Use two pencils and two paperclips to create spinners. Players take it in turns to play.

When it is Player 1's turn, Player 2 gets to choose which two spinners will be used. The two spinners are spun and Player 1 has to mentally determine the product of the two numbers that are spun. Recording on paper is permitted in order to keep track of place value. The answer is then checked on a calculator. If the answer is correct, Player 1 gets a point.

It is then Player 2's turn, with Player 1 getting to choose which spinners are used.

Play alternates between the players. The opponent always chooses which two spinners are to be used, unless a player's last answer was incorrect. In this case, the player gets to choose for himself/herself which two spinners will be used.

The winner is the first player to reach 10 points, provided both players have had the same number of turns.