

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
15 November 2007 (15.11.2007)

PCT

(10) International Publication Number
WO 2007/128999 A2

(51) International Patent Classification:

A63H 3/16 (2006.01) A63H 33/26 (2006.01)

(21) International Application Number:

PCT/GB2007/001339

(22) International Filing Date: 12 April 2007 (12.04.2007)

(25) Filing Language:

English

(26) Publication Language:

English

(30) Priority Data:

0607519.6 13 April 2006 (13.04.2006) GB

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(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM,

AT, AU, AZ, BA, BB, BG, BH, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LY, MA, MD, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RS, RU, SC, SD, SE, SG, SK, SL, SM, SV, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, LV, MC, MT, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

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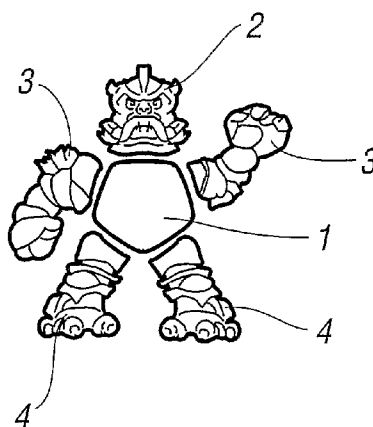
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Published:

— without international search report and to be republished upon receipt of that report

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(54) Title: RECONFIGURABLE FIGURINE TOY



(57) Abstract: A toy, e.g. in the form of a figurine, comprises a main part (1) having a cross-section that is substantially in the form of a regular polygon, and a plurality of appendages, e.g. a head (2), arms (3) and legs (4), magnetic means being provided on each side of the polygon and on each of the appendages such that each of the appendages can be removably attached to any side of the polygon.



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RECONFIGURABLE FIGURINE TOY

[0001] This invention relates to a reconfigurable toy.

[0002] The prior art includes a number of figurines having a torso and removable appendages magnetically attached to the torso, for example GB-A-1511743.

[0003] It is an aim of the invention to provide a toy, for example a figurine toy, having magnetically attachable appendages, which toy can be used in novel and amusing games.

[0004] The invention provides a toy comprising a main part having a cross-section that is substantially in the form of a polygon, e.g. a regular polygon, and a plurality of appendages, magnetic means being provided on each side of the polygon and on each of the appendages such that each of the appendages can be removably attached to any side of the polygon. In particular, the number of appendages may be equal to the number of sides of the polygon.

[0005] The appendages may be capable of rotation relative to the main part when attached thereto.

[0006] The formation of the main part as a regular polygon enables the playing of games in which each appendage has an equal probability of becoming attached to each of the sides of the polygon.

[0007] In a particular embodiment, the toy is formed as a human, animal or fantasy figurine. The main part may be formed substantially as a regular pentagon, the appendages comprising a head and four limbs. The limbs may include two arms and two legs.

[0008] The toy may include a case for containing the disassembled main part and appendages such that on shaking the case the appendages become attached to the main part. Engaging means may be provided on an internal surface of the

case for fixing the main part to the case so as to facilitate the process of attaching the appendages to the main part. Release means may be provided for releasing the main part from the engaging means.

[0009] Particular embodiments of the invention will now be described, by way of example only, with reference to the accompanying drawings, in which:

[0010] Figure 1 shows a toy according to the invention, in a disassembled state;

[0011] Figure 2 shows the toy of Figure 2 in an incorrectly assembled state;

[0012] Figures 3 and 4 show alternative toys according to the invention;

[0013] Figure 5 shows the playing of a game with the toy of Figure 1;

[0014] Figure 6 shows a case for the toy, with the main part of the toy of Figure 1 attached;

[0015] Figure 7 is a schematic, cross-sectional view of part of the case of Figure 6;

[0016] Figure 8 is an end view of a projection of the case of Figure 7;

[0017] Figure 9 shows the insertion of appendages of the toy of Figure 1 into the case of Figure 6; and

[0018] Figure 10 shows the case after shaking and opening.

