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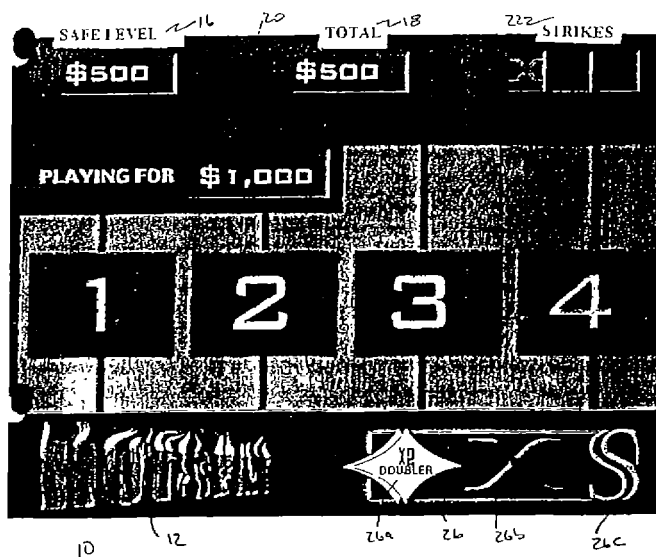
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(54) Title: NOVEL GAMES, METHODS AND APPARATUS FOR PLAY IN GAMES OF CHANCE



(57) Abstract: The inventions herein relate to novel games of chance and apparatus and methods of play. A multi-level game of chance is played by presenting the player with multiple options, at least one negative and one positive. Each player selects one of four boxes (14), two of which have monetary amounts (16), and one a strike (220). Optionally, the fourth box may comprise a 'mystery box' (which the player may elect to open or not) that requires a decision within a decision. If they open it, multiple options are presented. In studio participation, casino based play or play via an electronic network is contemplated. In another embodiment, a series of random numbers are drawn and a win determined based upon predefined rules. In yet another embodiment, an ancillary game is performed using the substantially real time determination of the number of remaining players.