

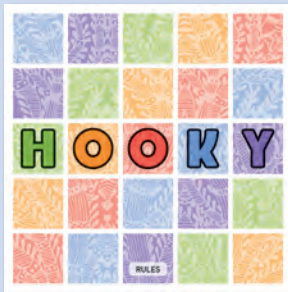
## Overview

Welcome to the wonderful world of Hooky. Of the 26 children in classes today, 3 are off playing hooky. It is morning before school starts, and in the chaos, your job as a homeroom teacher is to figure out which 3 are missing. There are some children off in the Playground who are late getting to their homerooms, and you will learn their identities as they straggle in.

The 3 missing students are represented by 3 Hooky cards. You earn points by correctly deducing the identity of the 3 Hooky cards and thereby finding the 3 missing students. You can also earn points by learning which students are in the other players' classrooms (hands of cards). The player with the highest score at the end wins the game.

Let the search begin!

## Components



1 RULEBOOK



26 LETTER CARDS  
(A TO Z)



6 ROUND CARDS  
(1 TO 6)



1 PAD OF  
PLAYER WORKSHEETS



5 PLAYER SCREENS



1 ACTIVE PLAYER MARKER

*Pencils not included*

## Setup

The basic rules describe a 4-player game. Minor changes for 3- and 5-player games appear at the end of these rules. The start player is the person who has most recently been in a classroom. Alternatively, choose a start player by any random method.

1. Stack the round cards in order from 1 to 6, with 1 on top and 6 on the bottom.
2. Give the start player the pile of round cards. (The start player never changes during the game.)
3. Give each player a worksheet, a pencil, and a player screen. The worksheets are to help players organize information, but players should choose any method they like to track information throughout the game.
4. Shuffle the 26 letter cards, 1 for each letter of the alphabet. Each letter card represents a student and shows the student's name.
5. Deal 5 letter cards to each player facedown. Players should keep their letter cards secret for now.
6. Make a reserve pile of 3 letter cards in a facedown stack called the Playground, and keep the Playground next to the round cards.
7. Place the remaining 3 letter cards safely off to the side facedown. These are the 3 Hooky cards whose identities the players must try to deduce.





## Each Round

After the initial clues, the game takes place over 6 rounds, beginning again with the start player and proceeding clockwise.

### On a turn:

1. Choose any other player to question.
2. State a 5-letter word and spell it out loud.
3. The player being questioned gives a number that indicates how many times the letters in the word appear in their hand (as in the examples above).

*Sometimes, the answer might be 0, which can still provide a lot of information.*

4. All players should make notes secretly about the answer.
5. Pass the Active Player Marker to the next player (clockwise).

**Example:** *Manasa is secretly holding the letters S-M-A-R-T. Josiah directs his question to her and states and spells the word "Q-U-I-C-K" out loud. Manasa checks her hand of cards and tells the players that the number is 0 (because she has none of those letters in her hand).*



Opponent: <b>MANASA</b>									
Asker	Clue								#
Starting	T	O	U	G	H	I			
JOSIAH	Q	U	I	C	K	O			
A	B	C	D	E	F	G	H	I	
J	K	L	M	N	O	P	Q	R	
S	T	U	V	W	X	Y	Z		

### NOTE

A player may not pass even if the player believes they have all of the information possible about the Hooky cards and other players' hands. The challenge for such a player is to use the turn to reveal as little information as possible.

A player may not ask the same opponent about the same word twice or about a word with the same 5 letters because this would be the equivalent of passing.

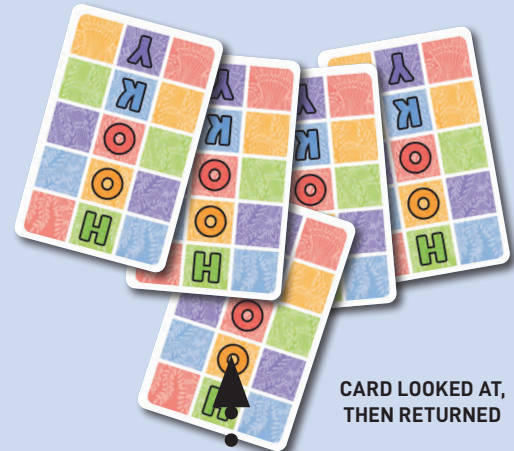
## Revealing a Card

**After the first full round**, once per turn, and before or after questioning another player as normal, the player taking a turn may choose to reveal a letter card from their own hand openly on the table, where it will stay for the rest of the game. Revealed cards are still considered to be part of the revealing player's hand.

This player then gets to draw a single letter card randomly from any other one player's hand to look at privately and then return. The player who is the target of this action has to pass their hand facedown and therefore does not get to know which card the active player saw.

**Example:** *In the third round, Ken believes that several others know he is holding the letter E. Ken decides this would be a good time to reveal that letter and try to learn more about Seana's hand of cards.*

*Before taking his normal turn, Ken reveals his E on the table faceup. He tells Seana he would like to pull a letter from her hand. Seana shuffles her hand of cards and gives them to Ken facedown. Ken pulls a card from Seana's facedown hand, looks at it, and then puts it back. Ken shuffles Seana's facedown cards again and hands them back to Seana, so that she does not know which card he saw.*



### NOTE

You might learn something new by revealing your card, but you run the risk of seeing a letter you already knew about. Try to reveal cards that you think other players already know you have to avoid giving out free information and bonus points (see below under "End of Game" for details on scoring).

