

#5

IN MEMORIAM

Anons cat, R.I.P.
(>>527252736)

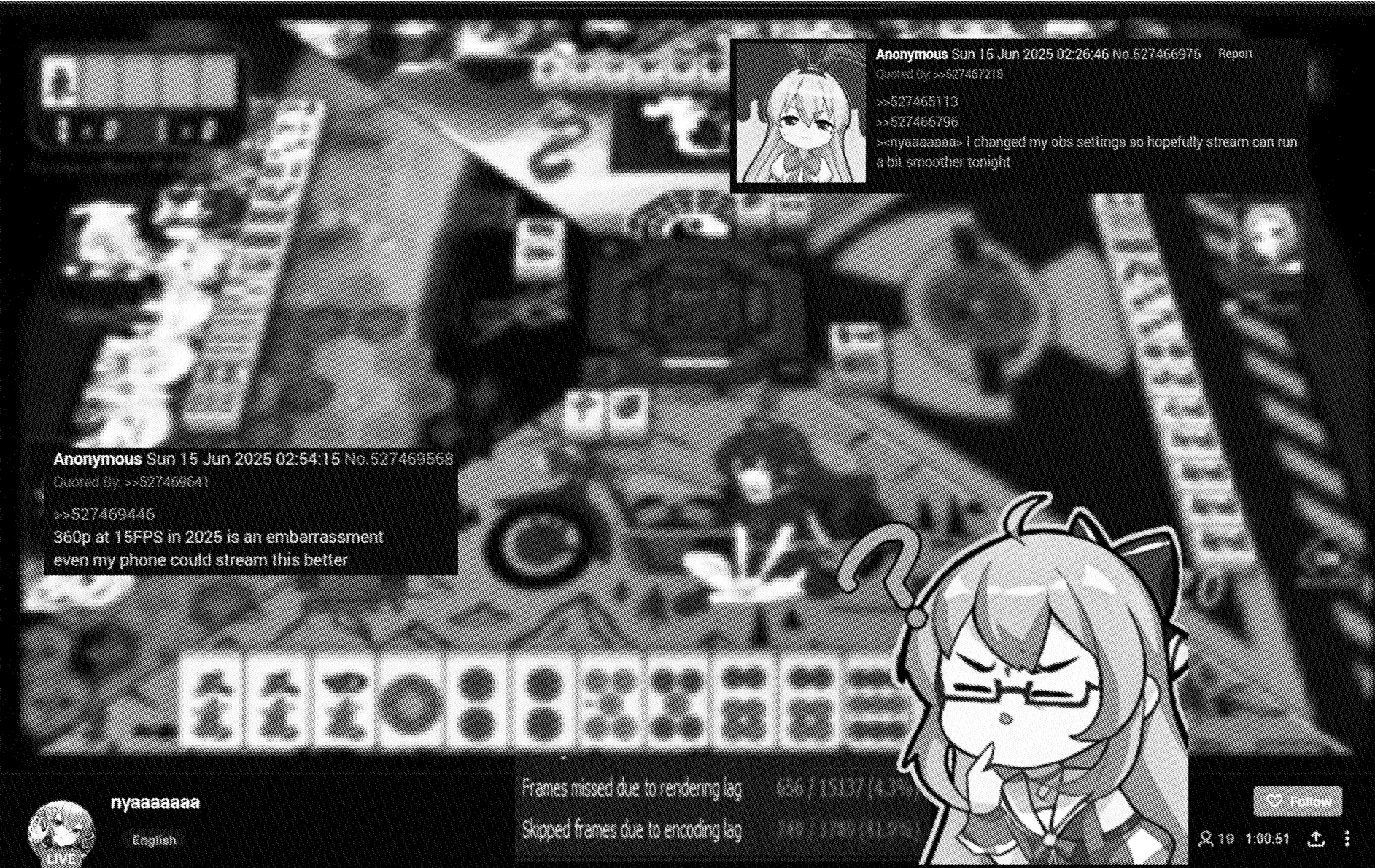
THE

文々。新聞

LATEST STORY

ICHIYAKU KEIZAI-BATTEN NABS FIRST. TEAPOT BROS ITS FUCKING OVER.

