Ichikawa Strategy



Context

Akagi is currently staged to fight a blind mahjong player named Ichikawa. Ichikawa is highly skilled in mahjong and Akagi is told to play with him as basically the pinch hitter to Nangou and Yasuoka, basically his adult buddies and his window to the underground gambling games.

In this mahjong game due to Ichikawa being blind the players will have to spell out the tile they discarded to signal to Ichikawa.

Unfortunately Akagi has business to deal with before he can actually play the game with Ichikawa so Akagi arrives late to the game. Take note: Akagi before the game has met Ichikawa so he already knows that Ichikawa is both a skilled mahjong player and also blind.

When Akagi arrives, Yasuoka and Nangou had already been playing but are losing badly to Ichikawa, they only have 2000 points to spare and are currently in the middle of a match, closer to the end.

Mahjong is played with 4 players, currently from Akagi's seats perspective Ichikawa is on the other side. I will refer to Ichikawa by his name and the players on both sides by their direction relative to Akagi so the left player and right player.

Also note, in Akagi's world building there seems to be a flow of the game or luck, although statistically impossible it is a fictional setting, the flow seems to be on the side of the player who plays smart or clutches hard or things related to good gambling spirit.

Rules of Mahjong

I'm not explaining every rule, just ones needed to understand this document. I also strongly suggest just watching one game of physical mahjong even if you don't understand anything so you can grasp how tiles are placed and how turns and discarded tiles are treated since Akagi's cheats often involve messing with the way tiles are physically placed.
Riichi mahjong is the mahjong played in Akagi, and in Riichi mahjong there are four players in a square table with each player sitting on each side.
Mahjong involves taking turns pulling and discarding tiles from the stack of tiles to slowly form your hand. You start with 13 tiles in front of you initially and pull and discard tiles to slowly form a hand. Every round there is a Oya or house that is basically the player that turns start on and if they win they get extra scores compared to other players but lose more scores if they lose. The house rotates for every round but if the house wins they remain as the house to the next turn.

All tile types include Mazu, Pinzu, Souzu tiles which are 3 different types of numbered tiles and are like the colors in a set of trump card. So there is 1-9 manzu tiles, 1-9 souzu tiles and 1-9 pinzu tiles. There are also word tiles (Ton (written with the West Kanji), Nan (Written with the South Kanji), Xia (Written with the East Kanji), Pei (Written with the North Kanji)) as well as 3 other types of words not related to directions which are Haku, Hatsu, Chun. There are 4 of each type of tile, so there are 4 of 3man tiles and 4 of Haku tiles for example.

A winning hand can be made with 14 tiles so in your usual state you would have 13 tiles and once you reach Tenpai (one step away from victory) the one tile you need will be your 14th tile to form a win. To actually make your hand a valid one to win and to actually earn you any scores it needs to have a Yaku. Most Yaku are formed in the general hand shape which is "one pair of the same tile called the head" and "three triplets, the triplets can either be numbered tiles that are in numerical order or same tiles that are identical". There are hands that can be formed that does not follow the general hand shape but it's rare, the ones that sometimes appear are 7 pairs, (your hand is composed on 7 pairs) or a Kokushi-Musou which is just having all types of 1,9 and word tiles and making one pair using it.

Yaku are general patterns in your hand that assign a hand a certain score value.

Winning by pulling the tile you need on your own is called a Tsumo and in this case the 3 other players need to pay for your hands total cost and if the player who won is not the house the house has to pay extra. If it was a Ron meaning your final winning tile was taken from a player who discarded it, the player who discarded it is burdened to pay all the points.

Dora is one of the key factors important in a lot of decision making regarding mahjong. When forming a hand you generally want as many Yaku as possible as a lot of Yaku can co-exist in a single hand. For example a Tanyao is a Yaku given to a hand that does not have any word tiles or 1 or 9 tiles. A Chin-Itsu is a Yaku that is given to a hand that is entirely composed of one suit of number tiles, meaning it only uses either Manzu, Pinzu or Souzu tiles and no word tiles. So a hand like (2man, 3man, 4man, 5man, 6man, 7man, 6man, 7man, 8man, 2man, 2man, 2man, 3man, 3man) The following hand forms a standard hand shape and is composed entirely of Mazu tiles and has no 1,9 tiles and no word tiles so it's a Tanyao. It also is entirely composed of Mazu tiles so it also has a Chin-Itsu. Like this a lot of players move to form as much Yaku as possible but there is a rule that makes this a lot easier which is the Dora. A Dora is a certain tile that changes every round and just by having it, it adds one “han” to your hand. A han is the number that increases as you form more Yaku and each Yaku is given a han number meaning how much han is given to a hand for that certain Yaku and once someone wins with their hand the number of han directly influences the score they earn. By having a Dora it automatically adds 1 han per one Dora a person has. The Dora is decided by a special section of the stack which is usually not drawn from, a designated place of the stack is flipped to reveal a certain tile and the next number of the tile will become the Dora so if its a 1man then the Dora is a 2man. If it's 9sou the Dora will be a 1sou. If it's a word tile, the direction tile goes as Pei => Ton => Nan => Xia => Pei, so if it's a Ton the Dora will be a Nan and so on. For Haku Hatsu Chun the order is Chun => Haku => Hatsu => Chun. Keep in mind a Dora goes not count as a Yaku so the rule where “a hand can not win unless it has at least one Yaku” can not be overcome by having a Dora in your hand, the Dora only affects the hand when it's time to calculate the score of the hand after winning.

Taking the other players' discarded tiles is what makes mahjong so complex. As others discard their tiles you can take them and other players can do the same. A Ron can be done when you have a Tenpai (one step away from a winning hand) and someone discards the tile you need, it doesn’t matter who discarded it or who’s turn it is, you immediately say Ron and open your hand and you win the round. The other way you can take the others tiles even when you aren’t Tenpai is with a Pon or Chi. Similarly you say out loud if it's a Chi or Pon. If you have a pair of the same tile and you find the third one discarded by another player you can call Pon and take it but the two pair you already had and the tile you took are displayed to all players and moved to the edge of the table, its still a part of your hand but its fixed and you can’t change or discard the triplet formed. A Chi is similar to a Pon since it fixes the triplet and you can do it even if your not Tenpai but Chi is a triplet where its in numerical order not a triplet of the same tile, if you have 2 tiles of numerical order and you find the player to your left discard a tile to complete your triplet you can call Chi, you can only call from the player on your left. Pon and Chi are only applicable for triplets not pairs.

