



# THE ARCHER

# THE ARCHER



LEVEL 1

LEVEL 2

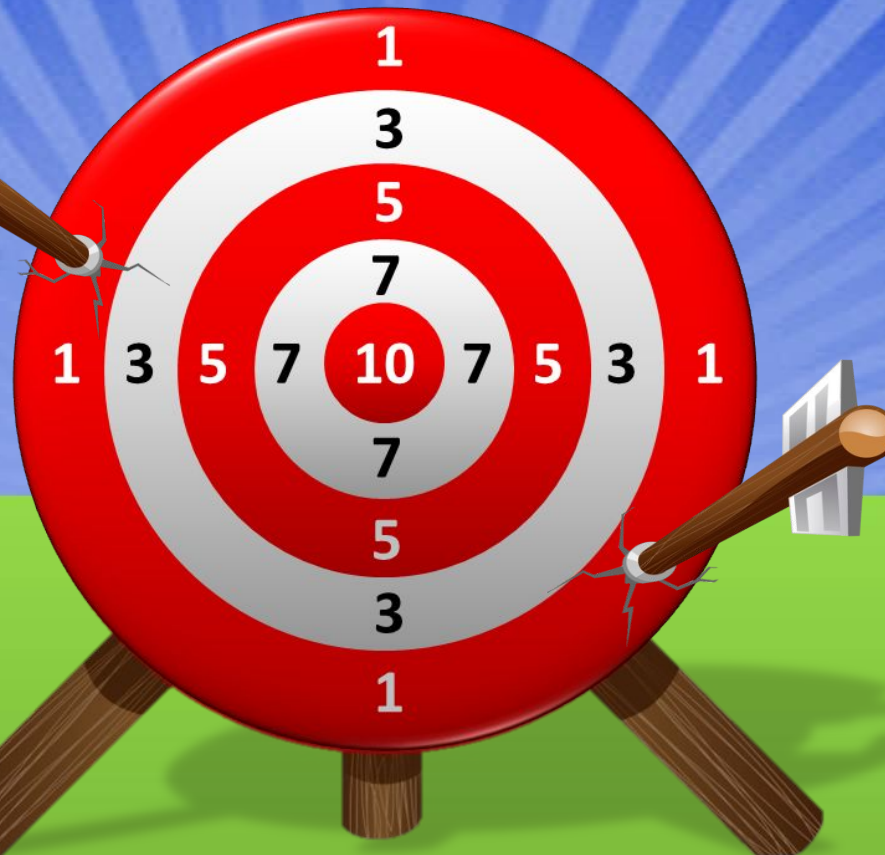
EXIT



LEVEL 1

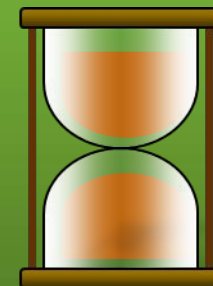
Say the numbers within the time limit (5 seconds)

