

# Puzzle and Thinky Challenge Run Planner - Make Better Decisions

Puzzle and Thinky | Make Better Decisions | Asset ID GAME-07-07-04

**Player goal: compare two options before committing. Success means you can record more decisions with a stated reason.**

## How to use this download

This is a genre-level learning resource, so it works across original browser games that share puzzle and thinky mechanics. Read one section, test it in a short session, and write down what happened. Keep the part that helped; change the part that did not.

| Planning field | Write or choose                                    |
|----------------|----------------------------------------------------|
| Category       | Puzzle and Thinky                                  |
| Resource       | Challenge Run Planner                              |
| Player goal    | Make Better Decisions                              |
| Session length | Choose 10, 20 or 30 minutes                        |
| Baseline       | Record one normal attempt before changing anything |
| Review rule    | Change one variable, then compare like with like   |

## Category fundamentals

The useful starting point in Puzzle and Thinky games is to reduce the problem, track state and test one idea at a time. These six fundamentals give your practice a clear order.

| # | Fundamental         | Player cue                  |
|---|---------------------|-----------------------------|
| 1 | Rule identification | Notice it before acting     |
| 2 | Constraint tracking | Practise it slowly          |
| 3 | State comparison    | Name the cue                |
| 4 | Branch reduction    | Use it in one safe attempt  |
| 5 | Undo discipline     | Record one result           |
| 6 | Pattern recognition | Retest under light pressure |

## Before the first attempt

- Write the exact result you want from this session.
- Check the game's own rules and controls; this guide does not replace them.
- Pick one metric from page 3. More numbers are not automatically better.
- Name the safe option, the risky option and the information still missing.
- Stop the session while you can still describe what changed.

## Challenge Run Planner

A fair challenge has a clear start, finish and scoring rule. It should test compare two options before committing without relying on hidden exceptions.

| Rule                      | Definition                                                  |
|---------------------------|-------------------------------------------------------------|
| Challenge name            | _____                                                       |
| Starting state            | _____                                                       |
| Win or finish condition   | _____                                                       |
| Allowed controls or tools | _____                                                       |
| Limits and reset rule     | _____                                                       |
| Score or success measure  | _____                                                       |
| Fair-play check           | Same rules, settings and assistance for comparable attempts |

### Attempt plan

- Warm-up drill: explain the rules aloud
- Number of scored attempts: \_\_\_\_\_
- Break between attempts: \_\_\_\_\_
- One variable allowed to change: \_\_\_\_\_
- Result that ends the session: \_\_\_\_\_

## Puzzle and Thinky Practice Lab

Pick one drill. Run a normal attempt first, then three focused attempts, then one normal attempt again. The final attempt shows whether the practice transferred back into play.

| # | Drill                           | Skill tested        | Record             | Result        |
|---|---------------------------------|---------------------|--------------------|---------------|
| 1 | Explain the rules aloud         | Rule identification | Moves used         | Result: _____ |
| 2 | Mark fixed constraints          | Constraint tracking | Repeated states    | Result: _____ |
| 3 | Compare before and after states | State comparison    | Hints used         | Result: _____ |
| 4 | List three legal moves          | Branch reduction    | Time to first plan | Result: _____ |
| 5 | Solve without random retries    | Undo discipline     | Puzzles solved     | Result: _____ |
| 6 | Find a repeating pattern        | Pattern recognition | Moves used         | Result: _____ |

## Common traps and a cleaner response

| Trap                                     | Cleaner response                                        |
|------------------------------------------|---------------------------------------------------------|
| Guessing without a hypothesis            | Pause at the trigger and state the intended action.     |
| Forgetting a constraint                  | Return to one dependable input before rebuilding speed. |
| Repeating a failed state                 | Use a fixed marker, route or rule for the next test.    |
| Changing two things at once              | Compare the attempt with the same starting state.       |
| Using hints before defining the blockage | End the run, write the cause and reset deliberately.    |

