連鎖變
KETTEN MAX

遊戲目標是在奇墊上將您的圓卡移到能創出最高總和的「三連鎖鏈」位置。您需利用未被揭示的圓卡板去評估您的勝算。

The aim of the game is to move your "pawn disc" on top of two adjacent discs on the Qu-MAT in which the joint sum of all three discs in a chain is the highest among all players.

遊戲的認知技能提升函蓋範圍 (Cognitive Skills Coverage)

- 環境適應 Updating
- 擬備規劃 Planning
- 手眼協調 Hand-eye Coordination
- 宏觀記憶 Working Memory
- 分散注意 Divided Attention
- 處理速度 Processing Speed
- 思路轉移 Shifting
- 視訊掃瞄 Visual Scanning
- 專注分析 Focus
- 非字記憶 Non-verbal Memory

學習學術範圍 (Academic Learning)

主題 Topics	小學程度 Primary	初中 Secondary	高中或以上 High Level
心算運用 Mental Arithmetic	✓		
邏輯思考 Logical Reasoning	✓		
題解技巧 Problem Solving Skill	✓	✓	
排列組合 Permutation Analysis		✓	✓
求和問題 K Sum Problems			✓
離散數學 Discrete Mathematics			✓
電腦模擬 Computer Simulation			✓
賽局理論 Gaming Theory Study			✓
人工智能 Artificial Intelligence Study			✓