



Akagi Shigeru from Yami ni Maiorita Tensai: Touhai Densetsu Akagi Shigeru

Akagi Shigeru Feat List from 13 years old to 19 years old Akagi Shigeru.

Doc Maker:Adam

Akagi survived "A game of chicken" and he managed to swim to save himself in this extreme situation.

(Mental Fortitude, Stress Tolerance)

When Nangou is about to discard a tile to Ryuzaki, Akagi suddenly says, "You'd survive if you only died." Nangou is shocked by Akagi's statement and asks, "Do you know how to play mahjong, kid?" Akagi replies, "No, not at all." He continues, "But your spirit died just now. Your back shows you don't have the strength to win. You're just trying to survive." Akagi goes on, "That's the final thought pattern of gamblers who have been on a losing streak." He concludes, "You're just scared." Nangou is taken aback by Akagi's words. He realizes Akagi understands his fear of losing.

In the dialogue between Akagi and Nangou, several examples of Emotional Understanding and Emotional Perception are evident:

Emotional Understanding:
- Akagi understands Nangou's fear of losing. This is evident from his statements, "That's the final thought pattern of gamblers who have been on a losing streak" and "You're just scared."
- Nangou grasps Akagi's intent and feels pressured by his words. This is shown by his shocked reaction and his question, "Do you know how to play mahjong, kid?"

Emotional Perception:
- Akagi perceives Nangou's fear through his body language, as seen in "Your back shows you don't have the strength to win."
- Nangou feels fear and pressure from Akagi's words, evident in his shocked and silent reaction.

(Emotional Perception, Emotional Understanding, Seeing Through Mind)

Hearing Akagi's words, Nangou took a bold approach because Akagi's words truly toyed with his emotions. He made a cut with Upin, and at the same time, no one suspected that the next player was in tenpai.

Nangou was waiting for a Hatsu or a Ryanpin. The bespectacled man made a cut using Iipin, obtaining San Ankou, and Nangou successfully made Ron.

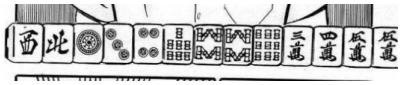
(Mind Manipulation, Interpersonal Emotional Engagement, Emotional Facilitation)

Nangou spoke to Akagi, saying that he could feel Akagi's strength and luck. He was impressed that Akagi could easily read other people. Nangou also mentioned that he was close to death, so he wanted Akagi's help for the next Han-Chan session. This reflects humanistic psychology. In this context, Nangou's statement about feeling Akagi's strength and luck shows an appreciation for the potential and strength of others, which is an

important element of humanistic psychology. It can be seen that Akagi has charisma and a good aura that draws people in and makes them appreciate him.

(Charisma, Aura, Influence, Emotional Facilitation)

Thus begins the legend of Akagi, as he learns how Mahjong works while also familiarizing himself with its rules. Akagi was given only five minutes to study the game's rules before the match began. He didn't even have a basic understanding of the hands in Mahjong. This demonstrates that Akagi was a complete beginner with no prior experience in the game. Imagine being asked to take a high-level math exam but only seeing the questions five minutes before the test starts.



Tile Arrangement of Akagi

Tiles: (Sha, Pei, Iipin, Sanpin, Supin, Chiiso, Paso, Paso, Chuso, Sanwan, Suwan, Uwan, Uwan)

Explanation of Tiles and Their Influence

1. Sha (East Wind)
> This wind tile is one of the four wind tiles (Sha, Pei, Nan, and Si).
> It has a high value when used in combinations and can function as a set or a pair.
> If Akagi uses this tile to form a set, he can earn additional points since wind tiles typically provide bonuses.

2. Pei (West Wind)
> Another wind tile that can also form a pair or a set.
> The use of Pei, like Sha, can increase the hand's value if Akagi can match it with suitable tiles.
> It has the potential to give extra points when combined with Sha in a wind set.

3. Iipin (1 Pin)
> This tile is the first in the pin (bamboo) group and can be used to form sequences (like 1-2-3 Pin).
> By having Iipin, Akagi has the potential to create a strong sequence, depending on the tile he draws next.

4. Sanpin (3 Pin)
> The third tile from the pin group, which can be used to form a sequence (2-3-4 Pin) or for a triplet if he gets two more from Iipin and Supin.
> Sanpin also provides opportunities to form sets, especially if there is a combination with Iipin and Supin.

5. Supin (4 Pin)

> The fourth tile from the pin group, which can function in a sequence or as a triplet.
> If Akagi can draw another suitable tile, like 3 Pin or 5 Pin, he can form a sequence and increase the hand's value.

6. Chiiso (1 Character)
> The first tile from the character group. Like the pin, this tile can be used in sequences or sets.
> Chiiso opens up opportunities for Akagi to form more complex combinations if the right tile is drawn.

7. Paso (2 Character)
> The second tile from the character group, which can function as part of a sequence or triplet if Akagi has more than one.
> Having two Paso in Akagi's hand increases his chances of forming a triplet, especially if he draws another suitable character tile.

8. Paso (2 Character)
> The second tile, which is the same as above, provides a greater possibility of creating a triplet from character tiles.
> Having two Paso gives Akagi an advantage in creating strong character sets.

9. Chuso (9 Character)
> The ninth tile from the character group, which can be used in a sequence (7-8-9 Character) or as part of a triplet.
> The use of Chuso can help Akagi create better combinations with other character tiles.

10. Sanwan (3 Circles)
> The third tile from the circle group, which can function in a sequence (2-3-4 Circles) or as part of a triplet.
> This allows Akagi to expand his potential combinations with other circle tiles.

11. Suwan (2 Circles)
> The second tile from the circle group, providing opportunities to form a sequence or as part of a triplet.
> If Akagi successfully draws 1 Circle or 3 Circle, he can form a beneficial sequence.

12. Uwan (1 Circle)
> The first tile from the circle group, which serves to form a sequence (1-2-3 Circles).
> This enhances Akagi's ability to build strong combinations with other circle tiles.

13. Uwan (1 Circle)
> The second tile from the circle group, which is the same as the first Uwan.
> Having two Uwan allows Akagi to create a triplet (1-1-1 Circles) if he draws another Uwan, or it increases his chances of forming a sequence with Suwan (2 Circles) and Sanwan (3 Circles).
> These two Uwan also enhance Akagi's flexibility in gameplay strategy, allowing for more combinations that can increase his chances of winning.

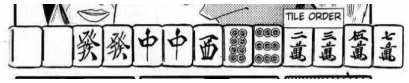
Players compete by earning points from the tiles in their hands, aiming to complete them as quickly as possible. Mahjong requires four sets of three tiles and one pair. As he plays, Akagi gradually begins to grasp the rules. Haku, Hatsu, and Chun are tiles that are easy to arrange when combined, as each of them is worth 1 Han.

Ryuuzaki declared Tsumo, and upon inspecting his hand, it was revealed that he had formed a Chiitoitsu.

Chiitoitsu (七対子) is one of the special hands in mahjong, consisting of seven pairs of identical tiles. Unlike standard hands, which typically require four melds and one pair, Chiitoitsu only needs seven pairs, with no need for pung, chow, or kan.

When the east round ended, Akagi lost, finishing with only 7200 points.
Akagi never made a mistake by discarding tiles that benefited his opponents, but he also didn't win any rounds—just an ordinary game.
No one saw any sign of the brilliance that would later make him famous.

And, in the second round, Akagi gets all the pairs needed for Dai San Gen (a powerful hand in mahjong), and he is certain to score all those points.

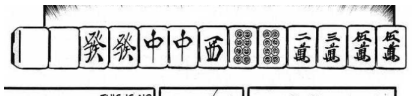


Akagi's tile arrangement:

(Haku, Haku, Hatsu, Hatsu, Chun, Chun, Sha, Papin, Chupin, Ryanwan, Sanwan, Suwan, Chiiwa)

First, the man with glasses discards Chun
, but Akagi lets it go. The first Haku is discarded, and Hatsu is also discarded. The second Chun passes as well, left untouched by Akagi.

Now, Akagi is only holding a
Chitoitsu hand at best.



Akagi's tile arrangement:

(Haku, Haku, Hatsu, Hatsu, Chun, Chun, Sha, Papin, Chupin, Ryanwan, Sanwan, Suwan, Suwan)

> Akagi holds pairs of Haku, Hatsu, and Chun in his hand.

> The opponent discards the first and second Chun, but Akagi chooses not to take them.

> Aside from the dragon tiles, Akagi holds a random mix of tiles like Sha and some numbers. In the end, these tiles only offer the potential for a Chitoitsu (seven pairs) hand, not Dai San Gen.

Nangou, seeing the tile arrangement, felt hopeless and regretted trusting Akagi. He believed there was no chance of winning and assumed he would have to play the next Han-chan session himself.

