

사칙연산 GAME

Workflow

- Second Version

제목

게임메뉴

게임시작

도움말

소리끄기
(켜기)

랭킹

제목

게임메뉴 - 도움말



제목

게임메뉴 - 랭킹 (삼각함수 게임과 방식 동일)



제목

게임메뉴 - 게임시작



Easy

Easy

Easy

Easy

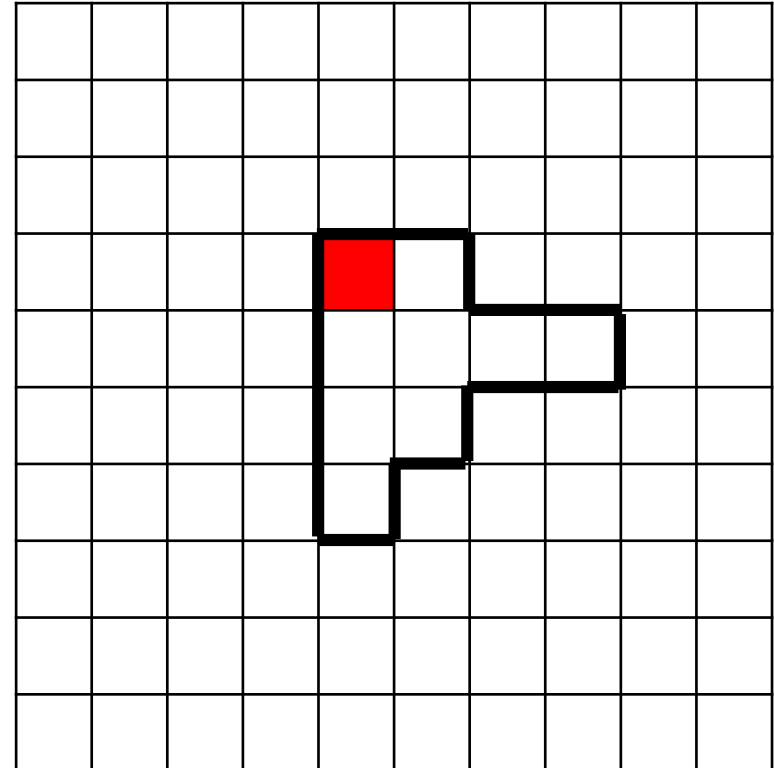
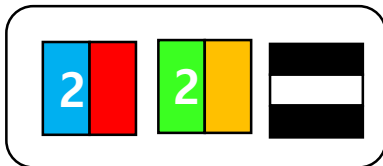
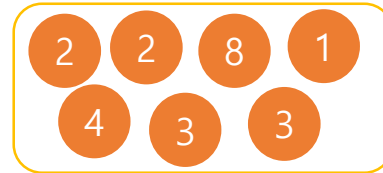
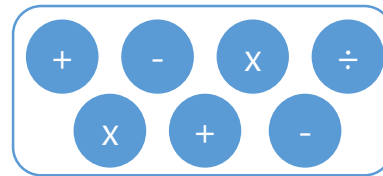
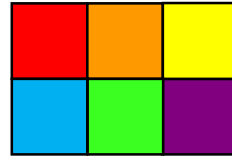
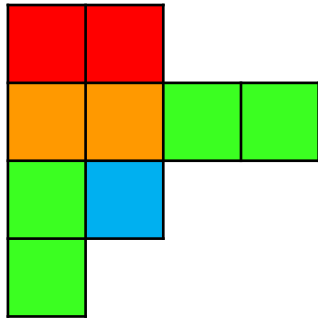


Reset

Reset

Stage 12

남은 횟수: 6



※게임 상세사항※

- Undo는 연속해서 사용할 수 없다
- (Undo하고 연산한 후에는 다시 Undo 가능)
- Stage형 게임으로 문제는 자동생성되지 않는다
- 선택한 것들은 실행되기 전에는 다시 클릭해서 되돌릴 수 있다
- 실행 후에 되돌리기 위해서는 Undo혹은 Reset을 해야한다

※상세설명 – 덧셈※

선택사항:

색, 덧셈기호, 숫자

실행사항:

이미 색칠되어 있는 시작점부터 숫자만큼 칸들 드래그
(임의의 모양)

결과:

드래그한 칸들(숫자와 같은 개수)을 선택한 색으로 채운다

Reset

Reset

Stage 12

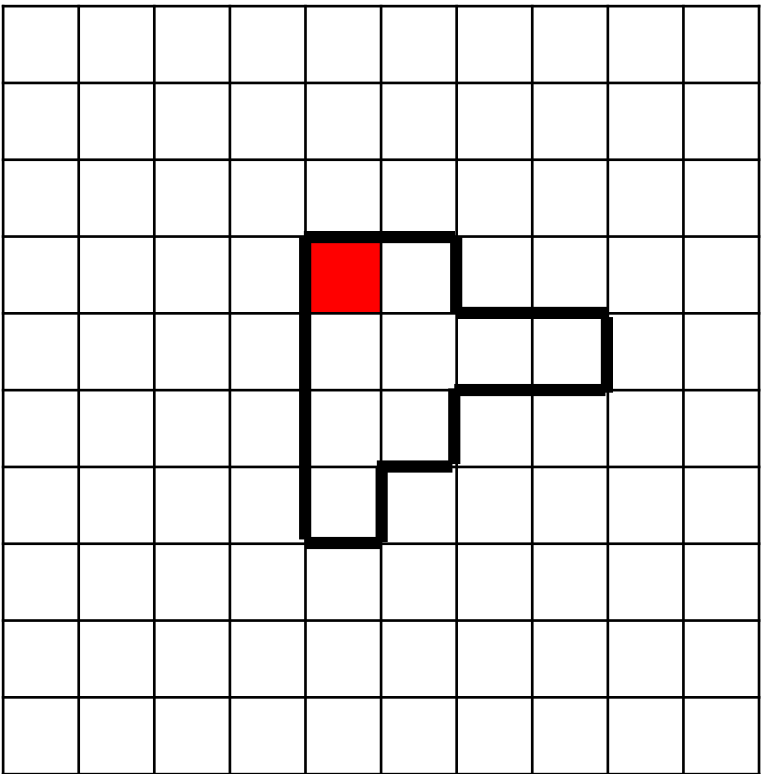
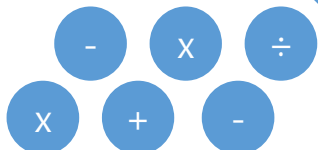
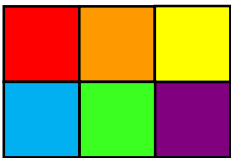
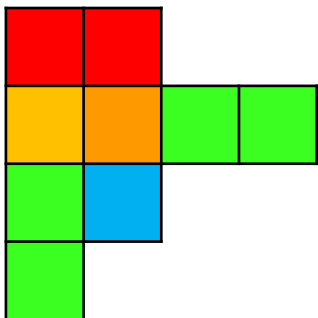
남은 횟수: 6

Reset

Reset

Stage 12

남은 횟수: 6



Reset

Reset

Stage 12

남은 횟수: 5

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※상세설명 - 곱셈※

선택사항:

곱셈기호, 숫자

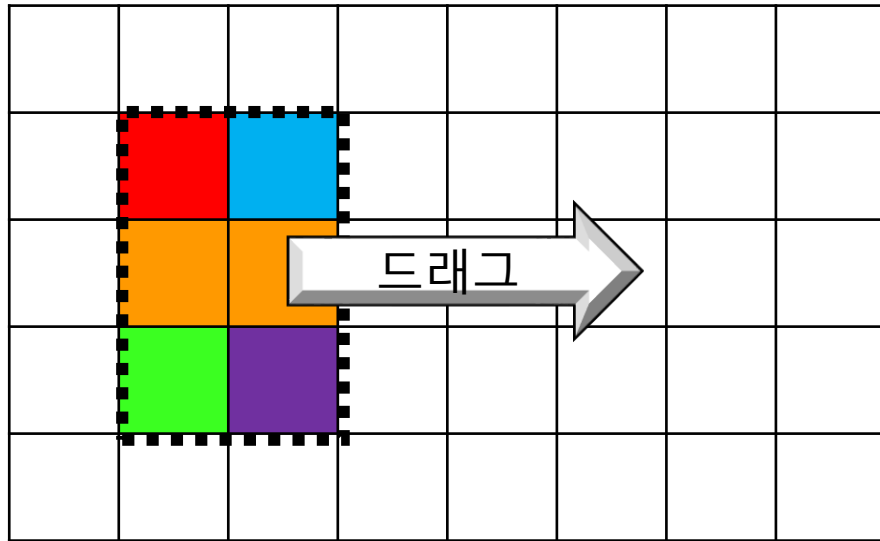
실행사항:

1. 곱할 공간을 드래그하여 선택 (직사각형모양)
2. 곱할 방향으로 드래그

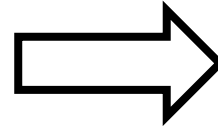
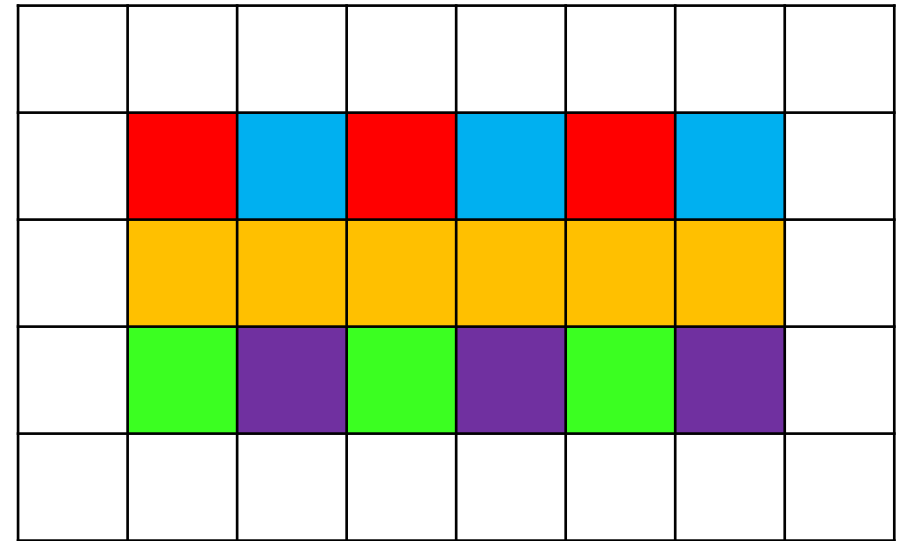
결과:

드래그한 칸들(숫자와 같은 개수)을 1에서 선택한공간과 같은 색으로 채운다.

