1014-M1-342   **Paula R. Stickles*** (`pstickle@indiana.edu`), Wright Education 3048, 201 N. Rose Avenue, Bloomington, IN 47405. *The Price is Right's Three Strikes Game and Other Possibilities.*

The program The Price is Right has existed on television since 1956. There is currently a selection of the seventy pricing games that can be integrated into the classroom. The Three Strikes game is one of them and is played for a car. Tokens representing the numbers in the price of the car are placed in a bag, as well as a token with a strike (X) on it. The contestant pulls out one token at a time. If a number is drawn, the contestant guesses which position the number is in the price of the car. If the guess is incorrect, the number is returned to the bag, and if the contestant is correct, the token is removed. If the contestant pulls out the strike, it is returned to the bag. In order to win the car, the contestant must successfully draw out the numbers and correctly place them in the price before pulling out the strike three times. A previous version of the Three Strikes game included three strikes placed in the bag. If a strike was drawn it was not replaced. We consider the previous and current version of the game, and investigate the probability of winning each version using Markov chains. We compare the probabilities of the current version of the game with empirical probabilities generated via a computer simulation. Other pricing games will also be highlighted. (Received September 11, 2005)