



# AMERICAN MAH JONGG STRATEGY BY WALL

*Pace Yourself*

Deal | Begin-Game | Middle-Game | End-Game |

30/30  
55  
0



W Hoptoi x1 0

Navigation icons: Home, Back, Forward, Refresh, and a Mahjong tile icon.

Game control icons: a Mahjong tile icon and a close button.

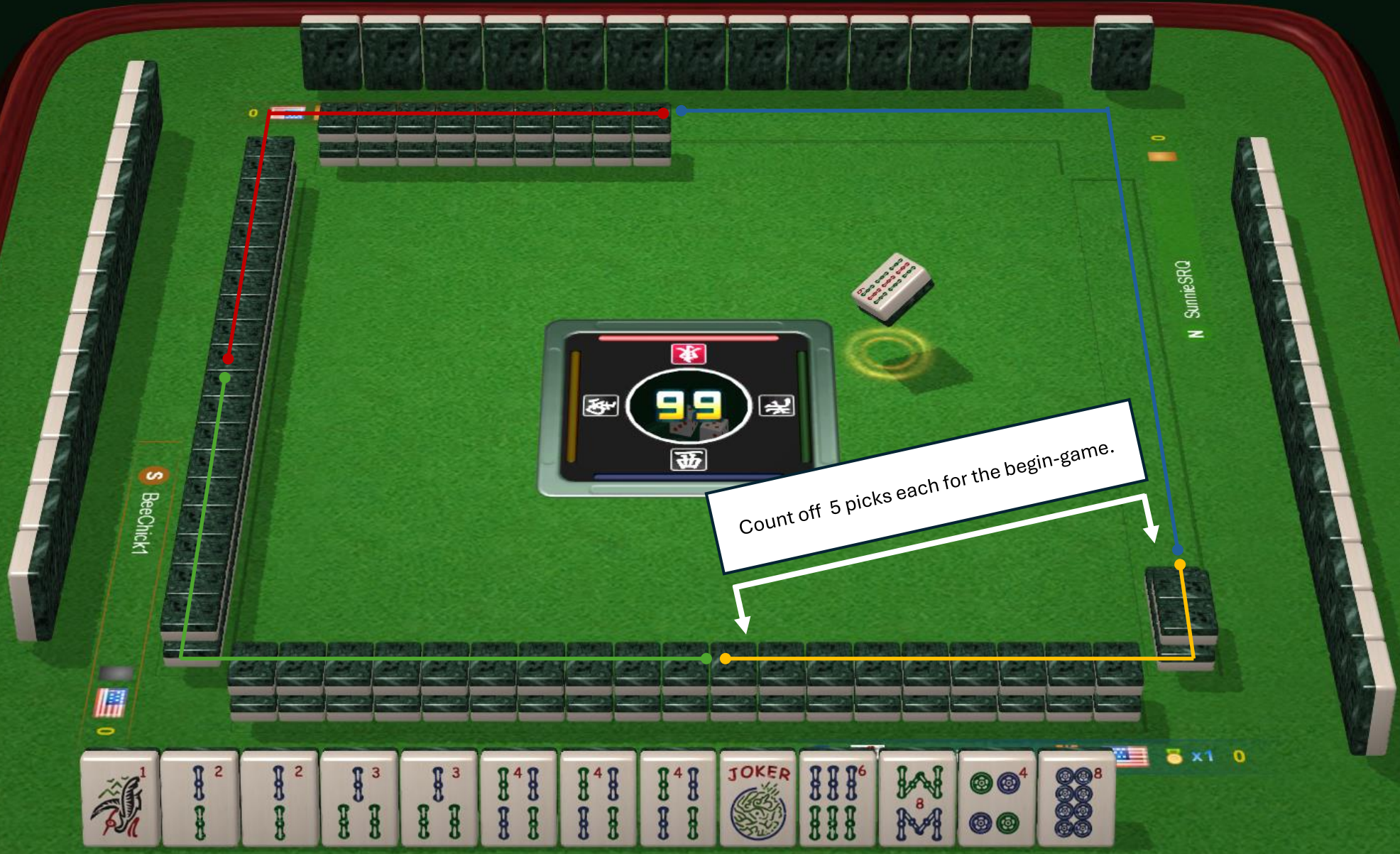
Deal | Begin-Game | Middle-Game | End-Game |



ElissaHutne

30/30  
13

0



Count off 5 picks each for the begin-game.



