A game piece with swappable base and method of swapping bases is provided. The game piece includes a base having a selector disk rotatably engaged with a base disk, and a label positioned between the selector disk and the base disk, and a figure having a platform and a character. The base disk includes a figure retaining area, such that the platform of the figure is configured to be removably secured with the area. A second base may be provided having a second selector disk rotatably engaged with a second base disk, and a second label positioned between the second selector disk and the second base disk. The second base disk includes a figure retaining area, such that the platform of the figure is configured to be removably secured with the area of the second base. The figure may be swapped between the first base and the second base.
GAME PIECE WITH SWAPPABLE BASE

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims priority under 35 U.S.C. §119(e) to U.S. Provisional Patent Application No. 61/704, 280, filed on Sep. 21, 2012, the entire disclosure of which is expressly incorporated herein by reference.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention
[0003] The present invention relates to game pieces for games and more specifically to a game piece having a base with a selector disk and a miniature figure on the base, wherein the miniature figure is removable attachable to the base, and where bases are swappable with other bases.
[0004] 2. Related Art
[0005] A degree of realism can be added to games, especially war and fantasy games, through the use of miniature figures to represent characters in the games. Each participant in the game manipulates characters, each represented by a miniature figure and each being endowed with certain characteristics, e.g., strength and range of movement, that enter into the resolution of a given event, such as a battle or other interface between characters. As the complexity of each character and each scenario grows, and as the number of characters increases, the complexity of the game increases. Game pieces are often provided as a miniature figure connected with a base that allows the miniature figure to be stably placed on a game field. As such, the miniature figures are generally limited to the base that they are sold and attached to.

SUMMARY OF THE INVENTION

[0006] The present invention relates to a game piece having a base with a selector disk and a removable mounted figure on the base. The figure can be attached to one or more of a plurality of bases. The selector disk is rotatably engaged with a base disk, and a label positioned between the selector disk and the base disk. The base disk has a figure retaining area and a window, with the label being viewable through the window. The figure includes a platform and the figure can be mounted to the platform. The platform is configured to be removable secured with the base.

[0007] A game piece set comprises a first base, a second base, and a figure. The first base includes a first selector disk rotatably engaged with a first base disk, and a first label positioned between the first selector disk and the first base disk. The first base disk has a figure retaining area and a window, with the first label being viewable through the window. The second base includes a second selector disk rotatably engaged with a second base disk, and a second label positioned between the second selector disk and the second base disk. The second base disk has a figure retaining area and a window, with the second label being viewable through the window. The figure includes a platform and a character mounted to the platform. The platform is configured to be removable secured with either the figure retaining area of the first selector disk or the figure retaining area of the second selector disk.

[0008] A method of swapping a base of the game piece comprises providing a first base, a second base, and a figure having a platform. The platform of the figure is removable secured to the figure retaining area of the first base. The figure can then be pulled away from the base so that the platform disengages and is removed from the figure retaining area of the first base. The figure is then placed in the figure retaining area of the second base and removably secured to the second base.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] The foregoing features of the invention will be apparent from the following Detailed Description of the Invention, taken in connection with the accompanying drawings, in which:

[0010] FIG. 1 is an exploded schematic representation of a prior art game piece base;
[0011] FIG. 2 is a perspective view of the prior art game piece base illustrated in FIG. 1;
[0012] FIG. 3 is a perspective view of a prior art game piece including a figure mounted on a base;
[0013] FIG. 4 is a perspective view of a game piece having a base and a detached figure;
[0014] FIG. 5 is a perspective view of the game piece of FIG. 4 showing the figure removable attached to the first base;
[0015] FIG. 6 is a perspective view of the game piece of FIG. 4 showing the figure detached from a first base and transferable to a second base;
[0016] FIG. 7 is a perspective view of the game piece of FIG. 4 showing the figure positioned over the second base;
[0017] FIG. 8 is a perspective view of the game piece of FIG. 4 removably attached to the second base;
[0018] FIG. 9 is a perspective view of a base and a removably attachable figure with prongs having first and second locking protruberances;
[0019] FIG. 10 is a perspective view of a base and a removably attachable figure showing the base and the figure with magnetic components;
[0020] FIG. 11 is a perspective view of a base and a removably attachable figure showing the base and the figure with hook and loop fastener components;
[0021] FIG. 12 is a perspective view of a base and a removably attachable figure showing the base and the figure with a bolt and threaded aperture;
[0022] FIG. 13 is a perspective view of a base and a removably attachable figure showing the base and the figure with a bolt and threaded aperture;
[0023] FIG. 14 is a perspective view of a base and a removably attachable figure showing the base and the figure with adhesive;
[0024] FIG. 15A is a perspective view of a base and a removably attachable figure showing the base and the figure separated with a slidable locking tab on the figure and a matting aperture in the base;
[0025] FIG. 15B is a perspective view of the base and the removably attachable figure of FIG. 15A showing the base and the figure connected with the slidable locking tab in a “locked” position;
[0026] FIG. 16A is a perspective view of a base and a removably attachable figure showing the base and the figure separated with a slidable locking tab on the base and a matting aperture in the figure platform;
[0027] FIG. 16B is a perspective view of the base and the removably attachable figure of FIG. 16A showing the base and the figure connected with the slidable locking tab in a “locked” position;
FIG. 17 is a perspective view of a base and a removably attachable figure showing the base and the figure with snap-fit button components;

