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The Square Game. An endless game of opinions.

(tiriamąjo rašto pavadinimas)

The Square Game

(kūrybinio darbo/projekto pavadinimas)

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“The Square Game. An endless game of opinions” project is a combination of research and fiction, composed to take a look at the question of the interaction between people or groups of people with differing opinions, taking as an example the dynamic between majority and minority social groups, how conformism and non-conformism appear in the context of this interaction, and how human opinion changes under the influence of other people, propaganda, context, and other conditions. The main statement of the project is that majority and minority groups represent basically the same thing and are equally relevant to the expression of different opinions. Therefore through this project, the author wants to show that majority and minority groups mutually replace and complement each other on the social playing field, creating an endless game of opinion and masses in which only one group (majority or minority) is not capable of winning, as both groups are incapable of existing without each other, meaning majority and minority groups are unable to exist outside of each other's context.

As a technique for a visual representation lithography was chosen. The artworks are done in a minimalist style with a simple geometric shape (square), primary colours blue and green, as a reference to Serge Moscovici's experiment of the influence of the minority on the majority, and several additional colours to display the context.

Projektas „Žaisti Kvadrata. Nesibaigiantis nuomonių žaidimas“ - tai mokslinio tyrimo ir grožinės literatūros derinys, kurio tikslas - pažvelgti į skirtingas nuomones turinčių žmonių ar jų grupių sąveiką, kaip pavyzdį imant dinamiką tarp daugumos ir mažumos socialinių grupių, iširti, kaip konformizmas ir nonkonformizmas pasireiškia šios sąveikos kontekste ir kaip žmogaus nuomonė keičiasi veikiami kitų individų, propagandos, konteksto ir kitų sąlygų. Pagrindinė projekto idėja teigia, kad daugumos ir mažumos grupės yra vienodai svarbios nuomonių ir pozicijų raiškai. Todėl šiuo projektu autorius nori parodyti, kad daugumos ir mažumos grupės viena kitą pakeičia ir papildo socialinio žaidimo lauke, sukurdamos nesibaigiantį nuomonių ir masių žaidimą, kuriame negali laimėti tik viena kuri nors grupė (dauguma arba mažuma), nes abi grupės negali egzistuoti viena be kitos, t. y. daugumos ir mažumos grupės negali egzistuoti atskirai, nebūdamos viena kitos kontekste.

Kaip vizualinio vaizdavimo technika buvo pasirinkta litografija. Kūriniai atlikti minimalistiniu stiliumi, naudojant paprastą geometrinę formą (kvadratą), pagrindines spalvas - mėlyną ir žalią, kaip nuorodą į Serge'o Moscovici eksperimentą apie mažumos įtaką daugumai, ir kelias papildomas spalvas kontekstui pavaizduoti.

Declaration of authenticity for the final thesis for Master's degree

Nastassia Pazniak

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Žaisti Kvadrata. Nesibaigiantis nuomonių žaidimas

(thesis title in Lithuanian)

The Square Game. An endless game of opinions

(thesis title in English)

I hereby confirm that the Master's thesis has been written by me independently, without prejudice to the copyrights of other persons, and that the thesis has not been used in other higher education institutions in its entirety or in parts.



Key words

Minority, majority, conformity, social games.

Quieter than green, lower than blue

– A note from the author

'Quot homines tot sententiae: suus cuique mos'¹

(There are as many opinions as there are people: each
has its correct way)

One of the most useful skills I thought I'd learned from childhood was keeping my opinion to myself.

I came from a community where to be different is to be abnormal, to stand out is to attract attention (assuming attention is always a bad thing), and to be active is to be problematic. The saying I grew up with is 'Тише травы, ниже воды / Quieter than grass, lower than water'. This phrase means to be quiet, humble, unnoticeable. It's hard enough being quieter than grass, for even in a strong wind the grass rustles are often barely perceptible, like a whisper. And being lower than water one can only be for a very short time, otherwise one will drown. To be quieter than grass and lower than water, one must merge with grass and water, become part of them, and mimic them to the point of indistinguishability.

*Paint yourself green or blue, sit on grass or lie in
water, don't make a sound, don't move, stop being.*

On a social level, I take the phrase 'Quieter than grass, lower than water' as not to stand out, always follow the leading opinion within a group, and be a conformist in every way. In this case, community and government play the role of grass and water and one must learn to be in tune with society in which one is placed, totally subordinated as an individual. One of the tools that society uses to keep individuals in tune with mass and leading opinion is the majority agreement. The majority follows a certain position, assumes collective responsibility, provides a fairly clear guide to life, and thereby relieves an individual from personal responsibility and the torment of making decisions. Moreover, it gives a great sense of belonging.

¹ The saying in Latin by Roman comic dramatist Terence (c. 190–159 bc)

Innately social, people naturally form groups and seek out interactions with each other. The benefit of forming a group and staying together is safety, support, and collaboration; group cohesion can protect from threats, improve access to resources, and help to achieve goals. People are influenced by the actions and behaviours of each other inside their group, and this influence can lead to conformity and shared norms, which in its finest form help maintain group harmony. Harmony within a group refers to a state of balance, positive social interactions, and effective collaboration, which contribute to the overall well-being and success of the group and the species as a whole in long-term survival. And it is conformism that is responsible for the preservation and transmission of evolutionarily effective models, as well as, for example, culture and art. At the same time, the main progress (for example, in art) depends mainly on those who are called non-conformists. Among animals, the existence of non-conformist behaviour is caused by the need for alternative ways of solving problems, the development of new strategies to adapt to environmental changes, stimulation of evolutionary modifications and the genetic diversity of the species.² Non-conformist behaviour in art is primarily manifested through experimentation and leads to the development of new styles and trends, non-conformist artists are always questioning established norms and rules; being in constant search of alternative solutions they provoke other artists around them to expand their horizons, as well as often influence, fascinating and sometimes shocking an audience with unusual topics and expression. Using art as an example, I'm trying to show that both conforming and non-conforming behaviour need to coexist harmonically in society, as non-conforming behaviour is responsible for the design and development of new models (whether it is a trend in art or a survival behaviour) while conforming behaviour is responsible for acceptance, sharing, preservation and transmission to a general audience and next generations. I find it hard to imagine a society made up of only non-conformists, as the unconventional thinking of each member of the group can lead to an inability to communicate and collaborate (a kind of Tower of Babel), while a society made up of only conformists is doomed to be trapped in one stage of development with no alternatives for growth (just like Sisyphus and his rock). Moreover, there are a huge number of situations where we have to choose a model of behaviour, because none of us can be one thing – conformist or non-conformist – to the end. It seems almost impossible to always choose to favour yourself and stand out from the crowd, as well as to copy the model of behaviour from the environment all the time, completely suppressing oneself. That is why the level of conformist

² Eugenia Timonova, Conformism and Nonconformism in Animals, lecture, <https://www.youtube.com/watch?v=d5KgejRyGcc>, 17.05.24 10:19

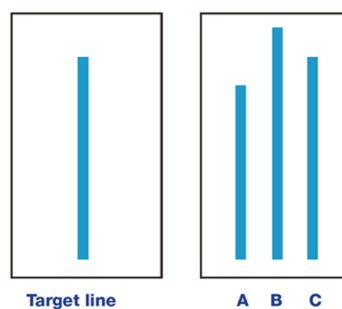
and non-conformist behaviour, in my opinion, should be in balance not only in society, but also within each person, and that is free will - to choose your model of behaviour depending on the situation, your needs, your desires and opportunities and not to be labelled and condemned for doing what everyone else is doing or, on the contrary, for being too independent. Live your life as you need it to be lived and make choices for your well-being and happiness taking as a guidance ‘two fundamental motivations that guide us and help us lead productive and effective lives. One of these motivations relates to the self – the motivation to protect and enhance the self and the people who are psychologically close to us; the other relates to the social situation – the motivation to affiliate with, accept, and be accepted by others’³ (which means behave morally toward others). People need to have social support and approval for mental health and quality of life, but in such constant social contact, there is also a huge social influence.

