Leisure Genius presents

A QUESTION OF

SCRUPLES

THE COMPUTER EDITION

LGD 580   for AMSTRAD CPC 464/664/6128

SCRUPLES

A QUESTION OF

THE GAME OF MORAL DILEMMAS

INDEX

A QUESTION OF SCRUPLES

FACTS AND CONTENTS

■ NUMBER OF DILEMMA QUESTIONS

The computer edition of **SCRUPLES**® comes equipped with over 230 dilemma questions and over 2750 answers, some witty, some serious and many thought provoking.

■ NUMBER OF COMPUTER PLAYERS

There are 64 computer characters to choose from, each with their own personality. These characters come from all walks of life, they range from punks to O.A.P's, Vicars to Gangsters. Each computer player's personality will vary slightly each time you play. This is to reflect mood changes, which is a feature well recognized in humans. You just never know what mood your computer pals are going to be in!

We have tried to make the personalities of the computer players as varied as possible, and also make their personality suit their visual. The characters wearing the sunglasses are generally very dodgey dealers, and the honest looking players should play an honest game.
You will have to try and learn which computer players suit your style of play.

The computer players have a competitive level built in. They will play according to their personality near the start of the game, but if they start to lose they will start to play untrue to their personality. The more cards they gain, the more they

will give uncharacteristic answers. Their competitiveness will go down again if they start to get rid of cards, and they will start to play true to their personality again.

■ INTELLIGENCE

Each of the computer players are intelligent, and have the ability to analyse the opposition and ask the right questions, in order to gain the right answers.

You enter your personality traits into the computer to give it an insight into your character. The computer will process your traits throughout the game and will try to predict your every answer. At the end of the game the computer will show you how your character performed. If you have not been answering questions truthfully then the computer will adjust your personality traits accordingly and give you a graphic readout of your performance at the end of the game.

■ NUMBER OF PLAYERS

Between 3-10 Players can participate, made up of either all human players, or a mixture of human and computer players. If you wish you may enter all computer players and just watch them play.

■ OBJECT OF THE GAME ?

To be the first player to get rid of all the dilemma cards in your hand by anticipating how your opponents will react to the dilemmas you present them with.

A QUESTION OF

SCRUPLES

LOADING AND CONTROL OPTIONS
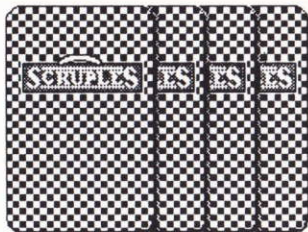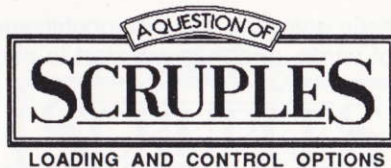
■ **LOADING FROM TAPE**
Press **CTRL** and small **ENTER** key simultaneously

■ **LOADING FROM DISC**
Type **RUN "DISC"** and press ENTER or RETURN key

■ **MULTI-LOAD**
The game loads in more than one part so the disc/tape must be left in the
machine. Care must be taken to follow the on-screen prompts on loading the
additional sections of the game.

■ **JOYSTICK AND KEYBOARD OPTIONS**
If you don't have a joystick then you must use the keyboard (see controls
below).Pressing Fire during a computer player's turn will speed up the prompts,
this is a useful feature as it enables human players to skip through the prompts
more quickly. Pressing the fire button and holding it down will hold a prompt on
the screen until you release the button.

LEFT = O
RIGHT= P
UP   = Q
DOWN= A
FIRE = Space Bar
G and ENTER together to abort game

SCRUPLES

A QUESTION OF

SETTING UP THE PLAYERS

1. HOW MANY PLAYERS ?

Once the game has loaded the computer will be ask you how many players you wish to play **SCRUPLES**® with. This refers to total number, not just human players.

To choose the desired number of players, move the indicator "HAND" adjacent to the required number, by moving up and down. When satisfied with the number (this is also displayed in the bottom message window) press fire.

2. SHALL THE COMPUTER CONTROL THIS PLAYER ?

If you wish the computer to control all the actions of this player, point to 'YES" and press fire. If you wish a Human to control this player point to "NO" and press fire.

3. HUMAN PLAYER (see 4 for computer player)

You will now be prompted to enter a name for your human player. This is done via the keyboard, and your name cannot have more than ten letters.

After entering the player's name, you will be asked to build your UNIQUE personality for your character.

(a) ENTERING YOUR PERSONALITY

All personalities are stored in the form of a Bar Chart. You will now need to set-up your personality. Each of the twelve traits are set individually. Control of the BAR is gained by moving up and down. When you are satisfied with the level, pressing fire will set it and move you onto the next of the twelve traits.

The first character trait you will be asked for is PRINCIPLES. Move the principle bar up and down between the points of minus 5 and plus 5.

If you feel that you are a person with strong principles then you will pull the bar up into the plus area. If you have low principles then you should move the bar into the minus area. Average is the area around zero.

Once you are happy with your entry then press fire to move onto the next.

