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(19) **United States**(12) **Patent Application Publication**  
**Meguire**(10) **Pub. No.: US 2025/0256198 A1**(43) **Pub. Date: Aug. 14, 2025**(54) **MODULAR TABLETOP GAMING TERRAIN ASSEMBLY**(71) Applicant: **SNOT GOBLIN GAMING, LLC**,  
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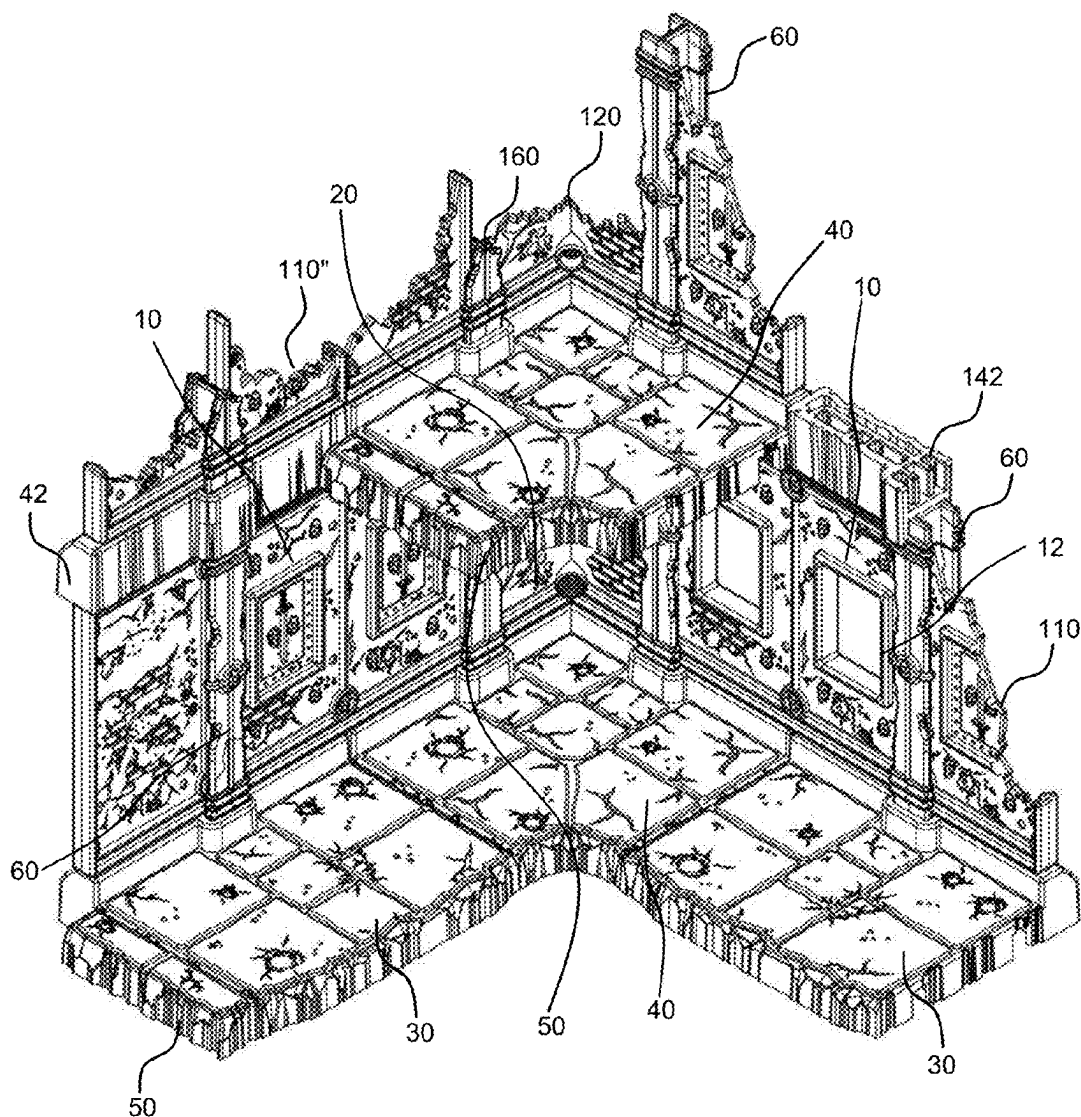
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(57)

**ABSTRACT**

A modular tabletop gaming terrain assembly has two modules directly and releasably engageable with one another. A first of the two modules is a horizontally oriented floor module including a horizontally oriented frame having a laterally extending top surface, opposing first and second side surfaces depending downwardly from the top surface, and a frontside surface depending downwardly from the top surface and extending between the first and second side surfaces. The top surface, the frontside surface, and the first and second side surfaces are aesthetically textured. A male connector projects horizontally outwardly from one of the surfaces depending downwardly from the top surface and a corresponding female slot projects inwardly into an underside of the frame from another other of the surfaces depending downwardly from the top surface.