Social influence can be in a passive form, when there is no obvious influence, and the impact of one person on another (or between groups) goes through smooth interaction without any sign of pressure or direct intention to influence. In other cases, where social influence is strongly felt, there are open and obvious attempts to influence opinion. This can be from one person to a group of people, where influence mostly occurs through pressure, forcing the person to conform to certain expectations and norms. This is quite common in groups (especially the large ones), which are often accompanied by the negative traits of conformity mostly driven by a focus on success and efficiency. Becoming united a group fairly often develops collective thinking, whose negative traits include rejection of new ideas (mostly because it seems unsafe), loss of individuality, lack of critical thinking, poor dynamic within a group, and pressure from group members which leads to the development of social anxiety, and discrimination based on some distinction. The concept of conformism shares its features with majority groups. Which came first, conformism or the majority? Thinking logically it seems that initially, as natural mechanisms, there were conformism and non-conformism, which gave an impulse to the development of the concept of majority and minority groups. Initial survival-oriented group behaviour began to become more common with developed group norms. Some norms may have become more dominant within a group and may have taken hold as rules, which may have led to the need to conform and the emergence of a

³ Dr. Rajiv Jhangiani and Dr. Hammond Tarry, *Principles of Social Psychology - 1st International H5P Edition*, chapter 1.1 *Defining Social Psychology: History and Principles*, online book, <https://opentextbc.ca/socialpsychology/> 19.05.24 18:58;

majority. In turn, the majority influenced the prevailing norms and expectations to be followed. The relationship between majority and conformity is interdependent, with each influencing the other over time.

In the 1950s Polish-American psychologist Solomon Eliot Asch conducted his most famous conformity experiments. These experiments demonstrated the power of group pressure on individual decision-making. The experiments involved groups of participants who were asked to compare the lengths of lines on two cards. Each group consisted of one real participant and several confederates. The confederates were instructed to give incorrect answers and the real participant was placed in a group without knowing that the other participants were not real. The group was shown a card with a single line and another card with three lines of different lengths. The participants were asked to identify which of the three lines matched the length of the single line.



Pic. 1. Example of card prompt from conformity experiments⁴.

The confederates gave incorrect answers in some of the trials, so the true participant was placed in a position to either conform to the incorrect majority or stick to their own correct judgment. Asch found that many participants conformed to the incorrect majority at least once during the experiment. On average, participants conformed about one-third of the time. The experiments showed how social pressure can lead individuals to conform to group norms, even when the group is clearly wrong. This highlighted the powerful influence of group dynamics on individual behaviour. Asch explored various factors that could influence conformity, such as the size of the group and the presence of a dissenting ally. He found that

⁴ The picture from Wikipedia article about Solomon Asch
https://en.wikipedia.org/wiki/Solomon_Asch#/media/File:Psychology-asch-1951.png

conformity increased with the size of the group (up to a point) and decreased when at least one assistant gave a different answer.^{5 6}

In research on the same subject, but from a different angle in the 1960s Romanian-born French social psychologist Serge Moscovici made an experiment *Influences of a consistent minority on the responses of a majority in a colour perception task* focused on the impact of a consistent minority on the opinions of a majority group. Moscovici aimed to investigate the influence of a consistent minority on the majority's perceptions and decision-making. The experiment sought to understand how a small group with a consistent alternative perspective could shape the views of a larger group. The experiment involved groups of participants, all of whom were first given an eye test to check that they were not colour-blind. They were then placed in a group consisting of a majority group of real participants and a minority group of confederates. Participants were presented with a series of blue slides that varied slightly in shade. They were asked to state the colour they perceived in each slide. The majority group (real participants) initially called slides 'blue', while the minority group (confederates) consistently called them 'green'. As part of the research, there were different conditions in the experiment: consistent and inconsistent minority. The consistent minority consistently called the blue slides 'green' while the inconsistent minority provided varying answers, sometimes calling the slides 'green' and other times calling them 'blue'. In the consistent minority condition, the majority group was significantly influenced by the minority's consistent alternative perspective. Participants in the majority group were more likely to call the slides "green" while the minority group was consistent in their responses. In the inconsistent minority condition, the influence on the majority group was minimal, highlighting the importance of consistency in the minority's approach.⁷

Serge Moscovici's experiment led me to use blue and green as the two main colours in my project to represent two opinions, a notional majority and a minority, without specifically stating which colour is the majority and which is the minority. Additionally, blue and green colours evoke a strong association with the saying I grew up with, 'Quieter than grass, lower than water' for obvious reasons of the parallels of green grass and blue water. And so in the

⁵ Solomon E. Asch, *Opinions and Social Pressure*, Scientific American, Vol. 193, No. 5 (November 1955), pp. 31-35 (5 pages), <https://www.jstor.org/stable/24943779>, 16.05.24 13:38

⁶ Vernon L. Allen, John M. Levine, *Social Support, Dissent and Conformity*, Sociometry, Vol. 31, No. 2 (Jun., 1968), pp. 138-149 (12 pages), <https://www.jstor.org/stable/2786454>, 16.05.24 13:38

⁷ S. Moscovici, E. Lage, M. Naffrechoux, *Influence of a Consistent Minority on the Responses of a Majority in a Color Perception Task*, Sociometry, Vol. 32, No. 4 (Dec., 1969), pp. 365-380 (16 pages), <https://www.jstor.org/stable/2786541>, 16.05.24 13:53

title of this piece, I played with the phrase and changed it to ‘Quieter than green, lower than blue’. As a part of my exposition, I continue playing with this phrase by colouring the words with blue and green colours, confusing the meanings of grass and water, green and blue, minority and majority, to show that it doesn’t matter what exactly written here, the only thing that matter is the colour of the word - the side, the opinion.