※곱셈 상세설명예시※



X 3

Reset

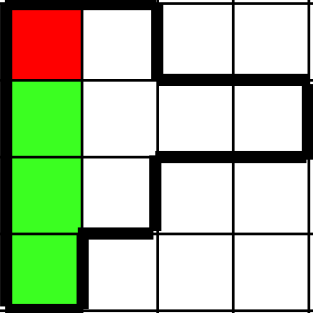
Reset

Stage 12

남은 횟수: 5

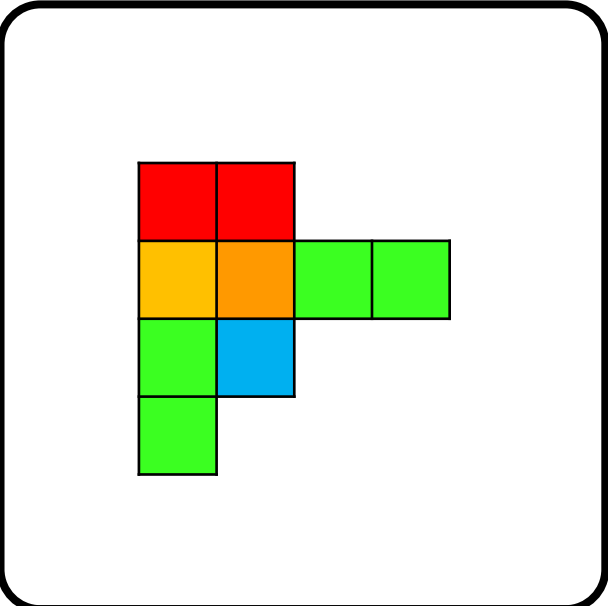
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Reset

Reset



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Stage 12

남은 횟수: 5

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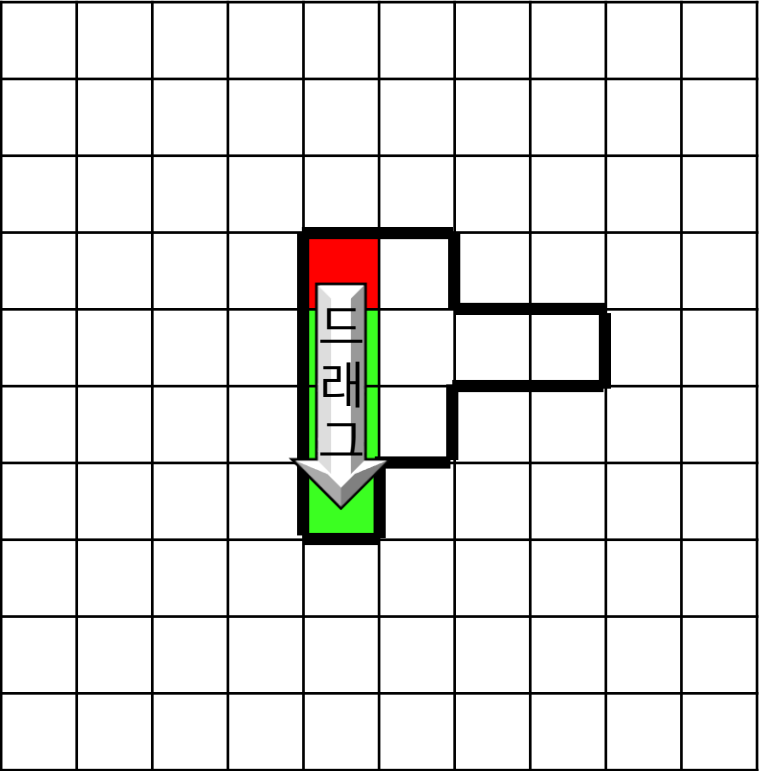
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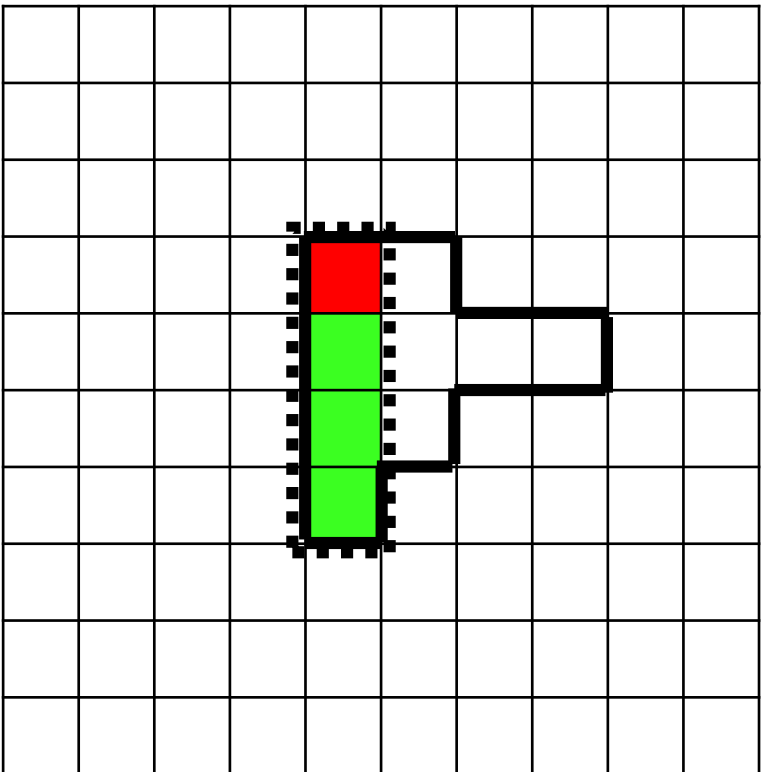
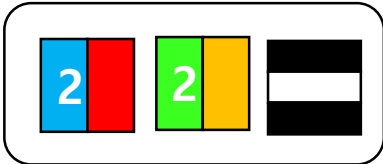
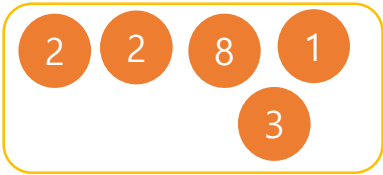
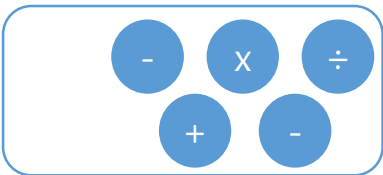
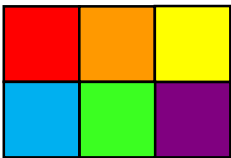
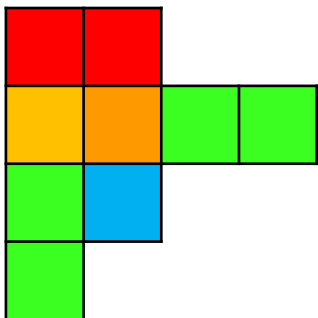


Reset

Reset

Stage 12

남은 횟수: 5

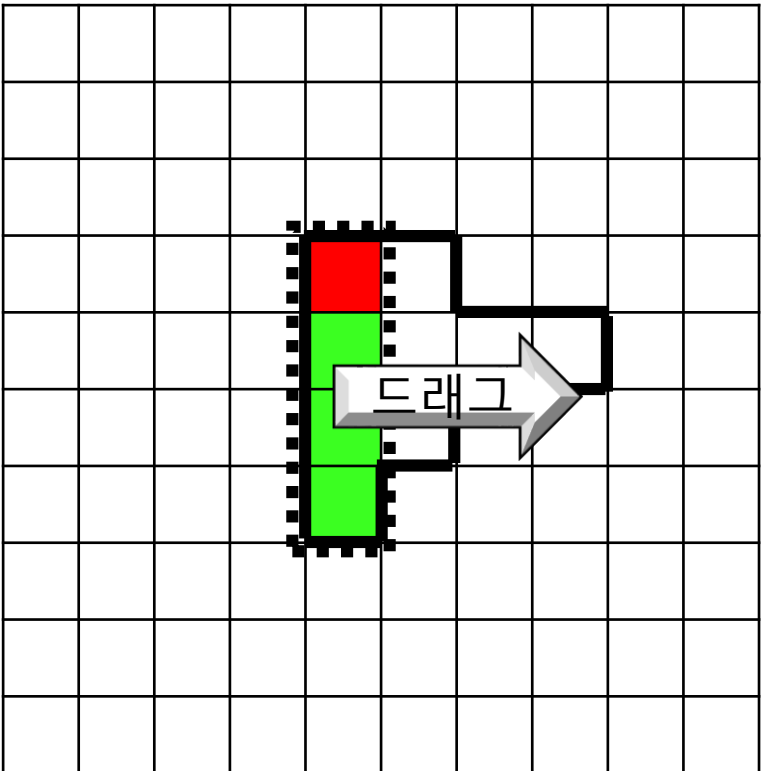
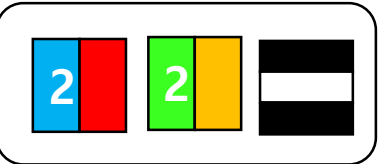
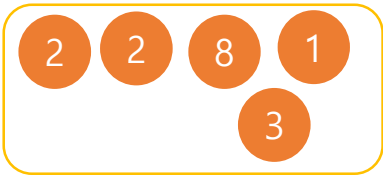
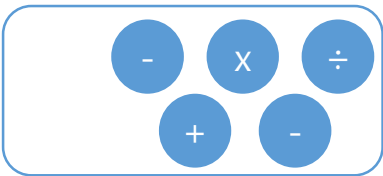
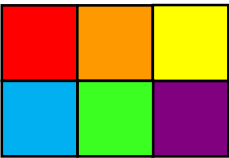
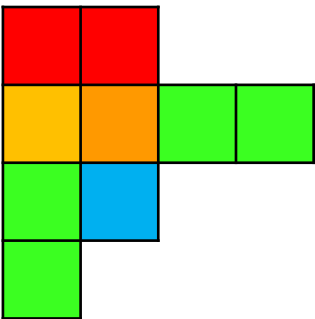


