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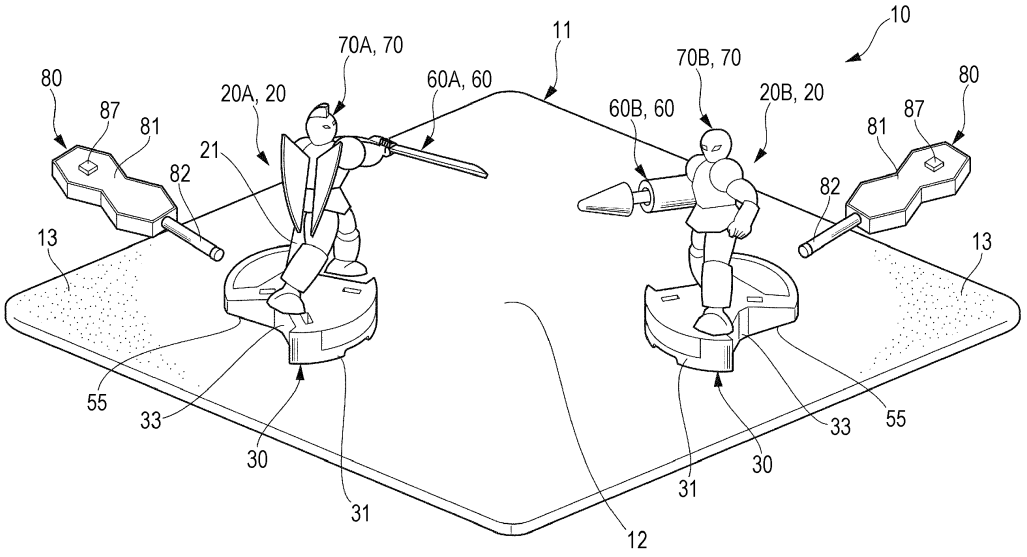
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(54) Game piece for fighting game and fighting game set

(57) A game piece (20) for a fighting game is movable on a surface when an external force is applied to the game piece (20), and includes a mount (30), and a figurative body (70) provided on the mount (30) and having attack means (60) for overturning a game piece (20) of an opponent. The mount (30) includes a front portion that protrudes to the front with respect to a support position on the mount (30) for the figurative body (70), a front side portion that protrudes to at least one of the left and right from the front portion, and side portions, at least a portion of one of the side portions provided with the protruding front side portion being located at a position close to the support position with respect to a protruding end of the front side portion.

FIG. 1



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Description

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present invention relates to a game piece for a fighting game, and a fighting game set for performing the fighting game.

2. Description of the Related Art

[0002] A marble toy having a substantially cylindrical shape and having a figure body vertically arranged on an upper surface of the marble toy has been known (for example, see Japanese Registered Utility Model No. 3092360).

[0003] In the case of the marble toy disclosed in Japanese Registered Utility Model No. 3092360, a user snaps a marble toy by using a snapping device, strikes a marble toy of an opponent, and flicks the marble toy of the opponent.

[0004] However, in the case of the marble toy disclosed in Japanese Registered Utility Model No. 3092360, the marble toys only strike each other, which is not so exciting. That is, a game is more exciting as a fighting game if a toy is provided with a figure body and a person, whose marble toy with the figure body is overturned, loses. However, in the case of the marble toy described in Japanese Registered Utility Model No. 3092360, the marble toy has a simple disk shape. Hence, even if the marble toys strike each other, the marble toys merely move sideward, and are hardly overturned.

SUMMARY OF THE INVENTION

[0005] The present invention is made in light of the situations, and an object of the invention is to provide a game piece for a fighting game, which is more suitable for a fighting game and is exciting, and a fighting game set including the game piece.

[0006] A game piece for a fighting game according to an aspect of the invention is movable on a surface when an external force is applied to the game piece, the game piece including a mount; and a figurative body provided on the mount and including attack means for overturning a game piece of an opponent. The mount includes a front portion that protrudes to the front with respect to a support position at which the mount supports the figurative body, a front side portion that protrudes to at least one of the left and right from the front portion, and side portions, at least a portion of one of the side portions provided with the protruding front side portion of the mount being located at a position close to the support position with respect to a protruding end of the protruding front side portion.

[0007] In the game piece for the fighting game, the mount may include a rear portion, the rear portion being provided with a non-contact part that does not contact the surface.

[0008] In the game piece for the fighting game, the front side portion of the mount may contact the surface.

[0009] A game piece for a fighting game according to another aspect of the invention is movable on a surface when an external force is applied to the game piece, the game piece including a mount; and a figurative body provided on the mount and including attack means for overturning a game piece of an opponent. The mount includes a rear portion, the rear portion being provided with a non-contact part that does not contact the surface.

[0010] In the game piece for the fighting game, the mount may include a front side portion, the front side portion contacting the surface.

[0011] In the game piece for the fighting game, the attack means may include a rotational member provided rotatably around a vertical axis, and a rotation elastic member that urges the rotational member in a predetermined rotation direction, and rotates the rotational member by a restoring force of the rotation elastic member when the rotational member is rotated by a user against an urging force of the rotation elastic member and then is released by the user to cause the rotational member to hit the game piece of the opponent.

[0012] In the game piece for the fighting game, the attack means may include a projectile, a holding member provided at the figurative body, the holding member holding the projectile in a shooting direction, and a shooting elastic member that urges the projectile in the shooting direction, and shoots the projectile from the holding member by a restoring force of the shooting elastic member when the projectile is retracted by a user against an urging force of the shooting elastic member and then is released by the user to cause the projectile to hit the game piece of the opponent.

[0013] A fighting game set according to still another aspect of the invention includes a plurality of the above-described game pieces for the fighting game; and at least one of urging means for applying an external force to each of the game pieces for the fighting game to move the game piece on a surface, and a game sheet that allows the game pieces for the fighting game to slide and move on an upper surface of the game sheet.

[0014] In the fighting game set, the urging means may include a base body, a contact member provided so that the contact member can be advanced to and retracted from the base body, an elastic member that urges the contact member in an advancement direction, holding means for holding the contact member, which has been retracted against an urging force of the elastic member, adjusting means for adjusting stepwise a retraction amount of the contact member, which is held by the holding portion, and release means for releasing a holding state of the holding portion for the contact member, and advancing the contact member by a restoring force of the elastic member to cause the contact member to contact the game piece for the fighting game.

[0015] In the fighting game set, the upper surface of the game sheet may be formed of synthetic resin, and graining processing may be provided on the upper surface of the game sheet.

[0016] With the invention, the game piece for the fighting game, the game piece, which suitable for the fighting game and is exciting, and the fighting game set can be provided.

BRIEF DESCRIPTION OF THE DRAWINGS

[0017]

Fig. 1 is a perspective view of a fighting game set according to an embodiment of the invention;
Fig. 2 is an exploded perspective view of a game piece for a fighting game;
Fig. 3A is a view of arrow IIIA in Fig. 2, and Fig. 3B is a view of arrow IIIB in Fig. 2;
Fig. 4A is a view of arrow IVA in Fig. 2, and Fig. 4B is a view of arrow IVB in Fig. 2;
Figs. 5A and 5B are illustrations explaining operations of a mount;
Figs. 6A to 6C are illustrations explaining operations of attack means;
Fig. 7 is an exploded perspective view of another game piece for a fighting game;
Figs. 8A and 8B are illustrations explaining operations of another attack means;
Fig. 9 is a perspective view of urging means; and
Figs. 10A to 10C each are a cross-sectional view taken along line X-X in Fig. 9, Figs. 10A to 10C being illustrations explaining operations of the urging means.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0018] An embodiment for implementing the invention (hereinafter, referred to as "embodiment") is described below in detail with reference to the accompanying drawings. The same number is applied to the same element throughout the description of the embodiment. Also, each drawing is viewed in the direction in which reference signs can be read. Also, in the embodiment and drawings, "front," "rear," "left," "right," "up," and "down" indicate directions when a game piece for a fighting game faces a moving direction.

General Configuration of Fighting Game Set

[0019] A general configuration of a fighting game set according to the embodiment is described first with reference to Fig. 1.

[0020] As illustrated in Fig. 1, a fighting game set 10 includes a game sheet 11, a plurality of game pieces for a fighting game (hereinafter, merely referred to as "game piece") 20, and a plurality of urging means 80 for causing the game pieces 20 to slide and move on an upper surface 12 of the game sheet 11.

[0021] With the fighting game set 10, for example, two users each own a single game piece 20. The game pieces 20 attack one on one while being moved, and give impacts on each other. The fighting game set 10 has setting in which one of the users, who overturns the game piece 20 of the opponent, wins, and the other user, whose game piece 20 is overturned, loses. The movement of each game piece 20 is made by snapping a rear portion of the game piece 20 with a finger or with use of the urging means 80, and hence applying an external force to the game piece 20. Of course, the two users may play a fighting game while the two users each own a plurality of game pieces 20. One of the users, who overturns all game pieces 20 of the opponent, may win, and the other user, whose all game pieces 20 are overturned, may lose.

[0022] Each game piece 20 includes a mount 30 that slides and moves on the upper surface 12 of the game sheet 11 when the mount 30 is snapped, and a figurative body 70 provided on the mount 30 and including attack means 60 for overturning the game piece 20 of the opponent. In this embodiment, the game sheet 11 is used. However, of course, a fighting game can be played without the game sheet 11 as long as a surface, on which the game piece according to the invention is movable, is provided.

[0023] The figurative body 70 individually characterized in accordance with the type of an attack and the set position of a weak point. A plurality of types of figurative bodies 70 are provided. In this embodiment, two types of a figurative body 70A and a figurative body 70B are set. The figurative body 70A is a short-range attack type (hereinafter, referred to as "short-range") that makes an effective attack when the distance to the game piece 20 of the opponent is small. The figurative body 70B is a long-range attack type (hereinafter, referred to as "long-range") that makes an effective attack when the distance to the game piece 20 of the opponent is large. These attack means 60 are manually operated by the users.

[0024] In the following description, a character "A" is added to the end of the number for each of reference signs of the game piece including the short-range figurative body 70A and components of the figurative body 70A, and a character "B" is added to the end of the number for each of reference signs of the game piece including the long-range figurative body 70B and components of the figurative body 70B, if required.