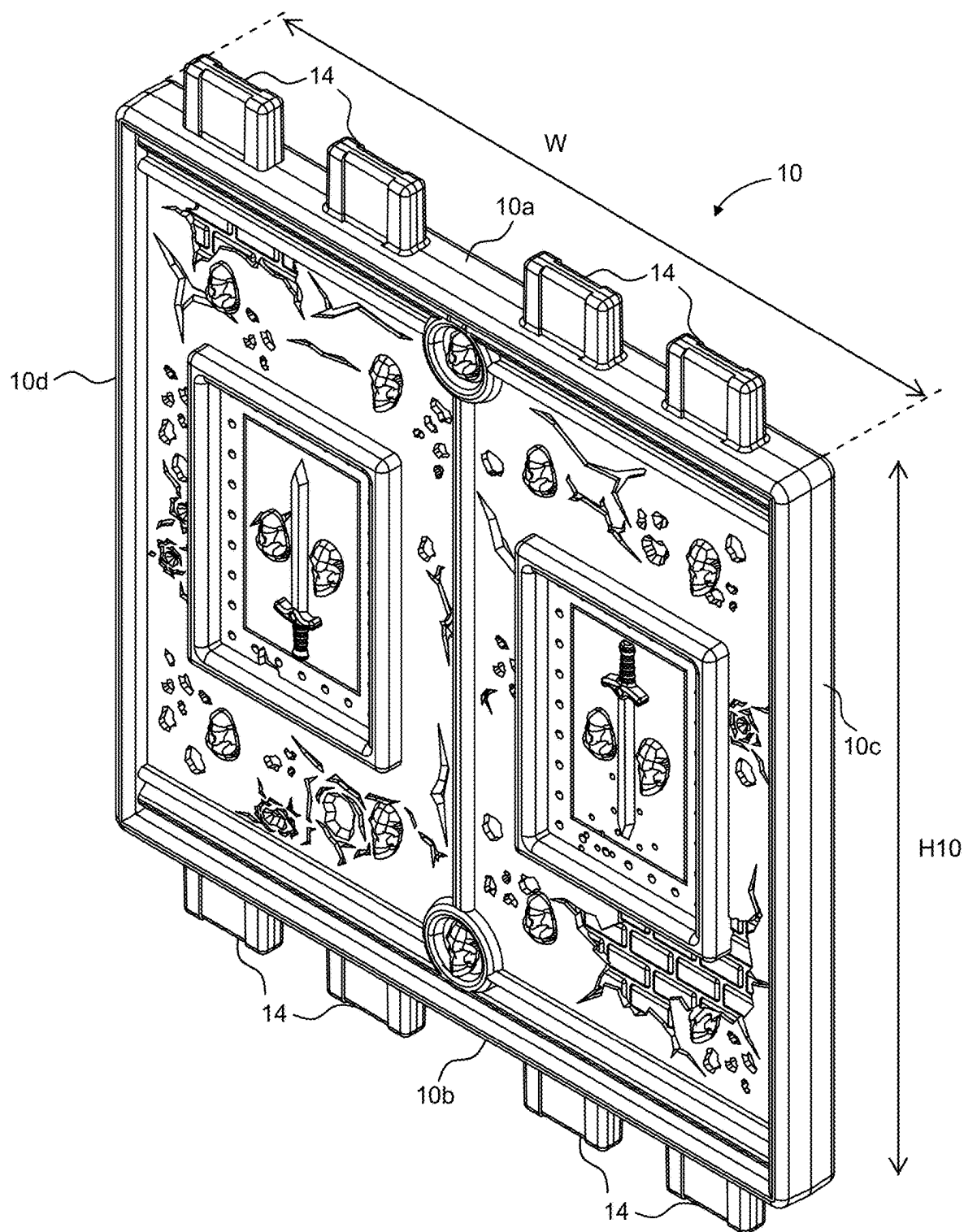


FIG. 1

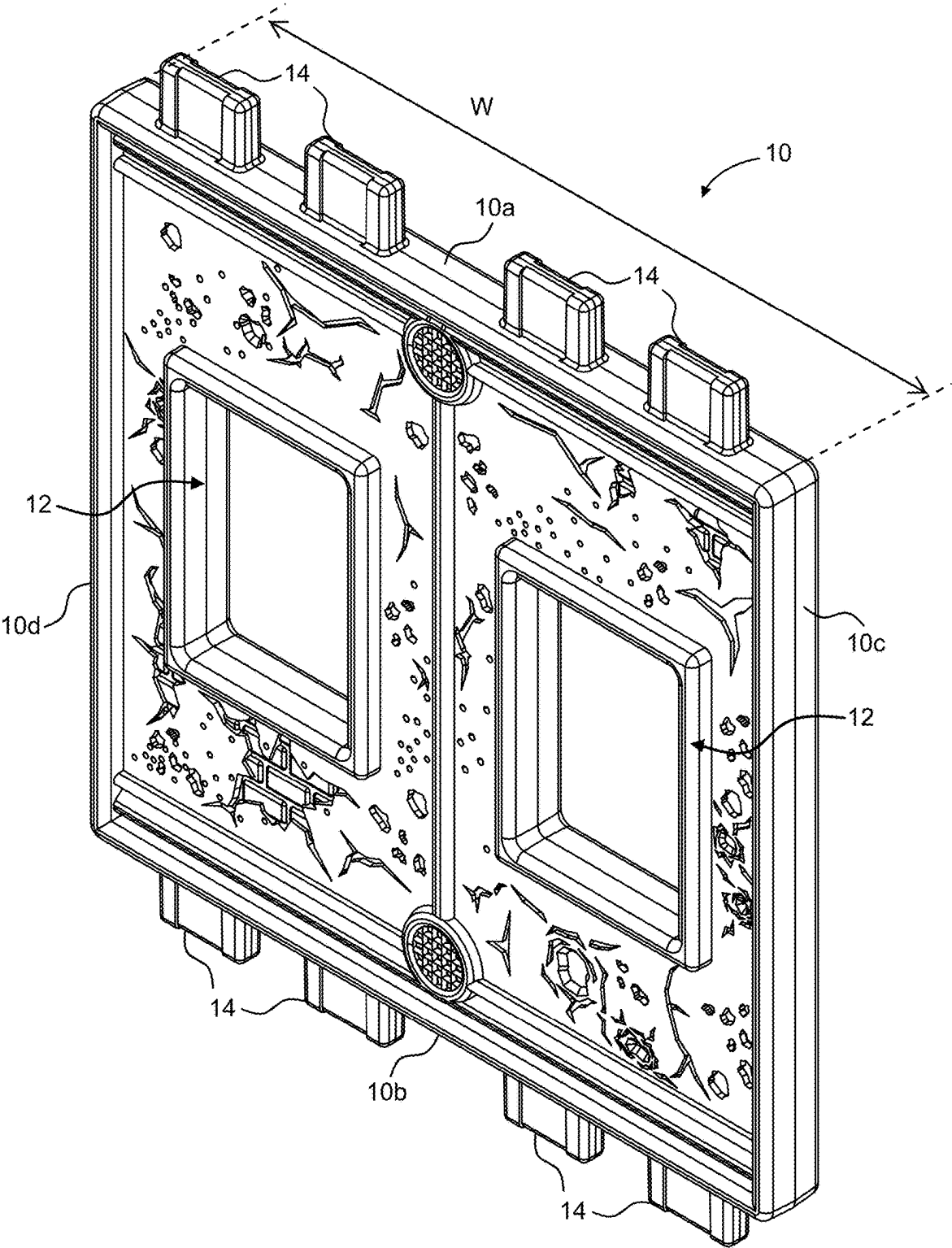


FIG. 2

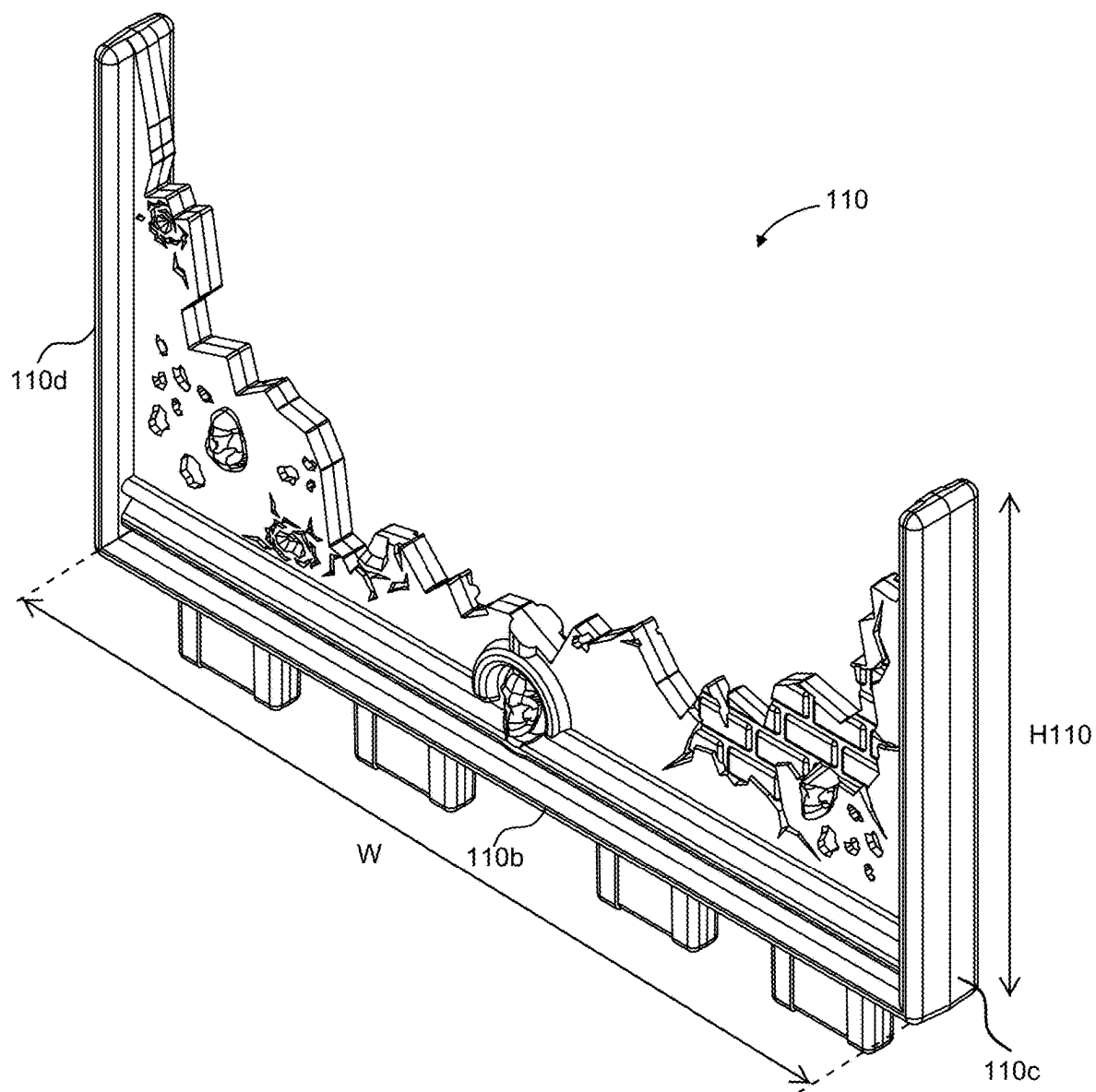


FIG. 3

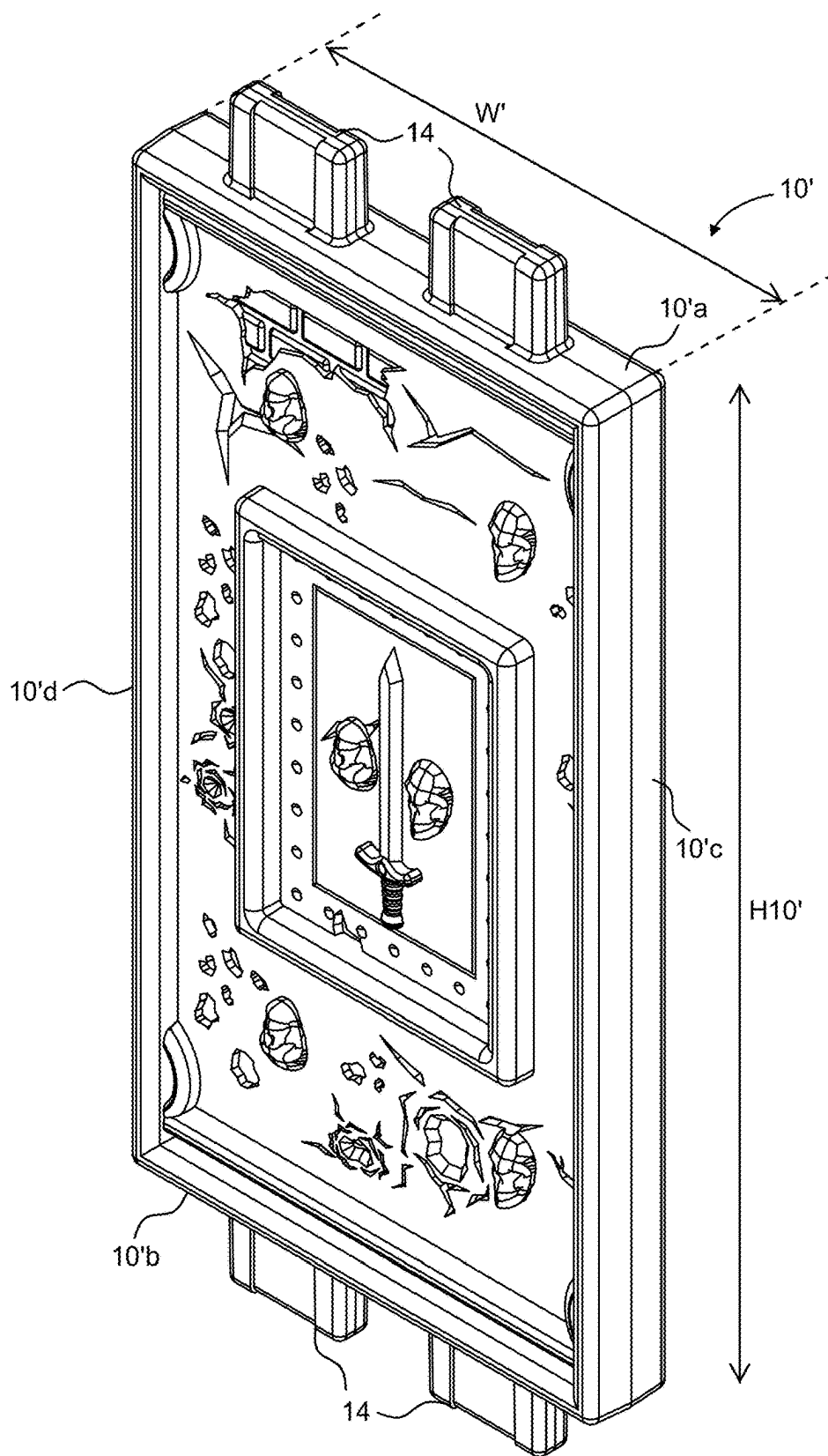


FIG. 4

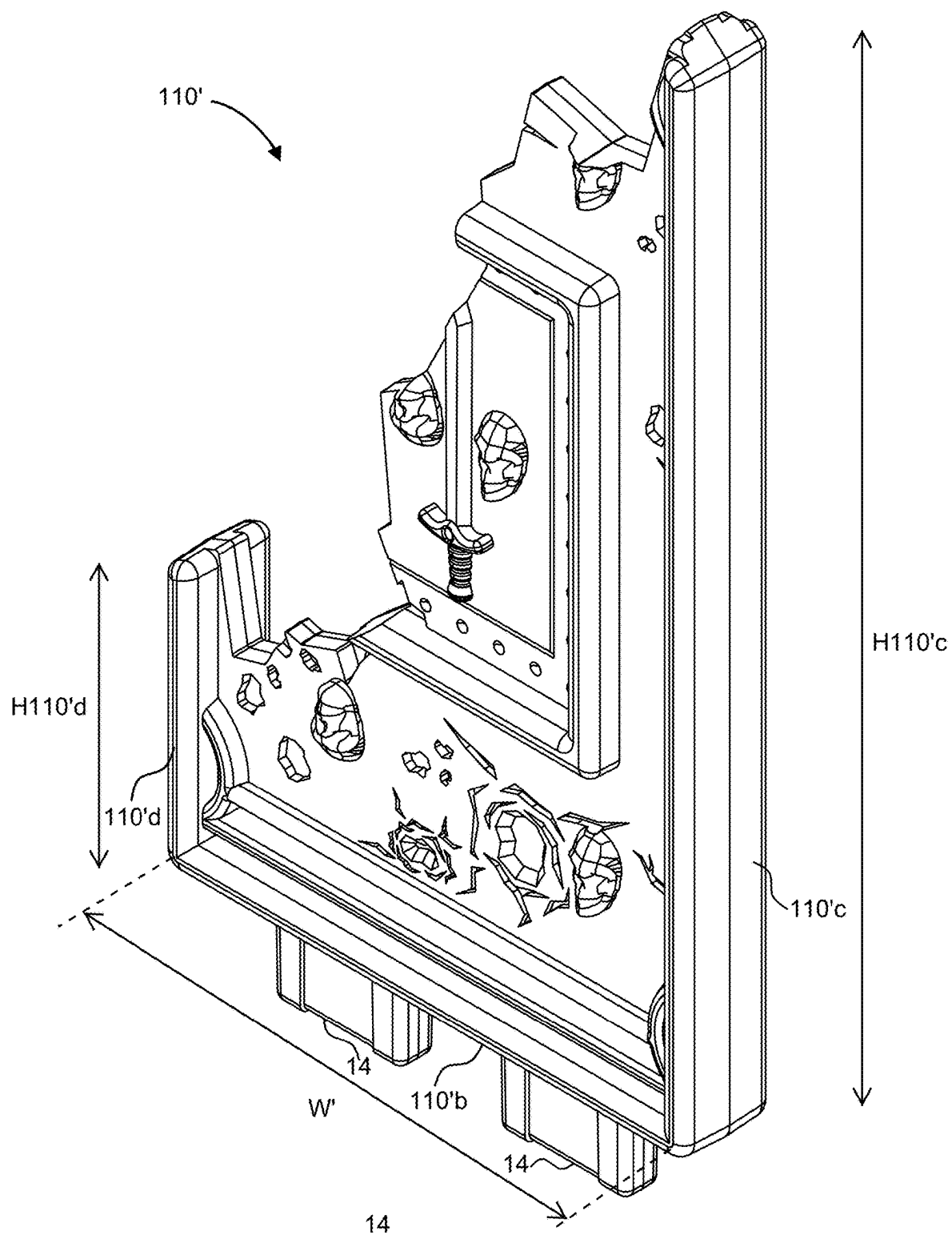


FIG. 5

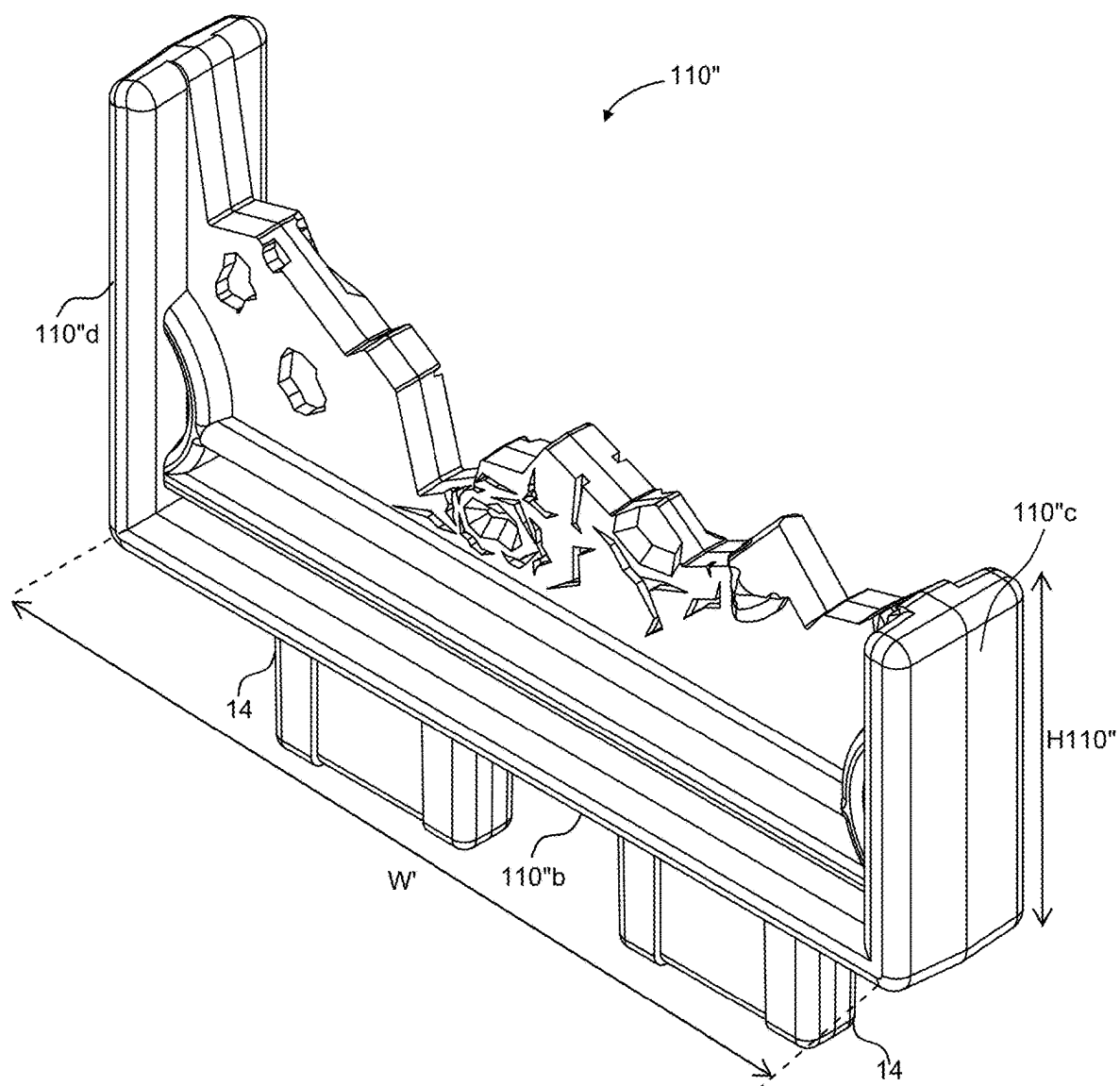


FIG. 6

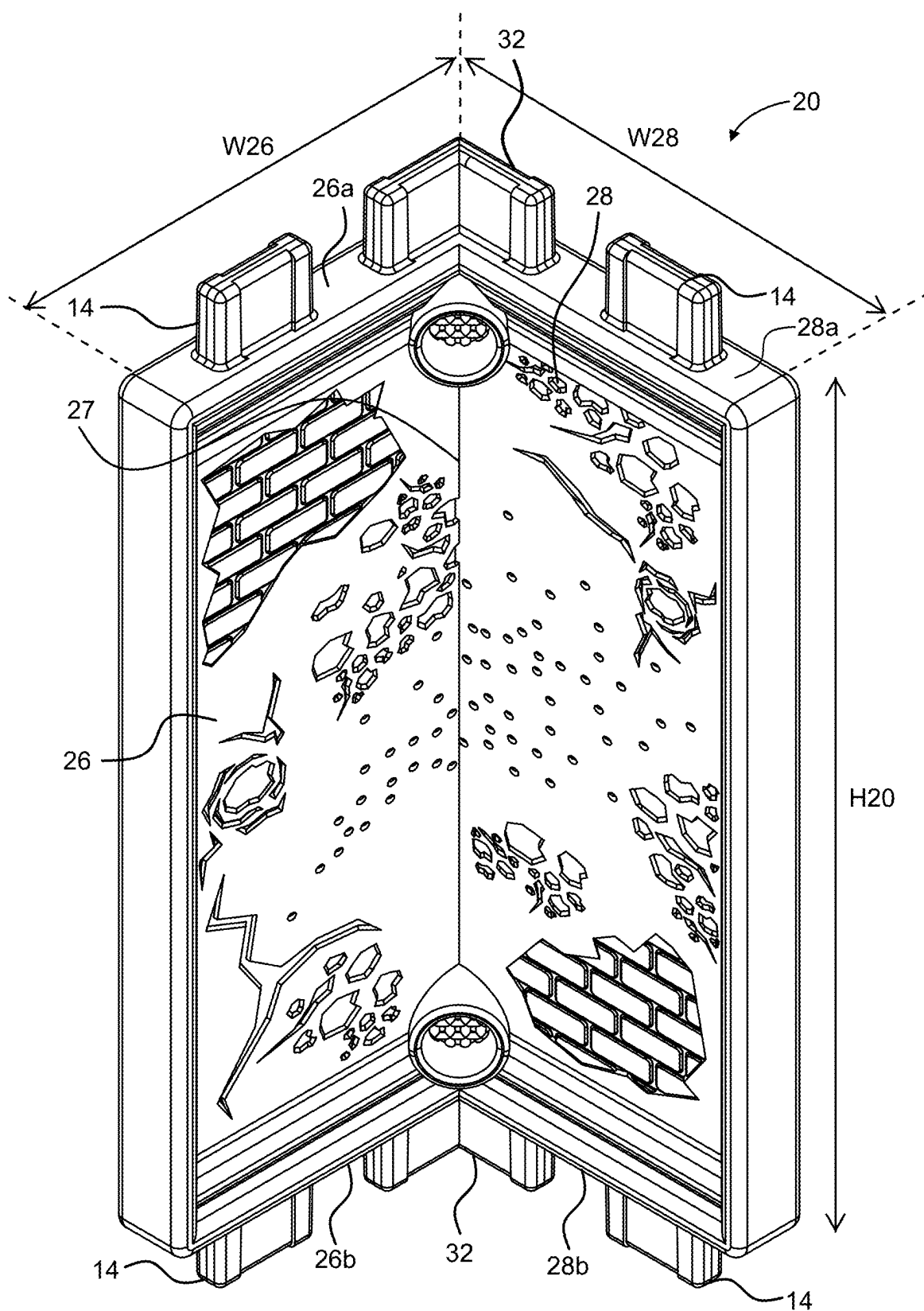


FIG. 7



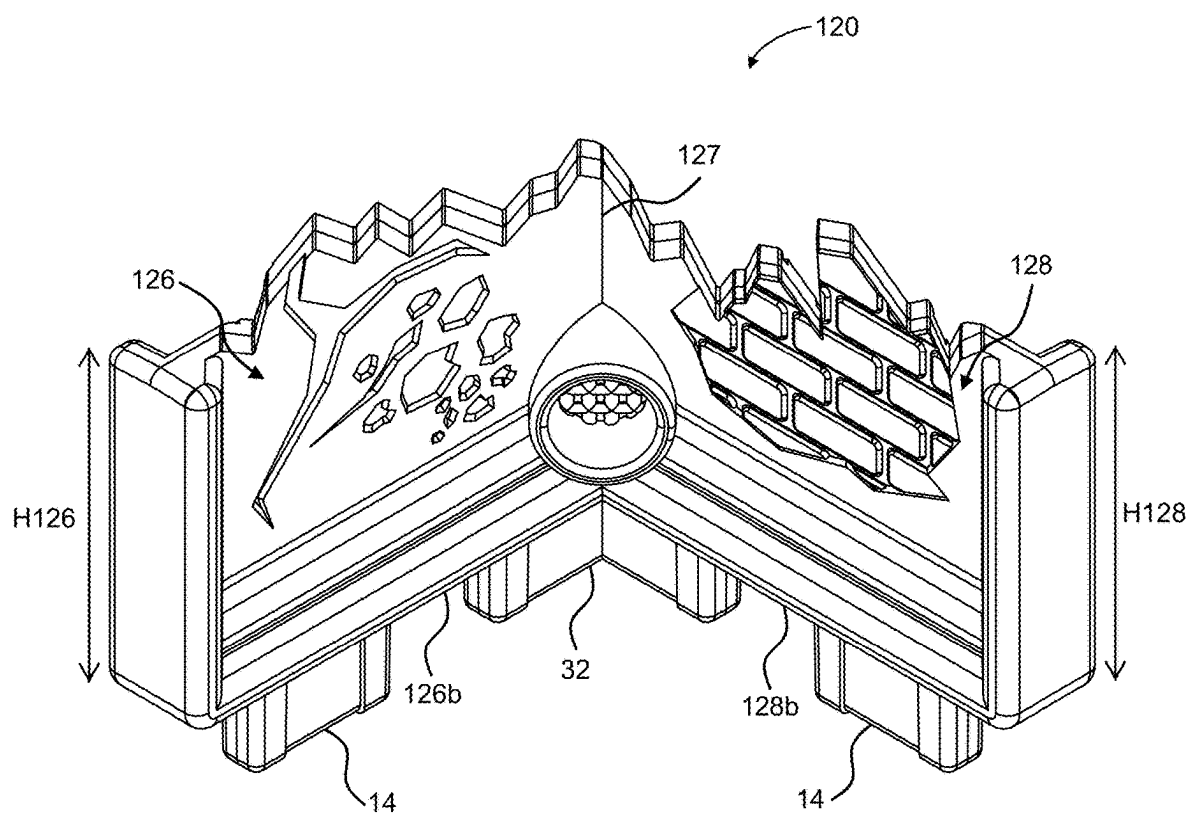


FIG. 8

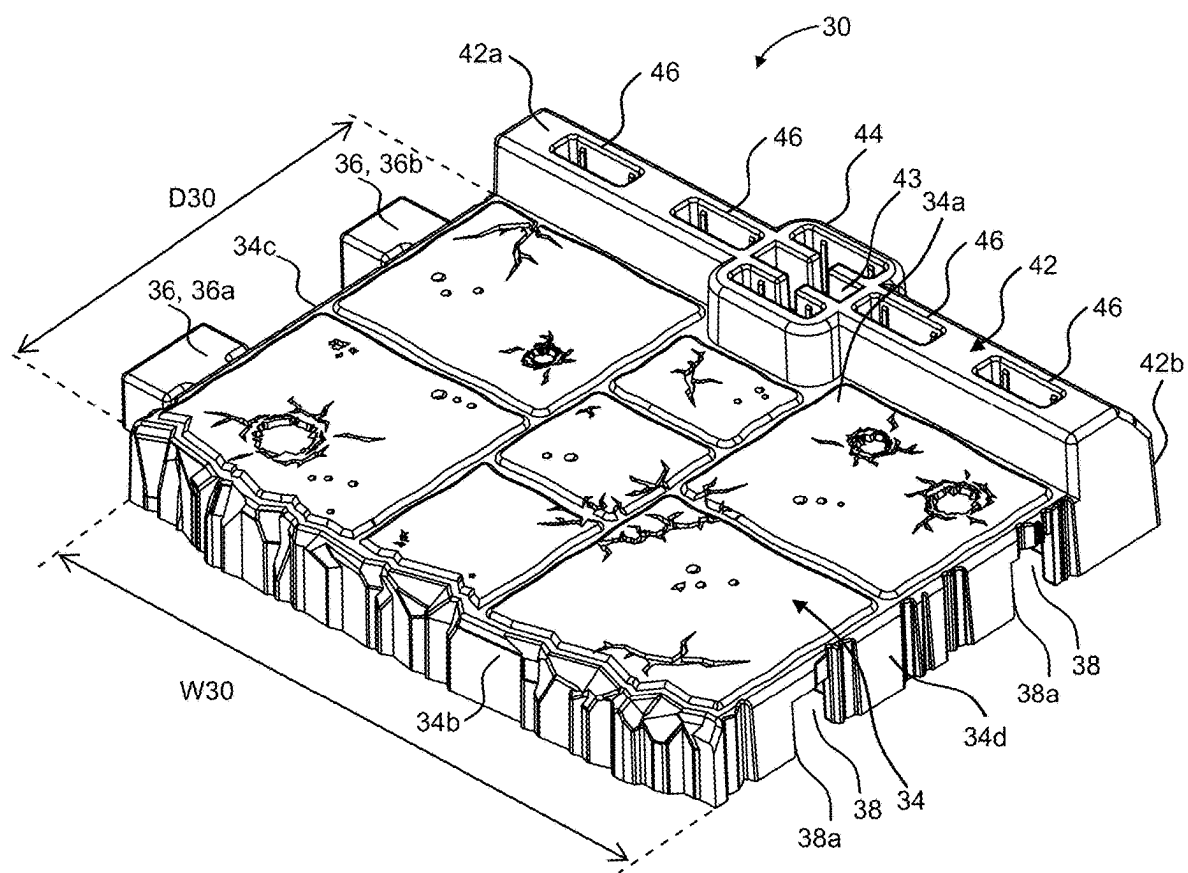


FIG. 9

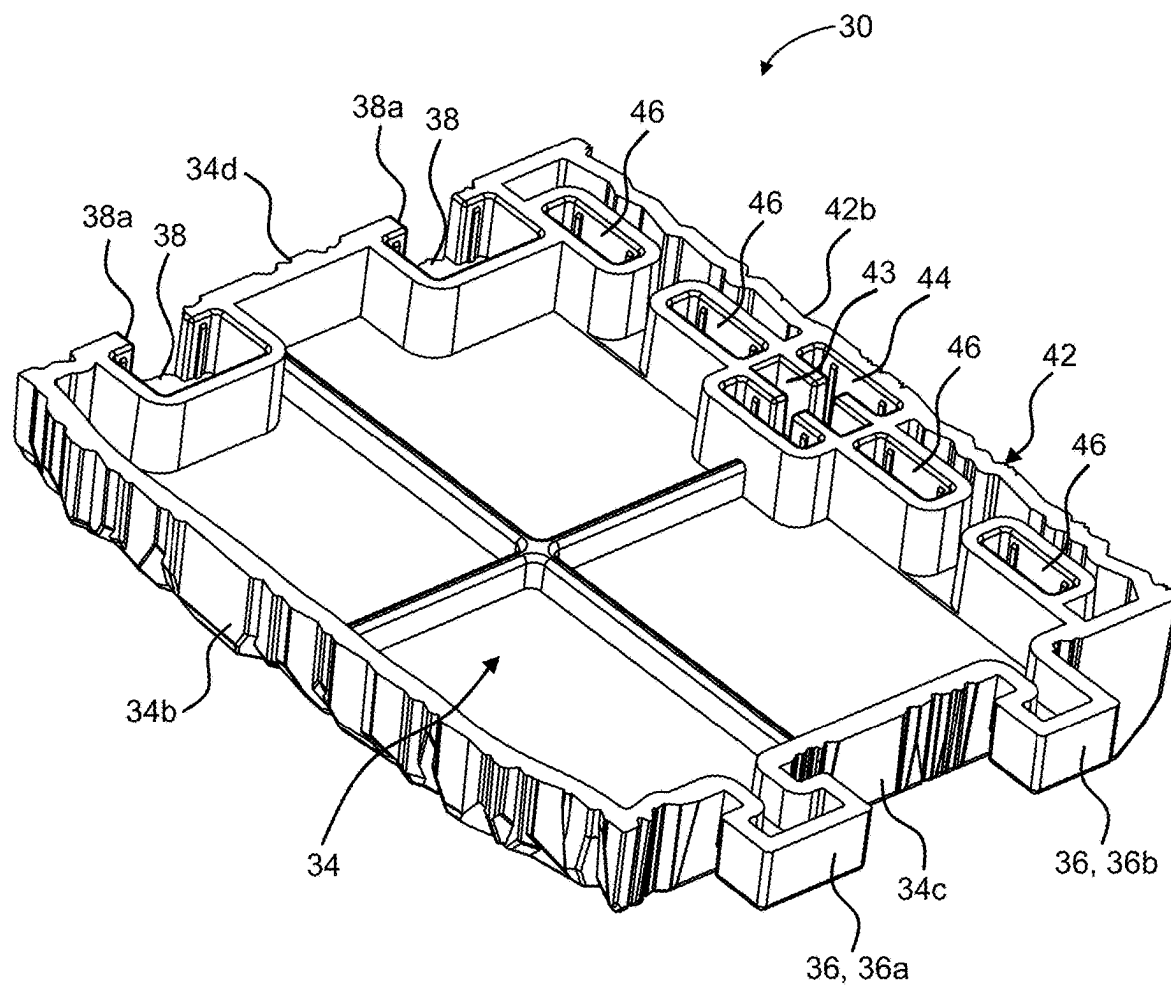


FIG. 10

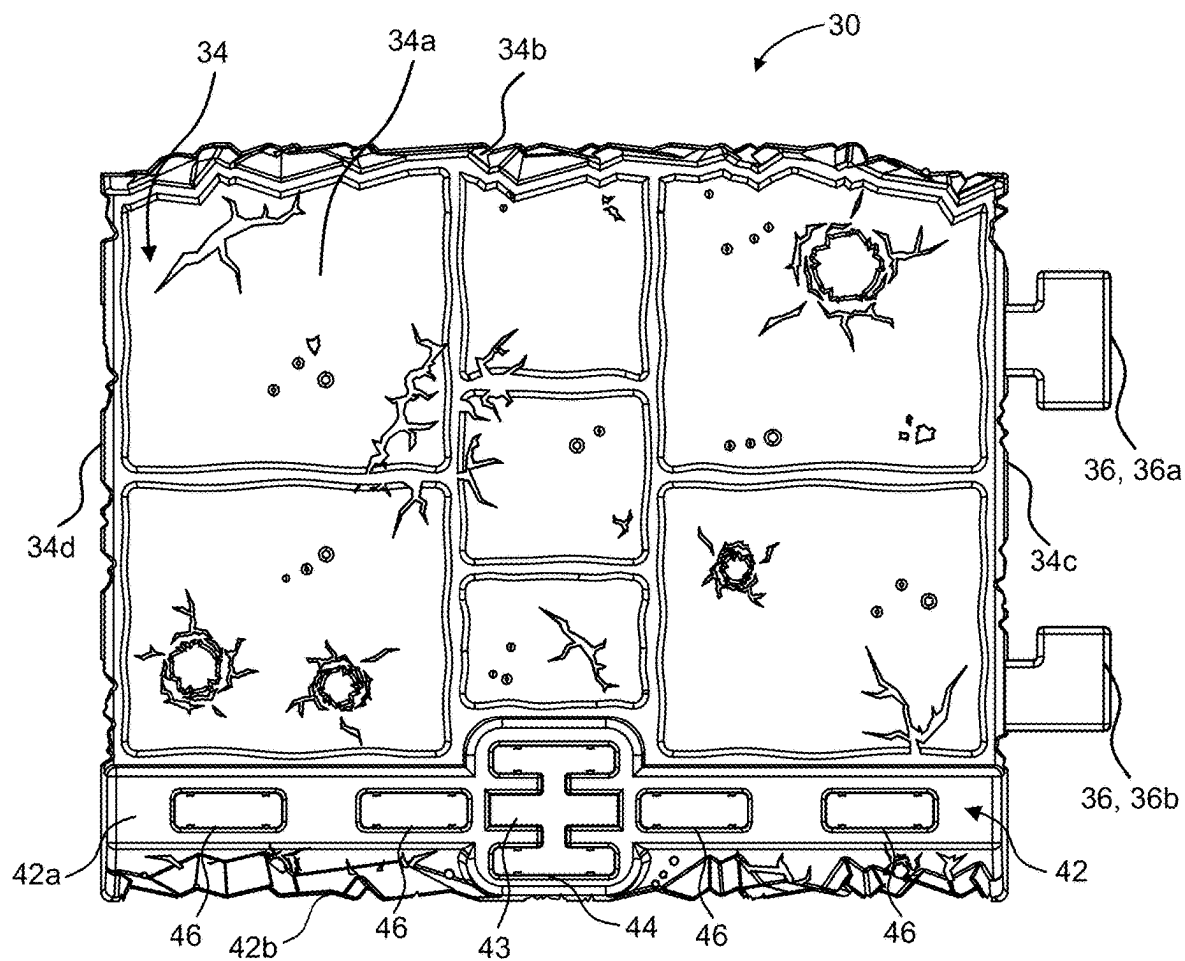


FIG. 11

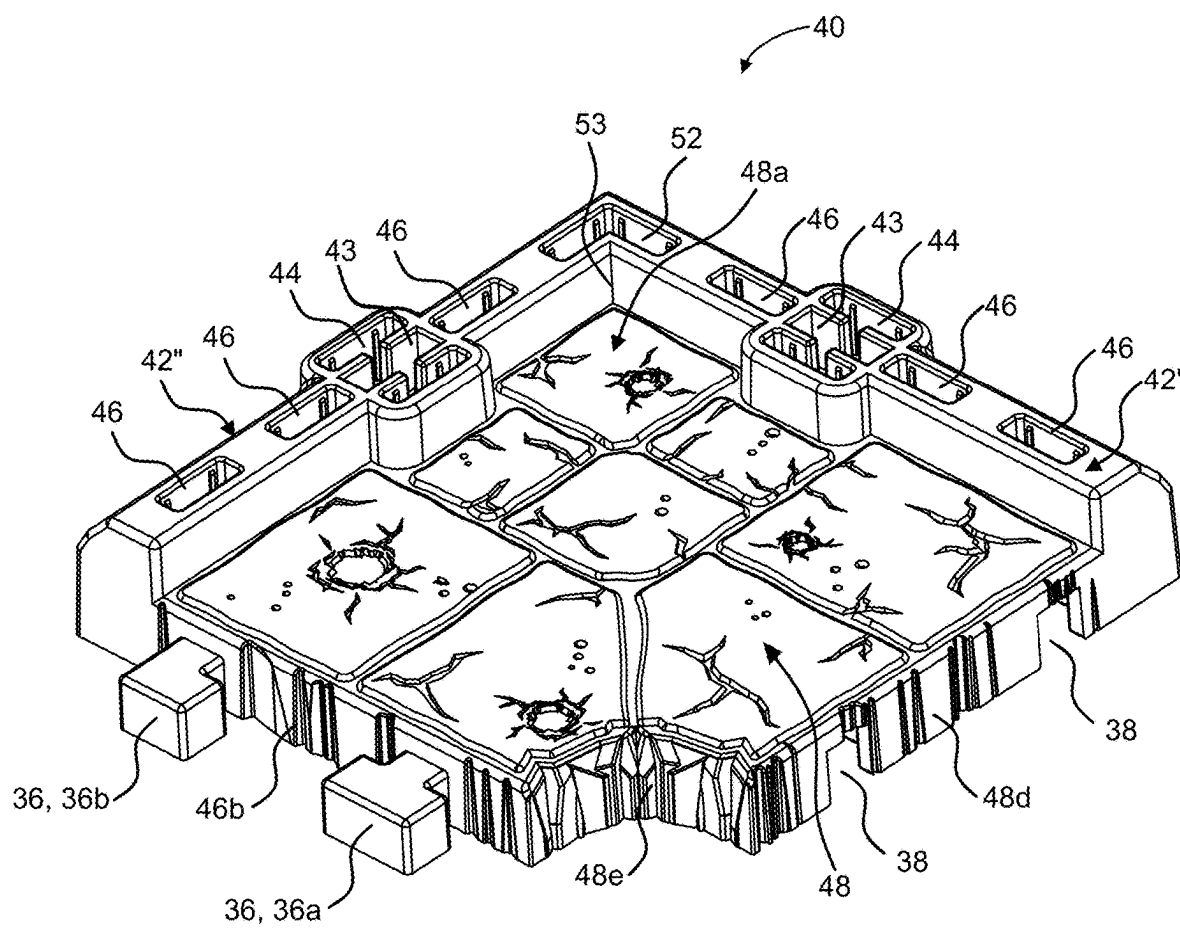


FIG. 12

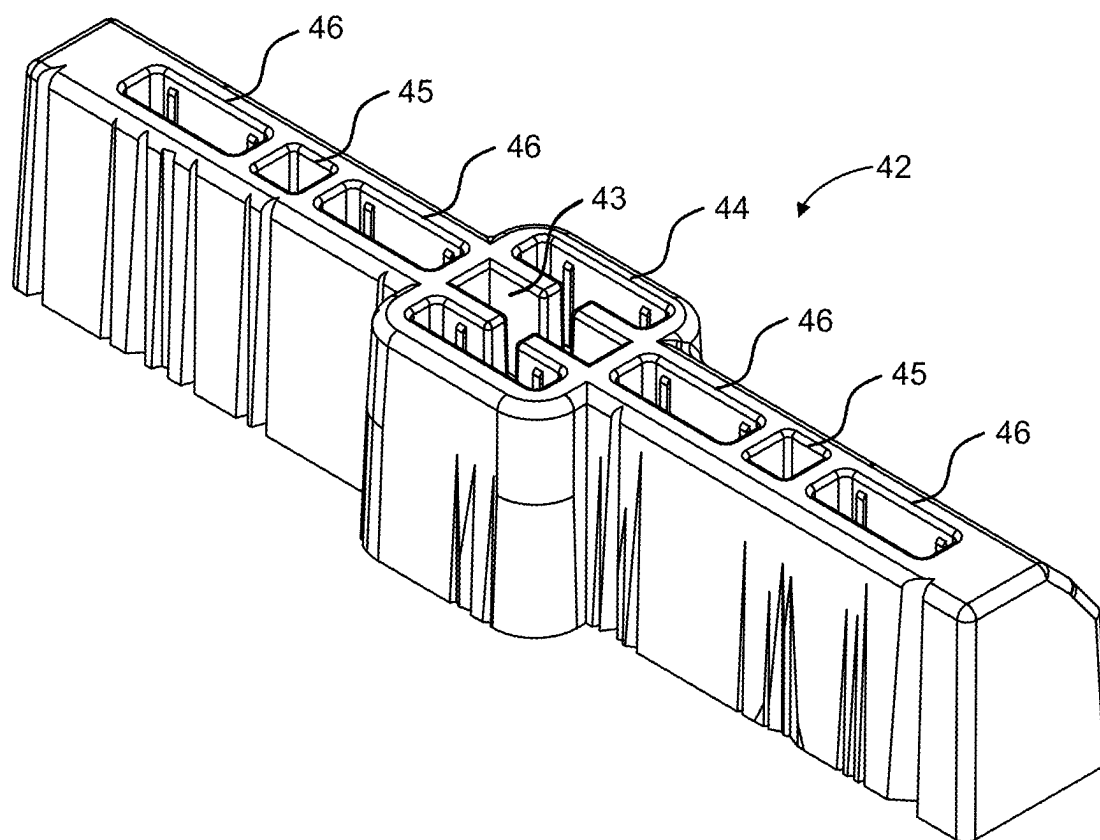


FIG. 13

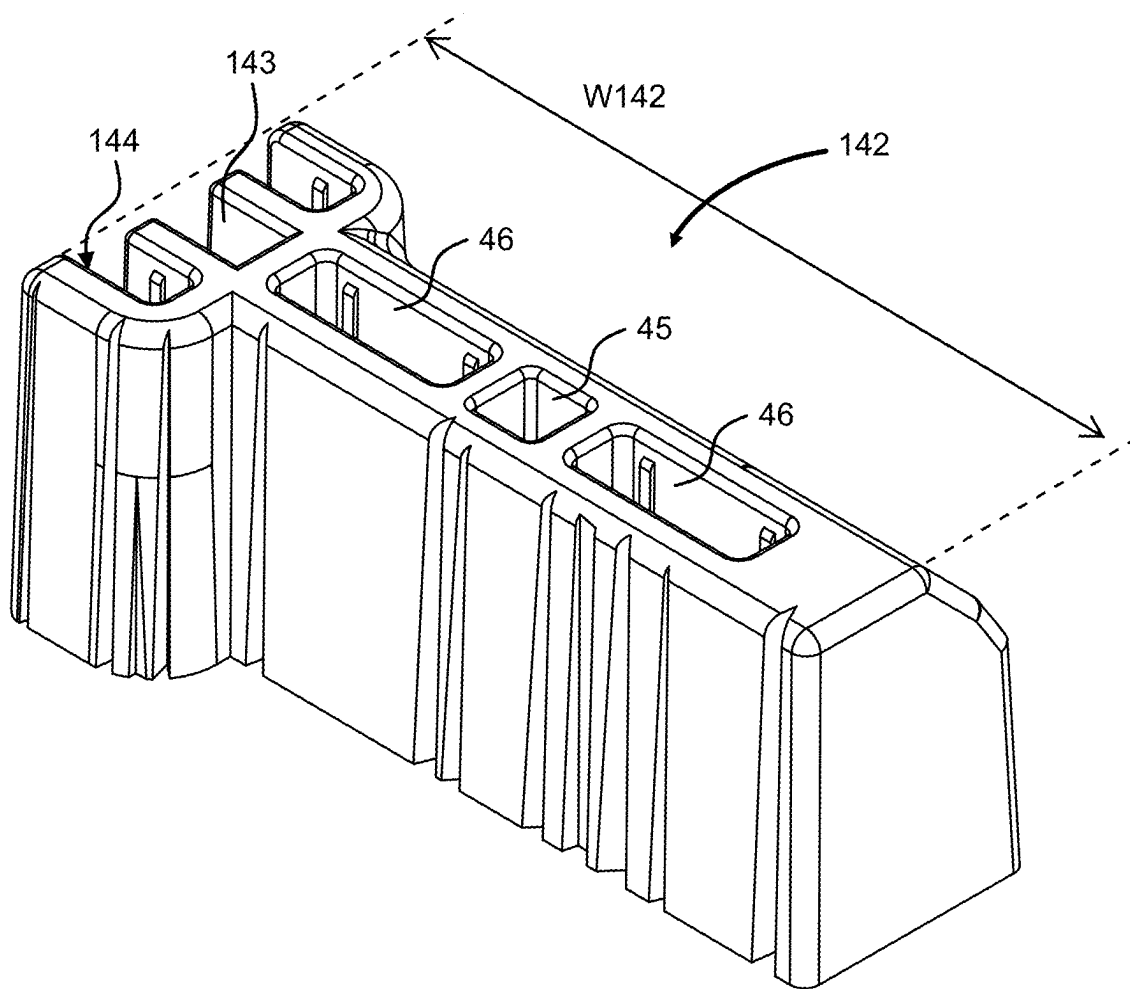


FIG. 14

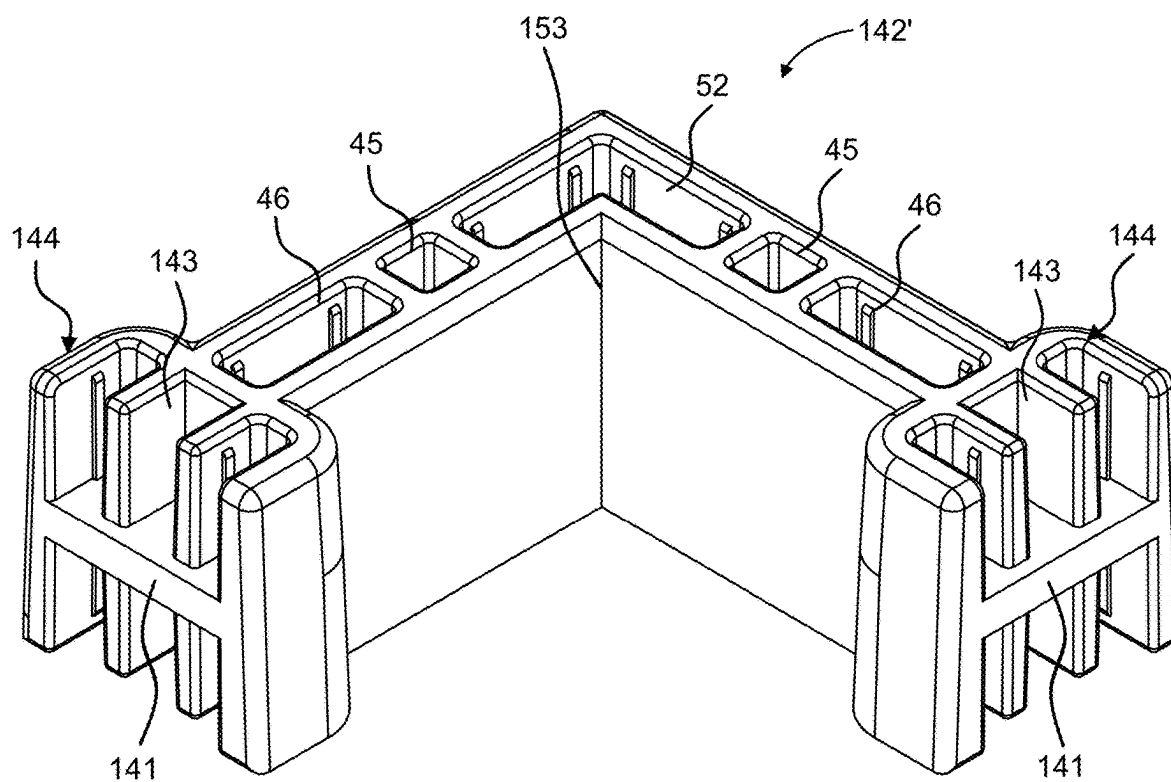


FIG. 15



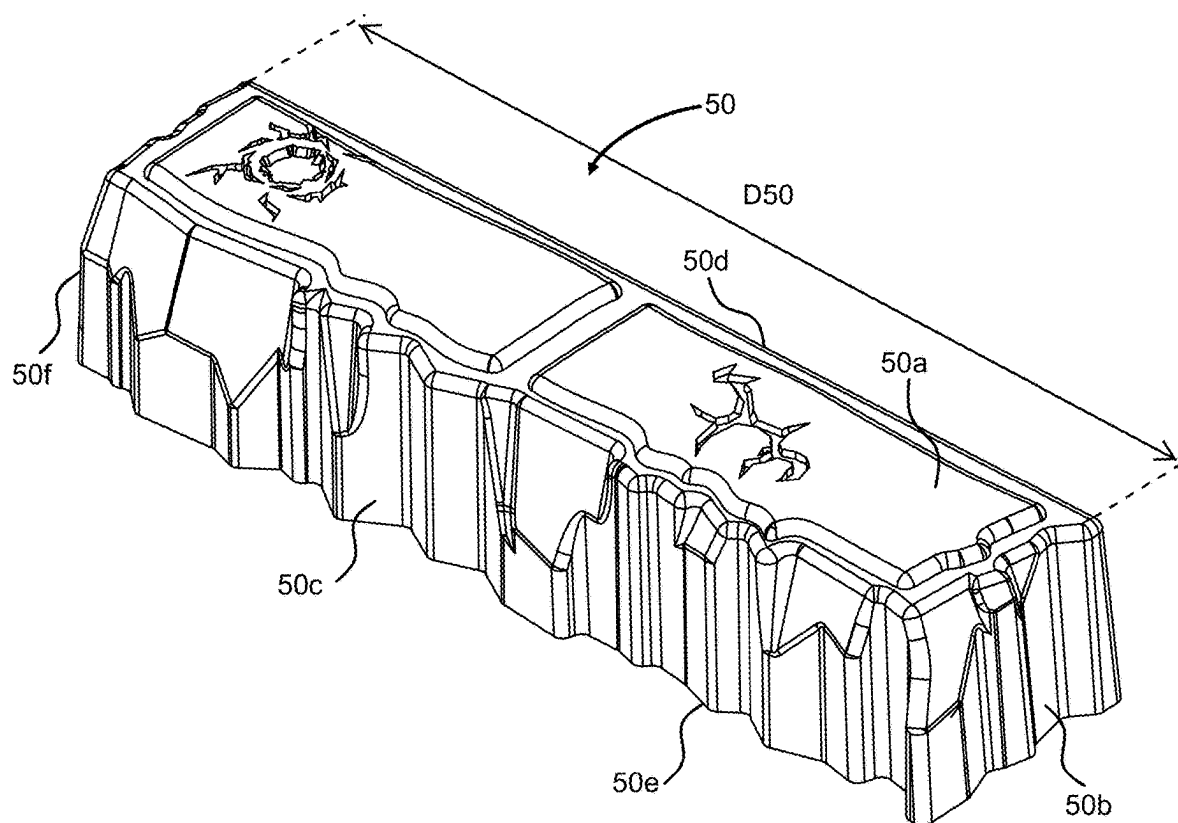


FIG. 16

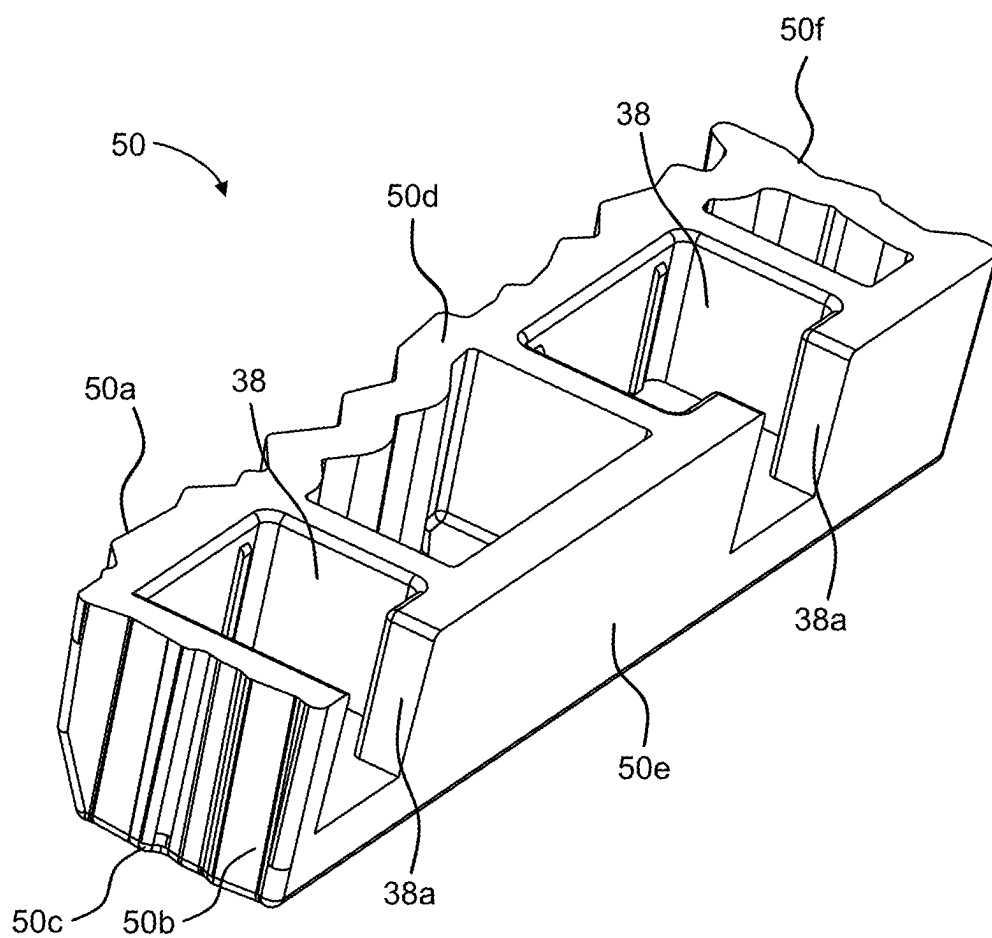


FIG. 17

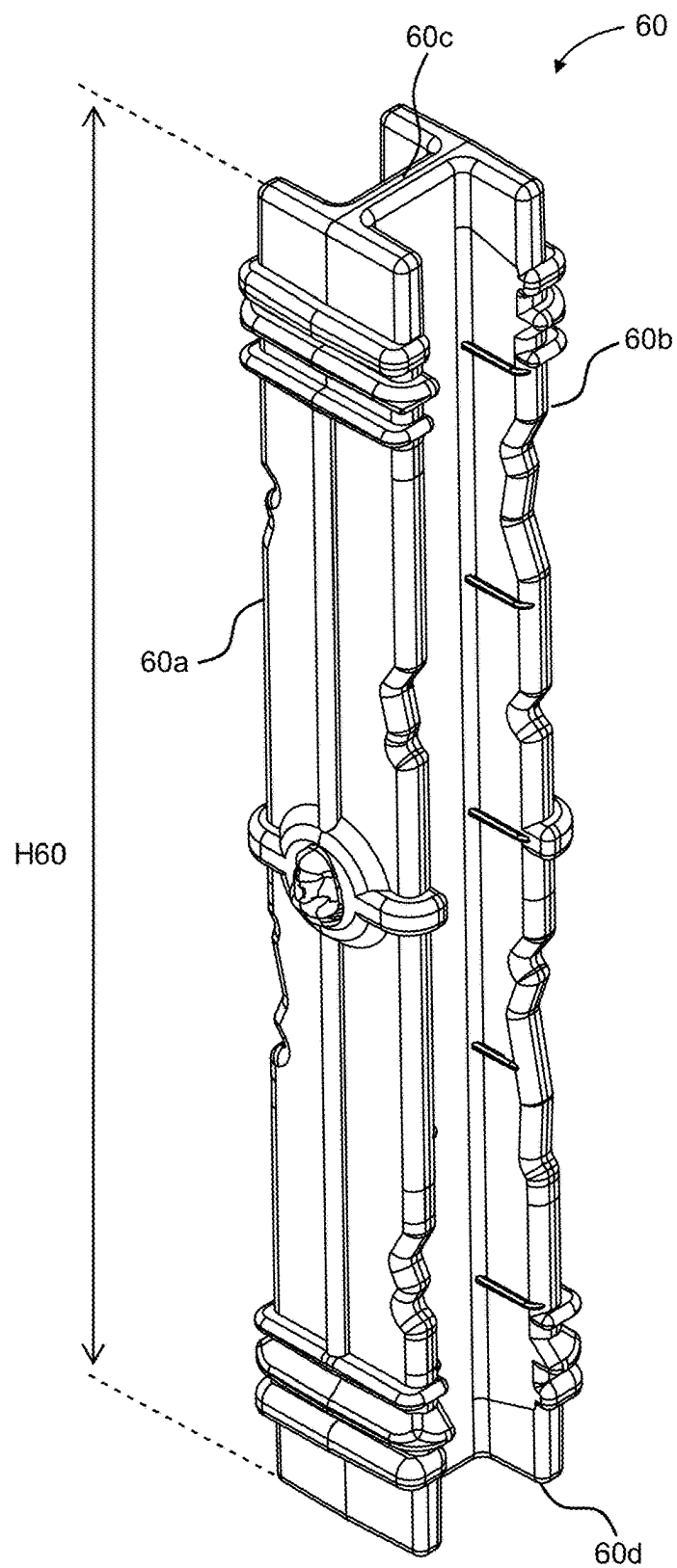


FIG. 18

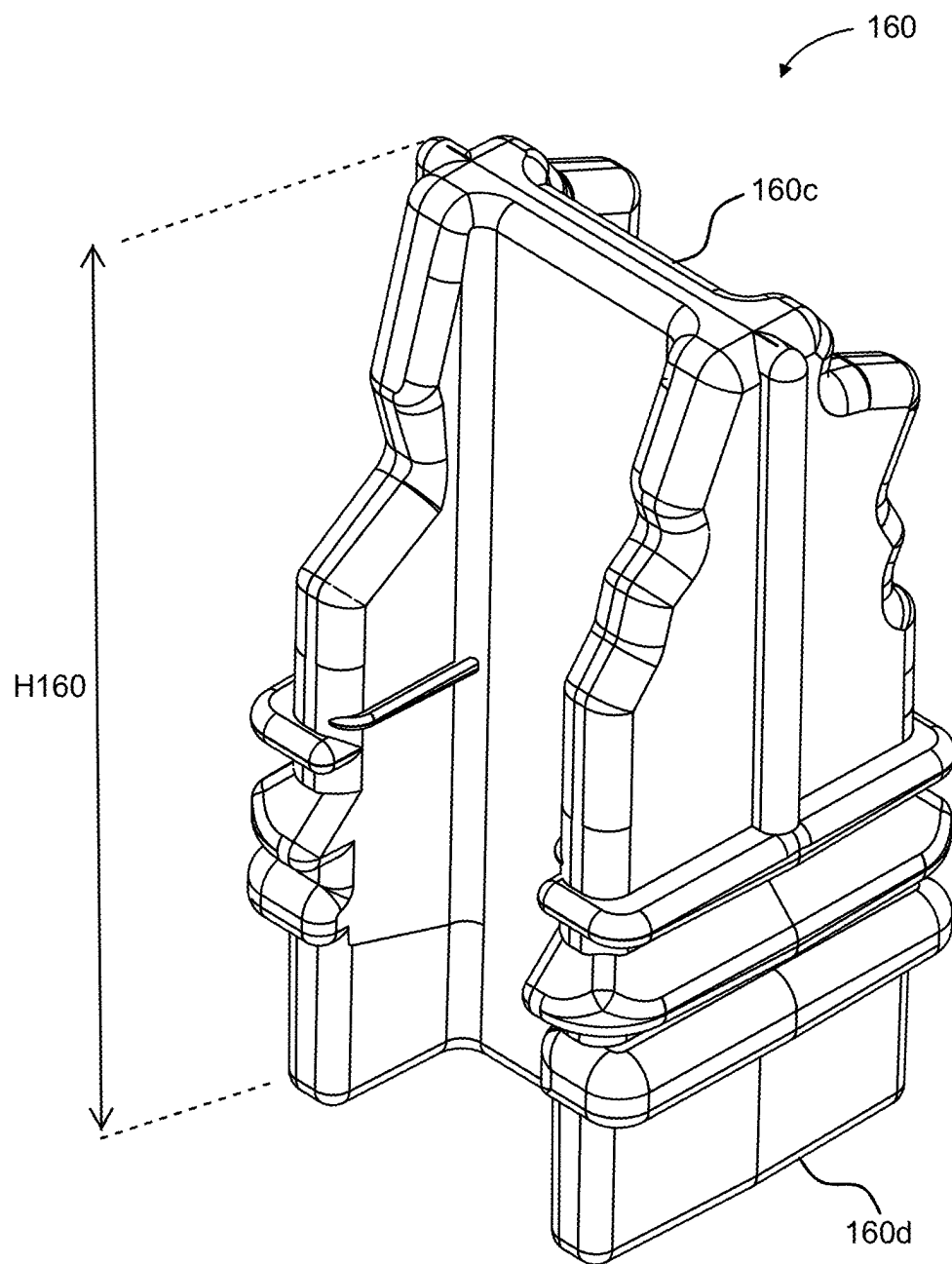


FIG. 19

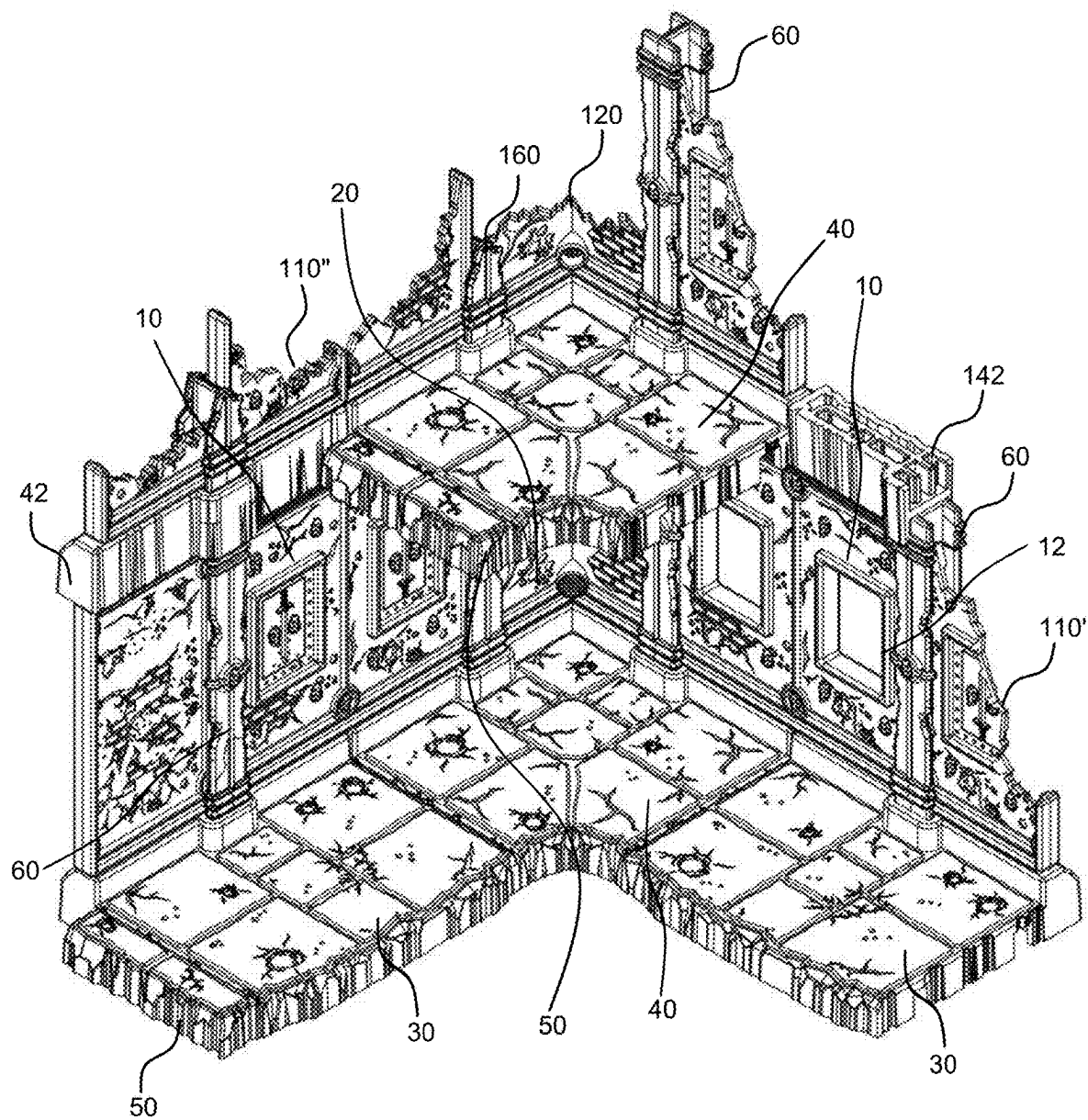


FIG. 20

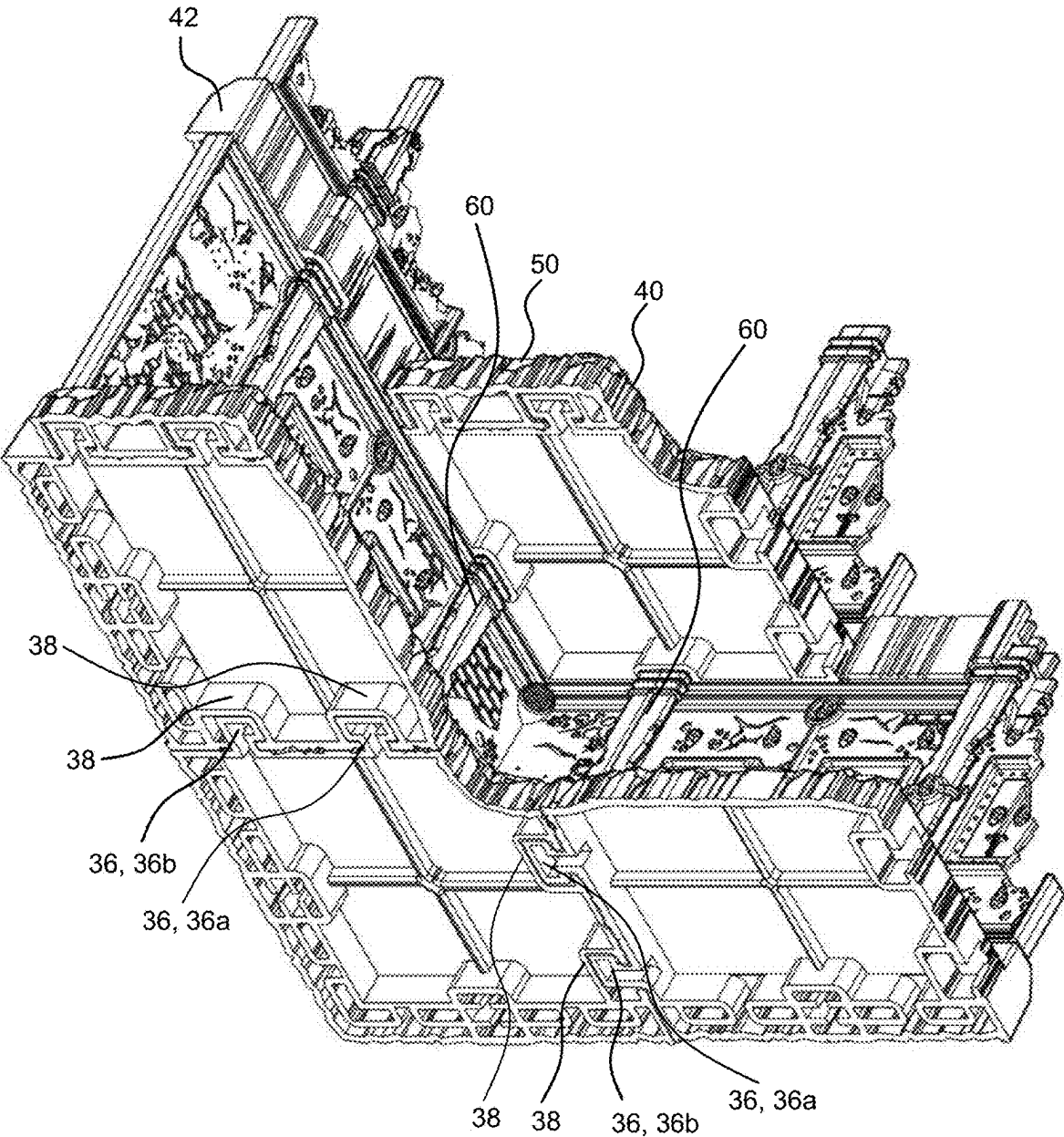


FIG. 21

## MODULAR TABLETOP GAMING TERRAIN ASSEMBLY

### CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application claims priority from U.S. Provisional Patent Application No. 63/552,159, filed on Feb. 11, 2024, the entire contents of which are incorporated by reference herein.

### BACKGROUND OF THE DISCLOSURE

[0002] This disclosure relates to terrain for Tabletop Roleplaying Games and Tabletop Wargames, and, more particularly, to modular, customizable terrain for the same.

[0003] Tabletop Roleplaying Games (“TTRPGs”) are a popular style of games where a group of players engage in a collective story telling experience where the outcome of certain events are determined by the outcome of dice rolls. This process can be accomplished purely with the theatre of the mind, however, the use of figurines to represent characters and terrain are commonly used.

[0004] Tabletop Wargames (“TTWGs”) are also a popular style of games where two or more players engage in a type of table-top battle. Similarly, there are figurines that represent troops, terrain that represents the combat zone, and the outcome of the battle is determined by dice rolls.