Reset

Reset

Stage 12

남은 횟수: 5

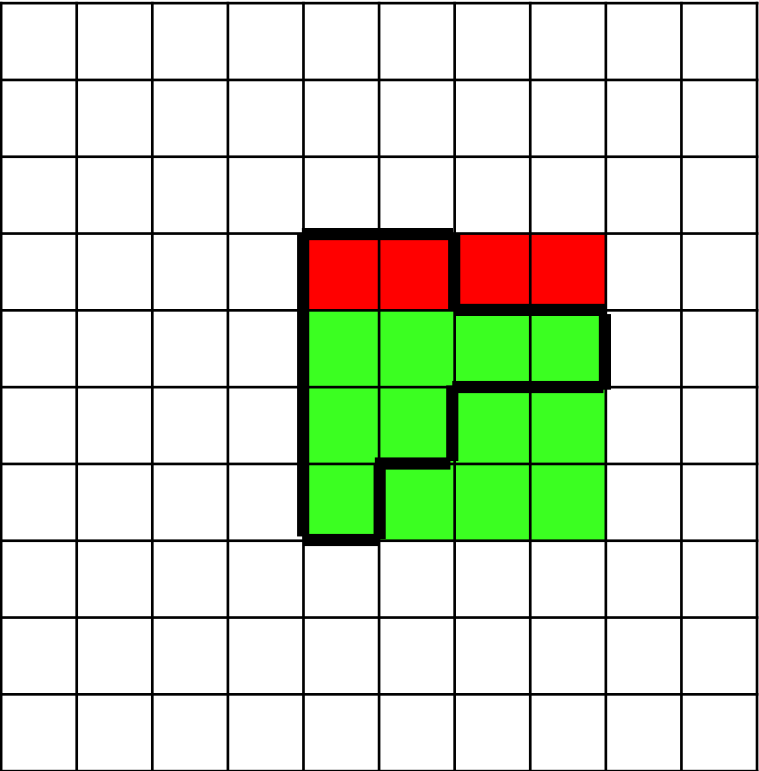


Reset

Reset

Stage 12

남은 횟수: 4



※상세설명 - 나눗셈※

선택사항: 나눗셈기호, 숫자

실행사항:

1. 나눌 공간을 드래그하여 선택

(직사각형모양, 직사각형의 적어도 한 변은 숫자의 배수)

2. 나눌 방향으로 드래그

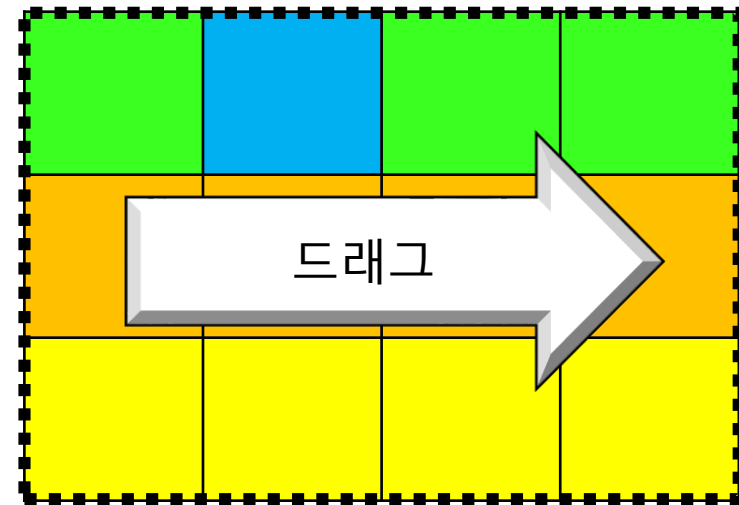
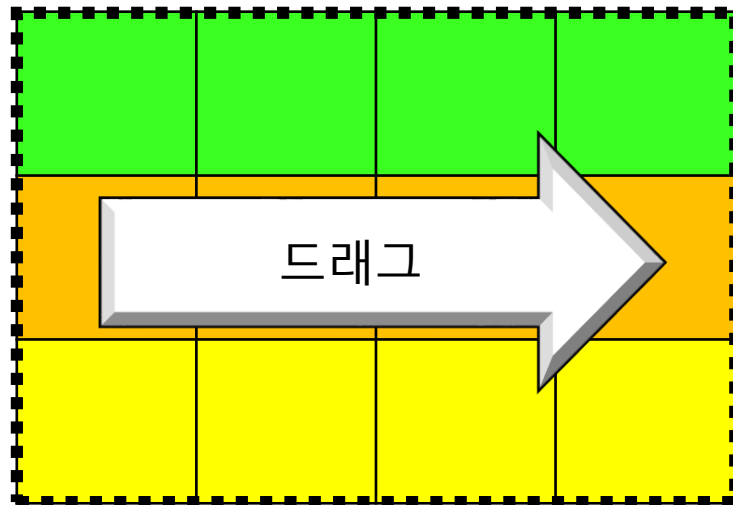
(나눌 공간 내의 나눌 방향의 색패턴이 모두 같아야 한다)

결과:

1에서 선택한 나눌 공간을 2에서 선택한 방향으로 나눈다.

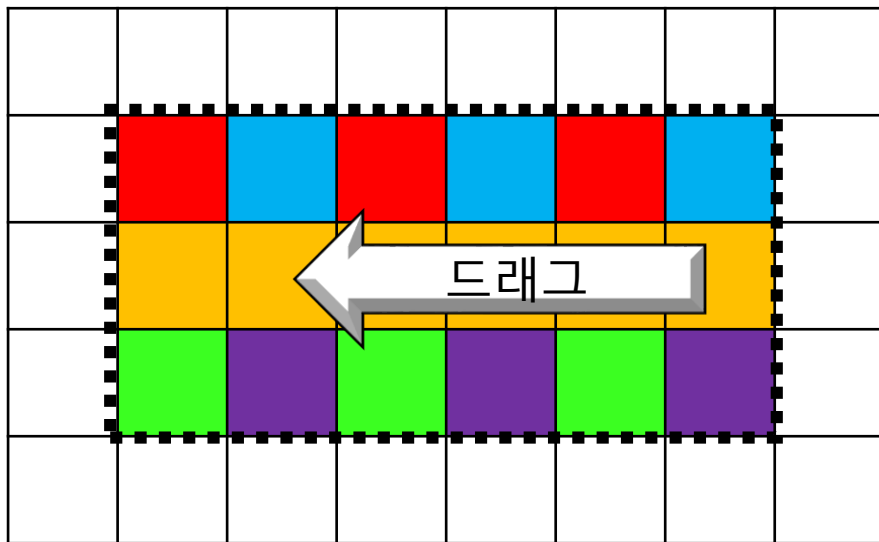
※나눗셈 상세설명예시1※

÷4 가능 (색패턴이 같음) 불가능 (색패턴이 다름)

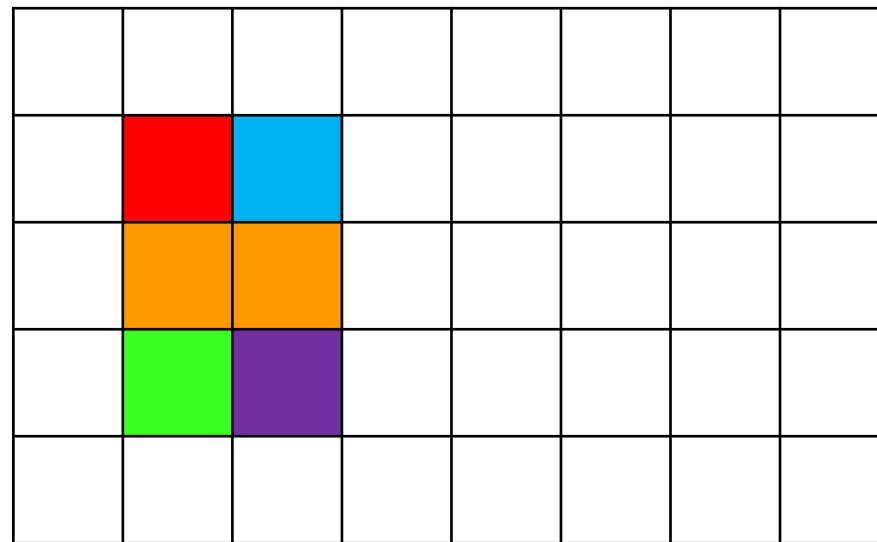


※나눗셈 상세설명예시2※

(쉽게 생각하면 곱셈의 반대로 실행된다)

