

Make ten and carry the leftover

Find the missing addend, carry part of a launch into the next target and recover after a short shot.

01 Aim a number that makes ten in one hit

A beast shows 7. What number would make exactly 10, leaving nothing to carry to a second beast?

Answer in launch number

02 Carry the leftover into a second target

In a sample round, a launched 8 meets a beast showing 6. Four of your 8 are needed to make 10. How many continue along the path?

Answer in left over

03 Recover after a short first shot

A beast starts at 4. Your first launch adds 3 and leaves it on the board. What number will clear the new total exactly on your next launch?

Answer in launch number

Worked answers
Open the free web guide
Scan or tap

iPhone app
View on the App Store
Scan or tap