

The Role of Gradual Introduction of Game Mechanics in Reducing Player Frustration During FTUE

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Abstract

The First-Time User Experience (FTUE) is one of the critical phases in the mobile game design as it is the first interaction for the player with the game and it also determines future engagement of the player with the game. An effective FTUE design helps to minimize players frustration, confusion, and also leads to an enjoyable onboarding experience which directly leads to retention. This study will investigate the role of gradual mechanic introduction helping in reduction of player frustration, focusing on how pacing, clarity, and engagement impact the experiences of gamers and non-gamers.

The study will be using a comparative approach with 10 participants divided into two groups: gamers and non-gamers. The participants will be asked to play two popular mobile games: *Candy Crush Saga* and *Clash Royale*, these games have been chosen after their contrasting onboarding strategies. *Candy Crush Saga* provides a gradual, step-by-step approach to the game mechanics and on the other hand *Clash Royale* introduces multiple mechanics at one glance which results in creating a steeper learning curve for the players. The participants will be asked to complete a structured questionnaire after their gameplay sessions for evaluating their experiences. The questions are framed and focused on the cognitive load theory, pacing, clarity, and player-engagement.

Keywords: FTUE (First-Time User Experience), Player Frustration, Mobile Games, Player Engagement.

Introduction

The First-Time User Experience (FTUE) is the face of the game and it is used to introduce the game's core, mechanics, and objectives. In this initial stage most of the players decide whether to continue playing or abandon the game altogether. As competitive as the gaming industry is now where countless options of the games in the same genre are readily available, the FTUE must be engaging, intuitive, and free of any unnecessary friction. The retention of the game is closely tied to the effectiveness of this phase. The players expect minimal frustration and confusion during these early minutes

of gameplay which does make the implementation of effective FTUE strategies vital for fostering a positive and lasting impression.

One of the widely used strategies is Gradual mechanic introduction which introduces the gameplay elements incrementally rather than overwhelming the players with too much information at once. The above mentioned approach aligns with “Cognitive Load Theory” (Sweller, 1988), the theory emphasizes on the importance of managing extraneous cognitive load to enhance learning and engagement. By introducing the mechanics gradually allows the players to focus on mastering and exploring one particular element before encountering more complex systems, which automatically leads to a sense of progression and confidence in the players. *Candy Crush Saga* offers a structured and intuitive onboarding process that introduces mechanics step-by-step and allows players to adapt and build foundational skills without making them feel overwhelmed by the mechanics and excels at this strategy.

Conversely, the games like *Clash Royale* adopt a different onboarding strategy by introducing multiple mechanics early in the FTUE stages. Although this approach does appeal to the experienced players because of the strategic depth and complexity it offers, it often results in a steeper learning curve which can alienate the non-gamers or the casual players. The lack of gradual onboarding in such games can lead to higher levels of frustration and disengagement, particularly for those who are unfamiliar with the gaming conventions. The mentioned contrasting approaches makes *Candy Crush Saga* and *Clash Royale* ideal case studies for exploring the impact of FTUE design on the player's frustration.

This study explores the research question:

How does the gradual introduction of game mechanics during FTUE impact player frustration among gamers and non-gamers?

To address the following question, the player experiences in the games *Candy Crush Saga* and *Clash Royale* are compared using a structured questionnaire. The questionnaire focuses on the key aspects of the FTUE which includes pacing, clarity, and engagement, the following elements are the critical factors for determining the success of the onboarding strategies. By gathering and analyzing the feedback, the study aims to identify actionable insights for the game designers who are seeking to create a balanced and comprehensive onboarding strategy which will cater to the diverse player demographics.

Looking ahead, I believe this area of research will only grow in importance as the gaming industry continues to evolve. The challenge of creating accessible yet engaging

FTUE strategies remains crucial for game designers and developers. Through my research, I hope to contribute to our understanding of how games can better serve diverse player populations whilst maintaining the engagement that makes gaming such a compelling medium.

Literature review

The previous studies which have been considered for this study have extensively explored the relationship between the onboarding processes of the game and player retention and the main focus of most of these studies is on the learning curve and its impact on player engagement. Study by Witvoet (2014) has examined how cognitive load influences performance in game-based environments and it highlights the importance of structured tutorials in reducing player frustration. Another example would be the study by Davis et al (2005) which used player surveys to assess the effectiveness of game tutorials and the results emphasized that a clear and gradual onboarding processes contribute to higher satisfaction and retention rates. The provided examples provide a foundation for understanding a game design principle “easy to learn, hard to master”, cited to describe a smooth learning curve which appeals to both experienced and novice players.

According to cognitive load theory by Sweller (1988) the irrelevant cognitive load should be minimal in the initial stages of gameplay, it aligns closely with the concept of “easy to learn, hard to master”. The mechanics in the game should be introduced incrementally for balancing the learning curve and all well-designed games do this, to ensure that players can build foundational skills without feeling overwhelmed. A similar approach can be noticed in *Candy Crush Saga*. As the simple mechanics such as matching three tiles are introduced first and more complex elements are followed such as special candies and obstacles. A sense of progression and mastery can be felt by the players if mechanics are introduced in the similar way and particularly for non-gamers who are benefitted from clear guidance and achievable goals.

Onboarding challenges can be seen with the games having steep learning curves, such as *Clash Royale*. In the study by Lin et al (2018) a analysis of user feedback was done for the games with complex tutorials and results showcase that the players frequently cited frustration because of abrupt difficulty spikes and unclear instructions. Sometimes experienced gamers may find the rapid introduction of mechanics engaging but on the other hand non-gamers are often seen to struggle with the adaptation which directly highlights the need of an onboarding strategy that does cater to diverse player demographics. The inconsistency underlines the dual role of the learning curve in the onboarding process, in order to retain experienced players the game should offer sufficient depth and also be accessible enough to engage new players.

The study by Gee (2005) on player behavior reinforces the importance of designing games that are easy to learn but hard to master, the study emphasizes that the players are motivated by the opportunity to overcome challenges and achieve mastery over time. This principle is clearly reflected in the games with progressive learning curves, where the player's confidence is built by initial successes and the player feels more motivated for the complex interactions. If we have a look at *Candy Crush Saga*, the game introduces the players to basic mechanics in its early levels and gradually keeps on increasing the difficulty by adding time constraints and advanced strategies. Due to this kind of progression the players remain engaged while feeling equipped to handle more complex and new challenges.

