Akagi : Urabe Arc



Mahjong Game Rules

Mahjong is a game where players pull and discard tiles. The player starts with 13 tiles and you pull one tile from the stack and discard one tile that you don't need. You need to form hands in a specific pattern to make your hand have meaning and grant you points once you're out. If your hand is complete you can say you're done and depending on how rare your hand is you are given points from other players. You can see the tiles other players discarded as well so it can give you clues on what hands they are making. You can also take action against the tiles other players discard. If you can form one pattern using a tile another player discards you can "call" and take it to form one of the patterns required to make certain hands. You can also do something called "Ron" which is when you complete your hand with the tile another person discards, with this you can make the person who discarded that tile pay all of the points you would gain from your hand instead of the regular where everyone pays their share. Akagi starts this game in a point disadvantage so now he ideally wants to take a "Ron" from Urabe to directly take points from him. The players with money on the line are Akagi and Urabe, and the winning condition from either side is that the side who loses all of their points loses.

General shape of a hand:
You have one head which is just two of the same tiles
You have 4 of either shuntsu or coutsu
Shuntsu is 3 tiles that are in numerical order, and it has to be the same tile, so for example 3man, 4man, 5man will be one shuntsu
Coutsu is 3 tiles that are the same, like 3man, 3man, 3man. Also all tiles that are symbol based can only make Coutsu or the head as they do not have numerical order
There are many types of Yaku you can make with this general shape
For a deeper understanding it's better to just learn Mahjong

Types of tiles :
There are 3 types of number tiles, manzu, pinzu, and souzu
If I am referring to a manzu tile with the number 3 I will say 3man, if it's souzu 3 sou, if it's pinzu 3 pin.
There are also tiles that have directions written in it like south east west north. There are also tiles that have a blank, middle, or departure kanji written on it. Forming various patterns with these tiles creates hands and if it forms a clear pattern with lower chance its generally likely that its a powerful hand, here is a link to all the types of Yaku : https://riichi.wiki/List_of_yaku
These Yaku's can be combined too to make more powerful hands, generally the more Yaku you have the higher the score of your hand.

Situation

Akagi is a proxy player for a gang and so is Urabe, Urabe is currently fighting a different player and Akagi enters as Urabe is playing a game. Akagi is told that he will play with Urabe after Urabe's match ends with a different player. (technically it's a different person Akagi was supposed to play with but it's not important).

Strategy

Preparation

Akagi when he arrives at the playing field observes that Urabe is holding back and that he might be having the upper hand in the game in which he appeared to be losing. Akagi observes that Urabe intentionally discarded a Dora and also gave up his hand to be able to win. Akagi assumes that Urabe is intentionally making his opponents comfortable and feel like they have the upper hand. Akagi also predicts that Urabe will make a move either by raising the stakes in the next game or pulling off a different tactic in this round. This prediction comes true as Urabe made a rule where stakes keep rising to pressure the other opponents into cowardice moves, so he can defeat them.

First when Akagi decided to first battle with Urabe he knew he needed to understand Urabe's nature. He based his Mahjong after the opponents psyche to predict, pressure and control them.
Akagi knows people will back off to their fundamental thought process in a situation of panic or confusion, making it the first roadblock in his strategy.

Akagi first makes Osamu, his buddy, play the game instead of him. Osamu is nowhere near as competent of a player as Akagi and the people asking Akagi to be their proxy players were not happy, but Akagi states that it's his condition to play afterward, and with this extortion based on his clients lack of a proxy player, they reluctantly agree. Akagi told the gang to not notify Osamu of the stakes so he can play without the pressure from Urabe, he also made Osamu join from dead-last to further mediate the pressure. With this while Osamu plays Akagi observes.

Akagi predicted that Osamu with mediated pressure and a heavily losing state will try to go for bigger hands and take more risk, afterall he needs to take risks to come back and because the pressure isn't that high, Osamu can more comfortably do so. With this Osamu plays aggressive and Urabe unsure of Osamu's nature slowly shows what kind of player he is when he is cornered although subtle Akagi picks up on many ques.