Another call you can do is a Kan. If you have 4 of the same tile you can say Kan in your turn and show it to everyone, then the 4 tile set is considered one triplet, and because then your winning hand

will be composed of 15 tiles not 14 since one of your triplets is formed with 1 extra tile, you need to substitute the extra tile by pulling another tile from a special stack specifically for pulling when a player does a Kan. Also by doing a Kan a extra Dora indicator tile is added.

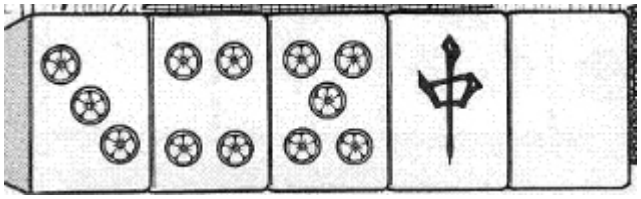
Because of Ron players need to be aware of other players' discarded tiles to estimate their hand and make sure to avoid it. Pon and Chi are called “calling” and it allows you to form hands faster but it limits the part of the hand you can actually discard so it limits your discardable tiles which can be dangerous since if you don’t have enough tiles you might not have safe tiles. Also certain Yaku are turned invalid if you do a Pon or Chi.

The Yaku that appear in this game and is significant is the following :
Riichi - once you reach Tenpai without calling Pon or Chi you can say Riichi which tells everyone that you are Tenpai and put your 1000 point stick in the table as wager, if you win that round the 1000 point is given back to you but if someone else does, your 1000 point gets taken away. It's a 1 Han Yaku.
Hon-Itsu - Forming your hand by only using one suit of number tiles and word tiles, you can call but it reduces the number of Hans the Yaku grants from 3 to 2.
Chin-Itsu - Hon-Itsu but without using word tiles. If you call the number of Han this Yaku grants drops from 6 to 5.
Yaku-Hai - By having a triplet of either a Haku, Hatsu or Chun it is automatically a Yaku and gives 1han, you can call Pon or Chi as well.
Chanta - Hand composed in the regular 1pair 4 triplet form but all pair and triplets contain at least 1 of the following types of tiles : (word tile, 1 tile of any suit, 9 tile of any suit). Calling drops the Han this Yaku grants from 2 to 1.
3 Kantsu - Made when you do 3 Kan’s. grants 2 han and you are allowed to Call as much as you want.
3 Ankou - Made when you form 3 Ankou which are triplets that are composed of all the same tiles and made without calling, the fourth triplet can be made by calling.
Rinshan Kaihou - Once you do a Kan you pull from a special stack, if you get a Tsumo from the pull you do from the special stack this Yaku is given.

Strategy

Revival

The first stage of Akagi’s strategy is to evade defeat and get enough scores to the point where no small hand will kill his points.
The hand Akagi is given is :



a (3 pin, 4 pin, 5 pin, Chun, Haku)
and the remaining hands are all inaccessible as its been used to call. Akagi sees the other players tiles and recognizes the dangers of the hand.
Ichikawa’s trashed tiles :

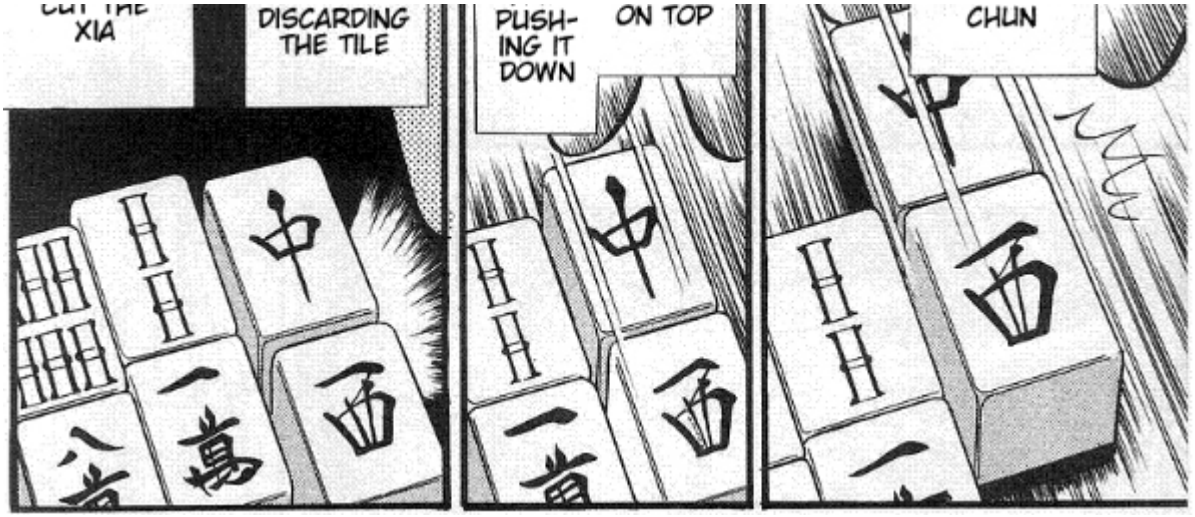


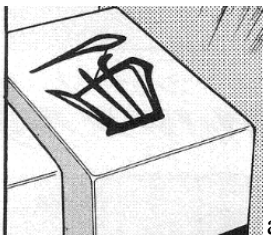
Left players trashed tiles :



The right player’s hand is likely a Hon Itsu as the player is only discarding the tiles that are not pinzu and has one called out triplet which uses a pinzu. Ichikawa and the player left both are in Riichi while they do not show clear patterns of a particular tile, meaning Nangou’s hands chun and haku which are word tiles that have not been discarded to be very dangerous. Also Haku is the Dora so Ichikawa or other players will likely hoard them.

Akagi currently only has 2000 points meaning one Ron from the other players and he is done for. Akagi knowing he can not risk it by just cutting the tiles he currently has decides to cheat. And if he is going to cheat he would do it that benefits him the most. Akagi decides to discard the Chun from his hand as the Pinzu are already forming triplets and the head is the only part remaining, but Haku is the Dora so it's more beneficial to keep it. Akagi discards the Chun but he doesn’t just drop it, because his discarded tiles now has 2 rows from all the turns before, Akagi pushes the 1 tile above where his current discard will go to the place where he would usually discard and replaces its place with his Chun, basically he pushed the tile 1 row away from him to make it seem like he discarded another tile.