FIG. 18 is a perspective view of a base and a removably attachable figure showing the base and the figure with a mating protrusion and cavity;

FIG. 19 is a perspective view of a base and a removably attachable figure showing the base and the figure with a mating clip and cavity;

FIG. 20A is a perspective view of a base and a removably attachable figure showing the base and the figure separated with a clip on the base;

FIG. 20B is a perspective view of the base and the removably attachable figure of FIG. 20A showing the base and the figure together with the figure being retained by the clip;

FIG. 21A is a perspective view of a base and a removably attachable figure showing the base and the figure separated with a clip on the base;

FIG. 21B is a perspective view of the base and the removably attachable figure of FIG. 21A showing the base and the figure together with the figure being retained by the clip;

FIG. 22 is a perspective view of a base and a removably attachable figure showing the base and the figure with a press-fit connection;

FIG. 23A is a perspective view of a base and a removably attachable figure showing the base and the figure separated with first and second compartments on the base for securing the figure;

FIG. 23B is a perspective view of the base and the removably attachable figure of FIG. 23A showing the figure rotated to be attached to the base;

FIG. 23C is a perspective view of the base and the removably attachable figure of FIG. 23A showing the figure placed on the base in position to be removably attached to the base;

FIG. 23D is a perspective view of the base and the removably attachable figure of FIG. 23A showing the figure rotated and attached to the base; and

FIG. 24 is a perspective view of a base functioning as a display.

DETAILED DESCRIPTION OF THE INVENTION

Miniature figures are often used in games, especially war and fantasy games, to represent characters in the games. These characters, for example, can be a Roman legionnaire, a Civil War Union soldier, a magician, or a mythical beast, depending on the game. Games can be played to re-enact historical battles, such as the Spartan defense of Thermopylae against the invading Persian army under King Xerxes, or to create a fantastical battle such as one pitting elves and humans against trolls and orcs. Each participant in the game commands an army of characters, each represented by a miniature figure. Each character is endowed with certain strengths and weaknesses, all of which enter into the resolution of a given battle. To add interest to the battle, other factors such as magic and terrain can also be included. Exemplary miniature figures and bases are described in U.S. Pat. No. 6,899,332, granted May 31, 2005, titled “Game Piece and Method of Playing a Game and Supplying the Game Piece,” U.S. Pat. No. 6,899,333, granted May 31, 2005, titled “Game Piece and Method of Playing a Game and Supplying the Game Piece,” and U.S. Pat. No. D506,788, granted Jun. 28, 2005, titled “Viewer Portion of Game Piece,” the disclosures of which are hereby expressly incorporated by reference as a part of the present disclosure as if fully set forth herein.

As the complexity of each character and each scenario grows, and as the number of characters increases, the complexity of the game increases. The challenge of miniature games for players is the extensive and complicated nature of the rules and the need for record keeping for each figure within the game.

FIGS. 1 and 2 illustrate a game piece base 10 designed to ease the complexity of such games. Each game piece base 10 is a self-contained record-keeping device that includes a base disk 20, a label 25, and a selector disk 30.

The selector disk 30 includes an upper surface 34, a post 38 mounted in the center of the selector disk 30, and a plurality of fingers 42 mounted at the periphery of the selector disk 30. The plurality of fingers 42 includes six short fingers 46 alternating with six long fingers 50. In alternate embodiments, any other suitable number or sizing of fingers may be used. One of the short fingers 46 includes a button 54 formed therewith and rising vertically from the upper surface 34.

The label 25 includes an aperture 58 attached to the upper surface 34 of the selector disk 30 such that the aperture 58 aligns with the post 38. A series of numbers in twelve columns of three appears on the label (not shown). Each column is spaced at approximately thirty-degree intervals around the label. In alternate embodiments, any other suitable arrangement of numbers can be used.

The base disk 20 includes an L-shaped stat slot or aperture 62 that allows one column of numbers and additional data from the label 25 to be seen at a given position of the base disk 20 relative to the selector disk 30.

As illustrated in FIG. 3, a FIG. 80 may be attached to an upper surface 74 of the base disk 20 to form a game piece or warrior 90. The FIG. 80 may be any representational figure representing a character in a game.

In other embodiments (not shown), the described game piece base 10 may be any record-keeping device, such as mechanical and electronic counters that are suitable for recording and conveying information. Specifically, the game piece base 10 allows for the variation of indicia during the course of play. In still other embodiments, the FIG. 80 may be any suitable type of figure, including humans, animals, and mythical, mechanical, or fantastical creatures. The game piece base 10 may be made available in conjunction with or separately from the FIG. 80 to allow for interchangeability between FIGS. 80 and bases, or to allow one to acquire a base to match a FIG. 80 one already has.

The game pieces 90 are preferably molded in plastic, pre-painted, and randomly inserted into opaque packages that are preferably glued closed or shrink wrapped to prevent opening. The package could be designed to conceal the identity of the game piece 90 from the purchaser. These game pieces 90 are produced in different quantities. As a result, some are designed to be rare and very collectible. The players buy packages to try to collect the game pieces 90 that the player wants to amass and play with. Typically, the rareness of a game piece 90 corresponds to the value of that game piece 90. In other words, a rarer game piece 90 is more effective in the game. This method of packaging, selling, and collecting game piece minatures has the advantage of being unique.

FIG. 4 is a perspective view of a game piece 100 of the present invention illustrating a first base 110 separated from a FIG. 120. The first base 110 includes a base disk 122,
a selector disk 124, and a label 126. The base disk 122 and the selector disk 124 can be rotatably attached to one another with the label 126 secured between them. For example, the base disk 122 and the selector disk 124 can be attached in the fashion described previously with regards to FIGS. 1-3. Alternatively, and as illustrated in FIG. 4, the base disk 122 and the selector disk 124 can be configured and attached such that the base disk 122 and the selector disk 124 are coaxial with the same circumference. In this configuration, the base disk 122 can be provided on top of the selector disk 124 so that the exterior perimeter wall of each is aligned, as opposed to the embodiment illustrated in FIGS. 1-3 that requires a wall or fingers of the selector disk to essentially house the base disk. Nonetheless, the base disk 122 and the selector disk 124 would be attached in a fashion that allows for rotation of the selector disk 124 relative to the base disk 122. Further, the label 126 should be rotationally secured with the selector disk 124, such that rotation of the selector disk 124 would result in rotation of the label 126 as well. The selector disk 124 is provided with a plurality of ridges 128 that provide a gripping surface so that a player can manually rotate the selector disk 124 relative to the base disk 122. It should be noted that any base configuration could be utilized in accordance with the removable figures disclosed herein.

The base disk 122 includes a top surface 130, a window 132, and a figure retaining area 134. The window 132 extends from the top surface 130 of the base disk 122 through the entire thickness thereof, such that a player can see the label 126 provided between the base disk 122 and the selector disk 124. As such, the label 126 could contain various information such as figure statistics, figure attributes, figure status, game data, game status, etc. This information could be arranged in groups or columns spaced at particular degree intervals around the label 126, e.g., thirty degree intervals. During gameplay, a player can rotate the selector disk 124, and thus the label 126, so that different information is displayed through the window 132.

A figure retaining area 134 is provided on a top surface 130 of the base disk 122. The area 134 could be a defined space 136 on the top surface 130 of the base disk 122. A rim 138 could be formed around the defined space 136 to define the perimeter of the figure retaining area 134. The figure retaining area 134, as shown in FIG. 4, could include a first retention aperture 140a and a second retention aperture 140b.

The FIG. 120 includes a character 148 which could be directly attachable to the base 110 or could be mounted on a platform 142, having a top surface 144 and a bottom surface 146. The character 148 is secured to the top surface 144 of the platform 142 and can be any character that may fit the game being played, as described above with regard to FIGS. 1-3. For example, the character 148 could be a human, an elf, an orc, a soldier, a warrior, a civil war soldier, a roman legionnaire, a police office, a robber, a superhero, etc. The platform 142 should have a perimeter shape that matches the perimeter of the figure retaining area 134 to facilitate seating the FIG. 120 in the space 136 of the base 110. Extending from the bottom surface 146 of the platform 142 is a first protrusion 150a and a second protrusion 150b. The first and second protrusions 150a, 150b are configured to be inserted into the first and second retention apertures 140a, 140b, such that the FIG. 120 is removably secured to the base 110. The first and second protrusions 150a, 150b, and the first and second retention apertures 140a, 140b are shown as having matching square geometries with rounded edges. This facilitates the first and second protrusions 150a, 150b being inserted into the first and second retention apertures 140a, 140b. However, it should be noted that the first and second protrusions 150a, 150b and the first and second retention apertures 140a, 140b can have any matching geometry, and is not limited to square with rounded edges. For example, they can be circular, rectangular, oval, etc. Further, it should be understood that there can be any number of protrusions and retention apertures, as long as there are at least as many aperture as there are protrusions, e.g., three apertures and three protrusions or three apertures and two protrusions. Additionally, there may be only a single aperture and a single protrusion. It should also be noted that the connection between the FIG. 120 and the base 110 could be enhanced by creating a friction fit therebetween, created by the size, shape, or spacing of the apertures 140a, 140b and the protrusions 150a, 150b.

To removably attach the FIG. 120 to the base 110 a player moves the FIG. 120 in the direction of arrow A so that the first and second protrusions 150a, 150b are respectively inserted into the first and second retention apertures 140a, 140b. As shown in FIG. 5, when the FIG. 120 is removably attached to the base 110, the platform 142 is seated in the figure retaining area 134. As such, the FIG. 120 can not be rotated, but can be removed by pulling the FIG. 120 from the base 110. The platform 142 could be configured with a thickness that matches the height of the rim 138, so that the top surface 144 of the platform 142 is co-planar with the top surface 130 of the rim 138. However, a rim is not required and the removable FIG. 120 could be attached to a base that does not have a rim.

The removability between the FIG. 120 and the base 110 allows for a player to replace the FIG. 120 that is originally associated with the base 110, or, alternatively, replace the base 110 that is associated with the FIG. 120. For example, a player may be playing a game where he/she has a first FIG. 120 and a first base 110. During this game, the FIG. 120 may receive an upgrade, promotion, or may "evolve" into a greater version of themself, for example, the FIG. 120 may be upgraded from a warrior orc to a commander orc, or a private Two Star General figure may receive a promotion to a Three Star General figure based on the game play. In such a scenario, the player may replace the original FIG. 120 with the upgraded figure, but keep the same base, or vice versa.

Alternatively, there may be multiple types of bases that relate to different games having different game play elements. For example, one base may have a plurality of figure attributes listed on the label, as described above, while another game play element may simply have a first label position signifying alive and a second label position signifying dead. Therefore, a player may switch their acquired figures to different bases when the player desires to play different games.

FIGS. 6-9 are perspective views illustrating how a FIG. 120 could be transferred from a first base 110 to a second base 210. The second base 210 is substantially identical in construction to the first base 110 as described previously with regard to FIG. 8, with the only difference being the markings on the label. That is, the second base 210 includes a base disk 222, a selector disk 224, and a label 226. The base disk 222 and the selector disk 224 are rotationally interconnected with the label 226 secured between the base disk 222 and the selector disk 224. The selector disk 224 includes a plurality of ridges 228 that provide a gripping surface so that a player can manually rotate the selector disk 224 relative to the base disk.
222. The base disk 222 includes a top surface 230, a window 232, and a figure retaining area 234. The window 232 extends from the top surface 230 of the base disk 222 through the entire thickness thereof, such that a player can see the label 226 provided between the base disk 222 and the selector disk 224. Alternatively, any other type of game base can be utilized. The figure retaining area 234 is formed by a space 236 on the top surface 230 of the base disk 222 defined by a rim 238 formed about the space 236 and defines the perimeter of the figure retaining area 234. The figure retaining area 234 further includes a first retention aperture 240a and a second retention aperture 240b.

[0058] As shown in FIGS. 6-8 the second base 210 could have a label 226 having a design that is different than the label 126 of the first base 110.

[0059] When a player switches at FIG. 120 from a first base 110 to a second base 210 the player lifts the FIG. 120 in an upward direction, indicated by arrow B, with respect to the base 110, to withdraw the first and second protrusions 150a, 150b from the first and second retention apertures 140a, 140b. The player then transfers the FIG. 120 to the second base 210, e.g., in the direction of arrow C, as shown in FIG. 6. Once the player has the FIG. 120 adjacent the second base 210, the player lowers the FIG. 120 in the direction of arrow D so that the first and second protrusions 150a, 150b are respectively inserted into the first and second retention apertures 240a, 240b of the second base 210, as shown in FIG. 7. As shown in FIG. 8, when the FIG. 120 is removably attached to the base 110, the platform 142 is seated on the figure retaining area 234. Just like the first base 110, the height of the space 236, e.g., the height of the rim 238, can match the thickness of the platform 142 so that the top surface 144 of the platform 142 is co-planar with the top surface of the rim 138.

[0060] FIGS. 9-23D show alternative mechanisms for releasably securing a figure to a base. As shown in FIG. 9, first and second protrusions 350a, 350b may extend outwardly from each of the first and second protrusions 150a, 150b. In such an arrangement, the first and second protrusions 150a, 150b are smaller than the first and second retention apertures 140a, 140b such that when the protrusions 150a, 150b are inserted into the respective retention apertures 140a, 140b, the first and second protrusions 350a, 350b contact the outer wall of the retention apertures 140a, 140b forcing the protrusions 150a, 150b to flex inward toward each other. When the protrusions 150a, 150b are fully inserted and second protrusions 350a, 350b are located beyond the depth of the apertures 140a, 140b allowing the protrusions 150a, 150b to return to their normal position with the first and second protrusions 350a, 350b engaging the bottom of the apertures 140a, 140b and locking the FIG. 120 with the base 110. To remove the FIG. 120, a player would simply pull upward, which would cause the first and second protrusions 350a, 350b to engage the aperture walls and force the protrusions 150a, 150b to flex inward toward each other, thus facilitating removal.