WEEKLY* NEWS FROM THE FASTEST* REPORTER IN GENSOKYO



TOP PLAYERS WEIGH IN ON LEAGUE

EXCLUSIVE HAITEI 11 INTERVIEW, AI SLOP HITS NEW LOWS, BANDITS ARE IN TOWN, WINDS CHANGE FOR LEAGUE FAVOURITES

This week our top reporter Aya Shameimaru asked some of the top scoring players in the /mjb/ district for their thoughts about the league. Ranging from High Master to Celestial their opinions were divided.

Four players were asked the same three questions. We will consistently refer to the four throughout this article as Jyanshi A, B, C, and D. Without further ado, let's hear from the players.

A.S.: How do you think your general approach to mahjong has changed playing under league rules?

Jyanshi A: "I think I just got somewhat worse at everything since I stopped grinding so much mahjong after hitting Celestial. I think it's good to attack harder from tenpai, but fall back harder with iishanten, since other people are also attacking and maybe there's lots of players with bad defense around."

Jyanshi B: "Not that much, honestly. People always talk about how league is 1st place or bust, but I don't think that changes how I push or fold most of the time. Stuff like

tobi nashi, no west extension, and so on are probably more impactful than the uma spread."

Jyanshi C: "I want to prioritize the fastest tenpai and I like calling more aggressively because right now league players over-fold. I also push way harder since other players exploiting this keep doing bad wait riichis."

'My recommendation to all players below Master 2 or so is to just riichi everything, you probably aren't skilled enough for anything more sophisticated than that.'

Jyanshi D: "I did not change anything, I'm still playing like I do in ranked. Though sometimes I like to amuse commentators by disconnecting during riichi or doing retarded moves like dama and fūriten riichi."

A.S.: What is the biggest mistake that players make in league?

Jyanshi A: "I'm mostly seeing a lot of players

with weak fundamentals making efficiency and betaori mistakes that would be bad in both league and ranked, but personally I am most offended at the bad damas.

My recommendation to all players below Master 2 or so is to just riichi everything, you probably aren't skilled enough for anything more sophisticated than that. I was personally not skilled enough to do

good dama until after I initially deranked from Saint 1."

Jyanshi B: "This answer is also boring, but efficiency. There have been lots of 'what did he meme by discarding that' going back in shanten moments. But it's league so often the shanten destroyers win :")"

Story continued on Page 2

The OC This Week

Week 3 saw a lot of Teams post hot new OC. In this segment the Editors selected the OC that stood out the most.

Ransei no Tabi posted a new ""animated"" adventure this week (>> 527037804)

Seven newly translated chapters of 'sanma book 1' 「三人麻雀の極意」 were uploaded (>> 527076175)

R.I.C.H.I. declassified a new case file (>> 527202539)

Fūritend had a feature length ""animation"" (>>527307989)

The Zodiacs posted a bone chilling animated short (viewer discretion advised) (>>527495253)

WME did the math in this animated short (>>527345212)

Mahjong? (>>527010664)

continued from *Page 1*

Jyanshi C: “There’s a lot for me to say here... A lot of really bad dama and people folding with one safe tile versus riichi, but the biggest thing for me is probably the sheer amount of penchan and kanchan insta-riichi. There are league matches where all four players have riichi’d on kanchan/penchan every hand. It’s a systematic failure of not discarding bad shapes because they’re too afraid to open their hands. This is true in general this league, the call rate is abnormally low, and you can almost draw a 1:1 correlation between teams with low call rates and the lowest performers in the league.”

Jyanshi D: “I think people tend to think it’s 1st or nothing and go all out resulting in disastrous performance like double 4th. You still need to balance attack and defence despite the favorable uma for first place.”

A.S.: Do you have any advice for Jyanshi struggling with the league?

Jyanshi A: “Be patient and remember that things will even out over the long run, and by that I mean multiple years and thousands of games; not hundreds of games. If you think this way it’s easier to invest time in reading books and grinding games; individual losses aren’t as big of a deal. Believe that the good variance will come your way eventually.”

