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(54) Title: GAME

(57) Abstract: A game is disclosed herein the game having a plurality of game pieces including a plurality of sub-sets, the game pieces in each subset having a common identifier and a first identifier, each common identifier of each sub-set being the same as at least one common identifier of another sub-set; a structure for removably receiving and retaining the plurality of game pieces; an opening in the structure for sliding a played game piece into the structure, when the played game piece is replaced by a replacement game piece, the replacement game piece being determined by matching either the first identifier or the common identifier of the played game piece with the first identifier or the common identifier of the replacement game piece.

## GAME

## CROSS REFERENCE TO RELATED APPLICATIONS

This application claims the benefit of United States Provisional Patent Application Serial No. 61/089,563 filed August 17, 2008, the contents of which are incorporated herein by reference thereto.

## BACKGROUND

[0001] Games are known to provide fun and entertainment to players of all ages. Young children can enjoy games and, at the same time, may derive a benefit from a game which helps to develop skills of association and recognition, as well as refining motor skills. It is desirable to provide a game providing both enjoyment and a learning experience.

## SUMMARY OF THE INVENTION

[0002] A game is disclosed herein the game having a plurality of game pieces including a plurality of sub-sets, the game pieces in each subset having a common identifier and a first identifier, each common identifier of each sub-set being the same as at least one common identifier of another sub-set; a structure for removably receiving and retaining the plurality of game pieces; an opening in the structure for sliding a played game piece into the structure, when the played game piece is replaced by a replacement game piece, the replacement game piece being determined by matching either the first identifier or the common identifier of the played game piece with the first identifier or the common identifier of the replacement game piece.

[0003] A game having a structure for removably receiving and retaining a plurality of game pieces is disclosed herein. The game pieces comprise sub-sets, the game pieces in each subset having at least a first identifier and a common identifier. Each common identifier in a sub-set is the same with at least one other common identifier in another sub-set. The structure also includes a game piece playing surface wherein each played game piece is independently placed thereon in a sequence,

wherein the sequence is determined by matching either the first or the common identifier of the game piece on the game piece playing surface with a game piece not on the game piece playing surface.

[0004] In another embodiment, a method of playing a game is disclosed, the method comprising: removing a predetermined amount of game pieces from a structure to determine a plurality of player's groups of game pieces, each of the plurality of game pieces having a common identifier and a first identifier, each first identifier being unique to one of a plurality of discrete sub-sets of the plurality of games pieces and the common identifier of each of the plurality of discrete sub-sets being the same as at least one common identifier of another sub-set; placing a first played game piece on a game playing surface proximate to an opening in the structure; replacing the first played game piece on the game playing surface with a played game piece from one of the plurality of player's groups of game pieces by matching either the first identifier or the common identifier of the first played game piece on the game playing surface with the first identifier or the common identifier of the played game piece, wherein the played game piece is placed on the game playing surface and the first played game piece is replaced into the structure; continuously replacing the played game piece on the game playing surface with another played game piece from each of the plurality of player's groups of game pieces until a first player no longer has any game pieces thereby determining the winner of the game, the played game piece being replaced by matching either the first identifier or the common identifier of the played game piece on the game playing surface with the first identifier or the common identifier of another played game piece, wherein the another played game piece is placed on the game playing surface and the played game piece is replaced into the structure.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0005] The invention, in accordance with preferred and exemplary embodiments, together with further objects and advantages thereof, is more particularly described in the following detailed description taken in conjunction with the accompanying drawings in which:

[0006] FIG. 1 is a front view of an embodiment of the present invention;

[0007] FIG. 2 is a perspective view of the embodiment of FIG.1;

[0008] FIG. 3 is a front view of another embodiment of the present invention;

[0009] FIG. 4 is a perspective view of another embodiment of the present invention; and

[0010] FIG. 5 is an illustration of the game pieces of an embodiment of FIG. 4.

#### DETAILED DESCRIPTION

[0011] A game, 10 having particular application for play by children, is shown. Referring to FIGS. 1 and 2, a non-limiting embodiment of the game 10 has a structure 12 that defines an inner storage space 18. The structure is particularly suited for removably receiving, and retaining, a plurality of game pieces therein. In another, non-limiting embodiment shown in FIG.3, in which like numerals are used to describe like features of the invention, the structure 12 includes a closed bottom and a cylindrical wall 17. In accordance with exemplary embodiments of the present invention the structure, game pieces etc. may be formed out of an easily molded material such as plastic or any other equivalent material.

[0012] The structure 12 has a first opening 20 which may be closed by a cover or lid 22. The lid 22 may be pivotably attached to an edge 24 of the structure 12, allowing the lid to be easily closed when the game is not being played, and preventing loss or misplacement of the lid. In one embodiment, the game 10 includes a game piece playing surface 28. The structure 12 may be used to support the playing surface 28 and, in one embodiment shown in FIGS. 1 and 2, a second opening 26, through a side 16 of the game structure 12, supports the game piece playing surface 28 therein. In another embodiment the game piece playing surface 28 may be defined by a door (not shown) which opens in a pivotal manner such that, when opened by a player, the door defines game piece playing surface 28.

[0013] In another alternative exemplary embodiment, the second opening (as illustrated by the dashed lines in FIG. 1) is located on a side wall or side portion of the structure such that the game piece playing surface is defined by a surface the structure is supported on (e.g., table top, floor, etc.) and during play the game pieces are slid into the structure through the opening in the side wall.