Quieter than **grass**, lower than **water** Quieter than **water**, lower than **grass**
Quieter than **green**, lower than **blue** Quieter than **blue**, lower than **green**

When this project was just about to take its shape in my head, with the green and blue already chosen and a square shape still in question, I had a dream. In this dream, I had a huge oil painting of a square shape, which, according to the story of the dream, I had painted at the academy in Belarus and brought with me to Vilnius. It was a still life in green colours only, with a massive bouquet of withered leaves. I looked at this painting and I didn't like it, I realised how much this work didn't fit the context I was in now. So in the dream, I took a small tube of blue colour - it was the most beautiful blue pigment I had ever seen in my life - and started to paint with a small brush gradually covering the old and very tired green with the new and most beautiful blue. And that was the whole dream - I just stood in a cell and painted. At the end, I had a huge blue square, bright enough to be truly blue, but also transparent enough that the features of the still life could be seen. When I woke up, I realised that this dream was about my conformity, my desire to fit into the new academy and new norms. But why did it become so important for me to conform to the surrounding realm that I even had such a vivid dream about it? When I analysed this situation, I started to find other examples from my own life and the lives of people around me with a similar desire to conform, be accepted, and integrate with the majority, as well as examples of the strong influence of one opinion on another. I felt as if I was one of the characters in Hermann Hesse's *The Glass Bead Game*, who is watching the game: all the actions and moves are logically put together in one puzzle, one narrative, and it is not clear to the end what exactly is happening, but very exciting. So I had a natural urge to try to put this puzzle of the dynamics of opinions and groups in society together to see the whole picture at the end of my research, if it is possible. It conjured up an association with the pixels that make up an image. From a distance, it can look like anything, but when you get closer you see all these little squares that make up the whole thing. Also, an equilateral square or even a pixel can be an image of society, as one of the simplest shapes it is possible to combine squares easily,

stacking up to each other without any space or even air around them, creating a perfect working social system where everything has its right place. Moreover, many games have a square shape at their base, which I thought was funny in the context of my research as in such a social topic I cannot avoid associations and references to social, psychological and literal games played by people. The topic of interaction between groups of people with different opinions and backgrounds is important, but not the easiest, as a part of everyday life which often causes issues, conflicts and many sorts of traumatic experiences. So as a way to show it to a viewer in a manner that would be easily perceived and does not evoke immediate rejection, a game form with simple shapes and bright colours seemed to be the best option. Besides, the dynamics between majority and minority does look like a huge game in which all of us take our part, a game that is played not as much by separated individuals as by the entire society. And of course, since it is a question of two sides, to illustrate and emphasise the division of society into opposing positions and arguments, as well as the obvious desire to win an argument, the most common form of competition - a game - suits the most. So gradually step by step, puzzle by puzzle, meaning by meaning, this game I'm exploring began to take its square and very colourful shape. And that's why I've decided to call this project, 'The Square Game', with references to creative process, image, society and The Glass Bead Game.

More specific forms came afterwards in the process of thinking that mostly people lack some kind of guidebook to life, what makes them so fiercely curious about the world, what makes them create science, religions, astrology, labels, and classifications, and by any way to find an escape from the frightening unknown and the meaninglessness of life. And I remembered the simplest form of a guidebook that you can find in a shop: a catalogue palette with examples of hair colour, wallpaper pattern, paper type, tile texture, and so on. A guide that allows you to look at all available options and choose the one that best suits you. So I decided to create a catalog palette for my project, where instead of the Catalogue of Home Decor there would be the Catalogue of Your Personal Opinion Today. It's also part of the game for me, an ironic one, as all existing opinions are divided among people and each in its way is supported by society, periodically changing places and importance. Any opinion we have already exists in the field⁸ around us, we just have to choose. So I would say that such a catalogue is more than a real thing, it is just invisible and intangible. In this case, my role as an artist is to show how

⁸ Kurt Lewin, Field Theory and Experiment in Social Psychology: Concepts and Methods, American Journal of Sociology, Vol. 44, No. 6 (May, 1939), pp. 868-896 (29 pages), <https://www.jstor.org/stable/2769418>, 17.05.24 00:42

it might look like if these catalogues existed physically. Any opinion has a background or context in addition to the wording and side itself. I decided to mark this context with different colours and trace how those colours affect blue and green. In this manner, I had two kinds of catalogues: books composed of lithography prints and lithographs on the wall. In both cases, I chose a few background colours to indicate context and layered a textured (so you can see which colour is underneath) blue and green on top of each one separately. So now you can choose your personal opinion by flipping through and touching the catalogue book, or by looking at the opinions on the wall where it's easier to compare them with each other. Another form of representation concerns the interaction directly between blue and green, i.e. between two positions, between majority and minority social groups. As I mentioned earlier, I don't specify which colour corresponds to which group, as the most important thing for me here is the dynamics of the interaction itself, which is essentially the game. We all play this game whether we want to or not, whether it's a conscious choice or simply circumstance. So the point was to create a visual representation not for the groups, but for the interaction, making squares with only blue and green, and blending these colours at the edge of each other, mixing them into something in between, where you don't know where ends one and starts another.

As for the thesis itself, the decision to divide it into two parts came from the need to explain the topic, as well as the desire to write something more creative, and more appropriate to the game form than just a text of academic research. Therefore, the first part of this text is written in the form of an explanatory essay, a kind of preface from the author. The second part of the text is a small fictional story in which the majority-minority dynamic is shown as more than real and well-known across the universe Square Game (hereinafter referred to as the Game). In the story, I act as one of the characters (Libra) and as a narrator (Mere Storyteller) describing the narrative in a very absurd way to emphasise and support the game form. To achieve a sense of absurdity, and to show that every action has a consequence and can be an actual move in the Game I use the element of play: manipulating reality and fiction, operating and combining pretty random facts and events from history and my own life as if I were putting together a puzzle out of everything that comes to hand. The narrative style was inspired by the styles of Terry Pratchett and Douglas Adams, and the idea to describe the game as something that exists and that everyone knows about came from Hermann Hesse's description of the Glass Bead Game. And just as the Glass Bead Game is a metaphor for portraying how science and culture can be disconnected from reality, the Square Game will

act as a metaphor for representing the cyclicity of society within the same system through shifting opinions.

Summarising the above I would say, that the Square Game project is a combination of research and fiction, composed to take a look at the question of the interaction between people or groups of people with differing opinions, taking as an example the dynamic between majority and minority social groups, how conformism and non-conformism appear in the context of this interaction, and how human opinion changes under the influence of other people, propaganda, context, and other conditions. The main statement of the project is that majority and minority groups represent basically the same thing and are equally relevant to the expression of different opinions. Therefore through this project, it is essential for me to show that majority and minority groups mutually replace and complement each other on the social playing field, creating an endless game of opinion and masses in which only one group (majority or minority) is not capable of winning, as both groups are incapable of existing without each other, meaning majority and minority groups are unable to exist outside of each other's context.

The Square Game

by Mere Storyteller

On Monday 11 September 2023 at 10.20 am, the most important question in life was asked.

By email:

in the morning...

just answer in writing:

coffee or tea

Chapter I. Coffee

It all started with...

Well, it depends directly on which particular theory of the creation of the Universe you believe in, they are all true. Nevertheless, in each of these theories, there is a planet called Earth, mostly blue and green in colour. This planet was created specifically as a gigantic, productive outdoor chemical laboratory to observe experimentally the transition from non-life to life and learn complex karmic lessons, which is still a mystery to the inhabitants of Earth themselves. But the mystery to the rest of the Universe is the real reason why the residents of the planet named it Earth, while the amount of water clearly predominates. The most popular version says that it simply happened to be a local tradition. The most famous example of confusing names on the Earth says about two places: Iceland and Greenland, where Iceland is named after frozen water, but not, and Greenland is named after mellow grass, but not. However, this planet is listed as an important one, not because of its confusing side, but since together with the first life forms on the planet, a Game was born and subsequently played by every single one without exception. Even if the rules of the Game are fairly simple, after 3.7 billion years it is still going on and aims to be called quite popular and pretty much endless.

