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(54) Toy built up with freely connectable parts

(57) A toy is built up with freely connectable parts to embody a modeled figure, so that a player is trained to employ his or her thinking and imagination in the process of building up the modeled figure. The connectable parts include a piece of body part (11) provided with first slits (17) having a predetermined depth, and two pieces of arm parts (13) and two pieces of leg parts (15), each

being provided with at least one second slit (18) for suitably engaging with one of said first slits and thereby connecting the arm and the leg parts to the body part to form the modeled figure. The body part and the leg parts are also provided with third and fourth slits (19,110), respectively, so that two modeled figures may be stacked by engaging the third slit on a first modeled figure with the third or the fourth slit on a second modeled figure.

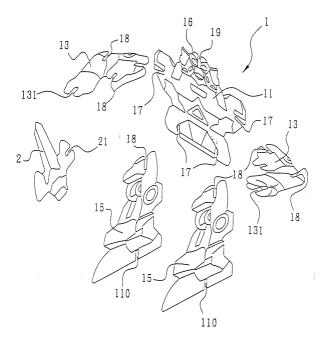


FIG. 1

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Description

FIELD OF THE INVENTION

[0001] The present invention relates to a toy built up with freely connectable parts by a player through free imagination and careful thinking, and more particularly to a built-up toy embodying a specific modeled figure. The toy figure includes a piece of body part, a peripheral edge of which is provided with a slit of a predetermined depth. The player may employ his or her imagination and thinking to stack two or more modeled figures by engaging the slits separately provided on the modeled figures.

BACKGROUND OF THE INVENTION

[0002] A conventional modeling toy usually includes a plurality of connectable parts and a manufacturer's instruction sheet. A player follows the instruction sheet to sequentially assemble the connectable parts into a complete model. In the process of assembling the modeling toy, the player is trained to employ his or her thinking. Such conventional modeling toy becomes a complete toy having a fixed appearance once it is assembled, and could not be disassembled for re-assembling into another appearance. Moreover, each such built-up modeling toy normally forms an independent unit that could not be stacked onto other modeling toys to form other figures. That is, the conventional modeling toy provides only one opportunity for the player to employ his or her thinking ability to assemble and enjoy the toy.

[0003] Therefore, it is tried by the inventor to develop a built-up toy that could be repeatedly disassembled and re-assembled by a player, so that the player is trained to employ his or her thinking and imagination in the process of building up the toy.

SUMMARY OF THE INVENTION

[0004] A primary object of the present invention is to provide a toy built up with connectable parts so that a player is trained to employ his or her thinking and imagination in the process of building up the toy.

[0005] To achieve the above and other objects, the toy of the present invention includes a piece of body part, two pieces of arm parts and two pieces of leg parts.

[0006] The body part shows a head and a trunk of a modeled figure, and is provided at two sides of upper and lower portions with laterally symmetrically located first slits having a predetermined depth, and at a peripheral edge with at least one third slit having a predetermined depth, and each of the arm parts and the leg parts is provided at positions corresponding to the first slits on the body part with at least one second slit, so that a player may separately detachably attach the arm parts and the leg parts to the body part by engaging the second slits with the first slits as desired to form the modeled

figure; and the player may also detachably stack two modeled figures by engaging any two of the third slits separately provided on the two modeled figures.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The structure and the technical means adopted by the present invention to achieve the above and other objects can be best understood by referring to the following detailed description of the preferred embodiments and the accompanying drawings, wherein

Fig. 1 is an exploded perspective view of a toy built up with freely connectable parts according to an embodiment of the present invention;

Fig. 2 is an assembled perspective view of Fig. 1; and

Fig. 3 shows two modeled figures formed from the built-up toy of the present invention are stacked.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0008] Please refer to Fig. 1 that shows a plurality of connectable parts for building up a toy according to the present invention, and to Fig. 2 that shows an example of modeled figure that could be built up from the connectable parts of Fig. 1.

