



The Majority

Complete Edition

NINJA  STAR

Welcome to the assembly of darkness
in the world of pandemonium!

The Majority

3~4 players

30~45 minutes

Welcome to the assembly of darkness!

You are the leader of a political party in the assembly of darkness. Your objective isn't to play fair in the world of politics, but to manipulate others and abuse powers to earn the most money!

How much money can you earn in this world where briberies, assassinations, and betrayals are the norm!?

1-1. GAME OVERVIEW

The Majority is a team game in which your goal is to earn as much money as you can by cooperating with your partner. In each round you will build your hand by drafting from a hand of representatives of the assembly of darkness. Then you will play one board member card each turn to form your political factions. However be aware that the board member you play might get bribed or assassinated by your opponents!

You must carefully coordinate your plays with your partner to have the first or second most powerful faction in each of the three colors: Red, Blue, and Yellow. Only the most powerful faction (the one with the highest total power) and the runner-up will get the money that everyone desire!

1-2. GAME COMPONENTS

- 72 board member cards
 - 24 of each color: Red, Blue, and Yellow
 - 4 each of [0] and [3]
 - 2 each of [2] and [7]
 - 3 each of [5], [6], [9], and [10]
- 15 10-point cards
- 1 spy marker (player token)
- 60 coin chips



1-3. BOARD MEMBER CARD OVERVIEW

1. Member Illustration

Witches have low power but strong special abilities. Demons have high power.

2. Power

The power of the board member. In this example, the member's power is [2].

3. Color

There are three colors: Red, Blue, and Yellow.

4. Special Ability

Members with [0], [2], [3], and [7] powers have special abilities represented by an icon. In this example, the member has the **Assassination** power.



1-4. GAME SETUP

1. Shuffle all the **board member cards** and form a face down deck in the center of your play area.
2. Place all **coin chips** on the table.
3. Player with the most cash in their wallet takes the **spy marker**.
4. Deal each player 6 cards face down. Your hand should remain hidden throughout the game.

1-5. GOAL OF THE GAME

- The base rules are for a game of 4 players. In a 3 player game, please refer to 3-3. When Playing With 3 Players section in addition to the following rules.
- The game is played over 4 rounds.
- Each player forms a team with a player sitting directly across from them. Your partner can never sit next to either your left or your right.
- After 4 rounds, each team sums together the coins won by each player of the team. The team with the most money wins.

2-1. THE GAME ROUND

Each game round consists of 3 phases:

1. **Selection Phase (drafting cards)**
2. **Representation Phase (playing cards)**
3. **Debate Phase (gaining money)**

Each phase is completely resolved in the order above. At the end of the Debate Phase, the current round ends and a new round begins starting with the Selection Phase.

2-2. SELECTION PHASE

In the Selection Phase, players refill their hands and then select cards to make their hands by drafting cards, explained below:

◆ Round 1

1. Each player chooses one card in their hand to keep. Keep the chosen card face down and separate from the hand.
 2. Each player keeps the chosen card and passes their hand to the player to their left.
 3. Repeat 1 and 2 until each player has chosen 6 cards.
- After everyone has chosen 6 cards, these cards become the player's hand. These cards are used in the **Representation Phase**.

If you are not experienced with drafting mechanisms, make sure that everyone passes the cards at the same time.

◆ Round 2~4

- Each player should begin this round with 1 card remaining in their hand from the previous round.
- At the beginning of this phase, each player is dealt 4 cards to make a hand of 5 cards.
- Draft cards as explained above. At the end of drafting, each player will have a hand of 5 cards which will be used in the **Representation Phase**.

Drafting cards

Choose 1 card to keep face down and pass the rest.

Opponent A



Partner



Choose 1 card to keep face down and pass the rest.

Opponent B



Pass cards at the same time.

You



Choose 1 card to keep face down and pass the rest.

Choose 1 card to keep face down and pass the rest.

2-3. REPRESENTATION PHASE

In the Representation Phase, players will play cards from their hand. This phase consists of multiple **turns**, and each turn players will be playing one card.

- At the beginning of this phase, each player exchanges 1 card face down with their partner. Player must choose a card to exchange before looking at the card their partner chose.

◆ Playing a Card

Each player chooses and plays a card, following this procedure:

1. Each player chooses a card from their hand to play and places it face down.
2. After all players have chosen their card, reveal all chosen cards.

