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(54) **PUZZLE GAME HAVING ASSOCIATED
INTERNAL AND EXTERNAL IMAGES**

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(71) Applicant: **Rainstorm Ventures, Seattle, WA (US)**

USPC **273/153 S**

(72) Inventor: **Link Dyrdaahl, Seattle, WA (US)**

(57) **ABSTRACT**

(73) Assignee: **Rainstorm Ventures, Seattle, WA (US)**

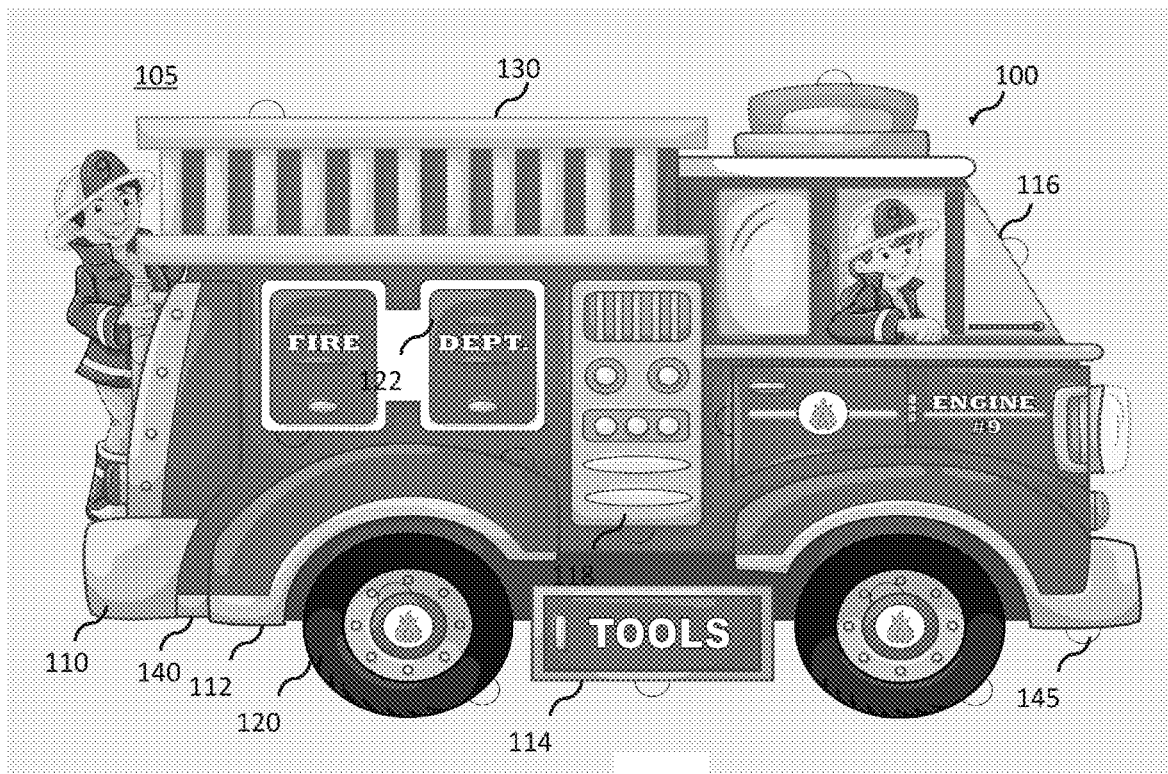
A puzzle game, such as a puzzle game adapted for use by small children, is described. In some example embodiments, the puzzle game may include two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that depicts an external portion of an object, and a base having two or more puzzle piece reception areas corresponding to the two or more puzzle pieces, the puzzle piece reception areas each including an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the object.