[0005] Traditional scale model terrain for tabletop games is generally very large in relation to the scale models and game pieces and is configured to be permanently assembled into a single, static configuration. Such conventional terrain for tabletop games is generally large in size, resulting in storage and transport challenges. Such conventional terrain generally limits players to repetitive set ups, reducing immersion and causing interest fatigue due to a lack of variance between games. Alternatively, players are forced to resort to buying new terrain and set pieces, resulting in excessive costs.

[0006] It would, therefore, be desirable to design, develop and implement modular, interlocking terrain modules that allow a player to removably assemble a scale model ruin of any desired dimension in a customizable manner, enabling reassembly into a different configuration between games as well as enabling size reduction for storage or for transport by disassembling.

### BRIEF SUMMARY OF THE DISCLOSURE

[0007] Briefly stated, one aspect of the present disclosure is directed to modular, interlocking modules that assemble to create scale model ruins that augment a playing space and interact with game rules (“terrain”), for TTRPG’s and TTWG’s that are 28-32 mm scale (collectively “tabletop games”). In one configuration, seventeen (17) unique modules are available that interlock together to form modular scale ruins for use as terrain for tabletop games. In one configuration, each component is both functional and aesthetic; that is, every module interacts with the functional aspect of the invention via integrated connectors and/or recesses, and is also an outward-facing aesthetic piece of the scale ruin terrain.

[0008] Briefly stated, another aspect of the present disclosure is a modular tabletop gaming terrain assembly having two modules directly and releasably engageable with one another. A first of the two modules is a horizontally oriented

floor module including a horizontally oriented frame having a laterally extending top surface, opposing first and second side surfaces depending downwardly from the top surface, and a frontside surface depending downwardly from the top surface and extending between the first and second side surfaces. The top surface, the frontside surface, and the first and second side surfaces are aesthetically textured. A male connector projects horizontally outwardly from one of the surfaces depending downwardly from the top surface and a corresponding female slot projects inwardly into an underside of the frame from another other of the surfaces depending downwardly from the top surface.

### BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

[0009] The following description of embodiments of the disclosure will be better understood when read in conjunction with the appended drawings. It should be understood, however, that the disclosure is not limited to the precise arrangements and instrumentalities shown. In the drawings:

[0010] FIG. 1 is a perspective view of a complete, full-size side wall module;

[0011] FIG. 2 is a perspective of a complete, full-size side wall module wall with open windows;

[0012] FIG. 3 is an enlarged, perspective view of a broken, full-size side wall module;

[0013] FIG. 4 is a perspective view of a complete, half-size wall module;

[0014] FIG. 5 is a perspective view of a broken, half-size wall module;

[0015] FIG. 6 is an enlarged, perspective view of another broken, half-size wall module;

[0016] FIG. 7 is a perspective view of a complete, corner wall module;

[0017] FIG. 8 is an enlarged, perspective view of a broken, corner wall module;

[0018] FIG. 9 is a top perspective view of a floor edge module;

[0019] FIG. 10 a bottom perspective view of the floor edge module of FIG. 9;

[0020] FIG. 11 is a top plan view of the floor edge module of FIG. 9;

[0021] FIG. 12 is a top perspective view of a floor corner module;

[0022] FIG. 13 is a top perspective view of a wall support cradle module;

[0023] FIG. 14 is a top perspective view of a half-size, wall support cradle module;

[0024] FIG. 15 is an interior perspective view of a corner wall support cradle module;

[0025] FIG. 16 is a top perspective view of a floor endcap module;

[0026] FIG. 17 is a bottom perspective view of the floor endcap module of FIG. 16;

[0027] FIG. 18 is a perspective view of a complete, column module;

[0028] FIG. 19 is a perspective view of a broken, column module;

[0029] FIG. 20 is a top perspective view of the modules of FIGS. 1-19 selectively interlocked to form a custom, multi-level modular terrain; and

[0030] FIG. 21 is a bottom perspective view of the multi-level modular terrain of FIG. 20.