Suddenly, Ryuzaki ordered everyone to be quiet as the sound of footsteps echoed from the stairs. He instructed his subordinates to open the door and check who would arrive so late at night. It turned out to be the police. The officers explained that they were investigating a gang involved in a reckless bet called "A Game of Chicken," where two kids drove at high speed toward a cliff, and the one who braked first would lose. Their cars plunged off the cliff and were destroyed; one kid was taken to the hospital, while the other—Akagi—survived by swimming to safety.

Ryuzaki, upon receiving this information, ordered his men to let the officers in.

With everyone’s attention now focused on the police, Akagi saw an opportunity to make a deal with Nangou. He reasoned that since the officers wouldn’t leave immediately, they were likely to rest for a few minutes. Akagi asked Nangou to come up with a fitting story, provide an alibi, and offer some identification to keep the police from becoming suspicious. However, Nangou hesitated, telling Akagi that he needed something in return and reminding him that Akagi had no money to offer.

Akagi replied that he had one thing to offer: he would swap all his tiles into pairs for Dai San Gen and Su Ankou (a rare, powerful hand). He planned to do so while taking advantage of the ongoing situation.





Akagi's tile arrangement now:

(Haku, Haku, Haku, Hatsu, Hatsu, Hatsu, Chun, Chun, Chun, Papin, Papin, Papin, Sha)

Haku, Haku, Haku (Pung)
Hatsu, Hatsu, Hatsu (Pung)
Chun, Chun, Chun (Pung)
Papin, Papin, Papin (Pung)
Sha (Single tile)

Dai San Gen is a combination of three sets of Pung or Kong made up of the three dragon tiles:

- Haku (白)
- Hatsu (發)
- Chun (中)

In this arrangement, Akagi has already formed a Pung for each of the three dragons, automatically meeting the requirements for Dai San Gen. This is one of the highest-scoring yaku combinations in mahjong.

Su Ankou is a hand consisting of four sets of triplets (Pung) or quads (Kong), all self-drawn (closed), meaning none were claimed from the opponent's discards. When entirely closed, it becomes an extremely powerful yaku.

In this tile arrangement, Akagi holds:
- Haku (triplet)
- Hatsu (triplet)
- Chun (triplet)
- Papin (triplet)

Dai San Gen and Su Ankou can occur simultaneously if:

1. All triplets for Haku, Hatsu, and Chun are self-drawn.
2. Akagi also completes the Papin triplet without relying on opponent discards.

Explanation:

> Akagi knew the police would remain there and would inevitably be suspicious of him, suspecting that he was the kid involved in "A Game of Chicken."

> Akagi was willing to risk everything by changing his entire tile setup because he understood that Ryuzaki and his men wouldn't dare harm him while the police were present.

> Akagi's maneuver was also meant to cover Nangou's fear of losing in the next session.

Akagi wants to cut using Chun, Nangou feels that if Akagi cuts the Chun here, the hand will die.

Akagi immediately looked at Nangou with a sly smile on his lips. Just with that look, without a single word Akagi said. Nangou immediately agreed.

When Detective Yasouka entered the room, he immediately said that there was a kid missing here, and that was Akagi, he was looking for Akagi. Ryuzaki felt that this was a big deal. Detective Yasouka looked at Akagi and asked for confirmation that Akagi was the kid who managed to survive "A game of chicken".

Nangou immediately denied this and said that it was not true, Nangou continued, he said that Akagi was his nephew, and before that Nangou was looking for him, and he was here at 6 o'clock yesterday with all of them. Then Nangou looked at Ryuzaki, Ryuzaki immediately said that it was true.

Detective Yasouka stated that he saw footprints on the stairs, likely from a kid walking in the rain. Akagi claimed that the footprints were his, saying Nangou had sent him to buy cigarettes earlier. Detective Yasouka asked if Akagi really went out to buy cigarettes at midnight, to which Akagi replied yes. Yasouka then asked, “Where are the cigarettes?”

Akagi answered that none of the stores were open. He said he told Nangou this, but Nangou didn’t believe him and insisted he go check anyway. Akagi added that his “uncle” had already lost a lot, so he demanded that Akagi try to find some cigarettes. Calling Nangou his uncle, Akagi was fabricating a story to make Yasouka believe him. He continued, saying he knew nothing about "A Game of Chicken," even if Yasouka suspected him of being involved.

Akagi then asked Detective Yasouka for permission to play the game without interruption. He asserted that since everyone in the room could back up his alibi, Yasouka's claim was meaningless. Hearing this, Yasouka believed Akagi.

