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halves of said third game piece is adjacent said one of the halves of said second game piece, wherein said one of the halves of said third game piece includes a fifth integer number of indicia of said one of said polarity types, wherein said fifth integer is greater than or equal to zero, and a sixth integer number of indicia of the other of said polarity types, wherein said sixth integer is greater than or equal to zero;

defining a subsequent move wherein a player subsequently lays down a subsequent domino-like game piece having two halves, wherein one of the halves of said subsequent game piece is adjacent said one of the halves of said third game piece, wherein said one of the halves of said subsequent game piece includes a seventh integer number of indicia of said one of said polarity types, wherein said seventh number is greater than or equal to zero, and an eighth integer number of indicia of the other of said polarity types, wherein said eighth number is greater than or equal to zero;

wherein it is predefined that said subsequent move is legal when the sum of said first, third, fifth, and seventh numbers is equal to the sum of said second, fourth, sixth and eighth numbers, and wherein, otherwise, said move is not legal.

**8.** The method of claim 7, wherein at least one of said first and second numbers is equal to zero, at least one of said third and fourth numbers is equal to zero, at least one of said fifth and sixth numbers is equal to zero, and at least one of said seventh and eighth numbers is equal to zero.

**9.** The method of claim 8, wherein said halves are squares and wherein two of said squares are adjacent one another when they form a rectangle.

**10.** A zero-sum tiling game, comprising:

a first plurality of game pieces of substantially identical shape and size, wherein first game indicia are distributed over said first plurality of game pieces so that each game piece has a unique combination of first and

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second integer numbers of said first game indicia, said first integer number ranging inclusively between zero and a predetermined maximum number of the first game indicia, and said second integer number ranging inclusively between a value of the first integer number and the predetermined maximum number;

a second plurality of game pieces of substantially identical shape and size as said first plurality of game pieces, wherein second game indicia differing from said first game indicia are distributed over said second plurality of game pieces so that each game piece has a unique combination of third and fourth integer numbers of said second game indicia, said third integer number ranging inclusively between zero and said predetermined maximum number of the second indicia, and said fourth integer number ranging inclusively between a value of the third integer number and the predetermined maximum number, except that one combination 0, 0 for the second indicia is omitted;

wherein said first and second indicia are of opposite polarity.

**11.** The zero-sum tiling game of claim 10, wherein said predetermined maximum number is equal to three, so that there are 10 of said unique combinations, including one combination corresponding to both said first and second integers being equal to zero.

**12.** The zero-sum tiling game of claim 10, comprising a plurality of third game pieces of substantially identical shape and size as said first and second pluralities of game pieces, said third plurality of game pieces having a unique combination of a fifth integer number of the first indicia ranging between one and the predetermined maximum number, and a sixth integer number of the second indicia ranging between one and the predetermined number.

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