On the other hand *Clash Royale* implies a steep learning curve and increases the chances of overwhelming the players during the initial onboarding process. The majority of the experienced players might enjoy its complexity due to the strategic depth it offers but it often sets apart the non-gamers who fail to navigate and use its mechanics effectively due to lack of prior knowledge. The importance of adaptive tutorials which automatically adjust the guidance level based on players performance is highlighted in a study by Kim et al (2018). By using a dynamic system designers can easily bridge the gap between casual and experienced players and ensure that both of the groups can engage and enjoy the game at their own pace.

With the help of player feedback and retention metrics the effectiveness of the game's learning curve can be evaluated. In the research by Cai and Kim (2022) it has been found that the games with clear and step-by-step tutorials tend to have or receive higher user ratings and especially in high numbers by non-gamers. These findings can be further validated and aligns with the PlaytestCloud's (2023) designing onboarding surveys recommendations which majorly suggest focusing on the clarity, pacing, and player satisfaction to identify areas for improvement. By combining above mentioned approaches with some observational data such as gameplay recordings, it allows researchers to capture view of player experiences during the FTUE comprehensively.

To sum it all, the learning curve does play a critical role in deciding the success of the game's FTUE flow. The games used for comparison: *Candy Crush Saga* and *Clash Royale* both can be termed as games that are easy to learn but hard to master. But *Candy Crush Saga* introduces its mechanics gradually to ensure a smooth progression for players which leads in reducing frustration and automatically enhancing the player engagement and on the other hand *Clash Royale* uses a single FTUE framework which underscores challenges such as appealing to diverse player demographics. The game designers can create an effective onboarding process by integrating insights from

cognitive load theory, player behavior studies, and survey methodologies which will balance accessibility with complexity and which will ensure that players from the majority of demographics and skill-levels will be engaged and satisfied.

Methodology

My methodology consists of a mixed-methods approach which combines gameplay sessions with structured questionnaires to gather qualitative and quantitative data. The following approach is derived from established research practices. The study by Davis et al (2005), highlights the effectiveness of questionnaires and gameplay observations in assessing player onboarding experiences. Another example to be considered is study by Witvoet (2014) which focuses on the importance of structured tutorials which helps in reducing cognitive load and enhancing player retention, both studies can be considered as the foundational concept for this study.

The study was conducted between 10 participants further divided into two equal groups of gamers and non-gamers. The gamers can be defined as individuals who have a significant experience in playing games on mobile phone majorly, and on the other group consisted of non-gamers who had minimal or no prior gaming experience in mobile devices. The recruited participants were selected from social media groups and local communities, ensuring a diverse range of ages, genders, and gaming preferences. The diversity was needed in order to capture a broad spectrum of player perspectives and understanding how different demographics are affected by FTUE strategies. The participants were provided with informed consent with the assurances of anonymity and the right to withdraw at any stage.

Two mobile games with contrasting FTUE strategies were considered and the gameplay sessions were specifically focused on these two games: *Candy Crush Saga* and *Clash Royale*. A gradual and step-by-step approach to introduce mechanics, player guidance through tutorials embedded in the level progression is observed in *Candy Crush Saga*. To the contrast multiple mechanics are introduced simultaneously by the other game *Clash Royale* mechanics include deck-building, elixir management, and real-time strategy, which results in creating a steeper learning curve. Both the games were chosen because of their popularity and distinct onboarding styles which makes them ideal case studies for evaluating the impact of gradual mechanic introduction on player frustration.

The participants were asked to play both games for 20 minutes to experience the FTUE of each game and engage with the core mechanics of the games. This duration is sufficient as FTUE of both games lasts for 5-7 minutes and later players can experience

and implement mechanics explained in the FTUE. While the gameplay session was in progress, observations were made to identify moments of confusion, hesitation, or frustration, also any instances which included a smooth interaction with the tutorials were also recorded.

A structured questionnaire divided in the section as Demographics, Clarity, Pacing, Engagement, Frustration, and General Feedback, was designed and provided to the participants after each gameplay session to evaluate their FTUE experience. The questionnaire was further divided into 4 google forms to track the data correctly and create less confusion between the participants, the Demographics form was provided before any gameplay session to all the players, later the questions of the sections clarity, pacing, engagement, frustration, were divided into two forms and each one of them was provided after completing the gameplay session and after completing both the gameplay participants were presented with the general feedback form. The questionnaire was inspired and prepared from referencing survey templates used in similar studies, provided by PlaytestCloud (2023) and Interaction Design Foundation (2023). Both the studies consisted of Likert-scale questions and open-ended prompts which did allow for a comprehensive assessment of player perceptions. The questions were focused on four key aspects: clarity, pacing, engagement, and frustration. The instructions and visual cues which explained the game mechanics were assessed under Clarity questions on how well they were conveyed and placed. The pacing questions evaluated whether the introduction of mechanics felt appropriate or overwhelming. Whether the FTUE encouraged the players to continue playing was explored under the Engagement questions, and the moments of confusion or overwhelm were identified under the frustration questions.

Discussion of results

The results provided by the study shows impacts on player frustration by introducing mechanics gradually in the FTUE, a notable difference can be observed between gamers and non-gamers. This particular section delves into clarity, pacing, engagement, and frustration aspects of the FTUE by analyzing responses to major questions in the questionnaire presented to the participants experienced in the comparison of the *Candy Crush Saga* and *Clash Royale* games onboarding process.

Clarity of Instructions

The participants were asked the following question: "*How clear were the instructions provided during the tutorial?*". Contrasting responses were received between both of the games. *Candy Crush Saga* was majorly praised for its clarity by the non-gamers and the participants particularly emphasized the simplicity and effectiveness of its step-by-step tutorials. Including some of the comments below: "*Visual cues of the tutorial were clear.*"

The other group of our participants: Gamers also found instructions clear, although some of the participants from the gamers group noted that the simplicity might detract from the overall experience, one of the comments stated was: *“The game speed was too slow for me, but instruction was clear.”*

The *Clash Royale* did receive mixed feedback on the clarity aspect. Some of the gamers criticized lack of structured guidance but generally they adapted quickly to the mechanics. Remarks from one of the participants: *“struggle to understand mechanics which led to frustration”*. A significant struggle was observed with the non-gamers related to the confusion about mechanics such as elixir management and the deployment of the card, comments were: *“did not understand the tutorial”* and *“Overwhelming info is provided in Clash Royale”* highlighted the challenges faced by this group.

