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(54) **TOY VEHICLE PLAY SET**

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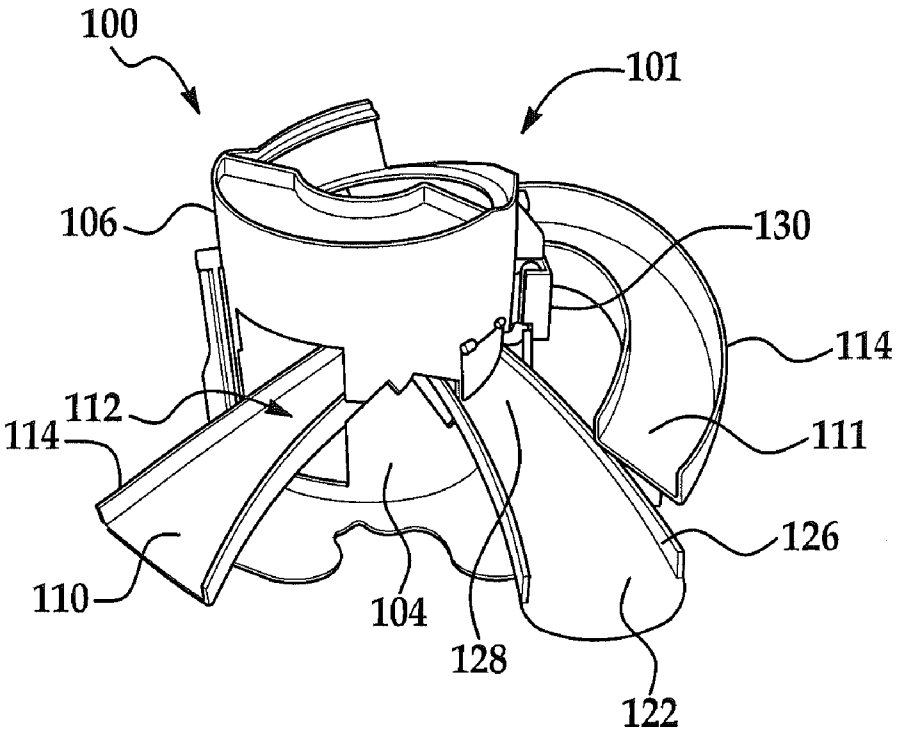
(51) **Int. Cl.**
A63H 18/02 (2006.01)

(52) **U.S. Cl.** **446/444**

(57) **ABSTRACT**

In one exemplary embodiment, a toy for use with at least one toy vehicle is provided, the toy having a structure configured to be orientated into a first configuration and a second configuration. A first vehicle path is provided through the structure when the structure is in the first configuration. A second vehicle path is provided through the structure when the structure is in the second configuration. A first trigger mechanism provided for converting the structure from the first configuration into the second configuration, wherein a first toy vehicle travelling along the first vehicle path actuates the trigger mechanism.



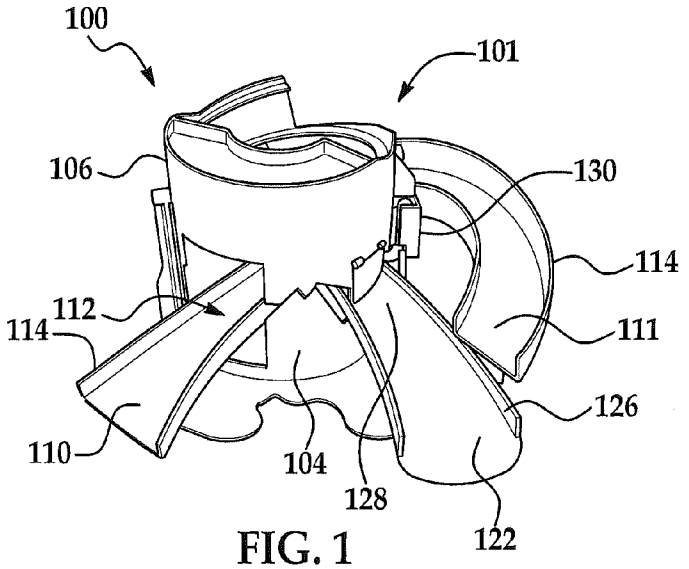


FIG. 1

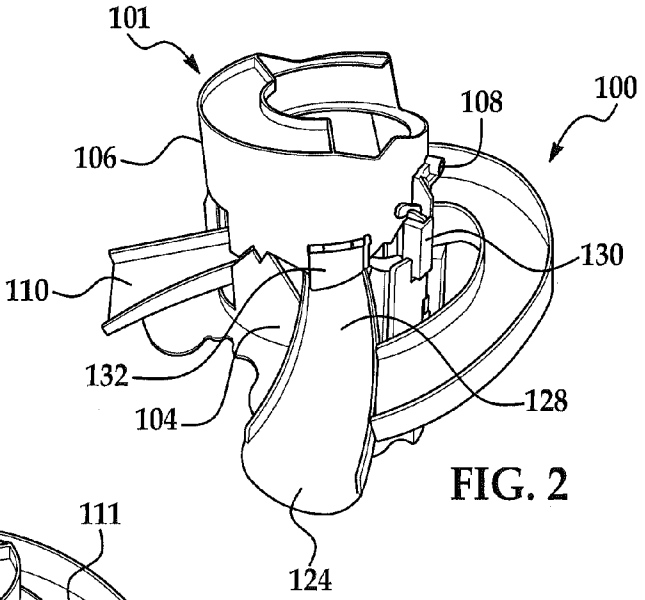


FIG. 2

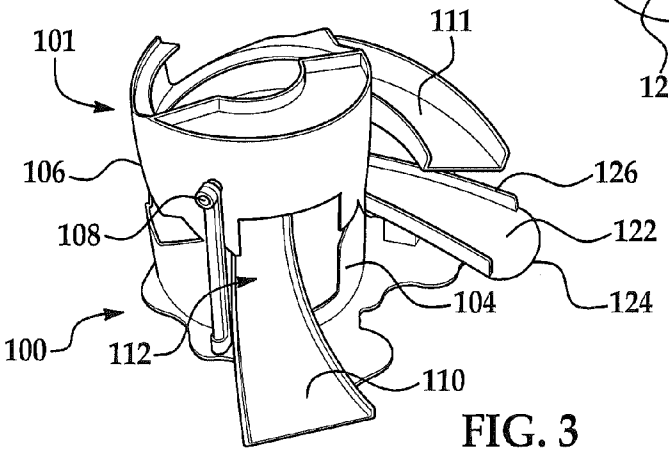


FIG. 3

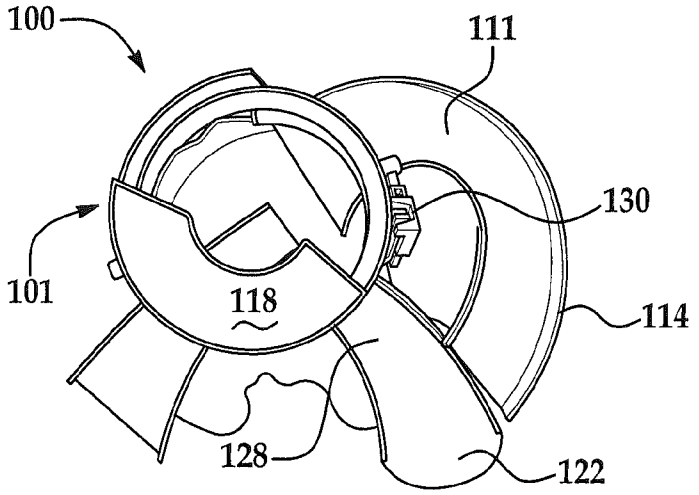


FIG. 4

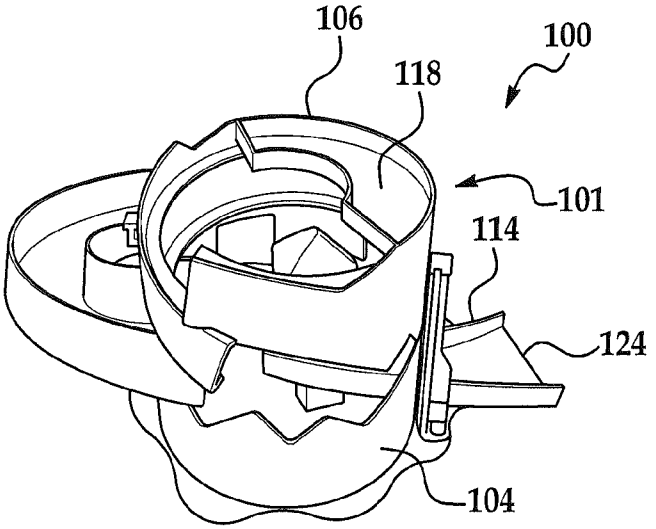


FIG. 5

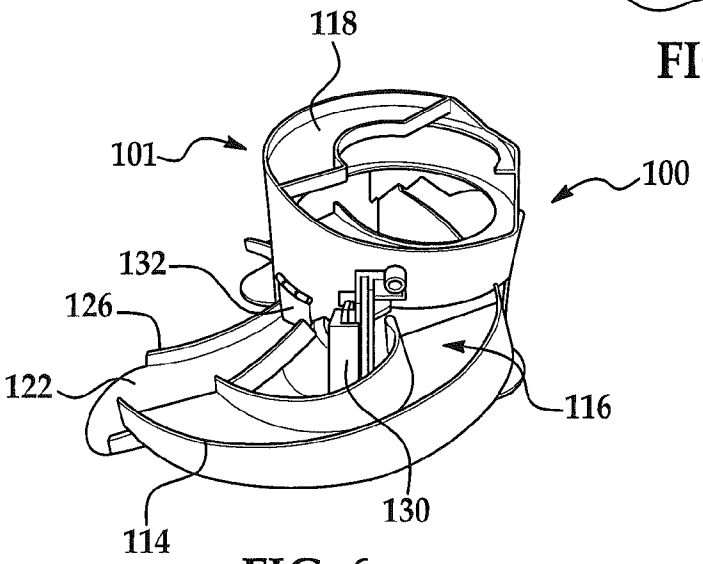


FIG. 6

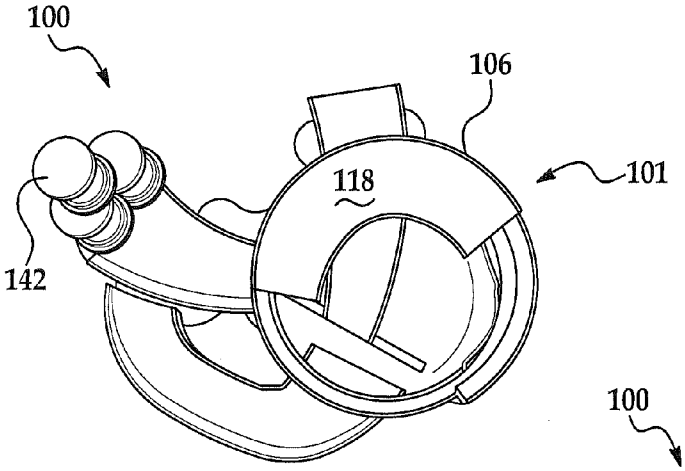


FIG. 7A

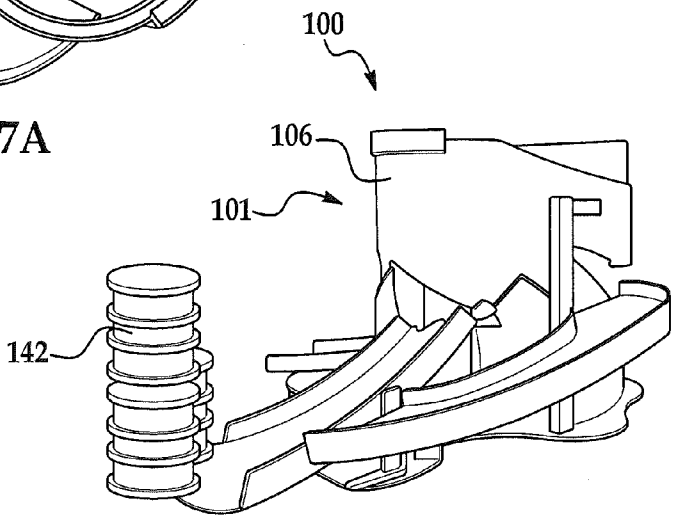


FIG. 7B

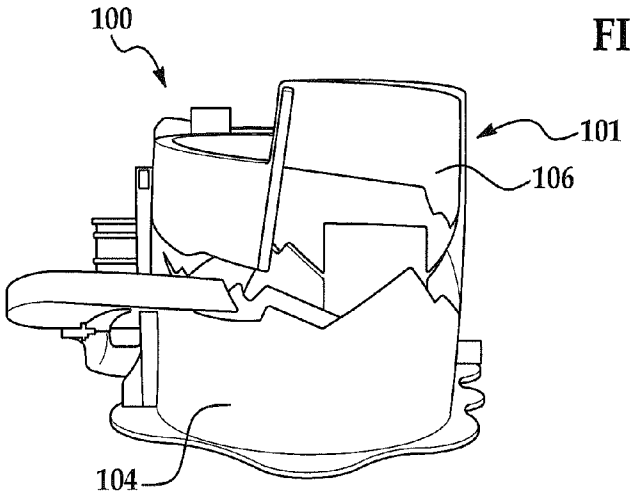


FIG. 7C

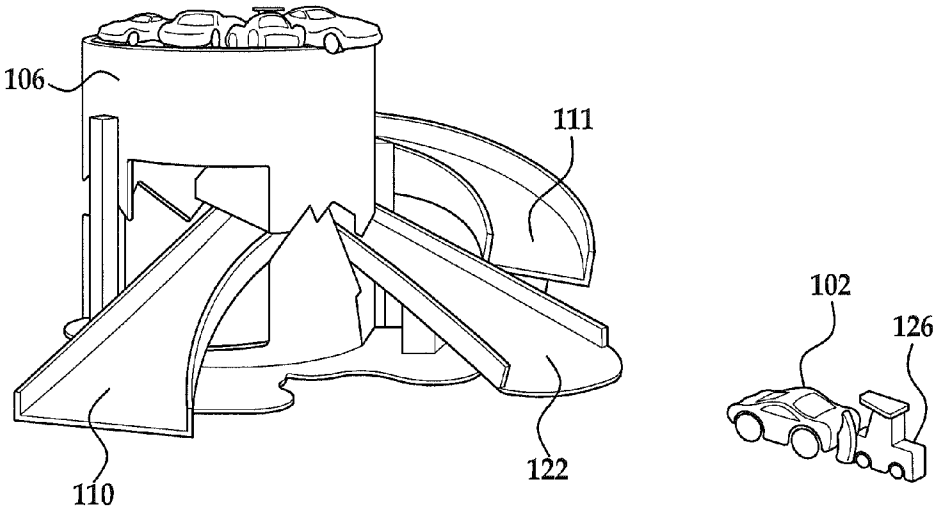

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FIG. 8

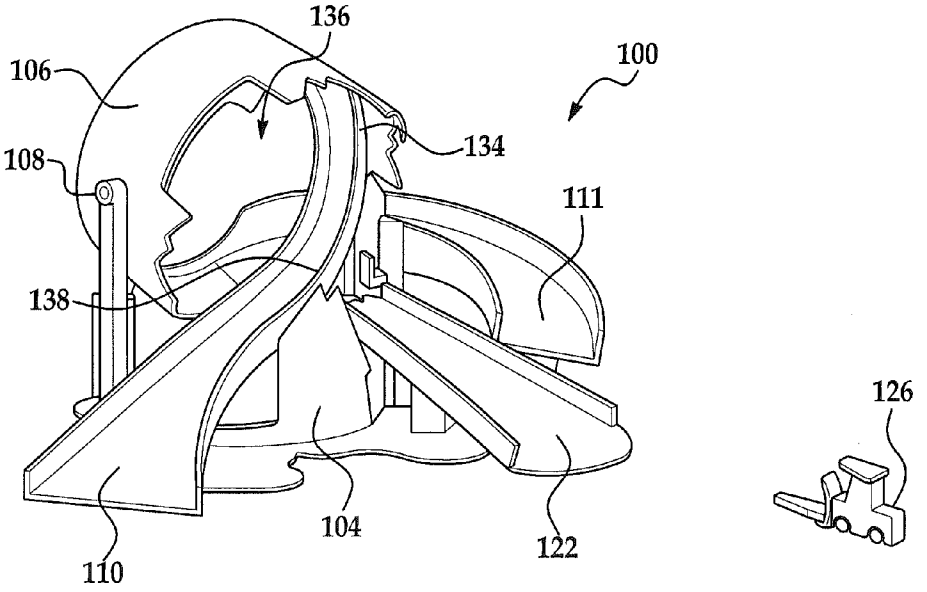
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FIG. 9

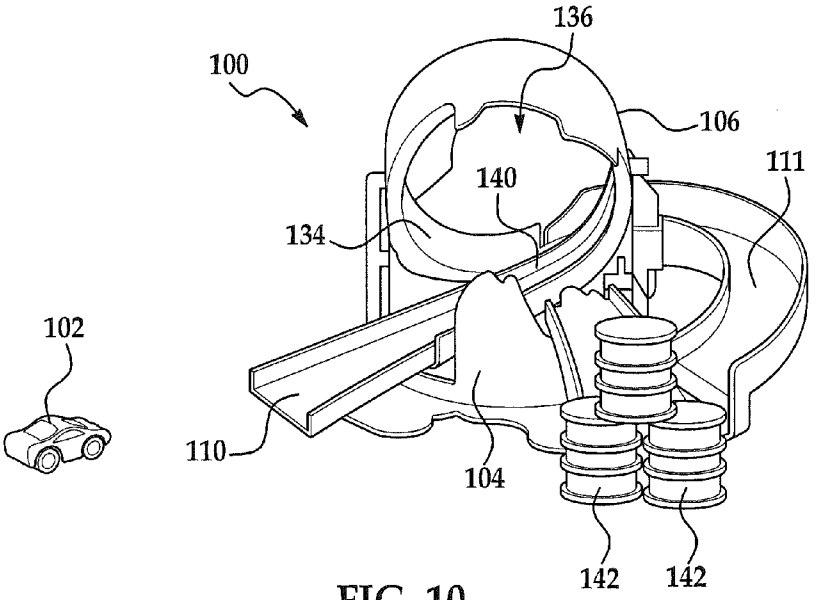


FIG. 10

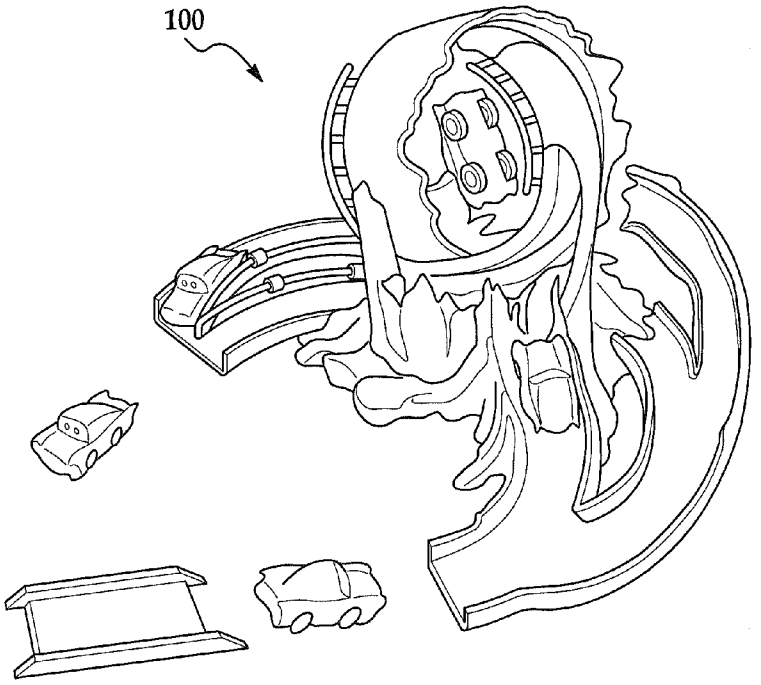


FIG. 11A

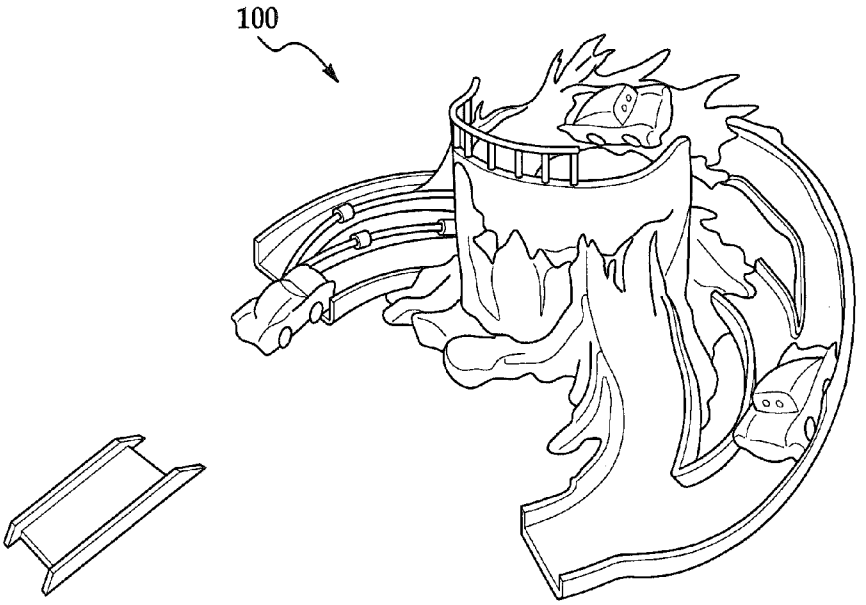


FIG. 11B

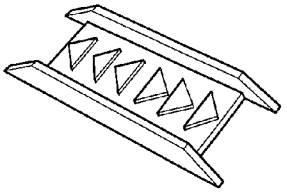


FIG. 11C

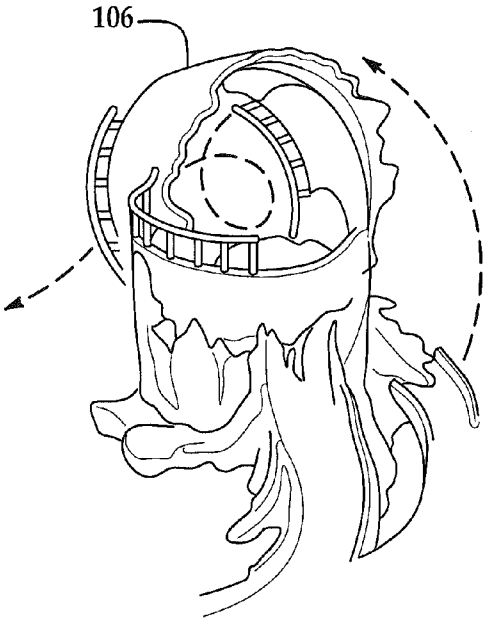


FIG. 11D

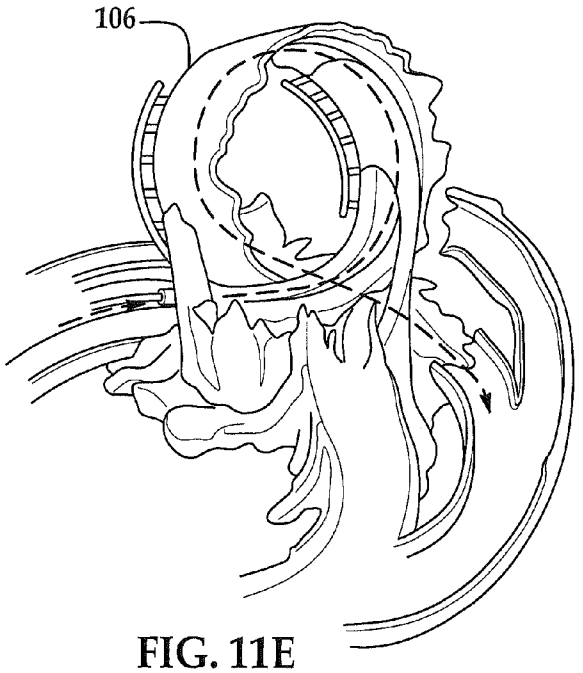


FIG. 11E

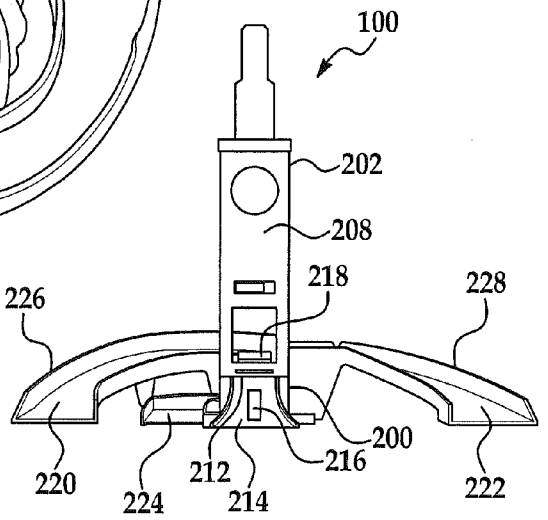


FIG. 12

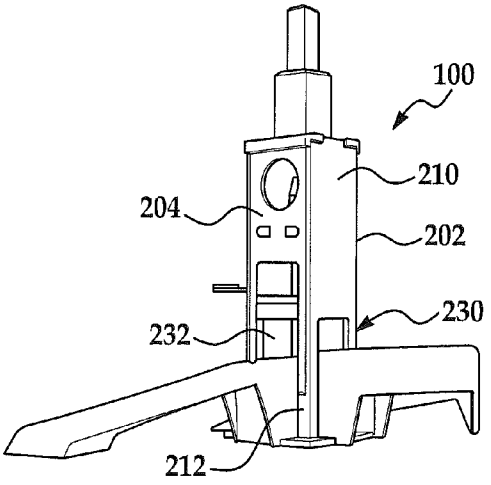
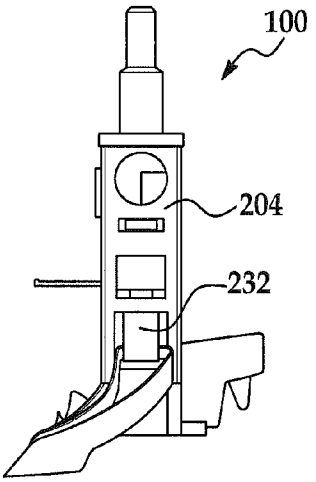


FIG. 13



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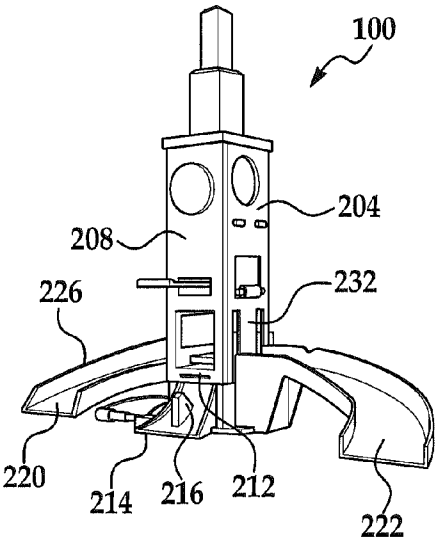

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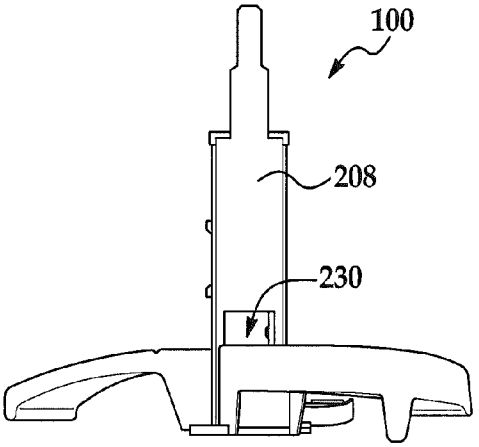


