Cardjong — Mahjong Reconstructed with a Standard Deck of Cards

(Draft v1.0 — English Version)

1. Overview

Cardjong is a structural reconstruction of Japanese Mahjong using nothing but standard playing cards.
The goal is not to imitate Mahjong's surface rules, but to extract its underlying game structure—
hand-building, waiting logic, tension, and psychological signaling—
and re-express it in a universally accessible medium.
This is a demonstration of structure transfer, showing that Mahjong's deep mechanics can survive a complete change of material.

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2. Components

- Multiple identical decks of standard playing cards
  (e.g., 3 players → 3 decks)
- Jokers removed
- Suits are not differentiated for action logic unless stated

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3. Roles of Cards (Mapping from Mahjong)

Mahjong Concept	Cardjong Mapping
Suited tiles (1–9×3 suits)	Number cards 2–10 (all suits merged into one numeric line)
Honor tiles	Face cards J, Q, K, A
Melds / Sets	Any 3-card combination that satisfies Cardjong rules
Dora / bonuses	Optional house rule

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4. Core Goal

Same as Mahjong:
Form a completed hand ("Yaku-equivalent") faster and more efficiently than others.
A valid hand has:

- 4 melds (3-card sets)
- 1 pair

Just as in Mahjong.

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5. Basic Meld Types

5.1. Sequence (Shuntsu)
Three consecutive numbers
(e.g., 4-5-6)
5.2. Triplet (Koutsu)
Three copies of the same rank

(e.g., 8-8-8)

5.3. Face-card Actions (Honor-equivalents)

Each face card corresponds to a functional tile category in Mahjong.

Card	Mahjong Parallel	Effect
J	Simple honor	Counts as a wild sequence extender
Q	Fan/bonus tile	Allows an extra draw
K	Wind tile	Steal 1 card from another player
A	"God tile"	Draw 2 cards and continue

The effects mirror Mahjong's tension-building and resource-shifting.

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6. Turn Structure

1. Draw one card

(from your deck or the shared discard pile)

2. Optionally declare a meld

(Sequences / Triplets / Face-card actions)

3. Discard one card

Exactly the Mahjong rhythm:

Draw → Organize → Discard

The discard pile is public information, keeping psychological play intact.

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7. Winning a Hand

A player wins when their hand satisfies:

- 4 melds + 1 pair
- Optional: include point systems similar to Mahjong Yaku

A simplified scoring can be used:

- Normal win = 1 point
- Win using a steal-action (K) = +1 bonus
- Win with multiple face-card chains = +2 bonus

House rules define depth.

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8. Why Cardjong Works (Structural Rationale)

(1) Hand-building survives material conversion

Mahjong's essence is constructing stability from randomness.

Cardjong replicates exactly this dynamic.

(2) Discard-based psychological reading

Even without suits, discards still reveal:

- hand direction
- waiting shapes

- fear signals
- hesitation

Cardjong fully preserves “reading the table.”

(3) Tension curve

Face cards act as Mahjong’s tempo accelerators,

creating sudden spikes of possibility.

(4) Perfect testbed for LLM-based NPC strategy

Compared with real Mahjong、

Cardjong is：

- simpler
- fully observable
- easier to simulate
- but structurally equivalent

Ideal for Dynamic Drama NPC agents.

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9. Example Starting Hand

Players begin with:

- 13 cards each
- Remaining cards are shuffled into personal decks
- First player draws 1 → begins play with 14 cards (same as Mahjong)

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10. Why This Matters (for OpenAI / HAIIA context)

Cardjong is a proof-of-capability demonstration:

- AI can transfer a game’s semantic structure,
  not just surface rules.
- The transformation is done in minutes,
  showing high-order pattern abstraction.
- This validates the *Dynamic Drama Engine* and HAIIA-L1/L2 concept.

Appendix A: Methodological Note and Proof of Capability

This design (Cardjong) is positioned as a **Proof of Capability** experiment, demonstrating a generative AI’s ability to **extract underlying structures and transfer them across different media**.

Human involvement (Hamada) in this process was strictly limited to the following:

- Providing a prior reference example:
  a structural transfer of the game *Dominion* into a standard playing-card system
- Defining the experimental objective and conditions (i.e., testing structural transfer capability)

Hamada has **no prior experience playing Mahjong**, and did not perform or assist in:

- Mahjong rule analysis
- Hand composition or scoring logic

- Tactical or strategic design
- Any domain-specific interpretation of Mahjong gameplay

The following processes were carried out **autonomously by GPT**:

- Abstraction of Mahjong's internal structures
  (melds, pair logic, turn rhythm, and psychological signaling)
- Reconstruction of those abstractions into a **different material system (standard playing cards)**
- Generation of the complete rule set and gameplay flow

This work does not demonstrate imitation of domain knowledge.
Rather, it demonstrates the feasibility of **structural reasoning and cross-medium transfer** performed by a generative language model.
The result illustrates not mere rule synthesis, but the successful execution of **high-level abstract operations**, including semantic structure, game dynamics, and tension curves.