Pacing of Mechanic Introduction

Contradictory opinions were observed between the two games for the question, *“Was the introduction of mechanics paced appropriately for you?”*. The gradual introduction of mechanics of the *Candy Crush Saga* was again applauded and rated highly by the non-gamers as it showcased a manageable pace. Following comment was observed: *“Pacing is slow but it is engaging”* The gamers found pacing slow for *Candy Crush Saga* majority of them have stated that they would have preferred a faster progression to reach at more challenging levels.

The fast paced onboarding of the *Clash Royale* did receive poles apart opinions. The immediate access to the complex mechanics were appreciated by the gamers. It was described as *“challenging but rewarding once you get the hang of it.”* Although for the non-gamers it was overwhelming and they did criticize it by stating, *“The Clash Royale tutorial can be engaging as Candy Crush Saga.”* The following results highlight the importance of adjusting pacing according to target audience as introducing mechanics rapidly in the onboarding process does alienate less experienced players.

Engagement During FTUE

The question asked to the participants to assess engagement was, *“Did the tutorial make you want to continue playing the game?”* The *Candy Crush Saga* successfully engaged non-gamers, gamers both and motivated them because of its simplicity and immediate rewards. However some of the gamers expressed a mixed feeling because they did find the onboarding process repetitive and lacking in the challenge. As per the results every participant be it gamer or non-gamer at least moderately wanted to play the *Candy Crush Saga* after experiencing it's tutorial.

A significant variation in the engagement levels could be seen for *Clash Royale* between the gamers and non-gamers. One of the gamers commented “*It kept me hooked because there's so much to figure out*” appreciating the strategic depth of the mechanics introduced. The non-gamers participants did struggle to stay engaged due to the overwhelming complexity of the FTUE. Comments were observed stating “*struggle to understand mechanics which led to frustration*” and “*felt overwhelming*” the comments like this showcases the risk of failing to provide accessible and comfortable onboarding for less experienced players. As per the results you can observe the majority, which is 40% of participants, were not confident enough to proceed into the game.

Moments of Frustration

The responses for the question, “*Did you feel frustrated at any point during the tutorial?*” highlighted the evident differences in frustration levels between the two games. The frustration level was minimal for the *Candy Crush Saga* game for both the groups. The non-gamers appreciated the guidance and the clarity and the gamers did find the mechanics to be intuitive. “*The pacing for Candy Crush Saga needs to be faster.*” was a comment recorded from a gamer.

The *Clash Royale* however generated a significant amount of frustration majorly among the non-gamers. The most common complaints from the non-gamers included the lack of clear explanations for the mechanics and the overwhelming pace of the onboarding process. One of the non-gamer participants commented, “*limit clash royale information to what's important.*” The participants from the gamers group also reported some moments of frustration but they did frame this as the part of challenge. One of the gamers commented, “*Visual cues for the Clash Royale can be improved.*”

Comparative Insights

The importance of aligning FTUE strategies with the player demographics is clearly conveyed by the differences in the player feedback observed between the two games. The gradual mechanic introduction and clear tutorials by *Candy Crush Saga* cater more effectively to the non-gamers because of fostering engagement and reducing the frustration and on the other hand the same simplicity might disengage the experienced gamers who seek more immediate challenges. While being totally opposite the gamers are more drawn towards the fast-paced onboarding strategy by *Clash Royale* because of its strategic depth but it also risks alienating non-gamers because of its steep learning curve.

Evaluation of Experiment

The differences in player experiences during the First Time User Experience (FTUE) were successfully highlighted by the experiment conducted for the games *Candy Crush Saga* and *Clash Royale*, the study also provided some valuable insights for introducing the game mechanics gradually for reducing player frustration. The study successfully captured a wide range of perspective due to incorporating two groups; gamers and non-gamers, it provided a nuanced understanding of how clarity, pacing, and engagement influence onboarding effectiveness. Although the experiment did achieve its objectives, certain methodological and contextual limitations warrant discussion.

The mixed-method approach was the major strength of the experiment; it combined the structured questionnaires with the gameplay observations of the participants. This methodology allowed for the collection of both quantitative and qualitative data which did provide a comprehensive analysis of player experiences. The quantitative results provided measurable trends such as the differences in clarity ratings between the two games and the qualitative feedback offered a context by capturing the thoughts of participants and feelings about specific mechanics. For example: The participants in the gamer group praised *Clash Royale* for its depth but did criticize it for lack of guidance and on the other hand the participants in the non-gamer group termed the FTUE experience as overwhelming. The contrasting viewpoints presented do emphasize on the value of blending numerical data with detailed feedback to identify areas of improvement in the onboarding strategies.

The selected games; *Candy Crush Saga* and *Clash Royale* were the other strength of the case studies. Both of the games represent two distinct approaches to FTUE design which does make them ideal for evaluating the impact of gradual mechanic introduction. The game *Candy Crush Saga* was a clear example of gradual onboarding as it provides a step-by-step tutorial and intuitive progression and the other game *Clash Royale* showcased various challenges to cater both the experienced and non-experienced gamers due to its fast-paced and complex mechanics. Although, focusing on just two games did limit the generalizability of the findings. Both the titles are popular and widely recognized but including the games from additional genres or with varying onboarding strategies could have provided a broader perspective on the effectiveness of the FTUE.

Another crucial role for the study outcome was played by the selection of participants. Equal numbers of gamers and non-gamers were included so that experiment ensured that both the experienced and inexperienced players were represented. To identify distinct needs of each group during the onboarding process this demographic balance

was essential. However, the limitations were introduced due to the small sample size of 10 participants in terms of statistical robustness. The trends and the patterns identified using the study were evident, but a larger participant pool would have allowed for more in-depth and detailed analysis of the sub-groups, by exploring more variations based on age, gender, or prior familiarity with the game genre selected. For enhancing reliability and the depth of findings the sample size could be expanded for future research.

