Washizu Iwao



“Monster of showa”

Made by: Osbis

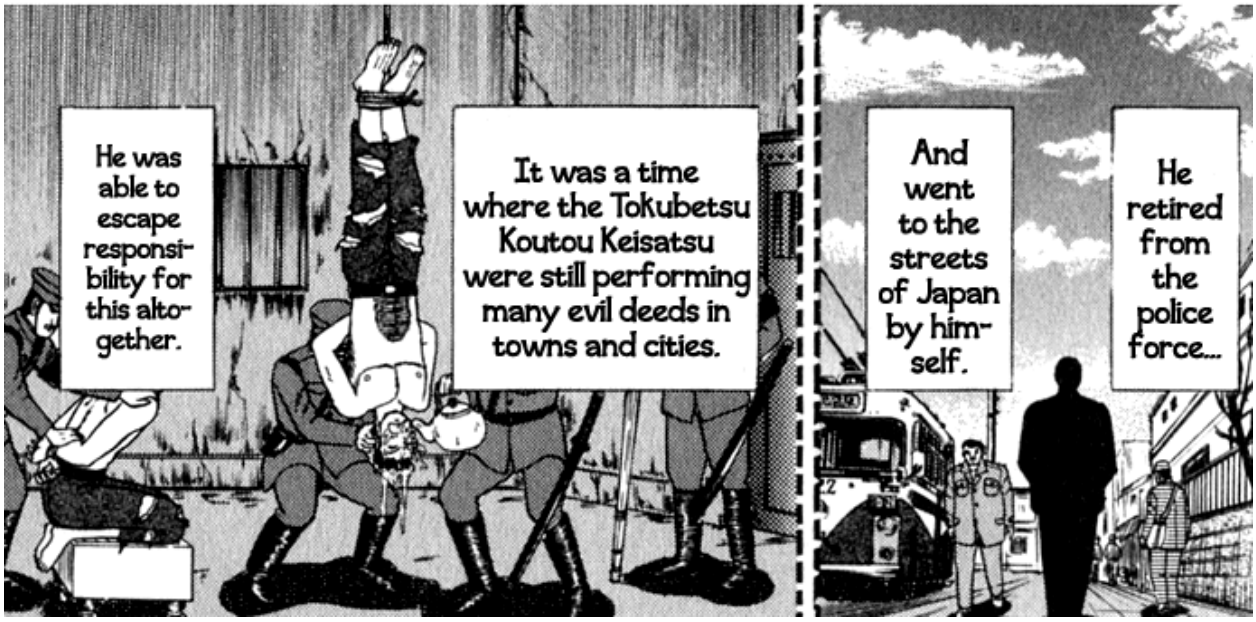
Introduction:

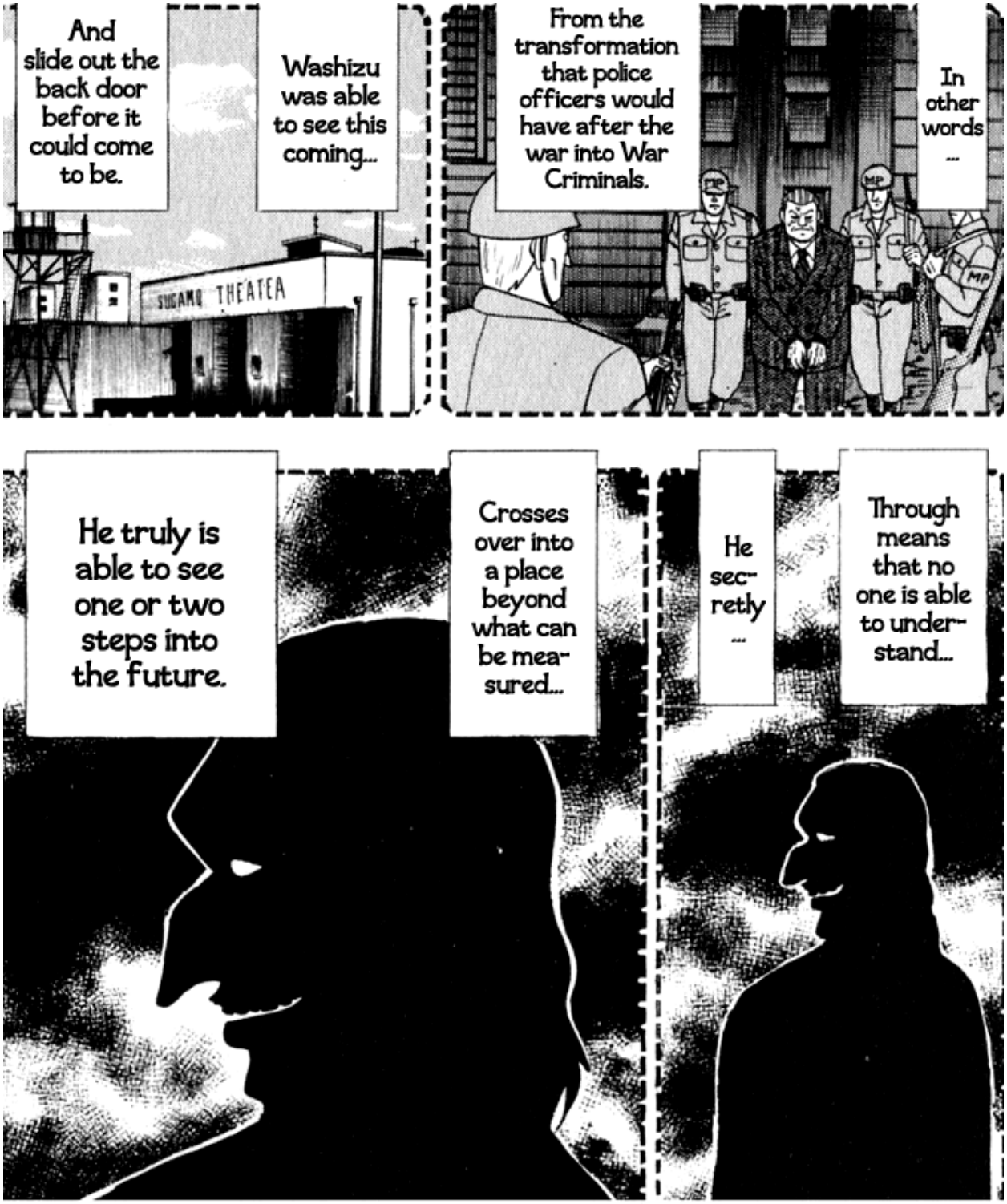
Will try to cover his journey to rebuild japan creating diamonds from Coal.

Sight of the Future

1942 world war 2. Everybody expected Japan to grasp the victory into their hand but after the battle of midway the implications of this defeat made Washizu quit his position of chief commissioner in the police force as he foresaw the destruction of his own country. Understanding the true significance of this loss that will not be able to be overlooked as the

damage was replaceable.





After the end of war Japan was turned to ashes as America ruled the country. He uses this opportunity to rebuild the country off the ground and an underground empire holding an absolute power that no one dares to defy waging war on not just America but the world for money for that money itself needed immense and immense amounts of money which he

planned on obtaining using his superior sense of foresight that could already see the shape of Japan from 20 to even 30 years from now on.



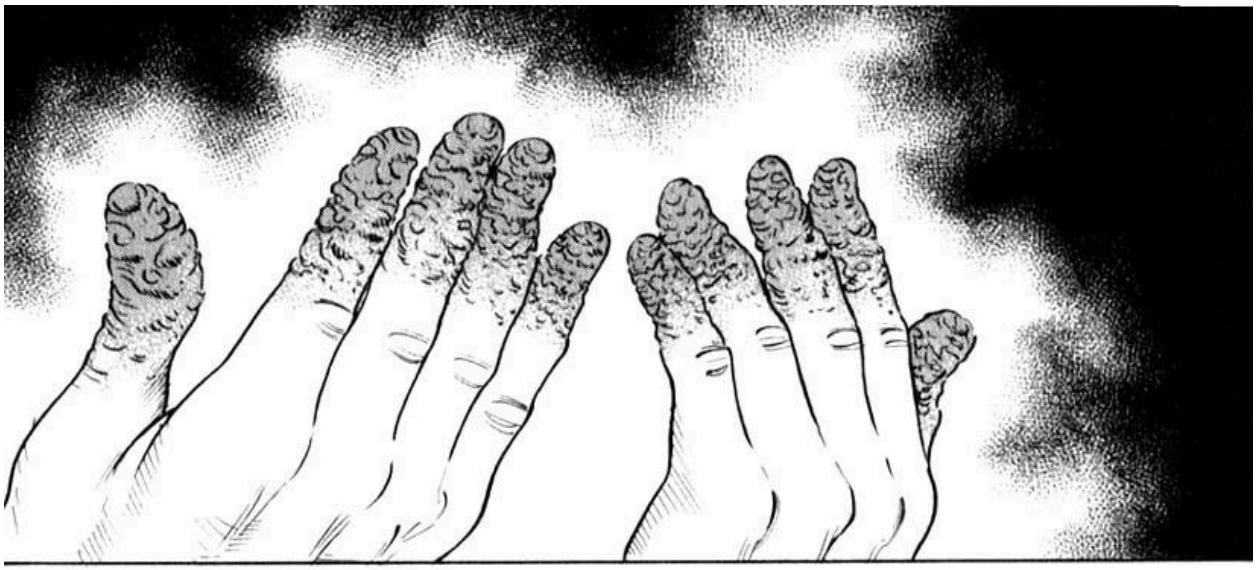
Freak Of The Nature

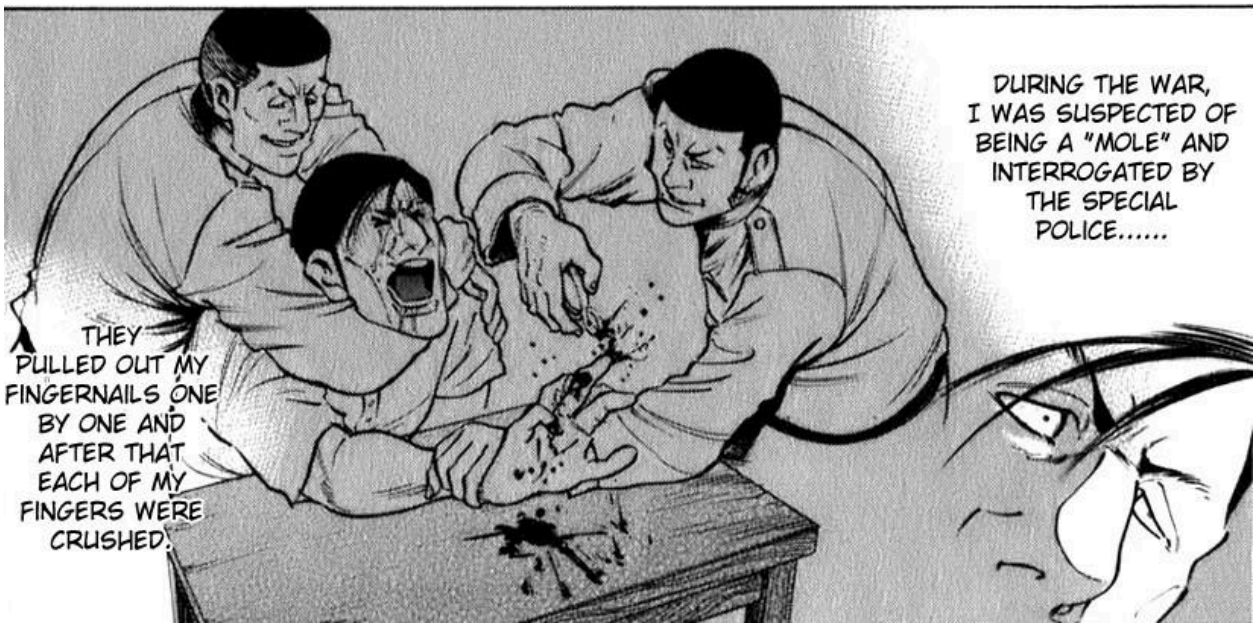
In his journey to ammas infinite wealth he wanted to build a consultancy firm for that he also needed money competing in high stakes Gambling already making a name for himself in the world of it as an unbeatable gambler.


KUKUKU. I DON'T SEEM TO REMEMBER YOUR NAMES BUT...
IT SOUNDS LIKE YOU'VE BEEN RESEARCHING ME.
OF COURSE WE DID.
THAT'S BECAUSE IN THIS PAST MONTH... IT SEEMS LIKE YOU CAME TO THIS PLACE EVERY NIGHT, AND PLAYED HIGH-STAKES MAHJONG.....
AND THEN WENT HOME, WITHOUT EVER LOSING.


AFTER THAT, IT SEEMS YOU JOINED THE SPECIAL POLICE.®
I HEAR YOU ROSE THROUGH THE RANKS TO BE AN INSPECTOR OF MIDDLE RANK.
YOU GRADUATED FROM THE IMPERIAL UNIVERSITY AT THE TOP OF YOUR CLASS... YOUR PAST GRADES WERE INCOMPARABLE... IN ONE PART, IT WAS SAID THAT YOUR IQ WAS OVER 200.
LET ME GO INTO MORE DETAIL.

This time they had hired a rep player to beat Washizu. Someone who despises him to death for being the part of the police force as.







Trickery in Mahjong

The match starts with his opponent getting a hit on him with RON!! winning the turn then with TSUMO and TSUMO back to back. As his opponent was cheating.


……
カ
TSUMO
HOW'S THAT.
DID YOU SEE MY "SURIKAE" TRICK!?


CHEATING.
WITH THE RAPID SPREAD OF MAHJONG IN POSTWAR JAPAN, A NUMBER OF CHEATING TECHNIQUES WERE DEVELOPED AND PRACTICED.
WHEN COMPARED TO LATER ADVANCEMENTS IN MAHJONG, THEY'RE CHILDISH, BUT IN THE DAWN OF MAHJONG, THE POSTWAR PERIOD, THERE WERE ABILITIES THAT WERE QUITE EFFECTIVE.

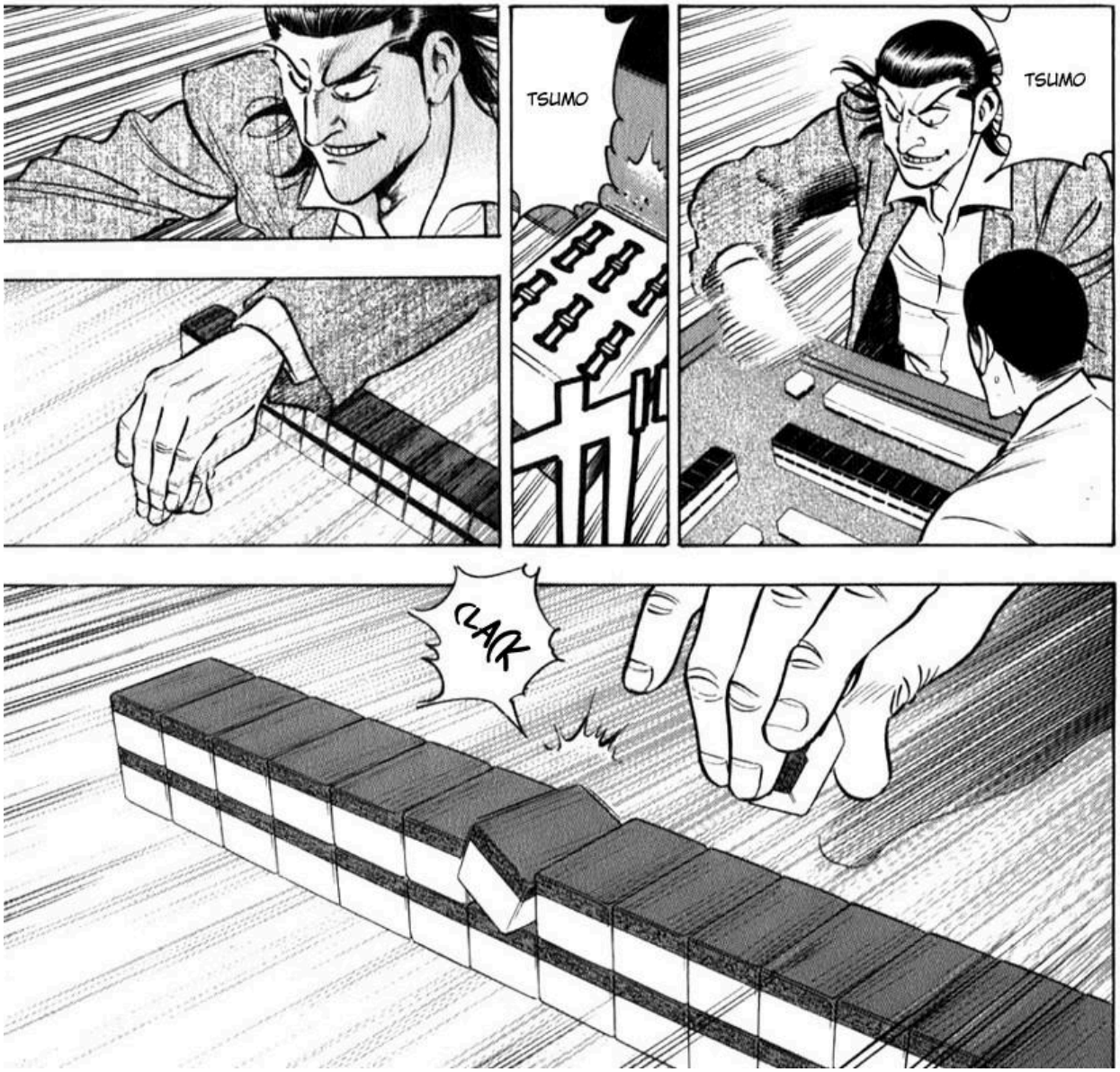
A counter to washizu wits as washizu proceeds to counter the counter to his wits.



This makes him draw the wrong tile which he discards falling in the trap of washizu as he was waiting on that tile.



He then proceeds to copy the trick and win.



He then does it again but this time he fails, dropping green dragon in the process as he plays it off meaning the green dragon that is supposed to be in the wall is not in the wall and now is on washizu hand. Understanding this his opponent calls him out for cheating flipping the

tile from the wall to show that green dragon is missing but:



It was another trap set by Washizu. He didn't switch tiles at all, all he did was flick the tile to make it look like tile has been swapped and dropped the tile to make it look like he messed up when pulling off the trick.

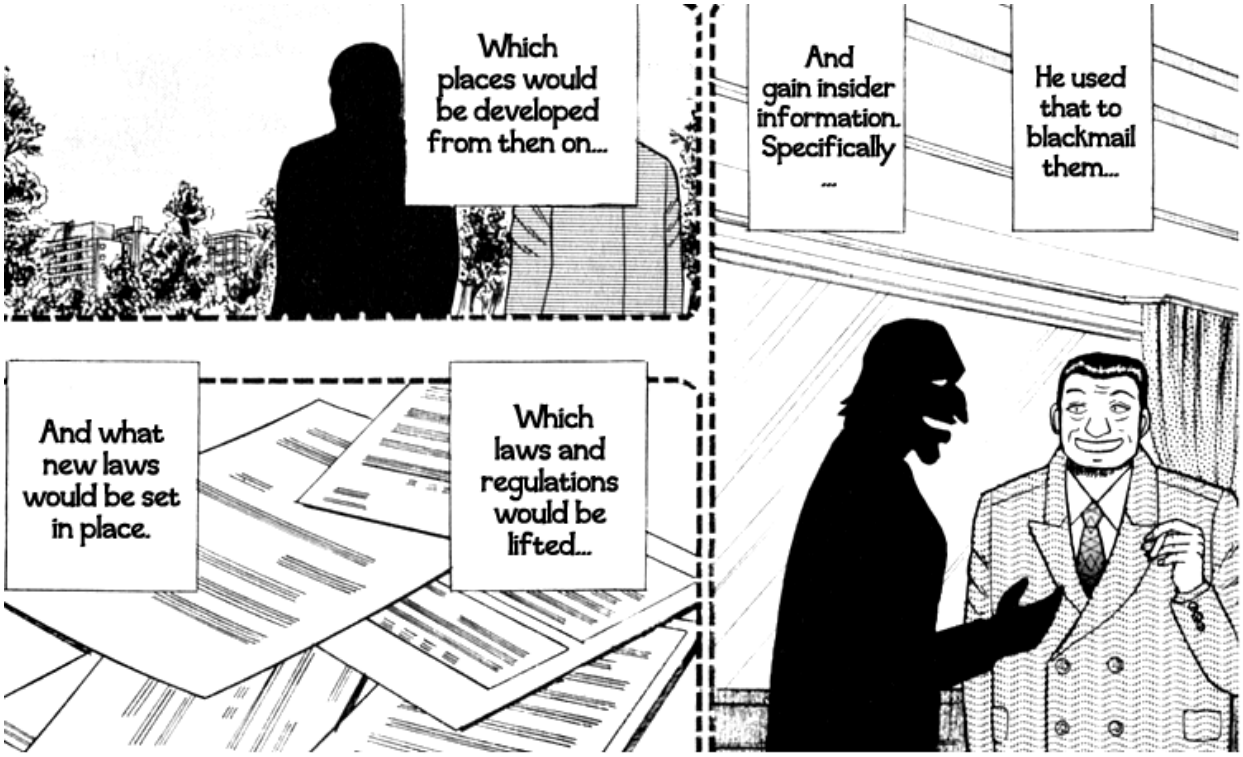

SOUND..
....
THIS KIND OF SOUND?
CLACK
HE... HE INTENTIONALLY MADE THAT NOISE..... TO LURE ME IN?
PEOPLE THAT DO NOTHING BUT CHEAT ARE SCARED BY THE SHADOW OF CHEATING.
YOU



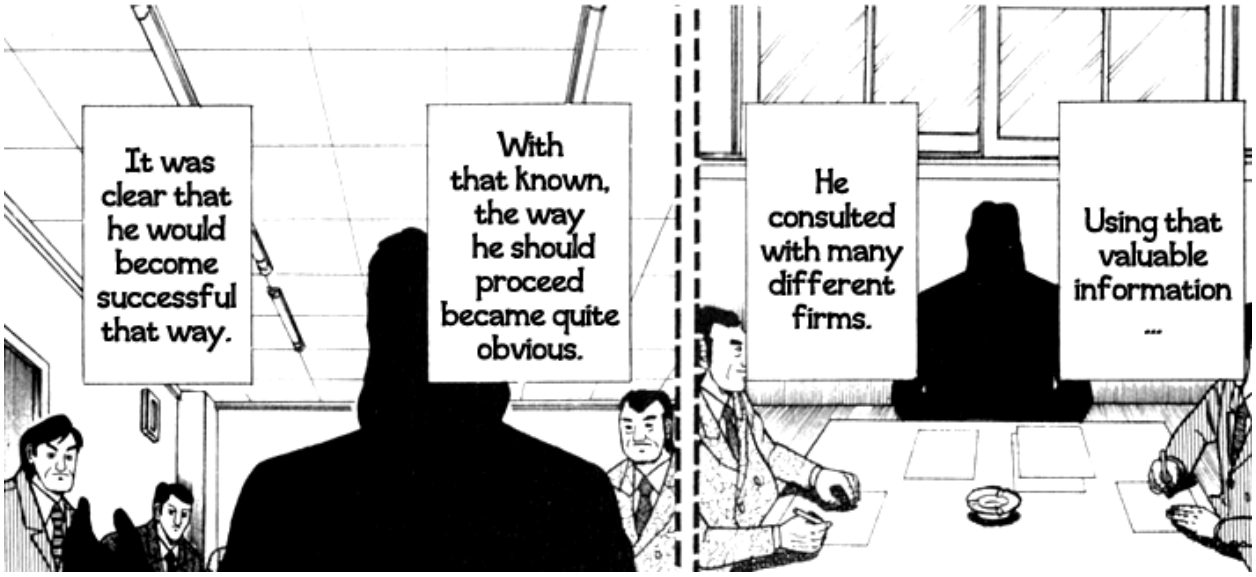
The opponent gets caught with cheating instead and R.I.P to my guy washizu tortures him quite brutally for it.

