**People Team Toolbox Challenge: Rules and Timeline**

**Game Overview**

The **People Team Toolbox Challenge** is a 20-minute, deduction-based networking game designed to help team members understand their collective strengths. Every participant has been assigned one of four tools (**Hammer, Tape Measure, Wrench, or Multi-Tool**) based on their survey answers, representing their core professional approach.

The objective is to complete your personal digital toolbox by successfully **deducing** the tools of your colleagues.

**Rules of Play**

The game requires each participant to engage in active deduction, similar to a real-life *Guess Who?* challenge.

1. **Your Identity:** Your primary tool is pre-filled on the app/card. **Do not reveal your tool identity!** Your goal is to give truthful, detailed answers when asked a clue question, allowing your colleague to deduce your role.
2. **Collection Goal:** You must successfully deduce and log **two individuals** for each of the three tool types you are *missing*. This means a total of **six successful interactions** are required to win.
3. **The Deduction Mechanic:**
   * Approach a colleague and select one of the **Guided Clue Questions** provided on your app/card (e.g., "If you had to draw a blueprint for a complex initiative, what is the first thing you'd put on the paper?").
   * The colleague answers honestly, focusing on their typical work behavior.
   * Based on their answer, you must **deduce** which tool they are.
4. **The Log:**
   * If you guess correctly, the colleague confirms your deduction, and you log the interaction (name, deduction, and notes) in your app.
   * If you guess incorrectly, thank them and move on to a new colleague!

**Suggested Timeline (30 Minutes Total)**

We recommend dedicating 30 minutes to this high-energy activity to maximize engagement and ensure everyone has time to complete their goal.

| Phase | Duration | Activity Focus |
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| **I. Introduction** | **5 minutes** | The facilitator announces the *Tools* theme, explains that the survey results have assigned everyone a tool, and reviews the rules for **deduction** and **collection**. Everyone opens the app/card to see their assigned tool. |
| **II. Active Play** | **20 minutes** | Participants actively mingle, asking **Guided Clue Questions** and making deductions. This is the core networking phase. The 20-minute time constraint maintains a high level of energy. |
| **III. Wrap-Up** | **5 minutes** | The facilitator calls time and asks participants to check their app for a completion message. Recognition is given to the first 3-5 people who completed their toolbox. |