



Are you unscrupulous?

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by **Richard Herfurth**

A professor is failing you as a result of a personality conflict. You have penetrated the university's computer. Do you change your mark?

You snap up two excellent seats on the Greyhound bus and save one, hoping the attractive person you see in line will ask for it. An old lady asks first. Do you tell her it is taken?

You discover that your mate is infertile. You really want children of your own. Do you leave your mate?

These and many situations like them, test your moral character every day. That's life, but it is also a game! What is it? It's 'A Question of Scruples.'

Each player is dealt question cards and one answer card. The above are all examples of the sort of question that may come up. The answer cards have a yes, no, or depends on them. Moving clockwise from the dealer, players may ask ANY person. Once the question is asked, the player must reply with one of the three answers. If the answer given is 'depends', he/she must, 'without hesitation' state on what your decision depends.

You win by getting rid of all your question cards. This is done by receiving the correct answer which is found on the answer card dealt to you. If you get the wrong answer, you must discard your question and answer card and pick up two new

A Question of SCRUPLES

ones. When you are asked a question, your answer card has no relevance to your answer. The skill in asking questions is picking the

person most likely to give you the answer on your answer card. The skill in answering is guessing what the questioner expects you to say and answering dif-

ferently.

However, as in life, you don't get off the hook for lying too easily. If another player does not believe that that is the way you would act in this particular situation then he, or she, may 'challenge' you. This consists of a 50 second debate in which you must convince the other players of your sincerity, while the challenger must convince them otherwise. The winner of the debate is established by a vote in which all players take part. The winner of this challenge gives the loser one

of their question cards, making them one step closer to a victory. Players with one question card cannot challenge, or be challenged by

others, which allows you to bluff much more freely. There are also cards which allow you to make up your own question to ask others.

Scruples is a game for 3 to 10 players. Game length depends on the amount of question cards dealt at the beginning. There is no board, so players may sit comfortably around the room. It sells for about \$20 and there is a second edition available as well. It's distributed by High Game Enterprises Inc., Winnipeg, Canada. Scruples can be found in most gaming stores.

As the game says, 'Everybody has moral dilemmas but they rarely discuss them. Scruples lets people talk, get to know each other, and be entertained all at once.'

Parody on Bon Jovi's "Bad Medicine"

by Wendell Blackett.

I ain't got a lever got a permanent sneeze.
None of my family doctors can prescribe a remedy.
I got no more money, but that isn't what we need.
Gonna take more than a student loan to get tuition out of me.
I got all the symptoms, I am climbing a tree.
That's what you get for going for a degree.
A student loan will give you a little but it is never enough.
That's what you get for going for a degree.
and now I've been around to long to give it up.
University is like bad medicine, but bad medicine is what I need.
Only a doctorite will cure this disease.
I don't need a B.A. to give me a thrill.
And I don't need no masters, or an academic thrill.
It's just a constant addiction to know more than I do.
I got a thing for History, and some Shakespeare at the back.

That's what you get for going for a degree.
a Student loan will give you some, but we don't get no free lunch.
That is what you get for going for a degree.
Now we are all addicted and that degree is the drug.
University is like bad medicine, but bad medicine is what I want.
so give me the doctorite to cure my disease.
I need a week to do this essay, and I'm running out of breath.
Not even an all night generator will let me catch my health.
So I'll stay here till I am finished cause I haven't found anything better yet.
and this place is still bad medicine, but that is what I want.

Record Reviews

Thomas offers inconsistent effort

Ian Thomas
Levity
WEA *The Gateway*

by **Mike Spindloe**

Ian Thomas is the perennial underdog on the Canadian music scene, occasionally cracking the domestic singles charts while cover versions of his work have been more successful internationally. Thomas has released a steady stream of albums while building a good live reputation over the years, although he hasn't been around Edmonton much recently.

Levity is a typical Thomas album, which means that when it is good, it is very good, and when it is bad, it is merely mediocre. The solid songwriting one expects from Thomas is here, along with clean, crisp production by Thomas and Christopher Neal. His voice has matured and deepened over the years and yet also somehow become less distinctive, at least on record — perhaps the production is masking

something.

Many of the songs are also less distinctive than they should be. Thomas is aiming for the charts, and it is a sad commentary on our times that an artist who we know can write *great* songs is obviously doing some commercial tailoring. This is obvious because *Levity* splits virtually in half between songs that sound and *feel* like Ian Thomas' songs and songs that sound like Ian Thomas processed by a demographics-happy cuisinart. A few lie somewhere in between.

This processing shows up most consistently on the three tracks produced by Neal, although his work on the title track fits the song well. Strangely enough, the two *best* songs, to these ears, have wound up at the end of side two: "These Are Not Gods" and "Let the Stone Roll".

The latter especially is a great song, worthy of inclusion on Thomas' next compilation even if it doesn't get released as a single. A few others are too; whether or not you wait for that album depends on you.