Akagi sees that Urabe did not play aggressive, and just stayed passive, observing the situation and Osamu's play style. Akagi hypothesizes one thing about Urabe: he has a habit in his mind to become passive, to stall, in the face of a large risk. Akagi profiles Urabe to not go aggressive, nor does he back down in the face of adversity.

Osamu at first was doing good but after realizing the game he was playing had a bet of around 3 million dollars he panicked and lost his confidence, that's when Akagi came in. Akagi first starts by pressuring Urabe by stating that Urabe is the one in biggest risk, Urabe has raised the stakes to pressure the other players but it also means Urabe is responsible for the high stakes, if he loses he will have to be responsible. By stating it to Urabe clearly Urabe is now notified and made aware of the full scope of his responsibility, pressuring Urabe psychologically. Akagi also says that for him it's just other people's money that other people told him to bet so he is in no tense mind. This further pressures Urabe as it is now confirmed in Urabe's mind that Akagi is not pressured by his tactic to raise stakes, making Urabe unsure of himself as his methods did not work and only backfired on him. Currently there is about a 25000 score difference between Akagi and Urabe.

Akagi goes on to confirm his theory in the first round, as when he makes a quick riichi, a call that he is one step away from victory, Akagi observes that Urabe stayed very cautious. Akagi also by making a riichi immediately forces him to discard any tiles that isn't his winning tile, so information regarding Akagi's playstyle was barely exposed. Akagi, in the first round, sees how Urabe plays, his habits of what to discard and how he analyzes the board. Akagi reasons that mahjong is a game about psychological warfare, and information about your play style is a key resource he needs to manage. Besides that he plays as average as one game gets, not disclosing any information Urabe can get. In this game Urabe wins and Akagi realizes Urabe did not fully commit to defense or offense, he took a mediocre stance to play safe while slowly building his hand in a non-aggressive manner.

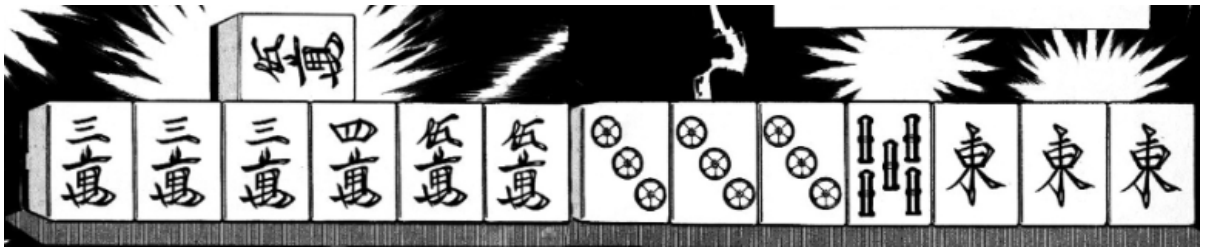
In the next round Akagi again does a quick riichi to further test Urabe, he does not panic in the face of such score difference and plays as according to plan. Akagi tests Urabe by first predicting his thoughts, Akagi predicts that Urabe will be alert on any hand that can instantly turn the tides, he made his hand intentionally look like a simple cheap riichi so Urabe can limit down any powerful hands to be related to Dora, then Akagi observes that Urabe obviously is avoiding Dora even when it does not benefit his hand. Then Akagi discards a Dora so he can see how Urabe reacts again. Urabe avoids the next best option, a three color hand, after Akagi discards tiles to disprove his theory again. Akagi at this point has a really cheap hand but because Urabe expects a stronger one Urabe's expectations are constantly betrayed as Akagi expected, this puts Urabe in a deeper state of psychological confusion. Akagi once he sees a tile Urabe discards that he can Ron to directly take scores from Urabe he does not so he doesn't reveal his hand to Urabe. After the round ends, Akagi via the rules needs to prove he had a riichi by showing his hand, but Akagi knowing that his hand gives away great intel about how he operates, decided to conceal his hand. He bluffs that his riichi was a misunderstanding by him, making it so he does not have to show his hand, but has to pay a penalty of 8000 points. He strategically trades intel with points, so he can maintain a secret advantage. This also serves another purpose. Akagi predicts that Urabe will want to see his hand, as Urabe had his expectations of Akagi's hand constantly betrayed. By now showing what Urabe wants Urabe now has a sense of mystery towards Akagi and a subtle hint in his mind that Akagi is seeing through him which will pressure him to make moves as Akagi wants in the latter part of the game. Akagi does this move while Urabe says to open his hand in a cocky tone, with this Urabe now knows psychological warfare is not effective against Akagi. Akagi predicts that this score loss will benefit him in the latter game, specifically he is paying these scores for a certain 3 turns. This is referring to Akagi's process of elimination strategy in which Akagi needs Urabe to throw that certain game and the 3 turns will confirm that Urabe threw. Akagi aims to make Urabe throw a game by inflating the mysterious image of Akagi inside Urabe's mind to make him stay on high alert and make an emotional decision to stay passive like he always does in which Akagi can build his later strategy on top of. Now the score difference between Urabe and Akagi is 45800, Akagi seems doomed but Akagi still has a plan.