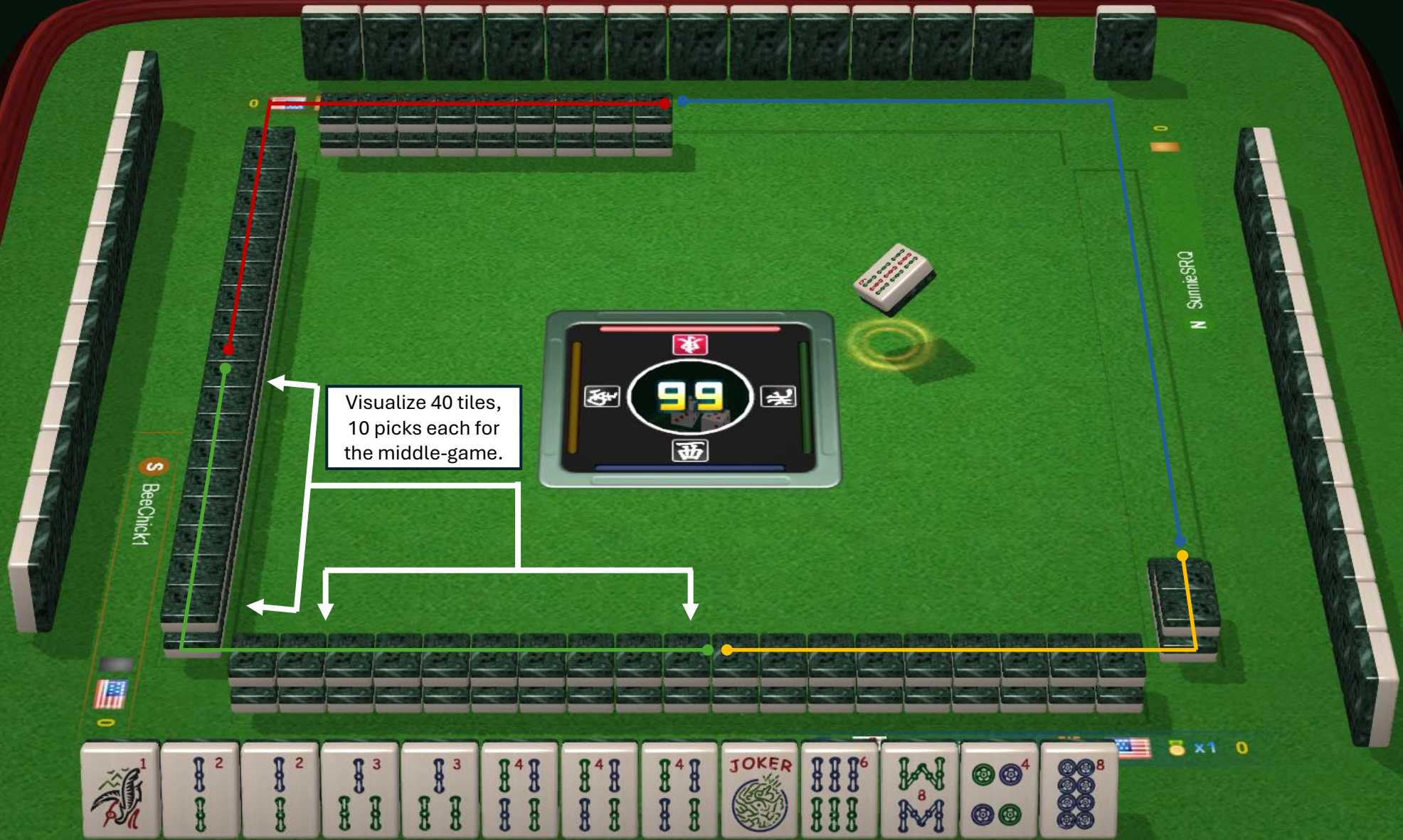
Deal | **Begin-Game** | Middle-Game | End-Game |