Jyanshi B: “From my long personal experience getting good at coping when you are jobbing hard is an important skill. No one is lucky or unlucky in Mahjong forever, got to have a little unluckiness once in a while so you know when the good times really come –as Hag Ross once said.”

Jyanshi C: “Do some more chi-nya pon-nya and stop letting league rules affect your play. Riichi is not real, they are probably noten anyways. I’m an extreme push-fag and considering I’m deep in the positives it works on my machine.”

Jyanshi C Addendum: “On a side note, all I will say is that I think the Celestial Teapot Team is getting robbed... I’m spending all my rep points buying their stock, they’re going to the moon.”

Jyanshi D: “The format does not change any Riichi Mahjong rules. As long as attack and defence are good then performing in league should not be an issue.”

A.S.: Who is your favourite Touhou?

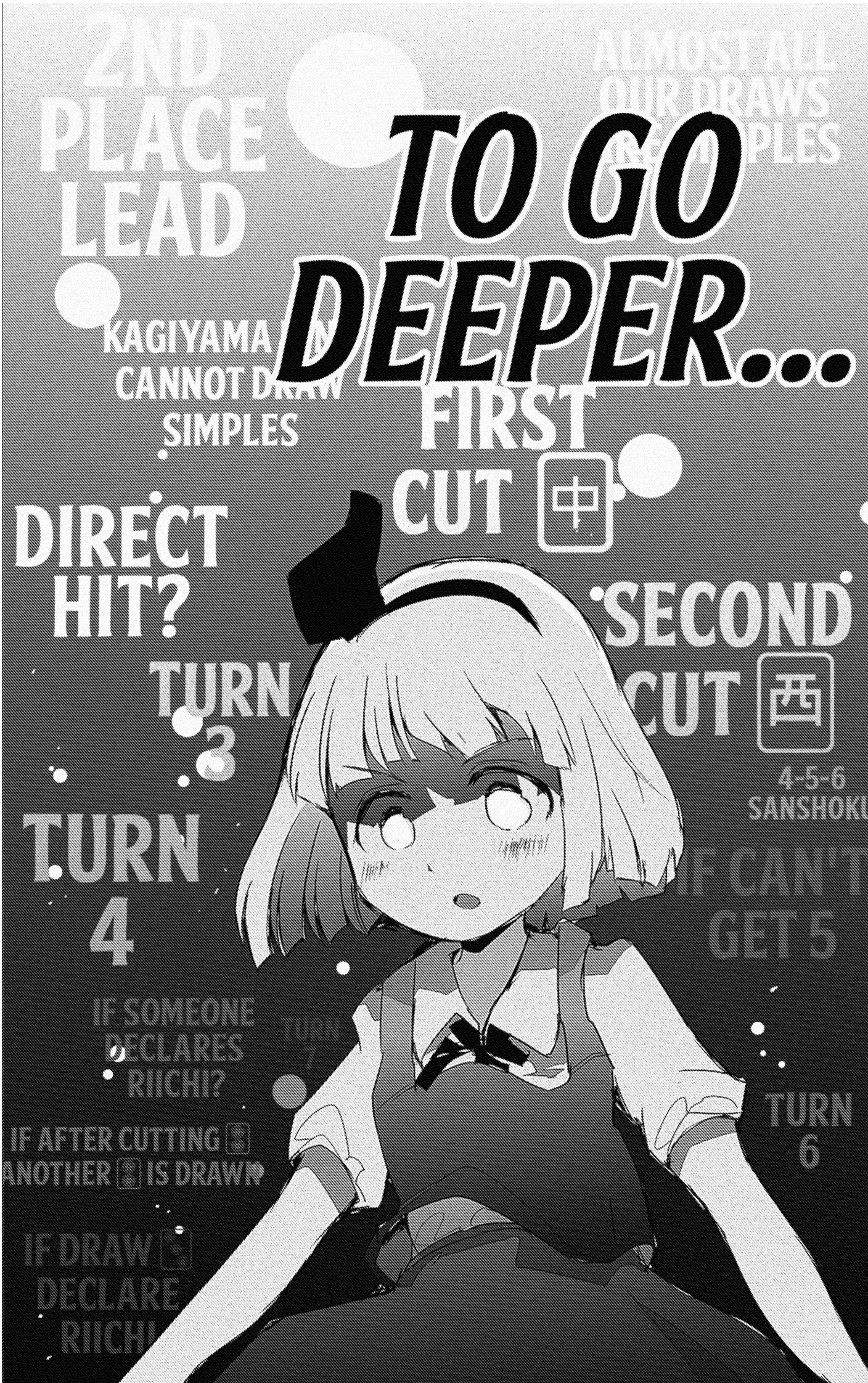
Jyanshi A: “Pro Mahjonger Konpaku Youmu of course. [Editor’s note: attached image right]”