[0014] In one embodiment the game piece on the game piece playing surface is slid into the structure by a replacement piece that is played by a player, the replacement piece matching at least one of the identifiers (common or first) and the replacement piece is now disposed on the game piece playing surface. This process continues until a player wins by playing all of their game pieces.

[0015] In one alternative embodiment, the door may be closed with a game piece resident on the game piece playing surface 28 thereby disposing of said game piece 30 into the storage space 18 of the structure. Upon reopening of the door, the game piece playing surface may receive a subsequent game piece thereon. In another embodiment shown in FIG. 3, the playing surface 28 may clip on to, or otherwise engage, the upper edge 24 of the structure for support thereby and as discussed above the replacement game piece pushes the game piece on the playing surface into the structure and the replacement or played game piece is left on the game piece playing surface. As illustrated, the game piece playing surface 28 is configured to support a game piece 30 when the game 10 is in play.

[0016] Game pieces 30, FIGS. 1, 4 and 5, are provided and are configured to be easily handled by a child. As illustrated, the game pieces may be configured as spheres having a three-dimensional aspect (height, width) but may also be blocks, discs, cylinders or other easily handled shape. In addition, each of the game pieces in a particular subset of the of the game pieces may have unique structural configuration for example similar to those illustrated in the attached figures or other shapes such as blocks, triangles, cylinders, etc. or any other suitable shape capable of being matched with a group yet unique or distinct from another subset or groups. The spherical game pieces 30 may include a flat surface or flat surface portion 31 which allows the game piece to be placed on a playing surface without rolling. The number of game pieces

30 may vary depending upon the particular rules of the game; however the total of the pieces will easily fit within the inner storage space 18 of the structure 12. In other words, the game structure 12 has dimensions which will accommodate storage of the game pieces 30 therein.

[0017] The game pieces 30, FIGS. 1, 4 and 5, have at least one surface 32 which can accommodate the placement thereon of a first identifier 34 and a common identifier 36. In one embodiment, the surface 32 is substantially flat for easy viewing by the player. In one embodiment, the identifiers 34, 36 are affixed through printing, painting, molding, through the use of an adhesive backed appliqué or any other suitable method for permanently applying the identifiers to the game pieces 30. As discussed above the game pieces may be configured to unique configurations for each subset wherein each subset will also have an identifier 34 common to the group and a common identifier 36 that matches at least one other common identifier of at least one other group. The game pieces may comprise a plurality of sub-sets with each sub-set including game pieces having at least a first identifier 34 common to the subset and an identifier 36. Each identifier 36 in a sub-set is common with at least one other identifier 36 of another subset. Special game pieces 38 may also be included in the game 10, with each special game piece having a particular use during game play.

[0018] In one embodiment of game play, the game pieces 30 are mixed in the inner storage space 18 of the structure 12 and if necessary, the game piece playing surface 28 is deployed and each player draws a set number of game pieces 30 from within the storage space 18. Each player places the pieces in front of him or her with the identifier bearing surface 32 facing up for easy visibility. In one version of game play it may be desirable to hide a player's game pieces from another so that they do not know which pieces you have. In order to hide the game pieces and in one embodiment each player will have a partition 33 in order to hide their game pieces from the other players.

[0019] In order to start game play, a first player or "dealer" draws a single game piece from within the storage space 18 and places the game piece on the game piece playing surface 28. A second player observes the game piece 30, supported on

the playing surface 28, and compares the identifiers 34, 36 of that game piece with those drawn earlier by him or her. If any of the identifiers of the game piece on the playing surface 28 matches an identifier of a game piece in the second player's previously drawn collection of pieces, the player may play that piece and place his or her matching game piece on the playing surface and slide the previous piece into the storage space of the structure 12 with the played piece thus changing the piece on the playing surface with the one from their set (e.g., the played piece), thus reducing their number of game pieces by one. Now the next player must match the new piece on the playing surface.

[0020] If on the other hand, a matching piece is not in the second player's collection of previously drawn pieces, the player must take another game piece 30 from the plurality of game pieces in the structure 28 through opening 20 and either play the drawn piece if it matches the game piece on the playing surface or add it to his or her collection of game pieces if it does not match. At this point, the turn advances to the next player. Alternative game play variations may include drawing game pieces from the structure until a match is found.

[0021] In either case, a new game piece 30 is placed on the playing surface 28 or the previous piece stays on the playing surface and the next player must match the piece on the playing surface wherein the new game pieces that can be placed on the game piece playing surface is determined by the game piece identifiers. One exemplary format for playing or a set of rules for playing this game is similar to that of UNO. Another example format would be that of a class of games referred to a "shedding games" in which the overall object of the game is to be the first player to return all of his or her game pieces 30 to the structure 12. Depending on the particular game rules, special game pieces 38 may allow a player to take particular actions which are not described above. For example, the special games pieces are played as wild cards or trump pieces which allows them to match any piece located on the playing surface and also allows the user to pick or choose the next identifier (e.g., color and/or character). Thus, these pieces may be more valuable than other game pieces. It is also understood that more than one special game piece can be in the plurality of game pieces and the different special game pieces can be provided. Non-

limiting examples include a game piece that causes the next player to skip his or her turn, pick a number of pieces from the structure and skip their turn, reverse direction of game play (e.g., change who goes next), change at least one identifier of the game piece on the playing surface, etc. The special game pieces add additional excitement and intrigue to the game.