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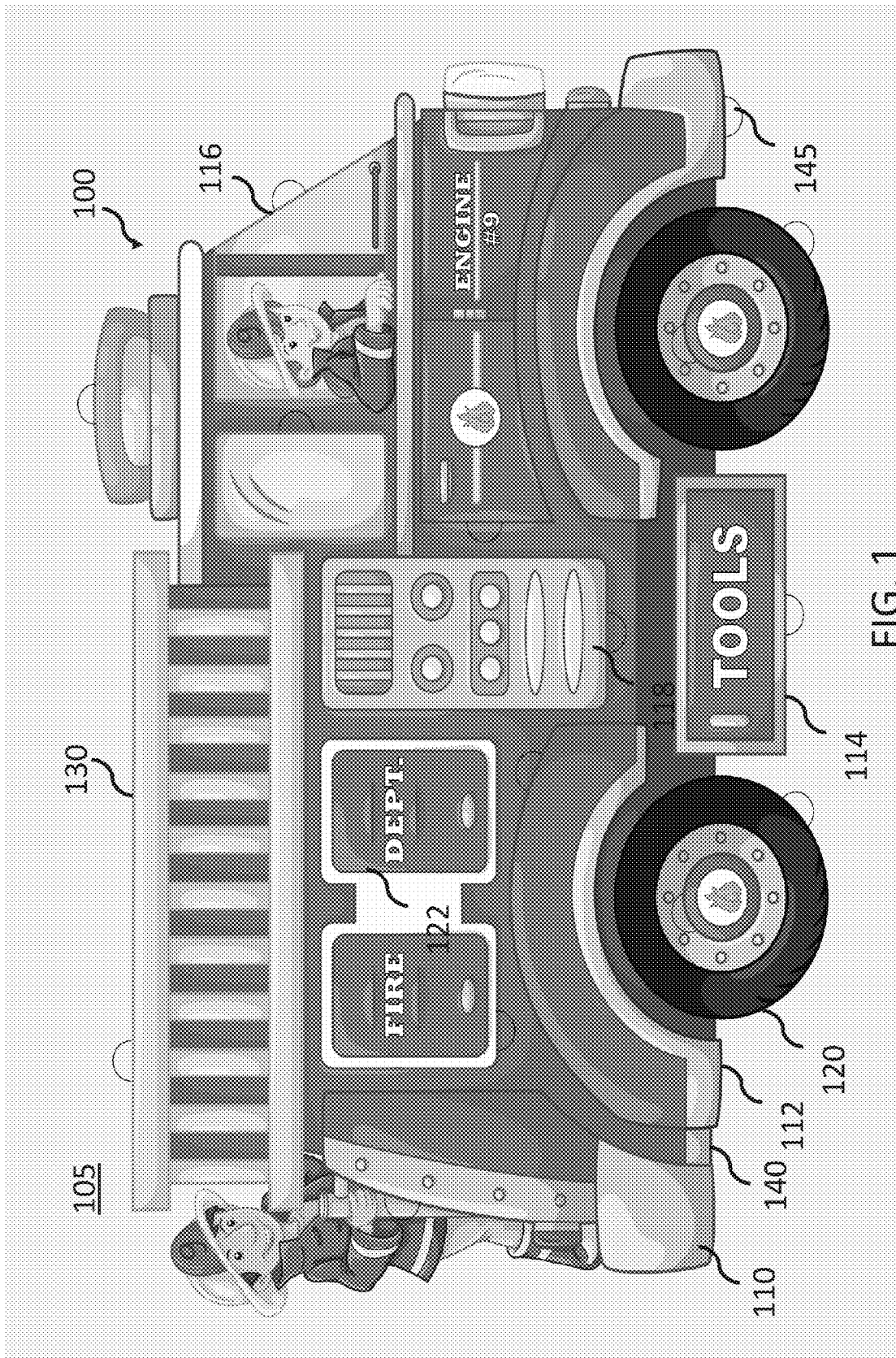
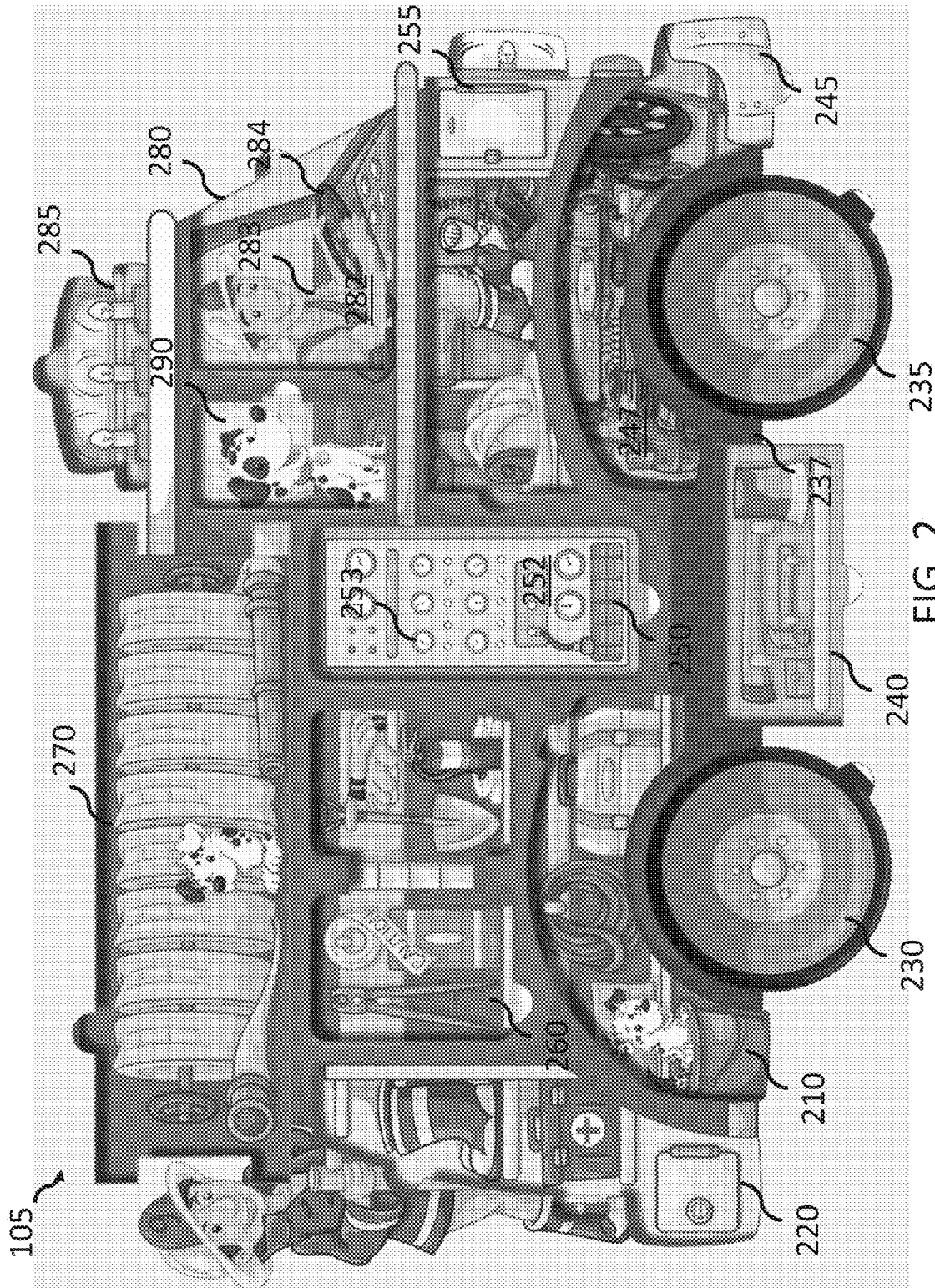