[0025] Also, in this embodiment, a figure, which imitates a person, is provided as an example of the figurative body 70. However, the figurative body according to the invention may be desirably selected from various figurative bodies including models of vehicles and planes, such as a tank and an air plane, and models of creatures, such as an animal and a monster, in addition to the figure.

Configuration, Operation, and Advantage of Game Sheet

[0026] At least the plane-shaped upper surface 12 of

the game sheet 11 is formed of synthetic resin. Also, graining processing is provided substantially entirely on the upper surface 12 of the game sheet 11 during resin molding. With the graining processing, a fine irregularity portion (for example, satin pattern) 13 is formed on the upper surface 12. The external shape of the game sheet 11 herein is a rectangle or a square. However, the shape of the game sheet 11 may be selected from various shapes, such as a circle, an ellipsoid, and a polygon. Also, the game sheet 11 may have any thickness. The game sheet 11 may have a thick plate shape. Further, a bulged portion may be provided on the game sheet 11 so that the arrangement position of the bulged portion can be desirably changed by the user. The bulged portion may be arranged at any position when the user starts a game. The bulged portion may serve as an obstacle that blocks the movement of the game piece during the game, or may serve as a step that allows the game piece to be arranged thereon and to make a long-range attack from the bulged portion from the upper side.

[0027] The operation and advantage of the game sheet 11 are described.

[0028] If the game sheet is formed of a paper material, the smoothness of the upper surface of the game sheet may be low, and hence the game piece has difficulty in moving. Also, if the upper surface of the game sheet is formed of an unprocessed surface of a synthetic resin compact, the smoothness may be too high, and hence the game piece slides and may not be overturned when the game piece receives an impact. Therefore, in this embodiment, the upper surface 12 of the game sheet 11 is formed of synthetic resin to obtain a sliding property of the game piece 20, and the irregularity portion 13 is formed on the upper surface 12 of the game sheet 11 to obtain a proper friction resistance. Accordingly, the game piece 20 can be smoothly moved and the game piece 20 can be likely overturned when the game piece 20 receives an impact.

Configuration, Operation, and Advantage of Mount

[0029] Next, the configuration, operation, and advantage of the mount are described with reference to Figs. 2 to 5B.

[0030] As illustrated in Fig. 2, the mount 30 includes a mount body 31, a weight 32 embedded in the mount body 31, and cut portions 33 provided at left and right side portions of the mount body 31 and causing the mount 30 to be likely overturned.

[0031] The mount body 31 includes an upper surface 35 that supports the figurative body 70, a bottom surface arranged below the upper surface 35 and being opposed to the upper surface 35, a front surface 37 that couples a front edge of the upper surface 35 with a front edge of a bottom surface 36, a rear surface 38 that couples a rear edge of the upper surface 35 with a rear edge of the bottom surface 36, and left and right side surfaces 41 having recessed shapes and form the left and right cut portions 33.

[0032] The weight 32 is formed of a single thin plate member 32a or a plurality of thin plate members 32a. The mass of the weight 32 can be adjusted in accordance with the number of superposed plate members 32a. In the game piece 20, as the mass of the weight 32 is larger, self-standing stability of the game piece 20 is increased and the game piece 20 is hardly overturned; however, the moving distance is smaller when the game piece 20 is snapped. In contrast, as the mass of the weight 32 is smaller, the self-standing stability of the game piece 20 is decreased and the game piece 20 is more likely overturned; however, the moving distance is larger when the game piece 20 is snapped. The forming material of the weight 32 may be selected from various materials, such as a rubber material, a synthetic resin material, and a metal material.

[0033] By using a difference in operation caused by the difference in mass of the weight 32, the individual game piece 20 can be characterized. For example, in a short-range game piece 20A, the number of plate members 32a is increased and hence the mass of the weight 32 is set at a large mass. Accordingly, the short-range game piece 20A has a characteristic that the game piece 20A takes a time to approach the game piece 20 of the opponent because the moving distance is small; however, when the game piece 20A approaches the game piece 20 of the opponent, the game piece 20A can likely overturn the game piece 20 of the opponent by attack means 60A strong for short-range fighting. In contrast, in a long-range game piece 20B (see Fig. 1), the number of plate members 32a is decreased and hence the mass of the weight 32 is set at a small mass. Accordingly, the long-range game piece 20B (see Fig. 1) has a characteristic that the game piece 20B is weak for the short-range fighting; however, the game piece 20B can immediately move away from the game piece 20 of the opponent, and the game piece 20B can overturn the game piece 20 of the opponent by attack means 60B (see Fig. 1) effective for the game piece 20 of the opponent who is distant from the game piece 20B. Therefore, the user can select the game piece 20 to be used from the short-range game piece 20A and the long-range game piece 20B (see Fig. 1) in accordance with user's preference.

[0034] As illustrated in Fig. 3A, two left and right outer attachment holes 42L and 42R are provided at a front portion, and two left and right outer attachment holes 42L and 42R are provided at a rear portion of the upper surface 35 of the mount body 31. Thus, the four outer attachment holes 42L and 42R in total are provided. Also, a single center attachment hole 43 is provided at a center portion of the upper surface 35. The outer attachment holes 42L and 42R, and the center attachment hole 43 are used for attachment of the figurative body 70 (see Fig. 1) (described later). The shape, arrangement, and number of holes are not limited to those described in this embodiment, and may be desirably set in accordance with the specification of the game piece 20 (see Fig. 1).

The figurative body 70 is supported at the outer attachment holes 42L and 42R, and the center attachment hole 43. That is, the outer attachment holes 42L and 42R, and the center attachment hole 43 correspond to "a support position at which the mount supports a figurative body" according to the invention.

[0035] The front surface 37 of the mount body 31 protrudes to the front with respect to the outer attachment holes 42L and 42R, and the center attachment hole 43. That is, a portion extending from front ends of the outer attachment holes 42L and 42R located at the front to the front surface 37 corresponds to "a front portion" according to the invention. "The front portion" protrudes to the front with respect to the outer attachment holes 42L and 42R, i.e., "the support position at which the mount supports the figurative body" according to the invention.

[0036] Both side ends of the front surface 37 protrude to the left and right over the outer attachment holes 42L and 42R. A portion extending from a left side end of the outer attachment hole 42L to the front surface 37, and a portion extending from a right side end of the outer attachment hole 42R to the front surface 37 correspond to "a front side portion" according to the invention. In this embodiment, the "front side portion" according to the invention protrudes to both the left and right. However, the invention is not limited thereto, and "the front side portion" may protrude to only one of the left and right.

[0037] Also, an upper indication part 45 is provided at a certain position (in this case, rear portion) of the upper surface 35 of the mount body 31. The upper indication part 45 may include, for example, information about the game piece 20 (see Fig. 1) (the name and characteristic of the figurative body). Also, the upper indication part 45 may include the number of times the urging means 80 (see Fig. 1) applies an external force. For example, if the upper indication part 45 indicates "movement 2," an external force can be applied to the game piece 20 (see Fig. 1) by the urging means 80 (see Fig. 1) consecutively two times. If the upper indication part 45 indicates "attack 1," the attack means 60 (see Fig. 1) can make a single attack. Further, the number of attacks is set at a large number (for example, indication is "attack 3") for the game piece 20 (see Fig. 1) if an attack by the attack means 60 (see Fig. 1) hardly reaches the opponent. As described above, the individual game piece 20 (see Fig. 1) may be characterized even by changing the indication content of the upper indication part 45.

[0038] The left and right cut portions 33 each have a form in plan view, in which the left or right side portion of the mount body 31 is recessed toward the center. In this case, each of the cut portions 33 is formed of a side surface 41 including a first side surface 41a extending from a side end of the front surface 37 and facing the inside; a second side surface 41b extending form the first side surface 41a to an obliquely rear side and facing the inside; a third side surface 41c extending from the second side surface 41b rearward; and a fourth side surface 41d extending from the third side surface 41c to an obliquely rear side and facing the outside.

[0039] Since the cut portions 33 have the above-described configurations, at least a portion (the first side surface 41a, the second side surface 41b, the third side surface 41c, and the fourth side surface 41d) of one of the side portions of the mount is close to the support position (the outer attachment holes 42L and 42R, and the center attachment hole 43) with respect to a protruding end of the front side portion (the intersection between the front surface 37 and a straight line extending leftward from the left side end of the outer attachment hole 42L, or the intersection between the front surface 37 and a straight line extending rightward from the right side end of the outer attachment hole 42R).

[0040] The side portions of the mount according to the invention are not particularly limited to the cut portions 33. At least a portion of a side portion provided with a front side portion protruding to the left or right may be only required to be close to the support position with respect to a protruding end of the protruding front side portion. Alternatively, a side surface including a curved surface may form the side portion of the mount.

[0041] As illustrated in Fig. 3B, a contact part 46 that contacts the upper surface 12 (see Fig. 1) of the game sheet 11 (see Fig. 1) is provided at the bottom surface 36 of the mount body 31. The contact part 46 is a ring-shaped rib part protruding downward. A lower indication part 47 is provided at a surface which is surrounded by the contact part 46 and hence is recessed. The lower indication part 47 may indicate a special rule etc. to be applied, for example, when the game piece 20 (see Fig. 1) is overturned. The special rule may be, for example, a rule that invalidates an attack of the opponent in relation to the game piece 20 (see Fig. 1) of the opponent, and a rule that the game piece is returned to fighting even if the game piece 20 is overturned.

[0042] The contact part 46 is formed of a front contact portion 46f at the front with respect to the center of the mount body 31, and a rear contact portion 46r at the rear with respect to the center of the mount body 31. The front contact portion 46f includes a front edge portion 48 formed in an arc shape along the front surface 37. A center portion of the front edge portion 48 is cut. The front surface 37 forms "the front side portion of the mount" according to the invention. Hence, a situation in which the front edge portion 48 extending along "the front side portion of the mount" contacts the surface as a portion of the front contact portion 46f represents that "the front side portion of the mount" according to the invention contacts the surface. Also, the front contact portion 46f includes left and right inclined portions 51 extending from both left and right ends of the front edge portion 48 along the second side surfaces 41b. Meanwhile, the rear contact portion 46r includes two left and right straight-line portions 52 extending from rear ends of the inclined portions 51 rearward and in parallel to each other, and a rear edge portion 53 formed in an arc shape along the rear surface 38 and coupling rear ends of the left and right

straight-line portions 52. Also, a non-contact part 55 is provided at a rear side portion of the mount body 31. The non-contact part 55 does not contact the upper surface 12 (see Fig. 1) of the game sheet 11 (see Fig. 1). That is, the non-contact part is provided at "a rear portion" of the mount according to the invention. The non-contact part 55 is provided at each of both the left and right with the two straight-line portions 52 arranged therebetween.

[0043] As illustrated in Fig. 4A, each non-contact part 55 is a surface surrounded by edges of the fourth side surface 41d, straight-line portion 52, and rear surface 38, and is an inclined surface gradually separated upward from the upper surface 12 of the game sheet 11 as the inclined surface extends outward from the straight line portion 52.

[0044] That is, as illustrated in Fig. 4B, in rear view, the two non-contact parts 55 each have a form which is spread and open to the upper side. Regarding the mount body 31, the mount body 31 contacts the upper surface 12 at the front side portions of the mount body 31 because of the front contact portion 46f, and the mount body 31 is lifted from the upper surface 12 at the rear side portions of the mount body 31 because of the non-contact parts 55.

[0045] In this embodiment, the non-contact parts 55 are provided at the rear side portions of the mount. However, the invention is not limited thereto, and the non-contact part may be only required to be provided at "the rear portion" of the mount.

[0046] The operation and advantage of the mount 30 formed as described above are described.

[0047] First, since the front side portion of the mount 30 protrudes to the left or right, when an external force is applied to the mount 30 and hence the mount 30 is moved forward, the mount 30 is hardly overturned to the left or right. Hence, the movement can be smoothly made, and the game can proceed quickly.

[0048] Also, as illustrated in Fig. 5A, when a certain attack is given from the game piece 20 of the opponent (see arrow (1)), as illustrated in Fig. 5B, the mount 30 is likely overturned sideway (rolled over) (arrow (2)) in accordance with the shape of the side portion of the mount body 31 (for example, in accordance with the shape of the cut portion 33 in this embodiment). In contrast, if the mount is formed in a completely circular disk, such as the conventional marble toy, the mount is hardly overturned even when the mount receives an attack from the game piece of the opponent. Hence, winning or losing is hardly determined, and the game proceeds slowly. In contrast, with this embodiment, the mount 30 is likely overturned, winning or losing can be likely determined, and hence the game can proceed quickly. Accordingly, the game piece 20, which is suitable for the fighting game and is exciting, and the fighting game set 10 (see Fig. 1) including the game piece 20 can be provided.

[0049] Also, since the non-contact part 55, which does not contact the upper surface 12 of the game sheet 11, is provided at the rear portion of the mount (in this embodiment, the rear side portion of the mount body 31), the non-contact part 55 forms a gap 56 (see Fig. 5A) between the rear portion of the mount (the rear side portion of the mount body 31) and the upper surface 12. With the gap 56, the self-standing stability of the rear portion of the mount 30 in the left-right direction is decreased. Hence, when the mount 30 receives an attack from the game piece 20 of the opponent, the mount 30 becomes more likely overturned.

[0050] In contrast, since the front contact portion 46f (see Figs. 4A and 4B), which contacts the upper surface 12 of the game sheet 11, is provided at the front side portion of the mount body 31 and hence the mount body 31 has the contact, the self-standing stability of the front portion and the front side portion of the mount body 31 is increased as compared with the rear portion. If a non-contact part is also provided at the front side portion of the mount, the self-standing stability of the front portion and the front side portion of the mount is also decreased. In this case, the game piece may be overturned to the front when the game piece is only snapped. In contrast, with this embodiment, since the front contact portion 46f is provided at the front side portion of the mount 30, the self-standing stability of the front portion of the mount 30 is increased. Consequently, the phenomenon in which the game piece 20 is overturned to the front when the game piece 20 is only snapped can be prevented. Configuration, Operation, and Advantage of Short-range Figurative Body

[0051] Next, the configuration, operation, and advantage of the figurative body 70A are described with reference to Figs. 2 and Figs. 6A to 6C.

[0052] As illustrated in Fig. 2, the short-range figurative body 70A is attached to the mount body 31 through a column 21. The figurative body 70A includes an upper half section 72A having left and right arm parts 71A, and a lower half section 75A having left and right leg parts 73A. The upper half section 72A is provided rotatably relative to the lower half section 75A around a vertical axis V, and has a plurality of wings 76 on the back of the upper half section 72A. Further, the figurative body 70A includes the attack means 60A for overturning the game piece 20 of the opponent.

[0053] The column 21 extends along the up-down direction, and has protrusions 22U and 22D at both end portions in the up-down direction. The lower protrusion 22D is inserted into the center attachment hole 43 of the mount body 31. The upper protrusion 22U is inserted into an attachment hole (not illustrated) of the lower half section 75A of the figurative body 70A. Also, the column 21 has a length that is set to support the figurative body 70A in a state in which the leg parts 73A are lifted from the mount 30. Hence, in the short-range game piece 20A, the center of gravity is set at a high position by an amount by which the leg parts 73A are lifted from the mount 30. Accordingly, the short-range game piece 20A has low self-standing stability, and is more likely overturned.

[0054] Also, a weak point may be set at any portion of

the figurative body 70. The weak point is a portion that causes the game piece 20 to be easily overturned if the portion receives an impact. In the case of the short-range game piece 20A, a weak point may be set at, for example, the shoulder indicated by reference sign P1, the base of a wing 76 indicated by reference sign P2, or the waist indicated by reference sign P3. The weak point may be desirably set by changing the shape of the figurative body 70, the mass of the weight 32, and the position of the center of gravity, in accordance with the type of the game piece 20.

[0055] The attack means 60A includes a rotational member 61 that rotates together with the upper half section 72A, and a rotation elastic member 62 that urges the upper half section 72A in a predetermined rotation direction. The rotational member 61 may be selected from any of various forms. In this embodiment, the rotational member 61 is a sword held by the left and right arm parts 71A. When the upper half section 72A is rotated against an urging force of the rotation elastic member 62 and then the upper half section 72A is released, the rotation elastic member 62 rotates the upper half section 72A by a restoring force, and causes the rotational member 61 to hit the game piece 20 of the opponent. The rotation elastic member 62 may be selected from various spring members and various rubber members. In this case, the rotation elastic member 62 is formed of a torsion coil spring embedded in the figurative body 70A.

[0056] The operation and advantage of the attack means 60A are described.

[0057] As illustrated in Fig. 6A, the user hooks fingers on the wing 76 or the rotational member 61, and rotates the upper half section 72A against the urging force of the rotation elastic member 62 (see Fig. 2) (arrow (3)). As illustrated in Fig. 6B, when the user releases the hand from the upper half section 72A, as illustrated in Fig. 6C, the upper half section 72A is rotated so as to swing the sword by the restoring force of the rotation elastic member 62 (see Fig. 2), the rotational member 61 hits the game piece 20 of the opponent (arrow (4)), and the rotational member 61 overturns the game piece 20 of the opponent. As described above, the attack means 60A can provide an attack force effective for the short-range fighting, to the game piece 20A. Configuration, Operation, and Advantage of Long-range Figurative Body

[0058] Next, the configuration, operation, and advantage of the figurative body 70B are described with reference to Figs. 7A, 7B, 8A, and 8B.

[0059] As illustrated in Figs. 7A and 7B, the long-range figurative body 70B includes an upper half section 72B having left and right arm parts 71B, and a lower half section 75B having left and right leg parts 73B. Further, the figurative body 70B includes the attack means 60B for overturning the game piece 20 of the opponent.

[0060] Lower ends of the left and right leg parts 73B respectively have protrusions 77L and 77R protruding downward. When the protrusions 77L and 77R are inserted into the outer attachment holes 42L and 42R of the mount body 31, the long-range figurative body 70B is attached to the mount body 31. Hence, the long-range game piece 20B has a characteristic that the center of gravity is lower than that of the short-range game piece 20A (see Fig. 2).

[0061] Also, in the case of the game piece 20B, the two protrusions 77L and 77R are inserted along a diagonal line 78a or 78b of a rectangle formed by the four outer attachment holes 42L and 42R (see Fig. 3A). For example, the left protrusion 77L is inserted into the left front outer attachment hole 42L and the right protrusion 77R is inserted into the right rear outer attachment hole 42R along the diagonal line 78a (see Fig. 3A). Alternatively, the left protrusion 77L is inserted into the left rear outer attachment hole 42L and the right protrusion 77R is inserted into the right front outer attachment hole 42R along the diagonal line 78b (see Fig. 3A).

[0062] As described above, by inserting the two protrusions 77L and 77R along the diagonal line 78a or 78b (see Fig. 3A), the body of the long-range figurative body 70B is not directed to the right front but is directed to an oblique side (the body is skewed). Accordingly, with the figurative body 70B, one of the left and right side portions is a weak point that causes the figurative body 70B to be likely overturned upon reception of an impact, and the other of the left and right side portions is a strong point that causes the figurative body 70B to be hardly overturned even upon reception of an impact. Therefore, with the long-range game piece 20B, since the weak point is set at one of the left and right side portions, the individual game piece 20B can be further characterized.

[0063] As illustrated in Fig. 8A, the attack means 60B of the long-range figurative body 70B includes a projectile 63, a holding member 65 that holds the projectile 63 in a shooting direction, and a shooting elastic member 66 that urges the projectile 63 in the shooting direction.

[0064] The projectile 63 may have any form. In this embodiment, the projectile 63 is formed of a rod-shaped spear having a sharp portion at a distal end thereof. The holding member 65 is a cylindrical tube body provided at the figurative body 70B, and an inner diameter portion of the holding member 65 holds the projectile 63. Also, the holding member 65 is rotatable around a horizontal axis H as indicated by two-dot chain lines, and an inclination angle of an axis 65a of the holding member 65 with respect to a horizontal line H1 (the shooting direction of the projectile 63) can be adjusted. The shooting elastic member 66 is assembled in the inner diameter portion of the holding member 65. When the shooting elastic member 66 is retracted by the user against an urging force of the shooting elastic member 66 and then is released by the user, the shooting elastic member 66 shoots the projectile 63 by a restoring force of the shooting elastic member 66 to cause the projectile 63 to hit the game piece 20 of the opponent. The shooting elastic member 66 may be selected from various spring members and various rubber members. In this case, the shooting elastic member 66 is formed of a compression coil spring embedded in

the holding member 65.