[0022] Although one embodiment describes pulling game pieces from the structure and discarding them back in, via sliding a game piece into the structure as it is replaced with a new game piece, it is also contemplated that a separate discard pile may be employed wherein the used pieces are taken out of play or alternatively a separate draw pile is placed outside the structure and only discarded pieces are placed in the structure and once the game has started they cannot be pulled out again. In any of these variations, the object of the game is to be the first player to get rid of all of their game pieces and use the structure as a receptacle for receiving played or unplayed game pieces.

[0023] Referring to FIG. 4, an alternative exemplary embodiment is disclosed wherein like numbers represent like features already described with respect to other embodiments. Here the game 10 has a structure 12 configured to resemble an animal barn of the type which may be found on a farm. The structure has a closed bottom 14 and sides 16 which define an inner storage space 18. Alternatively, the bottom of the structure is open and a surface the structure is supported on provides the bottom. The sides 16 are decorated, for instance, to resemble siding 110, as is commonly used in the construction of traditional barns. The structure 12 has an open end 20 which can be removably opened and closed by a cover or lid 22. The lid 22 may be configured to resemble barn roof 112 having shingles 114 or other style of roofing (metal for instance) which is commonly used in the construction of a barn roof. The lid 22 may be pivotably attached to an upper edge 24 of one of the sides 16 allowing the lid to be easily closed when the game is not being played and preventing loss or misplacement of the game pieces as well as the lid. A hayloft 116 opens through a side 16 of the game structure 12. In this non-limiting embodiment, the hayloft 116 defines the game piece playing surface 28 wherein the game piece playing surface is configured to support a game piece 30 when the game 10 is in play.



[0024] The game pieces 30, FIGS. 4 and 5, have at least one surface 32 which accommodates the placement thereon of indicia such as a farm animal image 118 and a color or common identifier 36. In addition and in this embodiment, the partitions are configured to resemble a haystack so as to be consistent with the farm theme.

[0025] In one non-limiting embodiment and referring to FIG. 5, the game pieces are provided in several sub-sets 31a, 31b, 31c, 31d, 31e, 31f and 31g (e.g., sub-sets 31a, 31b, 31c, 31d, 31e, 31f and 31g each represent a row of game pieces in a sub-set) such that multiple game pieces 30 of each sub-set will have one of the farm animal images printed thereon with each individual farm animal image having a different color or common identifier 36r, 36b, 36g and 36y (e.g., common identifiers 36r, 36b, 36g and 36y each represent a column of colored game pieces wherein one game piece of each sub-set has the same color).

[0026] In other words, FIG. 5 illustrates 7 sub-sets each having four pieces each of which has a different color for example, the game pieces in column 36r represent red game pieces (e.g., common identifier is red), the game pieces in column 36b represent blue game pieces (e.g., common identifier is blue), the game pieces in column 36g represent green game pieces (e.g., common identifier is green) and the game pieces in column 36y represent yellow game pieces (e.g., common identifier is yellow). As an example, a sub-set may include four pieces having the image 118 of a cow 122. In the cow sub-set, each piece will include a red, yellow, blue and a green background color or common identifier 36 with the first identifier as indicia representing a cow (e.g., printings, colors etc. depicting a cow). Of course, any color may be used and the present invention is not limited to the specific colors or number of colors disclosed herein. A second sub-set may include four pieces having the image 118 of a skunk 124, which also act as a special game piece. In the skunk sub-set, each piece will include a red, yellow, blue and a green background color or common identifier 36. Other farm animals such as pigs, chickens, sheep, dogs, cats, horses and the like may also comprise one of several series. In the two subsets described, the animal indicia comprises a first identifier in the subset with the color or background color of each game-piece comprises a common identifier of each particular subset. In addition, the first identifier may comprise a variety of colors and

indicia to depict the farm animal or other character (e.g., black and white to depict the cow or skunk on a background color (common identifier) of red, blue, green and yellow). The common identifier may be disposed in any particular place and merely provides a means for matching with a common identifier of another sub-set.

[0027] As discussed above and in an alternative embodiment, the first identifier may include or be the configuration of the game piece. Special game pieces such as skunk 124 and farmer piece 126 may also be included in the game 10, with each special piece having a particular use during game play.

[0028] One non-limiting example of a game and game play in accordance with an exemplary embodiment of the present invention is provided below. In one configuration the set will consist of 28 farm animal pieces: 4 Cow shaped pieces - red, yellow, blue, green; 4 Pig shaped pieces - red, yellow, blue, green; 4 Chicken shaped pieces - red, yellow, blue, green; 4 Sheep shaped pieces - red, yellow, blue, green; 4 Cat shaped pieces - red, yellow, blue, green; 4 Skunk shaped pieces - red, yellow, blue, green; 4 Farmer shaped pieces - brown. Of course, the number, style and color of the game pieces is merely provided as an illustrative example and exemplary embodiments of the present invention are not intended to be limited by the specific embodiments disclosed herein.

[0029] In this example, the object of the game is to be the first player to put all of their barnyard animals back in to the barn. In order to begin all of the farm animal game pieces are placed in the barn and mixed up. Each player draws the same number of pieces (e.g., 5 pieces or other number) from the barn. If there are more than 4 or 5 players less pieces should be drawn. Each player places their pieces in front of them so they can see them however, they will be hidden from the other players or opponents as they are placed behind their partition. The remaining pieces will remain in the barn for now. Here, the hayloft platform door is opened to show the game playing surface.