Now it looks like Akagi discarded a Xia tile  and this tile passes.
The flow is with Akagi as he did a big clutch from a risky position, and with luck on his side Akagi pulls a Haku on the next turn and gets the round. Because Akagi kept the Dora he now has 2 Dora in his hand, and with a Hatsu and Honitsu Akagi now gets 14000 points, putting Akagi in a score safe zone as no small hand will not deplete Akagi's score.

Akagi learns that in this game it doesn't end until Akagi or Ichikawa loses all of their points. From this Akagi recognizes that he will need a direct Ron from Ichikawa to actually have a chance at winning this game, but for the meanwhile Akagi's 14000 is a decent score but can be killed fast with a few Ron's or one really good hand so Akagi decides to first take scores off of the two players between him as they are just here to support the game and does not want to make any rash moves. They are also not skilled players so Akagi can easily out-maneuver them.

Akagi understands that the two players between him are only here just to fill the number of required players and won't try anything rash, which makes them easily predictable for him. This is why while Akagi is forming his hand he makes his wait an intentionally odd one, which a word tile single wait as his hand. A word tile is often considered a safe tile as players usually don't keep it in their hand for long due to it only able to form triplets of the same kind and not in numerical order meaning its rare to keep them and even rarer to keep as the head as no-one will hold on to the tile for so long if it had not already formed a head or a triple. Akagi takes advantage of this and intentionally kept 1 word tile for a head and made it his wait, then he called a Riichi. The two players on his left and right once learning Akagi is one step away from finishing his hand will try to play safe tiles as they do not want to take stage to Akagi and Ichikawa's fight and will try to discard safe tiles which is how Akagi predicted they will likely drop a word tile thinking its safe.

Akagi gets a Ron out of the player on his left, earning him more points. Akagi's scores are currently 28300,

In the next round Akagi decides to apply pressure to the players by intentionally calling a Manzu tile while he made sure to discard no word or Manzu tiles before. This will make it look like to other players like he is going for a Honitsu applying pressure and Honitsu hands often score high and can call other tiles as much as they want. Akagi also made sure to only call once the triplet formed will be tied to a 9 or 1 tile so he also shows the possibility of a Chanta hand, this pressures the other people of another possibility further applying pressure. The players on the left and right make sure to discard no Manzu tiles.

Akagi next disproves the hypothesis the two players will have on his hand by calling a 4 pin forming a triplets of only 4 pins which will disprove the two players theories regarding the Chanta and Honitsu. He then calls Kan to a tile he was preserving which was 4 Xia's which was also the Dora. Akagi does not care if he has a Yaku or not since Akagi currently has another triplet of 8 sou at his hand which will allow him to call a Kan when another player will inevitably discard it, allowing for him to form a 2 kan's. Akagi also already had a 4pin in his hand so Akagi could call another Kan anytime, to form 3

kan’s which is a Yaku. This allows Akagi to be confident to have a Yaku which is why he can keep defying the expectation of the other players Akagi’s Yaku. Once Akagi pulls a tile he Kan’s the 4pin to form 3 Kan’s solidifying his hand as a 3 Kantsu. Now Akagi is waiting on a single tile trying to form a head.

Akagi predicted that once these players on his left and right had their expectations of Akagi’s hand constantly defied they will panic and try to only use safe tiles Akagi has already discarded until they inevitably run out to which Akagi’s psychological warfare starts to play in.

Akagi now on a single wait for his head, is currently waiting on a 1 sou but once he pulls a 3 pin he decides to discard the 1 sou. In Akagi’s situation the 1 sou was a live tile meaning no one has discarded the 1pin until then so Akagi had a decent chance of pulling that, for Akagi to discard such tile the two people around him will assume Akagi is going for a Ron and already has a general read on their hands. Akagi knew that and he knows the person on his left has made it clear from his discarded tiles that he has hoarded a lot of Manzu tiles, the person on the left is also aware of this fact and will try to not discard any Manzu tiles. Akagi predicted that he will try to discard either Souzu or Pinzu tiles and because he did a Kan for a 4 pin tile meaning there are no 4 pin left, if anyone were to have a 3 pin they will likely discard it since a 3-4 pin combination is no longer possible.

With this Akagi knew a 3 pin wait after discarding a 1 sou will make the people around him fall into a trap which succeeds and allows Akagi to get a Ron from the person on his left and gets 46900 points from him.

Akagi gets enough scores to get him to safety and now moves on to killing Ichikawa.

Attack on Ichikawa

Akagi is aware that getting a Ron from Ichikawa is necessary if he wanted his fight with Ichikawa to actually end as either player has too high of a score and neither is too weak to make any big mistakes to falter all their points.
Akagi also knows getting a Ron from Ichikawa is no easy feat, and Ichikawa likely knows this too, which is why Akagi decides to put a little act.

Akagi from his initial hand had a 3 pin triplet but decided to discard all 3 in each of these turns. This to other players will appear as a completely irrational move as discarding an already created triplet only works against you, but this had the meaning of sending a message towards Ichikawa. Ichikawa knows Akagi isn’t an idiot and will assume why Akagi did this. Akagi knew Ichikawa was aware of the difficulties of getting a Ron from each other and tried to align each other's interests by sending Akagi’s intent which was “lets stop using Pinzu tiles” as Akagi cutting Pinzu tiles even against his benefits signals his intent to not use them. If both parties stop using Pinzu tiles it allows both parties to get a Ron easily from each other as in the latter half of the game where the Manzu and Souzu tiles which were kept in their hand starts form shapes and the remainders get cutted out, it will be more likely for the other parties to get a Ron as their hand will be composed of only Manzu and Souzu.

Ichikawa agrees to this duel as Ichikawa starts discarding Pinzu tiles which were already forming patterns.

Now as Akagi goes into forming his hand everything but his head was getting completed, now Akagi decides to keep a 2 pin tile and a 1 pin tile which he will use to set a trap.