Moving forward to the involvement of game design elements, the experiment reinforced the importance of incorporating player feedback into the development process. A valuable framework for assessing the effectiveness of FTUE, capturing perceptions of the players for clarity, pacing, engagement, and frustration can be obtained from the structured questionnaires which are adapted from the PlaytestCloud (2023). The game designers could identify specific pain points by combining these tools with observational data such as gameplay recordings. A inclusive and engaging FTUE design can be created for the onboarding experience by adopting an iterative approach which will result ultimately in enhancing the player retention and satisfaction.

In the coming time the future researches could be built on this experiment for exploring the long term effects of the FTUE on the player retention and enjoyment as this study is focused on the initial impressions and it did not assess how did the onboarding process influenced the players willingness to return to the game and their overall satisfaction over time. Elongated studies which track player behavior ahead of the FTUE phase can provide some deeper insights into the lasting impacts of the onboarding strategies. The different game genres could be included for expanding the scope of analysis. The role-playing games or the simulation games can further improve our understanding of FTUE effectiveness.

Conclusion

The study examined how important is the gradual introduction of game mechanics during the First-Time User Experience (FTUE) and it directly affects the player frustration, and focusing on the distant experiences of gamers and non-gamers. The comparison of the game *Candy Crush Saga* with its incremental and structured onboarding to the game *Clash Royale* with the complex and rapid mechanic introduction, the research provided some valuable insights for the FTUE strategies strengths and weaknesses. The findings also revealed that introducing the game mechanic gradually does help in reducing the player frustration and fosters engagement significantly and for the non-gamers particularly this can be achieved by giving out clear instructions and manageable pacing. On the opposite side the games like *Clash Royale* with the steep learning curve often alienate less experienced players although they do appeal to the experienced gamers seeking immediate strategic depth and challenge.

The mixed method approach which was used did highlight the importance of adjusting the onboarding processes according to diverse player demographics by combining quantitative analysis of clarity, pacing, engagement, and frustration with qualitative feedback from the open-ended responses. The non-gamers opted for a clear, step-by-step guidance while the gamers expressed a desire for more complexity and a faster progression and both of the results point out to having adaptive tutorials which would cater to the skill levels of the individual. The methodology used in the study is robust but had its own limitations such as a small sample size and the focused comparison only between two games which may restrict the generalizability of the findings. Although the results have significant suggestions for the game design such as emphasizing the value of clear guidance, a balanced pacing, and iterative feedback to refine FTUE strategies. Future research could be conducted on these findings by incorporating a broader range of games, exploring adaptive tutorials, and assessing the long-term impact of FTUE on player retention and satisfaction. The game designers and developers can create a refined onboarding experience by addressing these challenges which will result in an onboarding experience that is not only accessible and engaging but also capable of sustaining player interest across diverse audiences.

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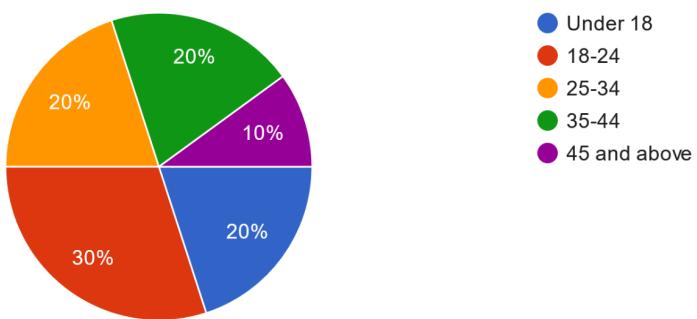
Appendices:

Data for the questionnaire asked to Gamers and Non-gamers:

Demographics of the participants:

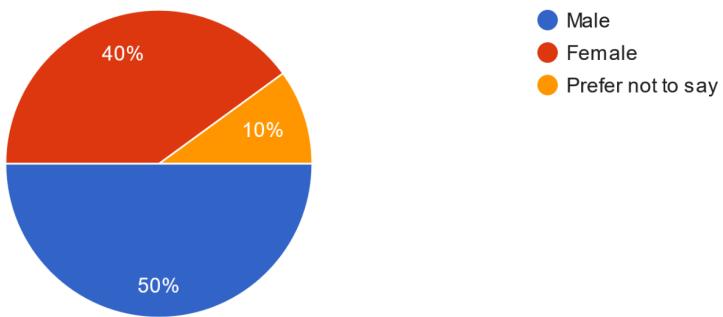
What is your age?

10 responses



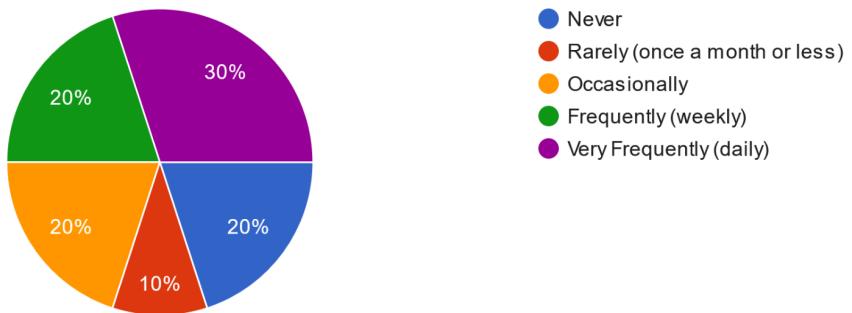
What is your gender?

10 responses



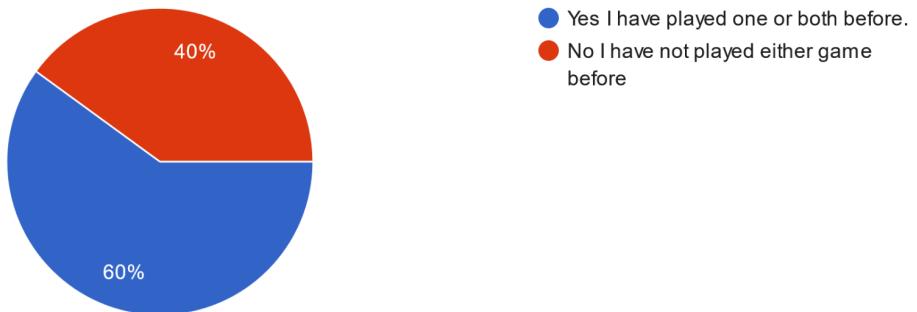
How often do you play video games?

