法術之爭
MAGIC SCARCE

玩家的目標是逼對方不能把手上所有數字大圓卡都放到遊戲板上，而遊戲板上所有「四方陣」或「四連線陣」的總和都必須時刻等於或少於 34。

Players will try to deploy as many of his/her number discs as possible to form "squares of 4" or "lines of 4" with sums equal to or less than 34.

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

- 模式識別 Pattern Recognition
- 環境適應 Updating
- 擬備規劃 Planning
- 手眼協調 Hand-eye Coordination
- 短期記憶 Short-term Memory
- 宏觀記憶 Working Memory
- 處理速度 Processing Speed
- 思路轉移 Shifting
- 分散注意 Divided Attention
- 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	✔		
觀察規律 Pattern Recognition	✔		
題解技巧 Problem Solving Skill	✔	✔	✔
代數運用 Linear Algebra Application		✔	
不等式題解 Solving Inequalities		✔	
魔術方陣 Study of Magic Square			✔
求和問題 K Sum Problems			✔
機率分析 Probability Analysis			✔
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			✔