Continue to do this until you have entered all twelve traits. The computer will then "ADJUST" your personality by comparing the relevant traits to a realistic level.

The reason for this Adjustment is that some traits are inter-related, for example, Personal Integrity is related to Honesty, which is related to Trust etc.

The computer players will use this adjusted Bar Chart of your personality traits as an insight to what sort of character you are. Each one of the computer players has such a personality chart, and computer players are able to pick the right question to ask the right player from analysing this chart.

Before computer adjustment
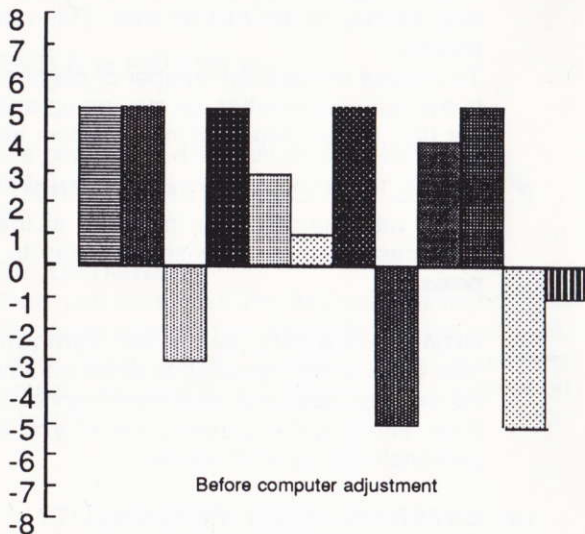
During the course of the game the computer will keep a check on whether you are playing according to your personality traits and update them if you are not.

(b) PERSONALITY TRAITS

Here is a brief description of the twelve personality traits you will need to enter.

After Computer Adjustment
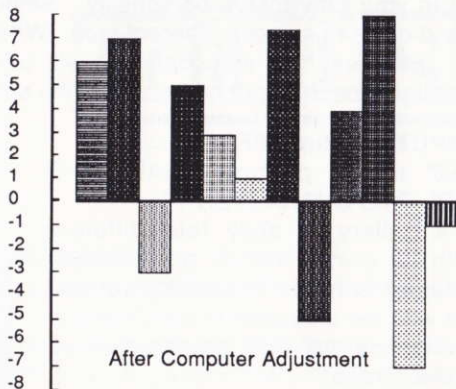
1. **Principles:** Whether the character has a strong feeling about something.
2. **Personal Integrity:** The liklihood that the character will stick to their principles.
3. **Professional Integrity:** Whether doing the player's job well takes precedence over convenience.
4. **Trust:** Whether the player can be trusted.
5. **Family Relationship:** How important family relationships are to the player.
6. **Partner Relations:** How important the relationship is with the player's partner (loved one).
7. **Friendships:** How important friendships are to the character.
8. **Busy-body Factor:** How likely the player is to get involved in a situation.
9. **Humanity:** How caring the character is.
10. **Greed:** How greedy the character is.
11. **Shyness:** How shy the character is.
12. **Honesty:** How honest the character is.

(c) CHOOSING A FACE

You will now be given a choice of five faces, which the computer has selected as being the nearest to your character's personality. Selection of the face is made by moving up and down to select a different face. When satisfied with the face in the selection box press fire and that face will take on your chosen personality and be displayed on the right hand side of the screen.
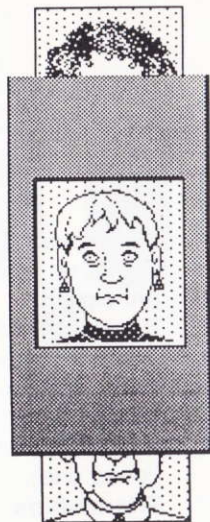
4. ENTERING A COMPUTER PLAYER

After selecting "YES" to the prompt "SHALL THE COMPUTER CONTROL THIS CHARACTER ? "
You will be given a gallery of sixty four different characters, each with its own UNIQUE personality. Selection of the character is made by moving up and down. When satisfied with the character in the Selection Box press fire. This character will then be displayed on the right hand side of the screen.

You will now be asked to name this Computer Character, you do this via the keyboard and finish by pressing ENTER.

Once you have done this, the character's personality will be displayed for three seconds - this is to allow Human players an insight into the computer player's personality. This will be necessary during the game, so as to allow the Human players to correctly anticipate the computer's reply.

The process of entering characters is repeated until all participants have been entered.

A QUESTION OF
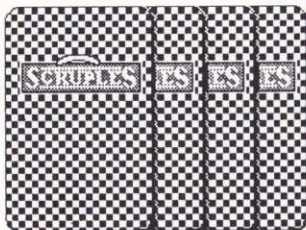# SCRUPLES

PLAYING INSTRUCTIONS

1. PLAYING THE GAME

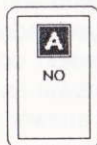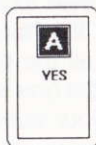The Dilemma cards are shuffled and dealt to each of the players. The computer deals:

5 Dilemma cards to each player if there are 3 - 5 players
4 Dilemma cards to each player if there are 6 - 7 players
3 Dilemma cards to each player if there are 8 - 10 players

Dilemma Cards   Answer Cards

One answer card is also dealt to each player, this will have either a "YES", "NO", or "DEPENDS" answer.

