```javascript
// TODO: Create a variable called "fortune" and assign a number between 0 - 10.
// YOUR CODE GOES HERE

Fortune = 10

let response;

// Add your code here
function fortunelevel(level) {
  let Fortune;
  if(Fortune >= 0){
    Fortune = low
  if(Fortune > 3 && Fortune <= 7){
    Fortune = average
  }else{
    Fortune = unknown
  }
    return Fortune;

}
}

console.log('Fortune: ', fortunelevel(10));
// Don't edit the code below here
if (typeof module !== 'undefined') {
  module.exports = Fortune;
}

// TODO: Create a fortune teller game using conditional statements and comparison
operators.
// Conditions
// 1. If fortune is greater than or equal to 0 and less than or equal to 3, then
you have a low fortune.
// 2. If fortune is greater than 3 and less than or equal to 7, then you have an
average fortune.
// 3. If fortune is greater than 7 and less than or equal to 10, then you have a
good fortune.
// 4. If the fortune is out of range, then the fortune can't be read correctly.

// YOUR CODE GOES HERE
```