[0019] Figure 1 shows the parts of a toy figurine according to the invention, namely a main part, i.e. a torso 1; a head 2; two arms 3; and two legs 4. Each part 1, 2, 3, 4 is moulded with at least one cavity into which a magnet is inserted and glued. In this example, the torso 1, which has a cross section substantially in the form of a regular pentagon, has five such cavities and the outwardly extending poles of its five magnets are the same. The outwardly extending poles of the magnets of the head 2, arms 3 and legs 4 are opposite to those of the torso. The head, arms and legs are attached to the torso 1 by magnetic force to

form a figurine. As the magnets have flat surfaces, the magnets of the appendages 2, 3, 4, can be rotated relative to those of the torso 1, to which they are adjacent. Thus the appendages 2, 3, 4 have an appearance of being "articulated".

[0020]As shown in Figure 2, it is possible for the arms 3 and legs 4 to be magnetically attached to the torso 1 in an incorrect order.

[0021]Figures 3 and 4 show alternative toys. The heads, arms and limbs of more than one toy can be attached to one of the torsos to form a jumbled figurine.

[0022]Figure 5 shows how the torso 1 can be thrown or slid at the head 2 and limbs 3, 4 in an attempt to form a figurine. In such a game, points can be scored for attaching any head 2 or limb 3, 4 to the torso 1, with maximum points being scored for assembling the figurine correctly.

[0023]Figure 6 shows a generally spherical case for the toy comprising a lid 5 and a base 6. The lid 5 has an upper opening 7.

[0024]The torso 1 is attached to a central split pin 8 in the base 6, shown in Figure 7. A rod 9 has a pushbutton part 10 retained in a hole in a cover 11 attached to the base 6. A spring 12 arranged on the rod 7 biases the pushbutton 10 outwardly. Projections 13 (three in this example), shown in Figure 8, on the other end of the rod 9, extend through apertures in the base surrounding the pin 8.

[0025]As shown in Figure 9, the appendages 2, 3 and 4 are inserted into the opening 7 in the closed case. The case is then shaken until any rattling stops.

[0026]The case is then opened as shown in Figure 10 to reveal the torso with appendages attached. The assembled figurine can then be released from the

base 6 by pressing the pushbutton 10 so that the projections 13 push the torso 1 off the pin 8.

[0027] As an alternative to gluing the magnets into cavities in the parts, a magnet may be lodged between two moulded halves that together form the part.

CLAIMS

1. A toy comprising a main part having a cross-section that is substantially in the form of a polygon, and a plurality of appendages, magnetic means being provided on each side of the polygon and on each of the appendages such that each of the appendages can be removably attached to any side of the polygon.
2. A toy according to claim 1, wherein the polygon is essentially a regular polygon.
3. A toy according to claim 1 or 2, wherein the number of appendages is equal to the number of sides of the polygon.
4. A toy according to claim 1, 2 or 3, wherein the appendages are capable of rotation relative to the main part when attached thereto.
5. A toy according to any preceding claim, wherein the toy is formed as a human, animal or fantasy figurine.
6. A toy according to claim 5, wherein the main part is formed substantially as a pentagon, the appendages comprising a head and four limbs.
7. A toy according to claim 6, wherein the limbs include two arms and two legs.
8. A toy according to any preceding claim, including a case for containing the disassembled main part and appendages such that on shaking the case the appendages become attached to the main part.
9. A toy according to claim 8, wherein engaging means are provided on an internal surface of the case for fixing the main part to the case so as to facilitate the process of attaching the appendages to the main part.
10. A toy according to claim 9, comprising release means for releasing the main part from the engaging means.

