Urabe Strategy

Akagi: The Genius Who Descended Into Darkness



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This feat is probably one of Akagi's most methodical feats unlike his other strategies which involves more of a series of tactics that don't interlock with each other as well, but in this Arc Akagi had a clear strategic core throughout which makes his a valuable feat for scaling Akagi.

Rules of Mahjong

I already made an explanation of specific rules of mahjong significant in Akagi in my Ichikawa strategy doc so you can go read the rules of mahjong section on that doc:

Ichikawa Strategy

Chonbo, it is the penalty point you pay if you break a rule. The only rule that is broken in this game is the rule of "you can't call Riichi unless you are in Tenpai". If you do a Chonbo and you are caught for it you must pay a total of 8000 points.

Also a common way mahjong players read each other's hands is though seeing a tile discard comes from "inside their hand" or "Tsumo-Giri". When people are playing mahjong they check if the opponents discarded tile came from inside their 13 tile hand meaning it was a part of their hand but

now it's not, or was an unneeded tile they had before. If its a Tsumo-Giri it means the tile they just pulled was not needed to progress their hand,

I will just introduce the Yaku that are significant in this game so you can better understand Akagi's strategies. I sometimes translate the Yaku's name from the top of my head and not check the official translations so the way I refer to some Yaku might be different. Even if you are familiar with mahjong if some ways I refer to Yaku confuse you please refer to this section,

4 Ankou	It is a Yakuman hand or in other words the highest Yaku a hand can have, a Yakuman can be achieved if your hand has more than 13 Han (Han is just the total number of Yaku your hand has + the number of Dora) or you form specific patterns that is given Yakuman value. For this case it requires you to form 4 triplets (3 of the same kind) without calling any one of them, also you must win with either a Tsumo, or a Ron for the head part, if your Ron tile is what completes a triplet this Yaku does not count.
Open riichi	Once you declare Riichi you have the option to open your hand, meaning your hand which is normally hidden to everyone is opened and revealed, this means everyone will know what you are waiting on and what your Yaku is. It adds 1 Yaku in addition to the 1 Yaku a Riichi adds to your hand. Because Riichi is a Yaku where you can't call, of-course you can't do any calls to earn this Yaku either.
Houtei Ron	If you do a Ron from the last tile that is discarded for the round it adds one Yaku to your hand, it can be done no matter how many tiles you called in the game.
Tanyao	A Yaku that can be formed no matter how much you call, if your hand does not contain any 1,9 or word tiles it grants you one Yaku.
3 Shoku Doujyun	If your hand has three triplets of the same number in all 3 suits, so if you had a triplet of 6 souzu, a triplet of 6 manzu and a triplet of 6 pinzu you would have this Yaku.

Context

Akagi now has a buddy that is following him called Osamu and with the two of them, were scheduled to fight a mahjong opponent called "Fake Akagi" who was using his name to make fame in the underground mahjong games since Akagi was known as a legend. Akagi after being told about Fake Akagi was told by a Yakuza group to fight this fake Akagi with interest by the Yakuza Boss who was curious which of the Akagi was stronger. As Akagi and his buddy were summoned to the place for the gamble Akagi is told to wait as Fake Akagi is currently in a game and is retching a weaker opponent called Urabe. Akagi was told that Fake Akagi will fight him after he finishes his game with Urabe.

Also as a note, as a part of the worldbuilding for Akagi his world's mahjong seems to have something called the flow. It is an occult believed in the old times of mahjong where people thought luck and momentum existed in mahjong even though it is statistically impossible. This is fiction we are talking about so as a part of Akagi's world building, sensing and exploiting the flow of the game is a valid

strategic move. Also Akagi with his supernatural intuition and his natural born talent as a gambler seems to have an inherent ability to intuit the flow of the game at times.

Preparation and Analysis

Akagi observes the game with Urabe and Fake Akagi for a moment and realizes Urabe was holding back and is way stronger than Fake Akagi. Urabe barely did any Riichi's and from the discarded tiles Akagi saw how Urabe intentionally ditched multiple chances for a victory or to form a strong hand. Akagi from this infers that Urabe is trying to make himself intentionally seem weak to give Fake Akagi confidence so that he can fool him. Akagi assumes Urabe is either going to pull a sneaky move this game or try to increase stakes for the next game so Urabe will win out on the long term in total monetary winnings as the game Fake Akagi and Urabe is playing has money as stakes. Akagi tells the Yakuza boss his prediction as he moves to the waiting room and says that Urabe will crush Fake Akagi and Akagi will likely be summoned to fight Urabe instead.

Akagi's predictions come true and Urabe sets up a trap to which the game's stakes rise to ridiculous value, about 32 million yen which adjusted for inflation is around 154 million yen, for a single mahjong match. The rules were also adjusted so that the games end once in the end of a Hanchan either Urabe or Fake Akagi is in first place, if not the game continues to the next Hanchan indefinitely. Fake Akagi, crushed by this pressure, fails to play properly and the Yakuza group backing Fake Akagi asks Akagi for help.

Akagi now considers how to defeat Urabe and recognizes how in mahjong, the most important aspect is to understand the opponents psychology. Akagi's approach to Mahjong is based on the understanding of his opponents psychology and especially their base thought process ingrained in their subconscious which they revert back to in times of great stress or panic. By fully exploiting the subconscious habits of someone, Akagi can manipulate and deceive Urabe completely while he remains unaware which will give Akagi the edge. Akagi wants to unravel and exploit Urabe's psychology while maintaining his persona as one of mystery so that Urabe can't read him while applying pressure. Akagi wants a read on Urabe's true nature which usually does not appear unless heavily pressured so Akagi uses a plethora of tactics to lure subtle signs of Urabe's subconscious out so he can analyze them.

To do this Akagi first makes his buddy Osamu play first, he tells the Yakuza he will only play after they give Osamu a try and since Akagi knows the Yakuza don't have any other mahjong player at the moment beside Akagi they have to accept. Osamu takes over Fake Akagi and even though he is not a good player, Akagi made sure the Yakuza did not tell Osamu the ridiculous stakes while he made Osamu enter at a great point disadvantage compared to Urabe. Akagi from previous encounters knows Osamu seems cowardly but is actually a person with high responsibility and predicts that Osamu once confronted with the immense point deficit will try to cover it by playing aggressively. Osamu's personality coupled with the fact that when he joined he was already losing with the fact that Osamu is unaware of the rates allowed Osamu to play aggressively to try to make a comeback since playing normally won't help anyways. With this aggression Urabe will subtly show his tendencies when pressured as Akagi predicted.