[0030] A first player or dealer pulls out an animal from the barn and places it on the hayloft platform or game playing surface. A player next to the dealer then

starts the game by looking into their hand of previously collected games pieces for a game piece that matches the color or character of the piece on the hayloft or game playing surface.

[0031] One example is as follows: If the animal on the game playing surface is a blue cow, the player may play any blue animal or any color cow piece. Instead of playing a matching animal or color, the player may change the color of play by playing the farmer piece by playing the farmer piece and calling out the color they want to play. The farmer is a wild card or special game piece allowing its holder to change the color and character of the game pieces being played next.

[0032] Example: if the animal on the roof is a blue cow, the player may play the farmer piece and change the color to yellow. The player may also select the type of character or animal (e.g., cow, pig, dog, sheep, chicken, skunk, etc.) If the player doesn't have a match or a farmer piece, they must draw one animal piece from the barn. If the piece drawn matches the color, or character of the piece on the roof, it may played otherwise their turn ends. Then the play moves to the next player (e.g., clockwise or counter clockwise direction).

[0033] Each new piece played will take place of the previous animal on the hayloft platform or game piece playing surface wherein the last animal piece played will be pushed into the barn by the new piece that is put in its place on the playing surface.

[0034] As discussed above there are additional special game pieces, one example would be the skunk, wherein the skunk is a draw 2 game piece such that, when a player plays the skunk piece, the next player must draw 2 game pieces and skip his/her turn. The skunk piece can only be played if it matches the color of the previously played piece or if the previously played piece was a skunk. Another example is the farmer, which acts as a wild card wherein a player may play the farmer on top of any animal of any color. When a player discards the farmer, they must "call" the color and/or animal they wish to play. The player may even call the current color if they like. A player may also play a farmer even if you have another playable game

piece in their hand. Other contemplated special game pieces would be reverse order, wild cards, wild cards plus next player loses turn and picks up more game pieces, next player loses turn etc.

[0035] In one non-limiting embodiment and when a player has one piece left they must yell out loud “UNO- MOOOOOOOOOOO!” or “UNO- MOO!” (“UNO” meaning “one”) before the second-to-last animal piece touches the game piece playing surface or barn roof. If the player doesn’t yell “UNO-MOO!” and another player catches them before the next player plays or draws an animal piece, that player must draw a piece or two game pieces or any number of penalty games pieces decided upon before game play from the barn and thus they now have two or three game pieces.

[0036] If the player fails to say “UNO-MOO!” and no one catches them by the time the next player begins his/her turn, that player does not have to draw one or two pieces. A player begins a turn by either playing or drawing a piece. The first player to get rid of all his/her animals wins the game.

[0037] In one embodiment, the barn must be sturdy enough for game play and the roof will hinge on one side to access the contents. The barn will also have a window on one end, (e.g., the hayloft) and the hayloft door (plastic) will hinge down to make a platform or game piece playing surface to play the animals on. When shut, it will close off the open window to keep the pieces inside.

[0038] While the farm animal game 10 just described, has been illustrated using a barn as the game structure 12, it is contemplated that other structures may be used as the game structure. For example, a cylindrical structure such as that illustrated in FIG. 3, may represent a farm silo. Still other non-limiting examples include a bird’s nest wherein the game pieces relate to the bird’s nest, or a zoo wherein the animals are related to the zoo, or sports related themes wherein the structure is shaped like a football, baseball, basketball or soccer ball and the game pieces are mini-balls or other related items that can be placed in the structure (e.g., sports figures) still others may be related to comic figures or celebrities. The

aforementioned are merely provided as illustrative examples and exemplary embodiments of the present invention are not intended to be limited to the specific embodiments disclosed herein. Accordingly, other structures or configuration of game pieces and/or structures are contemplated without deviating from the teachings herein. Thus, structures may also be employed in the game 10 and, as such, the embodiments of the present invention are not limited to the specific structures disclosed herein.

[0039] In still another alternative embodiment, the game pieces comprise colors and numbers and other special pieces (wild card, pick up two, lose a turn), wherein the game piece color or number must be matched unless one of the special cards is played.

[0040] While the invention has been described with reference to an exemplary embodiment, it will be understood by those skilled in the art that various changes may be made and equivalents may be substituted for elements thereof without departing from the scope of the invention. In addition, many modifications may be made to adapt a particular situation or material to the teachings of the invention without departing from the essential scope thereof. Therefore, it is intended that the invention not be limited to the particular embodiment disclosed as the best mode contemplated for carrying out this invention, but that the invention will include all embodiments falling within the scope of the present application.

## CLAIMS

What is claimed is:

1. A game, comprising;

a plurality of game pieces comprising a plurality of sub-sets, the game pieces in each subset having a common identifier and a first identifier, each common identifier of each sub-set being the same as at least one common identifier of another sub-set;

a structure for removably receiving and retaining the plurality of game pieces;

an opening in the structure for sliding a played game piece into the structure, when the played game piece is replaced by a replacement game piece, the replacement game piece being determined by matching either the first identifier or the common identifier of the played game piece with the first identifier or the common identifier of the replacement game piece.

2. The game as in claim 1, further comprising a game piece playing surface associated with the structure and located proximate to the opening, wherein each of the played game pieces are independently placed thereon in a sequence and the sequence is determined by matching either the first identifier or the common identifier of the played game piece placed on the game piece playing surface with the first identifier or the common identifier of a game piece not presently on the game piece playing surface.

3. The game as in claim 2, wherein the first identifier is indicia disposed on the game piece.

4. The game as in claim 2, wherein the first identifier is selected from the group consisting of a first indicia disposed on the game piece, a second indicia disposed on the game piece, a color, a game piece shape, a pattern and combinations thereof.

