

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)

Players	Mischief Cards	Note Passed Grants	Passed Ends	Confiscated Wins
2	NO	Teacher Card	3	4
3		Teacher Card	3	4
4+			3	5

END GAME

- Unspent Student Rumors: 1 point each