ElissaHutne

30/30  
13

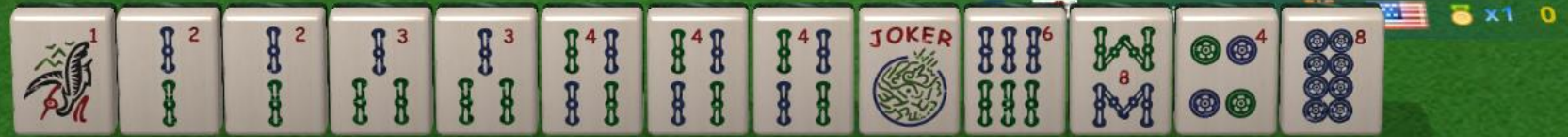
0



Visualize 40 tiles,  
10 picks each for  
the middle-game.

S BeeChick1

N SummeSRQ



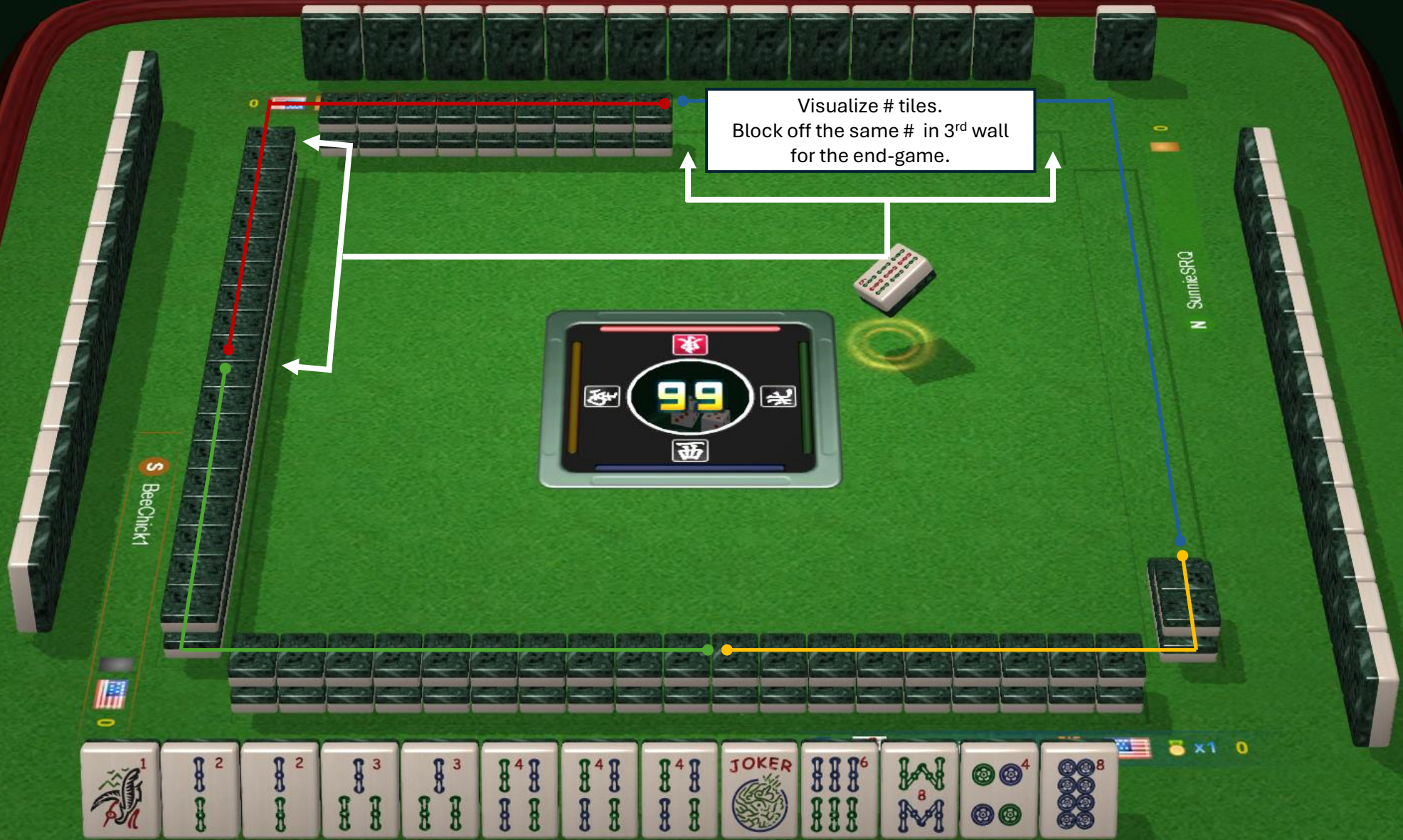
Deal | Begin-Game | Middle-Game | End-Game



