

The Power of Keeping Your Options Open

Stay flexible early. Let the tiles guide you.

Strong players don't commit to one hand too soon — they keep multiple possibilities alive and pivot as new tiles come in.

EXAMPLE RACK (14 TILES)



This is a flexible rack — it isn't committed to a specific hand yet. These tiles could support several different hands!

5 WAYS TO KEEP YOUR OPTIONS OPEN

1 ALL RUNS (STRAIGHT HANDS)

Connected tiles can work together in many different ways, giving you flexibility as you draw new tiles.

EXAMPLE PATHS



💡 Look for sequences in one or both suits. Connected tiles give you the most options.

2 PAIR-BASED HANDS

Pairs are valuable because Jokers cannot be used as pairs. Keeping pairs gives you direction without closing off other possibilities.

EXAMPLE PATHS



💡 Hold onto natural pairs when possible. They can be used in many different hands.

3 PUNG / KONG PATHS

Three or four identical tiles can be a strong anchor for your hand, especially if they fit with the current card.

EXAMPLE PATHS



💡 Matching tiles give you a solid base. They can work in many hands (pungs or kongs).

4 FLOWER OPTIONS

Flowers are flexible tiles that can be used in different ways (e.g. as singles, pairs or part of a group) depending on the card.

EXAMPLE PATHS



💡 Keep flowers in mind early — they can fit into multiple hands and help you adapt as the game develops.

5 MIXED FLEX (BOTH SUITS)

It's often helpful to keep good tiles in more than one suit, especially early in the game. This gives you more ways to build a hand.

EXAMPLE PATHS



💡 A balanced rack keeps you adaptable. Don't drop a useful tile too early.

WHY FLEXIBILITY MATTERS



MORE VIABLE PATHS

Keeping options open gives you more ways to build a strong hand as new tiles appear.



BETTER TILE EFFICIENCY

Connected tiles and pairs can fit into multiple combinations, so fewer tiles go to waste.



EASIER TO ADAPT

The game changes quickly. A flexible rack makes it easier to pivot when the tiles (or discards) point you in a new direction.



AVOID DEAD ENDS

Committing to one hand too soon can leave you with unusable tiles and make it harder to complete a hand.



ASK YOURSELF

- ✓ What can this tile work with?
- ✓ Does it support more than one hand?
- ✓ Am I keeping useful pairs?
- ✓ What can I safely pass right now?



KEY TAKEAWAY

Don't pick a hand too soon.
Build from the tiles you actually have.