[0065] The operation and advantage of the attack means 60B are described.

[0066] As illustrated in Fig. 8A, the user inserts the projectile 63 into the holding member 65 first, holds a rear portion of the projectile 63, and pulls the rear portion of the projectile 63 rearward while compressing the shooting elastic member 66 (arrow (5)). Then, a distal end portion of the holding member 65 is vertically rotated (arrow (6)), and the shooting direction of the projectile 63 is determined to aim the distant game piece 20 of the opponent. For example, if the user wants to shoot the projectile 63 to a farther location, the distal end portion of the holding member 65 is directed to the further upper side. After the shooting direction of the projectile 63 is determined, as illustrated in Fig. 8B, when the user releases the rear portion of the projectile 63, the projectile 63 is shot by the restoring force of the shooting elastic member 66 like that a spear is thrown (arrow (7)). Then, if the projectile 63 hits a proper position of the game piece 20 of the opponent, the game piece 20 of the opponent can be overturned. As described above, the attack means 60B can provide an attack force effective for the distant game piece 20 of the opponent, to the game piece 20B.

Configuration, Operation, and Advantage of Urging Means

[0067] Next, the configuration, operation, and advantage of the urging means 80 are described with reference to Figs. 9 to 10C.

[0068] As illustrated in Fig. 9, the urging means 80 includes a base body 81, and a contact member 82 provided at the base body 81 so that the contact member 82 can be advanced to and retracted from the base body 81.

[0069] Also, as illustrated in Fig. 10A, the urging means 80 includes an elastic member 83 that urges the contact member 82 in an advancement direction, holding means 85 for holding the contact member 82, which has been retracted against an urging force of the elastic member 83, adjusting means 86 for adjusting stepwise a retraction amount L of the contact member 82, which is held by the holding means 85, and release means 87 for releasing a holding state of the holding means 85 for the contact member 82.

[0070] The base body 81 is a housing that houses the contact member 82 so that the contact member 82 can slide. A proximal end 81a of the base body 81 is closed, and a distal end of the base body 81 is open. The elastic member 83 is a compression coil spring assembled near the proximal end 81a of the base body 81.

[0071] The contact member 82 is urged from the proximal end 81a toward an opening portion 81b at the distal end by the elastic member 83, and a front portion of the contact member 82 protrudes to the front from the opening portion 81b.

[0072] The adjusting means 86 is formed of a plurality of recessed portions 88a, 88b, and 88c provided at the contact member 82. The plurality of recessed portions 88a to 88c are provided side by side along the axial direction of the contact member 82.

[0073] The holding means 85 is provided at a wall portion of the base body 81, and is movable in a direction perpendicular to the axis of the contact member 82. The holding portion 85 is normally urged toward the contact member 82. When the contact member 82 is retracted, the holding portion 85 is fitted to one of the plurality of recessed portions 88a to 88c, and holds the contact member 82. If the holding means 85 is fitted to the recessed portion 88c located at the rearmost position from among the plurality of recessed portions 88a to 88c, the contraction amount of the elastic member 83 becomes the smallest. If the holding means 85 is fitted to the recessed portion 88a located at the foremost position, the contraction amount of the elastic member 83 becomes the largest.

[0074] The release means 87 is a button-type movable body, is provided at the wall portion of the base body 81, and is coupled with the holding means 85 through coupling means (not illustrated). When the release means 87 is pressed by the user, the release means 87 separates the holding means 85 from one of the recessed portions 88a to 88c, advances the contact member 82 by a restoring force of the elastic member 83, and causes the contact member 82 to contact the game piece 20 (see Fig. 1).

[0075] The operation and advantage of the urging means 80 are described.

[0076] As illustrated in Fig. 10A, the user presses the contact member 82 into the base body 81 first (arrow (8)) to compress the elastic member 83 (arrow (9)). At this time, the retraction amount L of the contact member 82 is adjusted in accordance with the distance by which the user wants to advance the game piece 20. As illustrated in Fig. 10B, the holding means 85 is fitted to one of the recessed portions 88a to 88c (in this case, the recessed portion 88c) at the position corresponding to the retraction amount L of the contact member 82 (arrow (10)), and the holding means 85 holds the contact member 82. The distal end portion of the contact member 82 is directed to the mount 30 (see Fig. 1), and then, as illustrated in Fig. 10C, the release means 87 is pressed (arrow (11)). Then, this operation is transmitted to the holding means 85 through a coupling portion (not illustrated) (arrow (12)), and the holding means 85 is released from the recessed portions 88a to 88c (arrow (13)). Accordingly, the elastic member 83 is restored, the contact member 82 is advanced instantaneously by the retraction amount L (arrow (14)), the contact member 82 hits the mount 30 (see Fig. 1) and hence applies an external force.

[0077] With the urging means 80, since the retraction amount L of the contact member 82 can be adjusted stepwise, the external force to be applied to the game piece 20 (see Fig. 1) can be adjusted. Hence, the moving dis-

tance and moving direction of the game piece 20 (see Fig. 1) can be changed. For example, if the user wants to move the game piece 20 (see Fig. 1) only by a small amount, the retraction amount L of the contact member 82 is decreased, and if the user wants to move the game piece 20 (see Fig. 1) to a farther location, the retraction amount L of the contact member 82 is increased, to change an external force to be applied to the game piece 20 (see Fig. 1). Also, if the retraction amount L of the contact member 82 is decreased and the front side portion or the rear side portion of the game piece 20 (see Fig. 1) is slightly snapped by the urging means 80, the game piece 20 (see Fig. 1) may be turned and the direction of the game piece 20 (see Fig. 1) may be changed.

[0078] With the above-described embodiment, the mount 30 is hardly overturned during movement to the front, and the mount 30 is more likely overturned when receiving an attack from the game piece 20 of the opponent. Accordingly, the game can proceed quickly, and the game piece 20, which is further suitable for the fighting game and is exciting, and the fighting game set 10 including the game piece 20 can be provided.

[0079] The invention has been described above by using the embodiment; however, the technical scope of the invention is not limited to the range described in the embodiment. It is obvious to persons skilled in the art that the embodiment may be modified or improved in various ways. Also, it is obvious from the description of the claims that the modified or improved embodiment may be included in the technical scope of the invention.

[0080] For example, the fighting game set according to the embodiment includes the plurality of game pieces, the urging means, and the game sheet as components. However, a fighting game set according to the invention may have a combination of the plurality of game pieces and the urging means, or a combination of the plurality of game pieces and the game sheet.

Claims

1. A game piece (20) for a fighting game, the game piece being movable on a surface when an external force is applied to the game piece, comprising:

   a mount (30); and
   a figurative body (70) provided on the mount and including attack means (60) for overturning a game piece (20) of an opponent,
   wherein the mount includes
   a front portion that protrudes to the front with respect to a support position at which the mount supports the figurative body,
   a front side portion that protrudes to at least one of the left and right from the front portion, and
   side portions, at least a portion of one of the side portions provided with the protruding front side portion of the mount being located at a position close to the support position with respect to a protruding end of the protruding front side portion.

2. The game piece for the fighting game according to claim 1, wherein the mount includes a rear portion, the rear portion being provided with a non-contact part that does not contact the surface.

3. The game piece for the fighting game according to claim 1 or 2, wherein the front side portion of the mount contacts the surface.

4. A game piece (20) for a fighting game, the game piece being movable on a surface when an external force is applied to the game piece, comprising:

   a mount (30); and
   a figurative body (70) provided on the mount and including attack means (60) for overturning a game piece (20) of an opponent,
   wherein the mount includes a rear portion, the rear portion being provided with a non-contact part that does not contact the surface.

5. The game piece for the fighting game according to claim 4, wherein the mount includes a front side portion, the front side portion contacting the surface.

6. The game piece for the fighting game according to any of claims 1 to 5,
   wherein the attack means includes
   a rotational member (61) provided rotatably around a vertical axis, and
   a rotation elastic member (62) that urges the rotational member in a predetermined rotation direction, and rotates the rotational member by a restoring force of the rotation elastic member when the rotational member is rotated by a user against an urging force of the rotation elastic member and then is released by the user to cause the rotational member to hit the game piece of the opponent.

7. The game piece for the fighting game according to any of claims 1 to 5,
   wherein the attack means includes
   a projectile (63),
   a holding member (65) provided at the figurative body, the holding member holding the projectile in a shooting direction, and
   a shooting elastic member (66) that urges the projectile in the shooting direction, and shoots the projectile from the holding member by a restoring force of the shooting elastic member when the projectile is retracted by a user against an urging force of the shooting elastic member and then is released by the user to cause the projectile to hit the game piece of the opponent.

8. A fighting game set (10), comprising:

a plurality of the game pieces (20) for the fighting game according to any of claims 1 to 7; and at least one of urging means (80) for applying an external force to each of the game pieces for the fighting game to move the game piece on a surface, and a game sheet (11) that allows the game pieces for the fighting game to slide and move on an upper surface of the game sheet.

9. The fighting game set according to claim 8, wherein the urging means includes
a base body (81),
a contact member (82) provided so that the contact member can be advanced to and retracted from the base body,
an elastic member (83) that urges the contact member in an advancement direction,
holding means (85) for holding the contact member, which has been retracted against an urging force of the elastic member,
adjusting means (86) for adjusting stepwise a retraction amount of the contact member, which is held by the holding means, and
release means (87) for releasing a holding state of the holding means for the contact member, and advancing the contact member by a restoring force of the elastic member to cause the contact member to contact the game piece for the fighting game.

10. The fighting game set according to claim 8 or 9, wherein the upper surface of the game sheet is formed of synthetic resin, and
wherein graining processing is provided on the upper surface of the game sheet.

