

Mixture Mix-Up

The evil plan of the Mad Trapster is to change the formulas of some of our favorite flavors to some really bad tastes. To change the formulas back to the original flavors, solve for x and match the letter of the yucky taste to the original flavor.

a.) $6x + 9 = 3x - 18$

b.) $81 - 3x + 5x = 7x - 99$

c.) $4x + 6 + 3x + 23 = 5x - 129$

d.) $6x - 55 - 4x - 20 = -4x - 195$

e.) $15x - 15x - 60 + 45 + 4x = 25 + 25 + 25 - 6x$

Current Yucky Taste

a= burnt toast

b= sour milk

c = dirt

d= vomit

e= poop

Yucky Taste changed back to Original Flavors

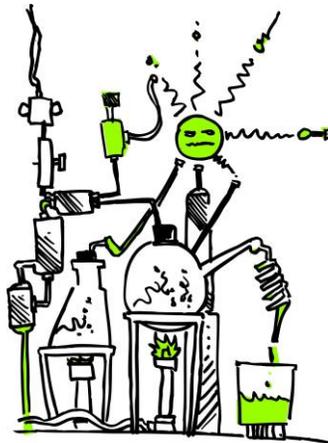
_____ = 9 bacon

_____ = -20 chocolate

_____ = -10 pizza

_____ = 12 strawberry

_____ = 16 peanut butter



*Algebra: Letters and Numbers
Solving Equations from One Step
to Multi-step*

Flavor Trap

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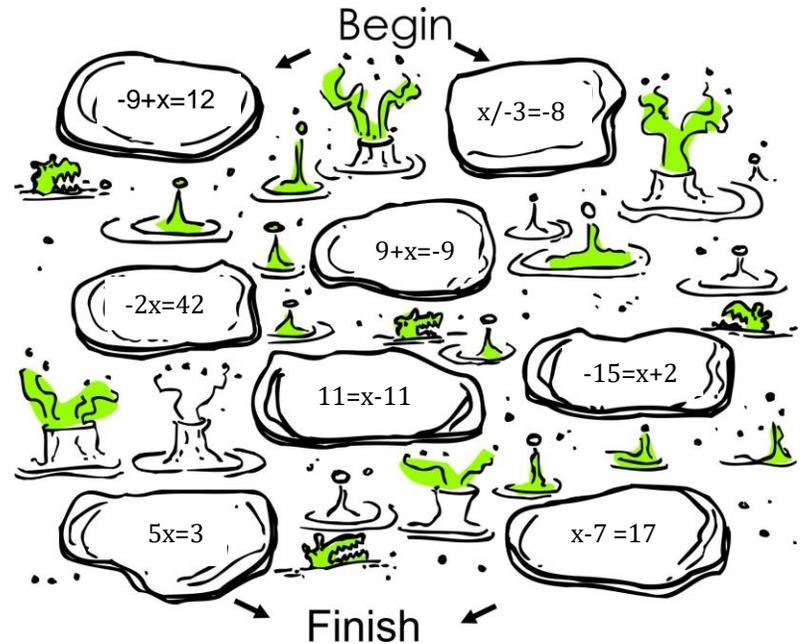
The Mad Trapster

has stolen the flavors of some of our favorite foods and replaced them with yucky tastes. To save our foods we must find his mixture lab and decode the formulas, but he has placed a series of traps in our way. Solve the traps and stop his fiendish plan.



One Wrong Step

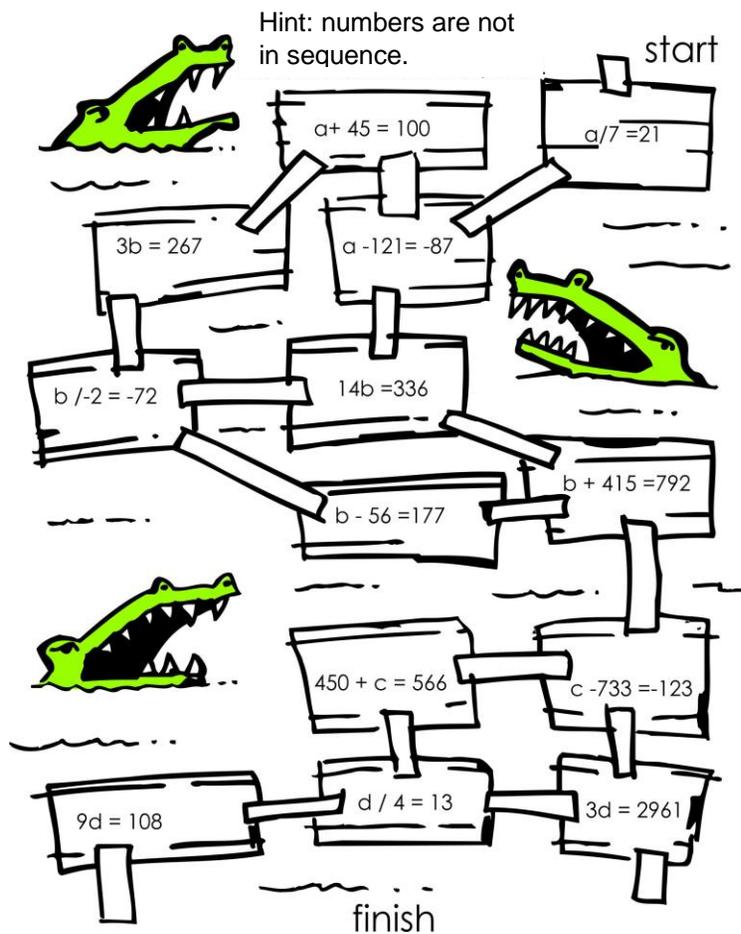
In the first trap involves solving one step equations. A series of steppingstones have been placed a stinky bog. Stones that have **even** answer values are safe. **Odd** values are trapped, and by stepping on them you fall into bad smell slime.



Loose Boards and the Croc Walk

Croc Walk is one of the Mad Trapster's favorite traps. The only way to get to safety is to walk across a series of unstable platforms. The platforms are all marked with equations. The "safe" platforms have solutions that are part of the famous Fibonacci sequence.

Solve each problem. Trace the safe route through the maze. The Fibonacci sequence begins like this 1,1,2,3,5,8,13...



Flooded Cellar or Shark Tank

The Mad Trapster has flooded his basement with 13 feet of salt water and filled it with sharks. There are wooden platforms to cross. These platforms are trapped and will tip over when the trap is triggered. The platforms have values in the form of equations. Only the platforms with the value of 13 can easily be disarmed. Find all 13 value platforms and get safely out of this trap.