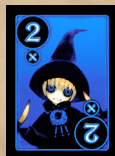
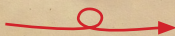
3. Resolve special abilities starting with cards with the lowest power (resolve [0] first, then [2], then [3], then [7]).
 4. After resolving all special abilities, players take their played card and add them to their **score area**.
 5. Group the cards in the **score area** by color.
- Player's played card may change or get discarded as a result of special abilities.
 - Players continue playing and resolving cards until they have only 1 card left in their hand. This means that 5 cards are played in round 1, and 4 cards are played in rounds 2 to 4.

Play example

1. Choose a card and play it face down.



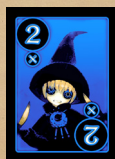
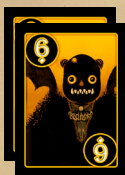
2. Reveal cards



4. Add to score area.



5. Group cards by color.



2-4. DEBATE PHASE

In the Debate Phase, each player will sum up their cards' powers for each color and will gain money based on the total.

For each color:

- Each player sums the power of all cards of the same color in their **score area**.
 - The player with the highest total is called the **Winner**.
 - The player with the second highest total is called the **Runner-up**.
 - Note that a player with 0 power can never be a Winner or Runner-up.
 - There can be multiple Winners and Runner-ups if players have the same totals.
- The Winner takes 2 coins from the supply.
- The Runner-up takes one-fifth ($1/5$) of the Winner's power (rounded down) in coins from the supply.
- In case of a tie for the Winner:
 - All tied Winners takes 2 coins from the supply.
 - The Runner-up takes one-fifth ($1/5$) of the Winner's power (rounded down) in coins from the supply, **for each Winner**.
- In case of a tie for the runner-up:
 - All tied Runner-ups takes coins as outlined above.



Scoring examples

	Red Total	Blue Total	Yellow Total	Coins Gained
You	15	32	0	2
Opponent A	20	32	0	4
Partner	16	3	0	16
Opponent B	10	0	10	2

1. Scoring for Red

- The Winner for Red is Opponent A. He takes 2 coins from the supply.
- The Runner-up is your Partner. She takes one-fifth of the value of Opponent A's total power in red (20). She takes 4 coins ($20/5 = 4$).

2. Scoring for Blue

- The Winners for Blue are You and Opponent A. Both You and Opponent A takes 2 coins from the supply.
- The Runner-up is your Partner. She takes one-fifth of the value of the Winner's total power in Blue (32) for each Winner. She takes 6 coins ($32/5 = 6$, rounded down) for each Winner, for a total of 12 coins from the supply.

3. Scoring for Yellow

- The Winner for Yellow is Opponent B. He takes 2 coins from the supply.
- Since everyone else has 0 power, there is no Runner-up.

2-5. END OF A ROUND

- After finishing the Debate Phase, a new round begins.
- The 1 card that was not played remains in the player's hand.
- The cards in each player's **score area** remains from round to round. These cards are never discarded.
- The new round begins with the **Selection Phase**.

2-6. WINNING THE GAME

- The game ends after completing the 4th round.
- The last card remaining in the player's hand is never played.
- Each team sums up the coins for each player of the team. The team with the most coins wins.
- In case of a tie, the team with the **spy marker** wins the game.

3-1. CARD'S SPECIAL ABILITIES

◆ Bribery ([0] Cards)

- Resolved first during Representation Phase.
- Steals all cards that were played this turn that matches the color of this card.
- The stolen cards are added into your **score area**.
- If multiple player plays a [0] of the same color, then none of the Bribery cards of that color take effect.



Only the cards played this turn are affected. Cards played in the previous turns are never affected.

◆ Assassination ([2] Cards)

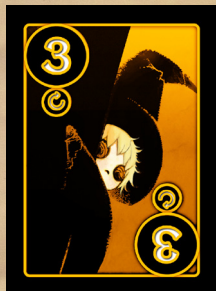
- Resolved after resolving [0].
- Discards all cards played this turn that has a different color than this card.
- The discarded cards are removed from the game.
- [2] stolen by [0] does not trigger its ability.



If multiple [2] of different colors are played, then all of them are resolved at the same time. This means that all cards played this turn are removed from the game.