# DETAILED DESCRIPTION OF THE DISCLOSURE

**[0031]** Certain terminology is used in the following description for convenience only and is not limiting. The terms “lower,” “bottom,” “upper,” “top,” “above” and “below” describe the orientation, or relative orientation, of various elements as they appear in the drawings to which reference is made. The terms “inwardly,” “outwardly,” “upwardly” and “downwardly” refer to directions toward and away from, respectively, the geometric center of the terrain components, and designated parts thereof, in accordance with the present disclosure. In describing the terrain components, the term proximal is used in relation to the end of the oven closer to the inlet and the term distal is used in relation to the end of the oven closer to the outlet. Unless specifically set forth herein, the terms “a,” “an” and “the” are not limited to one element, but instead should be read as meaning “at least one.” The terminology includes the terms noted above, derivatives thereof and terms of similar import.

**[0032]** The term “coupled” and variations thereof, as used herein, means the joining of two members directly or indirectly to one another. Such joining may be stationary (e.g., permanent or fixed) or moveable (e.g., removable or releasable). Such joining may be achieved with the two members coupled directly to each other or with the two members coupled to each other using at least one intervening member, unless otherwise indicated. As one example, if the term “coupled” or variations thereof are modified by an additional term (e.g., directly coupled), the aforementioned, generic definition of “coupled” is modified by the plain language meaning of the additional term (e.g., “directly coupled” means the joining of two members without any separate intervening member). Such coupling may be mechanical, electrical, fluidic a combination thereof, or the like, unless otherwise indicated.

**[0033]** The term “or,” as used herein, is used in its inclusive sense (and not in its exclusive sense) so that when used to connect a list of elements, the term “or” means one, some, or all of the elements in the list. Conjunctive language such as the phrase “at least one of X, Y, and Z,” unless specifically stated otherwise, is understood to convey that an element may be either X; Y; Z; X and Y; X and Z; Y and Z; or X, Y, and Z (i.e., any combination of X, Y, and Z including just one of them). Thus, such conjunctive language is not generally intended to imply that certain embodiments require at least one of X, at least one of Y, and at least one of Z to each be present, unless otherwise indicated.