Now once everything but the head part of his hand is complete and all the 2 pin tiles aside from the one he is holding right now is exhausted Akagi discards the 2 pin tile and because Akagi discarded it right after all the 2 pin tiles other than the one he had was exhausted it will appear to Ichikawa as Akagi realizing he can't wait in a 2 pin and gave up. It also makes Akagi seem like he gave up his plan to secretly hold Pinzu tiles as Akagi has revealed that he is not fully committed to banning Pinzu tiles. This will lower Ichikawa's guard towards Akagi secretly holding a Pinzu tile to trap Ichikawa and with this Ichikawa discards a 1 pin tile as he thought Akagi won't have any more Pinzu up his sleeve leading to Akagi getting a Ron out of Ichikawa's 1 pin tile as he had one 1 pin tile in his hand and with Ichikawa's formed a head completing his hand.

His hand was a straight through, with 1 Dora, with this Akagi gets 8600 score from Ichikawa.

From here Akagi had repeatedly had Tanki waits or waiting with one tile and trying to complete the head type of wait as those are nearly unpredictable due to their nature of not being connected to any tile, this allowed Akagi to use the normally untouched tile type to catch Ichikawa off guard. Akagi repeatedly changed his hands from here to catch Ichikawa off guard but Ichikawa stayed his ground and played as usual. Akagi got more wins from Ichikawa but because Akagi changed his hands a lot the scores he got from each win was small but Ichikawa forming proper hands got a lot more scores from each of his wins slowly winning out over Akagi.

This led to the point where Akagi was down to 23000 points while Ichikawa exceeded 100000 points.

As Akagi's points depletes Ichikawa changes his style and slowly starts to aim for a direct Ron from Akagi.

Now both start to form a Chinitsu hand using the same color so now both are not using 2 of the 3 colors in Mahjong. In this round the Dora is a 7 man. Due to the flow not being with Akagi his hand is still incomplete as Ichikawa gets a good wait. Ichikawa's hand forms :
(2man, 3man, 3man, 4man, 4man, 5man, 6man, 7man, 8man, 9man, chun, chun, chun)
Which is a triple wait as Ichikawa can clear with either a 3 man, 6man, or 9 man.

If Ichikawa pulls a 3 man his hand forms :
(3man, 3man) (2man, 3man, 4man) (4man, 5man, 6man) (7man, 8man, 9man) (chun, chun, chun)
If Ichikawa pulls a 6 man his hand forms :
(6man, 6man) (2man, 3man, 4man) (3man, 4man, 5man) (7man, 8man, 9man) (chun, chun, chun)
If Ichikawa pulls a 9 man his hand forms :
(9man, 9man) (2man, 3man, 4man) (3man, 4man, 5man) (6man, 7man, 8man) (chun, chun, chun)

This leads to Ichikawa having a very wide opening to get a Ron from Akagi who's hand isn't exactly well built right now meaning he will have to discard some extra manzu tiles easily leading to Ichikawa's victory.

Akagi's hand was as follows



It is a (1man, 1man, 2man, 2man, 4man, 4man, 6man, 8man, 8man, 9man, 9man, 9man, Xia)
At this hand formation an easy endpoint Akagi can reach will be a Chinitsu 7 pair which will be a hand formed with all manzu while forming 7 pairs which is a special form of a winning hand.

But to form that hand Akagi will have to discard the 9man tile as triplets are not needed and only pairs are, but Akagi from intuition sensed danger from the 9 man tile thinking Ichikawa will be waiting on it. There were several factors that will allow Akagi to sense danger from the 9man tile, Ichikawa is going for a Honitsu which only consists of words and a certain color of tiles, in this case a Manzu as Ichikawa's discarded tiles only show Pinzu and Souzu tiles. This means Manzu tiles are extra dangerous and because the flow is with Ichikawa he likely is close to winning. Also Ichikawa is a skilled player and is also aiming to get a direct Ron from Akagi so he will try to make his hand have a wide opening for winning tiles to easily get a Ron out of Akagi and for a 3-tile wait, a 9 man is a common wait.

Akagi once he sees a player to his left discard a 7man, Akagi calls a "Chi" and forms a (7man, 8man, 9man) triplet. Now Akagi's hand is now locked out from creating a 7 pair but is now closer to forming a regular hand since he has formed one triplet. He then discards the Xia out of his hand as a Chin-Itsu (a type of Yaku that is created with only a single type / color of tile) is a far stronger hand than a Hon-Itsu (a type of Yaku that is created with only a single type / color of tile and word tiles).

Ichikawa seeing this realizes Akagi is trying to use up his 3man, 6man, 9man tiles to not spoil it towards Ichikawa decides to change his waiting tile and calls a Chi when a player to Ichikawa's left so to Akagi's right discards a 5 man. Ichikawa shows a (3man, 4man, 5man) triplet is formed and he discards a 9man tile.

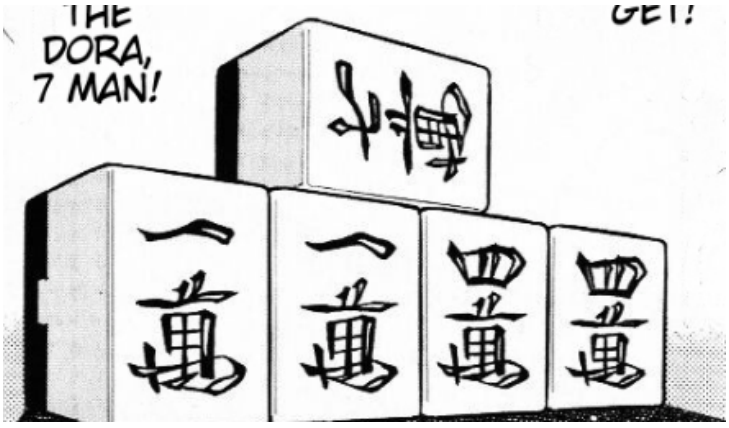
From this Akagi deduces Ichikawa's wait to be that of a 2, 5, 8 man tile wait. This was deductible because Ichikawa suddenly called a Chi only to discard another Manzu tile while Ichikawa was going for a Hon-Itsu means Ichikawa just switched his waiting tile. Ichikawa also did that right after Akagi discarded his 9 man tile. Akagi can also likely assume Ichikawa was on a 3 way wait as with a regular wait, one call would make it hard to switch waiting tiles. 3 way waits often have interlocking and overlapping tiles allowing for quick change of waiting tiles. Now this allows Akagi to conform his previous intuition on Ichikawa being on a 3, 6, 9 man wait as a 3 way wait with a 9 man wait that can change shape easily is only possible with a 3, 6, 9. And to have a 3, 6, 9 wait Ichikawa will need a (2man, 3man, 3man, 4man, 4man, 5man, 6man, 7man, 8man, 9man) shape and because Ichikawa just did a Chi with a 5 man to form a (3man, 4man, 5man) and discarded a 9 man, Ichikawa's hand is going to be :
(2man, 3man, 4man, 5man, 6man, 7man, 8man)
In this shape Ichikawa can either pull a 2 man to get :
(2man, 2man) (3man, 4man, 5man) (6man, 7man, 8man)
Or a 5 man to get :
(5man, 5man) (2man, 3man, 4man) (6man, 7man, 8man)
Or a 8 man to get :
(8man, 8man) (2man, 3man, 4man) (5man, 6man, 7man)

