

# The Game of Scruples™

## How Will You Respond?

## INSTRUCTIONS

- 4-8 Players
- Ages 18+

### CONTENTS INCLUDE:

- Deck of 264 Sticky Situation Cards
- 24 Answer Tokens (8 Yes, 8 No, 8 Maybe)
- Score Pad and Pencil

### OBJECTIVE:

Score the most points by successfully guessing how your friends would handle themselves facing some social and ethical dilemmas.

### SETUP:

1. Give each player 3 Answer tokens (1 YES, 1 No and 1 MAYBE). Put any extra Answer tokens out of play.

2. Shuffle the Situation card deck and place it face-down in the center playing area.
3. Pick a trustworthy player to be the Scorekeeper (That's anyone at the table who won't whine when given a chore.) Give the score pad and pencil to him or her. The Scorekeeper writes each player's name on the sheet and will record points won during a round of play.

### What's a round of play?

When each player has had a chance at being a Card Reader a round of play is over. We suggest you start by playing one round, then add on more rounds if you want a longer play time.

### HOW TO PLAY:

1. Pick the most scrupulous player to be the first Card Reader (That's the person wearing the halo.) The other players are called the "Answering Players." Play will proceed clockwise.
2. The Card Reader draws the first Situation card from the top of the deck and reads it aloud. After reading it, the card is placed face-up next to the deck to form a discard pile. Players can review the card at anytime.
3. All players, including the Card Reader, now secretly decide how they would react to that Sticky Situation by picking one of their Answer tokens and placing it face-down in front of them.

### SITUATION CARDS & ROLE PLAYING:

Some of the Sticky Situations are gender-directed (male or female) or age-directed (back to your good old school days). The fun of Scruples is to put yourself in the place of the person on the card facing that situation no matter your sex or age. Then think how "YOU" would react to that dilemma.

### 4. The Card Reader's Predictions:

The Card Reader must now guess how each Answering Player responded. The Card Reader goes player by player and calls out either "Yes," "No" or "Maybe." As each answer is called out, the individual player flips over his or her Answer token to show if the Card Reader guessed correctly.

Each correct response earns 1 point for the Card Reader.

Table talking is allowed, even applauded. As the Card Reader guesses he or she can explain why a particular prediction was made.

### Call Bull!

If the Card Reader is surprised by an answer and thinks the Answering Player is full of \*%\*@! then a challenge can occur. The Card Reader and the challenged player must each give an argument for defending or disputing the answer. After each side makes their case, the remaining players vote by Thumbs Up or Thumbs Down on who is the most persuasive. If the Card Reader wins, he or she scores 1 point; if it's a tie or the challenged player wins, no point is awarded.

### 5. The Card Reader's Answer:

Now the Answering Players must guess how the Card Reader responded to the same Sticky Situation.

Each Answering Player announces "Yes," "No" or "Maybe." After everyone has called out their prediction, the Card Reader flips over his or her Answer token. Each Answering Player scores 1 point for a correct match. Calling Bull is also allowed, and a challenge may occur.

6. The Scorekeeper records all players' points and play proceeds to the left. The new Card Reader draws the next Situation card from the deck and play proceeds as above.

7. After each player has had a chance to be the Card Reader the game ends.

### THE WINNER:

The player with the most points after a round or rounds wins the game. If there is a tie, play another round.

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