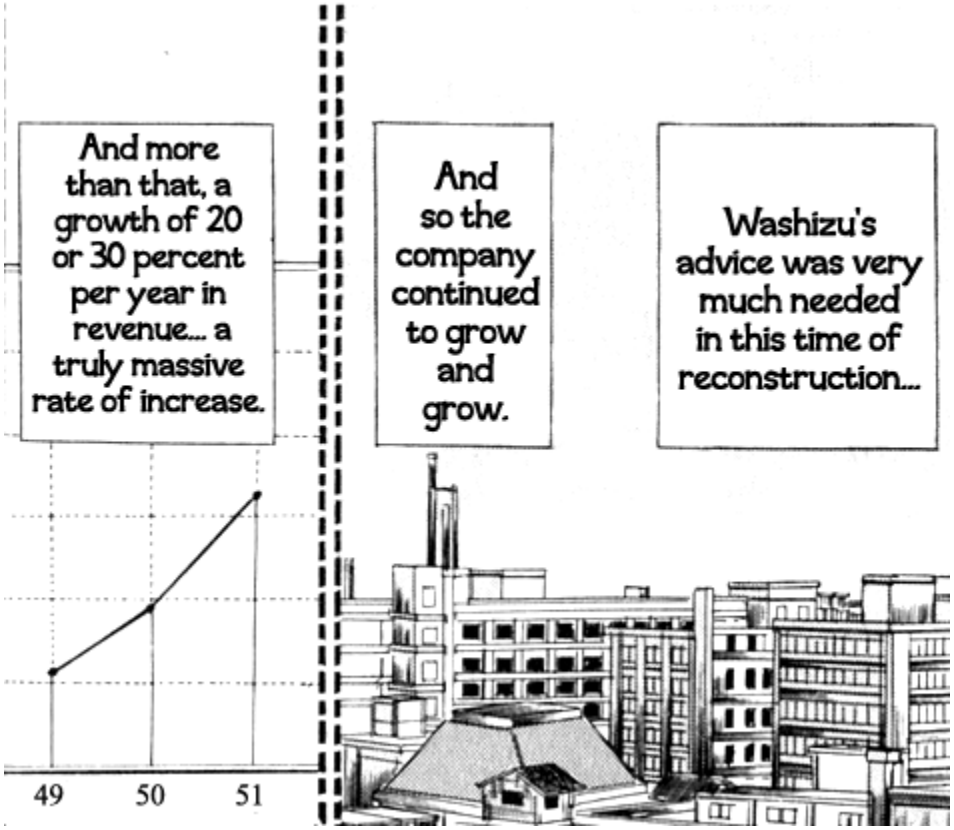
Sinful Knowledge

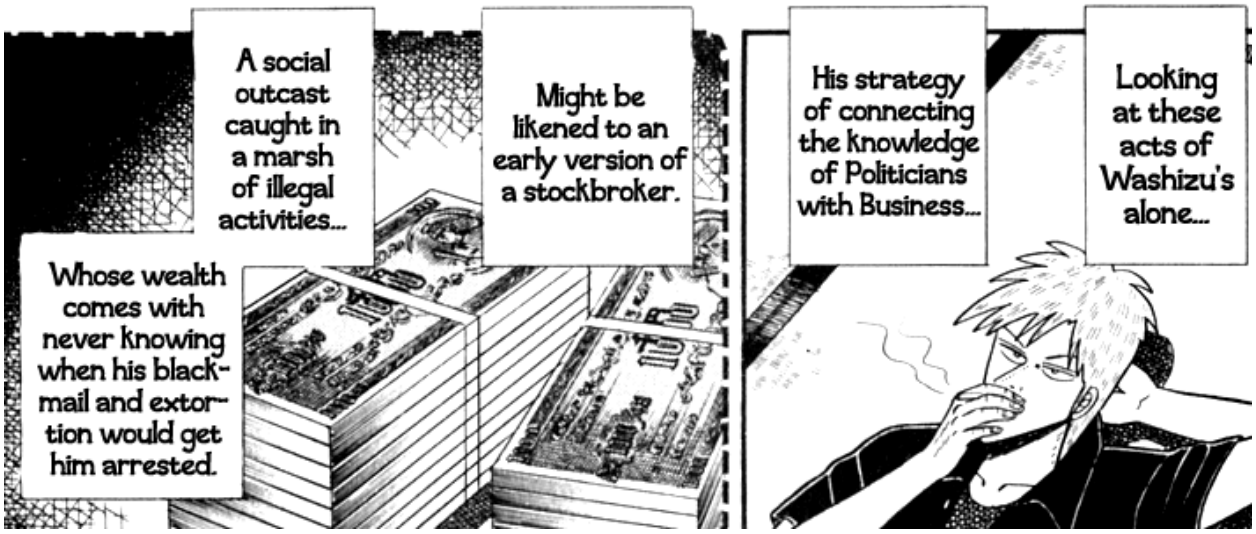
Due to his time in the police force he knew underhanded methods and scandals that went among politicians.



He opens up a consultancy firm (Kyousei). People made fun of the firm at 1st but with Washizu having insider information.


It was clear that he would become successful that way.
With that known, the way he should proceed became quite obvious.
He consulted with many different firms.
Using that valuable information ...

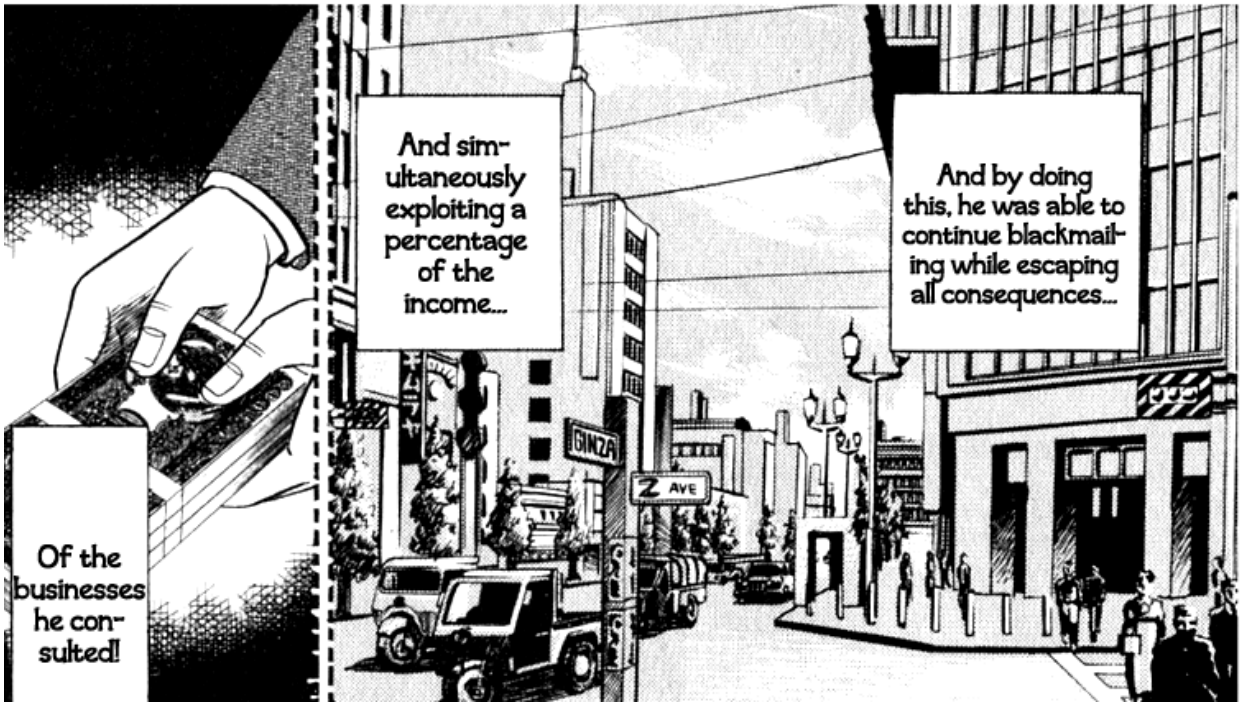

And more than that, a growth of 20 or 30 percent per year in revenue... a truly massive rate of increase.
And so the company continued to grow and grow.
Washizu's advice was very much needed in this time of reconstruction...
49
50
51


A social outcast caught in a marsh of illegal activities...
Might be likened to an early version of a stockbroker.
His strategy of connecting the knowledge of Politicians with Business...
Looking at these acts of Washizu's alone...
Whose wealth comes with never knowing when his black-mail and extor-tion would get him arrested.

But


They were simply seen as the actions of an adviser.
Since Washizu was doing these activities under the title of a consultancy firm...


By simply using his own wits and intuition.
In other words, he was able to break free of the marsh of illegality...



Not only currently useful for the reconstruction of Japan but also the future he had perceived.

Bloodshed Future

Within that foresight Washizu knew war was bound to happen soon, specifically in 1950 he predicted the Korean war. In such conditions selling weapons as a 3rd party was the best way to make money. For that he needed to establish a weapon business which he already had an idea on how. Due to the consultancy firm he opened with it rising to success, it also became a problem to Yotsubishi group (Real State business) this ultimately created a conflict between Washizu and Ishizaki (The successor to the manager of old Yotsubishi group). So one day he kidnaps Washizu's right hand man of the firm, to settle the business with a gamble in mahjong. If Washizu loses he would have to give up (Kyousei). This was nothing surprising

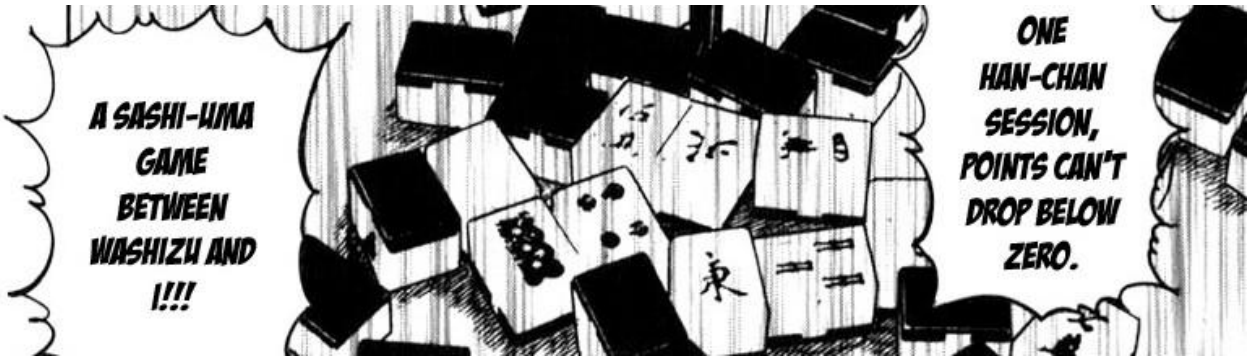
to Washizu as he had already foreseen this event planned with the creation of Kyousei.



Washizu now asks his prize if he wins



Exactly what he wants. Ishizaki agrees with the deal as he sees no value in manufacturing weapons as the war is already over. The rule is simple:




HEH HEH. I SAVED THIS MAN FROM BEING KILLED BY THE YAKUZA FOR WINNING TOO MUCH AT A GAMBLING DEN.
KIM.
YESSIR.
YOU'VE GOT SOMETHING INTERESTING STUFFED IN YOUR BELT THERE, DON'T YOU?



Rigged in the favor of Ishizaki as he loses and loses and loses.



Murder From Paranoia

But with washizu nothing is impossible. In the East 4 round ishizaki signals kim to discard 1 pin but kim instead discard 4 pin as he didn't have 4 pin at that time. So the game continues with ishizaki drawing (West tile) which he discards Washizu then calls PON on it but is immediately retaliated by kim calling RON!! on the (West tile) winning the game. This anger ishizkai hitting kim in the face for taking the win for himself. The game is put on hold for kim to wipe the blood off. Washizu uses this opportunity to go to the bathroom with him complementing him for his win. Kim replies by saying he was greedy for taking the win instead of making Ishizaki win. Washizu calls him out for being a pathetic loser to the core to think like that, also shown with the fact that he just took the hit from Ishizaki without any sort of resentment for him living under the shadow of Ishizaki despite having talent greater than him. He is unaffected by Washizu remarks saying he is just saying that to get into his head which is not working. Wahizu mentions that Ishizaki would abandon him the day he loses and that would be today as he is gonna beat ishizaki making him useless in the eyes of ishizaki leading to kim being abandoned. Kim thinks of it as just another stupid remark from Washizu to get into his head to disrupt the game as Washizu is losing and Kim was betrayed his entire life but Ishizaki saved him so the idea of betrayal from someone like Ishizaki didn't hit him. Washizu reaffirms his point saying the idea of betrayal is in human dna that's how the last war happened. This sparks a hint of concern from Kim as while Kim was a loser he was not completely a loser as mentioned by Ishizaki himself Kim was so good at gambling winning games right after another to the point where yakuza were after his life and considering ishizaki highly self centered narcissistic personality it wouldn't be out of realm of possibility that the moment ishizaki see Kim as someone who can't contribute to his wins he will abandon him. Washizu reassures him that he will save him. Seeing just a bizarre scene unfold in front of him he worries about the situation thinking perhaps Washizu will somehow turn the table winning the game leading to his abandonment. The game continues.

South 1st round dealer Kim

After some turns ishizaki reaches tenpai and signals Kim to discard the winning tile (1 Man) but Washizu instead discards it giving win to ishizaki.



This further concerns Kim as his worth is degrading in the eyes of Ishizaki.


YOU'RE... A PATHETIC LOSER TO THE CORE!!!
第3話
裏切り
CHAPTER THREE: BETRAYAL


WHAT A THING TO SAY!! I... I'M FINE WITH JUST LIVING IN HIS SHADOW...!! THAT'S GOOD ENOUGH.....
PATHETIC LOSER.

Next game ishizaki is in tenpai once again and signal's kim to discard the winning tile (4 Man) but kim hesitate reflecting his worth as a person for the 1st time subconsciously defying ishizaki discarding (7 Man) instead of 4 which leads to washizu winning with Tsumo. Not only this conflict acts as a main source of Kim distrust in Ishizaki but also the match itself as from Ishizaki point of view it looks as if he and washizu are teaming up which will give Ishizaki further reasons to abandon him. Ishizaki takes a break to calm down, Washizu approaches him and whispers something in his ear.



This would matter later on. Next game starts Washizu plays onto this idea discarding tiles that helps kim compete his hand and at the end washizu discards (1 Pin) the winning tiles of Kim devils temptation whispering in kim ear to take the win. Kim fights it and catches on to Washizu's scheme of making it look like they are working together so he denies the win furthermore there is already a point difference between him and kim so if kim ends up

winning the game ishizaki will lose.



South 3rd Round second hand: It's the same thing washizu discards tiles that helps Kim hand complete and win.

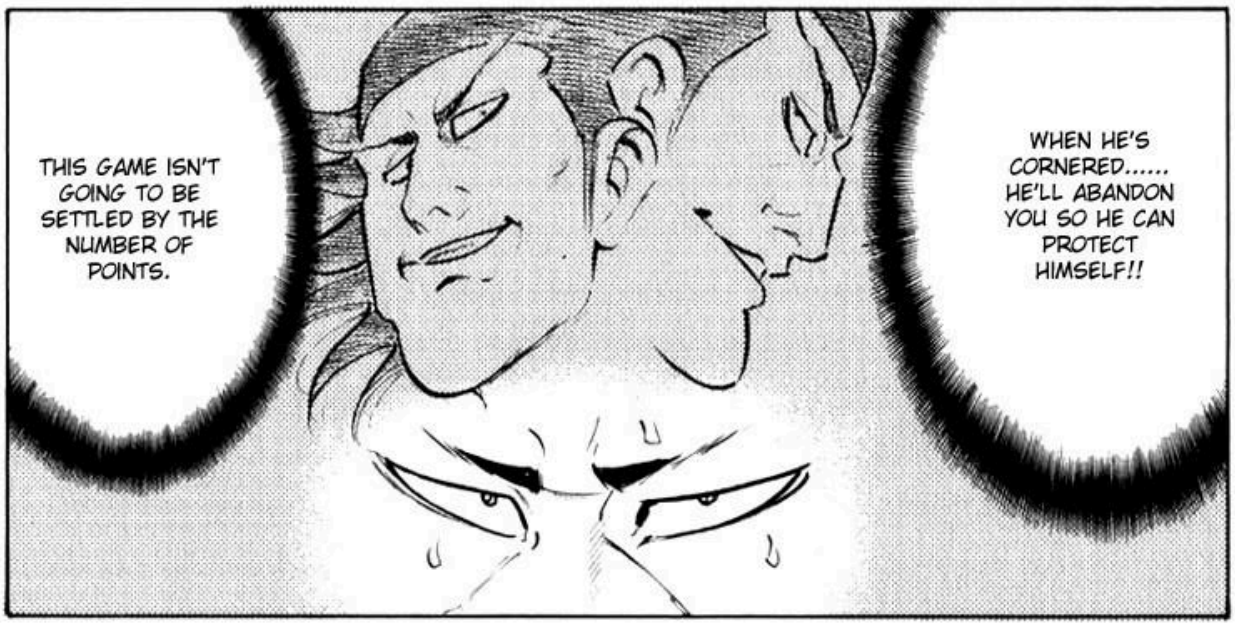


Kim denies it once again and discards (4 Man) and Ishizaki calls RON!! on it winning with a direct hit on it.



Ishizaki takes the win without even signaling for Kim. Meaning Ishizaki has already abandoned kim and is operating on his own to win the game as kim is an obstacle for him now. Washizu laughs at the situation which reminds Kim of what Washizu said in the bathroom.





Kim comes to the realization that he is being thrown away by Ishizaki, further looking down on his memories he remembers Washizu saying something to Ishizaki during that break

Ishizaki took.



Kim interprets this as washizu and ishizaki teaming up cause at that time he hesitated discarding (7 Man) instead of (4 Man) which lead to washizu winning the game. So they both must have been working together to bring him down and throw him away. Washizu giving him chances to win being just a part of plan to discredit him more as when the game ends ishizaki can blame him for not only being the reason for the loss or discredit him off the win but also teaming up with enemy washizu for his selfish gains. But them working together means they must have some signals to communicate with each other so he looks for

unnatural movements in ishizaki.


U...URGH...


RUB
RUB


THAT'S THE SIGNAL!! WASHIZU RESPONDED...
...

Kim interprets it as a signal to Washizu. Washizu discards (1 Man) which was the winning tile of ishizaki as ishizaki calls RON winning the game Kim takes out the gun he had putting bullet through ishizaki head killing him other ishizaki men slashes kim to stop him but gets shot by kim too. With no one left to continue the game to represent Yotsubishi group washizu takes the contract obtaining all of the yotsubishi weapon manufacturing factories throughout Japan. Washizu reveals his action to Kim at the end.




WHISPER
YOU
HAVE A PIMPLE ON THE END OF YOUR NOSE.


EVERYTHING... WENT ACCORDING TO THE SCENARIO YOU SET UP... HUH.
THIS... MUST HAVE BEEN WHAT HE MEANT BY SAYING IT DIDN'T HAVE ANYTHING TO DO WITH THE NUMBER OF POINTS.....

Worthy Companions

Moving onto the next step of his plan he had his eye on nihonmatsu construction.



He targets the executive director's son, dragging him into gambling with mahjong and of course Washizu wins putting him in debt. He then pays a visit to the executive director to buy

more stocks threatening his son like under the name of him repaying his debt.




KID-NAPPED?
THIS IS A RESPECTABLE BUSINESS DEAL.
Y... YOU BASTARD!! YOU'VE KIDNAPPED MY LITTLE HIRO!!
YOUR SON HAS BUILT UP A HUGE AMOUNT OF DEBT TO ME IN A FEW GAMES OF MAHJONG.
THIS IS WRITTEN PROOF!!
TH... THIS IS.... .... I CAN'T BELIEVE IT!!



But it's revealed that someone had already bought the stocks (Hayabusa).





Washizu, impressed by the young man's intuition, foresight and his perseverance surviving the war as pilot to a fighter plane, instead of fighting to get nihonmatsu back he just buys the stocks of Kindai security 55% practically owning hayabusa. He then sets up a game with him, a battle for stocks of nihonmatsu. The game was held at an underground railway station Washizu owned.

Man of the Future

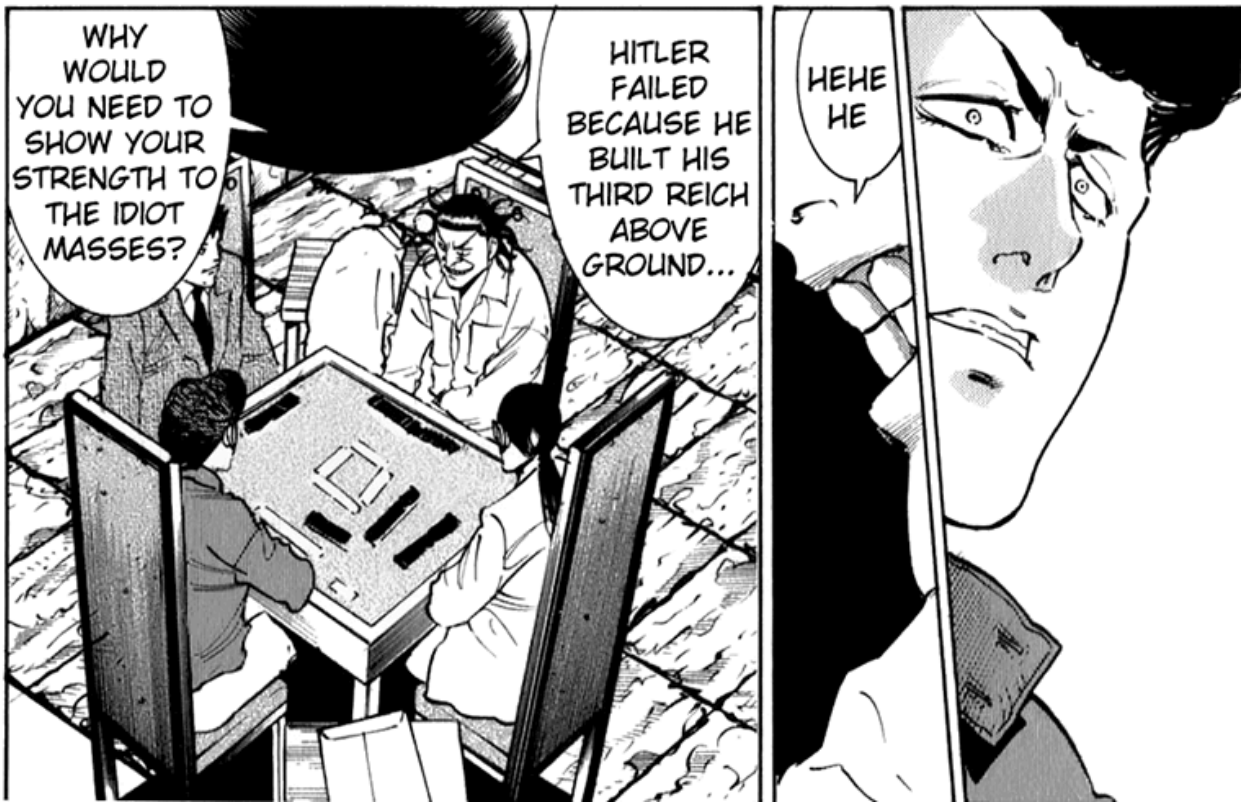
The game starts with both of the going band for band. Hayabusa goes on to win but comes to a realization that Washizu is calling RIICHI even when he is not in position to win with a single tile and is actually in No Ten meaning he is 2 tiles away from winning.

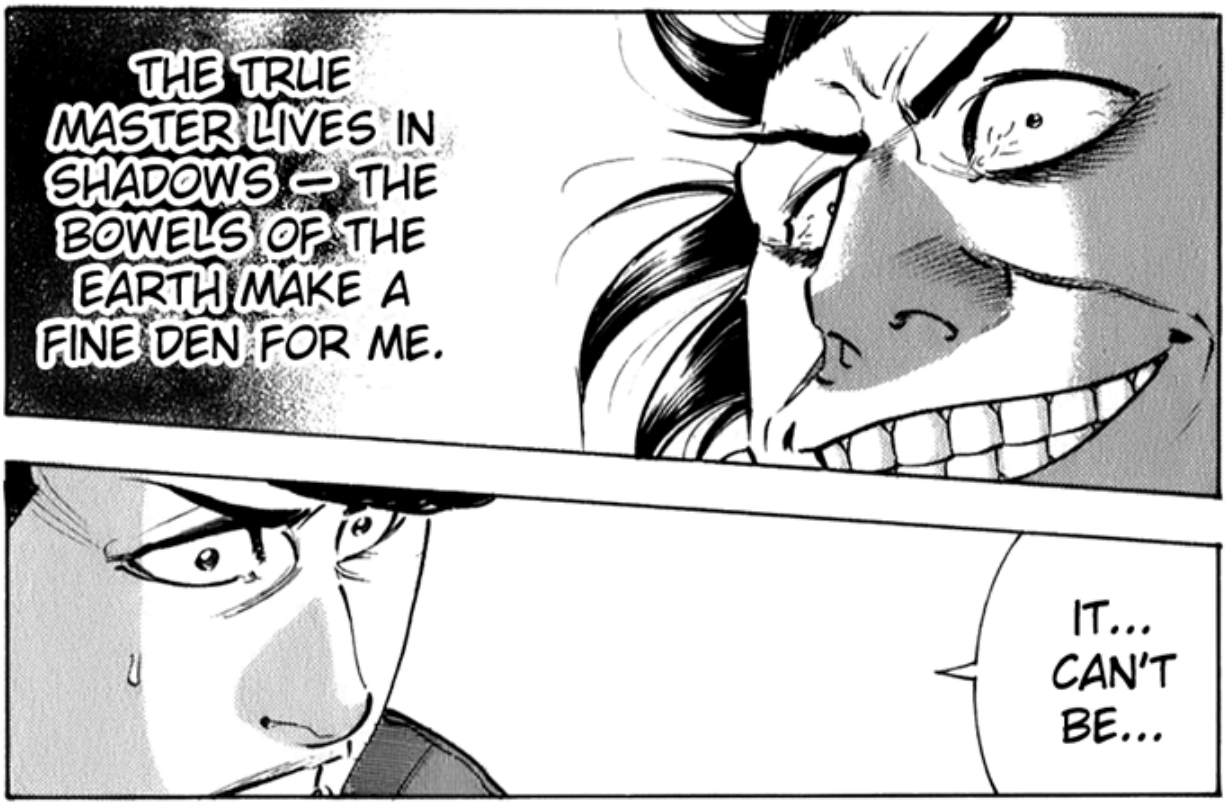


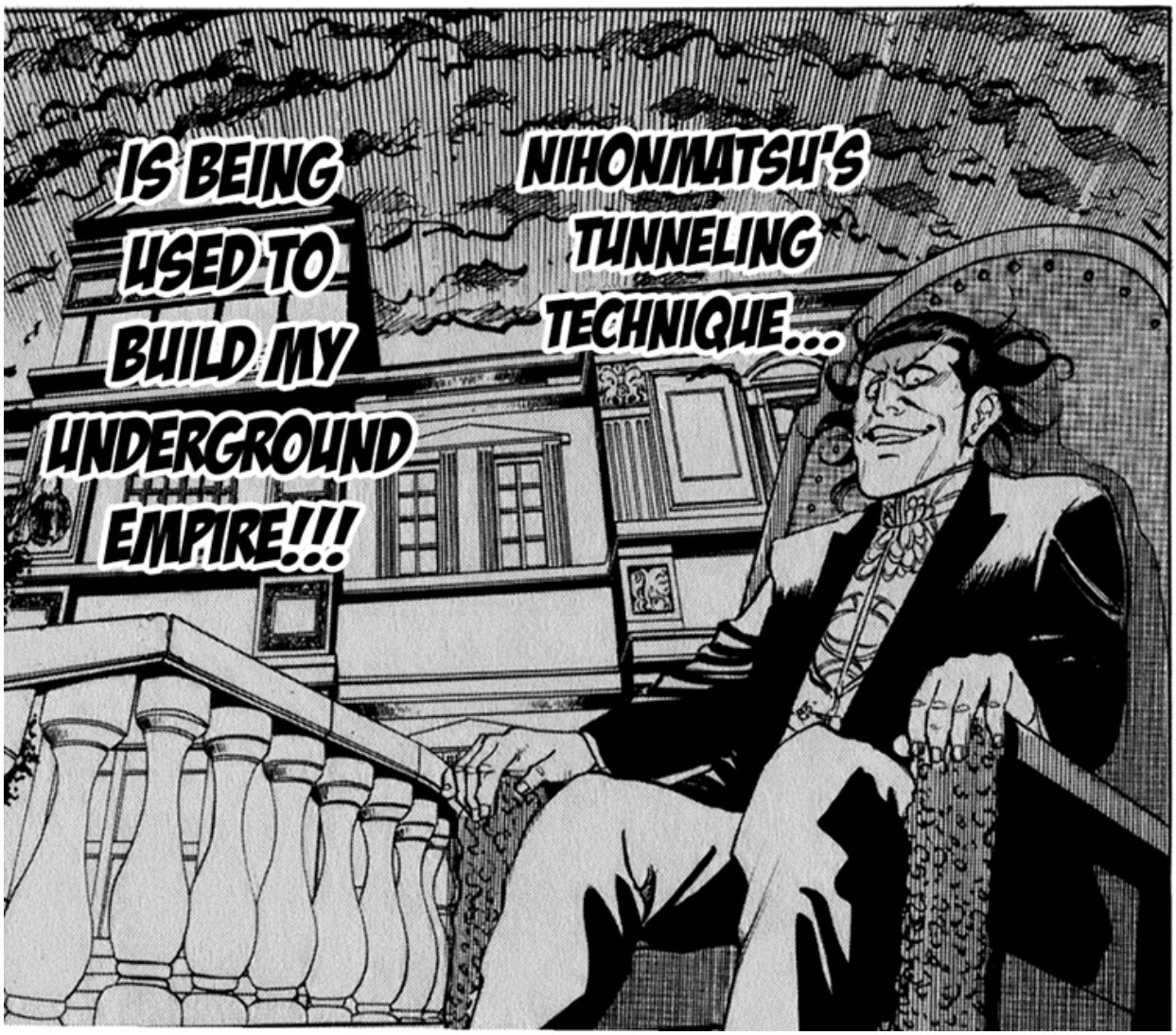
Washizu ask why he had his eyes in nihonmatsu



Indeed a great thinking but this can only get you as far as conquering kindai securities washizu responds. Hayabusa calls washizu out for doing the same thing as him but washizu reveals his true intention behind having eyes on nihonmatsu construction.


