

MATTERS OF CONSEQUENCE



WHAT IS MATTERS OF CONSEQUENCE

Matters of consequence is a 4-player game. It begins by the distribution of 4 cards per player. The cards are numbered from 1 to 10. The remaining cards are kept in a central stack (draw pile).

The goal of the game is to make the maximum number of points by making maximum number sequences. The minimum number of cards needed to make a sequence is at least 3 cards. However, the number of cards needed to complete a given number sequence will depend on the nature of the sequence (for example, at least 4 numbers are needed to make a Ramanujan sequence).

The player can make any of the below-mentioned sequences or come up with a sequence of his/her own, provided the rest of the players validate the sequence.



SEQUENCES

The player can make any of the below-mentioned sequences or come up with a sequence of his/her own, provided the rest of the players validate the sequence.

Aryabhata - The sequence has a constant common difference. For example -

1, 2, 3,... - Common difference is 1

1, 3, 5,... - Common difference is 2

Brahmagupta - The sequence has a constant common ratio. For example -

1, 2, 4,... - Common ratio is 2

1, 3, 9,... - Common ratio is 3

Fibonacci - The sequence starts with 0 and 1. Every next number is the sum of the previous two consecutive numbers.

0, 1, 1, 2, 3, 5, 8, 13,...

Shakuntala - The sequence is formed by the powers of a set of positive integers. For example,

12, 22, 32, 42, ...

Ramanujan - The sequence is formed when the difference between consecutive positive integers makes an Aryabhata or a Brahmagupta sequence.

For example -

1, 2, 4, 7,.... - Difference between consecutive numbers forms an **Aryabhata** sequence - 1, 2, 3

1, 2, 5, 14,... - Difference between consecutive numbers forms a **Brahmagupta** sequence - 1, 3, 9



POINTS & PROGRESSION

The points allotted to each of the sequences are as follows -

Aryabhata - 10 points

Brahmagupta, Fibonacci, Shakuntala - 20 points

Ramanujan or own sequence - 30 points.

The turn proceeds in a clockwise direction. The player sitting next to the player who distributed the cards starts the first round of the game. Once a sequence is made, the player will have to declare the sequence. The other players need to validate the sequence and then the player puts away the sequence so that the rest of the players can no longer see the sequence.

In each turn, a player has an option of picking a card from a stack of cards, asking any of the other players for a specific number card to complete his/her sequence, or blindly picking one card from the cards held by any of the players. As long as a player has at least 1 card in hand, the player can continue playing.

To make number sequences involving numbers greater than 10, players can use operators, "+" and "x" with the existing number cards they possess. For example, a player can perform a multiplication operation on 6 and 3 to give the number 18 that could then be used as a part of an Aryabhata sequence, namely, 2, 10, and 18 with a common difference of 8.

When a player is left with only 1 card in hand, the player has to declare "solo". In such a situation, other players cannot draw a card or ask a card from this player. The first round of the game proceeds till players finish all the cards by making number sequences or till only 2 players are left in the game and at least 1 of them has only 1 card remaining.

Once the first round of the game is complete, the total points for each player are calculated and the player with the highest number of points wins. In case of a tie, players play the second round of the game. Players can play the second round of the game even if there is clear winner in the first round.

The second round is started by the player who has the maximum number of points in the first round or in case of a tie, the player who scored the highest points first in the game. In the second round, players remember the sequences made by other players and ask players for their sequences. The player who gets all the number sequences wins.

The set of cards used for the game contains several special cards, which include 2 blank cards that can be used to represent any positive integer of the player's choice. In addition, other special cards provide explicit instructions to players such as, "Miss 1 turn", "Take an extra turn", "Discard and replace any 4 cards", "All players discard 1 card each", "Draw 2 cards from the pile", and "Distribute cards of a series to other players".