◆ Spy ([3] Cards)

- Resolves only if it was not stolen by [0] or discarded by [2].
- If this card is played during the last turn of Representation Phase, then its effect does not resolve.
- Player that triggered the effect of this card receives the **spy marker**.
- This card changes the rules of Step 1 of Representation Phase for the next turn as follows:
 - Starting with the player to the right of a player holding the **spy marker**, each player plays a card face up in clockwise order. (Player to the right → Player with the spy marker → Player to the left → Partner of the player with the spy marker).

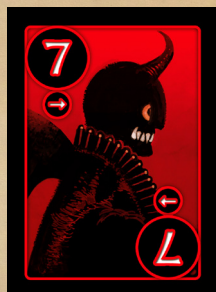


- If multiple [3] are played, then the [3] of a player furthest clockwise from the player currently holding the **spy marker** will trigger its effect. In other words, player currently holding the **spy marker** has the lowest priority when resolving multiple [3].

This card benefits your partner more than you.
With its effect, [0] and [2] become even more powerful.

◆ Betrayal ([7] Cards)

- Resolves only if it was not stolen by [0] or discarded by [2].
- Instead of adding this card to your **score area**, add it to the score area of the player to your right.



🕒 3-2. 10 POINTS CARD

- This card does not directly affect the game, but it can be used to help keep track of total power of each color. For example, you can discard a Red [2], [3], and [5], and replace them with a **10 points card**.
- This card does not have a color, so you must keep at least one other card in each color group within your score area.



3-3. WHEN PLAYING WITH 3 PLAYERS

When playing with 3 players, change the rules as follows:

- Remove 1 each of [0], [3], [5], [6], [9], and [10] of each color from the game. Put these cards back in the box.
- The game is played as an individual match instead of a team match. At the end of the game, the player with the most money wins the game. In case of a tie, the player closest clockwise to the player holding the **spy marker** wins. If one of the tied players is holding the spy marker, then that player wins.
- The special ability of [3] changes as follows:

Starting with the player to the **left** of a player holding the **spy marker**, each player plays a card face up in clockwise order. (Player to the left → Player to the right → Player with the spy marker)

The Majority 2

2 players

30~45 minutes

Welcome back to the assembly of darkness!

Inhuman creatures continue to play the game of so called politics only for their selfish desires. Briberies, assassinations, and betrayals are means of the past. Nowadays politicians are forming political factions aiming to gain grant. Use their special abilities and form stronger factions than your opponent!

4-1. GAME OVERVIEW

In Majority 2, your goal is to create more political factions with higher powers than your opponent. Board members of the political factions are the various residents of Pandemonium: Witches, Demons, Dragons, Angels, and Reapers. These inhumane creatures are equipped with exciting and powerful special abilities that can aid your factions or hinder your opponents. The game has a very unique card drafting mechanics where the hand of cards are shared between you and your opponent. Therefore, you must carefully decide when and which politicians to hire for your factions as those left behind may comeback as a member of the opposition!

Can you utilize the special abilities to their full extent and form stronger factions than your opponent?

4-2. GAME COMPONENTS

- 60 board member cards
 - 12 of each color (details in 6-2. Summary of Member Cards)
- 13 promo member cards
- 5 color discs
- 40 coin chips with denomination of 1
- 1 start player marker (player token)



4-3. BOARD MEMBER CARD OVERVIEW

1. Member Illustration

2. Member's Faction

- Witches → Blue
- Demons → Green
- Dragons → Red
- Angels → Pink
- Reapers → Black

3. Member's Rank

Rank of the member in its faction.

Each faction has:

- 2 [Aristocrat], 2 [Veteran],
- 2 [Senior], 3 [Junior], and 3 [Secretary]

4. Cost

Cost to play the card. Turn coin chips face down to pay the cost.



5. Requirements to play

Some cards have additional requirements to play.

6. Special ability 1

Special effect that triggers when you play this card by paying its cost.

7. Special ability 2

Some cards have an additional special effect.

8. Victory points

Star indicates the number of victory points you will get at the end of the game if this card becomes faction representative.