With that, Akagi turned to the man with glasses and said he wanted to resume the game, reminding him that it was now his turn to discard. Akagi successfully shifted everyone’s focus back to the game, even though their attention was still partially on the detective. This would be the final round. Had they not been distracted, they might have caught on to Akagi's trick.

Akagi was poised to finish the hand with Tsumo.

The man with glasses discarded Nan, followed by Ryuzaki discarding Sha.

Akagi then declared Ron, achieving Dai San Gen and Su Ankou. The man with glasses immediately realized he had been cheated. Enraged, he stood up to hit Akagi, but Ryuzaki stopped him, warning him to back off. With Detective Yasouka present, their reputation would be ruined if they caused any trouble.

(Emotional Facilitation, Emotional Understanding, Strategy Orchestrate, Strategy Efficiency, Strategy Effectiveness, Strategy Shielding, Planning Preparation, Planning Process, Short Term Planning, Formulation Speed, Planning Invicibility, Verbal Deception, Fabrication, Logical Manipulation, Indirect Manipulation, Tactical Effectiveness, Tactical Process, Prediction, Setting Trap, Strategic Thinking, Linear Thinking, Critical Thinking, Deductive Reasoning, Adaptability, Learning Ability)

Akagi has to remember the names of the tiles, the pictures of the tiles, the rules of mahjong and also how to play it, as well as how to make good pairs.

>In just 5 minutes he can memorize the names of tiles, tile image, and mahjong rules

>He has to visualize each tile image

(VSI, PSI, WMI, learning Ability)

In the break room, the man with glasses felt that Akagi was a terrifying kid. This was because they were powerless to act, as Akagi had used Detective Yasouka as part of his strategy to shield himself from interference by Ryuzaki and the others. The man with glasses asked Ryuzaki if they should call Yagi Keiji, the Rep Player. Ryuzaki, irritated by the suggestion, slammed the man's head onto the table. Ryuzaki believed there was no need to call Yagi, since their opponent, Akagi, was just an inexperienced kid who had also been cheating. Ryuzaki said that they were Yakuza, and there was no way they would call Yagi just to deal with an inexperienced kid—it would only make them look like cowards.

The reason I consider this manipulation is:

> How Akagi's actions influenced the mind of the man with glasses, making him nervous enough to want to call Rep Player Yagi Keiji.

> This created conflict between Ryuzaki and the man with glasses.

> They knew they couldn't resort to violence against Akagi due to Detective Yasouka's presence.

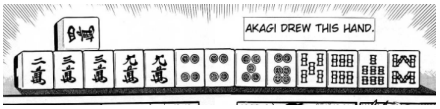
>Akagi understood Ryuzaki's ego and arrogance, which triggered negative emotions in Ryuzaki, leading him to feel that calling Yagi Keiji was unnecessary.

>Akagi understood that Ryuzaki didn't want his reputation ruined because he was a Yakuza.

(Psychological Warfare, Mind Manipulation, Psychological Manipulation, Individual Manipulation, Emotional Manipulation, Indirect Manipulation, Aura, Indirect Influence, Tactical Effectiveness, Planning Invicibility, Emotional Understanding)

Ryuzaki declared Riichi by discarding either the Ton or Sha tile, putting himself in a ready-to-win (tenpai) position. Under this pressure, Akagi responded by cutting through the Riichi with a bold discard of Upin (1 Pin). This prompted Detective Yasouka to comment that Akagi's move was risky and resembled the actions of a beginner. Yasouka added, "That was not a safe tile." However, he also noticed that, despite appearing inexperienced, Akagi played with a unique style, creating openings in his hand without relying on guidance from anyone.

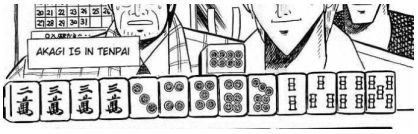
Akagi's Tile Arrangement:
(Ryanwan, Sanwan, Sanwan, Chuwan, Chuwan, Supin, Supin, Upin, Ropin, Uso, Roso, Chiiso, Paso)
With a Suwan (5 Wan) tile placed on top of the arrangement.



The Suwan tile on top indicates a concealed quad (Ankan). It suggests Akagi likely held four Suwan tiles and declared the quad silently. The fourth Suwan tile was placed atop the others to signify the closed quad, unlocking the potential for an ura-dora (a hidden bonus revealed after Riichi).