[0061] As shown in FIG. 10, a magnetic material 402 can be embedded in, or positioned under, the platform 142 of the FIG. 120, while a corresponding magnet 404 can be embedded in, or positioned on, the figure retaining area 134 of the base 110. In such an arrangement, the FIG. 120 can be placed on the base 110 so that the platform 142 is nested in the figure retaining area 134 and secured in place by the magnetic attraction between the magnet 404 and the magnetic material 402.

[0062] As shown in FIG. 11, one of a hook and loop fastener 502 may be secured to the bottom surface 146 of the platform 142 of the FIG. 120, while the other of the hook and loop fastener 504 may be secured in the figure retaining area 134 of the base 110. In such an arrangement, the FIG. 120 can be placed on the base 110 so that the platform 142 is nested in the figure retaining area 134 and secured in place by engagement of the hook and loop fasteners 502, 504.

[0063] As shown in FIG. 12, the platform 142 of the FIG. 120 may include a threaded bolt 600 extending therethrough. The threaded bolt 600 includes a threaded shaft 602 and a user-engageable head portion 604. The figure retaining area 134 of the base 100 includes a threaded aperture 606 configured and positioned to threadably engage the threaded shaft 602. In such an arrangement, the FIG. 120 can be placed on the base 100 so that the platform 142 is nested in the figure retaining area 134 and secured in place by a user manually rotating the bolt head 604, causing the threaded shaft 602 to engage the threaded aperture 606. Continual rotation of the bolt head 604 causes the threaded shaft 602 to traverse further into the threaded aperture 606. A user may rotate the bolt 604 until it is flush with the top surface 144 of the platform 142. The bolt head 604, as illustrated, may include one or more radial flanges that facilitate a user engaging and rotating the bolt head 604.

[0064] FIG. 13 illustrates another embodiment of FIG. 12 that similarly shows a threaded bolt 700 including a threaded shaft 702 and a user-engageable head portion 704, and a threaded aperture 706 in the figure retaining area 134. However, the bolt head 704 of FIG. 13 is a thumb-head that facilitates a user engaging and rotating the threaded bolt 700. It should be understood by one of ordinary skill in the art that the bolt heads 604, 704 illustrated in FIGS. 12 and 13 are just two variations that are possible amongst a myriad of possible bolt heads that may be employed to facilitate engagement of the bolt head and/or rotation of the associated bolt. As such, it should be understood by one of ordinary skill in the art that the present disclosure is not limited to a bolt head that includes radial flanges or a thumb-head.

[0065] As shown in FIG. 14, a figure adhesive 802 can be disposed on the bottom surface 146 of the figure platform 142. In addition, or alternatively, a base adhesive 804 can be disposed on a surface of the figure retaining area 134 of the base 110 that engages the figure adhesive 802. In such an arrangement, the FIG. 120 can be placed on the base 110 so that the platform 142 is nested in the figure retaining area 134 and secured in place by the figure adhesive 802 engaging the base adhesive 804, the figure adhesive 802 engaging a surface of figure retaining area 134, or the base adhesive 804 engaging the bottom surface 146 of the platform 142. The figure adhesive 802 and the base adhesive 804 are generally not permanent adhesives, but also retain their adhesive attribute after multiple uses. As such, a user may separate the FIG. 120 and the base 110 after they were joined and place the FIG. 120 on a different base.

[0066] As shown in FIGS. 15A and 15B, the platform 142 of the FIG. 120 may include a locking mechanism 900 comprising a sliding tab 902 and a track 904 that extends through the platform 142. The sliding tab 902 includes an upper flange 906, a reduced width neck 908, and a locking flange 910. The reduced width neck 908 connects to the upper flange 906 and the locking flange 910, such that the neck 908 is positioned within the track 904 while the upper flange 906 is adjacent the platform top surface 144 and the locking flange 910 is adjac-
ent the platform lower surface 146. The sliding tab 902 is generally defined such that the neck 908 has a width equal to the width of the track 904, while the upper flange 906 and the locking flange 910 have a width that is larger than the width of the track 904. Accordingly, the sliding tab 902 is captured in the track 904 so that it can be slid laterally along the track 904, but cannot be removed from the track 904. Additionally, the neck 908 may have a geometry that does not permit rotation of the sliding tab 902 within the track 904.