ElissaHutne

30/30  
13

0



Visualize # tiles.  
Block off the same # in 3<sup>rd</sup> wall  
for the end-game.

S BeeChick1

N SummeSRQ





# Game 1

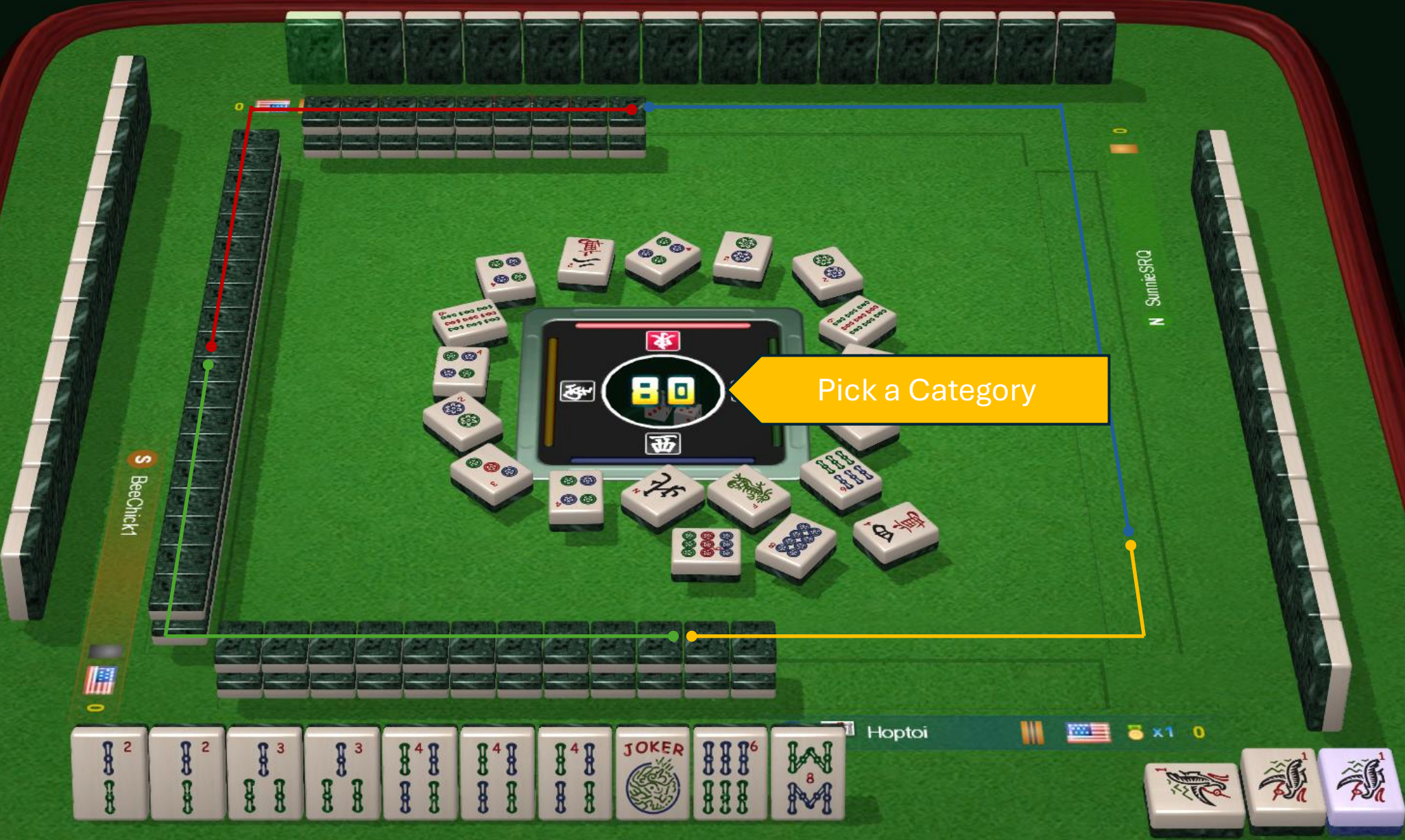
Deal | Begin-Game | Middle-Game | End-Game |