ROUND 1



TOTAL SCORE

TIME'S UP



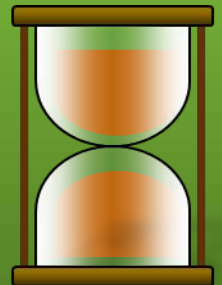
LEVEL 1

ROUND 2



TOTAL SCORE

TIME'S UP





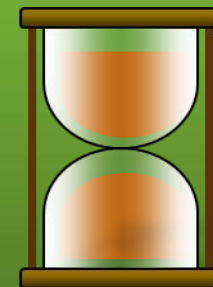
LEVEL 1

ROUND 3



TOTAL SCORE

TIME'S UP



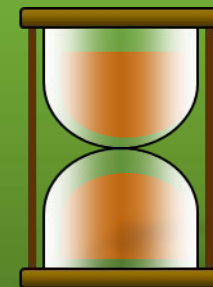
LEVEL 1

ROUND 4



TOTAL SCORE

TIME'S UP





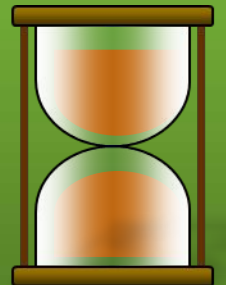
LEVEL 1

ROUND 5



TOTAL SCORE

TIME'S UP



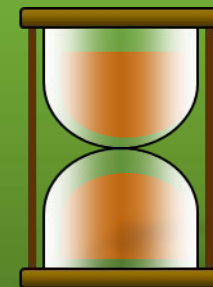
LEVEL 1

ROUND 6



TOTAL SCORE

TIME'S UP





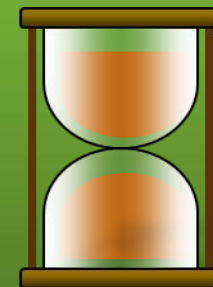
LEVEL 1

ROUND 7



TOTAL SCORE

TIME'S UP



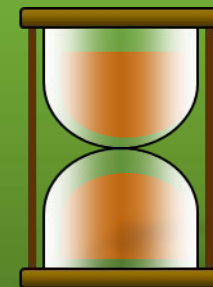
LEVEL 1

ROUND 8



TOTAL SCORE

TIME'S UP





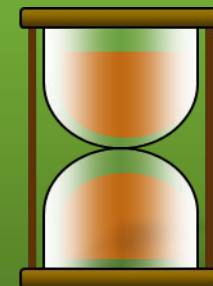
LEVEL 1

ROUND 9



TOTAL SCORE

TIME'S UP



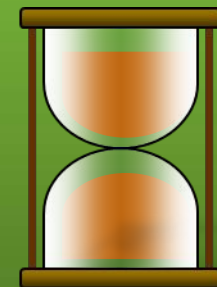
LEVEL 1

ROUND 10



TOTAL SCORE

TIME'S UP

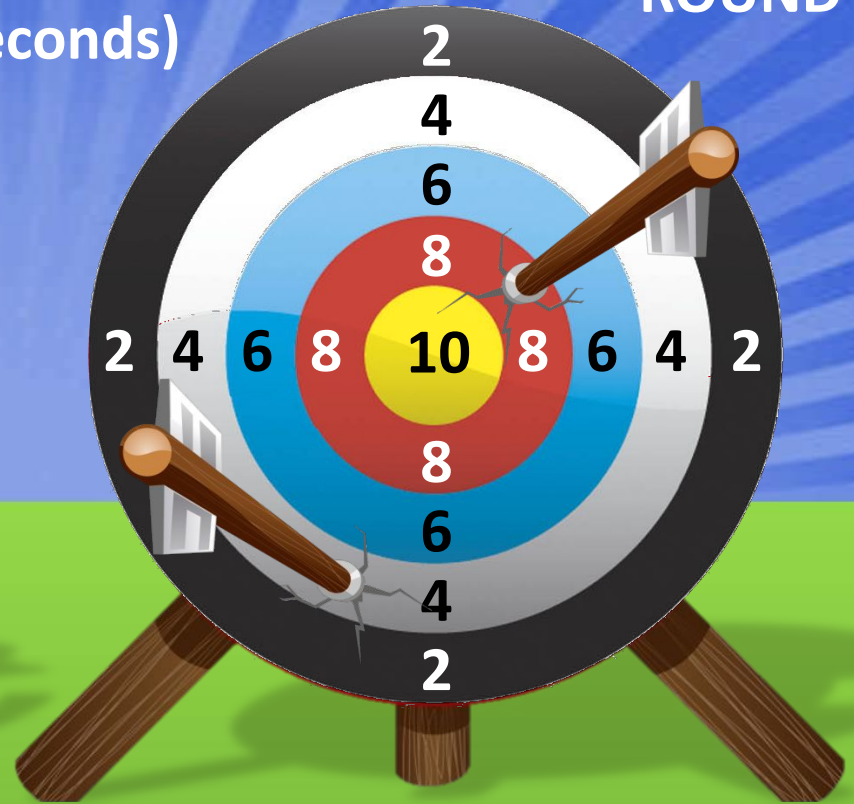




LEVEL 2

Say the numbers within the time limit  
(10 seconds)

