

Fab Fours And Leftovers

How many tiles help?



1 tile, self-drawn only (3/144)



1 tile, self-drawn or discard (4/144)



2 tiles, self-drawn or discard (8/144)



6 tiles, self-drawn or discard (20/144)

Definition

The Fab Fours are combinations of four mahjong tiles with the following properties:

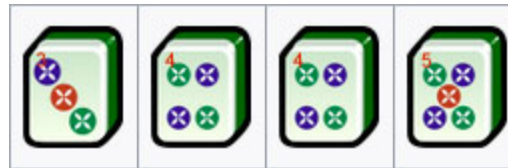
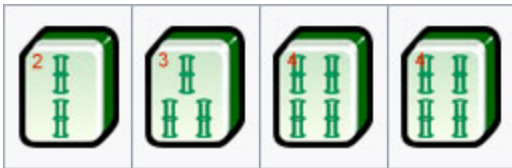
- All one suit (no dragons or winds)
- Adjacency—tiles are sequentially next to each other
- Adding one tile (self-drawn or discard) forms a chee or a pung
AND the two remaining two tiles are a buildable tile combination or form a pair of eyes, i.e., good leftovers

Four Fab Four Configurations

A four-tile sequence



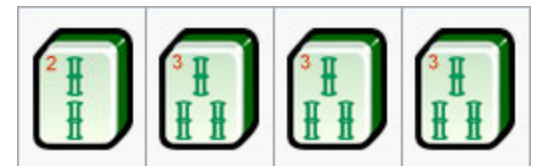
A three-tile sequence with one tile duplicated