ElissaHutne

0/90  
4

0



Pick a Category

S BeeChick1

N SummieSRQ

2 2 3 3 4 4 4 JOKER 6 8

Hoptoi x1 0



Deal | **Begin-Game** | Middle-Game | End-Game |



SunnieSRQ

1/1  
4  
0

The image shows a 3D-rendered Mahjong table with a green felt top and a dark red border. In the center, a digital display shows a score of 70. The table is surrounded by four players: SunnieSRQ (North), BeeChick1 (South), Hoptoi (West), and another player (East). Each player has a hand of tiles. A green callout box with a white arrow points to the central display, containing the text "Switch Sweet Spot".

Switch Sweet Spot

A vertical toolbar on the right side of the screen containing several circular icons for game controls, including a play button, a double arrow button, a refresh button, and a close button.

A small set of navigation icons in the bottom-left corner, including a home button and a refresh button.

Deal | **Begin-Game** | Middle-Game | End-Game |



SunnieSRQ

4

0



S BeeChick1

N SunnieSRQ

W Hoptoi

x1 0



Joker Bait Sweet Spot  
Pick a Hand!



Deal | **Begin-Game** | Middle-Game | End-Game



Hoptoi

20/30  
3

0



S BeeChick1

N SumiteSRQ

Risk Assessment



Deal | Begin-Game | Middle-Game | End-Game



BeeChick

BeeChick1

30/30

4

0



Push-Fold Judgment

S BeeChick1

N SummeSRQ

W Hoptoi

x1 0