Because the other parts of Ichikawa's hands are already complete Ichikawa can get a win with a 2man, 5man or 8man.
Because Akagi knows this, he realizes Ichikawa is aiming for the 8 man tile in his hand and Akagi decides to use it up in the next chance he gets. Once the opponent to his left discards a 7 man tile Akagi calls a Chi and his hand becomes from, This:
(7man, 8man, 9man (the triplet he called last time)) (1man, 1man, 2man, 2man, 4man, 4man, 6man, 8man, 9man, 9man)
After he does a Chi, his hand becomes :
(7man, 8man, 9man (the one he called last time)) (6man, 7man, 8man (the new Chi he just did)) (1man, 1man, 2man, 2man, 4man, 4man, 9man, 9man)

Akagi needs to discard one tile so he discards the 9 man knowing Ichikawa changed his waiting and knowing his 9 man is safe to discard. Akagi did this to use up his 8man tile that was not connected to anything likely leading to situations where Akagi will need to discard it even though Ichikawa is aiming for it, so by calling a Chi to a 7 man to use up the 8 man in his hand.

Once a 2 man is discarded from the left player Ichikawa does not call a Ron showing his attitude of wanting a Ron from Akagi, and Akagi takes the 2 man for himself. He calls a Pon and takes the 2 man to form a triplet of 2 man and he discards a 9 man. Now Akagi's hand he has is (1man, 1man, 4man, 4man) and the tiles he called and are inaccessible is (2man, 2man, 2man) (7man, 8man, 9man) (6man, 7man, 8man). His wait is a 1man or a 4man

Now Ichikawa pulls some tile and discards a 8 man tile. Akagi assumes Ichikawa has likely caught on to his maneuvering and has chased the same wait as Akagi so once Akagi tries to discard any tiles he has already Ichikawa will be able to win. Akagi assumes Ichikawa changed his wait to a 1, 4, 7 man as Ichikawa discarding a 8 man means his hand where is wait resides forms :
(2man, 3man, 4man, 5man, 6man, 7man) and for this shape to be a triple wait, it has to form a line of 7 consecutive numbered tiles so any tile in the edge or middle can form a head and the remainder of 6 tiles can form 2 triplets. If Ichikawa discarded a 8man, the only other tile that can connect to the sequence of 2,3,4,5,6,7 is a 1. So Ichikawa most likely pulled a 1 man making his hand a (1man, 2man, 3man, 4man, 5man, 6man, 7man) which is a 1,4,7 man wait.



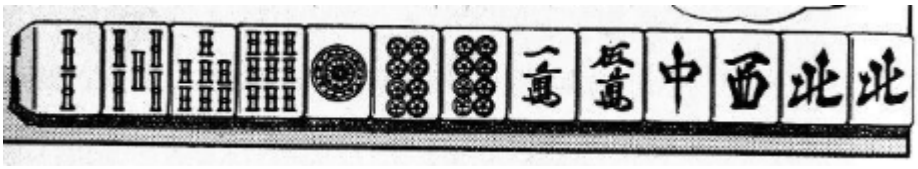
Now Akagi gets super unlucky he pulls a 7 man, and now his hand is a (1man, 1man, 4man, 4man, 7man) while Akagi needs to discard a tile. Akagi knows any of the tiles he can discard will get him killed so to minimize his damage he discards the 4 man. To anyone there is an incentive to discard the 7 man tile as in one in a million where Ichikawa's wait isn't what Akagi predicted, Akagi's remaining

hand will be that of something he can still win in as he retains his tenpai. If Akagi discards a 1 man or 4 man his hand is completely destroyed. But Akagi discards the 4 man and not 7 man since he trusts his predictions and decides to not gamble in a miracle that does not exist and is a false hope that makes him lie to himself and makes a strategic move to minimize damage by not giving Ichikawa any more Dora's.

Ichikawa gets a Ron from Akagi with his discarded 4 man tile. Ichikawa's hand took 18000 points from Akagi. The flow is completely with Ichikawa although because Akagi did show fighting spirit in his 4 man discard there is a chance the flow of the game will start to favor Akagi from here.
Akagi's remaining score is now 5000.

Still in the next round the flow is still with Ichikawa and Ichikawa's hand is a
(1sou, 2sou, 3sou, 5sou, 7sou, 8sou, 9sou, 2man, 3man, 4man, 4man, 5man, 3pin, Hatsu)
His hand is really good since he has two Dora's which in this round is the 4 man, and his hand is already forming a lot of patterns.

Akagi's hand on the other hand is not that good, he has (2sou, 5sou, 7sou, 9sou, 1pin, 8pin, 8pin, 1man, 5man, chun, Xia, Pei, Pei)



Ichikawa's hand showed high potential and if he reaches Haneman level hand he doesn't even need a Ron as all Ichikawa needs is a Tumo since a Haneman Tumo demands 6000 from all players blowing Akagi's remaining 5000.

