|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **a** | **b** | **c** | **d** | **e** | **f** |
| 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 | 5 | 5 |
| 6 | 6 | 6 | 6 | 6 | 6 |
| 7 | 7 | 7 | 7 | 7 | 7 |
| 8 | 8 | 8 | 8 | 8 | 8 |
| 9 | 9 | 9 | 9 | 9 | 9 |
| 10 | 10 | 10 | 10 | 10 | 10 |

* Difficulty (a-f)
* Chunks/Sections (1-10)

**Example:**

If Difficulty is set to 4

a+<random number> for 4 times then increment a

a3,a7,a1,a6 ,b4,b7,b3,b9,c2,c7,c1,c5…..

If reaches to f then randomly go back to a to f

e4,e3,e6,e9,f1,f6,f2,f8,->d3,d4,d8,d1