FIG. 1



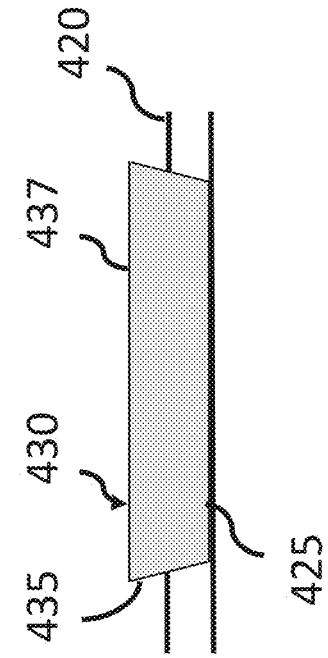


FIG. 4A

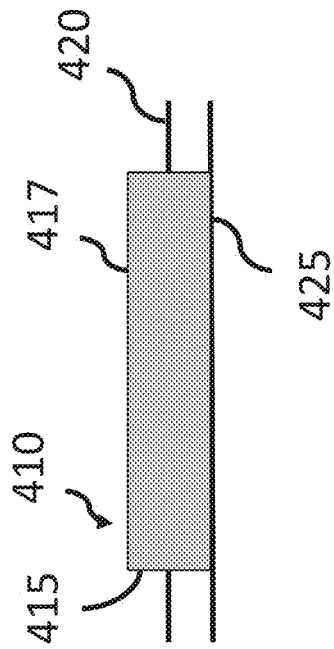


FIG. 4B

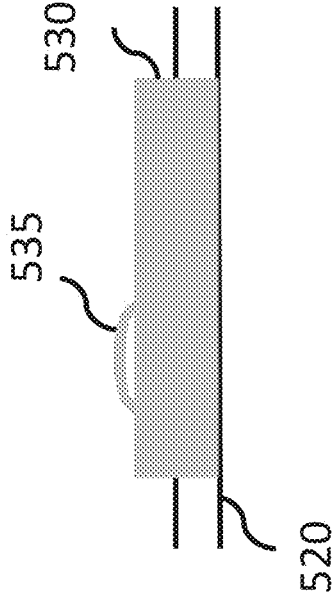


FIG. 5A

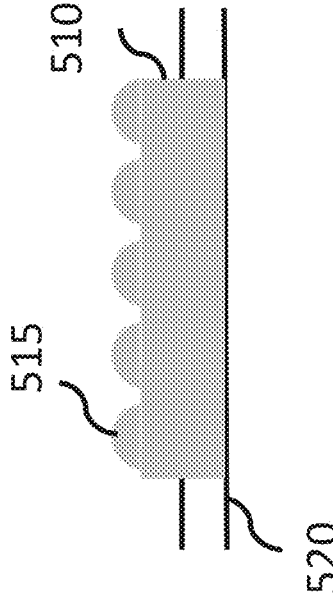


FIG. 5B

PUZZLE GAME HAVING ASSOCIATED INTERNAL AND EXTERNAL IMAGES

TECHNICAL FIELD

[0001] This application relates generally to toys and/or puzzles, and, more specifically to puzzle games for small children.