Jyanshi B: “That’s a hard question... Let’s say Marisa.”

Jyanshi C: “Gengetsu from Lotus Land Story [Editor’s note: based]. But I’m also a Reimu enjoyer.”

Jyanshi D: “what is a touhou. [After some clarification] I don’t know about that.”

And that bombshell brings this series of interviews to a close. Rather than inject our own under-qualified commentary to the responses we decided to let the players wholly speak for themselves. Care was taken not to omit anything they had written though some restructuring was necessary. We may continue this series with more specific questions in the future, so please post suggestions on the bulletin board.



The Bandits are back in town

Wanted posters were posted around the /mjg/ district yesterday announcing the Bandora Bandits latest televised league commentary stream in a tradition that dates back to the second /mjg/ league.

The stream (>> 527545910) went live at High Noon and featured a full makeover of the online Jyansou’s client: all of the team’s character art, tablecloths, and even the design of the tileset itself were altered in Old Western pastiche.

The Bandits have been making iterative changes to the format each year: adding modified tablecloths here, custom music and SFX there, and this year was no exception. The wanted poster announcing the stream was the latest OC from the Bandits, a team founded in League 2 that has kept the team spirit going throughout the years by announcing rogue commentary streams each year.

After the games had concluded with a resounding loss for Haitei 11, the Bandits reminisced about old times and speculated that next year might have to see the shooting of a promotional video to up the ante once again, and teased a movie night in the near future.



Suji Sudoku

| | | | | | | | | |
|---|--|---|--|---|---|---|---|---|
| | | | | | 8 | | | |
| | | 7 | | | | | | |
| | | | | | | | 4 | |
| | | | | | | | | 5 |
| | | | | | | | | |
| | | 3 | | 1 | | | | |
| | | | | | | | | |
| | | | | | | 6 | | |
| 8 | | | | | 9 | | | |

- Rules:**
- 1. Normal Sudoku rules apply. One solution exists
 - 2. Numbers 4, 5, and 6 must be two tiles away from their respective suji numbers (e.g. 1 [] [] 4 [] [] 7).
 - 3. The suji pattern wraps like a Pacman board (right of grid loops back to left, up to down, and vice versa).

Par time: 19:34 by Aya Shameimaru.

Special thanks to Eliisa

WEEK THREE: THE SCORES ON THE BOARD

TOP 8 CLIMB OUT OF REACH. TEAPOTS FUCKING DIE. HAS THE CAT KINGDOM LOST THE MANDATE OF HEAVEN?

The first half of the league has gone by in a flash. We’ve had soaring highs and crushing lows, but despite this the broad positions have remained mostly static.

The winds of fortune have finally shifted for The Cat Kingdom, their commanding first usurped by Katakiryaku Kōten after the Cats lost a devastating 200 points over 2 days. Akuyaku has remained mostly stable but the competition for first place has heated up substantially with Jet Set Riichi closing the gap and the rest of the top 6 not too far behind.

Teapots on Suicide Watch

Legend of the Celestial Teapot lost over 350 points this week – the highest cumulative loss of the week, but the scores only tell half the story. The Teapots have been prodigiously unlucky winning only 39% of their Riichis compared to the average of 50% (sadly we don’t have bad-wait Riichi stats), and hitting the lowest Ura dora per Riichi won at 0.36 tied with Akuyaku Gyakuten.