Another mystery in this story is the origin and the very first round of the Game. Once a group of scientists called themselves geologists were exploring the terrain of the already mentioned Greenland in search of clues about the early history of the planet. They were particularly interested in the ancient rocks, which held the potential to reveal secrets about the origin of life on Earth. Since understanding the language of rocks is one of the most difficult studies, the group of geologists primarily focused their attention on the physical and chemical manifestations of rocks. The geologists meticulously, but not without being careful, examined all the rocks around them until they stumbled upon thin layers of dark material embedded within some of the ancient rocks. This material was a form of carbon called graphite which moreover contained a specific isotopic signature, suggesting it was biogenic in origin - meaning it was derived from the remains of ancient life most likely originated from living organisms. Certainly, if geologists spoke Rockish, they could learn everything a way easier and a lot more, and of course, could ask about the Game itself, since biogenic graphite, in its typical manner, has preserved and carried through 3.7 billion years the information about the very first possible game on the Earth. But since they didn't speak Rockish we need to be

more flexible in our guesses and assumptions. Following geological records about the first life forms that could have made a trace of ancient life on the biogenetic graphite the story leads us to microorganisms, some of which are called bacteria. In terms of gene expression, behaviour, and interactions bacterial populations often exhibit dynamics very similar to the Game. One group of the bacterial population might be bigger than another one and may exhibit dominant behaviours such as a specific metabolic pathway or mode of movement which can lead to a certain set of behaviours or traits becoming the norm for the population. At the same time another group, but smaller in number of bacteria participants, may exhibit alternative behaviours, metabolic pathways or survival strategies which may provide advantages in certain environments or under specific conditions. A seemingly classic Game set, but it's not all that simple. Bacteria aren't the most interested inhabitants of Earth in the Game, which gives them an advantage in development, that can include even the highest level of evolution - antibiotic resistance - as they use entirely what both groups can provide. While one group sets the standard behaviours and traits for the population, the other one introduces diversity and alternative strategies and this dynamic contributes to the overall resilience, adaptability, and evolution of bacterial populations. Much later than its existence, people will call this relationship a majority-minority group dynamic, the most common division in the Game, which completely fulfils the main condition for any part of the Game.

As you might have guessed by now, the main rule of the Game is that there must be two things: two opinions, two objects, two people or groups of people, two, whatever the potential player might think of. And the first move of the Game, with which any party begins, is the choice. The player has to choose one thing, one side, and only one, for the decision must be made, and the decider must become part of that decision. And sometimes (if you are lucky enough) you can be a part of the Game with others who have made the same decision (it is called team play) and play against those who chose differently (in the 21st century, people have developed this into exciting corporate games, where colleagues must form teams and play against each other to be a truly united family). As already mentioned above, the most common division in the game among humans is called Majority and Minority, given to groups of people (or other players) depending simply on their number. Like any other classic divisions in a game set, Majority and Minority have a range of characteristics and capabilities. For example, the Majority group usually starts with more influence and bigger areas, while the Minority group may have unique abilities or goals and focus on specific areas. The playing field itself represents a society with various regions and each region has

different resources and influence levels. In addition to the simple division by groups and the playing field, the Game usually played by humans also includes a set of cards that players can use during the Game depending on the side they choose, as well as some modifications that are being added to the Game as it grows.

The main types of cards are cards for policy changes, social events, and other factors that impact the interactions between groups. For those who play as the Majority there is access to the power cards:

- The Dominance and Subordination Card (or the Privilege Card) – a base Majority card, usually played at the very beginning of a game to set up the forces. This Power Card can result in the marginalisation of Minority group and the reinforcement of social hierarchies, which will be quite difficult to overcome for those who play as a Minority;
- The Resources Control Card – with this card Majority group can control more resources such as wealth, education, and political power and by this can limit opportunities for Minority group and perpetuate inequality;
- The Integration and Exclusion Cards – a set of cards that can either promote social integration or lead to social exclusion. If the Majority group becomes increasingly influenced by the opinion of the Minority group, the Majority leader may play one of these cards depending on the situation. The Integration Card is made to foster temporary unity and cooperation between groups (is most often played in parties with diplomacy to keep the game within the bounds of civilised society and to slow down the Minority by convincing them of their importance and participation). The Exclusion Card can lead to discrimination and conflict (a prime example of playing this card is the witch hunt, where a strong and consistent Minority is discriminated against, subsequently accused and banished from a game);
- The Influence Cards – This set of cards was originally part of the base card (the Dominance and Subordination Card), but due to its diversity, it has separated over time. The Influence Cards are mostly represented by the Propaganda Card, the Voice Card, the Representation Card, and the Trust Card and are aimed at manipulation through mass information.

The Majority card set is based on control and mass influence using force and authority, while the Minority card set is more varied in actions and moves:

- The Objection Card – usually one of the ‘first move’ cards in the Minority set. This card allows Minority group to express their disagreement or disapproval of the Majority opinion,

pointing out that their position is different from the major one and thus provokes the rise of the second opinion in the Game;

- The Consistency Card – was added to the Game as a separate card after an experimental study by Romanian-born French social psychologist Serge Moscovici and became one of the key Minority cards. This card casts consistency in presenting Minority views and arguments over time which can lead the Majority to reconsider their opinion and question the validity of their perspectives;

- The Persistence and Resilience Card – is often played together with the Consistency Card. Minorities can influence Majorities through persistence and resilience in advocating for their side and gradually shifting Majority opinion;

- The Creativity Card – Minorities can bring innovative ideas, and offer novel solutions to problems, which can inspire Majorities to rethink established norms and stimulate a shift in the main position of influence towards the Minority;

- The Cognitive Dissonance Card – allows the creation of cognitive dissonance by presenting arguments and evidence that contradict the Majority view. This dissonance can lead individuals in the Majority to question an opinion of their group;

- The Leadership Card – prominent figures within minority groups can serve as influencers through their actions and achievements, and inspire the Majority to reconsider biases. The Leadership Card is one of the most powerful and dangerous cards in the Minority set due to the degree of its influence. Many modifications called later Religious Sects started after the Minority group cast this specific card;

- The Alliance Card – a pretty rare card to play designed to unite several Minority groups to strengthen their position and increase their numbers;

- The Protest Card - allows to protest openly and actively against the Majority opinion, sometimes triggering one of the rebellion additions;

- The Influence Cards – a set of support cards which usually play with other cards. The set includes the Common Values Card, Morality Card, Social Movements and Activism Card which usually serve as targeted levers of pressure in those areas where the Majority is not happy with the policies of their group, but cannot do anything about it.

