ウザク式麻雀学習

# 何切る金ゴールド

著 G・ウザク

三才ブックス

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# HOW TO READ THIS BOOK

THIS BOOK IS A TRAINING TOOL, TO BE READ MULTIPLE TIMES UNTIL RECOGNIZING THE OPTIMAL DISCARDS IS AUTOMATIC. THE QUESTIONS ARE INTENDED TO BE FUN AND PRACTICAL.

THE QUESTIONS ARE NOT LISTED IN ORDER OF DIFFICULTY.

ADVANCED PLAYERS CAN ENJOY THE BOOK STARTING AT ANY QUESTION. BEGINNERS ARE RECOMMENDED TO READ THE QUESTIONS IN ORDER. ADJACENT QUESTIONS ARE OFTEN RELATED SO DO NOT READ WITH THE INTENTION TO COMPLETELY UNDERSTAND ONE QUESTION PRIOR TO MOVING ON TO THE NEXT QUESTION. SOMETIMES LOOKING AT BOTH QUESTIONS ON THE SAME PAGE WILL PROVIDE INSIGHT.

USE THIS AS A REFERENCE BOOK, WORKBOOK, NOTEBOOK, TEACHING TOOL - IT IS UP TO YOU!

## *RULESET*

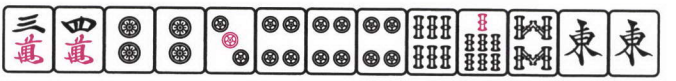
M-LEAGUE RULES: RED FIVES, OPEN TANYAO, ATAMAHANE

問題
128

ROUND / SEAT / TURN INFO

[ EAST 1, EAST SEAT, TURN 5 ]

KAMICHA DISCARDS 東. DO YOU CALL?



SPECIFIC TURN CONSIDERATIONS

PLEASE TREAT THE SCENARIOS AS IF YOU WERE PLAYING A REAL GAME. HERE WE CAN PON THE TON FROM KAMICHA FOR TENPAI.

DORA INDICATOR
(THE DORA IS )

IN READING THIS BOOK, ASK SEQUENTIALLY:
1. SHOULD I CALL? IF THERE ARE MULTIPLE VALID CALLS (E.G. PON OR CHI BOTH VALID), WHICH SHOULD BE TAKEN?
2. IF I CALL, WHAT SHOULD BE DISCARDED?

解答 128

PON.

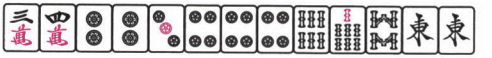


ANSWER

WE PON 東 AND DISCARD .

[ 東1局　東家　5巡目 ]

上家から出た東を鳴きますか？



TENPAI [ ×8 ×8 ]

TILE ACCEPTANCE (UKEIRE)

FOR EACH DISCARD SHOWN, THE NUMBER OF POSSIBLE TILES THAT CAN BE DRAWN TO REDUCE SHANTEN, OR IN THE CASE OF TENPAI, THE NUMBER OF TILES THAT COMPLETE THE HAND.

# 10 RULES FOR 'WWYD'

1. MASTER THE TYPES OF IISHANTEN, PARTICULARLY 'PERFECT IISHANTEN'

2. BE COGNIZANT OF THE HEAD

3. REMEMBER FIVE-BLOCK THEORY

4. RYANMEN > KANCHAN > PENCHAN

5. FIX STRONG BLOCKS AND SUPPORT WEAK BLOCKS

6. AIM FOR MANGAN

7. TENPAI IS NOT THE GOAL - WINNING IS

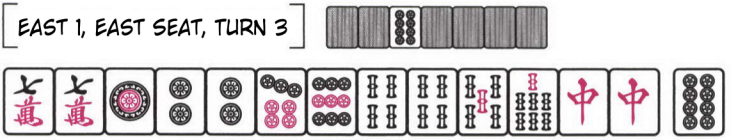
8. VISUALIZE THE FINAL SHAPE OF THE HAND AT IISHANTEN

9. EARLY ON, PURSUE PERFECTION, BUT AS THE HAND PROGRESSES, PRIORITIZE TILE ACCEPTANCE

10. TRAP PLAYS ARE OVERRATED. MAHJONG IS A GAME OF TSUMO.

問題
001

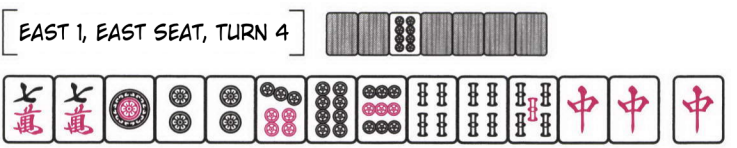
EAST 1, EAST SEAT, TURN 3






問題
002

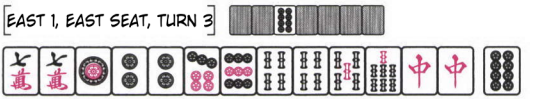
EAST 1, EAST SEAT, TURN 4



## 解答 001

EAST 1, EAST SEAT, TURN 3





2-SHANTEN [ ×34 ×30 ×26 ×18 ×18 ×14 ]



A COMPLETE HAND CONSISTS OF 4 MENTSU (THREE-TILE SHAPES) AND THE HEAD (THE PAIR). 4 MENTSU + 1 HEAD = 5 BLOCKS. FOLLOWING 5 BLOCK THEORY, WE VISUALIZE AND PROGRESS OUR HAND AS 5 BLOCK CANDIDATES. IDEALLY THE 5 BLOCKS WILL BALANCE HAVING GOOD TILE ACCEPTANCE AND CONTRIBUTING VALUE VIA DORA OR YAKU. AS SHOWN BELOW WE CAN SPLIT THE CURRENT HAND INTO BLOCK CANDIDATES.



WE ALREADY HAVE FIVE BLOCKS, SO WE WILL LOOK FOR UNNECESSARY TILES TO CUT. IN THIS CASE, EVEN WITHOUT  WE ARE ABLE TO ACCEPT  TO COMPLETE THE SOUZU BLOCK. THEREFORE DISCARDING  IS CORRECT.

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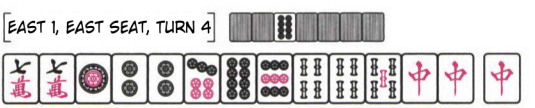
## 解答 002

EAST 1, EAST SEAT, TURN 4





IISHANTEN [ ×16 ×16 ×14 ×10 ]

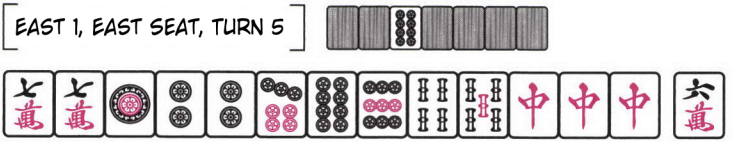


IN THIS QUESTION ALL TILES CONTRIBUTE TO IMMEDIATE TILE ACCEPTANCE. HOWEVER, PAY ATTENTION TO THE NUMBER OF POSSIBLE CANDIDATES FOR THE HEAD. THERE ARE THREE: 

FOLLOWING TWO-HEAD THEORY, WE SHOULD CUT A TILE FROM ONE OF THE HEAD CANDIDATES. FIX THE GOOD SHAPE (RYANMEN) BY DISCARDING  AND SUPPORT THE BAD SHAPE BY LEAVING THE LOWER PINZU ALONE.

問題
003

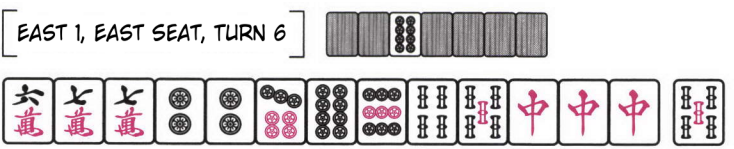
EAST 1, EAST SEAT, TURN 5






問題
004

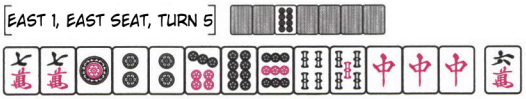
EAST 1, EAST SEAT, TURN 6



**解答 003**



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [ ×20 ×16 ×16 ×12 ]

DISCARD TO TAKE 'PERFECT' IISHANTEN. PERFECT IISHANTEN IS AN IISHANTEN STRUCTURE THAT WILL ALWAYS RESULT IN A FINAL RYANMEN WAIT AT TENPAI, REGARDLESS OF THE TILE DRAWN. THE DEFAULT APPROACH FOR A HAND IS TO AIM FOR PERFECT IISHANTEN. THE 'KEY' TO ACHIEVE PERFECT IISHANTEN IS TO PROCEED WHILE KEEPING TWO BLOCKS CONTAINING CANDIDATES FOR THE HEAD. IN THIS SETUP, EVEN IF ONE OF THE HEAD CANDIDATES FORMS A MENTSU (E.G. / ), THE OTHER CAN BE USED AS THE FINAL HEAD.

*THE QUICKEST WAY TO CLOSED TENPAI IS TO CREATE A GOOD IISHANTEN WHILE MAINTAINING TWO HEADS. THIS IS CALLED 'TWO-HEAD THEORY', AND WILL BE REFERENCED THROUGHOUT THIS BOOK. KEEP THE NUMBER OF HEADS IN MIND.

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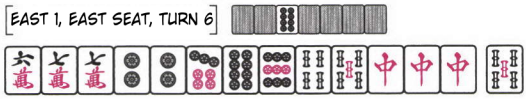
**解答 004**



[EAST 1, EAST SEAT, TURN 6]

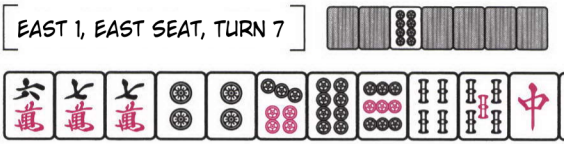


IISHANTEN [ ×20 ×20 ×14 ×14 ]

ANOTHER QUESTION ON TWO-HEAD THEORY. WITH THREE HEADS, WE SEEK TO FIX A RYANMEN, MAKING THE CHOICE BETWEEN AND . THE TWO CHOICES RESULT IN EQUAL TILE ACCEPTANCE. HERE, THE AKA ACCEPTANCE IS THE KEY. DISCARDING ENABLES YOU TO DRAW BOTH AND FOR TENPAI. FINALLY, WE PREFER TO FIX RYANMEN CLOSER TO THE EDGE DUE TO THE BETTER WIN RATE.

問題
005

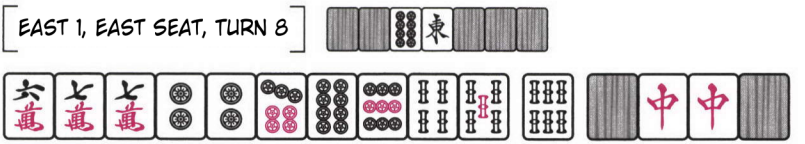
EAST 1, EAST SEAT, TURN 7






問題
006

EAST 1, EAST SEAT, TURN 8

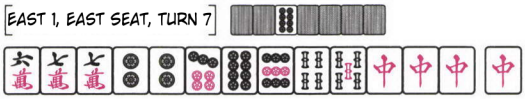


**解答 005**

KAN



EAST 1, EAST SEAT, TURN 7



IISHANTEN

A CLOSED HONOR TILE KAN GIVES 32 FU, WHICH IS EQUIVALENT TO BOOSTING THE HAND VALUE BY 1 HAN. UNLESS AN OPPONENT HAS AN ALARMING HAND, KAN AND FULLY ATTACK AS DEALER. IF YOU DECIDE TO HOLD ONTO THE FOURTH 中 AND DISCARD 七萬 , INTENDING TO KAN UPON DRAWING INTO TENPAI, YOU WILL BE LOSING FOUR TILES OF ACCEPTANCE AND THE ABILITY TO PON INTO TENPAI.

EXPERTS ESPOUSE THEIR OWN THEORIES ABOUT THE PROPER TIMING OF HONOR ANKAN, BUT FOR BEGINNERS THESE CRITERIA ARE ENOUGH: 1. KAN IF YOU THINK YOU CAN WIN; 2. KAN IF YOU WANT TO WIN, AND 3. KAN IF YOU DO NOT WANT TO DISCARD ANYTHING ELSE. THE ABOVE SCENARIO FITS ALL THREE CRITERIA, AND IS AN EASY KAN.

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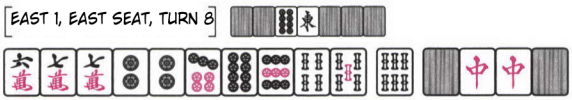
**解答 006**



RIICHI

EAST 1, EAST SEAT, TURN 8

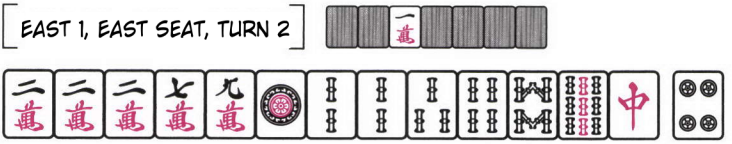


TENPAI [ 七萬×8 六萬×4 ]

THE HONOR ANKAN PROVIDES 32 FU. A DEALER DAMA WIN WITH RON WOULD RESULT IN A 2 HAN, 70 FU HAND - 6800 POINTS. RIICHI WOULD INCREASE THE HAND VALUE TO MANGAN - 12000 POINTS. THIS IS AN EASY RIICHI BECAUSE OF THE INCREASE IN EXPECTED VALUE. THE ADDITIONAL URADORA CAN INCREASE IT TO HANEMAN OR EVEN BAIMAN.

問題
007

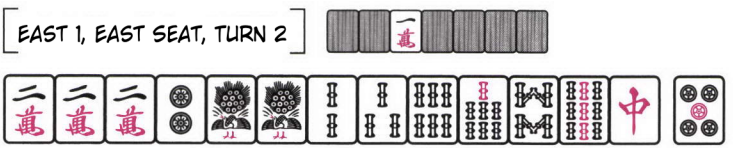
EAST 1, EAST SEAT, TURN 2






問題
008

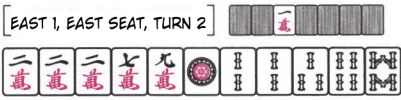
EAST 1, EAST SEAT, TURN 2



## 解答 007



[EAST 1, EAST SEAT, TURN 2]



2-SHANTEN: [ ×20  ×20  ×20  ×17]

HERE WE DECIDE BETWEEN THE FLOATING TILES  AND  . OUR HAND IS HIGH-VALUE WITH THREE DORA BUT DOES NOT LOOK PARTICULARLY FAST. THEREFORE,  HAS MORE VALUE THAN NORMAL AS IT MAY PROVIDE A YAKU THAT ENABLES US TO OPEN THE HAND. FURTHERMORE, THE VALUE OF  IS EXTREMELY LOW AS  ACCEPTS BOTH THE  AND  BACKFIRES.

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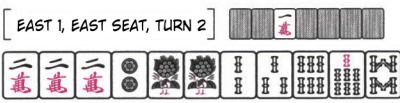
## 解答 008



[EAST 1, EAST SEAT, TURN 2]



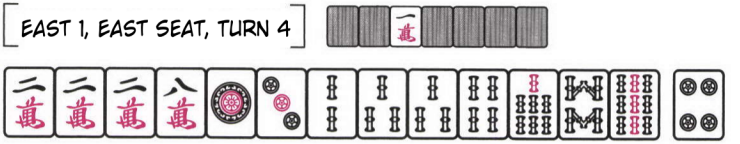
2-SHANTEN [ ×54  ×50  ×49  ×46  ×41  ×41]



THE THREE BLOCKS ABOVE CONTAIN THE POTENTIAL FOR THREE MENTSU (COMPLETED BLOCKS) AND THE HEAD. ONE MORE MENTSU CANDIDATE IS REMAINING, AND BY DEFAULT WE PREFER IT TO BE A RYANMEN. MAXIMIZE RYANMEN CHANCES BY DISCARDING  .

問題
009

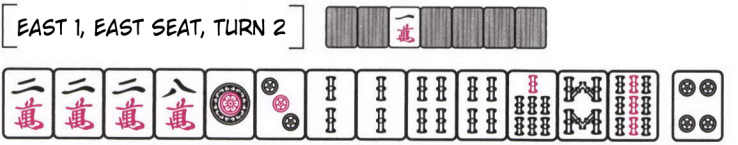
EAST 1, EAST SEAT, TURN 4






問題
010

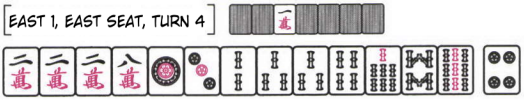
EAST 1, EAST SEAT, TURN 2



## 解答 009



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×17 ×16 ×13 ×9 ]

BOTH AND SEEM USELESS, BUT KEEPING ENABLES US TO DRAW FOR RIICHI ON A GOOD NOBETAN WAIT. THIS IS USEFUL WHEN WE DO NOT HAVE AN OBVIOUS HEAD CANDIDATE. PROVIDES THE BEST TILE ACCEPTANCE, BUT THE BULGING SOUZU BLOCK IS GOOD AT ACCEPTING UPGRADES.

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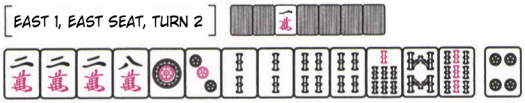
## 解答 010



[EAST 1, EAST SEAT, TURN 2]

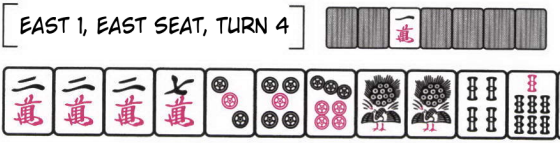


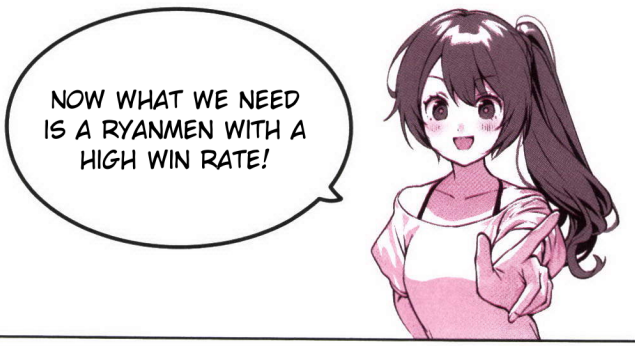
IISHANTEN [ ×12 ×12 ×8 ]

HERE THE PINZU BLOCK ACCEPTS TO FORM A SEQUENCE WHETHER WE KEEP THE OR NOT. KEEP THE FLOATING HOPING TO DRAW INTO A RYANMEN.

問題
011

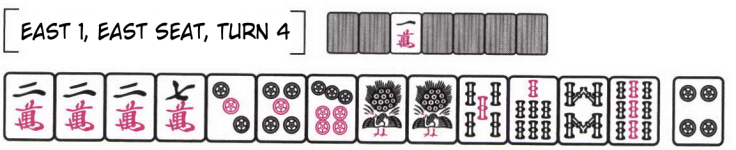
EAST 1, EAST SEAT, TURN 4






問題
012

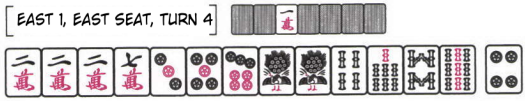
EAST 1, EAST SEAT, TURN 4



**解答 011**



[ EAST 1, EAST SEAT, TURN 4 ]



IISHANTEN [ ×43 ×43 ×40 ]

THIS IS A QUESTION ABOUT THE RELATIVE VALUE OF FLOATING TILES. WE ARE DECIDING BETWEEN . THE IS THE BEST TILE TO KEEP AS DRAWING WILL RESULT IN A THREE-SIDED WAIT (SANMENCHAN). WHEN DECIDING BETWEEN AND , WE NOTE TWO THINGS. FIRST, IS CLOSER TO THE EDGE AND THUS THE POTENTIAL RYANMEN FINAL WAITS ARE SUPERIOR. SECONDLY, DISCARDING RESULTS IN A SUJI TRAP ON IN THE CASE WE END UP ON A SHANPON WAIT.

KEY POINT: IN GENERAL, TILES THAT ARE MORE DIFFICULT TO INTEGRATE IN THE HAND (E.G. TERMINALS) ARE SUPERIOR WAITS.

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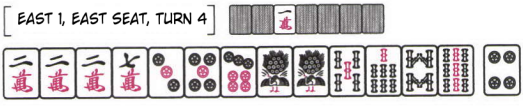
**解答 012**



[ EAST 1, EAST SEAT, TURN 4 ]



IISHANTEN [ ×43 ×42 ×39 ]

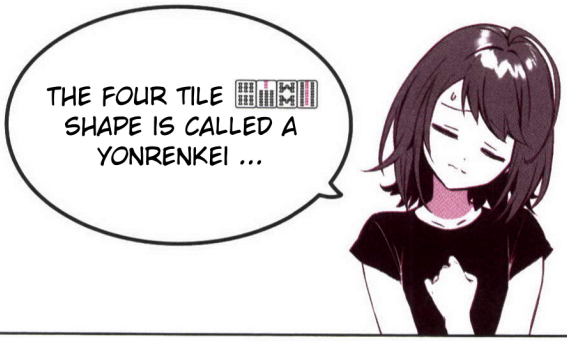
SOME MAY FIND IT MENTALLY CHALLENGING TO DISCARD THE FLOATING . HOWEVER, EVEN IF YOU DRAW AROUND THE INTO A RYANMEN, THE FINAL RYANMEN WAITS WILL BE EITHER OR . RYANMEN IS GOOD, BUT RYANMEN CLOSER TO THE EDGE ARE BETTER. DISCARD .

問題
013

EAST 1, EAST SEAT, TURN 4








問題
014

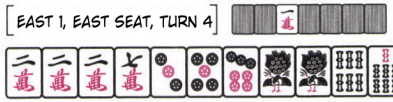
EAST 1, EAST SEAT, TURN 4





**解答 013**

EAST 1, EAST SEAT, TURN 4







IISHANTEN 七萬×44  ×43  ×43  ×41 ]



WE CAN VISUALZE OUR HAND AS ALREADY HAVING THREE COMPLETE BLOCKS AND A PAIR. FOR OUR FINAL BLOCK, WE WOULD LIKE A RYANMEN. ALTHOUGH YONRENKEI ARE TYPICALLY GOOD SHAPES TO KEEP FOR RYANMEN UPGRADES, YONRENKEI AGAINST THE EDGE (  ) ARE BASICALLY NO BETTER THAN A FLOATING  . WE ESPECIALLY WANT TO AVOID THE AWFUL TENPAI THAT WOULD OCCUR UPON DRAWING  .  AND  ARE SUPERIOR FLOATING TILES FOR RYANMEN SINCE THEY ARE CLOSER TO THE EDGE AND  HAS POTENTIAL FOR A SANMENCHAN WAIT.

KEY POINT: YONRENKEI VALUE CHANGES BASED ON POSITION TO THE EDGE.  HAS 2 UNIQUE SANMENCHAN UPGRADES AND 2 RYANMEN UPGRADES.  HAS 1 UPGRADE FOR SANMENCHAN AND 3 RYANMEN UPGRADES.  CANNOT UPGRADE TO SANMENCHAN AND HAS 2 RYANMEN UPGRADES.

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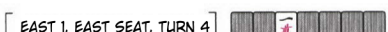
**解答 014**

EAST 1, EAST SEAT, TURN 4







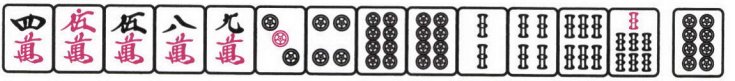
IISHANTEN 七萬×48  ×45  ×43  ×43 ]

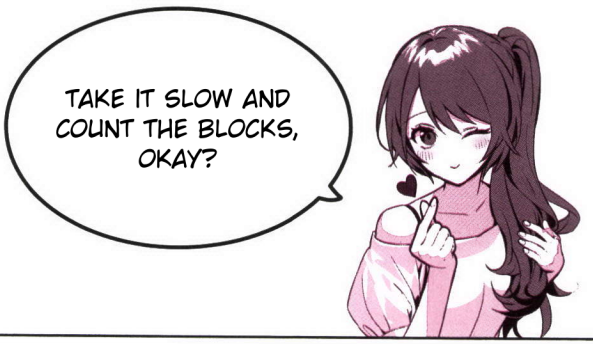
LEAVE THE YONRENKEI ALONE TO MAXIMIZE THE CHANCES OF A SANMENCHAN OR RYANMEN WAIT.

問題
015

EAST 1, EAST SEAT, TURN 4



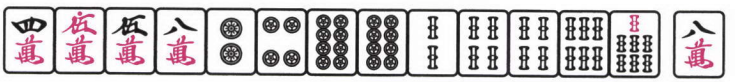





問題
016

EAST 1, EAST SEAT, TURN 5

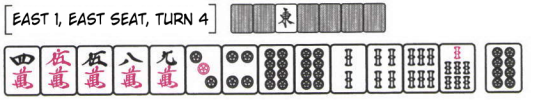




**解答 015**



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ 四萬×24 八萬×20 九萬×20 一索×20 二索×20 三索×20 ]



SIX BLOCKS - ONE TOO MANY. HERE, WE CUT THE WEAKEST BLOCK. RECALL THAT RYANMEN > KANCHAN > PENCHAN.

THE CHOICE OF DISCARD WILL DEPEND ON THE BAKYO*. CUT THE PENCHAN FROM THE OUTSIDE ( 九萬 ) FOR MARGINAL ACCEPTANCE FOR TANYAO-COMPATIBLE SHAPES. CUT THE PENCHAN FROM THE INSIDE ( 八萬 ) TO MAXIMIZE SAFETY.

*BAKYO - THE STATE OF THE BOARD

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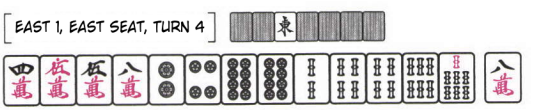
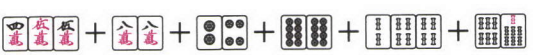
**解答 016**



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ 四萬×15 ●×15 ●●×15 一索×15 三索×15 九索×15 ]

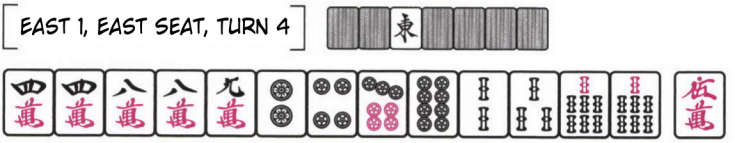


SIX BLOCKS ONCE AGAIN. HOWEVER, WE HAVE FOUR PAIRS, SO WE ARE TECHNICALLY 2-SHANTEN FOR CHIITOI. DROP THE ISOLATED KANCHAN TO KEEP BOTH A NORMAL HAND AND CHIITOI AS POTENTIAL OPTIONS.

BE SURE TO CUT THE KANCHAN FROM THE OUTSIDE, KEEPING  FOR BOTH RYANMEN AND  ACCEPTANCE.

問題
017

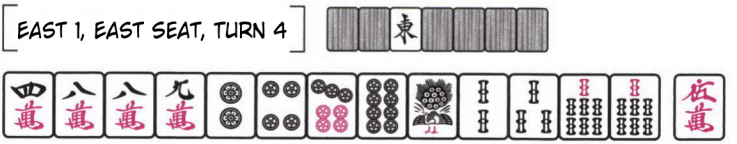
EAST 1, EAST SEAT, TURN 4






問題
018

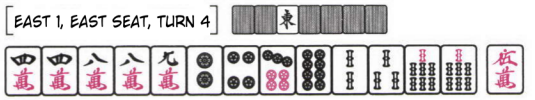
EAST 1, EAST SEAT, TURN 4



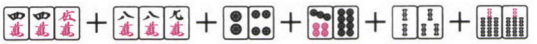
**解答 017**



[EAST 1, EAST SEAT, TURN 4]



3-SHANTEN [ 九萬 ×55 ●● ×55 ●●● ×55 ●●●● ×51 ▮▮ ×51 九萬 ×36 ]



6 BLOCKS. 5-BLOCK THEORY WOULD DICTATE WE CUT THE KANCHAN. HOWEVER, WE NOTE THAT IF WE DRAW A 四萬 INTO THE 四萬四萬 SHAPE, WE WILL HAVE TO DROP THE 四萬 .

ADDITIONALLY, ALTHOUGH THE RESULTING HAND UPON DISCARDING 四萬 WILL BE 3-SHANTEN, IT IS A VERY GOOD 3-SHANTEN, WITH 3 RYANMEN AND 2 POTENTIAL HEADS. WE DISCARD 四萬 TO FIX THE 五萬 IN OUR HAND.

AS A RESULT, WE TEMPORARILY MAINTAIN 6 BLOCKS TO GUARANTEE VALUE. WE MAY EVEN DRAW ●● DIRECTLY ON THE NEXT TURN!

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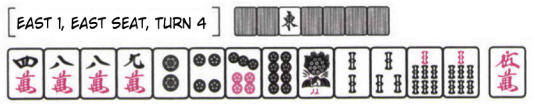
**解答 018**



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ 八萬 ×24 九萬 ×24 ●● ×24 ●●● ×24 ●●●● ×20 ▮▮ ×20 ]

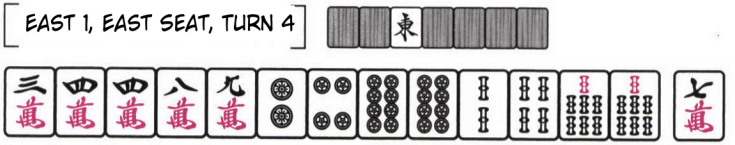


6 BLOCKS - ONE TOO MANY. DROP THE WEAKEST BLOCK. RECALL TWO-HEAD THEORY DICTATES WE GENERALLY MAINTAIN TWO HEAD CANDIDATES UNTIL TENPAI, SO DO NOT CUT FROM THE 八萬九萬 OR ▮▮ SHAPES.

CUT THE WEAK KANCHAN WHICH HAS FEW UPGRADES. CUT FROM THE OUTSIDE ( ● ) IN CASE WE DRAW ●● .

問題
019

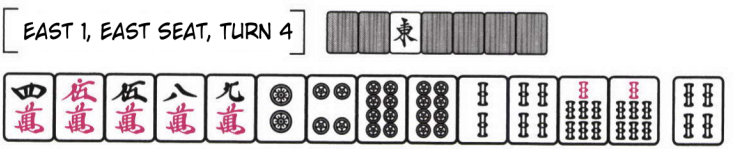
EAST 1, EAST SEAT, TURN 4



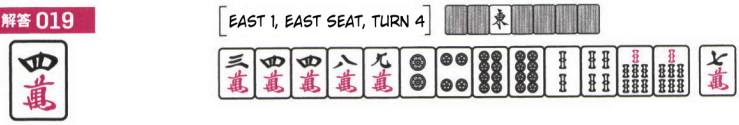



問題
020

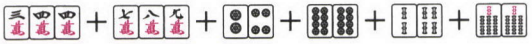
EAST 1, EAST SEAT, TURN 4



**解答 019**




2-SHANTEN [ ×20 ×20 ×20 ×18 ×18 ×18 ]



SINCE WE HAVE 6 BLOCKS, WE COULD JUST DROP THE WEAKEST BLOCK ... BUT FOR A VARIETY OF REASONS, INCLUDING THAT IT IS DIFFICULT TO IDENTIFY THE WEAKEST BLOCK, THAT SANSHOKU IS A DISTANT POSSIBILITY, AND THAT A HAND STRUCTURE CONTAINING THREE HEAD CANDIDATES IS ESPECIALLY WEAK, WE MAINTAIN 6 BLOCKS FOR NOW BY DROPPING  AND FIXING THE RYANMEN.

"THREE HEADS IS WEAKEST" IS AN INTERMEDIATE CONCEPT THAT DESERVES ITS OWN SECTION. THERE IS NOT ENOUGH SPACE HERE TO DESCRIBE IT BUT IF YOU WANT TO LEARN MORE YOU CAN PURCHASE MY OTHER BOOK "UZAKU STYLE MAHJONG LEARNING TILE EFFICIENCY" (WWYD-3)!

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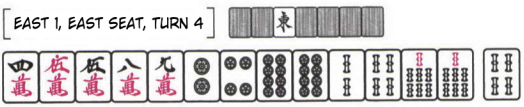
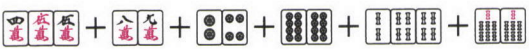
**解答 020**





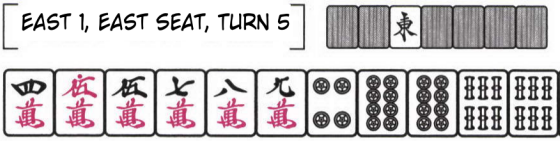

2-SHANTEN [ ×15 ×15 ×15 ×15 ×15 ×15 ]

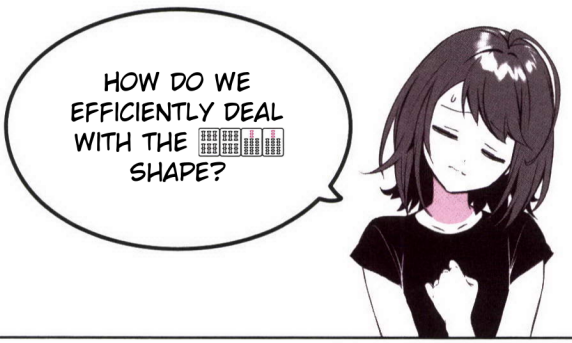


SIX BLOCKS - CUT THE WEAKEST BLOCK. RECALL THAT RYANMEN > KANCHAN > PENCHAN, SO WE DROP THE PENCHAN. CUT FROM THE OUTSIDE FOR TANYAO ACCEPTANCE OR CUT FROM THE INSIDE FOR SAFETY, DEPENDING ON THE BAKYO. ALSO NOTE THAT WE ARE 2-SHANTEN FOR CHIITOITSU SO TAKE CARE NOT TO BREAK A PAIR.

問題
021

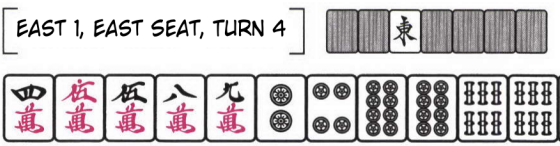
EAST 1, EAST SEAT, TURN 5






問題
022

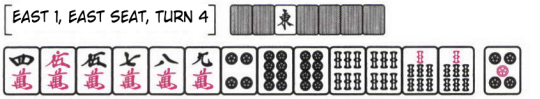
EAST 1, EAST SEAT, TURN 4



解答 021



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ ×39 ×39 ×39 ×30 ×30 ×30 ]



WE CAN VISUALIZE THE ADJACENT PAIRS ( ) AS TWO BLOCKS. THEREFORE, WE HAVE A BLOCK SURPLUS. ASSERTIVELY TRIM THE HAND TO FIVE BLOCKS AND RETAIN FLEXIBILITY BY DISCARDING FROM THE SOUZU TO MAKE A THREE-TILE SHAPE. ANTICIPATE THE MANY TILES WE CAN DRAW TO OBTAIN PERFECT IISHANTEN, LIKE SHOWN BELOW.