4-4. GAME SETUP

1. Shuffle all **board member cards** and form a face down deck in the center of your play area.
 2. Place all **coin chips** and **color discs** on the table.
 3. Give each player 3 **coin chips** face down.
 4. Deal each player 4 cards face down. The cards form the player's **reserve** and are placed face down in front of them.
 5. Player with the most cash in their wallet takes the **start player marker**. This player takes 6 cards from the deck which forms their **hand**.
- Keep your **reserve** separate from your **hand** at all times.
 - Game starts with the player holding the **start player marker**.



5-1. THE GAME ROUND

The game is played over a series of game rounds. Each game round consists of 6 phases:

1. **Income Phase (gaining money)**
2. **Exchange Phase (exchange cards - optional)**
3. **Draw Phase (draw cards - optional)**
4. **Free Play Phase (play a card - optional)**
5. **Standard Play Phase (play cards - optional)**
6. **Cleanup Phase (pass hand)**

Each phase is completely resolved in the order above. At the end of the Cleanup Phase, the current round ends and a new round begins for your opponent, starting with the Income Phase.

5-2. INCOME PHASE

- Turn all of your **coin chips** face up (showing the side with Witch icon). Only the face up coin chips can be used during the round to pay costs.

5-3. EXCHANGE PHASE (OPTIONAL)

- You may exchange your **entire hand** with your **entire reserve**.
- You may choose to not exchange your hand.
- If you choose to exchange your hand, you must exchange everything. In other words, you cannot choose to exchange only a few cards of your hand.
- In the very first round of the game you may not exchange your hand (this rule only applies to the starting player).

- You must exchange your hand with your reserve in order to use cards from your reserve.
- However any cards you do not use this round will become your opponent's hand in the next round.

5-4. DRAW PHASE (OPTIONAL)

- You may draw cards from the deck and add them to your **hand**. The number of cards you draw depends on the number of your opponent's **formed factions**.

Number of opponent's formed factions	Number of cards to draw
0~1	2
1~2	3
3~4	4
5~6	5
7~8	6

- You may choose to not draw any cards.
- If you choose to draw, then you are required to draw the number of cards indicated above. In other words, you cannot choose to only draw 1 card when you are required to draw 2 cards.
- If you have chosen to draw cards, your opponent will also draw 1 card and add it to their **reserve**.
- If you have no cards in your hand you must draw cards.

5-5. FREE PLAY PHASE (OPTIONAL)

- You may choose one card from your **hand** and play it for free ignoring all **costs**.
- You may choose to not play any card during this phase.
- You do not resolve **special ability** unless otherwise noted.
- When you play a card, you choose one of the three **columns** to play and place the card face up at the bottom of your chosen **column**.

◆ Forming a faction

- After playing a card, if you have 5 or more cards in one of your **column**, then you **form a faction**. In order to form a faction, you must have at least 3 cards of the same **faction** played in that **column**. If you have less than 3 cards of the same faction, then no faction is formed and all cards in that column are discarded.
- If you have 3 or more cards of the same faction, then a faction is formed. From the column, choose one card of that faction as a **faction representative** and place it face up in front of you, separate from your columns. This area is called **score area**.
- Then you take **coin chips** face down from the supply according to the number of cards you had of the faction. If you had:
 - 2 or fewer cards of the same faction → take 0 coins
 - 3 or 4 cards of the same faction → take 1 coin
 - 5 or more cards of the same faction → take 2 coins
- If you have 2 or more factions with 3 or more cards in a column, you must only choose one faction to form.

🌀 5-6. STANDARD PLAY PHASE (OPTIONAL)

- You may play as many cards as you can afford from your hand by paying its **cost**.
- You may choose to not play any card during this phase.
- When you play a card, you choose one of the three columns to play just like in **Free Play Phase**.
- After placing the card in a chosen column, trigger the **special ability** written on the card.

- After resolving the **special ability** if you have 5 or more cards in a **column**, then follow the directions for [**Forming a faction**] as written above.
- ◆ Paying the cost
 - You pay the cost by flipping over **coin chips**. If you do not have enough **face up coin chips** (showing the side with Witch icon) then you may not play the card this turn.
 - [Aristocrat] and [Veteran] members have additional requirements to play which is to have 1 or 2 **cards of that faction in your score area**.