## Small signal dashboard

Choose one main signal for the week. A score can rise while decision quality gets worse, so keep one behaviour measure beside the result.

| Signal             | Start           | Latest         | Decision             |
|--------------------|-----------------|----------------|----------------------|
| Moves used         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Repeated states    | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Hints used         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Time to first plan | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Puzzles solved     | Baseline: _____ | Current: _____ | Keep / change: _____ |

## Session Sheet for Make Better Decisions

Today's focus is to compare two options before committing. Name the safe option, the risky option and the information still missing.

| Session field      | Entry                                        |
|--------------------|----------------------------------------------|
| Player or initials | _____                                        |
| Date and game      | _____                                        |
| Input method       | Keyboard / touch / gamepad / other           |
| Session target     | _____                                        |
| Main signal        | Moves used                                   |
| Comfort check      | Visual / audio / motion / reach / break plan |

## Twenty-minute practice shape

| Time      | Action                                                             |
|-----------|--------------------------------------------------------------------|
| 0-2 min   | Warm up with familiar inputs. No score target.                     |
| 2-7 min   | Focused drill: Explain the rules aloud.                            |
| 7-12 min  | Focused drill: Mark fixed constraints.                             |
| 12-17 min | Return to normal play and use the skill only when its cue appears. |
| 17-20 min | Record the result, one cause and the next test.                    |

## Attempt log

| Attempt | Outcome       | Observation        | Decision           |
|---------|---------------|--------------------|--------------------|
| 1       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 2       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 3       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 4       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 5       | Result: _____ | Cue noticed: _____ | Next change: _____ |

## Close the session

- What improved when I slowed down? \_\_\_\_\_
- Where did the first avoidable error begin? \_\_\_\_\_
- What setting or instruction should stay the same next time? \_\_\_\_\_
- Next session's single focus: \_\_\_\_\_

## Controls, Comfort and Accessibility Lab

A strong setup removes friction without playing the game for you. Record the current setup, change one option and replay the same short section before deciding what to keep.

| Area           | One option to test                         | Question after the replay                    |
|----------------|--------------------------------------------|----------------------------------------------|
| Visual clarity | Text size, contrast, effects or camera     | Can I read the next cue in time?             |
| Audio clarity  | Cue balance, captions or output device     | Can I identify the useful sound comfortably? |
| Input reach    | Binding, grip, gesture area or handedness  | Can I repeat the input without strain?       |
| Motion comfort | Camera speed, shake, blur or field of view | Can I track movement without discomfort?     |
| Session pace   | Pause points, reminders or break length    | Can I finish focused rather than fatigued?   |
| Interface load | Notifications, clutter or pointer size     | Is the objective easier to find?             |

## One-change comparison

| Test field             | Record                               |
|------------------------|--------------------------------------|
| Short test section     | _____                                |
| Original setting       | _____                                |
| Single change          | _____                                |
| Old result             | Moves used: _____                    |
| New result             | Moves used: _____                    |
| Comfort before / after | ___ / 5 ___ / 5                      |
| Decision               | Keep / revise / restore / test again |

## Stop-and-adjust signals

- Repeated wrong inputs after slowing down
- Text, targets or hazards remain hard to distinguish
- Headache, eye strain, dizziness, numbness or pain
- Audio is uncomfortable or masks the cue you need
- Frustration makes the next attempt less deliberate

## Puzzle and Thinky Scenario Cards

Use these cards away from a live attempt first. Say what you notice, choose one action and name the evidence that would make you change course. There is rarely one universal answer; the value is in making the decision visible.

| # | Situation                                                          | First question            | Small response                       |
|---|--------------------------------------------------------------------|---------------------------|--------------------------------------|
| 1 | The opening plan stops working earlier than expected.              | Check rule identification | Use: explain the rules aloud         |
| 2 | A tempting reward appears while the safe route is still available. | Check constraint tracking | Use: mark fixed constraints          |
| 3 | One mistake has just broken the rhythm of the run.                 | Check state comparison    | Use: compare before and after states |
| 4 | The useful cue is visible, but the input keeps arriving late.      | Check branch reduction    | Use: list three legal moves          |
| 5 | The result improves once, then drops on the next two attempts.     | Check undo discipline     | Use: solve without random retries    |
| 6 | You have enough time for only one more focused attempt.            | Check pattern recognition | Use: find a repeating pattern        |

