MISSION 1 GEARBY'S TWO-STEP RULE MACHINE

Gearby's machine takes a number IN, follows the rule, and puts a number OUT.

14 RULE: × 3, then + 2

IN	1	2	5	10
OUT				

15 RULE: × 5, then − 1

IN	2	4	6	9
OUT				

16 RULE: + 7, then × 2

IN	0	3	5	13
OUT				

17 RULE: × 4, then + 10

IN	3	6	8	25
OUT				

Mystery machines: find the rule!

Tip: multiply each IN by the number given, then compare with OUT. The difference is the missing number!

18

IN	1	2	3	4
OUT	3	5	7	9

RULE: × 2, then + _____

19

IN	1	2	3	4
OUT	5	15	25	35

RULE: × 10, then − _____

20

IN	1	2	3	4
OUT	6	9	12	15

RULE: × 3, then + _____

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