WHY WOULD YOU NEED TO SHOW YOUR STRENGTH TO THE IDIOT MASSES?
HITLER FAILED BECAUSE HE BUILT HIS THIRD REICH ABOVE GROUND...
HEHE HE


THE TRUE MASTER LIVES IN SHADOWS — THE BOWELS OF THE EARTH MAKE A FINE DEN FOR ME.
IT... CAN'T BE...



Hayabusa already knew the man that Washizu is. The words he spoke no matter how bizarre it seemed came true. That is how he came this far becoming a figure to be reckoned with but this was not his time as hayabusa gets a good hand he can win fast by calling.



Hayabusa takes the lizard roaming on the wall and says if he can eat this he will not win by calling. Thinking washizu doesn't know how it feels to be starved in a battlefield as he had an

easy life in the police force. Washizu grabs the lizard, takes a look at it and just eats it alive.



Washizu hits the table while wiping the blood to make it look like he did it by accident which makes his tiles fall down revealing his starting hand to be 4 tiles away from being a yakuman showing his insane luck furthermore he already draws one of the needed tiles. In the sixth

turn he already reaches tenpai calling RIICHI!!!. What's worse, hayabusa draws pei.



This forces Hayabusa to gamble on 50% chance as he has to discard Pei to keep his hand intact and Washizu winning tile is either Pei or Chun. But this was a test from Washizu to see hayabusa's worth. Washizu wasn't on wait for chun or pei he had a 13 side wait as he discarded (9 Man) in the same turn so even if he wins by hitting someone he wouldn't make a comeback and would lose the game so he was planning the win by drawing the winning tile. Hayabusa sees through this and discards the Pei he drew and goes on to win the game as his teammate deals into his hand. Hayabusa takes the 60% contract of nihonmitsu and is about to leave thinking he won which he did but Washizu reveals him owning 55% of kindai

security.



As he is leaving the tunnel he comes to realize Washizu's plan from the start of the game. Understanding it and the force that washizu is at the end he decides to move along with it running back to him.


IT WAS A SETUP FROM THE START OF THE GAME. EVERYONE WAS DANCING TO WASHIZU'S TUNE...


MR. PRESIDENT, WHAT WAS THE POINT OF THAT MATCH WITH HAYA-BUSA?
IT SEEMED LIKE A WASTE OF TIME BUT...
カリ
チャ
MONEY, LAND... IT'S NOT EITHER OF THOSE THINGS.
DO YOU KNOW WHAT JAPAN NEEDS NOW?


I GET IT. HIS REAL GOAL WASN'T THE STOCK OR THE CORPORATION. IT WAS HAYABUSA'S MIND!!
COME IN, SUZUKI.
IT NEEDS TALENT.



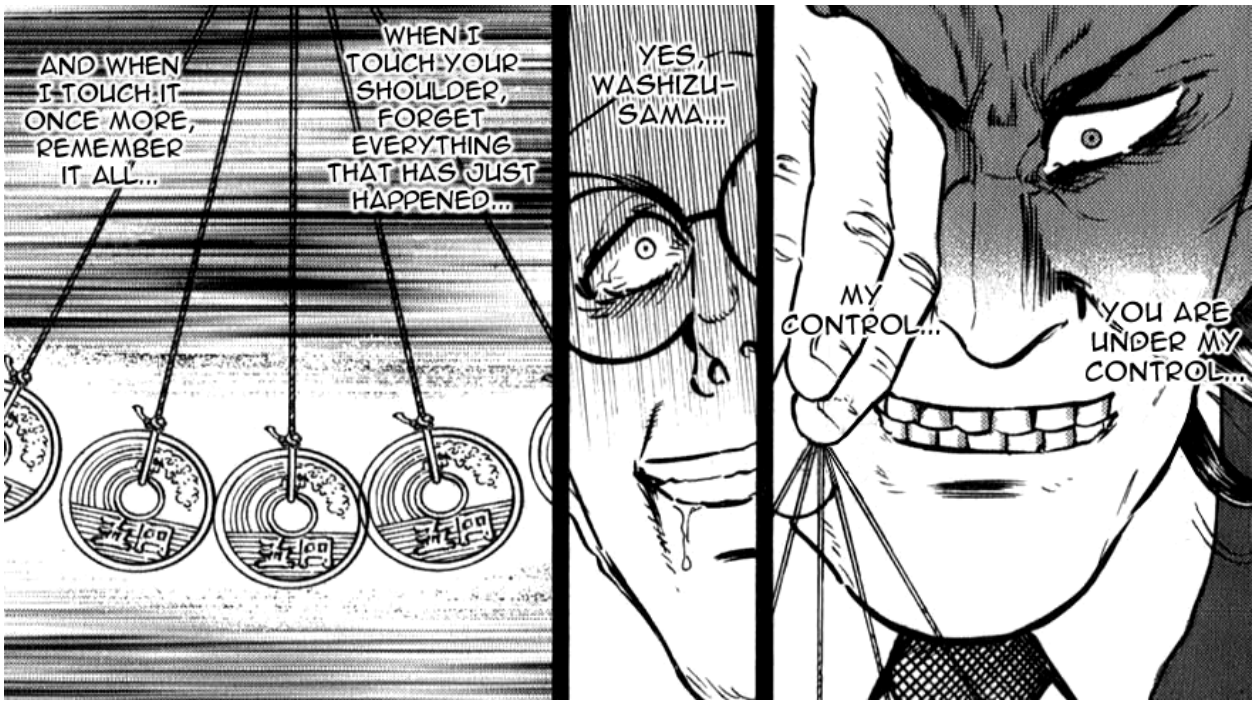
Side Quest Hypnosis

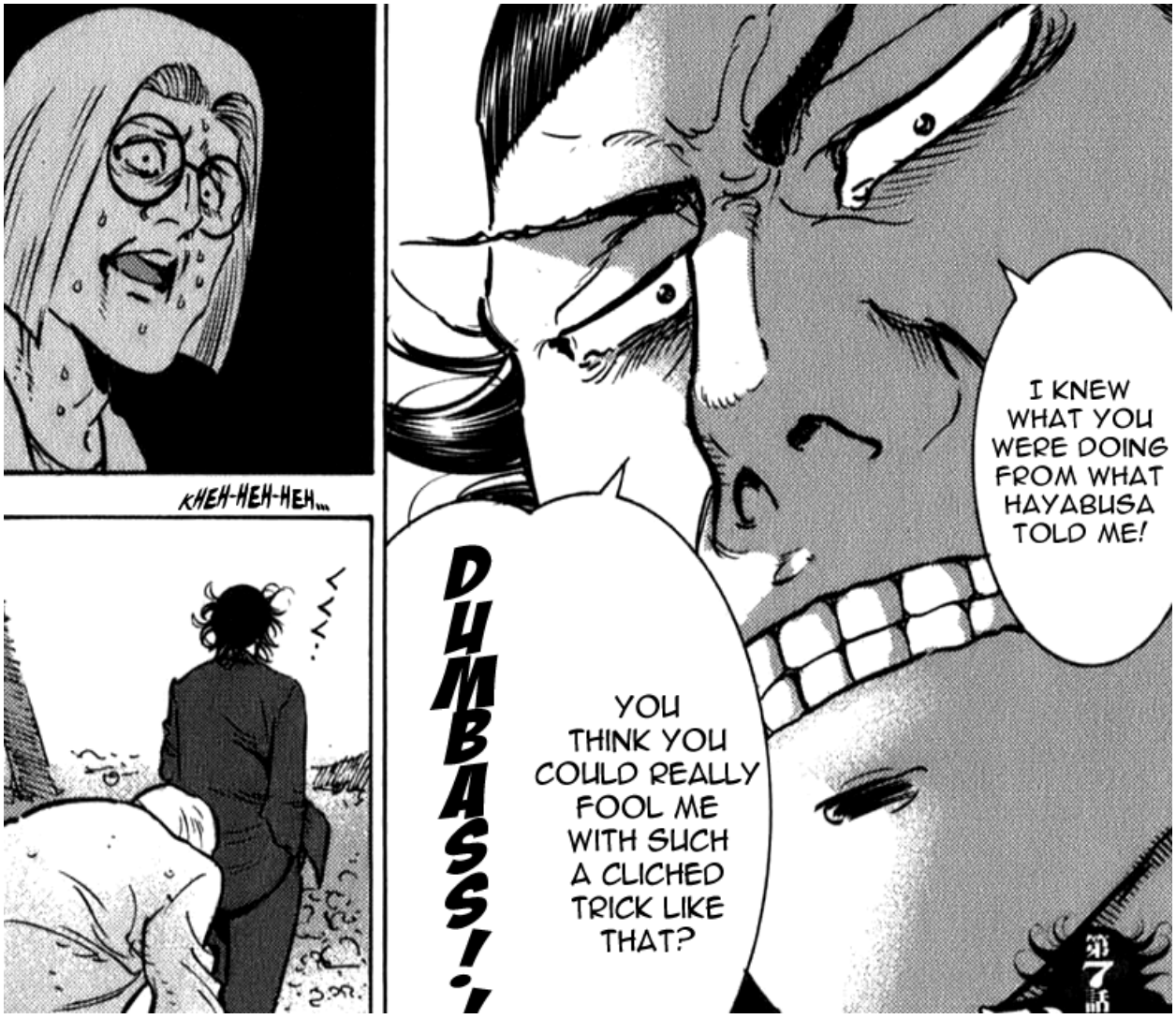
Hayabusa loses 20% of the stock he owned of nihonmatsu in a gambling match. Washizu thinks it was due to overconfidence but Hayabusa mentions for some reason he dealt the obvious wrong tiles. Intrigued by the situation and to get the stocks back, Washizu decides to play himself. Outside of the Gambling meeting he is met by a shoe cleaner who asks for and cleans his show for some money. This was actually the player hayabusa lost to and just now he had hypnotized washizu with the necklace he was wearing. This explains why Hayabusa lost in the 1st place. The game is played, the opposition bets his entire fortune which amounts to 10 million washizu accepts the bet. **Washizu easily wins the 1st hand gaining 12000 points.** Next hand washizu easily reaches tenpai the hypnotizer discards (2 Pin) but since washizu was under his hypnosis he views it as (2 Sou) which was his winning tile. The hypnotizer calls him out on how bad eyesight is and goes on to win with Ron getting a direct hit on washizu as washizu discards a dangerous tile thinking it's safe. In the next turn the

same thing happens and the hypnotizer wins with Ron!! winning the game but washizu gives him a shoulder touch and hits him with a reality check.



It was the hypnotizer who was under hypnosis not the other way around. Washizu reverse hypnotized him when getting his shoes cleaned.

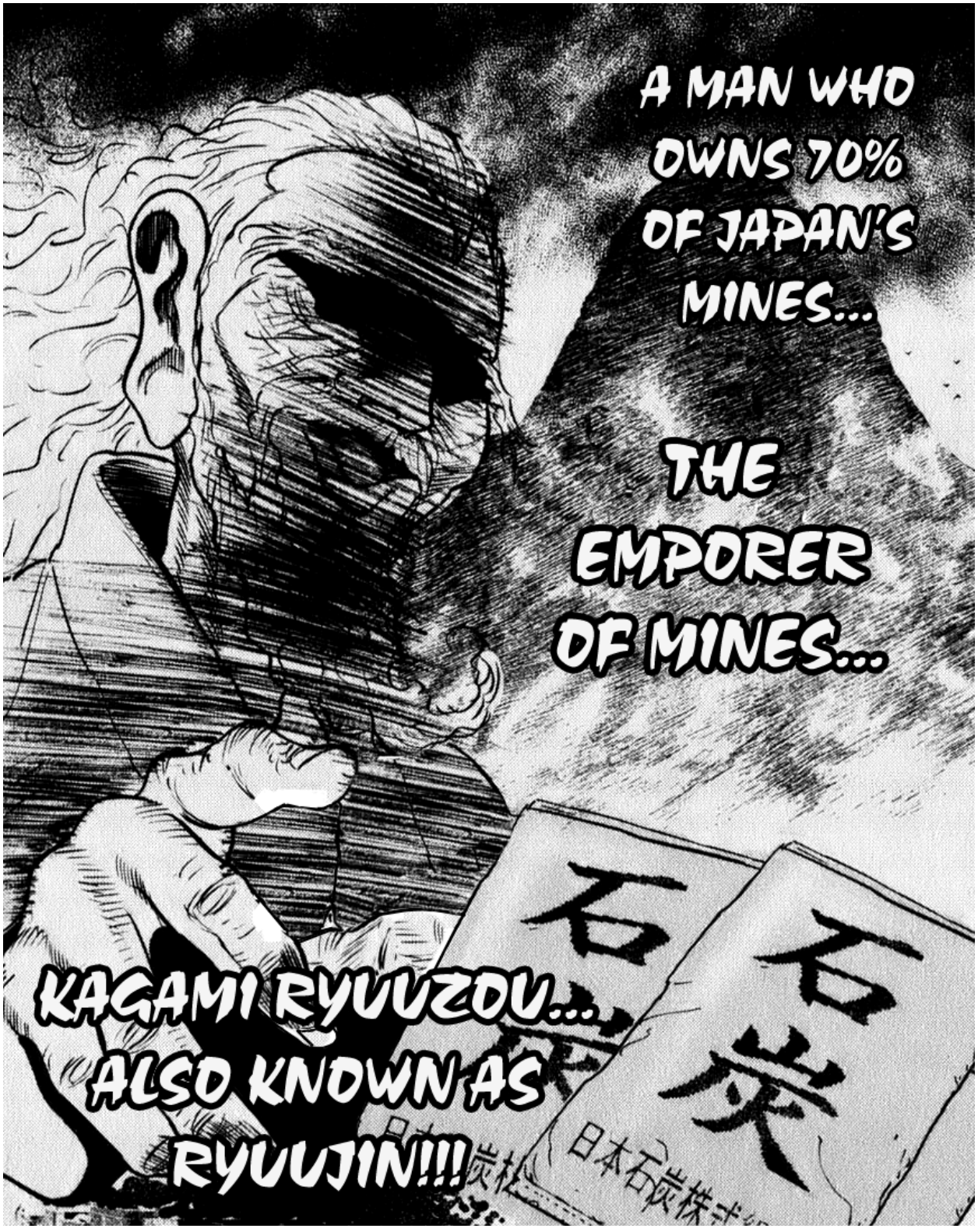




Exposing his cheating method, getting all of his fortune.

Prime Minister Down

Washizu is approached by the prime minister himself, giving him a task to take down:



As ryuujin was a cancer to the country but In reality the prime minister was actually planning to sell Hokkaido to America with a thought that America will be able to restore Japan to its glory days. But there was one man's ambition who stood in his way, Washizu Iwao, who had his own plans to rebuild Japan. For that he needed him gone hence this mission as despite his immense luck he will not be in Ryuujin Mahjong as an unbelievable cheating system is used in his mahjong. Washizu obviously had already seen through the minister's plan and had prepared for it as he takes on the request of the minister as according to the plan.

1. **Was the to stop the prime minister from selling Japan to America.**

2. **To set his friend free. Yes Ryuujin was actually his childhood friend and considering the situation Ryuujin is currently in, locking himself up inside mines holding Ryuujin mahjong to have some fun to pass his time in his age and condition. But the greed of people turned the fun mahjong game into gambling section driven by the greed to get hands on Ryuujin fortune.**

3. **It is to gain fortune not of ryuujin but of the people ryuujin beat before in the gamble.**

The mine was pretty much already owned by Washizu and he had his people work for Ryuujin. So in terms of influence of the mine washizu had control over it, about money washizu is rich himself plus great fortune awaited him so owning the mine in his name didn't mean much for him plus his goal is to control the world from Shadow so he was already doing that making him on to mine didn't help him with his goal. And the Goal for this specific purpose was to deceive the prime minister.

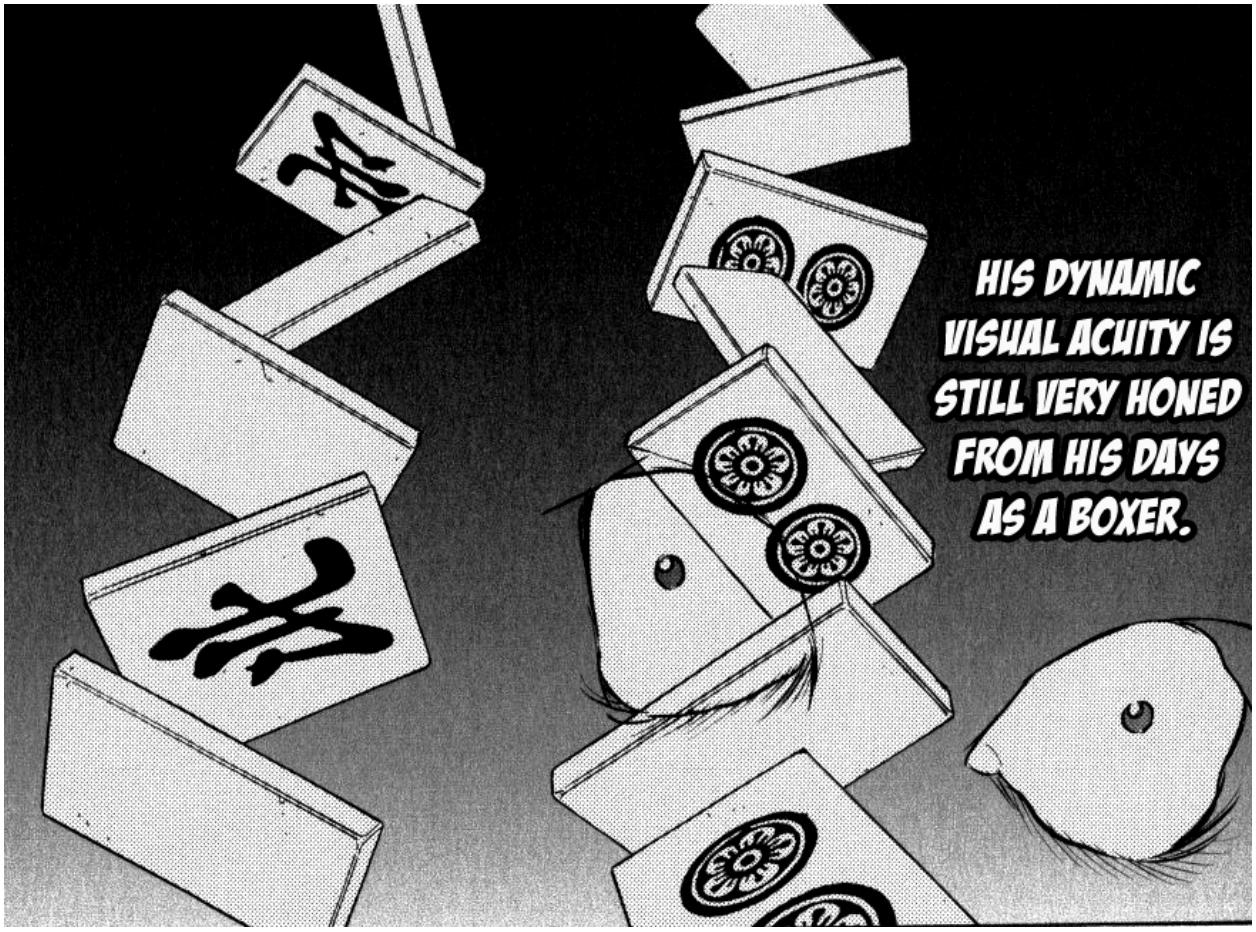
Ryuujin Majong

If Washizu wins he will get 70% of Japan's mines. If he loses he will have to give his everything up, even his life in extreme cases. It is played with a team of 5. A cart from above will drop tiles in the arena and they would have to fight for the tiles they want. Dora indicator would be the last tile that falls from the cart. Washizu builds a team of Boxer, Gambler, Sumo wrestler, Nerd, Mining explosive specialist, Himself and Hayabusa.



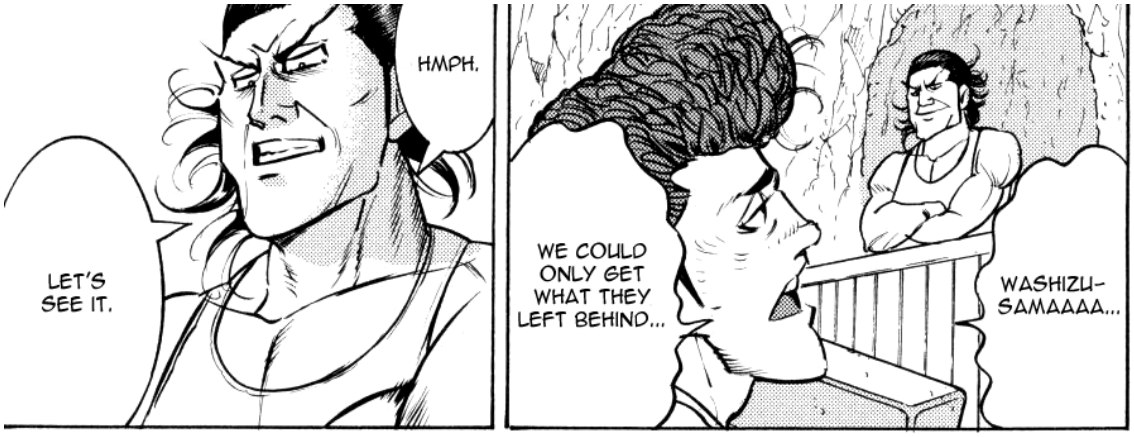
There were other men in the team(Washizu right hand man) but not to play Ryuujin mahjong. He is outside looking at a small stream of waterfall which is connected to the place where Ryuujin mahjong is played and one washizu word he would send a signal down the

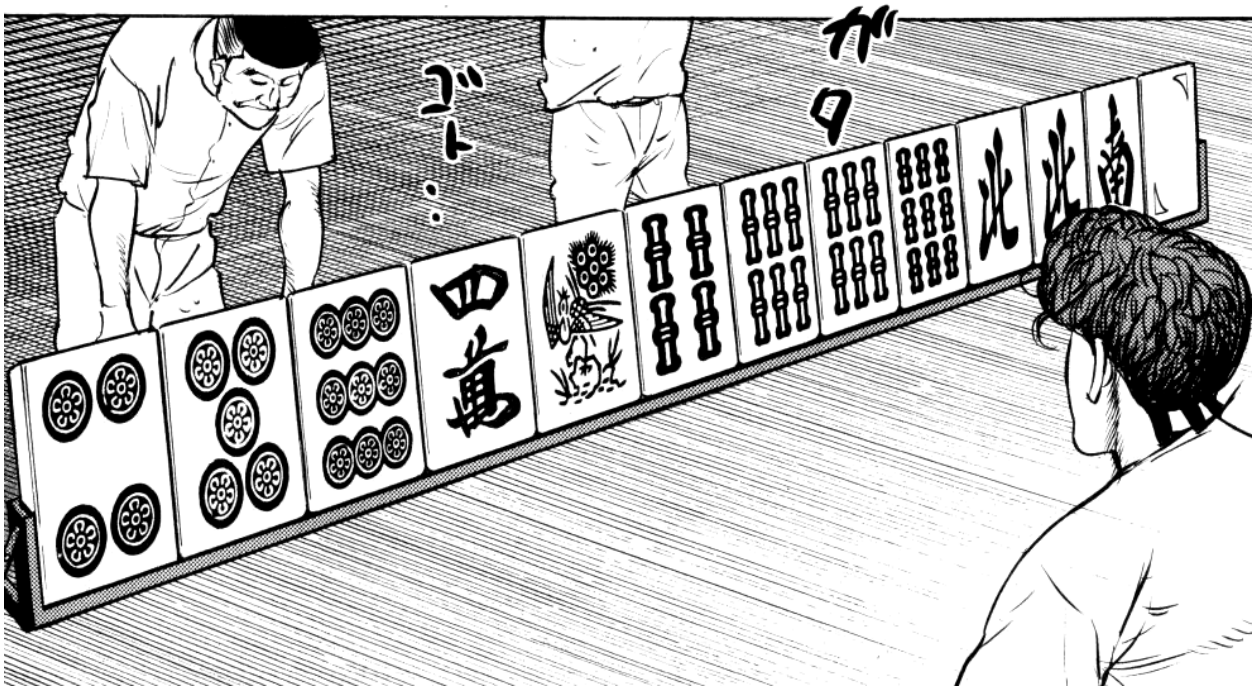
waterfall. All of the men had their own purpose. Boxer had dynamic visual acuity.