BACKGROUND

[0002] There are many different types of puzzles available for toddlers and small children. These puzzles, or puzzle games, typically enable a child to place pieces at or within various areas of a base. For example, the puzzles may include pieces that can be placed into similarly shaped areas, allowing the child to recognize and complete challenges while playing with the puzzle, such as challenges associated with matching pieces to placement areas, challenges associated with physically placing a piece in the correct area and/or with a correct orientation, and so on.

[0003] Typical puzzles or puzzle games, however, may bore or not interest a child after a few uses, because they may be simplistic or provide challenges that are too simple or redundant (e.g., only involve one task, such as only matching shapes), among other things.

BRIEF DESCRIPTION OF THE DRAWINGS

[0004] The present technology is illustrated by way of example, and not by way of limitation, in the figures of the accompanying drawings.

[0005] FIG. 1 is a top plan view of a puzzle game, in some example embodiments.

[0006] FIG. 2 is a top plan view of a base of a puzzle game, in some example embodiments.

[0007] FIG. 3 is a top plan view of a configuration of pieces of a puzzle game that represent an object, in some example embodiments.

[0008] FIGS. 4A-4B are cross-sectional views of puzzle pieces showing shapes, in some example embodiments.

[0009] FIGS. 5A-5B are cross-sectional views showing embossments, in some example embodiments.

DETAILED DESCRIPTION

Overview

[0010] A puzzle game, such as a puzzle game adapted for use by children (e.g., children ages 0-6) is described. In some example embodiments, the puzzle game may include two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that depicts an external portion of an object, and a base having two or more puzzle piece reception areas corresponding to the two or more puzzle pieces, the puzzle piece reception areas each including an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the object.

[0011] In some example embodiments, the puzzle game may include a base having two or more puzzle piece reception areas, each of the puzzle piece reception areas configured to receive a corresponding puzzle piece, and two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that combine to form a complete image of an object when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base.

[0012] In some example embodiments, the puzzle game may include two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that depicts an external component of an object and a shape that represents the external component of the object, and a base, the base including puzzle piece reception areas corresponding to the puzzle pieces, the puzzle piece reception areas each having a shape corresponding to one of the puzzle pieces and having an image located on an internal surface of the puzzle piece reception area that depicts an internal view of the external component of the object depicted by the image located on the top surface of the corresponding puzzle piece; the puzzle piece reception areas located on the base such that the images of the puzzle pieces form a complete image of the object when the puzzle pieces are placed at their corresponding puzzle piece reception areas.

[0013] Thus, the various puzzle games described herein may be configured to present an image of an object (e.g. a fire truck, rocket ship, train, house, boat, animal, person, and so on) via strategic placement of puzzle pieces on a base, may be configured to present an external or first image of the object via the puzzle pieces, and an internal, inside, or second image of the object via the areas of the base that receive the puzzle, among other things. The puzzle games may offer a small child (e.g., a toddler) with various combinations of challenges when the child is playing with the puzzle games, such as challenges associated with forming an object using the puzzle pieces, challenges associated with placing puzzle pieces at appropriate locations on a base, challenges associated with matching puzzle pieces to corresponding locations on a base by matching one image of an object (e.g., an exterior image of the door of a truck) with an associated, but different, image of the object (e.g., an interior image of a seat in the truck), and combinations thereof.

[0014] In the following description, for purposes of explanation, numerous specific details are set forth to provide a thorough understanding of example embodiments. It will be evident to one skilled in the art, however, that the present subject matter may be practiced without these specific details. Examples of Puzzles and/or Puzzle Games

[0015] As described herein, a puzzle game may be a game and/or puzzle suitable for use by small children (e.g., children ages 0-3 years), in which puzzle pieces are placed at appropriate, targeted, corresponding, associated, or otherwise matching locations on a base, such as a base that includes various areas configured to receive puzzle pieces (e.g., areas within the base that are shaped similarly to the puzzle pieces). Example puzzle games include chunky puzzles, peg puzzles, 3D puzzles, and so on. Thus, in some example embodiments, a puzzle game may be any puzzle, game, and/or toy that includes one or more puzzle pieces, and a base configured to receive, facilitate, and/or guide placement of the puzzle pieces at, on, in and/or proximate to the base.