## Work one card fully

| Decision field       | Notes                                                |
|----------------------|------------------------------------------------------|
| Chosen card          | _____                                                |
| What is known        | _____                                                |
| What is assumed      | _____                                                |
| Safe option          | _____                                                |
| Higher-risk option   | _____                                                |
| My choice and reason | _____                                                |
| Evidence to watch    | Repeated states: _____                               |
| Goal connection      | This helps me compare two options before committing. |

## Debrief

- What did I notice early enough? \_\_\_\_\_
- Which assumption was wrong? \_\_\_\_\_
- Did the result come from the decision or the input? \_\_\_\_\_
- What would make the safer option too passive? \_\_\_\_\_

## Seven-Session Evidence Tracker

Use the same main signal for all seven sessions. The purpose is to see whether work on make better decisions transfers into normal play, not to manufacture a perfect upward line.

| Session | Focus               | Signal             | Result | One useful note |
|---------|---------------------|--------------------|--------|-----------------|
| 1       | Rule identification | Moves used         | _____  | _____           |
| 2       | Constraint tracking | Repeated states    | _____  | _____           |
| 3       | State comparison    | Hints used         | _____  | _____           |
| 4       | Branch reduction    | Time to first plan | _____  | _____           |
| 5       | Undo discipline     | Puzzles solved     | _____  | _____           |
| 6       | Pattern recognition | Moves used         | _____  | _____           |
| 7       | Rule identification | Repeated states    | _____  | _____           |

## Compare the pattern

| Review                 | Value | Context                      |
|------------------------|-------|------------------------------|
| Baseline result        | _____ | Conditions: _____            |
| Typical result         | _____ | Based on sessions: _____     |
| Best repeatable result | _____ | Repeated how often? _____    |
| Largest drop           | _____ | Likely trigger: _____        |
| Comfort pattern        | _____ | Break or setup change: _____ |

## Evidence-based decision

- Keep: the routine that produced a repeatable gain.
- Change: the smallest cause linked to the repeated error.
- Pause: a metric that adds logging but no useful decision.
- Next target: one behaviour and one result for the next seven sessions.

## Personal Playbook and Next-Step Plan

Finish by turning your notes into a short playbook you can actually remember. Write actions in your own words and keep only the cues that changed a decision or result.

| Moment        | My rule                                                      |
|---------------|--------------------------------------------------------------|
| Before play   | I will check the objective, comfort and rule identification. |
| Opening cue   | When I notice _____, I will test constraint tracking.        |
| Pressure rule | When the plan breaks, I will _____.                          |
| Recovery rule | After an error, I will use solve without random retries.     |
| Risk rule     | I will take the higher-risk option only when _____.          |
| Stop rule     | I will pause or finish when _____.                           |
| Review rule   | I will record moves used and one cause.                      |

## Two-week continuation plan

| Session   | Practice                        | Purpose                       |
|-----------|---------------------------------|-------------------------------|
| Session 1 | Explain the rules aloud         | Set a clean baseline          |
| Session 2 | Mark fixed constraints          | Repeat one visible cue        |
| Session 3 | Compare before and after states | Apply under light pressure    |
| Session 4 | List three legal moves          | Retest the weak section       |
| Session 5 | Solve without random retries    | Check transfer to normal play |
| Session 6 | Find a repeating pattern        | Review: Make Better Decisions |

### Completion review

- I can now record more decisions with a stated reason: yes / partly / not yet
- The clearest evidence is: \_\_\_\_\_
- The most useful page in this workbook was: \_\_\_\_\_
- My next small target is: \_\_\_\_\_

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