

Zebra: Slide the Number Map

An illustrated guide · Ages 5–7

wondermaths.app

Homepage

Repair the map for the numbered letter

Read its address before you move anything.





Look at the address on the letter. Repair the loose strips. Then press OK.





Repair the upper row

A blocked letter shows the actual result.



Wrong try: 22 does not match 23.



After OK: 13 + 10 = 23.

Read a faded address; repair the lower row

Two different problems need two different moves.



Faded: read it from its neighbors.



Loose: keep the upper row fixed.

Fit the middle row between both neighbors

Both outside rows stay fixed.



Move only the middle until every column has a +10 path.

Repair both loose strips

One repair does not finish the map.



One repair: the letter cannot reach 34.



After OK: 14 to 24 to 34.

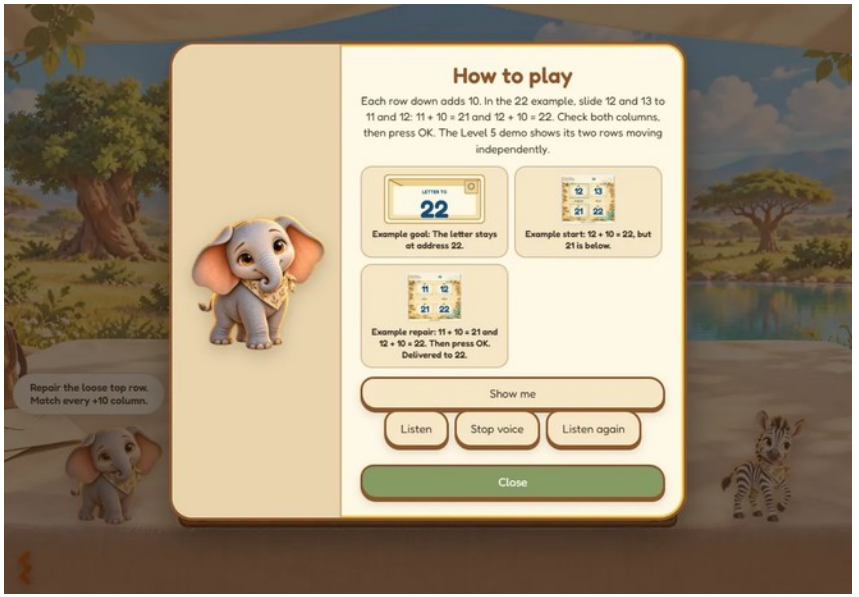
Pause, use Help, and try again

A failed try stays visible.



Pause

The current map stays in place.



Help

A clue appears without moving the strip.

Five levels · four stars each · final celebration

Each level adds one map problem.



5 levels

1 Upper row

2 Faded label

3 Lower row

4 Middle bridge

5 Two repairs

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Four stars per level