WE DROP FROM THE ADJACENT PAIRS SINCE IT WILL BECOME MORE DANGEROUS LATER ON. HOWEVER, DEPENDING ON THE BAKYO, WE MAY DROP IF WE BELIEVE IS MORE LIKELY TO BECOME A SET.

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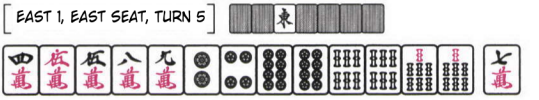
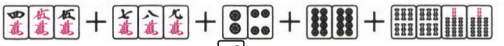
解答 022



[EAST 1, EAST SEAT, TURN 5]



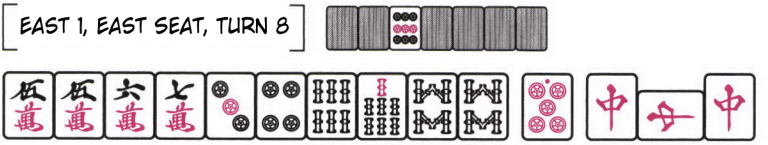
2-SHANTEN [ ×39 ×39 ×35 ×26 ×26 ×26 ]



WE COULD DROP TO FIX THE RYANMEN, BUT WE ARE 2-SHANTEN FOR CHIITOI. A / DRAW WOULD BRING US TO IISHANTEN WITH THE POSSIBILITY OF PINFU IIPEIKOU. IF WE VIEW THE ADJACENT PAIRS AS OVERLAPPING RYANMEN ( AND ), THEN CLEARLY THE WORST BLOCK, AND THE ONE TO DROP, IS THE KANCHAN.

問題
023

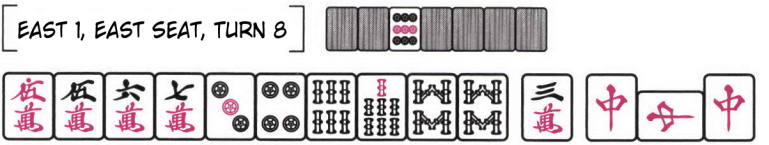
EAST 1, EAST SEAT, TURN 8






問題
024

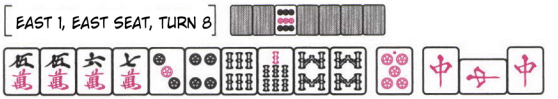
EAST 1, EAST SEAT, TURN 8



**解答 023**



EAST 1, EAST SEAT, TURN 8



TENPAI [ ×6 ×6 ]

打 ：（-待ち）6枚

打 ：（-待ち）6枚

DISCARDING OR RESULTS IN A 6-TILE FINAL WAIT ON OR , RESPECTIVELY. HOWEVER, THE FINAL WAIT ON MANZU IS SUPERIOR AS 4 OF THE 6 WINNING TILES ARE , CLOSER TO THE EDGE, WITH THE REVERSE BEING TRUE WHEN DISCARDING FOR TENPAI. IN A REAL GAME, YOU WOULD CONSIDER THE DISCARD POOL AND NUMBER OF REMAINING TILES WHEN MAKING YOUR CHOICE.

STILL, DISCARDING HAS ADDITIONAL BENEFITS. FIRST, IT IS A SAFER TILE TO DISCARD FOR TENPAI (LESS LIKELY TO BE RONNED), AND WE CAN DISCARD THE SECOND AND SLIDE THE SEQUENCE IN THE CASE WE DRAW . IN CONTRAST, IF WE DISCARDED FOR TENPAI AND LATER ON DREW , WE WOULD HAVE TO AGAIN DISCARD THE MORE DANGEROUS .

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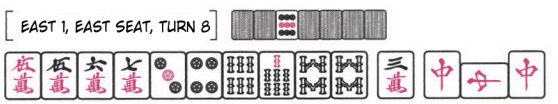
**解答 024**



EAST 1, EAST SEAT, TURN 8



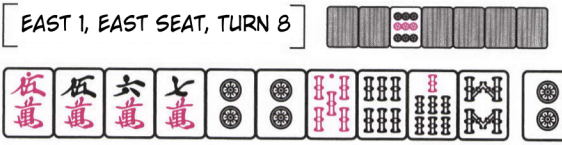
IISHANTEN [ ×27 ×20 ×17 ×13 ×13 ×12 ]

DISCARDING GIVES THE WIDEST ACCEPTANCE, BUT THE FINAL WAIT IS LIKELY TO BE A POOR KANCHAN ON . THE IISHANTEN OBTAINED UPON DISCARDING ACCEPTS FEW TILES TO CHI FOR TENPAI THAT WOULD RESULT IN A GOOD WAIT.

PRIORITIZE A GOOD FINAL SHAPE AT TENPAI. BY DISCARDING WE CAN CHI TO GET RYANMEN TENPAI.

問題
025

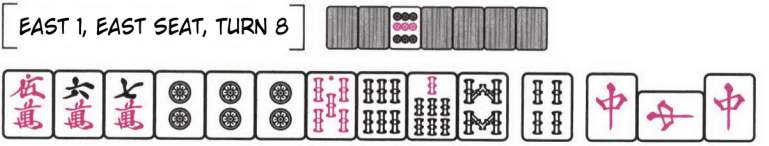
EAST 1, EAST SEAT, TURN 8






問題
026

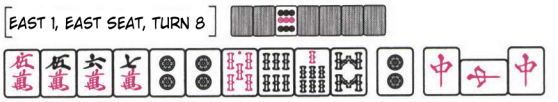
EAST 1, EAST SEAT, TURN 8



## 解答 025



[EAST 1, EAST SEAT, TURN 8]



TENPAI [ ×6 ×6 ×6 ]

ALL RESULT IN A 6-TILE TENPAI. HOWEVER, DISCARDING IS SUPERIOR FOR 2 REASONS.

1. DRAWING A LATER WILL RESULT IN A SANMENCHAN WAIT.

2. THE ANKOU + TANKI WAIT PROVIDE A FU BOOST SUCH THAT IT IS 40 FU ON TSUMO.

FINALLY, THOUGH LESS IMPORTANT, YOU CAN DECIDE IF YOU WANT TO CHANGE YOUR WAIT UPON DRAWING ANY OF DORA, , OR . THE DECISION TO SWITCH WAITS WILL DEPEND ON THE BAKYO.

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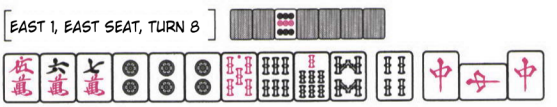
## 解答 026



[EAST 1, EAST SEAT, TURN 8]

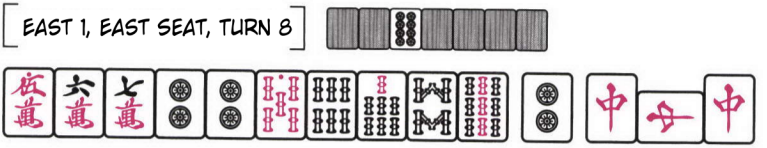


TENPAI [ ×11 ×6 ×6 ×3 ×3 ]

WE HAVE 7800 ON TSUMO AND CAN ACCEPT DORA FOR A POTENTIAL MANGAN IF WE DISCARD AND KEEP THE ANKOU. HOWEVER, UNLESS IT'S EXTREMELY EARLY IN THE ROUND, WE SHOULD TAKE THE WIDE SANMENCHAN WAIT FOR 5800 INSTEAD OF THE NARROWER WAIT FOR THE UNCERTAIN MANGAN. DISCARD .

問題
027

[ EAST 1, EAST SEAT, TURN 8 ]

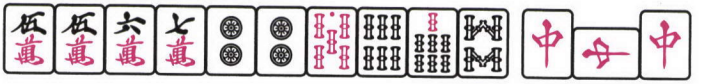





問題
028

[ EAST 1, EAST SEAT, TURN 8 ]

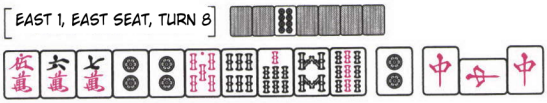
KAMICHA DISCARDS 六萬 . DO WE CALL? IF WE CALL, WWYD?



## 解答 027



[EAST 1, EAST SEAT, TURN 8]



TENPAI [ ×7 ×6 ×6 ×3 ×3 ]

COMPARED TO , DISCARDING RESULTS IN ONE FEWER WINNING TILE. HOWEVER, THE LOSS IN ACCEPTANCE IS OFFSET BY THESE THREE FACTORS:

1. WE RECEIVE A POINT BOOST ON TSUMO DUE TO THE INCREASE IN FU FROM ANKOU AND TANKI WAIT.

2. THE WAIT IS CLOSER TO THE EDGE.

3. THE FINAL WAIT CAN ACCEPT FOR AN IRREGULAR WAIT OR ACCEPT FOR A THREE SIDED WAIT.

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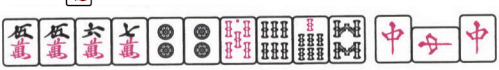
## 解答 028

CHI



[EAST 1, EAST SEAT, TURN 8]

CALL FROM KAMICHA?



TENPAI [ ×7 ×7 ]

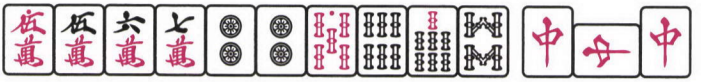
CHI FOR TENPAI AND TAKE THE WAIT. THE WWYD MAY BE STRAIGHTFORWARD WITH NO TIME PRESSURE BUT DON'T MISS IT IN-GAME!

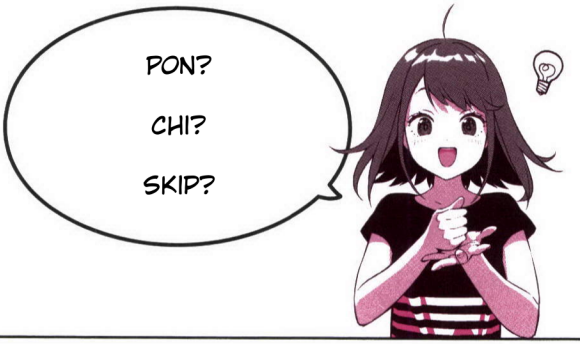
問題
029

EAST 1, EAST SEAT, TURN 8



KAMICHA DISCARDS 伍萬 . DO WE CALL? IF WE CALL, WWYD?



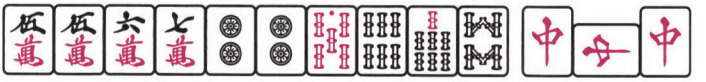



問題
030

EAST 1, EAST SEAT, TURN 5



KAMICHA DISCARDS 四萬 . DO WE CALL? IF WE CALL, WWYD?



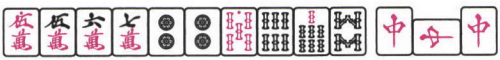
## 解答 029

PON



[EAST 1, EAST SEAT, TURN 8]

CALL 伍萬 FROM KAMICHA?



TENPAI [ 伍萬×5 伍萬×5 ]

SINCE IT'S TURN 8 WE SHOULD TAKE MOST ANY CALL INTO TENPAI. THE DECISION IS THEN TO EITHER PON OR CHI THE 伍萬.

WE PON 伍萬 AND PRIORITIZE THE SHAPE AT IMMEDIATE TENPAI. CONSIDER THE FOLLOWING DIFFERENCES BETWEEN PON-TEN AND CHI-TEN.

***PON-TEN***



1. OUR WAIT AT TENPAI HAS 2 MORE WINNING TILES.
2. 伍萬 IS VISIBLE, WHICH MAY CAUSE OTHER PLAYERS TO FOLD.
3. THE 伍萬 六萬 WAIT AFTER THE 伍萬 PON CAN CATCH PLAYERS OFF GUARD.

***CHI-TEN***



1. THIS TENPAI ONLY HAS 3 WINNING TILES.
2. IT CAN IMPROVE TO A RYANMEN WAIT WITH 四萬 · 六萬 · 
3. HOWEVER, GOOD PLAYERS WILL NOTICE THE OBVIOUS WAIT CHANGE AND NOT DISCARD TILES NEAR THE TEDASHI.

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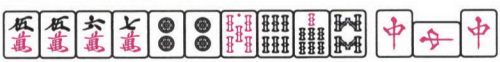
## 解答 030

▶ SKIP

[EAST 1, EAST SEAT, TURN 5]

CALL 四萬 FROM KAMICHA?



IISHANTEN

IT IS ONLY THE 5TH TURN - IF WE CHI, WE WILL BE IN A POOR KANCHAN TENPAI AS SHOWN BELOW.

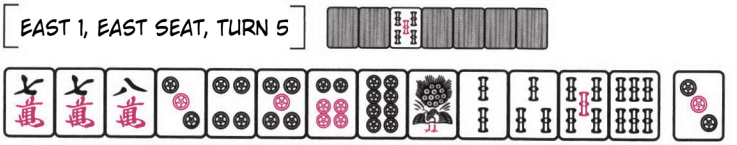


IF THE GOAL WAS TO 'GET TENPAI', BY ALL MEANS, CHI. BUT IF YOU ACTUALLY WANT TO WIN THE HAND, WE SKIP AND WAIT FOR ANY OF 六萬 ·  ·  TO CALL FOR RYANMEN TENPAI.

SKIP THE 四萬 CALL AND WAIT FOR A BETTER TENPAI.

問題
031

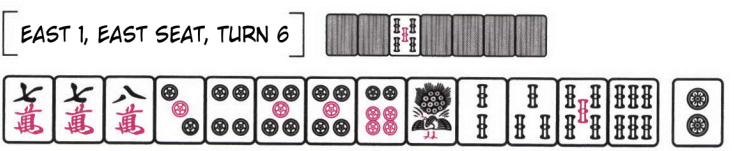
EAST 1, EAST SEAT, TURN 5






問題
032

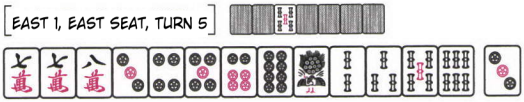
EAST 1, EAST SEAT, TURN 6



**解答 031**



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [ ×20 ×16 ×16 ×12 ]

WE TAKE PERFECT IISHANTEN TO GUARANTEE RYANMEN TENPAI AND MAXIMIZE ACCEPTANCE.

PERFECT IISHANTEN IS NUMBER 1 ON THE '10 RULES FOR WWYD' FOR A REASON. PERFECT IISHANTEN SHOULD BE YOUR DEFAULT GOAL FOR A HAND. PLEASE MEMORIZE IT.

1. PERFECT IISHANTEN MAXIMIZES ACCEPTANCE
2. PERFECT IISHANTEN ALWAYS LEADS TO RYANMEN TENPAI
3. PERFECT IISHANTEN IS CHARACTERIZED BY TWO HEAD CANDIDATES

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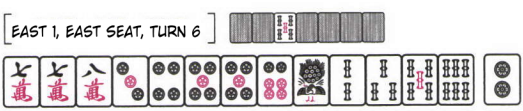
**解答 032**



[EAST 1, EAST SEAT, TURN 6]



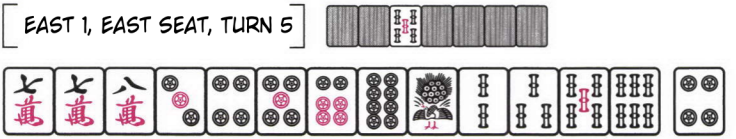
IISHANTEN [ ×23 ×20 ×19 ×16 ×15 ]

WE DISCARD 八萬 TO MAXIMIZE ACCEPTANCE. YOU MIGHT CONSIDER DISCARDING 四筒 TO GUARANTEE SANMENCHAN OR AS SAKIGIRI*. HOWEVER, SINCE THERE IS A 4-TILE DIFFERENCE IN ACCEPTANCE, WE ARE DEALER, AND BY DISCARDING 八萬 WE CAN ACCEPT 四筒 FOR TENPAI, WE CUT THE 八萬 .

*SAKIGIRI = TO DISCARD A TILE THAT MAY BECOME DANGEROUS LATER IN THE ROUND, GENERALLY SACRIFICING EFFICIENCY

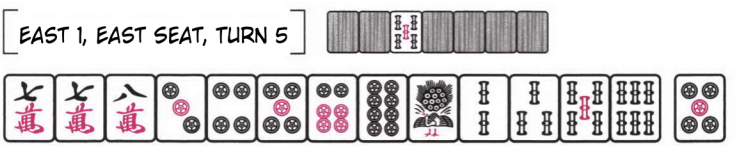
問題
033

EAST 1, EAST SEAT, TURN 5



問題
034

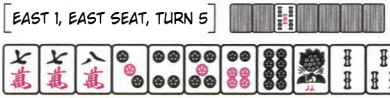
EAST 1, EAST SEAT, TURN 5



**解答 033**



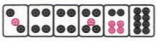
[EAST 1, EAST SEAT, TURN 5]

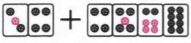


IISHANTEN [八萬×19 ×15 ×12]

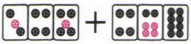
DISCARD 八萬 TO MAXIMIZE ACCEPTANCE AND GUARANTEE RYANMEN TENPAI. THE  SHAPE IS CALLED 'RYANMEN-KANCHAN' AND SHOULD BE COMMITTED TO MEMORY.

SEE HOW THE RYANMEN-KANCHAN CAN ACCEPT MANY TILES?



 (-リャンメン)

 (カンチャン)

 (・リャンカン)

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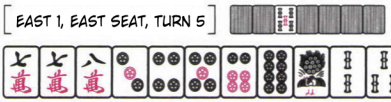
**解答 034**



[EAST 1, EAST SEAT, TURN 5]



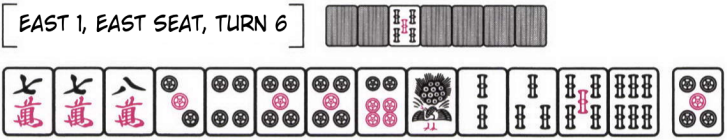
IISHANTEN [八萬×15 ×15 ×12]

THE MESSY PINZU IS NOT A RYANMEN-KANCHAN. BE CAREFUL! BOTH 八萬 AND  ARE UNNECESSARY IN THIS HAND. DISCARD  BECAUSE ON DRAWING 六萬 九萬 WE CAN UPGRADE TO AN EVEN WIDER IISHANTEN, SHOWN BELOW.



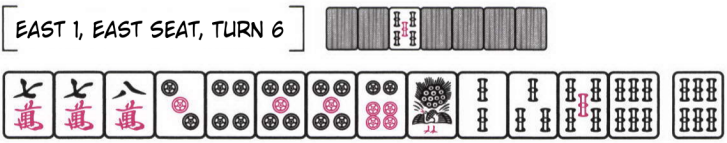
問題
035

EAST 1, EAST SEAT, TURN 6



問題
036

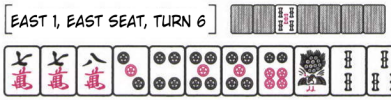
EAST 1, EAST SEAT, TURN 6



## 解答 035



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×23 ×22 ×19 ×16 ×15 ]

WE DROP FOR THREE REASONS.

1. WE TAKE PERFECT IISHANTEN WITH MAXIMAL ACCEPTANCE.
2. THE EDGE WAIT IS GOOD.
3. ON DRAWING YOU CAN SELECT FROM ONE OF TWO WAIT PATTERNS, SHOWN BELOW. BOTH ARE GOOD.



(-待ち)



(-・待ち)

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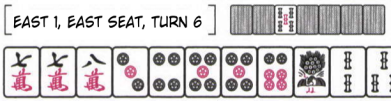
## 解答 036



[EAST 1, EAST SEAT, TURN 6]



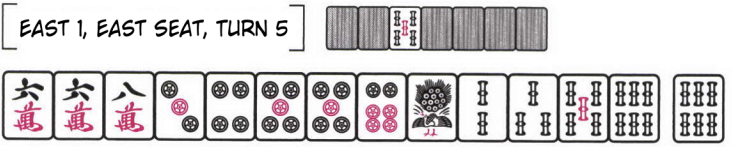
IISHANTEN [ ×19 ×19 ×15 ×15 ]

MAXIMIZE ACCEPTANCE BY TAKING PERFECT IISHANTEN. FIX THE DORA PAIR TO MAXIMIZE EXPECTED VALUE BY DISCARDING .

TRY YOUR HARDEST TO DRAW AND DISCARD FOR TANYAO.

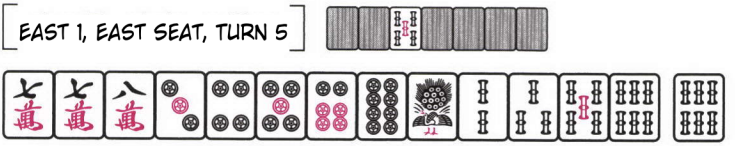
問題
037

EAST 1, EAST SEAT, TURN 5



問題
038

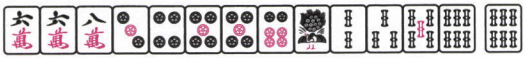
EAST 1, EAST SEAT, TURN 5



解答 037



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [ ×19 ×15 ×15 ×11 ]

DISCARD FOR PERFECT IISHANTEN.

ALTHOUGH FIXES THE DORA PAIR, DRAWING FOR TENPAI WILL RESULT IN A 4-TILE SHANPON OR KANCHAN WAIT.

IF WE DISCARD , THEN DRAW FOR TENPAI, WE WILL HAVE TO DISCARD DORA FOR RYANMEN TENPAI, BUT WE GET PINFU AND A GOOD RYANMEN WAIT TO COMPENSATE (AS SHOWN BELOW).



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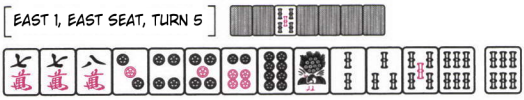
解答 038



[EAST 1, EAST SEAT, TURN 5]



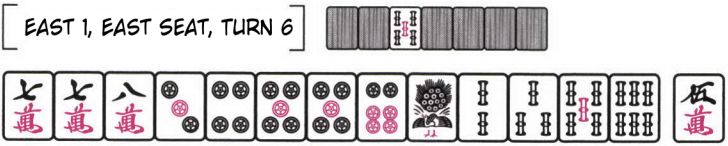
IISHANTEN [ ×16 ×16 ×12 ×12 ]

WE DECIDE BETWEEN AND . FIXING THE DORA PAIR IS RECOMMENDED. IT'S TRUE WE DO NOT LIKE THE KANCHAN BUT THE PINZU SHAPE ACCEPTS MANY DRAWS FOR IMPROVEMENT, LIKE .

BREAKING THE KANCHAN WOULD RETURN US TO 2-SHANTEN AND IS TOO SLOW.

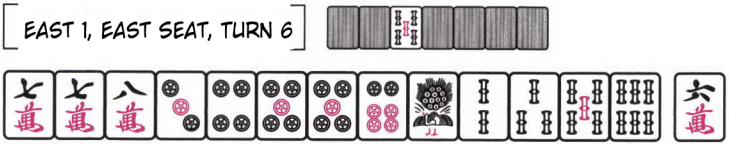
問題
039

EAST 1, EAST SEAT, TURN 6



問題
040

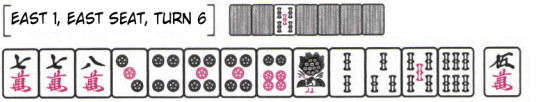
EAST 1, EAST SEAT, TURN 6



**解答 039**



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×15 ×15 ]

BOTH AND ARE FLOATING TILES. THE CORRECT DISCARD IS AND THE MERITS BECOME CLEAR WHEN WE DRAW A SECOND HEAD CANDIDATE ELSEWHERE IN THE HAND. IF WE IMAGINE DRAWING DORA AFTER EITHER OR DISCARDS:

打 :



打 :



BY DISCARDING WE CAN MOVE TOWARDS PERFECT IISHANTEN.

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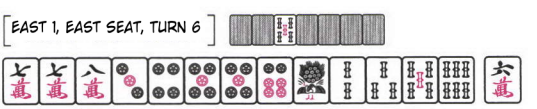
**解答 040**



[EAST 1, EAST SEAT, TURN 6]

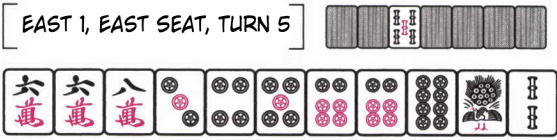


IISHANTEN [ ×32 ×16 ×16 ×15 ×12 ×12 ]

TAKE HEADLESS IISHANTEN TO MAXIMIZE EXPECTED VALUE AND ACCEPTANCE FOR TENPAI. ODDS ARE YOU WILL GET A RYANMEN OR ARYANMEN FINAL WAIT, BUT THERE IS A NON-NEGLIGIBLE PROBABILITY OF A TANKI WAIT (7/32, OR ~22%).

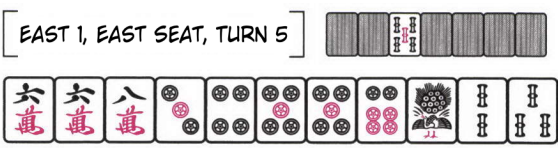
問題
041

EAST 1, EAST SEAT, TURN 5



問題
042

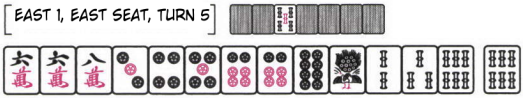
EAST 1, EAST SEAT, TURN 5



**解答 041**



[EAST 1, EAST SEAT, TURN 5]

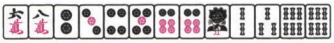


IISHANTEN [ ×12 ×12 ×12 ×10 ×10 ]

WE HAVE THREE HEAD CANDIDATES BUT FOR VALUE WE WISH TO KEEP THE DORA PAIR. THEREFORE, WE SELECT BETWEEN AND , TO FOLLOW TWO-HEAD THEORY.

HERE, WE DISCARD . WE MAXIMIZE ACCEPTANCE AND IMPORTANTLY, CAN IMPROVE TO RYANMEN WITH ANY OF .

DISCARDING HAS A HIGH LIKELIHOOD OF RESULTING IN BAD SHAPE TENPAI IF/WHEN THE PINZU UPGRADES (SEE BELOW).



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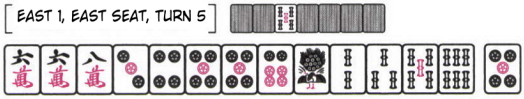
**解答 042**



[EAST 1, EAST SEAT, TURN 5]



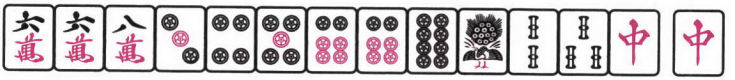
IISHANTEN [ ×22 ×19 ×15 ×15 ×12 ]

IF THE SOUZU RYANMEN COMPLETES FIRST WE CAN CHOOSE BETWEEN EITHER A RYANMEN TENPAI OR AN IRREGULAR THREE-SIDED WAIT.

問題
043

EAST 1, EAST SEAT, TURN 5



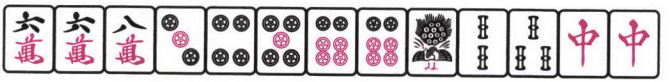


問題
044

EAST 1, EAST SEAT, TURN 6



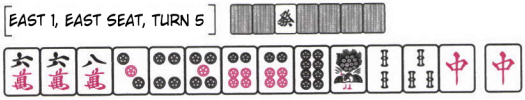
KAMICHA DISCARDS 中 . DO WE CALL? IF WE CALL, WWYD?



## 解答 043



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [  ×12  ×12  ×12  ×10  ×10]

WE DISCARD EITHER  OR  SINCE ALL DRAWS INTO TENPAI EITHER INCORPORATE OR ALLOW A FINAL WAIT ON  .

DISCARD  BECAUSE THE REMAINING PINZU ARE STRONG. NOTABLY, UPON  DRAWS WE CAN CREATE RYANMEN.

RECALL: FIX STRONG BLOCKS AND SUPPORT WEAK BLOCKS.

THE POINT OF DISCARDING  IS CLEARER IF WE IMAGINE THE IISHANTEN OBTAINED WHEN DRAWING  , SHOWN BELOW.



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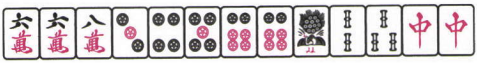
## 解答 044

PON 

[EAST 1, EAST SEAT, TURN 6]

CALL  FROM KAMICHA?



TENPAI [×4 ×4]

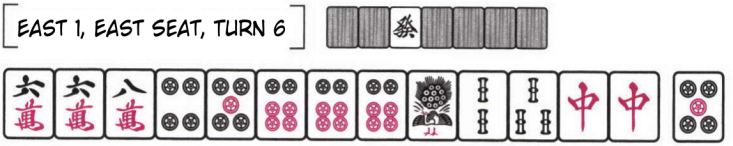
打  ：  （・待ち）4枚

打：  （カン待ち）4枚

ABOVE ARE THE RESULTING TENPAI UPON DISCARDING  OR . THE INSTANTANEOUS NUMBER OF WINNING TILES IS THE SAME, BUT DISCARDING  HAS MORE IMPROVEMENTS FOR RYANMEN, CAN UPGRADE TO SANMENCHAN, AND CAN CHI PINZU TO IMPROVE THE WAIT.

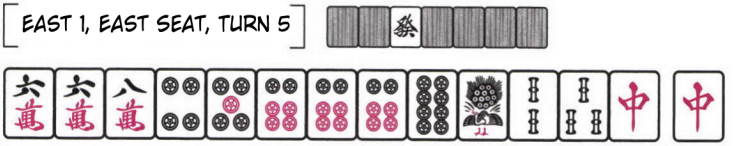
問題
045

EAST 1, EAST SEAT, TURN 6



問題
046

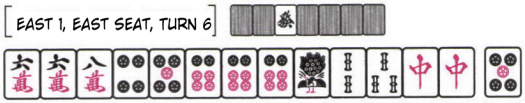
EAST 1, EAST SEAT, TURN 5



解答 045



[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ ×20 ×18 ×15 ×13 ×10 ]

WHEN PLANNING TO PON YAKUHAI, WE HAVE TO ENVISION THE SHAPE AFTER THE CALL. THE IMMEDIATE MAXIMUM ACCEPTANCE IS OBTAINED BY DISCARDING , BUT ONCE WE PON WE WILL BE WAITING ON A BAD SHAPE KANCHAN.

DISCARDING FROM THE PINZU SACRIFICES TOO MUCH ACCEPTANCE.

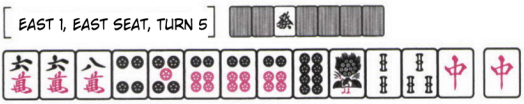
THE CORRECT PLAY IS TO DISCARD . WE SACRIFICE TWO TILES OF IMMEDIATE ACCEPTANCE, BUT IT SETS UP THE HAND NICELY FOR THE YAKUHAI PON. EVEN IF WE DO NOT MANAGE TO PON THE YAKUHAI, WE CAN REACH TENPAI WAITING ON DORA.

---

解答 046



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×15 ×13 ×13 ×12 ]

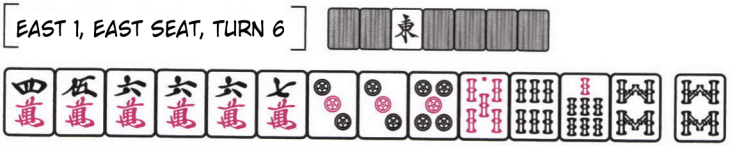
WE CAN TAKE IISHANTEN WITH EITHER OR . DISCARDING IS ADVANTAGEOUS AS THERE IS A CHANCE FOR A IRREGULAR THREE-SIDED WAIT ON IF WE DRAW INTO CLOSED TENPAI. (SEE BELOW)

打 → ツモ : ( - · 待ち)

打 → ツモ : ( · 待ち)

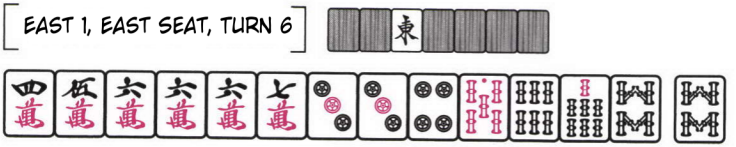
問題
047

EAST 1, EAST SEAT, TURN 6



問題
048

EAST 1, EAST SEAT, TURN 6

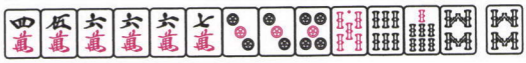


## 解答 047



EAST 1, EAST SEAT, TURN 6





IISHANTEN [ ×18 ×16 ×15 ×13 ×9 ]

DISCARDING EITHER OR HAS A GREATER IMMEDIATE ACCEPTANCE THAN DISCARDING . HOWEVER, DISCARDING IS THE CORRECT CHOICE SINCE WE WANT TO PRIORITIZE THE FINAL SHAPE (RYANMEN) AT TENPAI.

THIS IS A PLAY BASED ON THE THEORY OF FIXING STRONG BLOCKS AND SUPPORTING WEAKER BLOCKS. OTHER CONSIDERATIONS INCLUDE THE POSSIBILITY OF 567 SANSHOKU, THE THREE-SIDED WAIT ON DRAWING , AND THE POTENTIAL TO EXTEND THE SOUZU.

IN THIS 2D* WWYD, WE DISCARD . IN A REAL GAME, CAN BE A DECENT OPTION SINCE THE ONLY BACKFIRE IS . IF WE WANT TO MAINTAIN THE STRONG MANZU SHAPE AND EXPECT THE SOUZU SHAPE TO EXTEND IS A JUSTIFIABLE DISCARD.

*2D = WITHOUT CONSIDERATION OF THE BAKYO

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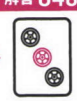
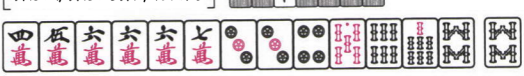
## 解答 048



EAST 1, EAST SEAT, TURN 6



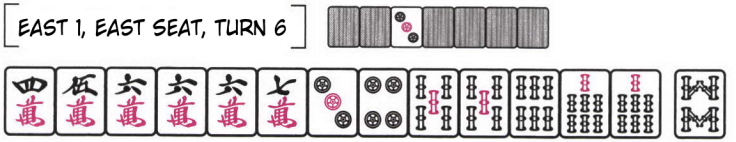


IISHANTEN [ ×22 ×19 ×17 ×16 ×13 ]

THE MANZU SHAPE ACCEPTS . DISCARDING IS CORRECT IN ALL METRICS - IMMEDIATE ACCEPTANCE, EXPECTED VALUE, ETC.

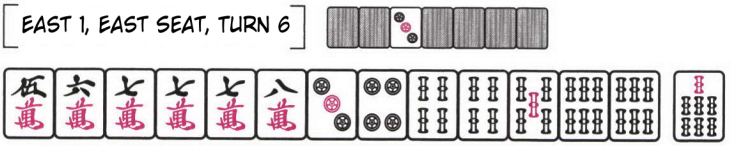
問題
049

EAST 1, EAST SEAT, TURN 6



問題
050

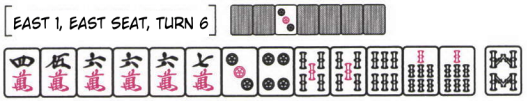
EAST 1, EAST SEAT, TURN 6



解答 049



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×22 ×22 ×18 ×15 ×15 ×11 ]

BOTH AND MAXIMIZE IISHANTEN ACCEPTANCE.