[0016] FIG. 1 is a top plan view of a puzzle game 100, in some example embodiments. The puzzle game 100 depicts a completed puzzle game, including a base 105 of the puzzle game 100 and various puzzle pieces 110 placed at matching locations of the base (e.g., at puzzle piece reception areas). Each of the puzzle pieces 110 includes an image that is located on a top surface of the puzzle piece and that depicts external portion of an object (e.g. a fire truck).

[0017] For example, the puzzle game 100 includes a puzzle piece 112 having an image depicting a fender of the fire truck, a puzzle piece 114 having an image depicting a tool box of the

fire truck, a puzzle piece 116 having an image depicting a windshield of the fire truck, a puzzle piece 118 having an image depicting a control panel of the fire truck, a puzzle piece 120 having an image depicting a wheel of the fire truck, a puzzle piece 122 having an image depicting an access panel of the fire truck, a puzzle piece 130 having an image depicting a ladder of the fire truck, and so on.

[0018] As described herein, the base 105 includes various puzzle piece reception areas that are configured to receive the puzzle pieces 110. The base may include separation areas 140 that facilitate the placement of puzzle pieces 110 onto the base without the puzzle pieces making contact with one another, and/or may include tabs 145 or other indentions that facilitate the placement and/or removal of the pieces 110 from the base. Further details regarding the base 105 will now be described.

[0019] FIG. 2 is a top plan view of the base 105 of a puzzle game 100, in some example embodiments. As shown in the Figure, the base 105 includes two or more puzzle piece reception areas that are configured to receive a corresponding puzzle piece. For example, the base 105 may include various puzzle piece reception areas, such as area 210, area 220, area 230, area 235, area 240, area 245, area 250, area 255, area 260, area 270, area 280, area 285 and/or area 290. As shown in the Figure, each of the puzzle piece reception areas 210-290 includes an internal surface that displays and/or presents an image, such as an image of various internal components or views into an object (e.g., the depicted fire truck). Further, each of the puzzle piece reception areas 210-290 has a certain shape and/or depth that is configured to receive a corresponding puzzle piece, such as the puzzle pieces described herein.

[0020] For example, the puzzle piece reception area 245 has an internal surface 247 that displays an image of an engine within the fire truck, the puzzle piece reception area 250 has an internal surface 252 that displays an image 253 of various controls within the fire truck, and the puzzle piece reception area 280 has an internal surface 282 that displays an image of a driver 283 and steering wheel 284 within the fire truck, among other things.

[0021] The base 105 also includes separation areas configured to provide a shape or outline of the object, to provide a shape for the puzzle piece reception areas 210-290, to separate puzzle pieces when placed on the base 105, and so on. For example, the base 105 includes a separation area 237 or spacer that separates a puzzle piece reception area 235 associated with placement of a puzzle piece having an image depicting a wheel of the fire truck (and, having an image depicting an internal view of the wheel), and a puzzle piece reception area 245 associated with placement of a puzzle piece having an image depicting a fender of the fire truck (and, having an image depicting the engine within the fire truck).

[0022] Thus, in some example embodiments, the base 105 may have multiple (e.g., two or more) puzzle piece reception areas corresponding to two or more puzzle pieces, where at least one of the puzzle piece reception areas includes an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the object, such as a component, object, and/or view of or within the object, among other things.

[0023] As described herein, in some example embodiments, the puzzle game 100 includes multiple (e.g., two or more) puzzle pieces that have an image located on a top surface of the puzzle piece depicting an external portion of an

object, such as the fire truck. FIG. 3 is a top plan view of a configuration 300 of pieces of a puzzle game that represent an object, in some example embodiments.

[0024] As shown in the Figure, the configuration 300 of puzzle pieces may include various puzzle pieces that match and/or are otherwise associated with corresponding puzzle piece reception areas 210-290. For example, the configuration 300 of puzzle pieces may include puzzle piece 310 (which corresponds to area 210), puzzle piece 320 (which corresponds to area 220), puzzle piece 330 (which corresponds to area 230), puzzle piece 335 (which corresponds to area 235), puzzle piece 340 (which corresponds to area 240), puzzle piece 345 (which corresponds to area 245), puzzle piece 350 (which corresponds to area 250), puzzle piece 355 (which corresponds to area 255), puzzle piece 360 (which corresponds to area 260), puzzle piece 370 (which corresponds to area 270), puzzle piece 380 (which corresponds to area 280), puzzle piece 385 (which corresponds to area 285), and/or puzzle piece 390 (which corresponds to area 290).