Ryuzaki discarded a Supin (2 Pin) and declared Riichi, but Akagi countered with a Ropin (6 Pin) discard. Detective Yasouka observed that Akagi's luck seemed extraordinary, guiding him in the right direction. It baffled Yasouka and the others—how Akagi could draw so many critical tiles without the opponents benefiting from them. On the following turn, Akagi drew a Papin (8 Pin) and placed it on top of his tile arrangement.

Akagi's Updated Tile Arrangement:
(Ryanwan, Sanwan, Sanwan, Sanwan, Sanpin, Supin, Upin, Ropin, Chiipin, Ryanso, Sanso, Suso, Uso)
With Papin (8 Pin) placed separately on top.



> If Papin is placed above the rest, it likely forms part of another concealed quad (Ankan), indicating Akagi possessed all four Papin tiles. This would increase the potential for ura-dora bonuses and enhance his hand's value.

With this tile setup, Akagi was in tenpai, ready to win. Based on the pattern, he might have been waiting for:
- A Wan (Man) tile to complete a triplet or pair.
- A Pin or So tile to finish a specific combination.

By declaring a concealed quad (Ankan), Akagi opened the possibility of activating ura-dora either through Riichi or at the end of the round, potentially boosting his hand's value.

Detective Yasouka explained that Akagi might want to discard the 5 Sou tile (Suso) next, but doing so was risky due to the tiles already in the discard pool. He continued, "There's also the dora to worry about, and Akagi seems to want to leverage the Sanwan wall." When Akagi drew Papin, Yasouka assumed Akagi would cut Ryanwan (1 Wan).

However, Akagi defied Yasouka's expectations. Instead of discarding Ryanwan, he picked up the Uso (9 So) tile, planning to discard it. Nangou immediately warned Akagi against it, explaining that the tile would likely play into Ryuzaki's hand. Nangou told Akagi that while his plan was not impossible, it was safer to cut Ryanwan and remain in tenpai. He added that the Uso tile was extremely dangerous, questioning whether Akagi was sure about confronting Ryuzaki's hand.

Nangou explained that the Uso tile was exactly what Ryuzaki needed for his "back vein" strategy. However, Akagi casually replied that he had never heard of dora tiles and disregarded the risks. He proceeded to discard the Uso tile.



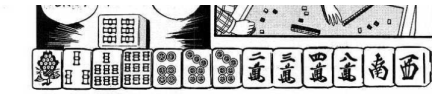
One of Ryuzaki’s subordinates, sitting beside him, discarded Ryanwan, allowing Ryuzaki to declare Ron and win the game instantly.

Detective Yasouka and Nangou were shocked. They realized that Akagi knew from the start that if he had discarded Ryanwan instead, Ryuzaki would have achieved a Ron victory. Ron allows a player to win immediately if an opponent discards the tile that completes their hand, demonstrating Akagi's incredible foresight and strategic prowess.

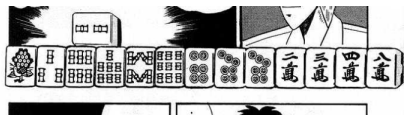
In the break room, Ryuzaki's frustration toward Akagi kept building. Akagi had started off with a Yakuman, but Ryuzaki initially brushed it off. However, in this game, Ryuzaki made a huge mistake. He had been in the lead at first, but by the second round, his patience was running thin. Akagi was far superior to him, and this was the first time Ryuzaki had ever lost to a kid.

Ryuzaki noticed that Nangou was now at +49, with only two rounds left, and Ryuzaki had fallen out of first place. Not wanting to be the one to pay the 3 million debt, Ryuzaki ordered his men to call Yagi Keiji.

Yasouka told Akagi to explain to him what he saw in this game. Akagi started with a question to Yasouka, asking if Yasouka had this hand(Iiso, Sanso, Chiiso, Roso, Ropin, Chiipin, Chiipin, Ryanwan, Sanwan, Suwan, Pawan, Nan, Sha) and Suso who is above the arrangement of tiles, what would Yasouka cut. Yasouka replied that he would choose to cut Nan or Sha.



"Now let's get rid of them, now what would you cut?”(Iiso, Sanso, Roso, Chiiso, Paso, Chuso, Ropin, Chiipin, Chiipin, Ryanwan, Sanwan, Suwan, Pawan) and Ryanso who is above the arrangement of tiles, Yasouka answered that he would cut using Pawan. Then Akagi changed the tile arrangement again, and Akagi asked what Yasouka would cut. Yasouka replied that he would cut using Chiipin. Then Akagi asked Yasouka if he knew the difference between dealing the Chiipin and Pawan.

