

A QUESTION OF

SCRUPLES

SECOND • EDITION®

PLAYERS

OBJECT

CONTENTS

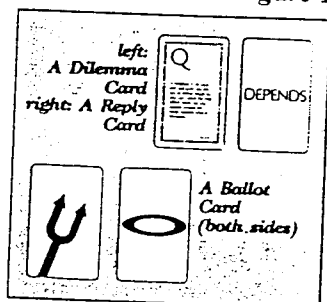
For 3 or more players

Be the first player to get rid of all the dilemma cards in your hand by anticipating how your opponents will react to specific dilemmas.

• 252 dilemma cards • 36 reply cards • 12 ballot cards

HOW TO SET UP THE GAME

Figure 1



Choose a player to be the dealer.

The dealer shuffles one deck of dilemma cards, deals a five-card hand to each player, and places the rest of the deck facedown in the center playing area. The number of cards dealt depends on the number of players. See page 6 *Game Length* under "More Scrupulous Behavior" for details.

The dealer shuffles the deck of reply cards (they're the ones that say "YES," "NO" or "DEPENDS"). The dealer then deals *one* card to each player, and places the rest of the deck facedown in the center playing area. Players look at their reply cards but keep them secret, facedown on the table.

The dealer gives *one* ballot card to each player. Players put them aside until a *VOTE* is called for.

HOW TO PLAY THE GAME

The player to the left of the dealer starts play by becoming the first ASKING player to pose a dilemma. Play proceeds to the left with each player taking a turn as an ASKING player.

On your turn as the ASKING PLAYER, do the following in order:

1. **Choose a Card and a Player:** Look over all the dilemma cards in your hand and pick one to pose to a player. Assess each player's character and choose someone you think will most likely give you an answer that matches the reply card you have.
2. **Read the Dilemma:** To pose a dilemma, read the card aloud to the chosen player, who is called the ANSWERING player.
3. **Flip Up the Reply Card:** When the ANSWERING player replies, turn up your facedown reply card for all to see...
 - if the replies *do match*, you are rewarded by getting rid of the asked dilemma card from your hand. Discard it faceup next to the dilemma deck in the center area.
 - if the replies *do not match*, you are penalized by keeping the same number of cards in your hand as when you started your turn. Discard the asked dilemma card faceup next to the dilemma deck in the center playing area and draw a new dilemma card from the center deck for your hand.

THE ROLE OF THE ANSWERING PLAYER

CHALLENGES

4. Discard Reply Card: Place your reply card faceup next to the reply deck in the center playing area. Draw a new reply card from the center deck, look at it but keep it secret, facedown on the table.

IMPORTANT: Your reply card is only important to you if you are the ASKING player; if you're the ANSWERING player, your reply card has no relevance to your answer.

TÓ BE A SKILLFUL ASKING PLAYER, anticipate which player will give you the reply that matches the reply card you have.

TO BE A SKILLFUL ANSWERING PLAYER, guess what the ASKING player expects you to say and give a different answer. To do so, you might have to do some shrewd bluffing to defend such an answer! See "The Role Of The Answering Player," below, for details.

When a dilemma is posed to you, as the ANSWERING player you reply in *one* of three ways. Either by:

1. Saying "YES" without an explanation.
2. Saying "NO" without an explanation.
3. Saying "DEPENDS" and giving an immediate explanation of what variables to the dilemma would make you "iffy" about reacting in a definite "yes" or "no" manner.

Here's an example of how to react as an ANSWERING player:

Asking Player Poses The Dilemma: "In a parking lot, you accidentally dent someone's car. Do you leave a note taking responsibility?"

Your Reply As The Answering Player:

- Say "YES"
- Or say "NO"
- Or say "DEPENDS...I might leave a note if witnesses saw me hit the car, but if the damage was slight and I was unobserved, then I might not leave a note."

IMPORTANT: As the ANSWERING player, your reply does not have to be truthful. Your goal is to give a reply that will be different from what the ASKING player expects you to answer. Your reply whether truthful or untruthful, will be scrutinized by the other players and assessed against what they know about your character.

Always be prepared to support your reply with persuasive arguments because your reply could be challenged. See "Challenges," below, for more details.

To increase the amount of provocative conversation, *A Question of Scruples* offers a fun element of challenging an ANSWERING player's reply. Here's how:

Who's Involved In A Challenge?

The ANSWERING player is the one who's challenged. Any player can challenge the ANSWERING player but the ASKING player has the first right to do so. If the ASKING player chooses not to challenge, any other player can challenge on a first-come basis.

Challenging is always optional.

Only one challenge per dilemma/reply is allowed.

The player who challenges the ANSWERING player is called the Challenger.

When To Challenge?

Wait until the ASKING player's turn is over to challenge. This means that a challenge cannot occur until the ASKING player has posed a dilemma, checked the reply, and either discarded a dilemma card or discarded and drawn a new dilemma card.

Why Challenge?

If you're skillful enough to win a challenge, you are rewarded with the loss of a dilemma card from your hand. This reward prompts players to challenge!

