

Washizu tourney (everything will go right this time, surely)



>playing automated online clients
>ever

/mjg/ is spoiled, too spoiled with all these modern handholdings from the digital era. Automatic fu counting, automatic scoring, >tips and worst of all, no blood loss from dealing into other players.

This isn't mahjong, it's just a simple children's game!

No I say! We must return to the good old days of mahjong! The good old days where you actually had to think and calculate! Where you had to pick up your own tiles! Where the weak ones died due to blood loss from dealing in too much! Where a chombo would cost you points!

And thus /mjg/, you are invited to join the tournament with REAL WASHIZU MAHJONG!

NOT A TEAM TOURNEY

sheet link:

<https://docs.google.com/spreadsheets/d/14WWnaEZE-izE3xpTwxHO-8tpQVJEvZeD0szqxSwybeU>

The rules are simple:

1. Games will be played on <https://autotable.riichi.moe/>
2. All matches will be best of 1. Finals will be best of 2 instead. top 2 advance of every table.
3. VC is not required but highly recommended so you can declare your calls to other players clearly to prevent confusion (there will be a guide how 2 VC)
4. 25k starting points
5. UMA spread of 10/5/-5/-10
6. South games with no west extension
7. Dealing into a fully visible riichi hand counts as an instant yakuman
8. The game does not end **early** unless a player loses ALL his points. A player can go at most to -20k into the negatives. If a player would be pushed past the -20k mark they will instead hand over all their remaining points and the match will end
9. 2k chombo penalty payment to all other players if a chombo is performed (no additional honba will be added)
10. Atamahane/headbump enabled so no double or triple ron

Signup form is here:

https://docs.google.com/forms/d/1_Uw_TYxqr7ytsJzdLBp2HWyzVKduB-0gpKvgEhuZog4

The signups will remain open until 25th of february 21:00 UTC after which the schedule will be announced. If there are enough players for qualifiers then qualifiers will be from 26th until 1st of march (specific timeslots for qualifiers will be announced in the future). If there aren't enough players for qualifiers then the matches will start around the weekend of 1st, 2nd and 3rd of march.

Matches are expected to last between 1 and 3 hours each so please plan accordingly.

IRC is required as TO will make contact with the players through there to share the room codes for the games for the stream. This is done to ensure that no impostors or trolls join the lobby. The roomcodes have already been prepared.

The plan is to stream all games so streamers for the US timezone are welcome.

GL;HF and I hope you die from blood loss if you are an Akagi player.