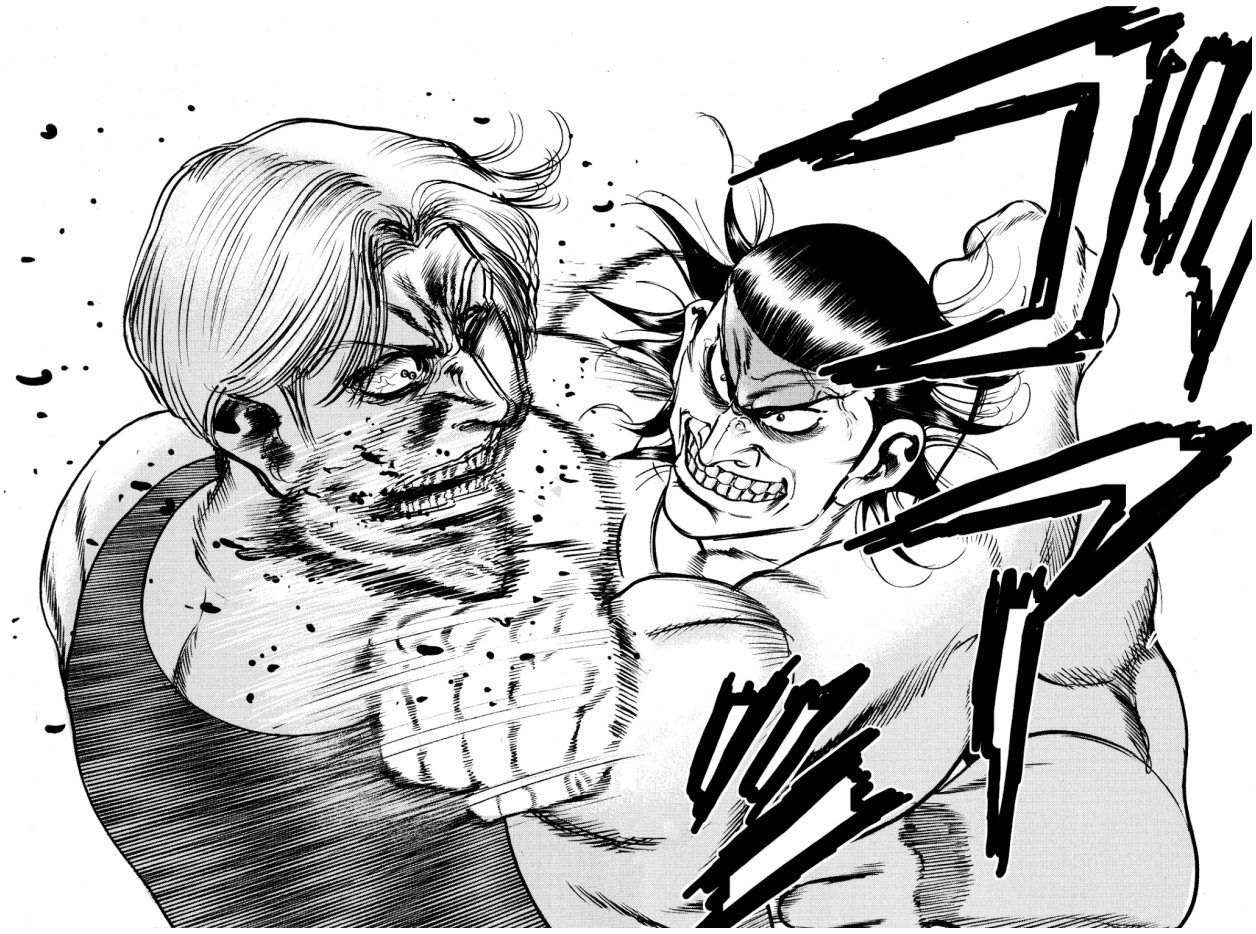
Which allowed him to observe the falling tiles in that split second. The nerd worked as memory for the team as he had photographic memory so he could keep track of all of the tile and their position so they knew which tile to pick up. Sumo wrestlers obviously for man power. Hayabusa and the Gambler worked as intuitive people of the team aside from Washizu. The mining explosive specialist had his own use; we will learn later about him. Now to the game. The game starts with a dora indicator (4 Man) so the dora tile is (5 Man). The opponent team dominates in the turn beating up so they could only bring tiles that were

left at the end which were these.



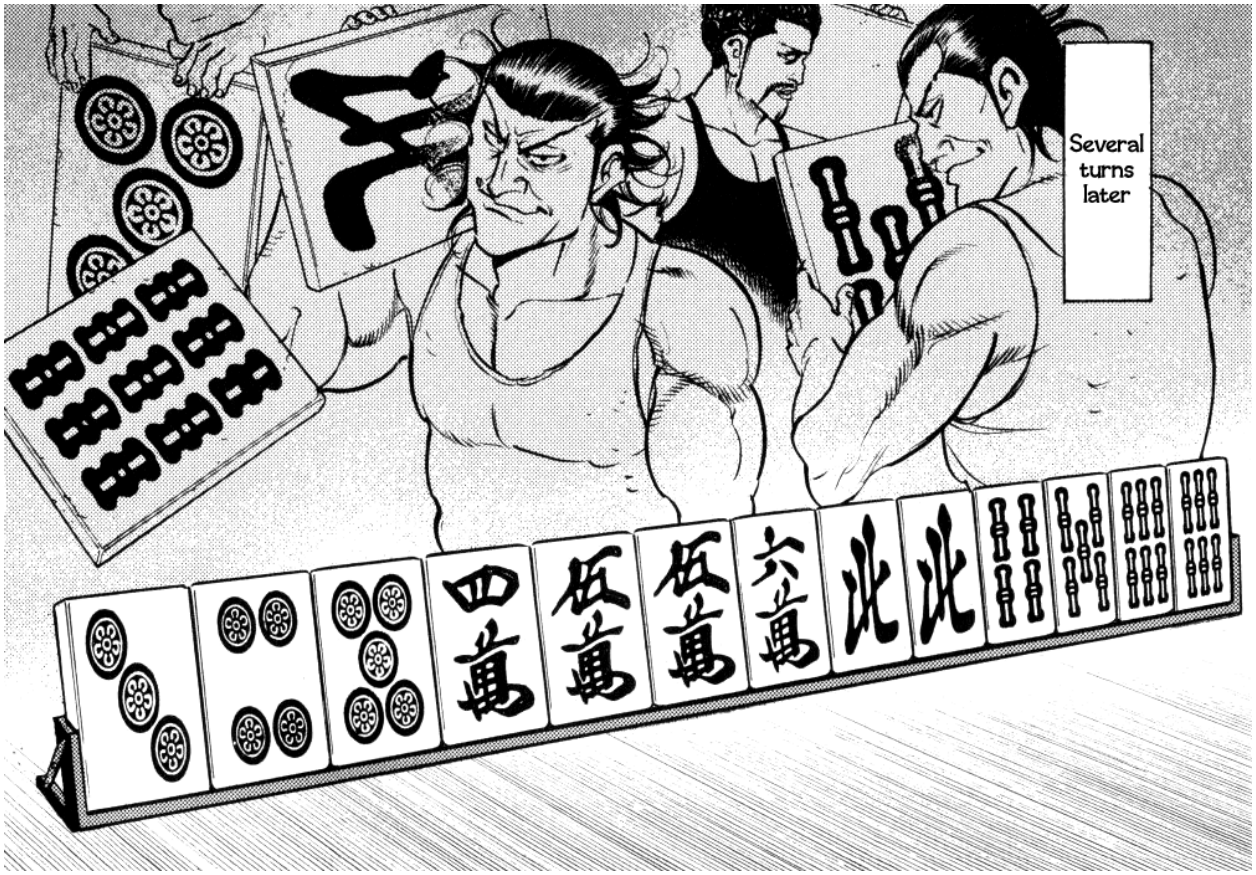


Next turn Washizu decides to pull up himself, rocking the shit out of his opponent to get the tile he wants (5 Man) the dora tile. (A simple belief Washizu holds is that when push comes to shove your body is the only thing you can rely on. So he had honed his body to its limit) Which you can see the result in this case.



Next turn the cart drops the tiles one was (9 Man) other was flipped upside down. Washizu and his opponent didn't had the luxury to flip the tile so Washizu attacks him on his track but he just slips to side and picks up the (9 Man) Nice act from washizu as he never wanted the (9 Man) and was after the flipped tile since it was (5 Man) again dora tile. The boxer coming to

use.



The Ryuujin team reached RIICHI 1st as expected due to their advantage.



Observing from the distance, hayabusa deduce their hand to something like.

- **1-2-3 (Man), 3-4-5 (Man), 6-7-8 (Man), 8-9-9 (Man), 9 (Man)**

So it's a 4 multi side wait hand. The winning tiles being (2-5-8-7 Man). Since if they draw 2 Man the hand would be complete with this formation:

- **1-2-3 (Man), 2-3-4 (Man), 5-6-7 (Man), 9-9-9 (Man), 8-8 (Man)**

If they draw 5 Man the hand would be complete with this formation:

- **1-2-3 (Man), 3-4-5 (Man), 5-6-7 (Man), 9-9-9 (Man), 8-8 (Man)**

If they draw 8 Man the hand would be complete with this formation:

- **1-2-3 (Man), 3-4-5 (Man), 6-7-8 (Man), 9-9-9 (Man), 8-8 (Man)**

If they draw 7 Man the hand would be complete with with this formation:

- **1-2-3 (Man), 3-4-5 (Man), 6-7-8 (Man), 7-8-9 (Man), 9-9 (Man)**

The cart drops the tiles we don't see other 2 but we see (1 Pin) Which is a safe tile as the opponent picks other 2 tiles. Washizu notices the smirk opponent gives hayabusa for picking (1 Pin) thinking its safe:

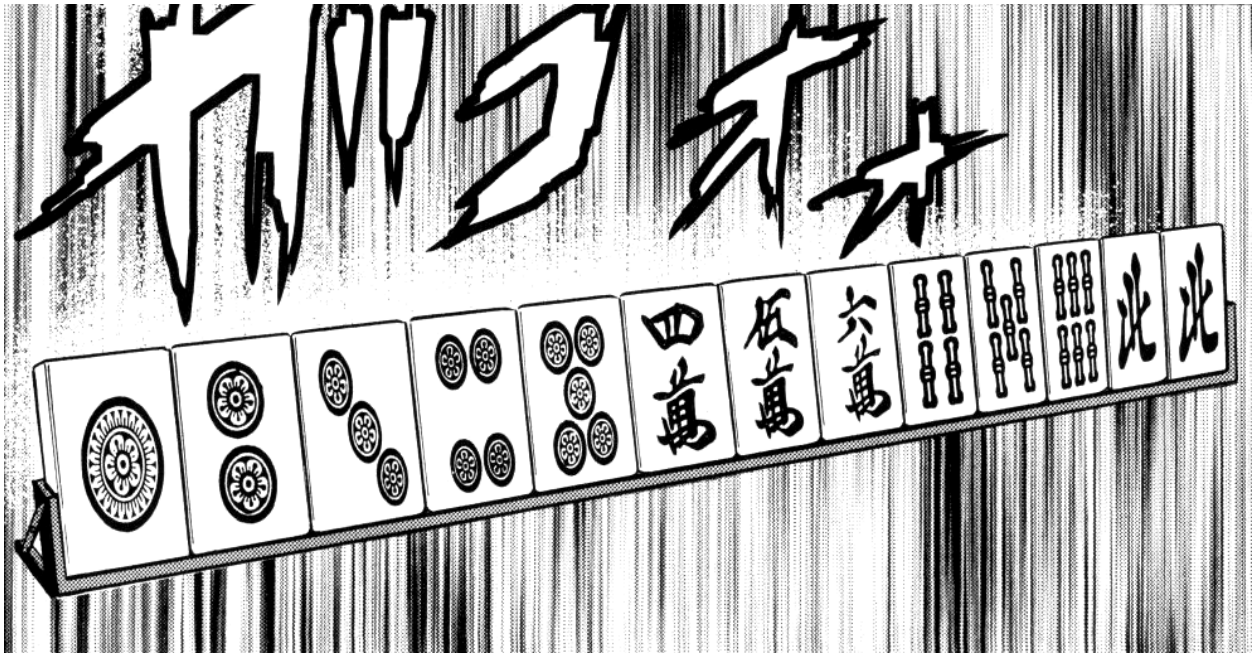


So instead of discarding the (1 Pin) washizu gives hayabusa the dora tile to discard:



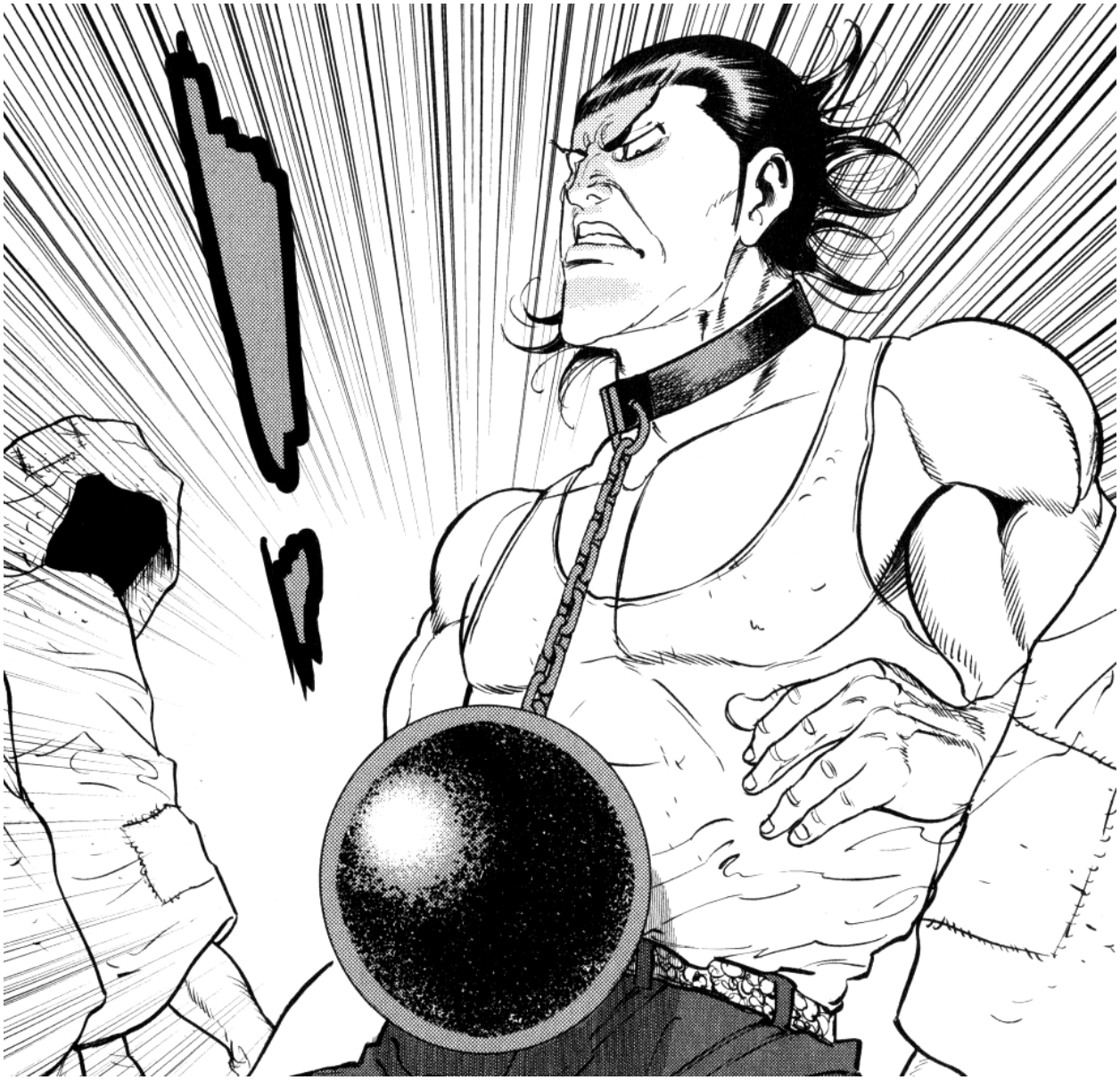
Figuring the 2 tile the opponent took must be (2-3 Pin) that is why he smirked thinking they are gonna win as hayabusa gonna discard (1 Pin) thinking it's safe. So the current hand

formation of Ryuujin is: 1-2-3 (Man), 4-5-6 (Man), 7-8-9 (Man), 9-9 (Man), 2-3 (Pin) with the winning tiles being (1 or 4 Pin) to complete the last of 4 sequences. With 1 pin (1-2-3 pin), With 4 pin (2-3-4 pin). Further in the next turn he asks Hayabusa to pick up (Pei tile). This was just a bait for the opponent as Washizu quickly orders Hayabusa to pick off the flipped tile as the boxer saw it was (2 Pin). This now puts them in RIICHI too:



Next turn washizu himself enters the ring baiting his opp to fight just too simply walk away with (6 Pin) which is the winning tile so washizu wins with Tsumo. Next hand the above lights are turned off so the boxer isn't able to observe the falling tiles. So washizu lose as

Ruujin gets a Ron getting direct hit on washizu as for consequences of such lose:

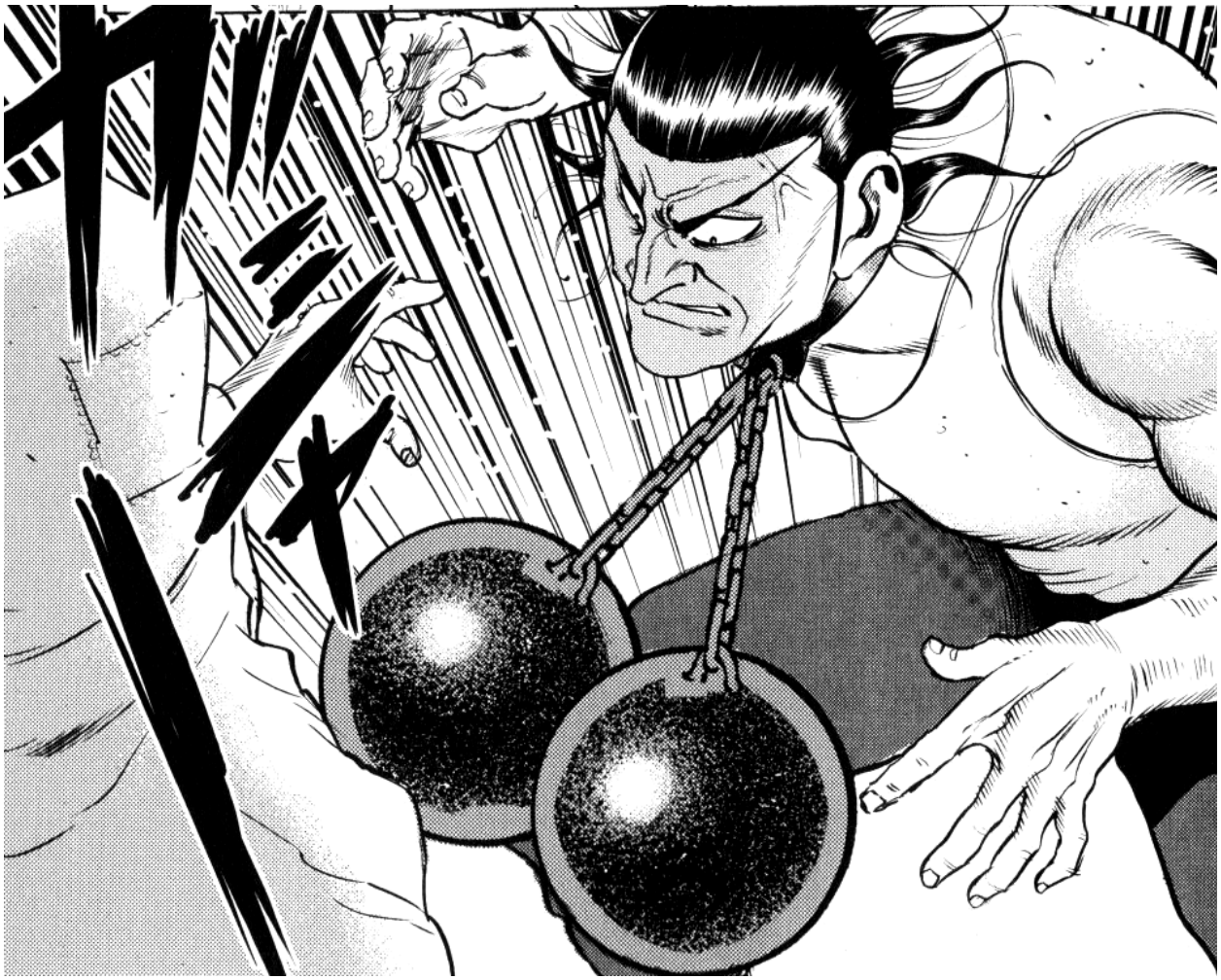


A giant iron ball is strapped to Washizu's neck. But Washizu hard work hadn't gone to waste as even with such physical restriction washizu still dominates his opponent with his

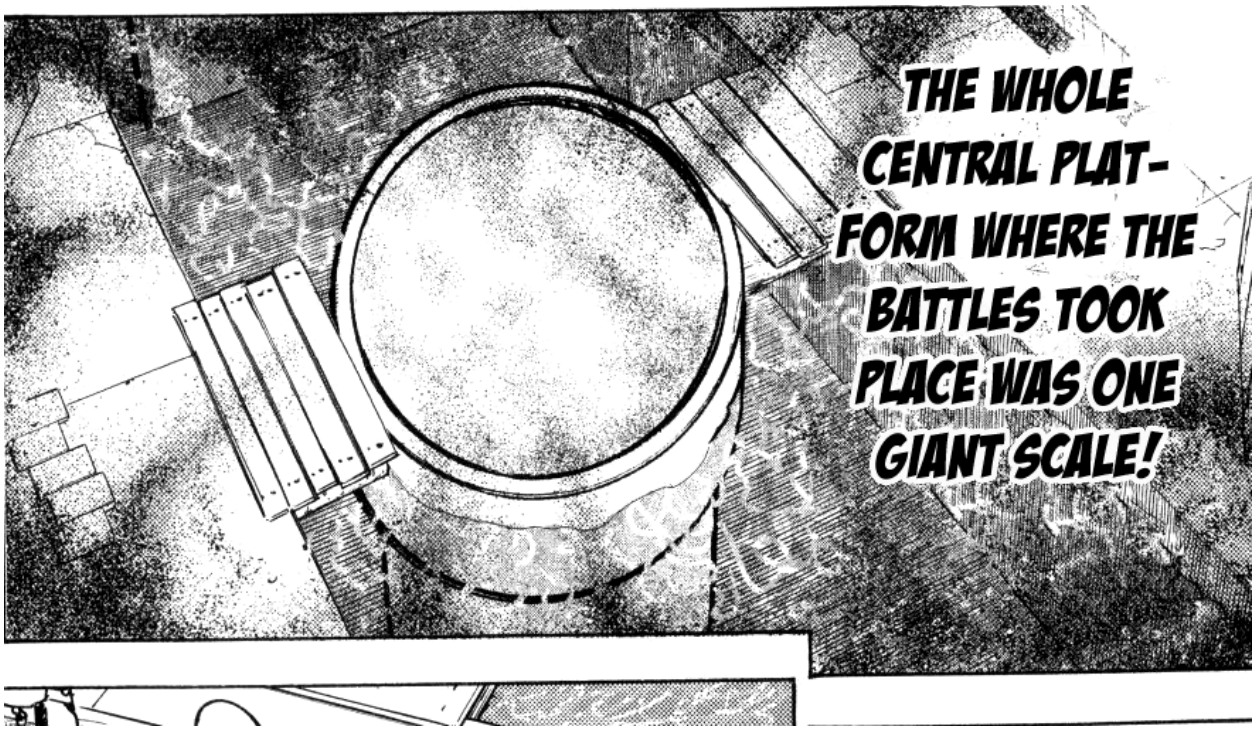
fearsome strength:



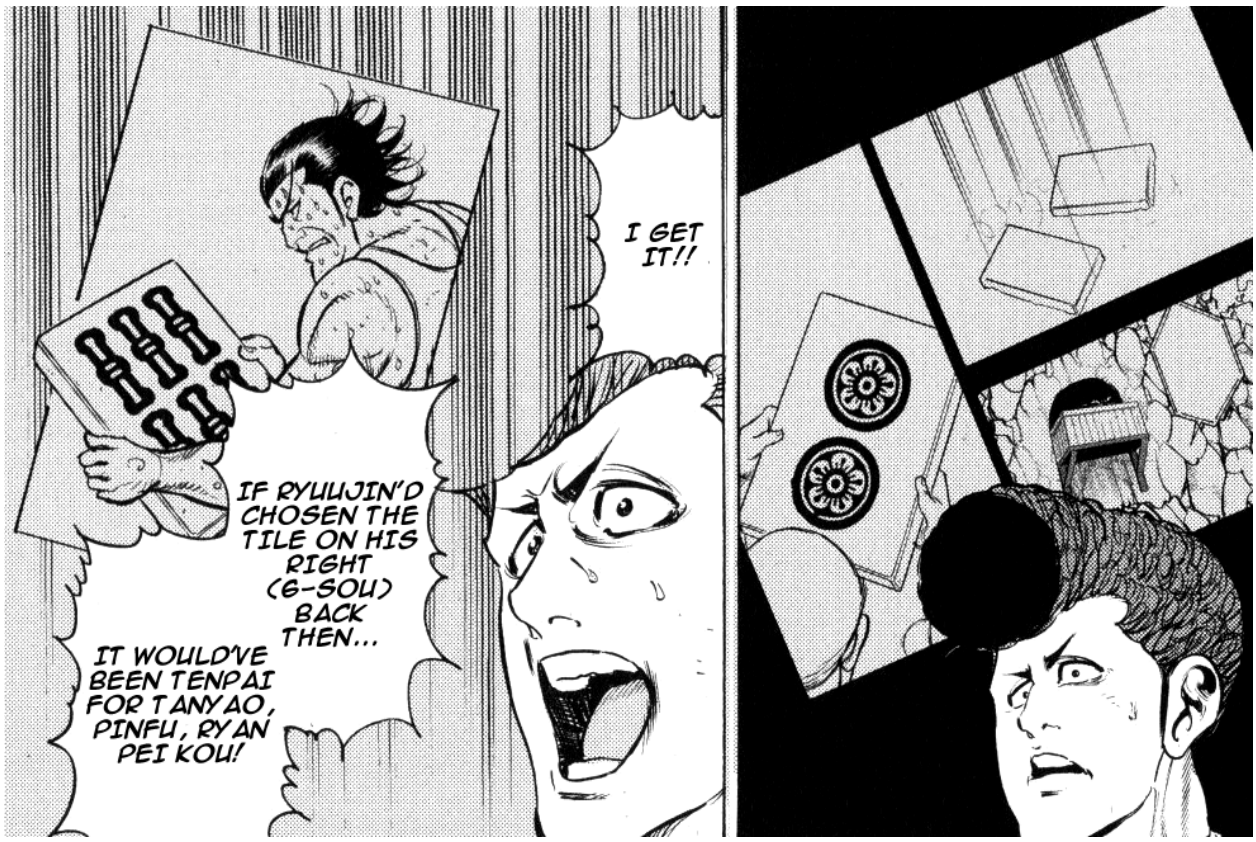
But Ryuujin once again comes out victorious getting direct hit on Washizu with Ron so another iron ball is strapped to his neck:



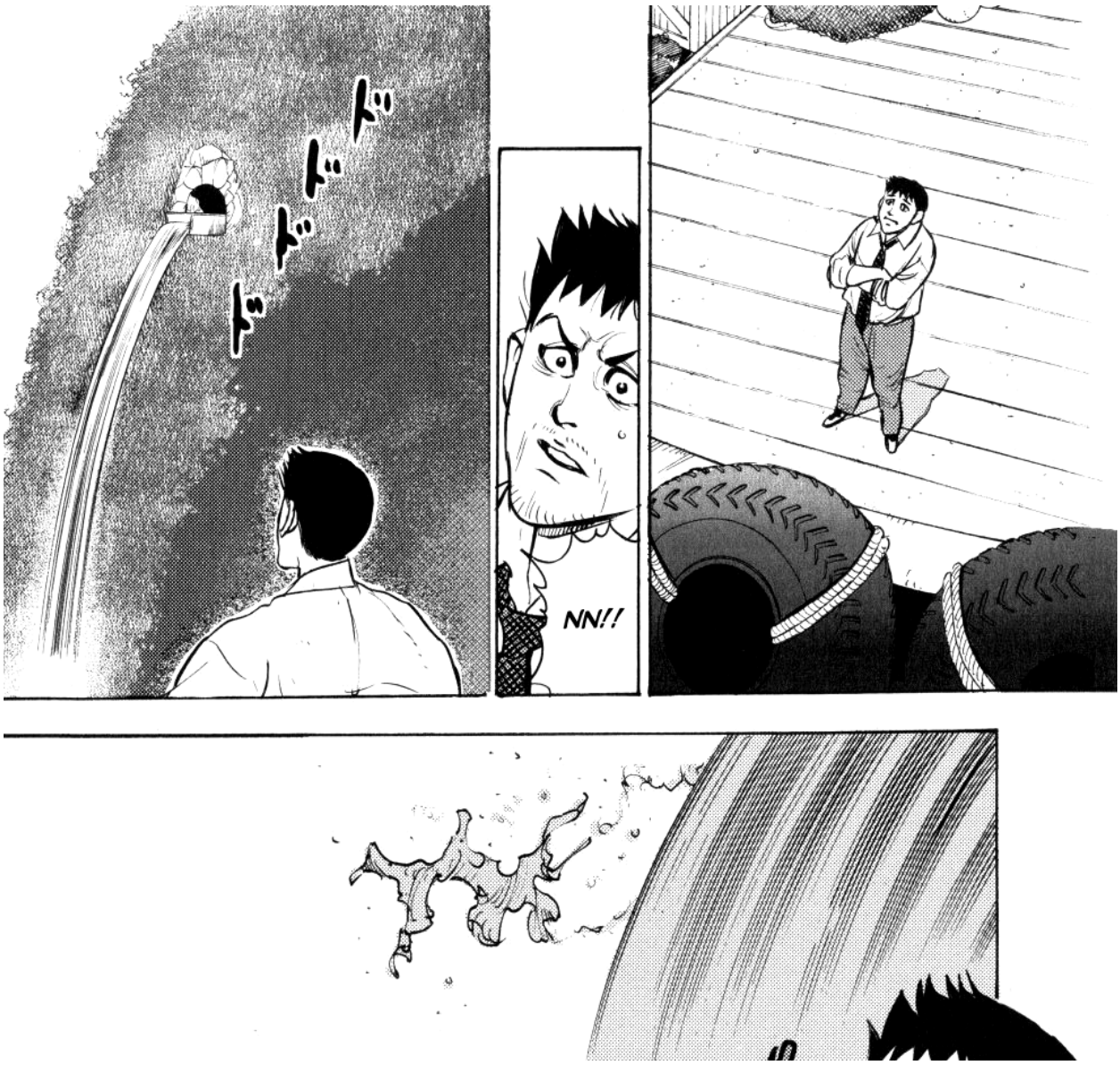
Washizu already had a theory on Ryuujin's abilities to win in his Mahjong. So before even the 1st match began he had ordered Hayabusa to bring some clay with him in the match. So in this turn Washizu puts some clay in the tile he picks (6 Sou) while the Ryuujin picks (2 Pin) and wins with tsumo when Ruujin hand is revealed and Washizu suspicion is confirmed. Ryuujin is keeping track of tiles via their weights.



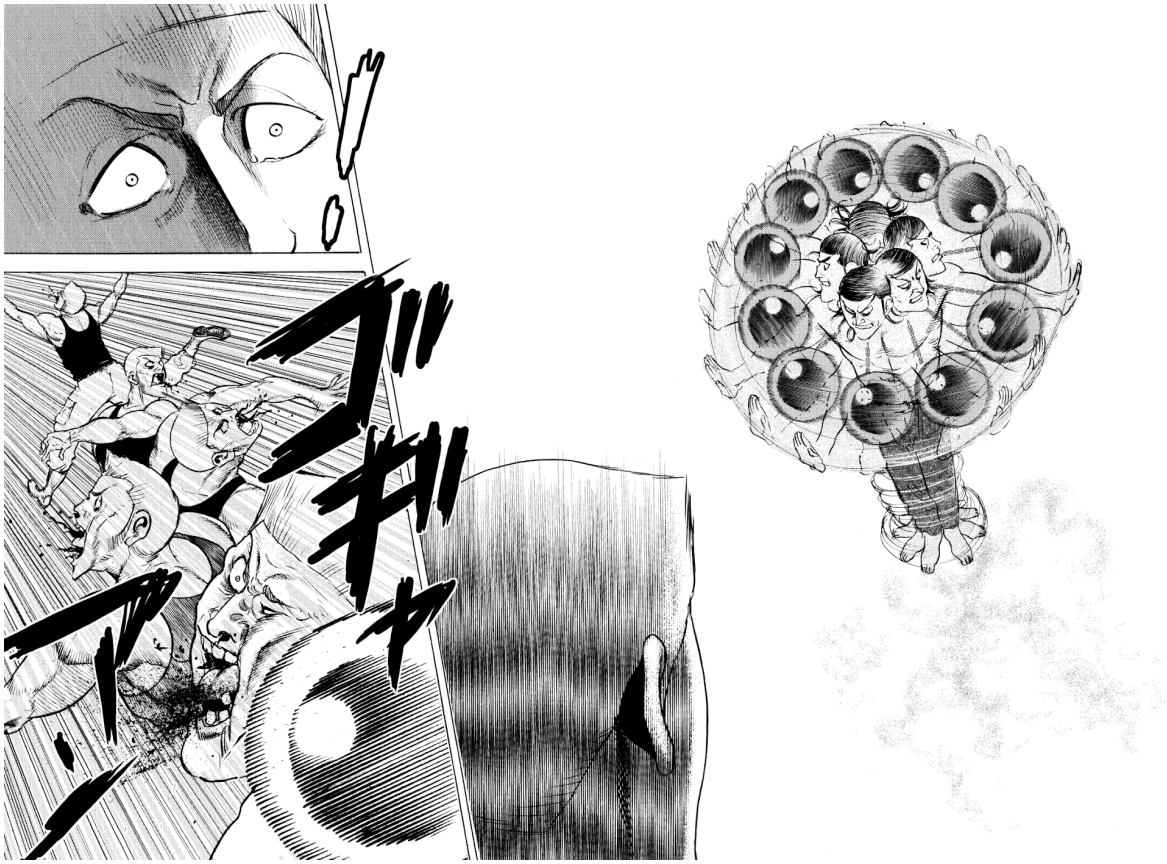
As if in that moment had Ryuujin picked (6 Sou) instead of (2 Pin) he would have won the gamble:



Washizu then rips his shirt and throws it into the water. A signal to his men waiting outside.

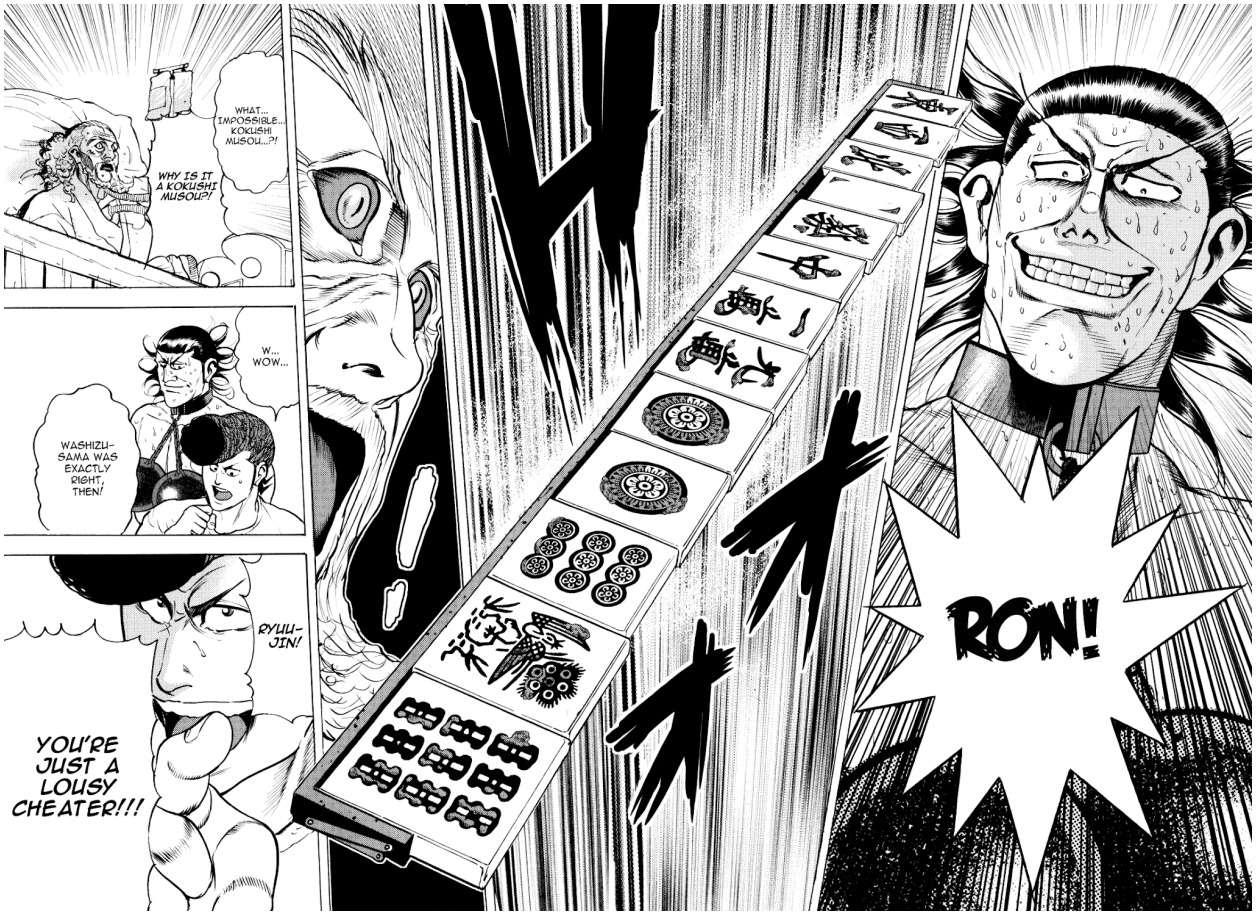


Next turn Sumo wrestler goes in as Washizu is in no condition to fight let alone stand properly stealing the (white dragon) from his opponent. Next turn the captain of Ryuujin team steps up beating sumo wrestler and invites washizu for a fight as now the only one that could possibly take up on him was Washizu. Washizu takes on the challenge despite his condition as he starts swinging his head and literally turns into a helicopter crashing down on captain of ryuujin team:



Getting the winning tile and winning with kokushi musou a yakuman. Winning the Gamble. As Ryuujin misreads reads Washizu's hand due to Washizu using clay to manipulate the

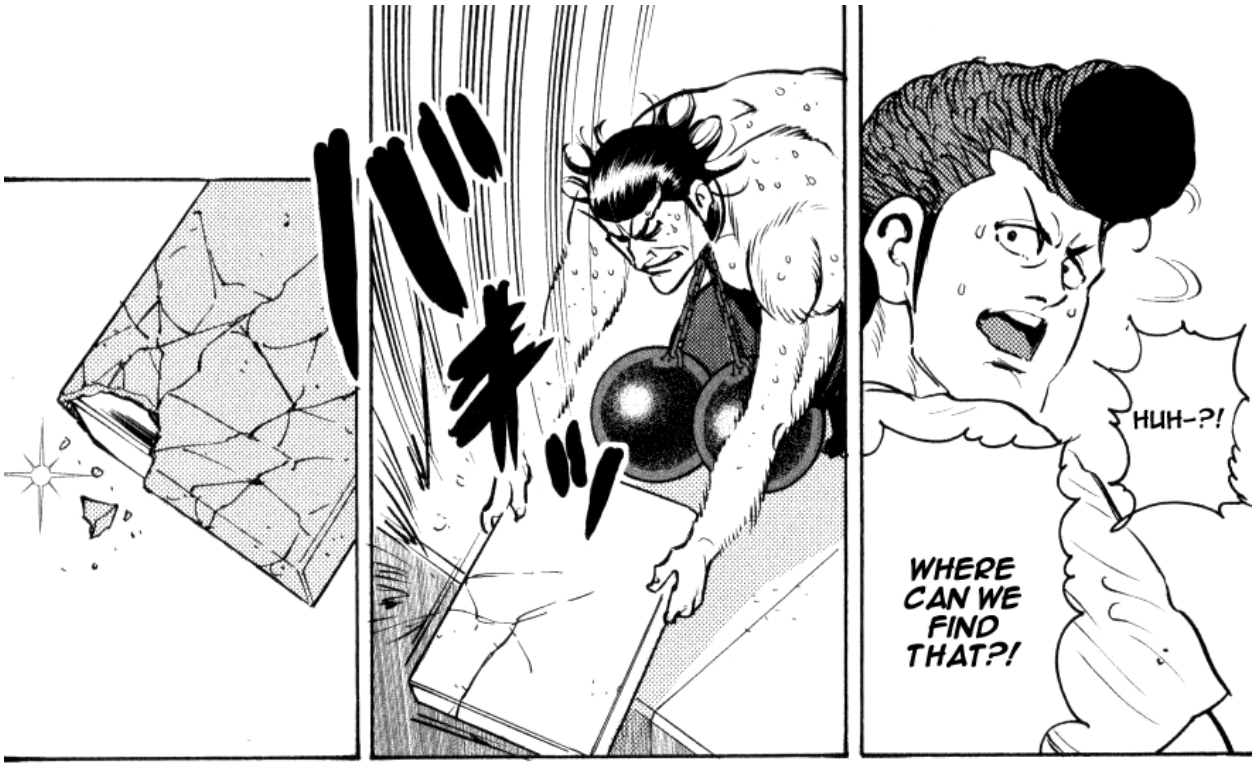
weight of the tiles.

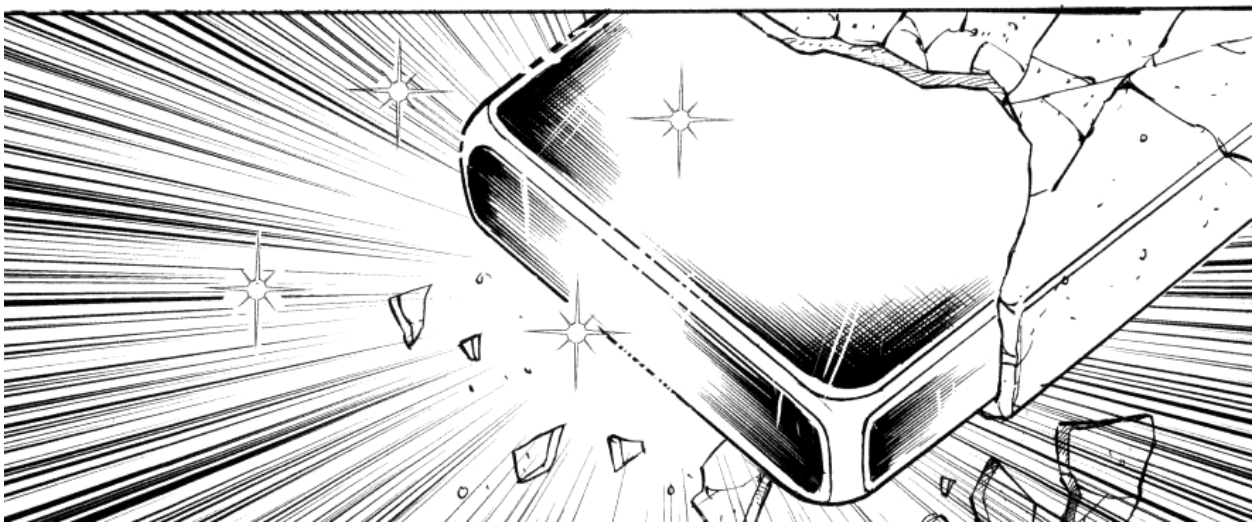


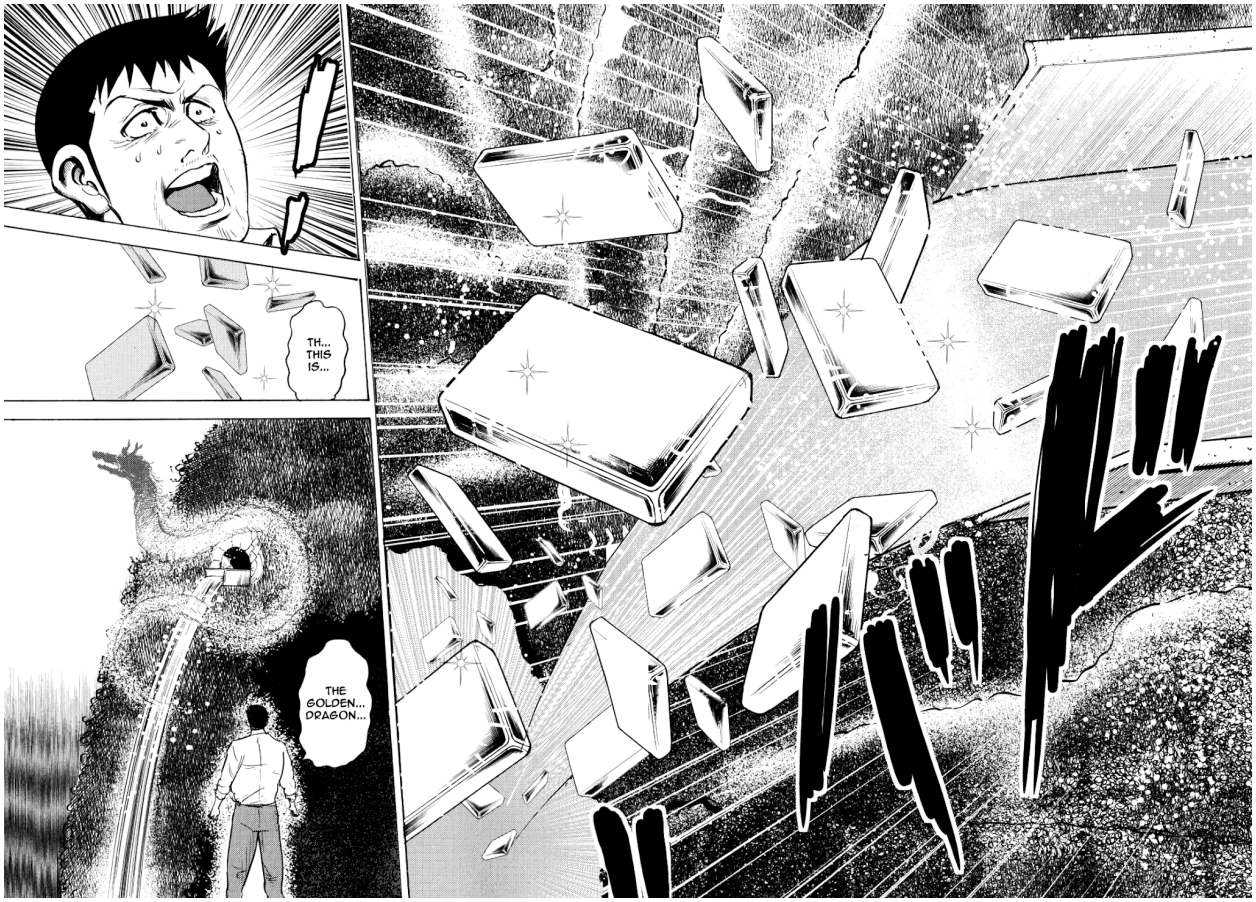
And this is where the mining explosive specialist comes into play:


ドオ

Blasting holes into walls of battle filled which creates a powerful stream of water strong enough to wash away the tiles.. Golden tiles







The entire thing was a setup from Washizu to dismantle and expose the prime minister's scheme to let him know that he has ears and eyes everywhere and as long as he exists he cannot give up on Japan to America. He knew about the president's scheme and he would be the target so he gained influence over the mines and Ryuujin with his men secretly working for him. Getting the president's attention which led to the president trying to take down washizu with the help of ryuujin but it was the opposite washizu was the one who was taking down the president with the help of ryuujin:



[Note: The translations were very confusing at certain points so I might have made some mistakes here so yeah this is what I got from it.]

Rewritten History

Washizu further wanted to utilize the demands of the Korean war he had foreseen. He partners with the current pirate leader using his wealth to buy a battleship that had been confiscated from the japan military, ordering the vicecaptain of a pirate group mutt to commit piracy. But 2 things go out of hand.

1. Mutt was keeping track of the transaction between him and washizu in a dairy in a cryptic manner to use it to blackmail washizu and gain a hand on him.

2. The Original Captain of pirates that was thought to be dead was found alive then took over the ship. Messing up the operation.

Despite this the plan he had built was still efficient enough to change the history itself. With the the 1st ship being taken he buys another ship and uses it haul metal scraps from slums continuing the operations due to such shady business of washizu spending money on metals scarps that was useless at that point they made a bet with washizu that if his boxer mantis

beats washizu he will have to leave the slums washizu mantis obliterates his.



And washizu just buys the slums itself with the scraps heaps. After that, news comes in that the washizu ship has been raided by pirates, Washizu had already prepared for this situation as it was the same pirates that were working for him before. He had already informed G.H.Q about the pirates so they were on their way to take down the pirates. Washizu boards the

ship himself using a fishing boat with a cannon blasting them, getting their attention.



Hanging Mahjong

As the name suggests it is a game where ya get hanged but in this case the captain of washizu boat is the one being hanged as the opponents cheats and win the round. The lieutenant of the pirates tries to kill his men for winning via cheating. Washizu just calms him down and slams all of the 7 tires leaving only one tire left that was attached to the captain as he had

already figured out which rope was connected with some observation.