Also by making Osamu play and not playing himself, Akagi managed to conceal information about his playstyle from Urabe.

Osamu plays a few games and Akagi forms a hypothesis, Urabe when pressured is the type of person to not fully commit towards attack or aggression nor is he the type of person to fully pivot to defense. Urabe likely will try to stall, play passive and escape from the pressure by not fully committing to either offense or defense but to play it safe. This can be seen since Urabe who felt suspicious that Osamu who is an unknown player got sent in and played safe and passive while it was pretty obvious from Osamu's play's that he isn't very skilled, showing Urabe's cautious, passive and almost fearful behavior.

Osamu accidentally hears the stakes of the game mid-match and suddenly starts to crumble apart as Urabe, now aware of Osamu's level, starts to become more aggressive, and Akagi realizes Urabe sees Osamu as no threat now making it difficult to see Urabe's thought process against danger so Akagi recognizes Osamu has done his part and takes over from the next round.

The Game

Akagi enters from the South part of the Hanchan, meaning he has a total of 4 rounds (4 rotations of the dealer but can extend if the dealer wins more) before he needs to fully surpass Urabe in points to win since Urabe is currently the top score and if he lets Urabe finish, Urabe wins this game and gets a bunch of money.

Akagi knows he needs to get a Ron from Urabe since that will be the only viable method to close the gap between Urabe and Him in such a short game span. This is because if you do a Ron the person pays all the points meaning the point gap between him and Urabe will decrease by double of the score of your hand since the exact points you added to yourself will be subtracted from the enemy. Akagi knows that to get Ron's from experienced players like Urabe he needs to make him fully give up his offensive style and psychologically manipulate him into playing defensive in a predictable stance while pressuring his mind.

Before the game starts Akagi talks about the stakes of the game and his buddy Osamu says it's crazy how Akagi is so calm entering this high stakes game with such a calm attitude. Akagi says he does not care about the ending of the game since it's not his money that is at stake anyways, he says the only person who should be panicking is the Yakuza boss who has 32 million on the line and Urabe. Akagi reframes Urabe's position as "the person who can't lose the most in this game". Akagi calmly explains how Urabe is the person who raised this game's stakes to such high prices and if Urabe loses, a simple apology will not cut it, he will likely be forced into debt and might lose his life. Akagi said this with a loud enough voice to where everyone in the room could hear.

This pressured Urabe since his tactic to raise the stakes to pressure the player not only failed since Akagi is so calm but backfired since now Urabe is the one who is feeling the pressure and with Akagi spelling it out Urabe confronts the pressure he must feel in this game.

Throughout the game Akagi maintains his composure under any circumstance affirming Urabe's fear that his plan backfired but also makes him wary since he will think Akagi has a plan.

South 1st

Character	Urabe	Akagi

Their Wind	South	North
Score at the start of the round	52000	23600

Akagi in this round still wants to gather more information regarding Urabe's playstyle while minimizing the reveal of his own playstyle to confuse Urabe. Akagi with his hand immediately calls Riichi as soon as he can, by forming his hand into a simple shape with disregard for points. This allowed Akagi to conceal any information regarding his actual playstyles and habits hidden since Riichi locks in your moves, not revealing any information about your playstyle.

Also to Urabe who believes Akagi needs to go for large hands to actually get a win from this point disadvantage will not expect Akagi to ever just rest on a cheap hand, which confuses Urabe on what Akagi is actually up to. This confusion is further amplified because Akagi knows how Urabe views Akagi, the entire Yakuza people seem to have faith in Akagi causing Urabe to expect something radical so when Akagi plays unpredictably the confusion will be very impactful. Because Akagi's hand is so bad, all the discards he does only adds to confuse Urabe, Akagi's discards show that his hand is neither forming any strong Yaku or utilizing Dora which confuses Urabe further.

This build up was essential as Akagi aims to manipulate Urabe by making the image of Akagi inside Urabe's mind to be unclear and scary.

Even when Urabe discarded a tile to complete Akagi's hand and Akagi could have gotten a Ron, he didn't since Akagi just wanted to observe Urabe and did not want to reveal his hand to show an irrational hand formation which may cause Urabe to suspect Akagi is probing him. Akagi knows how cheap his hand is and is aware that the score earned from this hand means nothing.

Urabe wins this round as he gets a Tsumo, and with this from the next game the dealer rotates over to Urabe. Akagi also loses an extra 1000 points on top of Urabe's win due to Akagi doing a Riichi.

Score Aftermath: Urabe +3700, Akagi - 1700

South 2nd

Character	Urabe	Akagi
Their wind	East	West
Score at the start	55700	21900

In this round Akagi continues his information gathering by aiming for a super fast Riichi. From the previous round and this round Akagi observed several things, Urabe will play a lot of Genbutu tiles (tiles that Akagi has discarded which Akagi can not call Ron on dictated by the rules) after he calls Riichi which affirms Akagi's hypothesis of Urabe being cautious. Akagi also notices Urabe's subtle habit of discarding the head part of this hand, since the head part of the hand can form naturally when forming hands and because of it being a pair, it can buy two turns of safe discards by taking one risk and because it can easily form back your hand can still be used in offense.

Akagi notices this habit is likely part of Urabe's subconscious tendencies as it fits his subconscious thought pattern of stalling, not committing to either defense or offense. Akagi recognizes how his subconscious actions can be ingrained as habits to someone experienced like Urabe. With this information Akagi can predict when this action will happen as it occurs when Urabe is confronted with danger and reverts to his base thought process.