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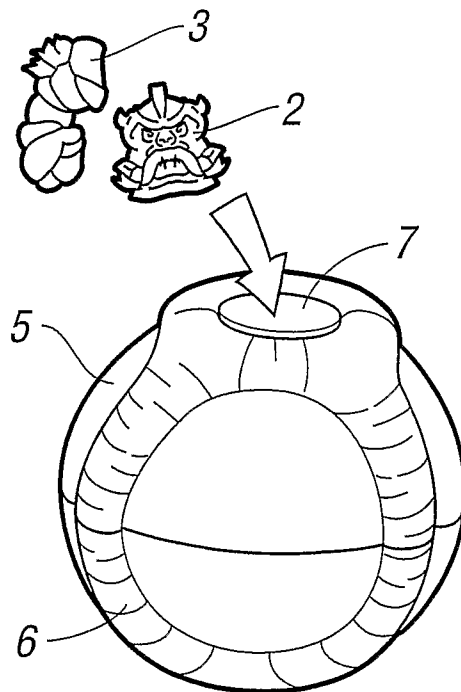
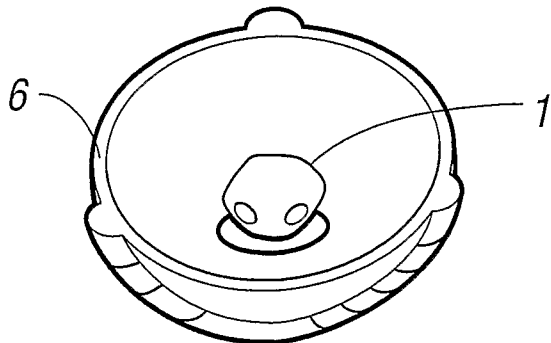
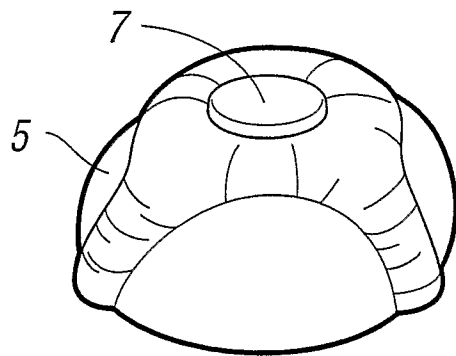
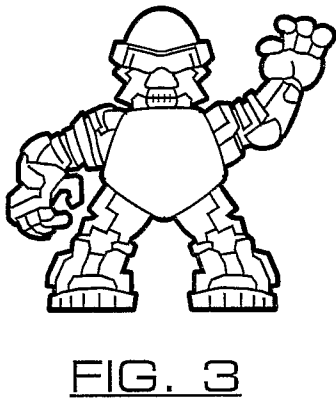
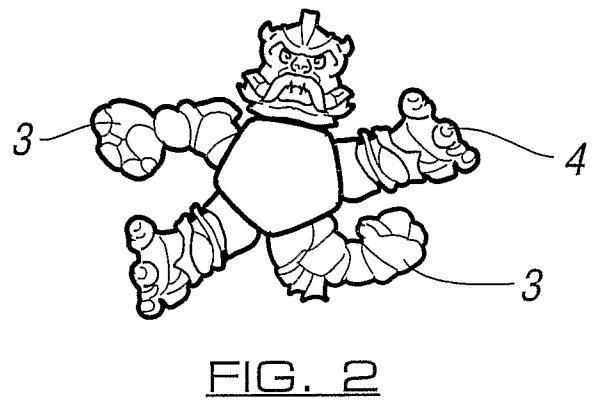
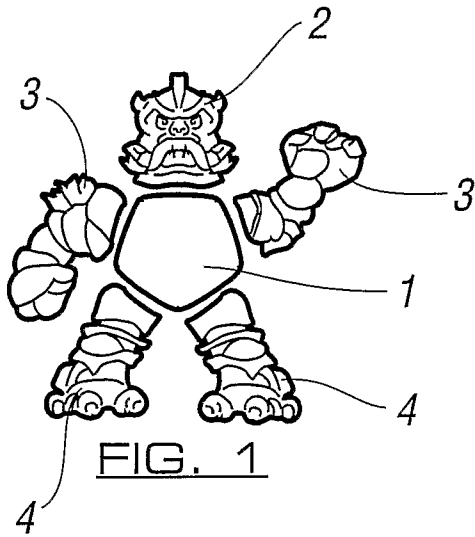