Washizu takes his men on a crew boat to leave the ship but the lieutenant points out washizu and hayabusa can't leave as it wasn't part of the original deal. As the hanging mahjong they played before wasn't real since their subordinates were the ones who were in place to get hanged, not the main course. Washizu had already anticipated such a response seeing the captain of his boat being in position of getting hanged not hayabusa. So rope is tied to

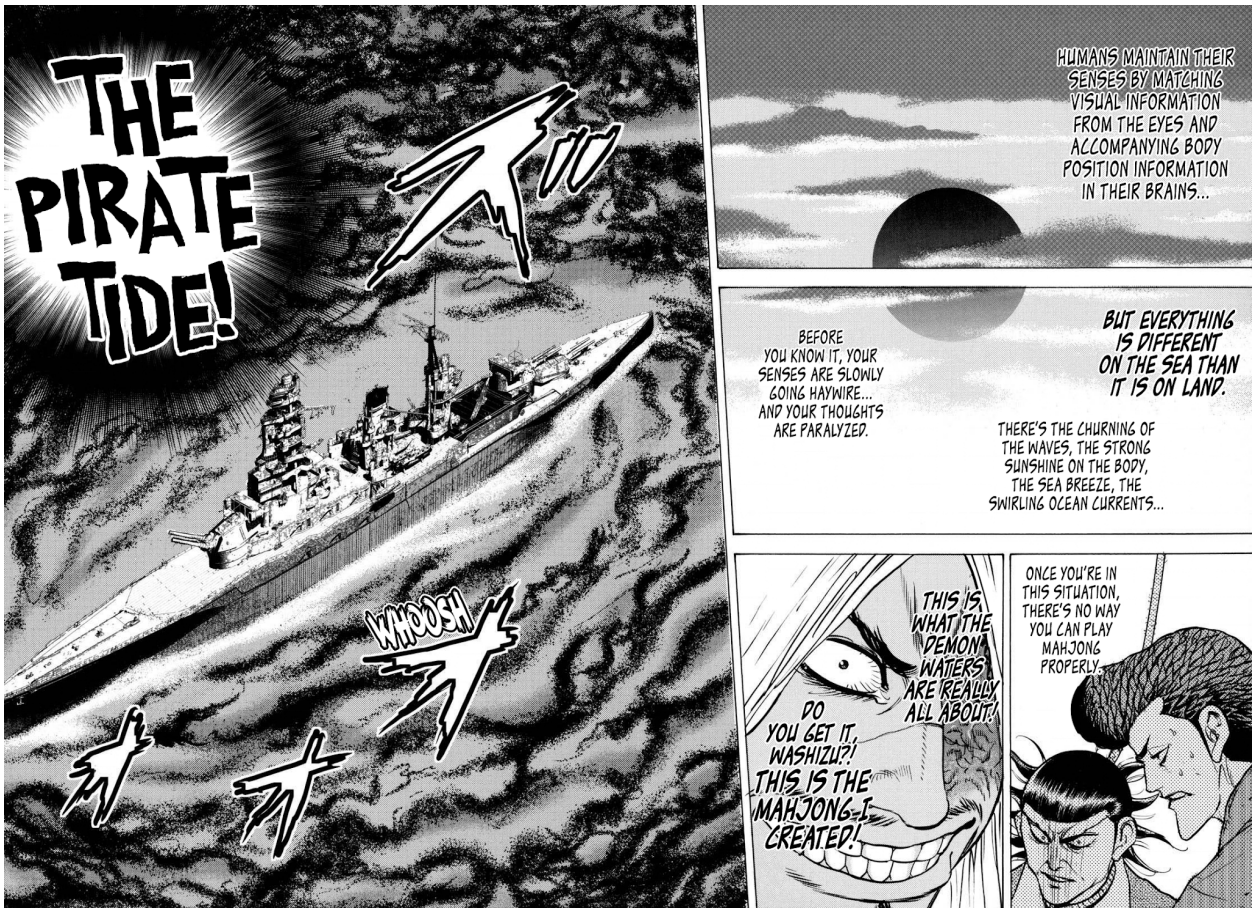
washizu this round, same with the lieutenant.



Washizu wins the 1st hand quickly with a Tsumo. But the second round Washizu calls RIICHI!! but never manages to draw the winning tile. The lieutenant goes on to win the hand as they enter the demon water.


WHOAAA
KA-
BOOM
HEHE... HEHE-HEH...
THE SEA BREEZE...
FEELS SOOOOO GOOD...
WA-SHI-ZU.
...
HUH?
HUH?
HOHO

The flow is now completely the lieutenant side as he goes on to win the games. The main reason being they have entered a zone called pirate tide.



As he was experienced in pirate tide he could manifest the flow of the game to his side while washizu mind and luck was being shut down. Next turn.


HE'S THREE TILES AWAY FROM BIG THREE DRAGONS!
HIS LUCK IS STILL GOOD!
コト clunk

Washizu then proceeds to abandon all 3 dragons playing into the hand of the lieutenant as the lieutenant calls on those dragons.



This was just part of Washizu's tactic, as due to the flow not being in his side he aimed for a cheaper hand to win with instead. As now since the lieutenant hand is built with dragons he will have to discard other tiles.

- **He discard (6 Man)=Washizu calls Pon (6-6-6 Man)**

- He discard (1 Pin)=Washizu calls Pon (1-1-1 Pin)
- Washizu draws (2 Sou)=Call Kan (2-2-2-2 Sou)
- Washizu draws (4 Sou)=Call Kan (4-4-4-4 Sou)
- Wahizu draws (1 Pin)=Call kan (1-1-1-1 Pin)

The flow is completely on Washizu's side as he now proceeds to draw the winning tiles winning the hand. Wonder how Washizu could even think of such a tactic in this situation? Well Washizu already knew about the pirate tide that would change the flow to the lieutenant side so he had brought a small needle with him in advance using the knowledge of medical acupuncture he destroys the very source that is causing him problem.



While disguising it as just an act of focusing his mind being in a deep thought to the play the game properly.


tap
tap
SO YOU W-WEREN'T DEEP IN THOUGHT... WHEN YOU MADE THAT MOVE...

What is still quite insane is that Washizu damaged other organs in the process to damage his semicircular canals.



So while he destroyed one of his semicircular canals to get rid of the effects of pirate tide his body was still quite messed up when he thought of and executed the tactic.

Monster Mahjong

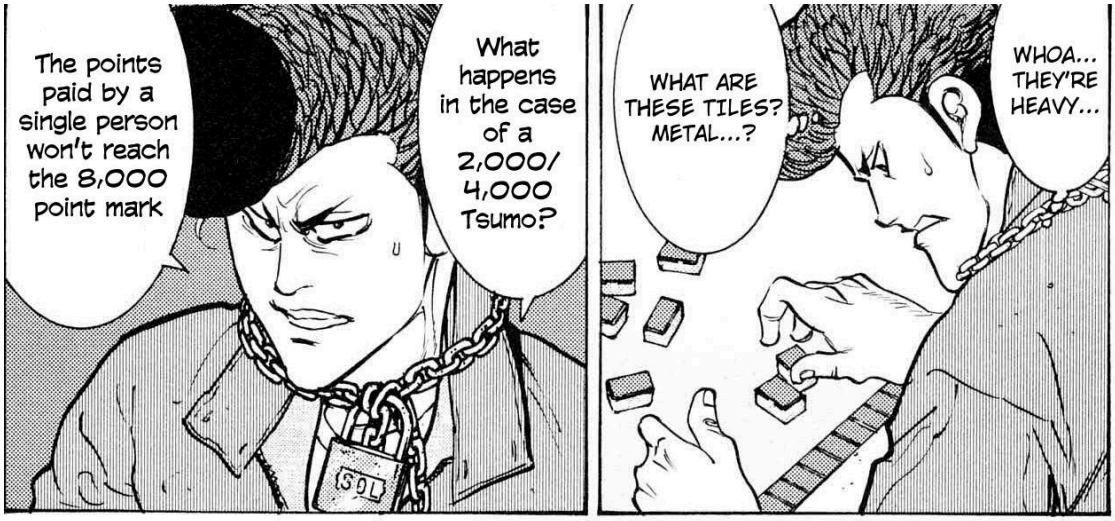
The original pirate captain that came back from the dead reveals finally reveals himself to washizu seeing his brother (Lieutenant) get out witted and beaten.

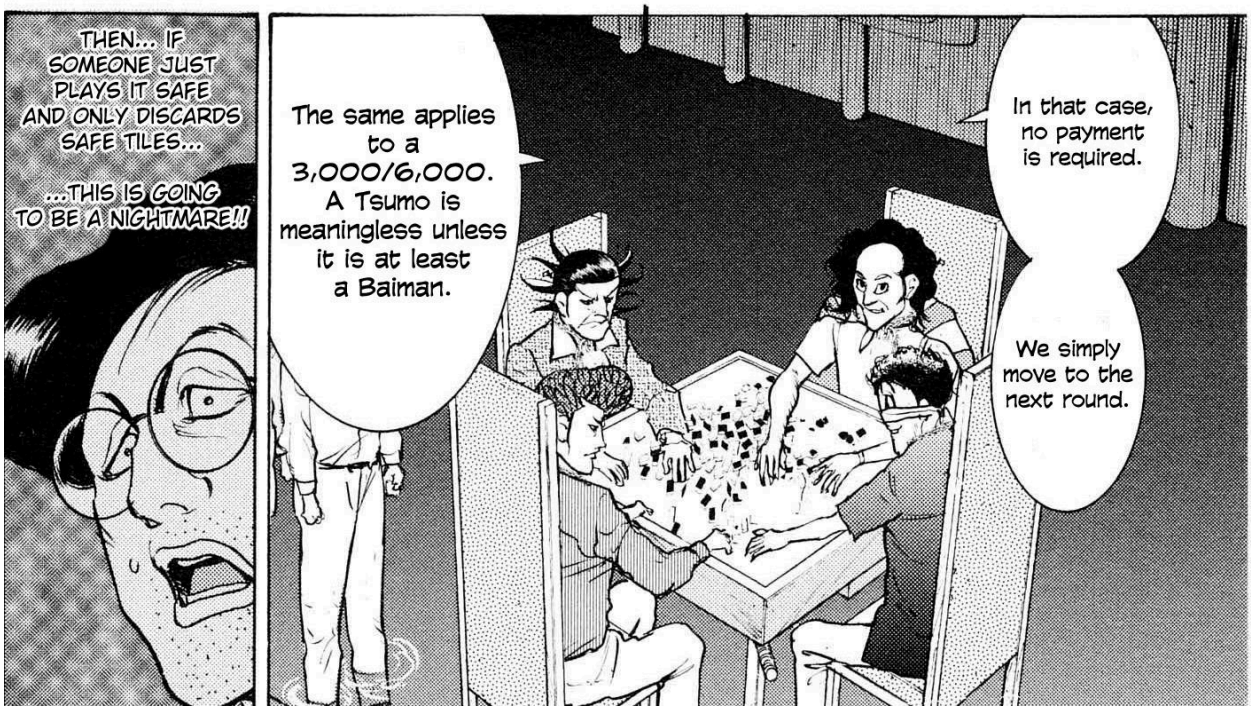




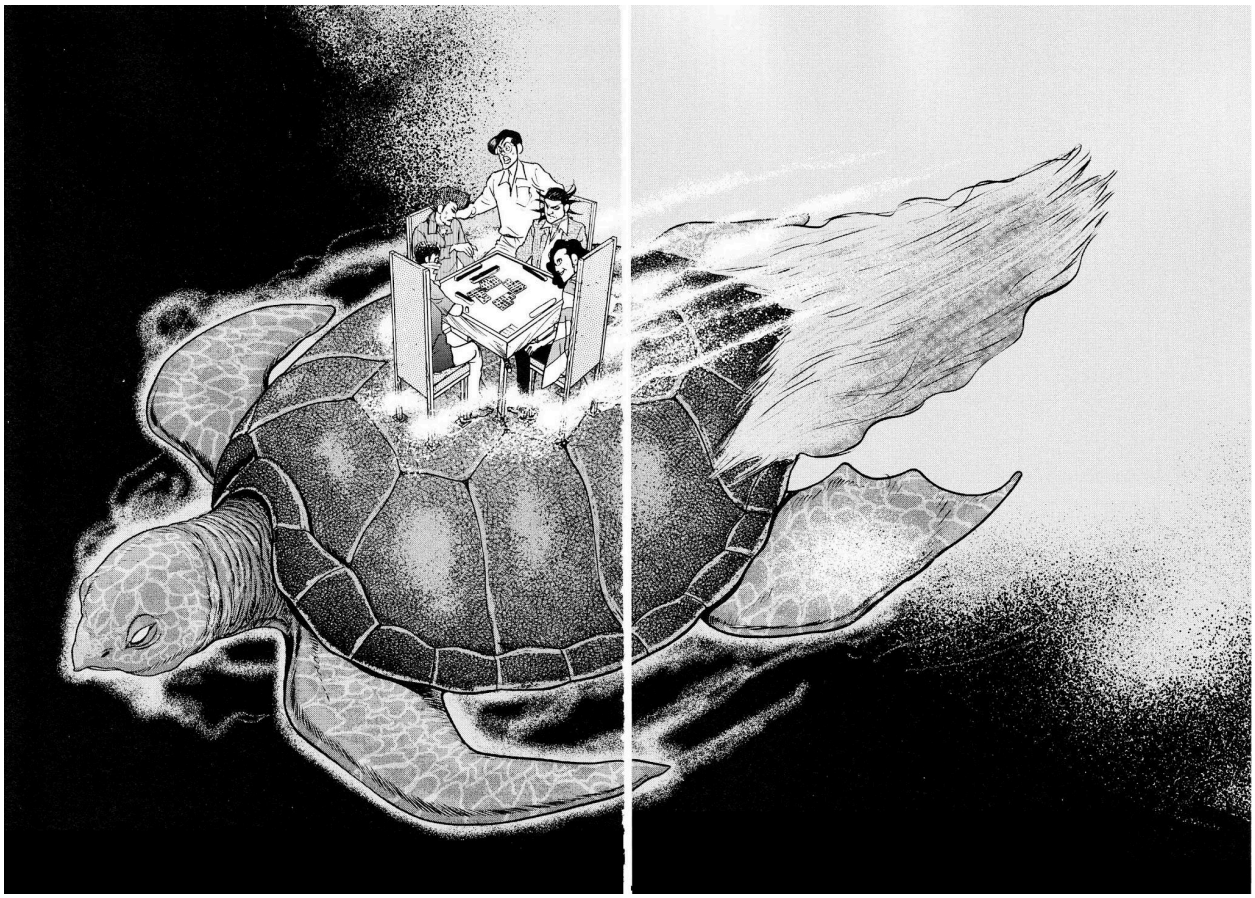
As per ship rule the things will be decided with mahjong. If washizu wins he gets the books he if he doesn't he dies along with his sidekick's. The game was played in the back of the great one. The players are tied up in chains with their chair so instead of a point stick it is

replaced with keys of the locked chains with a key being worth 8000 points.





If you can't get the keys the great one will dive into the ocean basically drowning you to death. The players are Washizu, Hayabusa, Captain, Mutt.



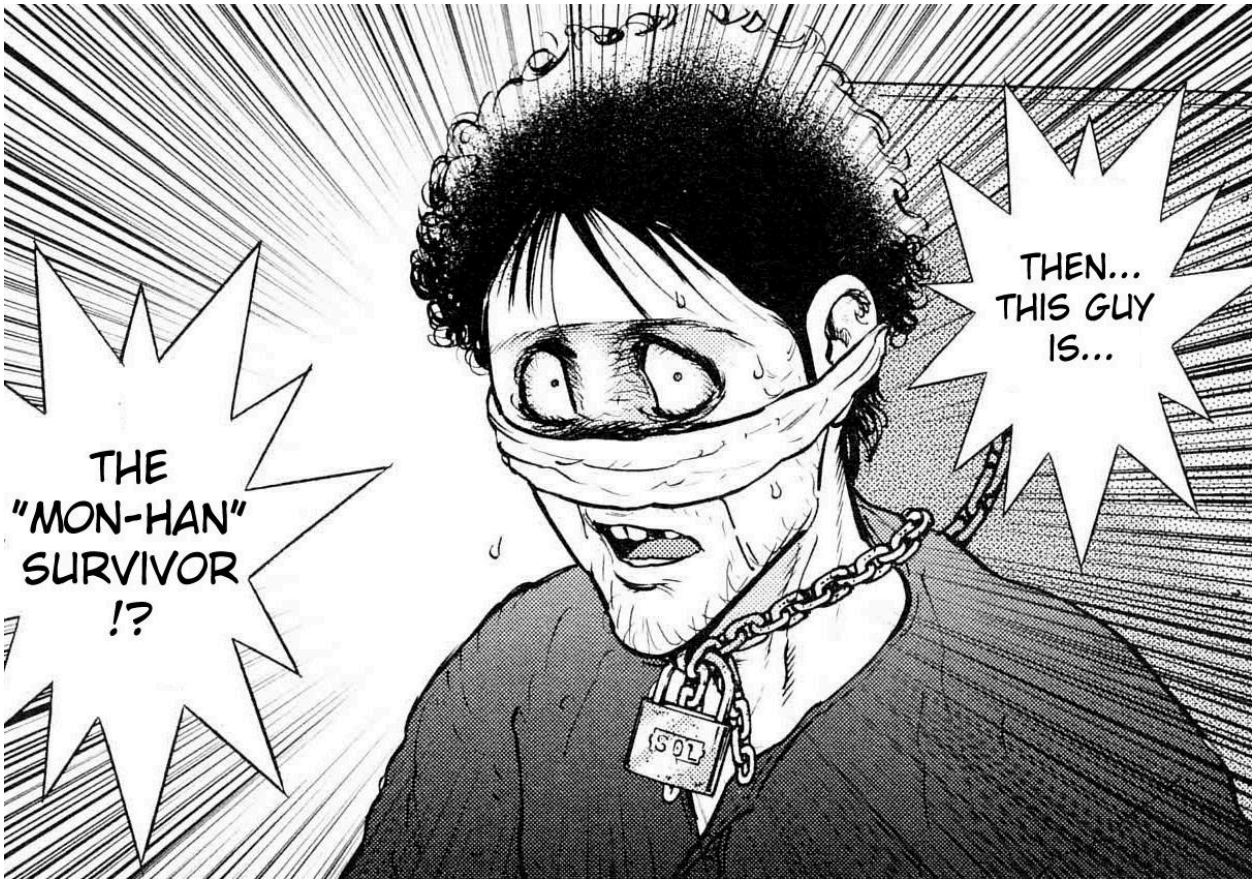
The game starts with Washizu having a good run but he couldn't finish it as the flow has changed due the power of great will. Furthermore the captain could actually control the

great will so it wasn't an equal as the flow was on the captain said.



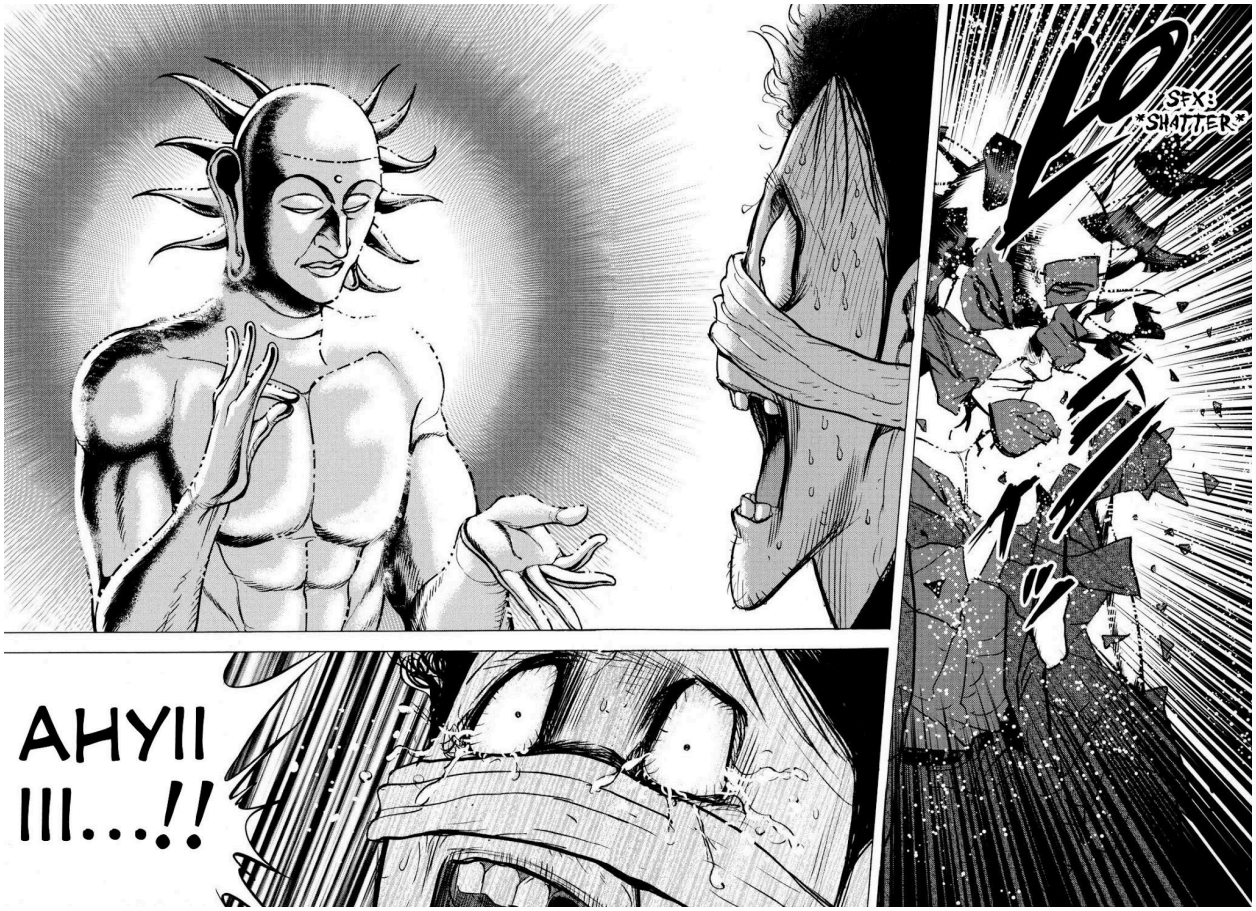
He then goes on to win the game getting 2 keys which he uses to remove the locks in his leg. Washizu turns the very thing that was affecting his flow to gain the flow back as he starts using morse code disguising it as him trying to damage his semicircular canals. The morse code was for Mutt. When the captain was found alive he took over the ship and forced mutt to play Monster mahjong with them Mutt ultimately lost so he got dragged into the depth of the

ocean by the great will. To free himself from chains he cut his own nose off.



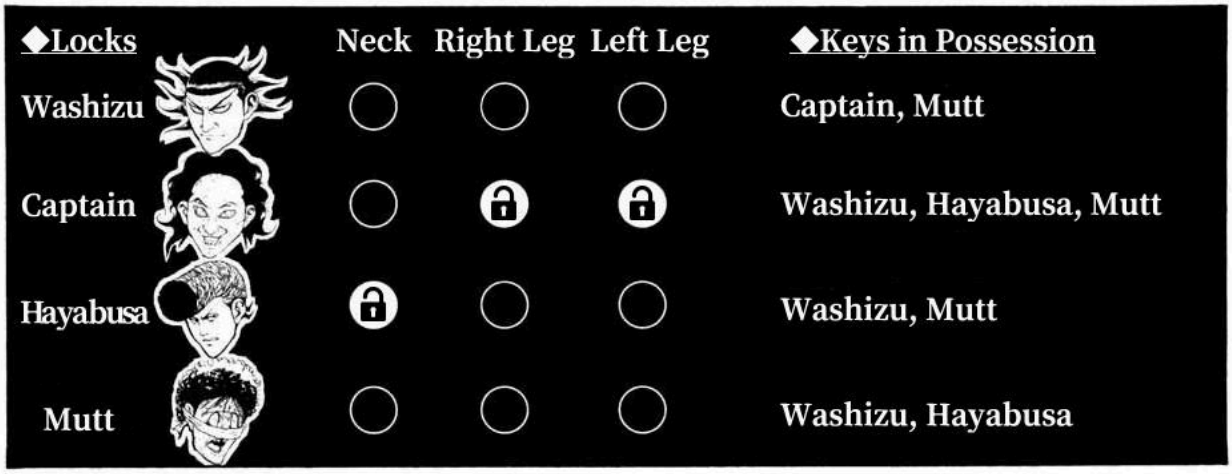
While he survived the monster mahjong his mind got messed up due to being underwater deprived of oxygen for a long period of time and of course the disturbing incident itself. So when he heard the noise of morse code from washizu he thought it was a message from the great will. So Washizu basically uses him to his advantage, giving him messages here and

there on what to do.

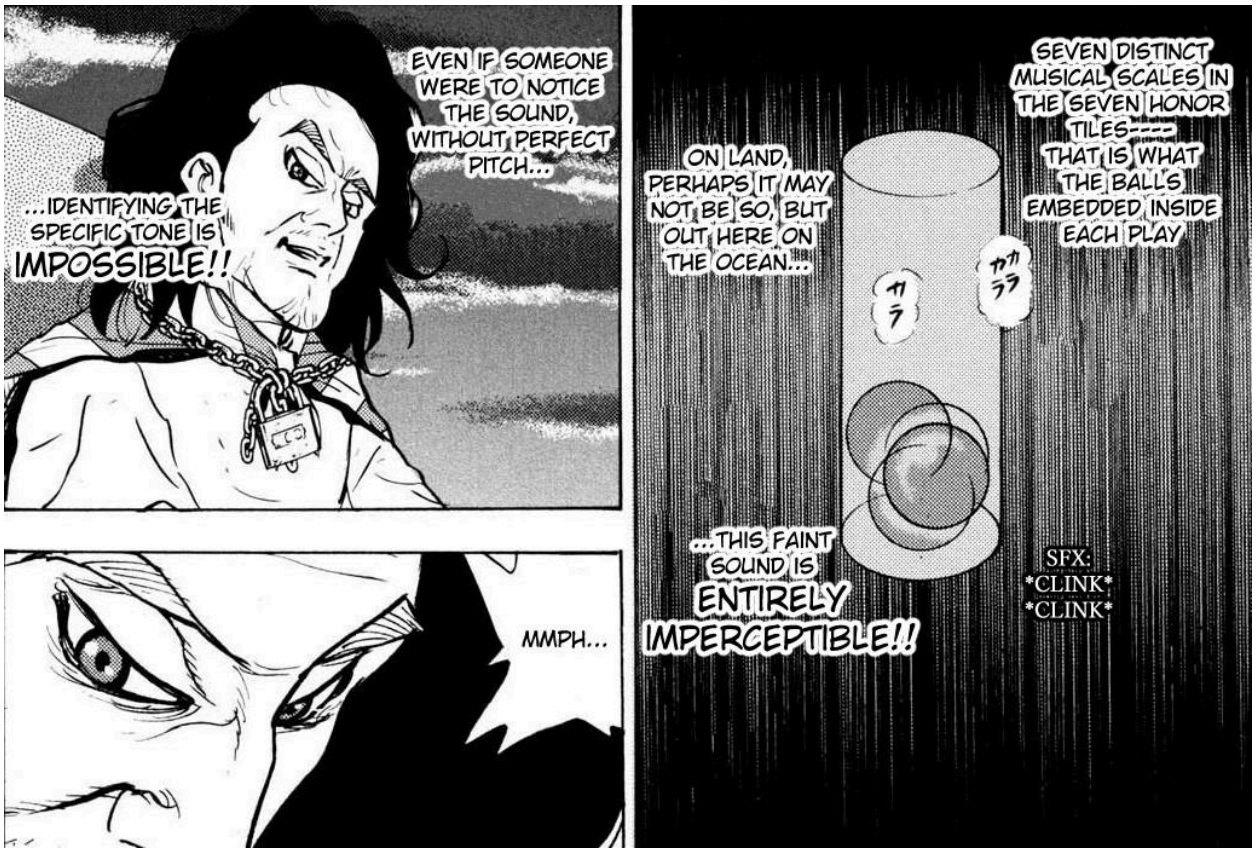


Due to the messages helping washizu win the games he starts viewing washizu as the chosen one by the great will and there also the fact that it worked as trigger for his subconscious memories of washizu. Considering Mutt worked with washizu and knows that washizu was the mastermind pulling the string from behind using the pirates to his need's. Which basically makes mutt view him as the ultimate supreme being buddha. So he follows the messages he hears. Defeating Mutt's own traumatic need to win the game in mahjong for himself due to the suffering he endured when he lost in it the last time. The flow is now on

washizu side completely.