FIG. 1

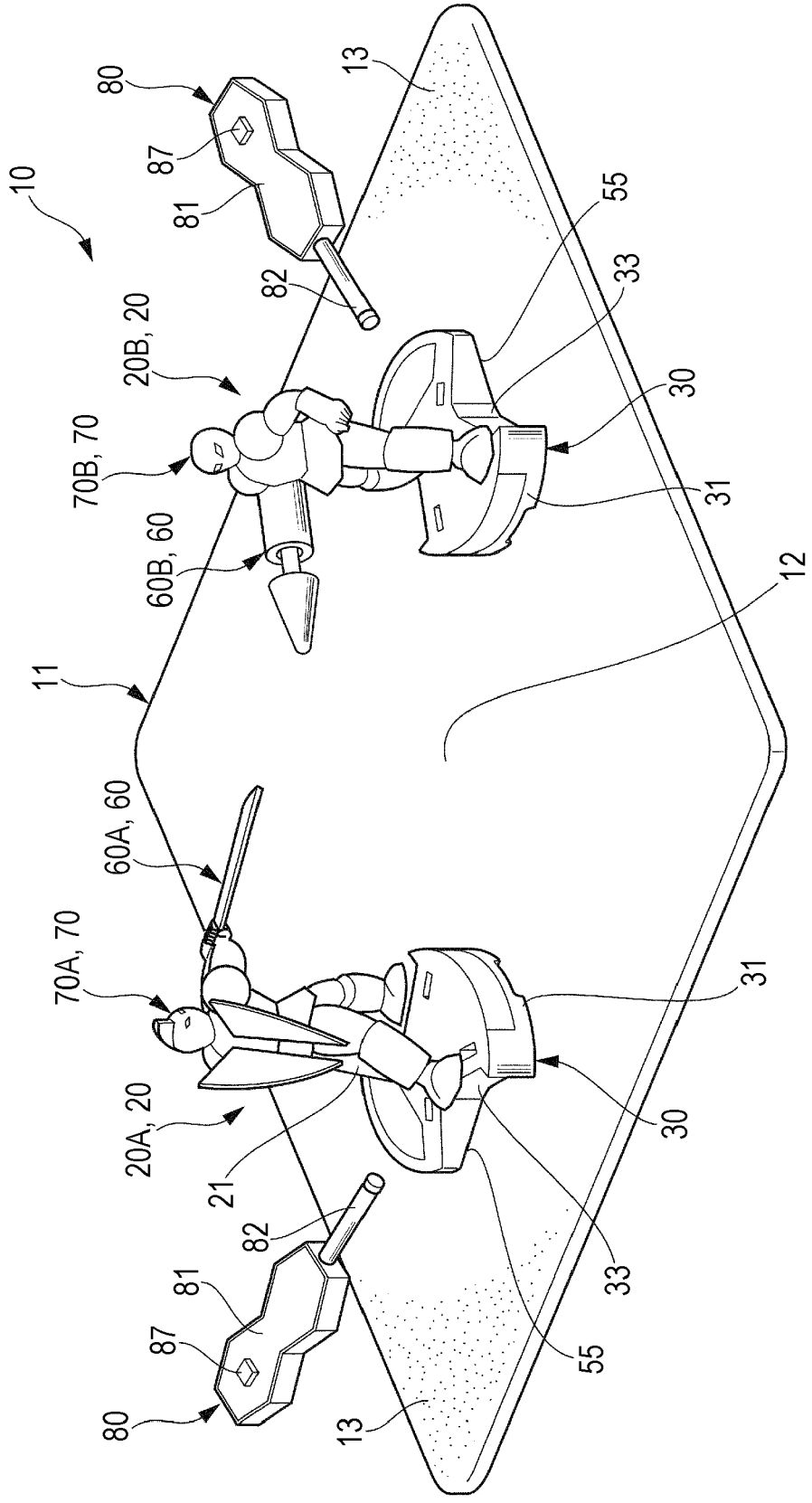

10
11
12
13
20A, 20
20B, 20
21
30
31
33
55
60A, 60
60B, 60
70A, 70
70B, 70
80
81
82
87

FIG. 2

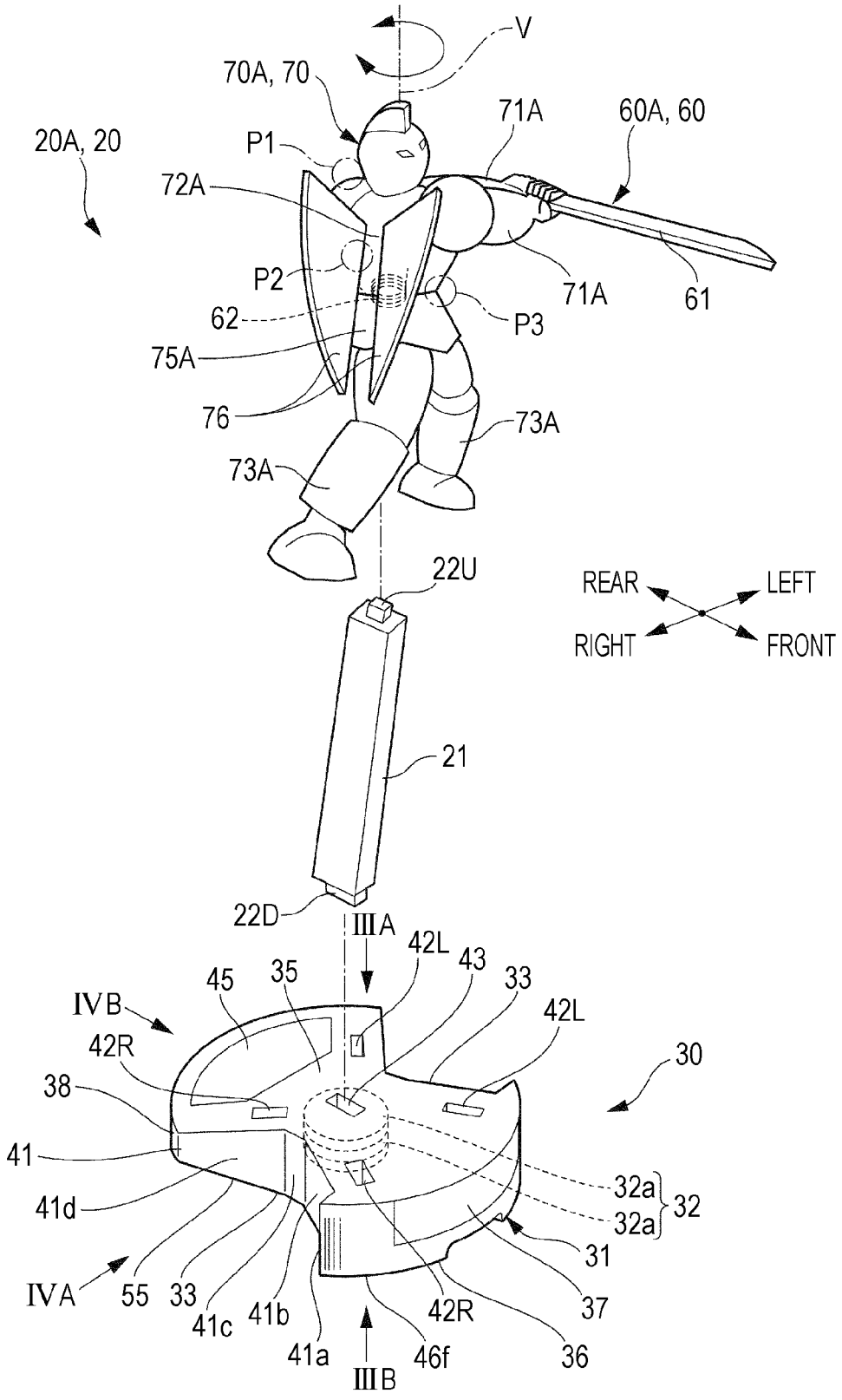

V
70A, 70
71A
60A, 60
20A, 20
P1
72A
P2
71A
61
62
P3
75A
76
73A
73A
22U
REAR
LEFT
RIGHT
FRONT
21
22D
IIIA
42L
43
45
35
33
42L
IVB
42R
30
38
41
32a
32a
32
41d
31
IVA
55
33
41c
41b
42R
37
41a
46f
36
IIIB

FIG. 3A

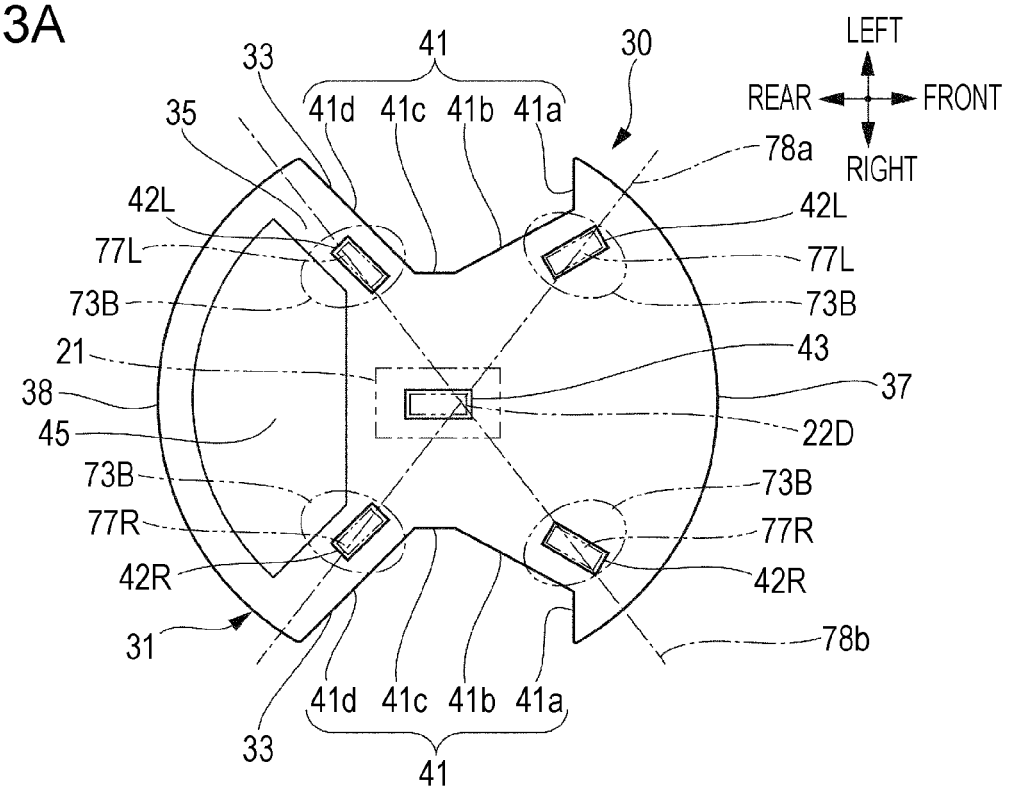

LEFT
REAR
FRONT
RIGHT
33
41
30
35
41d 41c 41b 41a
78a
42L
42L
77L
77L
73B
73B
21
43
38
37
45
22D
73B
73B
77R
77R
42R
42R
31
78b
41d 41c 41b 41a
33
41

