

# Specialist Desks

Route each question to two expert desks – and learn why lighting every desk is wasteful.

## OBJECTIVE

Eight specialist desks sit around a table. Each question (token) is sent to exactly 2 desks. A desk can only finish 2 tokens per round – extras drop. Score points when a kept token lands on its matching specialist. A giant model can keep many desks in the building while only a few lights turn on per answer.

## QUICK START – READ THIS, START PLAYING

- 1 Print the Desk Mat. Put a pencil on each of the 8 desks.
- 2 Play "Lunch Rush" first. Read each token aloud and route it to 2 desks – write the desk numbers on the token.
- 3 After all 8 tokens are routed, count load per desk. Only the first 2 arrivals at a desk keep their seat. A token that loses either seat is dropped (score 0).
- 4 Kept tokens: +1 per routed desk that matches the token's topic. Compare a "always Sports + Animals" table to a table that picks the matching desk plus the quietest other desk.

## ROUTING

- 1 For each token, choose exactly 2 different desks and write them on the token.
- 2 Variant A (Always First): every token goes to Sports and Animals.
- 3 Variant B (Balanced): send the matching specialty desk, then the desk with the smallest load so far (ties → lower desk number).

## CAPACITY AND SCORING

- 1 After routing, tally how many tokens named each desk. A desk only has 2 seats.
- 2 Walk tokens in order. A token keeps a seat at a desk only if that desk still has a free seat. If either of its desks is full, the whole token drops.
- 3 Dropped tokens score 0.
- 4 Kept token: +1 for each of its two desks that matches the token's topic (so 0, 1, or 2 points).
- 5 Sum points for the round. Highest total after three rounds wins, or just compare Always First vs Balanced at one table.

## WHAT THE DESKS TEACH

- 1 8 desks exist; only 2 work per token.
- 2 Always First on Lunch Rush drops 6 tokens.
- 3 Totals: Always First 1 pts (18 drops) vs Balanced 21 (3).
- 4 Balanced beats Always First on every printed round.