As a separate addition from Majority and Minority sets there is a very special power card – the Ultimate Power Card. This card was designed specifically for Gods wishing to participate in the Game. The Gods are responsible for special teachings called Religions, which at the very beginning were the themes of the games, and later became an integral part of almost

every round. Depending on the Religion, there are several versions of the creation and early days and therefore the Game's Origin History. Another teaching which usually acts as an alternative to Religion is called Science (and between Science and Religion there are separate games). We cannot judge the correctness of those teachings, since depending on the specific teaching, location and round of the Game, official records are usually redone and adjusted to the current version and theme of the Game so as not to maintain unnecessary dissonance and make it easier to manage new rounds. Moreover, in most cases, each round largely repeats the previous one, so to maintain the illusion of diversity each new round of the Game is prepared to look unlike anything else. One of the famous human sayings on this matter says: 'Никогда такого не было и вот опять / This has never happened before and here it is again'. Concerning the Ultimate Power Card refers to an unrivalled level of influence, control and ability that surpasses all others. Depending on the situation, the Card can provide Omnipotence (an unlimited power, where the entity can do anything without any limitations), Reality Manipulation (to alter reality itself), Ultimate Ability (a powerful skill or item that significantly affects the game), Game Master Control (to shape the narrative, make decisions, and control the game's environment) and Game-Changing Effects (to drastically alter the game's state – reversing an opponent's progress, gaining significant resources, or achieving main goals). Since this card has truly fantastic power, some limitations had to be placed on its use, which is why for many centuries the Gods have preferred to simply watch the Game from the sidelines. Another limitation concerns the use of the Ultimate Power Card by people. Since people have a weak will regarding power, especially absolute power, they are prohibited from using this card. Although there are cases in the history of the Game when people use this card. Examples include cases of absolute monarchy, totalitarianism and dictatorship, where the second group of players responsible for an alternative opinion is reduced to a minimum and unable to make moves. However, the Ultimate Power Card in human's hands usually does not go further, since the energy resources of people are catastrophically limited, especially for such a powerful artefact.

The concept of authority takes an essential place in the Game. Authority refers to the ability of an individual or group to influence the actions, beliefs, and behaviour of others, the right to give orders, make decisions, and enforce obedience. The person in the position of authority is given the title of Leader (if it is a group, then the Leading Group). The Leader or the Leading Group can be selected and established before the start of the round or during it, it can also be changed or take part in several rounds (sometimes simultaneously since several games can

take place in parallel). Some people play the Game just because there's a possibility to take the position of Leader, have the privileges of that status, the ability to control the other players and sometimes the course of the Game (if the player is good enough in being Leader). The Leader does not have to be a ruler of a country or God, it can be any one or several persons with an authoritative opinion, leadership position and privileges. Since the Leader controls quite a lot of aspects of the Game, various additions have been developed and released to balance the possibilities. The most popular of those allows restarting existing games. This type of mod is commonly used in games where a change of dominant side is needed. The reasons for the change are different and sometimes it is simply the unsuitability of the Leader since the guaranteed service life of a Leader is limited and it is strongly recommended to operate a Leader no longer than is specified in the manual instruction. This type of modification varies for each level of game and location, as well as the context of a game and the history of the previous one. According to the human dictionary, the types of modifications are divided into:

- Rebellion – a starting point of any of those modifications – implies an open formidable resistance that is often unsuccessful just by itself without any additions or special cards;
- Uprising – a brief, limited, and often immediately ineffective form of rebellion. Most often used as a distraction for successful manipulation, and as a possibility to check players' cards and abilities;
- Revolution – applies to a successful rebellion resulting in a major change (for example, as a change of a Leader, dominant opinion or even a group of players);
- Revolt and Insurrection – imply an armed uprising that quickly fails or succeeds (depends on a Game set);
- Mutiny – applies to group insubordination or insurrection, especially against naval authority (this mod was finalised and released into the game by some of the most ardent players amongst people called Pirates).

Over the centuries the Game set was developed to make the Game more exciting, varied and challenging in addition to the two main components, which are undoubtedly the players divided into two groups. This is why the Majority and Minority are always present in the Game together, as dual parts, and, we repeat, the main rule of the game is: you need to choose between the two. Which, on the other hand, makes the Game quite challenging for those born in the Libra season. The main traits of Libras mentioned in the horoscope are: 'When confronted with too many opinions and viewpoints, they can get overwhelmed and struggle to

see the forest for the trees. Decisions can be difficult for people with Libra traits, from a career change to choosing the best pastry in a café.’ And Libra was the person who received a letter at 10.20 am on September 11th 2023 with the ultimate question of life in the short form of three words or four syllables:

coffee or tea?

It was Monday, Moon’s day, and everyone knows, that it is strongly advised not to make major decisions on Mondays (or any other decision at all). And like any reasonable member of the Universe, Libra has postponed making such an important decision on Wednesday, Mercury's day, the best day for business and negotiations, as well as for paperwork.

What Monday was definitely good for, though, was continuing to work on the coloured square system from which any game can be put together, explored, explained and shown, like a puzzle. This idea came to Libra after learning about the study of the Game by the Romanian-born French social psychologist Serge Moscovici, who conducted several experiments with players from the position of studying the effect of Minority on Majority and set the Consistency Card apart as a separate artefact. This experiment was the first to test Libra's system of square circuits for a simplified explanation of the Game. The first step to that system is to mark players with squares, which is easy to do in school notebooks on maths. The next step is to colour these squares (players) in two colours, blue and green (in reference to the experiment) to mark opinions (or sides).

Serge Moscovici, Influences of a consistent minority on the responses of a majority in a colour perception task:

Two sides (according to the rules of the Game) :

One -  - the real participants

Two -  - the confederates

+ The question that requires an opinion and decision :
What colour is the shade of the pictures : blue or green ?

Conditions : the colour of the pictures was blue.

Experiment.

In the first steps of the experiment, real participants saw blue pictures and their opinion was blue



But the confederates involved in the experiment claimed the pictures were green and their opinion was green



The confederates' task was to convince the participants that blue is green and change their minds



To achieve that, the confederates had to actively finalise and play against real participants the Consistency Card





until one of the blue side players succumbs and moves to the green side of the force



to break up the blue group, equalise the numbers and continue to pressure the remaining, whose blue position is no longer a numerical majority and is not as stable



Outcome: the result of the experiment looked like this  or like this  and the conclusion means that a consistent Minority group is able to change the Majority's opinion from blue to green even if blue clearly the right decision.

Pic. 2

Making this scheme Libra explained the principle of the Consistency Card action, first of all, to herself and realised why one of the Leaders of the last game she played on the Minority side was so insistent about using this card, especially in combination with the Persistence and Resilience Card. Little by little beginning to understand the Game better, Libra decided to look into another famous case, which was the first known performance of the Game.

The first performance:




We know little about the beginning of the Game, because with each new game, information about previous matches is gradually destroyed or rearranged to fit the current party of the Game. So we'll have to stick with the most common Game Origin History on Earth at the moment, called by the Earthlings Christianity. And here is what it says.