## Rules on Clues

- Every clue must be 5 letters long.
- A clue may be a proper name of a person, place or thing (such as "Paris" or "April").
- Every clue must be a real word.
- Disputes about the validity of a word are resolved by consensus.

## End of a Round

### Revealing a Card From the Playground After Rounds 1, 2, and 3

When each player has taken a turn in a round, the start player discards the top card from the pile of round cards to show the upcoming round number.

After each of the first 3 rounds (rounds 1, 2, and 3), reveal a single letter card from the Playground stack. Make sure all players can see the revealed Playground cards. Now all players know this newly revealed card is not among the Hooky cards and can update their notes accordingly.



REVEAL 1 PLAYGROUND CARD  
AFTER THE FIRST 3 ROUNDS

### Guessing Hooky Letters After Rounds 4, 5, and 6

**Starting at the end of the fourth round**, the start player instructs all players to secretly guess 3 letters for that round. Players *must* guess, and they must mark their guesses down on their sheets next to the number of the round that just ended. Players can earn points through correct guesses (see "End of Game" for details).

When guessing the 3 Hooky letters, a player *must* choose 3 different letters in any given round, but that player may repeat letters in future rounds (see "Hooky Letter Guesses" illustration).

Hooky Letter Guesses			
First Guess	J	I	R
Second Guess	B	C	Q
Final Guess	J	M	R

EXAMPLE OF HOOKY LETTER GUESSES

## End of the Game

After the final round, each player should write down the name of each other player and the 5 letters they think each player has in hand. This includes any cards that the other players revealed on the table. Then, reveal the 3 Hooky cards faceup for all. All players should now reveal the 3 letters that they guessed after rounds 4, 5, and 6 to be the 3 Hooky cards.

### Players score points in 4 ways:

1. For each Hooky card that a player correctly guessed at the end of rounds 4 and 5, the player earns 5 points.
2. For each Hooky card that a player correctly guessed after the final round, the player scores 10 points.
3. Players then score 1 point for each letter card that they correctly guessed in the other players' hands.
4. Players score 1 bonus point for each other player whose full hand of cards they were able to guess correctly.

The player with the highest score wins!

**Example:** The students who are off playing hooky have the first initials D, J, and M.

Dillon made the following guesses during the game: After Round 4, he guessed J, I, and R, earning him 5 points for the J. After Round 5, he guessed B, C, and Q, earning him 0 points because none is correct. After Round 6, Dillon guessed J, M, and R, earning Dillon 20 points (10 for the J and 10 for the M since this is the final round). Dillon scores 25 points for these guesses.

Dillon correctly guessed 12 letters in other players' hands and gets 12 points. He only guessed 1 other player's complete hand accurately and therefore gets 1 bonus point. His final score is 38.

### Opponent Letter Guesses

Player:	SUE	J	F	M	E	R		
Player:	ANAND	A	L	N	V	P		
Player:	SANTOSH	Q	U	X	O	Y		
Player:								

AFTER FINAL ROUND, GUESS OTHER PLAYERS' HAND CARDS (THE EXTRA SPACES ARE FOR 3- OR 5-PLAYER GAMES)

### REVEALED HOOKY CARDS



### Hooky Letter Guesses

First Guess	J	I	R
Second Guess	B	C	Q
Final Guess	J	M	R

FIRST GUESS (4TH ROUND) = 5 POINTS EACH  
 SECOND GUESS (5TH ROUND) = 5 POINTS EACH  
 THIRD GUESS (6TH ROUND) = 10 POINTS EACH



## Breaking Ties

If there is a tie, the tied player who correctly guessed a Hooky card earliest wins. If there is still a tie, the tied player who correctly guessed the most Hooky cards earliest wins. If there is still a tie, the tied player who revealed the fewest cards during the game wins.

## 3- and 5-Player Games

### 3-Player Games:

Deal 7 cards to each player. Place 2 cards in the Playground facedown and 3 in the Hooky pile. Reveal a Playground card at the end of rounds 1 and 2. After round 3, nothing special happens. Players begin guessing at the Hooky cards as usual after rounds 4, 5, and 6.

### 5-Player Games:

Deal 4 cards to each player. Place 3 cards in the Playground facedown and 3 in the Hooky pile, and the rest of the game proceeds just as it does with 4 players.





## Credits

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**Illustrations:** Tessa Samuelson

Illustrations were sourced with permission from the original artwork of students and alumni of the schools of the Aseema Charitable Trust of Mumbai, India. Aseema provides value-based, high-quality, secular education, and medical care to extremely marginalized children. Learn more at [friendsofaseema.org](http://friendsofaseema.org). Your purchase of this game will help support this humanitarian mission.

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**Round Cards:** Fly Me Home (Neeraj Yadav), Hitch Hiker (Mohan Gaddam), Nation's Pride - Peacock (Kaseem Shah), Kingdom (Ramesh Ghayal), Day and Night (Avinash Pekada), Tree of Life (Ashish Gaikwad)

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