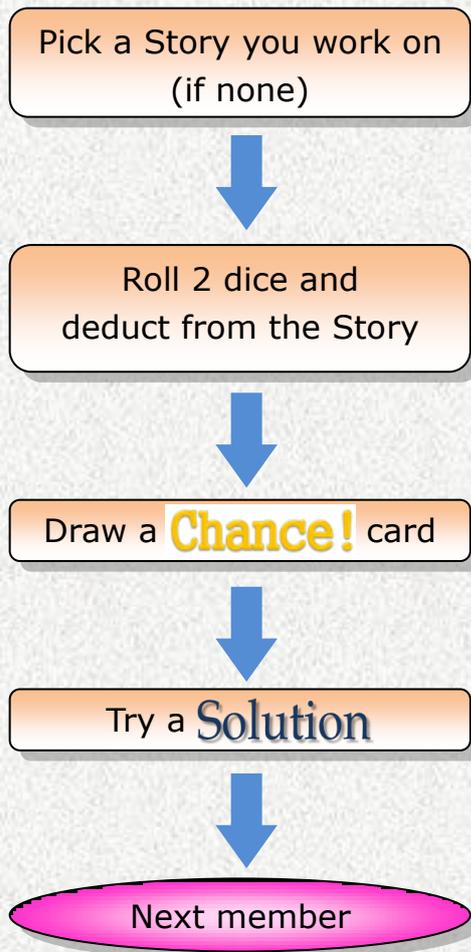


The Flow of the Game



1. Pick a Story to work on if you're not currently working on any or you just finished one. Put chips equal to the estimation on the Card.
2. Roll 2 dice and deduct the number from the chips. When all the chips are gone the Story is finished. Move it to next (right.)
You can only work on one card in a turn (a day).
Leftovers from your finished Story are discarded.
3. Draw a Chance! card and follow the instructions. There are three types of Chance! cards.
 - Event - Something happened. Follow the instructions immediately and put the card back.
 - Problem - Something **BAD** had happened. Stick the Problem on the last Story you worked on. You cannot finish a Story **while any Problems are on it**.
 - Solution - Keep them in your hand and use them to remove Problem card when you like.
4. If you have Solution cards and there are any Problems, you can try to **solve a Problem with a Solution in your hand**.

Story Cards

Story S1
Users can exchange emails securely with pre-defined recipients.
24 (6+12+6)

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A Story is a unit of feature users want. It has a short description and estimated work effort (days) for total, design, development and test.

Chance! Cards

Event E1
You did your homework.
Add 2 to the last roll.

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A temporal situation. When you draw a Event card, simply follow the instruction and put the card back into the stack.

Problem P1
Your work is blocked by a technical obstacle.

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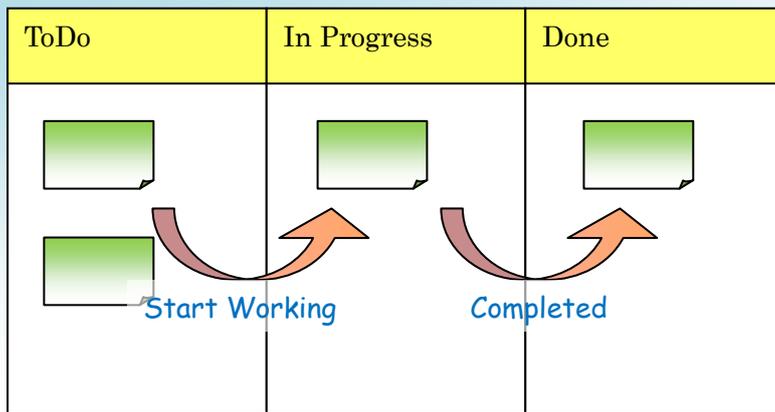
A Problem will persist until solved. When you draw a Problem card, **put it (or "stick") on the last Story you worked on (or any Story when not applicable.)** A Story with any problems is *stuck* and cannot move to the next stage. You still can work (roll dice) on Stories with Problems, but it won't finish even if all chips are gone.

Solution S1
Add another member to the team.