IT IS HELPFUL TO VISUALIZE THE FINAL WAIT AT TENPAI IF WE WERE TO DRAW .

IF WE DISCARD , WE ONLY OBTAIN IIPEIKOU IN SOUZU IF WE WERE TO DRAW FOR TENPAI (SINCE IF WE DREW WE WOULD RIICHI THE RYANMEN WAIT).

DISCARDING CONFIRMS TANYAO. WE TAKE THE CONFIRMED TANYAO OVER DISCARDING FOR THE UNLIKELY IIPEIKOU AND UNCONFIRMED TANYAO (WHICH WOULD BE TAKAME FROM THE TAKAME-YASUME RIICHI PINFU).

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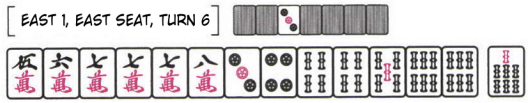
解答 050



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×22 ×22 ×18 ×15 ×15 ×11 ]

BOTH AND MAXIMIZE IISHANTEN ACCEPTANCE.

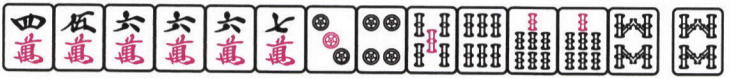
AGAIN, HERE IT'S VALUABLE TO IMAGINE THE FINAL WAIT IF WE WERE TO DRAW FOR TENPAI.

CONFIRM TANYAO BY DISCARDING . IF WE DRAW FOR TENPAI WE RECEIVE IIPEIKOU AS A BONUS.

問題
051

EAST 1, EAST SEAT, TURN 6

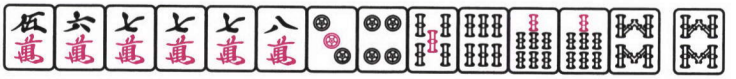




問題
052

EAST 1, EAST SEAT, TURN 6

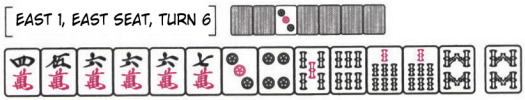




**解答 051**



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×22 ×22 ×18 ×15 ×15 ×15 ]

PERFECT IISHANTEN IS OBTAINED ON DISCARDING EITHER OR .

IF WE KEEP , WE HAVE THE POSSIBIILTY OF BOTH TANYAO AND IIPEIKOU ON DRAWING . HOWEVER, IF WE DRAW , WE LOSE BOTH.

WE MAXIMIZE EXPECTED VALUE BY CONFIRMING TANYAO IN OUR HAND. DISCARD .

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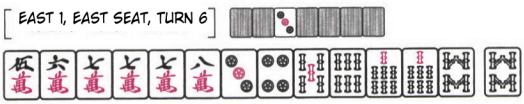
**解答 052**



[EAST 1, EAST SEAT, TURN 6]



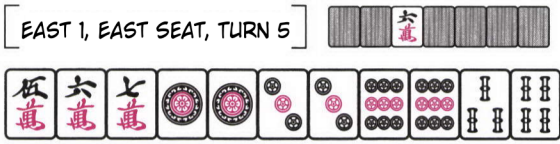
IISHANTEN [ ×22 ×22 ×18 ×15 ×15 ×15 ]

SIMILAR TO QUESTION 051, WE CAN TAKE PERFECT IISHANTEN BY DISCARDING ONE OF TWO TILES (IN THIS CASE, EITHER OR ). HOWEVER, COMPARED TO QUESTION 051, DISCARDING NO LONGER GUARANTEES TANYAO IN THE HAND SINCE WE COULD DRAW INTO TENPAI.

THEREFORE, THE POSSIBILITY OF IIPEIKOU IS THE ONLY DIFFERENCE BETWEEN AND . DISCARD TO KEEP THE POSSIBILITY OF IIPEIKOU ALIVE FOR ADDED VALUE. IF WE DRAW WE DISCARD AND DITCH IIPEIKOU FOR BETTER ACCEPTANCE.

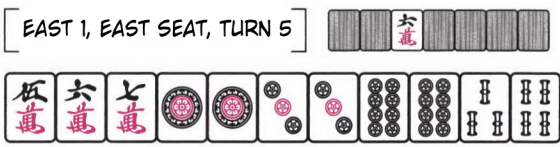
問題
053

EAST 1, EAST SEAT, TURN 5



問題
054

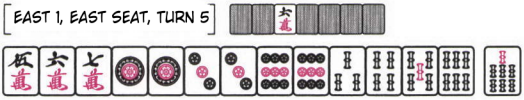
EAST 1, EAST SEAT, TURN 5



## 解答 053



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [ ×19 ×19 ×15 ×10 ×10 ×10 ]

FROM THE STANDARD HAND BUILDING PERSPECTIVE, CUTTING  WOULD NORMALLY BE CORRECT, BUT THE SOUZU SHAPE IS LIKELY TO COMPLETE BEFORE ANY UPGRADES TO THE LOWER PINZU OCCUR.

CUT  TO PRIORITIZE THE SHAPE AT TENPAI (  SHANPON).

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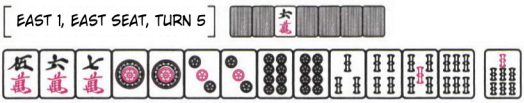
## 解答 054



[EAST 1, EAST SEAT, TURN 5]



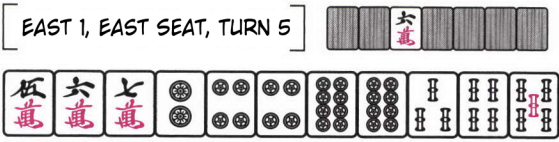
IISHANTEN [ ×19 ×19 ×15 ×10 ×10 ×10 ]

MAXIMIZE ACCEPTANCE BY CUTTING FROM THE LOWER PINZU.

DISCARDING  PROVIDES TANYAO FLEXIBILITY.

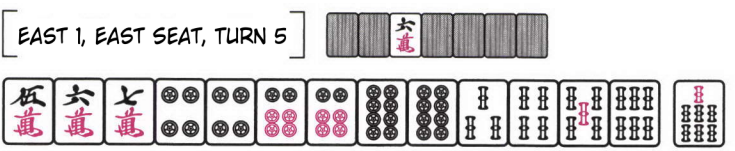
問題
055

EAST 1, EAST SEAT, TURN 5



問題
056

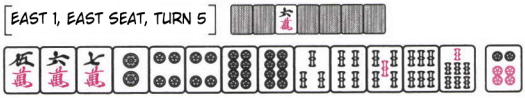
EAST 1, EAST SEAT, TURN 5



## 解答 055



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [ ×23 ×19 ×19 ×15 ×8 ×8 ]

打 ： 

打 ： 

DISCARDING  RESULTS IN MAXIMUM ACCEPTANCE (23 TILES). THIS IS DUE TO THE STRONG  SHAPE WHICH PROVIDES BOTH A MENTSU AND THE HEAD UPON DRAWING ANY OF · · · .

IF INSTEAD WE DISCARDED  TO TAKE THE  RYANKAN + PAIR, WE WOULD LOSE 4 TILES OF ACCEPTANCE.

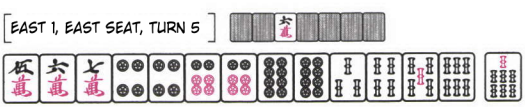
ALTERNATIVELY, IF WE JUST REMEMBER TWO-HEAD THEORY WE CAN ARRIVE AT THE CORRECT DISCARD.

---

## 解答 056



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [ ×23 ×19 ×19 ×14 ×14 ×14 ]

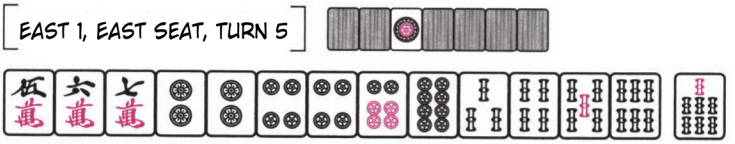
NO TRICKS OR GIMMICKS HERE. CUT THE INNER TILE FROM THE DETACHED PAIRS IN PINZU TO ACCEPT · · · · FOR MENTSU AND YOUR PAIR.

THE  SHAPE IS STRONG AND IMPORTANT - WORTH MEMORIZING.

-:DISCARDING FROM THE INNER PAIR FROM THIS SHAPE EVEN HAS ITS OWN TERM: 'NAKA-TOBI-TOITSU':-

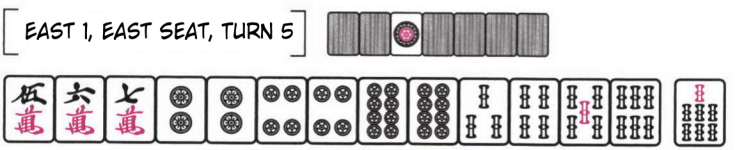
問題
057

EAST 1, EAST SEAT, TURN 5



問題
058

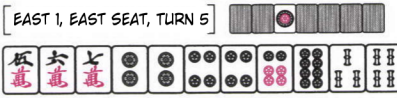
EAST 1, EAST SEAT, TURN 5



## 解答 057



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×19 ×19 ×15 ×15 ×8 ×8 ]

BOTH AND LEAD TO THE GREATEST ACCEPTANCE. DISCARDING IS SUPERIOR WHEN CONSIDERING CALLS. WITH OPEN HANDS, PON IS FASTER THAN CHI, AND IF WE DISCARD WE LOSE THE ABILITY TO PON DORA FOR TENPAI (SEE BELOW).



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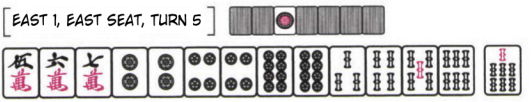
## 解答 058



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×19 ×19 ×15 ×10 ×10 ×10 ]

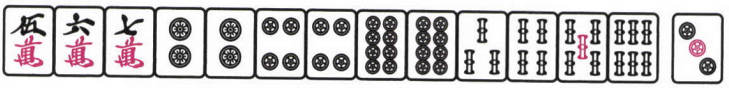
AND LEAD TO THE GREATEST ACCEPTANCE. SINCE IS DORA CUTTING HAS THE GREATEST EXPECTED VALUE. IF WE DRAW WE WILL DISCARD DORA FOR TENPAI, BUT THE HAND IS STILL AMAZING WITH TANYAO PINFU DORA 1.

DISCARDING TO ENSURE BOTH DORA ARE RETAINED AT TENPAI IS FOOLISH AND GREEDY. LOSING 4 TILES OF ACCEPTANCE COMPARED TO DISCARDING IS A BIGGER LOSS THAN HAVING TO DISCARD DORA FOR TENPAI.

問題
059

EAST 1, EAST SEAT, TURN 5

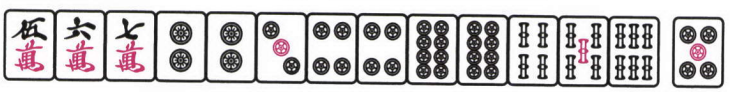




問題
060

EAST 1, EAST SEAT, TURN 6



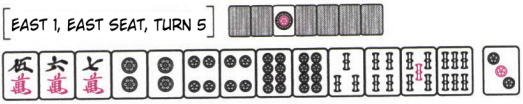


**解答 059**

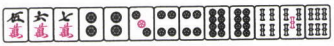


DAMA

[EAST 1, EAST SEAT, TURN 5]

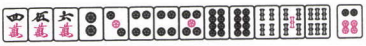


TENPAI [ ×3 ×3 ]



DEALER TANYAO IIPEIKOU DORA 2 WITH A 3-TILE BAD WAIT FOR 12000 POINTS. DAMA.

BETWEEN  AND  IT REALLY DOESN'T MATTER MUCH BUT WE SEE THE EXTREMELY DISTANT TANYAO PINFU SANSHOKU UPGRADE (SHOWN BELOW), SO WE DISCARD  .



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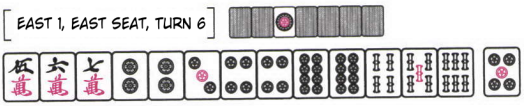
**解答 060**



RIICHI

[EAST 1, EAST SEAT, TURN 6]



TENPAI [ ×7 ×4 ×3 ]

打  :  (  -  待ち) 7枚

打  :  (  ・  待ち) 4枚

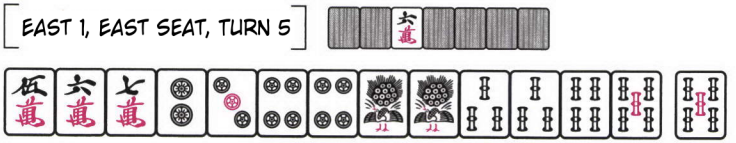
打  :  (  待ち) 3枚

DISCARDING  ,  OR  RESULTS IN THE TENPAI SHOWN ABOVE.

EXPECTED VALUE IS A FUNCTION OF WIN RATE AND SCORE. IN THIS CASE, THE WIDER WAIT OUTWEIGHS THE LOSS OF ONE DORA (ALSO, WE GET PINFU). RIICHI TANYAO PINFU DORA 1 IS GUARANTEED MANGAN WITH HANEMAN POTENTIAL.

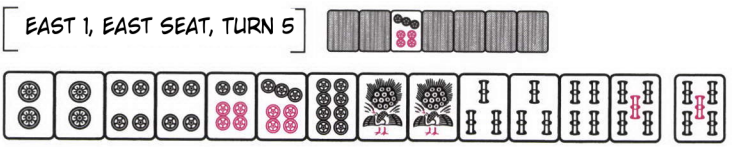
問題
061

EAST 1, EAST SEAT, TURN 5



問題
062

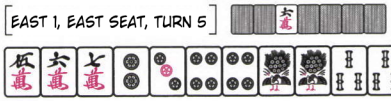
EAST 1, EAST SEAT, TURN 5



## 解答 061



RIICHI



TENPAI [ ×3 ]

 （カン待ち）3枚

DEALER IIPEIKOU DORA 1 - ON RON, THIS HAND IS 2 HAN 40 FU - 3900 POINTS.

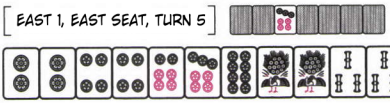
RIICHI FOR 7700 POINTS (3 HAN 40 FU). IMAGINE IF WE INSTEAD BROKE TENPAI BY DISCARDING . YOU WOULD STILL LIKELY END UP WAITING ON THE .

THIS QUESTION IS WRITTEN FROM THE DEALER'S PERSPECTIVE BUT IF WE WERE NON-DEALER WE SHOULD STILL INSTA-RIICHI.

---

## 解答 062



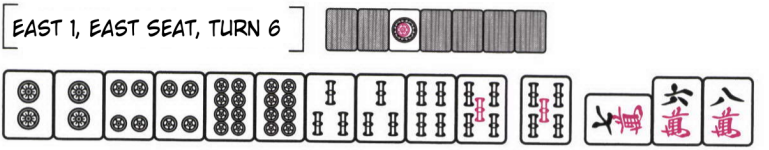


IISHANTEN [ ×14 ×11 ×11 ×11 ×10 ×9 ]

DROPPING THE TO ENABLE TANYAO PON-TEN HAS THE HIGHEST EXPECTED VALUE. UNINTUITIVELY, DISCARDING HAS THE HIGHEST ACCEPTANCE. UKEIRE ISN'T EVERYTHING!

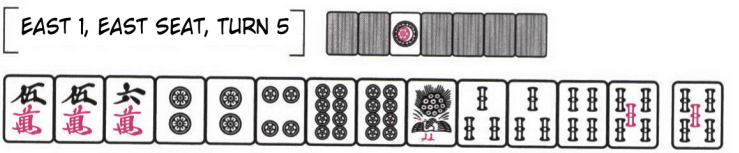
問題
063

EAST 1, EAST SEAT, TURN 6



問題
064

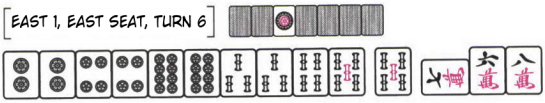
EAST 1, EAST SEAT, TURN 5



**解答 063**



EAST 1, EAST SEAT, TURN 6



IISHANTEN [ ×11 ×11 ×10 ×10 ×7 ]

IN ALL LIKELIHOOD, WE WILL PON FROM THE PINZU FOR TENPAI. BELOW ARE THE TWO TENPAI OBTAINED FROM DISCARDING - VERSUS DISCARDING THE PAIR AND AFTERWARDS CALLING PON ON .

打 :  （ · 待ち）4枚

打 :  （待ち）3枚

THE TENPAI WAITING ON IS SUPERIOR IN NUMBER OF TILES AND POTENTIAL VALUE.

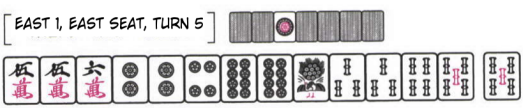
WE DROP OVER BECAUSE WE CAN IMPROVE THE REMAINING TO RYANMEN WITH . IF WE DISCARDED FIRST, THE ISN'T AN ACTUAL IMPROVEMENT TO SINCE WE CAN'T ACCEPT AND KEEP OUR YAKU.

---

**解答 064**



EAST 1, EAST SEAT, TURN 5

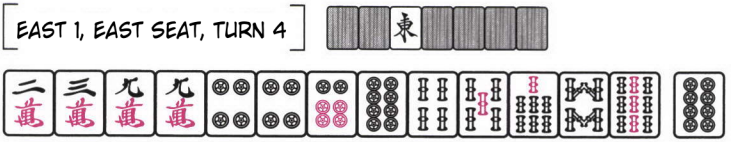


IISHANTEN [ ×9 ×9 ×9 ×9 ]

IF WE VIEW THIS AS A NORMAL FIVE-BLOCKS HAND, WE MIGHT FIX THE RYANMEN WITH . HOWEVER, WE ARE CHIITOI IISHANTEN, SO WE WANT TO AVOID BREAKING A PAIR. DEPENDING ON WHAT WE DRAW WE CAN REASONABLY SEE THE HAND GOING EITHER WAY (NORMAL VS. CHIITOI). TAKE A FLEXIBLE WAIT-AND-SEE APPROACH, MOVING INWARD, BY DISCARDING .

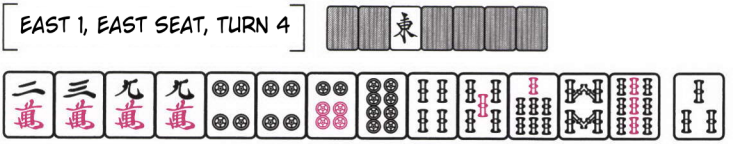
問題
065

EAST 1, EAST SEAT, TURN 4



問題
066

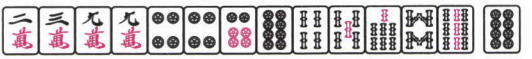
EAST 1, EAST SEAT, TURN 4



## 解答 065



[EAST 1, EAST SEAT, TURN 4] 



2-SHANTEN [ ×28 ×28  ×28  ×22  ×22  ×22 ]

RIGHT NOW THE HAND HAS 6 BLOCKS AND 3 HEAD CANDIDATES. RECALL THAT THE  SHAPE HAS WIDE ACCEPTANCE AND COMPLETES INTO A MENTSU+HEAD. SINCE WE CAN COUNT ON OUR FINAL HEAD COMING FROM THE PINZU WE CAN DROP THE  PAIR. IDEALLY A RYANMEN COMPLETES AND WE TAKE A WIDE IISHANTEN, LIKE SHOWN BELOW.

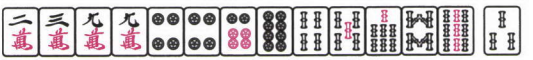


---

## 解答 066



[EAST 1, EAST SEAT, TURN 4] 



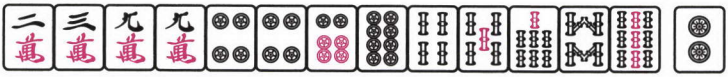
IISHANTEN [  ×16  ×16  ×12  ×12  ×8  ×8 ]

THE  PAIR WILL NEVER UPGRADE TO A RYANMEN. INCREASE THE CHANCES OF PINFU TENPAI BY DISCARDING  TO KEEP THE RYANKAN.

問題
067

EAST 1, EAST SEAT, TURN 4

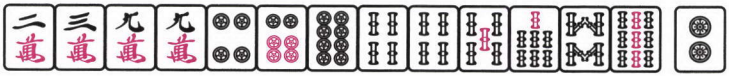




問題
068

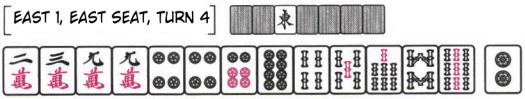
EAST 1, EAST SEAT, TURN 4





## 解答 067






2-SHANTEN [ ×28 ×28 ×28 ×24 ×24 ×20 ]

THIS HAND IS AN EXCEPTION TO TWO-HEAD THEORY SINCE ALL OF RESULT IN THE SAME ACCEPTANCE. IF WE CONTINUE WITH TWO HEADS, AT TENPAI WE WILL LIKELY HAVE NO YAKU AND NO DORA. WE SHOULD SEEK ADDITIONAL VALUE BY DISCARDING AND INCREASING THE LIKELIHOOD OF PINFU.

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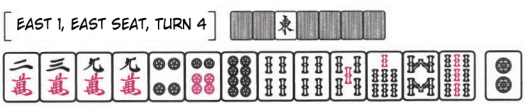
## 解答 068



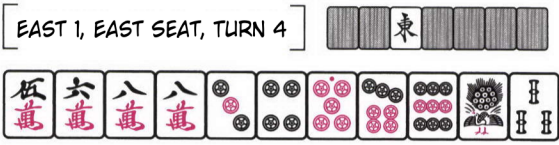



2-SHANTEN [ ×28 ×28 ×28 ×24 ×24 ×16 ]

ALL RESULT IN THE SAME ACCEPTANCE. INCREASE THE CHANCE FOR PINFU BY KEEPING THE PINZU AS-IS.

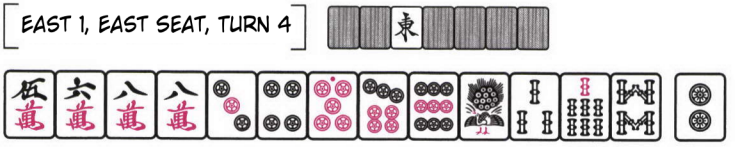
問題
069

EAST 1, EAST SEAT, TURN 4



問題
070

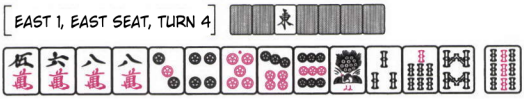
EAST 1, EAST SEAT, TURN 4



## 解答 069



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×12 ×12 ×12 ×12 ×8 ×8 ]



SIX BLOCKS. CUT THE WEAKEST BLOCK.

BETWEEN  AND  KANCHANS WE CUT SOUZU SINCE THE PINZU CAN UPGRADE TO SANMENCHAN ON DRAWING  .

WE CUT  IN CASE WE DRAW  .

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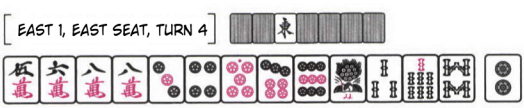
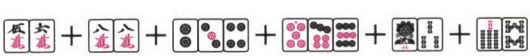
## 解答 070



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ ×24 ×24 ×24 ×24 ×24 ×20 ]

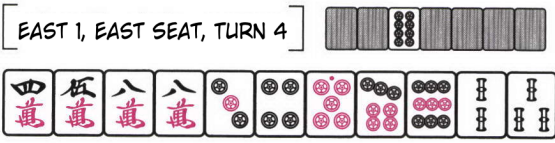


SIX BLOCKS. CUT THE WEAKEST BLOCK. RYANKAN > KANCHAN.

WE CUT  IN CASE WE DRAW  .

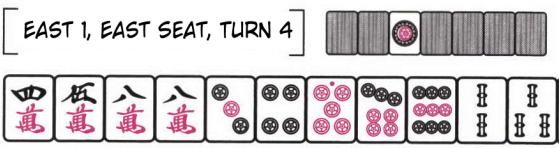
問題
071

EAST 1, EAST SEAT, TURN 4



問題
072

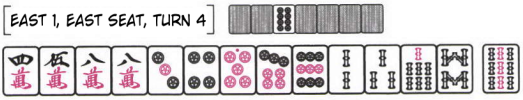
EAST 1, EAST SEAT, TURN 4



## 解答 071



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×16 ×16 ×11 ×11 ×11 ×11 ]



SIX BLOCKS - CUT THE WEAKEST BLOCK, IN THIS CASE, THE KANCHAN, EVEN THOUGH IT CONTAINS THE DORA .

BETWEEN AND , WE START WITH SINCE IT'S EARLY AND WE MAY DRAW A SECOND . WE CAN DISCARD UPON DRAWING A TILE THAT EITHER IMPROVES ACCEPTANCE OR PROVIDES SAFETY AGAINST AN OPPONENT RIICHI.

YOU COULD DROP FIRST IF THE BAKYO SUGGESTS HOLDING ON TO IT WOULD BE EXCEPTIONALLY DANGEROUS IN COMPARISON TO .

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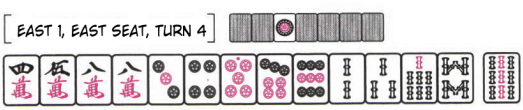
## 解答 072



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×16 ×16 ×12 ×12 ×12 ×12 ]

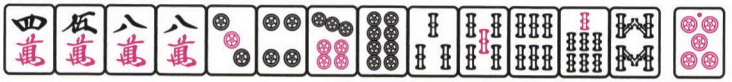


DISCARD THE KANCHAN FROM THE OUTSIDE IN CASE WE DRAW FOR SANMENCHAN.

問題
073

[EAST 1, EAST SEAT, TURN 4]

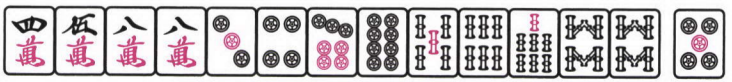




問題
074

[EAST 1, EAST SEAT, TURN 4]

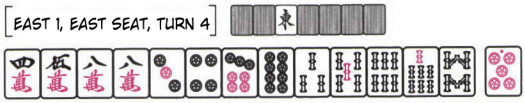




## 解答 073



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×16 ×16 x16 ×12 ×12 ×12 ]



SIX BLOCKS - ONE BLOCK OVERFLOW. IF WE SEPARATE OUT THE AS A BLOCK IT'S CLEARLY THE WEAKEST. HOWEVER, THE CONNECTED SOUZU ALLOWS US TO DISCARD FOR EQUAL ACCEPTANCE TO DROPPING EITHER OR . DISCARD TO KEEP 345 SANSHOKU POTENTIAL ALIVE.



IN A REAL GAME READ THE BAKYO AND CONSIDER WHICH TILES MAY BE RISKY TO HOLD ON TO AS THE ROUND PROGRESSES.

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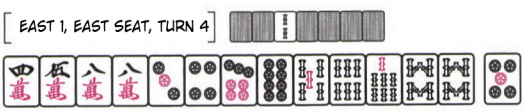
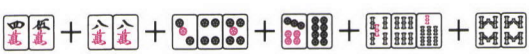
## 解答 074



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×16 ×16 x16 ×12 ×12 ×12 ]

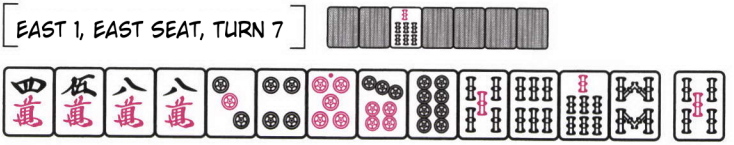


SIX BLOCKS - ONE BLOCK OVERFLOW. WE SHOULD DROP A PAIR TO AIM FOR PINFU. DISCARDING RESULTS IN A SHAPE (YONRENKEI), WHICH CAN TURN INTO SANMENCHAN ON DRAWING .



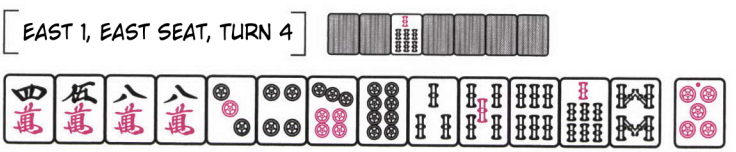
問題
075

EAST 1, EAST SEAT, TURN 7



問題
076

EAST 1, EAST SEAT, TURN 4

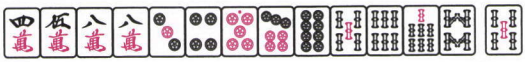


## 解答 075



[EAST 1, EAST SEAT, TURN 7]





IISHANTEN [ ×16 ×16 ×16 ×12 ×12 ×12 ]



SIX BLOCKS. WE SHOULD CUT A HEAD FOR PINFU. CUT
SINCE KEEPING THE SOUZU AS-IS ALLOWS US TO
INCORPORATE DORA BY SWITCHING THE HEAD (SEE BELOW)



IF YOU DECIDE TO CUT BECAUSE OF SANSHOKU, YOU
SHOULD GET YOUR EYES CHECKED OUT. WWYD IF YOU
DISCARDED AND DREW (BELOW)? OR A SAFE TILE?

打 → ツモ ：



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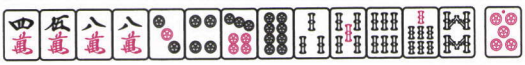
## 解答 076



[EAST 1, EAST SEAT, TURN 4]





IISHANTEN [ ×16 ×16 ×16 ×12 ×12 ×12 ]



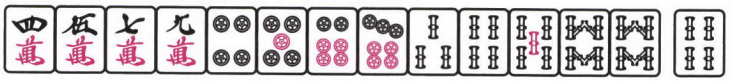
SIX BLOCKS. CUT THE KANCHAN. CUT FIRST SO WE CAN
ACCEPT AND SWITCH THE HEAD.



問題
077

EAST 1, SOUTH SEAT, TURN 5

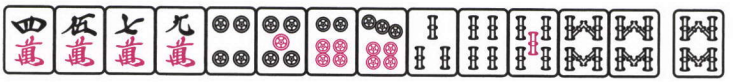




問題
078

EAST 1, EAST SEAT, TURN 5

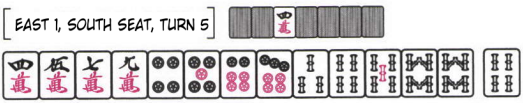




**解答 077**



[ EAST 1, SOUTH SEAT, TURN 5 ]



IISHANTEN [ ×12 ×12 ×12 ]

WITH TWO STRONG SHAPES ( YONRENKEI AND NAKABUKURE), WE SHOULD FEEL COMFORTABLE RETURNING TO 2-SHANTEN AND DISCARDING THE KANCHAN, VISUALIZING THE HAND AS BECOMING TANYAO+PINFU WITH POTENTIAL SANSHOKU.

DISCARD FROM THE INSIDE FOR SAFETY. WITH SUCH GOOD SHAPES ELSEWHERE IN THE HAND, IT'S UNLIKELY WE'LL BE ABLE TO USE .

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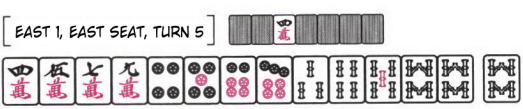
**解答 078**

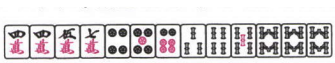


[ EAST 1, EAST SEAT, TURN 5 ]



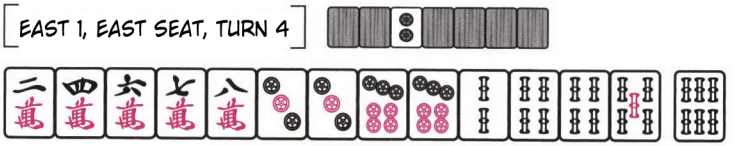
IISHANTEN [ ×23 ×23 ×20 ×19 ×17 ×12 ]

CUTTING FROM THE YONRENKEI PROVIDES THE GREATEST IMMEDIATE ACCEPTANCE, BUT WE WANT TO DRAW FOR TANYAO PINFU SANSHOKU. HERE WE DISCARD THE MANZU KANCHAN FROM THE OUTSIDE SO WE DON'T MISS THE ACCEPTANCE FOR TANYAO TENPAI. THE SHAPE ALSO ACCEPTS THE EASY-TO-MISS FOR KANCHAN TENPAI (BELOW).



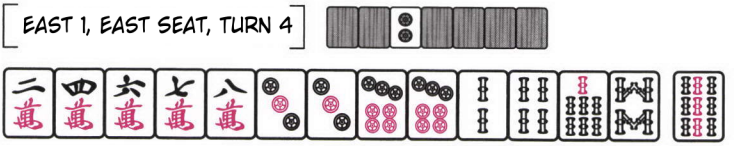
問題
079

EAST 1, EAST SEAT, TURN 4



問題
080

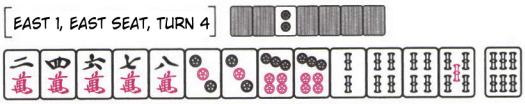
EAST 1, EAST SEAT, TURN 4



**解答 079**



EAST 1, EAST SEAT, TURN 4



IISHANTEN [ ×8 ×8 ×8 ×8 ×8 ×8 ]



SIX BLOCKS - CUT THE WEAKEST BLOCK. WITH A DORA PAIR AND NO TERMINALS, WE SHOULD HAVE OPEN TANYAO (KUITAN) ON OUR RADAR, WITH MANGAN POTENTIAL.

ASSUMING WE WILL CALL, KEEPING THE SOUZU MAKES SENSE SINCE IT WILL COMPLETE INTO TANYAO-COMPATIBLE BLOCKS.

THE SOUZU CAN UPGRADE WITH , OBVIOUSLY, BUT MAY ALSO BE HELPFUL.

KEEP AN EYE OUT FOR CHI.

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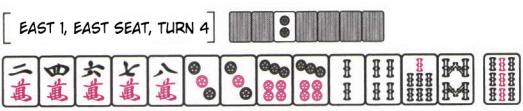
**解答 080**



EAST 1, EAST SEAT, TURN 4



IISHANTEN [ ×8 ×8 ×8 ×8 ×8 ×8 ]

SIX BLOCKS - CUT THE WEAKEST BLOCK.

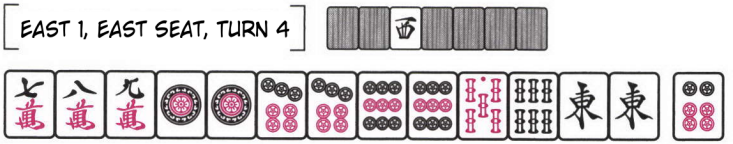
WE DO NOT DROP EITHER PAIR (OBVIOUSLY DON'T DROP THE DORA PAIR) - THIS IS BECAUSE KEEPING THE TWO PAIRS IN THE HAND PROVIDES EQUIVALENT ACCEPTANCE FOR TENPAI COMPARED TO KEEPING A KANCHAN WHILE MAINTAINING TREMENDOUS RYANMEN UPGRADE POTENTIAL.

