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I played A Question of Scruples with six of my friends. One of the game’s principal mechanics is guessing. As we played, we wanted our chosen scenario’s answer to match an opposing player’s answer. We took turns guessing how one would react in a chosen scenario and continued doing that until one of us ran out of all five scenario cards. Bluffing is another primary game mechanic at play. At times, I believed someone was lying about their dilemma answer, so we would be forced to plead our best case against each other. These mechanics helped contribute to an entertaining experience for me and my friends. It was hilarious trying to decide how someone would act in a certain situation and vice versa.