



Offense: Building Your Hand Fast

What you'll get from this lesson: Commit at the right moment, protect the tiles you need, and use your jokers to close a hand quickly.

Offense is about speed and commitment. Early on you stayed flexible; now the skill is knowing *when* to lock in and drive toward the finish.

Commit — but not too soon

Watch how your tiles arrive. When one hand clearly outpaces your backup, commit to it and start claiming discards that complete its groups. Protect the pairs you still need by not discarding their mates, and time your exposures: each one speeds you up but also tells the table exactly what you're doing.

Let jokers do the heavy lifting

Jokers turn a far-off hand into a reachable one. Use them to fill the biggest groups — the kongs, quints, and sextets that are hardest to complete naturally — and remember you can reclaim a joker later by redeeming it with the real tile. If the tiles stop coming, don't be too proud to pivot to your backup while you still can.

Tip. A hand you can actually finish beats a fancy hand you can't. When two options are close, lean toward the one your jokers and pairs already support.