Member Costs	
Secretary	2 coin chips
Junior member	3 coin chips
Senior member	4 coin chips
Veteran member	4 coin chips 1 formed faction
Aristocrat member	2 coin chips 2 formed factions

🌀 5-7. CLEANUP PHASE

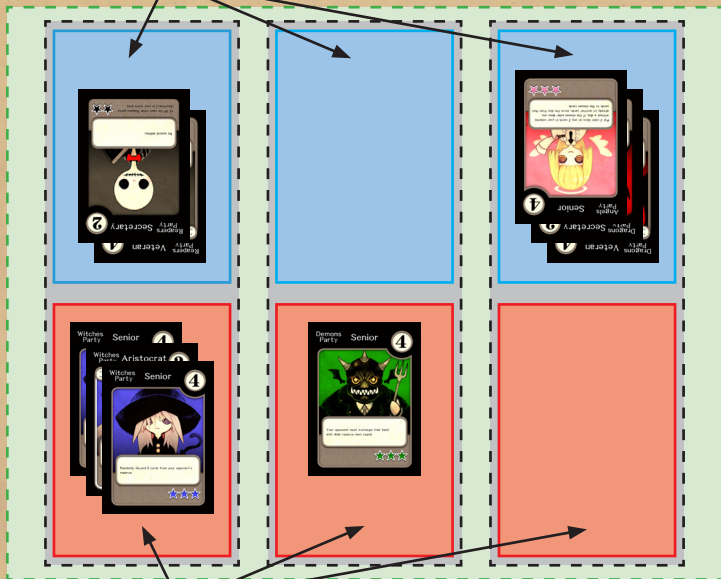
- You give your remaining **hand** to your opponent, which will become their hand next round.
- Your opponent will begin their round starting with **Income Phase**.
- If at this time your opponent has 5 or more **formed factions**, then the game ends.

Play area diagram

Opponent's score area
(Formed factions)



Opponent's Columns
(Blue line)



Your Columns
(Red line)

Columns
(Dotted line)

Play Area
(Green dotted line)



Your score area (Formed factions)

5-8. WINNING THE GAME

- When the game ends, each player calculates their final score by adding **victory points of all formed faction members** and **number of coin chips**.
- For example, if you have the following cards in your **score area** and **11 coin chips**, then your final score is:



Demons party [Veteran] (6) + Demons party [Secretary] (4 since you have 2) + Demons party [Secretary] (4) + Angels party [Junior] (3) + Angels party [Junior] (3) + Angels party [Aristocrat] (4) = 24

24 + 11 coin chips = 35 total victory points

- Player with the highest victory point wins the game.
- In case of a tie, player that is not holding the **start player marker** wins.

6-1. ADDITIONAL RULES

◆ Discards

- All cards discarded during the game should be placed face up next to the deck. If a card's effect discards multiple cards, you may discard all of them in a single pile only showing the top cards being discarded to your opponent.
- If the deck runs out, shuffle all discarded cards and create a new face down deck.

◆ Color Discs

- Certain cards' abilities such as Angels party [Senior] and Reapers party [Veteran] place **color discs** on top of played cards. Cards with color discs placed on them lose their original color (faction) and become the color of the disc. This affects requirements for playing [Aristocrat] and [Veteran] cards.
- If a card with a color disc is discarded or added to a player's reserve, then the disc is returned to the supply.
- If a card with a color disc is chosen as a faction representative when **forming a faction**, then the color disc remains on the card when added to the player's **score area**.
- You may only have a maximum of 1 color disc on a card.
- Color disc remains on the card until the game ends. For example, if you have a blue disc on Demons party [Secretary], that card will combo with Witches party [Secretary]. However that Demons party [Secretary] does not combo with Witches party [Secretary] since it's ability remains unchanged (it will only combo with other Demons party [Secretary]).

👤 6-2. SUMMARY OF MEMBER CARDS

◆ Witches Party (Blue)

Witches are the masters of wicked spells. They have abilities to affect reserves and reuse coin chips.

Rank	VP	Special Ability	Qty
Secretary	2	+2 VP for each other Witches party [Secretary] in your score area.	3
Junior	3	Draw 2 cards and add them to your reserve.	3
Senior	3	Randomly discard 2 cards from your opponent's reserve.	2

Veteran	4	Discard any 1 card in play and add it to your reserve.	2
Aristocrat	2	Turn all your coin chips face up.	2

◆ Demons Party (Green)

Demons have been members of the assembly since the ancient time. They have strong powers and obsessed over gaining money.

