

玩家們要最先在奇墊上建立總和等於34的「四連線陣」,而陣之四格位置必須包含中 央四格 #6, #7, #10, #11 其中的兩格。

Your goal is to make a row of four spots with sum equals to 34 by moving and swapping disc(s) on the Qu-MAT and in your hand.

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
- ◆ 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

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 | V | | |
| <mark>邏輯思考 Logica</mark> l Reasoning | V | | |
| 觀察規律 Pattern Recognition | ✓ | | |
| 題解技巧 Problem Solving Skill | ✓ | / | / |
| 代數運用 Linear Algebra Application | | / | / |
| 理論探索 Theoretical Investigation | | | / |
| 賽局理論 Gaming Theory Study | | | / |
| 人工智能 Artificial Intelligence Study | | | |