The ANSWERING player wins a challenge by convincing the majority of players that his or her reply is sincere.

The Challenger wins a challenge by convincing the majority of players that the ANSWERING player's reply is insincere.

How To Conduct A Challenge

Do the following in order:

1. A player calls out "I CHALLENGE" and becomes the Challenger.
2. The Challenger briefly tries to convince the other players that the ANSWERING player is insincere.
3. The ANSWERING player in the same amount of time tries to convince the other players of his or her sincerity.
4. The Challenger quickly makes a final plea.
5. All players can now openly discuss the arguments.
6. All players vote to decide the winner of the challenge. See "A Challenge In Action" on page 6 for more details.

THE VOTE

The sincerity of the ANSWERING player is determined by a jury vote. *Everybody, including the ANSWERING player and the Challenger votes.*

Here's how a vote is conducted:

1. All players take their ballot cards which picture a halo on one side and pitchfork on the other side and hold them in their hands.
2. Someone shouts out "VOTE" and all players simultaneously lay their ballot cards on the table for all to see. Whatever side of the ballot card a player decides to lay faceup determines his or her vote:
 - A halo-side-up says you believe the ANSWERING player is sincere.

- A pitchfork-side-up says you believe the ANSWERING player is insincere.

3. Count up the ballots. Majority vote determines the winner. If the ballots are tied, no one wins the challenge.

4. Winning the challenge:

- As the Challenger, if you win, discard a dilemma card from your hand and give it to the losing ANSWERING player who adds the card to his or her hand.

- As the ANSWERING player, if you win, discard a dilemma card from your hand and give it to the losing Challenger who adds the card to his or her hand.

- In case of a tie, no dilemma cards are exchanged.

WHO WINS THE GAME?

If you're the first player to get rid of all the dilemma cards in your hand, you win the game.

MORE ABOUT THE CHALLENGE

Here are two additional challenge rules:

- If you win a challenge, you are rewarded by getting rid of one dilemma card from your hand. This is a separate reward from the reward an ASKING player receives when he or she matches a reply card to an ANSWERING player's reply. On your turn as an ASKING player, if you also become the Challenger, and you are successful in both roles, you are rewarded by discarding two dilemma cards from your hand. To do this, you would first have to match your reply card to the ANSWERING player's reply. Then, you would have to cleverly convince the majority of players that such a reply is really insincere!

- If you have only one card left in your hand, you can only win the game *on your turn* by successfully matching your reply card to the ANSWERING player's reply. You cannot get rid of this last card by successfully challenging someone!

MORE SCRUPULOUS BEHAVIOR

- Provocative discussion is the overall objective of the game. Therefore, feel free to encourage challenges and spontaneous tabletalk from all players.

- As the ASKING player, you can do some slight embellishing when reading a dilemma card. Make the dilemma more personal by adapting some of the variables to the ANSWERING player's frame of reference. You could use voice inflections to emphasize a point. When posing a dilemma, however, be sure its integrity is maintained. Don't add too much or take away too much, or the dilemma's controversial nature could be diluted.

- Game length depends upon how many people are playing. The present five-card hands with three to five people playing provide approximately 1 to 1½ hours of play. Four cards with six to seven players and three cards with eight to ten players will give you about the same playing time.
- There are five dilemma cards that say "INVENT A QUESTION OF SCRUPLES." As an ASKING player, to use such a card you must make up a dilemma of your choice and pose it to an ANSWERING player.

A CHALLENGE IN ACTION

Because the challenge is such a vital element of play, here is a graphic example of how it works best...

The Setting: Six people are playing. You are the ANSWERING player. You reply "NO" to the dilemma of leaving a note of responsibility for denting a car in a parking lot. The ASKING player flips up his or her reply card which says "YES." The ASKING player discards the asked dilemma card and draws a new card from the dilemma deck for his or her hand. The ASKING player decides to challenge and calls out "I CHALLENGE." The following results...

- The ASKING player argues that your not taking responsibility for your action is totally out of character for you. The ASKING player lists examples of your past record of honesty.
- You, as the ANSWERING player, respond that the insurance company should handle it (not yours, of course!) You add that the reason why we pay such high premiums is to provide us with the No-Fault coverage this type of annoying little parking lot run-in demands.
- The ASKING player counters with the statement, "Since when does No-Fault mean sneaky?" The ASKING player then implores the group to take a look at you, saying... "Is this the face of a person who would damage someone else's property and then sneak away?"
- Other players then openly discuss the arguments.
- A vote is called for. All players lay their ballot cards on the table. The results are...

You, the ANSWERING player vote a halo

The ASKING player votes a pitchfork

Four other players vote pitchforks

- The winner of the challenge is the ASKING player with a ballot count of 5 pitchforks to 1 halo. The ASKING player is rewarded by giving you one dilemma card from his or her hand.

**MORE
SCRUPLES
FUN**

Look for other editions of *A Question of Scruples* at your local retail stores!