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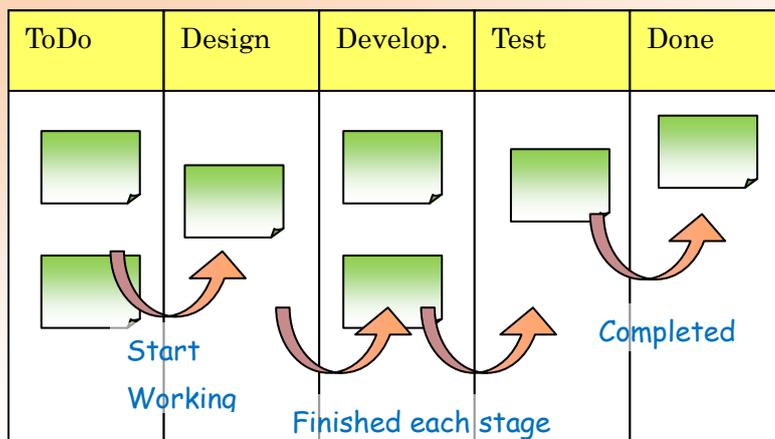
When you draw a Solution card, keep it in your hand. You can try to **solve a Problem with a Solution in your turn**. You show your Solution and state 1) What exactly is the Problem and 2) How to solve it or prevent it from happening. If all members agree, you can remove the Problem. When succeeded, put the Solution and Problem back into the stack. If you failed, keep the Solution in your hand.

Game1: Simple Task Board



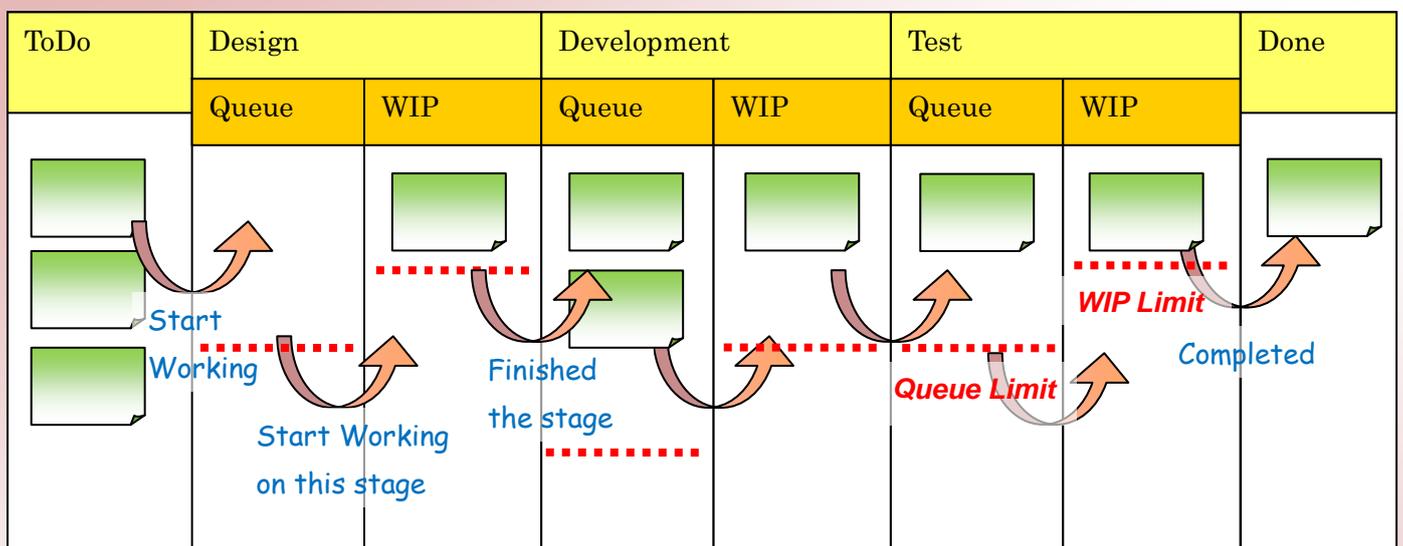
1. Put all the Stories in ToDo.
2. When start working on a Story, put the same number of chips as its estimation (total.)
3. Roll 2 dice and remove the same number of chips
4. When all chips are removed move the story to Done.

Game2: Staged



1. Put all the Stories in ToDo.
2. Assign members to each stage.
3. Use estimation number for the Story's current stage. Put chips upon entering each stage.
4. Upon completion on a stage move the Story to next stage. Stage by stage, to Done.

Game3: WIP and Queue limits



Works mostly the same as Game2, except that **you cannot put more cards than limited in each Queue and WIP lane.**

Limit:

- WIP can contain as many cards as the number of people working on the stage.
- Queue can contain as many cards as twice the number of people on the stage.
- **No Stories can be worked on when the Queue in the next stage is full.**
- Team members can change limits. Try to experiment and optimize.

