

More Spinning for More or Less

10	4	6	1	8
3	9	11	7	5
7	5	6	3	9
6	2	8	12	10
9	7	5	8	4

1. Play with a partner.
2. Roll a 4-9 number cube to get a starting number.
3. Spin the spinner to get a direction.
4. Cover a number that fits the spinner's direction.
5. If the spinner lands on *more* or *less* the player may choose any number that fits that direction.
6. Lose a turn if a number cannot be covered.
7. Win by getting three counters in a row, horizontally, vertically, or diagonally.