In the end of the round no one managed to win, so everyone who isn't in Tenpai pays a Noten (not in tenpai) penalty points to people who were in tenpai, and due to this rule, all people who are in tenpai is demanded by the rules to open their hand and prove that they are tenpai. A Riichi is a declaration of tenpai so all the people who have declared Riichi must open their hand. Urabe does this and from Urabe's hand Akagi realizes Urabe has intentionally dismissed the chance of winning to make it to the end of the game wanting to see Akagi's hand. Akagi however decides to not show this hand even though it is against the rules by saying he declared Riichi without being in Tenpai.

This is a lie by Akagi and even though he is in tenpai he didnt want to show his hand so he just claimed to be noten.

This means Akagi is treated as if he made an illegal move by declaring Riichi and is forced to pay 8000 points, 4000 to the dealer and 2000 to each of the other players. However this made it so Urabe was further confused by what Akagi did and Urabe is now further in the dark about the true nature of Akagi. Akagi reveals no information about his playstyle to Urabe while Urabe has shown his tendencies to Akagi a lot.

Akagi claims that this out-of-the-blue behavior is to "buy 3 turns in the following game, where I will move forward while Urabe will move back". We later learn the meaning of this statement to be "with the confusion I create with this move, it will lead to a series of chain-reactions that will result in Urabe fully pivoting from a passive playstyle to a completely defensive stance in a certain round later. There will be a 3 turn transition phase where Urabe's psychology pivots from a passive mediocre mix between offense and defense to a fully defensive playstyle".

This statement means Akagi knew the exact number of turns it would take for Urabe's psychology to switch stages all the way back at this point.

Akagi now at this point is starting to comprehend Urabe's thought patterns and the decision making nuance Urabe has such as what type of tiles Urabe views as dangerous which will be important as Akagi will later exploit these thought processes for how Urabe perceives dangerous tiles for his process of elimination strategy. Akagi is losing in points but is winning when it comes to information warfare, Urabe has no read on Akagi whatsoever especially because in the first two rounds Urabe couldn't see Akagi's hand while Akagi had a solid grasp on Urabe.

Score Aftermath: Urabe + 4000, Akagi -8000

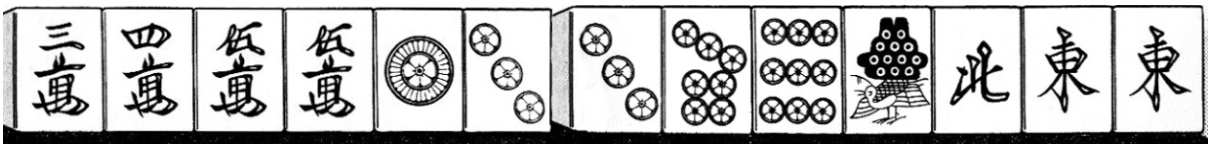
South 2nd Redo

Character	Urabe	Akagi

Their wind	East	West
Score at the start	59700	13900

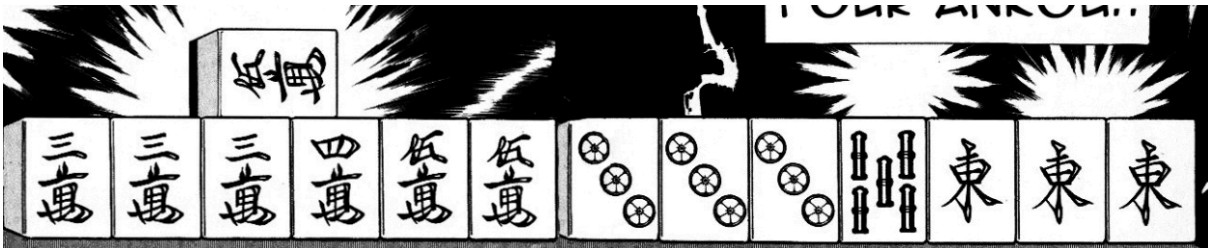
Because the last game ended in a Ryuu-Kyoku where no one won, the second round was re-done without a stick build up.

In this turn Akagi's hand starts off as:



(3man, 4man, 5man, 5man, 1pin, 3pin, 3pin, 7pin, 9pin, 1sou, North, East, East)

and this is a mediocre hand but With the first Tsumo being a East tile it formed a triplet and with this draw Akagi felt the flow of the game to favor triplets and continuously made discards to form more triplets while intentionally keeping the 4 man, a isolated tile inside his hand until his hand reached this position:



(3man, 3man, 3man, 4man, 5man, 5man, 5man, 3pin, 3pin, 3pin, 5sou, East, East, East)

And with this hand Akagi now is Tenpai for a "4 concealed triplets head wait" Yaku, which is a Yakuman with a rough Yaku value translation of 13 or above. Now Urabe's discards clearly indicate that he is going for either a Chin-Itsu or Hon-Itsu since he only discards word tiles and tiles that are not Manzu and only Souzu or Pinzu. Urabe also likely reached Tenpai since he had just discarded an east tile which is a word tile so it compliments his hand well and is a tile you want to keep until your hand is nearly complete. Akagi because he has 4 concealed triplets already complete and is only waiting for the head can even make this hand flourish with a Ron (this type of Yakuman can not be established if one of the triplets were formed with a Ron, your either have to wait for your head or complete the last triplet with Tsumo).

Now Akagi can either discard the 5sou or 4man so the one left over can be the head part but Akagi realizes he can't discard the 4 man since Urabe is likely waiting on that. Akagi intuits this from several pieces of information at his disposal. First Urabe has called 2 times and has shown a (9man, 9man, 9man) triplet and a (9man, 8man, 7man) consecutive. This means Urabe has used up a majority of his higher numbered Manzu so the rest of his hand likely has a lot of lower number manzu tiles, also Urabe is a skilled player so he likely formed his hand in a triple wait stance, and with all of the triple wait shapes the shape that can be formed the easiest with smaller numbered tiles is the 1-4-7 wait.

Akagi assumes Urabe is waiting on a 1-4-7 man wait and can not discard his 4 man, so he discards the 5 sou. Also he declares an Open Riichi which achieves multiple purposes.

Reason 1: It pressures Urabe and makes Urabe reveal his psychological tendencies when cornered since a 4 Ankou is one of the most threatening hands

Reason 2: It has no downsides since no player was willing to discard into Akagi's hand even if his hand was concealed. This was because the player to the left of Akagi is already playing it super safe so it's unlikely that the 4 man which is super dangerous towards Urabe will be discarded. Urabe himself will never discard it since it is his winning tile and the player to Akagi's right might discard it but still Urabe will headbump Akagi (When two players declare Ron on the same tile, the player to the right of the person who got ron'd takes prioritization).

