



MAJORITY
The game of politics and power

RULES

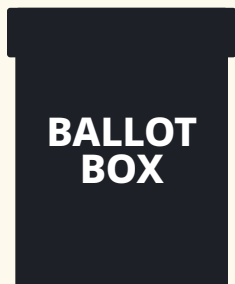
**Turn to
Page X for a
quick start
guide**

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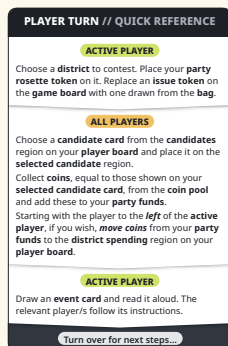
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COMPONENTS

Your game box should contain all these components, plus the **game board** (shown on page 5).



Ballot box (1)



Quick reference cards (4)

To assemble the ballot box, follow the instructions on page 4.



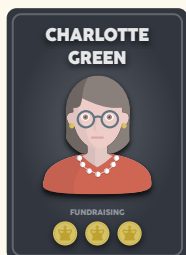
Ballot dice (3)



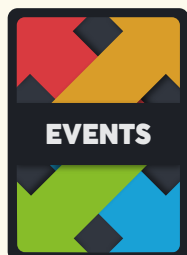
Coins (24)



Issue tokens
(10 plus 1 drawstring bag)



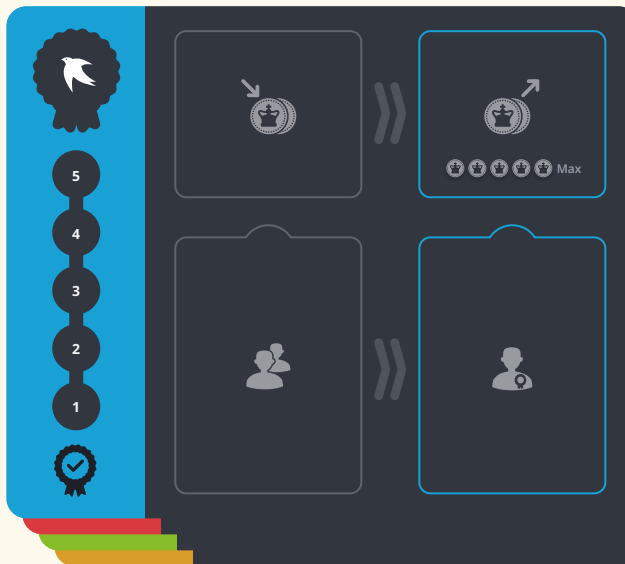
Candidates deck (64)



Events deck (32)

PLAYER NAME	DISTRICTS WON										FINISHING PLACE									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
DISTRICT SPENDING 1 point for each coin																				
MATCHING ISSUES 2 points for each issue																				
PARTY APPROVAL Party Approval Rating (1-5 pts)																				
ADJACENT DISTRICTS 1 point for each adjacent district																				
BONUS POINTS If awarded by an event																				
TOTAL																				
PENALTY POINTS Deduct from above total																				
CONTEST SCORE																				

Score sheets (40)



Player boards (1 of each colour)



Party rosette tokens
(1 of each colour)



Party approval tokens
(1 of each colour)



Challenger action cards
(4 per player)



Party tiles
(12 of each colour)

BALLOT BOX ASSEMBLY

OVERVIEW

Majority is a competitive and interactive game for 2 to 4 players. Each player takes on the role of a campaign strategist for a political party, with the objective of winning power over the state of Hartland.

GAMEPLAY

Players select **candidates** to represent their parties in **district contests**. Each district is won by the player with the highest **contest score** (see page 9).

To increase their chances of winning contests, a player must make careful use of their party's resources and build regional strongholds. They must also navigate unpredictable events.

WINNING

To win the game you must control an **overall majority** of **districts** (12), or control more districts than all other players, when the game ends. In the event of a first place draw, a **hung parliament** is declared and the players with the most districts share victory.