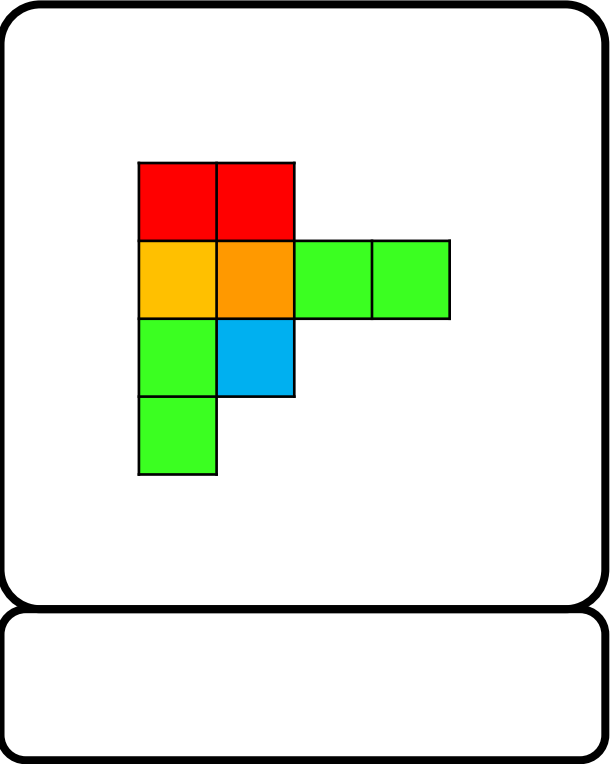


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Reset

Reset



Stage 12

남은 횟수: 4

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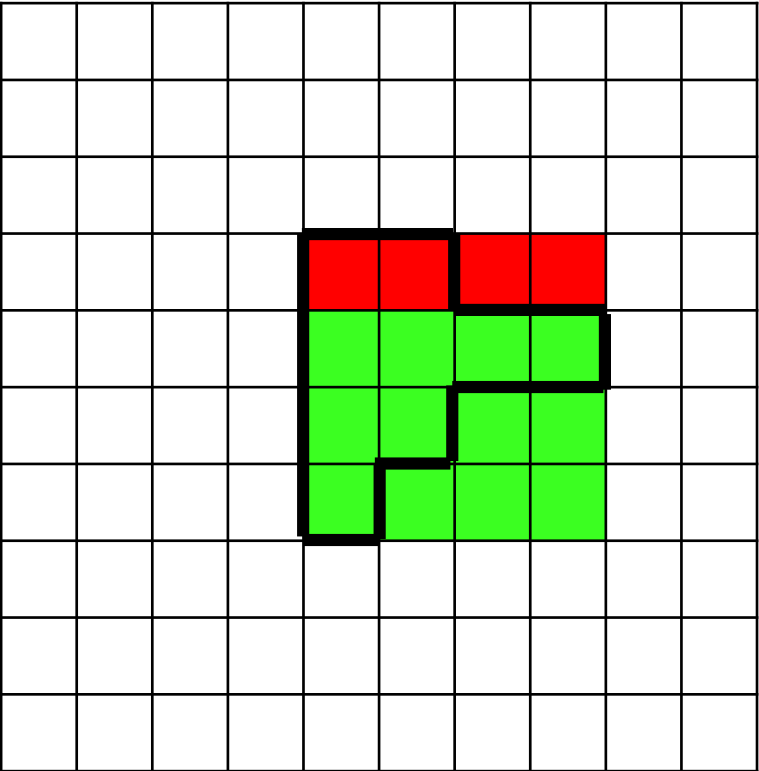
클릭

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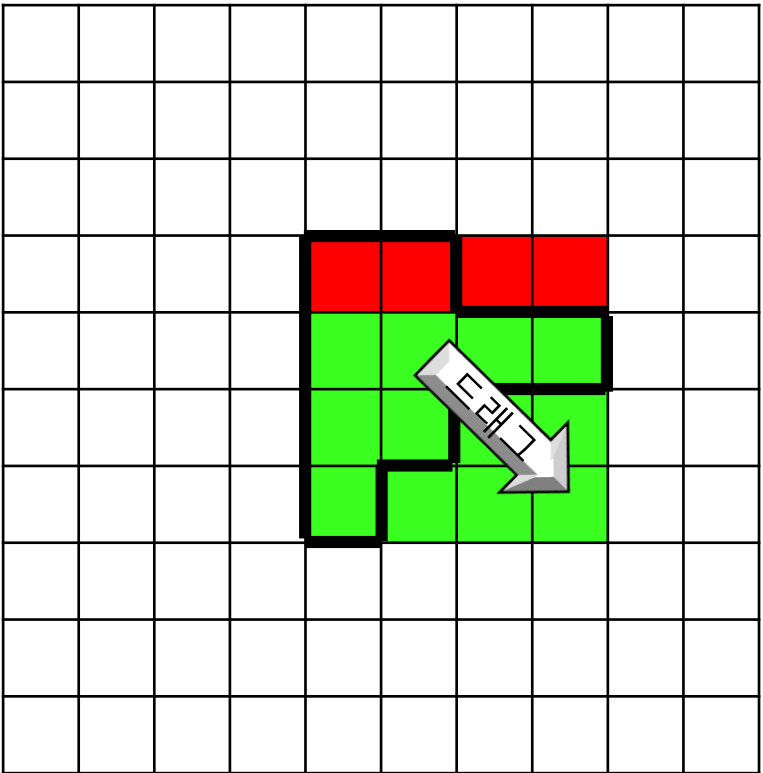
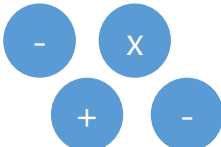
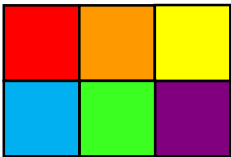
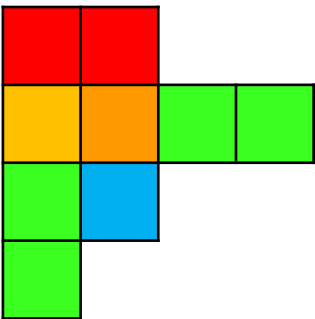


Reset

Reset

Stage 12

남은 횟수: 4

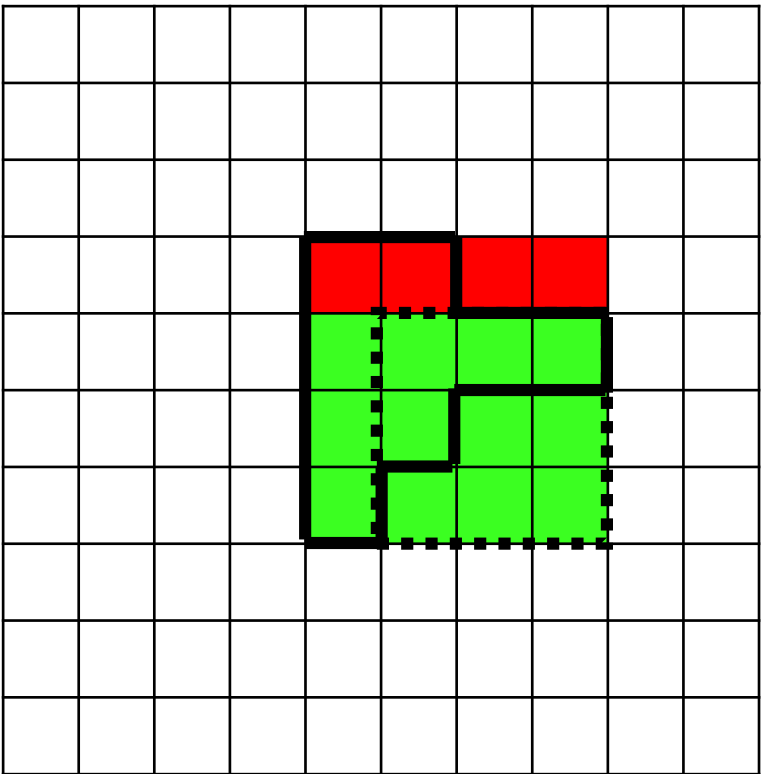
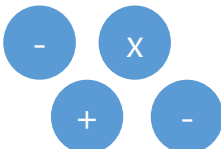
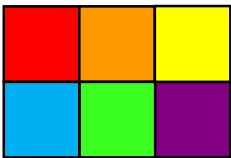
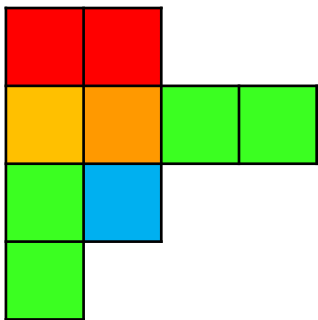


Reset

Reset

Stage 12

남은 횟수: 4

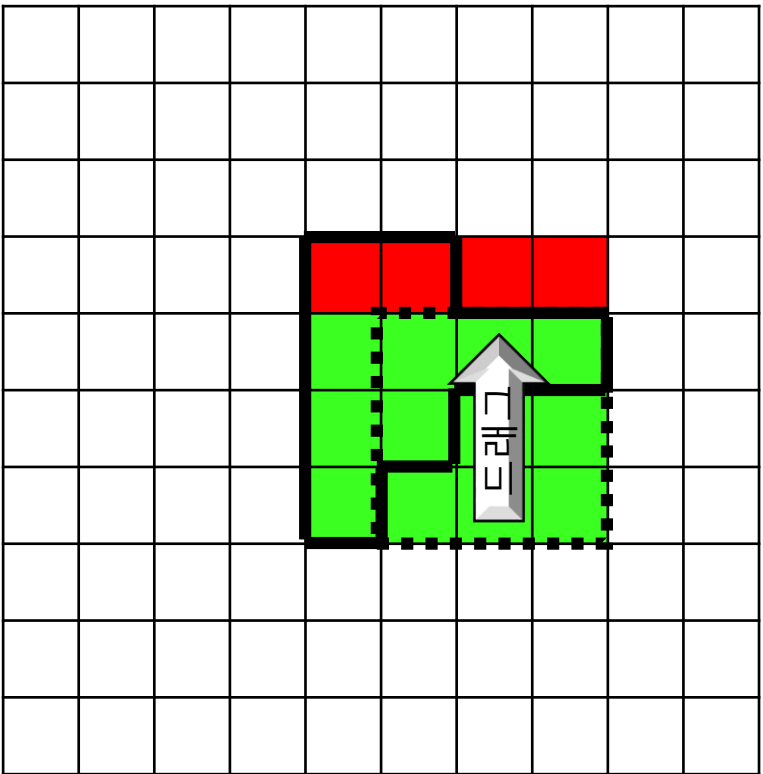
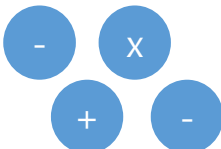
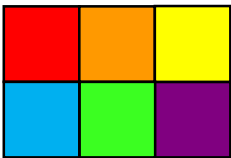
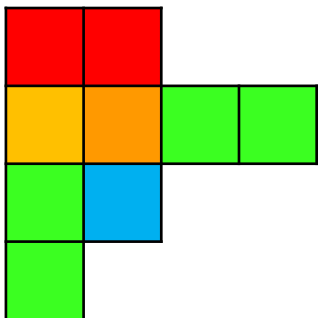


