The Meanest Mean in Town
Adapted from T3 MSM Institute

- The goal of this game is to choose five numbers whose average is as close as possible to 50.
- Before starting the game all players should clear List 1 and set . to Float.
- Each team should use two calculators, one to generate numbers and one to keep their chosen numbers.
- Two numbers between 1 and 100 will be generated in each round.
- Team 1 generates the first number using the randInt command. Each team decides whether to keep that number or to take the second number that will be generated. Then Team 2 generates the second number. A team who chooses the first number must ignore the second number. A team who does not choose the first number must keep the second number. Enter the chosen number into List 1.
- After five rounds, calculate the mean. The team with the mean closest to 50 wins.

To generate random numbers, press \( \boxed{\text{PRB}} \) to get the PRB menu and choose 2: randInt

Then enter the lower and upper bounds.

After getting the first random number on the Home Screen, another random number will be generated each time \( \boxed{\text{PRB}} \) is pressed.

**Variations:**

1. Set . to display two digits after the decimal point. Press \( \boxed{\text{PRB}} \) to get the PRB menu and choose 1: rand to generate a decimal between 1 and 0. The team with the mean closest to 0.70 wins.

2. Each team generates a random integer between 1 and 10. The teams must decide whether to keep those two numbers to form a fraction or use the second set of two numbers to form a fraction. The teams choose which of their numbers is the numerator and which is the denominator. The team with the mean closest to _ wins.