Motivation

```
tossDice :: PL Int
tossDice = do
    d1 <- dice
    d2 <- dice
    return $ d1 + d2
```

[11,8,10,7,11,5,8,4,6,7]


```
tossDicePrime :: PL [Int]
tossDicePrime = weighted $ do
    d <- tossDice
    score $ if prime d then 1 else 0
    return $ d
```

[11,7,3,7,7,7,5,5,11,11]