

TWiG Online - Participant Guide

Before you start, click on the cogwheel icon and check the 1st three checkboxes (Edit WIP, Enforce WIP Limits, Maximize WIP). **DON'T REFRESH THE GAME! Google Chrome is recommended.**

Daily Routine

Daily Meeting

- Discuss tactics for the day with your team. What needs to be considered before making the plan?
- Ensure enough cards are in each column (you can't move backwards so choose wisely!)
- Assign Meeples to the cards you decided they should focus on.
- Click "Begin Work"

Working

- Blocker cards are randomly applied to cards on the board. **Tip:** right click on blocker & see underneath
 - There's a 12% chance of a blocker on any item in progress to introduce variability.
 - The column the blocked item is in determines the type of work required to remove the blocker.
 - When the blocker is completed, any remaining effort will be applied to the underlying card.
- Computer "rolls a fair, six-sided dice" for each worker and marks off completed work.
 - The value of the dice roll for any worker represents the effort they have available to spend that day. It differs from day-to-day just like in real-life.
 - If the meeples are in their area of speciality (same color column) they get full value of the roll.
 - If the meeples are in a different color column, helping out in another specialty, the roll is halved (and rounded down when appropriate). Why? A non-specialist does not bring the same performance as a specialist.
 - You can put several workers on the same card, keeping in mind the dice roll rules.

End of Day

- Read the "End of Day" card. You can't get back to this so read it carefully.
- You can check your analytics by clicking "View Analytics." Click "Return to TWiG" to get back to TWiG.
- Reflect on what went well, what didn't and what you might do differently the next day.

REPEAT through Day 56.

The Most Important Rule: Whenever you have a question about how you should make decisions in the game, **ask yourself "What would I do in real life?"**