This is the “cheat sheet” that goes with the Comfort Game potential evaluation discussed on Jenn’s website. To solve the equations yourself, copy and paste the equation underneath the images of the equation into Mathway.

Familiarity

“How familiar are you with the game?”

$$F_2 = 10 \cdot 2.7^{f_1 - 10}$$

F_(2)=10*2.7^(f_(1)-10)

if f_1 = 1	then F_2 = 0	then $F_2(2.59)$ = 0
if f_1 = 2	then F_2 = 0	then $F_2(2.59)$ = 0
if f_1 = 3	then F_2 = 0	then $F_2(2.59)$ = 0
if f_1 = 4	then F_2 = 0.02	then $F_2(2.59)$ = 0.05
if f_1 = 5	then F_2 = 0.07	then $F_2(2.59)$ = 0.18
if f_1 = 6	then F_2 = 0.19	then $F_2(2.59)$ = 0.49
if f_1 = 7	then F_2 = 0.51	then $F_2(2.59)$ = 1.32
if f_1 = 8	then F_2 = 1.37	then $F_2(2.59)$ = 3.55
if f_1 = 9	then F_2 = 3.70	then $F_2(2.59)$ = 9.58
if f_1 = 10	then F_2 = 10	then $F_2(2.59)$ = 25.9

Stress Level

“How stressful is the game?”

$$S_2 = -0.8s_1 + 8$$

$$\text{if } s_1 = 10 \text{ then } S_2 = 10$$

S_(2)=-0.8s_(1)+8

if s_(1)=1 then S_(2)=10

if s_1 = 1	then S_2 = 10	then $S_2(2.12)$ = 21.2
if s_1 = 2	then S_2 = 6.4	then $S_2(2.12)$ = 13.57
if s_1 = 3	then S_2 = 5.6	then $S_2(2.12)$ = 11.87
if s_1 = 4	then S_2 = 4.8	then $S_2(2.12)$ = 10.18
if s_1 = 5	then S_2 = 4	then $S_2(2.12)$ = 8.48
if s_1 = 6	then S_2 = 3.2	then $S_2(2.12)$ = 6.78
if s_1 = 7	then S_2 = 2.4	then $S_2(2.12)$ = 5.09
if s_1 = 8	then S_2 = 1.6	then $S_2(2.12)$ = 3.39
if s_1 = 9	then S_2 = 0.8	then $S_2(2.12)$ = 1.70
if s_1 = 10	then S_2 = 0	then $S_2(2.12)$ = 0

Predictability

“How predictable is the game?”

$$P_2 = \frac{1}{1.9\sqrt{2\pi}} \cdot 47.626 \cdot 2.7^{-0.5\left(\frac{(p_1-9)}{1.9}\right)^2}$$

P_(2)=(1)/(1.9\sqrt(2\pi))*47.626*2.7^(-0.5(((p_(1)-9))/(1.9))^(2))

if p_1 = 1	then P_2 = 0	then $P_2(2.54)$ = 0
if p_1 = 2	then P_2 = 0.01	then $P_2(2.54)$ = 0.02
if p_1 = 3	then P_2 = 0.07	then $P_2(2.54)$ = 0.18
if p_1 = 4	then P_2 = 0.32	then $P_2(2.54)$ = 0.81
if p_1 = 5	then P_2 = 1.10	then $P_2(2.54)$ = 2.79
if p_1 = 6	then P_2 = 2.90	then $P_2(2.54)$ = 7.36
if p_1 = 7	then P_2 = 5.77	then $P_2(2.54)$ = 14.66
if p_1 = 8	then P_2 = 8.71	then $P_2(2.54)$ = 22.12
if p_1 = 9	then P_2 = 10	then $P_2(2.54)$ = 25.40
if p_1 = 10	then P_2 = 8.71	then $P_2(2.54)$ = 22.12

Nostalgia

“Is it nostalgic?”

$$\text{if } n_1 = \text{yes, then } N_2 = 10$$

$$\text{if } n_1 = \text{no, then } N_2 = 0$$

if n_1 = **yes**	then N_2 = **10**	then $N_2(2.75)$ = **27.5**
if n_1 = **no**	then N_2 = **0**	then $N_2(2.75)$ = **0**

CGP

“What is the Comfort Game Potential (CGP)?”

$$\text{CGP} = (2.59)\,F + (2.12)\,S + (2.54)\,P + (2.75)\,N$$

CGP=(2.59)F_(2)+(2.12)S_(2)+(2.54)P_(2)+(2.75)N_(2)

CGP = F_2(2.59) + S_2(2.12) + P_2(2.54) + N_2(2.75)

if f_1 = **10**

and s_1 = **1**

and p_1 = **9**

and n_1 = **yes** then **CGP = 100**