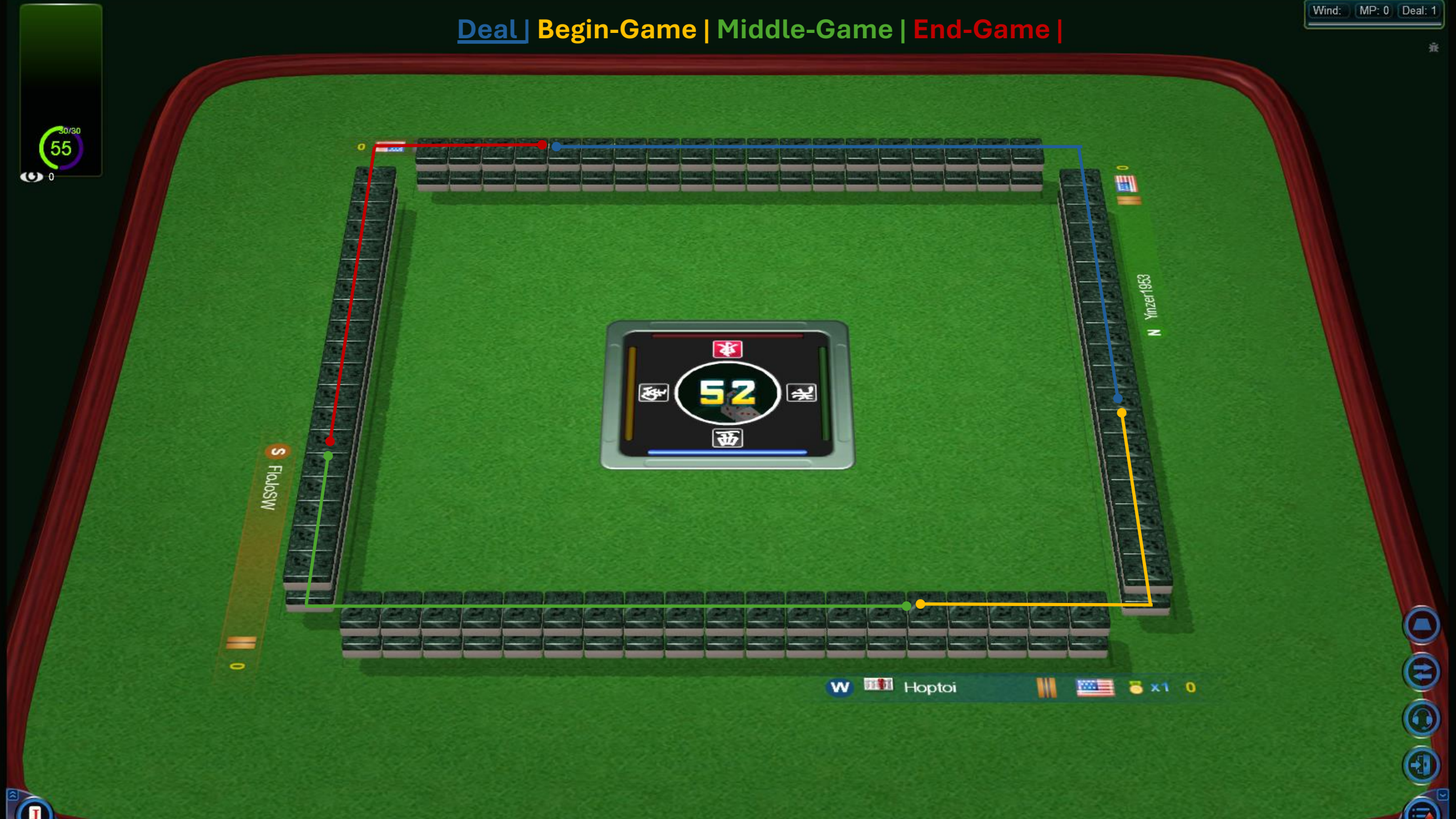




Game 2

Deal | Begin-Game | Middle-Game | End-Game |

30/30  
55  
0



S Flajosw

N Yinzet1953

W Hoptoi

Navigation icons: Home, Back, Forward, Search, and other controls.

Deal | Begin-Game | Middle-Game | End-Game |



ChamaCarole

30/30  
20  
0

The image shows a 3D-rendered Mahjong table with four players: E (ChamaCarole) at the top, S (FlolosW) on the left, N (Yinzer1983) on the right, and W (the player whose hand is visible at the bottom) at the bottom. The table is green with a red border. In the center, a digital display shows the number '99' in yellow, with a yellow arrow pointing to it from a box labeled 'Position Assessment'. The display also shows a red dragon tile on top and a black dragon tile on the bottom. The player's hand at the bottom consists of the following tiles from left to right: 1 plum (梅), 2 orchid (蘭), 2 bamboo (竹), 5 bamboo (竹), 7 bamboo (竹), 7 bamboo (竹), 8 bamboo (竹), 9 bamboo (竹), 9 bamboo (竹), 2 ten thousand (萬), North (北), and two jokers (JOKER). The player's score is 0, and there is a multiplier of x1. The wind is East (E).

Position Assessment

A vertical column of six circular icons for game control: a speaker (mute), a double-headed arrow (undo/redo), a circular arrow (refresh), a hand with a card (draw), a hand with a card (discard), and a hand with a card (deal).