5. The game as in claim 2, wherein the plurality of game pieces include a sub-set of special game pieces each having special uses during game play, wherein one of said special uses allows a player to play the special game piece regardless of the first indicia or common identifier of the played game piece or the replacement game piece.

6. The game as in claim 2, wherein the opening in the structure is elevated above a bottom of the structure and the game piece playing surface is pivotally mounted to the structure and capable of movement from a first position wherein the game piece playing surface closes the opening to a second position wherein the game piece playing surface extends away from the structure to provide a surface for placing a game piece on proximate to the opening.

7. The game as in claim 6, wherein the structure is configured to resemble a barn having sides configured as walls and the structure further comprises a removable lid configured as a roof and wherein the game piece playing surface is configured to resemble a portion of a hayloft.

8. The game as in claim 2, wherein the structure is configured to resemble a barn having sides configured as walls and the structure further comprises a removable lid configured as a roof and wherein the game piece playing surface is configured to resemble a portion of a hayloft.

9. The game as in claim 8, wherein the first identifier is indicia disposed on the games pieces and the common identifier is a color.

10. The game as in claim 2, where the plurality of game pieces are configured as spheres having a three dimensional aspect and each of the plurality of game pieces have a flat surface portion.

11. The game as in claim 1, wherein the plurality game pieces are three dimensional objects and the first identifier is indicia resembling an animal or a farmer and the common identifier is a color and the plurality of game pieces include special game pieces having a unique function in the game.

12. The game as in claim 1, further comprising a game piece playing surface associated with the structure and located proximate to the opening, wherein each of the played game pieces are independently placed thereon in a sequence and the sequence is determined by matching either the first identifier or the common identifier of the played game piece placed on the game piece playing surface with the first identifier or the common identifier of a game piece not presently on the game piece playing surface and wherein the game piece playing surface is pivotally mounted to the structure and capable of movement from a first position wherein the game piece playing surface closes the opening to a second position wherein the game piece playing surface extends away from the structure to provide a surface for placing a game piece on proximate to the opening.

13. The games as in claim 12, wherein the structure is configured to resemble a barn having sides configured as walls and the structure further comprises a removable lid configured as a roof and wherein the game piece playing surface is configured to resemble a portion of a hayloft.

14. The game as in claim 1, wherein the plurality game pieces are three dimensional objects and the first identifier is indicia and the common identifier is a color and the plurality of game pieces include special game pieces having a unique function in the game.

15. A method for playing a game, comprising:

removing a predetermined amount of game pieces from a structure to determine a plurality of player's groups of game pieces, each of the plurality of game pieces having a common identifier and a first identifier, each first identifier being unique to one of a plurality of discrete sub-sets of the plurality of games pieces and the common identifier of each of the plurality of discrete sub-sets being the same as at least one common identifier of another sub-set;

placing a first played game piece on a game playing surface proximate to an opening in the structure;



replacing the first played game piece on the game playing surface with a played game piece from one of the plurality of player's groups of game pieces by matching either the first identifier or the common identifier of the first played game piece on the game playing surface with the first identifier or the common identifier of the played game piece, wherein the played game piece is placed on the game playing surface and the first played game piece is replaced into the structure;

continuously replacing the played game piece on the game playing surface with another played game piece from each of the plurality of player's groups of game pieces until a first player no longer has any game pieces thereby determining the winner of the game, the played game piece being replaced by matching either the first identifier or the common identifier of the played game piece on the game playing surface with the first identifier or the common identifier of another played game piece, wherein the another played game piece is placed on the game playing surface and the played game piece is replaced into the structure.

16. The method as in claim 15, wherein the game piece playing surface is pivotally mounted to the structure and capable of movement from a first position wherein the game piece playing surface closes the opening to a second position wherein the game piece playing surface extends away from the structure to provide a surface for placing a game piece on proximate to the opening.

17. The method as in claim 16, wherein the structure is configured to resemble a barn having sides configured as walls and a removable lid configured as a roof and wherein the game piece playing surface is configured to resemble a portion of a hayloft.

18. The method as in claim 17, wherein the first identifier is selected from the group consisting of farm animals and the common identifier is a color and the plurality of game pieces include special game pieces having a unique function in the game.

19. The method as in claim 15, wherein the plurality game pieces are three dimensional objects and the first identifier is indicia and the common identifier is a

color and the plurality of game pieces include special game pieces having a unique function in the game, wherein one of said unique functions allows a player to play the special game piece regardless of the first indicia or common identifier of the played game piece or the replacement game piece.