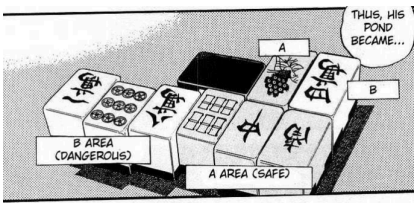


Akagi explained that at first glance, it would appear that cutting the Chiipin and the Pawan was the same, as they both ended up discarded, but each tile meant something different. The reason Akagi cut the Pawan in this hand was that there were no tiles around the Pawan to wait for. However, the reason Akagi cut the Chiipin from his hand was that there were tiles around the Chiipin waiting for completion. Cutting the Pawan tile was safe to do, but cutting the Chiipin was dangerous.

In mahjong, there are two types of discarding tiles: safe area and danger area. However, in reality, some people can’t determine this, like noise. With those three types, people can predict with 100% accuracy the situation someone is in. Akagi was able to read what those tiles meant.

Then Yasouka asked, "Do you recall these tiles? That’s Ryuzaki's pond when you cut the Dora." Akagi confirmed this, saying that at that time, Nangou tried to stop him from cutting the Dora, but Akagi knew that it was an easy tile to cut. The 6 sou was dealt too fast, meaning its value was less than Chiipin and Pawan. What this meant was that there were no tiles around Ryuzaki's 6 sou. Ryuzaki would’ve kept his 6 sou if he had a 4 or 8 sou, but if he did have another sou, it was either a 2 or 3. However, that possibility died when Ryuzaki cut the Iiso.

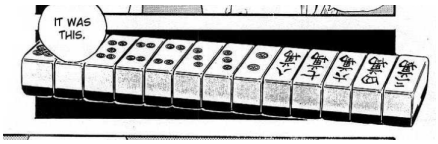
By looking at Ryuzaki’s pond (Sha, Iiso, Supin, Nan, Chun, Suso, Pawan, Chiipin, Iiwan), Ryuzaki had no sou tiles at all since his 6 sou was dealt so fast. Any tiles near the 6 sou were in the safe area. On the other hand, the most dangerous area was on the 6th turn with the Iiwan. Since the Iiwan wasn’t near the 6 sou, it meant something. Ryuzaki already had Iiwan and a Ryanwan in his hand, and then he cut the Suwan next turn. Seeing how Ryuzaki cut the Iiwan and the Suwan, it could be concluded that Ryuzaki was waiting for either Ryanwan or Suwan. The sixth tile was in the danger area, and that’s how Akagi made the safe area "A" and the dangerous area "B" from Ryuzaki's tiles.



Then Yasouka asked, "And the overturned tile?" Akagi responded that it didn’t belong in the "A" area or the "B" area; as he stated before, it was just noise. Yasouka, confused, asked, "Noise? But that’s kind of strange, how did you come to that decision? At that time, Ryuzaki declared a riichi to strike a major blow. If all he needed was a Ryanwan or Uwan to win, why wouldn’t his first cut have been the Ropin? Why didn’t he place it in the safe area?"

Akagi explained that Yasouka shouldn’t just read what was in Ryuzaki’s pool but also Ryuzaki’s approach. He told Yasouka to recall Ryuzaki’s hand at that time. Ryuzaki cut the

Supin to declare a riichi, and he played the tile on the side as well. If Ryuzaki had kept that pin, would it have helped him complete his hand? What tile would Ryuzaki be waiting for?



Akagi also observed Ryuzaki's habit. At that time, when Ryuzaki cut the Supin and called a riichi, Ryuzaki looked down at his tiles. Ryuzaki was looking to his left, meaning he was looking at the man tiles. He gave away his own tenpai, and it was only logical that he wouldn't be waiting on any pin tiles. Ryuzaki was waiting for his man tiles.

(Psychological Warfare, Indirect Manipulation, Emotional Manipulation, Psychological Insight, Observation, Pattern Recognition, Linear-Thinking, Critical Thinking, Abstract Thinking, Non-Linear Thinking, Deductive Reasoning, Inductive Reasoning, Abductive Reasoning, Abstract Reasoning, Strategy Effectiveness, Risk Calculation, Risk Taking, Emotional Understanding, Emotional Perception, Mind Reading, Fabrication, Setting Trap, Trap Evasion, Prediction, Anticipation, Decision Making, WMI, PSI, FRI, Learning Ability)