[0009] As shown, the connectable parts of Fig. 1 include a piece of body part 11 showing a head 16 and a trunk of a modeled figure 1, two pieces of arm parts 13, and two pieces of leg parts 15.

[0010] The body part 11 is provided at two sides of its upper and lower portions with laterally symmetrically located first slits 17 having a predetermined depth. The arm parts 13 and the leg parts 15 are separately provided at positions corresponding to the first slits 17 on the body part 11 with second slits 18, so that a player may separately attach the arm parts 13 and the leg parts 15 to the body part 11 by engaging the second slits 18 with the first slits 17, and thereby form the modeled figure 1. The body part 11 is also provided at a peripheral edge thereof with at least one third slit 19 having a predetermined depth, so that the player may differently connect a completed modeled figure 1 to another completed model figure 1 based on different ideas through engagement of two third slits 19 separately provided on the two modeled figures 1. In this manner, a plurality of modeled figures 1 could be stacked to form a new figure.

[0011] In the present invention, each leg part 15 is provided at a lower edge with a fourth slit 110 having a predetermined depth, so that the player may also stack two modeled figures 1 by engaging the fourth slit 110 of one modeled figure 1 with the third slit 19 of another modeled figure 1.

[0012] In the present invention, there is also a piece

of weapon part 2, such as a sword as shown in the drawings. Each arm part 13 is also provided at a suitable position with a fifth slit 131, and the weapon part 2 is provided at a position corresponding to the fifth slit 131 with a sixth slit 21, so that the player may connect the weapon part 2 to one of the arm parts 13 by engaging the sixth slit 21 with the fifth slit 131.

[0013] The present invention has been described with a preferred embodiment thereof and it is understood that many changes and modifications in the described embodiment can be carried out without departing from the scope and the spirit of the invention that is intended to be limited only by the appended claims.

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Claims

- 1. A toy built up with freely connectable parts, comprising a piece of body part, two pieces of arm parts, and two pieces of leg parts; said body part showing a head and a trunk of a modeled figure, and being provided at two sides of upper and lower portions with laterally symmetrically located first slits having a predetermined depth, and at a peripheral edge with at least one third slit having a predetermined depth; and each of said arm parts and said leg parts being provided at positions corresponding to said first slits on said body part with at least one second slit; whereby a player may separately detachably attach said arm parts and said leg parts to said body part by engaging said second slits with said first slits as desired to form said modeled figure; and the player may also detachably stack two said modeled figures by engaging any two of said third slits sepa-
- 2. The toy built up with freely connectable parts as claimed in claim 1, wherein each said leg part of said modeled figure is provided at a lower edge with a fourth slit having a predetermined depth, such that two said modeled figures may be stacked by engaging said fourth slit provided on one of said two modeled figures with said at least one third slit provided on the other said modeled figure.

rately provided on said two modeled figures.

3. The toy built up with freely connectable parts as claimed in claim 1, further comprises a piece of weapon part, and wherein each said arm part is provided at a suitable position with a fifth slit, and said weapon part being provided a position corresponding to said fifth slit on each said arm part with a sixth slit, such that said weapon part is detachably connected to said arm part by engaging said sixth slit with said fifth slit.

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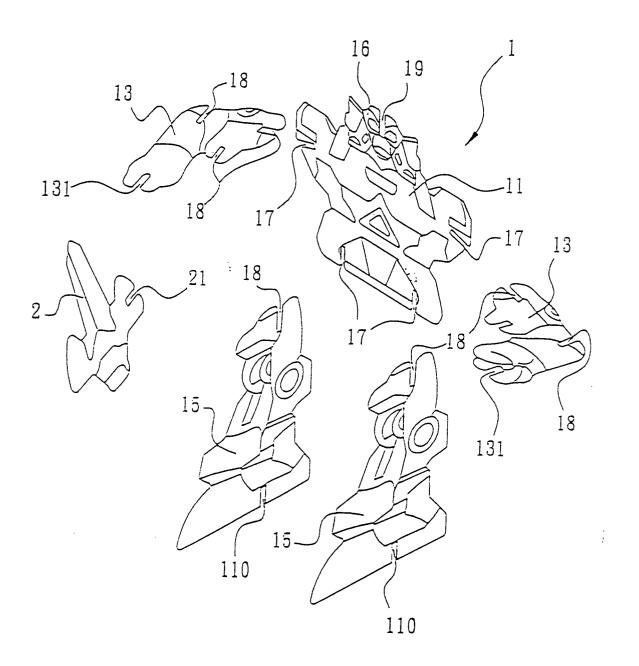