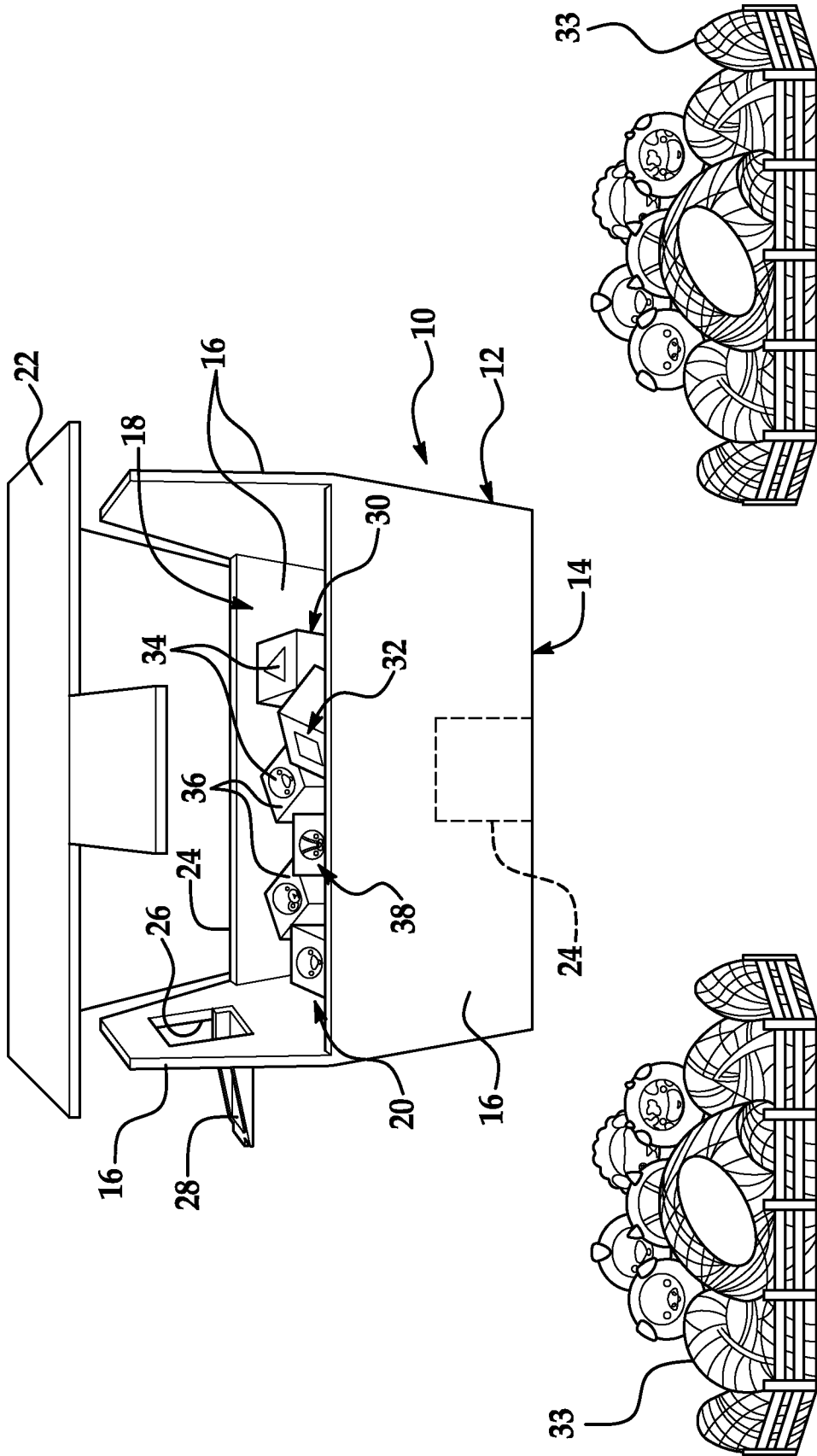


FIG. 1

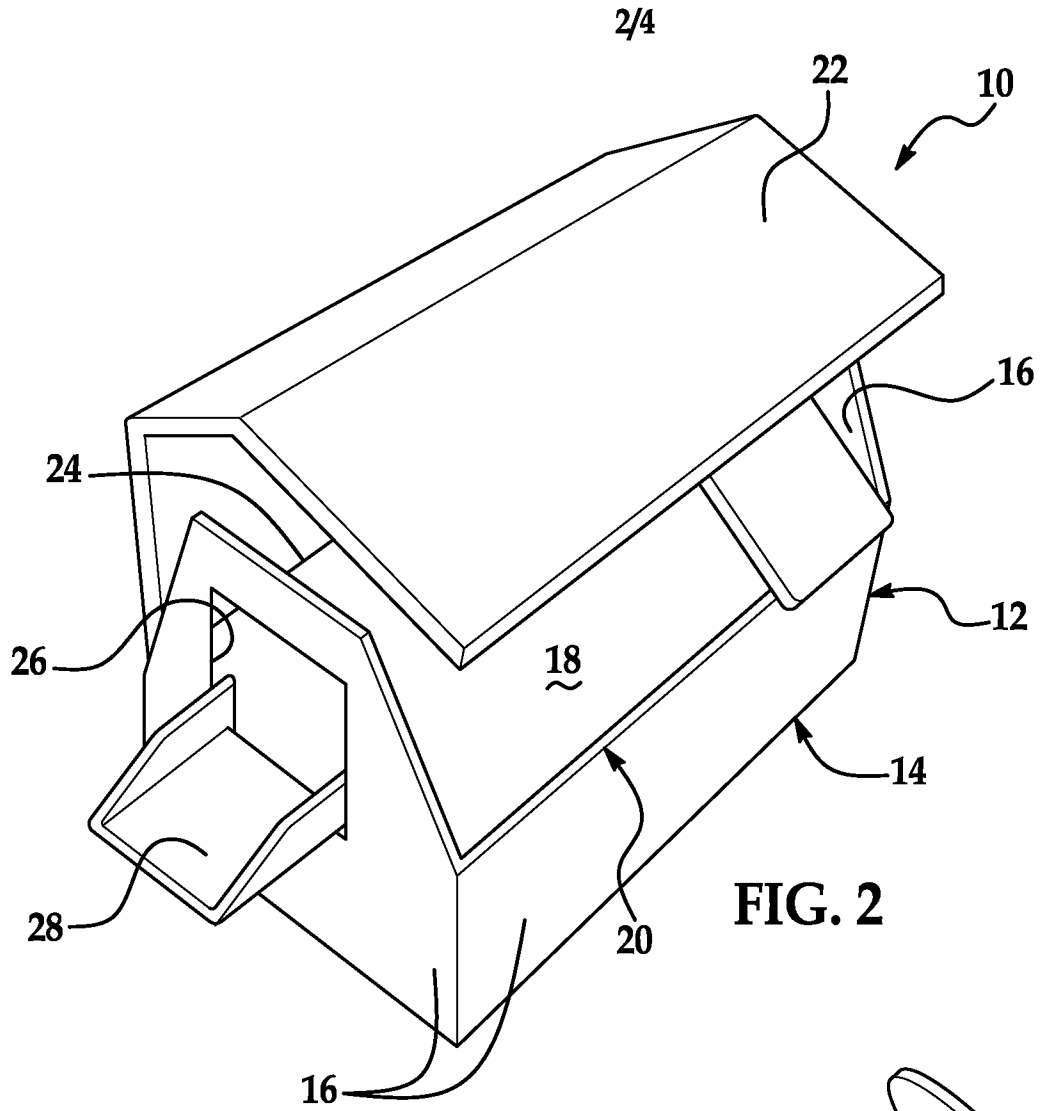