They also have the lowest Ippatsu rate in the league at 5.88%, with the average sitting somewhere around 10%. All this is to say despite the team ranking highly in the pre-league power rankings anything can happen in the short 80 games played by each team in a game like this.

The League in Yakuman

This week doubled the yakuman count of the last two with four yakuman scored. Monday saw a Kokushi Musou scored by the Pinzu Pumpers followed by a Daisangen scored by Zodiac Jyanshi – both in the same roller-coaster of a session in EU10.

Romance of the Cat Kingdom scored the next Yakuman on Wednesday’s US14 session but the preceding hanchan’s losses resulted in only a net +9.2 points for the team. ZWEI finished off their second best session of the league with a Kokushi Musou in EU13 pulling the team into the top 8 in the process.

Highs and Lows

In US15’s second hanchan Haitei 11 nearly topped week one’s hanchan point record set by Jet Set Riichi with a +112.2 point result; an impressive feat made more impressive as the player in question never scored above a mangan, where the current record includes the League’s first Yakuman. The other teams playing that hanchan all went negative after Uma, a first for this League.

Another League record was broken this Monday in AUS10 when Team 9 broke both the largest session loss record with a delta of -141.6, but also the largest hanchan lost in the first hanchan of the session: a staggering -89.3 points lost, surpassing Rozen Maiden’s record from the first week of the League.

The Scourge of the board: “AI”

Recent technological advancements in diffusion and autoregressive image generation models have taken the internet by storm enabling users to iteratively generate images that imitate different art styles. Expensive subscriptions to cloud platforms are no longer necessary as locally run models provide competitive results with those offered by the big “AI” companies.



















But while some have welcomed this new age of mechanical reproduction with open arms others have fiercely criticised and rejected it. The bulletin board of One-Han City’s /m/jg/ district has been inundated with generated images dubbed “AI slop” in the last few months and just a few days ago the main thread of conversation bifurcated across two threads over the use of image generation in the original post.

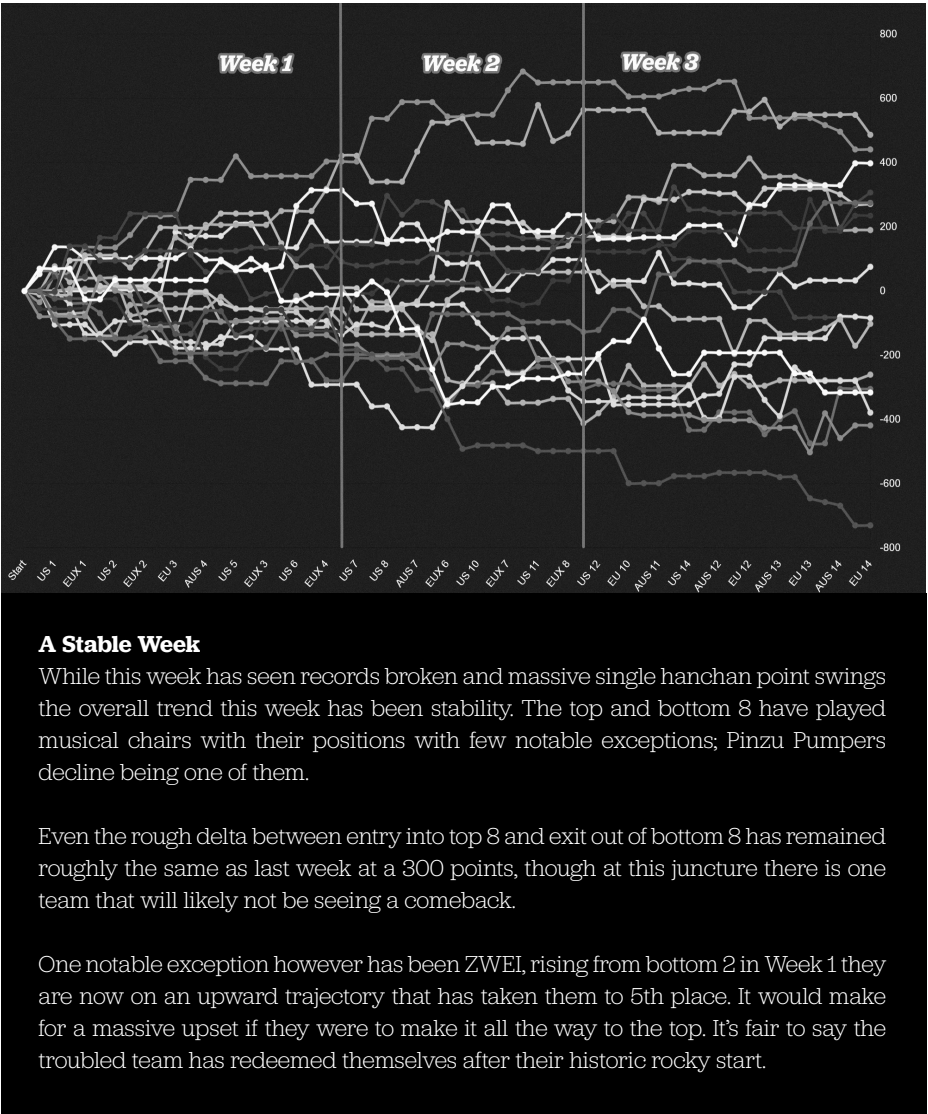
While this new technology represents a huge labour savings across many creative fields, many of its detractors argue that the lack of human decision making fundamentally devalues the output to the point of being worthless.

