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Watch out, we're coming down, watch out you might lose your life. Here is the Official Trailer for Resident Evil. Q: Can anybody explain why Task.ContinueWith() can handle multiple Task.Run calls without blocking? I understand the use of Task.Run with a series of calls, e.g. async Task MyTask(int startValue) { var r = await Task.Run(() => MyValue = startValue + 1); await Task.Delay(1000); return r + 1; } async Task DoSomething() var value = await MyTask(1); // do something with value and that the task will return after the first await Task.Delay(1000) or after the second await Task.Delay(1000) etc. But the following doesn't make sense to me, and I can't figure out what the point of it is: I would expect this to do the same as the previous example, but it doesn't. When this runs, it runs through the code and MyValue is 1. Then it runs Task.Delay(1000), and then when it comes to the return r + 1 line, it hits a compiler error saying: The await operator must be balanced using 'await', 'await Task.WhenAll' or 'await Task.WhenAny' So I assume this means that the first await Task.Delay(1000) ended the task, and that task that was created by the first await Task.Run(() => MyValue = startValue + 1); didn't wait for that to finish. But then the second await Task.Delay(1000) starts the task that is created by the second await Task.Run(() => MyValue = startValue + 1);, and then that task is still running. And 82157476af