**[0034]** The ordinal terms “first,” “second,” etc., as used herein, are used to distinguish one element from another and do not denote any specific order or sequence, nor do they require the presence of any particular number of elements. It will, therefore, be understood that, unless otherwise indicated, the use of ordinal numbers (e.g., “first,” “second”) in the claims is not intended to limit the scope of the claims to require the presence of both elements associated with those ordinal numbers. For example, the recitation of a “first widget” does not require the presence of a “second widget.”

**[0035]** It should also be understood that the terms “about,” “approximately,” “generally,” “substantially” and like terms, used herein when referring to a dimension or characteristic of a component of the disclosure, indicate that the described dimension/characteristic is not a strict boundary or parameter and does not exclude insubstantial or inconsequential modifications or alterations therefrom that are functionally

similar, e.g.,  $\pm 10\%$ . At a minimum, such references that include a numerical parameter would include variations that, using mathematical and industrial principles accepted in the art (e.g., rounding, measurement or other systematic errors, manufacturing tolerances, etc.), would not vary the least significant digit.

**[0036]** Referring to the drawings in detail, wherein like numerals indicate like elements throughout, there is shown in FIGS. 1-21 a variety of interlocking aesthetic/textured modules in accordance with the present disclosure. As will be described in further detail below, the modules are directly (i.e., without external connectors), releasably interlockable together in a customizable manner according to a player’s creativity, imagination, preference or a combination thereof to form a modular terrain assembly usable for unique and varied TTRPGs and TTWG. As should be understood by those of ordinary skill in the art, the term “tabletop” herein is not strictly limited to games positioned upon a table but includes games having an interface thereof positioned upon any suitable underlying surface capable of supporting the interface in a stable and stationary manner.

