WHO WANTS TO BE A MATHEMATICIAN?

General Instructions

1. Before you begin, you must recruit a witness. Your witness must be a teacher or other adult. Your witness will be responsible for checking your answers as you play.

2. All of these problems have been designed to be solved without a calculator. Calculators may not be used.

3. You must complete the official worksheet. Show all of your computations. Be sure to sign the sheet. Have your witness sign it also.

Rules of the Game

1. Begin with the 10-point question. Use the silver marker to mark your place. You will move this marker each time you move to a new question.

2. Without looking at the questions, select one question from the 10-point envelope. Solve the problem on your worksheet. Indicate question number (for example, Q15) and the letter of your chosen answer (A, B, C, or D) in the answer space provided on the worksheet.

3. Have your witness check your answer using the answer key.

4. If your answer is incorrect, the game is over. Turn your answer sheet in to your teacher.

5. If your answer is correct, proceed to the 20 point question.

6. Continue through the questions in order. You may not skip categories. (For example, you may not skip from 10 points to 40 points.)
7. If you correctly answer the 60-point question, you will win your choice of candy from the candy jar. This prize and these 60 points are yours to keep, no matter what happens.

8. If you correctly answer the 100 point question, you will win a homework pass.

9. If you correctly answer the 250 point question, you will receive 20 extra credit homework points.

10. If you correctly answer the 1000 point question, you will receive an additional 30 extra credit homework points.

11. **NOTE:** The candy jar prize is your only guaranteed prize. After the 100 point mark, each time you choose to go on you are risking everything you have. Any incorrect answer will cost you the loss of your homework pass and any extra credit points you have accumulated.

12. If you answer a question incorrectly after passing the 60-point mark, you will receive 60 points for the game.

13. You may quit at any time.

14. You **may** look at the next question before deciding to quit.

15. Your points will accumulate all year. At the end of the year, the three students with the highest point totals for the year will win gift cards for the local video store.

16. Each player is limited to two homework passes and 100 extra credit points per marking period. You may play as often as you like for additional game points.