The base 110 includes a T-shaped aperture 912 disposed in a surface of the figure retaining area 134. The T-shaped aperture 912 includes an insertion slot 914 and a locking track 916 extending perpendicularly from the insertion slot 914. The insertion slot 914 may have a geometry that generally matches the geometry of the locking flange 910, while the locking track 916 may have a geometry that generally matches the geometry of the neck 908. The T-shaped aperture 912 is positioned in the base 110 so that a user may place the FIG. 120 on the base 110 so that the platform 142 is nested in the figure retaining area 134, and the locking flange 910 is inserted into the insertion slot 914 when the locking flange 910 is in a first “unlocked” position. At this point, the FIG. 120 is on the base 110 in an “unlocked” condition where the locking flange 910 has been inserted into the insertion slot 914 and is positioned within a cavity 918 of the base 110. A user may then move the tab 902 along the track 904 such that the neck 908 slides along the track 904 and the locking track 916, placing the tab 902 in a “locked” position. The FIG. 120 is locked in place with the base 110, because the locking flange 910 has a greater width than the locking track 916, and as such, cannot be removed from the T-shaped aperture 912 without first sliding the tab 902, and thus the locking flange 910, toward the insertion slot 914. FIG. 15B illustrates the tab 902 in a “locked” position.

As shown in FIGS. 16A and 16B, the base 110 may include a locking mechanism 1000 comprising a sliding lock 1002, a track 1004, and a chamber 1006. As shown in FIG. 16A, the figure retaining area 134 of the base disk 122 may be a recess within the base disk 122. In such an arrangement, the recess is defined by a ledge 138 that extends from the top surface 130 to the bottom surface of the space 136.

The track 1004 extends through the top surface 130 of the base disk 122 and into the chamber 1006. The sliding lock 1002 includes an upper flange 1008, a reduced width neck 1010, and a locking tab 1012. The reduced width neck 1010 connects the upper flange 1008 and the locking tab 1012, such that the neck 1010 is positioned within the track 1004 while the upper flange 1008 is adjacent the top surface 130 and the locking tab 1012 is within the chamber 1006. The sliding lock 1002 is generally defined such that the neck 1010 has a width equal to the width of the track 1004, while the upper flange 1008 and the locking tab 1012 have a width that is larger than the width of the track 1004. An opening 1014 may be disposed in the ledge 138 such that the sliding lock 1002 can be slid laterally along the track 1004 from an “unlocked” position where the locking tab 1012 is housed entirely within the chamber 1006 to a “locked” position where the locking tab 1012 is at least partially protruding from the opening 1014.

The platform 142 of the FIG. 120 includes a locking slot 1016 that is accessible by a slot opening 1018 positioned in a lateral wall of the platform 142. Generally, the locking slot 1016 and the slot opening 1018 are positioned such that the slot opening 1018 is adjacent the opening 1014 of the base 110 when the platform 142 is placed in the figure retaining area 134. Accordingly, when the sliding lock 1002 is in the “unlocked” position, a user may place the FIG. 120 on the base 110 so that the platform 142 is nested in the figure retaining area 134, and the slot opening 1018 is adjacent the opening 1014 of the base 110. At this point, the FIG. 120 is on the base 110 in an “unlocked” condition where the locking tab 1012 is housed within the cavity 1006. A user may then slide the lock 1002 along the track 1004 such that the neck 1010 slides along the track 1004 and the locking tab 1012 extends outwardly from the opening 1014 and into the locking slot 1016, placing the sliding lock 1002 in a “locked” position. The FIG. 120 is now locked in place with the base 110, and cannot be removed until the sliding lock 1002 is slid laterally away from the FIG. 120 causing the locking tab 1012 to disengage the locking slot 1016. FIG. 16B illustrates the sliding lock 1002 in a “locked” position.

As shown in FIG. 17, a male press-fit button 1102 may be secured to the bottom surface 146 of the platform 142 of the FIG. 120, while a female press-fit button 1104 may be secured in the figure retaining area 134 of the base 110. In such an arrangement, the FIG. 120 can be placed on the base 110 so that the platform 142 is nested in the figure retaining area 134 and secured in place by pressing downwardly and causing the male press-fit button 1102 and the female press-fit button 1104 to engage one another.