**[0037]** The aesthetic/textured modules may take the form of a complete or broken/partial side wall module 10, 10' (FIGS. 1-6), a complete or broken/partial corner wall module (FIGS. 7, 8), a floor edge module (FIGS. 9-11), a floor corner module (FIG. 12), a standalone, wall or column/pillar base support module (FIGS. 13-15), a floor endcap module (FIGS. 16, 17), or a complete or broken/partial, column/pillar module (FIGS. 18, 19). The aesthetics/textures on the modules described herein may take the form of terrain corresponding to the particular roleplaying game. As one non-limiting example, the aesthetics/textures may be war/battle themed/inspired. The modules described herein may be obtained by a user/player as a TTRPG or a TTWG kit for selective, customizable assembly, or obtained individually, e.g., to supplement an existing TTRPG or TTWG kit. Advantageously, and as described will be further described, the interlocking aesthetic/textured modules of the present disclosure obviate the use of external/standalone connectors or couplers that only serve a functional purpose.

**[0038]** Turning to the side wall modules 10, 10', the side wall modules may take the form of a full-size side wall module 10 (FIGS. 1, 2, 3) or a half-size side wall module 10' (FIGS. 4, 5, 6). The full-size side wall module 10 defines a width W that is approximately twice as wide as the width W' of the half-size side wall module 10'. A complete, full-size side wall module 10 (FIGS. 1, 2) and a complete, half-size wall module 10' (FIG. 4) each define the same height H10, H10', respectively. Each module 10, 10' defines aesthetic/textured front and rear wall (generally vertically oriented) faces. Optionally, the complete, full-size side wall module 10 may include one or more open windows 12 through the wall faces thereof, which permit figurines/minatures (not shown) to have a true line of sight to scale models on the opposite side of the wall. Optionally, the complete, half-size side wall module 10' may include one or more open windows (not shown) through the wall face thereof.

**[0039]** As shown in FIGS. 1, 2, 4, the complete side wall modules 10, 10' both define a generally rectangular shape (which includes a square shape as should be understood), having generally linear, peripheral surfaces, including a parallel upper ledge/edge 10a, 10'a, and lower ledge/edge 10b, 10'b as well as a parallel first side surface 10c, 10'c and second side surface 10d, 10'd. Both modules 10, 10' include



a plurality of male couplers/connectors **14**, e.g., ribs, projecting outwardly/away, from the opposing upper and lower edges **10a**, **10'a**; **10b**, **10'b**. In one configuration, the connectors **14** may be monolithically formed, e.g., co-molded, with the respective modules **10**, **10'**. In the illustrated embodiment, the complete, full-size side wall module **10** includes four (4) connectors **14** projecting upwardly from an upper edge **10a** of the module **10**, and includes four (4) connectors **14** projecting downwardly from a lower edge **10b** of the module **10**, but the disclosure is not so limited, i.e., more or less connectors **14** may be employed, as well as a different number of connectors **14** along one edge than the other edge. In the illustrated embodiment, the complete, half-size side wall module **10** includes two (2) connectors **14** projecting upwardly from the upper edge **10'a** of the module **10'**, and includes two (2) connectors **14** projecting downwardly from the lower edge **10'b** of the module **10'**, but the disclosure is not so limited, i.e., more or less connectors **14** may be employed, as well as a different number of connectors **14** along one edge than the other edge. In the illustrated embodiments, the connectors **14** project vertically from the respective peripheral ledges/edges of the respective modules. That is, the connectors **14** extend in the height direction in a same or parallel plane as the wall faces.

[0040] As shown in FIGS. 3, 5, and 6, the side wall modules may also take the form of broken/partial side walls, forming further types of terrain corresponding to the particular roleplaying game. Generally, broken walls, for example, are fitting terrain for a war themed/inspired roleplaying game. The broken wall allows figurines/miniatures (not shown) to have true line of sight to scale models on the opposite side of the wall. A primary difference between complete modules and broken modules pertains to the height and the upper edge of the modules.

[0041] As shown in FIG. 3, a side wall module may take the form of a broken, full-size side wall module **110**. The broken, full-size side wall module **110** includes a lower ledge/edge **110b** of the same width **W** as the complete, full-size side wall module **10**. In FIG. 3, the broken, full-size side wall module **110** includes parallel and equal height first and second side peripheral surfaces **110c**, **110d** defining a height **H110** that is approximately half of the height **H10**, but the disclosure is not so limited (as shown in FIGS. 5, 6). As the wall is incomplete, the broken, full-size side wall module **110** does not include a generally linear upper peripheral edge as in the complete side modules, but rather, the face of the module **110** has an uneven, e.g., jagged, upper contour, contributing to the broken wall appearance. In the illustrated embodiment, the broken, full-size side wall module **110** includes four (4) connectors **14** projecting downwardly from a lower edge **110b** of the module **110**, but the disclosure is not so limited, i.e., more or less connectors **14** may be employed. In the illustrated embodiment, the jagged, upper contour is without connectors **14**.

[0042] Turning to FIGS. 5 and 6, a side wall module may also take the form of a broken, half-size side wall module **110'**, **110''**. The broken, half-size side wall modules **110'**, **110''** each include a lower ledge/edge **110'b**, **110''b** of the same width **W'** as the complete, half-size side wall module **10**. In one configuration, as shown in FIG. 5, the broken, half-size side wall module **110'** includes parallel but unequal height first and second side peripheral surfaces **110'c**, **110'd**. The first side **110'c** defines a height **H110'c** equal to the height **H10'** of the complete, half-size side wall module **10'**,

whereas the second side **110'd** defines a height **H110'd** equal to approximately a quarter ( $\frac{1}{4}$ ) of the height **H10'**. Alternatively, as shown in FIG. 6, the broken, half-size wall module **110''** includes parallel and equal height first and second side peripheral surfaces **110''c**, **110''d**, both defining a height **H110''** approximately a quarter ( $\frac{1}{4}$ ) of the height **H10**. As should be understood by those of ordinary skill in the art, however, the heights of the modules **110'**, **110''** illustrated herein are exemplary, and the modules may be formed having different heights. Similarly to the module **110**, as the wall is broken, the respective faces of the modules **110'**, **110''** have an uneven, e.g., jagged, upper contour, contributing to the broken wall appearance. In the illustrated embodiment, the broken, half-size side wall modules **110'**, **110''** each include two (2) connectors **14** projecting downwardly from a respective lower edge **110'b**, **110''b** of the module **110'**, **110''**, but the disclosure is not so limited, i.e., more or less connectors **14** may be employed. In the illustrated embodiment, the jagged, upper contour is without connectors **14**.

[0043] In addition to the previously described side wall modules **10**, **10'**, **110**, **110'**, **110''**, modules may also take the form of complete or broken corner wall modules forming further aspects of terrain corresponding to the particular roleplaying game. FIG. 7 illustrates a complete corner wall module **20**. The complete corner wall module **20** includes two (aesthetic/textured) vertical and generally rectangular wall portions **26**, **28**, oriented perpendicularly to one another, forming an "L" shape (wherein both sides of the L shape may be substantially dimensionally equal). The complete corner wall module **20** defines a height **H20** equal to the height **H10** of the completely side wall module **10**. Each wall portion **26**, **28** defines a respective width **W26**, **W28**. In the illustrated embodiment, the two wall portions **26**, **28** define equal widths, but the disclosure is not so limited.

[0044] In the illustrated embodiment, each wall portion **26**, **28** includes a connector **14** projecting away from the opposing upper and lower ledges/edges **26a**, **28a**; **26b**, **28b**, but the disclosure is not so limited, i.e., more connectors **14** may be employed, as well as a different number of connectors **14** along one edge than the other edge. An L-shaped, corner (male) connector **32**, positioned between the connectors **14** and centered about the seam **27** joining the wall portions **26**, **28**, projects vertically upwardly from the upper edge and an opposing L shaped, corner connector **32**, centered about the seam **27** projects vertically downwardly from the lower edge. In one configuration, the L-shaped, corner connector **32** may be monolithically formed, e.g., co-molded, with the complete corner wall module **20**.

[0045] In a broken form, as shown in FIG. 8, a broken corner module **120** includes two (aesthetic/textured) vertical wall portions **126**, **128**. Each wall portion **126**, **128** includes a lower ledge/edge **126b**, **128b** of the same widths as the widths **W26**, **W28**, respectively. The wall portions **126**, **128** define respective heights **H126**, **H128** that are shorter than the corresponding heights **H26**, **H28**. In the illustrated embodiment, the heights **H126**, **H128** are approximately a quarter ( $\frac{1}{4}$ ) of the heights **H26**, **H28**, but the disclosure is not so limited. In the illustrated embodiments the heights **H126**, **H128** are equal, but may alternatively be different from one another. The module **120** does not include a generally linear upper peripheral edge, but rather, the wall portions **126**, **128** of the module **120** have an uneven, e.g., jagged, upper contour, contributing to the broken corner wall appearance. Similarly to the complete corner wall module **20**, each wall

portion 126, 128 includes a connector 14 projecting outwardly/away from the lower edges 126b, 128b, but the disclosure is not so limited, i.e., more connectors 14 may be employed, as well as a different number of connectors 14 along one edge than the other edge. An L shaped, corner (male) connector 32, positioned between the connectors 14 and centered about the seam 127 joining the wall portions 126, 128, projects away from the lower edge of the module 120.

[0046] Modules may also take the form of horizontally oriented, floor modules (FIGS. 9-12) to create further aspects of terrain corresponding to a particular roleplaying game. As shown in FIGS. 9-11, floor modules may take the form of a floor edge module 30. The floor edge module 30 includes a horizontally oriented frame 34 having a laterally extending top surface 34a, opposing first and second side surfaces 34c, 34d depending downwardly therefrom and a frontside surface 34b depending downwardly from the top surface 34a and extending between the first and second side surfaces 34c, 34d. The top surface 34a is aesthetic/textured and defines the floor surface. The frontside surface 34b, as well as the first and second side surfaces 34c, 34d, are also aesthetic/textured. The width W30 of the floor edge module 30 is defined by the distance between the first side surface 34c and the second side surface 34d. In the illustrated embodiment, the width W30 of the floor edge module 30 is equal to the width W of the full-size side wall modules 10, 110, but the disclosure is not so limited. The depth D30 of the floor edge module 30 is defined by the depth of the frame 34, i.e., the distance between the frontside surface 34b and the opposing cradle 42.

[0047] The floor edge module 30 includes at least one male connector 36 projecting laterally outwardly, e.g., horizontally, from one of the side surfaces 34b, 34c, 34d. In the illustrated embodiment, the floor edge module 30 includes two connectors 36, but the disclosure is not so limited. In the illustrated embodiment, the two connectors 36 each project from the first side surface 34c, but the disclosure is not so limited, as the connectors 36 may project from other of the side surfaces 34b, 34d or from a combination of different side surfaces 34b, 34c, 34d. As shown, one of the connectors 36 takes the form of a T-shaped connector 36a and the other of the connectors 36 takes the form of an L-shaped connector 36b. As should be understood, however, the connectors 36 may all take the form of the T-shaped connector, the L-shaped connector, or a combination thereof. In one configuration, the connectors 36 may be monolithically formed, e.g., co-molded, with the frame 34 of the floor edge module 30.

[0048] As shown best in FIG. 10, the floor edge module 30 also includes at least one female slot 38 formed in an underside of the frame 34, corresponding in number to the connector(s) 36. The slot(s) 38 is complementarily shaped to the connector(s) 36 to receive a respective connector(s) 36 therein in a friction, i.e., interference, fit, thereby enabling floor edge modules 30 to interlock with one another via a secure, push-fit system. In the illustrated embodiment, the floor edge module 30 includes two slots 38 corresponding to the two connectors 36, but the disclosure is not so limited. In the illustrated embodiment, the two slots 38 each project inwardly underneath the top surface 34a from the second side surface 34d, but the disclosure is not so limited, as the slots 38 may project inwardly from other side surfaces 34b, 34d or from a combination of different side surfaces 34b,

34c, 34d. Each slot 38 defines an opening 38a formed in the side surface of the frame 34 for extension of a neck of the connector 36 of an adjacent module therethrough. In the illustrated embodiment, the openings 38a are formed in the second side surface 34d.

[0049] To interlock with, in order to support and/or overlie, vertically oriented side wall modules 10, 10', 110, 110', 110", (as previously described) and vertically oriented pillar modules 60, 160 (as will be described in further detail below), the frame 34 of the floor edge module 30 further includes the cradle 42 opposite the frontside surface 34b and extending between the first and second side surfaces 34c, 34d. As shown in FIG. 9 (and FIG. 12) the top surface 34a of the frame 34 is recessed relative to an upper surface 42a of the cradle 42. As shown best in FIG. 11, the rear surface 42b of the cradle 42 is aesthetic/textured. To support and interlock with vertically oriented side wall modules 10, 10', 110, 110', 110", the cradle 42 includes a plurality of recesses including a centrally located pillar interlocking female recess 44 and a plurality of wall interlocking female recesses 46. As shown best between FIGS. 9 and 10, the recesses 44, 46 extend vertically through the cradle 42 with respective upper open ends along the upper surface 42a of the cradle 42 and respective lower open ends along a base surface 42c of the cradle 42. Additionally, as shown more clearly in FIG. 15, the recesses 44, 46 (and 144 as further described below) may include a lateral ledge 141 splitting the respective recesses 44, 46, 144 into upper and lower portions. Accordingly, the cradle 42 (and other cradles described herein) may be positioned underneath a wall and/or pillar module or above a wall and/or pillar module.

[0050] In the illustrated embodiment, the cradle 42 includes two (2) wall interlocking recesses 46 on each side of the pillar interlocking recess 44, but the disclosure is not so limited. The recesses 44, 46 take the form of voids within the cradle 42. The wall interlocking recesses 46 are complementarily shaped to the vertically oriented connectors 14 of the wall modules 10, 10', 110, 110', 110" to receive a respective connector(s) 14 therein in a friction, i.e., interference, fit, thereby enabling the wall modules 10, 10', 110, 110', 110" to interlock with a floor edge module 30 via a push-fit system. As shown best in FIGS. 9 and 11, the pillar interlocking recess 44 is generally I-shaped in cross-section (i.e., as seen in the plan view of FIG. 11), supplemented with a laterally extending central void 43, colinear with the surrounding interlocking recesses 46. As will be described in further detail below, the I-shape is complementary to the pillar module contour, to interlock with, in order to support and/or overlie, a vertical pillar module 60, 160. The void 43 may be of the same

[0051] Floor modules may also take the form of a floor corner module 40, as shown in FIG. 12. As will be described, the floor corner module 40 is configured to interlock with, in order to support and/or overlie, a vertical corner wall module 20, 120. Similarly to the floor edge module 30, the floor corner module 40 includes a horizontally oriented frame 48 having a laterally extending top surface 48a. A primary difference between the floor corner module 40 from the floor edge module 30 is the presence of two cradles 42', 42". A first cradle 42' remains positioned opposite from frontside surface 48b, and a second cradle 42" replaces or abuts and obscures the second side surface 34c of the floor edge module 30. Complementary to the faces/wall portions 26, 126; 28, 128 of the corner wall modules 20, 120, the first and

second cradles 42', 42" are oriented perpendicularly to one another, forming an "L" shape. Each cradle 42', 42" includes a plurality of recesses including the centrally located pillar interlocking recess 44 and a plurality of wall interlocking recesses 46. In the illustrated embodiment, each cradle 42', 42" includes two wall interlocking recesses 46 on a terminal side of the corresponding pillar interlocking recess 44 and a single wall interlocking recess 46 on an inner side of the corresponding pillar interlocking recess 44. An L-shaped, female corner recess 52, positioned between the wall interlocking recesses 46 and centered about the seam 53 joining cradles 42', 42", is formed in the cradles 42', 42" (one leg of the recess 52 formed in each respective cradle). The wall interlocking recesses 46 are complementarily shaped to receive respective connectors 14 therein in a friction, i.e., interference, fit, as previously described, and the pillar interlocking recesses 44 are configured, e.g., positioned and dimensioned, to interlock with, in order to support and/or overlie, a vertical pillar module 60, 160. The L-shaped, corner recess 52 is complementarily shaped to receive an L-shaped, corner connector 32 of a corner wall module 20, 120.

