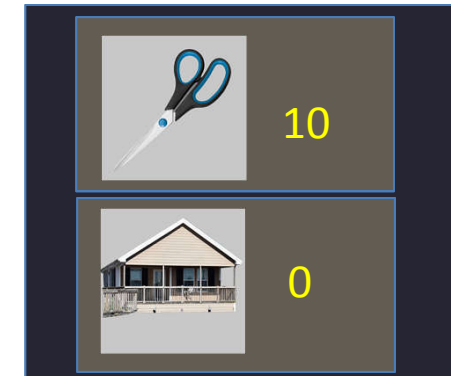


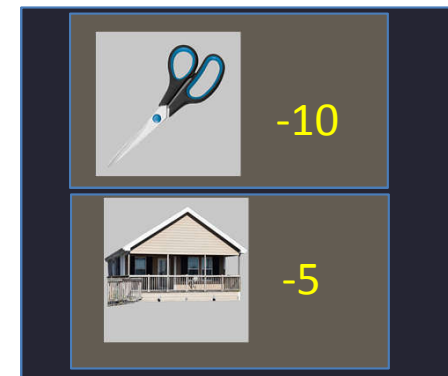
- In the second type of game, you'll make a **choice** between two slot machines. The slot machine that you chose will then provide a banknote with **the same chances** as in the other game.
- Before you decide, you'll be shown the number of points that either banknote would provide if it were collected on that game (two example games are shown on the right). This will be different for each game.
- Try to make decisions that will collect positive-point banknotes and avoid negative-point banknotes.
- Let's practice a few of these games.

Hypothetical game 1:



This screen from a hypothetical game that for this game, collecting the SCISSORS banknote would add 10 points and collecting the HOUSE banknote would add 0 points to your collection.

Hypothetical game 2:



This screen from a hypothetical game that for this game, collecting the SCISSORS banknote would take away 10 points and collecting the HOUSE banknote take away 5 points from your collection.