As the round progresses Akagi's hand becomes that of (8sou, 9sou, 1pin, 9pin, 4man, 5man, 7man, 8man, Haku, Chun, Xia, Pei, Pei) and Akagi needs to discard one of the tiles. Throughout the round Akagi has only been discarding tiles that are not used in a Kokushi Musou. Akagi is nowhere close to a winning hand though and no one is buying his bluff of making his hand seem like a Kokushi. Before Akagi's turn the player to his left was called a Riichi and the tile he declared Riichi with was a 2man. Now the tile close to the tile that declared Riichi is often very dangerous as if the person that declared Riichi wanted to get to Riichi with a good wait, they will often discard tiles that have nearly formed a triplet so they can get a Ryanmen Machi or a double wait. Basically for example if you had a (2man, 2man, 3man) pair you would keep it as in this triplet set, a 2man will form a 2man triplet and a 4man or 1man will form a consecutive triplet, but once you do a Riichi one of the tiles of the triplet must be discarded so the other parts of your hand is actually formed because to Riichi the incomplete triplet must consist of 2 tiles so your winning tile completes your hand with just the right number of tiles. In this case the person who declares Riichi with the other parts of the hand complete besides the (2man, 2man, 3man) shape will usually discard the 2man so their wait will be a 1man, 4man wait as in the form (2man, 3man) either the 1man or 4man completes their hand making it a good wait. Basically these scenarios make it likely that tiles close to the tile that declared Riichi is the winning tile. There are other shapes that also lead to the tile close to the Riichi declaration tile being dangerous which is why when a person declares Riichi it is not advised to discard tiles near the Riichi declaration tile.

Akagi takes advantage of this fact to get out of his sticky situation, Akagi decides to discard both the 5man, and 4man from his hand knowing it is dangerous. To the players around him it seems completely irrational but to Ichikawa knowing Akagi sometimes causes miracles is considered the worst possibility for him. If we try to consider Akagi's decision rationally a possibility of a Kokuchi Musou appears. A Kokushi Musou is one of the highest hands a person can create and its done by forming your hand with every type of word tile and having a 1 and 9 of all colors + one overlap tile. So basically it can be like :
(Xia, Pei, Ton, Nan, Haku, Hatsu, Chun, 1sou, 9sou, 1pin, 9pin, 1man, 9man, 9man) with 9man being the overlapping tile. This hand does not follow the standard 4 triple sets and one pair shape of a mahjong hand. This would be one rational reason for why Akagi discarded his 4man and 5man, a 4,5 pair is powerful since a 3man or 6man creates a consecutive triplet and because 4man is a Dora it makes the 4,5 duo even more valuable. It would really only be worth it if Akagi is 1. making a hand that does not use the standard triplet and a pair shape and 2. has a powerful enough hand potential to which Dora's are worthless. And the hand that fits the description the best is a Kokushi Musou.

Obviously this possibility is if we consider things by Akagi being rational but people especially those like Akagi likes to do bluffs and to Ichikawa thinking its a bluff is way better, but because Akagi has shown insane confidence and pulled of miracles in this game that to Ichikawa the image of Akagi in his mind is strong enough to plant Ichikawa enough doubt that "Akagi might not be bluffing, he might pull another miracle". In the following turn Akagi discards one of the Pei tiles from his hand, not because the Pei tile is one of the tiles used to form a Kokushi, by discarding it it basically means to everyone that Akagi has now reached Kokuchi Musou Tenpai and just discarded his final unneeded tile. People often keep the Pei until the very last moment of their Tenpai since Pei is tile that lacks versatility and thus is often a safe tile for other people's Tenpai's so its beneficial to keep it in your hand as long as you can still afford to, so in the latter half of the game where people start to reach Tenpai, you have a safe discard. For Akagi to discard his safe tile means he likely reached Tenpai and with his previous bluff the players starts to play defensively, trying to not give Akagi a Ron. Ichikawa decides to bet on his small doubt as that was the most logical decision for him, even if the chances were small if Akagi does get a Kokushi Musou Ichikawa's chances of winning against Akagi becomes unclear as Akagi will gain a lot of points and the match is going to drag out much more, but if Ichikawa gives the left player his winning tile which Ichikawa has a rough estimate of, this round will be over and Akagi's possible yet unlikely winning hand will be ruined. Ichikawa has a lot of points right now and can spare some points by taking a Ron from the left player if it means the slight chance of Akagi winning is erased and his odds of winning barely changes.

Akagi knows Ichikawa will take the decision to give the left player a Ron, since Akagi knows Ichikawa is a rational thinker who follows logic and concrete plans. Akagi knew Ichikawa wanted to avoid Akagi winning this round at all costs and so Akagi's bluffs made Ichikawa take the safe route to secure Ichikawa's winning position.

Akagi predicted this line of thought by Ichikawa to make him give up this round for the "just in case" doubt in Ichikawa's mind so Akagi's horrible hand in this round does not cost him any points. Ichikawa discards a 3man even though if he discarded another tile he would have been Tenpai (one step away from winning) to make sure of his victory and with this Akagi dodged the possibility of losing this round as the player to his left gets a Ron from Ichikawa meaning Akagi's scores were not affected at all.

The round ends and they move on to the next round. Because in the previous round Akagis pulled off a hard clutch from the pits of desperation the flow is now siding with Akagi and in this round Akagi gets immense luck.

Akagi's starting hand was (Chun, Chun, Hatsu, Hatsu, Xia, Xia, 1pin, 2pin, 3pin, 9pin, Ton, 4man) whcih was godly as Akagi if close to forming 3 ancou (3 triplets of the same tile formed without calling a Pon) and a Chun triplet and Hatsu triple being a Yaku on their own and because the 1,2,3 pin and the 9pin and Ton is already in his hand Akagi can also form a Chanta (all triplets in your hand contains either a 1,9 or a word tile and head being formed by a 1,9 or word tile). There are also patterns of a Hon-Itsu since most of his hand is word tiles and the only color he really should keep is the Pinzu tiles. Akagi capitalized on this hand, and with luck on his side on the fifth turn Akagi gets a Tumo for a Hon-Itsu , Chanta, 3 Ankou, Chun, Hatsu, Dora 1 to get a 3 bai man, earning him 29000 points.

Akagi becomes the house again, he goes with the flow, he gets a Ron from the player to his right, gets 5800 points, he gets another win in the next round with a Tsumo, getting 12300 points. Now Akagi's score has reached 47100.

Akagi continues his attack on Ichikawa using a variety of waits but Ichikawa's rational and careful defense makes it so Akagi can never get a Ron from him.

Reduction

Now Akagi at this point offers a deal to Ichikawa, he says that both parties have way to high of a score for neither to deplete in any practical sense, and says Akagi and Ichikawa should both reduce their points to 1/10 of their current score so at least one side has a chance to win. Ichikawa declines saying he will not do something that will lower his chances of winning even slightly since Ichikawa is currently 100000 points while Akagi is 50000 meaning Ichikawa does have the upper hand in the long term.

