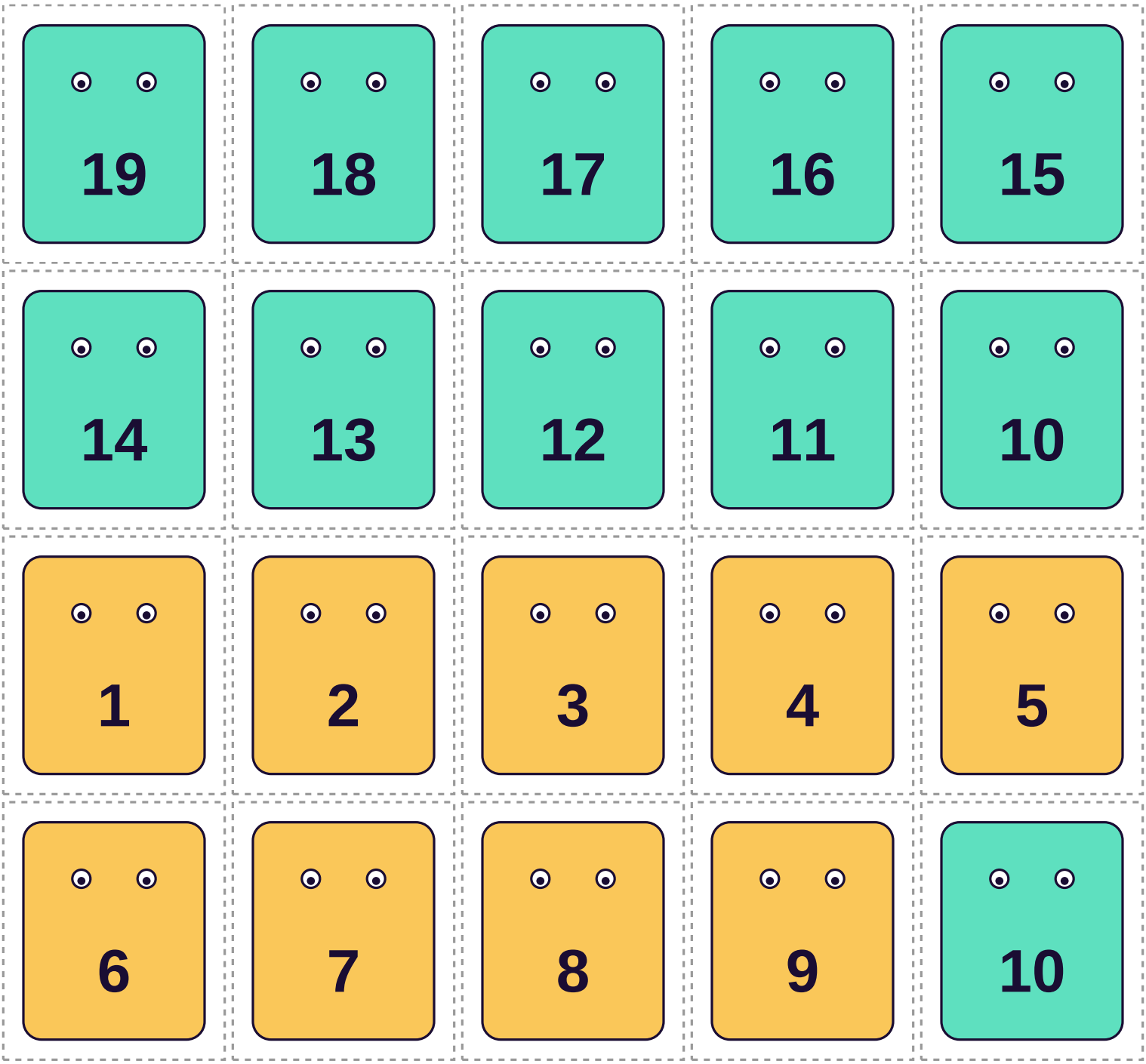
Make 20 Memory

Cut out the 20 cards. Turn two over: keep them if they make exactly 20.



Tip: gold beasts are under 10, mint beasts are 10 or more. Every pair is one gold and one mint, except 10 + 10.

Beast Lanes: pop every beast at 20

Write each hand number into a lane. Use every number once. Front beast is fed first.

BOND: front beast + number = 20, it pops. FEED: under 20, the beast grows to the new total.
BRIDGE: over 20, the beast pops and the leftover flies to the next beast in that lane.
SPILL: a leftover with no beast left to hit means that lane is wrong. Try again.

Puzzle 1

Hand: 1 1 5 8

Lane A 15 — numbers for this lane

Lane B 10 — numbers for this lane

Puzzle 2

Hand: 2 4 5 7

Lane A 6 — numbers for this lane

Lane B 16 — numbers for this lane

Puzzle 3

Hand: 1 3 8 11

Lane A 15, 16 — numbers for this lane

Lane B 6 — numbers for this lane

Puzzle 4

Hand: 3 3 4 6 7

Lane A 11 — numbers for this lane

Lane B 16 — numbers for this lane

Lane C 10 — numbers for this lane

Puzzle 5

Hand: 2 4 4 4 11

Lane A 17, 8 — numbers for this lane

Lane B 14 — numbers for this lane

Lane C 16 — numbers for this lane

Puzzle 6

Hand: 2 5 9 11

Lane A 7 — numbers for this lane

Lane B 15 — numbers for this lane

Lane C 14, 17 — numbers for this lane

Answers and parent notes

Check the lanes, then talk about how each bond to 20 was found.

Puzzle 1 Lane A needs 5: 5; Lane B needs 10: 1 + 1 + 8

Puzzle 2 Lane A needs 14: 2 + 5 + 7; Lane B needs 4: 4

Puzzle 3 Lane A needs 9: 1 + 8; Lane B needs 14: 3 + 11

Puzzle 4 Lane A needs 9: 3 + 6; Lane B needs 4: 4; Lane C needs 10: 3 + 7

Puzzle 5 Lane A needs 15: 4 + 11; Lane B needs 6: 2 + 4; Lane C needs 4: 4

Puzzle 6 Lane A needs 13: 2 + 11; Lane B needs 5: 5; Lane C needs 9: 9

How to play together

- Ask "what does 15 need to make 20?" before writing anything.
- Bonds to 10 do the heavy lifting: 15 needs 5 because 5 + 5 = 10.
- In a lane with two beasts, add what each beast needs. That total is what the lane must receive.
- Memory game: say the pair out loud when you keep it ("13 and 7 make 20").
- Ten minutes is a good session. Stop while it is still fun.

These paper puzzles borrow the bond, feed and bridge rules from our iPhone game Number Beasts: Bond Lab, where most beasts pop at 10 and the Chaos Laboratory world adds beasts that need 15 or 20. The game is free with no ads and no in-app purchases. The printable works on its own; you do not need the app.