



Game is suitable for: 2-6 Players

What You'll Need

1. All playing cards printed, double-sided (30x Tool cards, 2x College Advantage cards, and 2x In-Class Training cards)
2. All trade cards printed, single-sided (can be held by players, stuck to clothing as a name badge with tape or a pin, or clipped to players Toolboxes).
3. A designated place for players to store their cards called their "Toolbox", one per player (e.g. small boxes, spaces drawn on the whiteboard, or in a player's hands).
4. Final Exam question sheet (for the game facilitator only).

Setting Up

Shuffle the Tool cards and College Advantage cards and randomly arrange in an 8x4 grid (referred to as "the gameboard") with the back facing the players (displaying the toolbox rather than the tool), and the In-Class Training cards set to the side, face up. Depending on the size of the printed cards and where the game is played, the cards could be placed on the floor, a table, a whiteboard, or black board. Once all cards are face-down and players have their Toolboxes, you are ready to begin. To restart a game, all used cards should be collected, shuffled, and returned to their face-down position.

How to Play

To start the game, each player selects a skilled trade to pursue from the 10 available. This will determine which tools on the board they will be searching for. On each player's turn, they will select a card from the gameboard to be flipped over, revealing a tool. If the tool matches the player's trade, the card is removed from the gameboard and added to the player's Toolbox. If the tool is not a match, the card remains face-up and another player will have the chance to choose it on their turn. Tool cards are labeled with their associated trade so players can easily identify the correct tool regardless of their level of expertise on their chosen trade.



Each player's goal is to be the first to collect three playing cards in their Toolbox. Once a player collects three cards, they're ready for their "final exam." The game facilitator will use the question sheet/cards to ask the player a multiple-choice question. This question is asked immediately after a player collects all their required cards, on that same turn. If the question is answered correctly, the game is over, and the winner is announced. If the question is answered incorrectly, the game continues with all other players taking their regular turn. Any player that has three matching cards in their toolbox must answer one "final exam" question on their turn, until a question is answered correctly and one player wins.

Wild Cards

College Advantage: If this card is revealed on the gameboard, it acts as a substitute for a matching tool and can be added to the player's Toolbox.

In-Class Training: There are two of these cards available and players can choose to select these during their turn instead of flipping a card on the gameboard. When selecting this card, the game facilitator asks the player a multiple-choice question from the question sheet/cards. If answered correctly, this card is added to the player's Toolbox. If answered incorrectly, their turn is over, and the card remains available for another turn.

To complete a player's set of three cards in their Toolbox, any variation of matching tool cards, College Advantage cards, and In-Class Training cards can be used. Below are example groupings to illustrate this.