ROUND 1



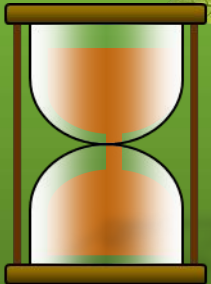
Target 1

Target 2

TOTAL SCORE

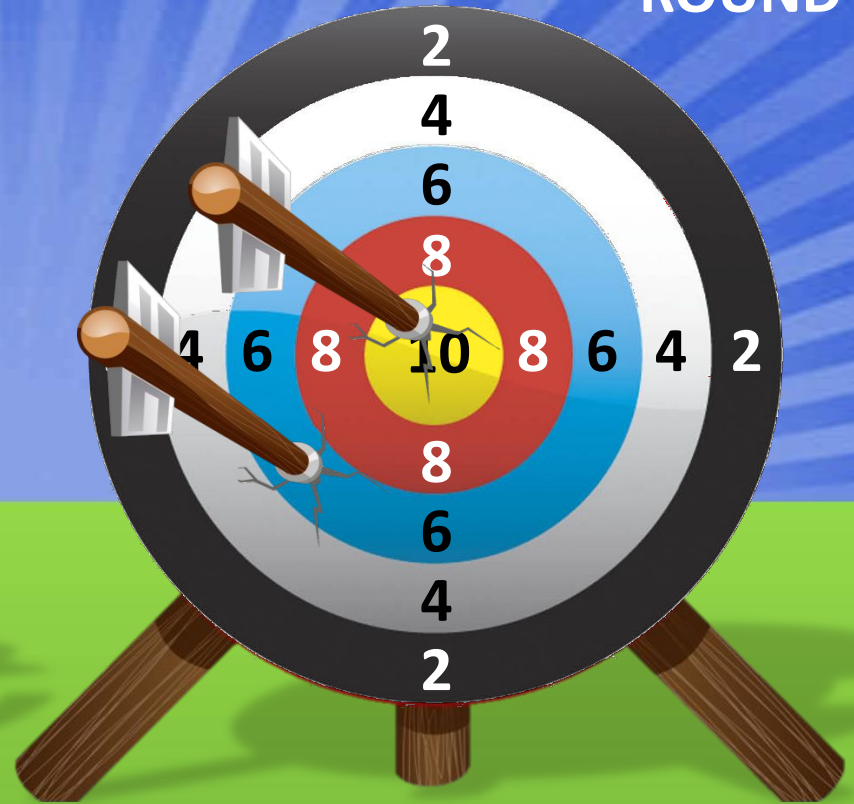
+

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LEVEL 2

ROUND 2



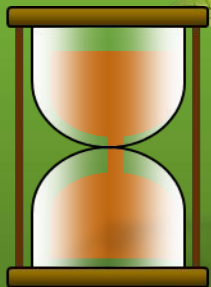
Target 1

Target 2

TOTAL SCORE

+

=





LEVEL 2

ROUND 3



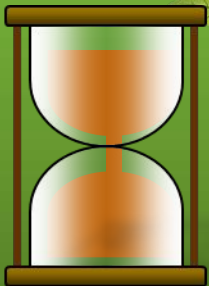
