

# Match 3 and Merge Mistake Review Workbook - Make Better Decisions

Match 3 and Merge | Make Better Decisions | Asset ID GAME-09-08-04

**Player goal: compare two options before committing. Success means you can record more decisions with a stated reason.**

## How to use this download

This is a genre-level learning resource, so it works across original browser games that share match 3 and merge mechanics. Read one section, test it in a short session, and write down what happened. Keep the part that helped; change the part that did not.

| Planning field | Write or choose                                    |
|----------------|----------------------------------------------------|
| Category       | Match 3 and Merge                                  |
| Resource       | Mistake Review Workbook                            |
| Player goal    | Make Better Decisions                              |
| Session length | Choose 10, 20 or 30 minutes                        |
| Baseline       | Record one normal attempt before changing anything |
| Review rule    | Change one variable, then compare like with like   |

## Category fundamentals

The useful starting point in Match 3 and Merge games is to read the whole board, work the objective and protect useful space. These six fundamentals give your practice a clear order.

| # | Fundamental            | Player cue                  |
|---|------------------------|-----------------------------|
| 1 | Board scanning         | Notice it before acting     |
| 2 | Special-piece creation | Practise it slowly          |
| 3 | Cascade control        | Name the cue                |
| 4 | Blocker priority       | Use it in one safe attempt  |
| 5 | Move budgeting         | Record one result           |
| 6 | Merge-space management | Retest under light pressure |

## Before the first attempt

- Write the exact result you want from this session.
- Check the game's own rules and controls; this guide does not replace them.
- Pick one metric from page 3. More numbers are not automatically better.
- Name the safe option, the risky option and the information still missing.
- Stop the session while you can still describe what changed.

## Mistake Review Workbook

Review the earliest useful error, not the loudest final failure. A late crash may begin with a poor route, missed cue or rushed input several seconds earlier.

| # | Observed result | Trigger              | Cause candidate   | Correction test     |
|---|-----------------|----------------------|-------------------|---------------------|
| 1 | What happened?  | What appeared first? | Decision or input | One-variable retest |
| 2 | What happened?  | What appeared first? | Decision or input | One-variable retest |
| 3 | What happened?  | What appeared first? | Decision or input | One-variable retest |
| 4 | What happened?  | What appeared first? | Decision or input | One-variable retest |
| 5 | What happened?  | What appeared first? | Decision or input | One-variable retest |
| 6 | What happened?  | What appeared first? | Decision or input | One-variable retest |

### Root-cause prompts

- Did I misunderstand the goal or rule?
- Did I see the cue too late?
- Was the decision poor even if the input was correct?
- Was the decision sound but the input inaccurate?
- Did discomfort, distraction or a setting make the action harder?

## Match 3 and Merge Practice Lab

Pick one drill. Run a normal attempt first, then three focused attempts, then one normal attempt again. The final attempt shows whether the practice transferred back into play.

| # | Drill                           | Skill tested           | Record                      | Result        |
|---|---------------------------------|------------------------|-----------------------------|---------------|
| 1 | Scan before the first move      | Board scanning         | Moves remaining             | Result: _____ |
| 2 | Create one planned special      | Special-piece creation | Objective progress per move | Result: _____ |
| 3 | Clear the hardest blocker first | Cascade control        | Specials created            | Result: _____ |
| 4 | Finish with moves in reserve    | Blocker priority       | Blocked turns               | Result: _____ |
| 5 | Keep one merge lane open        | Move budgeting         | Levels cleared              | Result: _____ |
| 6 | Replay using a different side   | Merge-space management | Moves remaining             | Result: _____ |

## Common traps and a cleaner response

| Trap                                  | Cleaner response                                        |
|---------------------------------------|---------------------------------------------------------|
| Matching the first option seen        | Pause at the trigger and state the intended action.     |
| Chasing score away from the objective | Return to one dependable input before rebuilding speed. |
| Blocking the merge area               | Use a fixed marker, route or rule for the next test.    |
| Spending specials too early           | Compare the attempt with the same starting state.       |
| Ignoring what the next move opens     | End the run, write the cause and reset deliberately.    |

