

MAJORITIES

A board game for 2 players by
Bill Taylor

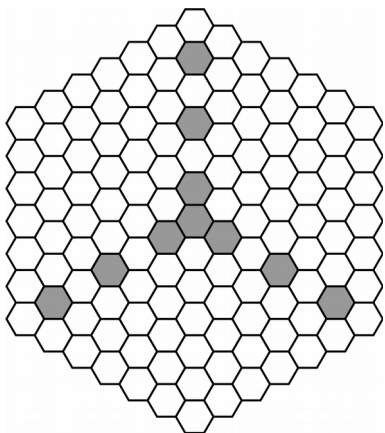
OVERVIEW

Majorities is a new type of game with exceptionally simple rules, bearing little relation to other games as yet. Many variants (including a very natural 3-dimensional version) are possible.

It is based on the fact that in politics, or committees with sub-committees, a minority of people in critical places may nonetheless carry a voting motion. This has long been felt as a weird situation by the game inventor (Bill Taylor), who has devised this family of games to illustrate this phenomenon.

MATERIALS

- Game board: HexHex7 grid of white hexes with 10 black hexes as follows:



- 60 red counters and 60 blue counters
- Game case

PLAY

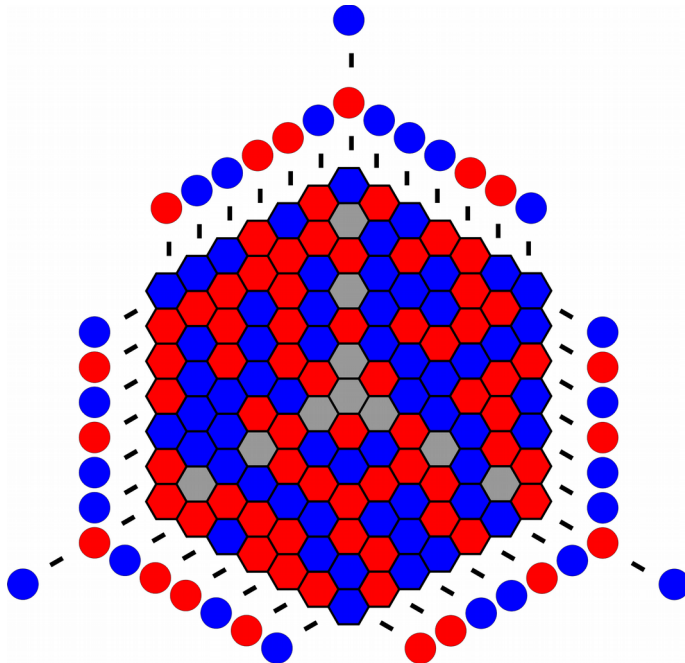
The board is initially empty. Each player has an allocated colour (red or blue) The first player places a stone on any white cell, then players take turns placing **two** pieces on empty white cells until the board is full.

END GAME AND SCORING

A majority of stones in a line wins that line.

A majority of (the 13) parallel lines in a direction wins that direction.

A majority of (the 3) directions wins the game.



Endgame example: BLUE wins