

Group 1

We claim:

1. A collapsible tower comprising ~~of~~ a plurality of layers of stacked building pieces, at least two of the building pieces being different in exterior color.
2. The tower according to claim 1, wherein the building pieces are ~~symmetrical~~ rectangular prisms.
3. The tower according to claim 1, wherein the ratio of length to width of each of the building pieces is greater than three ~~times the block's width in length~~.
4. The tower according to claim 1, wherein ~~when the building pieces are assembled in a set~~ each of the layers consists of three substantially parallel building pieces spaced such that the outer boundary convex hull of the ~~functional group~~ layer is substantially forms a square.
5. The tower according to claim 1, wherein the ~~functional groups~~ layers are stacked in a manner such that the blocks ~~of tier~~ each layer is are perpendicular to the blocks of any adjacent both the previous and subsequent functional group layers.
6. The tower according to claim 1, further comprising a color selection device, wherein the device is used by a player to select the exterior color of the building pieces that the player is permitted to remove. ~~are removed by a player in accordance to the building pieces color which is designated by a color selection device.~~
- ~~7. The device according to claim 6, that can be operated to randomly select from a set of colors that correspond to the exterior color of the blocks.~~
8. A method of playing a game comprising the steps of:
 - arranging a plurality of game pieces into layers, each said layer allowing sides of building pieces perpendicular to the base defining a channel therethrough;
 - Using the color selection device to ~~indicate~~ select the color that must be removed next in sequence;
 - Removing one of the building pieces from a tier other than the uppermost;
 - Returning placing the building piece removed ~~to~~ in the uppermost tier ~~upon~~ removal; and
 - Repeating the removing and returning-placing steps amongst the players of the game until the tiers area predetermined conclusion is reached .
9. An improvement to a collapsible tower game comprising a plurality of layers of stacked building pieces, ~~wherein~~ the improvement comprising:
 - a ratio of length to width of each of the building pieces exceeding three. A building piece dimension that is at least three times longer than the width such that gaps exist between parallel

Group 2

We claim:

1. A tower to be stacked and collapsed comprising:

a ~~number plurality~~ of blocks, of equal size, ~~of two or more visually distinct groups~~ but having other visually distinct characteristics, being more than three times as long as they are wide,

wherein said blocks ~~which~~ stand as a tower when stacked in perpendicular groups of three; and

a means for randomly selecting one of ~~the visually distinct block groups~~ said visually distinguishable characteristics.

2. A method of playing a game comprising the steps of:

arranging a plurality of blocks into layers, each said block belonging to a unique group of blocks having a visually distinct group characteristic and each said layer comprising a plurality of blocks arranged with spaces approximately the width of one block between each adjacent pair of blocks;

Casting a die, said die indicating a random color;

removing a block associated with the corresponding color as indicated by the casted die from other than the uppermost layer;

Returning the removed block to the uppermost layer upon its removal; and

Repeating the removing and returning steps amongst players of the game until a predetermined solution is reached.

3. A method of playing a game comprising the steps of:

arranging a plurality of blocks, each block belonging to a ~~visually distinct unique~~ group of blocks having a visually distinct characteristic, into perpendicular layers of three so that the blocks within each layer are not in contact with each other;

randomly selecting one of the groups ~~a visually distinct block group~~;

removing a block from a layer below the uppermost layer of the tower and corresponding belonging to that the randomly selected ~~visually distinct~~ group;

returning placing the removed block ~~to in~~ the uppermost layer of the tower perpendicular to the blocks immediately below; and

repeating the removing and returning of blocks until a predetermined solution is reached.