

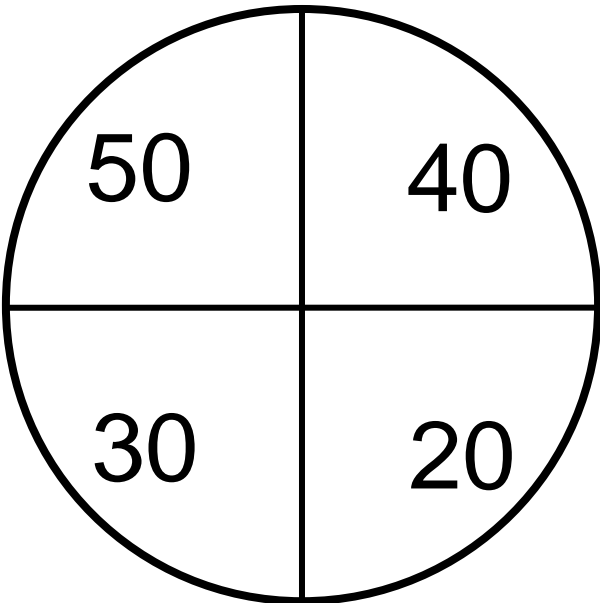
Decuple Minus

29	14	43	35	19	27
18	33	21	24	45	13
38	26	48	11	32	41
23	47	36	44	16	39
42	31	15	49	37	22
12	46	34	25	28	17

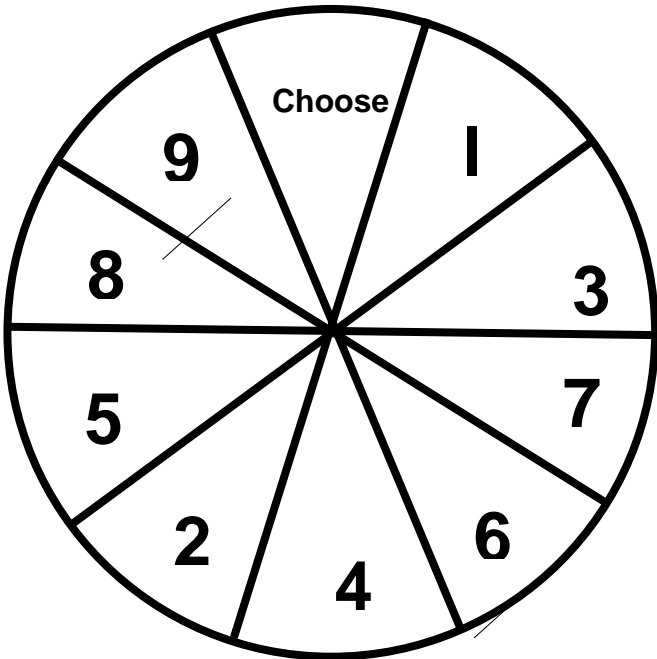
Directions:

1. Spin the decuple and 0-9 spinners to create a problem.
2. Subtract the numbers you spin. For example, if you spin a 20 and a 6, subtract $20-6$ and place your marker on 14.
3. The winner is the first player to get 3 in a row, either horizontally, vertically, or diagonally.

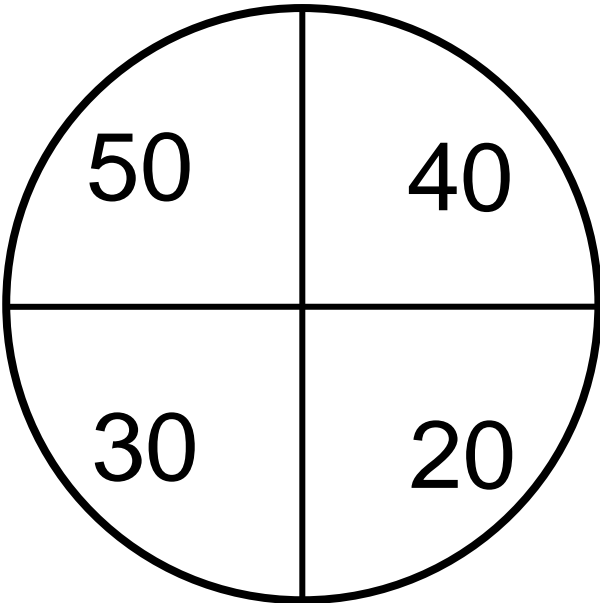
Decuple Minus Spinners



Minus



Decuple Minus Spinners



Minus