FIG. 3B

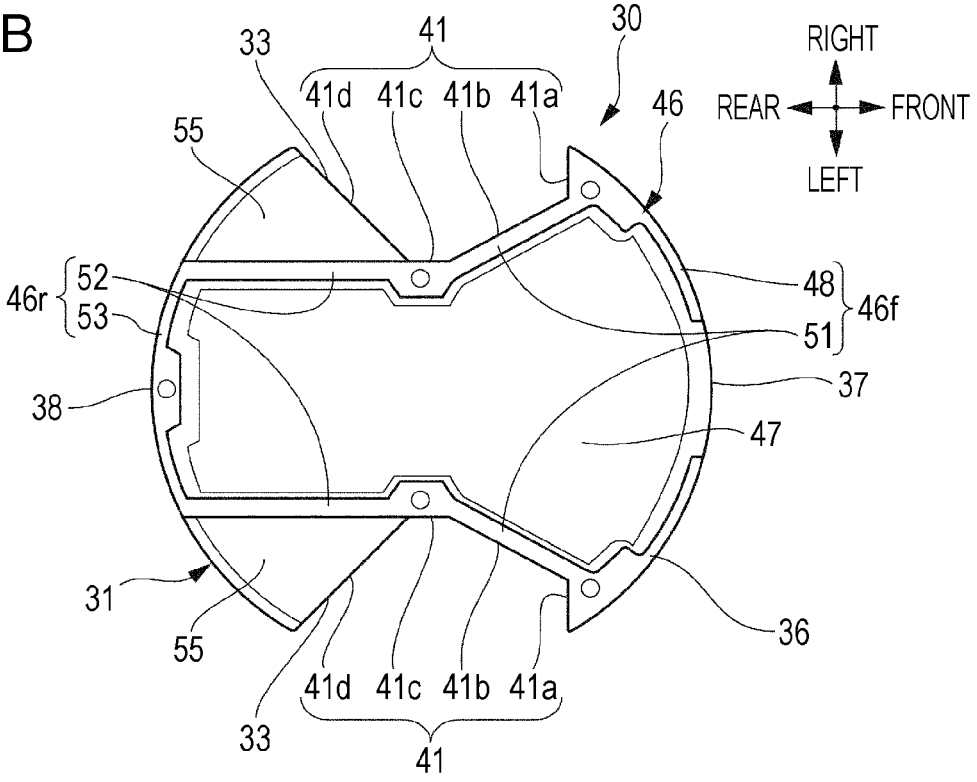

RIGHT
REAR
FRONT
LEFT
33
41
30
41d 41c 41b 41a
46
55
46r
52
53
48
46f
51
38
37
47
31
36
55
41d 41c 41b 41a
33
41

