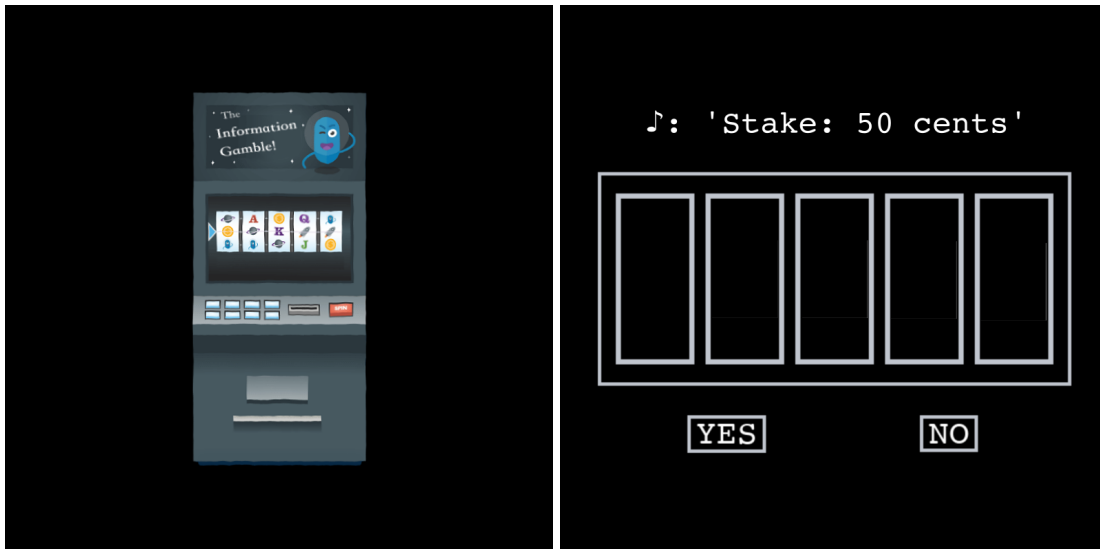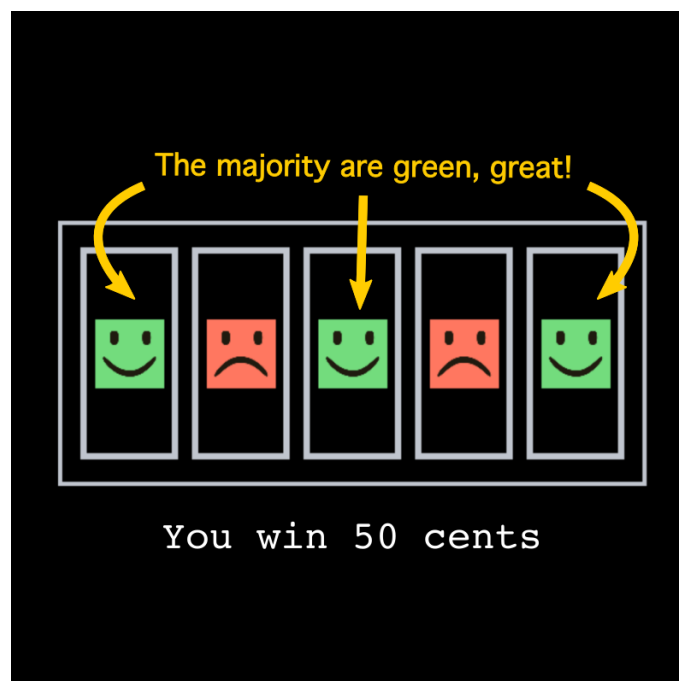# The Information Gamble!

In this experiment we are interested in how you respond in a **gambling scenario**.
You'll be playing a simulated pokie machine that looks a bit like the screen on the right.

Your task on each trial is to **choose to play the machine or not**.
If you play, there will always be an ==**equal chance** (50%) of **winning or losing** the stake==.

If you ==**choose not to play** then it **simply continues to the next trial**==.
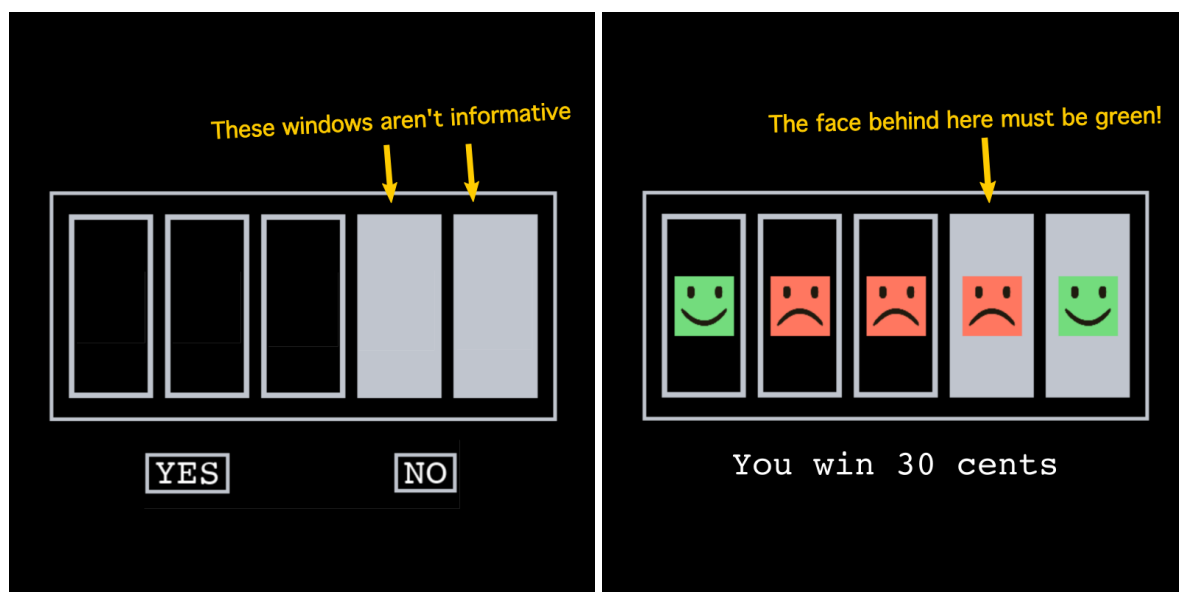You won't win money but you won't lose any either!

On each trial the **stake** will change. It can vary from **10 to 50 cents**.
You're playing for real money! Try to **maximise your returns** but **avoid losing money** too!

We will also change the **information** on each trial.

If a slot is blocked, the face that appears there is randomly selected so **won't provide any extra information** about whether you have won or lost.

You can have anywhere from 0 to 5 blocked slots.
Blocked slots don't affect your chances of winning, it will always remain the same.

So, in summary, your task is to choose to play the machine or not.

Remember:

1. Consider the **stake** and **information** on each choice.
2. The probability of winning or losing will be **equal on every trial**.