

# 反魔數陣 ANTI-MAGIC SQUARE

玩家需要盡可能去連成總和等於 29 至 39 的「四連線陣」或奪取對方的數值。  
Player's aim is to form "lines of four" that add up to values between 29 to 39 or match up values that belong to your enemy.

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

- ◆ 模式識別 Pattern Recognition
- ◆ 處理速度 Processing Speed
- ◆ 環境適應 Updating
- ◆ 思路轉移 Shifting
- ◆ 擬備規劃 Planning
- ◆ 事混抑制 Inhibition
- ◆ 手眼協調 Hand-eye Coordination
- ◆ 視訊掃瞄 Visual Scanning
- ◆ 短期記憶 Short-term Memory
- ◆ 專注分析 Focus
- ◆ 宏觀記憶 Working Memory
- ◆ 非字記憶 Non-verbal Memory
- ◆ 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
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		✓	
階乘概念 Factorial Study		✓	
排列組合 Permutation Analysis		✓	✓
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			✓