CUT FROM THE OUTSIDE IN CASE WE DRAW . THE ONLY REASON TO PREFER THE MANZU KANCHAN IS THE SANMENCHAN UPGRADE.

IF WE DRAW WE GO FOR KUITAN. SEE MY BOOK ON TILE EFFICIENCY (WWYD-3) FOR MORE IN-DEPTH DISCUSSION OF TWO-HEAD THEORY!

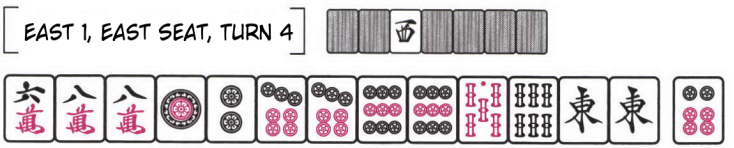
問題
081

EAST 1, EAST SEAT, TURN 4



問題
082

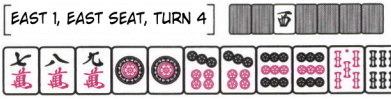
EAST 1, EAST SEAT, TURN 4



**解答 081**



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ ×35 ×31 ×22 ×22 ×22 ×22 ]



SIX BLOCKS - CUT THE WEAK PAIR. IF WE MAINTAINED SIX BLOCKS BY CUTTING WE WOULD MISS OUT ON THE WIDE AND STRONG SHAPE OBTAINED BY DRAWING .



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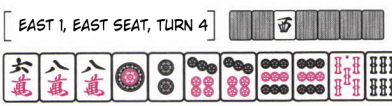
**解答 082**



[EAST 1, EAST SEAT, TURN 4]



2-SHANTEN [ ×15 ×15 ×15 ×15 ×15 ×15 ]

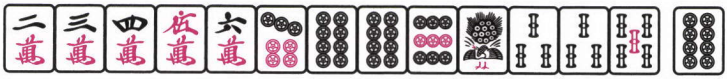


SIX BLOCKS - CUT THE WEAK PENCHAN TO FOLLOW FIVE-BLOCK THEORY. MAINTAINING SIX BLOCKS BY CUTTING WOULD RESULT IN A TRICKY SITUATION ON DRAWING AND ALSO ELIMINATES ANY HOPE OF CHIITOI.

問題
083

EAST 1, EAST SEAT, TURN 7

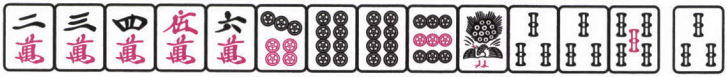




問題
084

EAST 1, EAST SEAT, TURN 7

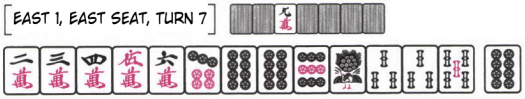




**解答 083**



[EAST 1, EAST SEAT, TURN 7]



IISHANTEN [ ×19 ×18 ×18 ×8 ×8 ×8 ]

DISCARDING RESULTS IN THE WIDEST ACCEPTANCE AND GREATEST CHANCE OF PINFU. THERE IS A HIGH CHANCE OF MANZU COMPLETING FIRST, AND THE DISCARD PATTERN OF FOLLOWED BY WAITING ON THE SUJI IS NOT BAD AT ALL.

MAINTAINING TWO HEADS BY DISCARDING EITHER OR HAS SOME FLEXIBILITY, BUT CHANCES ARE THE MANZU WILL COMPLETE BEFORE ANY UPGRADES OCCUR AND THE RESULTING WAIT IN SOUZU WILL BE BAD. IN PARTICULAR, IF WE DISCARD TO KEEP THE PAIR, WE LOSE ACCEPTANCE FOR RYANMEN WHEN DRAWING .

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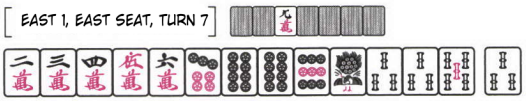
**解答 084**

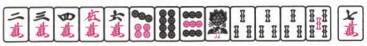


[EAST 1, EAST SEAT, TURN 7]



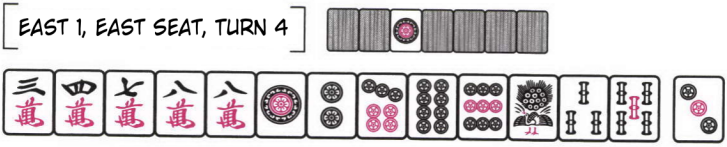
IISHANTEN [ ×25 ×20 ×20 ]

DISCARD FOR MAXIMUM ACCEPTANCE AND TO GUARANTEE A TWO-SIDED WAIT (AT MINIMUM). FOR INSTANCE, IF THE MANZU COMPLETES AS SHOWN BELOW, WE CAN CHOOSE TO WAIT ON EITHER OR .



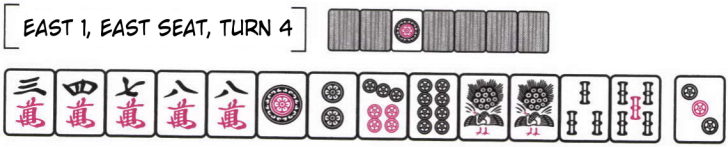
問題
085

EAST 1, EAST SEAT, TURN 4



問題
086

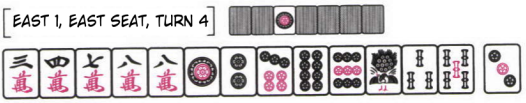
EAST 1, EAST SEAT, TURN 4



解答 085



[EAST 1, EAST SEAT, TURN 4]



IISHANTEN [ ×16 ×12 ×12 ]

WE HAVE THREE OPTIONS TO TAKE IISHANTEN. TAKE THE RYANMEN - RYANKAN IISHANTEN STRUCTURE WHICH MAXIMIZES ACCEPTANCE BY DISCARDING . IF THE RYANKAN FILLS FIRST, WE GET PINFU, BUT IF THE RYANMEN FILLS FIRST WE WILL TAKE THE >DIGITAL GAMBLE ON THE NO-YAKU KANCHAN WAIT.

*IF WE NEGLECT THE UPGRADE, THE CHANCE OF PINFU TENPAI IS 50%.

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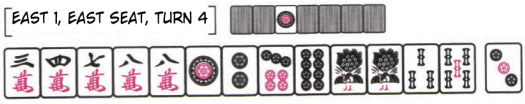
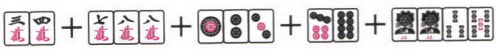
解答 086



[EAST 1, EAST SEAT, TURN 4]



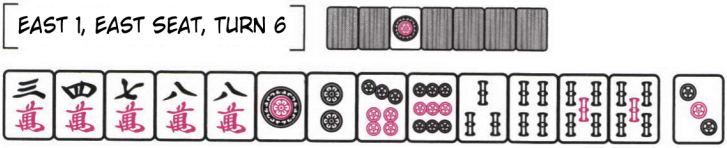
2-SHANTEN [ ×32 ×28 ×28 ×28 ×24 ×24 ]



WITH FIVE STRONG BLOCKS WE PROCEED WITH TWO HEADS TO MAXIMIZE ACCEPTANCE AND EXPECTED VALUE. DISCARDING LOSES FOUR TILES OF ACCEPTANCE COMPARED TO . THIS HAND IS 3900 WITH RIICHI, SO DON'T OVERTHINK IT.

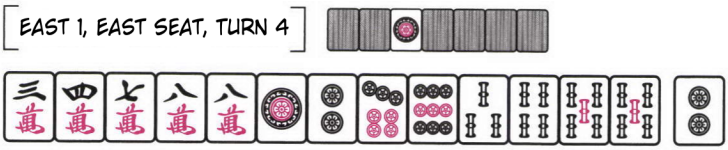
問題
087

EAST 1, EAST SEAT, TURN 6



問題
088

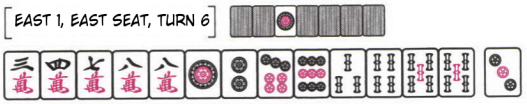
EAST 1, EAST SEAT, TURN 4



## 解答 087



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×12 ×12 ]

ALTHOUGH THE KANCHAN IS A BAD SHAPE, CUTTING IT RETURNS US TO 2-SHANTEN AND CANNOT BE JUSTIFIED. THE ONLY OPTIONS TO TAKE IISHANTEN ARE AND .

DISCARD SINCE IF WE PAIR UP ONE OF WE CAN UPGRADE TO PERFECT IISHANTEN.



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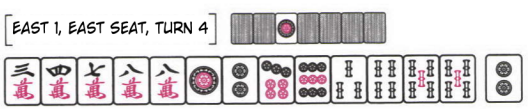
## 解答 088



[EAST 1, EAST SEAT, TURN 4]



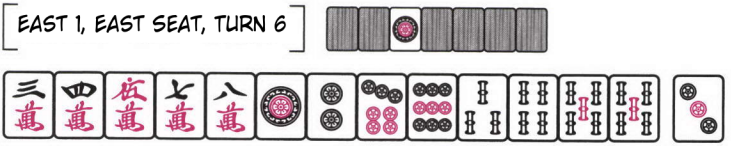
2-SHANTEN [ ×28 ×24 ×20 ×20 ×16 ]



WE ARE 2-SHANTEN WITH 5 BLOCKS. DON'T CUT THE KANCHAN SINCE THAT WOULD RETURN THE HAND TO 3-SHANTEN. AT 2-SHANTEN, IT IS OK TO SACRIFICE SOME ACCEPTANCE TO NUDGE THE HAND TOWARDS A BETTER FINAL SHAPE. CUT TO FIX THE DORA PAIR WHILE HOPING TO DRAW INTO UPGRADES.

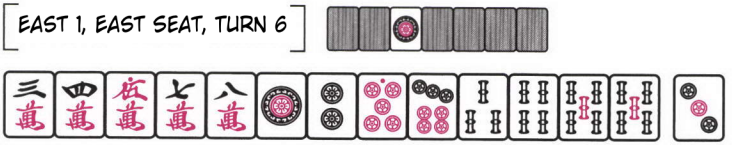
問題
089

EAST 1, EAST SEAT, TURN 6



問題
090

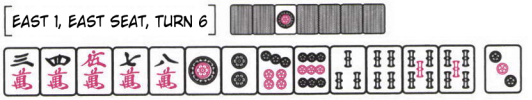
EAST 1, EAST SEAT, TURN 6



## 解答 089



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×24 ×17 ×17 ×13 ×13 ×12 ]



WE SHOULD VIEW THE PAIR AS OUR PRESUMPTIVE HEAD AND LEAVE THE SOUZU SHAPE UNTOUCHED. THE NATURAL DISCARD IS THEREFORE THE KANCHAN. CUT FROM THE INSIDE FOR SAFETY.

YOU MIGHT CONSIDER DISCARDING FIRST BECAUSE OF DISTANT TANYAO OR A POTENTIAL DRAW. HOWEVER, WE WILL INSTA-RIICHI ANY TENPAI REGARDLESS OF TANYAO, AND EVEN IF WE DREW OR WE'LL LIKELY END UP DISCARDING ANYWAY. SO WE MAY AS WELL CUT NOW.



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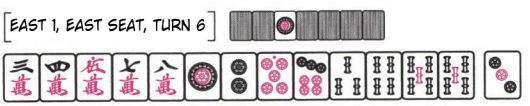
## 解答 090



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×24 ×17 ×17 ×13 ×13 ×12 ]

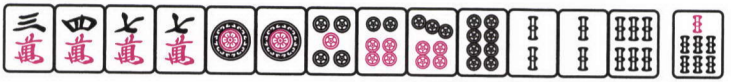
AGAIN, OUR PRESUMPTIVE HEAD IS THE PAIR. HOWEVER, THE EXPECTED VALUE IS GREATEST IF WE KEEP THE OPTION TO PAIR UP THE FOR TENPAI. SOME DRAWS WILL ALLOW YOU TO INCORPORATE INTO THE HAND, BUT DISCARDING IT FOR TENPAI IS FINE - THIS HAND IS EXPENSIVE ENOUGH.

WITH SOME LUCK WE CAN GET 345 SANSHOKU.

問題
091

EAST 1, EAST SEAT, TURN 6

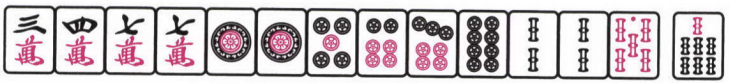




問題
092

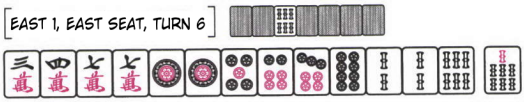
EAST 1, EAST SEAT, TURN 6





解答 091

[EAST 1, EAST SEAT, TURN 6]



2-SHANTEN [ ×22 ×22 ×20 ×20 ×20 ×14 ]



SIX BLOCKS WITH DISTANT 567 AND 678 SANSHOKU POSSIBILITIES. BY DISCARDING  OR  WE CAN MAXIMIZE ACCEPTANCE AND MAINTAIN SIX BLOCKS, BUT HERE WE SHOULD NARROW THE HAND TO FIVE BLOCKS BY DISCARDING THE TANYAO-INCOMPATIBLE  PAIR.

THIS MOVE LEAVES BOTH 567 AND 678 SANSHOKU ALIVE, AND ALSO LEAVES THE DOOR OPEN FOR THE  SANMENCHAN UPGRADE.

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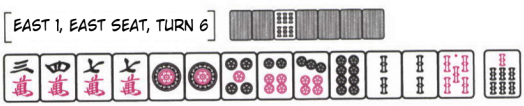
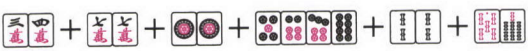
解答 092

[EAST 1, EAST SEAT, TURN 6]



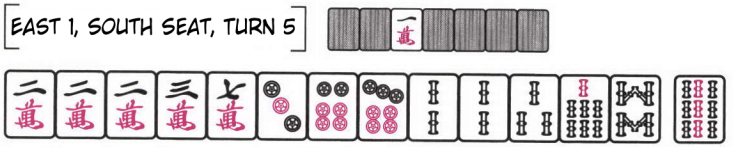
2-SHANTEN [ ×17 ×17 ×15 ×15 ×15 ×14 ]



SIX BLOCKS WITH POTENTIAL FOR 567 SANSHOKU. THE HIGH-VALUE  BLOCK IS A SLOW DORA INDICATOR KANCHAN, SO WE SHOULD LOOK FOR WAYS TO OPEN THE HAND FOR SPEED. THE  PAIR PREVENTS US FROM KUITAN, SO DROP IT FIRST. THIS ALSO ALLOWS FOR YONRENKEI UPGRADES.

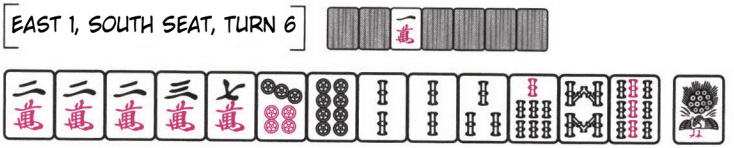
問題
093

EAST 1, SOUTH SEAT, TURN 5



問題
094

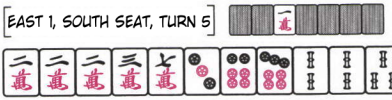
EAST 1, SOUTH SEAT, TURN 6



## 解答 093



EAST 1, SOUTH SEAT, TURN 5



2-SHANTEN [ 三萬×59 七萬×55 ●●×55 ▮▮×55 ▮×32 ]

THE THREE OPTIONS ARE 三萬 七萬 ●● .

WE WANT TO KEEP 三萬 , SINCE IF WE DRAW 發 ▮▮ WE WILL LIKELY USE THE LOWER MANZU FOR OUR HEAD.

BETWEEN ●● AND 七萬 , WE'LL KEEP 七萬 SINCE WE GET 三萬 四萬 七萬 RYANKAN ON DRAWING 四萬 AND THERE IS POTENTIAL FOR 678 SANSHOKU. THE ●● IS LESS VALUABLE SINCE THE RYANMEN ON DRAWING ●● HAS OVERLAPPING ACCEPTANCE FOR ●● .

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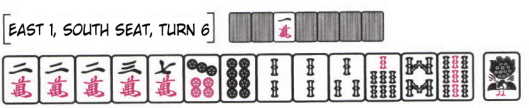
## 解答 094



EAST 1, SOUTH SEAT, TURN 6



IISHANTEN [ ▮×21 七萬×20 三萬×13 ]

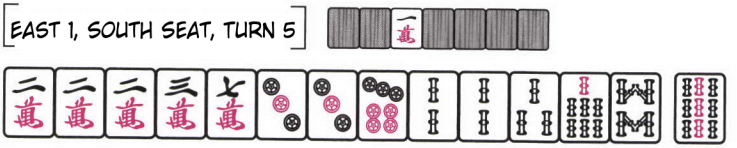
WHAT WE NEED IS A HEAD. WE PRIORITIZE KEEPING 三萬 SINCE IT MAY LEAD TO AN IRREGULAR 3-SIDED WAIT.

BETWEEN 七萬 AND ▮ , THERE ARE THREE TILES OF 七萬 AND TWO TILES OF ▮ IN THE WALL (IN THIS 2D WWYD) SO SIMPLY TAKE THE OPTION WITH MORE ACCEPTANCE. ALSO, WE GET A NICE SHAPE FOR SANSHOKU ON DRAWING 八萬 .



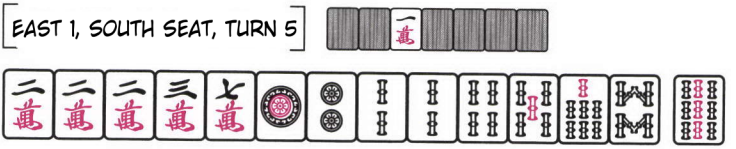
問題
095

EAST 1, SOUTH SEAT, TURN 5



問題
096

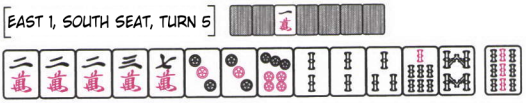
EAST 1, SOUTH SEAT, TURN 5



**解答 095**



EAST 1, SOUTH SEAT, TURN 5



2-SHANTEN [ ×59 ×57 ×53 ×53 ×49 ]

WE DON'T HAVE ENOUGH BLOCKS SO WE KEEP THE FLOATING TILES WITH THE BEST RYANMEN UPGRADES. BETWEEN , , , THERE ARE FEWEST RYANMEN UPGRADES FOR ADJACENT TO THE DORA ANKOU.

FURTHERMORE, KEEPING AND DRAWING WOULD BE TERRIBLE FOR ADVANCEMENT, AND THE RYANMEN UPGRADE ON DRAWING HAS REDUCED ACCEPTANCE COMPARED TO THE RYANMEN UPGRADES ON THE OTHER FLOATING TILES (AS SHOWN BELOW).

ツモ : (17枚)

ツモ : (20枚)

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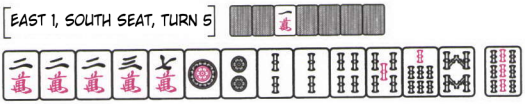
**解答 096**



EAST 1, SOUTH SEAT, TURN 5



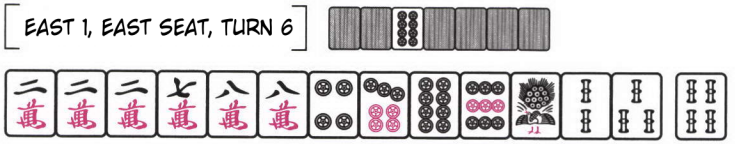
IISHANTEN [ ×12 ×12 ]

WE HAVE FIVE BLOCKS BUT ARE UNHAPPY WITH THE PENCHAN. WE WANT TO KEEP THE FLOATING TILE WITH THE BEST CHANCE OF UPGRADING INTO A RYANMEN SO WE MAY POTENTIALLY DROP THE .

IT IS EASIER TO MAKE A RYANMEN WITH THAN . DISCARDING THE PENCHAN WOULD RETURN THE HAND TO 2-SHANTEN. WE SHOULD NOT SACRIFICE THE DRAW INTO TENPAI.

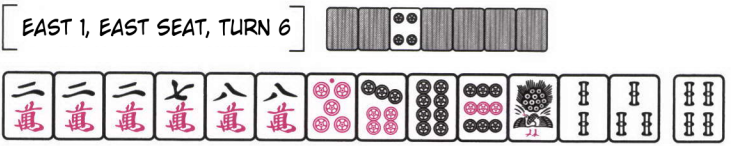
問題
097

EAST 1, EAST SEAT, TURN 6



問題
098

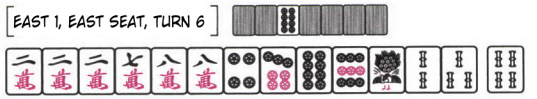
EAST 1, EAST SEAT, TURN 6



解答 097



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×41 ×37 ×36 ×36 ×17 ]

DISCARDING HAS THE GREATEST WIN RATE AND EXPECTED VALUE. THIS IS BECAUSE THE RYANMEN PAIR CAN TURN INTO A RYANMEN WAIT OR BE USED AS A HEAD DEPENDING ON WHAT WE DRAW.

BY LEAVING AS IS, WE HAVE LOTS OF DRAWS THAT LEAD TO RYANMEN TENPAI.

*KEY POINT: YONRENKEI WORK WELL IN COMBINATION WITH A RYANMEN PAIR.

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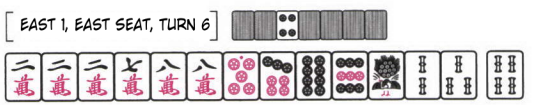
解答 098



[EAST 1, EAST SEAT, TURN 6]



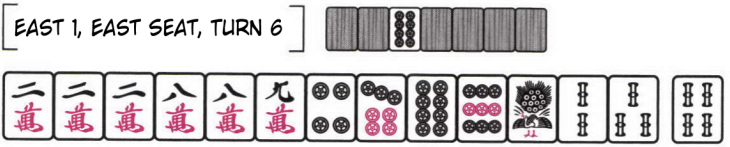
IISHANTEN [ ×39 ×37 ×34 ×34 ×17 ]

DABURU DORA ! HOWEVER, IT IS CURRENTLY ISOLATED. WE SHOULD GUIDE OUR HAND TOWARD BEING ABLE TO ACCEPT IT, EITHER HORIZONTALLY (DRAWING ) OR VERTICALLY (DRAWING ). BY DISCARDING , WE KEEP THE WITH THE RYANMEN PAIR . NOW, ALL OF LEAD TO A RYANMEN WAIT.

*KEY POINT: RYANMEN PAIRS SYNERGIZE WITH ISOLATED TILES WE INTEND TO INCORPORATE INTO THE HAND

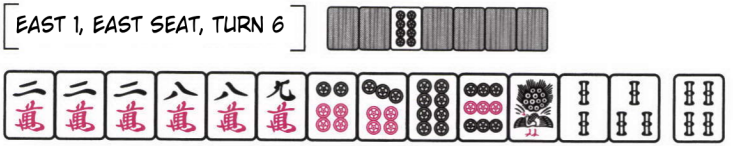
問題
099

EAST 1, EAST SEAT, TURN 6



問題
100

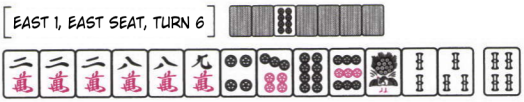
EAST 1, EAST SEAT, TURN 6



解答 099



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×41 ×29 ×28 ×28 ×13 ]

FIX THE HEAD AND TAKE THE KUTTSUKI (STICKY) IISHANTEN, PLANNING TO DRAW INTO OR FOR TENPAI.

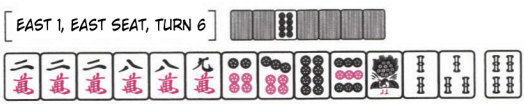
ANY TILE BETWEEN ~ AND BETWEEN ~ WILL RESULT IN TENPAI. HOWEVER, THIS INCLUDES MANY BAD SHAPE TENPAI.

---

解答 100



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×41 ×29 ×29 ×28 ×28 ×16 ]

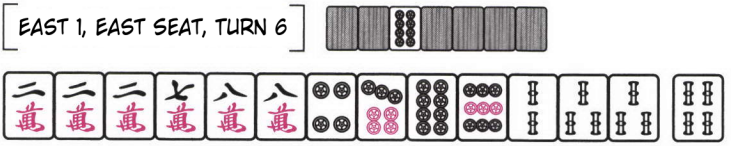
PICTURE THE HAND WITH AS THE HEAD WITH FLOATING TILES AND . THE POTENTIAL FOR THE TAKAME-YASUME NOBETAN WAIT ON OBTAINED BY DISCARDING AND DRAWING IS NOT WORTH THE LOSS IN ACCEPTANCE COMPARED TO STICKY IISHANTEN.

打 → ツモ ：



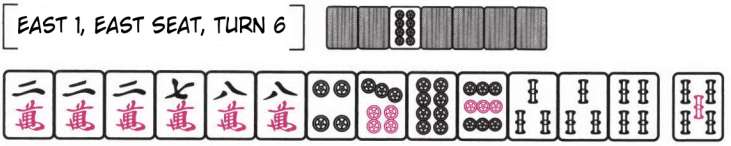
問題
101

EAST 1, EAST SEAT, TURN 6



問題
102

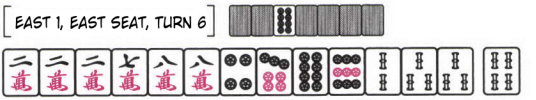
EAST 1, EAST SEAT, TURN 6



## 解答 101



[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ 七萬×37 ×36 ×33 八萬×13 ]

THE SOUZU NAKABUKURE  IS AN EXCELLENT CANDIDATE TO OBTAIN RYANMEN AND A SUBSTANTIALLY WORSE CANDIDATE FOR THE HEAD. TO MAKE A HEAD FROM SOUZU, WE WOULD NEED TO DRAW ONE OF THE TWO REMAINING  .

THE SENSIBLE PLAY IS TO DISCARD  AND FIX THE HEAD, LEAVING A FLOATING  FOR STICKY ACCEPTANCE.

KEY POINT: FIXING THE HEAD IS A GOOD IDEA WHEN HOLDING NAKABUKURE

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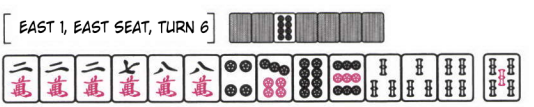
## 解答 102



[ EAST 1, EAST SEAT, TURN 6 ]

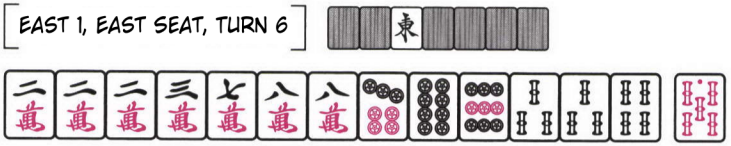


IISHANTEN [ 七萬×41 ×37 ×36 八萬×17 ]

THE MANZU RYANMEN PAIR  CAN BE USED AS EITHER A RYANMEN WAIT OR AS THE HEAD. KEEPING IT INTACT ENABLES RYANMEN TENPAI WITH MANY DIFFERENT SOUZU DRAWS.

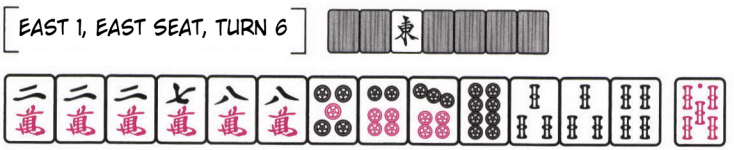
問題
103

EAST 1, EAST SEAT, TURN 6



問題
104

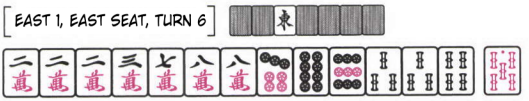
EAST 1, EAST SEAT, TURN 6



**解答 103**



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [七萬×38 三萬×37 一索×29 八萬×25]

THE ANKOU + ADJACENT TILE SHAPE IN MANZU 二萬二萬二萬三萬 CAN BE CONSIDERED AS RYANMEN + HEAD, AND IF KEPT UNTIL TENPAI, WILL LEAD TO THE STRONG THREE-SIDED WAIT OF 一萬-四萬・三萬.

THEREFORE, PROCEED ASSUMING 二萬二萬二萬三萬 WILL PROVIDE THE HEAD AND FIX THE RYANMEN BY CUTTING 八萬. THIS HAND SHAPE, SHOWN BELOW, GUARANTEES A RYANMEN (OR BETTER) AT TENPAI.



三萬・七萬・一索 ALL RESULT IN GREATER TILE ACCEPTANCE THAN 八萬. HOWEVER, THEY ARE MORE LIKELY TO LEAD TO BAD WAITS AND REDUCE PINFU CHANCE. 八萬 IS THE BEST DISCARD IN TERMS OF WIN RATE AND SCORE.

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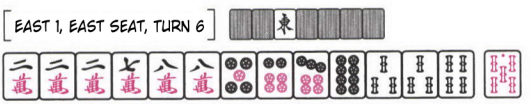
**解答 104**



[EAST 1, EAST SEAT, TURN 6]

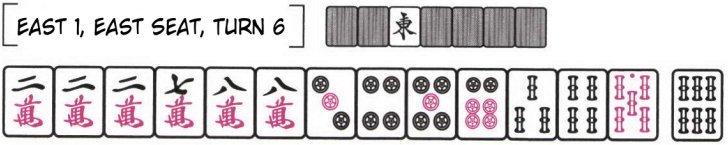


IISHANTEN [七萬×46 一索×41 ●×37 ▦×37 八萬×20]

KEEP THE MANZU RYANMEN PAIR INTACT SO IT MAY BE USED AS EITHER A RYANMEN WAIT OR AS THE HEAD. THE PINZU YONRENKEI HAS MORE RYANMEN ACCEPTANCE THAN THE ARYANMEN IN SOUZU.

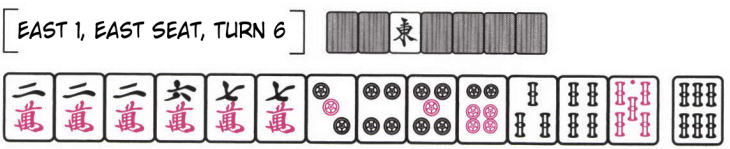
問題
105

EAST 1, EAST SEAT, TURN 6



問題
106

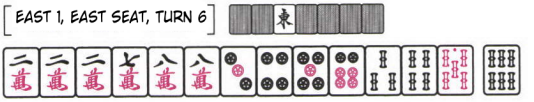
EAST 1, EAST SEAT, TURN 6



解答 105



[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ ×58 ×45 ×45 ×45 ×45 ×20 ]

TANYAO IS THE KEY. DISCARDING ENSURES WE RETAIN TANYAO AT TENPAI. THE TWO YONRENKEI HAVE MANY DRAWS THAT RESULT IN RYANMEN (OR BETTER) WAITS. SOME DRAWS RESULT IN A SHANPON FINAL WAIT BUT REGARDLESS, WE WILL HAVE TANYAO.

THE YONRENKEI HAVE WIDE ACCEPTANCE INTO TENPAI - SOME GREAT, LIKE SANMENCHAN AND RYANMEN, AND SOME POOR, LIKE SHANPON AND KANCHAN. IF YOU DRAW INTO A BAD WAIT, READ THE BAKYO TO DECIDE WHETHER TO INSTARIICHI OR IF TSUMOGIRI FOR IMPROVEMENT IS THE RIGHT CALL.

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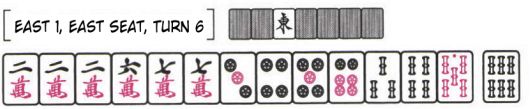
解答 106

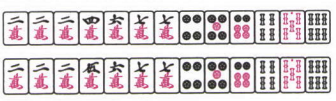


[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ ×58 ×45 ×45 ×45 ×45 ×20 ]

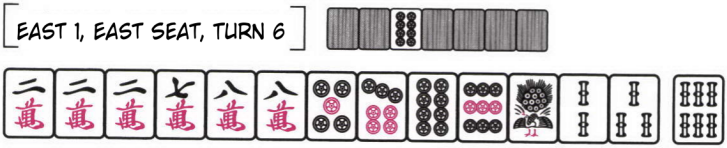
DRAWING LEADS TO 456 SANSHOKU. KEEPING INTACT IS SENSIBLE NOT ONLY FOR GOOD SHAPE TENPAI BUT ALSO FOR THE POTENTIAL INCREASE IN VALUE.



THE DIFFERENCE BETWEEN AND IS DUE TO ACCEPTANCE.

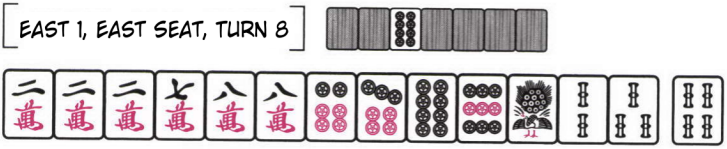
問題
107

EAST 1, EAST SEAT, TURN 6



問題
108

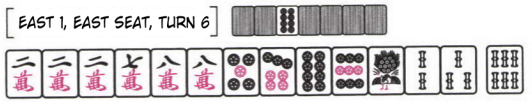
EAST 1, EAST SEAT, TURN 8



**解答 107**



[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ 七萬 ×39 ⁸⁸ ×36 ⁹⁹⁹ ×35 八萬 ×14 ]

THE MARGINALLY GREATER ACCEPTANCE ON DISCARDING 七萬 COMPARED TO ⁸⁸ ⁹⁹⁹ IS OUTWEIGHED BY THE INCREASED LIKELIHOOD OF BAD WAIT TENPAI. BETWEEN ⁸⁸ AND ⁹⁹⁹, WE DISCARD ⁸⁸ FOR THE CHANCE OF A FINAL WAIT SLIGHTLY CLOSER TO THE EDGE (ON DRAWING ⁹⁹⁹).

打 ⁸⁸ → ツモ ¹¹¹ : ⁹⁹⁹-⁶⁶ 8 WINNING TILES

打 ⁹⁹⁹ → ツモ ²² : ²²-⁸⁸ 7 WINNING TILES

ADDITIONALLY, THE HAND CAN STILL INCORPORATE THE BACKFIRE ⁸⁸ AFTER DISCARDING ⁸⁸.



THE ABOVE SHAPE ACCEPTS DORA ⁸⁸ FOR RYANMEN TENPAI. FURTHERMORE, COMPLETION OF THE MANZU LEADS TO A ⁸⁸⁸ NOBETAN WAIT.