FIG. 2

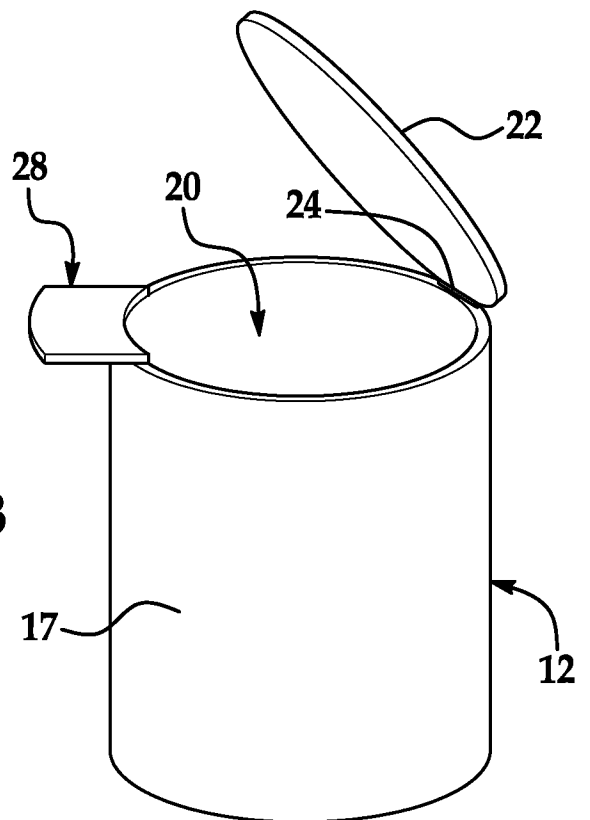


FIG. 3