This story began with a serpent and a fruit, involved a man and a woman, and ended with the response of an authority. As requested by the Game rules this match involved two opinions concerning the fruit: to eat or not to eat. And that was the question. Some of the Game watchers would definitely say to eat, because what else were fruits invented to be for? But it was not that simple. In the beginning of this story, the Majority was represented by a man and a woman and coordinated by an authority figure which in this story was represented by God. And God has clearly pointed out their position: to eat not. As subordinated to the authority opinion Majority, the man and the woman agreed with this position and lived happily, but unfortunately without ever after. Because the serpent, who was alone responsible for the whole Minority, wasn't so sure about this situation. Like many games after this one, at the very beginning, God played the Dominance and Subordination Card, took his ruling position and lowered the serpent to the bottom of social existence. As mentioned earlier, it is difficult for the Minority to get out of such a position. The serpent was the first to show the possibilities of such a situation. Evaluating according to the modern classification of cards (how they were divided in the time of the Garden of Eden we do not know), the serpent had to play several cards in a row to balance his position. The first card was the Objection Card to indicate the area of his opinion. To reinforce the first card, the serpent played the Cognitive Dissonance Card to create questions in the woman, named Eve, mind and shake her confidence in the Majority opinion. Next, the serpent had to play the Persistence and Resilience Card together with the Consistency Card to finally convince Eve and bring her to the side of the Minority. Thousands of years later after that Game, Romanian-born French social psychologist Serge Moscovici will conduct an experiment *Influences of a consistent minority on the responses of a majority in a colour perception task* which will show that once one player is convinced, it is much easier to change the minds of the others. And since Eve was the first, it was more difficult to change her mind than to bring the man, named Adam, to the side of the Minority. In this way, the power of the numeric Majority took the side of the serpent, and so by common decision, the fruit was eaten. On the other side was God who



remained in the numeric Minority and had no part in eating the fruit. The serpent's calculations were correct, except for one small detail: God was God. And as any other Gods in any other Game was the owner of the Ultimate Power Card, which gives all privileges over other players (even if you remain in the numeric Minority). And since the fruit was already eaten, there was nothing to lose, so God played the Ultimate Power Card and people are still dealing with the consequences.

That was the story, now we are going to look at the story using Libra's scheme. So here we have two opposing sides: the serpent, nominally green, and the God, nominally blue. Between them, we have Eve and Adam. At the beginning of the game, they were blue, as they took God's side. But after the successful move of the green serpent, they became green. Let's look at how that happened.

Side one

 - God (+ the Ultimate Power Card)
 - Eve and  - Adam

Side two

 - the serpent
The question ?
 - the fruit.

Part one

 +  +  =  >  numerically larger the serpent

Outcome : the serpent failed

Part two

First move :

 → 
 the serpent is going to Eve and playing against her :

 →  → 
 the Objection Card

 →  → 
 the Cognitive Dissonance Card

 →  → 
 the Persistence and Resilience Card

 →  → 
 the Consistency Card

So, here we can see how Eve changed her mind from blue to green

Second move :


 the serpent and Eve are going to Adam

Since Eve had already changed her colour from blue to green



the serpent and Eve are numerically outnumber God by exactly one Eve

 = I  +  = II \rightarrow $I < II$

Adam was pretty quickly caught in the middle with the choice of standing up for blue or giving in and going after Eve for green





and Adam chose to follow the serpent and Eve



Outcome : Adam and Eve changed colour from blue to green and now the serpent, Adam and Eve are numerically outnumber God

 = I  +  +  = III \rightarrow $I < III$ but as you may have noticed

God is not this blue  God is this blue  because God has the Ultimate Power Card what makes them not (I) but (III) and

if we place the serpent, Adam and Eve like this  and if we compare them, becomes visible that this  is not enough to beat this 

Pic. 3

Another game that Libra was very interested in from a detailed perspective was the last big game in which she deliberately took part on the side of the Minority. The theme of this part was the presidential elections in Libra's home country in 2020 AD according to the Christian earthly calendar. This round holds a lot of mysteries and as Libra studied the Game, she gradually began to guess why.

At the beginning of the round, as is usually the case with presidential elections, there are more than two groups. In the case of the particular game in which Libra took part, there was one constant group, usually defining itself as the Majority and led by a constant Leader for (at that time) 26 years. Libra was then 25, which meant that the Leader had been playing his position longer than Libra had been alive by exactly one year. Verses to this group, there were several Minority groups, each with its Leader. During the election campaign, the Leader of the Majority group actively played against his opponents the Dominance and Subordination Card by using the privileges of his position and inherently limiting the opportunities of Minority groups; the Resources Control Card by controlling all resources in the country (especially law enforcement and military forces); the Propaganda Card by controlling all

mass media sources; and the Exclusion Card by putting some of the particularly influential Minorities' Leaders in prison.

But the answer was unexpected. Three minority groups, left without their original Leaders, played the Alliance Card, and, having united, proclaimed new Leaders (three, one from each original group). Further, united into a slightly larger Minority started to cast against the named Majority the Objection Card by openly expressing their disagreement and supporting the other players in doing so; the Leadership Card by building leadership that strongly influenced other players in the Minority group, as well as some players in the Majority side and new players; the Consistency Card by being consistent in their position and requirements; the Persistence and Resilience Card which was expressed with the simple slang 'долбить, долбить, долбить' which could be translated as 'batter it, batter it, batter it' or 'hammer it, hammer it, hammer it'; and the whole set of Minority's Influence Cards which was no doubt aided by a female's charms. Following their Leaders, the Minority players opened their Protest and Creativity Cards.

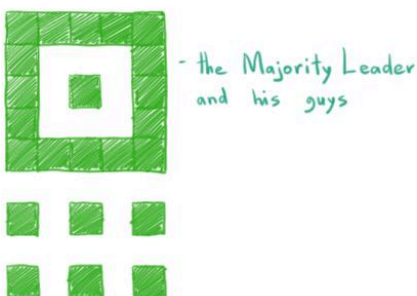
The Majority Leader continued to play the Dominance and Subordination Card, the Resources Control Card, the Propaganda Card and the Exclusion Card, until it became clear that it wasn't working. Then the Leader once again used a card forbidden for use among non-Godly players – the Ultimate Power Card – putting to rest any doubts that he has one indeed. However, all of the Card's actions in the hands of a non-Godly Leader are weakened, which does save the situation a little, but just a little. The following incidents testify that this Card has been played (and played more than once). Firstly, the Majority Leader always violates the main rule of the Game of making decisions, constantly changing his official opinion (without ending a round) from Eastern to Western and from Western to Eastern. This uncertainty over the years has helped the Leader find support (or neutrality in his actions) on both sides of the playing field (game on the theme of World Politics). It may be a weakened manifestation of the function of Omnipotence (in this case it could be called Permissiveness). Also, the Leader overly actively uses his set of Majority Cards, not allowing other players to play him back. And here the whole thing of defining as the Majority is interesting, as this position was honestly played only in the beginning, and in the subsequent times there was a blatant manipulation of the game conditions. The other side of the manipulation of game conditions concerns the substitution of one concept for another, for example, understating the size of the playing field (a country of 207,600 km² is passed off as a small), or the context of

the political model of state governance, where Dictatorship is called Republic, which might be connected with the Reality Manipulation. Of course, he could just be a member of the Confusing Names Club, and follow Earth's local tradition, but we'll never know as the club is more than private. However, during the round concerning the sixth election of the head of state, the Game-Changing Effects were clearly present.