FIG. 9

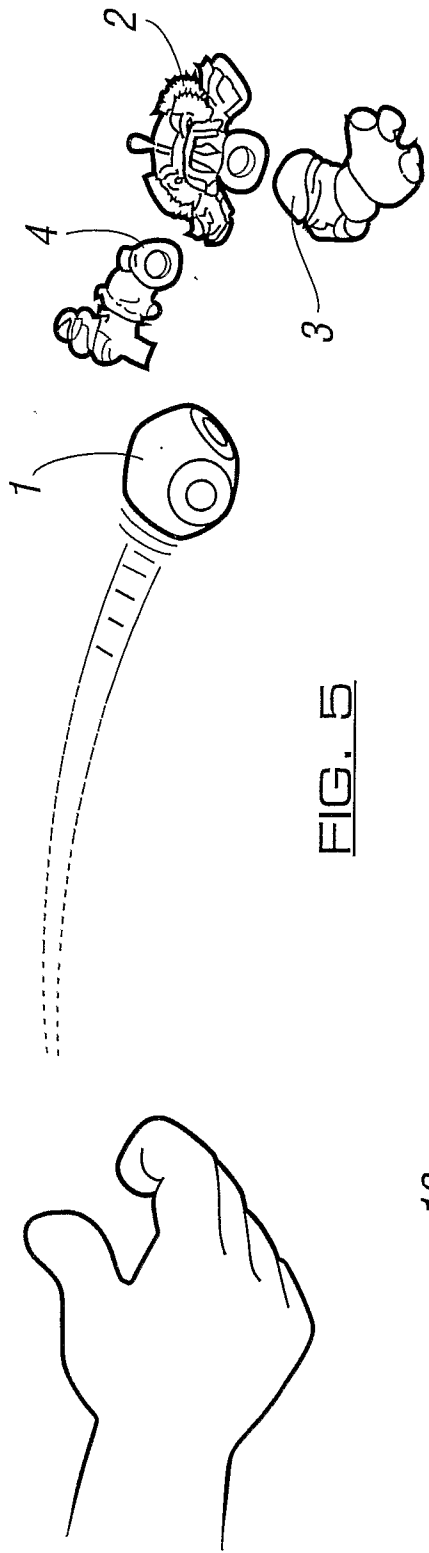


FIG. 5

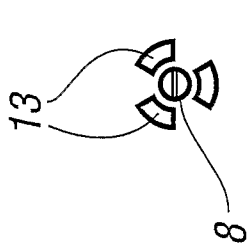


FIG. 8

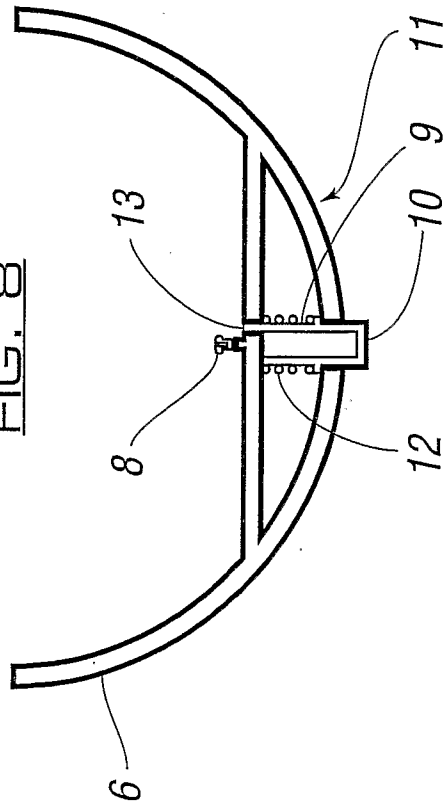


FIG. 7

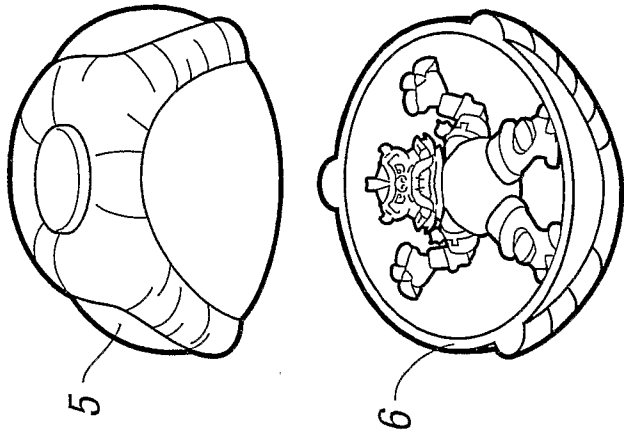


FIG. 10