## Small signal dashboard

Choose one main signal for the week. A score can rise while decision quality gets worse, so keep one behaviour measure beside the result.

| Signal                      | Start           | Latest         | Decision             |
|-----------------------------|-----------------|----------------|----------------------|
| Moves remaining             | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Objective progress per move | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Specials created            | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Blocked turns               | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Levels cleared              | Baseline: _____ | Current: _____ | Keep / change: _____ |

## Session Sheet for Make Better Decisions

Today's focus is to compare two options before committing. Name the safe option, the risky option and the information still missing.

| Session field      | Entry                                        |
|--------------------|----------------------------------------------|
| Player or initials | _____                                        |
| Date and game      | _____                                        |
| Input method       | Keyboard / touch / gamepad / other           |
| Session target     | _____                                        |
| Main signal        | Moves remaining                              |
| Comfort check      | Visual / audio / motion / reach / break plan |

## Twenty-minute practice shape

| Time      | Action                                                             |
|-----------|--------------------------------------------------------------------|
| 0-2 min   | Warm up with familiar inputs. No score target.                     |
| 2-7 min   | Focused drill: Scan before the first move.                         |
| 7-12 min  | Focused drill: Create one planned special.                         |
| 12-17 min | Return to normal play and use the skill only when its cue appears. |
| 17-20 min | Record the result, one cause and the next test.                    |

## Attempt log

| Attempt | Outcome       | Observation        | Decision           |
|---------|---------------|--------------------|--------------------|
| 1       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 2       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 3       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 4       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 5       | Result: _____ | Cue noticed: _____ | Next change: _____ |

## Close the session

- What improved when I slowed down? \_\_\_\_\_
- Where did the first avoidable error begin? \_\_\_\_\_
- What setting or instruction should stay the same next time? \_\_\_\_\_
- Next session's single focus: \_\_\_\_\_

## Controls, Comfort and Accessibility Lab

A strong setup removes friction without playing the game for you. Record the current setup, change one option and replay the same short section before deciding what to keep.

| Area           | One option to test                         | Question after the replay                    |
|----------------|--------------------------------------------|----------------------------------------------|
| Visual clarity | Text size, contrast, effects or camera     | Can I read the next cue in time?             |
| Audio clarity  | Cue balance, captions or output device     | Can I identify the useful sound comfortably? |
| Input reach    | Binding, grip, gesture area or handedness  | Can I repeat the input without strain?       |
| Motion comfort | Camera speed, shake, blur or field of view | Can I track movement without discomfort?     |
| Session pace   | Pause points, reminders or break length    | Can I finish focused rather than fatigued?   |
| Interface load | Notifications, clutter or pointer size     | Is the objective easier to find?             |

## One-change comparison

| Test field             | Record                               |
|------------------------|--------------------------------------|
| Short test section     | _____                                |
| Original setting       | _____                                |
| Single change          | _____                                |
| Old result             | Moves remaining: _____               |
| New result             | Moves remaining: _____               |
| Comfort before / after | ___ / 5 ___ / 5                      |
| Decision               | Keep / revise / restore / test again |

## Stop-and-adjust signals

- Repeated wrong inputs after slowing down
- Text, targets or hazards remain hard to distinguish
- Headache, eye strain, dizziness, numbness or pain
- Audio is uncomfortable or masks the cue you need
- Frustration makes the next attempt less deliberate

## Match 3 and Merge Scenario Cards

Use these cards away from a live attempt first. Say what you notice, choose one action and name the evidence that would make you change course. There is rarely one universal answer; the value is in making the decision visible.

| # | Situation                                                          | First question               | Small response                       |
|---|--------------------------------------------------------------------|------------------------------|--------------------------------------|
| 1 | The opening plan stops working earlier than expected.              | Check board scanning         | Use: scan before the first move      |
| 2 | A tempting reward appears while the safe route is still available. | Check special-piece creation | Use: create one planned special      |
| 3 | One mistake has just broken the rhythm of the run.                 | Check cascade control        | Use: clear the hardest blocker first |
| 4 | The useful cue is visible, but the input keeps arriving late.      | Check blocker priority       | Use: finish with moves in reserve    |
| 5 | The result improves once, then drops on the next two attempts.     | Check move budgeting         | Use: keep one merge lane open        |
| 6 | You have enough time for only one more focused attempt.            | Check merge-space management | Use: replay using a different side   |

