

# Majority



- A 2-player game of skill
- In standard mode: no luck, nothing hidden
- A distant cousin of the game of Othello
- Advanced hidden information “Psychomachia” variant available

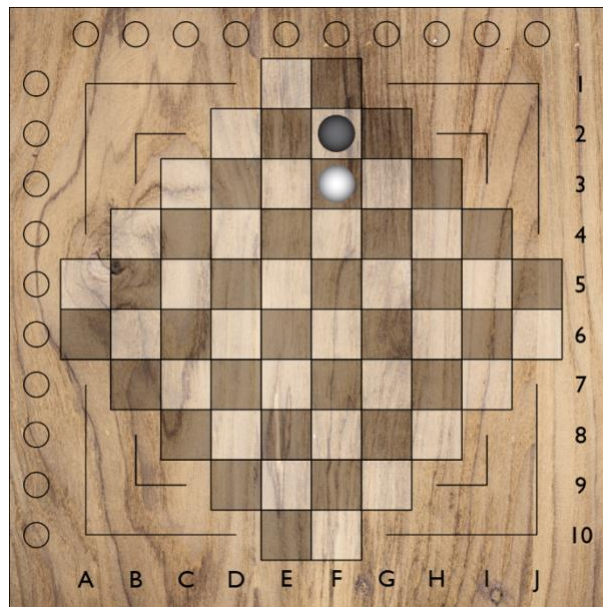
## Majority at a glance

1. In this game players take turns to place black and white stones on a diagonal grid board
2. The aim is to end the game with more points than your opponent
3. You get points by winning “tricks”, which you do by placing more stones along a row or column of the board than your opponent

Majority can be played with or without hidden information. The hidden information adds a level of difficulty and an element of deception. Beginners can start off by playing without the hidden information. This is called deterministic mode and I will describe it first.

## Basic play (deterministic mode)

One player is white and plays with the white stones on the dark squares. The other player is black and plays with the black stones on the light squares. White goes first and thereafter players take turns to place their stones on their squares.



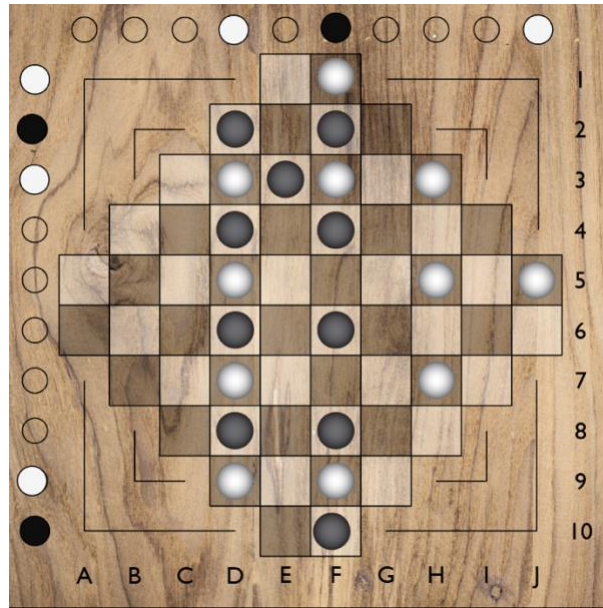
*White plays F3 and followed by black at F2*

Use small stones (or disks) for placing on the board. The larger stones (gems) for marking tricks on the circles at the sides of the board.

When all the small stones have been played you mark the **tricks**.

Each straight line across the board (either vertical or horizontal) is a trick. Each trick is won by the player who has the most stones of their color on that line. You place a

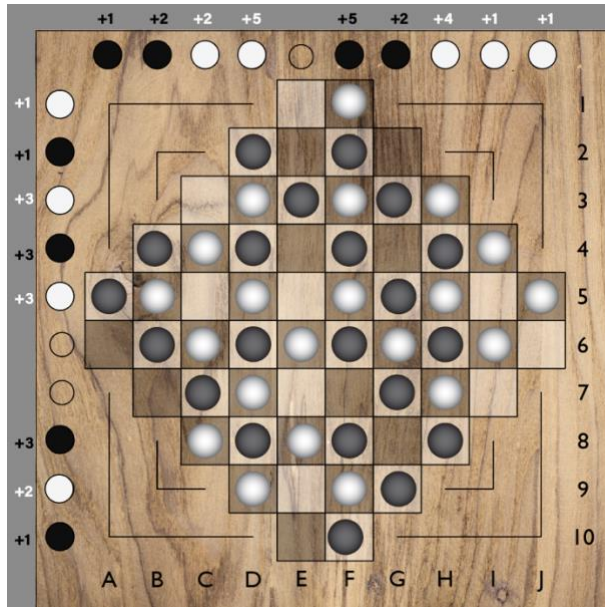
small black or white stone on the circle according to which player won the trick. If there are the same number of black and white stones and the line is not full then it is a draw and you leave the trick unmarked.



*Midway through a game. At this point, white has won tricks on columns D and J, and on rows 1, 3 and 9.*

You then count points. A player gets one point for winning a trick plus one point for each opposing stone on the line that he or she won. You add up all the points each player gets from all the tricks they won, then add a tie breaking half point to white. Whoever then has the majority of the points wins.

If, at any point in the game, you complete a trick (meaning you have placed a stone on every square available to you on that line) then you can mark that trick as yours so that even if your opponent later completes the same trick it will not be a draw because you completed it first.



*End of a game. Here we see the scoring. In total White wins with 22.5 while black has 18.*

Now you know how to play deterministic mode. For advanced mode the difference is that there is a hidden stone.

### Advanced play (hidden information mode)

Majority with the addition of hidden information and so involves an element of deception. This version is also known as Psychomachia.

At the start of the game, both players write down the coordinates of a square on the board (eg. D7) making sure that it is one of the squares available to their color. They do not let their opponent see the coordinates and place the paper face down on the table for later. Place one of the large stones on the paper. This is treated for scoring as if it is your stone but your opponent does not know where it is until it is revealed.

The hidden stone should be revealed *either* at the end of the game before awarding tricks *or* when the player with the hidden stone wants to claim a trick as complete by revealing the location of this stone.

Crucially, you may wait until your opponent thinks the trick is theirs (i.e. when they place their last stone on that line) before revealing that, in fact, you already completed that trick and they have wasted a stone and given you a point. You must reveal the stone before you make your next move but you may do it after your opponent has completed the trick.