

A QUESTION OF

# SCRUPLES

FOR KIDS



## For 2 to 6 Players

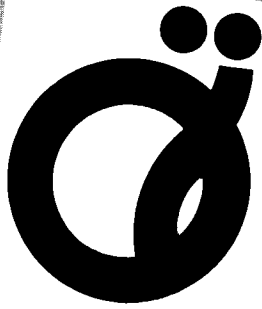
see page 6 for 2-player rules

### OBJECT

Be first to get rid of all your dilemma cards. To get rid of your cards, guess how your opponents will reply to the dilemmas on them.

### CONTENTS

192 Dilemma Cards  
18 Reply Cards  
6 Ballot Cards  
Tray Label



- \* If the answer matches your reply card, discard the asked dilemma card next to the drawpile.
- \* If the answer does not match your reply card, discard the asked dilemma card next to the drawpile. Then take a new dilemma card from the drawpile and add it to your hand.

3. Now discard your reply card faceup next to the drawpile and take a new reply card place it facedown in front of you to use on your next turn as the ASKING player. This ends your turn.

As the ANSWERING player you must answer truthfully with a "Yes", "No" or "Depends" reply. If your answer is "Depends," you must tell why it depends. The answer you give has nothing to do with your own reply card. Use that card only on your turn as the ASKING player.

The ASKING player chooses you to be the ANSWERING player, then reads this dilemma:

In the library, you see two kids tearing pages out of an expensive-looking book. Do you tell the librarian?

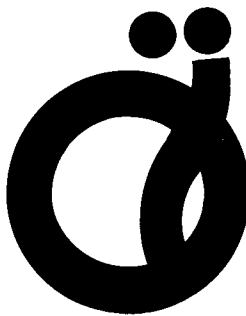
You could reply by saying "Yes" or "No"---or (like: "It depends" and giving a reason the kids.")

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

The Role of the ANSWERING Player

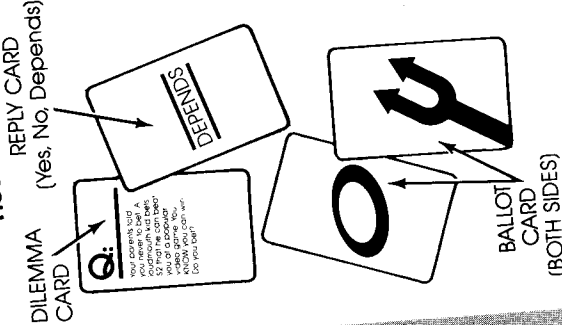
ANSWERING Player Example

**HOW TO WIN THE GAME**



**HOW TO SET UP THE GAME**

FIGURE 1.



1. Peel the tray label off the sheet, and carefully apply it to the recessed area on top of the tray.

2. One player deals out the cards (shown in Figure 1) as follows:

Shuffle one deck of dilemma cards (the red cards), and deal 5 cards facedown to each player. Place the rest of the deck facedown to form a drawpile.

Shuffle the deck of reply cards (the blue cards), and deal one card facedown to each player. Place the rest of the deck facedown to form a drawpile.

Set aside the 6 ballot cards (the cards with halos and pitchforks). They are used only in the CHALLENGE GAME (described on pages 4 and 5).

3. Secretly look at the cards in your hand, and at your reply card. Keep your reply card facedown in front of you. All players do the same.

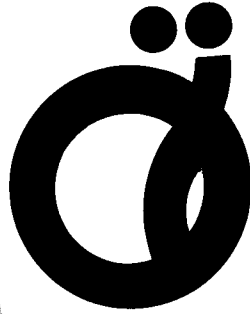
The player to the left of the dealer becomes the first ASKING player. Play continues to the left with each player taking a turn as the ASKING player.

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

1. Ask any player anyone of your dilemmas. This player becomes the ANSWERING player. Choose someone whose answer you think will match the answer on your reply card.
2. After the ANSWERING player gives a "Yes," "No" or "Depends" reply, flip your reply card faceup.

**HOW TO PLAY THE GAME**

The Role of the ASKING Player



## CHALLENGE GAME

In this game, you don't have to tell the truth! You can bluff instead, to fool the ASKING player. If you're successful, you'll prevent the ASKING player from getting rid of a card!

Deal out the cards as in the regular game, but also give each player one ballot card.

Any player can challenge any ANSWERING player's reply. However, the ASKING player always has the first option to challenge. The winner of the challenge gives a dilemma card to the loser!

To challenge, do the following in order:

1. After the ASKING player's turn has ended, call out "I challenge!" to become the Challenger.
2. Briefly, you try to convince the other players that the ANSWERING player's reply was not truthful.
3. The ANSWERING player briefly tries to defend his or her reply as a truthful one.
4. You take a few seconds to make a final plea.
5. All players discuss the arguments, then vote to determine the winner of the challenge. See A Challenge Example on page 5 for more details.

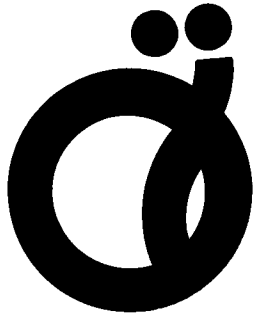
To vote, all players at the same time lay their ballot cards on the table for all to see. The faceup side of the ballot card shows how each player voted.

- A halo-side-up card says you believe the ANSWERING player was telling the truth.

Who Can Challenge?

How to Conduct A Challenge

The Vote



\* A pitchfork-side-up card says you believe the ANSWERING player was not telling the truth.

The majority vote determines who wins the challenge. The winner does the following:

- \* As the ANSWERING player, if you win, give any one of your dilemma cards to the Challenger, who adds it to his or her hand.
- \* As the Challenger, if you win, give any one of your dilemma cards to the ANSWERING player, who adds it to his or her hand.
- \* If the votes are tied, no one wins the challenge!

**Special Challenge Rule:** Players with only one card left can neither challenge nor be challenged.

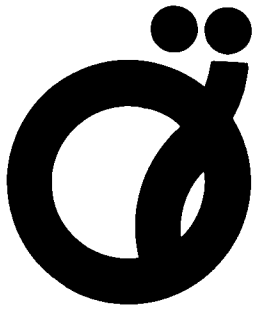
As the ANSWERING player, you reply "Yes" to the question about kids tearing pages out of a library book. The ASKING player's reply card says "Depends." The ASKING player discards her reply card and draws a new one to end her turn. She then says, "I challenge!" Here's what happens next:

- \* The ASKING player says if the kids were friends of yours, you wouldn't report them. She then gives examples of what a loyal friend you are.

- \* You, as the ANSWERING player, argue that it's against the law to tear pages out of library books. Even if the kids were your friends, you'd feel guilty if you didn't report it.

- \* The ASKING player says, "If you saw me tearing pages out of a library book you'd get mad at me---but you wouldn't get me into trouble."

### Challenge Example



- \* Now all the players discuss the arguments, and a vote is called for. The results are:

- You, the ANSWERING player vote a halo.

- The ASKING player votes a pitchfork.

- The other three players all vote pitchforks.

- \* The ASKING player wins the challenge with a count of four pitchforks against one halo. The ASKING player gives you one dilemma card from her hand.

### 2-PLAYER GAME

For a 2-player game, both players get 5 dilemma cards, and keep 3 reply cards facedown in front of them: 1 YES, 1 NO and 1 DEPENDS.

On your turn, choose a dilemma from your hand to ask your opponent---then choose the reply card you think will match your opponent's answer. The rules are the same for matching and non-matching replies. The first player to get rid of all his or her dilemma cards wins! There are no challenges in a 2-player game.