Reason 3: The most complex reason out of all, it meant to disarm Urabe. Urabe who is a cautious person will try to give Akagi a cheaper victory by discarding one of his Manzu tiles to give Akagi a cheaper version of his hand. If Urabe discards either a 2, 3, 5, or 6 man Akagi's hand can compete in a cheaper version since it will not be a 4 Ankou. Here is the possible hand formation if either of the 4 tiles were to be discarded.

2man:
(3man, 3man) (2man, 3man, 4man) (5man, 5man, 5man) (3pin, 3pin, 3pin) (East, East, East)

3man:
(5man, 5man) (3man, 4man, 5man) (3man, 3man, 3man) (3pin, 3pin, 3pin) (East, East, East)

5man:
(3man, 3man) (3man, 4man, 5man) (5man, 5man, 5man) (3pin, 3pin, 3pin) (East, East, East)

6man:
(5man, 5man) (4man, 5man, 6man) (3man, 3man, 3man) (3pin, 3pin, 3pin) (East, East, East)

And none of them form 4 Triplets meaning the price of Akagi's hand will plummet although still high and will be a direct hit from Urabe. To Urabe who just wants to play it cautiously especially because Akagi is such an unknown entity to him due to having no information on Akagi and his seemingly irrational plays in the last 2 rounds will want to just finish Akagi's hand as a cheaper one.

Akagi predicted this exact thought process by Urabe and he also knew Urabe is bound to have at least one of the 4 possible tiles to do this (2, 3, 5, 6 man) tiles since he is making a full manzu hand. Akagi had no intent of finishing this hand as a cheaper version since this stage of his strategy could either earn him (more confusion by Urabe about Akagi which will benefit him in the later rounds) or (a Tsumo of a Yakuman which will make Akagi's victory no challenge even without his overarching strategy) and a Ron from Urabe with a cheaper hand had no place in Akagi's strategy, but by manipulating Urabe to discard one of his Manzu tiles it will destroy Urabe's hand so Akagi can more likely pull his winning tile before Urabe. This is exactly why Akagi decided to keep the 4 man even though he knew it was a dangerous tile for Urabe later.

Reason 4: A follow up to reason 3 but it allowed Akagi to further confuse Urabe by showing that Akagi is irrational since he will not rest on a cheaper hand no matter what, making Urabe further unsure of what kind of person.

Reason 5: It shows Akagi's competence in reading people and playing mahjong as it makes it clear to Urabe that Akagi sees Urabe's Ron tile the 4 man to be dangerous. By showing his competence mixed with his irrationality Urabe can't categorize all of Akagi's chaotic actions as just irrational but having an intent that he isn't aware of, confusing him further.

Unfortunately for Akagi Urabe does not take the bait to discard a manzu tile for his weaker hand the first time but Akagi knows he is very tempted to do so. So in his next draw Akagi takes an extra pause when he is drawing to bring up the tension in Urabe while making it seem like Akagi has the magic to draw the 4 man right here to panic Urabe. Urabe after this concedes and in the next turn discards his 2 man. Urabe thinking Akagi will win and he just found a clutch way out of Akagi's crazy luck of getting a 4 Ankou talks in a confident manner telling Akagi "what are you waiting for? lets see the Ura-Dora" as if the round has ended. Akagi ignores this however and says one of the most banger lines in the entire show "What, are you retarded? Keep the game going, I don't intend to win off of cheap hands.".

Akagi can see Urabe visibly shocked and confused, confirming the steady success of Akagi's plan to pressure and confuse Urabe.

Now not only has Urabe's predictions about Akagi completely failed, Akagi is acting completely irrationally from a regular players stand point which confuses Urabe further about Akagi's image, which benefits Akagi in the long term. It also makes Urabe fear Akagi's ability to constantly outplay others since Akagi not only has constantly defied Urabe's predictions but also created an image of a person chasing miracles.

As the round continues Akagi constantly ignores any tiles that can lead to his hand ending in a cheaper victory even if the left over Tsumo chances decrease to a super low amount, and while that Urabe was rebuilding his hand. In the end even when he pulls his own winning tile which was also Urabe's likely winning tile, Akagi discards it and Urabe just gets a Ron from Akagi even when Akagi had such an advantage.

Urabe gains a lot of points but due to Akagi's irrational playstyle never aligning with Urabe's experience and reason that Urabe is further in the dark about Akagi.

Urabe seemed disappointed at Akagi and babbles on about how Akagi is a dumbass but Akagi perceived the underlying confusion beneath that disappointment and how his criticism of Akagi is a way to sooth his own emotional pressure and knew his plan was moving as he wanted.

Akagi was not bothered by this score loss as he knew that this score advantage for Urabe is the exact thing that will cause him to enter a "retreat / escape" mentality which Akagi will exploit to flip the entire score difference around.

Score aftermath: Urabe +13000, Akagi -13000 (12000 for the Dealer Mangan and 1000 for Akagi's lost Riichi stick)

South 2nd 1st Build up

Character	Urabe	Akagi
Their wind	East	West
Score at the start	72700	900

Now that Urabe won the second round redo, because he is the dealer means the second round is re-opened again.

Akagi gets a hand really close to a Kokushi Musou, another Yakuman, but Urabe trying to just consume rounds to end the game quickly before Akagi can catch up gives the another player their Ron tile so they score 1300 points off of Urabe which is nothing to Urabe's total score but consumed one round of the game with basically no progression and stopped Akagi's hand formation which was beneficial enough for him.

For Akagi though this hinted at Urabe's psychology of just trying to run away from Akagi with his point advantage since he does not fully understand Akagi and Akagi knows this running stance from Urabe can be used to damage him.