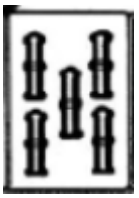
Akagi needs a Ron out of Urabe as the score difference between the two is so great that a normal tsumo that gathers scores from all players equally will not fill the gap fast enough, but a skilled enough player like Urabe will not allow for a powerful Ron so easily.

Urabe throughout these games had no idea on what Akagi was doing or how he would play, making Akagi unpredictable while also putting him in a state of panic.

In the next round, Akagi got a good hand at the start. Akagi gets a chance to make a really powerful hand but predicts from Urabe's discarded tiles that his unneeded tile is most likely very dangerous so he confidently keeps the dangerous tile and decides to make his hand with that.

This was Akagi's hand when he made that decision :



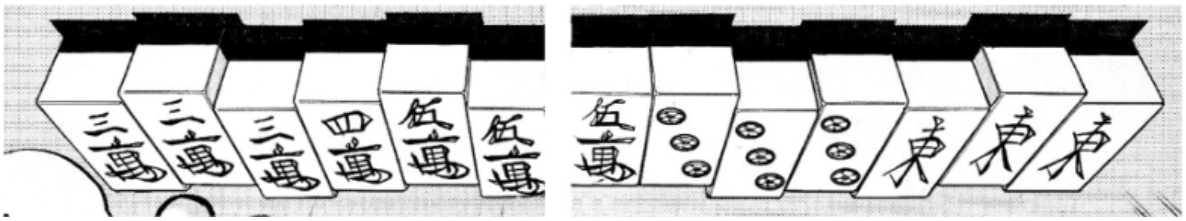
If he discards the 4man =>  his waiting tile will be the 5 souzu =>  as all the other tiles form triplets, he can just wait for his head part. If he has a 5 souzu he also locks himself into a 4 ancou hand only, unlike if he discards the 4man he has the chance of ending up in a cheaper hand. The reason why he can have two different hands will be explained later. Akagi will want to riichi as him pressuring Urabe is how he keeps gathering intel but if he riichi he will have to win no matter what even if he gets the weaker hand. So Akagi ideally will want to lock his path into only the strongest hand so he can get a lot of scores. This is what any normal person will think but Akagi notices something, Urabe hasen't discarded much manzu or (man) tiles and he has called two manzu patterns. This means Urabe is likely going for a hand that only uses manzu called chiitu which is also a powerful hand. The tiles Urabe made public are manzu tiles from higher numbers (9,9,9) and (7,8,9) so Akagi assumes the rest of his hands are from the lower regions of manzu tiles.
Then it is likely that Urabe is waiting for a 4man tile, so Akagi does not discard the 4man tile, and just cuts the 5 sou tile. Now Akagi is ready to call riichi. This prediction is correct as the below is Urabe's hand :