GAME END

The game ends immediately if a player wins a **majority** (12) of the available districts (23). Otherwise, the game ends once **all** districts have been contested.

DISTRICTS

Hartland is divided into 23 electoral **districts**. Each of these districts is represented by a hexagonal region on the **game board** (see below).



Game board



Each player has a set of 12 **party tiles** in their party colour. When a player wins a **district**, they place one of these on that district to show it is under their party's control.

SETUP

Place the **game board** (1) in the centre of the table, with players sitting opposite.

Each player is assigned one of the four party colours (blue, red, green, orange). They each take a **player board** (2), **party rosette token** (3), **party approval token** (4), and twelve **party tiles** (5), all in their assigned party colour.

Players position their **party rosette token** on its space (3) on their **player board** and place their **party approval token** at *position* 3 on their **party approval rating scale** (4).

Shuffle the **candidates deck** (6) and the **events deck** (7) and place these on opposite sides of the game board.

Draw 3 **issue tokens** from the **issues bag** (8) and place these on the 3 spots on the game board (9).

Give each player a set of **challenger cards**—one of each type (10).

Place all the coins in a pile where players can reach them. This is the **coin pool** (11).

Deal 4 **candidate cards** to each player. Players place these on the **candidates region** (12) of their player boards.

Each player takes a **quick reference card** (13) and a **score card** (14). Players will also need a pen or pencil to record their scores.

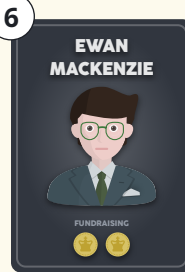
Place the **ballot box** (15) (used for rolling the dice) and **ballot dice** (16) on the table, in reach of all players.

Each player takes 3 coins from the coin pool and places them on the **party funds** region of their player board.

11



6

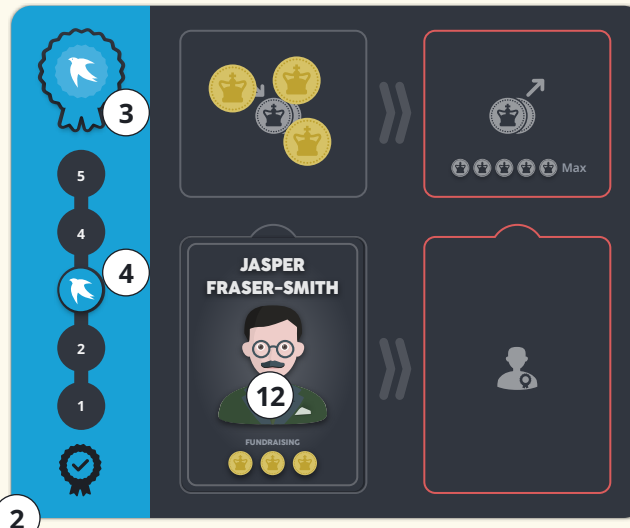


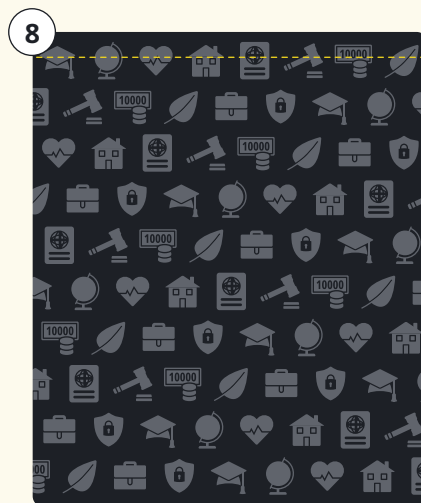
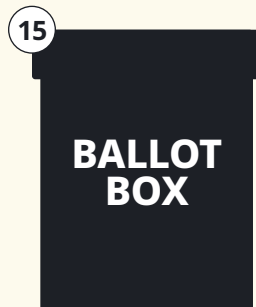
HARTLAND



9

2





13

PLAYER TURN // QUICK REFERENCE

ACTIVE PLAYER

Choose a **district** to contest. Place your **rosette token** on it. Replace an **issue token** on the **game board** with one drawn from the **bag**.