[0025] In some example embodiments, the images on the top surfaces of the puzzle pieces form a complete image of an object (e.g., a fire truck), such as when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base. For example, the puzzle pieces form, depict, and/or otherwise represent a complete image (e.g., a shape or depiction) of the fire truck when the puzzle pieces are placed at matching puzzle piece reception areas of the base, but form, depict, and/or otherwise represent an incomplete image of the fire truck when some of the puzzle pieces are not yet placed at matching puzzle piece reception areas of the base.

[0026] In some example embodiments, some or all of the puzzle pieces have an image located on a top surface of the puzzle piece that depicts an external portion of an object (e.g., the fire truck) and corresponds or is associated with an image that depicts an internal portion of the object and is located on an internal surface of the corresponding puzzle piece reception area. Some or all of the pieces also have a shape similar to the external portion of an object (e.g., piece 310 depicts a fender and has a shape similar to the shape of a fender, piece 370 depicts a ladder and has a shape similar to the shape of a ladder, and so on).

[0027] For example, the puzzle piece 345 has a top surface 347 that displays an image of a fender of the fire truck (and, corresponds to the internal surface 247 of the puzzle piece reception area 245 that displays an image of an engine within the fire truck), the puzzle piece 350 has a top surface 352 that displays an image of a control panel of the fire truck (and, corresponds to the internal surface 252 of the puzzle piece reception area 250 that displays an image 253 of various controls within the fire truck), and the puzzle piece 380 has a top surface 382 that displays an image of an external view into a window of the fire truck (and, corresponds to the internal surface 282 of the puzzle piece reception area 280 that displays an image of a driver 283 and steering wheel 284 within the fire truck), among other things.

[0028] Thus, in some example embodiments, the puzzle games 100 described herein may include a configuration 300 of two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that depicts an external component of an object and a shape that represents the external component of the object, as well as a base 105, the base 105 including puzzle piece reception areas corresponding to the puzzle pieces, the puzzle piece reception areas each having a shape corresponding to one of the puzzle

pieces and having an image located on an internal surface of the puzzle piece reception area that depicts an internal view of the external component of the object depicted by the image located on the top surface of the corresponding puzzle piece, where the puzzle piece reception areas are located on the base such that the images of the puzzle pieces form a complete image of the object when the puzzle pieces are placed at their corresponding puzzle piece reception areas.

[0029] In some example embodiments, the puzzle game 100 may include various sound components and controlling circuitry that play or otherwise present sounds when pieces are added or removed from the base 105. The puzzle game 100 may include, within the base, various sensors (e.g., light sensors) that cause sounds to be played when pieces are placed in corresponding reception areas. For example, the puzzle game 100 may play a certain sound (e.g. the revving of an engine) when a puzzle piece depicting an engine is placed in a corresponding reception area. Thus, in some example embodiments, the puzzle game 100 may include a sound component that is configured to play a sound (e.g., a sound associated with an object) when the puzzle pieces are placed at their corresponding puzzle piece reception areas.

[0030] Additionally, the puzzle game 100 may play a unique or specific sound when all the pieces are placed in their corresponding reception areas, and the complete image of the object is formed. For example, when all pieces of the configuration 300 are placed in corresponding reception areas, a sound depicting a fire truck starting up or a sound announcing the completion of the puzzle (e.g., a spoken sound such as “good job!” or “let’s go put out that fire”) may be played, among other things.

[0031] In some example embodiments, the puzzle pieces may be shaped (e.g., by die-cutting) and/or configured to fit into and/or be received by the puzzle piece reception areas in a variety of ways. FIGS. 4A-4B are cross-sectional views of the puzzle pieces, in some example embodiments.

[0032] FIG. 4A depicts a rectangular cross-sectional shape of the puzzle pieces, where the top surfaces of the puzzle pieces have a size similar to a size of the bottom surfaces of the puzzle piece reception areas. For example, puzzle piece 410 includes a rectangular cross-section 415, and the top surface 417 of the puzzle piece 410 is similar in size (e.g., area) to the internal surface 425 of the puzzle piece reception area 420.

[0033] FIG. 4A depicts a trapezoidal cross-sectional shape of the puzzle pieces, where the top surfaces of the puzzle pieces have a size that is larger than a size of the bottom surfaces of the puzzle piece reception areas. For example, puzzle piece 430 includes a trapezoidal cross-section 435, and the top surface 437 of the puzzle piece 430 is larger in size (e.g., area) than the internal surface 425 of the puzzle piece reception area 420.

[0034] In some example embodiments, some or all of the puzzle pieces 110 may include embossments or other raised features, such as three-dimensional features located on the top surfaces of the puzzle pieces. FIGS. 5A-5B are cross-sectional views of puzzle pieces showing embossments, in some example embodiments.

[0035] FIG. 5A depicts an embossment 515 on a puzzle piece 510 placed at a puzzle piece reception area 520 that represents a feature of the image located on the top surface of the puzzle piece. For example, the embossment 515 may

represent a three dimensional depiction of the ladder depicted by the image on the top surface of puzzle piece 130 of FIG. 1, among other things.

