

Super Double Yakuman FAQ

by KeyBlade999

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- **Game:** Super Double Yakuman (S u p e r ダブル役満)
- **Console:** Super Famicom
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Introduction

Hi, and welcome to my FAQ for Super Double Yakuman! The Double Yakuman series are among many, many games for the GameBoy and Super Famicom that have gone without a guide since their release. This series of games are all mahjong board games. Playing them over this Christmas break and in the months following to get a guide out for them has been a refreshing experience, as mahjong is honestly a board game I really do love ever since I was introduced to it several years ago: so why not write a quick guide for them, eh?

I hope you enjoy the guide!

Basics of the Game

Controls

Button	Effects
D-Pad	Move cursors.
	Use Down to open a menu when appropriate for clearing pung/kong/chow hands through discard, or declare mahjong or tenpai when you've drawn.
A Button	Confirm choices.
Use to pass the chance to steal tiles (they will flash if that is possible; use Down to opt to take instead).	
B Button	Cancel choices.
X Button	View score.
Y Button	N/A.
L Button	Open an options menu.
R Button	Open a rules list.
Start Button	N/A.
Select Button	N/A.

Glossory of Mahjong Terms

It would be best to be familiar with all of these terms before playing the game. Not all terms have Japanese equivalents associated with them since they're not always used in the game (and aren't necessary for you to know).

- **Tile Suits:** (think of these like card suits - **Mahjong Overview** has a picture showing them all)
 - **Bamboo**
 - **Characters**
 - **Dots**
 - **Dragons & Winds** (which make up the honors set)
- **Meld Types:** (think of them like poker hands)
 - **Chow (チー):** A three-tile straight.
 - **Kong (カン):** Four of the same tile.
 - **Pung (ポン):** Three of the same tile. Sometimes called "pong."
- **State of Tiles:**
 - **Concealed (アン):** Those tiles hidden from view to all but who are using them.
 - **Dora (ドラ):** The bonus tile (minus one).
 - **Exposed (ミン):** Those tiles that have been part of a meld that has been declared. All players can see them.
 - **Prevailing Wind:** This tile helps to determine playing order and the like. Not necessary for you to worry about, the game works that out itself.
- **Actions:**
 - **Calling Mahjong (ロン):** To be called when you have a complete hand, typically with a discarded tile completing it. You need at least one yaku to declare mahjong. (Look here for more: **Yaku Details**.)
 - **Ready Hand / Reach / Tenpai (リーチ):** Any of these terms are equivalent and mean you're declaring your hand is one tile away from being complete. This cannot be called if you have exposed melds.
 - **Self-Draw (ツモ):** To be used when you have a complete hand from the tile you drew.

Starting Up

From the title screen, there are two options.

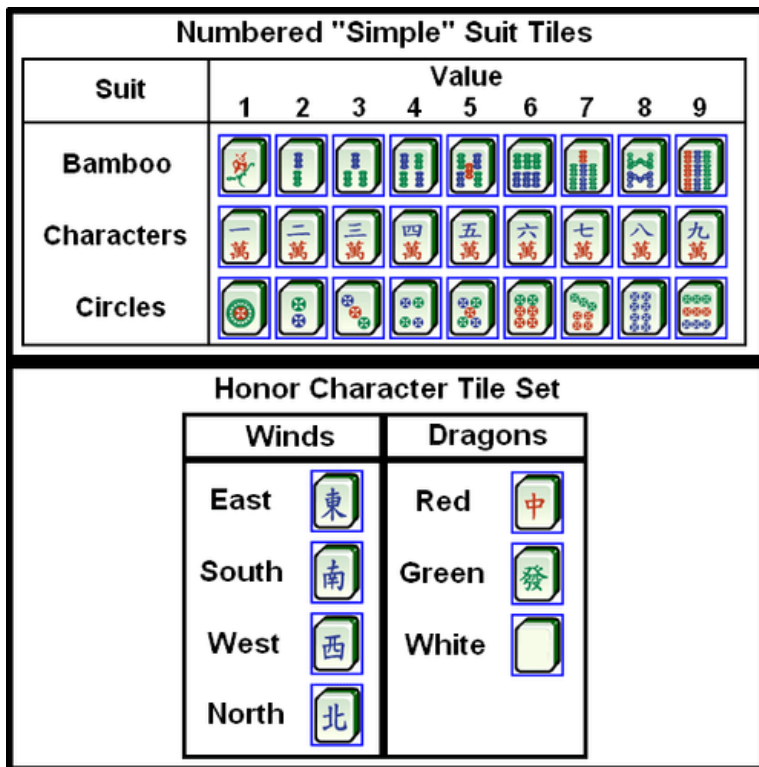
- **START:** Allows you to start a game. There are three modes of play; respectively, a mode where you choose your opponent, one where you play in a tournament, and one where you play opponents at random.
- **OPTION:** Set rules for the game, then options.