ALL PLAYERS

Choose a **candidate card** from the **candidates region** on your **player board** and place it on the **selected candidate region**. Collect **coins**, equal to those shown on your **selected candidate card**, from the **coin pool** and add these to your **party funds**. Starting with the player to the **left** of the **active player**, if you wish, **move coins** from your **party funds** to the **district spending region** on your **player board**.

ACTIVE PLAYER

Draw an **event card** and read it aloud. The relevant player/s follow its instructions.

Turn over for next steps...

14

PLAYER NAME	DISTRICTS WON										FINISHING PLACE												
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
DISTRICT SPENDING 1 point for each coin																							
MATCHING ISSUES 2 points for each issue																							
PARTY APPROVAL Party Approval Rating (1-5 p10)																							
ADJACENT DISTRICTS 1 point for each adjacent district																							
BONUS POINTS If awarded by the game																							
TOTAL																							
PENALTY POINTS Deduct from above total																							
CONTEST SCORE																							

QUICK START GUIDE

FIRST PLAYER

To decide the first player, each player rolls the **three ballot dice**. The player who rolls the most Xs goes first. In the event of a tie, the tied players roll again until a winner is determined.

PLAYER TURN

ACTIVE PLAYER

Choose a **district** to contest and place your **party rosette token** on it (1).

Choosing districts: see page 10

If you wish, draw an **issue token**, at random, and replace one on the **game board** (2).

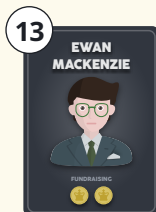
ALL PLAYERS

Choose a **candidate card** from the **candidates** region (3) on your **player board** and place it on the **selected candidate** region (4).

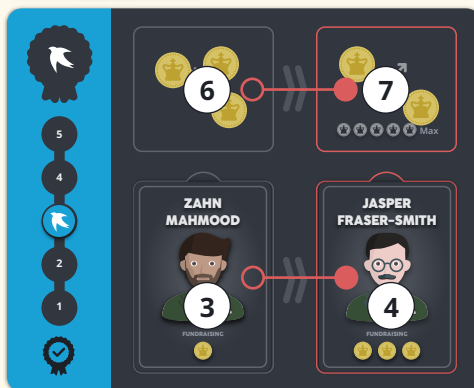
Selecting candidates: see page 10

Collect **coins**, equal to those shown on your **selected candidate** card, from the **coin pool** (5) and add these to your **party funds** (6).

Starting with the player to the left of the active player, if you wish, move **up to 5 coins** from your **party funds** to the **district spending** region (7) on your **player board**.



Issue tokens must be drawn 'blind' from the issues bag.



This quick start guide is designed to get you playing straight away. For a more in depth understanding of the game rules you will need to consult the remainder of the rulebook.



ACTIVE PLAYER

Draw an **event card** (8) and read it aloud. The relevant player/s follow its instructions.

ALL PLAYERS

Complete your **score card** (9) to determine the **contest winner**. In the event of a tie, the winner is determined by rolling the **ballot dice** (10).

Scoring a contest: see page 12

CONTEST WINNER

Replace the active player's **party rosette token** with one of your **party tiles** (11), ensuring the tile number matches the total number of districts you have won.

Place your winning **candidate card** above your **player board**, along with any other **elected members** (12).

Draw a new **candidate card** from the **candidates deck** (13) and add this to the **candidates** region (3) on your **player board**.