Target 1

Target 2

TOTAL SCORE

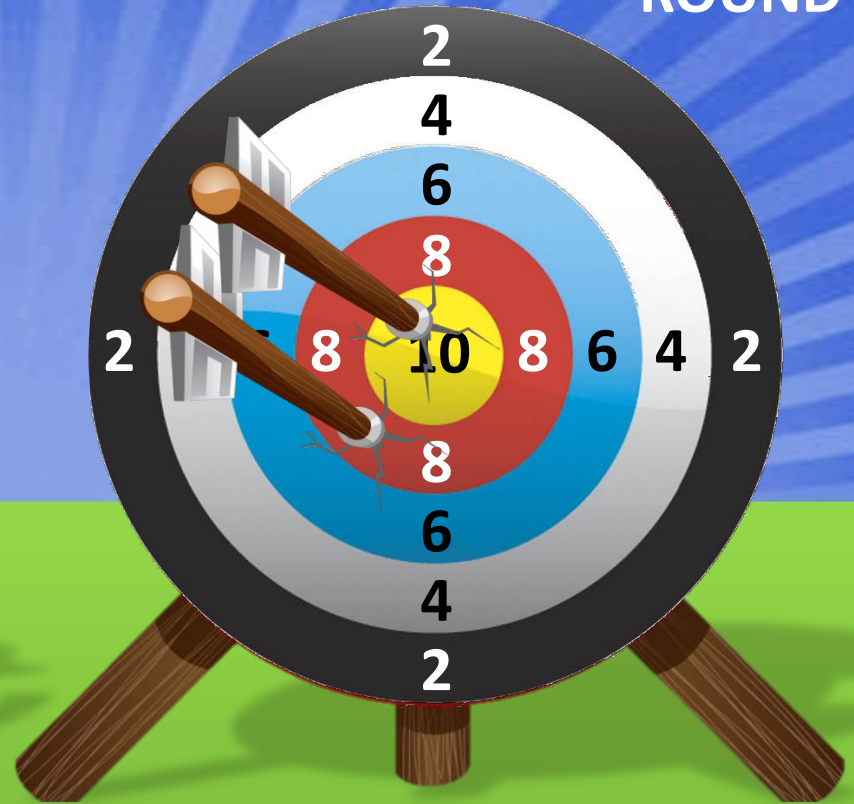
+

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LEVEL 2

ROUND 4



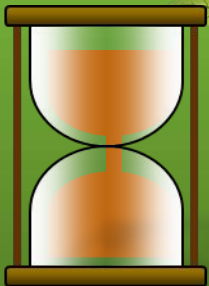
Target 1

Target 2

TOTAL SCORE

+

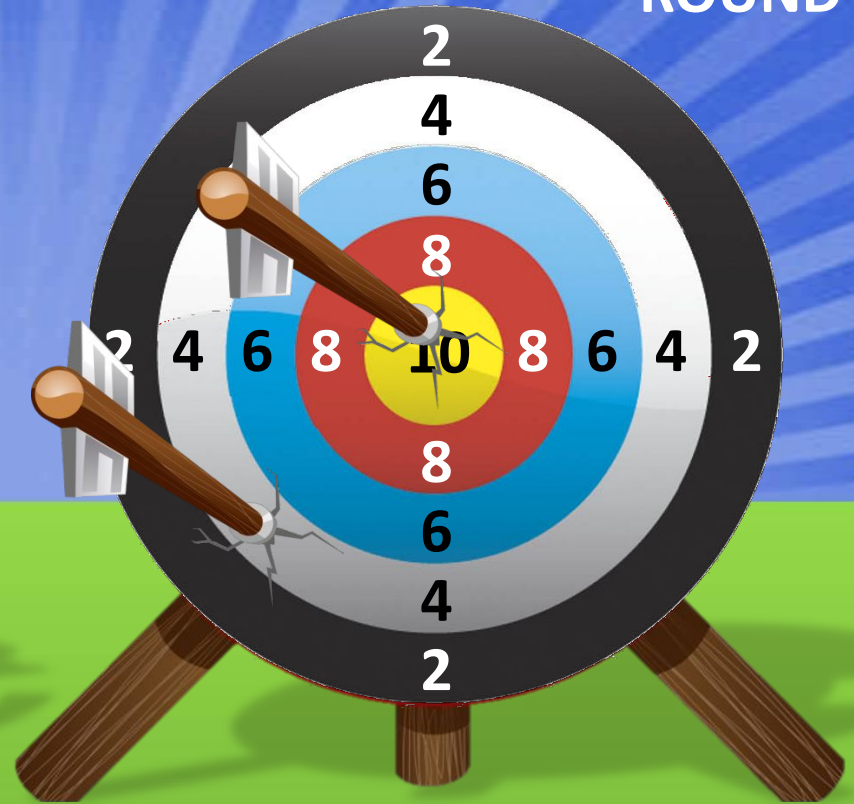
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LEVEL 2