2. YOUR TURN (selecting a dilemma)

On your turn as the ASKING player your face will be highlighted with a small "**?**" and the following instructions should be followed.

(a) CHECK YOUR ANSWER CARD

Move the "HAND" over to the "A" card, which you will find towards the bottom right of the question window, and press fire. The answer will be revealed for as long as you hold the fire button down. The answer will have either "YES", "NO", or "DEPENDS" written on it. (If there is more than one human player then care should be taken not to reveal the card openly.)

(b) SELECT YOUR DILEMMA CARD

This is done by moving the hand over the FAN of "Q" cards. The question card currently under the hand is the one displayed in the main window.
When the question you wish to ask is displayed, pressing fire will pose that dilemma.

(c) SELECT PERSON TO ANSWER

You will now be asked "WHO DO YOU WANT TO ASK." The "HAND" will be placed on top of the first available face and by moving **left, right, up, down** you can select who you wish to ask. When moving over the faces the name of the current player under the hand is displayed in the message window.
You must weigh up all the players and try to work out the one which will give the same answer as the one written on your answer card. Once you have selected a player to answer your question press fire and their face will be highlighted.

3. **ANSWERING A DILEMMA QUESTION**
    On your turn as the ANSWERING player your face will be highlighted and the
    following instructions should be followed.

(a) **SELECT AN ANSWER (Yes, No, or Depends)**
    Read the question carefully and choose an answer of YES, NO or DEPENDS.
    This is done by moving the "HAND" up and down to the desired answer and
    pressing fire.

(b) **SELECT REASON**
    You will now be presented with four possible reasons for why you chose YES,
    NO or DEPENDS. Selection is made by moving left and right to the desired
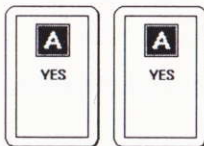   reason and pressing fire.

4. **DO THE ANSWERS MATCH?**
    The answer card of the ASKING player is compared with the reply from the
    ANSWERING player.

(a) **ANSWERS DO MATCH**
    If they match, the ASKING player discards his/her DILEMMA and ANSWER
    cards and is dealt a new ANSWER card only.
    Then the ASKING player is asked "DO YOU WANT TO CHALLENGE?".

The answers match

(b) ANSWERS DON'T MATCH

If they don't match the ASKING player discards his/her dilemma cards and is dealt a new one of each.

Then the ASKING player is asked "DO YOU WANT TO CHALLENGE?".

5. CHALLENGING

The ASKING player may challenge the answer regardless of whether answers match or not. If the ASKING player responds "YES" to the challenge, he is offered the choice of answer from the remaining answers that he/she regards should have been the correct answer. I.E. If the the challenger is challenging a "YES" answer then he/she will be offered either, "DEPENDS", or "NO" options to base their challenge on. Once the challenger has chosen the answer which they feel would have been a better answer than the one given, they must then select from four reasons connected with that answer. The challenging players face will be highlighted with a "?".

Selection of the answer is by the same method as before. Moving to the "Q" card at the far right and holding fire gives you another chance to read the question. Once selection has been made, all the players vote.

If the ASKING player does not wish to challenge then the option will be offered to the rest of the players (with exception of the player being challenged).

6. THE VOTE

Each player in turn is asked which player they believe. Selection is made by moving up, down and fire. After each player has cast their vote the result is depicted over the faces by:

(a) A HALO indicating belief of the ANSWERING player

(b) A PITCH FORK indicating belief of the CHALLENGING player

(c) WINNING THE CHALLENGE

The winner of the challenge is displayed and is asked to choose the Dilemma card they wish to give to the LOSING player. Selection is by the same method as "2b Selecting your Dilemma."

(Please note that a Dilemma card can not be lost in a challenge if it is the only card held by that player.)

The main game cycle **2** to **6c** is repeated until one player loses all his/her Dilemma cards. When this happens the player's face will FLASH and he/she will be declared the WINNER.
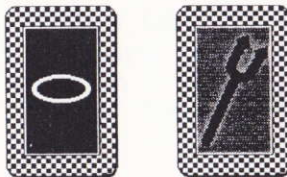
Halo and Pitch Fork

A QUESTION OF SCRUPLES

END GAME

The winner willl be presented with his/her original histogram and this will be adjusted depending on how the answers matched his/her original personality and his/her TRUE personality will be revealed. This process is repeated in order for each of the HUMAN players.

You will now be asked "DO YOU WANT TO PLAY WITH THE SAME PLAYERS?" Select YES or NO. If you select YES you will be returned to "PLAYING THE GAME" stage 1. If you select NO you will be returned to "SETTING UP THE PLAYERS" stage 1.