Reset

Reset

Stage 12

남은 횟수: 4

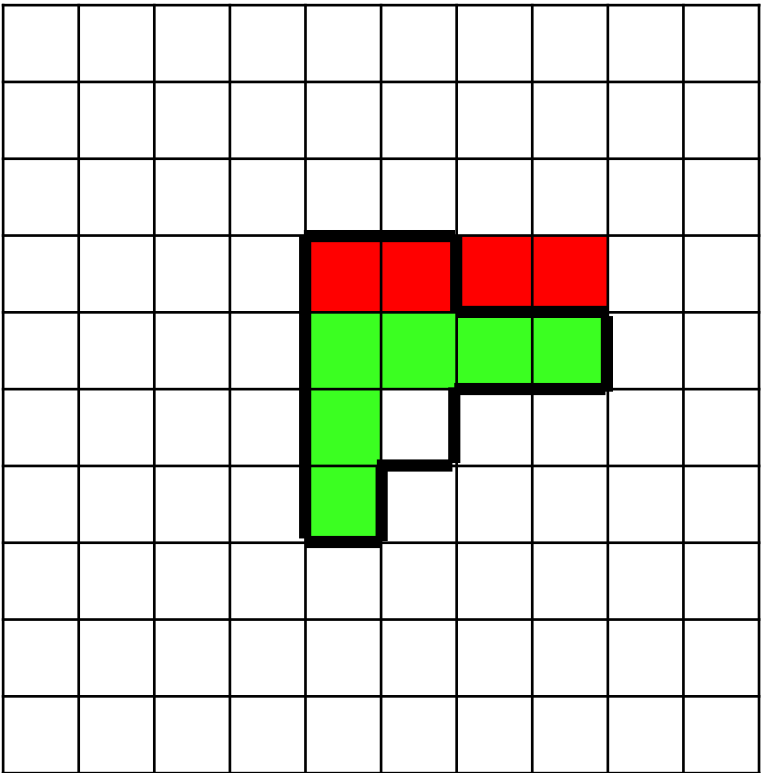
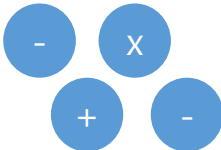
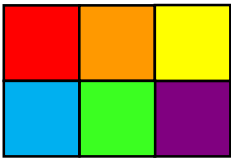
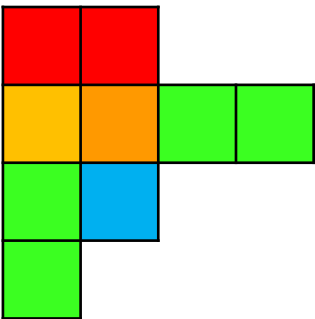


Reset

Reset

Stage 12

남은 횟수: 3



※상세설명 - 빨셈※

선택사항:

빨셈기호, 숫자

실행사항:

색칠되어 있는 칸을 숫자개수만큼 드래그 (임의의 모양)

결과:

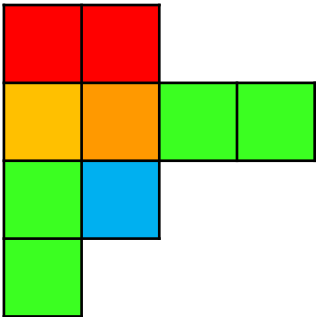
드래그한 칸들의 색이 없어진다

Reset

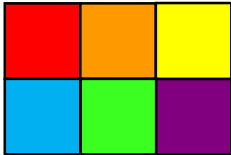
Reset

Stage 12

남은 횟수: 3



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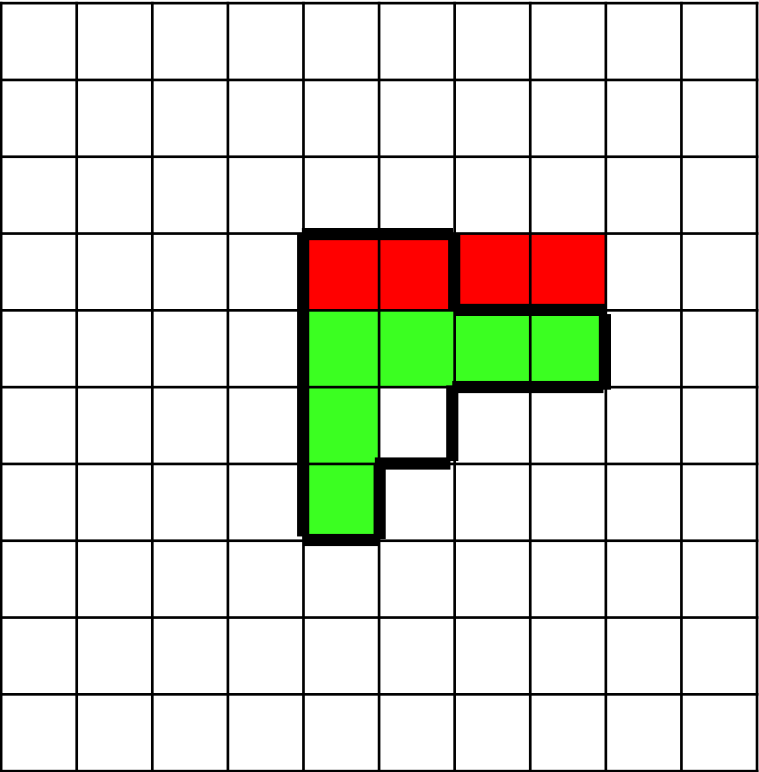
2

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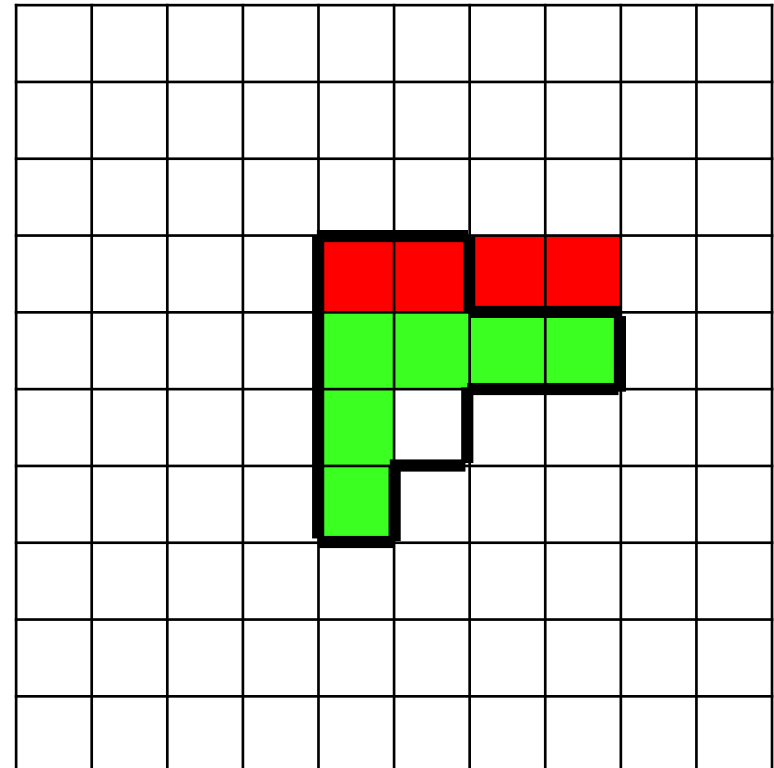
2



백선택완료

Reset

남은 횟수: 3

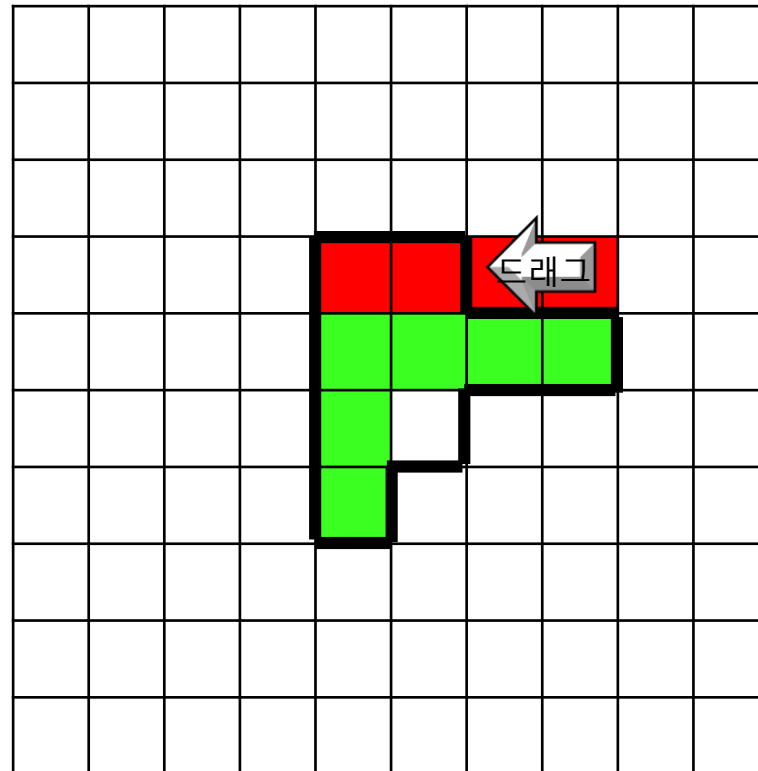
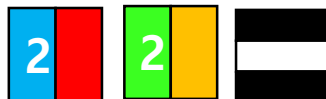
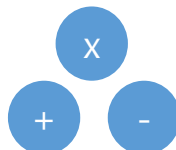
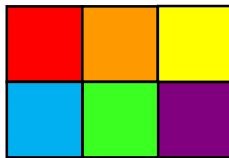
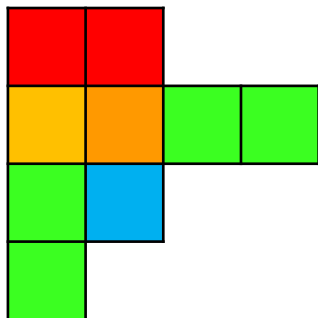


Reset

Reset

Stage 12

남은 횟수: 3



Reset

Reset

Stage 12

남은 횟수: 2

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※상세설명 – 색변환퍼즐※

선택사항:

색변환퍼즐 (초기색, 변환색, 숫자 정보가 들어있다)

실행사항:

색을 변환하고 싶은 공간을 드래그한다 (직사각형모양)

(단, 드래그한 공간 내의 초기색의 수가 숫자와 같아야 한다)