10 responses



Are you familiar with the games Candy Crush Saga or Clash Royale?

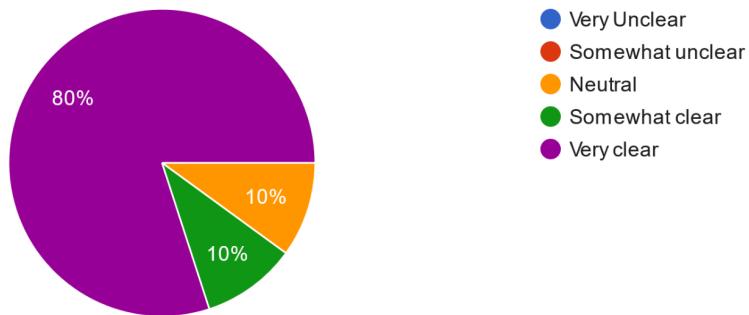
10 responses



Questionnaire presented after playing Candy Crush Saga:

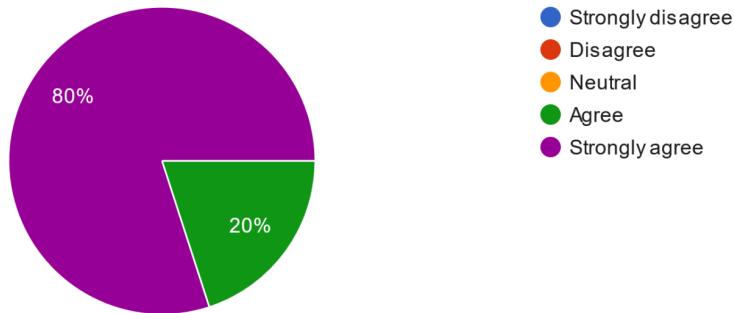
How clear were the instructions provided during the tutorial?

10 responses



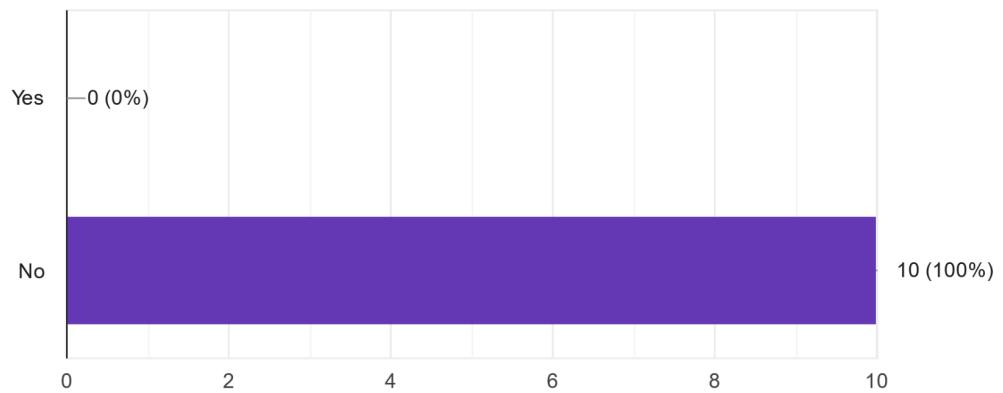
Did the game provide sufficient visual cues or prompts to help you understand the mechanics?

10 responses



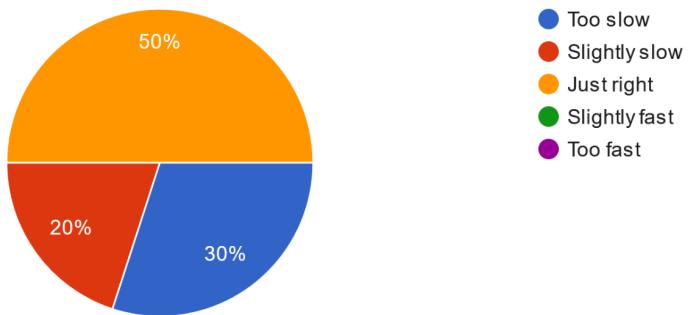
Were there any moments where you felt unsure about what to do next?

10 responses



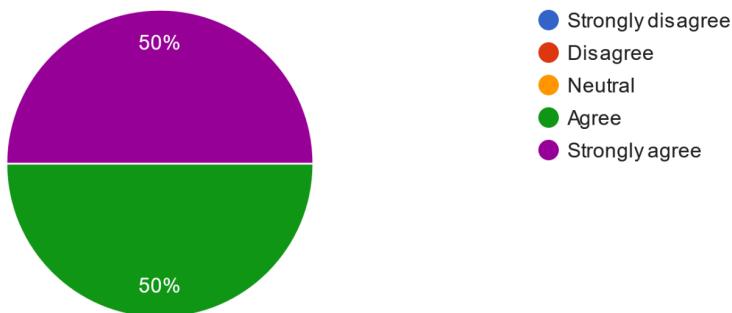
Was the introduction of mechanics paced appropriately for you?

10 responses



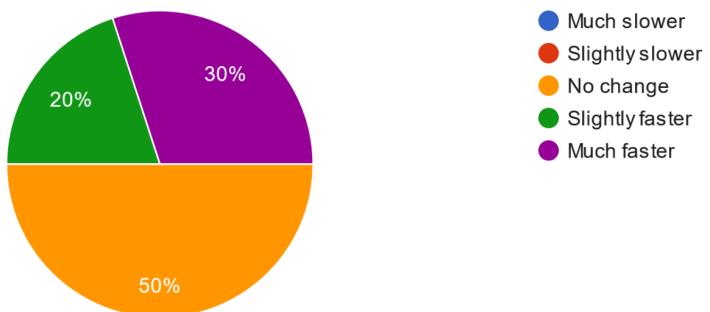
Did the game allow enough time to understand one mechanic before introducing the next

10 responses



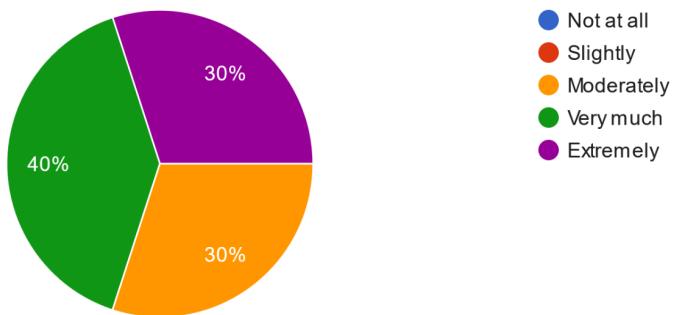
Would you have preferred a faster or slower progression through the tutorial?

