# Setup

## 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 3 actions (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)

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| --- | --- | --- | --- | --- |
| Players | MischiefCards | Note PassedGrants | PassedEnds | ConfiscatedWins |
| 2 | NO | Teacher Card | 3 | 4 |
| 3 |  | Teacher Card | 3 | 4 |
| 4+ |  |  | 3 | 5 |

# End Game

* Unspent Student Rumors: 1 point each