

## Game Aim:

The game contains 6 tasks. When attempted, each task yields a **task score**, which is added to **total score**. If all 6 tasks are sequentially completed and their **task scores** add up to less than 75, then +1 is added to **total completions**. The game's goal is to minimise **total score ÷ total completions** (i.e. get as many **total completions** with as low **total score** as possible).

## Player Actions:

*Left-clicking* starts the next task. During a task, **task score** accrues for a randomly generated amount of time, determined by that task's probability distribution (see below). When this accrual stops, the task is completed.

*Right-clicking* restarts, returning the player to task 1. Restarting can be done at any time, even mid-task (accrued **task score** is still added to **total score**). If the current attempt is unlikely to increase **total completions**, restarting is preferable, as it prevents wasteful accrual of **total score**.

## Task Distributions:

