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(54) **TOY SPORTS-PLAYER FIGURE**

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Related U.S. Application Data

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(51) **Int. Cl.**

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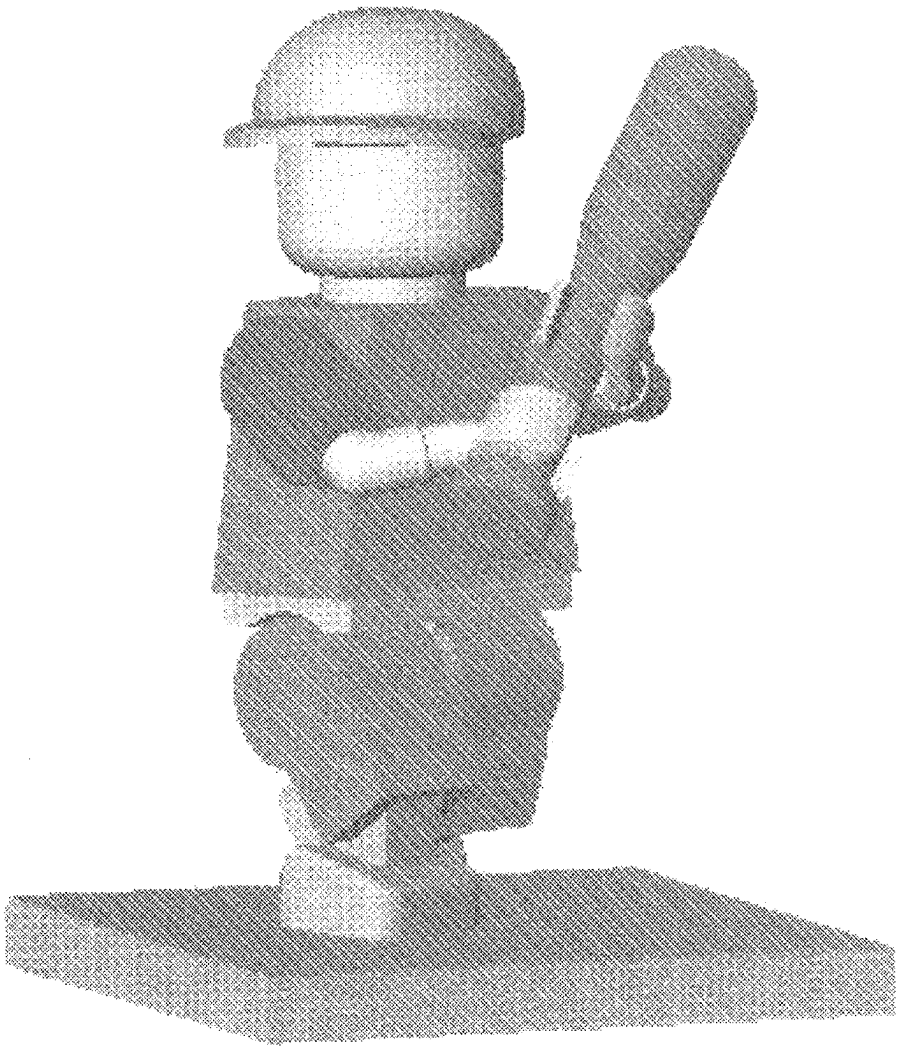
A63H 3/46	(2006.01)
A63H 3/48	(2006.01)

(52) **U.S. Cl.**

CPC ***A63H 3/36*** (2013.01); ***A63H 3/16*** (2013.01); ***A63H 3/46*** (2013.01); ***A63H 3/48*** (2013.01)

(57) **ABSTRACT**

Disclosed herein is a mini-figure that may be used with existing and standard toy block systems and also have the appearance of a sports figure. Improvements over traditional mini-figures include additional separate components in the arms and feet, an optional variation in torso shape, accessories which create visual impression of sports figures in natural use, unique markings identifiable by specific player or production, and a unique method of marketing and distribution.



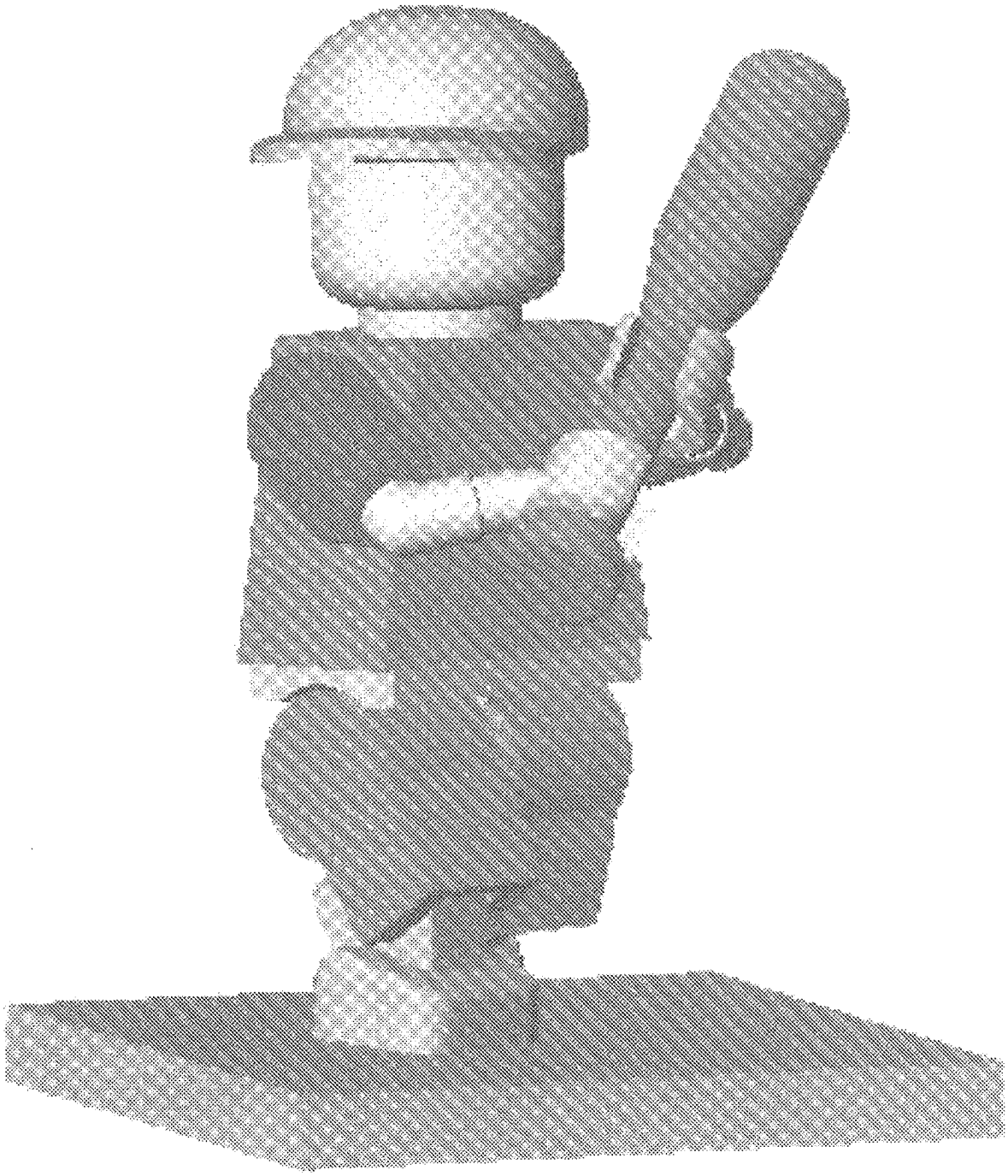


FIG. 1

FIG. 2A

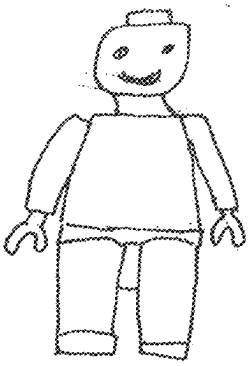
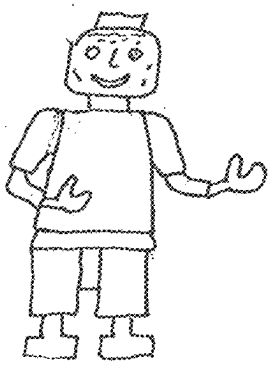


FIG. 2B



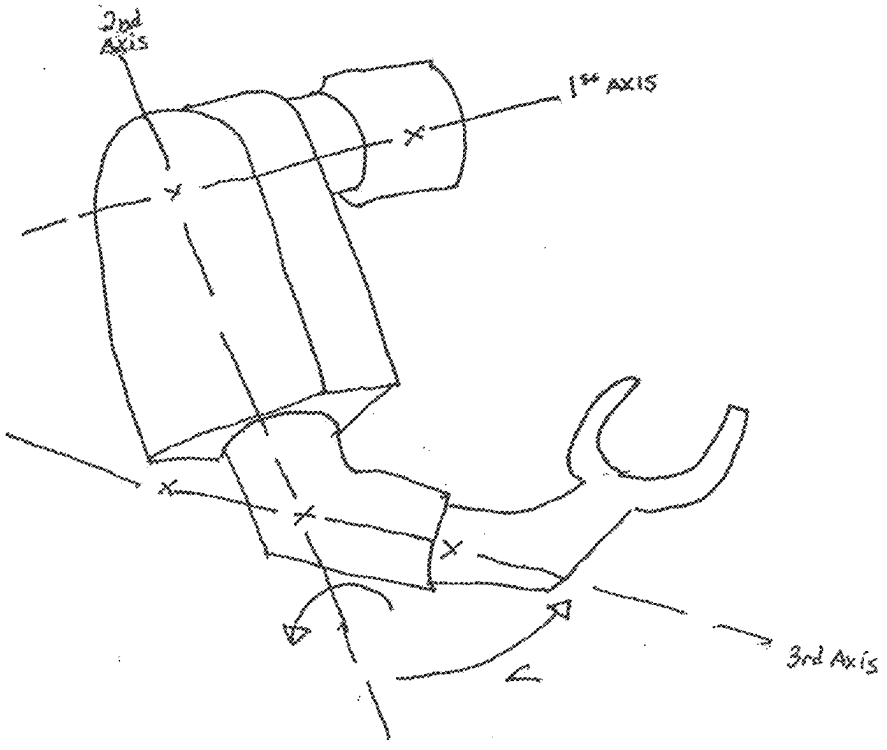
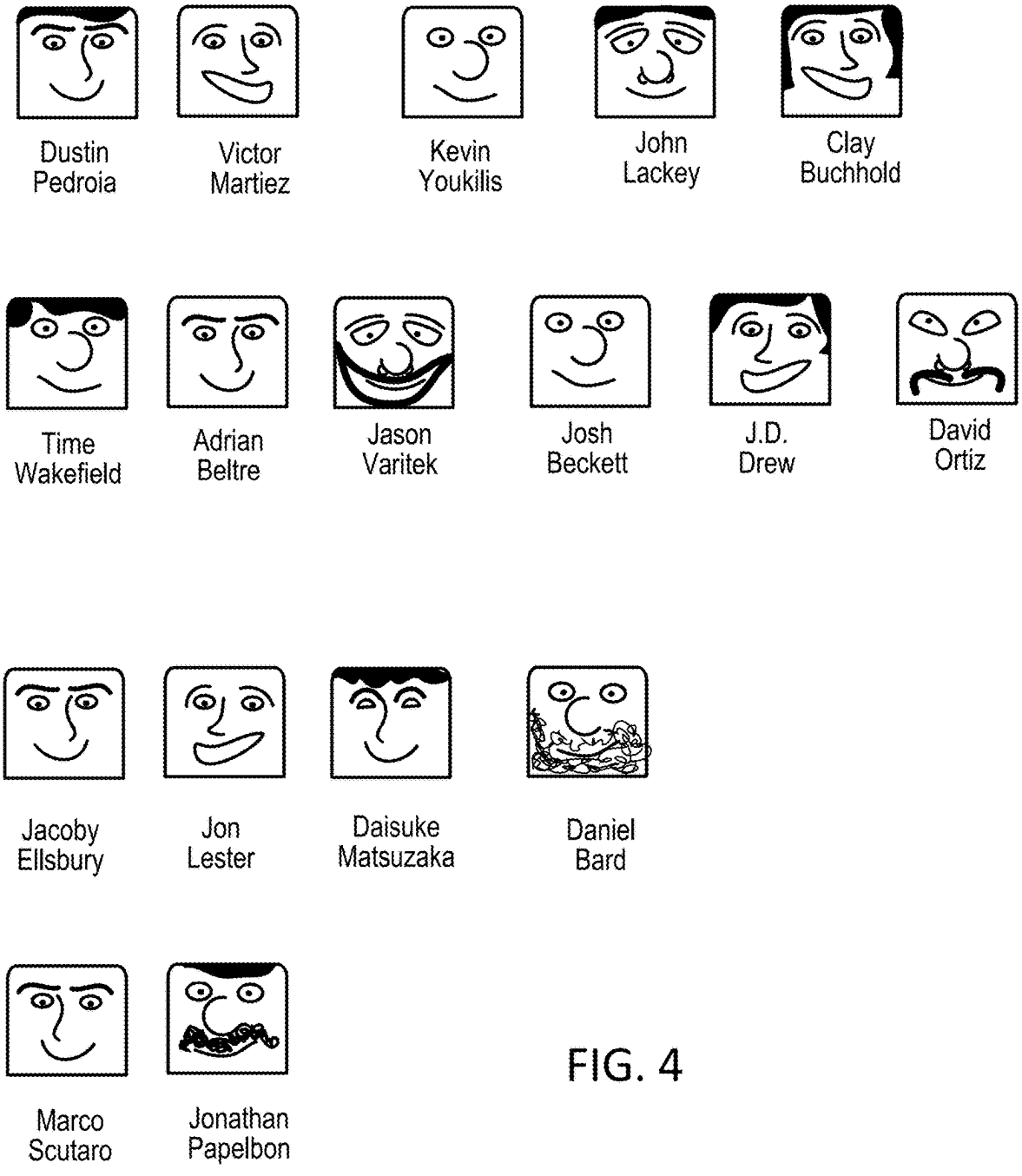


FIG. 3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John Lackey
Clay Buchhold
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Jason Varitek
Josh Beckett
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Jacoby Ellsbury
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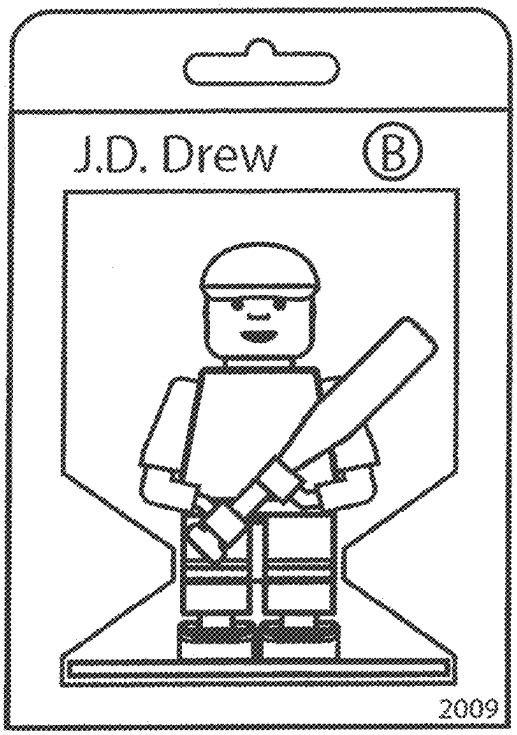
Daisuke Matsuzaka
Daniel Bard
Marco Scutaro
Jonathan Papelbon

FIG. 4

Fig. 5



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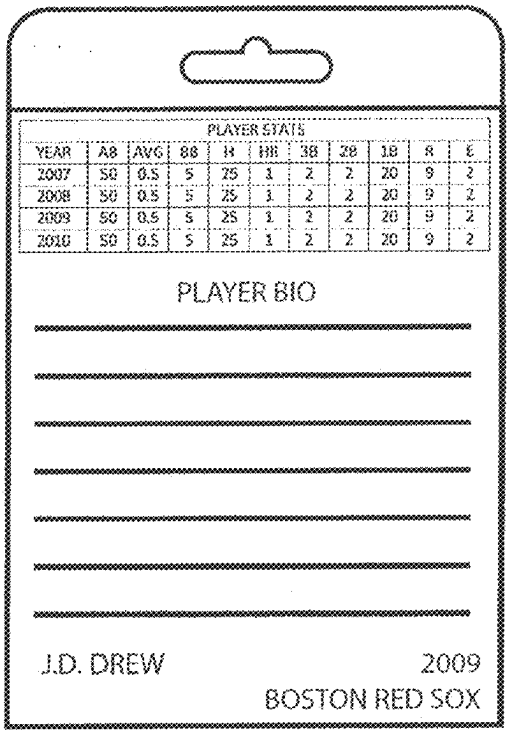


Fig. 7

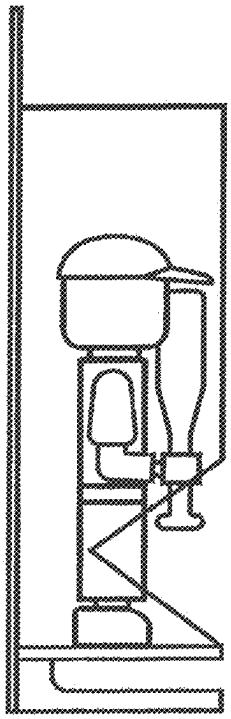
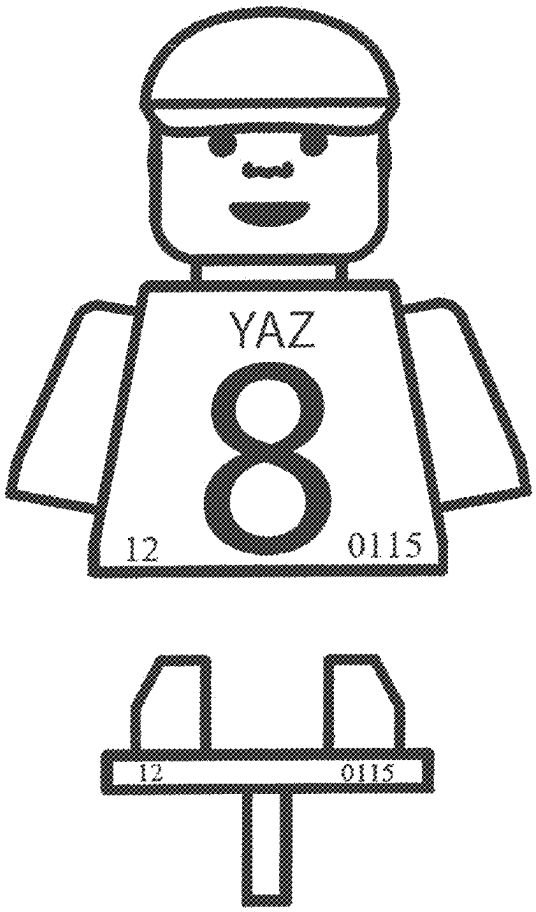


FIG. 8A



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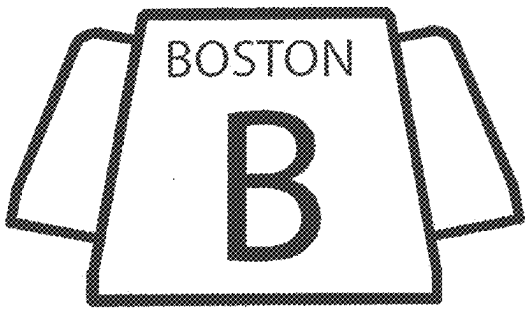
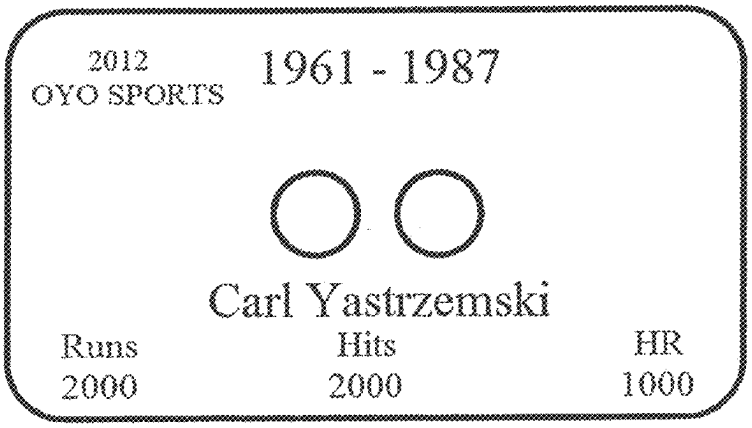
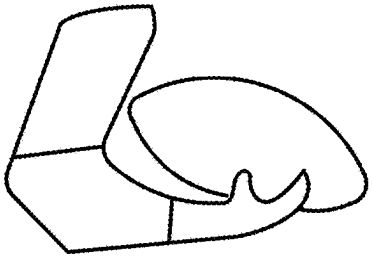


Fig. 9





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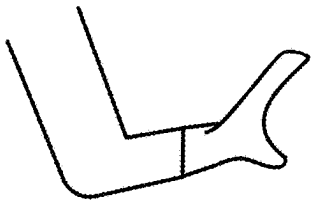

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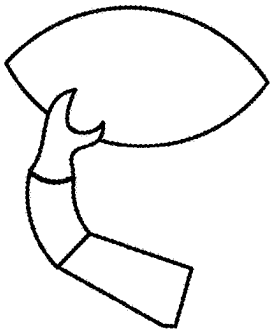

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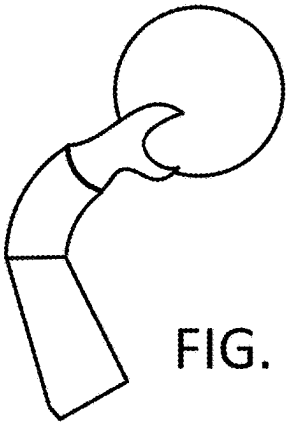


FIG. 13

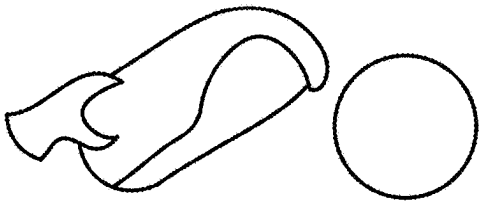


FIG. 14

FIG. 15

FIG. 16

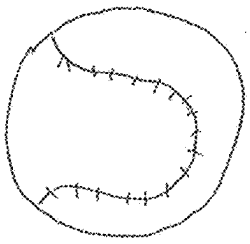
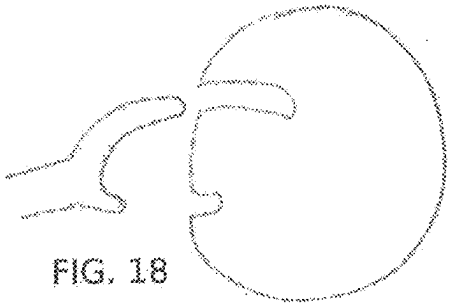


FIG. 17

FIG. 18



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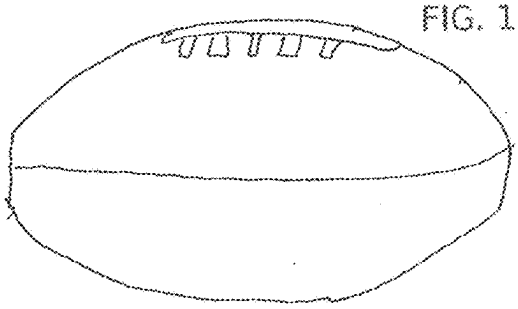
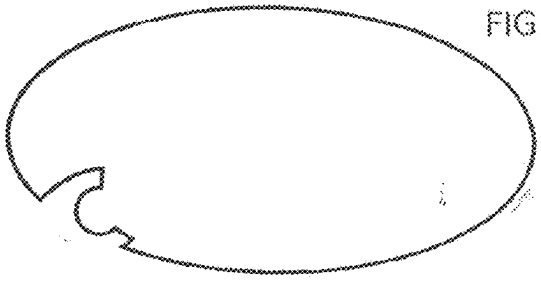
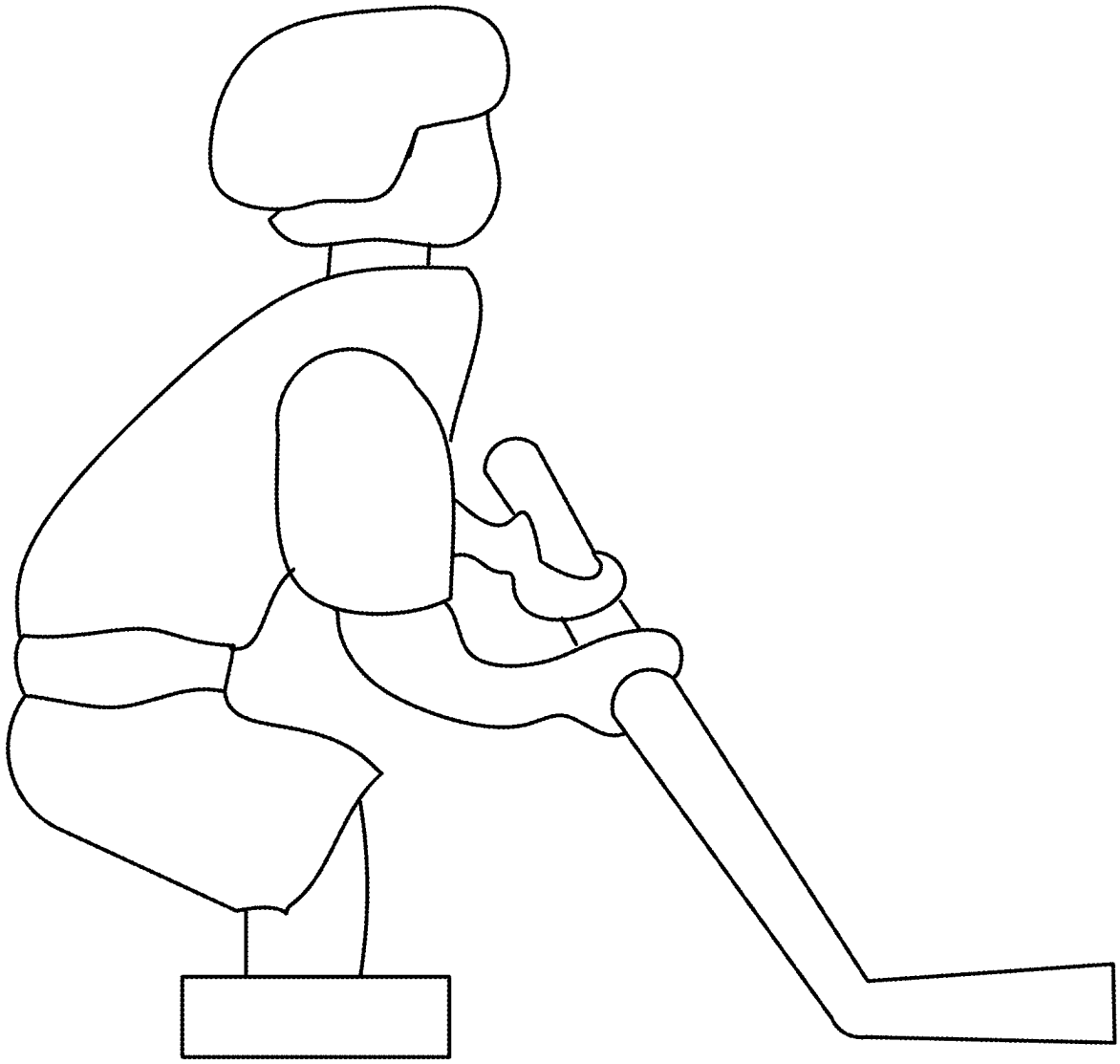


FIG. 20





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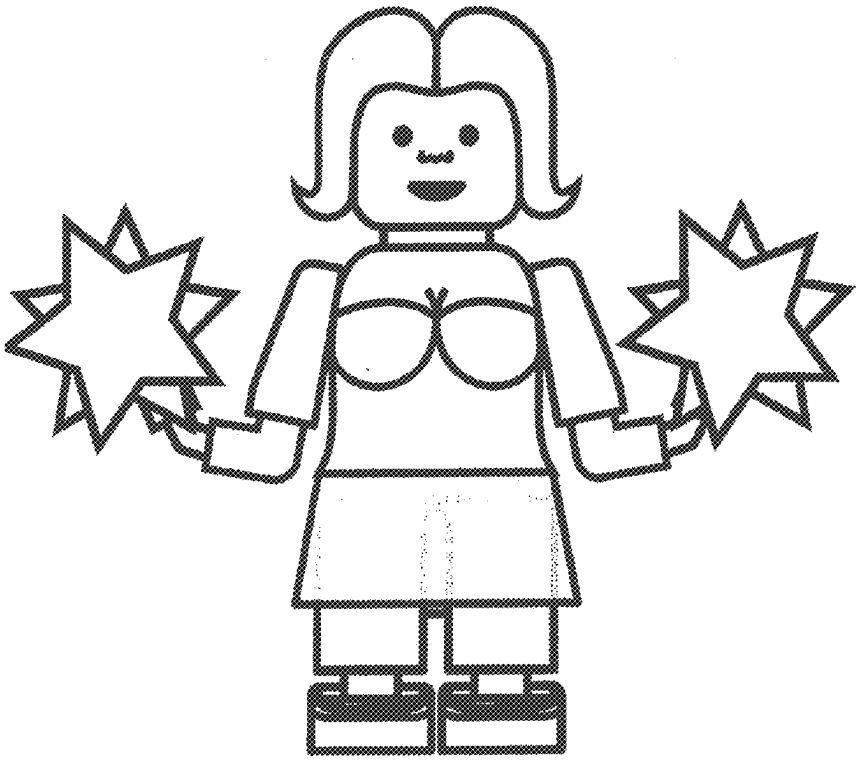

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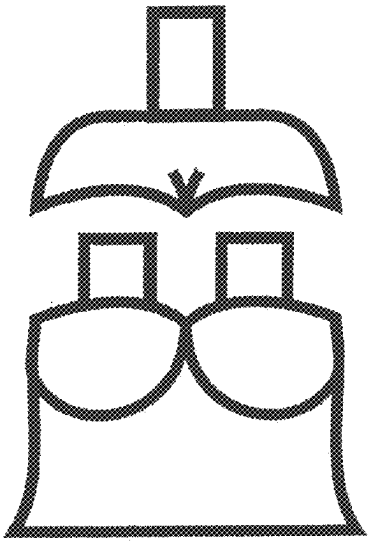

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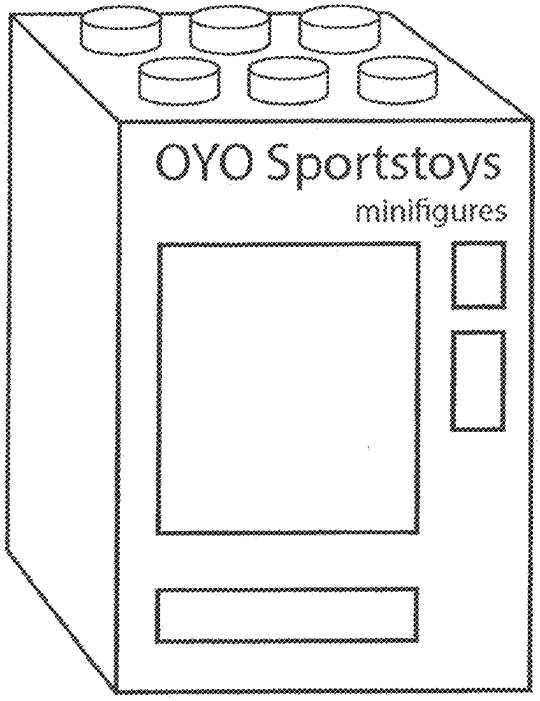

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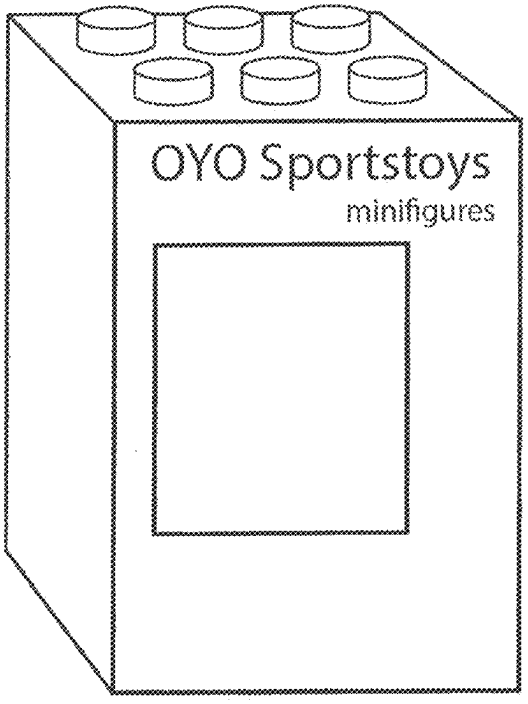

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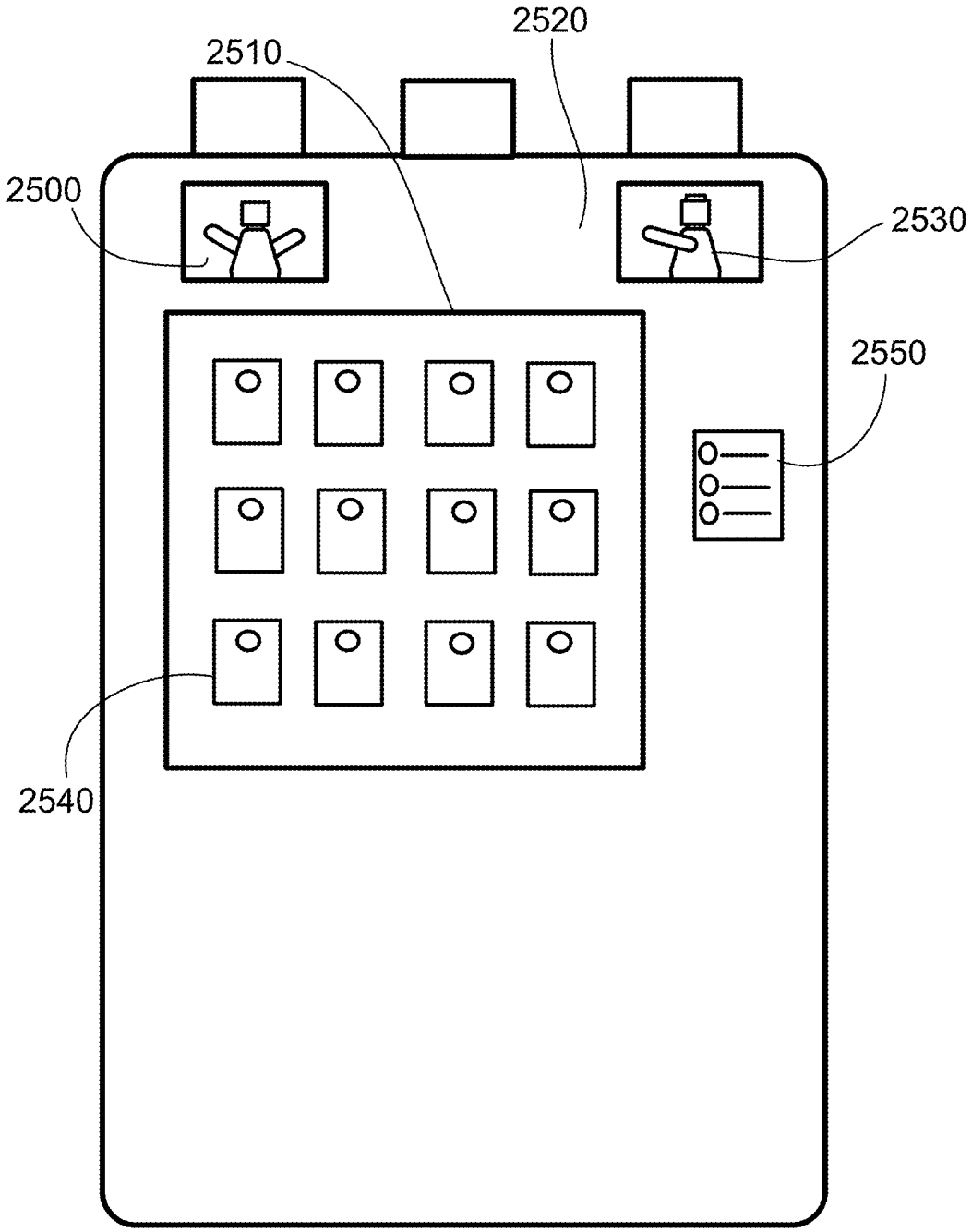


FIG. 25

Fig. 26

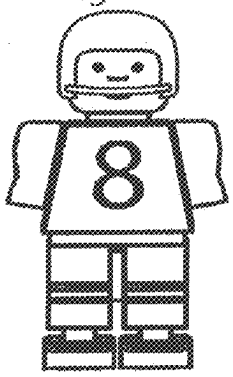


Fig. 27

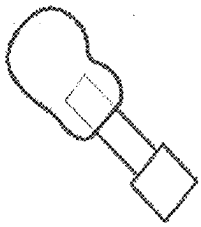


FIG. 30

Fig. 28

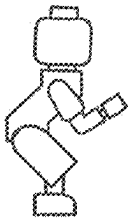


Fig. 29

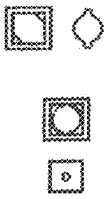
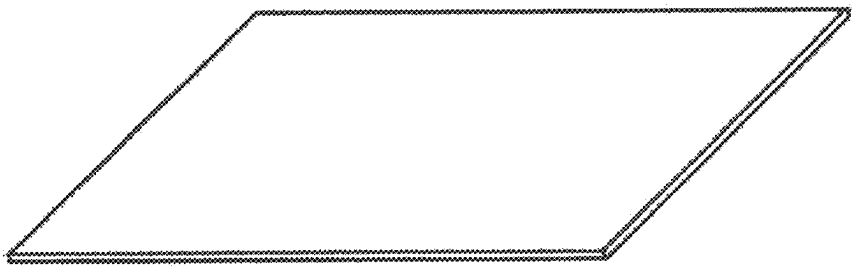


FIG. 31

FIG. 32



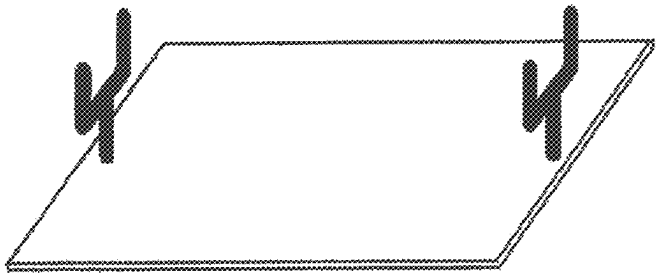


FIG. 33

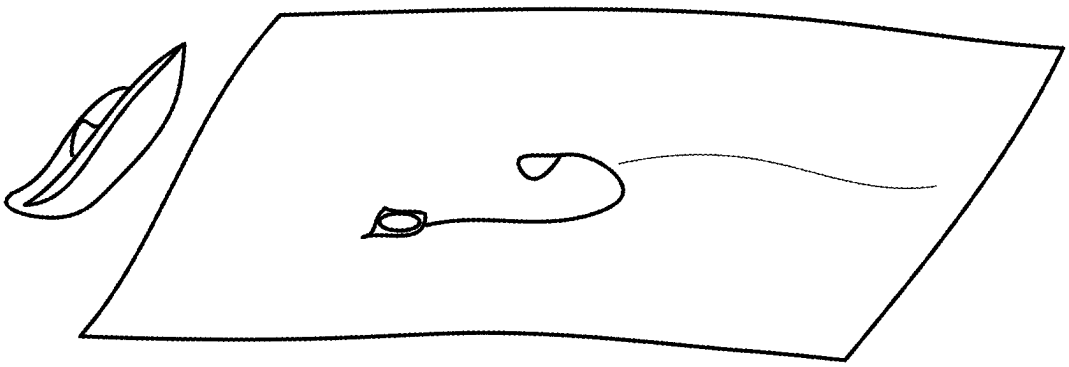


FIG. 34

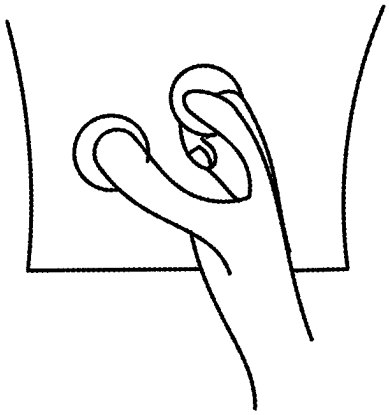
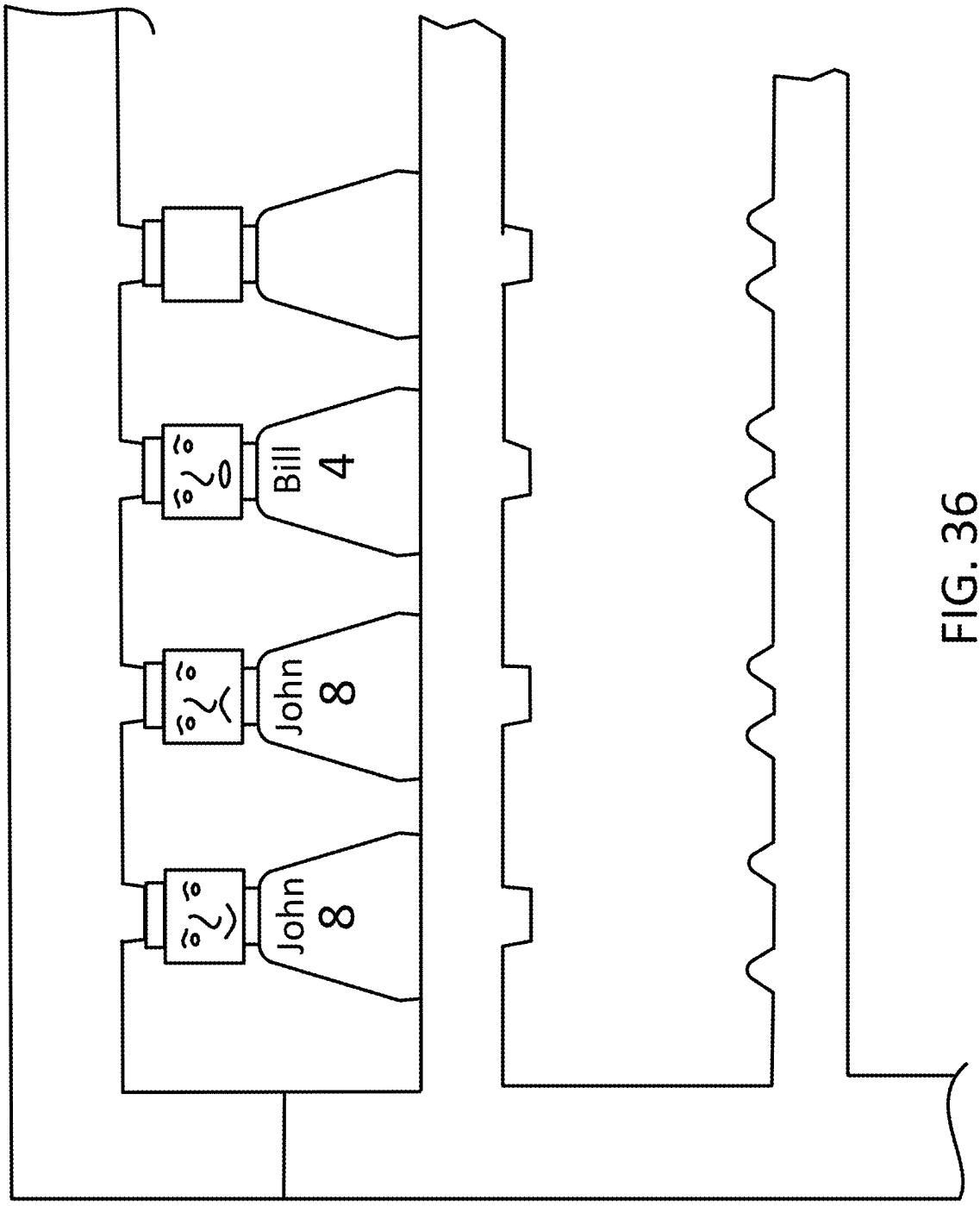


FIG. 35A

FIG. 35B



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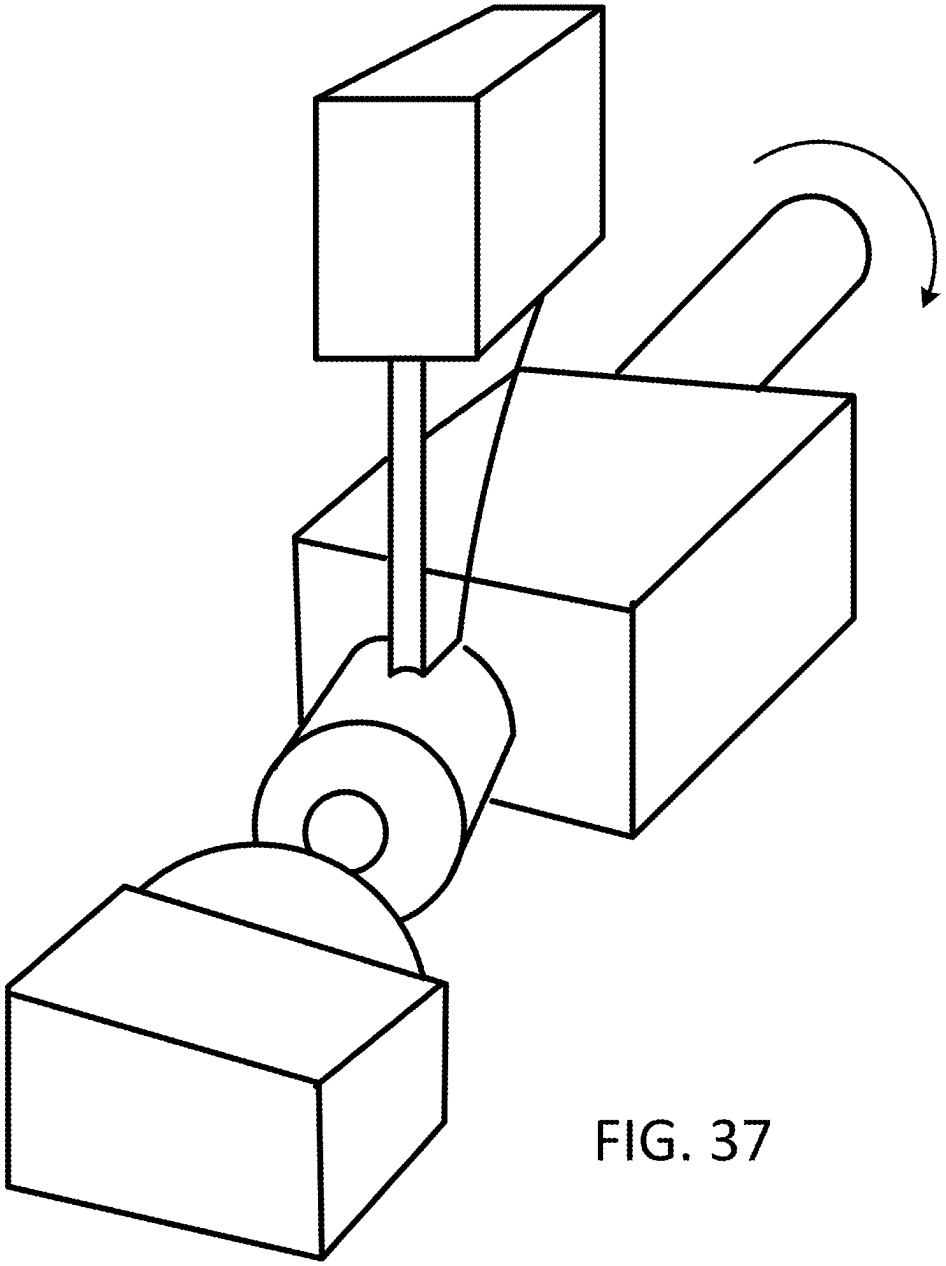

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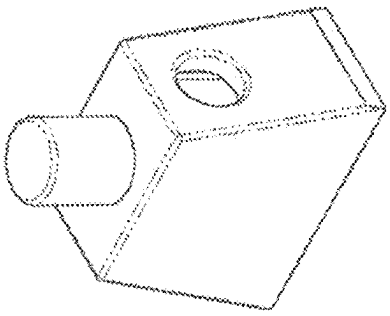


FIG. 38A

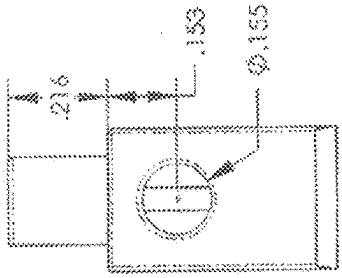
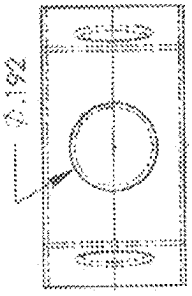


FIG. 38E



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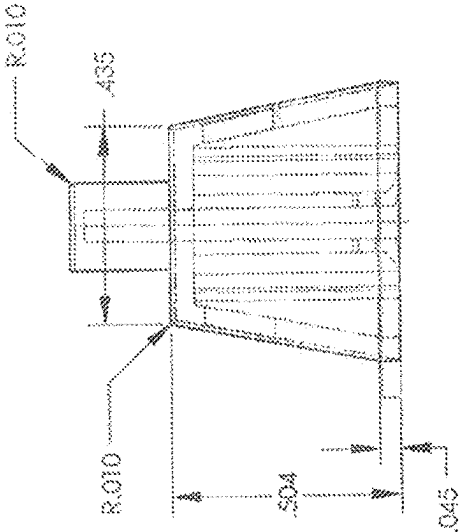


FIG. 38C

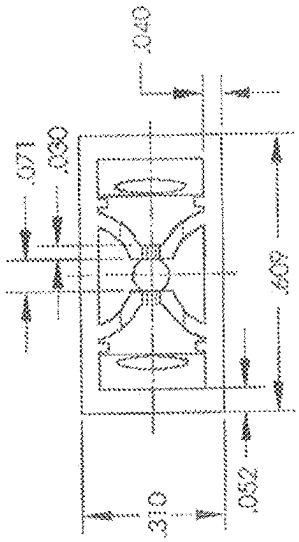


FIG. 38D

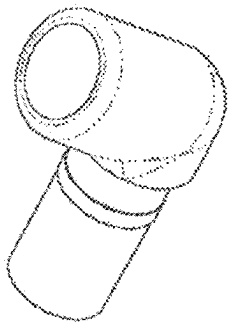
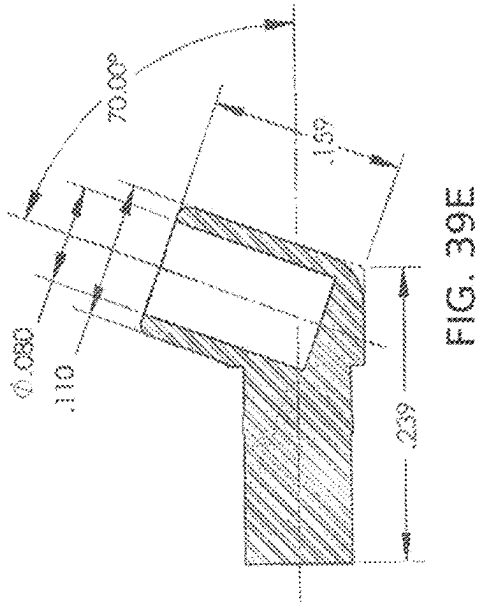


FIG. 39A



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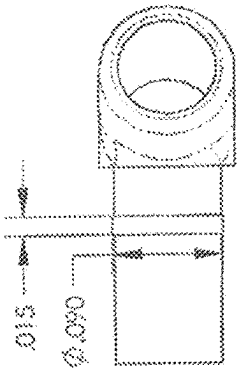

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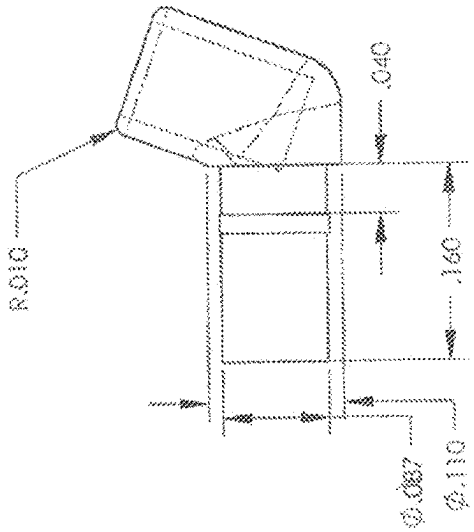


FIG. 39D

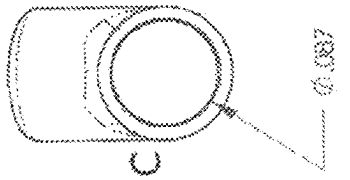


FIG. 39C

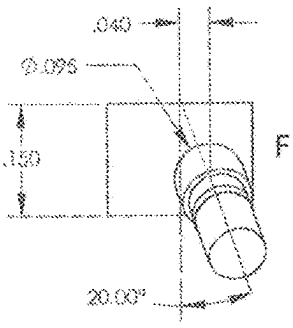


FIG. 40B

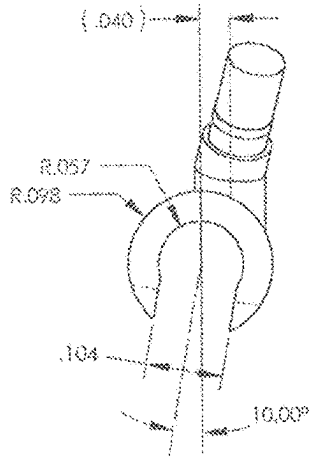


FIG. 40C

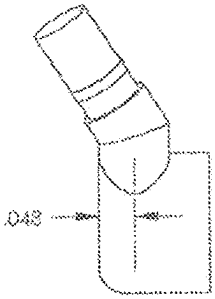


FIG. 40D

FIG. 40A

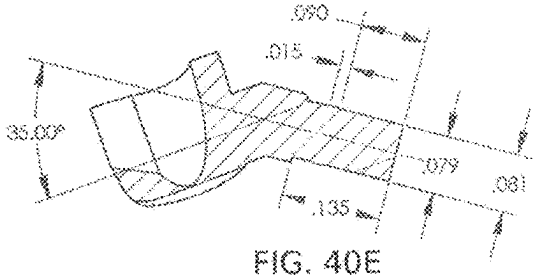


FIG. 40E

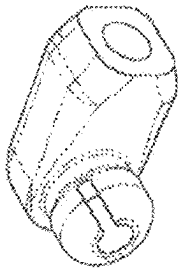


FIG. 41A

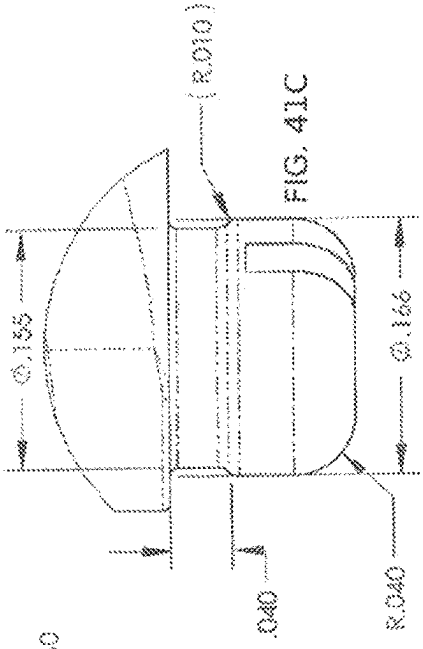


FIG. 41C

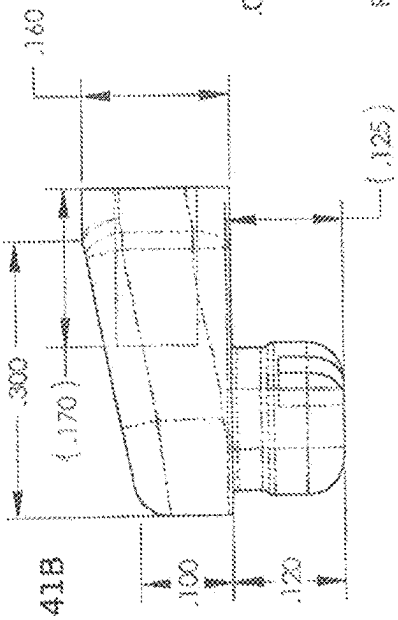


FIG. 41B

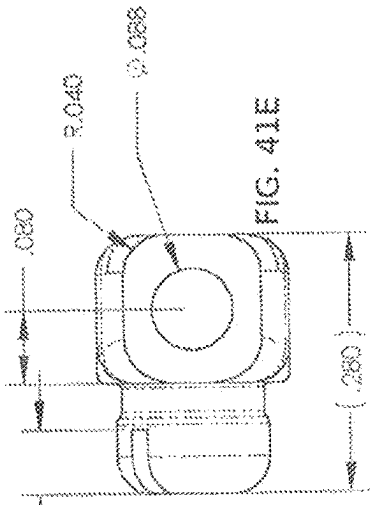


FIG. 41E

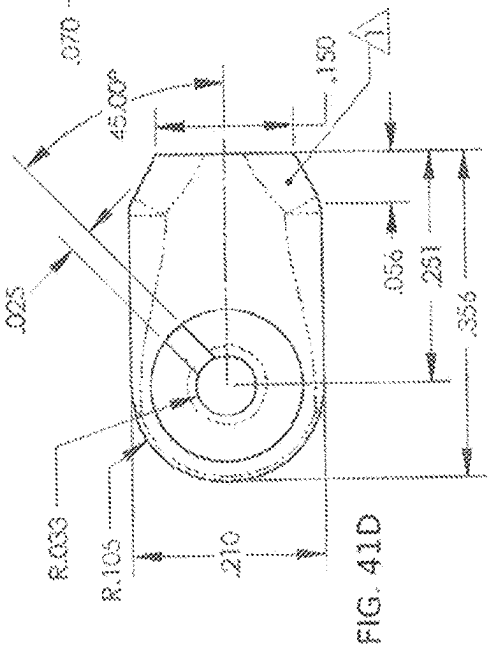


FIG. 41D

△ VARIABLE RADIUS TRANSITION FROM R.040 TO .005 TO .040

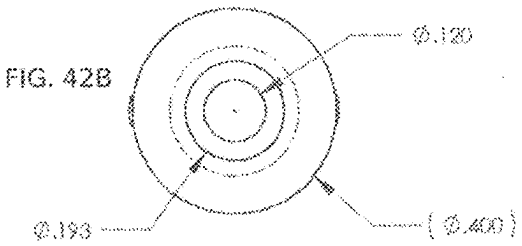


FIG. 42B

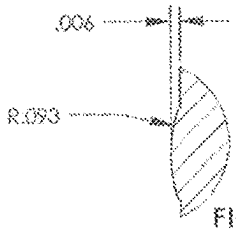


FIG. 42F

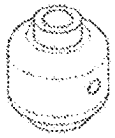


FIG. 42A

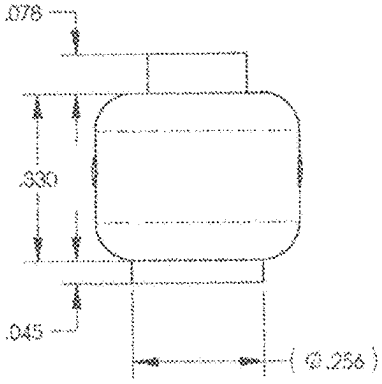


FIG. 42C

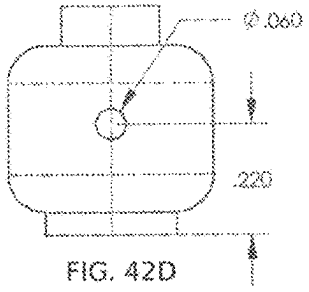


FIG. 42D

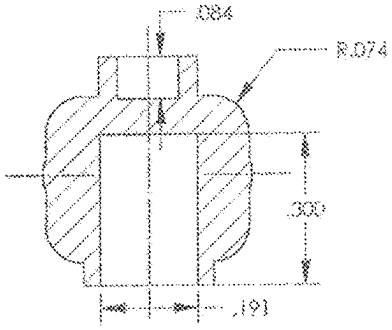


FIG. 42E

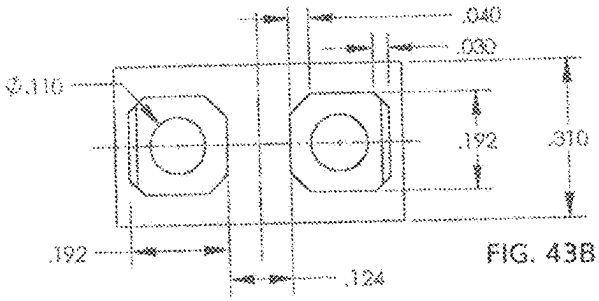


FIG. 43B

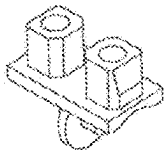


FIG. 43A

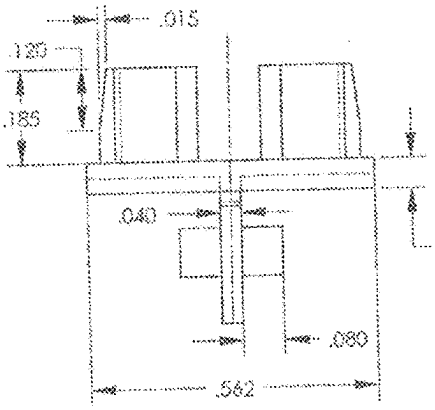


FIG. 43C

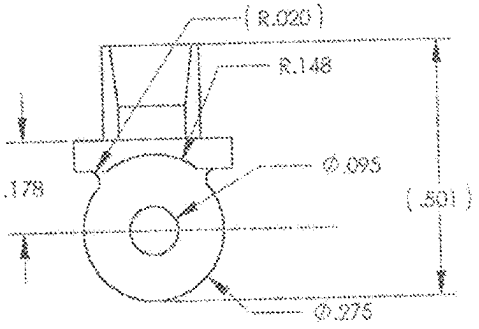


FIG. 43D

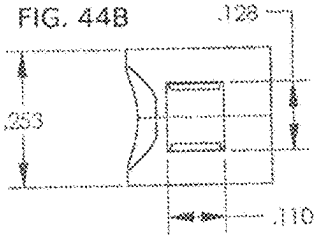


FIG. 44B

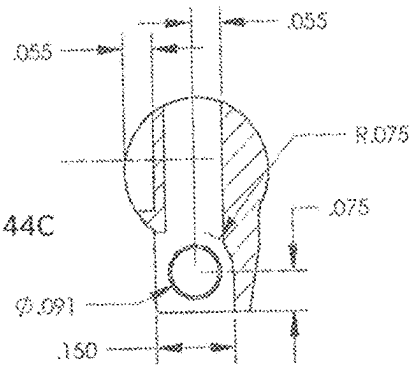


FIG. 44C

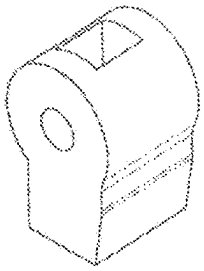


FIG. 44A

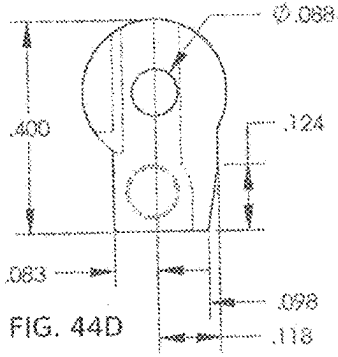


FIG. 44D

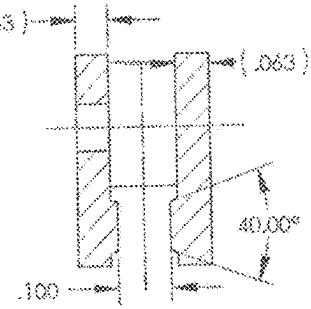


FIG. 44E

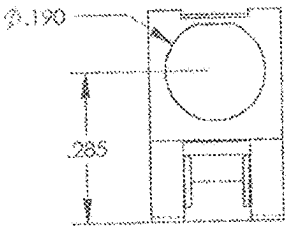


FIG. 44F

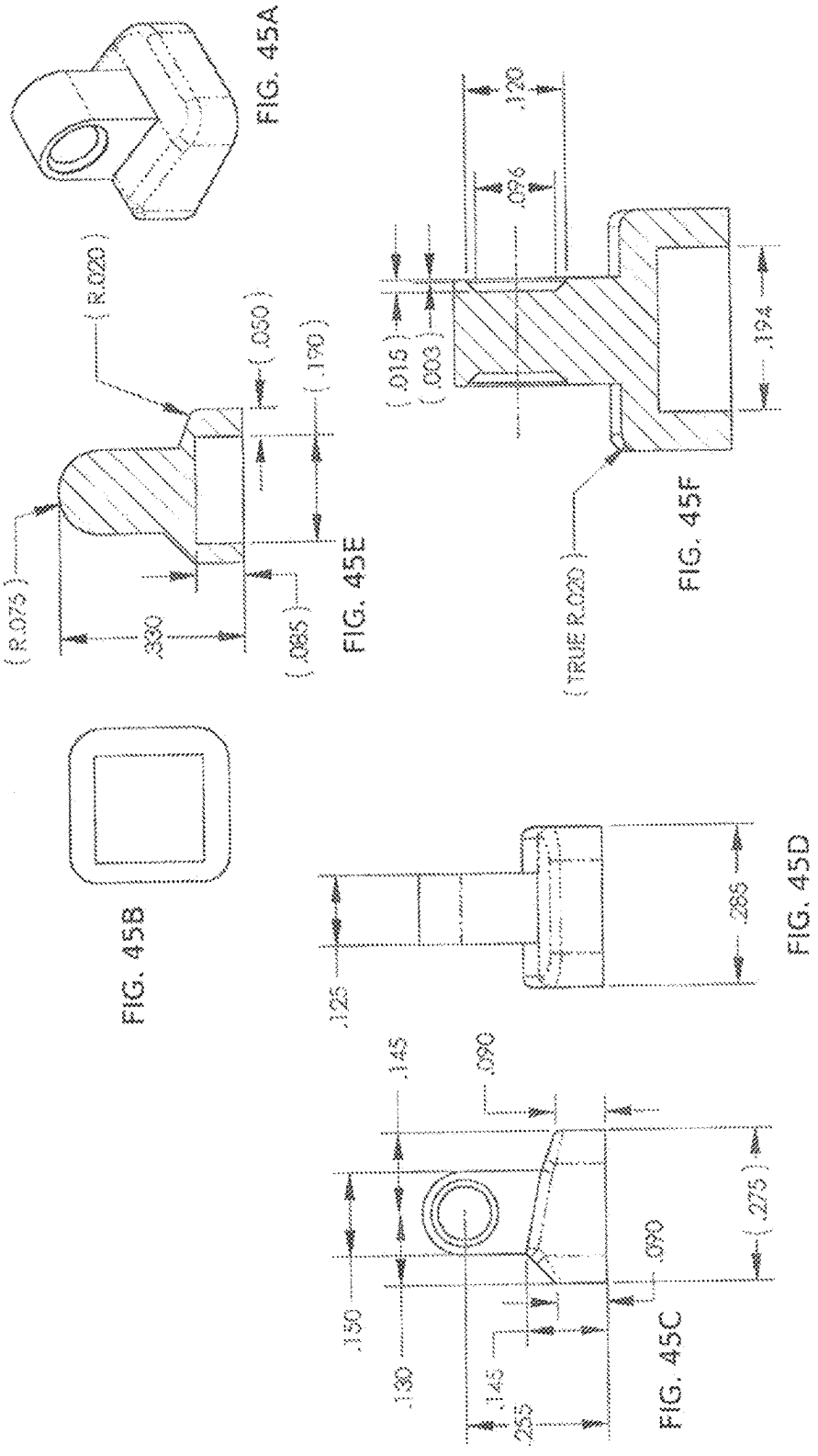


FIG. 45A
(R.020)
(.050)
(.190)
(R.075)
.330
(.065)
FIG. 45E
.120
.096
(.016)
(.003)
.194
(TRUE R.020)
FIG. 45F
FIG. 45B
.125
.285
FIG. 45D
.145
.090
.150
.130
.145
.265
.090
(.275)
FIG. 45C

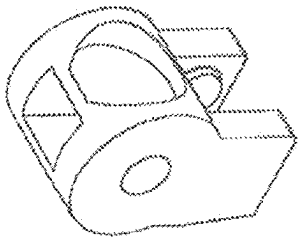


FIG. 46A

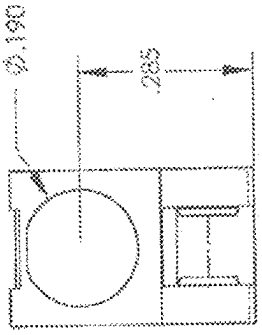


FIG. 46E

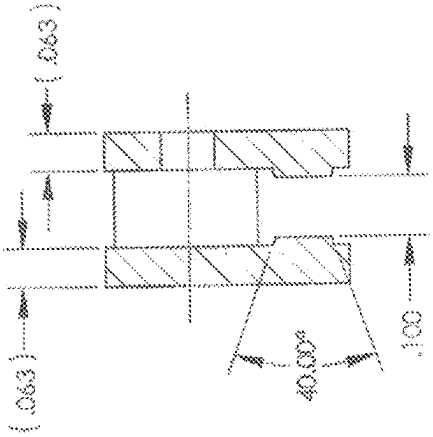


FIG. 46D

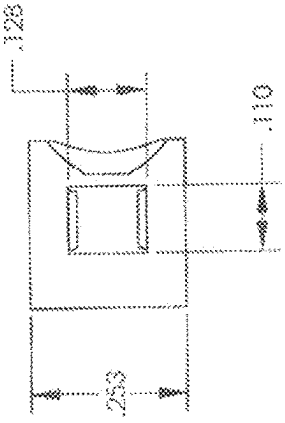


FIG. 46B

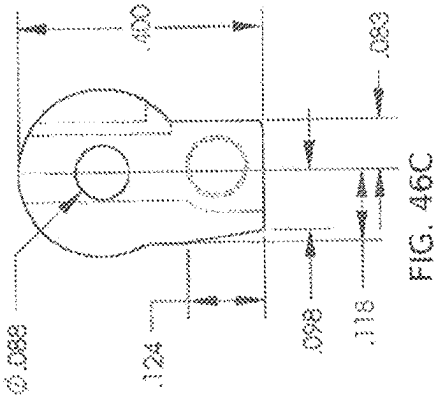


FIG. 46C

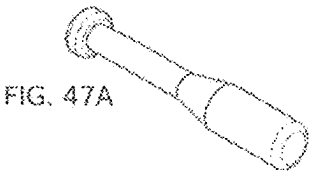
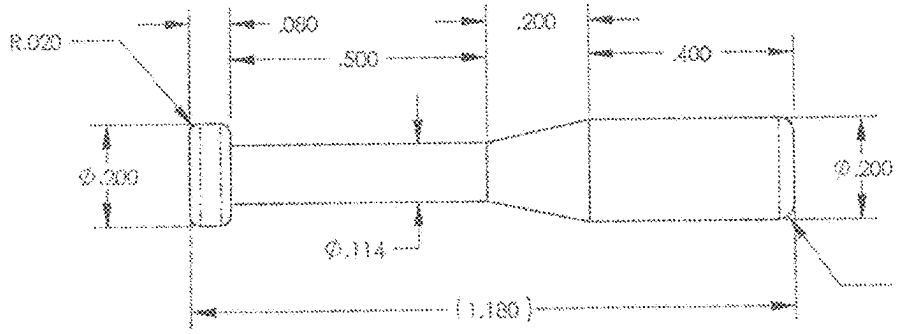


FIG. 47A

FIG. 47B



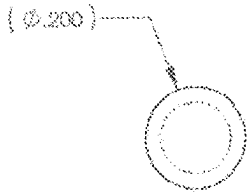


FIG. 47C

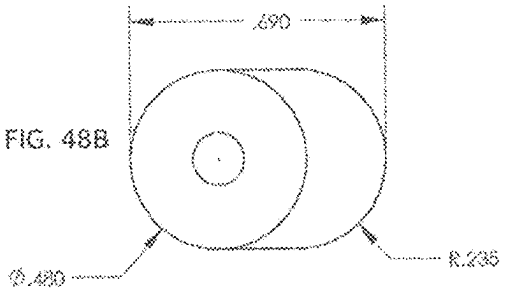


FIG. 48B

FIG. 48A

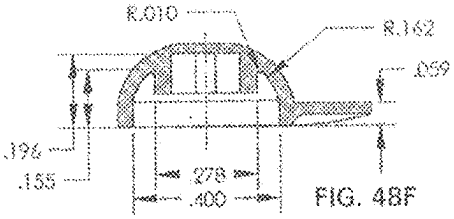


FIG. 48F

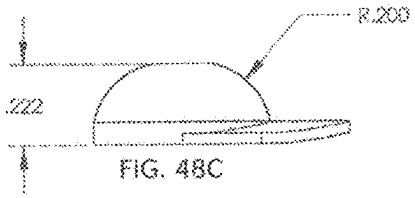


FIG. 48C

FIG. 48E

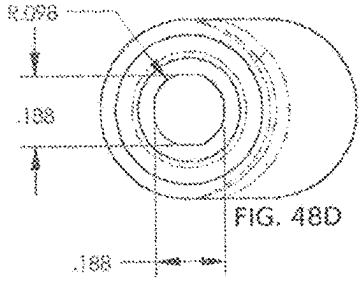


FIG. 48D

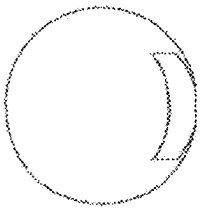


FIG. 49B

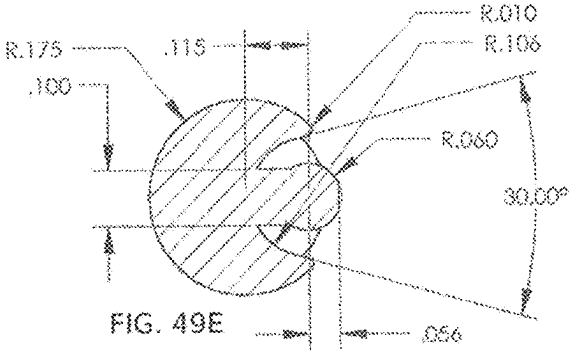


FIG. 49E

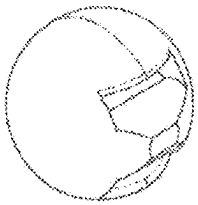


FIG. 49A

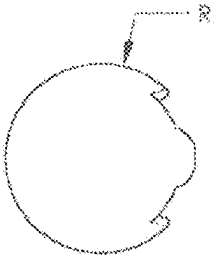


FIG. 49C

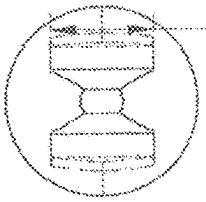


FIG. 49D

FIG. 50A

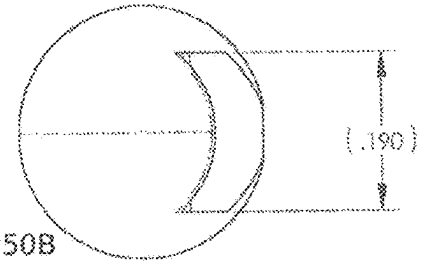


FIG. 50B

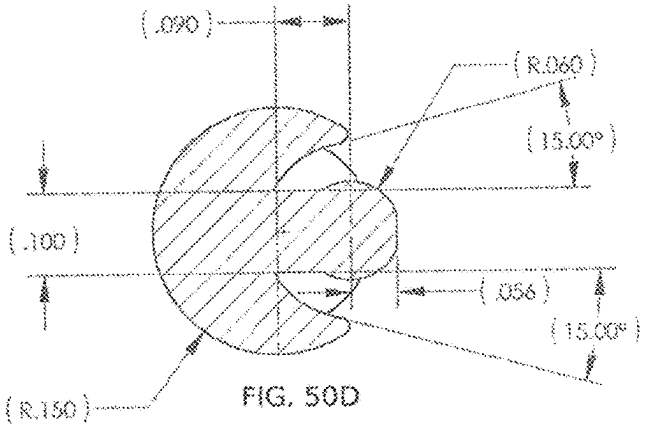


FIG. 50D

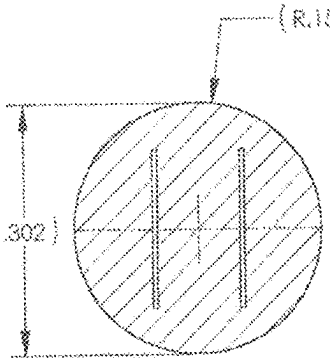


FIG. 50C

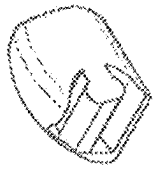


FIG. 51A

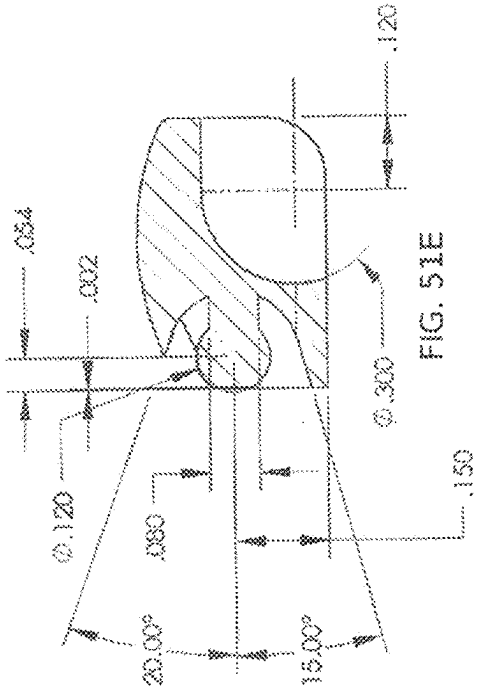


FIG. 51E

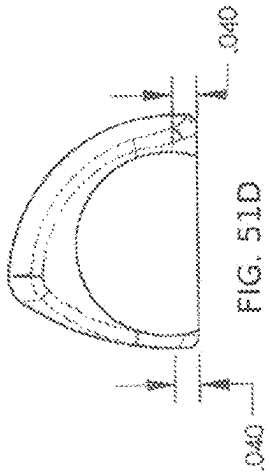


FIG. 51D

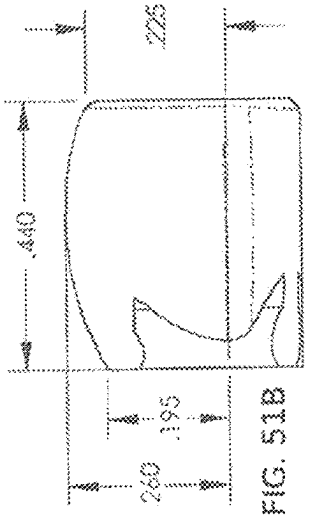


FIG. 51B

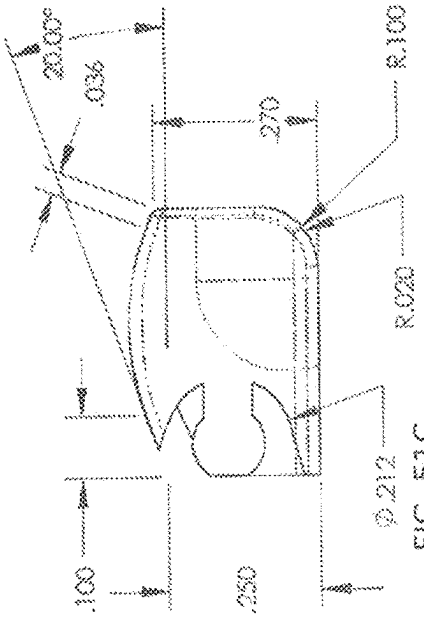


FIG. 51C

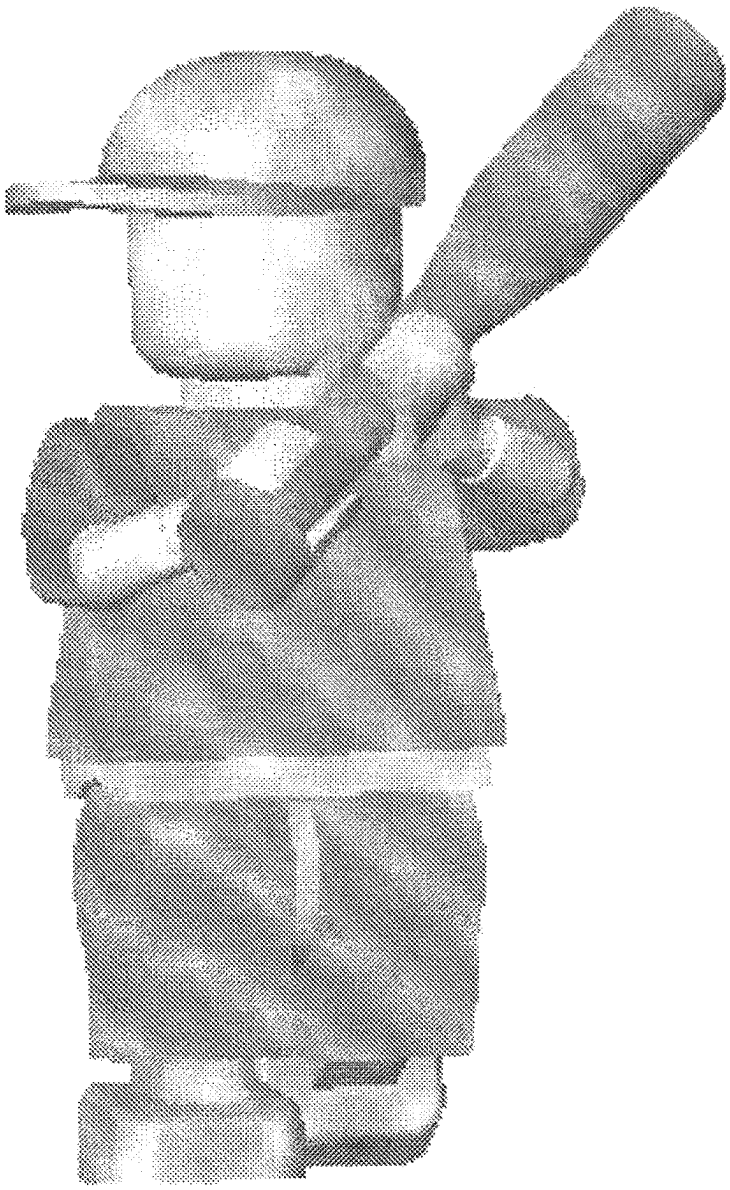


FIG. 52

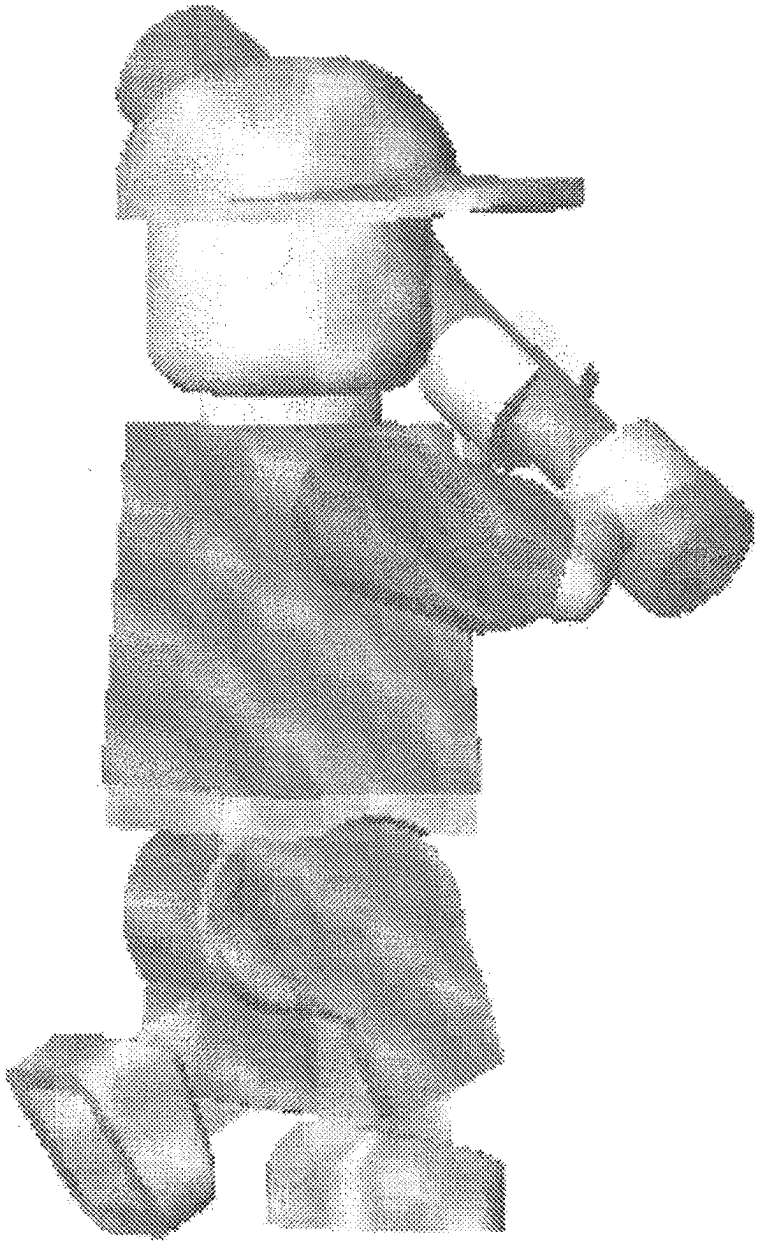


FIG. 53

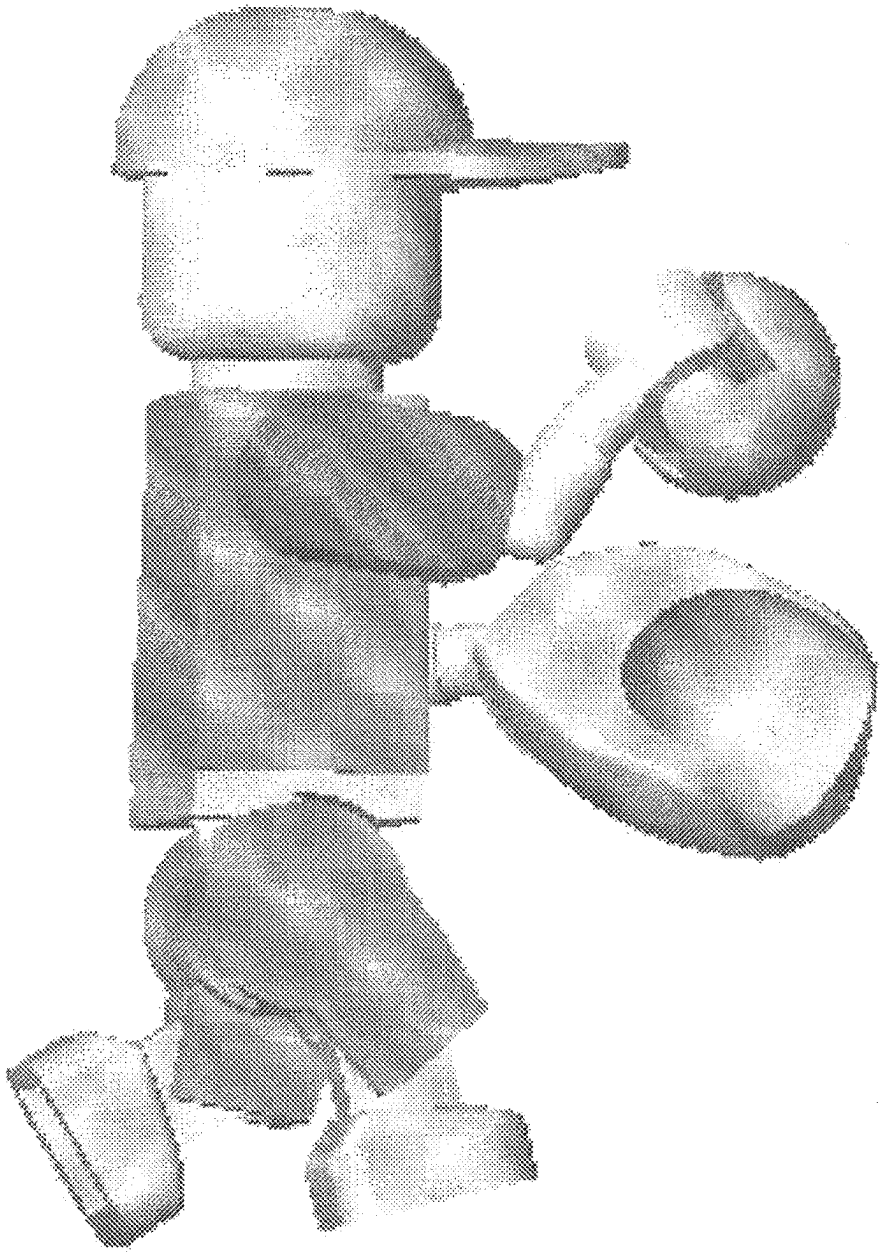


FIG. 54

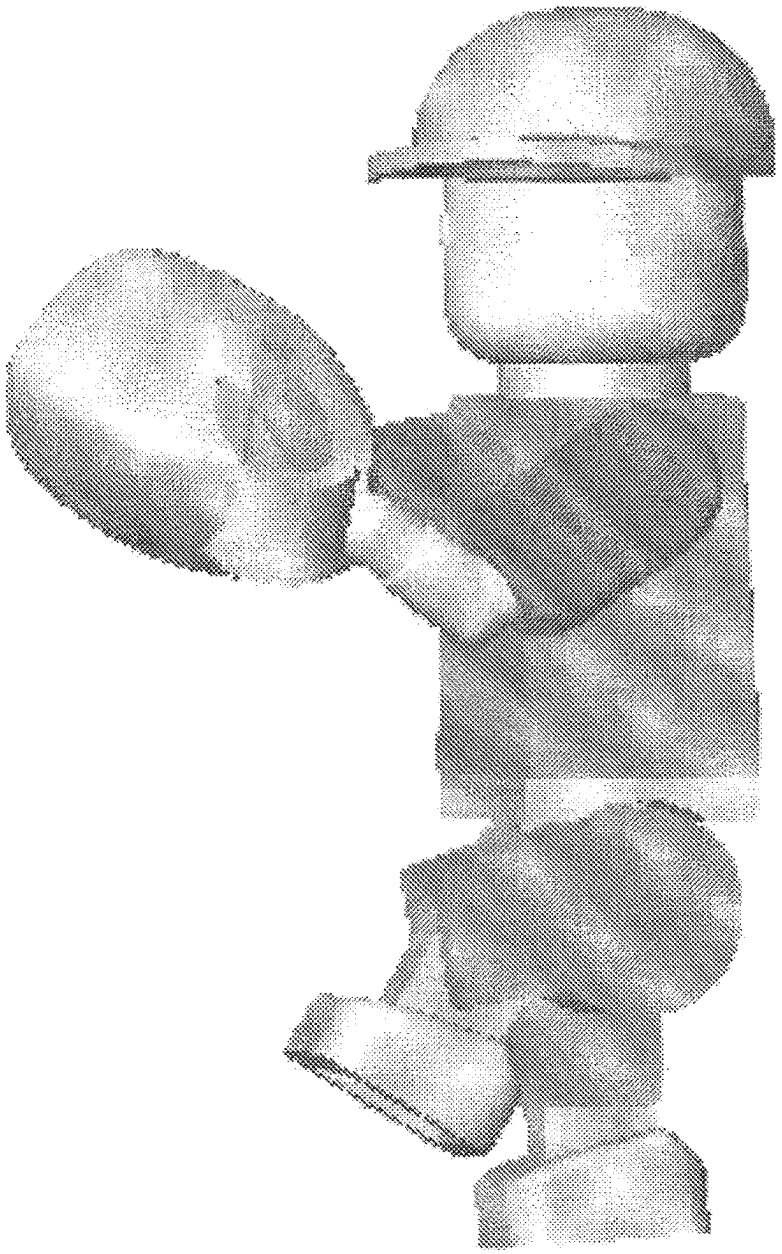


FIG. 55

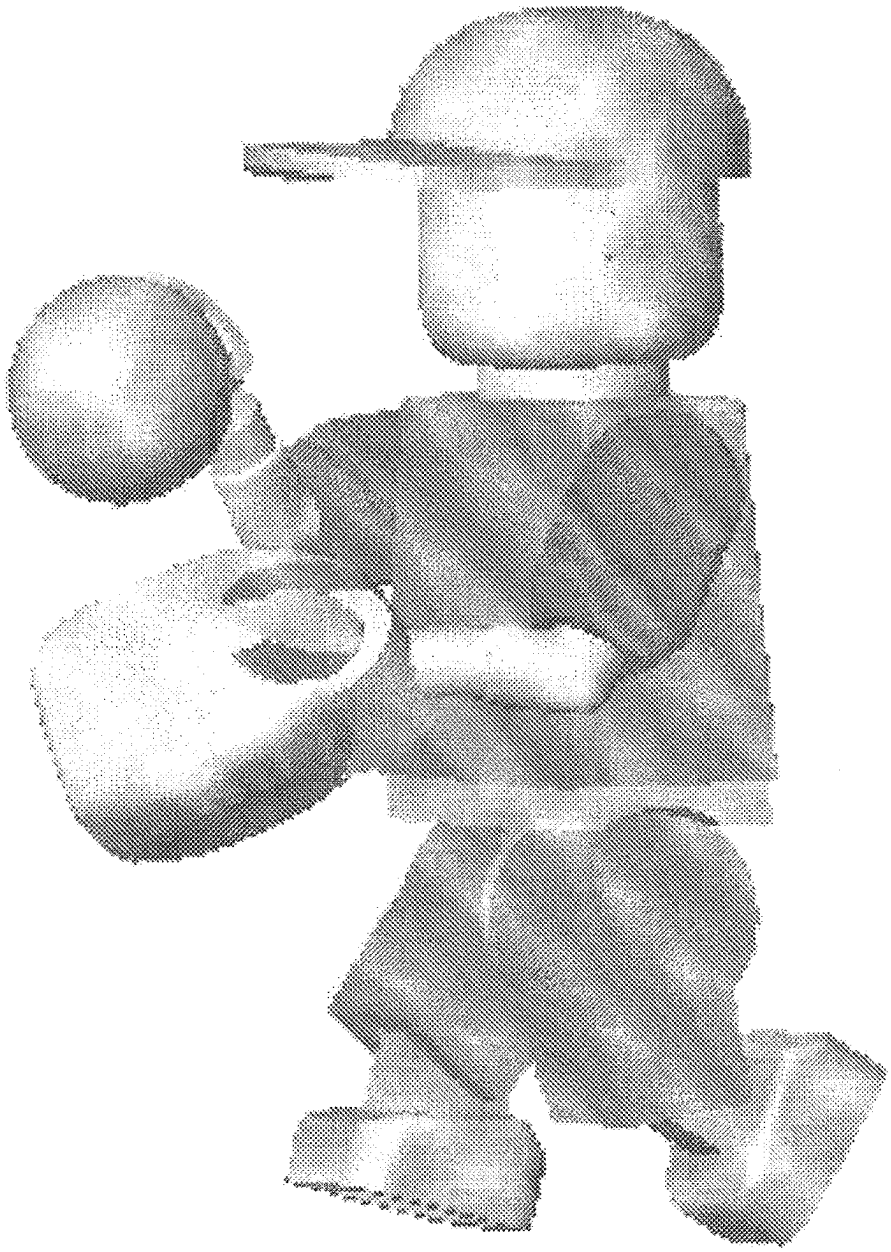


FIG. 56

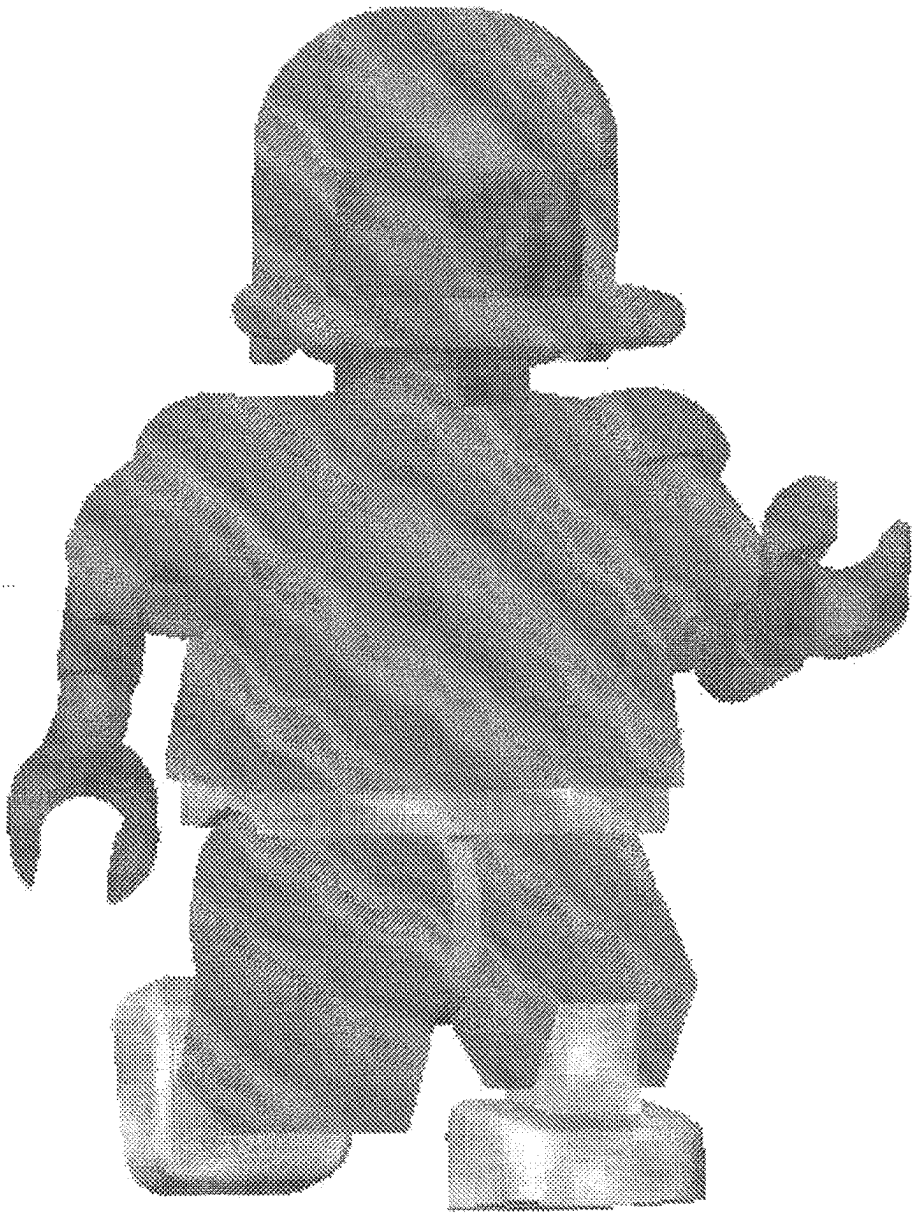


FIG. 57

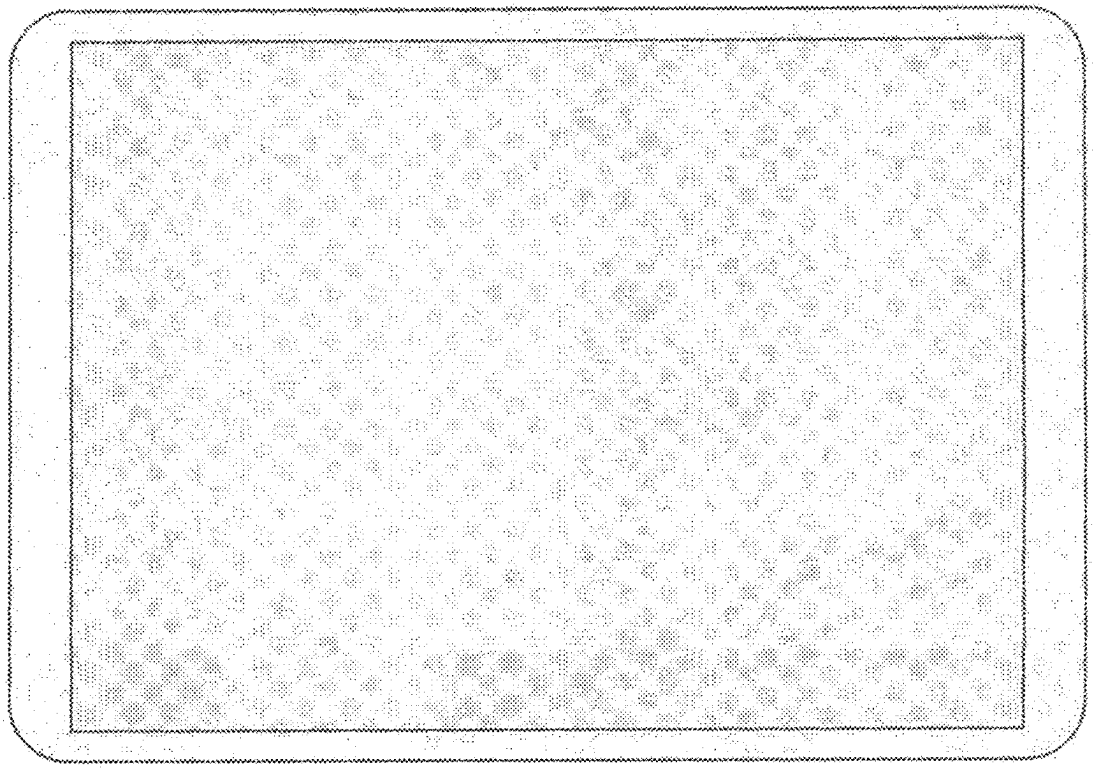


FIG. 58B

FIG. 58A

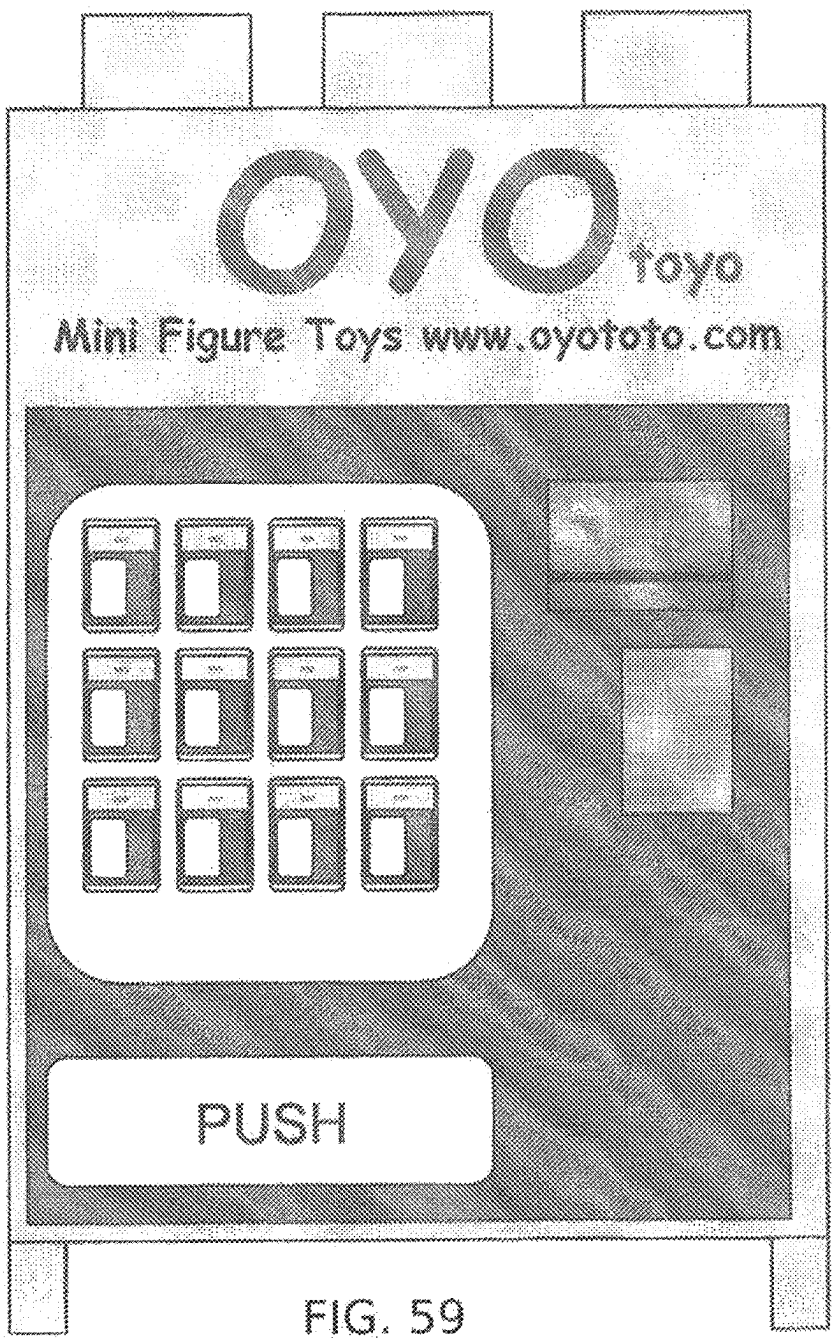


FIG. 59

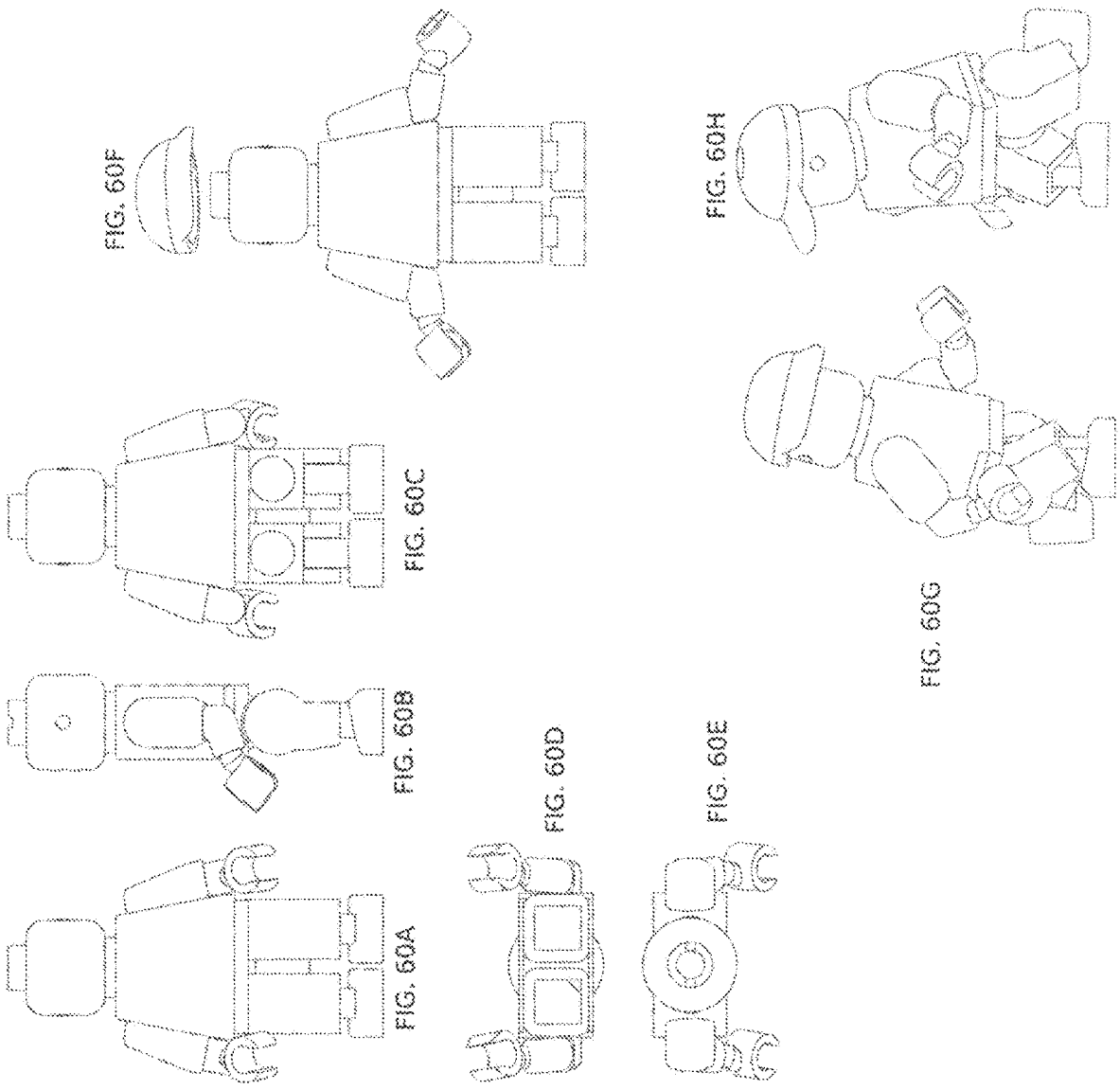


FIG. 60A

FIG. 60B

FIG. 60C

FIG. 60D

FIG. 60E

FIG. 60F

FIG. 60G

FIG. 60H

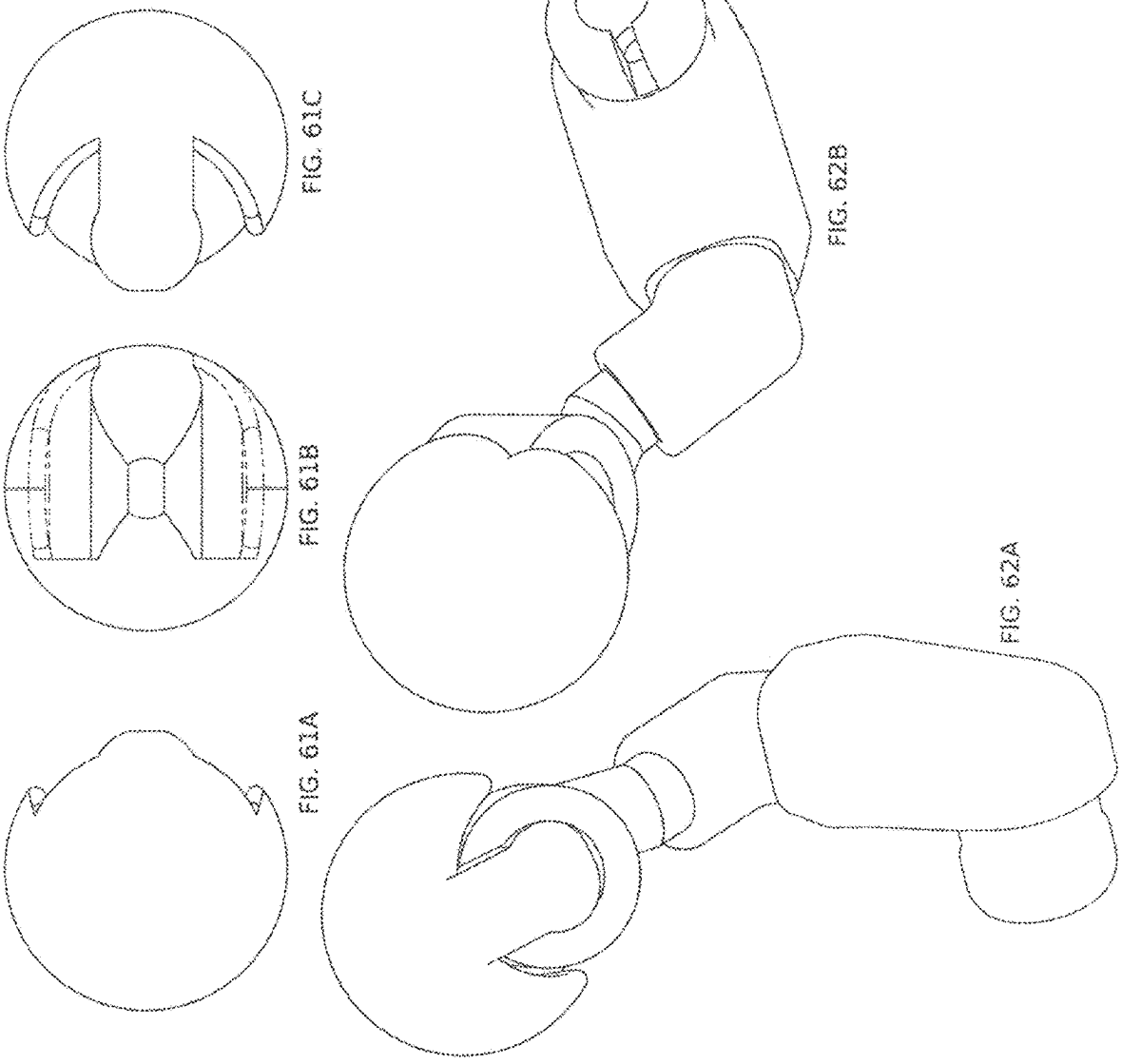


FIG. 61C

FIG. 61B

FIG. 61A

FIG. 62B

FIG. 62A

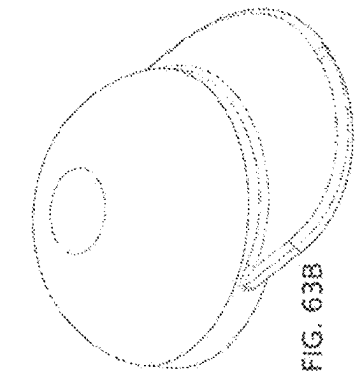


FIG. 63B

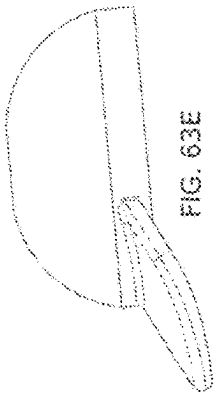


FIG. 63E

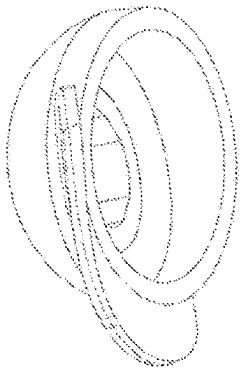


FIG. 63G

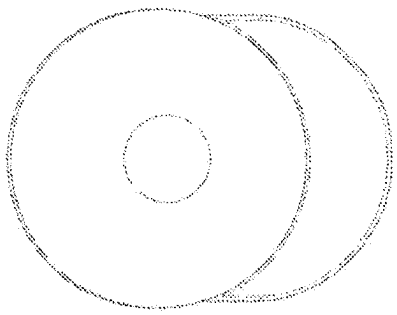


FIG. 63A

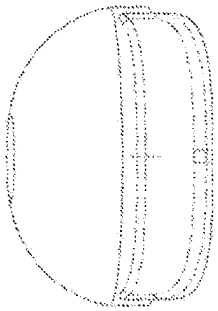


FIG. 63D

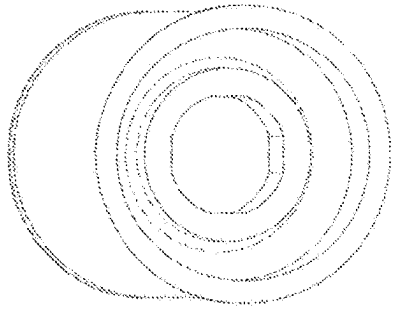


FIG. 63F

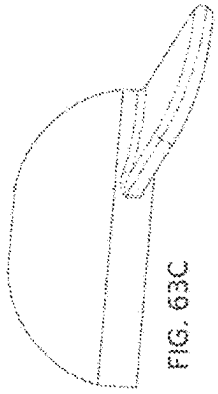


FIG. 63C

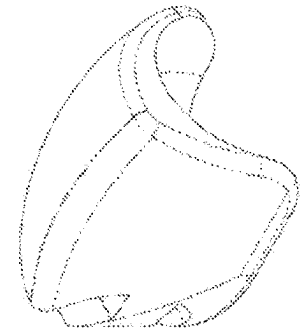


FIG. 64C

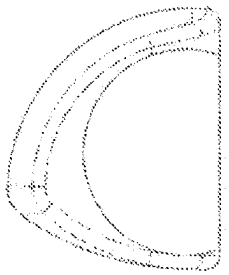


FIG. 64F

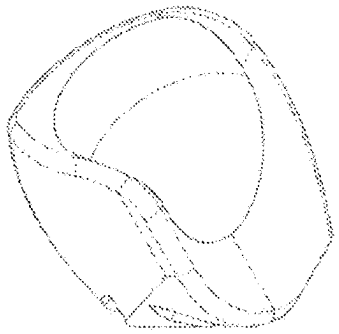


FIG. 64I

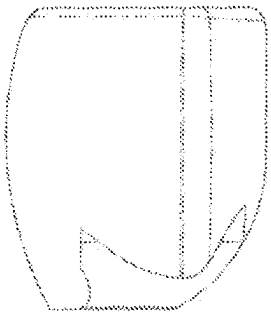


FIG. 64B

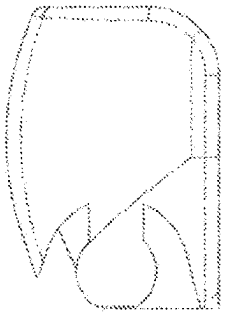


FIG. 64E

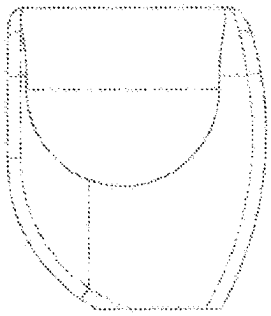


FIG. 64H

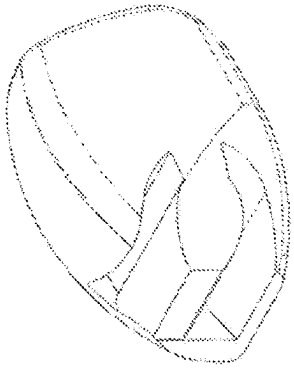


FIG. 64A

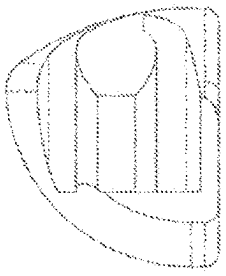


FIG. 64D

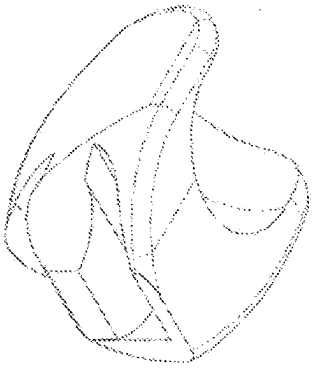


FIG. 64G

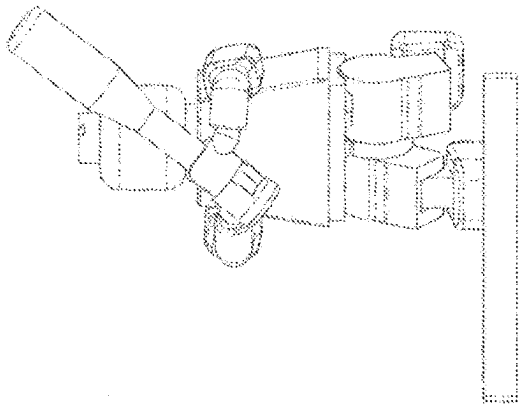


FIG. 65C

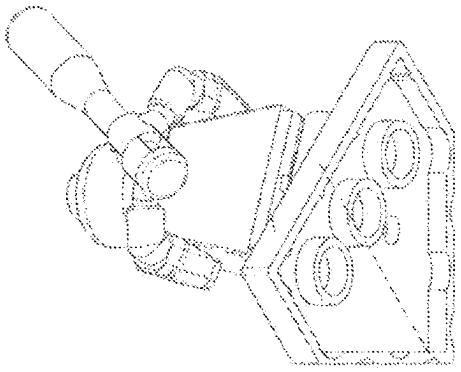


FIG. 65E

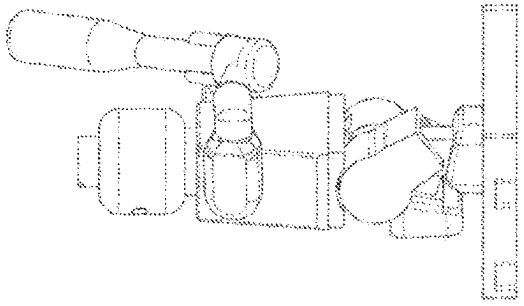


FIG. 65B

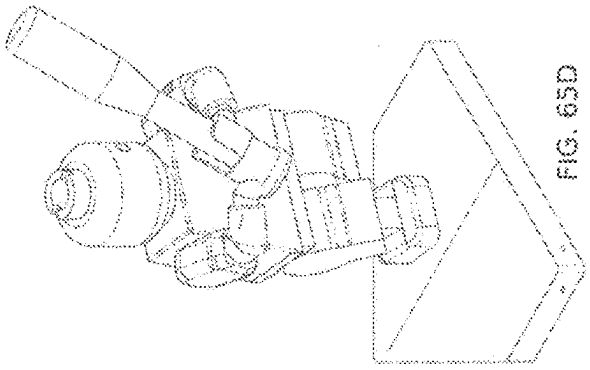


FIG. 65D

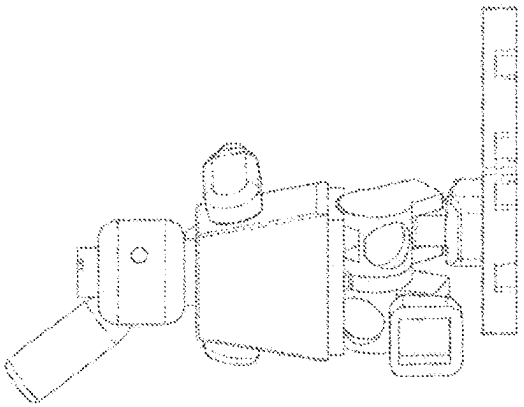


FIG. 65A

TOY SPORTS-PLAYER FIGURE

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This utility patent application claims priority from U.S. non-provisional patent application Ser. No. 13/252,818 filed Oct. 5, 2011 and issued May 5, 2015 as U.S. Pat. No. 9,022,832 and U.S. provisional patent application No. 61/389,839, filed Oct. 5, 2010 and titled "TOY SPORTS-PLAYER FIGURINE," each of which is incorporated in its entirety by reference herein.

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BACKGROUND

Field of the Disclosure

[0003] The disclosure relates to toys, and more specifically to toy mini-figures depicting sports figures and connectable to toy construction block playsets.

Background

[0004] Toy construction block mini-figures come in many sizes and shapes. A standardized size and shape has been established by dominance of Lego brand blocks. A standard block, and connector type, allows manufacture of mini-figures for use with the standard block and connector for ready acceptance by consumers. Typically mini-figures are marked as components with painted features in component batches, and assembled into the desired mini-figure by selecting the appropriate component.

[0005] Legos and similar building blocks are long existing toys. Initial figurines were scaled to connect to a single tab on the blocks. At that scale, no moving parts were includes, but rather single "blocks" were decorated to appear as figurines.

[0006] The original Lego mini-figure can be seen in U.S. Design Patent No. D253,711 (Christiansen et al., Dec. 18, 1979) and U.S. Pat. No. 4,205,482 (Christiansen et al., Jun. 3, 1980). These mini-figures, about 1.5 inches tall, include a head attached to a torso component, two arm components which pivot at the connection to the torso in the shoulder region, a hip component connected to the bottom of the torso, and two leg components connected to and pivotal from the hip component. Feet are part of the bottom of the legs, with recesses or channels in the back of the legs and bottom of the feet allowing connection to studs from building blocks. Curved hand components extend out of each arm. To create different character mini-figures, different designs, stickers, or coloring may be affixed to different components. Assembling different sets of components based on the same theme may create the appearance of specific characters. Accessories may be held in the hands or connect to the head, such as weapons, tools, hair, hats, or helmets.

[0007] Variations have been introduced since the original mini-figure. Larger figures have been created. Themed figures have been created. Specialized components have been created for specific creatures, such as an empty-skeleton torso and related arms and legs for a skeleton. However the shape and points of motion of the mini-figure has largely remained unchanged. This is largely due to the durability and scale needed.

BRIEF SUMMARY

[0008] Disclosed herein is a mini-figure that may be used with existing and standard toy block systems and also have the appearance of a sports figure. Improvements over traditional mini-figures include additional separate components in the arms and feet, an optional variation in torso shape, accessories which create visual impression of sports figures in natural use, unique markings identifiable by specific player or production, and a unique method of marketing and distribution.

[0009] An embodiment includes creation of the arm through two components—a shoulder component and a forearm component. The shoulder component may connect to the torso as traditional arms of mini-figures connect. The forearm may connect to the shoulder such that the forearm may pivot at the connection. This allows two points of motion for an arm, allowing hands connected to both arms to come into alignment such as for holding a baseball bat in a traditional baseball grip.

