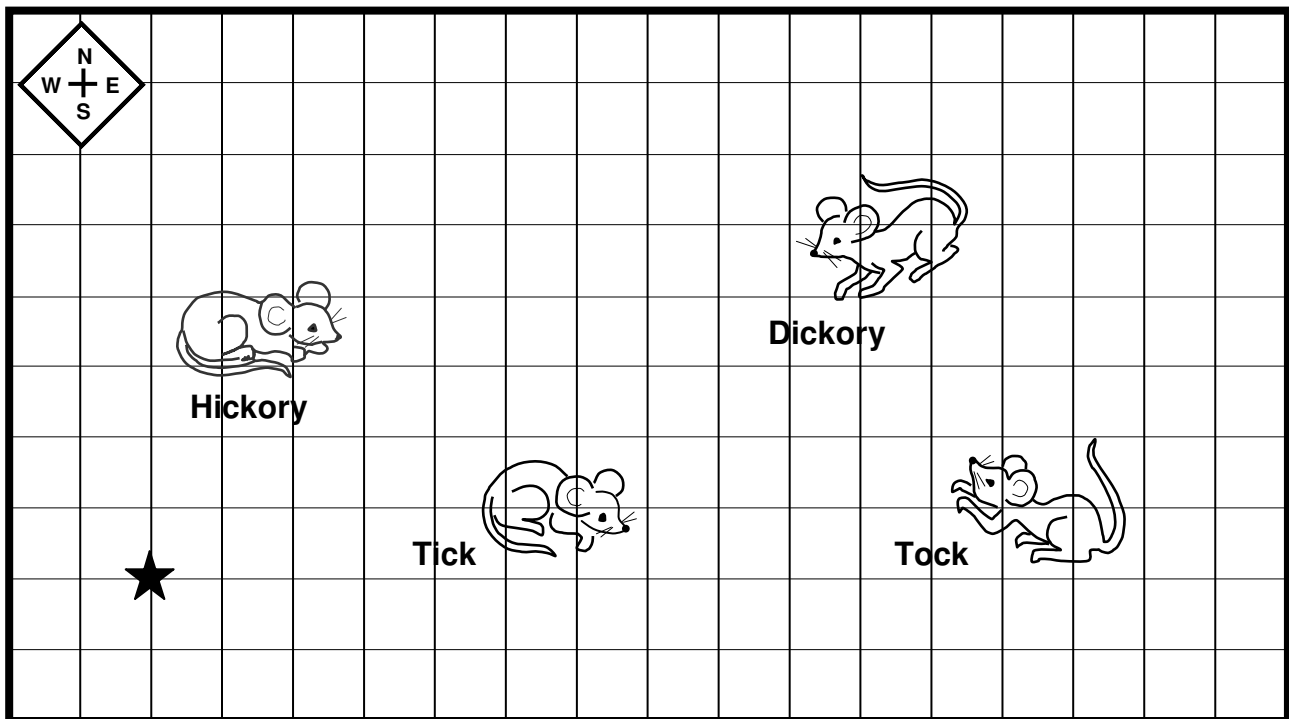


DOUBLE DIGIT DECODERS: SUBTRACTION #4



One of these mice has been running up and down inside your grandfather clock keeping you awake all night. Draw a path to find which is the guilty mouse.

$$\begin{array}{r} \text{EN} \\ 1. \ 57 \\ - 20 \\ \hline \end{array}$$

$$\begin{array}{r} \text{ES} \\ 2. \ 68 \\ - 18 \\ \hline \end{array}$$

$$\begin{array}{r} \text{ES} \\ 3. \ 79 \\ - 34 \\ \hline \end{array}$$

$$\begin{array}{r} \text{WN} \\ 4. \ 83 \\ - 22 \\ \hline \end{array}$$

$$\begin{array}{r} \text{NE} \\ 5. \ 49 \\ - 10 \\ \hline \end{array}$$

$$\begin{array}{r} \text{SW} \\ 6. \ 99 \\ - 21 \\ \hline \end{array}$$

$$\begin{array}{r} \text{NW} \\ 7. \ 95 \\ - 30 \\ \hline \end{array}$$

$$\begin{array}{r} \text{WS} \\ 8. \ 76 \\ - 44 \\ \hline \end{array}$$

$$\begin{array}{r} \text{SE} \\ 9. \ 64 \\ - 23 \\ \hline \end{array}$$

$$\begin{array}{r} \text{NE} \\ 10. \ 89 \\ - 15 \\ \hline \end{array}$$

$$\begin{array}{r} \text{SW} \\ 11. \ 58 \\ - 15 \\ \hline \end{array}$$

$$\begin{array}{r} \text{SE} \\ 12. \ 97 \\ - 62 \\ \hline \end{array}$$

$$\begin{array}{r} \text{NE} \\ 13. \ 58 \\ - 40 \\ \hline \end{array}$$

$$\begin{array}{r} \text{NN} \\ 14. \ 48 \\ - 23 \\ \hline \end{array}$$

$$\begin{array}{r} \text{WS} \\ 15. \ 97 \\ - 81 \\ \hline \end{array}$$

The guilty mouse is _____.

Instructions for Sample Puzzle #4

1. Answer all the addition problems first. ← This is important!
2. In the grid, begin at the star (★). Use the 10's place digit in the answer to problem 1 to tell you how many units to go north, south, east, or west, as specified at the top of the digit's column. Draw a line along the grid line from the star the given number of units in the given direction.
3. Do the same thing for the 1's place digit, continuing the line from where you stopped for the 10's place.
4. Continue the same process for the remaining problems, always drawing the new line segment from where the last one stopped.
5. The picture where the line stops, after doing the 1's place digit for problem 15, provides the answer to the mystery.

Note: the line you draw may go through objects, it may cross over itself, and, if the answer is zero, it will not change position.