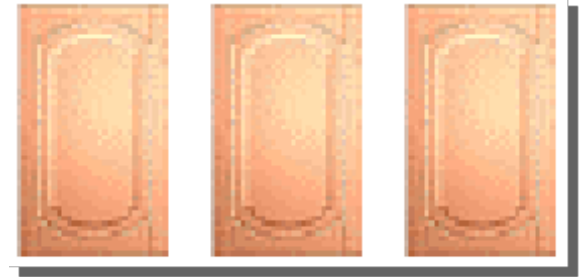


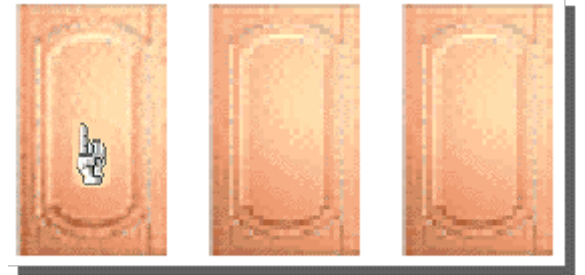
Monty Hall Game

[Shodor](#)

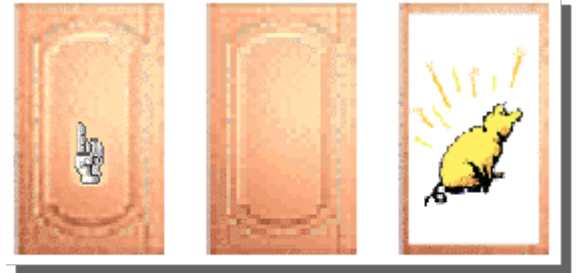
Begin each game with three closed doors.



Click on the door you want to pick. The selection sign -- which is a hand -- will appear on the door you picked. In the illustration here, the door farthest to the left has been selected.



After you've made your selection, one of the other two doors will open to reveal one of the two squeaking pigs.



Decide whether you want to **STAY** with the door you initially chose or **SWITCH** your choice to the other door. If you want to **STAY** with the door you initially chose, click **AGAIN** on the door with the selection sign. If you want to **SWITCH** to the other door, click on the other door (the door without a selection sign or a squealing pig).



If you win the game, you'll see a car, money, and other prizes behind the final door you chose. If you lose the game, you'll see only another squealing pig behind the final door you chose.



After playing each game, click the button that says "Let's do it again," which is at the top of the screen.

Let's do it again!

Reset Stats

You **MUST** play 50 games during which you **STAY** with your initial choice and you **MUST** play 50 games during with you **SWITCH** to the other door. Screenshot the statistics, including the Experimental probability, for the Games you **STAYED** and the Games you **SWITCHED**

Games stayed: 50
Games stayed and won: 16
Experimental probability to win: 0.33333334

Games switched: 50
Games switched and won: 33
Experimental probability to win: 0.6666667