|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Num Tests | 10 | 50 | 100 | 500 | 1000 | 5000 | 10000 |
| Test 1(% Switch Wins) | 80 | 68 | 65 | 71 | 66.4 | 67.87 | 65.98 |
| Test 1(% Stay Wins) | 20 | 32 | 35 | 29 | 33.6 | 32.12 | 34.02 |
| Test 2(% Switch Wins) | 60 | 62 | 69 | 68 | 64.3 | 65.26 | 67.08 |
| Test 2(% Stay Wins) | 40 | 38 | 31 | 32 | 35.7 | 34.74 | 32.92 |
| Test 3(% Switch Wins) | 50 | 70 | 64 | 68.2 | 69.3 | 66.4 | 66.14 |
| Test 3(% Stay Wins) | 50 | 30 | 36 | 31.8 | 30.7 | 33.6 | 33.86 |
| Test 4(% Switch Wins) | 70 | 62 | 66 | 67.2 | 63.8 | 67.58 | 67.01 |
| Test 4(% Stay Wins) | 30 | 38 | 34 | 32.8 | 36.2 | 32.42 | 32.99 |
| Test 5(% Switch Wins) | 90 | 64 | 68 | 62 | 64.2 | 66 | 66.96 |
| Test 5(% Stay Wins) | 10 | 36 | 32 | 38 | 35.8 | 34 | 33.04 |

According to the data table, it proofs that it is better to switch when playing Let's Make a Deal. The data indicates that each time switch has higher percentages to win than stay with the original choice. When a player picks the first door, it has 1/3 chances to win. Since Monty Hall always open the door with goat, it is more likely the remaining door has either car or goat. If staying with the original choice, it stills has 1/3 chances. If switching, it improves the chances to 2/3 since Monty already eliminates one of doors.