Akagi, to convince Ichikawa of this deal, decides to force Ichikawa to his deal. Akagi aims to do this by cheating in a way in which Ichikawa will be convinced he has to finish this battle quickly.

Luck is still on Akagi's side and he gets a quick Tenpai with :
(1man, 1man, 1man, 5man, 5man, 5man, 7man, 8man, 9man, 9man, Chun, Chun, Chun)
Akagi at tenpai continues to play normally until the player on his right discards a 6man tile. It is Akagi's winning tile as once he gets a 6man the 9man becomes the head and 6,7,8 man becomes one triplet, but Akagi does not do a Ron and instead does a Chi. Akagi takes the 6man and forms a 6,7,8 man triplet and he discards a 9man. This is normally an illegal move as you can't call Chi to a triplet already formed and discard the other part of a triplet, and it's called Kuikae. In this case Akagi's 9man is forming a triplet with the 7, 8 man so calling Chi to form a triplet with the 7,8 man and cutting a 9man is illegal.

Akagi knew this was an illegal move and what he wanted was for someone to point it out. As the left player says it's not allowed and tells Akagi to revoke his discard Akagi puts back his called tiles to his hand and returns the 6man to the left player's discarded tile stack. Akagi did this so he can reach his arm to the place where everyone's tiles are discarded without seeming suspicious as Akagi is returning someone's discarded tile. While he does this he takes the 9 man he has in his hand and swaps it with

the Xia in the left players tile discard area. Akagi did this to set a trap for Ichikawa as Akagi saw that Xia was a tile that was discarded on the board 3 times already. This sequence of actions laid a double trap for Ichikawa.

Akagi knows Ichikawa will play defensive as Akagi has shown the flow being on his side, Akagi also knows Ichikawa will see through his first layer of the trap which was the fake Chi. Akagi did a Chi against a tile he could have gotten a Ron from which will lead anyone to think Akagi is not tenpai as if those were his winning tiles its first instinct to get a Ron. But Ichikawa has seen Akagi pull multiple tricks already and is very experienced in mahjong, aware of many deceptive tactics. Ichikawa assumes Akagi is tenpai and set a trap for him to make it look like he's not, which gets Ichikawa extra careful thinking Akagi is tenpai. Now this is where Akagi's second trap comes in, Ichikawa thinks Akagi is tenpai and is not in alert for any more of Akagi's traps as he is confident he just saw through Akagi's trap. Now thinking logically and rationally Ichikawa assumes Xia will be a safe tile. Ichikawa had a Xia on hand since he kept it as a safe tile which Akagi could assume / guess as Ichikawa who is very rational and defensive will try to keep tiles that are safe in his hand for the future and because the flow is with Akagi will play extra defensive. Ichikawa has yet to discard any Xia tiles meaning there is a chance he could have one, also Xia tiles are often discarded in early stages of the game due to word tiles not connecting well with other tiles meaning Xia would be a good safe tile to hoard for risky scenarios.

Now Akagi with the newly acquired Xia in his hand, his hand is shaped like the following :
(1man, 1man, 1man, 5man, 5man, 5man, 7man, 8man, 9man, Chun, Chun, Chun, Xia)
With Xia being the head part of the hand.

Akagi chose Xia before to swap with his hand as it did not mess with his Hon-Itsu hand due to it being a word title, Ichikawa likely having it due to his playstyle and the flow of the game. Finally most importantly Xia was discarded 3 times already and Ichikawa is keeping track of all the discarded tiles, and because there are only 4 of the same tiles Ichikawa will assume Xia is definitely safe since Xia can only form a hand either as identical triplets or as a pair. This is why Akagi swapped a Xia for a 9man in his hand previously since he predicted Ichikawa will discard a Xia thinking it's safe.

As Akagi predicted Ichikawa discards a Xia and Akagi gets a Ron from Ichikawa. This not only benefits Akagi as he got a Ron from Ichikawa himself but also acts to send a message towards Ichikawa, since Ichikawa keeping track of all discarded tiles knows it's impossible for Akagi to have a Xia unless he swapped it. The message Akagi sends with this is "Because you are blind you are unable to do anything to my cheating method of swapping discarded tiles". A blind man like Ichikawa can do nothing and it's difficult to prove that Akagi is cheating since no one really remembers all the discarded tiles. Ichikawa either has to fight while Akagi cheats all he wants which is impossible or claim Akagi cheated which will be a messy argument for either party, as Ichikawa has this thought Akagi provides an offer. He re-offers the "reducing both Akagi and Ichikawa's points by one-tenth" deal right after he cheated in front of Ichikawa.

This acts as both a threat and an aligning of both parties interests. Akagi offering the deal now re-contextualizes his whole deal, now Akagi offering Ichikawa a deal indirectly implies Akagi not cheating anymore since both Akagi and Ichikawa are aware that arguing over if Akagi cheated over ambiguous evidence leads to the downfall of both parties, and with this Akagi's deal to accept his deal while refraining Akagi from anymore cheating will lead to the highest benefits for both parties.

Also by cutting down both parties' points, the match will be more short term, and because Akagi must cheat sparingly to not drag suspicion, dragging it out long-term will actually benefit Akagi if he continues to cheat, incentivising Ichikawa to take the deal further.

Ichikawa accepts the deal now Akagi has 5500 points Ichikawa has 8700.

Next round Akagi makes a decent hand but Ichikawa lets another player get a Ron from him with a super cheap hand finishing the round. Next round Ichikawa does a Kan and tells Akagi a rule he was unaware of, if the person pulled their winning tile from the stack of tiles where people who do a Kan pulls from the person who's discarded tile allowed the Kan (in this case Akagi) is forced to pay the points for the Tsumo even thought it was not a direct Ron. Now Ichikawa pulls off a cheat where because the stack of tiles that is in front of him was pillared by him he is secretly aware of all tiles that are on the stack, as Ichikawa pulls the tile he is supposed to pull Ichikawa quickly swaps it with one of the tiles on the stack in front of him to pull a convenient tile and get a Tsumo.

Akagi could not prove Ichikawa's cheating as his moves were so refined that no one noticed, and now had to pay Ichikawa his points. With this whole ordeal Akagi's score is now down to 1300 points.