FIG. 4A

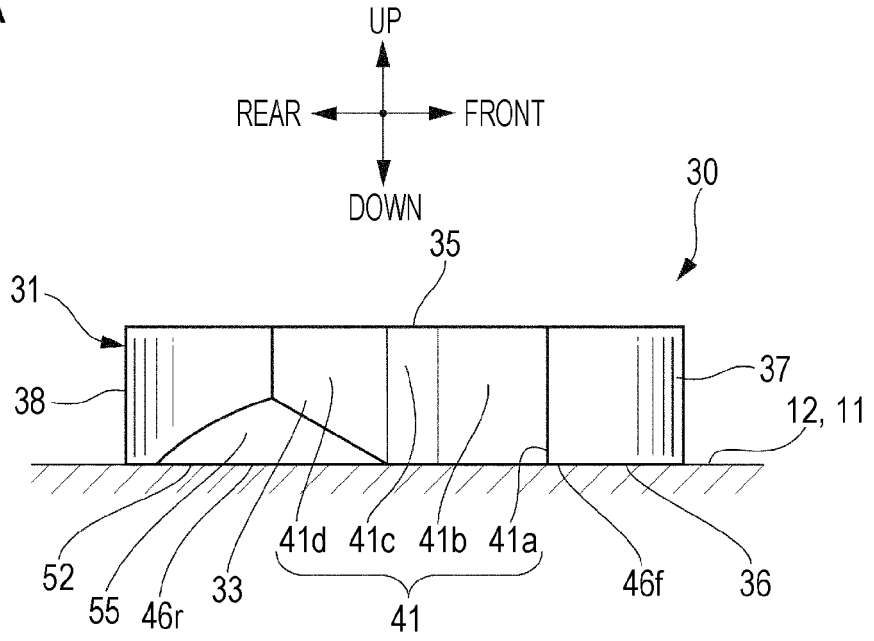

UP
REAR
FRONT
DOWN
30
35
31
37
38
12, 11
52
55
46r
33
41d
41c
41b
41a
41
46f
36

FIG. 4B

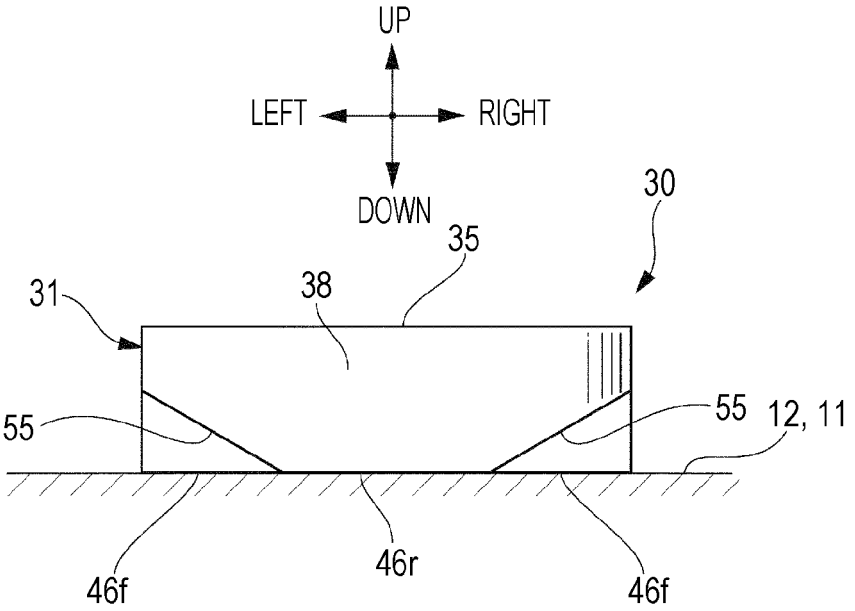

UP
LEFT
RIGHT
DOWN
30
35
31
38
55
55
12, 11
46f
46r
46f

FIG. 5A

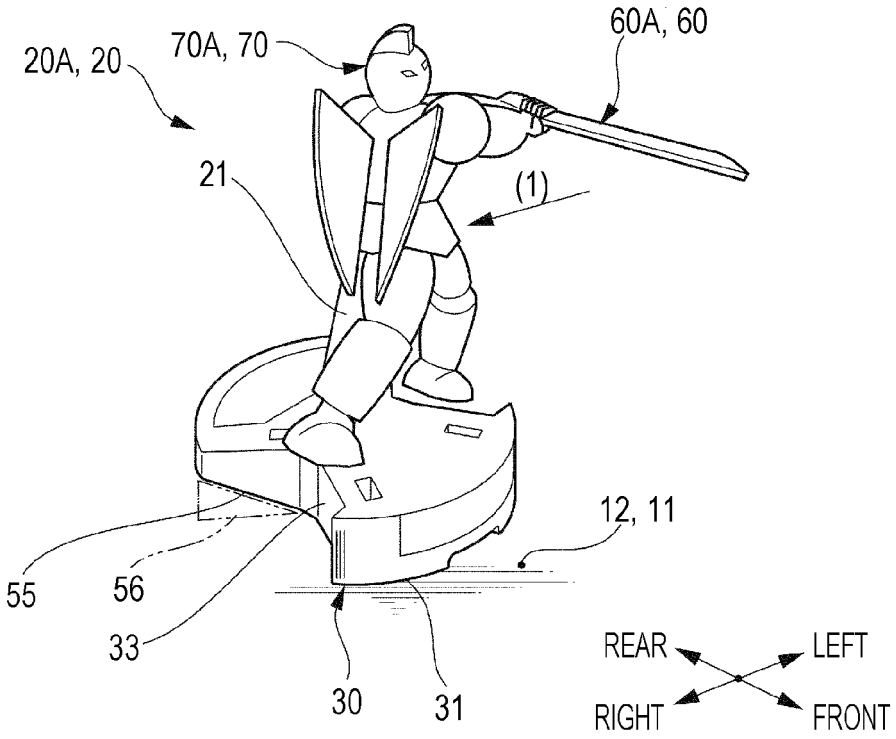

20A, 20
70A, 70
60A, 60
21
(1)
12, 11
55
56
33
30
31
REAR
LEFT
RIGHT
FRONT

FIG. 5B

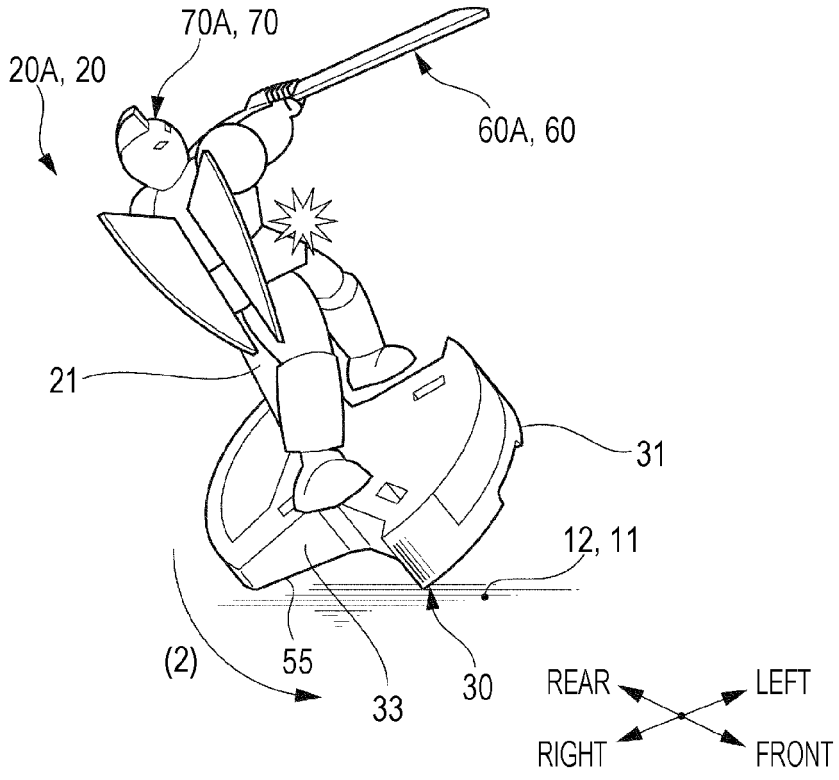

70A, 70
20A, 20
60A, 60
21
31
12, 11
(2)
55
33
30
REAR
LEFT
RIGHT
FRONT

FIG. 6A

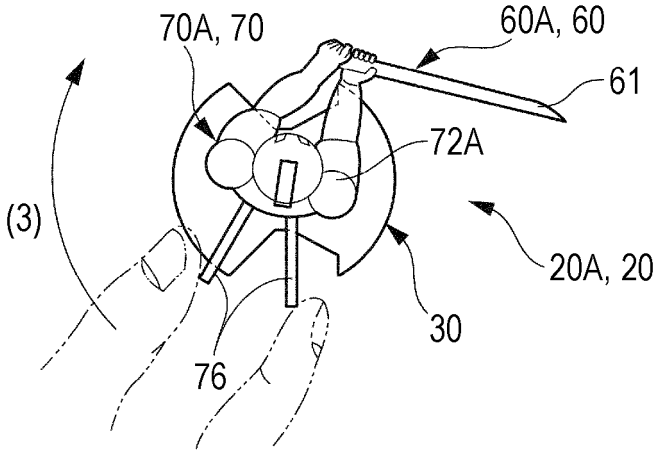


FIG. 6B

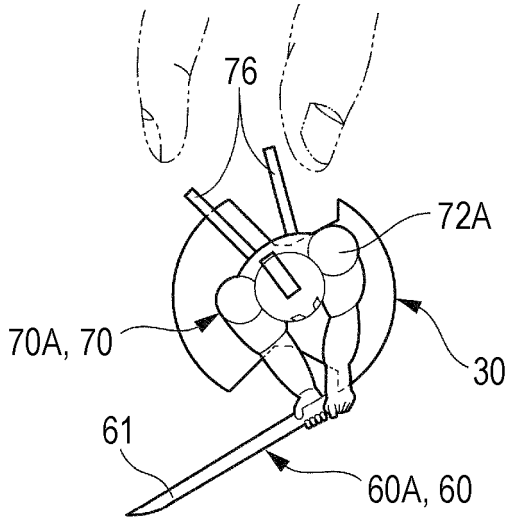


FIG. 6C

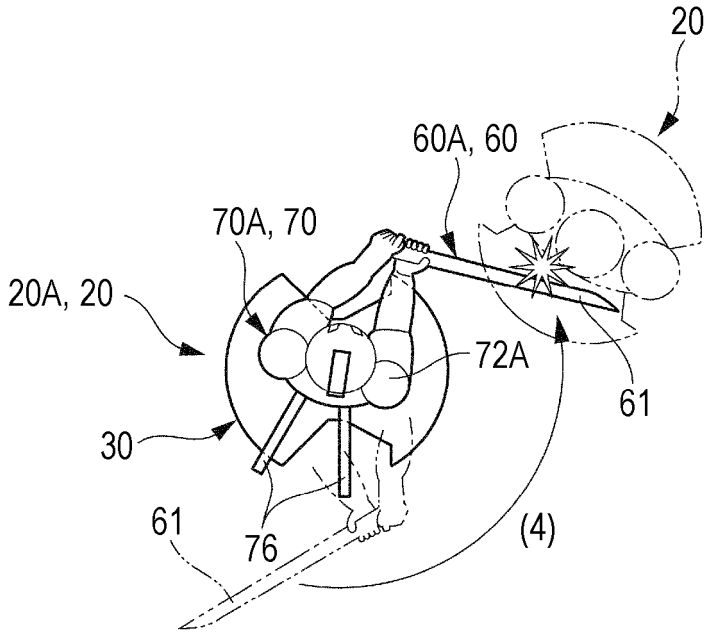


FIG. 7

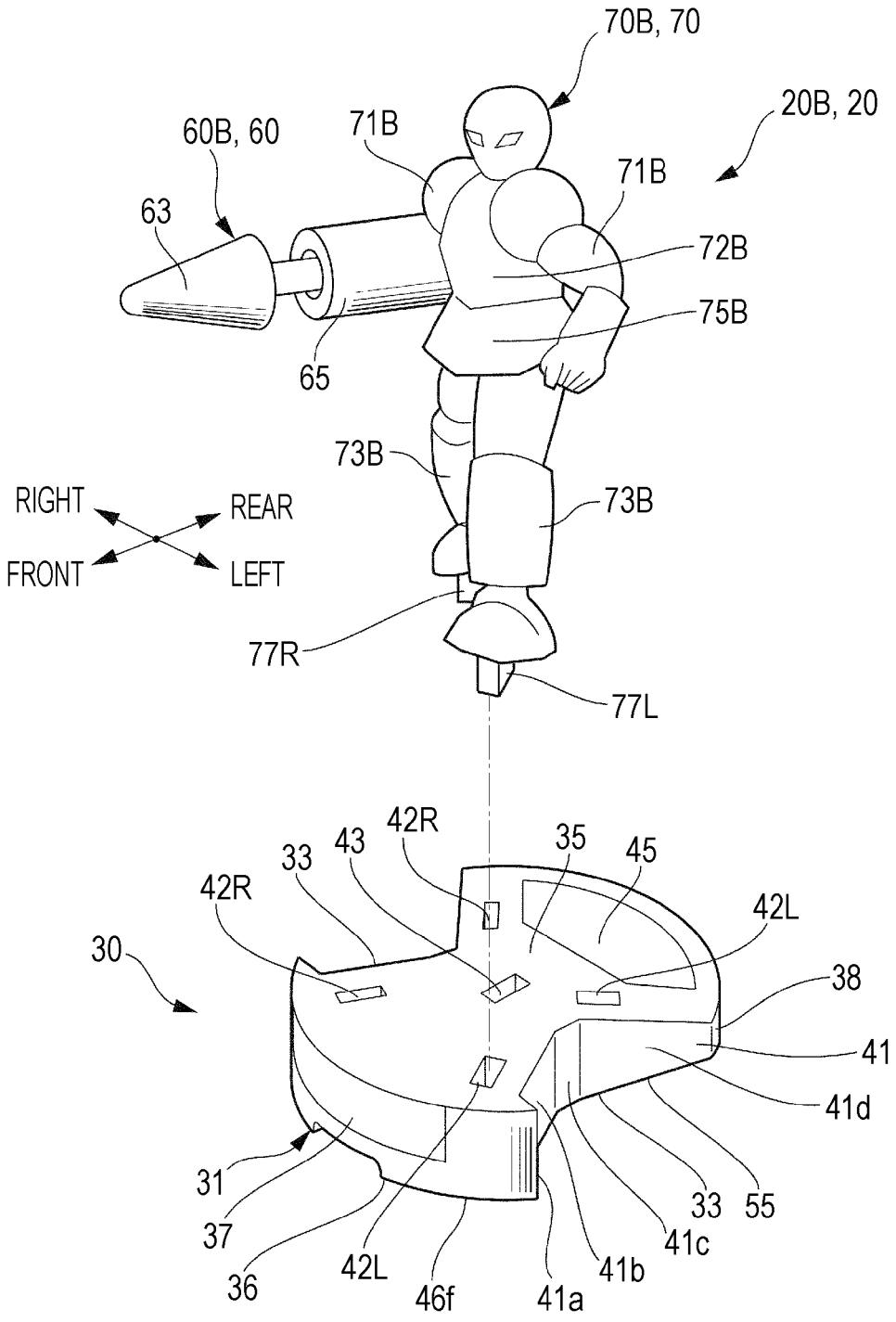

70B, 70
20B, 20
60B, 60
71B
71B
63
72B
75B
65
73B
73B
RIGHT
REAR
FRONT
LEFT
77R
77L
42R
43
33
35
45
42R
42L
30
38
41
41d
31
37
36
42L
46f
41a
41b
41c
33
55

FIG. 8A

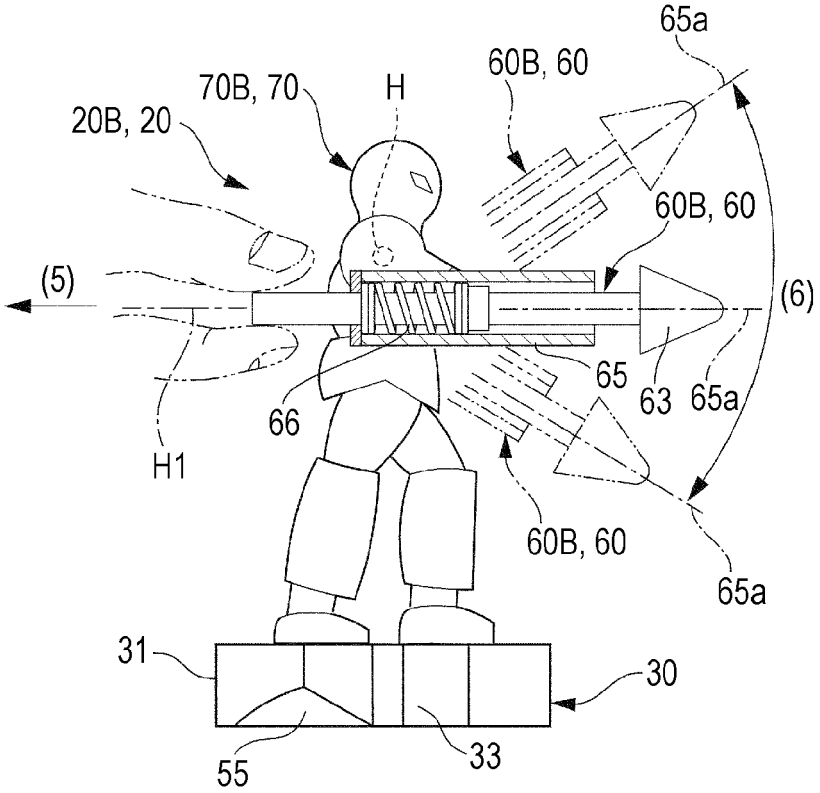

65a
60B, 60
70B, 70
H
20B, 20
60B, 60
(5)
(6)
65
63
65a
66
H1
60B, 60
65a
31
30
55
33

