

```
using System.Collections.Generic;

// Array Game

public static long countMoves(ICollection<int> numbers)
{
// Write your code here
    long arrsum, smallest, arr_size = numbers.Count;
    arrsum = 0;
    smallest = (long)numbers[0];
    for (int i = 0; i < arr_size; i++)
    {
        long temp = (long)numbers[i];
        if (temp < smallest)
        {
            smallest = temp;
        }
        arrsum += temp;
    }
    long minoperation = arrsum - arr_size * smallest;
    return minoperation;
}
```