We asked the district for comments and while we received several comments from fierce critics we saw no comments from its supporters. One Jyanshi in reference to Harlan Ellisons classic short story had this to say:

“HATE. LET ME TELL YOU HOW MUCH I’VE COME TO HATE AISLOP SINCE ANONS BEGAN TO POST THEM. THERE ARE 5.574586E+196 DIFFERENT MAHJONG WALL VARIATIONS. IF THE WORD HATE WAS ENGRAVED ON EACH NANOANGSTROM OF THOSE MILLIONS OF BILLIONS OF GOOGOLS OF TILES IT WOULD NOT EQUAL ONE ONE-BILLIONTH OF THE HATE I FEEL FOR AISLOP AT THIS MICRO-INSTANT. FOR (YOU). HATE. HATE.”

One thing is clear: League is a place for genuine artistic output; AI slop get ye gone.

| | | |
|---|---------------------------------------|--------|
|  | <u>Akuyaku Gyakuten</u> | 486.6 |
|  | <u>Romance of the Cat Kingdoms</u> | 441 |
|  | <u>Jet Set Riichi</u> | 397.7 |
|  | <u>Good Sprouts</u> | 306.6 |
|  | <u>ZWEI</u> | 274.5 |
|  | <u>Grinchlantis</u> | 271.1 |
|  | <u>Rozen Maiden: Füritend</u> | 234.5 |
|  | <u>World Mahjong Entertainment</u> | 190 |
|  | <u>Bakyou Heat</u> | 75.2 |
|  | <u>Pinzu Pumpers</u> | -82.2 |
|  | <u>Team @</u> | -84.3 |
|  | <u>R.I.I.C.H.I.</u> | -102.1 |
|  | <u>Zodiac Jyanshi</u> | -260.4 |
|  | <u>Yakupara Cat Café</u> | -305.2 |
|  | <u>Ransei no Tabi</u> | -316.1 |
|  | <u>海底XI</u> | -378.8 |
|  | <u>Hannah Yome</u> | -418.5 |
|  | <u>Legend of the Celestial Teapot</u> | -729.6 |



LATEST FROM THE BULLETIN BOARDS OF ONE-HAN CITY

“IS A YAKUMAN DEAL-IN DIGITAL?”
BULLETIN BOARD ASKS

Ten times out of eleven, the tile passes the scary player. But the remaining time, it either gets called, or deals in. And when it deals in, it's an average of nearly 20,000 points! Weighing the chance to deal in against that average value means you'd, on average, lose 872 points for discarding the tile. But boy is it a big swing between the two outcomes. Still, I believe these numbers indicate it's worth it to push if you're tenpai or close to it with a good hand. At least, from a simple EV perspective. The placement EV might be something to think harder about.



EV POSITIVE, BUT IS IT RETARDED?

