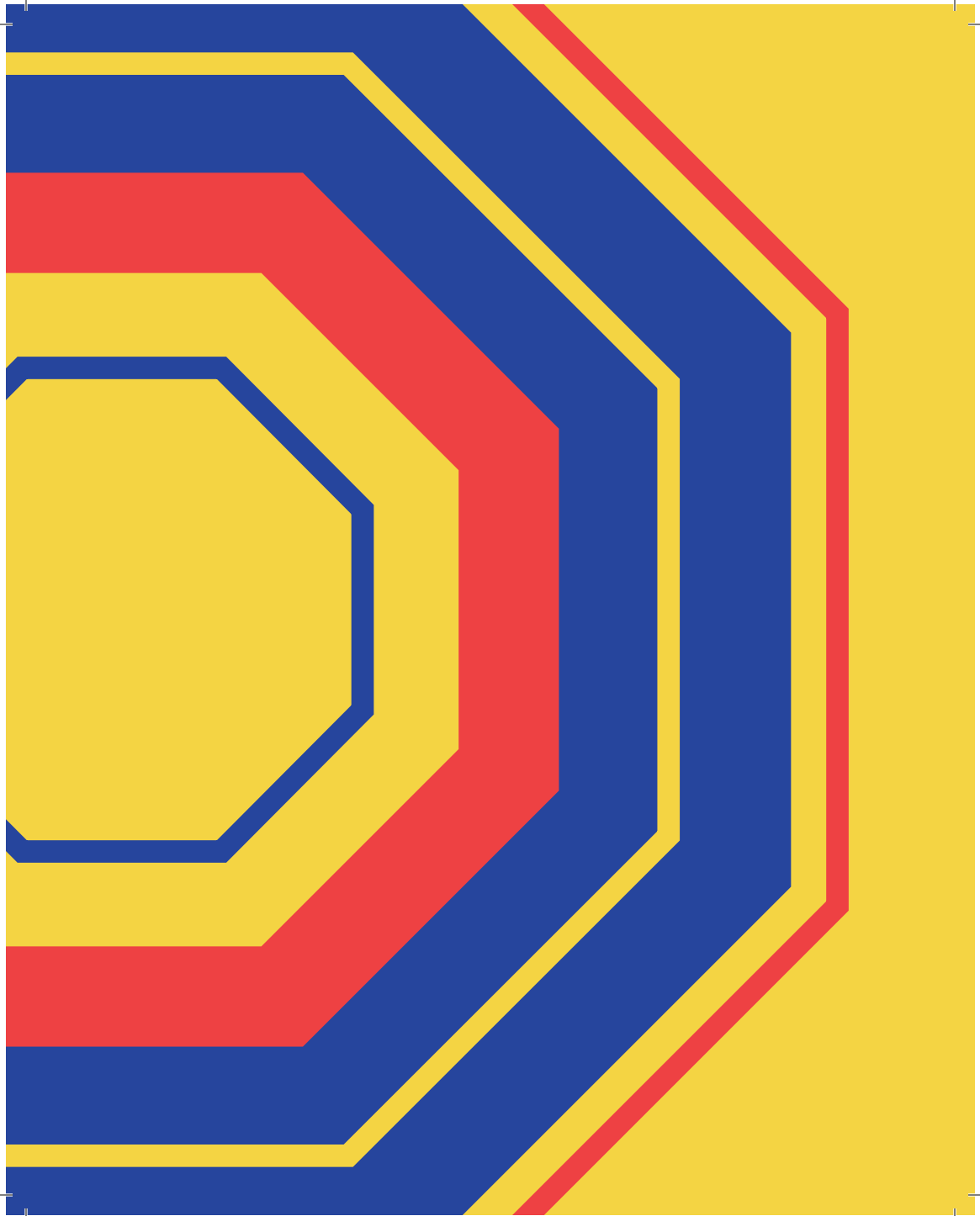




**THE
HEROES
OF HEX**

FACILITATOR GUIDE



WELCOME TO HEXAGON CITY

THE HOME OF THE HEROES OF HEX!

Please take a few minutes to read through this guide so you are fully prepared for the game.

As the game facilitator, you have 5 easy tasks to ensure the best experience. You may also play the game, but keep in mind that this guide contains spoilers.

YOUR HEROIC DUTY IS TO...