[0010] An embodiment includes a foot component which is connectable to and a leg and may pivot from that connection. Separation into a separate foot component allows positioning into active poses by bending at both the ankle and waste, such as creation of a running pose or batting stance, while still allowing the feet to rest on a flat surface or connect to traditional tabs on toy blocks.

[0011] Optional embodiments include variation of the traditional torso component. The torso may be made from multiple separable components, such as for creation of cheerleaders with variable outfits. Alternatively the torso may have a natural bend depicting typical sports stance, such as may be seen in hockey players.

[0012] Sports accessories may be included with sports mini-figures, or included on components of the mini-figures. For example, balls, gloves, and sticks may be included. Stick-like accessories may include narrow regions for grip by hands. Balls and gloves, which traditionally are not grippable by mini-figures, may have one side specifically shaped to fit with traditional mini-figure hand shapes. This allows sports figures to hold their appropriate accessories. In addition to separate pieces, separation of arms and feet allows further customization. For example, shoulder pads may be included on shoulder component and vary by sport, and sport-specific shoe designs may be included on foot components. This allows further customization by component than is possible with single arm or combined foot and leg components.

[0013] An embodiment includes unique markings on one or more components in each mini-figure. Mini-figures are traditionally mass produced, but individualization by sets or other indicia allows increased commercial value and collectibility of specific mini-figures.

[0014] Along with specific marking, vending machine or interactive displays may be used to distribute mini-figures and increase commercial appeal.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] In the drawings, closely related figures and items have the same number but different alphabetic suffixes. Processes, states, statuses, and databases are named for their respective functions.

[0016] FIG. **1** shows a sports mini-figure holding a bat and connected to a display plate.

[0017] FIG. **2**A shows a traditional mini-figure and FIG. **2**B shows a mini-figure having multi-component arms and separate-component feet, with relative heights approximately equal between both mini-figures.

[0018] FIG. **3** shows a shoulder component connected to a forearm component connected to a hand component with axis of rotation illustrated.

[0019] FIG. **4** shows a set of facial designs for head components, in this case a set of baseball players from the same baseball team.

[0020] FIG. **5** shows a mini-figure with display plate in a distribution box for display purposes.

[0021] FIG. **6** shows the back of a distribution box.

[0022] FIG. **7** shows a side view of the distribution box illustrating a clamp-shell design allowing a mini-figure and display plate to be packaged together, including holding the mini-figure in assembled position or stance.