Mahjong Overview

The board you are presented with will be for four players. You can see your hand of 13 tiles at the bottom, and your opponent's hidden tiles at the top, left, and right. In the middle lie the wall and the bonus tile (known as "dora" or ドラ). The dora tile has a value one under the actual bonus tile: using it will help you get more points from your opponents. Finally, in the box next to each player's side of the score box is the prevailing wind tile. If you want to view your score, press X - they start at 27,000 per player.

With the playing field described, let's discuss actual mahjong.

In mahjong, your goal is to use the 13 tiles in your hand, plus one that you can draw or your opponent discards at choice, to create some melds: specifically, you'll want four melds plus a pair. The end goal is to get "mahjong" - the use of all of those tiles in various hands or melds without "overlapping" the sets. These will obviously be based on two things. First is the tile's value - whether it is "one", "two", whatever. With the Circle and Bamboo suits, this is easy - just count the number of figures on there! With the Chinese and Honor suits, it's a bit more difficult. You can just look at the image below. It's not an exact representation of the in-game images, but it's close enough.



The tiles.

As for the various hands, there are four main ones.

Hand Type	Definition	Examples
Pair/Eye	Any two tiles that are exactly alike.	Two Bamboo 4's, two blank tiles.
Pung (ポング)	Any three tiles that are exactly alike.	Three Circle 2's, three Character 1's.
Kong (カング)	Any four tiles that are exactly alike.	Four Circle 5's, four Bamboo 4's.
Chow (チウ)	Sequence of three tiles of same suit.	Bamboo 1-2-3, Circle 4-5-6.

There are also several special hands. These don't actually seem to use the "use all 13 (+1) tile" definition, so take it with a grain of salt, because I've yet to confirm them. However, also note that, with their rarity, comes extremely powerful attacks - it's a double-edged sword: you'll go for broke intentionally trying for these, so it's best to hope you get something close by chance.

Hand Type	Definition
Thirteen Orphans	1 through 9 of a suit, each wind, each dragon, and one more of those used.
Heavenly Gates	1, 1, 1, 2, 3, 4, 5, 6, 7, 8, 9, 9, 9 of any suit plus one of those used.
Hidden Pong Hand	Four pungs you didn't steal.
Kong Hand	Four kongs.

Honors Hand	Hand consists of only wind and dragon (Honor-suit) tiles.
Pearl Dragon	Three circle pungs/kongs, a circle pair, and a pung/kong of blank tiles.
Ruby Dragon	The above, but uses the Chinese character set in lieu of circles.
Jade Dragon	The above, but uses the Bamboo character set.
Great Dragons	Three pungs of the Dragon tile set.
Great Winds	Four pungs of the four Wind tiles.

In making any of the hands previously described, you are only allowed zero, one, or seven pairs, no more or less, to complete the game. Remember, your goal is to have each of the tiles be a part of a single meld and only one meld: four melds plus a pair, to be specific.

When making the hands, there is but one other condition: you are only allowed to use one or zero pairs. The only exception is a hand made of seven pairs, though.

Turns will go from you to your opponent and back again. There is a distinct process to this. During this time, there are references to various actions.

- Firstly, if you're able to steal an opponent's last drawn tile, you can do so. You can steal a tile your opponent has most recently discarded if it will complete a meld: this set will be considered "melded or exposed" meaning your opponent can in fact see it. If this tile actually completes a mahjong hand for you, you can call mahjong (口ソ), provided you have at least one **yaku**.
- After that point, if you stole a tile, you'll need to discard one from your hand.
- If you didn't get the chance to steal a tile (normally your first turn), a tile will be drawn for you. This tile will be found in the lower-rightmost part of the screen, in the rightmost portion of your hand. Alternatively, this can occur if you simply opted to not steal one at all (which will be the case most of the time). If the tile you drew completes a mahjong hand for you, you can declare mahjong by self-draw (ソモ) provided you have at least one **yaku**.
- *Optional Step:* You can declare a concealed pung, kong, or chow meld. Note that if you draw a tile that matches a pung you already declared, you can declare a kong to upgrade it. You will be able to draw another tile after melding a kong only.
- Then you get to discard a tile, same as if you'd stolen a tile.
- This pretty much loops until the end. This can be upon mahjong being called, in most games, or you'll start a new match after 18 tiles are discarded.