[0036] As another example, FIG. 5B depicts an embossment 535 on a puzzle piece 530 placed at a puzzle piece reception area 520 that represents a component or added feature of the image located on the top surface of the puzzle piece. For example, the embossment 535 may represent a three dimensional depiction of a handle depicted by the image on the top surface of puzzle piece 355 of FIG. 3, among other things. Thus, the embossments 515 and/or 535 may provide enhanced visual characteristics to the puzzle pieces and/or the object represented by the puzzle pieces, may provide tactile stimuli for children playing with the puzzle pieces, may assist and/or facilitate the removal of the puzzle pieces from a base (e.g., similar to the pegs of a peg puzzle), and so on.

[0037] The puzzle pieces and/or the base may be manufactured with a variety of different materials, including wood, wood composites, plastics, rubbers, foam, and so on, and may be die-cut or formed using other similar manufacturing techniques.

[0038] As described herein, in some example embodiments, the puzzle game 100 includes a configuration of puzzle pieces that, when placed at corresponding puzzle piece reception areas of a base, depict a complete or partially complete external image of a fire truck and cover various internal images of the truck displayed within the puzzle piece reception areas. Of course, one skilled in the art will appreciate that other objects, forms, shapes, and so on, may be depicted by the puzzle games described herein. Examples include a train, a boat, a car, a truck, an airplane, a rocket ship, a house, a tree, an animal or person, a food item (e.g., vegetable or fruit), a castle, a planet, a mountain, a fairy tale scene, a building, a city, and so on.

[0039] For example, a puzzle game may include: images located on the top surfaces of puzzle pieces that combine to form a complete image of an fire truck, and images located on the internal surfaces of the puzzle piece reception areas that depict an internal portion of the fire truck, images located on the top surfaces of puzzle pieces that combine to form a complete image of an rocket ship, and images located on the internal surfaces of the puzzle piece reception areas that depict an internal portion of the rocket ship, images located on the top surfaces of puzzle pieces that combine to form a complete image of a train, and images located on the internal surfaces of the puzzle piece reception areas that depict an internal portion of the train, images located on the top surfaces of puzzle pieces that combine to form a complete image of a castle, and images located on the internal surfaces of the puzzle piece reception areas that depict an internal portion of the castle, images located on the top surfaces of puzzle pieces that combine to form a complete image of an animal body, and images located on the internal surfaces of the puzzle piece reception areas that depict an internal view (e.g., in cartoon form) of the animal body, images located on the top surfaces of puzzle pieces that combine to form a complete image of a barn or other farm scene and images located on the internal surfaces of the puzzle piece reception areas that depict an internal view of the barn, among other depictions.

[0040] Although the present disclosure has been described with reference to specific exemplary embodiments, it may be evident that various modifications and changes may be made to these embodiments without departing from the broader

spirit and scope of the disclosure. Accordingly, the specification and drawings are to be regarded in an illustrative rather than a restrictive sense.

[0041] The accompanying drawings that form a part hereof, show by way of illustration, and not of limitation, specific embodiments in which the subject matter may be practiced. The embodiments illustrated are described in sufficient detail to enable those skilled in the art to practice the teachings disclosed herein. Other embodiments may be utilized and derived therefrom, such that structural and logical substitutions and changes may be made without departing from the scope of this disclosure. This Detailed Description, therefore, is not to be taken in a limiting sense, and the scope of various embodiments is defined only by the appended claims, along with the full range of equivalents to which such claims are entitled.

[0042] Such embodiments of the inventive subject matter may be referred to herein, individually and/or collectively, by the term “invention” merely for convenience and without intending to voluntarily limit the scope of this application to any single invention or inventive concept if more than one is in fact disclosed. Thus, although specific embodiments have been illustrated and described herein, it should be appreciated that any arrangement calculated to achieve the same purpose may be substituted for the specific embodiments shown. This disclosure is intended to cover any and all adaptations or variations of various embodiments. Combinations of the above embodiments, and other embodiments not specifically described herein, will be apparent to those of skill in the art upon reviewing the above description.

[0043] The preceding technical disclosure is intended to be illustrative, and not restrictive. For example, the above-described embodiments (or one or more aspects thereof) may be used in combination with each other. Other embodiments will be apparent to those of skill in the art upon reviewing the above description.

[0044] In this document, the terms “a” or “an” are used, as is common in patent documents, to include one or more than one. In this document, the term “or” is used to refer to a nonexclusive or, such that “A or B” includes “A but not B,” “B but not A,” and “A and B,” unless otherwise indicated. Furthermore, all publications, patents, and patent documents referred to in this document are incorporated by reference herein in their entirety, as though individually incorporated by reference. In the event of inconsistent usages between this document and those documents so incorporated by reference, the usage in the incorporated reference(s) should be considered supplementary to that of this document; for irreconcilable inconsistencies, the usage in this document controls.