Now in Mahjong the 4 players each built one stack of tiles in front of them and with a dice roll decides where to start drawing tiles, if the stack in front of you were selected to be drawn first, the stack in front of you will be nearly gone as you start the game since a lot of tiles are distributed so everyone can form their initial hands. Usually the dice roll doesn't matter since no one really tracks what tiles they built in their stack and no one is skilled enough to swap tiles from your stack without others noticing. For Ichikawa though he can do both meaning its important for Ichikawa's stack to be consumed by the initial hand making if Akagi wants a chance since Akagi estimates if Ichikawa's handmade stack is intact Ichikawa will not hesitate to cheat and easily get a Tsumo or Ron to finish off Akagi's nearly dead score board.

Akagi gets lucky and the stack in front of Ichikawa is nearly completely depleted with just 2 tiles for Ichikawa to swap meaning Akagi has a chance to fight but the hand he is given isn't so lucky.
The Dora for this round is the 5pin.
Akagi's hand is :
(3pin, 4pin, 8pin, 9pin, 2man, 6man, 4sou, 7sou, 9sou, Haku, Nan, Xia, Pei)
No clear patterns form, Akagi pulls a 1pin and discards a 9sou. Akagi will not get so lucky repeatedly when it comes to Ichikawa's stack being used up so he will have to finish things up in this round, and for that he needs to get a Mangan Ron from Ichikawa.

Akagi's strategy starts by him predicting Ichikawa will play cautiously this round, making "avoid Akagi's ron" his first priority. This is because in the next rounds once Ichikawa will have his stack in front of him he can easily win so for this round Ichikawa just has to make sure he doesn't lose to Akagi with a Mangan Ron. Akagi aims to use the inflated sense of his image inside Ichikawa's mind to lead Ichikawa to a path of self destruction.

As Akagi plays he calls a Chi for a 2pin to form a 2,3,4 pinzu triplet, then he calls a Chi again to a 3man to form a 2,3,4 man triplet. To Ichikawa is appears as a 3 shoku doujyun hand which is the same sequence of triplets but having a mazu version, souzu version and pinzu version in your hand but this Yaku will only count as 1 if you called a Chi meaning it isn't no where near enough to reach a

Mangan, the only hope for Akagi to reach a Mangan is if he gets a bunch of Dora. Akagi by calling these two tiles limits Ichikawa to only be alert for Akagi stacking up Dora in his hand.

Akagi kept playing, searching for opportunities to set traps against Ichikawa and he found it after a few turns. He now has a Pei and Haku triplet in his hand and also notices only one Chun has been discarded, this allowed Akagi to guess Ichikawa had Chun in his hand. Now Akagi goes on with his trap which was made by discarding a Haku tile even though he already had a triplet formed and Akagi only planned to use the Haku as the head part of his hand, not any other parts. This is a completely irrational move as having a Haku boosts Akagi's hands Yaku but this irrational action also convinces Ichikawa that Akagi does not have any Haku in his hand and with this Akagi's trap setup is complete and now Akagi needs to wait for Ichikawa to pull a Pei.

Once Ichikawa pulls a Pei Akagi's trap starts to take place. Because a Pei has nothing to do with Ichikawa's hand he wants to discard it but Ichikawa worries for a very slim possibility. Ichikawa worries that Akagi might get a Kan from his Pei since no other Pei was discarded and with a new Kan Akagi might get a Tsumo forcing Ichikawa to pay live in the previous round where Akagi paid for a Kan and a Kan also adds a new Dora so it might make Akagi's hand stronger. Akagi knows that Ichikawa, who is a cautious man, will try to prevent this happening even if the odds of this happening are slim. Akagi predicted this due to Ichikawa's cautious nature and due to the build up Akagi has done through this game creating miracles and clutching impossibilities.

To counter this Ichikawa uses the assumption he made about Akagi's hand, "he doesn't have either a Chun or Haku in his hand". This assumption was formed since Ichikawa has all the remaining Chun and Akagi discarded a Haku before. Akagi exploited Ichikawa's thought process of valuing rational moves and knew Ichikawa will not doubt the existence of Haku in Akagi's hand. Ichikawa now makes a move to insure his victory, he discards his Pei tile while keeping a Chun tile hidden inside his palm. Now Akagi does call a Kan to Ichikawa's discarded Pei confirming the first stage of Ichikawa's concern, so he decides to make his move. Ichikawa tries to switch the tile Akgi is going to pull with the Chun so Akagi will never get a Tsumo from it. Akagi predicting this blocks Ichikawa's arm from reaching that section of the stack, this indirectly manipulates Ichikawa to move to his backup plan which is to change the Dora indicator tile to a Chun. Ichikawa fears due to the flow being with Akagi that the Dora indicator will favor Akagi and makes sure to make it a Chun since the Dora will be a Haku if the indicator was a Chun, and because of Ichikawa's assumption that Akagi has no Haku, he tries to make sure of it. But in this case Akagi made Ichikawa falsely assume he had no Haku so Akagi basically manipulated Ichikawa into turning the Dora indicator tile to a tile that will benefit him without taking more risks by hoping the indicator will be something of value to him.

Akagi also predicted that Ichikawa will only swap the Dora indicator tile after he calls a Kan since if he didn't call a Kan Ichikawa will just mess up his hand by removing a tile he did not want to discard, which is how Akagi predicted Ichikawa's timing for when he was going to tile swap so he can hand block the undesired course of action.

Akagi pulls the tile he was going to pull for his Kan, and because the flow is with Akagi here, Akagi intuits that the tile he will pull from the Kan will be his winning tile which it is. Akagi now with this can demand all the scores earned from his completed hand from Ichikawa as his hand was completed with a tile called Kan from Ichikawa. With the new Dora indicator being a Chun the new Dora is a Haku, with Akagi having 2 Haku in his hand with a Rinshankaihou (a Yaku that is given when your

winning tile came from a tile you pulled when you did a Kan), a 3 Shoku Doujyun and 2 Dora giving Akagi a Mangan winning all points Ichikawa had.

Akagi wins agianst Ichikawa.

made by u/Shoslovelytechred on reddit. It would be great help if you can tell me any flaws I might have made in this doc. Also welcome to answer any questions regarding the Ichikawa arc.