FIG. 8B

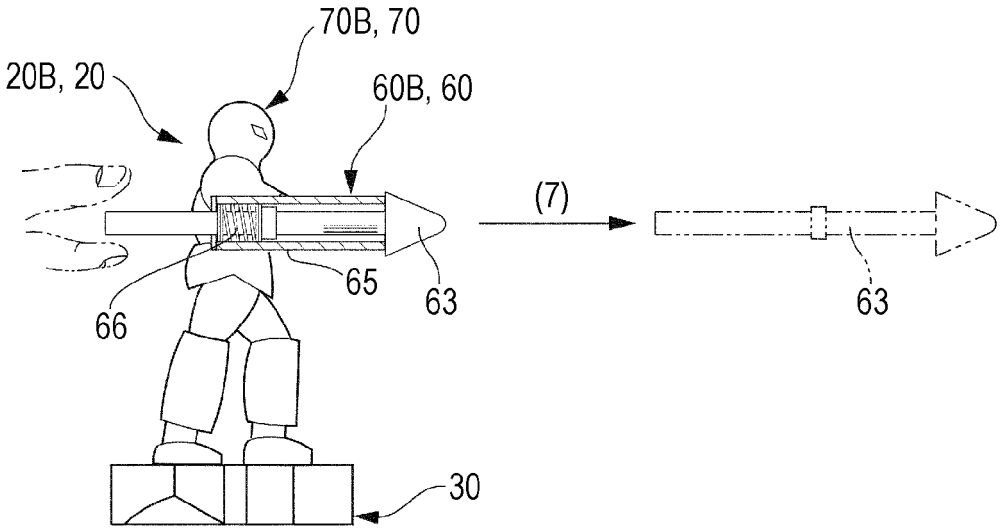

70B, 70
20B, 20
60B, 60
(7)
65
63
63
66
30

FIG. 9

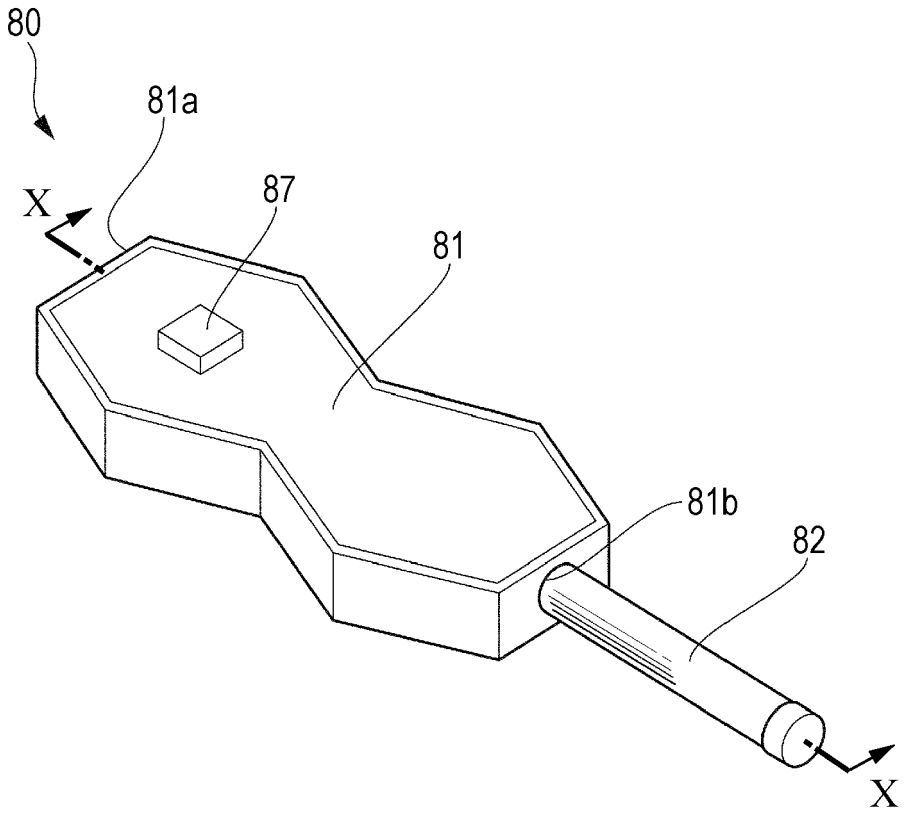


FIG. 10A

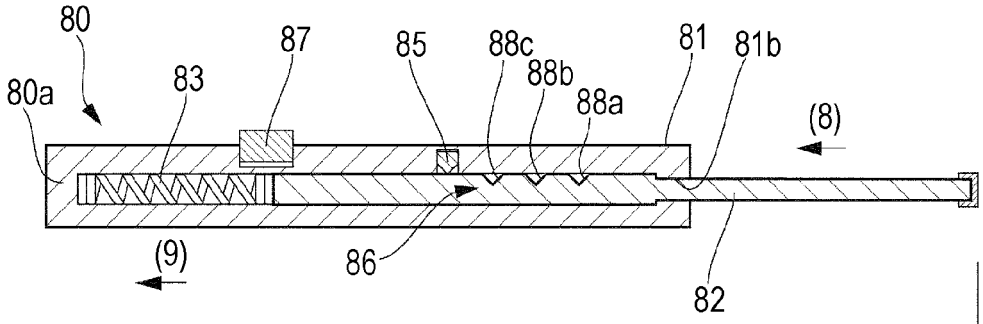


FIG. 10B

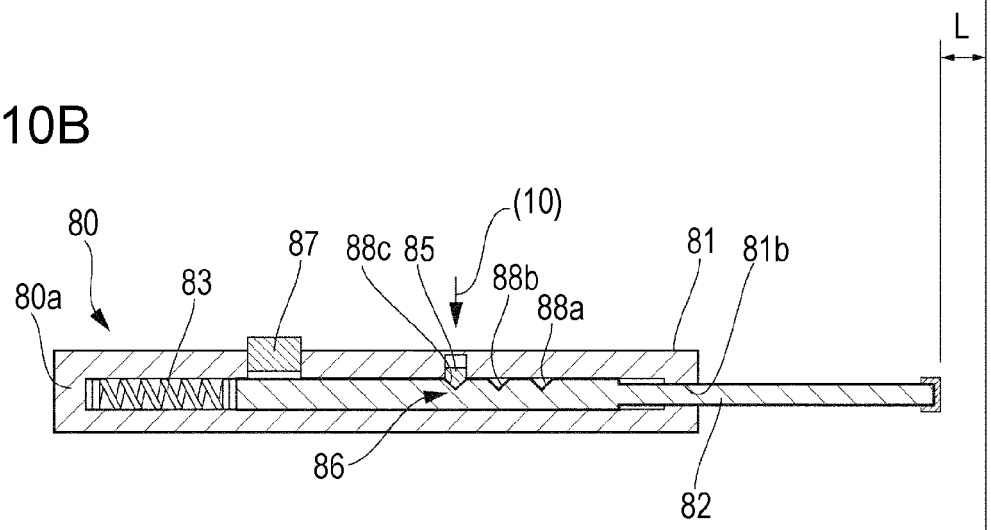
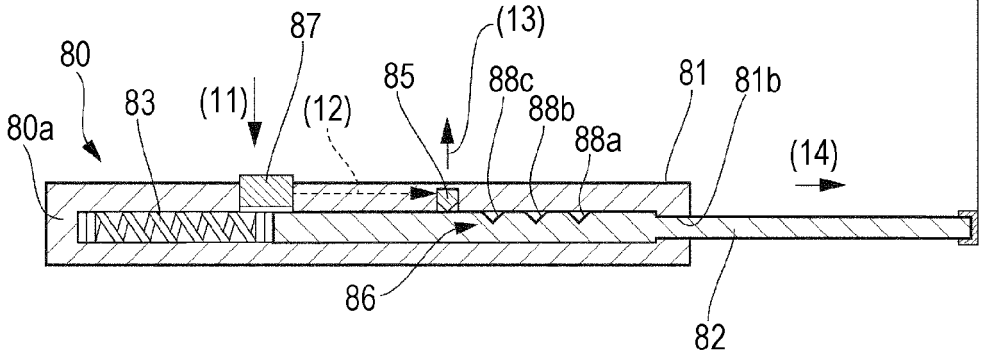


FIG. 10C



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EUROPEAN SEARCH REPORT

Application Number
EP 13 18 4395

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Y	* paragraph [0010] - paragraph [0016]; figures 1-9 * -----	6,7	
Y	US 2005/040598 A1 (WILK BRIAN M [US] ET AL) 24 February 2005 (2005-02-24) * claims 1-17; figures 1-9 * -----	6,7	
X	CN 102 580 321 A (BANDAI CO) 18 July 2012 (2012-07-18) * abstract; figures 1-12 * -----	1-5	
			TECHNICAL FIELDS SEARCHED (IPC) A63H A63F

The present search report has been drawn up for all claims

Place of search	Date of completion of the search	Examiner
Munich	5 November 2013	Shmonin, Vladimir

CATEGORY OF CITED DOCUMENTS

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L : document cited for other reasons

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1

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ANNEX TO THE EUROPEAN SEARCH REPORT ON EUROPEAN PATENT APPLICATION NO. EP 13 18 4395

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05-11-2013

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