As shown in FIG. 18, the platform 142 could be square-shaped and include a locking protrusion 1200 extending from the bottom surface 146. The locking protrusion 1200 could be T-shaped with a stem 1202 extending from the bottom surface 146 to a plate 1204. The base 110 could include a locking boss 1206 extending from the top surface 130 of the base disk 122. The locking boss 1206 could include a body 1208 including a track 1210 extending through a top surface thereof to a locking chamber 1212 that is adjacent the top surface 120 of the base disk 122. Additionally, the body 1208 includes an opening 1214 in one wall thereof that provides access to the locking chamber 1212. The locking protrusion 1200 and the locking boss 1206 may be configured and dimensioned such that the stem 1202 has a width that fits within the track 1210 while the plate 1204 has a width that fits within the locking chamber 1212 and the opening 1214. As such, the profile of the locking protrusion 1200 is substantially similar to the profile of the track 1210 and the opening 1214. In such a configuration, a user can place the FIG. 120 on the base disk 122 so that the plate 1204 is adjacent the top surface 130 of the base disk 122 and a profile face of the locking protrusion 1200 is adjacent the opening 1214. The user can then slide the FIG. 120 laterally in the direction of Arrow B, so that the stem 1202 enters the track 1210 and the plate 1204 enters the locking chamber 1212. With the plate 1204 within the locking chamber 1212, the FIG. 120 is connected to the base 110 until the locking protrusion 1200 is disengaged from the locking boss 1206.

As shown in FIG. 19, the FIG. 120 may include a C-shaped platform 1300 that includes a top plate 1302, a bottom plate 1304, and a lateral wall 1306 that connects the top plate 1302 and the bottom plate 1304. The top plate 1302 and the bottom plate 1304 are spaced apart from one another. The base 110 may include a retention member 1308 extending from a top surface 130 of the base disk 122. The retention member 1308 includes a body 1310 defining a cavity 1312 adjacent the top surface 130 of the base 110. The cavity 1312 is defined to have a geometry substantially similar to the
bottom plate 1304 so that the bottom plate 1304 can be inserted therein. More specifically, a user can place the FIG. 120 such that the bottom plate 1304 is adjacent the top surface 130 of the base disk 122 and the open end of the platform 1300 is adjacent the cavity 1312. The user can then slide the platform 1300 laterally in the direction of arrow B so that the bottom plate 1304 is inserted into the cavity 1312. In this position, the FIG. 120 is removably connected with the base 110.

[0074] As shown in FIGS. 20A, 20B, 21A, and 21B, the base 110 includes a clip 1402 disposed on the top surface 130 of the base disk 122. The clip 1402 may be integral with the base disk 122 or may be a separate component that is welded, e.g., by means of heat welding or ultrasonic welding, to the base disk 122. The clip 1402 may be constructed of a material that allows for minor flexion so that the platform 142 of the FIG. 120 can be inserted underneath the clip 1402 while the clip 1402 provides an inherent spring force against the platform 142, thus securing the FIG. 120 to the base disk 122. For example, the clip 1402 could be made of metal or plastic. FIG. 20B is an illustration showing the platform 142 secured to the base disk 122 by the clip 1402. FIGS. 21A and 21B show an alternative embodiment of FIG. 20A and 20B illustrating that the clip 1402 can be placed on any point of the top surface 130 or that any portion of the platform 142 of the FIG. 120 can be placed under the clip 1402.

[0075] FIG. 22 is an alternative embodiment showing that the base 142 of the FIG. 120 may engage the figure retaining area 134 with a press-fit engagement. The platform 142 may have a perimeter that is slightly larger than the inner perimeter of the rim 138 around the figure retaining area 134 so that when the platform 142 is pressed into the figure retaining area 134 the platform 142 generates a force outward in the direction of arrows C against the rim 138 of the figure retaining area 134. This force causes a resulting pressure fit between the platform 142 and the figure retaining area 134 causing the FIG. 120 to be removably engaged with the base 110. To remove the FIG. 120, a user pulls the FIG. 120 off the base 110.

[0076] FIGS. 23A-23D show a rotating locking mechanism. A figure may be mounted on an oval-shaped platform 1500 that includes a first side 1502, a second side 1504, a bottom surface 1506, and a top surface 1508. First and second locking compartments 1510a, 1510b may be secured to the top surface 130 of the base disk 122. The first and second locking compartments 1510a, 1510b are identical in structure, and include a body 1514a, 1514b defining an internal chamber 1512a, 1512b. The first and second locking compartments 1510a, 1510b further include a longitudinal opening 1516a, 1516b disposed in a first peripheral wall thereof that connects with a lateral opening 1518a, 1518b disposed in a second peripheral wall thereof, such that the longitudinal opening 1516a, 1516b and the lateral opening 1518a, 1518b provide access to the internal chamber 1512a, 1512b. The first and second locking compartments 1510a, 1510b are positioned on the top surface 130 of the base disk 122 such that the longitudinal opening 1516a of the first compartment 1510a is on the same plane and facing the longitudinal opening 1516b of the second compartment 1510b. Generally, the first and second locking compartments 1510a, 1510b are spaced apart a distance equal to the width of the platform 1500. Furthermore, the internal chamber 1512a, 1512b of the first and second locking compartments 1510a, 1510b is configured so that, when the compartments 1510a, 1510b are attached to the top surface 130, the length of the distance between the furthest point of each internal chamber 1512a, 1512b is approximately equal to the length of the platform 1500.