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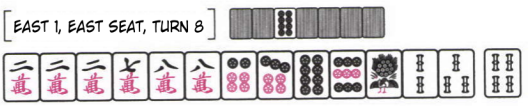
**解答 108**



[ EAST 1, EAST SEAT, TURN 8 ]



IISHANTEN [ 七萬 ×41 ⁸⁸ ×37 ⁶⁶⁶ ×37 發 ×36 ⁹⁹⁹ ×36 八萬 ×20 ]

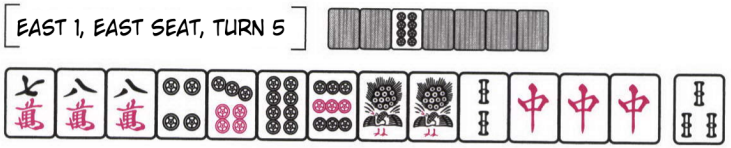
DISCARD 發, HOPING TO INCORPORATE ADDITIONAL DORA INTO THE HAND.



IF IT WERE EARLIER, WE COULD FIX THE RYANMEN WITH 八萬 BUT AT TURN 8 AS DEALER THE LOSS IN ACCEPTANCE IS TOO GREAT.

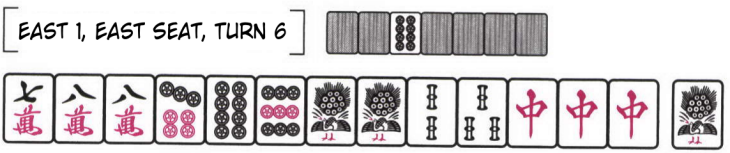
問題
109

EAST 1, EAST SEAT, TURN 5



問題
110

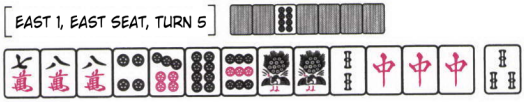
EAST 1, EAST SEAT, TURN 6



## 解答 109



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ 發×36 七萬×33 ●●×29 八萬×17 ]

WHILE DISCARDING ●● LOSES 7 TILES OF ACCEPTANCE COMPARED TO DISCARDING 發, THE POTENTIAL FOR ADDED VALUE IN CHANTA AND IIPEIKOU MAKE ●● THE CORRECT DISCARD. WE CAN DRAW OR CHI 發 七萬 FOR SOLID VALUE.

THE RAW DIFFERENCE IN ACCEPTANCE BETWEEN ●● AND 發 IS SOMEWHAT MISLEADING, SINCE DRAWING ●● LEAD TO BAD WAITS. SO YOU REALLY DON'T NEED TO WORRY TOO MUCH ABOUT THE UKEIRE LOSS.

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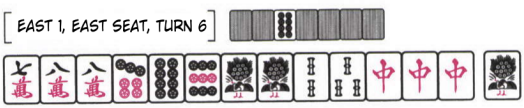
## 解答 110



RIICHI

[ EAST 1, EAST SEAT, TURN 6 ]



TENPAI [ 八萬×8 七萬×7 ]

打 八萬 :  (七萬-六萬待ち) 8枚

打 七萬 :  (發-●●・八萬待ち) 7枚

UNLESS THE BAKYO IS HIGHLY ERRATIC, THE STANDARD MOVE IS TO RIICHI WITH 八萬 GIVING YOURSELF THE GREATEST ODDS FOR CHANTA. CHANTA IS NOT GUARANTEED SO DO NOT STAY DAMATEN.

IMAGINE YOU REMAIN DAMATEN AND TSUMO 六萬. YOU WOULD DESERVEDLY BE FILLED WITH REGRET. RIICHI, AND LEAVE NO OPPORTUNITY FOR DESPAIR.

問題
111

EAST 1, EAST SEAT, TURN 6





問題
112

EAST 1, EAST SEAT, TURN 6



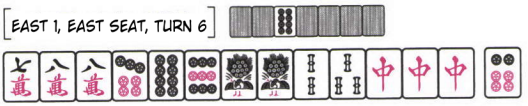
*  IS IN YOUR DISCARD PILE



**解答 111**



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [ ×36 ×33 ×29 ×29 ×20 ]

WE CAN SEE THE POSSIBILITY OF CHANTA, BUT WE SHOULD ALSO SEE THE POSSIBILITY OF BEING ABLE TO DRAW DORA INTO TENPAI. WHILE CHANTA IS 2 HAN CLOSED, IN THIS CASE, IT REQUIRES TWO PERFECT DRAWS TO CONFIRM, AS OPPOSED TO THE GUARANTEED 1 HAN PROVIDED BY INCORPORATING DORA FOR TENPAI.

THE CORRECT DISCARD IS . IT HAS THE HIGHEST EXPECTED VALUE, PROVIDES MAXIMUM ACCEPTANCE, AND ENABLES RYANMEN TENPAI UPON DRAWING DORA.

---

**解答 112**



[EAST 1, EAST SEAT, TURN 6]



* IS IN YOUR DISCARD PILE



IISHANTEN [ ×35 ×32 ×29 ×29 ×20 ]

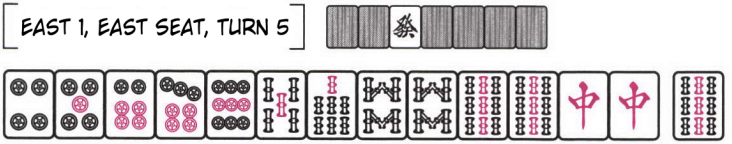
SINCE IS IN OUR DISCARDS, THE RELATIVE VALUE OF AS A STICKY FLOATING TILE DECREASES. IN THE BELOW SCENARIO, HAVING DISCARDED EARLIER RESULTS IN BOTH FURITEN AND REDUCES THE NUMBER OF WINNING TILES IN THE WALL BY 1.



WE SHOULD PURSUE CHANTA BY DISCARDING . THE VALUE OF ACCEPTED TILES TAKES PRIORITY OVER THE RAW NUMBER OF ACCEPTED TILES.

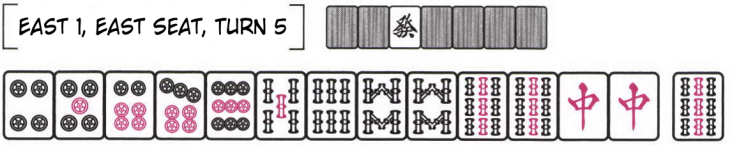
問題
113

EAST 1, EAST SEAT, TURN 5



問題
114

EAST 1, EAST SEAT, TURN 5



**解答 113**



[EAST 1, EAST SEAT, TURN 5]





1SHANTEN [×16 ×11 ×8 ×8 ×8 ×7]

ENSURE WE CAN PON DORA 中 FOR TENPAI. 三 MAXIMIZES ACCEPTANCE. TAKE THE KANCHAN WAIT ON THE 八 IF WE PON 中. THE WAIT CAN UPGRADE AFTERWARDS DEPENDING ON THE DRAWS.



---

**解答 114**



[EAST 1, EAST SEAT, TURN 5]



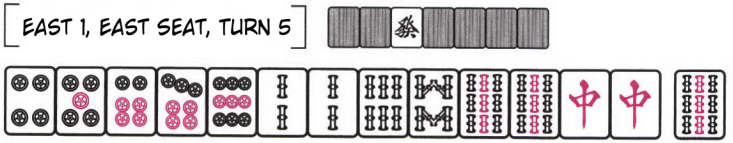


1SHANTEN [×12 ×12 ×12 ×12 ×12 ×8]

IF WE CAN PON DORA 中, WE WILL WAIT ON 三 三. WE DO NOT NEED TWO BLOCKS IN PINZU. DROP THE KANCHAN STARTING WITH 八 IN CASE WE DRAW 二 FOR SANMENCHAN.

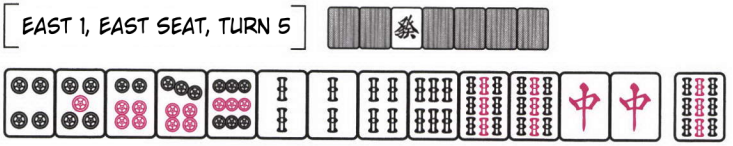
問題
115

EAST 1, EAST SEAT, TURN 5



問題
116

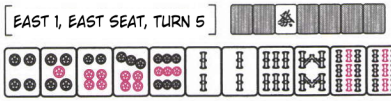
EAST 1, EAST SEAT, TURN 5



## 解答 115



[EAST 1, EAST SEAT, TURN 5]



ISHANTEN [×8 ×8 ×8 ×8 ×8 ×8]

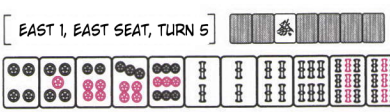
ENSURE WE CAN PON DORA FOR TENPAI. BETWEEN AND , KEEP FOR THE BETTER KANCHAN WAIT AND SUPERIOR UPGRADE POTENTIAL WITH CONNECTED PINZU. DISCARD FIRST IN CASE WE DRAW .

---

## 解答 116



[EAST 1, EAST SEAT, TURN 5]

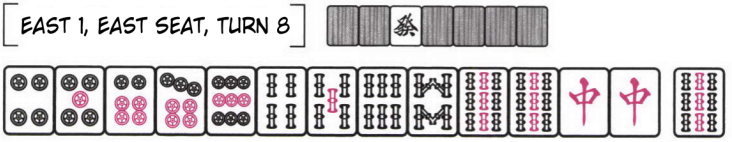


ISHANTEN [×12 ×12 ×8 ×8 ×8 ×8]

ENSURE WE CAN PON DORA FOR TENPAI. DISCARDING MAXIMIZES ACCEPTANCE AND HAS THE BEST RESULTING SHAPE. DO NOT DISCARD FOR RYANKAN SINCE CALLING WOULD NO LONGER RESULT IN TENPAI.

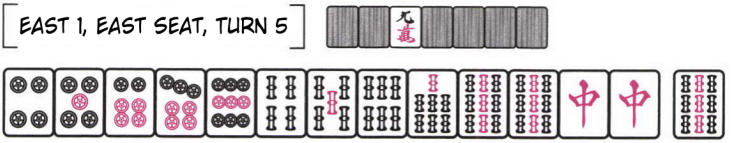
問題
117

EAST 1, EAST SEAT, TURN 8



問題
118

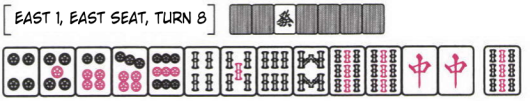
EAST 1, EAST SEAT, TURN 5



解答 117



RIICHI



TENPAI [ ×4 ]

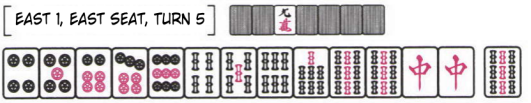


TAKE THE KANCHAN TENPAI. IF WE REMAIN DAMATEN, WE HAVE RYANMEN UPGRADES WITH - · , AND SHANPON UPGRADES ON · . REGARDLESS, WE ARE DEALER AND IT IS THE 8TH TURN. WE CANNOT IDLY WAIT FOR IMPROVEMENTS WHILE UNABLE TO WIN. INSTARIICHI!

---

解答 118





TENPAI [ ×4 ×4 ]

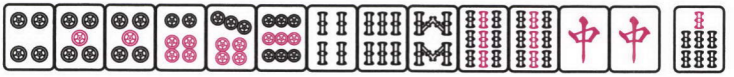
WE ARE DEALER BUT THIS WOULD BE A PAINFUL RIICHI. WE HAVE NO YAKU, NO DORA, AND A BAD WAIT.

WITH THE DOUBLE YONRENKEI IN PINZU AND SOUZU, WE HAVE ABUNDANT OPPORTUNITIES FOR RYANMEN IMPROVEMENT. FOR NOW, REJECT TENPAI AND PLAN TO RIICHI ONCE WE EITHER HAVE AN ADDITIONAL HAN (VIA ) OR WITH GOOD SHAPE TENPAI.

問題
119

EAST 1, EAST SEAT, TURN 5

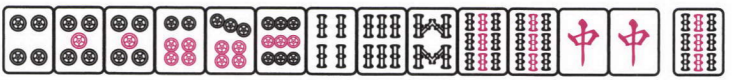




問題
120

EAST 1, EAST SEAT, TURN 5

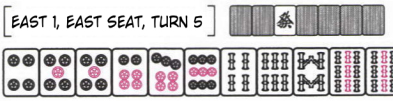




## 解答 119



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×15 ×15 ×15 ×12 ]

SOME TRICKY SHAPES. · · ALL RESULT IN THE SAME ACCEPTANCE. THE PINZU IS A RYANMEN-KANCHAN WITH KANCHAN ACCEPTANCE ON . THE SOUZU SHAPE HAS KANCHAN ACCEPTANCE ON .

IF THE SOUZU KANCHAN COMPLETES, WE WILL HAVE RYANMEN TENPAI WAITING ON - . IF THE PINZU KANCHAN COMPLETES, WE WILL HAVE SHANPON TENPAI WAITING ON AND DORA .

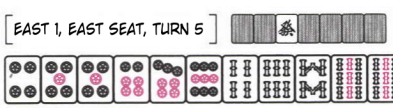
WHILE DORA SHANPON IS TEMPTING, THE RYANMEN WITH A GREATER NUMBER OF WINNING TILES IS THE PREFERRED FINAL WAIT. THEREFORE, WE DISCARD .

---

## 解答 120



[ EAST 1, EAST SEAT, TURN 5 ]



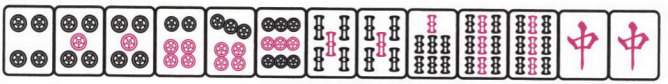
IISHANTEN [ ×15 ×15 ×15 ×12 ]

· · ALL RESULT IN THE SAME ACCEPTANCE. THE PINZU IS RYANMEN-KANCHAN AND WE HAVE RYANKAN IN SOUZU. KEEPING THE RYANKAN INTACT HAS THE GREATEST PROBABILITY OF LEADING TO A RYANMEN TENPAI. THEREFORE, DISCARD .

問題
121

[EAST 1, EAST SEAT, TURN 6] 

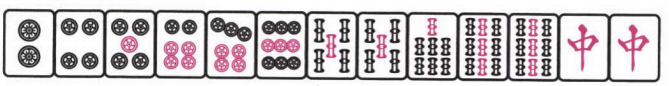
KAMICHA DISCARDS 中. DO WE CALL? IF WE CALL, WWYD?



問題
122

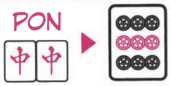
[EAST 1, EAST SEAT, TURN 6] 

KAMICHA DISCARDS 中. DO WE CALL? IF WE CALL, WWYD?



**解答 121**

PON



[ EAST 1, EAST SEAT, TURN 6 ]



CALL 中 FROM KAMICHA?



IISHANTEN [ ×19 ×16 ×15 ×15 ×15 ]

PON THE DORA 中. THE PINZU SHAPE IS A RYANMEN-KANCHAN WITH ACCEPTANCE FOR 2-4 . THE DETACHED PAIRS SHAPE IN SOUZU HAS EVEN WIDER ACCEPTANCE, FOR 1 · 3 · 4 · 7 . WE WANT TO MAXIMIZE ACCEPTANCE AT IISHANTEN BY DISCARDING 6.

SOME READERS MAY THINK TO DISCARD 5 TO SET UP A TRAP WAIT ON THE KANCHAN, KNOWING OPPONENTS WILL BE WARY OF THE DORA PON AND MAY FOLD WITH 8. THIS OCCULT APPROACH IS MISGUIDED. WE FIRST NEED TO REACH TENPAI TO WIN. THEREFORE, WE MAXIMIZE ACCEPTANCE WITH 6.

---

**解答 122**

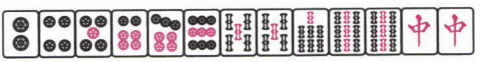
PON



[ EAST 1, EAST SEAT, TURN 6 ]



CALL 中 FROM KAMICHA?



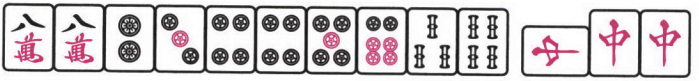
IISHANTEN [ ×16 ×16 ×12 ×12 ×12 ]

PON THE DORA 中. THE SOUZU HAS WIDE ACCEPTANCE FOR 1 · 3 · 4 · 7 . CUTTING FROM SOUZU LOSES FOUR TILES OF ACCEPTANCE COMPARED TO CUTTING 5 OR 6. IF WE THINK OF THE FINAL SHAPE, A KANCHAN WAIT ON 8 IS SUPERIOR TO A KANCHAN WAIT ON 2. DISCARD 5.

## 問題 123

[EAST 1, EAST SEAT, TURN 7] 

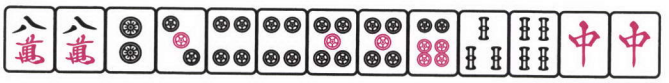
KAMICHA DISCARDS  . DO WE CALL? IF WE CALL, WWYD?



## 問題 124

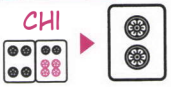
[EAST 1, EAST SEAT, TURN 5] 

KAMICHA DISCARDS  . DO WE CALL? IF WE CALL, WWYD?



## 解答 123

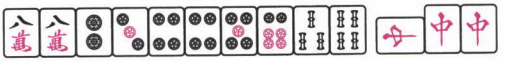
CHI



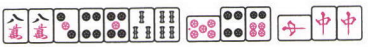
[ EAST 1, EAST SEAT, TURN 7 ]



CALL FROM KAMICHA?



TENPAI [ ×8 ]



WHEN PLAYING WITH A KUIKAE NASHI (NO SWAP-CALLING) RULESET, WE CANNOT CHI THEN DISCARD THE . BUT WE CAN STILL CHI AND DISCARD THE . TAKE ADVANTAGE OF THIS TO INCORPORATE AND KEEP TENPAI.

=>KUIKAE NASHI<=

× CHI 打

○ CHI 打

---

## 解答 124

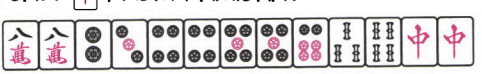
PON



[ EAST 1, EAST SEAT, TURN 5 ]



CALL FROM KAMICHA?



TENPAI [ ×8 ×8 ]



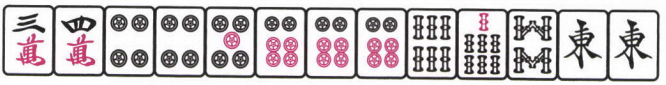
AFTER PON, WE CAN TAKE TENPAI BY DISCARDING EITHER OR . DISCARD TO ENABLE THE POSSIBILITY OF CHI.

問題
125

EAST 1, EAST SEAT, TURN 5



KAMICHA DISCARDS 東 . DO WE CALL? IF WE CALL, WWYD?

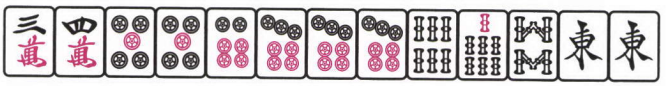


問題
126

EAST 1, EAST SEAT, TURN 5

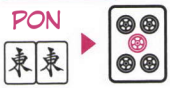


KAMICHA DISCARDS 東 . DO WE CALL? IF WE CALL, WWYD?



## 解答 125

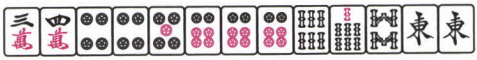
PON



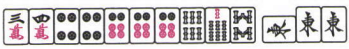
[ EAST 1, EAST SEAT, TURN 5 ]

CALL 東 FROM KAMICHA?





TENPAI [ ×8 ×8 ]



DABUTON DORA IS SOLID VALUE AND THIS HAND HAS OPEN MANGAN POTENTIAL, SO PON. DISCARDING OVER HAS TWO ADVANTAGES:

1. WE CAN CHI (THEN DISCARD ).

2. WE CAN CHOOSE TO KAN .

---

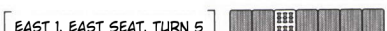
## 解答 126

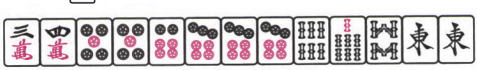
PON



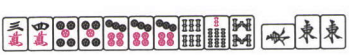
[ EAST 1, EAST SEAT, TURN 5 ]

CALL 東 FROM KAMICHA?





TENPAI [ ×8 ×8 ]



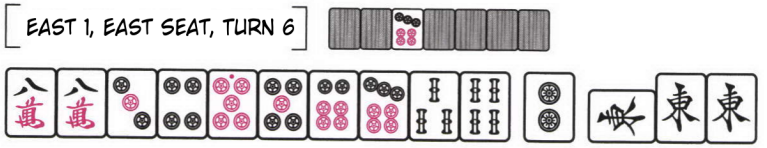
PON FOR DABUTON DORA. WE DISCARD FOR TWO REASONS:

1. WE CAN PON .

2. WE CAN CHOOSE TO KAN .

問題
127

[ EAST 1, EAST SEAT, TURN 6 ]

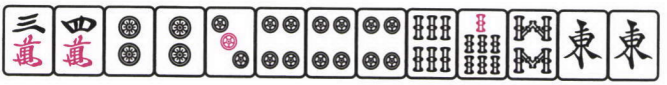


問題
128

[ EAST 1, EAST SEAT, TURN 5 ]



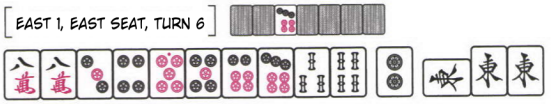
KAMICHA DISCARDS 東 . DO WE CALL? IF WE CALL, WWYD?



## 解答 127



[ EAST 1, EAST SEAT, TURN 6 ]



TENPAI [ ×8 ×8 ]



DISCARD SO WE MAY CHI DORA (THEN DROP ).



ADDITIONALLY, IF WE DISCARD NOW AND LATER DRAW , WE CAN DISCARD THE RELATIVELY SAFE TO KEEP .

---

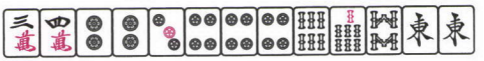
## 解答 128

PON

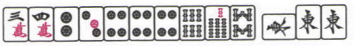


[ EAST 1, EAST SEAT, TURN 5 ]

CALL FROM KAMICHA?



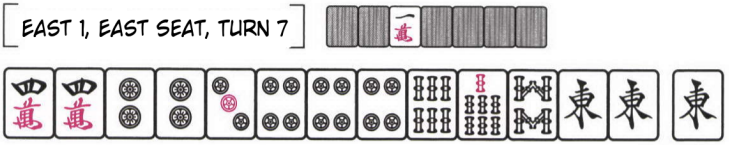
TENPAI [ ×8 ×8 ]



DISCARD SO WE CAN USE THE DRAW BY DISCARDING THE REMAINING . IT IS WORTH NOTING THIS SLIDING TECHNIQUE IS NOT JUST FOR VALUE TILES LIKE DORA AND AKA. IF WE DREW , WE BENEFIT FROM BEING ABLE TO DISCARD THE SAFER .

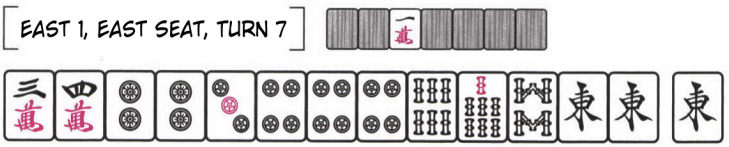
問題
129

EAST 1, EAST SEAT, TURN 7



問題
130

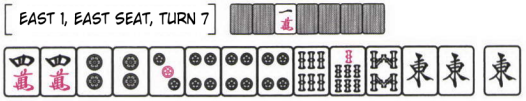
EAST 1, EAST SEAT, TURN 7



**解答 129**



RIICHI



TENPAI [ ×7 ×4 ×3 ]

打 : (-・待ち) 7枚

DISCARDING FOR RIICHI RESULTS IN AN IRREGULAR -・ WAIT ON 7 TILES. RIICHI TSUMO DABUTON IS MANGAN. IF WINNING ON - (RON), THE HAND HAS 50 FU.

打 : (・待ち) 4枚

DISCARDING FOR RIICHI RESULTS IN A SHANPON ・ WAIT ON 4 TILES. RIICHI TSUMO DABUTON SANANKOU IS HANEMAN. ALL WINNING TILES (RON) GIVE THE HAND 50 FU.

WHILE HANEMAN IS WORTH 1.5X MANGAN, RIICHI HAS A GREATER NUMBER OF WINNING TILES AND A SUPERIOR WAIT, GIVING IT THE EDGE IN TERMS OF EXPECTED VALUE.

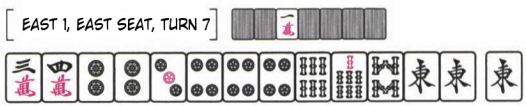
IN A REAL GAME, USE THE BAKYO TO INFORM YOUR DECISION TO WAIT ON - VS. .

---

**解答 130**



RIICHI



TENPAI [ ×8 ×8 ]

RIICHI IS BETTER THAN RIICHI FOR TWO REASONS:

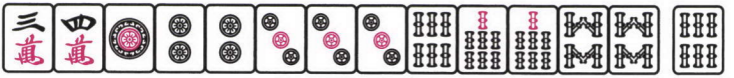
1. THE ANKOU GIVES A FU BOOST.

2. IF WE DRAW WE CAN DECLARE ANKAN.

問題
131

EAST 1, EAST SEAT, TURN 7

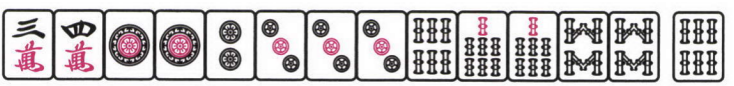




問題
132

EAST 1, EAST SEAT, TURN 7





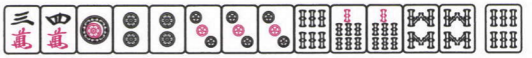
解答 131



RIICHI

[ EAST 1, EAST SEAT, TURN 7 ]





TENPAI [  ×8  ×8 ]

DISCARDING  LOCKS IN TANYAO, WHILE DISCARDING  LOCKS IN PINFU. TANYAO HAS MORE VALUE WHEN CONSIDERING THE FU.

打  :  30/40 FU ON TSUMO/RON

打  :  20/30 FU ON TSUMO/RON

 RIICHI ALSO ALLOWS ANKAN WHEN DRAWING  .

---

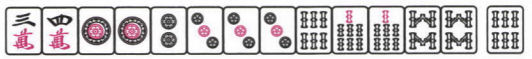
解答 132



RIICHI

[ EAST 1, EAST SEAT, TURN 7 ]





TENPAI [  ×8  ×8 ]

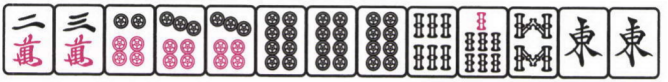
PINFU

## 問題 133

[ EAST 1, EAST SEAT, TURN 5 ]



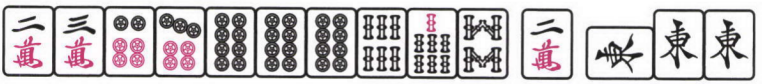
KAMICHA DISCARDS 東 . DO WE CALL? IF WE CALL, WWYD?



## 問題 134

[ EAST 1, EAST SEAT, TURN 7 ]





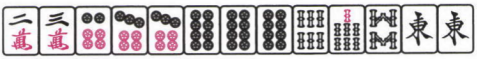
## 解答 133

PON

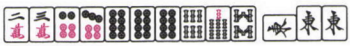


EAST 1, EAST SEAT, TURN 5

CALL FROM KAMICHA?



TENPAI [ ×8 ×8 ]



THIS HAS OPEN MANGAN POTENTIAL SO PON. DISCARDING HAS TWO ADVANTAGES OVER DISCARDING .

1. WE CAN INCORPORATE .

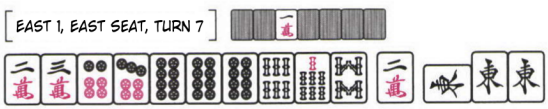
2. WE CAN INCORPORATE BY CHANGING TO AN IRREGULAR THREE-SIDED WAIT.

---

## 解答 134



EAST 1, EAST SEAT, TURN 7



TENPAI [ ×7 ×7 ]

打 ：（ - ・ 待ち）7枚

打 ：（ - 待ち）7枚

THE NUMBER OF WINNING TILES IS THE SAME (7) FOR BOTH AND DISCARDS. KEEP THE DORA AND TAKE THE GUARANTEED MANGAN BY SWITCHING TO THE IRREGULAR THREE-SIDED - ・ WAIT.

問題
135

EAST 1, EAST SEAT, TURN 11



KAMICHA DISCARDS  . DO WE CALL? IF WE CALL, WWYD?
NOTE: 2  HAVE BEEN DISCARDED.

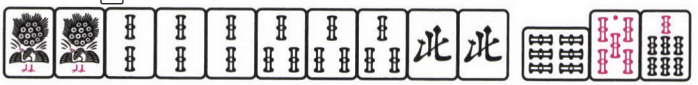


問題
136

EAST 1, EAST SEAT, TURN 11



KAMICHA DISCARDS  . DO WE CALL? IF WE CALL, WWYD?
NOTE: 2  HAVE BEEN DISCARDED.



**解答 135**

CHI



[ EAST 1, EAST SEAT, TURN 11 ]

CALL FROM KAMICHA? (2 ARE DISCARDED)



TENPAI [ ×3 ]



SINCE THE IS DEAD, WE ARE WAITING ON (2 TILES LEFT).



WE SHOULD CHI TO WAIT ON (3 TILES LEFT).

*LOOK, OUR DECISION TO CALL OR SKIP WILL OBVIOUSLY DEPEND ON THE BAKYO, MAKING IT IMPRACTICAL TO GIVE A UNIVERSALLY APPLICABLE ANSWER IN A 2D WWYD. I HAVE INCLUDED THE QUESTION ANYWAY BECAUSE IT IS ***FUN*** (AND THAT'S WHAT THIS BOOK IS ALL ABOUT - SEE "AFTERWORD")

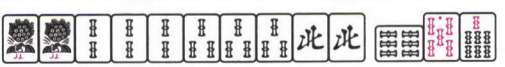
---

**解答 136**

SKIP

[ EAST 1, EAST SEAT, TURN 11 ]

CALL FROM KAMICHA? (2 ARE DISCARDED)



TENPAI

( - · 待ち)

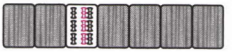


>OH NO NO NO HE MISSED THE THREE-SIDED - · WAIT

THE HAND IS WAITING FOR - · (6 WINNING TILES). DON'T KAN AND NARROW YOUR WAIT. IF WE TSUMO , WE GET SANANKOU FOR HANEMAN.

問題
137

EAST 1, EAST SEAT, TURN 5



KAMICHA DISCARDS  . DO WE CALL? IF WE CALL, WWYD?
NOTE: 1  HAS BEEN DISCARDED.



問題
138

EAST 1, EAST SEAT, TURN 5

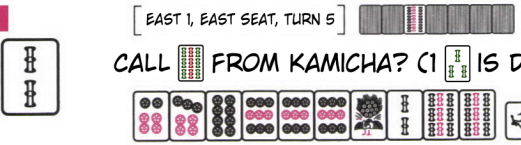


KAMICHA DISCARDS  . DO WE CALL? IF WE CALL, WWYD?



**解答 137**

PON



[ EAST 1, EAST SEAT, TURN 5 ]

CALL FROM KAMICHA? (1 IS DISCARDED)

TENPAI [ ×3 ×3 ×3 ×3 ]

THIS IS A QUESTION FROM THE MANGA 'UTAHIME OBAKA MIIKO', BY KATAYAMA MASAYUKI. THE HAND IS NO YAKU TENPAI. IF WE PON AND DISCARD , WE GET JUNCHAN DORA 1:

打 :

IF WE PON AND DISCARD , WE GET SANSHOKU DOUKOU DORA 2:

打 :

DORA TANKI IS THE HIGHER EXPECTED VALUE PLAY.

---

**解答 138**

PON



[ EAST 1, EAST SEAT, TURN 5 ]

CALL FROM KAMICHA?



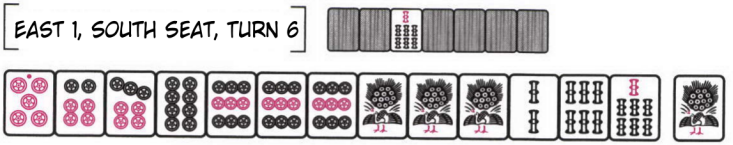
TENPAI [ ×4 ]

PON FOR YAKU. WE CANNOT CHI DUE TO KUIKAE NASHI.



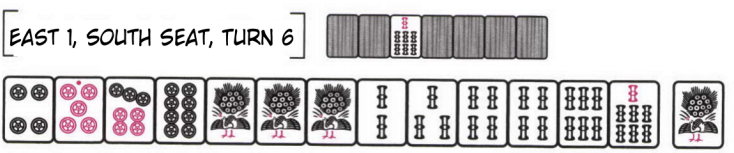
問題
139

EAST 1, SOUTH SEAT, TURN 6



問題
140

EAST 1, SOUTH SEAT, TURN 6

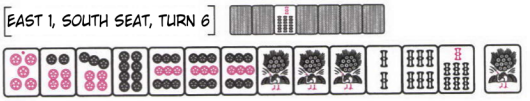


**解答 139**

KAN



EAST 1, SOUTH SEAT, TURN 6



IISHANTEN

FOR RAW ACCEPTANCE, TSUMOGIRI IS BEST AT 28 TILES. HOWEVER, A TERMINAL/HONOR ANKAN IS WORTH 32 FU - ABOUT THE SAME VALUE AS +1 HAN. AFTER ANKAN, THE HAND STILL HAS 24 TILES OF ACCEPTANCE. THE VALUE BOOST TRUMPS THE MINOR LOSS IN ACCEPTANCE - KAN.

YOU DO NOT WANT TO 'DISCARD  FOR NOW' TO KAN LATER - COMPARED TO ANKAN, THIS IS A 3 TILE LOSS IN UKEIRE.

打  :  28 ACCEPTED TILES

打  :  21 ACCEPTED TILES

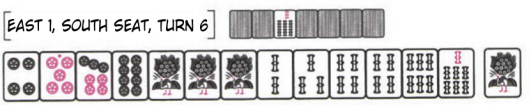
KAN :  24 ACCEPTED TILES

---

**解答 140**



EAST 1, SOUTH SEAT, TURN 6



IISHANTEN [  ×16  ×16  ×16  ×16  ×12  ×12 ]



OUR INITIAL IMPRESSION MAY BE TO KAN  , BUT, AS ALWAYS, WE SHOULD COUNT THE BLOCKS. WE SEE THERE ARE 6 BLOCKS WHEN THE SOUZU IS TREATED AS  .

WE HAVE A BLOCK OVERFLOW AND NEED A RYANMEN TO COMPLETE TO ADVANCE SHANTEN. TRIM THE HAND TO 5 BLOCKS BY DISCARDING  FROM THE INSIDE FOR SAFETY.

問題
141

EAST 1, EAST SEAT, TURN 7





問題
142

EAST 1, EAST SEAT, TURN 7

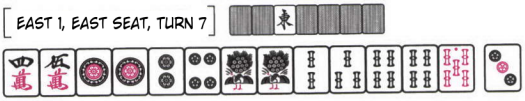




解答 141



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×19 ×19 ×15 ×15 ×12 ×11 ]



WE CAN BREAK THE HAND INTO 6 BLOCKS. WITH THESE SHAPES, IT IS USUALLY GOOD TO CUT A PAIR FOR PINFU. DISCARDING ◎ LOSES 4 TILES OF ACCEPTANCE COMPARED TO 發.

