

ZERO-SUM TILING GAME**BACKGROUND OF THE INVENTION**

The present invention relates to a zero-sum tiling game.

People are always interested in game playing, and there is always room for a new game, especially a game that is easily portable, can be played by two to four players, and is simple to learn and play. Accordingly, there is a need for a zero-sum tiling game providing these benefits.

SUMMARY OF THE INVENTION

The zero-sum tiling game of the present invention meets the aforementioned need by providing a plurality of “domino-like” game pieces having top surfaces and side edges for abutting the game pieces against one another on a playing surface. The game pieces are about twice as long as they are wide in plan, so that the game pieces can be identified as having two substantially equally sized halves and so that the game pieces can be laid down on a playing surface in patterns that tile the playing surface whether both halves of one game piece abut both halves of an adjacent game piece, or whether just one of the halves of the game piece abuts just one of the halves of an adjacent game piece.

At least a sub-set of the game pieces includes indicia viewable on the top surfaces of the game pieces that are positioned so as to correspond to or be associated with one, or the other, or both of the two halves of the game piece. The indicia define a binary set, or one of two polarity types. A first number of the indicia of one polarity type is provided that is associated with one of the halves of a given game piece, and a second number of the other polarity type is provided that is associated with the other of the halves of the given game piece, where the integer is preferably zero, one, two, or three. The indicia associated with one half of the game piece may be summed to indicate the value for that type of indicia for that one half of the game piece, while the indicia may more generally be “added” or “summed” overall to obtain an overall value for any desired number of halves. Particularly, it is an object of the game to lay down game pieces in such a way that each piece that is laid down completes a square that consists of four halves, wherein the sum of the indicia for the four halves is zero. The four halves may be parts of one, two or three additional game pieces that have previously been laid down.

Therefore, it is a principal object of the present invention to provide a novel zero-sum tiling game.

It is a further object of the present invention to provide such a game that is easily portable.

It is still a further object of the present invention to provide such a game that can be played by two to four players.

It is yet a further object of the invention to provide such a game that is simple to learn and play.

The foregoing and other objects, features and advantages of the present invention will be more readily understood upon consideration of the following detailed description of the invention, taken in conjunction with the following drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a pictorial view of two game pieces according to the present invention.

FIG. 2A1 is a plan view of a first game piece according to the invention.

FIG. 2B1 is a plan view of a second game piece according to the invention.

FIG. 2C1 is a plan view of a third game piece according to the invention.

FIG. 2D1 is a plan view of a fourth game piece according to the invention.

FIG. 2E1 is a plan view of a fifth game piece according to the invention.

FIG. 2F1 is a plan view of a sixth game piece according to the invention.

FIG. 2G1 is a plan view of a seventh game piece according to the invention.

FIG. 2H1 is a plan view of an eighth game piece according to the invention.

FIG. 2J1 is a plan view of a ninth game piece according to the invention.

FIG. 2K1 is a plan view of a tenth game piece according to the invention.

FIG. 2L1 is a plan view of a eleventh game piece according to the invention.

FIG. 2M1 is a plan view of a twelfth game piece according to the invention.

FIG. 2N1 is a plan view of a thirteenth game piece according to the invention.

FIG. 2P1 is a plan view of a fourteenth game piece according to the invention.

FIG. 2Q1 is a plan view of a fifteenth game piece according to the invention.

FIG. 2R1 is a plan view of a sixteenth game piece according to the invention.

FIG. 2S1 is a plan view of a seventeenth game piece according to the invention.

FIG. 2T1 is a plan view of an eighteenth game piece according to the invention.

FIG. 2U1 is a plan view of a nineteenth game piece according to the invention.

FIG. 2V1 is a plan view of a twentieth game piece according to the invention.

FIG. 2W1 is a plan view of a twenty-first game piece according to the invention.

FIG. 2X1 is a plan view of a twenty-second game piece according to the invention.

FIG. 2Y1 is a plan view of a twenty-third game piece according to the invention.

FIG. 2Z1 is a plan view of a twenty-fourth game piece according to the invention.

FIG. 2A2 is a plan view of a twenty-fifth game piece according to the invention.

FIG. 2B2 is a plan view of a twenty-sixth game piece according to the invention.

FIG. 2C2 is a plan view of a twenty-seventh game piece according to the invention.

FIG. 2D2 is a plan view of a twenty-eighth game piece according to the invention.

FIG. 3 is a chart showing the distribution of symbols over the twenty-eight game pieces of FIGS. 2A1–2D2.

FIG. 4A is a pictorial view of a game piece being laid down in a legal move according to the invention.

FIG. 4B is a pictorial view of the result of the move of FIG. 4A, showing a square that is formed thereby.

FIG. 5A is a pictorial view of two separate game pieces being laid down in two separate legal moves according to the invention.

FIG. 5B is a pictorial view of the result of one of the moves of FIG. 5A, showing a square that is formed thereby.

FIG. 6A is a pictorial view of two separate legal moves according to the invention.