It is (2man, 3man, 4man, 5man, 6man, 8man, 8man) and the tiles that everyone can see are (9man, 9man, 9man) and (7man, 8man, 9man). With this, if he gets a 4 man from Akagi by Ron. His hand will be, (8man, 8man) for the head part and (2man, 3man, 4man, 4man, 5man, 6man) for the remaining parts. Akagi predicted Urabe's hand from the fact that Urabe's remaining hand is likely composed of lower numbers of manzu and the fact that Urabe is a competent mahjong player. Urabe's (2man, 3man, 4man, 5man, 6man, 8man, 8man) hand can get a win from 1man, 4man, 7man tiles. Urabe's hand is versatile as it can form many different patterns from 3 different types of tiles, which makes his hand very powerful. Urabe's skilled nature actually became predictable for Akagi, Akagi knows Urabe is competent so it was likely for him to be waiting in this form.

Now Akagi decided to play a bold move by riichi then opening, showing his normally hidden hand for the potential for a higher win. He does this to achieve multiple purposes and he does this for a certain purpose because he knows Urabe has a "2 manzu" tile which is important. Also riichi in this situation

is even more irrational as his hand was already strong enough to grant him enough points to comfortably take the advantage. The riichi also forces you to win even if you want to go for a higher hand and in this case Akagi could have gotten a really decent hand or one of the best hands ever so giving up control for the possibility of only getting a decent hand is not good. If you think deeper though it's obvious why Akagi will riichi. By opening your hand opponents will not want to give you tiles you need so the only chance to win that game is for you to pull the tile yourself. Akagi views the possibility of getting the tile from the opponents to be very low as one of the players are already playing defense and it is obvious that he is aware of Akagi's required tile so even if he opens he will not disclose that much information to that player, the other player could but Akagi predicts that Urabe will be needing similar hands by analyzing his discarded tiles, and it was also likely that Urabe was waiting with his head and not the other ones, which basically means if both Akagi and Urabe Ron on the same tile Urabe's Ron will be the one to be used and Akagi's will be ignored due to the rules of mahjong. With a deeper dive Akagi's actions make sense showing his proficiency in analysis and psychological warfare to Urabe to be used as misdirection later. Akagi had even further plans with his open riichi. By showing that he can make two possible hands, a decently high one and a very high one, Akagi pressures Urabe into intentionally discarding a tile that completes Akagi's cheaper hand. Urabe's passive personality as well as his competency in psychological warfare will make this a viable choice. Urabe does discard a tile that Akagi needs to complete his cheaper version of the hand as Akagi predicted. This disarms Urabe as his built up hand was destroyed to do his tactic while Akagi had no intention to take it. Opening serves a further purpose as well, by opening Akagi shows to Urabe that he had kept the 4man tile in his hand intentionally showing how he perfectly avoided Urabe's Ron, this showcases his trap evasion and competency in mahjong to Urabe inflating Urabe's sense he has towards Akagi that he can create miracles in mahjong. This serves an even deeper purpose as now that Akagi showed Urabe that he predicted his (1man, 4man, 7man) tile wait, as him not playing the 4man tile obviously implies that Akagi knew Urabe's waiting tile. This further amplifies Urabe's confusion later. Now I will explain Akagi's hand situation more clearly.
Akagi's current hand was :



He has (3man, 3man, 3man, 4man, 5man, 5man, 5man, 3pin, 3pin, 3pin, east, east, east)

If he pulls a 4 man =>  this
Then his hand will be formed like
(4man, 4man) will be the head and the remaining will be (3man, 3man, 3man, 5man, 5man, 5man, 3pin, 3pin, 3pin, east, east, east)
Becoming a 4 ancou, having 4 triplets, the highest single hand type you can have.

But there is another type of hand he can make, if he gets a 2man his hand will be (3man,3man) for the head and the rest (2man, 3man, 4man, 5man, 5man, 5man, 3pin, 3pin, 3pin, east, east, east) so 3 are ancou while one is a sequence 2,3,4 while the rest is a triplet, this is a mediocre hand as the powerful hand only works if all of your hand is composed of triplets not even one can be

changed. This is Akagi's current wait, he has two options. With his open he threatens a Yakuman, the highest hand or just a simple Mangan, which is about ¼ of the price of Yakuman.

