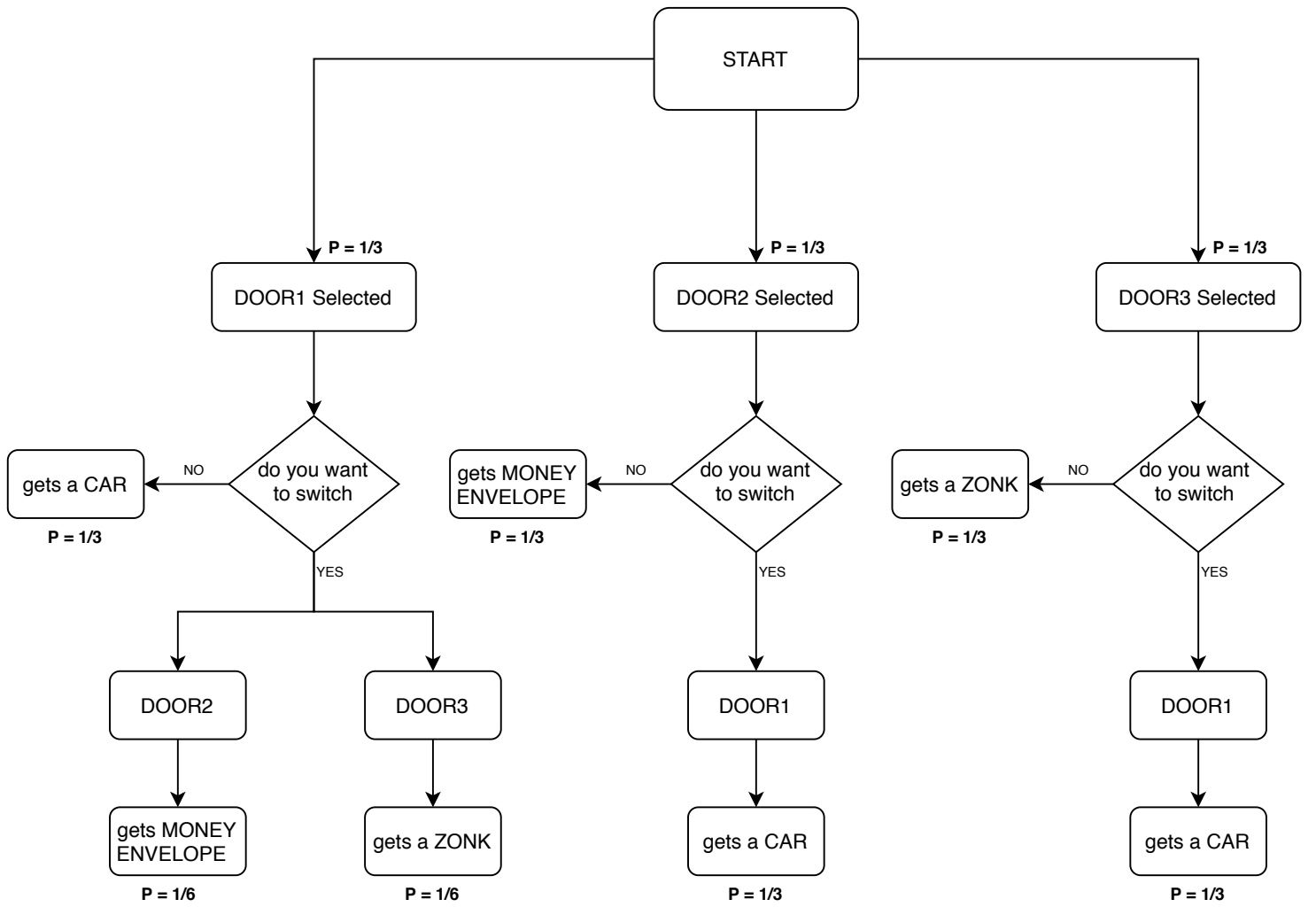


DOOR 1 = CAR

DOOR 2 = MONEY ENVELOPE

DOOR 3 = ZONK



P = Probability

To Select CAR after switch **P = 2/3**

To Select CAR without switch is **P = 1/3**