FIG. 1

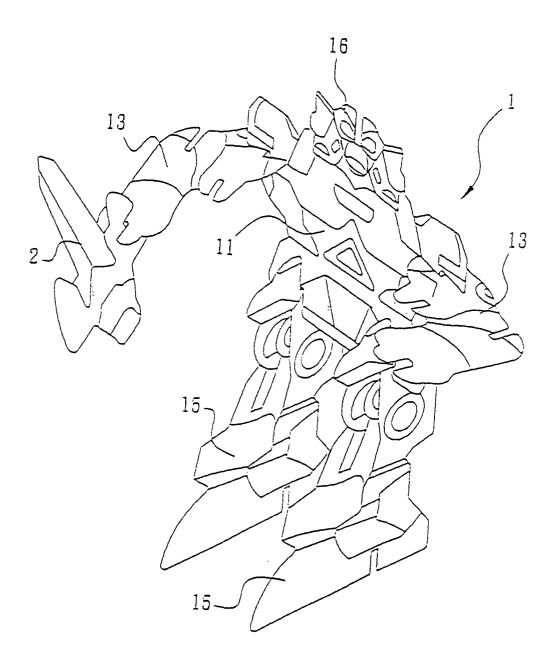


FIG. 2

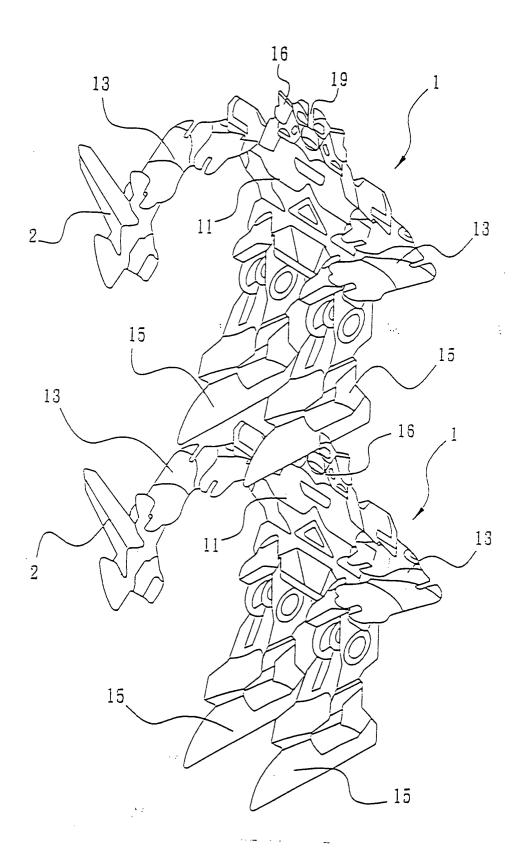


FIG. 3



EUROPEAN SEARCH REPORT

Application Number

EP 01 12 4405

| Category | Citation of document with indica of relevant passage: | | | elevant claim | CLASSIFICATION OF THE APPLICATION (Int.CI.7) |
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| Place of search MUNICH | | 22 January | | Luc | as, P |
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ANNEX TO THE EUROPEAN SEARCH REPORT ON EUROPEAN PATENT APPLICATION NO.

EP 01 12 4405

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