LOSING PLAYER/S

Starting with the player to the **left** of the **contest winner**, discard your losing **candidate card**, draw a new **candidate card** from the **candidates deck** (13), and add this to the **candidates** region (3) on your **player board**.

ALL PLAYERS

Return any **district spending** (7) to the **coin pool** (5).

Challenger actions

See page 8 to learn when these can be played.



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PLAYER NAME	DISTRICTS WON	FINISHING PLACE
DISTRICT SPENDING	1	2
MATCHING ISSUES	3	4
PARTY APPROVAL	5	6
ADJACENT DISTRICTS	7	8
BONUS POINTS	9	10
TOTAL	11	12
PENALTY POINTS	13	14
CONTEST SCORE	15	16

CHOOSING DISTRICTS

When a player contests a **district** that is *adjacent* to one or more districts that they already control, they gain additional points towards their **contest score** (1 point for each adjacent district).

Bear this in mind when choosing districts to contest.

In the example to the right, blue tiles 1, 2, and 3 are adjacent to the district marked by the party rosette token, but tile 4 is not.



Adjacent districts highlighted in yellow

SELECTING CANDIDATES

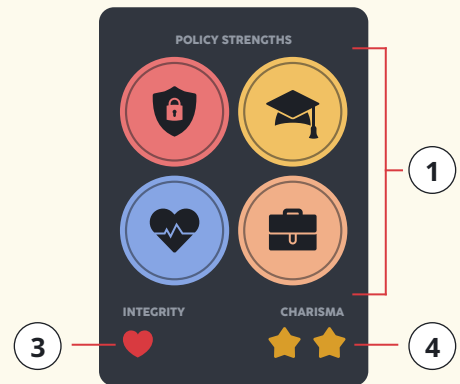
When selecting a candidate, take into consideration the following:

1. The candidate's **policy strengths** (1). The more of these that *match* with the issues listed on the **issues card** for the district, the more points a player scores (2 points for each issue).
2. The **fundraising** ability of the candidate, indicated by the number of **coins** shown on the card (2). You add this number of **coins** to your **party funds** when the candidate is selected.

A candidate's **integrity** (3) or **charisma** (4) ratings (indicated by the number of hearts and stars) may come into play when an **event card** is drawn.

Careful selection of candidates will increase your chances of winning districts.

The front side of any candidate card should be kept hidden from other players except when calculating your contest score.



Candidate card front



Candidate card back

ISSUES

During setup, 3 **issue tokens** are drawn at random from the **issues bag** and placed on the **game board**.

On each turn the **active player** may choose to replace *one* of the current three issues. They draw a new issue token at random and place this on the game board. They then place the replaced token in the issues bag.

The 3 issue tokens represent the issues upon which the selected district is contested. Players score **two points** for each issue that matches one of their selected candidate's **policy strengths**.

EVENTS

Each **event card** describes a political event and its consequence for players.

The icon in the bottom left (1) indicates which players are affected.

The icon on the inner right (2) indicates the game element that is affected.

The icon on the right (3) indicates the strength of the affect (sometimes expressed as a range) or an action (such as discard).

CHALLENGER ACTIONS

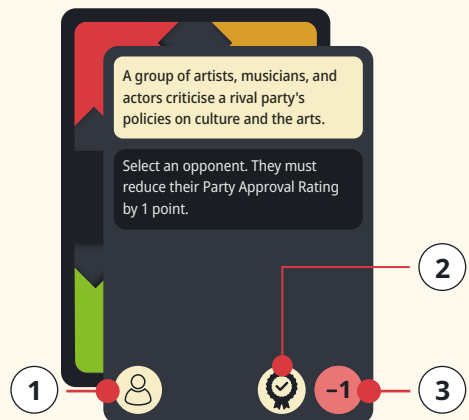
Challenger actions provide an opportunity for trailing players to close the gap between themselves and other players.

If a player has won fewer districts than the leading player (or joint-leading players), they may choose to play *one* of their **challenger action cards** at the *start* of their turn.