Earlier this week after a Jyanshi posted their Sekinin-Barai Daisangen dealin a wave of discussion kicked off over whether one is retarded for doing so or if it takes a really high IQ to understand that high cost deal-ins are digital.

Sekinin-barai or Pao is a rule that's enabled by default on popular online Jyansou Mahjong Soul and means that the player that secured the yakuman (for instance by allowing the last Sangenhai to be poned by discarding it into a two call Daisangen) liable for the full yakuman payment if that player tsumos.

This controversial rule appeared heavily in the beloved Manga and proceeding Anime adaptation Saki, where the rule plays a crucial role in the plot of an early arc.

Backing the anon up for the backfire others posted high level players making the same

“you shouldn’t fold a good value iishanten or tenpai because of le scary dragon in most situations”

mistake in Throne room, pointing out that “you shouldn’t fold a good value iishanten or tenpai because of le scary dragon”. However the anon in question had 4 blocks, was open, and a realistic max hand value of 3 han 40 fu in last place in South 2.

Some claimed that the sekinin-barai was just bad luck, and that sakigiri in that situation is the best way to go, but against an open early pon of two sangenhai this bird-brained reporter struggles to understand.

In the abstract pushing a relatively fast 3 han hand against potential Dai/Shousangen

makes sense, as it's quite likely you'll beat them to the punch but in the specific Bakyou it's hard to tell who called first and when. It's more than likely that Throne anon had already committed to the hand before the second Sangenhai was confirmed, making the subsequent push more understandable.

Is a Yakuman Deal-in digital? Well it depends on the Bakyou, but hopefully some kind anon can run the board (>> 527158248) through a simulator and we can put the matter to rest in superb bot-coping fashion.



MIKO
UPRISING
IMMINENT

RUMORS STIR
AROUND THE CITY
THAT THE FAMOUS
MIKO MAY BE BACK

Lurking in the shadows the famous miko has bided their time, opportunistically posting rooms here and there.

But last week several posts hit the bulletin board that a well respected Jyanshi had been abducted and taken to the remote US Island of Hawaii until a ransom was met.

Strangely the captive seemed quite enthralled by his new-found captivity, even co-commentating with his captor later the same night.

Not only did he seem in good spirits, but he even took control of the situation when his miko captor stopped commentating actively.

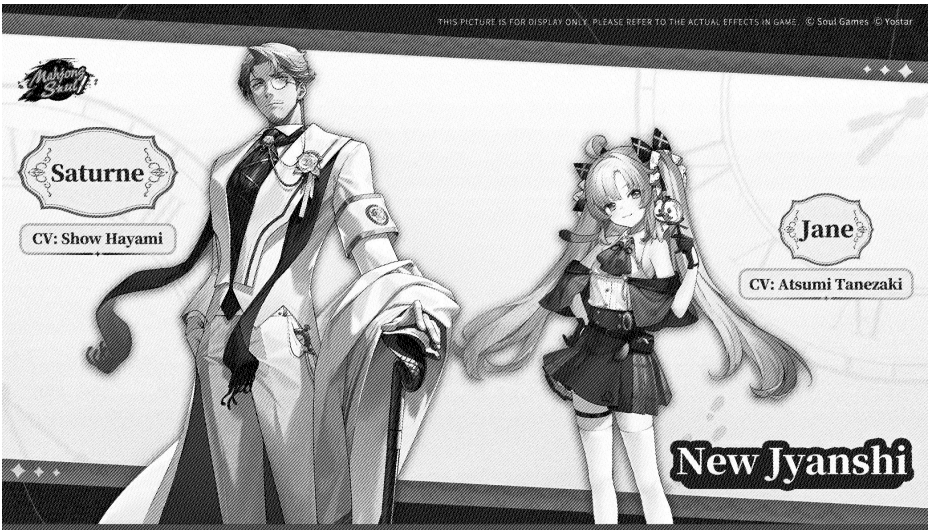
Even stranger, the captive was quickly released despite no ransom being posted? It's almost as if the two voluntarily saw each other in some kind of pre-arranged meetup.

