

Category:	Economic, Educational
Mechanic:	Hand Management, Resource to Move
Players:	3-5
Time:	30-60 minutes
Age:	14+
Components:	36 cards, 72 cubes, 15 discs, 1 die, 1 bag

What is the game about?

You play an team lead in a lean management project. You prioritise work items and manage resources for Design, Build and Test activities. The game can be used to teach lean management but also works without its theme as an economic engine game.

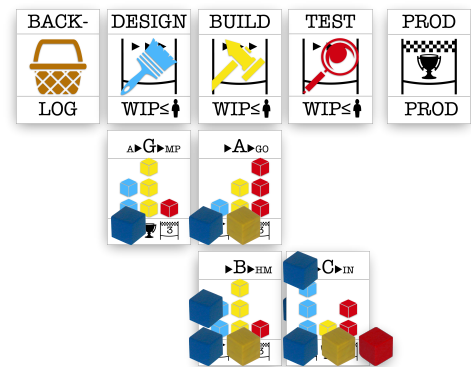
How do you win?

Your work items earn you victory points. The more work items you have moved along the Kanban board when the last iteration ends, the more victory points you earn.

How do you play?

The game board consists of card columns for Backlog, Design, Build, Test and Production. The game is divided into iterations, each of which contains two phases:

1. Plan: The player drafts work item cards and time cubes. Each work item cards requires a certain number of time cubes for the three activities Design (blue), Build (yellow) and Test (red).
2. Work: The players play time cubes to the work item cards to move them along the Kansen board. The placement must adhere to several rules.
 - Time cubes must be placed in order; first all the Design cubes, then all the Build cubes and last all the Test cubes.
 - The number of work items cards in the same Kanban board columns must be less than or equal to the player count.
 - Dependent work item cards must always be behind the work item cards they are dependent on.



Any time cubes that cannot be placed in an iteration are wasted!

The challenge of Find the Bug! - Kanban is plan the work and the time so that the work always progresses and the waste is minimized.

What makes the game special?

The unique mechanism of Find the Bug! - Kanban is the combination of direct and indirect interaction between all players. They all operate on the same Kanban board and compete for the same resources, yet they are also dependent on each other as one player's lack of progress may block another player.