ROUND 5



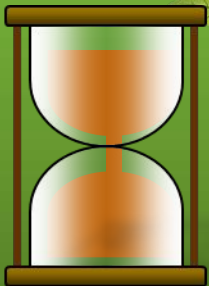
Target 1

Target 2

TOTAL SCORE

+

=



LEVEL 2

ROUND 6



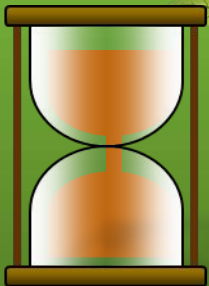
Target 1

Target 2

TOTAL SCORE

+

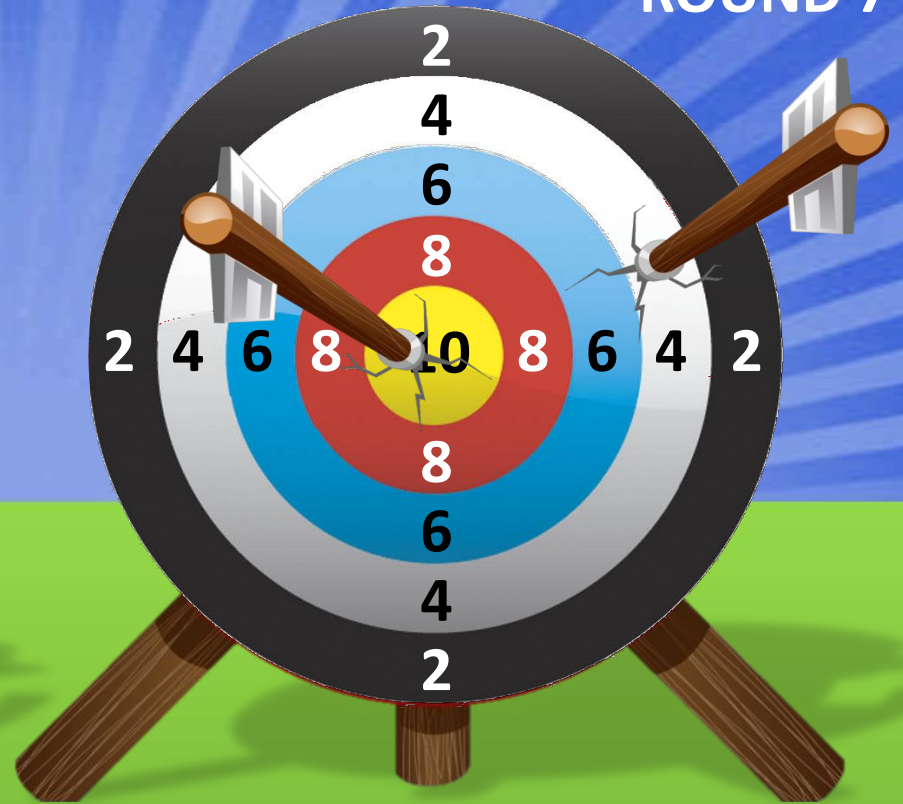
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LEVEL 2