Score aftermath: Urabe -1300, Akagi +/- 0

South 3rd

Character	Urabe	Akagi
Their wind	North	South
Score at the start	71400	900

At the start of the round, one of the players makes a mistake and accidentally flips a tile as the Dora indicator when it was actually off by one and mistakenly flipped the tile that was one of the royal tiles (tiles that are only drawn when a player does a Kan). The accidental tile flip was undone and the one next to it got flipped revealing a 5 pin so the Dora is a 6 pin however everyone in the table has seen the Pei tile inside the royal tile stack. The location of the Pei tile is so that after the third Kan in the game will lead to the Pei getting pulled out.

This was a total accident but Akagi decides to use this opportunity to the fullest to trap Urabe. For his final plan Akagi wanted to make Urabe think Akagi can create traps by using the most unexpected and random methods to psychologically manipulate Urabe so he wanted to use a seemingly logically impossible trap to trick Urabe so he can build up to the final moment.

As the round starts Akagi observes a lot of triplets and pairs forming in his hand and recognizes this round of the game to be a "ToiTsu Ba" which is a certain flow of the game in which pairs, triplets and quartets of the same tiles are likely to form. With this recognition Akagi realizes his trap can work.

First Akagi slowly forms his hand while trying to form one quartets so he can do a Kan, luckily for Akagi with the Kan that he does with the 4 sou reveals a new Dora indicator and the new Dora

indicator is a god damn 3 sou meaning the 4 sou is the new Dora. Akagi's hand now suddenly has 4 Dora. Once Akagi sees that 2 of the North tiles are already discarded and once Akagi pulls a North tile himself he declares Riichi waiting for his North tile to form a pair to create the head.

This was a multi-purpose trap set by Akagi, since he declared Riichi even though his hand was already very powerful and did not need it, it created a very big threat for Urabe and Urabe with his risk-hating nature starts to discard Genbutu tiles (tiles Akagi has discarded and can not Ron on) to be safe which means Urabe is consuming his safety tiles from an early stage of the game due to Akagi's Riichi.

Because of this Riichi, Urabe is forced to waste a lot of his safe tiles early and is stuck towards the latter half of the game, forced to think of another solution. Because Urabe has so much triplets and quartets due to the flow of the game Urabe conceived of a strategy "because everyone saw the North tile at the start and because 2 of the North tiles are already discarded no one will ever wait on a North tile head wait since there are no North tiles, so with the quartets I have I can do 2 Kan's (The north tile was the 3rd tile to be pulled in a Kan and because Akagi did one Kan already Urabe needed to do two) to pull that North tile and it would be a safe tile for me to discard". Akagi manipulated this thought, he set himself up as mysterious without revealing any knowledge of himself which scared Urabe and with his cautious nature he will try to run, which is exactly what this 2 Kan strategy will accomplish and exactly the mentality Akagi is trying to exploit to trap Urabe.

Akagi predicting this line of thinking by Urabe which is exactly why Akagi was waiting on the North tile, this strategy also had the benefit of forcing Urabe to do a lot of Kan's which would add so much new Dora and because Akagi did Riichi a lot of Ura-Dora too allowing Akagi's hand to easily inflate in score.

In the end of the game Urabe runs out of safe tiles and does the double Kan strategy to get the Pei and discards it, allowing Akagi to Ron. With the ridiculous amount of Dora indicators and with a lot of Ura-Dora Akagi gets a total of 10 Dora's and coupled with his Riichi his hand reaches 3 Bai man.

Because this was a Direct Ron from Urabe the score difference between the two shrunk by 48000 (24000 of Akagi's point increase + 24000 of Urabe's point decrease).

To Urabe who was already confused and pressured by Akagi's presence had now just been completely predicted and read by Akagi. It also showed Akagi's mahjong playstyle had such high capacity to which he can accommodate for even logically impossible waits and unpredictable randomness. Urabe thinks Akagi is not just crazy and irrational but there is a method behind the madness which makes Urabe fully fearful and confused about Akagi entering the final round.

Score aftermath: Urabe -24000, Akagi + 24000

South 4th

Before the round starts the Yakuza boss that is backing Urabe shows concern for Urabe's progress but Urabe says its Ok and starts to explain his advantage while opening a cigarette. Akagi recognizes these actions as self-soothing actions and understands the pressure Urabe is facing.

Character	Urabe	Akagi
Their wind	West	East
Score at the start	47400	24900

This is the final round and also Akagi's dealer turn. Akagi just needs a Mangan hand and to get Ron from Urabe to fully come back, but to do so against Urabe will not be an easy task. However Akagi knew this problem all along throughout the game, knowing to get a Ron from Urabe isn't easy since for this situation Urabe can just make any cheap hand and end this game while Akagi has to make a Mangan hand while trying to get a Ron from him. (In this round either a Mangan hand Ron from Urabe or a Tsumo of a Haneman hand will win Akagi the round)

Akagi's observation of Urabe's tendencies and psychology as well as pressuring and confusing Urabe and the creation of his "miracle man" persona was all to solve this problem. In this round of the game Akagi aimed to fully control Urabe so he would deal into his Ron.

Akagi will do this by systematically eliminating all possible tiles Urabe will discard so Akagi can get a Ron.

To better explain the process of elimination strategy by Akagi, I will create a chart of tiles that Urabe might discard in the final section and show how systematically Akagi nullified all possibilities besides the one he wants.

Akagi's vision is to end this game by calling all 4 of his melds and waiting on a Tanki, and there is no logically sure way to prevent a Tanki wait. However from the previous deceptions in the previous rounds Urabe is now fully reliant on logic and will try to logically deduce Akagi's Tanki wait from logic and because Urabe thinks its impossible for Akagi to know what kind of tiles he has in his hands once he fully commits to defense (If someone is already given up and is just discarding the safest tiles from their hand no pattern will form in their hands and their discards will not imply any pattern in their hands) so Urabe will try to predict Akagi's wait by trying to deduce "What tiles could Akagi have leftover from his progression towards a Hand" or "What tile would obviously be perceived safe so it can be a trap to fool me". This line of thought was of course only thought of by Urabe after Akagi makes him fully committed to defense but Akagi was aware of this early on so he can exploit this thought before Urabe even thinks of it.

Akagi has a way of predicting what tiles Urabe will have in his hand with Urabe's habit while Urabe is unaware of this. This means Urabe will likely be unable to consider the possibility of Akagi waiting on a tile that was obvious to Akagi that he has another of as it seems impossible.

