

# Group 1

1. A collapsible tower comprising:

a plurality of stackable and movable rectangular prisms wherein each of said prisms bears one of a set of marks; and

a selection mechanism for randomly identifying one mark from said set of marks, wherein the randomly identified mark is used to restrict the choice of prisms to be moved in the tower to prisms bearing said randomly identified mark.

**Comment [a1]:** Foundation for movement of the prisms.

**Comment [a2]:** The prisms aren't made of marks.

**Deleted:** of varying

**Comment [a3]:** This is a good example of a means-plus-function element that doesn't use the word "means." When writing the specification, be prepared to identify the corresponding structure that performs the "selection" function.

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**Comment [a4]:** Not all prisms.

**Deleted:** selection mechanism is used dictate the movement of the prisms.

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**Comment [a5]:** The phrases "length greater than width" and "approximate square shape" facially conflict. It can be cured (e.g., by more precisely specifying the ratio of length to width), but the "layer" element is really what constrains the prisms' dimensions.

**Deleted:** the length of the rectangles must be greater than the width of the total number of pieces required to form an approximate square shape.

**Comment [a6]:** This phrase seems indefinite, unless you define it as a term of art in the specification.

**Deleted:** of varying set of marks

**Comment [a7]:** Foundation for "the tower collapses."

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**Comment [a8]:** Eliminates forward reference to the "next prism to be removed."

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**Comment [a9]:** Don't build the tower all over again!

**Comment [a10]:** What is a "ninety degree layer?"

**Comment [a11]:** "The"? No antecedent basis for "horizontal plane."

**Comment [a12]:** Only one sentence per claim!

2. The collapsible tower according to claim 1, wherein the selection mechanism is a multi-sided die.

3. The collapsible tower according to claim 1, wherein the prisms are stacked in a plurality of layers, each of said layers comprising no more than a maximum number of prisms, and each of said prisms having a length greater than the combined widths of said maximum number of prisms in each layer.

4. A method of playing a game comprising:

arranging a plurality of stackable rectangular prisms in alternating layered formation to form a collapsible tower, wherein each of said prisms bears one of a set of marks;

manipulating a selection mechanism to select a mark randomly from said set of marks;

removing a prism bearing said randomly selected mark and not located in the top layer;

placing the removed prism onto the top layer; and

repeating said manipulating, removing and placing steps until the tower collapses.

5. The method according to claim 4, wherein the rectangular prisms are stacked in alternating ninety degree layers along the horizontal plane.

Wherein said process is a means of enjoyment :)

## Group 2

1. A stacking block kit, comprising:

a plurality of stacking blocks, wherein **each of said** stacking blocks **bears one of a class of** visual identifiers;  
a selection mechanism, wherein the selection mechanism **is capable of randomly selecting one of** the visual identifiers; and  
a set of game rules defining movement of the plurality of stacking blocks, the game rules requiring players to perform the steps of (1) constructing a tower of the plurality of stacking blocks, (2) **activating** the selection mechanism, (3) **identifying** a stacking block from **among** the plurality of stacking blocks associated with the visual identifier selected by the selection mechanism, **(4) moving said identified stacking block, and (5) repeating said activating, identifying and moving steps** amongst the players until a predetermined solution is reached.

2. The stacking block kit according to claim 1, wherein the visual identifier is a color.

3. The stacking block kit according to claim 1, wherein the selection mechanism is a six-sided die.

4. A method of playing **a game** utilizing **the stacking block kit according to claim 1** comprising the steps of:

arranging a plurality of said blocks in layers forming a tower structure;  
selecting a player to roll said die;  
rolling of side die by said selected player to determine a game play color;  
removing a block of the player's choice from any said stack layer, except the top layer, using single hand to press said block from said stack;  
replacing said selected block to top of said stack in an orientation orthogonal to an underlying layer  
repeating of all but first step by a next player

**Comment [a13]:** There is only one plurality, so there's no point in classifying it. The blocks are classified according to the visual identifiers they bear.

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**Comment [a14]:** This is a good example of a means-plus-function element that doesn't use the word "means." When writing the specification, be prepared to identify the corresponding structure that performs the "selection" function.