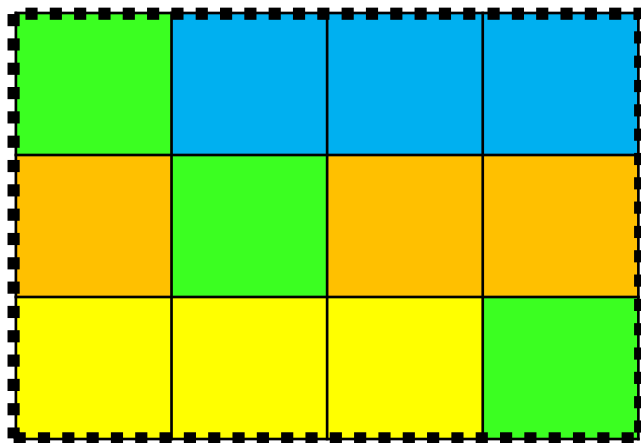
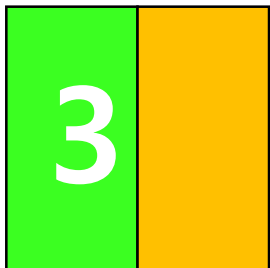
결과:

드래그한 공간의 초기색으로 된 칸들이 변환색으로 변한다

※색변환퍼즐 상세설명예시※

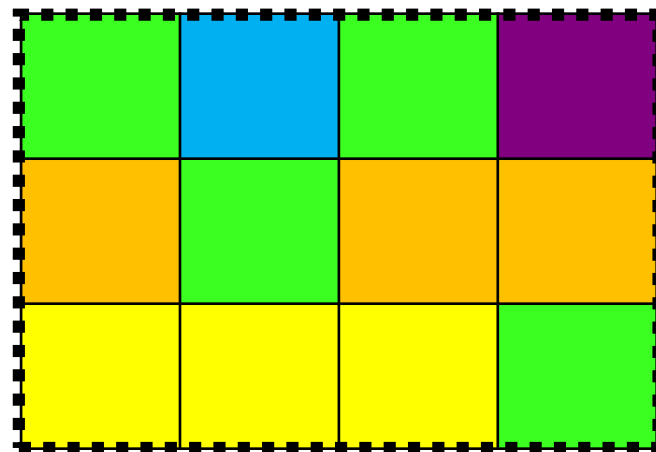
가능

(연두색 칸이 3칸)



불가능

(연두색 칸이 4칸)

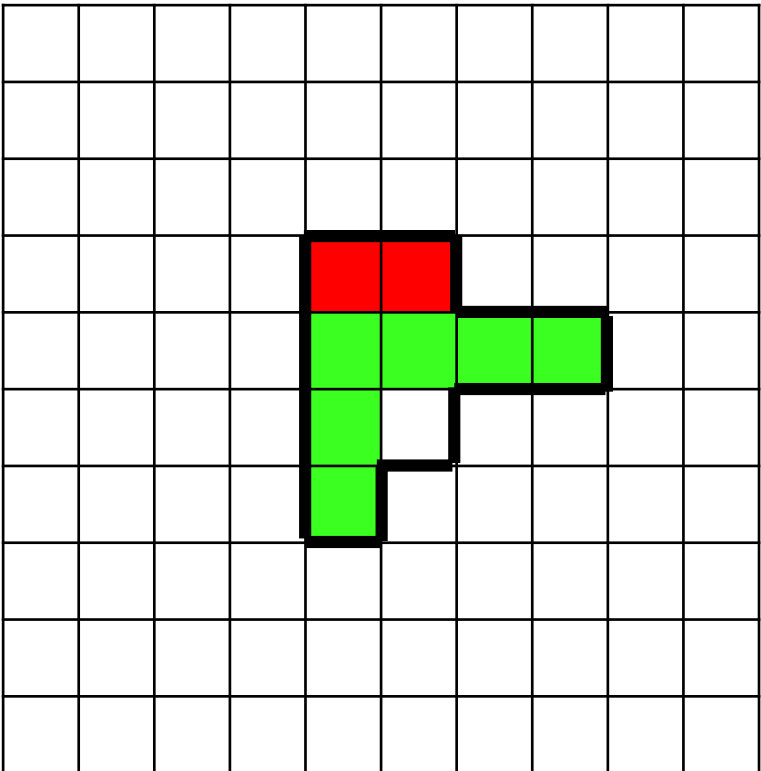
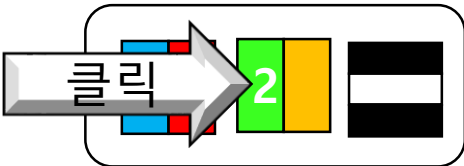
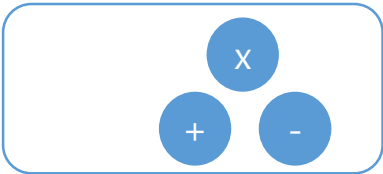
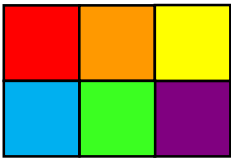
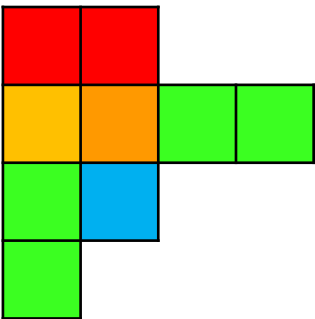


Reset

Reset

Stage 12

남은 횟수: 2

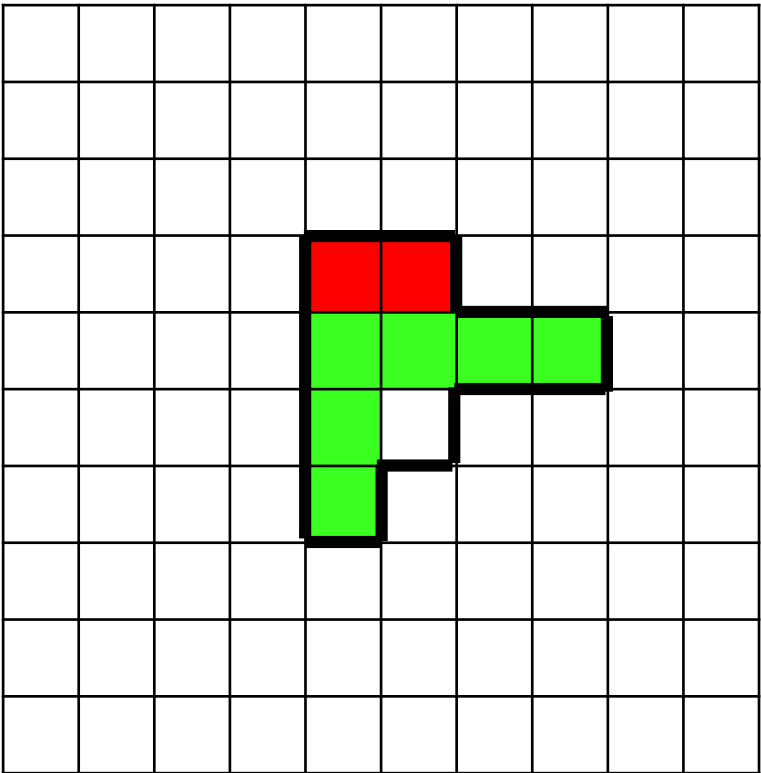
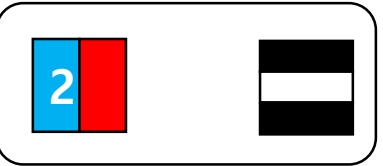
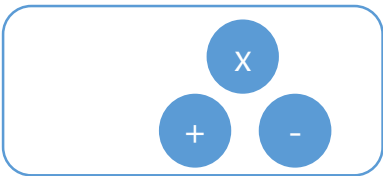
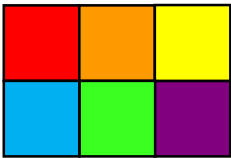
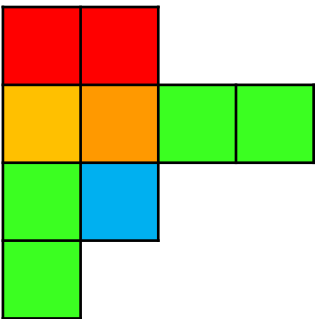


Reset

Reset

Stage 12

남은 횟수: 2

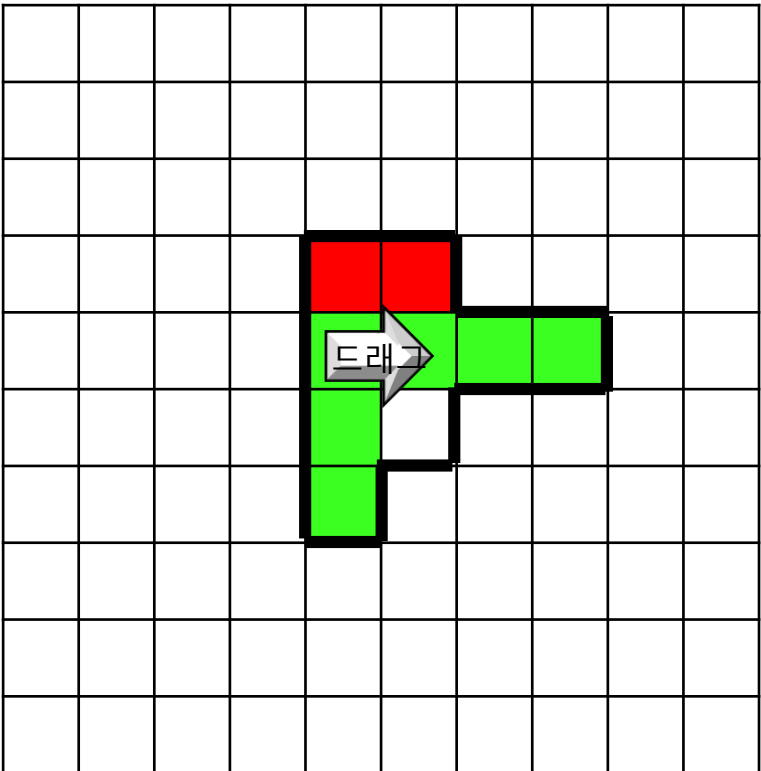
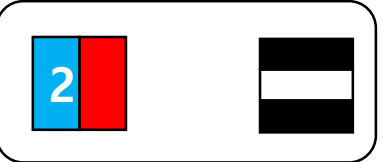
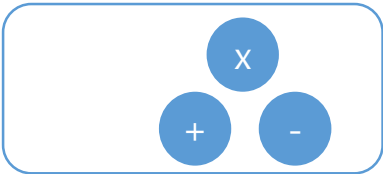
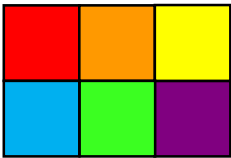
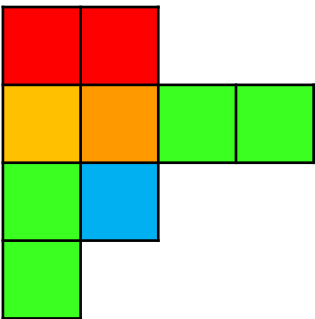