1. Reserve space to play the game.
2. Set up the game materials.
3. Start the game.
4. Be the Hint Master.
5. Lead the post-game discussion.



**LIMITED
EDITION!**

RESERVE SPACE TO PLAY THE GAME.

This game can be played in one big room or with teams in multiple rooms.

Create teams with 3-5 members each.

PRO TIP: Assign the teams in advance so the game can get started quickly.

SET UP THE GAME MATERIALS.

Give each team one of the four inner boxes, pens, and paper, and make sure they have access to the Facilitator, should they need a hint.

There are no digital elements to this game, so no computers are needed. Encourage all players to silence and put away their phones for the duration of the game.

PRO TIP: If a team is playing with less than 5 people, they should still use all of the materials! Everything needed to save the day is in the box!

START THE GAME!

STARTING INSTRUCTION SPEECH (OR MAKE YOUR OWN!)

We're about to begin Team Building Kits—The Heroes of Hex. Each team will play as superheroes of Hexagon City whose powers have been stolen by a villain who plans to destroy the city. The teams' objectives are to regain the powers of every member of The Heroes of Hex, locate the villain, and stop his threat to the city.

Each member of The Heroes of Hex will be given clues and prompts to regain their powers. Following each prompt successfully will give each member their powers.

Once a hero has regained their powers, they can take a white envelope from the box, which will help neutralize the villain's threat to the city.

Regaining each member's powers will lead the team closer to locating the villain and foiling his plans!

When each team is ready, I will start the timer. You will have 80 minutes to complete the game and save the city. If you are stuck, send one person to see me for a hint.

Once the game is over, we'll come back together and see which teams succeeded.

If you finish early, discuss what allowed your team to be successful while the other teams finish.



BE THE HINT MASTER.

People may come to you for hints if they're stuck.

If you're playing the game, tell the teams where you'll be located so people can find you.

If you're not playing, read the hints in this guide and the full solution online (teambuildingkits.com/theheroesofhex/solution) ahead of time so you're familiar with the game. Then, walk around and visit each group as necessary.

For Hints: Ask what game element the players are stuck on, and find the corresponding set of hints on the Hint Master Sheet located later in this guide. Be careful if you're playing too, as you will learn answers to the game.

PRO TIP: Encourage your teams to see how far they can get without hints, but you may decide how often you want to give them out!

LEAD THE DISCUSSION AFTER THE GAME.

If a team is not able to stop the threat to the city before the timer runs out, direct them to open the envelope that reads **“OPEN IF IT IS TOO LATE TO SAVE THE CITY”** to see their result and end the game. If they won, they should open and read the envelope **“OPEN WHEN THE CITY IS SAVED”**.

Once everyone has finished, gather your group back together to have a post-game discussion. At the end of the game, each team is instructed to come up with their new superhero group name. Start the discussion with revealing teams' names and why they picked them.

Sample Discussion Questions:

Which teams succeeded? Which teams did not?

What did the successful teams do well? What could the unsuccessful teams do better?

What was your approach to solving the game?

Did you notice anything that helped you proceed in the game, move faster, or come to the right answers? Would you have done anything differently?

What skills did individual people bring to the game that helped the team as a whole?

What can we take away from this experience to apply to our projects?

How did teams handle working together on this project?

LEAD THE DISCUSSION AFTER THE GAME.

Feel free to let people keep items from the box as prizes. Four gift cards to our at-home mystery games are included in the kit. Give them out to people who helped with planning or to people who stood out during the game.

PRO TIP:

See what your team thought about the experience and about your company culture with our free exclusive engagement survey. Ask your Team Building Kits rep for details.



POW!



HINT MASTERS

WARNING

ONLY!



HINTS

Captain Azure's Prompt

Hint #1: Have you searched the contents of the box for anything that would help place events in chronological order?

Hint #2: Pay close attention to any game element with dates.

Feedbak's Prompt

Hint #1: Has the member playing Feedbak tried using their thumbs to signify a correct or incorrect guess?

Hint #2: Drawing is allowed, but no words or symbols.

Hint #3: One of the phrases in the speech bubbles is used in another document in the box.

Psycho's Prompt

Hint #1: Have you counted the number of syllables of Feedbak's speech bubbles and placed the speech bubbles in order?

Hint #2: Have you searched the contents of the box to determine the death date of Jovian's daughter?