During the game Akagi has a lot of opportunities to get a win for his cheaper hand. Even so, Akagi keeps dismissing a chance to win, again and again. He technically called a riichi so ignoring a chance to win is against the rules but the penalty points he has to pay does not compare to the possible points he will win so Akagi does not care. This also allowed Akagi to pull Urabe off of the battlefield, the biggest risk in riichi is that you have to discard tiles as long as it is not your winning tile, so it makes Akagi vulnerable when he pulls a dangerous hand against Urabe. Akagi eliminates this possibility by manipulating Urabe to discard a certain tile, with this Urabe has now broken his hand and can't fight against Akagi so Urabe is no longer a threat in this round of the game. This is where Akagi's deduction of the "2 manzu" tile comes into play. Akagi knew Urabe has 2 manzu tile by analyzing his discarded tiles, so Akagi can confidently make Urabe make that move to discard it as he knows he has it, if he was unsure if he had it his tactic will not be as effective. Even when Akagi pulls a tile that is most dangerous against Urabe he discards, showing how Akagi is a man who aims for miracles in Urabe's mind. Akagi tells Urabe that he can't fight while he can subconsciously influence Urabe that Akagi is in control of the situation. Urabe with this unseen situation throughout his experience can not analyze Akagi at all. Akagi uses methods that Urabe has not seen at all to make Urabe unable to analyze him, put Urabe in more of a state of confusion and he had made his image of Akagi in his mind more of a mystery. Akagi constantly stays composed and confident to up the pressure against Urabe. In one of the final turns of the game Akagi again pulls the tile he needs to complete his cheaper hand the 6man, Akagi at this point had no intent to stop as him aiming for a miracle was just a side-option or a "lucky if it succeeds" and his main goal was to confuse Urabe. This is where Akagi's previous showcase to Urabe that "he knows his waiting hand" comes into play. Before in this game Akagi intentionally kept the 4man tile in his hand and opened it up for everyone to see to prove to Urabe that he can see through Urabe's 1-4-7 manzu tile wait. Now Urabe has discarded the 2man tile after from Akagi's pressure, with this Urabe's hand went from (2man, 3man, 4man, 5man, 6man, 8man, 8man) which had a 1-4-7 wait to a (3man, 4man, 5man, 6man, 8man, 8man) with one unknown. If Urabe has had decent luck the only way Urabe can be in a state of Tenpai (one step away from victory) is if he had pulled the 6man tile, and is waiting on the (3man, 4man, 5man, 6man, 6man, 8man, 8man) hand. Now from Akagi's point of view the 6man tile he pulled is the only one tile Urabe can Ron against him and any other tile if fine so Akagi will not want to discard the 6man tile no matter what, furthermore its his finishing hand so there is not much reason to take the risk, furthermore there is not much opportunity to draw left. From Urabe's point of view it's obvious that Akagi will not want to discard his 6man tile as a skilled player like Akagi that knows he was previously waiting on the 1-4-7 pattern, and has discarded the 2 afterward, the most risky tile for him is the 6man tile. Stil Akagi discards the 6man tile, Urabe Ron's Akagi loses a lot of points, Urabe on the surface sees Akagi as a drunk bastard with no sense of judgement but subconsciously he is lost on Akagi's playstyle.

Akagi has given the point advantage to Urabe and with this Urabe's actions become very predictable for Akagi as he sets up. Urabe starts to get on the defensive and tries to just maintain his advantage. Akagi aims to take a shot at Urabe once he is on the run.

