

## Details of Active Control Games

| Exercise Name             | Description  | Adaptive levels |
|---------------------------|--|-----------------|
| Bricks Squasher II        | The game starts with a ball placed on top of paddle. The goal of this game is to move the paddle and bounce the ball to destroy the bricks.  | YES             |
| War Ship                  | Participants place 5 vessels in the area at the left-hand side and sink enemy's hidden ships at the right-hand side by guessing enemy's ship locations.  | NO              |
| Bricks Breaking Hex       | The target in this game is to connect and remove bricks of the same color to clear the board.  | NO              |
| Chinese Checkers          | The target of this game is to move all marbles to the enemy base before opponent (i.e., computer) does so.   | NO              |
| Lineup Four               | The object of this game is to connect 4 of color discs so that they form a line in horizontal, vertical or diagonal direction.   | NO              |
| Crossword Puzzle          | The goal in this game is to find out the words according to the given meanings.  | NO              |
| Gems Swap                 | The goal in this game is to form a line of 3 or more identical gems so that they can be removed.   | YES             |
| Double Klondike Solitaire | Participants are given a deck of 52 standard playing cards, and asked to move all cards to 8 foundations at the top right corner by suit from A to K.  | NO              |
| A Maze Race               | The goal is to reach the exit of the maze before the computer does.  | YES             |
| Reversi                   | In this game, an 8x8 grid board and 64 two-sided pieces are used. Each of the pieces has a side in black color and the other in white. The goal is to finish the game with more pieces flipped to the side of participants' representing color rather than that of the computer. | NO              |
| Word Search II            | Participants are presented with a large grid which contains numerous letter tiles, and a word list placed on the right of the screen. Participants are asked to click and drag the corresponding letters on the grid.  | NO              |
| Sudoku                    | In this game, the goal is to fill in the blanks with numbers 1 to 9 such that the numbers will not be repeated in each row, each column, and each 3x3 square.  | NO              |
| Tri Peaks Solitaire       | The goal is to move all cards from the three peaks to the discard pile.  | NO              |