

連環鎖 SERIAL LINKER

玩家靠每次對調一對橫、直或斜相連的已被揭大圓卡去為自己的「四連數列」鋪路。
The aim of this game is to be the first player who can align a consecutive sequence
of 4 numbers in a row on the Qu-MAT.

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

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| ◆ 模式識別 Pattern Recognition | ◆ 分散注意 Divided Attention |
| ◆ 環境適應 Updating | ◆ 思路轉移 Shifting |
| ◆ 擬備規劃 Planning | ◆ 視訊掃瞄 Visual Scanning |
| ◆ 手眼協調 Hand-eye Coordination | ◆ 非字記憶 Non-verbal Memory |
| ◆ 宏觀記憶 Working Memory | ◆ 應變速度 Response Time |

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	✓		
觀察規律 Pattern Recognition	✓		
邏輯思考 Logical Reasoning	✓		
題解技巧 Problem Solving Skill	✓	✓	
排列組合 Permutation Analysis		✓	
優化理論 Optimization Theory		✓	✓
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			✓