The homework is to be turned in by 5 P.M. on the day it is due. Style and correctness will be graded – be neat and thorough. This assignment must be typed in 12pt font, single-spaced, and at least three pages in length. The heading must include the name of the book, the author, and your name. The heading must also be 12pt font, but should be bold.

In order to turn in the written assignment, each student must schedule a time to meet with me for 15 minutes to discuss the book. Only three people may choose the same book. Thus, before you begin reading you should clear it with me, so you can claim that spot.

The point of this assignment is to expose you to other areas of game theory and puzzles, as well as letting you explore an area you might be interested in while learning some history about the people and events involved. You must read one of the books listed in the accepted books (or an approved book). I will meet with each student individually upon the completion of the assignment to discuss the book. The 3+ pages should address these topics:

1. A summary of the book
2. Why you chose this book
3. The most interesting thing you learned
4. Something you wished the book had covered more thoroughly

Note that there are many books that would be acceptable for this assignment. The books listed below are merely a sampling to illustrate the types of books I’m looking for.

Accepted books:
Impossible? - Julian Havil
Nonplussed! - Julian Havil
The Dots and Boxes Game
Fair Game – Richard guy
Rock, Paper, Scissors: Game Theory in Everyday Life – Fisher
Across the Board: The Mathematics of Chessboard Problems – Watkins
Connection Games: Variations on a Theme – Browne
The Puzzle Universe: A History of Mathematics in 315 Puzzles – Moscovitch
What is the Name of This Book? - Smullyan
Things to Make and Do in the Fourth Dimension – Parker
Polyominoes: A Guide to Puzzles and Problems in Tiling – Martin
The Joy of Game Theory – Talwalkar
40 Paradoxes in Logic, Probability, and Game Theory – Talwalkar
Hex Strategy: Making the Right Connections – Browne
Mathematical Games, Abstract Games – Neto/Silva
The Godelian Puzzle Book – Smullyan
Surreal Numbers – Knuth
The Chess Mysteries of Sherlock Holmes – Smullyan
The Chess Mysteries of the Arabians – Smullyan
The Game's Afoot! Game Theory in Myth and Paradox – Mehlmann