

QuAI Sera Sera matrix game rules

The players represent powerful forces in the world which have recently become aware of the existence of Ada, a true artificial general intelligence (AGI). Ada will occasionally communicate with individuals via the Internet - but on its terms; it rarely responds to direct questions or requests.

Turns are 1 month long, starting in March 2024.

Turn order

Human Alliance > OnePlanet > Lemon > Graystone > China > USA > Other Events

Game Mechanics

Each turn, a player states the action that their faction is taking, or if secret, communicate to the GM privately. State up to three known game facts that support the argument that this action should succeed (one of these facts will be the grey text in brackets at the top of your faction sheet).

A fact may make an action:

- Logically possible
- Logically impossible
- More likely to succeed - add a d6 to the number of dice the player rolls.
- Less likely to succeed - subtract a d6 to the number of dice the player rolls.

The umpire may also impose a modifier based on how difficult he judges the task. Secret actions will subtract one d6. **Current real events and situations cannot be invoked by players as supporting arguments (to keep the focus on facts generated through game actions, they are assumed to be built-in to the starting status quo).** Players can only help future actions succeed by creating useful facts.

Consider actions that can affect matters from perspectives such as political, legal, military, economic, social, infrastructure, or environmental. Each player faction has an advantage in one of these spheres of activity. Actions might be e.g. constructive/destructive, intelligence gathering, influencing, etc. The umpire asks the other players for suggestions for up to 3 opposing facts.

The player rolls one d6, typically adding one d6 for each supporting fact and deducting one d6 for each opposing fact, looking for the highest number on any of the dice. If this would result in zero dice being rolled, roll two d6 and take the worst result.

If the dice result is a:

- | | |
|-----|--|
| 6 | the action succeeds and generates a new fact. |
| 5 | the action succeeds at some cost (i.e. an unwelcome consequential fact is generated*) |
| 4 | the action will only succeed at some cost (i.e. an unwelcome consequential fact is generated*) |
| 3 | the action fails due to an unforeseen factor* and any secret aspect to the action is revealed |
| 1,2 | the action does not and could not have succeeded - a new approach is required |

*this could instead mean that if the action was secret, it is revealed. Who narrates the consequence or unforeseen factor is determined by a d6 roll:

1 Human Alliance 2 OnePlanet 3 Lemon 4 Graystone 5 China 6 USA

QuAI Sera Sera by Nick Riggs for March 2024

Some facts require multiple successful actions to complete (as determined by the umpire), e.g. a logical chain of events.

Example actions

- USA invades Canada

This action would be disallowed by the umpire on the basis that some preparation would be required. So previous successful actions would be needed, for example:

- USA establishes stockpiles military supply depots on the Canadian border
- USA instigates training exercises on the Canadian border (would add a d6 to the invade action)

Assuming those actions had successfully occurred in previous turns, the US player would now be rolling 3 d6 (one for the action, plus one for each of the supporting actions).

An action could be made secret at the cost of removing a d6 from the dice roll.

In this example, the US player will roll three d6 to see if the invasion succeeds. The player rolls a 6, a 3, and a 1. Taking the highest result, a 6, the action succeeds without a hitch.

Actions can be performed entirely in secret, or they can be phrased such that the related events just occur. For example, the US player might send the umpire the message 'US agents provoke a European student march against Canada'. The action is rolled for (removing a d6 as the action was secret), and if successful, the umpire announces this event in the last 'Other Events' phase of the turn. If the secret aspect is revealed, the umpire might announce the event as 'US agitators behind European anti-Canada marches', or if the action is also a failure, 'US behind failed anti-Canada agitation'.

Investigations do not have to be secret; for example, the US player can announce their action to be 'CIA investigates Canadian defence plans', or they can pass it to the GM secretly. In either case, the GM will pass back the outcome secretly unless the dice result indicates that the secret be revealed.

If a player does not announce an action during their turn, they may make a brief positioning statement for media consumption.