Reset

Reset

Stage 12

남은 횟수: 2

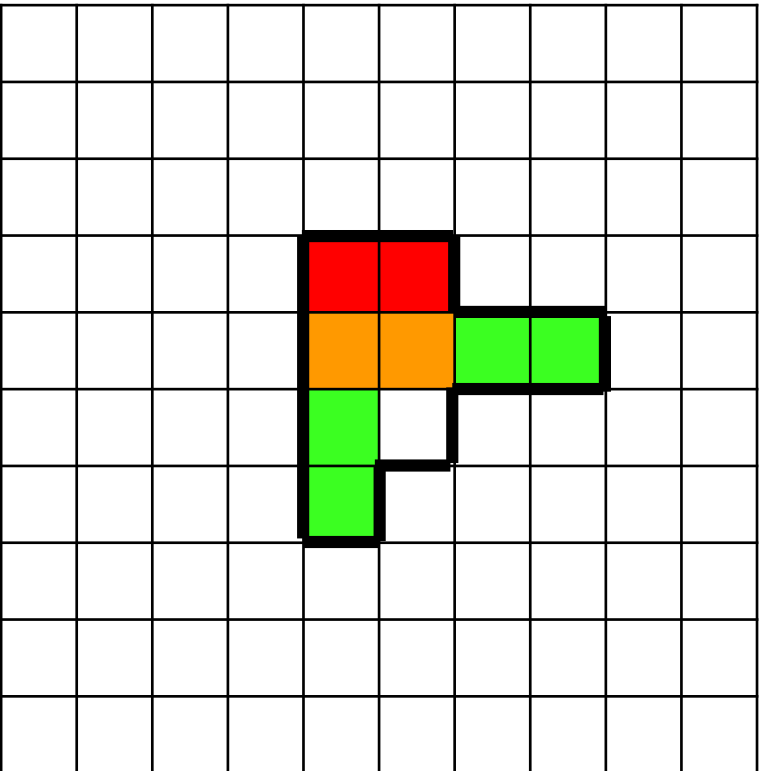
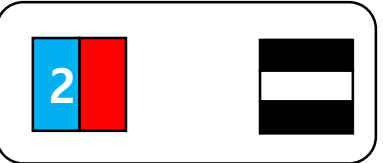
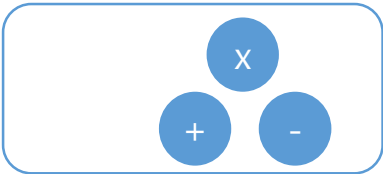
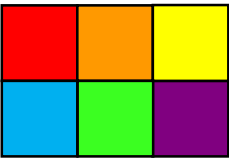
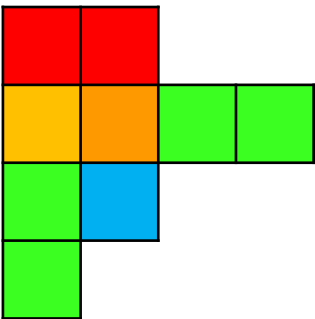


Reset

Reset

Stage 12

남은 횟수: 1



Reset

Reset

Stage 12

남은 횟수: 1

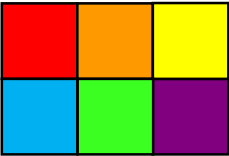
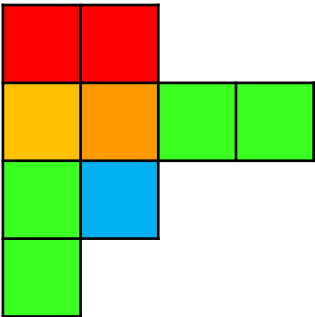
</

Reset

Reset

Stage 12

남은 횟수: 1



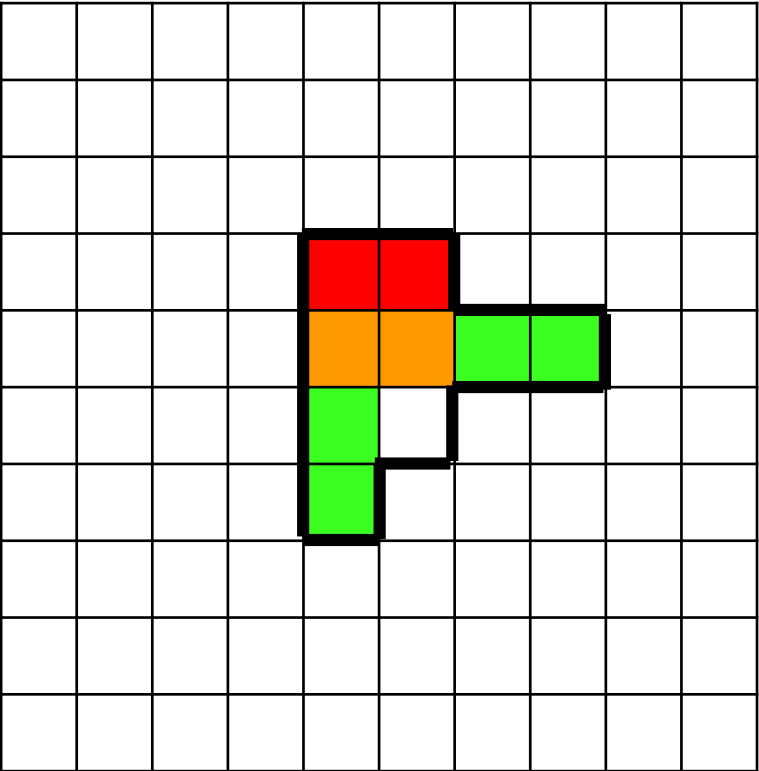
x

-

2

8

2

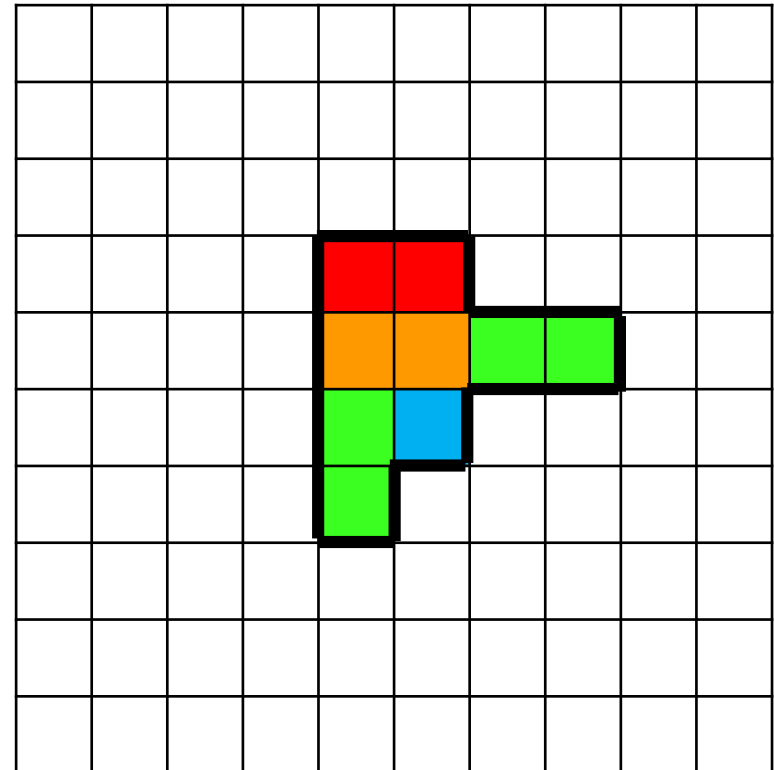
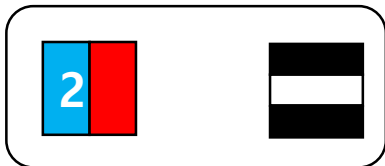
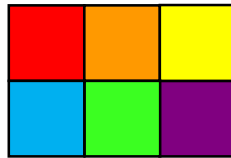


덧셈완료

Reset

Stage 12

남은 횟수: 0



제목

Stage Clear

Reset

Reset

Stage 12

남은 횟수: 4

Clear!