As the next round begins, one of the players accidentally flips the wrong hidden tile, after Akagi notices and quickly changes it the round begins although Akagi will make full use of the fact that one of the hidden tiles got exposed for a second, and the fact that everyone saw it. That revealed tile is a "North tile".Akagi creates a logically impossible situation for Urabe as all the tiles that Akagi may

need to complete his hands are gone, well technically speaking. In mahjong there are only 4 of the same types of tiles and in this case Akagi has made it obvious that he is missing one tile from a pair he needs to make. Urabe notices that one of the tiles Akagi is holding that he is trying to make a pair with can not be the “North tile” as if Akagi has one it means he needs another from the remaining 3, but 2 area already thrown out, making it already unlikely for him to pull it, meaning it's unlikely for Akagi to try to hold on to it, it was also the case that it was already revealed to be in a special stack that is usually not drawn and Akagi knows this. This leads to Urabe concluding that drawing from a that special stack is safe, as Akagi will not anticipate this move, and it was the safest option as all the other tiles he could have thrown away were clear red flags. Akagi has anticipated all of this and perfectly led Urabe to draw and discard that one tile, he thought impossible to have, and took a direct shot at Urabe. Urabe is completely lost in Akagi's play style and gets panicked. Urabe also now thinks Akagi can really perfectly see through him and can cause miracles. Akagi knows Urabe is a master at defense so Akagi needs to plant doubts by showing that he is capable of miracles, he sets up everything just right and provides perfect reasons for Urabe to act the way he did so he can show to Urabe that he is godlike. It seems to Urabe as if it was luck or random chance and with this Urabe was unable to predict Akagi’s unpredictable and preparatory move as Akagi only viewed these turns in game as him waiting for the opportunity to align to execute his final strategy. Urabe tries to hide it but Akagi sees right through his panic and confusion and he now knows he can move on to the finale of his strategy. Also with this Akagi closes in on Urabe in scores so he can be finished in the next game if Akagi gets a good hand.

Process of elimination Strategy

Akagi knows, with all of the pressure and confusion he has piled up towards Urabe, he would try to rationalize and rely on his experience rather than fight and strategize against Akagi directly. This makes Urabe predictable. Akagi needs to catch up on points as he is vastly behind, now Akagi can comfortably go on offensive against Urabe who has been made vulnerable. Akagi is the house, he has extra score boost this round and he can finish Urabe if he gets either a “mangan” or “haneman”. At the start of the round Urabe still had confidence left in him, but Akagi sees through that this is not Urabe’s will to fight that is moving him but his logical conclusion that you should be aggressive in the early parts of the game. Akagi knows this aggressive nature will only stand as long as Urabe believes he has the advantage, Akagi can control Urabe’s aggressive nature easily. Akagi on this round does a “Kan” and pulls a super powerful hand, with this Akagi has the perfect hand to finish Urabe and Urabe is now panicked, Akagi is also the house in this round. With this Akagi realizes this is his round to finish off Urabe.

Urabe with Akagi’s semi-revealed powerful hand now knows he can not fall back too hard or go aggressive too hard and goes back to his usual “observe stance” and drops a “2 pin” tile. Akagi knows Urabe when he wants to drop out will discard the head part of his hand as he has observed this through multiple games and it fits his personality as the head if discarded gives Urabe another chance of a safe discard, making it more beneficial. This is because the head part of your hand is when you have two of the same tile, if one passes someone who is one step away from winning it means the other will pass as there is no point in dismissing a chance to win from the opponent point of view. Akagi knows this habit of Urabe and knows Urabe likely discarded one of his heads, with this Akagi assumes Urabe has another 2 pin tile at hand. In his next turn he also pulls a 2 pin and Akagi knows Urabe has one too, making it a perfect opportunity for him to get a “Ron” out of Urabe. Akagi at this point fully maps out his “process of elimination strategy”. Akagi keeps the 2pin tile, plans to make it his head and now starts laying traps to manipulate Urabe. Akagi knows this move is Urabe’s passive

