

Scientific Foundations of Games and Puzzles

Board Games & Puzzles · Practice Test · 8 Questions

1. Which mathematical field is specifically concerned with the analysis of strategic decision-making in games like Chess or Go?

- A) Topology
- B) Game Theory
- C) Chaos Theory
- D) Fluid Dynamics

2. In a standard 8x8 chessboard, how many total squares are there if you count all possible squares of any size (1x1 through 8x8)?

- A) 64
- B) 128
- C) 204
- D) 256

3. Which principle explains why a Rubik's Cube with a specific configuration can always be solved in 20 moves or fewer, known as 'God's Number'?

- A) Group Theory
- B) Thermodynamics
- C) Quantum Entanglement
- D) The Pythagorean Theorem

4. What is the primary psychological phenomenon where players of puzzles experience an 'Aha!' moment upon finding a solution?

- A) Cognitive Dissonance
- B) Insight learning
- C) Classical Conditioning
- D) Hindsight Bias

5. In the board game 'Monopoly', the probability distribution of landing on specific spaces is influenced by the sum of two six-sided dice, which follows what type of distribution?

- A) Uniform distribution
- B) Binomial distribution
- C) Triangular distribution
- D) Exponential distribution

6. Which physical property of dice causes them to land on a specific face with a probability determined by its center of mass and air resistance?

- A) Kinetic friction
- B) Angular momentum
- C) Surface tension
- D) Electromagnetism

7. In the context of jigsaw puzzles, what is the term for the individual cardboard or wood pieces that form the interlocking image?

- A) Die-cuts
- B) Tessellations
- C) Fractals
- D) Polygons

8. What specific type of logic puzzle is mathematically equivalent to a Latin Square of order 9?

- A) Crossword
- B) Sudoku
- C) Jigsaw
- D) Tangram