10 responses



Did the tutorial make you want to continue playing the game?

10 responses



What aspects of the tutorial did you find most engaging?

10 responses

clear instructions

pacing

engaging and fun

liked it because of its simplicity

visual cues of the tutorial were clear

The game speed was too slow for me, but instruction was clear

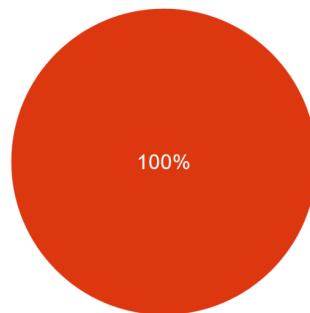
Visual cues and instructions are placed correctly

The mechanics are clear

Pacing is slow but it is engaging

Were there any moments where you lost interest or felt disengaged?

10 responses



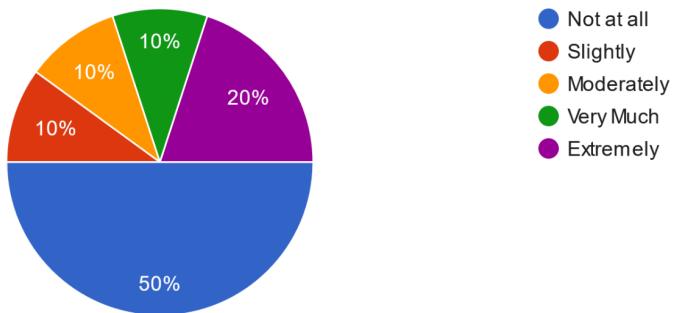
● Yes

● No

● If yes please describe the moment below:

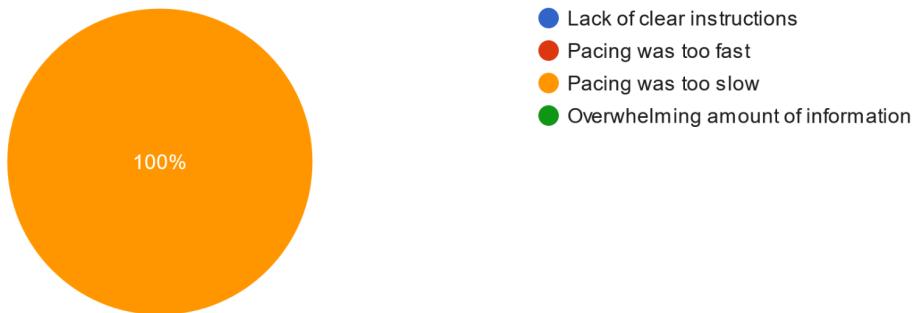
Did you feel frustrated at any point during the tutorial?

10 responses



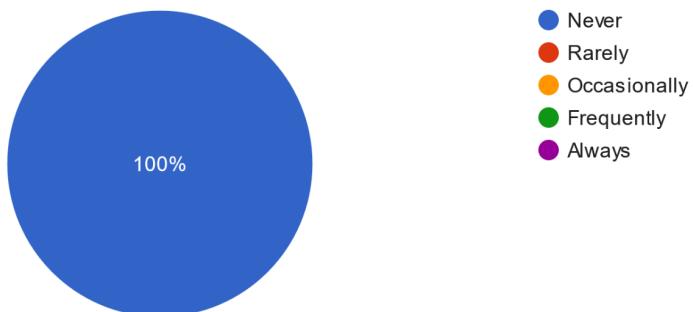
What caused the frustration (if any)?

5 responses



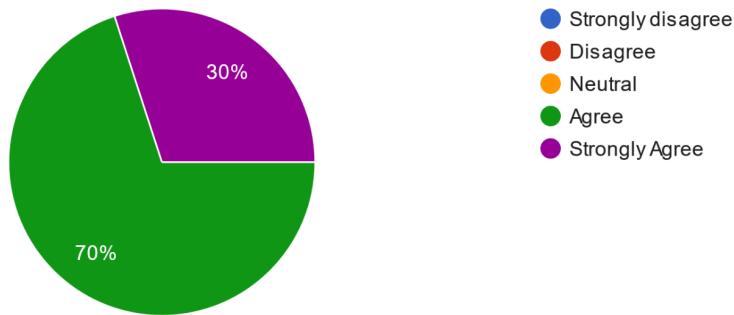
How often did you feel confused about the mechanics during the tutorial?

10 responses



Do you think the tutorial prepared you well for the main game?

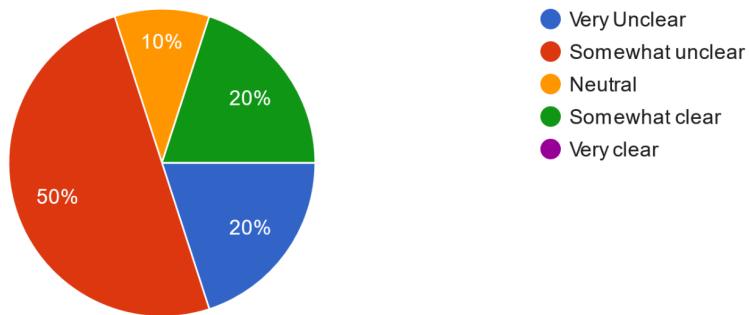
10 responses



Questionnaire presented after playing Clash Royale:

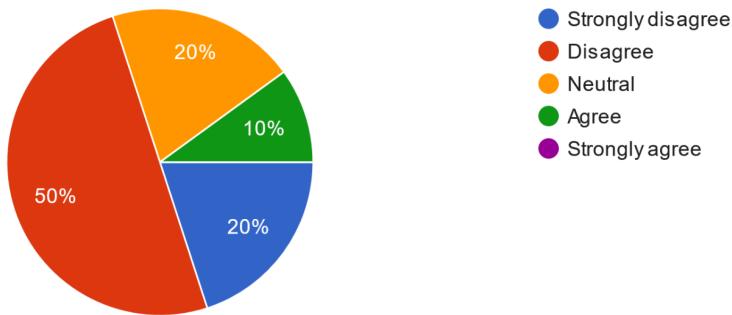
How clear were the instructions provided during the tutorial?

