

清者自迷 DECEITS

通過大圓卡放置或「三連線」揭盅，玩家們的目標是看誰首先在自己手中和奇墊上找出八枚同色數字大圓卡。

Players will need to trick each other in order to find all 8 discs of either red or green text color to win.

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

- ◆ 環境適應 Updating
- ◆ 事混抑制 Inhibition
- ◆ 擬備規劃 Planning
- ◆ 視訊掃瞄 Visual Scanning
- ◆ 手眼協調 Hand-eye Coordination
- ◆ 專注分析 Focus
- ◆ 分散注意 Divided Attention

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
邏輯思考 Logical Reasoning	✓		
題解技巧 Problem Solving Skill	✓	✓	✓
機率分析 Probability Analysis		✓	✓
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			✓