Deal | **Begin-Game** | Middle-Game | End-Game |



Hoptoi

30/30  
9

0



Pick a Category



Hoptoi



N Ymzer1953

S FlajosW



Deal | **Begin-Game** | Middle-Game | End-Game |



CharnaCarole

90/30  
9

0

The image shows a 3D-rendered Mahjong table with a green felt top and a dark red border. In the center, a black display shows the number '60' in yellow and green. A green callout box with a white arrow points to the display, containing the text 'Joker Bait Sweet Spot Pick a Hand!'. The table is surrounded by four walls of Mahjong tiles. The bottom wall (West) has tiles: 梅 1, 蘭 2, 菊 3, 2, 3, 5, 8, 9, 9. The right wall (North) has tiles: 7, 7, 7, 7. The top wall (East) has tiles: 7, 7, 7, 7. The left wall (South) has tiles: 7, 7, 7, 7. A central area contains a circular arrangement of tiles, including a Joker tile. A green line connects the callout box to the Joker tile. A red line connects the callout box to the top wall. A yellow line connects the callout box to the right wall. A blue line connects the callout box to the bottom wall.

S FalsSW

N Yinzer1963

W Hoptoi

x1 0



Deal | Begin-Game | Middle-Game | End-Game



Yinzer1953

9 0/0

0



Risk Assessment

S FlalosW

N Yinzer1953

W Hoptoi

x1 0



Deal | **Begin-Game** | Middle-Game | End-Game



FloJoSW



0

The image shows a top-down view of a Mahjong table. In the center is a digital timer displaying '30' with a red arrow pointing to it from a red box labeled 'Push-Fold Judgment'. The table is divided into four quadrants by a central area. Each player has a hand of tiles. At the top, there are stacks of tiles and a wall. At the bottom, there are more stacks and a wall. The table is green with a red border. The players' names and scores are visible around the table: FloJoSW (South), Hoptoi (West), and Yinzer1933 (North). The wind direction is East (E).

Push-Fold Judgment

S FloJoSW

W Hoptoi

N Yinzer1933



Deal | **Begin-Game** | Middle-Game | End-Game



Yinzer1953



0

The image shows a 3D-rendered Mahjong table with a green felt top and a dark red border. In the center, a digital display shows a score of 20. The table is surrounded by four players: North (top), South (left), West (bottom), and East (right). Each player has a hand of tiles. The North player's hand includes several red dragons. The South player's hand includes several purple dragons. The West player's hand includes several green dragons. The East player's hand includes several red dragons. The table is also marked with wind indicators: North (N), South (S), West (W), and East (E). A red arrow points from the top-left corner to the center, and a yellow arrow points from the bottom-right corner to the center. A red banner with the text "Push-Fold Judgment" is overlaid on the center of the table.

Push-Fold Judgment

A vertical toolbar on the right side of the screen containing several blue circular icons for game controls, including a play button, a refresh button, a chat button, and a settings button.

Deal | **Begin-Game** | Middle-Game | End-Game



Hoptoi

28

0



Push-Fold Judgment

S F10J5W

N Ynzet1933

W Hoptoi



x1 0

[No Title]