1man	2man	3man	4man	5man	6man	7man	8man	9man	Chun	South	North
1sou	2sou	3sou	4sou	5sou	6sou	7sou	8sou	9sou	Haku	East	
1pin	2pin	3pin	4pin	5pin	6pin	7pin	8pin	9pin	Hatsu	West	

But before any of that happens Akagi needs to actually make his hand threatening, Akagi feeling the flow on his side decides to create a Kan formation and after he does a Kan with the 7 sou tile the new

Dora indicator tile is a 6 sou and with this Akagi's hand now has 4 Dora's so with just 1 Yaku, his hand is a Mangan.

For Akagi to manipulate Urabe he needed to feed Urabe information about his hand so he planned to do a lot of calls to his hand but the side effect of that would mean he will struggle with a Yaku. To make sure Akagi can get a Yaku he planned to do a Houtei Ron which is a Ron from the last tile discarded from the game giving him 1 Yaku but this will force Akagi to align turns later which he prepared to do.

Akagi now wants Urabe to pivot his mind from "try to not discard Akagi's winning tile while trying to form my hand quickly so I can win faster than him to end this game" to "I'm fully going to commit to defense on this round" so Akagi can focus on manipulating Urabe. He exploits Urabe's passive stalling nature by showing Akagi's flow to be decreasing which will cause Urabe's nature of wanting to "run away, stall the problem" type of thinking by making Urabe think "Since Akagi's running out of luck I should just survive this round by committing to defense and move on to the next Hanchan" making Urabe run away. This will only be possible because throughout the game Akagi has confused, pressured, deceived and saw through Urabe building up to Urabe's retreat.

Before that though, after Akagi's kan, Urabe discards a 2 pin from inside his hand, and with this Akagi notices something. Urabe should feel immense pressure right now due to Akagi's hand just getting the potential to kill Urabe and because at this point Urabe can not commit to either defense or offense since Akagi might do a Tsumo of a Haneman (Akagi's hand is still mysterious and Akagi can win even if he does not get a Mangan Ron from Urabe if he does a Tsumo on Haneman which can not be prevented even if Urabe plays defensive forcing him to stay offensive as well). While exposed to shock and pressure Urabe likely reverted to his subconscious habits, neither an offensive or defensive move, just trying to stall the problem. Urabe discarding something inside his hand means he pulled a dangerous tile right now and is afraid to discard it, meaning he is confronted with both a dangerous Kan from Akagi and a dangerous Tsumo by himself. Akagi also observed Urabe peeking at his Kan tiles which are now Dora tiles too and Akagi thinks Urabe's peek towards those tiles is his recognition of the threat he is facing and predicts Urabe to be thinking about the dangers of those 4 Dora's. Akagi in past games observed how Urabe discards the head portion of his hand at this psychological state and makes an inference. The 2pin is likely the head part of Urabe's hand and the fact that it came out of the middle of his hand affirms this. If it is the head part because he discarded it he likely has one more 2 pin sitting in his hand. So Akagi decides to make 2 pin his wait for the game.

Now Akagi realizes his process of elimination strategy has already progressed somewhat. The end vision Akagi had for his strategy is to call all 4 of his triplet section of the hand and have 1 tile remaining for a head wait and his calls will make it so Urabe will be wary of every tile Akagi could be waiting on besides the one he wants so he can manipulate Urabe into discarding the tile to Ron while Urabe thinks its safe, to do this Akagi first decides his final wait (2 pin) and eliminates everything else. Since Akagi did a Kan on the 7 Sou tile so the 7 sou is used up, Urabe will think tiles around the 7 Sou will be hard to use since they can't form sequences which is exactly why a gambler who embraces readings on people and irrationality like Akagi might be waiting on that tile. Tiles around the 7 sou will likely be on high alert by Urabe at the final moment.

1man	2man	3man	4man	5man	6man	7man	8man	9man	Chun	South	North

1sou	2sou	3sou	4sou	5sou	6sou	7sou	8sou	9sou	Haku	East	
1pin	2pin	3pin	4pin	5pin	6pin	7pin	8pin	9pin	Hatsu	West	

Yellow = Goal to isolate
Red = eliminated

To show that Akagi's flow is deteriorating, Akagi with his 3, 4 man sequence calls a Chi to the player on his left to form a (2man, 3man, 4man) triplet visible while he discards a 6 man which is also one of the Dora. This served 4 purposes at the same time.

Purpose 1: To show Akagi's declining luck. By discarding a Dora it made it clear to Urabe that Akagi could not incorporate the Dora into his hand since if luck was on Akagi's side the player to his left will discard a 5 man so Akagi can create a (4man, 5man, 6man) triplet and discard the 3man which would allow Akagi to incorporate Dora into his hand allowing for Akagi to aim for higher score hands.

Purpose 2: As a follow up to purpose 1 it made Urabe feel like he was getting targeted by Akagi. Because Akagi abandoned the Dora it indicates how Akagi isn't aiming for a higher hand than a Mangan. In this round if Akagi did a Tsumo on a Haneman hand he would have also won but by showing that he isn't means he is trying to get a Ron from Urabe making Urabe want to defend more. It also makes it so Urabe no longer needs to focus on winning himself as Akagi's Haneman Tsumo which can also turn the winner of the game is less likely if he is discarding Dora, so Urabe no longer needs to prevent Akagi from getting a Tsumo by forming his hands faster, he can just play defensive.

Purpose 3: It makes Urabe alert at early stages of the game. By discarding the Dora it means Akagi's hand didn't have much room to incorporate it which implies the completeness of Akagi's hand so Urabe will think Akagi is in tenpai and start to waste safe tiles before Akagi is even in Tenpai.

Purpose 4: Also by making it seem as though he is in Tenpai it disincentivises other players around him to not build their own hands but to play safe. This is so they won't mess up Akagi's strategy but also because Akagi is the dealer this turn and even if he could not get a Ron from Urabe as long as he is in Tenpai while everyone else isn't he can redo his dealer turn without the Hanchan ending.

