

# TwIG The WIP Game

## Daily Routine

### 1. Pull an OK/Blocker card per ticket in each DOING column

- 1.1. Put the blocker card on each ticket on the board
- 1.2. Remove green OK cards and put them back to the bottom of the stack. Blockers stay on the ticket.

### 2. Standup

- 2.1. Put dice on the tickets

### 3. Work

- 3.1. Roll all the dice
- 3.2. Analyse the results, score points (and move cards)
- 3.3. Do not forget: Enter start day for new work!

### 4. For complete tickets:

- 4.1. Fill in the End day on the ticket
- 4.2. Calculate Realization Time: End - Start + 1
- 4.3. Fill in the Realization Time and Delivery Sequence
- 4.4. Fill in the Realization Time Distribution chart
- 4.5. Fill in the Throughput chart

### 5. Fill in the Stability CFD

### 6. Read the event card aloud

## General Rules

**1. Most Important Rule:** Whenever you have a question regarding rules, ask yourself: **“What would I do in real life?”**

### 2. Blocker Rules

- 2.1. Blocked tickets can be unblocked with 4 points.
- 2.2. If less than 4, the blocker remains.
- 2.3. If there are more than 4 points, the remaining points can be used as work.  
If e.g. 6 points were rolled, 2 points can be used as work.
- 2.4. When a ticket is completed and there are still points left, the points can be distributed to other tickets or new work can be started.

### 3. Work

- 3.1. Dice represent people, and the number rolled represents the effort available to spend in one day - almost like in real life ;-)
- 3.2. If a dice is rolled in its area of specialty (same colour dice and column) - strike the number rolled off the expense points of the ticket.
- 3.3. If points are left over, they can be used on other tickets. You can start new tickets or work on other tickets.
- 3.4. If a dice is not rolled in your own specialty, the score is **halved** (and rounded-up). Logic behind this: A non-specialist does not bring the same performance as a specialist.
- 3.5. You can put several dice on one ticket. If three or more dice are placed on a ticket, the points from the third dice are **halved**. Logic behind it: Pairing is a good thing, but it does not scale linearly. For example, if 20 people are working on a job, they are not 20 times as fast.
- 3.6. Cards can be dragged from left to right at any time if the WIP limits are



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### **TWiG is a community product!**

Thank you to all the people who translated TWiG into another language, who built things into it and of course all those who use TWiG and give constant feedback to improve the simulation. THANKS!!

If you have questions about the simulation or if you want to actively participate in the further development of TWiG, then visit our website [www.LEANability.com/en/twig](http://www.LEANability.com/en/twig) and register with our slack community.

Thanks for helping with the English translation to Joanne Perold ([twitter.com/joPerold](https://twitter.com/joPerold)), Julia Wester ([twitter.com/EverydayKanban](https://twitter.com/EverydayKanban)), and Mike Freislich ([twitter.com/MikeFreislich](https://twitter.com/MikeFreislich)).

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