Game 3

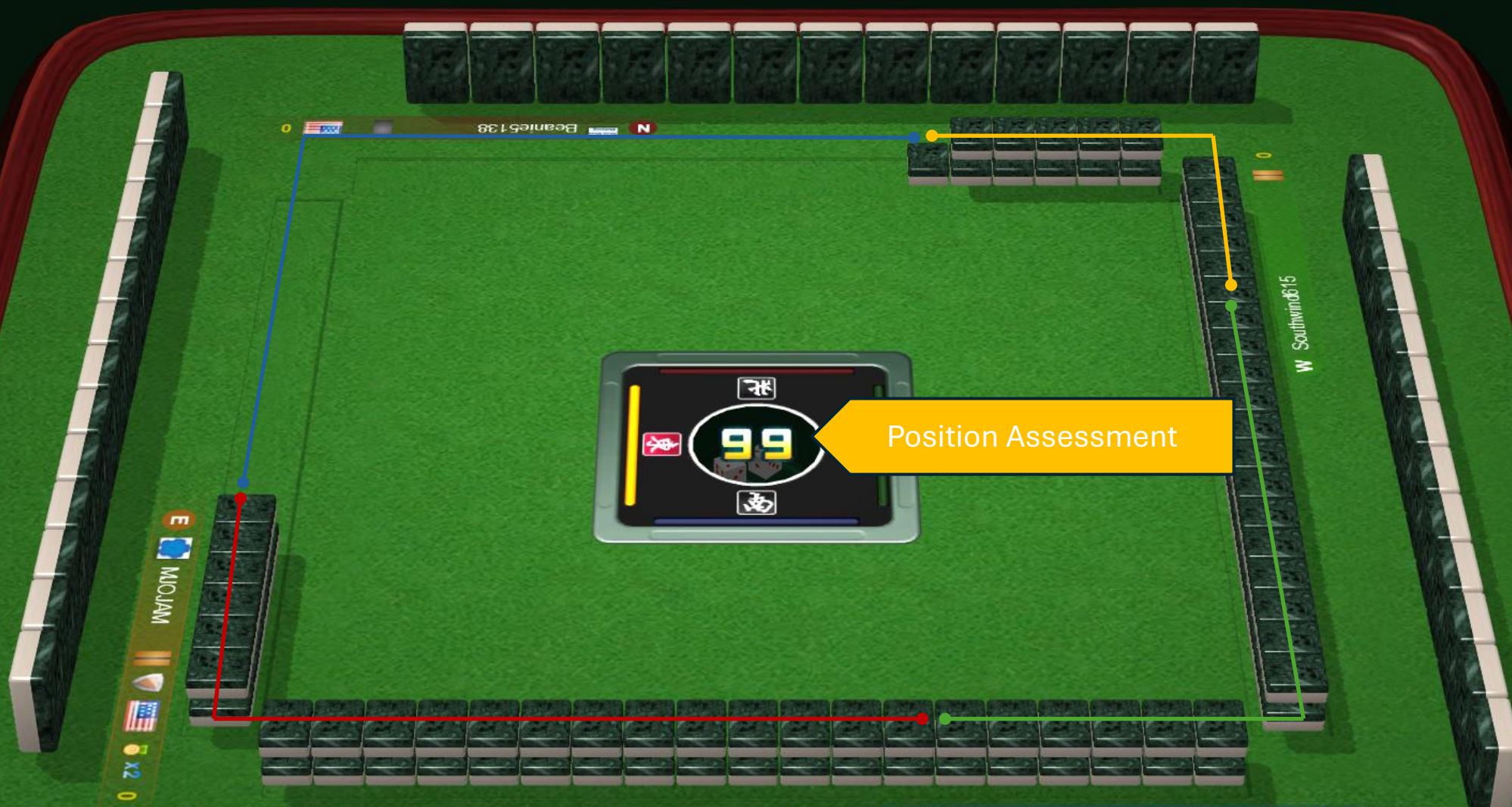
Deal | Begin-Game | Middle-Game | End-Game |



MJOJAM

19

0



Position Assessment



Deal | Begin-Game | Middle-Game | End-Game |

Middle-Game  
End-Game

Pick a category



Beanie5138

30/30  
5  
0

1 3 3 三 三 伍 伍 伍 JOKER JOKER 5 5 3

E MIAJAM

W Southwind615

Deal | **Begin-Game** | Middle-Game | End-Game |

W  
  
 Southwind6  
 15  
 0/0  
 3  
 0



Middle-Game  
End-Game

Switch Sweet Spot

E  
  
 MIOJAM  
 x2  
 0

1 1 3 3 三三 三三 五五 五五 五五 JOKER JOKER 5 5 5 5

x1 0

Navigation icons: Home, Back, Forward, Refresh, etc.

Deal | **Begin-Game** | Middle-Game | End-Game |

W  
  
 Southwind6  
 15  
 0/0  
 5  
 0

Middle-Game  
End-Game

Joker Bait Sweet Spot  
Pick a Hand!



Deal | **Begin-Game** | Middle-Game | End-Game |



Hoptoi

28

1



W Southwind 15



# 南風 HONGG



E MOJAM



S Hoptoi