**Comment [a15]:** The selection mechanism might "correspond to" the identifiers without having the purpose and effect of selecting one of the identifiers.

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**Comment [a16]:** Use a different word than "selecting" to distinguish the actions taken with respect to visual identifiers and stacking blocks.

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**Deleted:** select

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**Comment [a17]:** "Select and move" looks like two steps. Any irregularity may rub an examiner the wrong way. Breaking out the movement step also gives you the option to draft further limitations regarding how the block can be moved.

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**Deleted:** the activation of the selection mechanism and moving of a stacking block associated with the visual identifier

**Comment [a18]:** Families of claims should stay within the same statutory category (process, machine, manufacture, composition of matter). The first process claim needs to be independent, and all elements need to be reintroduced.

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### Group 3

1. A tower kit comprising:
  - a plurality of blocks, wherein the blocks are marked by at least one identifier, the identifier being selected from the group consisting of colors or dots;
  - means for rolling comprising markings that correspond to the identifiers marked on the blocks; and
  - a set of instructions that describe rules for a game, wherein the rules indicate a recommended order of play.
2. The tower kit of claim 1, comprising blocks that are stackable at right angles.
3. The tower kit of claim 1, wherein the ratio of length to width of each block is greater than three.
4. The tower kit of claim 1, wherein the means for rolling is a die.
5. A method of playing a tumbling tower game, the method comprising:
  - stacking a plurality of blocks in layers,
  - removing a block, from a layer other than the top layer, and
  - replacing said block on the top layer of blocks,
  - wherein, each block movement corresponds to a roll of a die, the die having an identifier that corresponds to the moved block.
6. A method according to claim 4, wherein the rolling, removing and replacing steps are repeated until the tower collapses, and the winner is the penultimate player.

**Comment [a19]:** Each claim is just one sentence. Capitalize (or don't) accordingly.

**Comment [a20]:** This means that any individual block may have zero or ten identifiers, as long as the blocks as a group have at least one identifier in total.

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**Comment [a21]:** This seems to be an attempt to draft an element in "Markush group" format. Markush groups must always be specified in closed form (i.e., with "consisting of" as the transitional term).

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**Comment [a22]:** Means-plus-function element, since the markings do not provide sufficient structure to "roll." (Note that the word "means" does not automatically trigger means-plus-function treatment; rather, it is the claim's lack of supporting structure for the "rolling" function.) Be prepared to specify t ... [1]

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**Comment [a23]:** Avoid using ... [3]

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**Comment [a24]:**

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**Comment [a25]:** This duplicat ... [5]

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**Comment [a26]:** Rolling the d ... [6]

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<b>Page 3: [1] Comment [a22]</b>	<b>achin1</b>	<b>9/13/2016 4:29:00 PM</b>
Means-plus-function element, since the markings do not provide sufficient structure to “roll.” (Note that the word “means” does not automatically trigger means-plus-function treatment; rather, it is the claim’s lack of supporting structure for the “rolling” function.) Be prepared to specify the corresponding structure that performs the “rolling” function. (If you mean a die, please note that a die does not roll itself, so it does not provide the necessary corresponding structure. Also, it is unclear how the element of “markings” relates to the function of “rolling.” You may want to use a different gerund here.)		
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<b>Page 3: [3] Comment [a23]</b>	<b>achin1</b>	<b>9/13/2016 4:29:00 PM</b>
Avoid using definite articles for first reference to “rules” and “game.”		
<b>Page 3: [4] Deleted</b>	<b>achin1</b>	<b>9/13/2016 4:22:00 PM</b>
time the width of the same bloc		
<b>Page 3: [5] Comment [a25]</b>	<b>achin1</b>	<b>9/13/2016 4:29:00 PM</b>
This duplicates claim 1 if "die" is disclosed in the specification. Also, a die does not perform the function of "rolling."		
<b>Page 3: [6] Comment [a26]</b>	<b>achin1</b>	<b>9/13/2016 4:29:00 PM</b>
Rolling the die should be a step, and the “removing” step should include a limitation that reflects this correspondence.		