**OpenSHELL  
FW 2.0 Tournament Details – REAMDE**

Keywords:

* Mixed goals: Goals are chosen randomly, but do not repeat.
* Synced goals: Goals are chosen sequentially, repeating in the same order throughout a tournament.
* Game: task instance
* Games per goal: How many games before the goal changes.

**Tournament name:** fw\_v2\_mixed\_2000game\_5-20tools\_1mat.zip

* *Agent Work Order Goals:* Mixed goals
* *Total game number:* 2000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe
  + *Number of each tool per instance:* 5
  + *Number of each tool total:* 20
  + *Unique Materials required:* Titanium

**Tournament name:** fw\_v2\_mixed\_5000game\_5-40tools\_1mat.zip

* *Agent Work Order Goals:* Mixed goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe
  + *Number of each tool per instance:* 5
  + *Number of each tool total:* 40
  + *Unique Materials required:* Titanium

**Tournament name:** fw\_v2\_mixed\_5000game\_5-200tools.zip

* *Agent Work Order Goals:* Mixed goals
* *Total game number:* 5000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 200
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:** fw\_v2\_mixed\_6000game\_2-500tools.zip

* *Agent Work Order Goals:* Mixed goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 500
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:** fw\_v2\_mixed\_6000game\_5-500tools.zip

* *Agent Work Order Goals:* Mixed goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 5
  + *Number of each tool total:* 500
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:** fw\_v2\_sync\_5000game\_2-5tools\_1mat.zip

* *Agent Work Order Goals:* Synced goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 5
  + *Unique Materials required:* Titanium

**Tournament name:** fw\_v2\_sync\_6000game\_2-500tools.zip

* *Agent Work Order Goals:* Synced goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 500
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:** fw\_v2\_sync\_6000game\_5-500tools.zip

* *Agent Work Order Goals:* Synced goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 5
  + *Number of each tool total:* 500
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:** fw\_v2\_mixed\_6000game\_2-50tools.zip

* *Agent Work Order Goals:* mixed goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 50
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:** fw\_v2\_sync\_6000game\_2-50tools\_4mat.zip

* *Agent Work Order Goals:* mixed goals
* *Total game number:* 6000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Shovel, Hatchet, Glasscutter
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 50
  + *Unique Materials required:* Titanium, Wood, Clay, Glass

**Tournament name:**  fw\_v2\_mixed\_1000game\_2-20tools\_2mat.zip

* *Agent Work Order Goals:* mixed goals
* *Total game number:* 1000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Hatchet
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 20
  + *Unique Materials required:* Titanium, Wood

**Tournament name:**  fw\_v2\_sync\_1000game\_2-20tools\_2mat.zip

* *Agent Work Order Goals:* synced goals
* *Total game number:* 1000 games
* *Work Order Batch Size*: 20 instances per work order before goal change
* *Tasks:* 
  + *Task Type:* Assembly task
  + *Unique tool types:* Pickaxe, Hatchet
  + *Number of each tool per instance:* 2
  + *Number of each tool total:* 20
  + *Unique Materials required:* Titanium, Wood