

「幻魔龍宮」之過三關 MAGIC LINK GO - THREE IN A ROW

玩家須在奇墊上建立總和等於小圓卡數值 29 至 39 的「四方陣」，誰能首先把三個自家色的迷你卡板在“井字格”內連成一線便獲勝。

Build “squares of 4” formations with sums equal to a mini disc value in between 29 to 39 in order to place mini discs on the nine intersection spots of the Qu-MAT. The first player who can align three in a row on the 3x3 grid wins.

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

- ◆ 環境適應 Updating
- ◆ 處理速度 Processing Speed
- ◆ 擬備規劃 Planning
- ◆ 思路轉移 Shifting
- ◆ 手眼協調 Hand-eye Coordination
- ◆ 視訊掃描 Visual Scanning
- ◆ 宏觀記憶 Working Memory
- ◆ 專注分析 Focus
- ◆ 分散注意 Divided Attention
- ◆ 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	✓	✓	
代數運用 Linear Algebra Application		✓	
排列組合 Permutation Analysis		✓	✓
魔術方陣 Study of Magic Square			✓
求和問題 K Sum Problems			✓
離散數學 Discrete Mathematics			✓
理論探索 Theoretical Investigation			✓
電腦模擬 Computer Simulation			✓
賽局理論 Gaming Theory Study			✓
人工智能 Artificial Intelligence Study			✓