What is claimed is:

1. A puzzle game, comprising:

two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that depicts an external portion of an object; and
a base having two or more puzzle piece reception areas corresponding to the two or more puzzle pieces, the puzzle piece reception areas each including an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the object.

2. The puzzle game of claim 1, wherein the images of the two or more puzzle pieces form a complete image of the object when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base; and wherein the puzzle piece reception areas of the base are

located on the base such that the two or more puzzle pieces form a complete shape of the object when the two or more puzzle pieces are placed at the matching puzzle piece reception areas of the base.

3. The puzzle game of claim 1, wherein the images of the two or more puzzle pieces form a complete image of the object when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base.

4. The puzzle game of claim 1, wherein the puzzle piece reception areas of the base are located on the base such that the two or more puzzle pieces form a complete shape of the object when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base.

5. The puzzle game of claim 1, wherein the puzzle piece reception areas of the base are located on the base such that the two or more puzzle pieces do not make contact with one another and the images of the two or more puzzle pieces form a complete image of the object when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base.

6. The puzzle game of claim 1, wherein at least one of the puzzle pieces includes an embossment that represents a feature of the image located on the top surface of the puzzle piece.

7. The puzzle game of claim 1, wherein the top surfaces of the puzzle pieces have a size similar to a size of the bottom surfaces of the puzzle piece reception areas.

8. The puzzle game of claim 1, wherein the top surfaces of the puzzle pieces have a size that is larger than a size of the bottom surfaces of the puzzle piece reception areas.

9. The puzzle game of claim 1, wherein the object is a vehicle and wherein the images of the two or more puzzle pieces form a complete image of the vehicle when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base.

10. The puzzle game of claim 1, wherein the images of the two or more puzzle pieces form a complete image of a vehicle when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base; and wherein the images located on the internal surfaces of the puzzle piece reception areas depict internal components of the vehicle.

11. The puzzle game of claim 1, wherein the images of the two or more puzzle pieces form a complete image of a fire truck when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base; and wherein the images located on the internal surfaces of the puzzle piece reception areas depict internal components of the fire truck.

12. A puzzle game, comprising:

a base having two or more puzzle piece reception areas, each of the puzzle piece reception areas configured to receive a corresponding puzzle piece; and

two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that combine to form a complete image of an object when the two or more puzzle pieces are placed at matching puzzle piece reception areas of the base.

13. The puzzle game of claim 12, wherein the puzzle piece reception areas each include an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the object.

14. The puzzle game of claim 12, wherein the puzzle piece reception areas of the base are located on the base such that the two or more puzzle pieces do not make contact with one another and the images of the two or more puzzle pieces form

the complete image of the object when the two or more puzzle pieces are placed at the matching puzzle piece reception areas of the base.

15. The puzzle game of claim **12**, wherein the images located on the top surfaces of the puzzle pieces combine to form a complete image of an fire truck; and wherein the puzzle piece reception areas each include an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the fire truck.

16. The puzzle game of claim **12**, wherein the images located on the top surfaces of the puzzle pieces combine to form a complete image of an rocket ship; and wherein the puzzle piece reception areas each include an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the rocket ship.

17. The puzzle game of claim **12**, wherein the images located on the top surfaces of the puzzle pieces combine to form a complete image of a train; and wherein the puzzle piece reception areas each include an image located on an internal surface of the puzzle piece reception area that depicts an internal portion of the train.

18. The puzzle game of claim **12**, wherein the images located on the top surfaces of the puzzle pieces combine to form a complete image of an animal body; and wherein the puzzle piece reception areas each include an image located on

an internal surface of the puzzle piece reception area that depicts an internal view into the animal body.

19. A puzzle for children, comprising:

two or more puzzle pieces, the puzzle pieces each having an image located on a top surface of the puzzle piece that depicts an external component of an object and a shape that represents the external component of the object; and a base, the base including puzzle piece reception areas corresponding to the puzzle pieces, the puzzle piece reception areas each having a shape corresponding to one of the puzzle pieces and having an image located on an internal surface of the puzzle piece reception area that depicts an internal view of the external component of the object depicted by the image located on the top surface of the corresponding puzzle piece; the puzzle piece reception areas located on the base such that the images of the puzzle pieces form a complete image of the object when the puzzle pieces are placed at their corresponding puzzle piece reception areas.

20. The puzzle of claim **19**, further comprising:

a sound component that is configured to play a sound associated with the object when the two or more puzzle pieces are placed at their corresponding puzzle piece reception areas.

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