10 responses



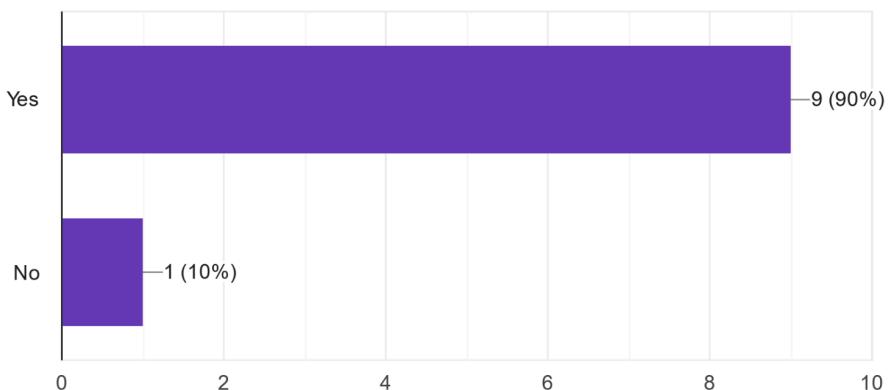
Did the game provide sufficient visual cues or prompts to help you understand the mechanics?

10 responses



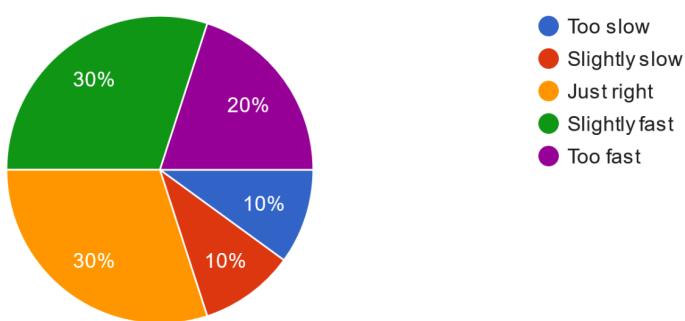
Were there any moments where you felt unsure about what to do next?

10 responses

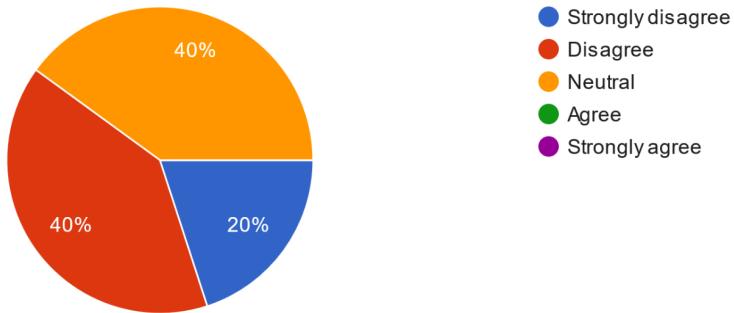


Was the introduction of mechanics paced appropriately for you?

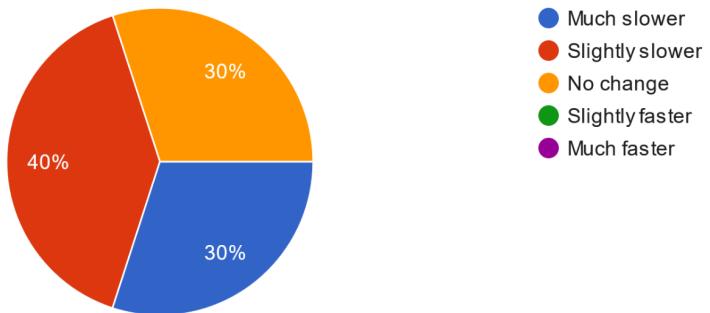
10 responses



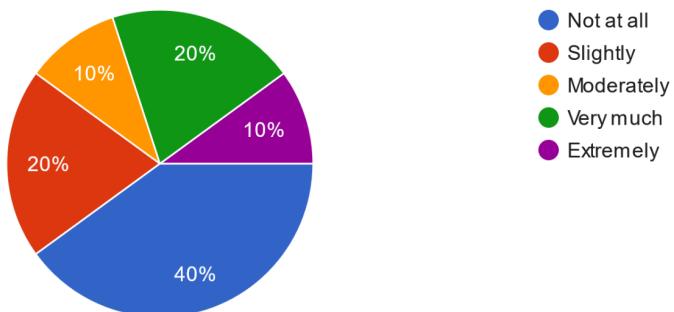
Did the game allow enough time to understand one mechanic before introducing the next
10 responses



Would you have preferred a faster or slower progression through the tutorial?
10 responses



Did the tutorial make you want to continue playing the game?
10 responses



What aspects of the tutorial did you find most engaging?