ROUND 7



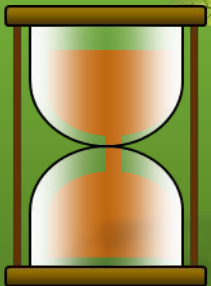
Target 1

Target 2

TOTAL SCORE

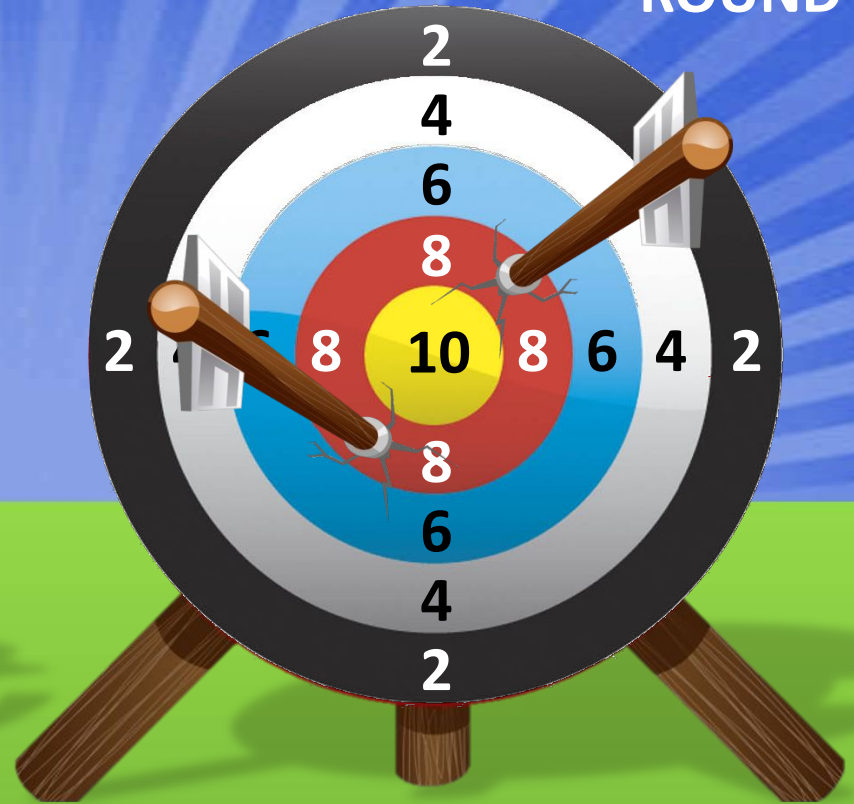
+

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LEVEL 2

ROUND 8



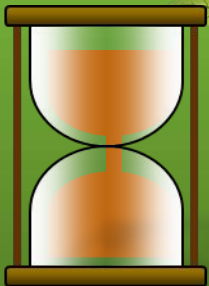
Target 1

Target 2

TOTAL SCORE

+

=





LEVEL 2

ROUND 9



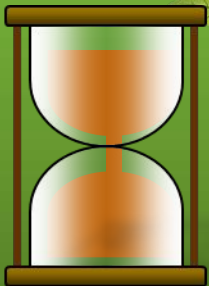
Target 1

Target 2

TOTAL SCORE

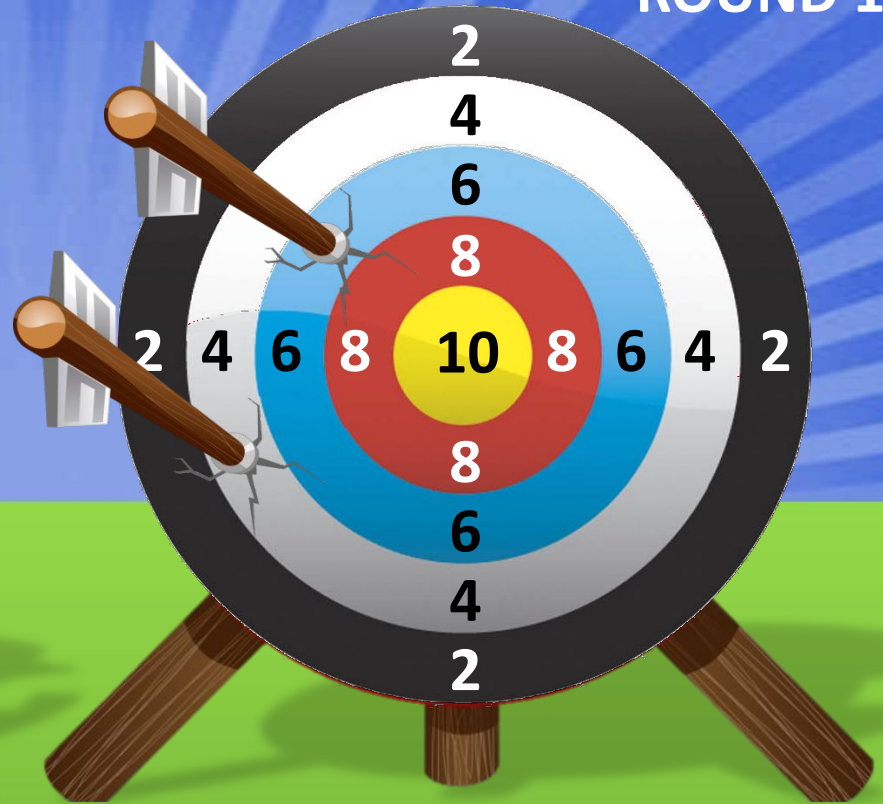
+

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LEVEL 2

ROUND 10



Target 1

Target 2

TOTAL SCORE

+

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