The Mathematical Intelligencer encourages comments about the material in this issue. Letters to the editor should be sent to either of the editors-in-chief, Chandler Davis or Marjorie Senechal.

Letter to the Editors

In response to the delightfully intriguing “Locker Puzzle” by Eugene Curtin and Max Warshauer (*Mathematical Intelligencer*, vol. 28, #1, pp. 28–31 (2006). doi:[10.1007/BF02986999](https://doi.org/10.1007/BF02986999)), I thought your readers might enjoy the following variant of this puzzle:

The Return of Monty Hall

In a new (“Let’s-Make-A-Deal”-type) game show for couples, there are 3 curtains behind which are hidden a car, a car key, and a goat. One member of the couple is designated “the car-master” – the car-master’s goal is to find the car. The other member is designated “the key-master” – the key-master’s goal is to find the key. If both partners succeed in their respective tasks, the couple drives away in their new car. If either one fails, the couple receives the booby prize, the goat.

The game begins with the car-master (at this point, the key-master is led out of the room and cannot observe the proceedings). The car-master has

two tries to find the car (i.e., open any curtain; if the car isn’t there, then open another curtain). If the car-master succeeds in finding the car, all open curtains are reclosed, and the key-master is brought back into the room. No communication whatsoever is permitted between the car-master and key-master at this point. The key-master now has two tries to find the key (i.e., open any curtain; if the key isn’t there, open another curtain). Assuming the couple plays optimally, what are their odds of winning the car?

Using the clever strategy outlined by Curtin and Warshauer, readers may verify that the couple will be able to drive away in a new car a remarkable $2/3$ of the time!

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