제목

추가설명 - 줄삭제퍼즐

※ 앞의 예시에 없어

※ 줄삭제퍼즐 추가설명

※상세설명 - 줄삭제퍼즐※

선택사항:

줄삭제퍼즐 (행 or 열)

실행사항:



삭제하고 싶은 행 or 열을 포함하는 칸을 선택한다

결과:

선택한 행 or 열이 삭제된다

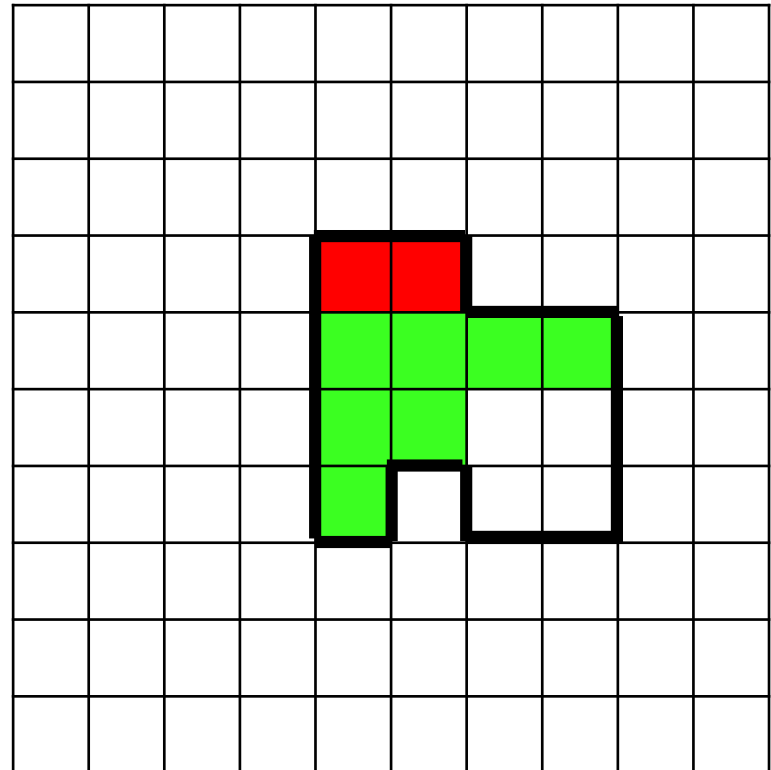
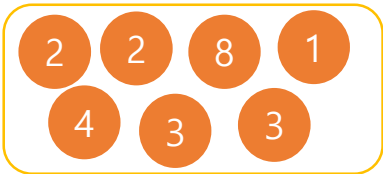
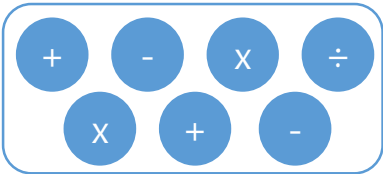
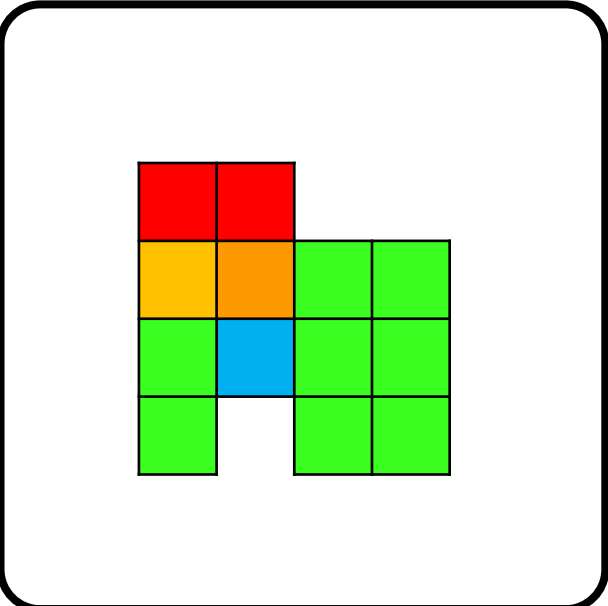
제목	줄삭제퍼즐선택 (여기서는 행삭제퍼즐)
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제목	줄삭제퍼즐선택 (여기서는 행삭제퍼즐)
----	----------------------

A rectangular button with rounded corners and a black border, containing the text "Reset" in a black sans-serif font.A rectangular button with rounded corners and a black border, containing the text "Reset" in a black sans-serif font.

Stage 12

남은 횟수: 6



제목

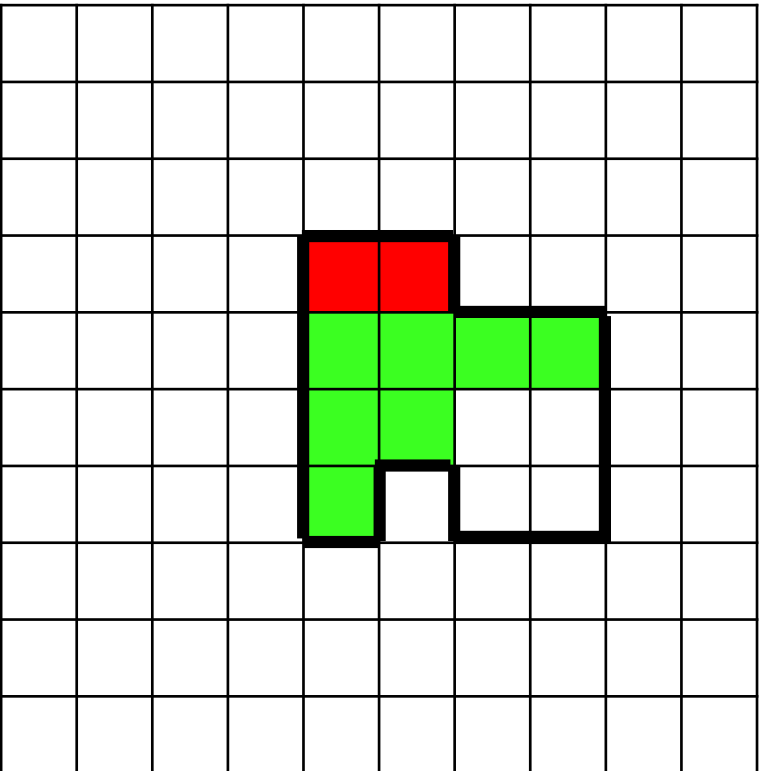
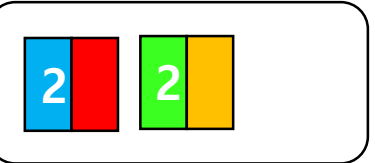
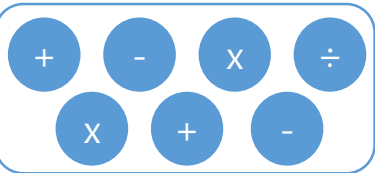
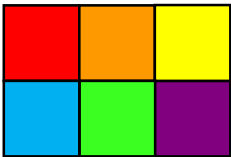
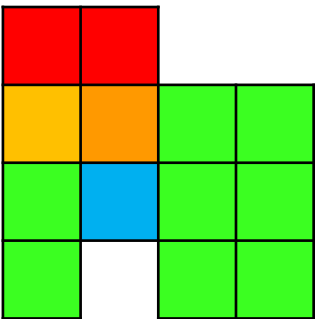
줄삭제퍼즐선택완료 (여기서는 행삭제퍼즐)

Reset

Reset

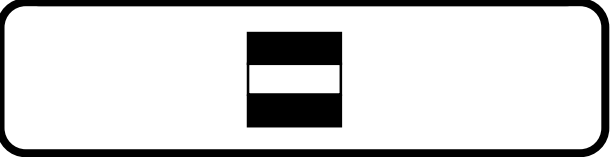
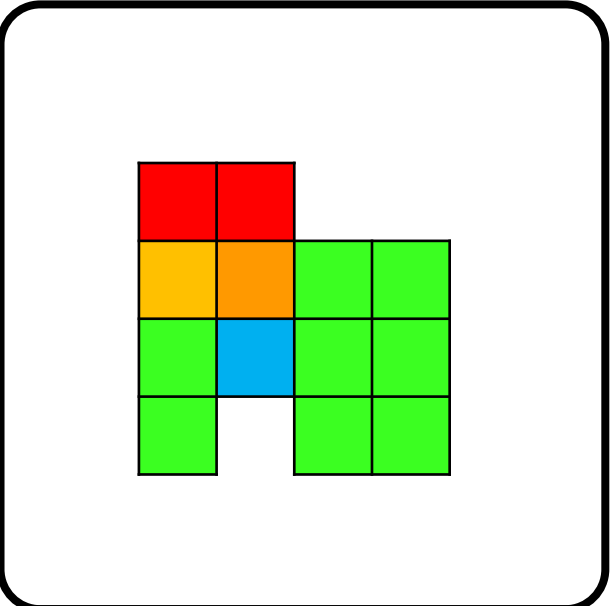
Stage 12

남은 횟수: 6



Reset

Reset



Stage 12

남은 횟수: 6

Red

Orange

Yellow

Blue

Green

Purple

+

-

x

÷

x

+

-

2

2

8

1

4

3

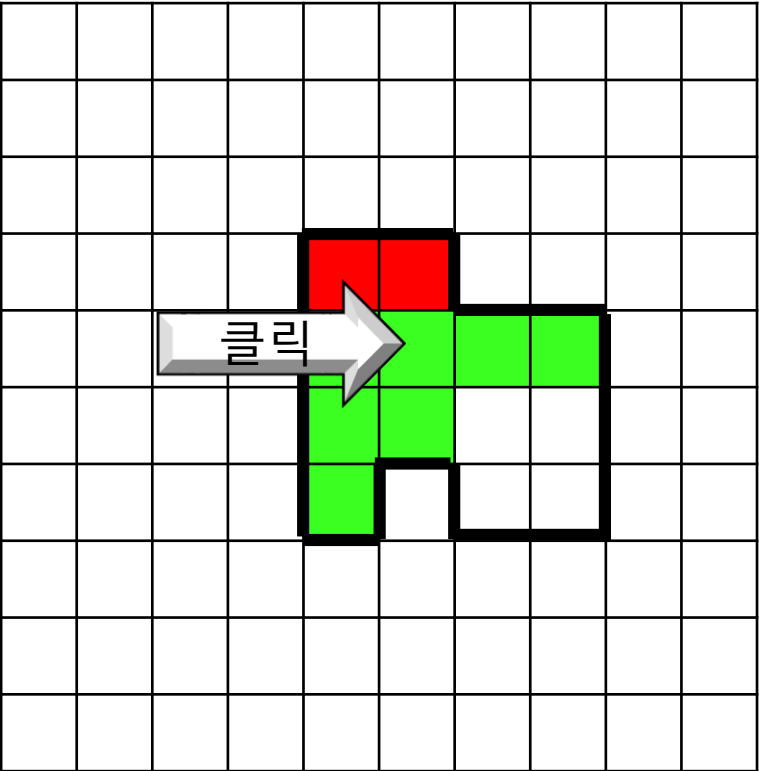
3

2

Red

2

Orange



제목

줄삭제완료 (여기서는 행)

Reset

Reset

Stage 12

남은 횟수: 6