Now after a few turns Akagi discards a 5 sou from the inside of his hand which is the first step towards his process of elimination strategy. Akagi wants to dissolve any possible discard tiles of Urabe in the final turn where he intends to win with a Ron. In the final turn of the game where Akagi will later manipulate it so it will be Urabe's turn, Urabe will need to think all tiles beside 2 pin is dangerous to Akagi, and by discarding a 5 sou from his hand it eliminated the possibility of Urabe discarding a 4 sou. This was because the time where Akagi did his 7 sou kan is still close and to Urabe it is likely that Akagi had sequences forming around the 7 sou before Akagi committed to a Kan and him discarding a 5 sou from his hand means Akagi had a tile close to it.

1man	2man	3man	4man	5man	6man	7man	8man	9man	Chun	South	North
1sou	2sou	3sou	4sou	5sou	6sou	7sou	8sou	9sou	Haku	East	
1pin	2pin	3pin	4pin	5pin	6pin	7pin	8pin	9pin	Hatsu	West	

Now after a while Akagi observes Urabe discard a 4 pin, and realizes Urabe has fully pivoted to defense. The 4 pin was a safe tile since Akagi already discarded it and it also came from inside Urabe's hand so it was likely a key part of his hand and at this point Urabe has given up any hopes of winning and just wants to end this game. Akagi knows Urabe had so much money on the stake and with his confusion will not lower his guard and instead will try to always assume Akagi is at Tenpai and play it safe.

This was what Akagi wanted when he said "I will buy 3 turns", after Urabe's 2pin discard which was a showing of Urabe's passive nature it took 3 turns for Urabe to now transition to a fully defensive stance, showing Akagi's insane understanding of Urabe's psychology, especially in nuance. Akagi knew Urabe's passive playstyle of not fully committing to either defense or offense coupled with Urabe's skill meant he can cleverly form winning hands while having some defense which will be detrimental to Akagi who needs to form a strong hand to get a Ron from Urabe. Akagi manipulated Urabe to show his cowardly and passive nature not by his mediocre balanced playstyle but in the form of running to the next round of the game where Akagi won't have his 4 Dora Kan. The psychological warfare Akagi has committed to pay off.

Now not only Urabe but the entire table is playing safely including the two people to Akagi's side so Akagi now can predict what the others will play easily to start manipulating the turns of the game.

After several more turns Akagi calls a Pon from the player to his right and now forms a 7 pin triplet visible. This eliminated 3 possibilities of Urabe's final discard.

Eliminated pattern 1: All tiles that are 1,9 or word tiles. Now all the tiles Akagi called in his hand are tiles used for Tanyao, even though Akagi plans to destroy his Tanyao hand at the end. But by making it seem like Akagi is forming a Tanyao hand, in the end when Akagi is on a single wait Urabe will feel threatened to cut any of the 1,9 or word tiles since they are safe tiles for Tanyao and is an incentivised tile for Urabe to store up.

Eliminated pattern 2: With similar logic to the 7 sou Kan, with a 7 pin pon there will be only one remaining 7 pin left so it will be difficult to form sequences using numbers close to triplets which is exactly the type of trap Akagi might set in the eyes of Urabe. So 5,6,8,9 of pinzu seems dangerous later.

Eliminated pattern 3: The 7 man tiles, even though Akagi plans to later do a Pon to ruin his chances of it, the current hand Akagi is forming indicates a 3 Shoku Doujyun, since Akagi already has a 7pin pon and 7 sou Kan, he needs 3 7man tiles to form this Yaku. Even if he is not going to go for this Yaku, to Urabe the fact that Akagi might have been going for this Yaku midway in the game means Akagi might have a 7man tile inside his hand to wait on.

1man	2man	3man	4man	5man	6man	7man	8man	9man	Chun	South	North
1sou	2sou	3sou	4sou	5sou	6sou	7sou	8sou	9sou	Haku	East	
1pin	2pin	3pin	4pin	5pin	6pin	7pin	8pin	9pin	Hatsu	West	

Now during all of that Akagi was hoarding all the North tiles he can gather, this was because Akagi had a rough read that Urabe had it, this was because the two players on Akagi's side were fully committed to defense and were discarding North tiles and one North tile was discarded already so it wasn't like discarding North was so risky so Akagi assumed its in Urabe's hand and Urabe is scared to discard it since he is wary that Akagi might be hinting at a Tanyao to bait out his North tile.

But Akagi knows how Urabe has less and less safe tiles available and when it comes down to it, the North tile is very safe objectively so Urabe discards it towards the end of the game exactly how Akagi wanted it, now Akagi does a Pon on Urabe's North tile. This achieves multiple purposes.

Purpose 1: Alignment. This Pon from Urabe adjusted the turns just right to where the last Tsumo will be Urabe, this is why Akagi wanted a Pon from Urabe since it would adjust the turns just right. Urabe by being forced to do that last Tsumo means he is forced to discard the last tile of the round, so if Akagi can Ron he will get the Houtei Yaku.

Purpose 2: And because Akagi did this close to the end of the game, Urabe is consciously aware of the possibility that Akagi intentionally made him do a tsumo last. This eliminates the possibility of Urabe just randomly discarding the tile he draws last since his last discard should be random and something out of Akagi's control. Akagi's exploitation of randomness in the last round and the intentional adjustment of turns and the fact that the final tsumo will come from Akagi's stack of tiles all disincentivise Urabe from playing a random tile to stay out of Akagi's trap.

Purpose 3: Akagi intentionally waited until the end game to fully adjust turns since at this point everyone just wants to play it safe and no one wants to call, meaning turns will likely not be messed up with another all at this point. Also Urabe can't do any calls at this point since his hand is already destroyed from committing to defense and discarding safe tiles meaning he can't adjust the turn order to screw Akagi's plans.

Purpose 4: This move by Akagi made it obvious that Akagi was going for a Houtei Ron, so he didn't do it until the very last moment so Urabe throughout the game will constantly be nervous for Akagi's Yaku which was a key manipulation element to Akagi's plan to waste Urabe's safe tiles. It also forced Urabe to overthink in the final round since Urabe is aware that his final turn likely has a trap by Akagi and his overthinking makes him volatile to Akagi's traps.

Now all 4 of Akagi's melds are revealed and locked in and Akagi is going to be on a single wait after he discards one tile.