Hint #3: Reference the page numbers after placing Captain Azure's timeline in chronological order.

Hint #4: The digit "5" is not in the code.

Hint #5: The digit "8" is not in the code.

The Grim Stalker's Prompt

Hint #1: Try to start with the edges of the puzzle.

Hint #2: Have the team decide on a system for communicating which direction the person playing The Grim Stalker should move their hands: Left/Right; North/South; etc.

Hero's Shapeshifter Puzzle

Hint #1: Have you looked at each piece individually?

Hint #2: Is there a common shape the overall puzzle might take? Try to find markings on the puzzle that could help you make that shape.

Hint #3: Have you looked at every part of the map for possible symbol locations?

Waste Container Combo Lock

Hint #1: Have you regained Hero's superpowers?

Hint #2: Have you matched the symbol on the puzzle to a location on the map?

Hint #3: Check the map for an address that may correspond to the combo lock.

Toxic Waste Neutralizer Puzzle

Hint #1: Did you collect every piece to complete the puzzle by completing each hero's task?

Hint #2: Did you unlock the contents of the Tin Box by solving Psycho's prompt?

Hint #3: Use the instructions in the Tin Box to arrange the puzzle.

Hint #4: Use the diagram on the blueprints found in the Tin Box to match the instructions and build the puzzle.

REVEALS

Captain Azure's Prompt

Using the Fan Mail, Newspaper Article, and Birthday Party Photo, you can put the events of Captain Azure's life in their correct chronological order. In chronological order, the numbers on the comic strips are 2, 9, and 8. Use these to help with Psycho's prompt.

Feedback's Prompt

Feedback's phrases, in order, are "Speak of the devil", "you are barking up the wrong tree", and "Listen." These phrases have 5, 8, and 2 syllables respectively. Use these to help with Psycho's prompt.

Psycho's Prompt

The lockbox code is 912.

Use the number of syllables in Feedback's speech bubble: 5 - 8 - 2, Jovian and Psycho's daughter's death day: 5 - 2 - 1 (May 21st, found in the newspaper article), and the numbers on the bottom of Captain Azure's timeline: 2 - 9 - 8. The clues given to Psycho tell us that certain digits from these puzzles are in the lockbox code and whether those digits are in the correct position. The full puzzle is:

Write out all three numbers on top of one another. Psycho's first clue says only one digit from 582 is correct, and it is in the correct position. We know it is not the first digit, 5, because the second clue tells us that two digits from 521 are correct but in the wrong position. Both of these clues cannot be true if the first digit of the code is 5.

This means that the two correct digits of 521 are 2 and 1, but they cannot be in the second and third positions respectively. Looking back to the first clue, 2 can be the correct digit if it

is placed in the third position. Because 2 is the correct digit from 582, we now know there is not an 8 in the lockbox code.

After our first two clues we know there is no 5 or 8 in the code, the last digit of the code is 2, and either the first or second digit is a 1.

We can now move on to the last clue, which says in 298, there are two correct digits, but they are not in the correct positions. We know one of those digits is 2, and it goes in the last position. We also know there is no 8 in the code. This means that the other correct digit is a 9, but it does not go in the middle position. Therefore, it goes in the first position, which leaves us with the 1 from the second clue in the middle position.

The Grim Stalker's Prompt

The Grim Stalker's jigsaw puzzle reveals a map of Hexagon City when put together. Use this map with Hero's Prompt.

Hero's Prompt

The puzzle reveals a hexagon shape with the symbol of the water tower. Use the map made in The Grim Stalker's Prompt to find Jovian's location.

Tin Box Combo Lock

The code to the lock is 912, per Psycho's Prompt.

Jovian's Location

Jovian is located at the Water Tower. It is labeled as location "O" on the town map. The address is 511 Memorial Road.

Waste Container Combo Lock

The code to the lock is 511.

YOU DID IT!

**YOU'RE WELL ON YOUR WAY TO A
HAPPIER, MORE PRODUCTIVE TEAM.**

Now, there's good news and bad news.

Bad News: The effects of this experience will wear off if you don't continually foster a cohesive culture.

Good News: Team Building Kits is a quarterly subscription! If you're signed up, you'll receive a brand-new story and experience next quarter, allowing your team to reap the rewards all over again. Reach out to your Team Building Kits rep, and we'll get you on the path to company culture success.







**TEAM
BUILDING
KITS**