打◎ :



打發 :



SO DOES THAT MEAN 發 IS THE CORRECT DISCARD? IT'S NOT SO SIMPLE. IF WE CUT 發 AND THEN DRAW ◎ , WE'LL HAVE TO DISCARD 中 FOR TENPAI. SINCE THE SOUZU ARE CONNECTED, WE CAN DISCARD 中 FOR EQUAL ACCEPTANCE TO DISCARDING 發 AND LOCK IN THE 中.

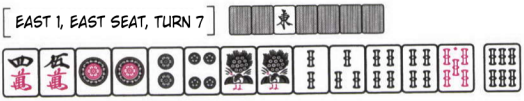
WE TOOK A ROUNDABOUT WAY TO ARRIVE AT THE CORRECT ANSWER. THIS MAY BE DUE TO TUNNEL VISION CAUSED BY THE INITIAL 6-BLOCK FRAMING OF THE HAND. WE COULD HAVE ALSO VISUALIZED THE HAND AS 5 BLOCKS (WITH THE SOUZU BEING AN AMORPHOUS CONFIGURATION OF 2 BLOCKS).

---

解答 142



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×16 ×12 ×12 ×12 ×12 ×8 ]

2 HEADS GIVES MAXIMUM ACCEPTANCE. DO NOT FALL FOR 456 SANSHOKU (WHICH REQUIRES 3 PERFECT DRAWS).

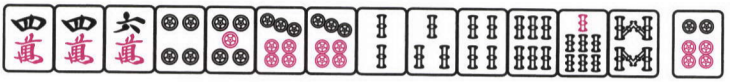
AFTER DISCARDING ◎ , DRAWING ◎ GIVES PINFU TENPAI. JUST TAKE THE MAXIMUM ACCEPTANCE.

問題
143

SOUTH 4, SOUTH SEAT, TURN 6



*ALL LAST, AGARI TOP



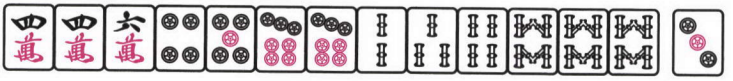
AGARI TOP: WINNING ANY HAND REGARDLESS OF METHOD OR SCORE GIVES THE PLAYER FIRST PLACE

問題
144

SOUTH 4, SOUTH SEAT, TURN 6



*ALL LAST, AGARI TOP

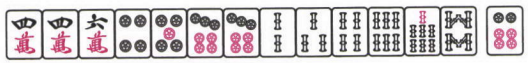


**解答 143**



[SOUTH 4, SOUTH SEAT, TURN 6] 

ALL LAST, AGARI TOP



TENPAI [ 四萬×4 六萬×4 ]

SINCE IT'S ALL LAST AND AN AGARI TOP SCENARIO, WE WILL DAMA OUR WINNING HAND. WE CAN CHOOSE EITHER A KANCHAN OR A SHANPON WAIT. THE SHANPON WAIT IS SUPERIOR SINCE IT HAS MORE OPPORTUNITY TO UPGRADE TO RYANMEN.

IF WE DISCARD 四萬, ONLY 三萬・七萬 UPGRADE TO RYANMEN.

IF WE DISCARD 六萬, 三萬・  -  ・  -  UPGRADE TO RYANMEN.

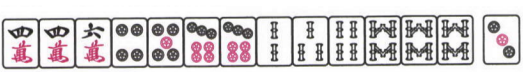
---

**解答 144**



[SOUTH 4, SOUTH SEAT, TURN 6] 

ALL LAST, AGARI TOP



TENPAI [ 四萬×4 六萬×4 ]

DAMA GIVEN THE ROUND/POINT CIRCUMSTANCES. BELOW ARE THE RYANMEN UPGRADES WHEN DISCARDING 四萬 OR 六萬.

DISCARD 四萬 - 三萬・七萬 RYANMEN UPGRADES
DISCARD 六萬 - 三萬・  ・  RYANMEN UPGRADES

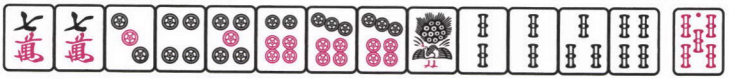
THE  UPGRADE ISN'T A TRUE UPGRADE SINCE WE WILL BE UNABLE TO WIN ON THE  . 六萬 IS STILL THE BETTER DISCARD SINCE THE  UPGRADE RESULTS IN A SANMENCHAN WAIT AND THE HAND CAN CHI  TO UPGRADE TO RYANMEN.

問題
145

SOUTH 4, NORTH SEAT, TURN 6



*ALL LAST, AGARI TOP

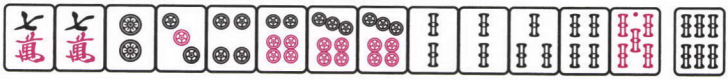


問題
146

SOUTH 4, NORTH SEAT, TURN 6



*ALL LAST, AGARI TOP

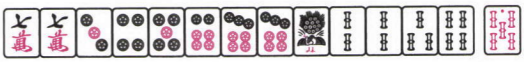


**解答 145**



SOUTH 4, NORTH SEAT, TURN 6

ALL LAST, AGARI TOP



IISHANTEN [ ×22 ×22 ×18 ×17 ×13 ×13 ]

IN ALL LAST AGARI TOP SCENARIOS, SOME PLAYERS WILL SEE THIS HAND AND RUSH TO DISCARD , PLANNING TO 'CALL EVERYTHING' FOR KUITAN. HOWEVER, DISCARDING LOSES ACCEPTANCE FOR , AND THE ONLY SPEED IT BRINGS TO THE HAND IS THE PON. THE PON IS OF LITTLE VALUE, SINCE THE FINAL WAIT WOULD BE A BAD SHANPON (AND NOT THE NICE PINZU SANMENCHAN).

FOR THESE REASONS, WE INSTEAD LOCK IN THE SANMENCHAN WAIT BY DISCARDING AND TAKE THE STRONG IISHANTEN.

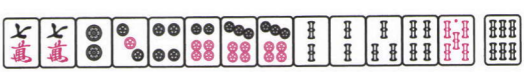
---

**解答 146**



SOUTH 4, NORTH SEAT, TURN 6

ALL LAST, AGARI TOP



IISHANTEN [ ×23 ×23 ×17 ×14 ×14 ]

DISCARDING GIVES A SANMENCHAN IN SOUZU, BUT IF WE TAKE PON-TEN WITH , THE FINAL WAIT WILL INCLUDE WHICH DOES NOT PROVIDE YAKU. WE SHOULD ENSURE THAT, UPON OPENING, OUR ENTIRE WAIT AT TENPAI PROVIDES TANYAO. DISCARD .

問題
147

[SOUTH 4, SOUTH SEAT, TURN 6] 

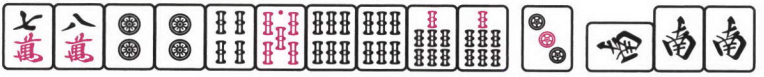
*ALL LAST, AGARI TOP



問題
148

[SOUTH 4, SOUTH SEAT, TURN 6] 

*ALL LAST, AGARI TOP



解答 147



[SOUTH 4, SOUTH SEAT, TURN 6] 

ALL LAST, AGARI TOP



IISHANTEN [ ×19 ×19 ×19 ×14 ×13 ]

WE ARE ATOZUKE FOR . WE PROCEED KNOWING MUST BECOME A TRIPLET. DISCARD FOR THREE HEADS, SUCH THAT ALL PON/CHI INTO TENPAI ACCEPT AS A WINNING TILE.

IF WE INSTEAD FIXED A RYANMEN BY DISCARDING , THE ONLY VALID PON FOR TENPAI IS ON .

---

解答 148



[SOUTH 4, SOUTH SEAT, TURN 6] 

ALL LAST, AGARI TOP



IISHANTEN [ ×20 ×19 ×16 ×15 ×15 ]

BETWEEN AND , KEEP SINCE THE PINZU BLOCK IS CLOSER TO THE EDGE AND THEREFORE EASIER TO PON/CHI FOR TENPAI.

問題
149

SOUTH 4, SOUTH SEAT, TURN 6



*ALL LAST, AGARI TOP

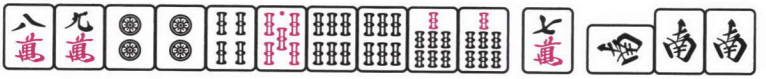


問題
150

SOUTH 4, SOUTH SEAT, TURN 6



*ALL LAST, AGARI TOP

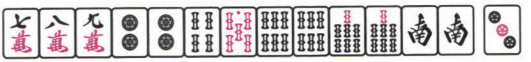


解答 149



[SOUTH 4, SOUTH SEAT, TURN 6] 

ALL LAST, AGARI TOP



IISHANTEN [ ×19 ×19 ×19 ×14 ×13 ]

PRIORITIZE A GOOD WINNING SHAPE AFTER PON AND FIX THE RYANMEN - EDGE WAIT.

GIVES IIPEIKOU SO WE CAN DAMA TO WIN WITHOUT CALLING FOR . THE DRAW IS NO-YAKU SO WE MAY CONSIDER RIICHI WITH THE EXCELLENT - WAIT.

---

解答 150



[SOUTH 4, SOUTH SEAT, TURN 6] 

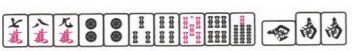
ALL LAST, AGARI TOP



TENPAI [ ×7 ×7 ×4 ]

BOTH AND DISCARDS GIVE TENPAI WAITING ON - .

IF WE DISCARD , WE CAN LATER DRAW FOR A SANMENCHAN UPGRADE.



問題
151

[ EAST 1, EAST SEAT, TURN 5 ]



* 北 IS A 'SAFE TILE'



問題
152

[ EAST 1, SOUTH SEAT, TURN 7 ]



* 北 IS A 'SAFE TILE'



解答 151



[ EAST 1, EAST SEAT, TURN 5 ] 

 IS A 'SAFE TILE'



IISHANTEN [  ×12  ×12 ]

DON'T RUSH TO DROP  BECAUSE THE FINAL SHAPE SEEMS FIXED. IT'S STILL EARLY AND WITH  WE CAN GET PINFU + DORA.



---

解答 152



[ EAST 1, SOUTH SEAT, TURN 7 ] 

 IS A 'SAFE TILE'



IISHANTEN [  ×12  ×12 ]



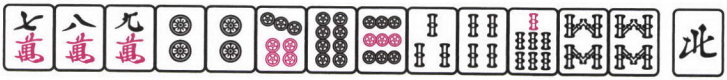
SINCE  IS OUR WIND IT IS USEFUL TO KEEP. WE CAN DISCARD  AND STILL ACCEPT DORA BY SLIDING THE SOUZU SEQUENCE (DISCARDING  ). WITH THIS HAND KEEPING A SAFE TILE IS PREFERABLE TO KEEPING  , WHICH IS NEXT TO DORA AND MAY BECOME DANGEROUS LATER.

問題
153

EAST 1, SOUTH SEAT, TURN 4



* 北 IS A 'SAFE TILE'

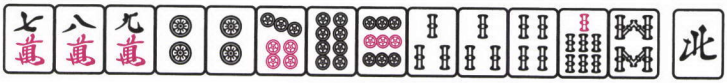


問題
154

EAST 1, SOUTH SEAT, TURN 4



* 北 IS A 'SAFE TILE'

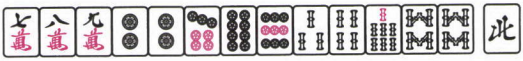


## 解答 153



[EAST 1, SOUTH SEAT, TURN 4] 

 IS A 'SAFE TILE'



IISHANTEN [×20  ×16  ×12]

789 SANSHOKU IS A VERY REAL POSSIBILITY. DISCARDING  MAXIMIZES ACCEPTANCE WITH PERFECT IISHANTEN BUT THE ADDED UKEIRE OF DRAWING  FOR TENPAI LOSES SANSHOKU AND RESULTS IN RIICHI NOMI (AS BELOW).



 IS THE BEST DISCARD. WE HOLD A SAFE TILE, WE SAKIGIRI A MORE DANGEROUS TILE, AND WE SET UP A SOTOGAWA TRAP ON THE  . THESE CONSIDERATIONS OUTWEIGH THE 4 ADDED TILES OF ACCEPTANCE.

THIS QUESTION ASSUMES IT IS EAST 1 - HOWEVER, WHEN PURE WIN RATE IS MORE IMPORTANT THAN VALUE, LIKE IN ALL LAST AGARI TOP SITUATIONS, DISCARD  FOR MAXIMUM ACCEPTANCE.

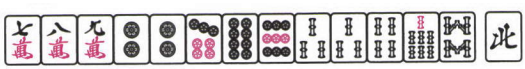
---

## 解答 154



[EAST 1, SOUTH SEAT, TURN 4] 

 IS A 'SAFE TILE'



IISHANTEN [×20 ×16 ×12]

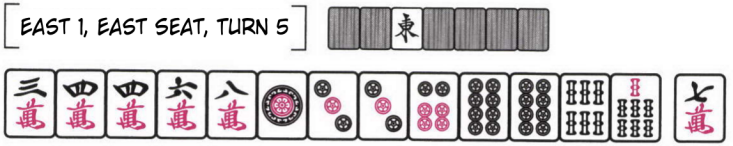
HERE DO ***NOT*** KEEP A SAFE TILE. ON DISCARDING  , WE CAN DRAW  FOR TENPAI WITH TAKAME-YASUME 789 SANSHOKU.



TRUE, WE COULD DRAW  , WHICH WOULD LOSE SANSHOKU. BUT THAT IS NO REASON TO SLOW DOWN THE HAND BY HOLDING ONTO  .

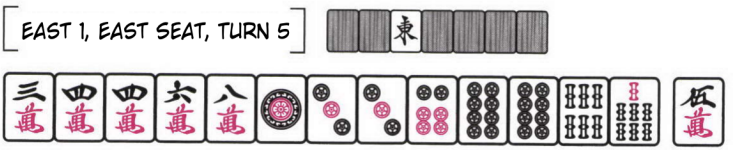
問題
155

EAST 1, EAST SEAT, TURN 5



問題
156

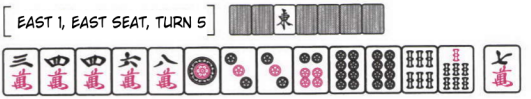
EAST 1, EAST SEAT, TURN 5



解答 155



[ EAST 1, EAST SEAT, TURN 5 ]



2-SHANTEN [ ×28 ×28 ×28 ×26 ×26 ×22 ]

WE ENVISION THE FINAL HAND AS TANYAO SANSHOKU. THERE ARE THREE HEADS, WHICH ISN'T GREAT, BUT SINCE IT'S 2-SHANTEN WE CAN SACRIFICE SOME IMMEDIATE ACCEPTANCE FOR POTENTIAL VALUE. KEEPING THE MANZU INTACT IS GREAT FOR SANSHOKU IN THE IDEAL SCENARIO OF DRAWING .



IMAGINE FIXING THE RYANMEN WITH AND THEN DRAWING . YOU HAVE LOST TANYAO AND SANSHOKU. SAD!

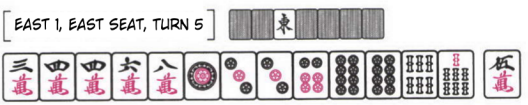


---

解答 156



[ EAST 1, EAST SEAT, TURN 5 ]



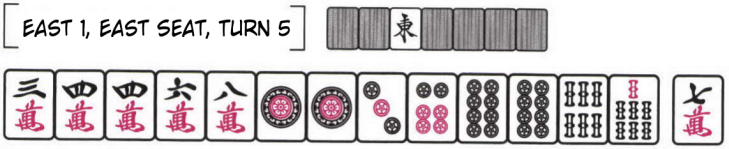
2-SHANTEN [ ×27 ×27 ×27 ×24 ×23 ×23 ]

BY THIS POINT, YOU SHOULD QUICKLY RECOGNIZE THE 678 SANSHOKU POTENTIAL AND THAT ON DRAWING THE MANZU IS A RYANMEN-KANCHAN WITH WIDE ACCEPTANCE.

PROCEED WITH TWO HEAD CANDIDATES AND LEAVE THE 678 SANSHOKU OPTION OPEN BY DISCARDING AND KEEPING .

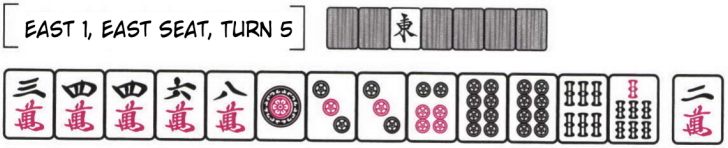
問題
157

EAST 1, EAST SEAT, TURN 5



問題
158

EAST 1, EAST SEAT, TURN 5

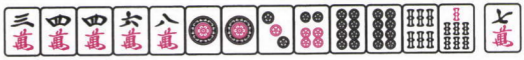


**解答 157**



EAST 1, EAST SEAT, TURN 5





2-SHANTEN [ ×28 ×28 ×28 ×26 ×26 ×22 ]

THIS BEST RESULT FOR THIS HAND WOULD BE 678 SANSHOKU. HOWEVER, THE PAIR IS THE ONLY BLOCK PREVENTING TANYAO. WHICH YAKU SHOULD BE PRIORITIZED? AT 2-SHANTEN, WE CAN TAKE A BALANCED APPROACH TO KEEP BOTH OPTIONS ALIVE BY FIXING THE RYANMEN IN MANZU.

IF WE DRAW , WE CAN MOVE TOWARD 678 SANSHOKU. IF WE DRAW , WE CAN MOVE FOR TANYAO BY DISCARDING THE PAIR.

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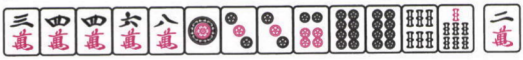
**解答 158**



EAST 1, EAST SEAT, TURN 5





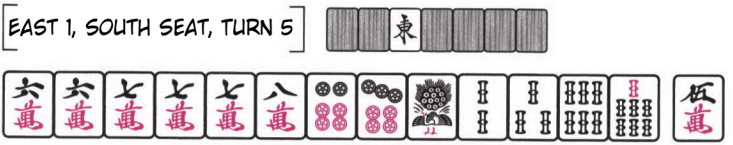
2-SHANTEN [ ×24 ×24 ×24 ×24 ×20 ×20 ]

THE CORRECT DISCARD IS INFORMED BY THE THEORY OF MAINTAINING TWO HEADS AT IISHANTEN. WHILE 678 SANSHOKU IS THE IDEAL SCENARIO, DISCARDING NOW LEAVES A USELESS TILE IN THE HAND ONCE THE MANZU RYANKAN FILLS.



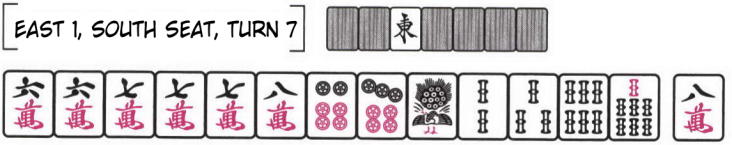
問題
159

EAST 1, SOUTH SEAT, TURN 5



問題
160

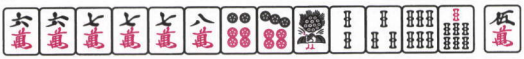
EAST 1, SOUTH SEAT, TURN 7



## 解答 159



[EAST 1, SOUTH SEAT, TURN 5] 



IISHANTEN [ ×28 ×16 ×16 ×16 ×16 ×16 ]

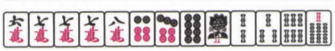
THIS IS A QUESTION FROM THE MANGA 'UTAHIME OBAKA MIIKO' BY KATAYAMA MASAYUKI. TAKING MAXIMUM ACCEPTANCE BY DISCARDING RESULTS IN A TANKI WAIT IF A RYANMEN COMPLETES FOR TENPAI.

DISCARDING , HOWEVER KEEPS THE POTENTIAL FOR BOTH 567 OR 678 SANSHOKU:

DISCARD -> DRAW OR -> CUT -> 567 SANSHOKU

DISCARD -> DRAW OR -> CUT -> 678 SANSHOKU

ツモ : 

ツモ : 

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## 解答 160



[EAST 1, SOUTH SEAT, TURN 7] 



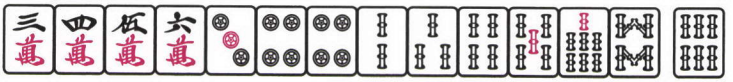
IISHANTEN [ ×28 ×16 ×16 ×16 ×16 ×16 ]

IF IT WERE EARLIER IN THE ROUND, PURSUING PINFU SANSHOKU COULD BE JUSTIFIED, BUT IT'S ALREADY MID-GAME. TAKE THE WIDEST IISHANTEN. IF WE COMPLETE A RYANMEN FOR TENPAI WE WILL HAVE A TANKI WAIT - WITH THE IIPEIKOU, WE CAN CONSIDER REMAINING DAMATEN.

問題
161

EAST 1, EAST SEAT, TURN 7

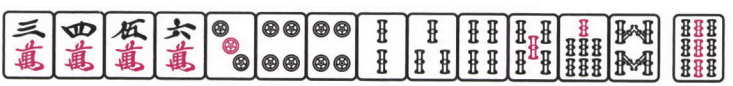




問題
162

EAST 1, EAST SEAT, TURN 7

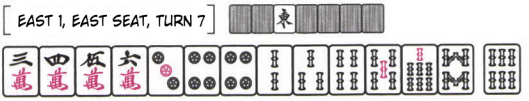




## 解答 161



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×59 ×46 ×46 ×45 ×45 ×23 ]

ANOTHER GREAT SITUATION FROM THE MANGA 'UTAHIME OBAKA MIIKO' BY KATAYAMA MASAYUKI. WHILE DISCARDING IS THE BEST FOR RAW ACCEPTANCE, DRAWING INTO ANOTHER HEAD WILL RESULT IN A SHANPON FINAL WAIT.

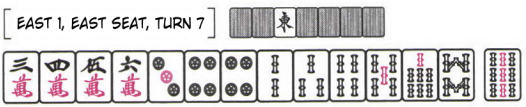
DISCARD TO KEEP ITTSU AND 345 SANSHOKU ALIVE. REGARDLESS OF OUR CHOICE OF DISCARD, THIS IS A SUPER WIDE IISHANTEN - ALMOST GUARANTEED TO REACH TENPAI. SO FOCUS ON THE QUALITY OF THE FINAL SHAPE (GOOD WAIT + VALUE) AND NOT THE TOTAL ACCEPTANCE.

---

## 解答 162



[ EAST 1, EAST SEAT, TURN 7 ]



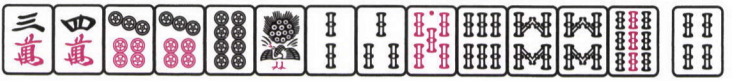
IISHANTEN [ ×53 ×45 ×45 ×40 ×40 ×20 ]

BE ULTRA-CONSCIOUS OF HIGH-VALUE YAKU LIKE ITTSU WHEN THE HAND HAS NO DORA. SINCE WE DREW THE HAND NO LONGER HAS TANYAO. AS IN Q161, DISCARD TO KEEP 345 SANSHOKU AND ITTSU ALIVE. DISCARDING INCREASES THE ODDS OF SHANPON TENPAI.

問題
163

EAST 1, EAST SEAT, TURN 6

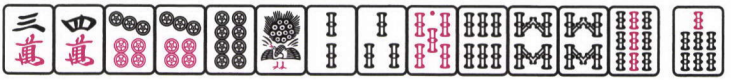




問題
164

EAST 1, EAST SEAT, TURN 6

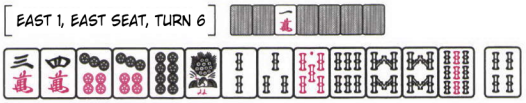




## 解答 163



[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ ×20 ×16 ×16 ×12 ]

IF WE DISCARD , THE BEST CASE SCENARIO IS DRAWING TO COMPLETE THE PENCHAN FOR PINFU ITTSU. HOWEVER, WE SHOULD SOBERLY CALCULATE THAT THIS POSSIBILITY IS UNLIKELY (4/16 CHANCE, 25%). ALL REMAINING DRAWS FOR TENPAI (12/16, 75%) RESULT IN EITHER A PENCHAN WAIT ITTSU OR A NO YAKU TENPAI.

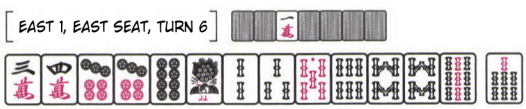
DISCARD FOR PERFECT IISHANTEN TO MAXIMIZE ACCEPTANCE. ALL DRAWS INTO TENPAI RESULT IN A RYANMEN WAIT, AND MOST GIVE PINFU. IF WE DRAW THE BACKFIRE , WE CAN DISCARD FOR TANYAO.

---

## 解答 164



[ EAST 1, EAST SEAT, TURN 6 ]



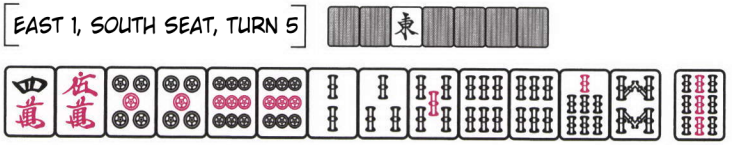
IISHANTEN [ ×20 ×19 ×16 ×15 ×11 ]

BOTH AND DISCARDS LEAD TO PERFECT IISHANTEN - BUT ONLY THE DISCARD KEEPS ITTSU ALIVE.

DON'T DISCARD TO FIX THE EDGE WAIT - THIS LOSES ACCEPTANCE AND KILLS ITTSU.

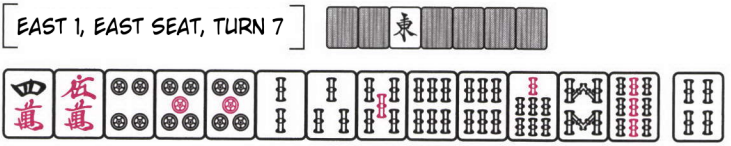
問題
165

EAST 1, SOUTH SEAT, TURN 5



問題
166

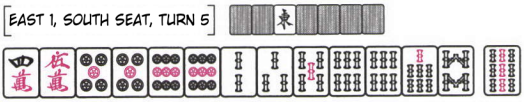
EAST 1, EAST SEAT, TURN 7



**解答 165**



[EAST 1, SOUTH SEAT, TURN 5]



2-SHANTEN [ ×23 ×23 ×23 ×23 ×22 ×21 ]



SIX BLOCKS. DROP THE WEAKEST BLOCK.

WITH THREE HEADS AND OTHERWISE NO BAD SHAPES, WE GENERALLY DISCARD ONE OF THE PAIRS TO PROCEED WITH TWO HEADS. DISCARD THE PAIR CLOSEST TO THE EDGE FOR AKA ACCEPTANCE AND TO MINIMIZE BACKFIRES.

DON'T PREEMPTIVELY DISCARD  TO PURSUE ITTSU. THERE ARE DRAWS THAT WOULD LEAD US TO DISCARD ITTSU AND PURSUE TANYAO, LIKE  .

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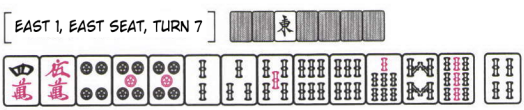
**解答 166**

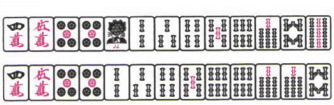


[EAST 1, EAST SEAT, TURN 7]



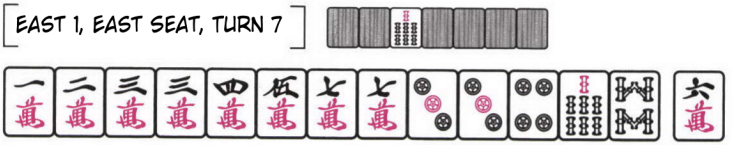
IISHANTEN [ ×22 ×20 ×20 ×18 ×18 ×16 ]

TAKE THE PERFECT IISHANTEN WITH MAXIMUM ACCEPTANCE. YOU MIGHT THINK THAT HAVING TWO  IN THE HAND IS UNNECESSARY, BUT HAVING BOTH ALLOWS US TO PURSUE EITHER TANYAO OR ITTSU.



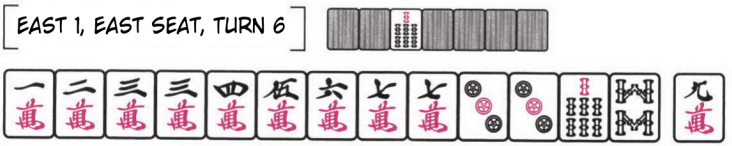
問題
167

EAST 1, EAST SEAT, TURN 7



問題
168

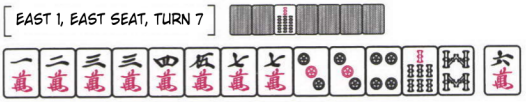
EAST 1, EAST SEAT, TURN 6



## 解答 167



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×22 ×20 ×20 ×18 ×16 ]

WE HAVE THREE-SIDED ACCEPTANCE WITH THE EXTENDED MANZU.



DISCARDING LOSES ACCEPTANCE, BUT WE SHOULD PRIORITIZE THE SANMENCHAN WAIT OVER THE THAT WE MAY OR MAY NOT DRAW.

ON DRAWING , KEEP THE ITTSU CHANCE ALIVE.

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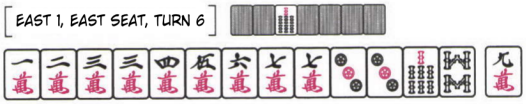
## 解答 168



[ EAST 1, EAST SEAT, TURN 6 ]



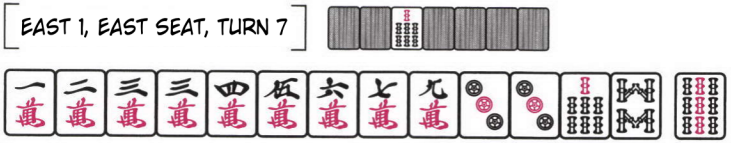
IISHANTEN [ ×22 ×18 ×16 ×16 ×12 ×10 ]

DISCARDING MAXIMIZES ACCEPTANCE BUT LOSES ITTSU.

WE SHOULD DISCARD , SACRIFICING THE EXTRA 4 TILES OF ACCEPTANCE ASSOCIATED WITH THE THREE-SIDED - - WAIT IN MANZU FOR THE POTENTIAL MANGAN OF PINFU ITTSU DORA 1. THE IISHANTEN STILL HAS A VERY GOOD 18 TILES OF ACCEPTANCE.

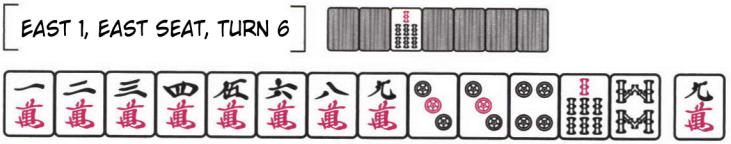
問題
169

EAST 1, EAST SEAT, TURN 7



問題
170

EAST 1, EAST SEAT, TURN 6



## 解答 169



RIICHI

[EAST 1, EAST SEAT, TURN 7]



TENPAI [九萬×10 三萬×4 六萬×4]

打九萬：  10 WINNING TILES

打三萬：  4 WINNING TILES

A SOULLESS DIGITAL RIICHI ON THE SANMENCHAN 二萬-五萬-八萬 WAIT WITH 10 WINNING TILES FOR RIICHI PINFU DORA 1 (5800 POINTS). WE DO NOT TAKE THE KANCHAN ITTSU WAIT ON 八萬 FOR 3 REASONS:

1. THE DIFFERENCE IN THE NUMBER OF WINNING TILES IS MASSIVE (A 60% REDUCTION FROM 10 TO 4)

2. WE LOSE PINFU - SO THE TRADEOFF IS ONLY ~1 HAN, NOT 2

3. WE CANNOT WIN ON 五萬

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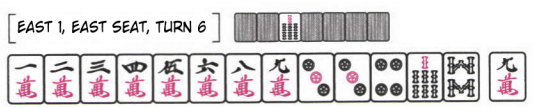
## 解答 170



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [八萬×20 ●●×16 ●●●●×16 九萬×12]

IF WE DISCARD ●●, CHANCES ARE OUR TENPAI WILL BE ON A PENCHAN 七萬.

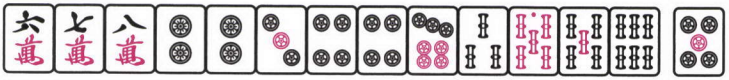
TAKE THE PERFECT IISHANTEN WITH MAXIMUM ACCEPTANCE WITH A HIGH CHANCE OF PINFU (16/20, 80%).

KEY POINT: THE EV IS HIGHER FOR 'PINFU + GOOD SHAPE' THAN 'ITTSU + BAD SHAPE'.

問題
171

EAST 1, SOUTH SEAT, TURN 6

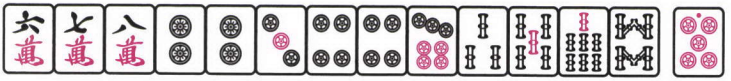




問題
172

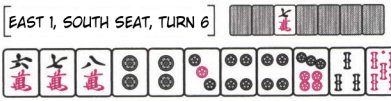
EAST 1, SOUTH SEAT, TURN 6





## 解答 171





IISHANTEN [ ×8 ×8 ×7 ×7 ]

HERE WE CHOOSE BETWEEN  AND  . ONE STRATEGY TO COMPARE TILES THAT PROVIDE KANCHAN ACCEPTANCE IS TO IMAGINE 'WHAT WOULD THE FINAL SHAPE BE AT TENPAI IF EITHER KANCHAN FILLS'?

WHEN APPLYING THIS STRATEGY WE SEE THE FOLLOWING:

DISCARD  -> DRAW  -> 

DISCARD  -> DRAW  -> 

DISCARD  SINCE FILLING THE SOUZU KANCHAN LEADS TO RYANMEN TENPAI.

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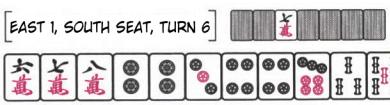
## 解答 172

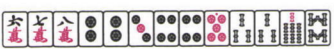




IISHANTEN [ ×12 ×12 ]

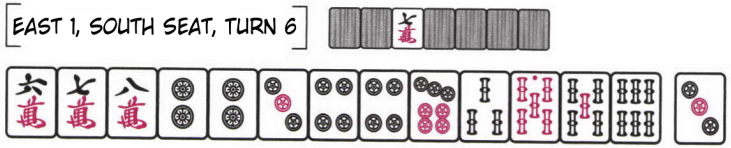
CUTTING EITHER  OR  BRINGS THE HAND BACKWARDS TO 2-SHANTEN. WE PROCEED ENVISIONING  AS THE HEAD. DO NOT REVERT FROM IISHANTEN - DISCARD  FOR NOW.

IF WE DRAW EITHER  OR  TO FORM A PAIR, WE OBTAIN A VERY NICE IISHANTEN.