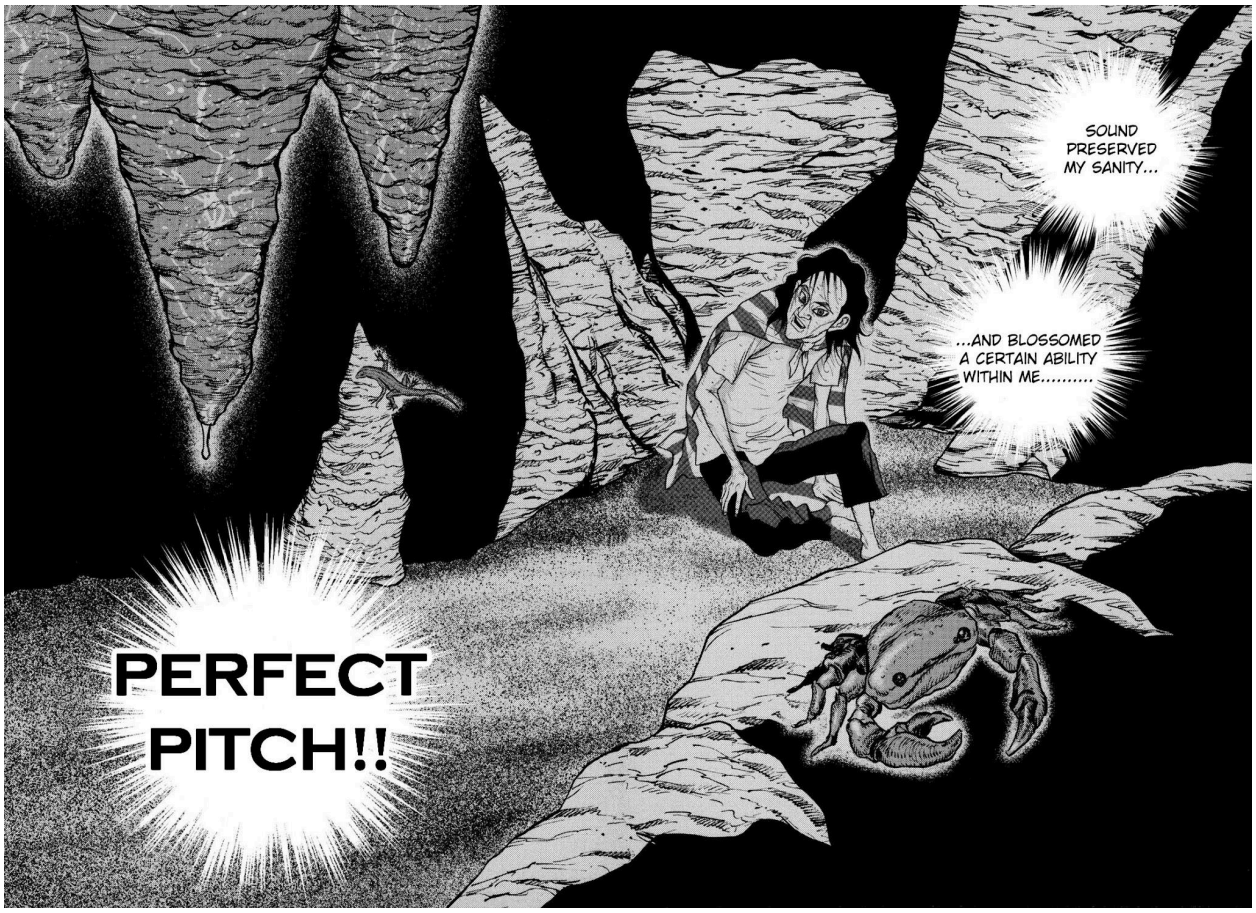


Furthermore, the Captain had another trick up his sleeves. The mahjong tiles were designed with honor tiles having a small space inside it with a ball having each distinct sound that is produced by it.



The sound produced was very faint to hear and impossible to track the source. Back when people thought he was dead he survived getting washed ashore to an island while he survived to make it worse an American battleship landed on that island too. So to escape from their radar he hid deep inside a cave in the island in pitch black darkness. He lost all of his five

senses but to survive his body evolved as his sense for sound drastically increased as it was the only thing that could preserve his sanity in the pitchblack cave.



But Washizu was no slouch when it came to his sense for sound either as viewing himself as the ultimate class in the society he had indulged himself in art such as music.



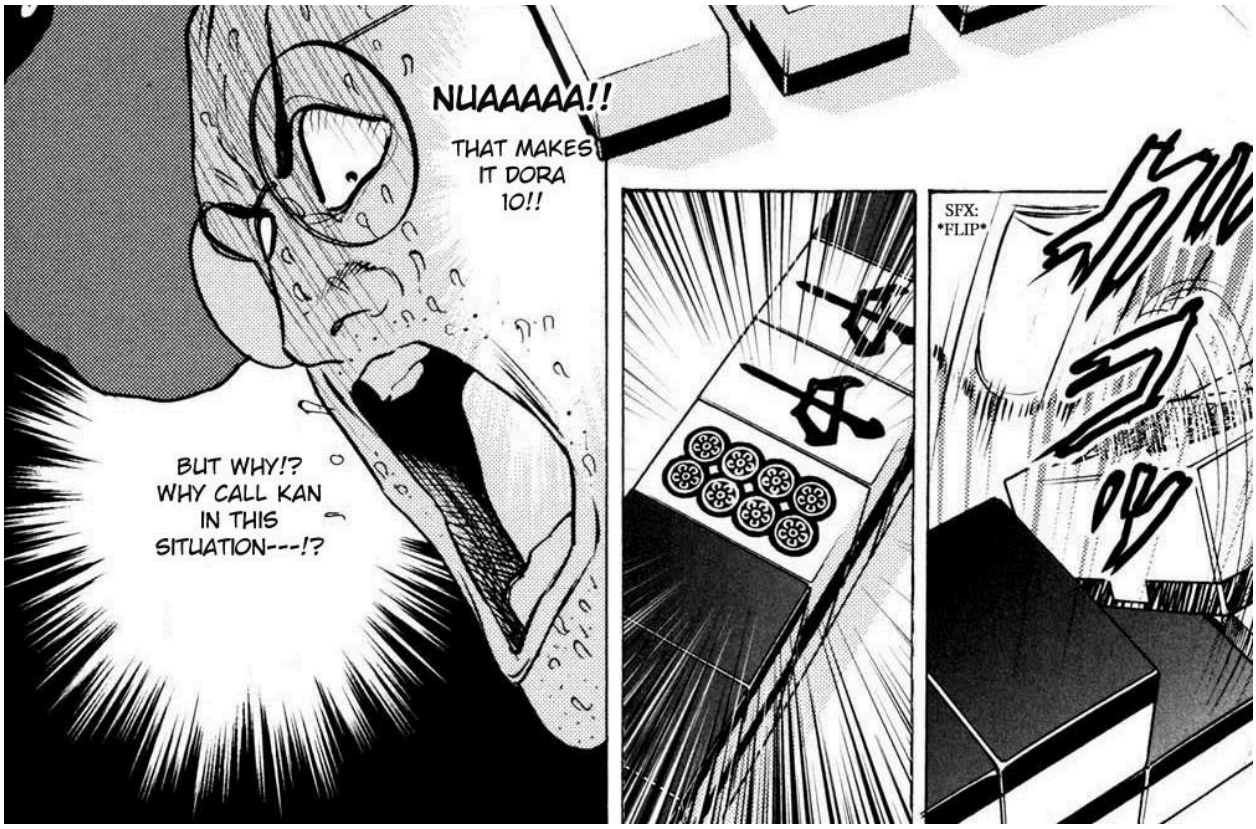


He draws and discard the dora tile (White dragon) Captain calls pon on it (W-W-W Dragon) washizu draws Ton he then discards dora again as he can hear the Ton tiles and knew he was going to draw Ton after he draws a tile washizu draw (1 Pin) Captain calls Pon (1-1-1 Pin) on it snatching washizu turn to draw to Ton for himself as he discards (7 Pin) washizu signals Hayabusa who calls pon on the (7 Pin) so now Ton is on Hayabusa hand and he discards it for washizu as washizu calls Pon on it too. Mutt discards west tile playing into washizu hand as washizu calls kan on it so a new dora indicator which is also red dragon so 2 red dragon is dora indicator meaning dora tiles is Hatsu (Green dragon) which washizu has pair of waiting

for the winning tile Nan.



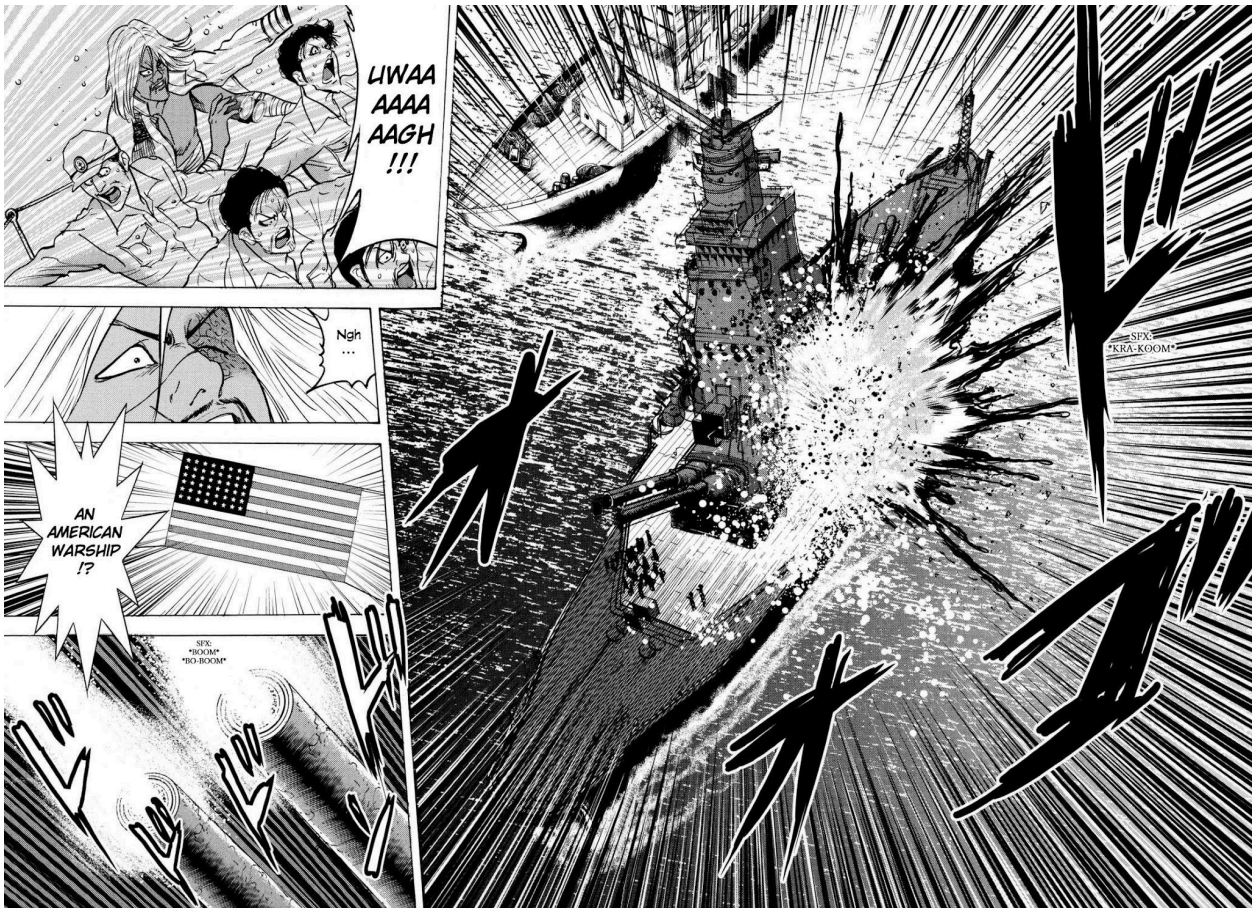
The captain of course isn't just gonna allow for him to win so he starts calling and calling Turing the situation around.



As the turns have completely changed for forcing Hayabusa to draw the Nan tile as he can't discard it for washizu to win as obviously it would be a direct hit on hayabusa so washizu would need a tsumo for them to escape. So Washizu can only win by discarding (Nan) and drawing (Hatsu) but both remaining hatsu tiles are buried deep inside the dead wall so chances of him getting there before the captain wins is very small. Just then a massive shock is felt throughout the ocean.

The Sleeping Book

The G.H.Q washizu has given a tip about pirates finally arrives, blasting the battleship.



Their is multiple plots at play here:

1. **In the book itself it was written in a cryptic manner so Washizu was referred to as M in the book. As in if M sleeps it will be W which is referring to Washizu and also the reason the book is called the sleeping book.**

2. **As a part of deception since washizu was manipulating the pirates from the shadows with only Mutt knowing about the washizu that M or the book itself in no way connected to washizu but still the book was written in cryptic manner so it was seen as important piece of evidence of something perhaps something like M fund their is**

also the fact washizu himself was chasing the book.

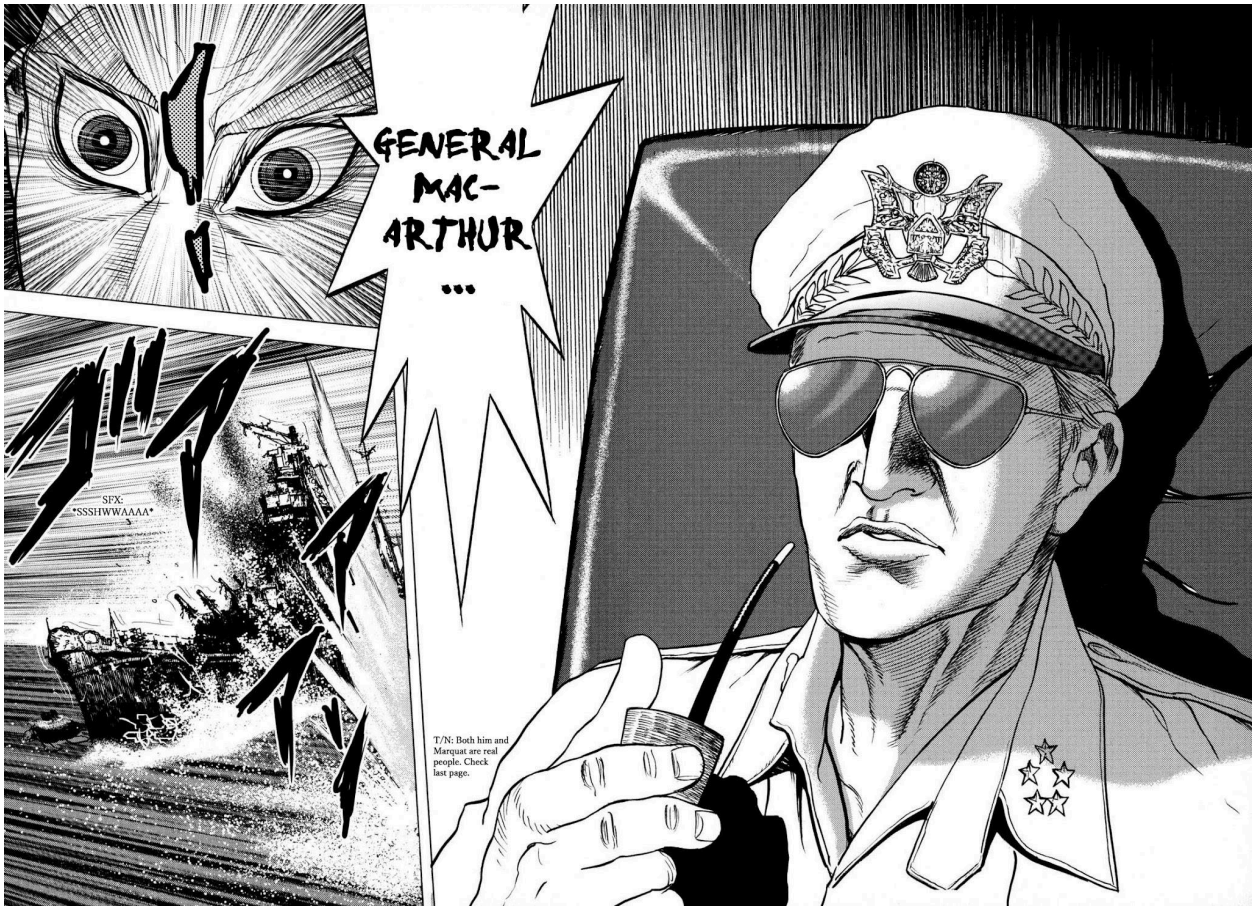


3. So in the eyes of others the book was a key to M fund. Washizu plays into the fiction and adds some plot replacing himself with another person and that it's not a key to M fund but a personal dairy mutt wrote to keep insurance to protect himself from the mastermind behind increase in piracy.


To not realize there was a mastermind pulling the First Officer Mutt's strings from the shadows... You sure are an easily deceived fellow.
The Sleeping Book holds a much heavier significance than you think.
As an insurance policy to protect himself, Mutt recorded everything in that diary.
The one who was ordering these acts of piracy ..... The man known as "M"...
SOL



4. **And this is where G.H.Q comes into play as there is one person who fits the perfect role for this fictional character Washizu has written.**



the one that is currently attacking them.

Despite the situation he forces the game to continue discarding the (Hatsu) as the captain still hasn't drawn the winning tile. Hayabusa understands washizu's intent finally free to discard (Nan) discards it as washizu calls pon on it (N-N-N) he then discards Hatsu again. Changing his wait to terminal tile as the terminal tiles are not tampered with so the captain can't hear/read which tile washizu is waiting on to win.

Washizu was waiting on (1 pin) which was the winning tile for the captain too. So now it was just a matter of luck on who would draw it 1st while Hayabusa was on the bottom of the sea rotting away as even if Washizu wins here only Washizu will be able to escape on him. Hayabusa realizes this reading the facial expression of bungaku as he decides to accept his fate but washizu understanding what is ongoing in his hayabusa mind gives him a little piece of encouragement.


Young men...
...tend to believe that dying gracefully is a virtue.
But there are many truths you can only reach by struggling desperately, no matter how pathetic you look.



The great will starts going underwater slowly. It's urgent, everyone is fighting for life now. The captain discards (6 Pin) hayabusa calls on it as he reaches tenpai himself being on a

double wait for (3 or 6 Man). As the captain discards (North tile)

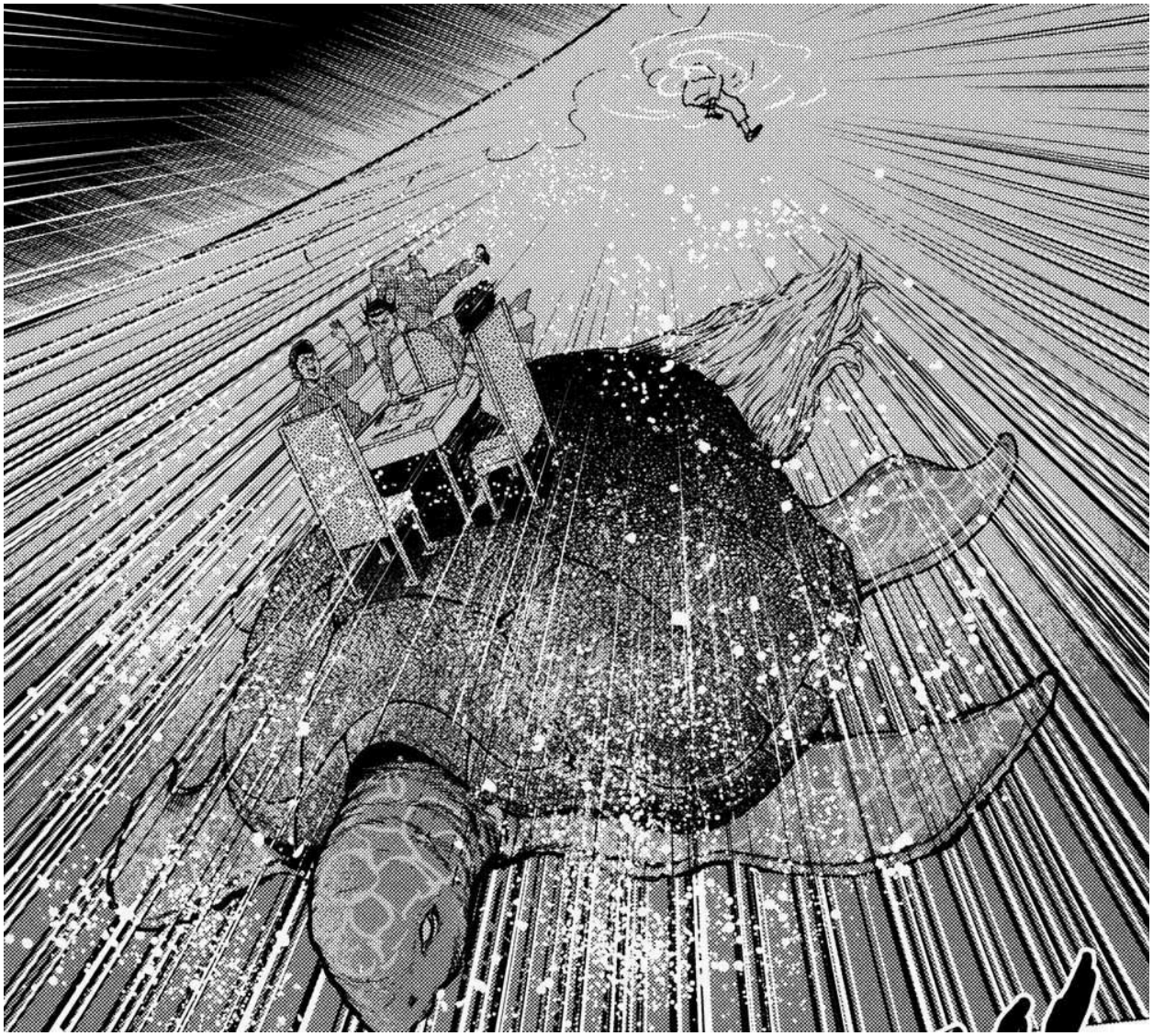






Washizu draws the winning tile at the end, winning the game. Mutt is saved ıst but it was too late for the others and himself furthermore hayabusa loses his key in order to grab the

sleeping book as the great will pulls them under ocean.