[0077] Accordingly, a FIG. 120 is removably attached to the base 110 by positioning the platform 1500 between the first and second locking compartments 1510a, 1510b, as shown in FIG. 23C. The FIG. 120 is then rotated counterclockwise so that the first side 1502 rotates into the internal chamber 1512a of the first locking compartment 1510a by way of passing through the lateral opening 1518a and the longitudinal opening 1516a, and the second side 1504 rotates into the internal chamber 1512b of the second locking compartment 1510b by way of passing through the lateral opening 1518b and the longitudinal opening 1516b, as shown in FIG. 23D. Once fully rotated, the platform 1500 is secured between the first and second locking compartments 1510a until a user wishes to remove the figure by clockwise rotation.

[0078] FIG. 24 shows an alternative embodiment of the present disclosure in which a base 1600 may be used as a display for a figure. The base 1600 includes a body 1602 having a top surface 1604 and a figure retaining area 1606 provided on the top surface 1604. The figure retaining area 1606 may include a space 1608 defined by a rim 1610. The figure retaining area 1606 functions to secure a figure therein for display purposes when the figure is not being used in a game. The base 1600 may include various designs that may fit a particular “character,” e.g., the base 1600 may be ornamented like a jail cell or prison so that it can show off any type of “prisoner” or “criminal” figures. Alternatively, the base 1600 may be designed with many characters in mind.

[0079] Having thus described the invention in detail, it is to be understood that the foregoing description is not intended to limit the spirit or scope thereof. It will be understood that the embodiments of the present invention described herein are merely exemplary and that a person skilled in the art may make many variations and modifications without departing from the spirit and scope of the invention. All such variations and modifications, including those discussed above, are intended to be included within the scope of the invention.

What is claimed is:
1. A game piece, comprising:
   a. a base including an upper surface;
   b. an attachment area on the upper surface;
   c. a figure including a character mounted on a platform, the platform sized to be received on the attachment area; and
   d. means for removably attaching the platform to the base.
2. The game piece of claim 1, wherein the means for removably attaching the platform to the base comprises an interference fit between the platform and a rim formed on the upper surface of the base about the attachment area.
3. The game piece of claim 1, wherein the means for removably attaching the platform to the base comprises a magnet in one of the platform or the base and a magnetic material in the other of the platform or the base.
4. The game piece of claim 1, wherein the means for removably attaching the platform to the base comprises a hook and loop fastener.
5. The game piece of claim 1, wherein the means for removably attaching the platform to the base comprises at least one aperture provided in the base, and at least one protrusion provided in the platform, the at least one aperture and the at least one protrusion are configured to be removably engaged.
6. The game piece of claim 5, wherein the at least one protrusion and the at least one aperture have a square cross-section.

7. The game piece of claim 5, wherein the at least one protrusion and the at least one aperture have a circular cross-section.

8. The game piece of claim 5, wherein the at least one protrusion comprises a protuberance formed on an exterior wall of the at least one protrusion, the protuberance configured to engage a wall of the at least one aperture to deflect the at least one protrusion during insertion, and to disengage the wall when fully inserted into the at least one aperture causing the at least one protrusion to return to its original position.

9. The game piece of claim 1, further comprising a selector disk rotatably engaged with the base.

10. The game piece of claim 9, wherein the base includes a plurality of ridges that facilitate rotation.

11. A figure for a game piece, the game piece having a base with an attachment area and an indicia thereon, the figure comprising:
   a platform;
   a character mounted on the platform; and
   an attachment member for removably engaging with an attachment area of a base.

12. The figure of claim 11, wherein the attachment member is engageable by an interference fit with a rim formed on an attachment area of a base.

13. The figure of claim 11, wherein the attachment member comprises one of a magnet or a magnetic material.

14. The figure of claim 11, wherein the attachment member comprises one of a hook or loop fastener.

15. The figure of claim 11, wherein the attachment member comprises an at least one protrusion extending from a bottom of the platform.

16. The figure of claim 15, wherein the at least one protrusion includes a protuberance formed on an exterior wall of the at least one protrusion, the protuberance configured to engage at least a portion of a base to deflect the at least one protrusion during insertion, and to disengage the game piece when fully inserted into the base causing the at least one protrusion to return to its original position.

17. A method of swapping a figure between bases, comprising:
   obtaining a base having a rotatable dial and an attachment area;
   attaching a first figure mounted on a platform to the base at the attachment area;
   removing the first figure from attachment to the base; and
   attaching a second figure mounted on a platform to the base at the attachment area.

18. The method of claim 17, further comprising:
   removing the second figure from attachment to the base; and
   attaching a third figure mounted on a platform to the base at the attachment area.