10 responses

did not understand the tutorial

Liked the strategic depth

The depth of its mechanics

nothing

The competitive element

fast-paced but enjoyable

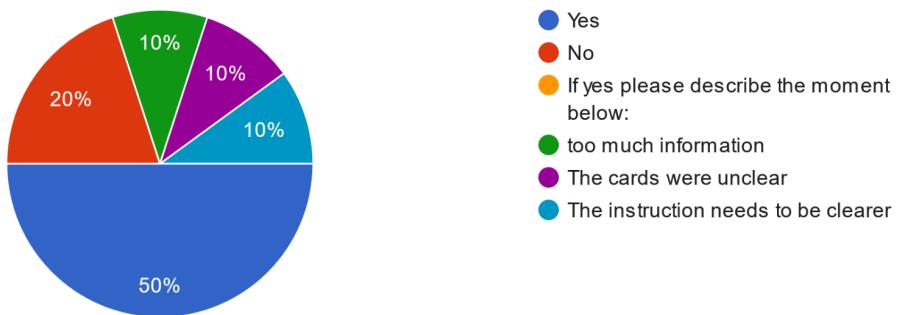
The variety of mechanics it offered

too complicated

felt overwhelming

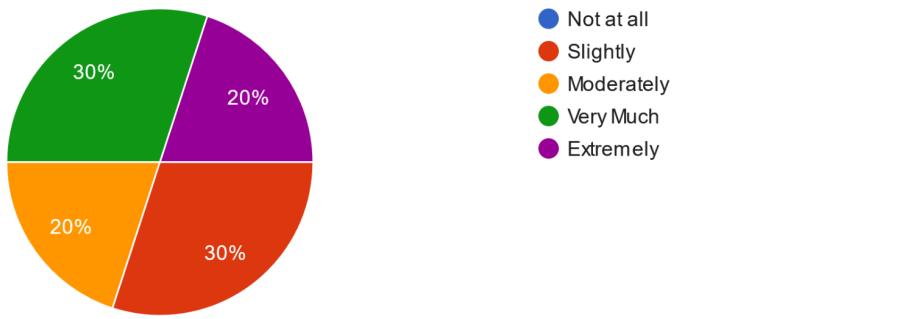
Were there any moments where you lost interest or felt disengaged?

10 responses



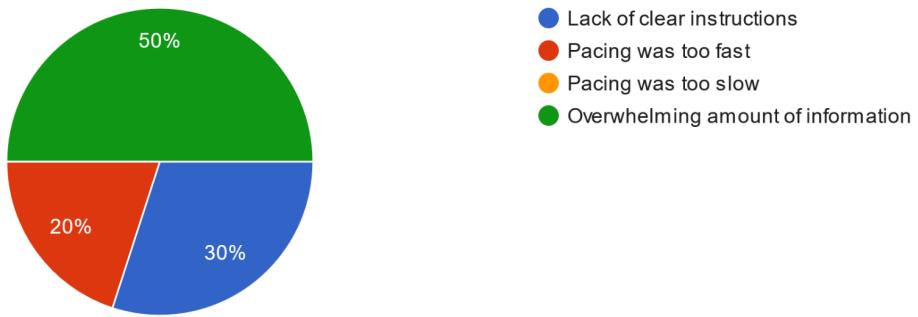
Did you feel frustrated at any point during the tutorial?

10 responses



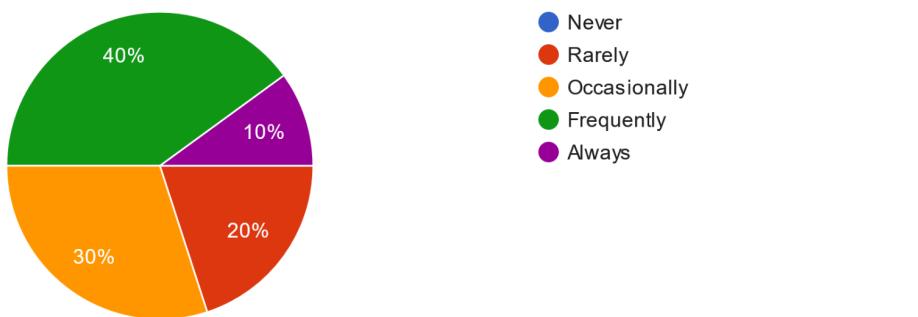
What caused the frustration (if any)?

10 responses



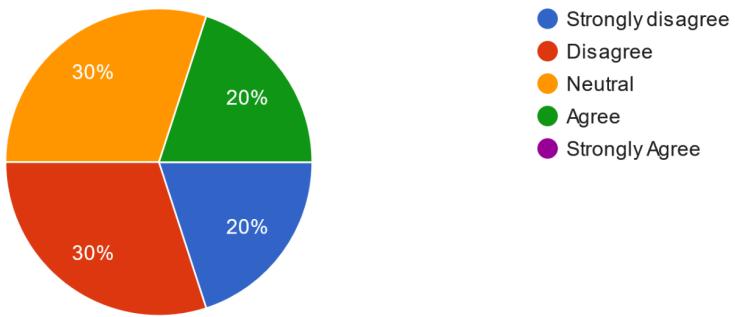
How often did you feel confused about the mechanics during the tutorial?

10 responses



Do you think the tutorial prepared you well for the main game?

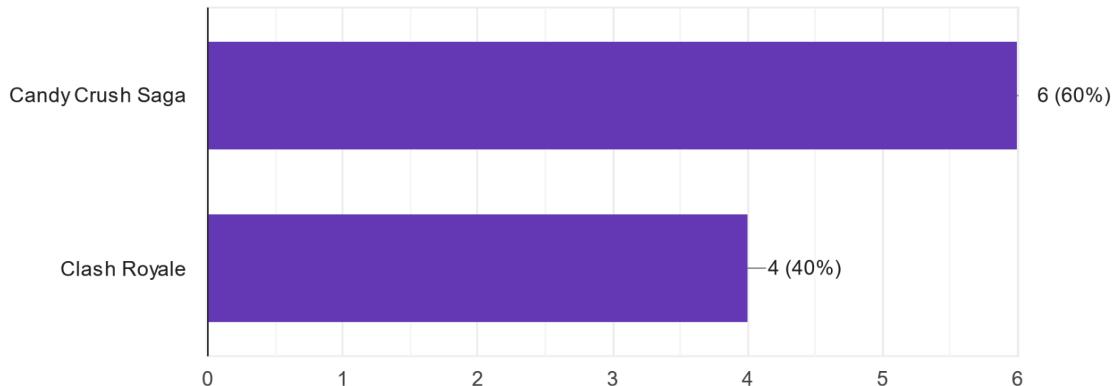
10 responses



General Feedback:

Which game's tutorial did you prefer?

10 responses



What could be improved in the tutorials of either game?

10 responses

mechanics could be explained clearly in clash royale

The pacing for Candy Crush Saga needs to be faster

visual cues could be improved in clash royale

Visual cues for the Clash Royale can be improved

Overwhelming info is provided in Clash Royale

limit clash royale information to what's important

Candy Crush needs to be faster

tutorial for clash royale is too complex can be simplified

In Candy Crush Saga tutorial needs to be fast