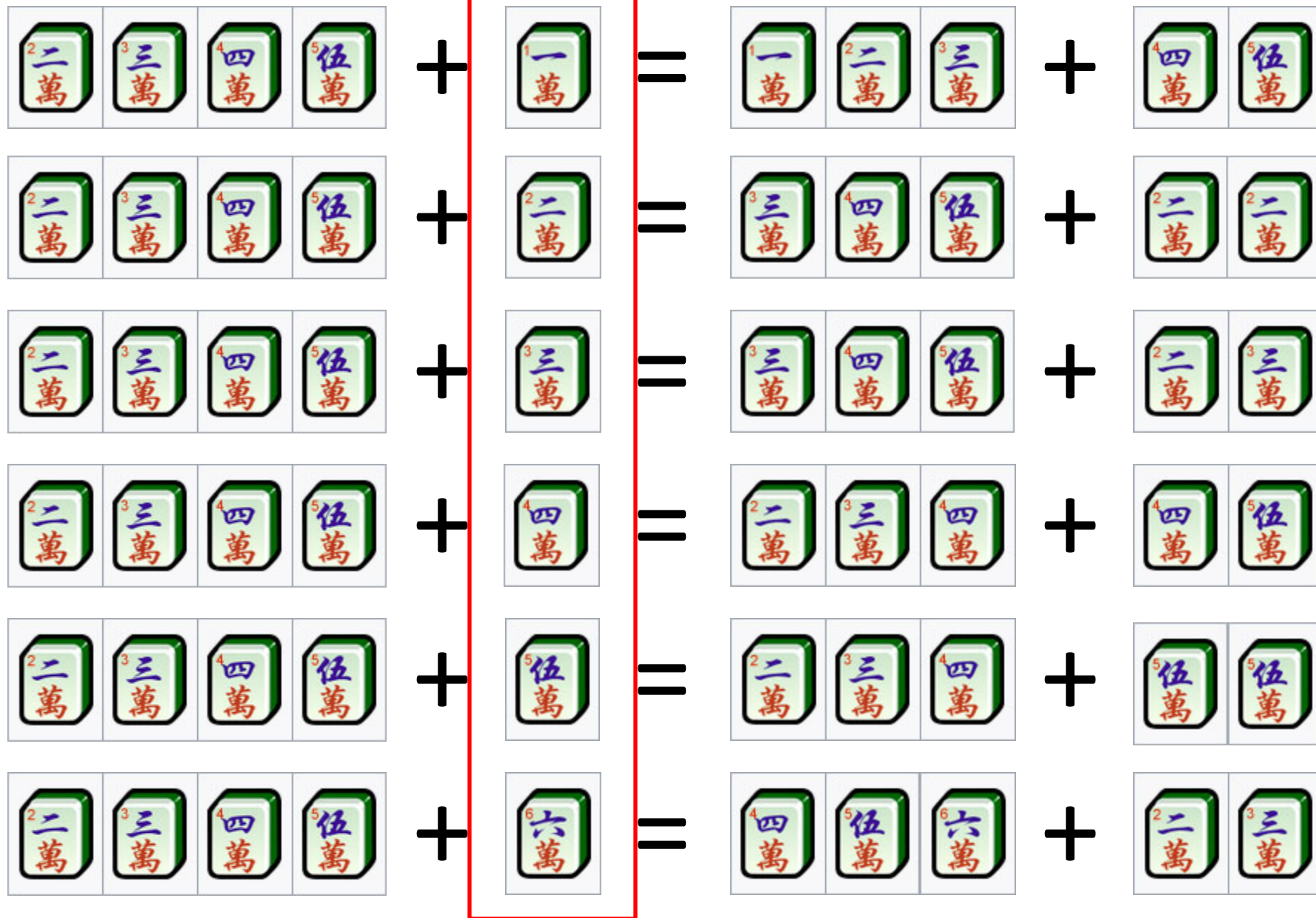
Two adjacent pairs



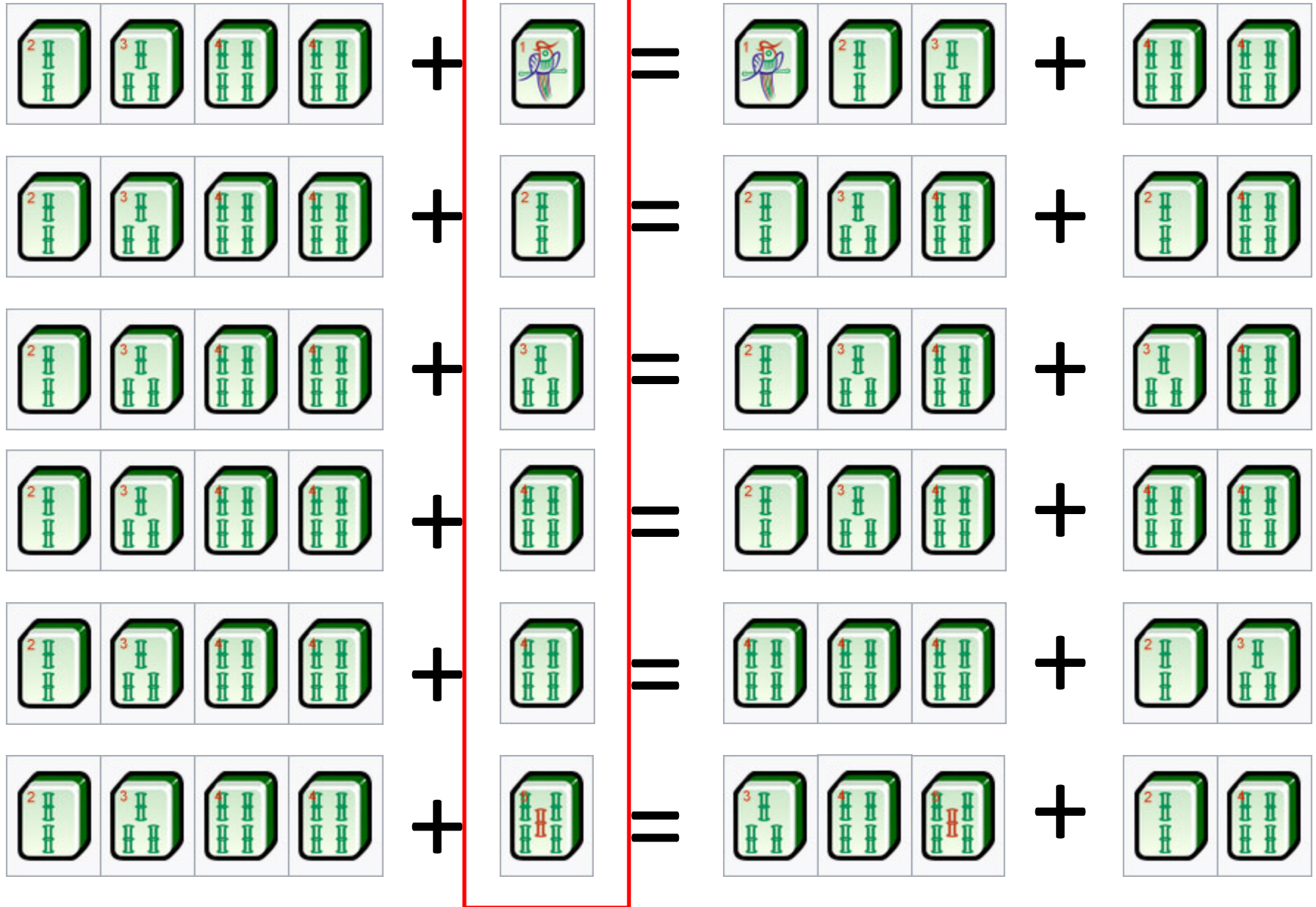
A pung + adjacent tile



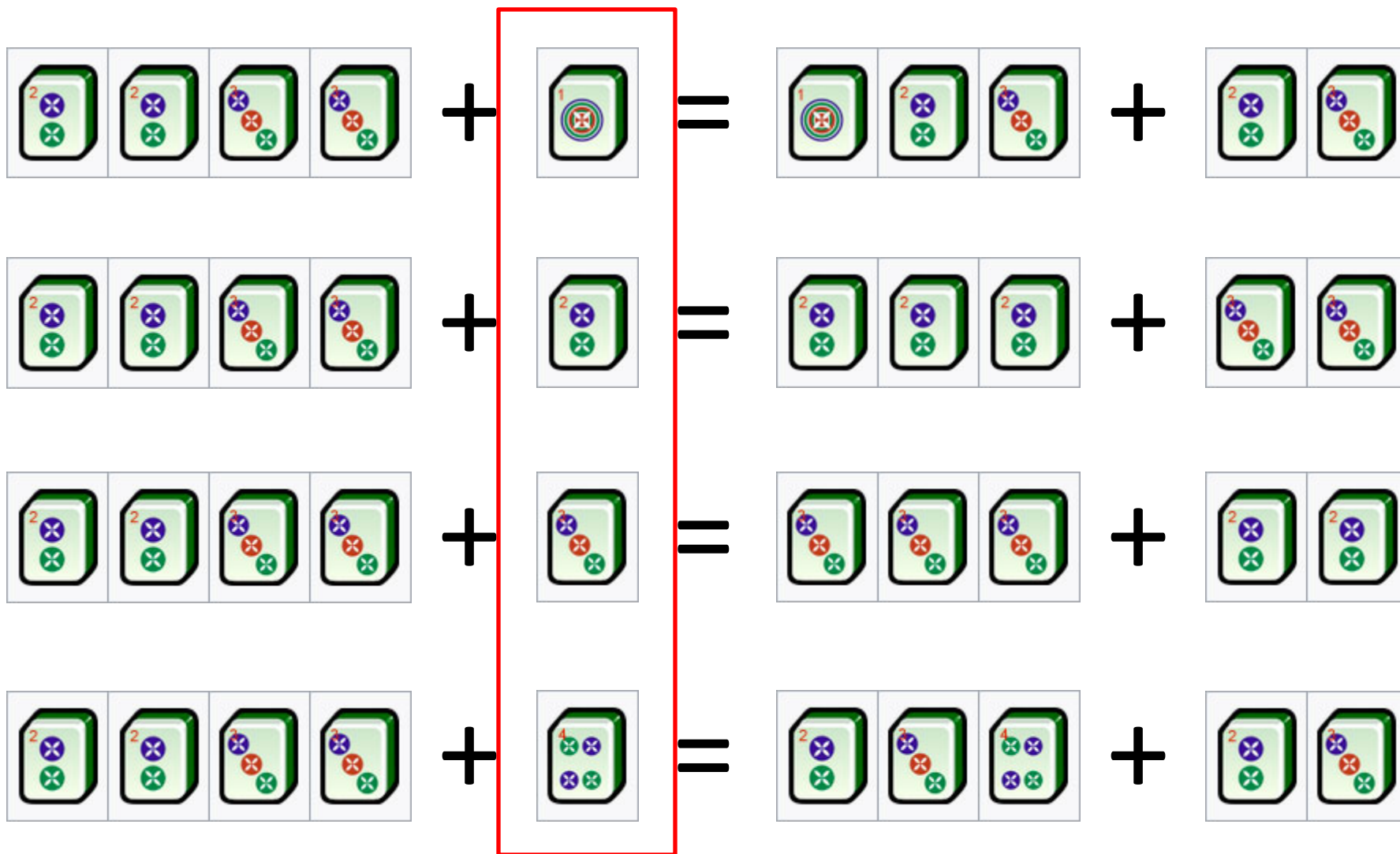
Four-tile sequence



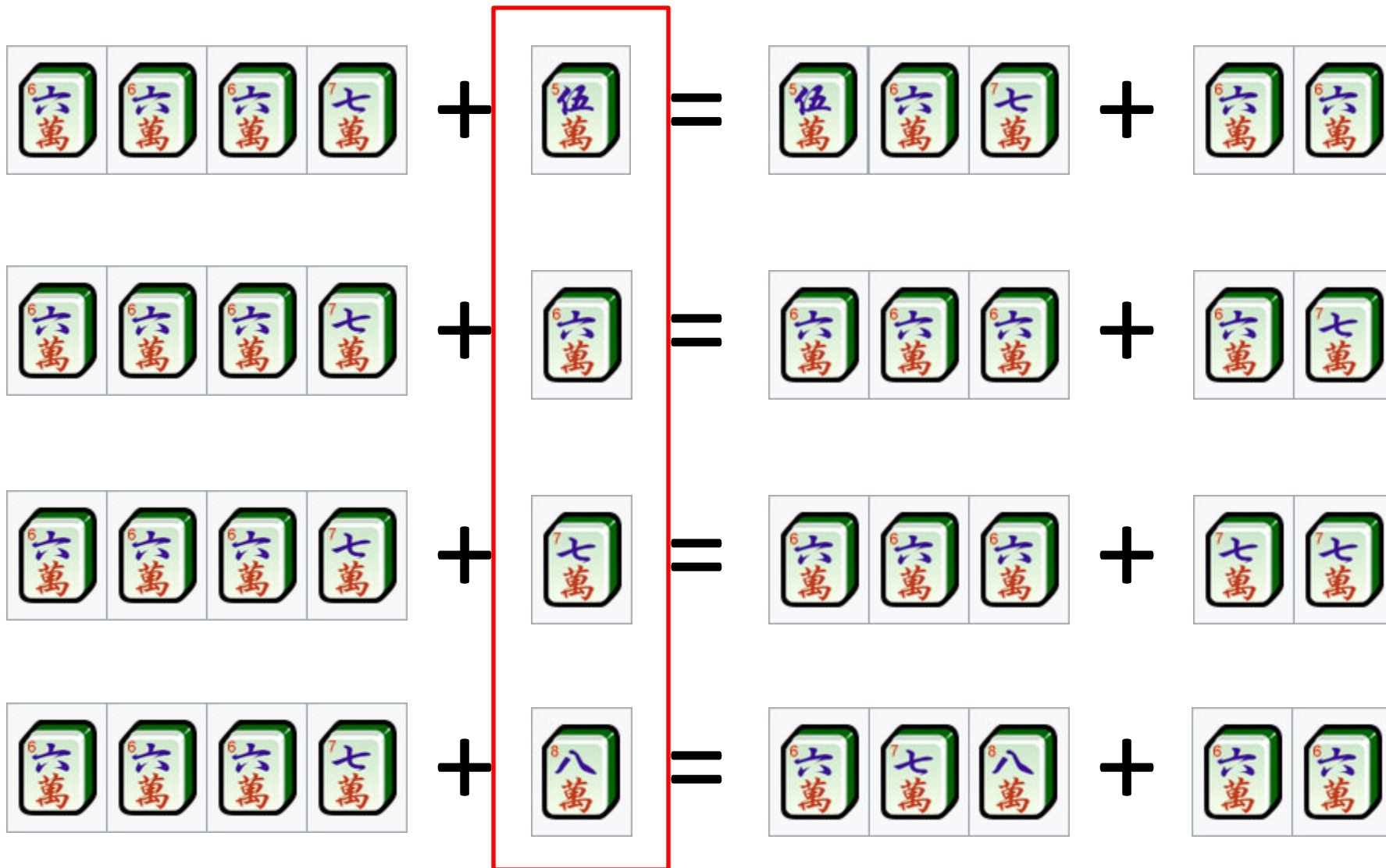
A three-tile sequence with one tile duplicated



Two adjacent pairs



A pung with an adjacent tile



Things to keep in mind

- Potentially useful tiles to acquire: All tiles included in the Fab Four sequence PLUS the two bookend tiles.
- Fab Fours with terminal tiles (1 or 9) will have one less useful possibility.
- Look for NEW 3-tile combinations (pungs and chees) and then see what remains. Acquisition is potentially beneficial if the leftovers are useful. EXPLORE THE LEFTOVERS!
- CONFUSION: Sometimes the hand contains multiple or overlapping Fab Four combinations.
- SOLUTION: Manually rearrange tiles to test different possibilities looking for different 3-tile combinations.

Takeaways

- Learn to recognize Fab Four and other combinations.
- Explore alternatives when the right tile is discarded or drawn. CORROLARY: Keep your suit tiles grouped together.
- Prioritize holding onto a Fab Four when it's possible to discard a less useful tile.
- Ask “How can I make this a chee?” when exploring how to add another tile to a Fab Four combination.
- Then “Are the leftovers useful?”

Your hand:



You draw:



Which tile do you discard?



and



Together **4**/144 possibilities to win



and



Together **8**/144 possibilities to win

Mahjong Express

20 seconds

3-point minimum, OK to include flower points

Questions?