



Defense: Not Feeding the Table

What you'll get from this lesson: Recognize when you can't win, switch to defense, and throw tiles that won't hand someone the game.

Not every hand is winnable, and the players who lose the least are the ones who notice early and change gears. Defense is simply refusing to be the one who hands a rival the tile they need.

Know when to switch

If your hand has stalled — the tiles aren't coming and opponents are exposing fast — accept that this hand may not be yours and shift to protecting your wallet. Your goal changes from “win” to “don't feed the winner.”

Throw what's already dead

The safest discards are tiles you've watched go by, because a tile that's already been thrown a couple of times can't be collected by anyone. Read opponents' exposures to see what they're chasing, and hold those tiles back. When in doubt, follow a fresh discard with a matching one — if it was safe for them to throw, it's usually safe for you.

Choosing a Safe Discard Late in the Hand

Risky discard ✗ feeds the Bam hand next door	Safer discard 九 萬 ✓ already seen twice — likely dead
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ILLUSTRATIVE EXAMPLE ONLY — invented tiles. When you can't win, prefer a tile you've watched go by (likely dead) over one an opponent's exposures show they need.



Find My Mahjong

where players gather

Tip. If someone's exposures show they need just one tile, and you're holding it, sometimes the right play is to sit on it rather than win a small hand of your own. Weigh the value on the card against the risk.