FIG. 16

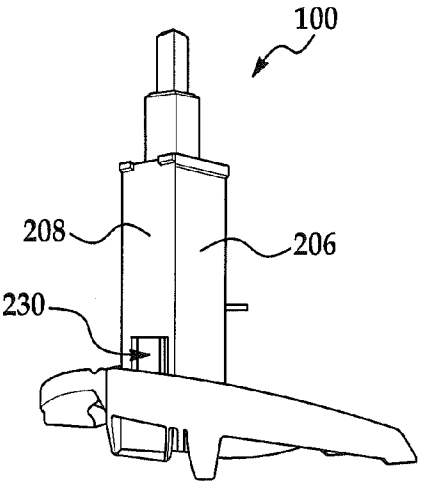


FIG. 17

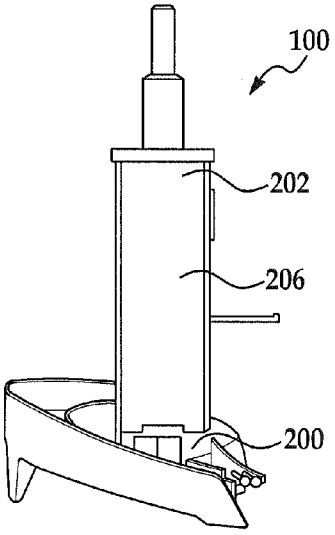


FIG. 18

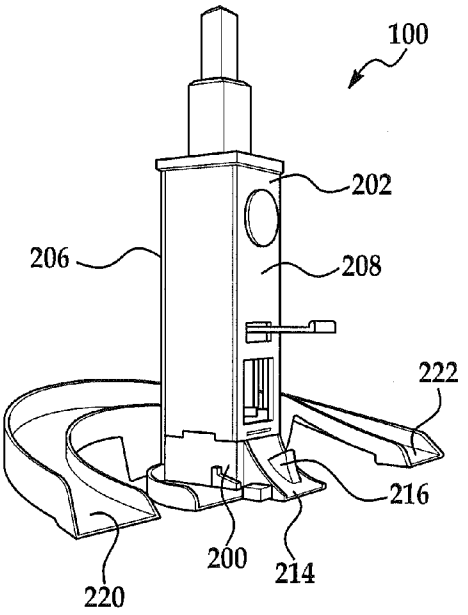
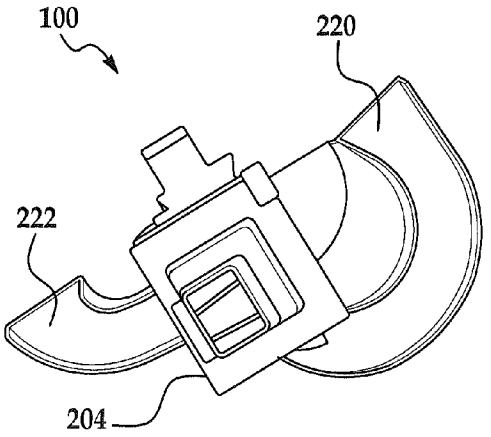


