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### Task 3

- You are going to read about the game 'rock-paper-scissors'. Some words are missing from the text.
- Your task is to choose the most appropriate word from the list (A-O) for each gap (20-30) in the text. Write the letter of the appropriate word in the white box.
- You can use each word only once.
- There are two extra words that you do not need to use.
- There is one example (0) at the beginning.

#### HOW TO WIN AT ROCK-PAPER-SCISSORS



What are your odds of (0) \_\_\_\_\_ rock-paper-scissors? Simple – one in three. At least, that's what (20) \_\_\_\_\_ predicts.

But people do not play randomly; they (21) \_\_\_\_\_ a hidden strategy, which was revealed in a rock-paper-scissors tournament in China.

Scientists recruited 360 students and divided them into groups of six.

(22) \_\_\_\_\_ competitor played 300 rounds of rock-paper-scissors against

(23) \_\_\_\_\_ members of their group. To play smart, classical game theory

suggests players should completely randomise their choices to (24) \_\_\_\_\_

unpredictable to opponents. And indeed, players in all groups chose each

action about a third of the time, exactly as expected (25) \_\_\_\_\_ their

choices were random. (26) \_\_\_\_\_, the organisers noticed a surprising

pattern of behaviour. Winners tended to stick with their winning action,

while losers tended to (27) \_\_\_\_\_ to the next action in the sequence "rock-

paper-scissors". (28) \_\_\_\_\_ losing with a rock, for example, a player was

more (29) \_\_\_\_\_ to play paper in the next round. Being aware of this

"win-stay lose-shift" strategy may offer one a considerable advantage.

(30) \_\_\_\_\_ it is a simple game, rock-paper-scissors is seen as a model

for studying competitive behaviour in human, e.g. in financial trading.

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21)		
22)		
23)		
24)		

25)		
26)		
27)		
28)		
29)		
30)		

(www.news.bbc.co.uk)

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|----------------------|-----------|----------|----------|
| A AFTER              | E EACH    | I IF     | M REMAIN |
| B CHANCE             | F EVEN    | K LIKELY | N SWITCH |
| C <del>WINNING</del> | G FOLLOW  | L OTHER  | O THOUGH |
| D CHOICE             | H HOWEVER |          |          |

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