# Setup

* Remove all Note cards that score 6 points1

## Students

* No Mischief Missions for 2 player games
* Deal 3, keep 2 of each: Notes, Students, Mischief

## Teacher

* Mrs. Weems for first game
* Deal 3 keep 1 of Teacher cards
* Draw 2 Notes and mark their desks as ? (suspicious)
* Mark off #2 of Rumor costs if 4+ players

# Round Structure

1. Students (simultaneous) take 3 actions, declare “Ready!”
2. Teacher takes 4 actions[[1]](#footnote-1) (pay Rumors cost for 4th action)

* Teacher gets 1 Rumor per hit when Suspecting
* Teacher gets 1 Rumor per Student Rumor spent   
  (½ if 4+ players)
* Give Student card for each Note confiscated
* Accuse action ends turn and must be a Suspected desk

“Get back to work.” (repeat process)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Players | Mischief Cards | Note Passed Grants | Passed Ends | Confiscated Wins1 |
| 2 | NO | Teacher Card | 3 | 4 |
| 3 |  | Teacher Card | 3 | 4 |
| 4 |  |  | 3 | 5 |
| 5 |  |  | 3 | 6 |

# End Game

* Unspent Student Rumors: 1 point each

1. Official rule changes 05/22/24: Was 3 teacher actions, 5 confiscated notes to win at 4+ players, and use of 6pt Notes. [↑](#footnote-ref-1)