[0023] FIG. **8**A shows serialized markings on multiple components of a mini-figure, each component bearing the same serialized set number. FIG. **8**B depicts a printing or label customized for a specific player and component.

[0024] FIG. **9** shows a display plate with sports-related information associated with a specific player.

[0025] FIG. **10** shows an arm with the hand component holding a football accessory.

[0026] FIG. **11** shows an arm in a stiff-arm block position.

[0027] FIG. **12** shows an arm holding a football accessory in a throwing position.

[0028] FIG. **13** shows an arm holding a baseball accessory in a throwing position.

[0029] FIG. **14** shows a baseball glove accessory.

[0030] FIG. **15** shows a baseball accessory sized to fit in the baseball glove accessory of FIG. **14**.

[0031] FIG. **16** shows a baseball accessory.

[0032] FIG. **17** shows a baseball rotated to reveal a grip nestable within the hand of a mini-figure.

[0033] FIG. **18** shows a baseball with the grip partially complete.

[0034] FIG. **19** shows a football accessory.

[0035] FIG. **20** shows a football rotated to reveal a grip nestable within the hand of a mini-figure.

[0036] FIG. **21** shows a hockey mini-figure with angled torso.

[0037] FIG. **22** shows a cheerleader mini-figure.

[0038] FIG. **23** shows a cheerleader torso separated into two compoents.

[0039] FIG. **24**A shows a vending machine and FIG. **24**B shows a point-of-purchase display.

[0040] FIG. **25** shows a vending machine with interactive display.

[0041] FIG. **26** shows a football player mini-figure.

[0042] FIG. **27** shows an arm of a football player mini-figure with pads and muscles.

[0043] FIG. **28** shows a hockey player mini-figure.

[0044] FIG. **29** shows a bending forearm component.

[0045] FIG. **30** shows a foot component designed to appear as a hockey skate.

[0046] FIG. **31** shows a magnetic insert that fits into a foot component.

[0047] FIG. **32** shows a magnetic surface.

[0048] FIG. **33** shows a magnetic surface appearing to be a football field.

[0049] FIG. **34** shows a virtual/real playing surface having controlled locations of magnetic position, with magnets also shown having a magnetic core surrounded by a buffer zone.

[0050] FIG. **35**A and FIG. **35**B show touch-based controls of the magnetic playing surface.

[0051] FIG. **36** shows multiple stations for holding and variably printing mini-figure components.

[0052] FIG. **37** shows a rotational printing station for printing on mini-figure heads.

[0053] FIGS. **38**A-E show multiple views of a torso component. FIG. **38**A shows a perspective view, FIG. **38**B shows a top-down view, FIG. **38**C shows a wide-side view; FIG. **38**D shows a bottom-up view, and FIG. **38**E shows a narrow-side view.

[0054] FIGS. **39**A-E show multiple views of a forearm component. FIG. **39**A shows a perspective view, FIG. **39**B shows a side view of the component laid flat, FIG. **39**C shows a view looking into the hand-side end, FIG. **39**D shows a side view of the component tilted up. and FIG. **39**E shows an interior slice view.

[0055] FIGS. **40**A-E show multiple views of a hand component. FIG. **40**A shows a perspective view, FIG. **40**B shows an end view, FIG. **40**C shows top view, FIG. **40**D shows a side view, and FIG. **40**E shows an interior slice view.

[0056] FIGS. **41**A-E show multiple views of an upper arm or shoulder component. FIG. **41**A shows a perspective view, FIG. **41**B shows a side view, FIG. **41**C shows a close up view of the connector the enters the torso component, FIG. **41**D shows torso-side view, and FIG. **41**E shows a forearm-end view.

[0057] FIGS. **42**A-F show multiple views of a head component. FIG. **42**A shows a perspective view, FIG. **42**B shows a top view, FIG. **42**C shows a back view, FIG. **42**D shows a side view, FIG. **42**E shows an interior slice view, and FIG. **42**F shows a close-up view of the ear.

[0058] FIGS. **43**A-D show multiple views of a hip component. FIG. **43**A shows a perspective view, FIG. **43**B shows a top view, FIG. **43**C shows a front view, and FIG. **43**D shows a side view.

[0059] FIGS. **44**A-F show multiple views of a left leg component. FIG. **44**A shows a perspective view, FIG. **44**B shows a bottom view, FIG. **44**C shows an interior slice view from the side, FIG. **44**D shows a side view, FIG. **44**E shows an interior slice view from the front, FIG. **44**F shows a back view.

[0060] FIGS. **45**A-F show multiple views of a foot component. FIG. **45**A shows a perspective view, FIG. **45**B shows a bottom view, FIG. **45**C shows a side view, FIG. **45**D shows a front view, FIG. **45**E shows an interior slice view, and FIG. **45**F shows another interior slice view.

[0061] FIGS. **46**A-E show multiple views of a right leg component. FIG. **46**A shows a perspective view, FIG. **46**B shows a bottom view, FIG. **46**C shows a side view, FIG. **46**D shows an interior slice view, and FIG. **46**E shows a back view.

[0062] FIGS. **47**A-C show multiple views of a bat accessory. FIG. **47**A shows a perspective view, FIG. **47**B shows a side view, and FIG. **47**C shows a top view.

[0063] FIGS. **48**A-F show multiple views of a hat accessory. FIG. **48**A shows a perspective view, FIG. **48**B shows a top view, FIG. **48**C shows a side view, FIG. **48**D shows a bottom view, FIG. **48**E shows a front view, and FIG. **48**F shows an interior slice view.

[0064] FIGS. **49**A-E show multiple views of a ball accessory. FIG. **49**A shows a perspective view, FIG. **49**B shows a top view, FIG. **49**C shows a side view, FIG. **49**D shows a back view, and FIG. **49**E shows an interior slice view.

[0065] FIGS. **50**A-D show multiple views of an alternative ball accessory. FIG. **50**A shows a perspective view, FIG. **50**B shows a top view, FIG. **50**C shows an interior slice, and FIG. **50**D shows another interior slice on a different axis.

[0066] FIGS. **51**A-E show multiple views of a baseball glove accessory. FIG. **51**A shows a perspective view, FIG. **51**B shows a top view, FIG. **51**C shows a side view, FIG. **51**D shows a front view, and FIG. **51**E shows an interior slice view.

[0067] FIG. **52** shows a front view of a baseball mini-figure holding a bat.

[0068] FIG. **53** shows a side view of a baseball mini-figure holding a bat.

[0069] FIG. **54** shows a side view of a baseball mini-figure holding a glove and a ball.

[0070] FIG. **55** shows a side view of a baseball mini-figure with glove in a pitching position.

[0071] FIG. **56** shows a front view of a baseball mini-figure holding a glove and ball and in a throwing position.

[0072] FIG. **57** shows a football mini-figure.

[0073] FIGS. **58**A-B show packaging for a mini-figure sales display case, with visible card having a display side, FIG. **58**A, and a back side, FIG. **58**B.

[0074] FIG. **59** shows a vending machine for mini-figures.

[0075] FIGS. **60**A-H shows multiple perspective views of a mini-figure with multi-component arms and separate component legs and feet. FIG. **60**A shows a front view, FIG. **60**B shows a side view, FIG. **60**C shows a back view, FIG. **60**D shows a bottom view, FIG. **60**E shows a top view, FIG. **60**F shows a front view with forearm rotated away from the mini-figure, FIG. **60**G shows a running perspective, and FIG. **60**H shows a running perspective from the other side.

[0076] FIGS. **61**A-C show multiple perspective views of a ball accessory.

[0077] FIGS. **62**A-B show multiple views of a multi-component arm connected to a ball.

[0078] FIGS. **63**A-G show multiple perspective views of a hat accessory.

[0079] FIGS. **64**A-I show multiple perspective views of a glove accessory.

[0080] FIGS. **65**A-E show multiple perspective views of a baseball mini-figure holding a bat and standing on a baseball plate with standard block tabs for connectors.

DETAILED DESCRIPTION OF THE INVENTION

[0081] In the following detailed description of the invention, reference is made to the accompanying drawings which form a part hereof, and in which are shown, by way of illustration, specific embodiments in which the invention may be practiced. It is to be understood that other embodiments may be used, and structural changes may be made without departing from the scope of the present invention.

[0082] A preferred embodiment is a mini-figure with improvements over traditional mini-figures allowing more accurate appearance and positioning creating a sports mini-figure. Such improvement is enabled through arm, leg, torso, and accessory features.

[0083] Referring to FIG. **1**, a baseball mini-figure is shown holding a bat in a batting position. Such arrangement is not possible with prior mini-figures, as the hands could not be positioned near to each other or across the body to hold a bat as in a baseball bat grip, nor do prior mini-figures bend at an ankle level to allow athletic-looking stances such as a the shown batting stance. Despite these differences, the improved sports mini-figure may be used with prior playsets as if it were a prior mini-figure, and connect to building block tabs the same as prior mini-figures. Referring also to FIG. **2**, the improved sports mini-figure is shown to be of the same scale and overall general appearance as a prior mini-figure. In the preferred embodiment, the height of the improved sports mini-figure is approximately 1.56 inches.

[0084] Referring also to FIG. **3**, a complete arm is shown. The complete arm includes three components, an upper arm or shoulder component (see also FIG. **41**), a forearm component (see also FIG. **39**), and a hand component (see also FIG. **40**). The upper arm component connects to the torso, where the connection may be the same as in prior mini-figures, allowing the arm to pivot in a plane adjacent to the side of the torso. The forearm component connects to the upper arm component through an interference-fitted cylindrical connection. The forearm component may be bent at an angle just below the end of connection to the the upper arm component. This provides appearance of a bent elbow. The lower arm may rotate about an axis parallel to the upper arm and defined by a line between the shoulder of the upper arm and elbow of the forearm. This second point of rotation allows the forearm to be positioned across or away from the body of a mini-figure. The hand component connects to the forearm through an interference-fitted cylindrical connection, which may be the same as in prior mini-figures. Inward reach and ability to align hands is enabled by the additional point of rotation and allows the mini-figure to hold a bat in a traditional batting grip or hold sports equipment in both hands in traditional positions associated with the sport.

[0085] Referring also to FIGS. **44**, **45**, and **46**, a foot component may be connected to each leg component allowing pivot of the foot up or down while still aligned straightforward relative to the leg. This allows a point of rotation additional to leg rotation at the hip. This additional point creates a visual appearance of an ankle or knee (a lower-leg point of rotation). This in turn allows positioning into traditional athletic poses, such as a baseball player squatting into a batting stance, a player running, or a pitcher striding to throw. The bottom of the foot component has a recess designed to accept tabs from traditional building blocks, allowing connection of the sports mini-figure to the building block through the foot.

[0086] Referring also to FIGS. **21**, **22**, and **23**, some embodiments may include variations in the torso component. A skating hockey player has a traditional bent upper body position. This may be implemented by a torso component having an angled position to the axis of rotation of the head. Alternatively, cheerleaders may be created with non-traditional torso components. The torso component may be comprised of two separate components, allowing an upper chest and lower torso. This allows more accurate mini-figure depiction of cheerleaders, including bikini top, cleavage, skinny waist. Delineation of the torso portions

may be either above or below the breasts, but should be consistent across mini-figure cheerleaders to allow consistent swapping of torso sub-components.

[0087] Sports accessories may be included with sports mini-figures, or included on components of the mini-figures. Baseball bats, hockey sticks, lacrosse sticks, and other sports equipment may be included. Due to the flexible arm posing enabled by multi-segment arms, bats and sticks may have regions for gripping by the mini-figure hands that correspond to where real-life athletes would grip the bat or stick. Sports balls, gloves, and cheerleading equipment may also be made into accessories. One or two-handed accessories, which traditionally are not grippable by mini-figures, may have one side specifically shaped to fit with traditional mini-figure hand shapes. This allows sports figures to hold their appropriate accessories. Referring to FIGS. **14-20**, a baseball glove, baseball, and football are shown with recesses on one side of each accessory allowing fit with mini-figure hands. Such cylindrical cut into the accessory allows interference fit with a hand to hold the accessory and present appearance of the object. Accessories which go together, such as a baseball and glove, may also be sized for interference fit such that the ball may fit and hold within the glove. Referring also to FIGS. **26**, **27**, **28**, and **33**, accessories may also be designed onto mini-figure components. For example, shoulder pads may be designed as part of upper-arm components for football players. Different tattoo design may be included in upper-arm components for different basketball players. Ice skates may be designed as part of foot components for hockey players. Different sneaker design may be designed as part of foot components for different athletes. This allows finely tuned specifics of more components, allowing more customization of individual mini-figures than previously possible.

[0088] Referring also to FIG. **30**, an additional accessory may be a magnetic component which fits into the recess in a foot component. The magnetic component may include a cavity to enable easy removal. Inclusion of the magnetic component enables the mini-figure to secure stably to a flat surface in a standing or athletic position as long as the foot is flat on the surface. Referring also to FIGS. **31** and **32**, the surface may be magnetic, and may be shaped and marked as an athletic performance venue such as a sports field, court, or rink. The surface may have localized magnetic positions to allow a player to be restrained or controlled by the location of the magnetic feature. Referring also to FIGS. **33** and **34**, moving the magnetic feature may allow the mini-figure to move on the surface, and may be controlled by a user interface.

[0089] Referring also to FIG. **8**, specific features of individual athletes, such as facial features, uniform numbers, name, or statistics may be included on individual components. This allows identifying each individual component with a specific player represented by a mini-figure. An unique number or serial number may be included for collectibility purposes. Referring also to FIGS. **36** and **37**, such marking may be done using a printer that prints directly on components and may be done individually, as a set, or on assembled mini-figures. The printer may have a tray for holding at least one figure allowing the components to be marked as a serialized set. This may also allow an array of figures to be printed during the same print with or without any variations in the array. For example, components may be arranged by sports team and skin tone, configured in an array of trays and printed in batches allowing rapid change and reproduction during a sports season. Alternatively, an individualized printer may hold one mini-figure having specific team markings. A user interface may select name and number to print on the specific mini-figure. Such customization may be done at a manufacturing facility, or at an end-sales location such as a store controlled by a purchaser or sales attendant.

[0090] In addition to customization by end-purchasers, referring also to FIGS. **24** and **25** another method to better enable the distribution of the mini-figures is to provide an easily identifiable display. Such display may include a housing structure for organizing packaged mini-figures and an interactive interface to attract customers. The interface may be motion sensitive to direct audio to customers passing by. The audio may be preprogrammed or instant communication fed through wireless or remote locations. As shown in FIG. **25**, a mini-figure may be displayed **2500** with audio output as discussed above, such as saying "HEY! Let me out of here!" or "Welcome to the Boladrome!" Motion sensor **2520** may detect when anyone approaches, triggering the audio. RFID sensor **2510** may detect when mini-figures are purchased, with RFID **2540** included in each mini-figure package. Interactive display **2530** is programmable for different modes to interact with customers, including web-linked ads. Interactive access panel **2550** allows customer interaction, and may include web access to allow search and inventory listings of both the local machine and other machines or displays accessible via the web. An alternative sales display is a matrixed vending machine. This allows a customer to select a player mini-figure and purchase without requiring a store location. The interactive display may be incorporated into the vending machine. The vending machine may be transmit sales and inventory information to a web server allowing online inventory search by owners or customers to identify available mini-figures at specific locations.

[0091] It is to be understood that the above description is intended to be illustrative, and not restrictive. Many other embodiments will be apparent to those of skill in the art upon reviewing the above description. The scope of the invention should, therefore, be determined with reference to the appended claims, along with the full scope of equivalents to which such claims are entitled.

1. A toy sports figure comprising:

a head component;

a torso component connectable through interference-fitted cylindrical connection to the head component;

two upper arm components connectable through interference-fitted cylindrical connection to opposite sides of the torso component;

two forearm components, each connectable through interference-fitted cylindrical connection to one of the upper arm components;

two hand components, each connectable through interference-fitted cylindrical connection to one of the forearm components;

a hip component connectable through interference-fitted cylindrical connection to the torso component opposite from the head component;

two leg components, each connectable to the hip component such that one leg is connected as a right leg and one leg is connected as a left leg; and

two foot components, each connectable to one of the leg components and each foot component having at least one bore for connection to tabs on building blocks;

wherein pivoting motion may occur at the head and torso, upper arm and torso, forearm and upper arm, hand and forearm, leg and hip, and foot and leg connections.

2. The toy sports figure of claim **1**, wherein each forearm component includes a cylindrical region and a lower arm region extending at an angle to the cylindrical region and having a bore extending into the lower arm region;

wherein each upper arm component includes a bore extending into the upper arm at an end opposite from connection to the torso component;

wherein connecting the cylindrical region of the forearm component into the bore of the connecting upper arm component creates the appearance of an elbow; and

wherein each forearm when connected rotates about an axis parallel to the connected upper arm component and defined by a line created between the elbow and an appearance of a shoulder created by connection of the connected upper arm component to the torso component.

3. The method of claim **1**, wherein the torso component includes an angled position to the axis of rotation of the head.

4. The method of claim **3**, wherein each foot component is designed to appear as a hockey skate.

5. The method of claim **1**, wherein the torso component further comprises an upper chest component and a lower torso component shaped to appear as in the body of a cheerleader.

6. The method of claim **1**, further comprising a baseball bat accessory connectable to both hands such that the bat is held in a traditional batting grip with hands together.

7. The method of claim **1**, further comprising a baseball accessory connectable to either hand.

8. The method of claim **7**, wherein the baseball accessory is shaped like a baseball with a cylindrical handle cut into one side matching the shape of one of the hands for gripping.

9. The method of claim **1**, further comprising a baseball glove accessory,

10. The method of claim **9**, wherein the baseball glove accessory has a cylindrical handle cut into a connection end, the cutout matching the shape of one of the hands for gripping.

11. The method of claim **1**, further comprising a football accessory.

12. The method of claim **11**, wherein the football accessory is shaped like a football with a cylindrical handle cut into one side matching the shape of one of the hands for gripping.

13. The method of claim **1**, wherein each upper arm component includes an integrated shoulder pad.

14. The method of claim **1**, further comprising a magnetic component insertable into a bore of a foot component.

15. The method of claim **14**, wherein the magnetic component includes a cavity for easy removal from the foot component.

16. The method of claim **1**, wherein all components are marked as part of a serialized set.

17. The method of claim **16**, wherein each serialized set corresponds to a specific individual sports figure.

18. The method of claim **17**, further comprising a display plate connectable to the foot components.

19. The method of claim **18**, wherein the display plate includes lettering displaying statistical performance of the sports figure.

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