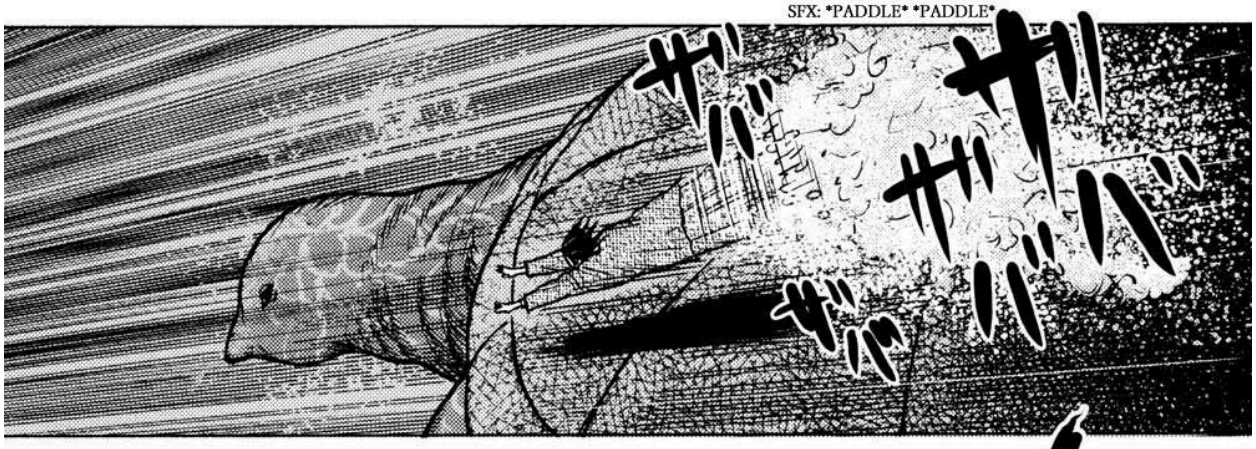


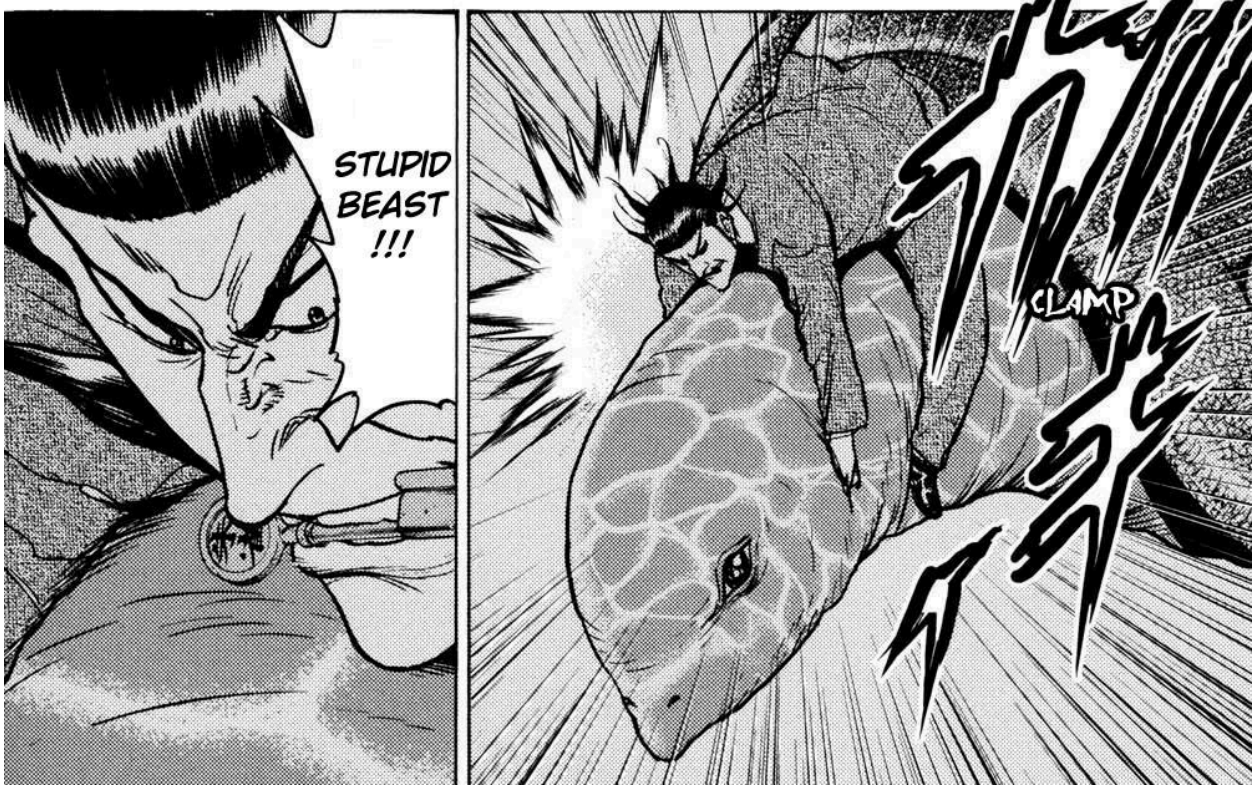
Washizu calmly frees himself to assess the situation, finds the key for hayabusa and literally changes the direction of the great will to bring them back to surface to save the captain and

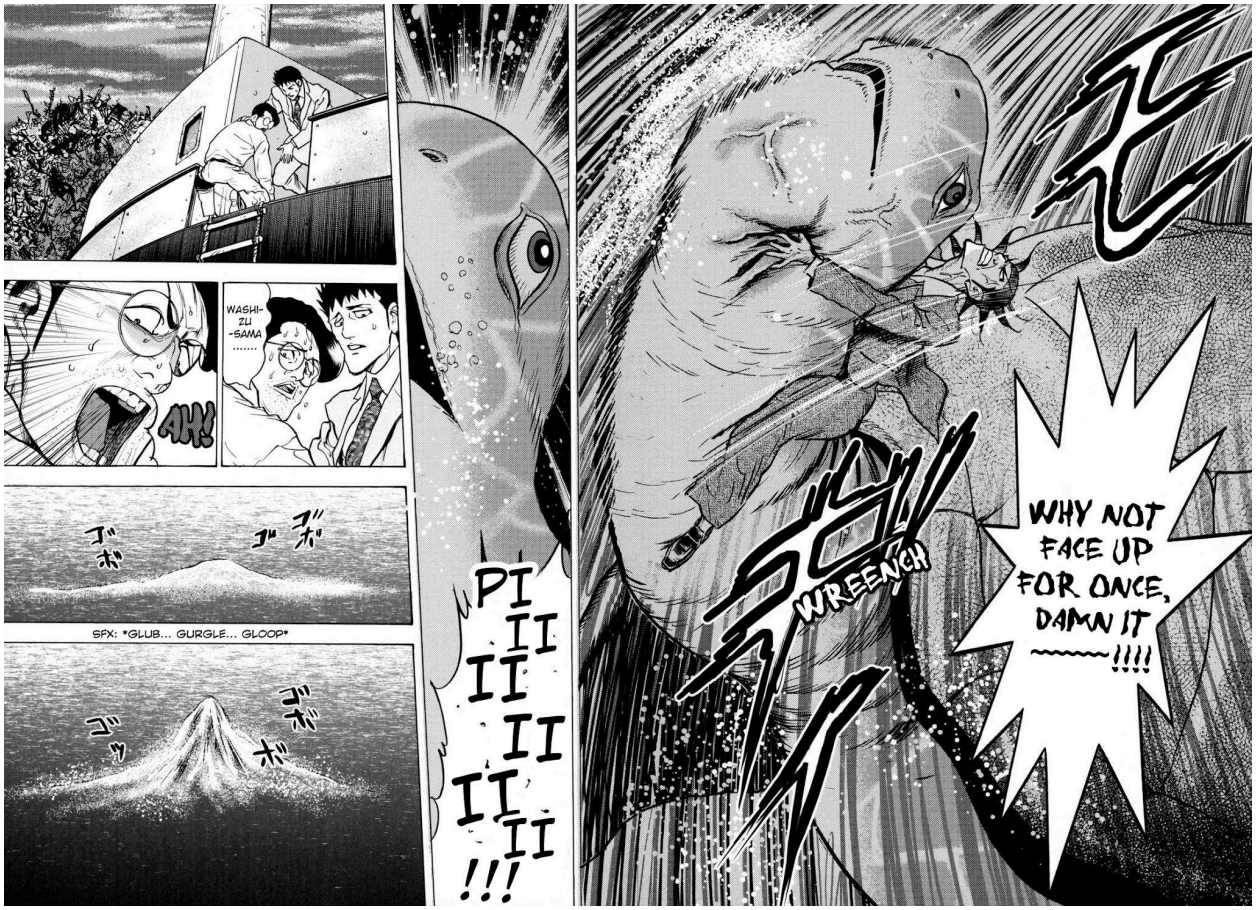
hayabusa.

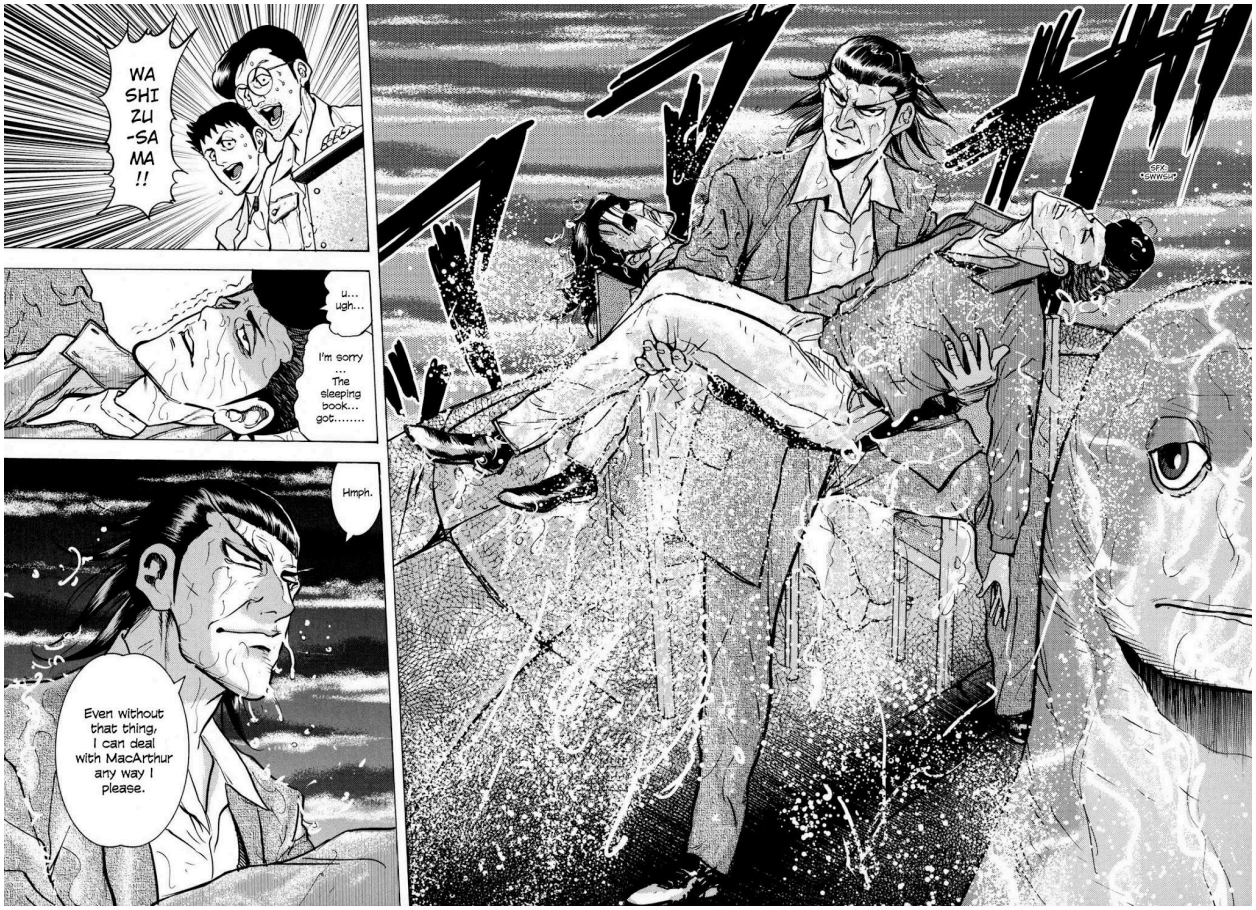


SFX: *PADDLE* *PADDLE*






WASHI-ZU -SAMA .....
AH!
ゴボ
ゴ ゴボ
SFX: *GLUB... GURGLE... GLOOP*
ゴッ
ゴボ
ボ
PI II II II II II !!!
WHY NOT FACE UP FOR ONCE, DAMN IT ~~~~~!!!!
WREENCH



The book gets lost in the ocean forever as Washizu after the win leaves for his ship. While the pirates fight back against G.H.Q charging straight ahead in the battleship to preserve their

pride.



Dying in the process sinking along with the battle ship. Which was exactly what washizu had planned and figured understanding the pirates way of living contrary to the captain belief as from the very Beginning from the time when he partnered with mutt he was already planning to sink the ship so he had written the name of his company in the battle ship hiding it with plates of metal and since it was a battle ship nobody suspected anything of the plates as it look like just a repair of the ship.



and he had given the cargo in his current ship the same name. So at the current time when G.H.Q attacks the battle ship the plates fall off revealing the name of the ship. In the history book well in the world of journalism the incident is viewed something like this.

- Washizu battle ship gets raided by pirates and loots washizu cargoes and uses washizu battle ship to fight G.H.Q losing their life in the battle.

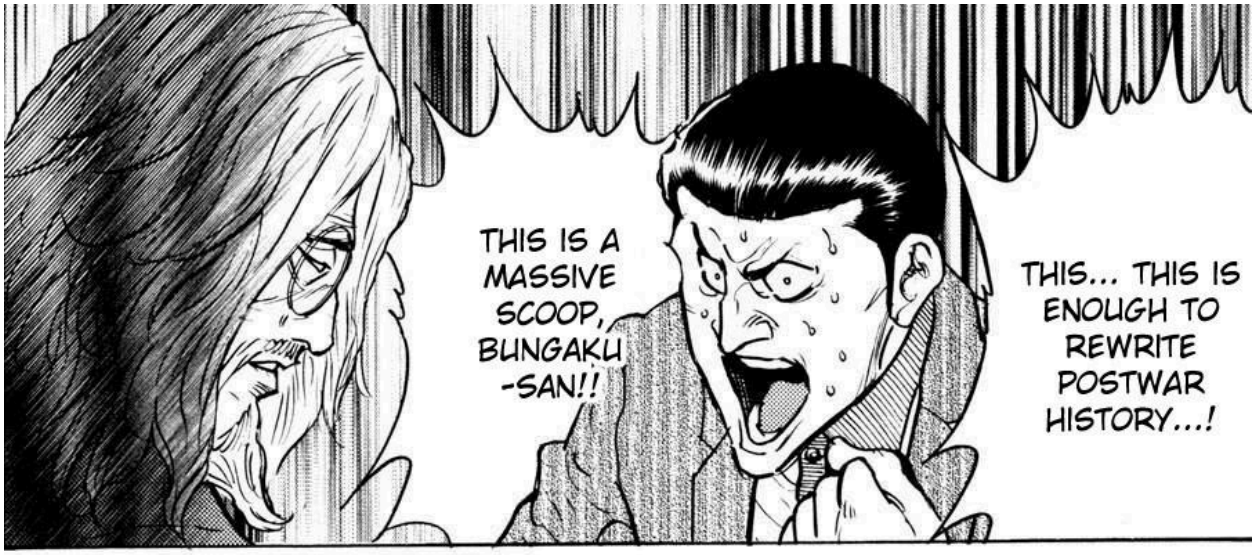
While in reality both ships belonged to washizu and the pirates never looted Washizu. The incident was fully manipulated by Washizu to get rid of all of the evidence (Pirates and the

book) completely of the face of living.



This plot is unraveled by one of Washizu sidekicks (BunGaku) due to his photographic memory where he realizes the pattern in the sleeping book he had memorized and the kyousei fiscal years ledgers where he noticed every time pirates looted cargoes with metals kyousei also gained the tons and tons of metals. And many years later a journalist learns about the plot of washizu in an interview with Bungaku but despite this revelation being able

to change the post war history itself.





There was no evidence as all of information was only inside bungaku head on top of it bungaku mental state was not really in the best situation for people to believe in him and the more he worked with washizu the more he got lost behind the massive shadow washizu was

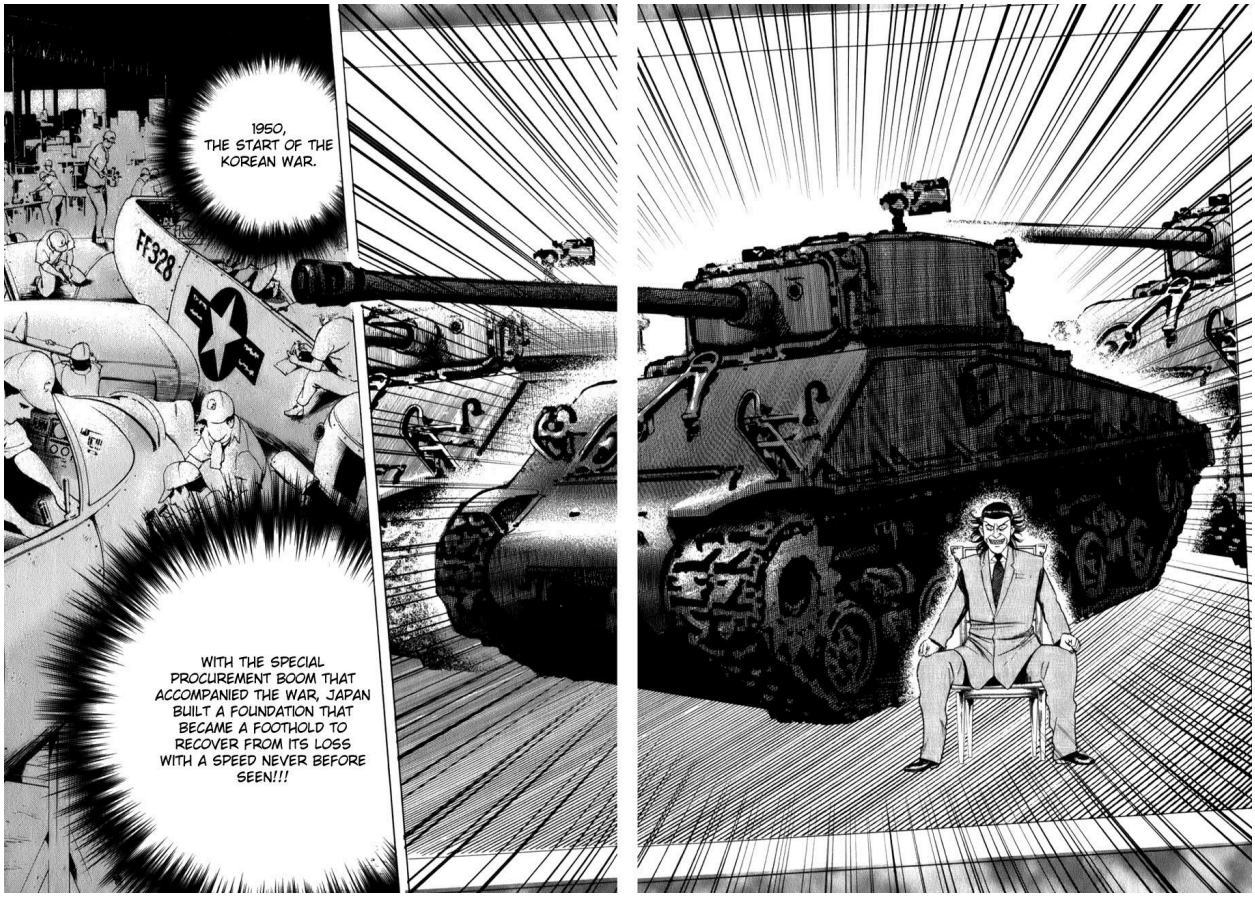
casting on him which was the reason how he ended up like this.



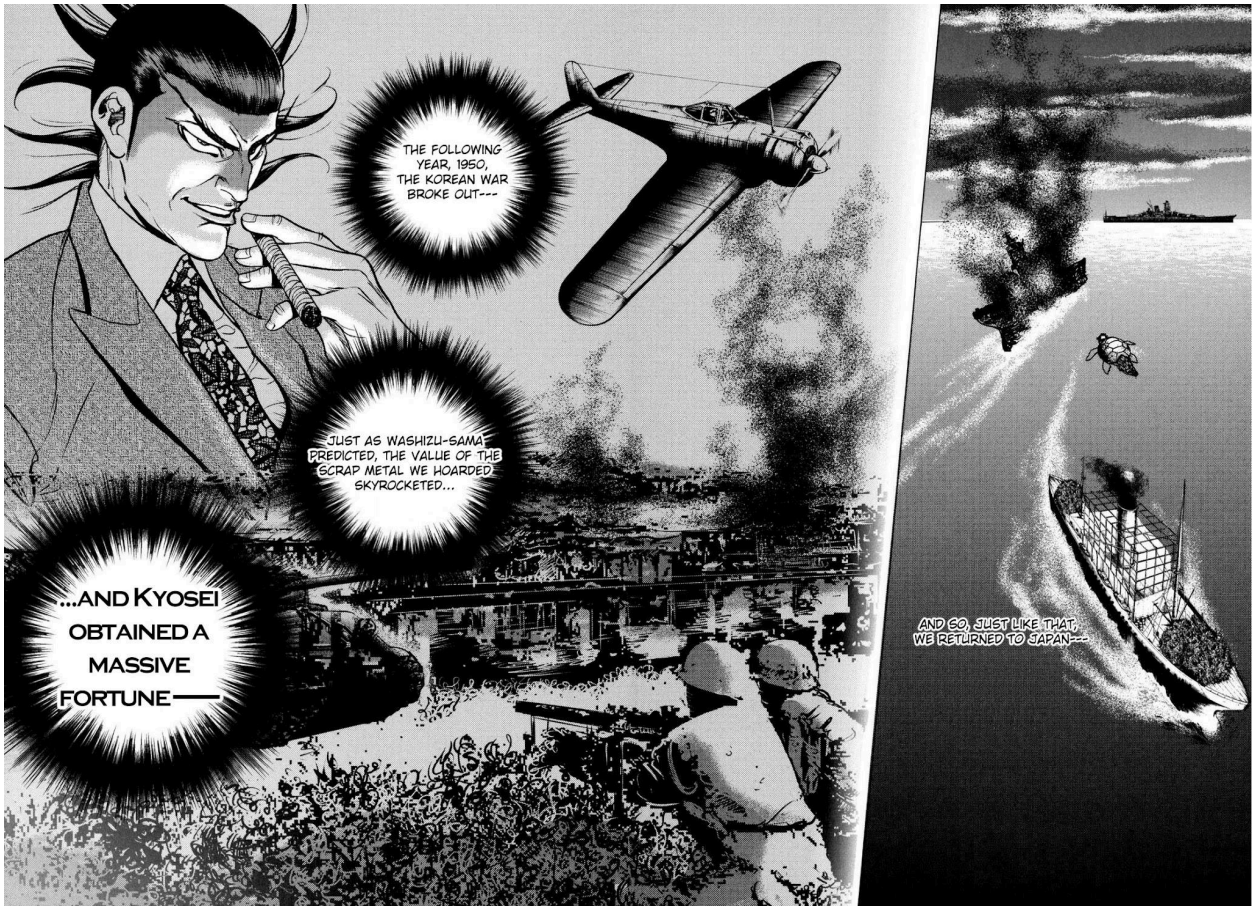
So he just disappears never to be seen again.

The One True King

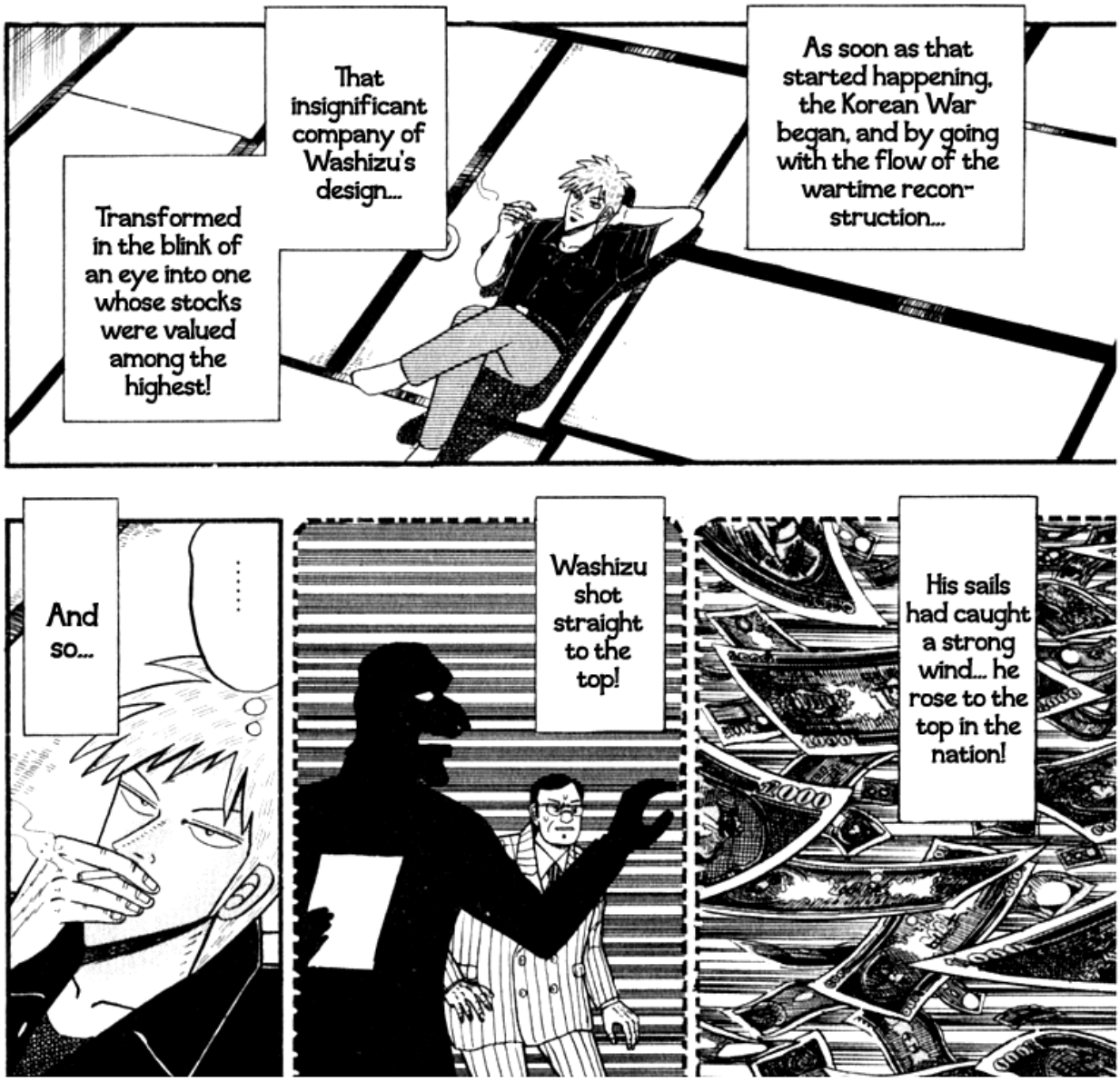
1950 the year of war has finally come. The empire Washizu had built till now finally came to fruition. Manufacturing Weapons from Yotsubishi:

- 

Metal Scraps from the slums and piracy:

- 

Kyousei Firm helping rebuild the society:


That insignificant company of Washizu's design...
As soon as that started happening, the Korean War began, and by going with the flow of the wartime recon-struction...
Transformed in the blink of an eye into one whose stocks were valued among the highest!
And so...
.....
Washizu shot straight to the top!
His sails had caught a strong wind... he rose to the top in the nation!


IT AMASSED!
And without an end in sight...
All of it his for the taking...
It was Money that continued to grow and grow!
A NEARLY INFINITE AMOUNT OF MONEY!
And before he knew it...
It was Money that continued to grow and grow!
Money... Money...



–Translation Pending–

This is off we know it's possible for his planning to extend further considering midway Battle happened in 1942 and Korean war in 1950 that's 8 years washizu foresaw 20 to 30 years ahead. The rise of kyousei

to no 1 was just an overview of how he rebuilt the country. Perhaps the manga will go into detail about the process behind how he planned further ahead to get kyousei to no 1 after the Korean war considering this is just a quarter of his full story.