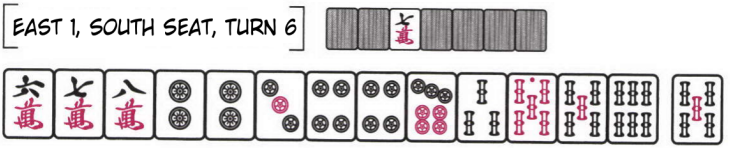
問題
173

EAST 1, SOUTH SEAT, TURN 6

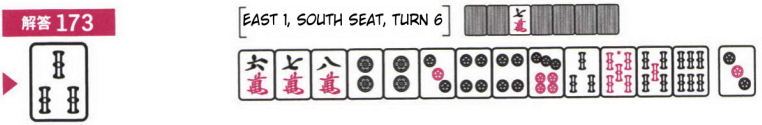


問題
174

EAST 1, SOUTH SEAT, TURN 6



## 解答 173



IISHANTEN [ ×36 ×36 ×28 ×17 ]

IF WE DISCARD AND KEEP , WE HAVE STICKY ACCEPTANCE FOR EVERY TILE BETWEEN ~ . IF WE DISCARD AND KEEP , WE HAVE STICKY ACCEPTANCE FOR EVERY TILE BETWEEN ~ . HOWEVER, WE SHOULD RECOGNIZE THAT RECOGNIZE THAT THE ACCEPTANCE PROVIDED BY OVERLAPS WITH THE ACCEPTANCE PROVIDED BY THE RYANMEN PAIR . THAT IS, WE CAN DISCARD AND STILL ACCEPT FOR TENPAI.

FURTHERMORE, HAS TWO RYANMEN DRAWS ( ), WHILE HAS ONE RYANMEN DRAW ( ), WITH LEADING TO A SLIGHTLY WORSE ARYANMEN/NOBETAN (6 TILE WAIT).

IF YOU THOUGHT WAS THE CORRECT DISCARD, YOU MAY HAVE OVERLOOKED THE DRAWS INTO TENPAI.

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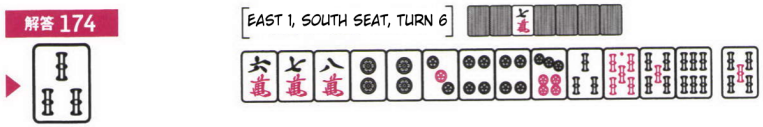
## 解答 174

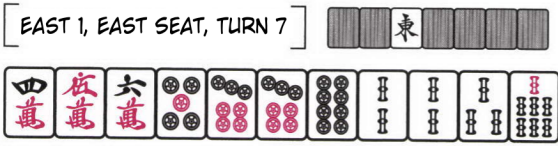


IISHANTEN [ ×17 ×17 ×13 ]

SINCE DISCARDING AND HAVE EQUAL ACCEPTANCE, WE COMPARE THEIR POTENTIAL UPGRADES. KEEPING IS NICE IF WE DRAW OR . WE DON'T HAVE THE SAME POTENTIAL FOR UPGRADES WITH , SINCE DRAWING LEADS DIRECTLY TO TENPAI WHETHER OR NOT WE KEEP .

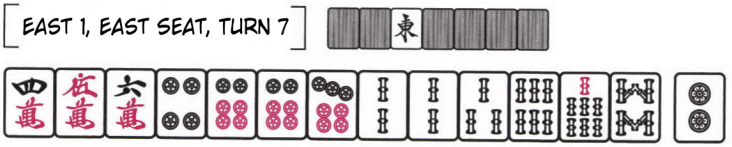
問題
175

EAST 1, EAST SEAT, TURN 7



問題
176

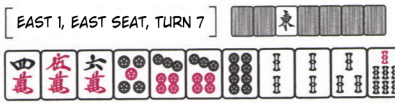
EAST 1, EAST SEAT, TURN 7



## 解答 175



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×22 ×16 ×16 ×14 ×8 ]

DISCARD FOR MAXIMUM ACCEPTANCE. WE MAY GET IIPEIKOU ON DRAWING , AND THE WAIT IS EXCELLENT.



IF INSTEAD WE COMPLETE THE SOUZU RYANMEN WE CAN STILL TAKE THE SUJI TRAP RIICHI WAITING ON THE SHANPON.



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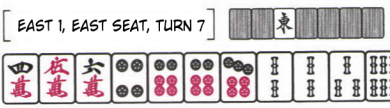
## 解答 176



[ EAST 1, EAST SEAT, TURN 7 ]

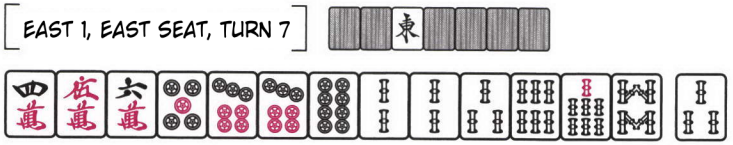


IISHANTEN [ ×16 ×16 ×12 ×12 ×8 ]

DISCARD TO LOCK IN TANYAO. VISUALIZE THE PINZU AS RYANKAN + RYANMEN ( + ). IF WE FILL THE RYANKAN FIRST, WE OBTAIN TANYAO+PINFU TENPAI.

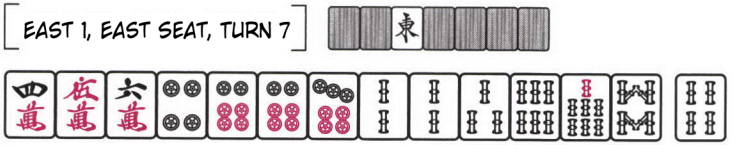
問題
177

EAST 1, EAST SEAT, TURN 7



問題
178

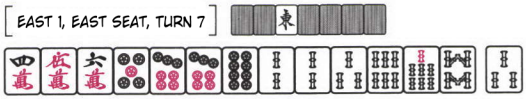
EAST 1, EAST SEAT, TURN 7



**解答 177**



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×22 ×18 ×12 ×8 ×8 ]

PLEASE DO NOT DISCARD HERE THINKING ' IS BETTER FOR STICKING' (AS IN 'STICKY IISHANTEN'). BY DISCARDING , WE CAN DRAW TO WAIT ON , AND DRAW TO WAIT ON .

ツモ :



ツモ :



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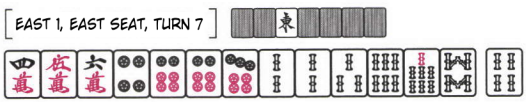
**解答 178**



[ EAST 1, EAST SEAT, TURN 7 ]

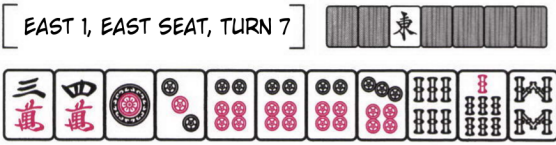


IISHANTEN [ ×33 ×33 ×28 ×20 ×8 ×8 ]

DO NOT FIX THE HEAD BY DISCARDING . IF WE DROP WE CANNOT DRAW FOR RYANMEN TENPAI (WAITING ON ).

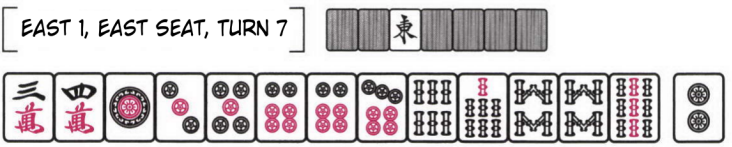
問題
179

EAST 1, EAST SEAT, TURN 7



問題
180

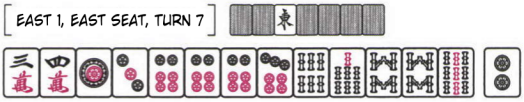
EAST 1, EAST SEAT, TURN 7



## 解答 179



[ EAST 1, EAST SEAT, TURN 7 ]



IISHANTEN [ ×29 ×25 ×25 ×21 ×17 ×11 ]

DISCARDING MAXIMIZES ACCEPTANCE BUT RESULTS IN MANY BAD WAIT TENPAI (ESPECIALLY BAD WOULD BE THE SOUZU PENCHAN ON WHEN WE DRAW ). EVEN THE DRAWS RESULT IN NO YAKU NO DORA TENPAI ON 6 TILE WAITS.

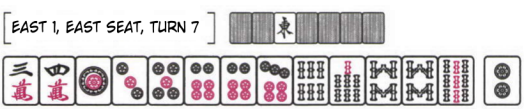
HERE, MAKE THE MOST OF THE PINZU SHAPE WHICH CAN FORM A HEAD + MENTSU. DISCARDING OR LEADS TO EQUAL ACCEPTANCE, BUT DROPPING RETAINS ACCEPTANCE AND SLIGHTLY IMPROVES THE ODDS OF TANYAO (DRAWING WOULD BE NICE).

---

## 解答 180



[ EAST 1, EAST SEAT, TURN 7 ]



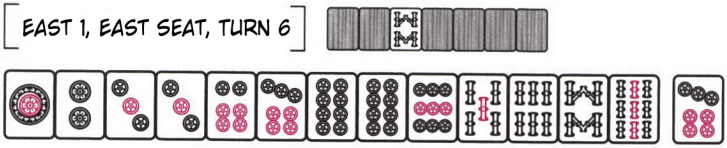
IISHANTEN [ ×29 ×16 ×16 ×12 ×11 ×8 ]

WE NEED A HEAD. NAKABUKURE LIKE ARE POOR SHAPES FOR OBTAINING A HEAD.

THIS IS WHERE THE SOUZU SHAPE , CALLED A 'PENKANCHAN' EXCELS. BY DISCARDING , WE CAN ACCEPT ALL OF - · - FOR A HEAD + MENTSU.

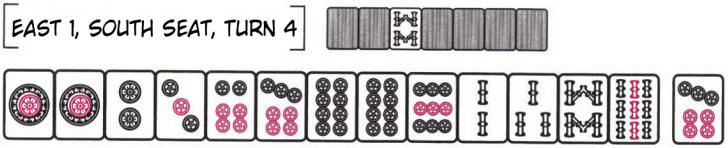
問題
181

EAST 1, EAST SEAT, TURN 6



問題
182

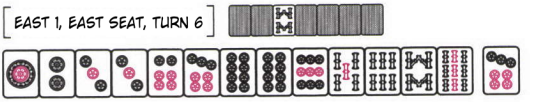
EAST 1, SOUTH SEAT, TURN 4



## 解答 181



[EAST 1, EAST SEAT, TURN 6]



IISHANTEN [×19 ×15 ×13 ×12 ×9 ×8]

WE NEED TO FIGURE OUT OUR HEAD. DRAWING AROUND GIVES ANOTHER RYANMEN BUT DO WE REALLY NEED ANOTHER BLOCK? (HINT: NO).

SINCE WE'RE DEALER AND IT'S THE SIXTH TURN, WE SHOULD MAXIMIZE ACCEPTANCE INTENDING TO DECLARE FIRST RIICHI. BY DISCARDING , WE ACCEPT ALL OF ~ FOR TENPAI - THOUGH THE SHAPE AND VALUE OF THE FINAL HAND WILL VARY DEPENDING ON THE DRAW.

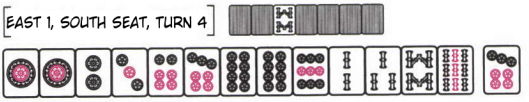
AT BEST, WE GET PINFU DORA 2. DORA TANKI AND RIICHI DORA 1 FOR PENCHAN ARE STILL POSITIVE EV, PROVIDED WE (AS DEALER) DECLARE RIICHI FIRST.

---

## 解答 182



[EAST 1, SOUTH SEAT, TURN 4]



IISHANTEN [×23 ×17 ×16 ×13 ×13 ×12]

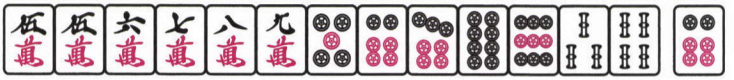
DISCARDING LEADS TO THE WIDEST ACCEPTANCE, BUT THE HAND IS TOTAL GARBAGE UNLESS WE DRAW A DORA PAIR FOR TENPAI. INSTEAD, DISCARD TO GUARANTEE A GOOD HAND!

THE RESULTING IISHANTEN GUARANTEES PINFU. IT'S STILL EARLY - THIS HAND MAY EVEN BECOME CHINITSU!

問題
183

EAST 1, EAST SEAT, TURN 6

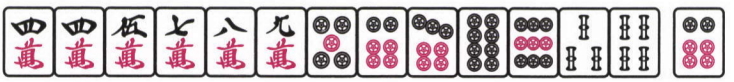




問題
184

EAST 1, EAST SEAT, TURN 6

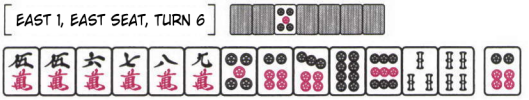




**解答 183**



[ EAST 1, EAST SEAT, TURN 6 ]



IISHANTEN [ ×19 ×19 ×19 ×15 ×15 ×15 ]

TAKE THE PERFECT IISHANTEN. OUR CHOICES ARE OR . DO WE FIX THE DORA PAIR BY DISCARDING ? WELL, WE CAN ACTUALLY USE BOTH DORA WITHOUT FIXING AS THE HEAD.

THE TRICK IS TO SEE THE PINZU NOT JUST AS: + BUT ALSO AS: +

BY DISCARDING WE OBTAIN THE FOLLOWING SHAPE:



ON DRAWING , WE HAVE TANYAO PINFU DORA 2 WAITING ON FOR MANGAN. AND WE COULD ALSO DRAW A THIRD FOR TENPAI.

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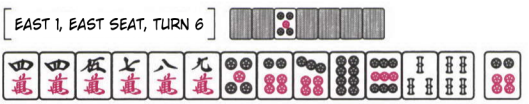
**解答 184**



[ EAST 1, EAST SEAT, TURN 6 ]



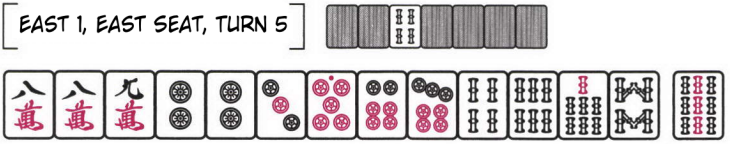
IISHANTEN [ ×20 ×19 ×16 ×15 ×15 ]

WE HAVE TO DROP EITHER OR FOR PERFECT IISHANTEN. ANOTHER WAY TO THINK ABOUT IT IS CHOOSING BETWEEN THE POSSIBLE FINAL WAITS OF (DISCARDING ) OR (DISCARDING ).

SINCE THE MANZU RYANMEN WAIT WOULD HAVE MORE WINNING TILES, AND IS NOT IN THE DORA SUIT, WE SHOULD DISCARD .

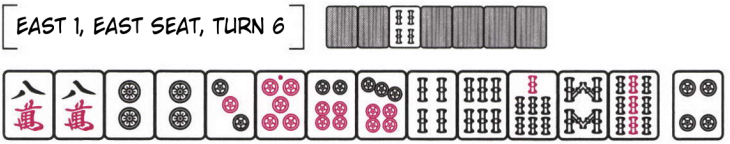
問題
185

EAST 1, EAST SEAT, TURN 5



問題
186

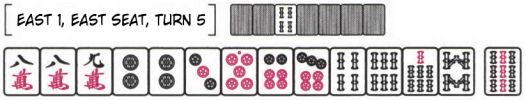
EAST 1, EAST SEAT, TURN 6



解答 185



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×16 ×12 ×12 ×8 ]

IN GENERAL - A HEADSTART RIICHI WAITING ON DORA KANCHAN, ESPECIALLY WITH POTENTIAL AKA, IS POSITIVE EV. SO WE DISCARD FOR MAXIMUM ACCEPTANCE.

DISCARDING LOSES 4 TILES OF ACCEPTANCE COMPARED TO (TWO-HEAD THEORY). THE 4 TILES MAKE A DIFFERENCE - WE'RE DEALER AND WE HAVE DECENT VALUE.

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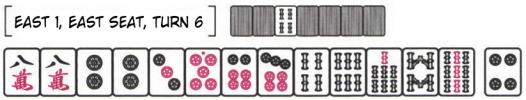
解答 186



RIICHI

[ EAST 1, EAST SEAT, TURN 6 ]



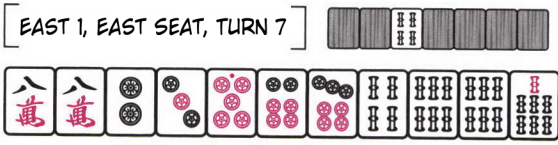
TENPAI [ ×4 ]

DORA KANCHAN - BUT INSTA-RIICHI IS THE DIGITAL CHOICE. THERE ARE FEW IMPROVEMENTS IF WE REMAIN DAMATEN. AND IF WE WIN ON A NON-DORA TILE, OUR SCORE WOULD BE LOWER.

THERE AREN'T MANY DRAWS THAT GIVE US A BETTER TENPAI THAN OUR CURRENT HAND.

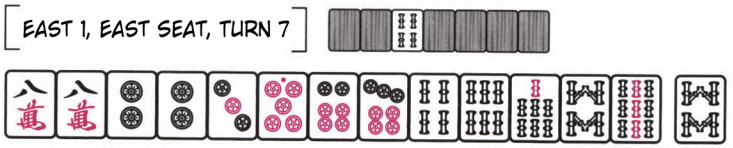
問題
187

EAST 1, EAST SEAT, TURN 7



問題
188

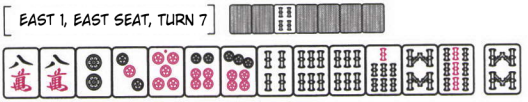
EAST 1, EAST SEAT, TURN 7



**解答 187**



EAST 1, EAST SEAT, TURN 7



IISHANTEN [ ×16 ×15 ×15 ×15 ×7 ×7 ]

WHEN IT COMES TO ACCEPTANCE, · · · ARE VIRTUALLY IDENTICAL. BUT DISCARDING KEEPS BOTH DORA ACCEPTANCE AND IIPEIKOU ALIVE. CUTTING ALSO INCREASES THE ODDS OF PINFU AND TANYAO.

打 :

-CANNOT ACCEPT DORA AND LOW PINFU CHANCE

打 :

-NO IIPEIKOU

打 :

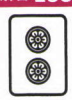
-LOW PINFU CHANCE

打 :

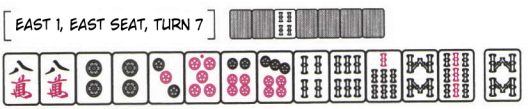
-DORA ACCEPTANCE, POTENTIAL FOR IIPEIKOU, PINFU, AND TANYAO

---

**解答 188**



EAST 1, EAST SEAT, TURN 7

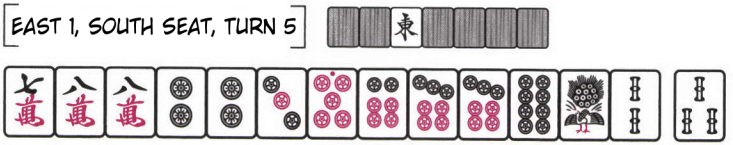


IISHANTEN [ ×16 ×15 ×15 ×11 ]

THE SOUZU CAN BE BROKEN INTO THE SEQUENCE AND THE RYANKAN. WITH ONLY 1 TILE OF ACCEPTANCE SEPARATING AND DISCARDS, CUT FOR THE GREATER LIKELIHOOD OF PINFU.

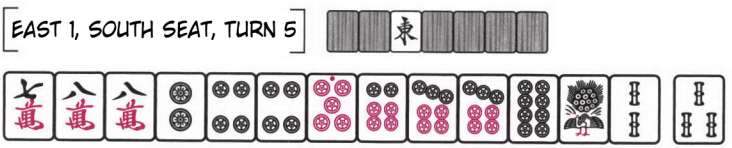
問題
189

EAST 1, SOUTH SEAT, TURN 5



問題
190

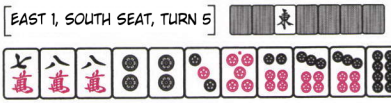
EAST 1, SOUTH SEAT, TURN 5



## 解答 189



EAST 1, SOUTH SEAT, TURN 5



IISHANTEN [ 七萬×19 八萬×19 ●×19 ●●×16 ●●●×15 ]

WE CAN VISUALIZE THE PINZU AS A PAIR + RYANMEN-KANCHAN.

WHILE DISCARDING ANY OF 七萬 八萬 ●● HAS THE SAME OVERALL ACCEPTANCE, ONLY THE SHAPE THAT FIXES THE RYANMEN AND KEEPS THE RYANMEN-KANCHAN INTACT GUARANTEES PINFU AT TENPAI.

打 八萬 :  RYANMEN-KANCHAN IISHANTEN

打 七萬 :  PERFECT IISHANTEN

打 ● :  PERFECT IISHANTEN

KEY POINT: UNLIKE PERFECT IISHANTEN, RYANMEN-KANCHAN IISHANTEN CAN GUARANTEE PINFU AT TENPAI.

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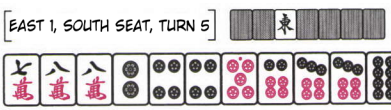
## 解答 190



EAST 1, SOUTH SEAT, TURN 5



IISHANTEN [ 八萬×19 ●×19 七萬×17 ●●×16 ●●●×11 ●●●×11 ]

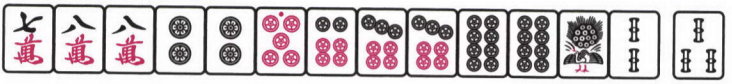
WE COULD CONSIDER THIS PINZU SHAPE SOME SORT OF RYANMEN-KANCHAN SUBSPECIES. IF WE LEAVE THE PINZU ALONE, DRAWING ●● GIVES PINFU TENPAI.

SINCE ● AND 八萬 RESULT IN EQUAL ACCEPTANCE, CUT 八萬 TO GUARANTEE PINFU AT TENPAI.

問題
191

EAST 1, SOUTH SEAT, TURN 5

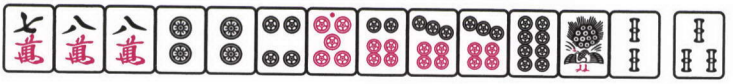




問題
192

EAST 1, SOUTH SEAT, TURN 5

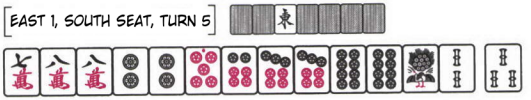




## 解答 191



[EAST 1, SOUTH SEAT, TURN 5]



IISHANTEN [ 六萬×19 ⁘×19 ▥×19 ▤×14 六萬×13 ]

FIRST - ***DO NOT DROP*** ⁘ (1 HAN) FOR IIPEIKOU CHANCE (1 HAN NOT GUARANTEED). SECOND - TAKE PERFECT IISHANTEN WITH CHOICES OF ▥ OR 六萬, WITH EQUAL ACCEPTANCE.

A COMMON MISTAKE IS TO CUT ▥, JUSTIFYING IT BY REASONING, 'IF WE DRAW ⁘, WE CAN UPGRADE PINZU TO SANMENCHAN'. HERE ARE THE HAND SHAPES AFTER CUTTING EITHER ▥ OR 六萬 AND DRAWING ⁘.

打▥からの変化： 

打六萬からの変化： 

WE GET GOOD ODDS FOR SANMENCHAN IF WE DRAW ⁘ REGARDLESS OF OUR CHOICE OF ▥ OR 六萬. THE POINT IS, THE ODDS OF DRAWING ⁘ BEFORE REACHING TENPAI ARE SO SLIM, AND THE DIFFERENCE IN SANMENCHAN POTENTIAL SO NEGLIGIBLE WE SHOULD CONSIDER IT A COMPLETE NON-FACTOR.

FORGET ABOUT THE ⁘ DRAW ENTIRELY. RECOGNIZE THAT THE 六萬 九萬 WAIT IS 8 REMAINING AND THE ⁘ WAIT IS 7 REMAINING. THE ONE-TILE DIFFERENCE IN FINAL WAIT AT TENPAI MATTERS MORE THAN ANY CONVOLUTED MENTAL GYMNASTICS ABOUT POTENTIAL SANMENCHAN UPGRADES THAT ARE UNLIKELY TO OCCUR BEFORE WE INSTARIICHI.

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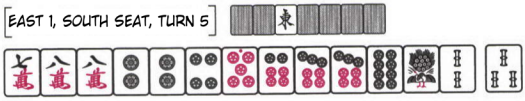
## 解答 192



[EAST 1, SOUTH SEAT, TURN 5]



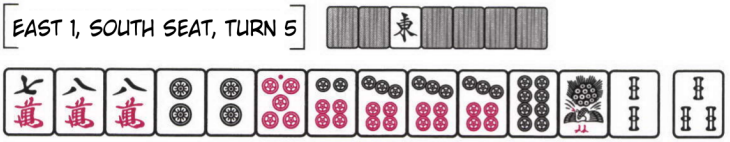
IISHANTEN [ 六萬×23 ▥×23 ⁘×19 六萬×17 ▥×14 ●×11 ]

SEE PAGE 4 - '10 RULES FOR WWYD, #8':
"VISUALIZE THE FINAL SHAPE OF THE HAND AT IISHANTEN"

DISCARD ▥ TO FIX THE SANMENCHAN IN CASE WE DRAW INTO MANZU OR ● FOR TENPAI.

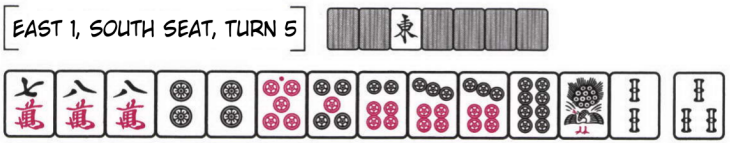
問題
193

EAST 1, SOUTH SEAT, TURN 5



問題
194

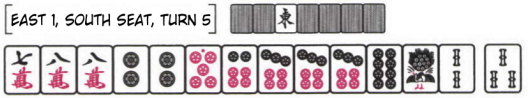
EAST 1, SOUTH SEAT, TURN 5



解答 193



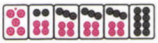
[EAST 1, SOUTH SEAT, TURN 5]



IISHANTEN [ ×22 ×19 ×17 ×16 ×13 ]

THE DISCARD MAXIMIZES ACCEPTANCE AND EXPECTED VALUE.

THE PINZU SHAPE ACCEPTS - AND - .
THE TRICK IS TO NOT BREAK THIS SHAPE UNTIL TENPAI.





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THIS IISHANTEN IS CALLED 'PERFECT IISHANTEN + ENTOTSU'



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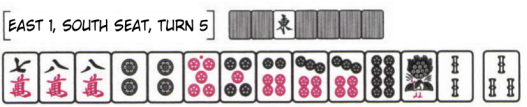
解答 194



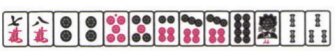
[EAST 1, SOUTH SEAT, TURN 5]



IISHANTEN [ ×19 ×19 ×15 ×14 ×13 ]

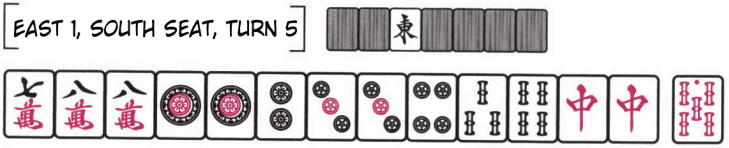
SINCE BOTH AND RESULT IN EQUAL ACCEPTANCE, DISCARD FOR THE IIPEIKOU CHANCE.

THIS IISHANTEN IS CALLED 'PERFECT IISHANTEN + IIPEIKOU'



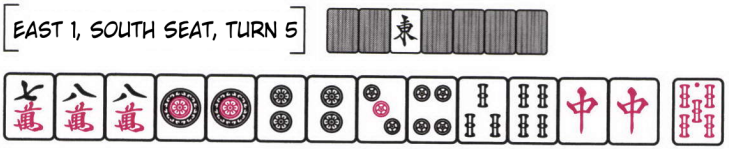
問題
195

[EAST 1, SOUTH SEAT, TURN 5]



問題
196

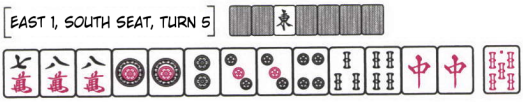
[EAST 1, SOUTH SEAT, TURN 5]



解答 195



[EAST 1, SOUTH SEAT, TURN 5]



IISHANTEN [ ×19 ×19 ×15 ×14 ×13 ]

BOTH AND DISCARDS RESULT IN PERFECT IISHANTEN, BUT DISCARDING HAS A HIGHER EXPECTED VALUE. WE FIX A STRONG RYANMEN AND CAN DRAW INTO IIPEIKOU WITH .

THIS IISHANTEN IS ALSO 'PERFECT IISHANTEN + IIPEIKOU'.



IT'S AN ATYPICAL PERFECT IISHANTEN, BUT IT MEETS THE 3 CRITERIA FOR PERFECT IISHANTEN:

1. MAXIMIZES ACCEPTANCE
2. GUARANTEES A RYANMEN WAIT AT TENPAI
3. TWO HEAD CANDIDATES

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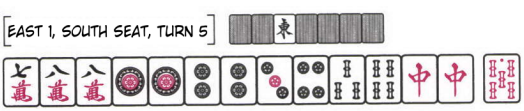
解答 196



[EAST 1, SOUTH SEAT, TURN 5]



IISHANTEN [ ×15 ×15 ×15 ×14 ×9 ]

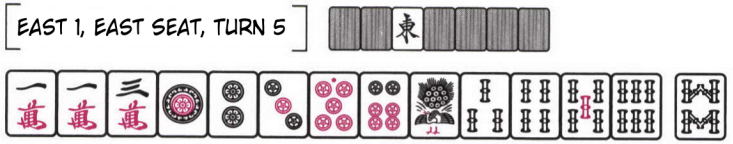


APPLY 5-BLOCK THEORY TO THE HAND. THEN APPLY THE TECHNIQUE OF 'FIX STRONG BLOCKS AND LEAVE SUPPORTING TILES IN THE WEAK BLOCKS'.

DISCARD FOR MAXIMUM ACCEPTANCE AND EXPECTED VALUE. WE MAY DRAW FOR IIPEIKOU AND MAY PON ANYTIME.

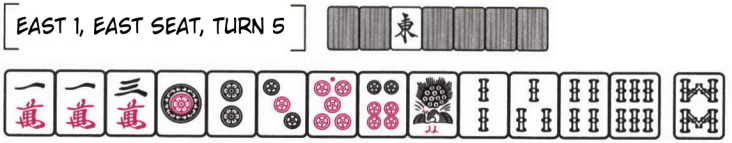
問題
197

EAST 1, EAST SEAT, TURN 5



問題
198

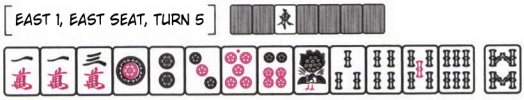
EAST 1, EAST SEAT, TURN 5



解答 197



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×16 ×12 ×12 ]

THIS SHAPE IS CALLED A 'LONG RYANKAN', CONSISTING OF TWO KANCHAN ( AND ) WHERE THE INNER TILES ARE CONNECTED AS A SEQUENCE. IT CAN BE TREATED LIKE A RYANKAN. LEAVING IT INTACT HAS THE HIGHEST ACCEPTANCE AND GREATEST EXPECTED VALUE.

IT MAY BE AN UNFAMILIAR SHAPE, BUT PERHAPS APPRECIATING ITS SYMMETRICAL STRUCTURE WILL MAKE IT EASIER TO SPOT.





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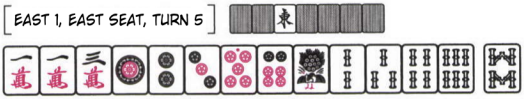
解答 198



[ EAST 1, EAST SEAT, TURN 5 ]

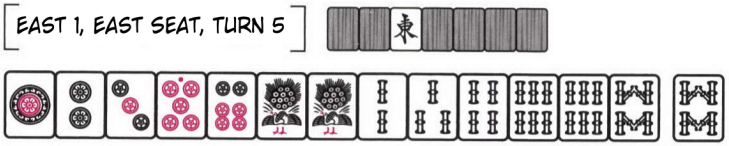


IISHANTEN [ ×16 ×12 ×12 ×12 ]

THE IS A TRADITIONAL RYANKAN, CONSISTING OF TWO KANCHAN. KEEP THE RYANKAN AND FIX THE HEAD FOR MAXIMUM ACCEPTANCE/EV.

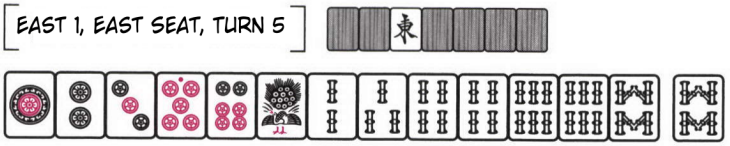
問題
199

EAST 1, EAST SEAT, TURN 5



問題
200

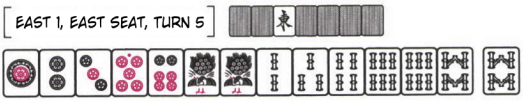
EAST 1, EAST SEAT, TURN 5



**解答 199**



[ EAST 1, EAST SEAT, TURN 5 ]



IISHANTEN [ ×20 ×16 ×16 ×12 ×10 ×10 ]

ACCEPTANCE IS GENERALLY MAXIMIZED WITH TWO HEADS AT IISHANTEN. THEREFORE, BETWEEN , WHICH DO WE CUT?

CUTTING REMOVES KANCHAN ACCEPTANCE FOR .
CUTTING REMOVES KANCHAN ACCEPTANCE FOR .

CUTTING ... KEEPS BOTH ACCEPTANCES OPEN.

=>TILE EFFICIENCY BREAKDOWN=<
RECALL THE DETACHED PAIRS SHAPE (1)
ACCEPTS · · · .

THE EXTENDED DETACHED PAIRS SHAPE (2)
ACCEPTS · · · . SUJI CONNECTED VIA SEQUENCE CAN OFTEN EXTEND WAITS WITHOUT LOSING ACCEPTANCE.

① ( · · · 受け)
② ( · · · 受け)

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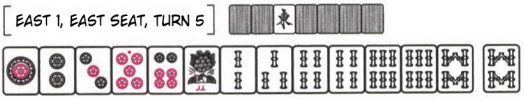
**解答 200**



[ EAST 1, EAST SEAT, TURN 5 ]



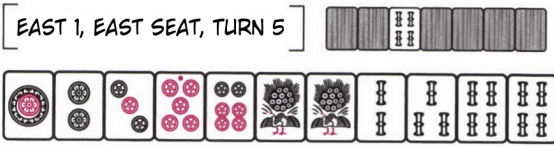
IISHANTEN [ ×20 ×16 ×16 ×16 ×14 ×14 ]

ACCEPTANCE OF THE DETACHED PAIRS SHAPE IS MAXIMIZED BY CUTTING THE MIDDLE TILE TO OBTAIN . THE SHAPE ACCEPTS · · · .

PLEASE DO NOT EVER FORGET THIS. THE DISCARD EVEN HAS A SPECIAL NAME: NAKA-TOBI-TOITSU.