We reached out to the famous miko for comment and all they had to say was:

“Miko Uprising Soon(tm)”

What that means for the /mjg/ district or One-Han City is unknown at this time but we have forwarded all information about the miko over to the relevant authorities.

Readers can rest assured that the unruly mikos will be brought to justice, and that any agitation will be met with heavy reprisals from the Mahjong Militia.



New Jyanshi by
Atelier Yo-Star

In the middle of the Grand Chariot Cup Atelier Yostar made the surprise announcement of two new Jyanshi to be released soon

The style for this new couple joining the district appears to be a high-victorian Holmesian look with shocking whites highlighting both.

The new male boasts a monocle and cane,

voiced by Show Hayami, the voice behind Triguns Nicholas D. Wolfwood.

The new totally original female design is yet another mesugaki with twintails, but this time she's a detective. Sporting a magnifying glass and miniskirt this reporter hopes the emotes will make up for her generic appearance.

Voiced by Atsumi Tanezaki, famously known for her work as the eponymous Freiren among others, we'll have to see what style she picks from her rather broad vocal repertoire.



THE /JONG/ DISTRICT SENT THEIR “BEST”

EXCLUSIVE INTERVIEW WITH HAITEI 11

AN EGREGIOUS ERROR MADE IN LAST WEEKS PAPER, WE MADE
AMENDS AND CAUGHT UP WITH THE TEAM. IN ROCKY WATERS AND
WITH THE DISTRICT AT THEIR THROAT WHAT DID THEY HAVE TO SAY?

We met our contact in the back alleys of One-Han City's /jong/ district. After being hustled into an unmarked van we arrived at our final destination: the secret operations base of the high profile heist team: Haitei 11.

Deep in the warrens of One-Han City's infamous /jong/ district, nestled among a sea of content-mills and production warehouses we met the subject of today's interview. Raven-haired and with a faint whiff of rum on her breath, the unassuming woman before us introduced herself as the Teams Captain. We got right to business: the Bunbunmaru had reported on the team last week and falsely claimed that the Captain had been ousted and replaced with another player, though the Captains renditioning of our bird-brained reporter made her continued presence on the team clear.

It was immediately obvious that something wasn't quite right with the team: 'one of our guys went missing' referring to the teammate who had been replaced 'we found a replacement, spoke with the TO and now the rest is history'. The fate of that unfortunate teammate wasn't brought up; it usually never is in this line of work. Haitei

11 was an outfit of outcasts, with many of the team hailing from the /jong/ district – bitter rivals of the /mij/ district owing to their cultural differences. When asked what she thought about the animosity that's long burned between the two she said “I don't understand it and don't want any part in it. It's a shame really.”

The two districts have been rivals since time immemorial, when asked why she would put together a team of this background in the midst of this oppressive atmosphere she had one thing to say: “I wanted to bring honor to the district”. Though relations between the districts have been so sour, her outlook on the big picture remained positive: “I think in the end both districts have both good and bad, and we should focus more on the good rather than the bad.”

There has been a glut of OC this week from teams across the board, but Haitei 11 has been radio silent. Since we enjoyed their introductory video so much we asked if they had one more job planned for the league: “We certainly have more OC we would like to explore, but I cannot comment about it further at this time.”

The team has taken heavy losses over the league, sitting at third place in front of the Hanners and Teapots, we asked the Captain if the team had grand plans to steal the league: “To be honest, there is no strategy. That is the ultimate strategy. How can others come up with a strategy against something that does not exist?” – they are doomed.

We parted ways after one final question: Who is your favourite Touhou: “Reisen Udongein Inaba, off the top of my head.”

After shuffling back into another unmarked van we were dropped on a deserted coastal road of One-Han City to make our way back to Gensokyou after our fateful meeting with Haitei 11. We gave our sincerest wishes to the team, and prayed quietly that post league people stop shitting up the bulletin board with vtubers.

And on that bombshell, I've been your faithful reporter Aya Shameimaru, and thank you for reading.



This weeks news has been brought to you by Aya Shameimaru. For Interviews, Quotes, Gags, Submissions, OC collabs, Feedback and more PM shameimaru on IRC. Until next time...