



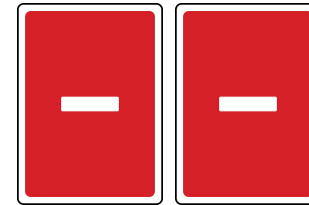
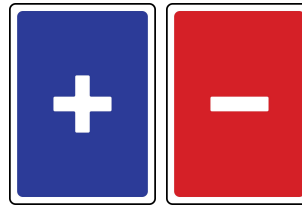
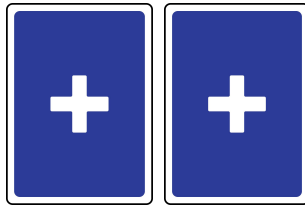
Double or Nothing



We're going to play a game called **Double or Nothing**. Here's how it works:

We have 3 cards:

- One with a **plus** on both sides
- One with a **minus** on both sides
- One with a **plus** on one side and a **minus** on the other side



We put the 3 cards in a bag, and then we draw one at random. If the **side facing up** has a **plus**, we get **+1 point**. If the side facing up has a **minus**, we get **-1 point**.

For example, imagine we draw a card from the bag and the side facing up has a **plus**. We have **+1 points** for the round so far. Now we have a choice to make: We can either **put the card back in the bag** without looking at the other side, or we can **flip the card over** and get the points on the other side before putting the card back in the bag.

- If we put the card back in the bag, then we get **+1 point** total for this round.
- If we flip the card over, then:
 - If the other side has a **plus**, we get **another +1 point**, so we get **+2 points** total for this round.
 - But if the back has a **minus**, we get **-1 point**, which **Cancels out** the +1 point from the front, and we get **0 points** for this round.