After a match successfully ends, the scores are calculated appropriately. The main bases for this are the rarity of the hands you've gotten, and the "dora" tiles. If you look at the revealed tile on the central dead-wall during the match, you'll get to see it. That tile is one below the value of a bonus tile - for example, if the "dora" tile is a Bamboo 5, then the bonus tile is a Bamboo 6.

Hands will generally end with everyone has discarded eighteen tiles, or someone successfully calls mahjong. After enough matches, an overall winner can be determined due to someone's score hitting zero (usually), and you'll be allowed to continue along to the next match as necessary. To win a mahjong match, your opponent's score must hit zero; you lose if yours does.

The game does handle score calculation for you, and thus such a topic is beyond the scope of this guide, but if you're interested you can look up at the details on Wikipedia: https://en.wikipedia.org/wiki/Japanese_Mahjong_scoring_rules

Yaku Details

You'll need at least one yaku to be able to win a hand. These are displayed in no particular order.

- Declare tenpai.
- Declare tenpai and draw your next tile immediately after to net a win.
- Draw your winning tile with a closed hand.
- You declare a kong and the extra tile drawn completes your hand.
- When a player upgrades a pung to a kong, you can rob them of that kong to get a yaku.
- Have a hand of no pungs or kongs, or dragon pairs, or the prevailing winds.
- Have two of the exact same chow (value and suit).
- Have a hand using each of 2 through 8 values.
- Have three of the same chows by value in three suits. (e.g. 1-2-3 in three different suits.)
- Have all 1-9 of a suit in your hand (e.g. 1-2-3 + 4-5-6 + 7-8-9 chows.)
- Only use 1-2-3 or 7-8-9 chows, and all pungs, kongs, and pairs must either 1's or 9's or honor tiles.
- Have a hand of seven pairs.
- Have a hand of all pungs.
- Have a hand of three kongs.
- Have three pungs of the same value but different suits.
- You declare tenpai in the first go-around of a hand.

- The hand only consists of 1's, 9's, and honor tiles.
- Have two pungs/kongs of dragons, plus a pair of them.
- Only use 1-2-3 or 7-8-9 chows, and all pungs, kongs, and pairs must either 1's or 9's - no honor tiles.
- The hand only uses tiles from a single suit (honors are allowed).
- Have four chows in your hand, where each pair of chows are the exact same.
- All tiles are from a single suit.
- Have a pung or kong of dragon tiles, your wind, or the prevailing wind.

Strategies/Tips

- Tiles in the suits (Bamboo, Characters, and Circles) tend to be best used for Pungs, Chows, and Kongs, whereas your others are better left for Pairs, if anything.
-
- When you start the game, look at your hand to see how many tiles you will need to reach a victory in the best circumstances possible. If it's 4 or less you'll probably win within 9-10 moves. If it's 6 or more you'll probably want to play defensively, aiming to draw instead. In the instance of the latter, you'll generally want to keep your hand entirely concealed and not go for pairs or claim tiles for triples (pungs/chows).
-
- Generally, discarding tiles in this order is preferred:
 - Winds - barring near-pungs or better: also do not discard the wind of the player that goes after you (just in general)
 - 1's and 9's - these tiles are harder to form chows with, being less flexible
 - Dragons - as time goes on, more dragons will be drawn over time, so early removal is best
 - 2's and 8's - these tiles are slightly easier than the previous numbers to work with
 - Prevailing Winds - for scoring reasons everyone wants the prevailing wind, so an early discard is best to avoid the chance of them stealing it
-
- Be reserved in melding your tiles. By melding them they cannot be used in anything else, which obliterates their flexibility and makes them unable to be used by anything else, which can leave you with fewer, harder-to-match tiles towards the end.
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- For this game in particular, take note that the opposing players will have their tiles flash if stealing their tiles for a meld is possible. Use that as your cue if you're a beginner.

Credits

In no particular order...

- Wikipedia:
 - A derived image of the tile sets.
-
- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.
-
- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P
-
- Me (KeyBlade999):
 - For making this FAQ. =P
-
- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- v1.00:
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Legalities

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

This is the end of KeyBlade999's Super Double Yakuman (Super ダブル役満) (SFC) FAQ.

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