Once a challenger action card has been played, it is *removed* from the game.



Issue tokens on the game board



Event card



Challenger action cards

SCORING A CONTEST

On every turn, each player records their **contest score** on their **score card**.

Points are awarded for **district spending**, **matching issues**, **party approval rating**, and **adjacent districts**. Players may also score **bonus points**.

If a player picks up **penalty points** as a consequence of an **event**, these points are **deducted** from their total when calculating their **contest score**.

RESOLVING TIES

If the highest contest scores are tied, the winner is decided by rolling the **ballot dice** in the same way as for deciding the first player.

SCORING EXAMPLE

In the example shown here, Jenny has added **2 coins** to **district spending** (1) and scores **1 point for each of these**.

Her **selected candidate** has **2 policy strengths** (2) *that match issue tokens* on the **game board** and scores **2 points for each of these**.

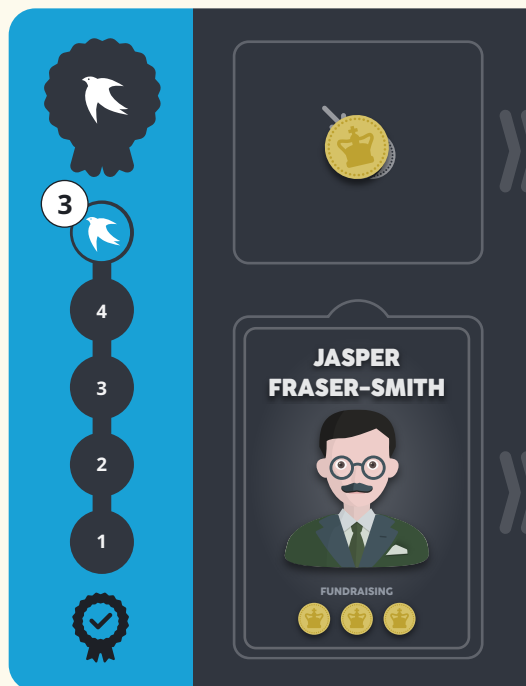
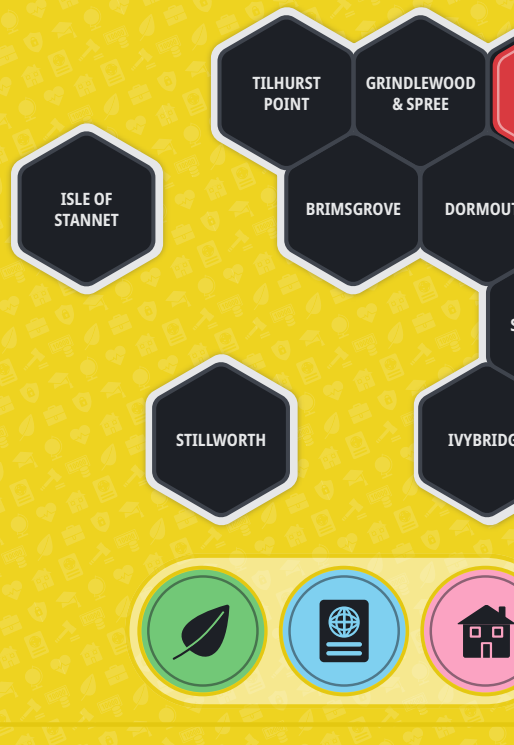
Jenny's **party approval rating** is currently at **5** (3) so she scores **5 points** for this.

Her party has control of **1 adjacent district** (4), for which she scores **1 point**.

Jenny has no **bonus points** but she has picked up **2 penalty points** as a consequence of the **event** (5) and these must be **deducted** from her points total.

So Jenny's **contest score** is **10 points** (6).