Finally after his Pon he discards the 3 man in his hand that he was also keeping as a final elimination of possible discards, by Akagi keeping a 3 man it indicates that Akagi's remaining tile can be 1man, 2man, 4man, 5man. This is because in Akagi's hand where to Urabe was (North, North, unknown, unknown) the North could have been Akagi's hands head and the two unknown could have been the 2 parts of a triplet or sequence Akagi was trying to form, then a tile that can form a sequence with the discarded 3 man can be the final tile Akagi is waiting on, so Urabe will be wary of those 4 tiles (1man, 2man, 4man, 5man).

1man	2man	3man	4man	5man	6man	7man	8man	9man	Chun	South	North

1sou	2sou	3sou	4sou	5sou	6sou	7sou	8sou	9sou	Haku	East	
1pin	2pin	3pin	4pin	5pin	6pin	7pin	8pin	9pin	Hatsu	West	

As for the remaining options Akagi didn't bother as those tiles were already likely not in Urabe's hand, first all the 6 man and 2 sou were exhausted many turns ago. The 4pin and 3pin can't be it as Urabe likes to consecutively discard the same tiles in order to maximize safety (if you know a certain tile is safe its better to discard them early if you are fully committed to defense as while you are discarding safe tiles Akagi will discard more tiles which will also be safe tiles so you can maximize waiting time to make your opponent reveal more safe tiles so you can take less risk) and Urabe has discarded the 4pin and 3pin already without any further discard. 3 of the 4 9man tiles were discarded very early in the game and at the time when it seemed like Akagi was going for a Tanyao Urabe never discarded 9 man so he didn't have it in his hand at the time and even after when Urabe was playing it safe, he never discarded it meaning he likely didn't have it. Same with the 7 pin since 3 of them were used up by Akagi but Urabe never discarded it. The 3 sou was a Shonpai meaning it hasn't been discarded once so it is a very likely tile for a Ron to be called and Urabe won't risk it.

1man	2man	3man	4man	5man	6man	7man	8man	9man	Chun	South	North
1sou	2sou	3sou	4sou	5sou	6sou	7sou	8sou	9sou	Haku	East	
1pin	2pin	3pin	4pin	5pin	6pin	7pin	8pin	9pin	Hatsu	West	

Now throughout the game additional misdirection was made to fully trap Urabe from any other notion aside from the one Akagi manipulated him to have. He made Urabe drag the idea of a Tanyao so that he would keep his 2pin. Akagi made sure to not form any melds using the lower numbered Pinzu tiles so naturally when Akagi is forming his hand he would discard lower numbered pinzu tiles as Tsumo-giri making Urabe think it is not related to Akagi's hand

Now the trap is complete, to fully pressure Urabe Akagi says in Urabe's turn that his victory is guaranteed, leaves the table and tells one of the Yakuza members to just play for him since the all that's left to do is just wait for Urabe to discard the exact tile he needs. Urabe is very confused and only considers possible traps in the information visible in the form of Akagi's discards and visible melds being tunnel visioned not considering this whole situation to be Akagi's trap, losing holistic vision.

This pressures Urabe further, and now Urabe with all the build up Akagi did is fully panicked, he tries to play the safest tile he can think of, and Akagi claiming that Urabe will discard exactly what he needs makes Urabe scared of traps set by Akagi and raises his alertness to the point of overthinking.

Akagi made it so his trap only activates once Urabe starts to overthink and he made it so Urabe will overthink the most in this round where Akagi said his victory was guaranteed and to Urabe himself he knows this round has a trap since Akagi intentionally aligned it to the last Tsumo indicating that he was aiming for a Houtei Ron. By making it so Urabe will only discard the 2pin once he overthinks Akagi made sure Urabe won't discard it earlier.

Urabe has seen Akagi pull of so many unpredictable things that he can't trust his experience and relies on reason, with his overthinking his thought process becomes narrow and Urabe follows the exact line of reasoning Akagi has prepared and predicted, Urabe has no understanding of Akagi's playstyle and only an impression that he is unpredictable leading to Urabe considering so many traps from the visible part of Akagi's hand, and from his hand Urabe discards the 2pin tile.

Akagi gets a Houtei Ron with 4 Dora. A dealer Mangan and the Hanchan ends as the top score changes from Urabe to Akagi.

End of Hanchan Score: Urabe 35400, Akagi 36900

Final confrontation

Akagi explains his strategy to the yakuza boss who was interested in how Akagi managed to predict Urabe and after that Akagi was free to leave, and as he was about to do so, he hears Urabe in the room next to them. Urabe had his entire hand beaten up bleeding and was raging since he was forced to shoulder the 32 million yen. The yakuza group backing him paid for the loss but forced Urabe to take responsibility in the form of a beating and then forced him to repay everything. Understandably Urabe is pissed off at Akagi and says that one day he will come back to defeat Akagi.

Akagi confronts him and says he will gamble with Urabe in a Hanchan game right now saying if Urabe wins he will shoulder all his debts but if he wins he is taking Urabe's hands. Even though people around him stop Akagi saying he has nothing to gain, Akagi responds.

That's all the better. I've never been the type who makes bets based on what I have to gain.

The battle I'm proposing, whoever loses will end up with their life ruined forever, a fate perhaps even worse than death. That's the best kind of battle, don't you agree

A life and death battle that cuts straight to the heart of what gambling really means

To have a meaningless death

Akagi knew Urabe will never accept since Urabe even though he seems like he is raging was in-fact scared inside and the threats he was telling Akagi was just coming out of an empty rage that he could not commit to. Urabe declines and is mentally broken crying down.

With this Akagi takes his leave, leaving everyone at awe in the sheer impact Akagi had.

likely changes
Akagi in 2nd round redo didnt consider all of those reasons at once, instead the likely flow of reasoning was that
observing the parties around me non of them will likely drop the 4man which he needed to win, and so he needed to be able to secure as much chances for tsumo as possible, to do this he needed to disarm urabe, which was why he kept the 4 man and did the open riich

after akagi discarded the chun urabe discarded a tile he pulled after the kan which was the chun which reinforce the idea that urabe felt danger at that moment as chun was one of the most dangerous tiles for akagi at the time