

SPQR Logic Game

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3-4 Players. This is a modification of a game due to “mathhombre” (mathhombre.blogspot.com).

Object: Accumulate as many cards as possible.

Setup: The Truth Cards are laid out ‘S=TRUE’, ‘P=TRUE’, ‘Q=TRUE’, ‘R=TRUE’. There is a draw pile (currently the deck of Statement Cards) and discard pile (currently empty). The player with the longest commute today is the first player. Turns progress clockwise.

Rounds: There are three rounds. In the first round, players use Deck A. In the second and third rounds, they play using Deck A and B.

Play: On each turn,

1. The player draws two cards and places them face up on the table.
2. The player must alter the truth value of one variable (P,Q,R, or S) by turning over one of the Truth cards.
3. The player keeps whichever of his/her two cards show statements that are *true* for the current Truth cards. For example, if P=TRUE, Q=TRUE, R=FALSE and S=TRUE, then the player can keep ‘P or R’ but cannot keep ‘P and R’. The remaining cards are discarded.
4. The other players must agree that he has played correctly (i.e. has not discarded a true statement or kept a false one).

Scoring: After three rounds, players count their cards and the player with the most cards wins.

Advice: Since this game has no hidden information, it is possible to play collaboratively to some extent (“I have an idea! Would you like some advice on which card to turn over?”).

Making it ‘more interesting’: Use three cards per turn.