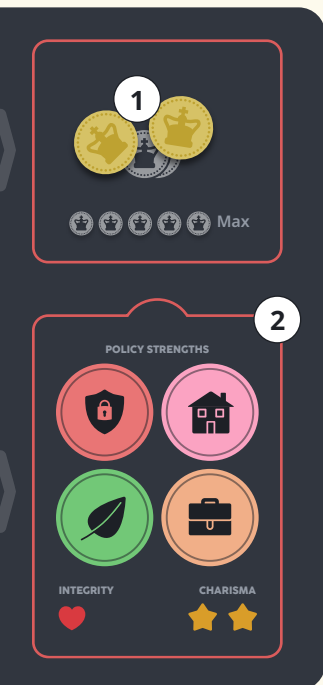
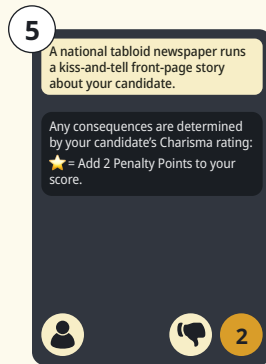
HARTLAND





“

As Returning Officer for Kennington South, I do hereby declare that Olivia Marsh is duly elected.”



Elected members

Use the reverse side of your score card to record the names of your winning candidates.

PLAYER NAME	Jenny										DISTRICTS WON								FINISHING PLACE													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22										
DISTRICT SPENDING 1 point for each coin	3	1	2	4	2	1	2																									
MATCHING ISSUES 2 points for each issue	2	4	4	6	2	2	4																									
PARTY APPROVAL Party Approval Rating (1-5 pts)	3	3	3	4	4	5	5																									
ADJACENT DISTRICTS 1 point for each adjacent district	0	0	0	1	0	1	1																									
BONUS POINTS If awarded by an event	0	0	2	0	0	0	0																									
TOTAL	8	8	11	15	8	9	12																									
PENALTY POINTS Deduct from above total	0	0	0	0	0	0	2																									
CONTEST SCORE	8	8	11	15	8	9	10																									

CLARIFICATIONS

PARTY APPROVAL RATING LIMITS

A player's **party approval rating** cannot be greater than **5** or less than **1**. If a player is instructed by an **event card** to increase or decrease their party approval rating these limits always apply. For example, if a player has a party approval rating of 5 and is instructed to increase it by 1 point, their party approval rating remains at 5.

DISTRICT SPENDING LIMITS

The maximum number of **coins** that can be added to **district spending** is **5**.

ICON GUIDE

 defence & security	 education	 foreign policy
 health & social care	 housing	 immigration
 law & order	 the economy & tax	 the environment
 work & pensions		
 active player	 selected opponent	 all opponents
 party approval rating	 candidates	 coins
 issues	 bonus points	 penalty points
 candidate	 selected candidate	 elected members
 first issue	 second issue	 third issue
 matching issues	 party funds	 district spending
 district	 adjacent districts	 discard
 integrity	 charisma	 coin

adjacent districts - Districts that share a boundary.

ballot box - A secure box into which votes (aka ballots) are posted at voting stations during an election.

candidate - A person who has put themselves forward to represent a specific political party.

charisma - A measure of a candidate's charm, attractiveness, and ability to inspire confidence in voters.

contest score - The points total (after any penalty points have been deducted) of a selected candidate in a district contest.

district - A geographical grouping of voters. There are 23 of these in the game.

district spending - The funds which a party commits to spending on their campaign in a specific district.

elected members - Selected candidates who have won their district contests.

hung parliament - A situation where no party has an outright majority of elected members.

integrity - A measure of a candidate's honesty, trustworthiness and decency.

issue - An aspect of government policy that is of concern to voters.

party approval rating - The popularity of a political party with voters (measured on a scale of 1-5).

party funds - The unspent funds currently held by a political party.

policy strengths - Areas of government policy in which a candidate has expertise.

selected candidate - A candidate who has been selected to represent their party in a specific district contest.

ACKNOWLEDGEMENTS