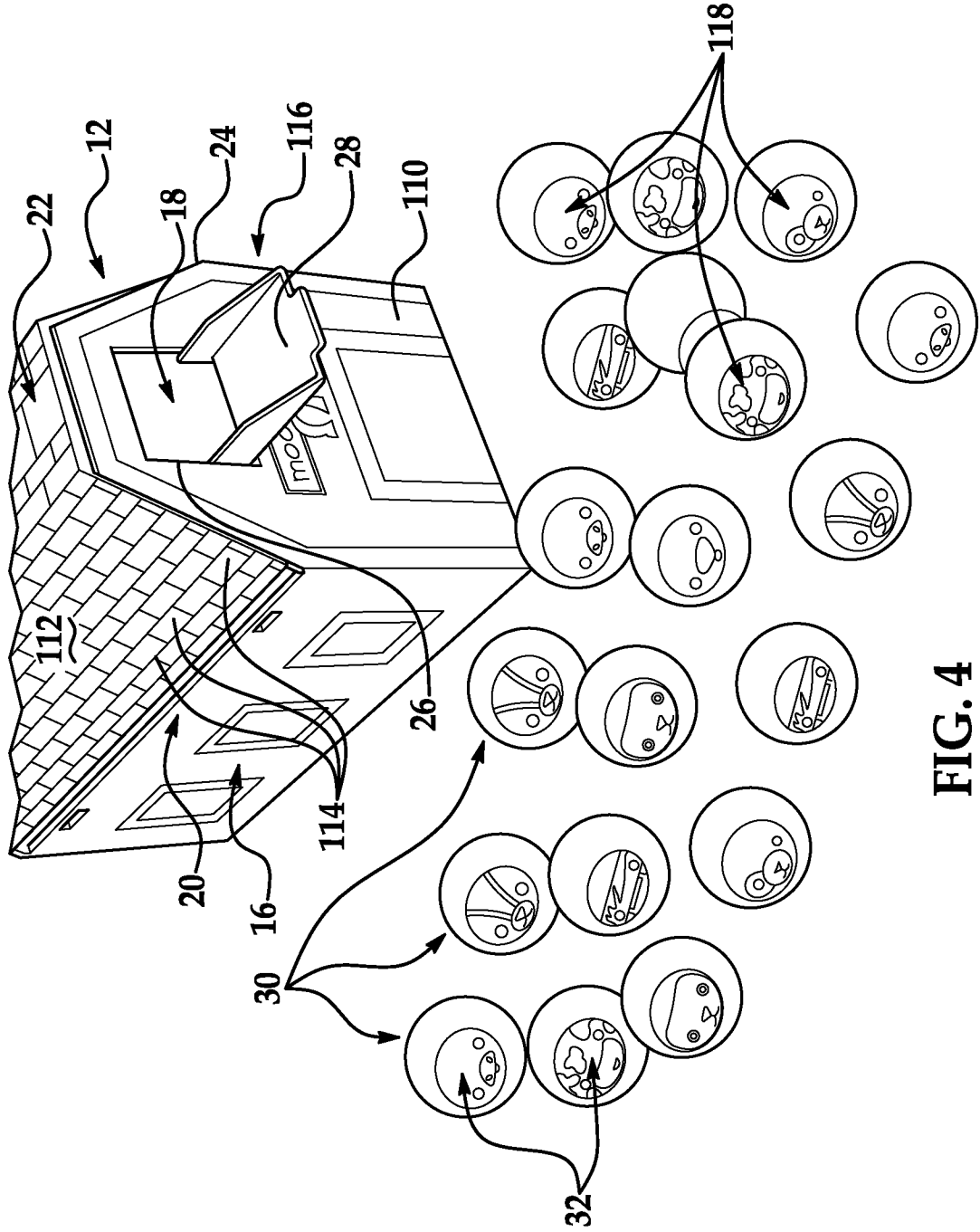


FIG. 4

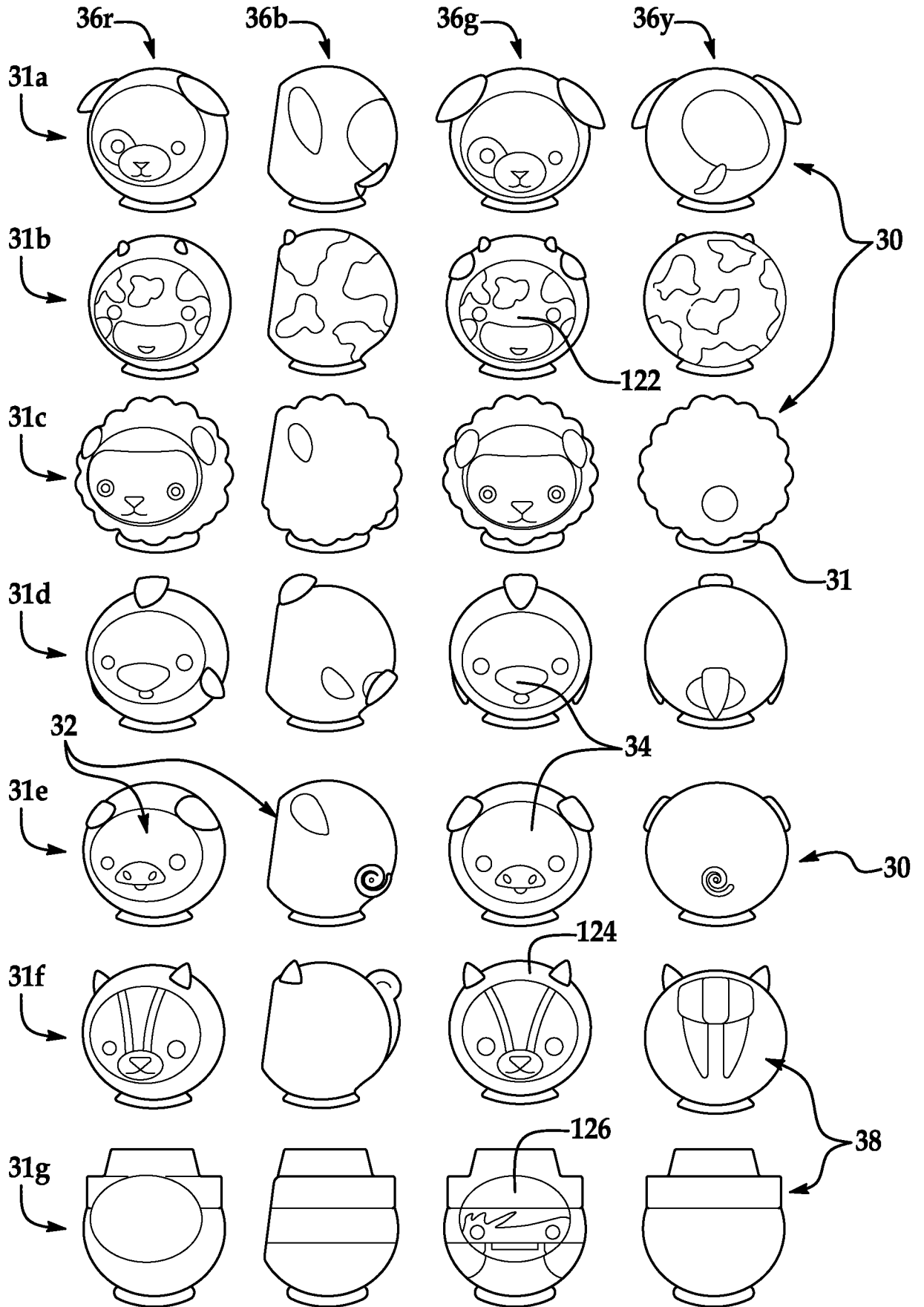


FIG. 5