[0052] Another difference between the floor corner module 40 from the floor edge module 30 is the projection of the connector(s) 36 (36a, 36b) from the frontside surface 48b rather than the first side surface. In one configuration, the connectors 36 may be monolithically formed, e.g., co-molded, with the frame 48 of the floor corner module 40. Optionally, the frame 48 of the floor corner module 40 may include an aesthetic/textured cutout corner 48e opposite the seam 53.

[0053] As should be understood by those of ordinary skill in the art, the floor modules 30, 40 may be formed without cradles 42, 42', 42" (not shown). That is, floor modules may only include the floor surface, as well as the connectors 36 and the slots 38 for interlocking with adjacent floor modules. Conversely, as shown in FIGS. 13-16, the wall and pillar support cradles may also be provided as standalone modules, i.e., without the associated frame, with aesthetic/textured front and rear (inner and outer) surfaces. As one example, the edge cradle 42 may be provided as a standalone, wall and pillar support cradle module 42, as shown in FIG. 13. Optionally, as shown in FIG. 13, the cradle 42 may include hollow voids 45 positioned between the pair of wall interlocking recesses 46 on each side of the pillar interlocking recess 44. As previously described, the width W30 of the floor edge module 30, and in turn, the width of the cradle 42, is equal to the width W of the full-size side wall modules 10, 110.

[0054] As shown in FIG. 14, the edge cradle may also be provided as a standalone, half-size, wall and pillar support cradle module 142 (without an associated frame) to interlock with, in order to support and/or overlie, vertically oriented half-sized wall modules 10', 110', 110". The half-size cradle 142 defines a width W142 equal to half of the width W42 of the cradle 42. In one embodiment, the width W142 is equal to the width W' of the half-size side wall modules 10', 110', 110". In the illustrated embodiment, the cradle 142 includes a partial pillar interlocking female recess 144, at one peripheral end thereof. In the illustrated embodiment, the partial pillar interlocking recess 144 takes the form of half of the pillar interlocking recess 44, split along the central neck of I-shaped recess, supplemented with a half laterally extending central void 143, but the disclosure is not so limited. In

the illustrated embodiment, the module 142 includes two (2) wall interlocking recesses 46 on one side of the recess 144, as well as the optional void 45 therebetween, but the disclosure is not so limited.

[0055] Turning to FIG. 15, a standalone cradle module may also take the form of a corner wall support cradle module 142' configured, e.g., positioned and dimensioned, to interlock with, in order support and/or overlie, a vertical corner wall module 20, 120. In the illustrated embodiment, the corner cradle module 142' includes two half size cradle portions oriented perpendicularly to one another about a seam 153, forming an "L" shape. Opposing peripheral ends of the corner cradle module 142' are each defined by partial pillar interlocking recesses 144, each supplemented with a half central void 143. In the illustrated embodiment, inside of each partial pillar interlocking recesses 144 is a wall interlocking recesses 46. An L-shaped, corner recess 52 is positioned between the wall interlocking recesses 46 and centered about the seam 153. Optionally a void 45 may be included between each interlocking recess 46 and the L-shaped, corner recess 52. As should be understood, the corner cradle module 142' may alternatively take the form of the cradles 42', 42" without the associated frame 48, i.e., both sides of the cradle module are full width. Alternatively, one side of the cradle module may be full width and another side may be half width.

[0056] Turning to FIGS. 16 and 17, floor modules may also take the form of floor endcap modules 50, i.e., modules that form the peripheral perimeter of the flooring terrain of a tabletop game. The module 50 defines a depth D50. In the illustrated embodiment, the depth D50 is equal to the width W30 of the floor edge module 30 and the width W of the full-size side wall modules 10, 110. In the illustrated embodiment, the floor endcap module 50 is generally rectangular in shape, but the disclosure is not so limited. The floor endcap module 50 includes a top surface 50a and an opposing base surface 50e. Opposing first and second surfaces 50c, 50d depend downwardly from the top surface 50a to the base surface 50e. The first surface 50c is an exterior surface whereas the second surface 50c is an interior surface. Frontside surface 50b and rear-side surface 50f also depend downwardly from the top surface 50a to the base surface 50e, each extending between the surfaces 50c, 50d. The top surface 50a, the exterior facing side surface 50c, and the front and rear side surfaces 50b, 50f, are aesthetic/textured surfaces.

[0057] The floor endcap module 50 includes at least one slot 38 formed therein, corresponding to the connector(s) 36. As previously described, the slot(s) 38 is complementarily shaped to the connector(s) 36 to receive a respective connector(s) 36 therein in a friction, i.e., interference, fit, thereby enabling the floor endcap modules 50 to interlock with floor edge modules 30 via a push-fit system. In the illustrated embodiment, the floor end module 50 includes two slots 38 corresponding to the two connectors 36 of the floor edge modules 30, but the disclosure is not so limited. In the illustrated embodiment, as shown best in FIG. 17, the two slots 38 each project inwardly from the interior-facing surface 50d, but the disclosure is not so limited, as the slots 38 may project inwardly from other of the surfaces or from a combination of different surfaces. Each slot 38 defines an opening 38a, as previously describe, for extension of a neck

of a corresponding connector **36** therethrough. In the illustrated embodiment, the openings **38a** are formed in the interior-facing surface **50d**.

**[0058]** Additional modules may also take the form of vertically oriented, column/pillar modules **60**, **160** as shown in FIGS. **18** and **19**. As shown in FIG. **18**, the pillar module **60** may take the form of a complete pillar, i.e., having an I-shape in cross-section perpendicular to the vertical extent of the pillar at least at the top and bottom surfaces **60c**, **60d**. In the illustrated embodiment, the complete pillar exhibits the I-shape from the top surface **60c** to the bottom surface **60d**, but the disclosure is not so limited. The front and rear surfaces **60a**, **60b** are aesthetic/textured. The pillar module **60** defines a height **H60** equal to sum of the height **H10**, **H10'**, **H20** of the respective wall modules **10**, **10'** and **20** and the corresponding axial extent/height of a pair of upper and lower connectors **14**.

**[0059]** Alternatively, the pillar module **160** may take the form of a broken pillar. The broken pillar defines the same bottom end **160d** as the complete pillar bottom end **60d**, i.e., exhibit the I-shape in cross-section, but the cross-sectional I-shape is not exhibited at the top surface **160c**. Rather, the top surface **160c** has an uneven, e.g., jagged, upper contour, contributing to the broken appearance. The pillar module **160** defines a height **H160** which is shorter than the height **H60** of the complete pillar **60**. In the illustrated embodiment, the height **H160** is approximately a quarter ( $\frac{1}{4}$ ) of the height **H60**. As should be understood by those of ordinary skill in the art, however, the height **H160** of the broken pillar module **160** illustrated herein is exemplary, and the modules **160** may be formed having different heights. As previously described, the pillar modules **60**, **160** are configured to interlock with pillar interlocking recesses **44** of respective floor modules in a push-fit manner.

**[0060]** FIGS. **20** and **21** illustrate one, non-limiting, example of the previously described modules, interlocked together in a custom manner to form a unique modular terrain assembly for TTRPGs and TTWGs. As shown, for example, the terrain formed is a multi-level terrain, including floor edge modules **30** and a floor corner module **40** forming a ground level surface as well as a floor corner module **40** forming a first level surface. Both the ground level and the first level include floor endcap modules **50** forming a portion thereof. The floor edge modules **30** and a floor corner module **40** support complete pillars **60**, broken pillars **160**, side wall modules **10**, **10'**, **110**, **110'**, **110''** and corner wall modules **20**, **120**. Cradles **42** are also employed along the first level. FIG. **21** is a bottom view of FIG. **20**, showing the push-fit connections between several modules, and particularly connectors **36** received within slots **38** of adjacent modules to interlock floor modules together.

**[0061]** It will be appreciated by those skilled in the art that changes could be made to the embodiment(s) described above without departing from the broad inventive concept thereof. It is understood, therefore, that this disclosure is not limited to the particular embodiments disclosed, but it is intended to cover modifications within the spirit and scope of the present disclosure as defined by the present description, as set forth in the appended claims.

I/We claim:

1. A modular tabletop gaming terrain assembly, comprising:  
two modules directly and releasably engageable with one another,

- a first of the two modules being a horizontally oriented floor module comprising a horizontally oriented frame having a laterally extending top surface, opposing first and second side surfaces depending downwardly from the top surface, and a frontside surface depending downwardly from the top surface and extending between the first and second side surfaces, the top surface, the frontside surface, and the first and second side surfaces being aesthetically textured, and

- a male connector projecting horizontally outwardly from one of the surfaces depending downwardly from the top surface and a corresponding female slot projecting inwardly into an underside of the frame from another other of the surfaces depending downwardly from the top surface.

2. The modular tabletop gaming terrain assembly of claim 1, wherein the male connector projects horizontally outwardly from one of the first and second side surfaces and the corresponding female slot projects inwardly into an underside of the frame from the other of the first and second side surfaces.

3. The modular tabletop gaming terrain assembly of claim 1, wherein the male connector projects horizontally outwardly from the frontside surface and the corresponding female slot projects inwardly into an underside of the frame from one of the first and second side surfaces.

4. The modular tabletop gaming terrain assembly of claim 1, wherein the male connector is monolithically formed with the frame.

5. The modular tabletop gaming terrain assembly of claim 4, wherein the male connector is co-molded with the frame.

6. The modular tabletop gaming terrain assembly of claim 1, wherein a second of the two modules is a second of the horizontally oriented floor modules, wherein at least one of (i) the female slot of the second floor module is configured to directly and releasably receive the male connector of the first floor module in a friction fit manner or (ii) the female slot of the first floor module is configured to directly and releasably receive the male connector of the second floor module in a friction fit manner.

7. The modular tabletop gaming terrain assembly of claim 1, wherein a second of the two modules is a vertically oriented module, and wherein the frame further comprises a cradle opposite the frontside surface and extending between the first and second side surfaces, the cradle having a plurality of female recesses extending downwardly from an upper surface of the cradle and configured to selectively receive the vertically oriented module.

8. The modular tabletop gaming terrain assembly of claim 7, wherein the vertically oriented module is a vertically oriented, side wall module having aesthetically textured front and rear wall faces.

9. The modular tabletop gaming terrain assembly of claim 8, wherein the vertically oriented side wall module includes parallel first and second, vertical side surfaces, a generally linear lower side edge extending between the first and second side surfaces and an unevenly contoured upper side edge extending between the first and second side surfaces.

10. The modular tabletop gaming terrain assembly of claim 9, wherein the vertically oriented side wall module includes a male connector projecting vertically downwardly from the lower side edge, and wherein one of the plurality of female recesses of the cradle is a wall interlocking recess

configured to directly and releasably receive the male connector of the vertically oriented side wall module in a friction fit manner.

**11.** The modular tabletop gaming terrain assembly of claim **8**, wherein the cradle is a first cradle and further comprising:

a second cradle positioned opposite the second side surface and perpendicular to the first cradle, the first and second cradles forming an L-shape about a seam joining the first and second cradles,

the second cradle having a plurality of female recesses extending downwardly from an upper surface of the second cradle and configured to selectively receive the vertically oriented module, and

an L-shaped female recess extending downwardly from the upper surface of the first and second cradles and centered about the seam joining the first and second cradles.

**12.** The modular tabletop gaming terrain assembly of claim **11**, wherein the vertically oriented side wall module is a corner wall module comprising:

two vertical wall portions oriented perpendicularly to one another and forming an L-shape about a seam joining the wall portions, the two wall portions defining parallel first and second, vertical side surfaces, and a generally linear lower side edge extending between the first and second side surfaces in the L-shape,

a male connector projecting vertically downwardly from the lower side edge at each wall portion, and

an L-shaped male connector projecting vertically downwardly from the lower side edge and centered about the seam joining the wall portions,

**13.** The modular tabletop gaming terrain assembly of claim **12**, wherein:

one of the plurality of female recesses of the first cradle is a wall interlocking recess configured to directly and releasably receive the male connector of one of the two wall portions,

one of the plurality of female recesses of the second cradle is a wall interlocking recess configured to directly and releasably receive the male connector of the other of the two wall portions in a friction fit manner, and

the L-shaped female recess is a wall interlocking recess configured to directly and releasably receive the L-shaped male connector.

**14.** The modular tabletop gaming terrain assembly of claim **12**, wherein the corner wall module further comprises an unevenly contoured upper side edge extending between the first and second side surfaces.

**15.** The modular tabletop gaming terrain assembly of claim **7**, wherein the vertically oriented module is a vertically oriented column having an I-shape in cross-section perpendicular to a vertical extent of the column, the I-shaped column having aesthetically textured front and rear surfaces.

**16.** The modular tabletop gaming terrain assembly of claim **15**, wherein one of the plurality of female recesses of the cradle is a column interlocking recess shaped and dimensioned to receive the I-shaped column in a friction fit manner.

**17.** The modular tabletop gaming terrain assembly of claim **15**, wherein the column defines an unevenly contoured top surface.

**18.** The modular tabletop gaming terrain assembly of claim **1**, wherein a second of the two modules is a floor endcap module comprising a top surface, an opposing base surface, opposing first and second surfaces depending downwardly from the top surface to the base surface, and frontside and rear-side surfaces also depend downwardly from the top surface to the base surface, each extending between the first and second surfaces, the top surface, the first surface, and the frontside and rear-side surfaces are aesthetically textured surfaces.

**19.** The modular tabletop gaming terrain assembly of claim **18**, further comprising a female slot projecting inwardly into the endcap from one the surfaces depending downwardly from the top surface, the female slot being configured to directly and releasably receive the male connector of the first module in a friction fit manner.

**20.** The modular tabletop gaming terrain assembly of claim **1**, further comprising a standalone cradle module, the cradle having a plurality of female recesses extending downwardly from an upper surface of the cradle and configured to selectively receive a vertically oriented module.

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