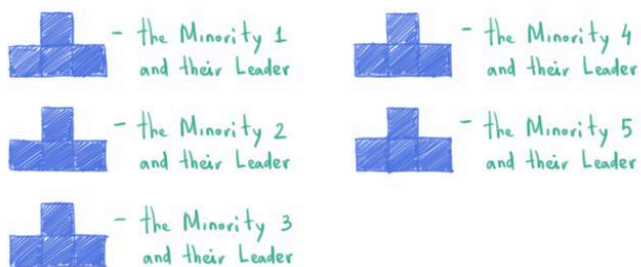
Let's look at this game through the Libra's square system:

Part one: election campaign 1

Side one: the Majority group



Side two: several Minority groups



First move:

The Majority Leader plays the Dominance and Subordination Card to set up positions from the very beginning of the game

→ then plays the Exclusion Card and deprives the Minority 1 of their Leader

Second move:

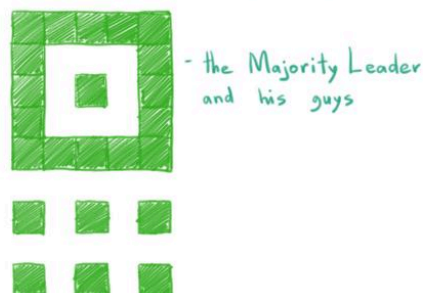
The Majority Leader plays Resources Control Card which opens up the opportunity to play the Exclusion Card again

→ resulting in the loss of the Leader of Minority 2 and leaving the same of the Minority 3 and the Minority 4

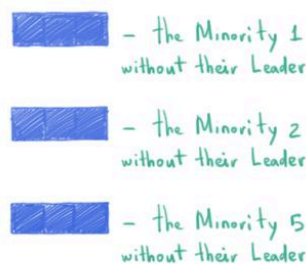
Third move:

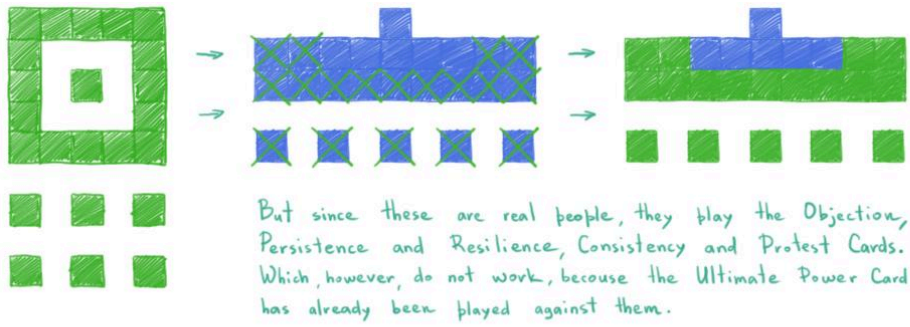
The Majority Leader plays the Propaganda Card and then the Exclusion Card once again against the leader of the Minority 5

Outcome: Side one: the Majority group



Side two: several Minority groups





Outcome: In every game where the Ultimate Power Card is played the outcome is heavily weighted to one side. All Leaders from the Minority side are either locked or outside the playing field, like many other players.

Pic. 4

Chapter II. Or tea

The opinion of part one was about how to play the Game, so for balance in part two, we will look at the position of how to play not. It is worth mentioning from the beginning, that this is practically impossible as long as one lives around other people. To avoid participation in the Game, one has to completely isolate oneself from society (as society is where the Majority, Minority and Opinion always reside, no matter what people do). The history of the Game records the interesting case of Christopher Thomas Knight, also known as the North Pond Hermit, who ran away into the woods in the North Pond area of Belgrade Lakes of the State of Maine of the United States of America of the Earth planet at the age of 20 and successfully avoided the Game for 27 years until he was caught. As we can see from the story about Christopher Thomas Knight written by Michael Finkel, to truly avoid the Game, your dialogue with the police should look like this:

‘Address?’ asks Vance.	‘None,’ answers Knight.
‘Where is your mail sent?’	‘No mail.’
‘What address do you put on your tax return?’	‘No tax returns.’
‘Where are your disability checks sent?’	‘No checks.’
‘Where is your vehicle?’	‘No vehicle.’
‘Who do you live with?’	‘No one.’
‘Where do you live?’	‘The woods.’

But to Libra's great misfortune, her dialogue with the police looked different. After her notably active participation in the 2020 round (as you might remember dedicated to the presidential election), Libra seriously started to question her involvement and direct participation in the Game overall. How to take part in the Game without taking part in the Game? This question grew stronger as Libra began to take an interest in the history and mechanism of the Game. And the more Libra studied, the more the ubiquity and everydayness of the Game became visible. So as an answer to her question, Libra decided to settle for the decision to explore the Game instead of blindly taking part in it. And as the main tool for dissecting the Game, Libra chose to use art. More specifically graphic art. As a guide, Libra picked the lithographic limestone for its background in watching the planet for about 2.7 billion years and successfully avoiding involvement in the Game, for limestone had to lie quietly at the bottom of the lagoon, untouched by anyone, peacefully witnessing the evolution of the Earth and the Game, to become truly deeply lithographic. In the art sphere, where Libra placed herself, the Practical Phrasebook of Free Interpretations of Limestone

Language is called simple in one word - Lithography. Since limestone speaks a language that can only be perceived by connecting all human senses (as we know, communication between stones in general is on a higher level than primitive human languages), the study of Lithography takes more than one year and in the process causes a lot of nuances, confusion, and even occasional misunderstandings. Surprisingly large influence in this misunderstanding is played by the Moon, although its direct involvement in the dialogue was not seen. Still, the main study of the Game for Libra was through Lithography.

Lesson One. 'There is something about blue and green'

After Libra was introduced to the experiment by Romanian-born French social psychologist Serge Moscovici *Influences of a consistent minority on the responses of a majority in a colour perception task*, she felt something about the two colours from the experiment - blue and green. So Libra asked the lithographic limestone:

'What is it about the colours?'

'You see it every day. And while you look at one you keep in mind the other.'

'Can it be a part of the Game?'

'It is, as long as it is your opinion'

And Libra agreed. Now she has two opinions, blue and green, to look at the Game in dynamics. Two opinions, a notional Majority and a Minority. But the stone said also:

'Do not specify which colour is which side, for the Game they are equal.'

And Libra did not specify. Taking a familiar form of movement in a society of equal sides and same angles, Libra filled in the squares with blue and green, watching as somewhere they blended into something between blue and green, something new and different. She didn't know what it was, but she felt it was important. so she continued to mechanically fill in the squares and let them mix until she had a better understanding of Lithography and the Game.



Pic. 5

Lesson Two. 'I feel like the context today is yellow'

While continuing to play around the blue and green, one day Libra noticed that something was missing. So she asked the stone:

'What is it that is lost?'

'What is lost you will find if you expand your horizons'

'What will I see?'

'Yellow and flat.'

It took Libra days to solve this mystery. She lived through blue and green, every day defining her opinion, she analysed every move of the Game, trying to avoid it and yet, something was still missing. Until one morning she woke up and thought: 'I feel like my opinion is more likely blue than green today, but the context is obviously yellow'.

With this very new thought, Libra went to the stone and said:

'This morning I unlocked the context.'

'Is it yellow? Is it flat?' the stone smiled.

