Two ways to land

An orb moves one space per step on a track from 0 to 6. When it reaches an end, the next step goes inward. The starting position is step zero.

Find both routes

Each card has two answers between 1 and 12 steps. Find both. For partner play, one player gives only the arrival direction. The other finds the matching step count. Swap roles on the next card. Use a coin to trace the track if you like.

CARD 1

Start 2, move right. Land at 5.



Arrive moving right: _____ steps

Arrive moving left: _____ steps

CARD 2

Start 5, move left. Land at 2.



Arrive moving right: _____ steps

Arrive moving left: _____ steps

CARD 3

Start 1, move left. Land at 4.



Arrive moving right: _____ steps

Arrive moving left: _____ steps

CARD 4

Start 4, move right. Land at 3.



Arrive moving right: _____ steps

Arrive moving left: _____ steps

CARD 5

Start 3, move left. Land at 5.



Arrive moving right: _____ steps

Arrive moving left: _____ steps

CARD 6

Start 0, move right. Land at 2.



Arrive moving right: _____ steps

Arrive moving left: _____ steps

Check the directions, then try the explanations on page 2.

Trace the return trip

The landing position alone does not tell you which route the orb took.
The direction of the final move distinguishes the two answers on each card.

Worked example / Card 1

Starting at 2, the first three moves land on 3, 4, 5. The orb is moving right.
Two more moves land on 6, then 5. This time it arrives moving left.

Card	Arrives moving right	Arrives moving left
1	3 steps	5 steps
2	7 steps	3 steps
3	5 steps	9 steps
4	11 steps	5 steps
5	8 steps	10 steps
6	2 steps	10 steps

Make a card for someone else

Choose an interior landing position from 1 to 5. Pick any starting position and an inward first direction at an endpoint. Trace exactly 12 moves. Mark the two visits to your landing position and keep the counts as your answer key.

Play the six browser rounds

Open RushOrb Bounce Count Puzzle