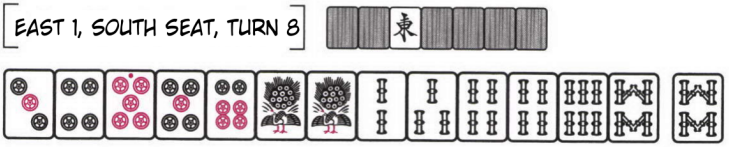
問題
201

EAST 1, EAST SEAT, TURN 5



問題
202

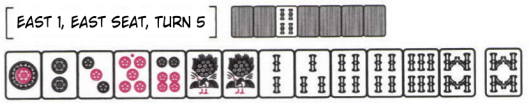
EAST 1, SOUTH SEAT, TURN 8



## 解答 201



[EAST 1, EAST SEAT, TURN 5]



IISHANTEN [×20 ×19 ×16 ×13 ×8 ×8]

OUR INSTINCT SHOULD BE TO INSTANTLY FIX THE CLASSIC DETACHED PAIRS SHAPE . HOWEVER, SINCE THE AND PAIRS ARE SUJI AND CONNECTED WITH A SEQUENCE, WE CAN DISCARD FOR EQUAL ACCEPTANCE TO DISCARDING . IN THIS EXAMPLE, THE ACCEPTANCE IS ACTUALLY 1 TILE BETTER DUE TO THE DORA INDICATOR.

DISCARDING NOW IS GOOD FOR SAKIGIRI AND TO SET UP THE TRAP WAIT ON THE SHOULD WE END UP WITH SHANPON TENPAI.

(1) AND (2) HAVE THE SAME ACCEPTANCE. THE KEY POINT IS THAT CONNECTED SUJI CAN EXTEND WAITS WITHOUT LOSING ACCEPTANCE.

① 

② 

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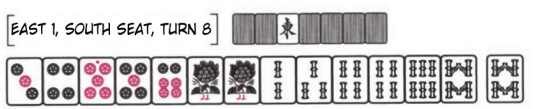
## 解答 202

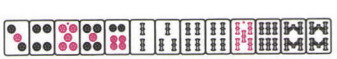


[EAST 1, SOUTH SEAT, TURN 8]



IISHANTEN [×19 ×19 ×15 ×13 ×8 ×8]

SINCE AND DISCARDS HAVE THE SAME ACCEPTANCE, DISCARD FOR TANYAO IN CASE WE DRAW .



# 巻末付録

P208....点数表
P210.....符計算表
P212.....手役一覧表
P216.....用語集



※麻雀のルールは一般的なものを採用しておりますが、詳細は各団体や大会のホームページでご確認ください。
※用語集は一般的な用語を収録していますが、同じ言葉でも時代や場所によって使い方が異なるため、すべての言葉や意味を網羅するものではありません。また、一部の用語は本編とは異なる表記を採用している場合があります。

# 点数表

## ■ 子　※ツモの支払い(子・親)

| | | 1翻 | 2翻 | 3翻 | 4翻 | 5翻 |
|---|---|---|---|---|---|---|
| 20符<br>(ピンフツモ限定) | ロン | — | — | — | — | |
| | ツモ | — | (400・700) | (700・1300) | (1300・2600) | |
| 30符 | ロン | 1000 | 2000 | 3900 | 7700＊ | |
| | ツモ | (300・500) | (500・1000) | (1000・2000) | (2000・3900)＊ | |
| 40符 | ロン | 1300 | 2600 | 5200 | | |
| | ツモ | (400・700) | (700・1300) | (1300・2600) | | |
| 50符 | ロン | 1600 | 3200 | 6400 | | |
| | ツモ | (400・800) | (800・1600) | (1600・3200) | 満貫 8000 | |
| 60符 | ロン | 2000 | 3900 | 7700＊ | (2000・4000) | |
| | ツモ | (500・1000) | (1000・2000) | (2000・3900)＊ | | |
| 70符 | ロン | 2300 | 4500 | | | |
| | ツモ | (600・1200) | (1200・2300) | | | |
| 80符 | ロン | 2600 | 5200 | | | |
| | ツモ | (700・1300) | (1300・2600) | | | |

＊ルール依存(Mリーグルールは満貫)

| | | | | | | |
|---|---|---|---|---|---|---|
| 25符<br>(チートイツ限定) | ロン | — | 1600 | 3200 | 6400 | 満貫 8000 |
| | ツモ | — | — | (800・1600) | (1600・3200) | (2000・4000) |

6・7翻 ハネ満 12000(3000・6000)
8・9・10翻 倍満 16000(4000・8000)
11・12翻 三倍満 24000(6000・12000)
＊13翻以上 役満 32000(8000・16000)

## ■ 親

| | | 1翻 | 2翻 | 3翻 | 4翻 | 5翻 |
|---|---|---|---|---|---|---|
| 20符<br>(ピンフツモ限定) | ロン | – | – | – | – | |
| | ツモ | – | (700オール) | (1300オール) | (2600オール) | |
| 30符 | ロン | 1500 | 2900 | 5800 | 11600＊ | |
| | ツモ | (500オール) | (1000オール) | (2000オール) | (3900オール)＊ | |
| 40符 | ロン | 2000 | 3900 | 7700 | | |
| | ツモ | (700オール) | (1300オール) | (2600オール) | | |
| 50符 | ロン | 2400 | 4800 | 9600 | | |
| | ツモ | (800オール) | (1600オール) | (3200オール) | 満貫 12000 | |
| 60符 | ロン | 2900 | 5800 | 11600＊ | (4000オール) | |
| | ツモ | (1000オール) | (2000オール) | (3900オール)＊ | | |
| 70符 | ロン | 3400 | 6800 | | | |
| | ツモ | (1200オール) | (2300オール) | | | |
| 80符 | ロン | 3900 | 7700 | | | |
| | ツモ | (1300オール) | (2600オール) | | | |

＊ルール依存(Mリーグルールは満貫)

| | | | | | | |
|---|---|---|---|---|---|---|
| 25符<br>(チートイツ限定) | ロン | – | 2400 | 4800 | 9600 | 満貫 12000 |
| | ツモ | – | – | (1600オール) | (3200オール) | (4000オール) |

6·7翻 ハネ満 18000(6000オール)
8·9·10翻 倍満 24000(8000オール)
11·12翻 三倍満 36000(12000オール)
＊13翻以上 役満 48000(16000オール)

# 符計算表

計算法：①②③④⑤すべての符を合計した後に、1の位を切り上げる。

### ① 基本符

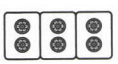
20符（※すべてのアガリに付く）

### ② アガリ形

| | | |
|---|---|---|
| メンゼン | ロン | 10符* |
| | ツモ | 2符 |
| 鳴き | ロン | 0符 |
| | ツモ | 2符 |

*ピンフは特例でツモ符が付かない。

### ③ メンツ

| メンツ | | | 数牌 | | 字牌 | | |
|---|---|---|---|---|---|---|---|
| | | | 2～8牌 | 1 9牌 | 風牌 | | 三元牌 |
| | | | | | オタ風 | 役牌 | 役牌 |
| 3枚組 | シュンツ |  | 0符 | 0符 | − | | |
| | コーツ | ミンコ  | 2符 | 4符 | 4符 | | |
| | | アンコ  | 4符 | 8符 | 8符 | | |
| 4枚組 | カンツ | ミンカン  | 8符 | 16符 | 16符 | | |
| | | アンカン  | 16符 | 32符 | 32符 | | |

## ④ 雀頭

| 雀頭 | | 数牌 | | 字牌 | | |
|---|---|---|---|---|---|---|
| | | 2～8牌 | 1 9牌 | 風牌 | | 三元牌 |
| | | | | オタ風 | 役牌 | 役牌 |
| 2枚組 | トイツ  | 0符 | 0符 | 0符 | 2符* | 2符 |

*連風牌（ダブ東・ダブ南）の雀頭を4符とするルールもある。

## ⑤ 待ちの形

| | |
|---|---|
| リャンメン  | 0符 |
| シャンポン  | 0符 |
| カンチャン  | 2符 |
| ペンチャン  | 2符 |
| タンキ  | 2符 |

**特例と注意事項**

・「チートイツ」は25符で計算する。（※または点数表50符1翻のラインを参照する）
・「ピンフ・ツモ」は20符で計算する。（※出アガリの「ピンフ」は30符で計算する）
・出アガリで20符にしかならないもの（シュンツだけの喰いタン）は30符として扱う。
・複数の形に取れるものは、点数が高くなる方を採用。選択はできない。

# 手役一覧表

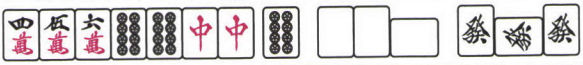
↘は鳴くと1翻下がる。

## 役牌系

**役牌（ヤクハイ）　1翻**　役牌コーツ



**小三元（ショウサンゲン）　2翻**（役牌込みで4翻）　三元牌すべて使用（トイツあり）



**大三元（ダイサンゲン）　役満**　三元牌すべて使用（コーツ）



**小四喜（ショウスーシー）　役満**　風牌すべて使用（トイツあり）



**大四喜（ダイスーシー）　役満**　風牌すべて使用（コーツ）

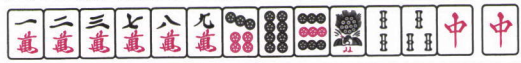


**字一色（ツーイーソー）　役満**　字牌のみ

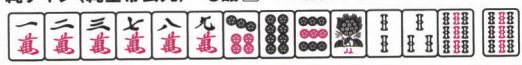


## 端牌系

**チャンタ（混全帯么九）　2翻**↘　19字牌含み（シュンツあり）



**純チャン（純全帯么九）　3翻**↘　19牌含み（シュンツあり）



**混老頭（ホンロートー）　2翻**（トイトイ込みで4翻）　19字牌のみ（コーツ）



**清老頭（チンロートー）　役満**　19牌のみ（コーツ）

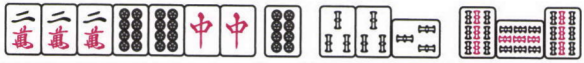


**国士無双（コクシムソウ）　役満**　［メンゼン限定］　19字牌を1枚ずつ+どれか1枚

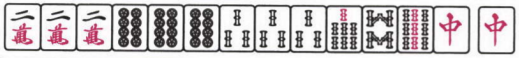


## コーツ系

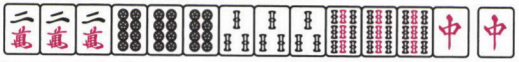
**トイトイ（対々和）　2翻**　コーツのみ



**三暗刻（サンアンコ）　2翻**　アンコ3つ



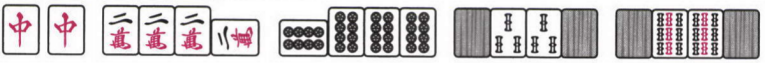
**四暗刻（スーアンコ）　役満**　[メンゼン限定]　アンコ4つ



**三槓子（サンカンツ）　2翻**　カンツ3つ

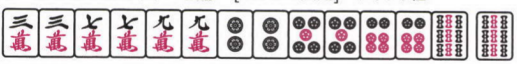


**四槓子（スーカンツ）　役満**　カンツ4つ



## トイツ系

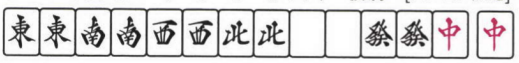
**チートイツ（七対子）　2翻**　[メンゼン限定]　トイツ7組



**混老七対子（ホンローチートイツ）　2翻**（チートイツ込みで4翻）　[メンゼン限定]　19字牌のみのチートイツ

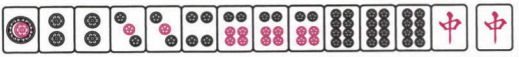


**字一色七対子（ツーイーソーチートイツ）　役満**　[メンゼン限定]　字牌のみのチートイツ

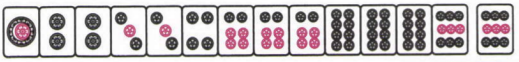


## 一色系

**ホンイツ（混一色）　3翻**↘　数牌一色と字牌



**チンイツ（清一色）　6翻**↘　数牌一色



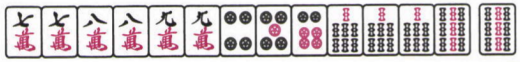
**緑一色（リューイーソー）　役満**　緑色の牌のみ（  ）

**九蓮宝燈（チューレンポートー）　役満**　［メンゼン限定］　数牌一色で1と9を3枚、2~8を1枚+どれか1枚

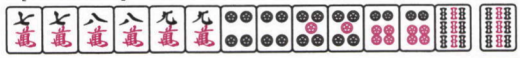


## 絵合わせ系

**イーペーコー（一盃口）　1翻**　［メンゼン限定］　同じシュンツ2組



**リャンペーコー（二盃口）　3翻**（イーペーコー及びチートイツと重複せず）
［メンゼン限定］　同じシュンツ2組×2



**一通・一気通貫（イッツー・イッキツーカン）　2翻**↘　1色で123・456・789



**三色・三色同順（サンショク・サンショクドウジュン）　2翻**↘　3色の同じ数字（シュンツ）

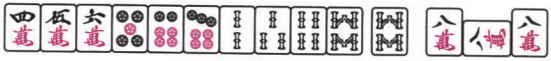


**三色同刻（サンショクドウコー）　2翻**　3色の同じ数字（コーツ）



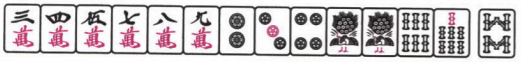
## タンヤオ系

**タンヤオ（断么九）　1翻**　19字牌以外



## ピンフ系

**ピンフ（平和）　1翻**　[メンゼン限定]　以下の3条件をすべて満たす。
①シュンツのみ　②リャンメン待ち　③役牌を使わない（オタ風の雀頭は可）



## リーチ系

**リーチ（立直）　1翻**　[メンゼン限定]　1000点を支払いテンパイ宣言（リーチ後の手替わり不可）
**ダブルリーチ（ダブル立直）　2翻**（リーチと重複せず）　[メンゼン限定]　1巡目リーチ

## その他（ツモ・ロン・カン・偶然系）

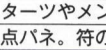
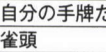
**メンゼンツモ（門前清自摸和）　1翻**　[メンゼン限定]　メンゼンでのツモアガリ
**ハイテイ（海底摸月）　1翻**　局の最後の牌でツモアガリ
**ホーテイ（河底撈魚）　1翻**　局の最後の牌でロンアガリ
**リンシャンカイホー（嶺上開花）　1翻**　カンしてツモアガる
**チャンカン（搶槓）　1翻**　加カンした牌でロン
**天和（テンホー）　役満**　[メンゼン限定]　親の配牌アガリ
**地和（チーホー）　役満**　[メンゼン限定]　子の第1ツモアガリ

# 用語集

| あ | |
|---|---|
| **赤牌** | 5m・5p・5s |
| **アガリ** | 点数を獲得できる 14 牌を完成させること |
| **アガリトップ** | アガリさえすればトップで終了できる局 |
| **遊び牌** | 機能していない牌、余剰牌 |
| **頭（アタマ）** | 雀頭、ヘッド |
| **後付け（アトヅケ）** | 鳴いたときには役が無く、後から役を付けること |
| **亜リャンメン** | 3p3p4p4pのようなトイツがくっついたリャンメン |
| **アンカン（暗槓）** | 同じ牌 4 枚組（鳴いてない） |
| **アンコ（暗刻）** | 同じ牌 3 枚組（鳴いてない） |
| **安全牌** | 他家に振り込まない安全な牌。略称「安牌（アンパイ）」 |
| **イーシャンテン（一向聴）** | あと 1 牌入ればテンパイとなる牌姿。本書では「1 シャンテン」と表記 |
| **1 翻縛り** | 「1 役ないとアガれない」というルール |
| **一発（イッパツ）** | リーチ後 1 巡以内のアガリ。1 翻。手役ではないが手役と同じように扱う。他家の鳴きによって消滅 |
| **浮かせ打ち** | 4s4sとあって、4sを 1 枚だけ切って3pや6pを期待する打ち方 |
| **浮き牌** | 孤立している牌 |
| **受け入れ枚数** | 手が進む有効牌の合計 |
| **埋まる** | メンツが完成すること。主に愚形部分に対して使われる |
| **裏スジ** | 捨てた牌から想像できる待ちの一種。捨て牌6pに対する4s4s（赤5p-6p待ち）など |
| **裏ドラ** | リーチでアガると見ることができるドラ（ドラ表示牌の下にある牌をめくる） |
| **エントツ** | 3p3p4p5pのような形 |
| **オーラス** | この局が終わるとゲームが終了する局。東南戦の南 4 局 |
| **オタ風** | 場風でも自風でもない風牌 |
| **親** | 東家。アガリ点は子の 1.5 倍 |
| **か** | |
| **加カン（カカン）** | ポンした後に 4 枚目の牌を加えて作るカン |
| **風牌** | 1z・2z・3z・4z |
| **数え役満** | 13 翻以上を役満と同じアガリ点数とするルール |
| **片アガリ** | 片方でしかアガれないテンパイ形。123 の三色しか役がない2s3sのテンパイ形など |
| **上家（カミチャ）** | 自分から見て左側の人。チーができる |
| **仮テン** | 仮のテンパイ |
| **かわし手** | 主に他家の大物手をつぶすように進める手 |
| **カン** | 同じ牌 4 枚組を作る行為。カン成立後は 3 枚組のコーツと同様に扱う |
| **完全 1 シャンテン** | 必ずリャンメンテンパイできる 1 シャンテン<br>1m2m4m5m6m7m3p4p5p6p7p8p |
| **完全 1 シャンテン - イーペーコー** | 完全 1 シャンテンにイーペーコーを含んだ形<br>1m2m4m5m6m7m3p4p5p6p7p8p |
| **完全 1 シャンテン - エントツ** | 完全 1 シャンテンにエントツを含んだ形<br>1m2m4m5m6m7m3p4p5p6p7p8p |

| | |
|---|---|
| **カンチャン** |  のような間が抜けている形 |
| **カンツ（槓子）** | 同じ牌４枚組。アンカン、ミンカンの総称 |
| **期待値** | 一般的には「確率変数が取る値を、確率によって重み付けした平均値」と言われるもの。本書では、それを麻雀に応用したものを指す |
| **供託（キョウタク）** | リーチしてアガれなかった時などに 1000 点棒が場に残ること。次にアガった人がもらえる |
| **局** | ゲームの最小単位。東１局など |
| **喰い替え** |  から  をチーして  を切ること。一般的なルールでは禁止行為 |
| **喰いタン** | 鳴いたタンヤオ |
| **愚形** | 悪い形。主にカンチャン、ペンチャンを指す |
| **くっつき** | 孤立している牌にくっつけてターツにすること。  からのツモ  など |
| **くっつきテンパイ** | 孤立牌にくっついたらテンパイする形 |
| **形式テンパイ** | 形の上ではテンパイだが、役がないテンパイ |
| **子** | 南家、西家、北家 |
| **好形** | 良い形。主にリャンメンを指す |
| **コーツ（刻子）** | 同じ牌３枚組。アンコ、ミンコの総称 |
| **５ブロック** | ４メンツ１雀頭のこと。それぞれを１ブロックとしてイメージする |
| **さ** | |
| **最終形** | これ以上手替わりのないテンパイ形 |
| **先切り** | 有効牌を先に切ること。主に他家への危険牌に対して使われる |
| **さらす** | ポンやチーで手の内から出すこと |
| **三元牌（サンゲンパイ）** |  |
| **仕掛け** | 鳴きのこと |
| **自風** | 自分の風。東家の  、南家の  、西家の  、北家の  |
| **字牌** |  中国語表記で「ツーパイ」 |
| **絞る** | 他家に鳴かれないように（ダブ東などを）切らないこと |
| **下家（シモチャ）** | 自分から見て右側の人 |
| **シャボ** | シャンポンの別称 |
| **シャンテン（向聴）** | テンパイまでに必要な手数 |
| **雀頭（ジャントウ）** | ヘッド。同じ牌の２枚組。アガリに１組だけ必要 |
| **シャンポン** | トイツ２つの待ち |
| **純粋リャンメン** |  のような普通のリャンメン。  のような亜リャンメンと区別する言葉 |
| **シュンツ（順子）** |  のように数牌が横につながったメンツ |
| **生牌（ションパイ）** | まだ場に出ていない牌のこと。「初牌（しょはい）」とも |
| **数牌** | 数字を表す牌。マンズ、ピンズ、ソーズの総称 |
| **スジ** | 1-4-7、2-5-8、3-6-9 |
| **捨て牌** | 捨てられた（切られた）牌。捨て牌の並びを指すことも |
| **捨て牌が弱い** | 重要な（使いやすい）牌が多く切られた捨て牌の並び<br>「狙いがわかりやすい」「待ちが絞りやすい」とされる |
| **スライド** |  からツモ  で打  とするなど、シュンツをズラすこと |
| **宣言牌** | リーチをするときに捨てる牌。横向きに置く |
| **先制リーチ** | １人目のリーチ |
| **ソーズ（索子）** |  |
| **即リーチ** | テンパイ時に即座（１巡待ったりしない）にリーチすること |
| **染め手** | ホンイツやチンイツなどを見て進める手牌 |

| た | |
|---|---|
| **他家（ターチャ）** | 自分以外の３人 |
| **ターツ（塔子）** | あと１枚でメンツになる２枚組。本来はリャンメン、カンチャン、ペンチャンのことを指すが、トイツに対しても使われることが多い |
| **縦引き** | 同じ牌が重なるツモ。  に対してのツモなど |
| **打点** | アガリ点 |
| **ダブドラ** | 通常のドラにもなっている赤牌など２翻として扱うドラ |
| **ダブ東（ダブトン）** | 連風牌。東場で東家がコーツにすると２翻 |
| **ダブ南（ダブナン）** | 連風牌。南場で南家がコーツにすると２翻 |
| **ダブルメンツ** |  のような形 |
| **ダブルメンツ落とし** | からとを切っていくこと |
| **ダマテン** | テンパイ時にリーチしていない状態。略称「ダマ」、別称「ヤミテン」 |
| **タンキ待ち** | 雀頭を待つテンパイ形 |
| **チー** | 上家の捨て牌を１枚もらってシュンツを作る行為 |
| **起家（チーチャ）** | 最初（東１局）の親 |
| **チーテン** | チーしてテンパイ |
| **中張牌（チュンチャンパイ）** | ２～８の数牌 |
| **字牌（ツーパイ）** |  ・・・・・・　日本語表記で「じはい」 |
| **ツモアガリ** | 自分のツモでのアガリ |
| **出アガリ** | 他家の捨て牌でのアガリ。ロンアガリ |
| **テンパイ** | あと１枚でアガリになる形 |
| **点バネ** | 符ハネ。符の切り上がり |
| **トイツ（対子）** | 同じ牌２枚組 |
| **トイツ手** | チートイツやトイトイなどを見て進める手牌 |
| **トイツほぐし** | トイツから１枚だけ切ること |
| **対面（トイメン）** | 自分から見て、向かい側の人 |
| **飛びトイツ** |  のようなトイツが１つ離れた形 |
| **ドラ** | １枚につき１翻。役ではないのでドラだけではアガれない |
| **ドラ表示牌** | ドラを示すための牌。次の牌がドラになる |
| **東家（トンチャ）** | 親 |
| **東風戦** | 東場のみで行うゲーム |
| **な** | |
| **流し満貫** | 流局時、捨て牌がすべて１９字牌の場合に成立。満貫のアガリ役とすることが多い |
| **中ぶくれ** | のような真ん中がふくれた形 |
| **鳴き手** | 鳴いて進める手 |
| **並びトイツ** |  のようなトイツが２つ並んだ形 |
| **２度受け** |  のように（の）受けがかぶること |
| **ネック** | 手牌進行の中で支障となる部分 |
| **ノーテン** | テンパイしていない牌姿 |
| **ノーテン罰符** | 流局時にノーテンの人がテンパイの人に点棒を支払うルール |
| **伸び** | 牌が横につながるツモ。  に対してのツモなど。「横伸び」の略語 |
| **ノベタン待ち** |  とあって、とを待つようなテンパイ形 |
| **のみ手** | リーチのみ、タンヤオのみなど、ドラも役も重ならないアガリ |

| は | |
|---|---|
| **牌効率** | 牌を効率よく組み合わせる技術 |
| **牌姿** | 手牌 |
| **配牌（ハイパイ）** | 局の最初に配られた手牌 |
| **場風** | 東場の  、南場の  |
| **離れリャンカン** |  のような２つのカンチャンが合体した形 |
| **翻（ハン、ファン）** | 役やドラを数える単位 |
| **半荘（ハンチャン）** | ゲームの単位。東１局から南４局まで。「東南戦」とも呼ばれる |
| **引っかけ** | 自分が捨てた牌のスジで待ちこと。  が切ってある  待ちなど |
| **ピンズ（筒子）** |  |
| **翻牌（ファンパイ）** | 役牌の別称 |
| **フォロー牌** | 受け入れを増やすことができる牌。主に愚形に対して使われる |
| **複合形** | ターツやメンツが２つ以上くっついている形 |
| **符ハネ** | 点パネ。符の切り上がり |
| **フリテン** | アガリ牌を捨てているなど、出アガリできないテンパイ |
| **ブロック** | ４メンツ１雀頭。またはその候補 |
| **平面何切る** | 自分の手牌だけで考える何切る |
| **ヘッド** | 雀頭 |
| **ヘッド固定** |  からの  切りなど、雀頭として決めること |
| **ヘッドレス** | 雀頭がない形 |
| **ペンカンチャン** |  のような、ペンチャンにもカンチャンにも取れる形 |
| **ペンチャン** |  とあって、  を待つような形 |
| **河（ホー）** | 牌を捨てる場所のこと。何切るにおいては「捨て牌の並び」を指す |
| **ほぐす** | 主に「トイツほぐし」のことを指す。トイツ（２枚組）から１枚だけ切ること |
| **ポン** | 他家の捨て牌を１枚もらってコーツを作る行為 |
| **ポン材** | ポンが可能な材料（トイツ） |
| **ポンテン** | ポンしてテンパイ |
| **ま** | |
| **待ち** | 待っている牌。基本はテンパイ時に使用するが例外あり |
| **マンズ（萬子）** |  「ワンズ」とも読む |
| **ミンカン（明槓）** | 同じ牌４枚組（鳴いている） |
| **ミンコ（明刻）** | 同じ牌３枚組（鳴いている）。ロンによるコーツもミンコとして扱う |
| **メンゼン（門前）** | 鳴いていない状態 |
| **メンゼン手** | 鳴かないで進める手 |
| **メンタンピン** | リーチ・タンヤオ・ピンフ |
| **メンチン** | 鳴いていないチンイツ |
| **メンツ（面子）** | ３枚組。アガリに４組必要 |
| **メンツオーバー** | ５ブロック（４メンツ１雀頭）より多い牌姿 |
| **メンツ固定** |  からの  切りなど、メンツとして決めること |
| **メンツ手** | ４メンツ１雀頭を見て進める手牌 |
| **メンピン** | リーチ・ピンフ |
| **メンホン** | 鳴いていないホンイツ |

| や | |
|---|---|
| **ヤオチュー牌（么九牌）** | 字牌と１９牌の総称 |
| **役牌** | ３枚にすると役になる牌。場風・自風・三元牌がこれに当たる |
| **役なしテンパイ** | 役のないテンパイ。メンゼンであっても出アガリできない |
| **役満（ヤクマン）** | 四倍満。大三元や国士無双など、決められた役でのアガリ |
| **横伸び** | 牌が横につながるツモ。  に対してのツモ  など |
| **余剰牌** | 余っている牌 |
| **４連形** | のような数牌が４つ並んだ形 |
| **ら・わ** | |
| **ラス** | 「last」つまり４着のこと。局のことを言う場合は南４局をオーラス、南３局をラス前と呼ぶ |
| **立体何切る** | 全員の捨て牌など、目に見えるすべての情報が入った何切る |
| **リャンカン** | のような２つのカンチャンが合体した形 |
| **リャンメン** | とあって、とを待つような形。漢字で書くと「両面」 |
| **リャンメンカンチャン** | のようなリャンメンとカンチャンが合体した形 |
| **流局（リュウキョク）** | アガリが出なかった局 |
| **両天秤** | ２つの手役などを両方狙うこと |
| **リンシャン牌（嶺上牌）** | カンしたときにツモる牌 |
| **レアケース** | まれなこと、まれな事例 |
| **連続形** | 牌がたくさんつながっている形。４枚以上のつながりを指す |
| **連荘（レンチャン）** | 次の局も親を続けること |
| **ロートー牌（老頭牌）** | １９牌 |
| **６ブロック** | ４メンツ１雀頭の５ブロックに対し、ブロックが１つ多いときに使う |
| **ロンアガリ** | 他家の捨て牌でのアガリ。出アガリ |
| **王牌（ワンパイ）** | 牌山の最後に残す 14 枚（7 牌× 2 段） |

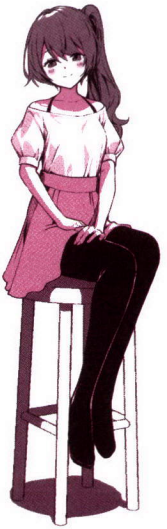
## ［クレジット］「@」はX（旧 Twitter）のID

### ■ 問題作成・解説

**G・ウザク** @mjbook

### ■ 問題精査・校正

**ゆうせー** @getawonarashite
**渡辺太 / ないおトン** @Futokunaio
**西乃うるり / ウルトラ立直** @ururipanda
**トキ雀狂人戦代表** @ammj1216
**ジョコラー** @djokofede



### ■ Special Thanks

**杵月のあ** @kinetsukinoa
**みさき千夏** @ChinatsuMisaki
**水戸わかな** @mitowakana
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### ■ シミュレーター・ツール

**麻雀ウザク式何切る？ - 牌効率学習アプリ**：https://nanikiru.uzakushiki.com/
**麻雀何切るシミュレーター**：https://pystyle.info/apps/mahjong-nanikiru-simulator/
**麻雀 AI「NAGA」**：https://naga.dmv.nico/naga_report/top/
**麻雀数理研究会**：https://note.com/mahjong_math/
**電脳麻将**：https://kobalab.net/majiang/
**天鳳**：https://tenhou.net/

この本は、多くの皆様のご協力によって完成しました。
YouTubeの勉強会に参加してくださるリスナーの皆様、
Xの何切る投稿に回答してくださるフォロワーの皆様、
そして「何切る」作りのヒントをくださった皆様、心より
感謝申し上げます。

# AFTERWORD

## *A NEW WWYD FOR A NEW ERA*

WE ARE IN A NEW AGE, WHERE GRADE SCHOOLERS ON TELEVISION SAY, "I READ G. UZAKU'S BOOKS!" AND UPLOAD VIDEOS OF THEMSELVES PLAYING ONLINE MAHJONG. WHEN PUBLISHING THIS BOOK, WE KNEW CHILDREN WOULD BE PART OF THE READERSHIP, AND MADE STYLISTIC ACCOMMODATIONS WITH ALL READERS IN MIND.

ONE CONSIDERATION WAS TO ADD KANA TO ALL KANJI - BUT THIS WOULD TURN OFF THE MAJORITY ADULT READERSHIP. OUR COMPROMISE WAS TO USE AS FEW DIFFICULT WORDS AND KANJI AS POSSIBLE.

ABOVE ALL, WE WANTED THIS BOOK TO CONVEY THE IDEA THAT MAHJONG IS FUN. THE PROBLEMS ARE CURATED TO BE FUN TO SOLVE AND ENJOYABLE TO DISCUSS WITH FRIENDS. THIS GUIDING PRINCIPLE LED TO THE INCLUSION OF UNCONVENTIONAL WWYDS, INCLUDING QUESTIONS ON CALL JUDGMENT, FURITEN, KUIKAE, AND THE BAKYO.

HOPEFULLY, THIS BOOK HAS BEEN FUN AND HAS LED READERS TO NEW REALIZATIONS. GRANULAR EXPLANATIONS ARE NOT ALWAYS THE RIGHT APPROACH IN MAHJONG STUDY. IN SOME CASES, LECTURES WHICH FOCUS ON 'THE ANSWER' ABOVE ALL ELSE CAN BE A DETRIMENT TO CHILDREN, WHO SHOULD BE DEVELOPING THEIR CREATIVITY, THINKING, AND PROBLEM SOLVING SKILLS. FIRST-TIME WWYD SOLVERS SHOULD READ THE BOOK FRONT-TO-BACK, EXPLANATIONS AND ALL.

WWYD VETERANS MAY TRY A METHOD WHERE THE EXPLANATION IS HIDDEN - AND AFTER IDENTIFYING THE CORRECT DISCARD, TO RECAPITULATE THE EXPLANATION.

AFTER 'FUN' AND 'CREATIVE' COMES 'PRACTICAL'. FOR CRITICAL TOPICS, SIMILAR QUESTIONS ARE POSED REPEATEDLY. ANOTHER INTENTIONAL DESIGN CHOICE WERE THE INLINE IMAGES CORRESPONDING TO CALLS AND RESULTING HAND SHAPES. IT MAY SEEM SMALL, BUT WE PUT A LOT OF EFFORT INTO IT. HOPEFULLY YOU NOTICED ...

WITH INFLATION OUT OF CONTROL, BUSINESSES ARE RACING TO PRODUCE ITEMS AS QUICKLY AND AS CHEAPLY AS POSSIBLE. WE CUT AGAINST THE GRAIN AND INVESTED TIME, EFFORT, AND MONEY ON PRODUCTION OF THIS BOOK. WE ARE GRATEFUL TO THOSE WHO APPRECIATE THE SMALL DETAILS.

2024年8月　G・ウザク

I KNOW, THIS 'AFTERWORD' IS ARROGANT - TO BE HONEST, I FEEL ON EDGE. I AM NOT A 24/7 365 MODEL OF GOOD BEHAVIOR. PLEASE DO NOT DEMAND FROM ME EVEN MORE CONTRIBUTIONS TO THE MAHJONG WORLD. I WILL DO MY BEST, BUT I PREFER TO BE A MORE CASUAL CONTRIBUTOR. PLEASE READ THIS BOOK IN A CASUAL MANNER.

MY WISHES ARE SIMPLE: 'LIVE HAPPILY' AND 'HELP CHILDREN LIVE HAPPILY, TOO'. THAT IS ALL.

**［著者］G・ウザク**

名古屋在住。年齢などの詳しいプロフィールは非公表。『麻雀 定石「何切る」301 選』『ウザク式麻雀学習 牌効率』などのベストセラーを次々と世に送り出し、シリーズ累計 10 万部を超える売り上げを誇る、現代の最も売れている麻雀本の著者のひとりである。自著だけでなく、数々の麻雀戦術本に校正担当として協力。最近は麻雀プロや大会のスポンサーシップ、何切るアプリの運営など、麻雀界への多方面での貢献に力を注いでいる。キャッチフレーズは「何切る職人」。
X（旧 Twitter）：@mjbook
YouTube：@uzaku

『麻雀ウザク式何切る？ - 牌効率学習アプリ』（iOS ／ Android）
https://nanikiru.uzakushiki.com/
麻雀何切るの第一人者 G・ウザクによるスマホアプリ。データ集計、カレンダーなど、アプリならではの機能を搭載。本書はこのアプリのベスト盤にあたる。

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ウザク式 麻雀学習

# 何切る金ゴールド