## Work one card fully

| Decision field       | Notes                                                |
|----------------------|------------------------------------------------------|
| Chosen card          | _____                                                |
| What is known        | _____                                                |
| What is assumed      | _____                                                |
| Safe option          | _____                                                |
| Higher-risk option   | _____                                                |
| My choice and reason | _____                                                |
| Evidence to watch    | Objective progress per move: _____                   |
| Goal connection      | This helps me compare two options before committing. |

## Debrief

- What did I notice early enough? \_\_\_\_\_
- Which assumption was wrong? \_\_\_\_\_
- Did the result come from the decision or the input? \_\_\_\_\_
- What would make the safer option too passive? \_\_\_\_\_

## Seven-Session Evidence Tracker

Use the same main signal for all seven sessions. The purpose is to see whether work on make better decisions transfers into normal play, not to manufacture a perfect upward line.

| Session | Focus                  | Signal                      | Result | One useful note |
|---------|------------------------|-----------------------------|--------|-----------------|
| 1       | Board scanning         | Moves remaining             | _____  | _____           |
| 2       | Special-piece creation | Objective progress per move | _____  | _____           |
| 3       | Cascade control        | Specials created            | _____  | _____           |
| 4       | Blocker priority       | Blocked turns               | _____  | _____           |
| 5       | Move budgeting         | Levels cleared              | _____  | _____           |
| 6       | Merge-space management | Moves remaining             | _____  | _____           |
| 7       | Board scanning         | Objective progress per move | _____  | _____           |

## Compare the pattern

| Review                 | Value | Context                      |
|------------------------|-------|------------------------------|
| Baseline result        | _____ | Conditions: _____            |
| Typical result         | _____ | Based on sessions: _____     |
| Best repeatable result | _____ | Repeated how often? _____    |
| Largest drop           | _____ | Likely trigger: _____        |
| Comfort pattern        | _____ | Break or setup change: _____ |

## Evidence-based decision

- Keep: the routine that produced a repeatable gain.
- Change: the smallest cause linked to the repeated error.
- Pause: a metric that adds logging but no useful decision.
- Next target: one behaviour and one result for the next seven sessions.

## Personal Playbook and Next-Step Plan

Finish by turning your notes into a short playbook you can actually remember. Write actions in your own words and keep only the cues that changed a decision or result.

| Moment        | My rule                                                  |
|---------------|----------------------------------------------------------|
| Before play   | I will check the objective, comfort and board scanning.  |
| Opening cue   | When I notice _____, I will test special-piece creation. |
| Pressure rule | When the plan breaks, I will _____.                      |
| Recovery rule | After an error, I will use keep one merge lane open.     |
| Risk rule     | I will take the higher-risk option only when _____.      |
| Stop rule     | I will pause or finish when _____.                       |
| Review rule   | I will record moves remaining and one cause.             |

## Two-week continuation plan

| Session   | Practice                        | Purpose                       |
|-----------|---------------------------------|-------------------------------|
| Session 1 | Scan before the first move      | Set a clean baseline          |
| Session 2 | Create one planned special      | Repeat one visible cue        |
| Session 3 | Clear the hardest blocker first | Apply under light pressure    |
| Session 4 | Finish with moves in reserve    | Retest the weak section       |
| Session 5 | Keep one merge lane open        | Check transfer to normal play |
| Session 6 | Replay using a different side   | Review: Make Better Decisions |

### Completion review

- I can now record more decisions with a stated reason: yes / partly / not yet
- The clearest evidence is: \_\_\_\_\_
- The most useful page in this workbook was: \_\_\_\_\_
- My next small target is: \_\_\_\_\_

Original independent resource created for ArcadeOwl. It is a generic learning and record-keeping aid, not an official game manual and not affiliated with a game publisher or platform. Check each game's own controls, rules, age guidance and terms. Stop if play causes pain, dizziness or distress, and seek suitable advice where needed. Do not add copied screenshots, maps, artwork, story text, music, manual pages or third-party walkthrough text when adapting this file.