Well, it was yellow, for sure, but with flat Libra had some translation problems.

A few days later, Libra discovered that there are a lot of contexts and each has its own colour. Following this new side quest, Libra started experimenting, layering her blue and green opinions on top of the same context colour.



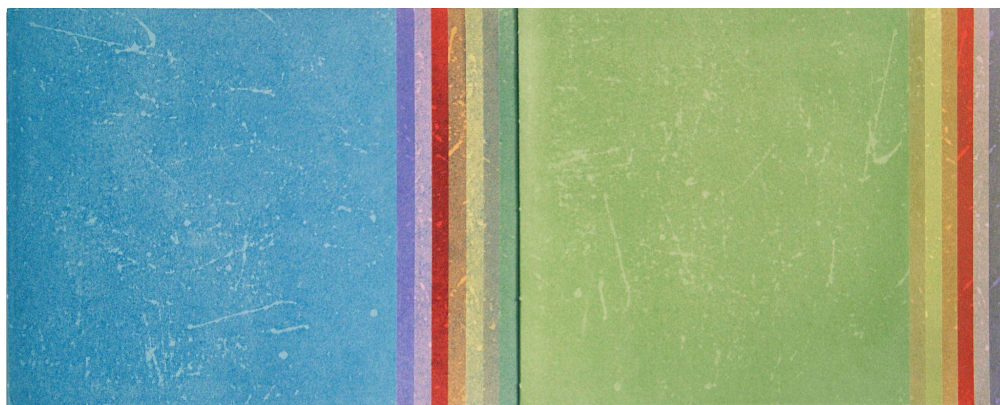
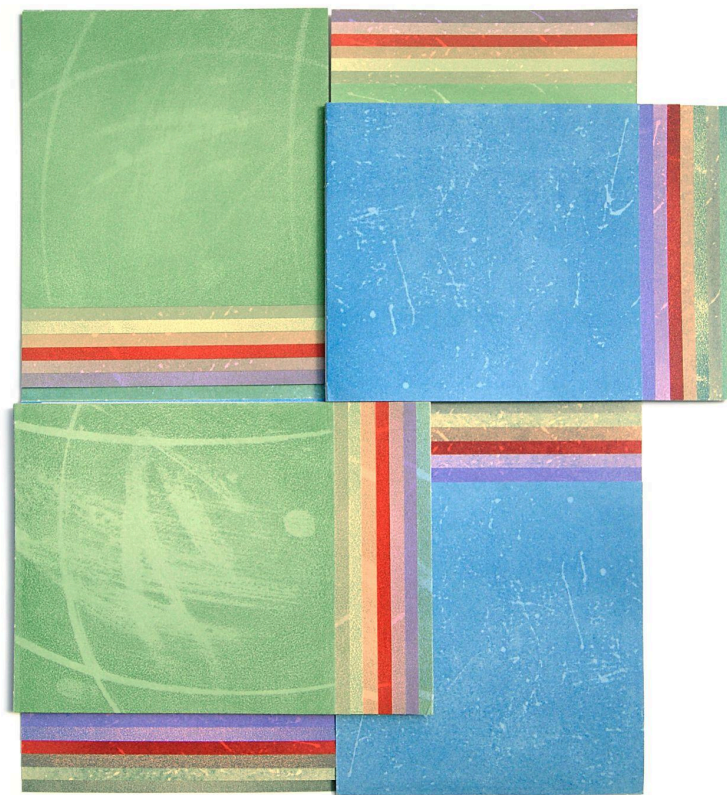
the green opinion in the yellow context



the blue opinion in the yellow context

Pic. 6

While doing it, Libra thought it would be nice to actually have the Basic Bedside Opinion Catalogue to choose the place in public opinion every day and the side in the running game. So every morning waking up and thinking, for example: ‘I feel like the context today is obviously yellow, but my opinion is more likely blue than green’, there would be a possibility to open the catalogue, flip to the right page, where the blue opinion is in the yellow context, and check if it’s true. Or maybe: ‘No, the green opinion in the pink context probably suits me better today’. And then to have also a pocket-size catalogue A Little Opinion In An Unexpected Situation in case the Majority opinion today is blue in purple, and there is a need to check out the picture and decide to support or deny it.



Pic. 7

There also could be an extended edition with the Wall Catalogue For Office Work.



Pic. 8

After thinking about all this, Libra took on the hard work of implementing catalogues to make the Game more tangible and attended. She thought, that if she took the game out of its space and into a human dimension, it would be possible to refuse to play it like other games.

Lesson three. ‘Forever in between’

Studying the Game and giving it physical form, Libra saw less and less of a true choice of not playing the Game. At one point Libra asked the stone:

‘Is there any real way to exit the Game?’

‘There is,’ the stone replied, ‘But to do so, you have to cease to exist among others, to give up opinions and sides.’

‘Well, what’s the colour between blue and green? An exit?’

‘If forever in between is a way for you, then yes.’

Libra understood.

‘But I thought you’d successfully avoided the game and could teach me how to.’

‘I was successfully lying at the bottom of the lagoon.’ the stone sighed ‘Now I’m more than actively playing the Game. And I teach you how to play and know what are you playing at.’

‘What about the Master of the Game? Does this exist?’ Libra ventured to ask.

‘If there is one, it must be an absolute. Otherwise, it would be subject to the conditions of the Game, like all of us’ summed up the stone.

Chapter III. Sugar?

Every story and every description, even if it is the Basic Guide to the Game, should have its bottom line. When answering the most important question in the universe ‘coffee or tea in the morning’, people often add the second part of this question ‘with or without sugar?’, summarising the morning preparation ritual. And as we all know, almost any game has the end and the outcome. Usually, it is that some win and others lose. But for this Game, the outcome is considered to be rather rhetorical and very much philosophical. Never before in the history of the Game has one group won the whole Game to end it forever. Winning a round of the Game always leaves room for the next round to begin, and there are always players to take one of the two sides. The round itself ends when a set number of moves are completed or when a significant change occurs in the society's structure. Players tally their points based on their achievements, and the winner is determined by who has met their goals most effectively. Goals vary depending on a round of the Game, but to summarise, there are a few general ones. Majority groups typically have goals, that centre on preserving their dominant position, maintaining social stability and order, and protecting their interests. Minority groups often have goals focused on achieving representation, improving their status within society, and challenging systemic inequities while preserving their identity. What also makes the end of the Game extremely questionable is that many rounds run parallel to each other and the same people are players in several games at once. Players can play both Minority and Majority in different games at the same time depending on the theme chosen, and there is no limit to how many rounds can be played at one time. This is facilitated by the variability of the human mind in decision-making, as well as the complexity of relationships, and the multilevel nature of the system in which people live. There are as many opinions as there are questions, and there are as many games as there are opinions.

Dear players,

As you have read the Basic Guide to the Game and gained some theoretical knowledge, The Game Association wishes you good luck navigating the complex interactions between the Majority and Minority groups! Adapt your strategies and make choices that will shape the course of society, whether you find yourself leading the Majority or advocating for the Minority. The Game will provide you with countless hours of engaging and enlightening entertainment.

May your strategies be sound, your alliances strong, and your journey through the game both rewarding and fun.

Best of luck,

The Game Association

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