move and a key clue for his ending game plan. Akagi from the start of the round has made his hand so that he holds a lot of “Dora” which are tiles that grant extra scores in the end of the round. Akagi purposefully shows the Dora to Urabe, by calling other peoples tiles to form his hand, revealing several tiles in his hand so he can pressure Urabe. Akagi at this point is nowhere near close to forming his hand, he just wanted to pressure Urabe so he discards all his confirmed safe tiles first so after Urabe is going to have to take risks when Akagi is prepared to win the round, he makes Urabe waste precious resources. Akagi in the next round sees that Urabe discards a very obviously safe hand, showing that Urabe most likely drew a dangerous hand and has now given up only planning to discard safe tiles now. Akagi’s theory is confirmed as Urabe now only keeps discarding obviously safe tiles that show no pattern that he is progressing on his hand. Urabe in this game-ending round has given up on victory and moves in patterns Akagi predicts, this is what Akagi planned for when he paid the 8000 points to conceal his hand. Now Urabe only discards tiles that are obviously safe, and because Urabe has bet money far beyond his league Akagi knows this behavior will continue. Akagi has already made an inflated sense of himself within Urabe, Akagi at this point is considered a man of miracles by pulling off incredible feats that seem impossible, Urabe now can’t discard any tiles with confidence. Akagi at the end has only left himself with one tile required and it is a “head” part of the hand which is not readable by the discarded tiles of the player as it does not form any meaningful pattern. Akagi now needs Urabe to discard one specific tile from his hand, and all of his actions to this point eliminated all possibility of Urabe discarding any other tile. Akagi bluffs that Urabe will give him the tile he needs just like magic and proceeds to leave the table, now Urabe gets extremely panicked and thinks what is the safest move he can make. Now we will follow Urabe’s thought process. The tile Urabe just discarded from the stack can not be discarded even though normally thinking it's just a random tile with no way of setting traps, Akagi has made a sense of mystery to his hand so Urabe can’t discard so easily. He bluffs that Urabe will magically discard the tile he wants to further pressure him of the danger, with this Urabe considers other possibilities. Akagi needs Urabe to not discard random tiles as his plan requires perfect manipulation of Urabe. Akagi from the early parts of the game anticipated that the final drawing of tiles will happen from his stack of tiles, (technically it's not “his” it's just a random stack but Akagi stacked it up) Urabe gets suspicious of it, to confirm this Akagi called out one of the tiles from the other opponents the rotation before to alter the order of pulling tiles, this makes it seem to Urabe as if his pulling of that certain tile was planned, inducing fear and risk in his mind. Akagi also utilizes reverse psychology as he made his hand obvious that it's a “tanayo” that does not utilize certain hands, Urabe who is on high alert but is nervous and is on short circuit thinking considers the possibility of other non-tanyao tiles to be dangerous too. Akagi eliminates Urabe discarding any other tile by showing tiles in similar locations to be dangerous too. Akagi makes Urabe doubt every possible tile that Akagi made obvious that he does not have. He also made his hand look like a “sancokudoujyun” which is one of the possible hands that can be made, with this Akagi eliminates a few other tiles Urabe still might discard as he has yet to make them seem like a trap to Urabe, Akagi’s calling pattern clearly is similar to the Sancoudoujyun which implies to Urabe that Akagi tried to make that hand but gave up, further implying that he may have other tiles that are also required to make that hand. Akagi now can narrow down all possible tiles Urabe might discard, he first realizes 4 souzu area may be considered safe by Urabe if he has it, but he has prepared for this as right after his Kan he discarded a 5 souzu, and because the Kan was also a souzu it makes it look like Akagi was making a hand using the souzu from the Kan and souzu close to that which are 4 and 5, by discarding 5 it could mean that Akagi is forming his head with a 4 souzu. Akagi knows this is how most mahjong players play the game and with Urabe relying on experience 4 souzu is also out of the picture. Finally Urabe has one last choice he can discard, which was a 2 pin. Akagi throughout the game has discarded tiles close to that consistently far more than any other so it is too obvious to be a trap from Urabe’s point of view. He also made sure the tiles close to the 2 pin he wanted were

discarded immediately after Akagi pulled it to make it even more obvious that it is not related to this hand. In mahjong you often hold related tiles as they may form patterns in the future. Akagi uses all of this information as misdirection so Urabe will act exactly according to plan. Urabe discards the 2 pin which Akagi manipulated Urabe to do and has anticipated and prepared for as he has held a 2 pin, ever since Urabe discarded his 2 pin and Akagi predicting that he has another. Akagi gets a “Ron” out of Urabe and Akagi finally takes first place, in the final round, Akagi wins.