**Lottery Game Computer Instructions**

<>{\rtf \b \qc \fs26 In this game, FIRST, the computer will randomly choose 4 numbers, each between 0 and 9, to create a lottery ticket for you.

\par For example, your lottery ticket could be: 5086

\par Then the computer will randomly choose 4 numbers again, each between 0 and 9, to create the winning lottery ticket.

\par The lottery prizes are as follows:

\par PRIZE 1 (5KSH): If the FIRST OR SECOND number of your lottery ticket match the first OR second number of the winning ticket, your ticket will win prize 1.

\par PRIZE 2 (50KSH): If the FIRST AND SECOND number of your lottery ticket match the first AND second number of the winning ticket in the same order, your ticket will win prize 2.

\par PRIZE 3 (5000KSH): If ALL NUMBERS of your ticket match all numbers of the winning ticket in the same order, your ticket will win prize 3.

\par Before you see the winning ticket, you will be asked 10 questions.

\par In each question, you will be asked to choose between two options: a sure amount of money versus the lottery ticket.

\par For example, one of the questions will ask you to choose either 60Ksh for sure or play the lottery ticket. Another question will ask you to choose either 20Ksh for sure or play the lottery ticket.

\par After you answer all questions, the computer will randomly select one question to determine your pay. Your payment in this game depends on your answer to this one question.

\par If you chose the Sure Amount (for example 60Ksh), you will get the Sure Amount, even if your ticket won a greater amount of money.

\par If you chose to play the Lottery Ticket, you will get the prize your ticket won.

\par Since, payment depends on only one question and that question can be any of the 10 questions, you should make each decision as if it is the only decision you are making. That is, do not choose the sure amount in one question, just because you chose the lottery ticket in the other question. Think about each question as an independent question.