Rank	VP	Special Ability	Qty
Secretary	2	+2 VP for each other Demons party [Secretary] in your score area.	3
Junior	3	Draw 3 cards and add them to your hand. Then choose 1 card from your hand and add it to your reserve.	3
Senior	3	Your opponent must exchange their hand with their reserve next round.	2
Veteran	6	Cannot be played during Free Play Phase.	2
Aristocrat	2	Gain 2 coin chips face down.	2

◆ Dragons Party (Red)

Dragons have fierce breath that can burn everything in its ways. They have abilities to destroy oppositions but sometimes at the cost of their allies.

Rank	VP	Special Ability	Qty
Secretary	2	+2 VP for each other Dragons party [Secretary] in your score area.	3
Junior	3	Discard 4th card counted from opponent's side of the column where this card was played. (see [Play Area] for the definition of column).	3

Senior	3	Discard your entire hand.	2
Veteran	4	Choose a color and then opponent chooses another color. Discard all cards in play of the chosen colors.	2
Aristocrat	2	Opponent chooses and discards one card in their score area. They must choose to discard [Secretary] if possible.	2

◆ Angels Party (Pink)

Fallen angels that have been cast out of heaven. They excel in protecting each other and recruiting members.

Rank	VP	Special Ability	Qty
Secretary	2	+2 VP for each other Angels party [Secretary] in your score area.	3
Junior	3	Any card in your column where this card is played cannot be discarded. This ability is in effect regardless how this card was put into play. Cannot be played during Free Play Phase.	3
Senior	3	Put 2 color discs on any 2 cards in your columns without a disc. If the chosen color discs are already on another cards, move the disc from that cards to the chosen cards.	2
Veteran	4	Draw and immediately play 2 cards in the same column where this card was played, ignoring all costs. Cards played this way do not trigger their special abilities.	2
Aristocrat	4	Immediately score this card into your score area. Gain 1 coin chip face down. Then discard the rest of the cards in the column where this card was played.	2

◆ Reapers Party (Black)

Reapers have the knowledge of forbidden spells. They can transform themselves into another member or change opposing member's faction by stealing their soul.

Rank	VP	Special Ability	Qty
Secretary	2	+2 VP for each other Reapers party [Secretary] in your score area.	3
Junior	3	Put a color disc on any 1 card without a disc in your opponent's columns. If the chosen color disc is already on another card, move the disc from that card to the chosen card.	3
Senior	3	Draw a card and replace this card with the drawn card, triggering its abilities.	2
Veteran	4	Put a color disc on any card in either player's score area without a disc. If the chosen color disc is already on another card, move the disc from that card to the chosen card.	2
Aristocrat	2	Your opponent loses 1 coin chip down to a minimum of 3.	2

🎲 6-3. SUMMARY OF PROMO CARDS

Once you are familiar with the game, you may choose to replace some of the cards in the base game with these promo cards.

Rank	VP	Special Ability	Qty
Witch [Senior]	3	Randomly discard X cards from your opponent's reserve where X is the number of cards you have in your score area.	2
Demons [Veteran]	2	+1 VP for each different faction (color) in your score area. Cannot be played during Free Play Phase.	2

Dragons [Junior]	3	Choose one card in the column where this card was played. If your opponent has a card in his score area with the same faction (color) as the chosen card, then discard the chosen card.	3
Angels [Veteran]	4	Remove all color discs placed on cards and return them to the supply. If you removed 4 or more color discs this way then gain 1 coin chip face down.	2
Reaper [Aristocrat]	2	Put all color discs currently in the supply on any cards (either in the play area or score area) without a color disc.	2

6-4. ADDITIONAL CARDS

To change up the game, you may choose to add additional cards.

Rank	VP	Special Ability	Qty
Independent [Ghost]	5	Move this card to any column of your opponent. Faction may form for your opponent as a result of this move. <i>If this card does not have a color disc, then you must place a color disc on this card instead of placing a color disc on any other card in this column.</i>	2

- If your opponent has 5 cards in his column after moving this card, then follow the directions for **[Forming a faction]**.
- The second part of the ability is in effect as long as this card does not have a color disc on it.
- It will interrupt an ability that puts a color disc on a card in the column where this card is played.
- If both Independent [Ghost] are in the same column, then the active player's card takes priority.

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