FIG. 19



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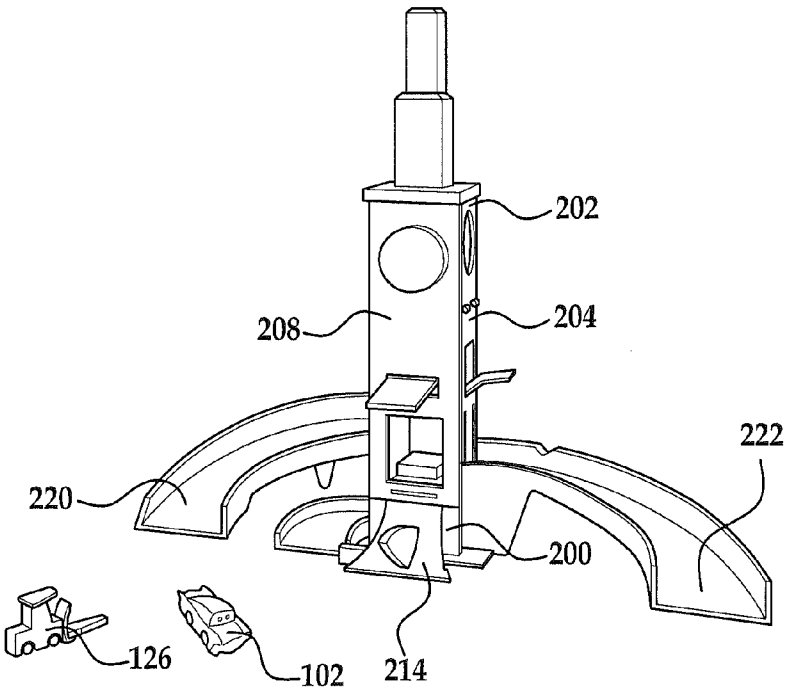
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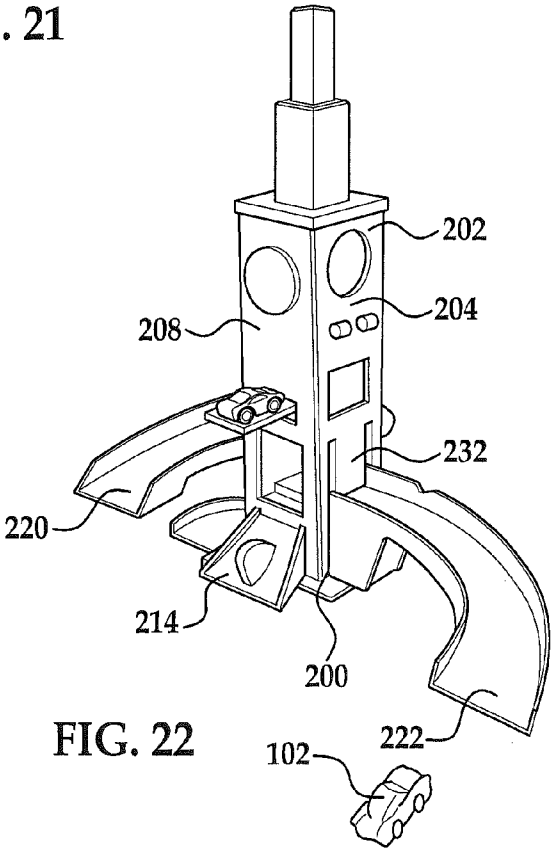
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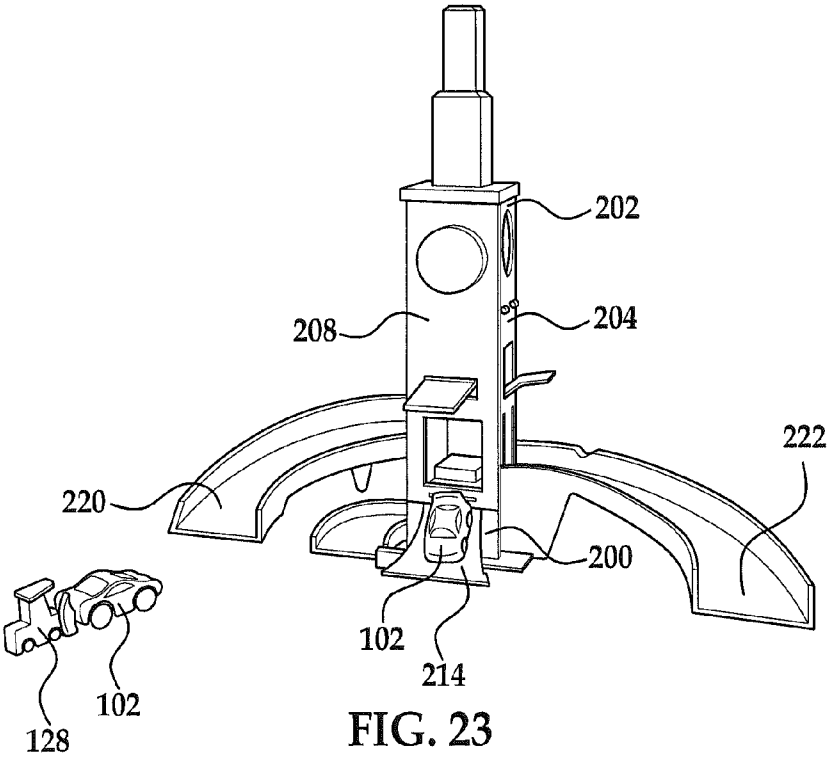
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FIG. 23

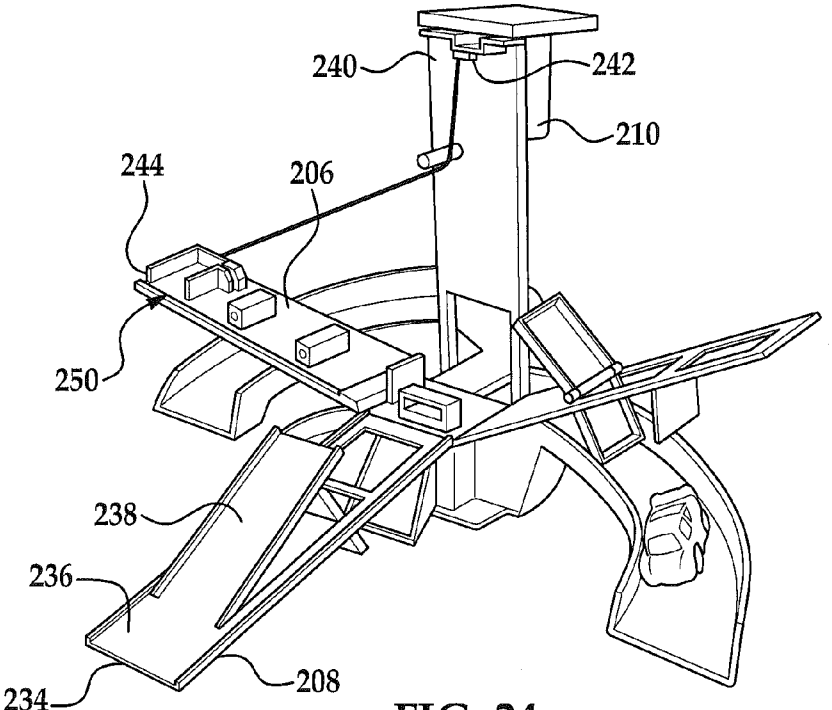
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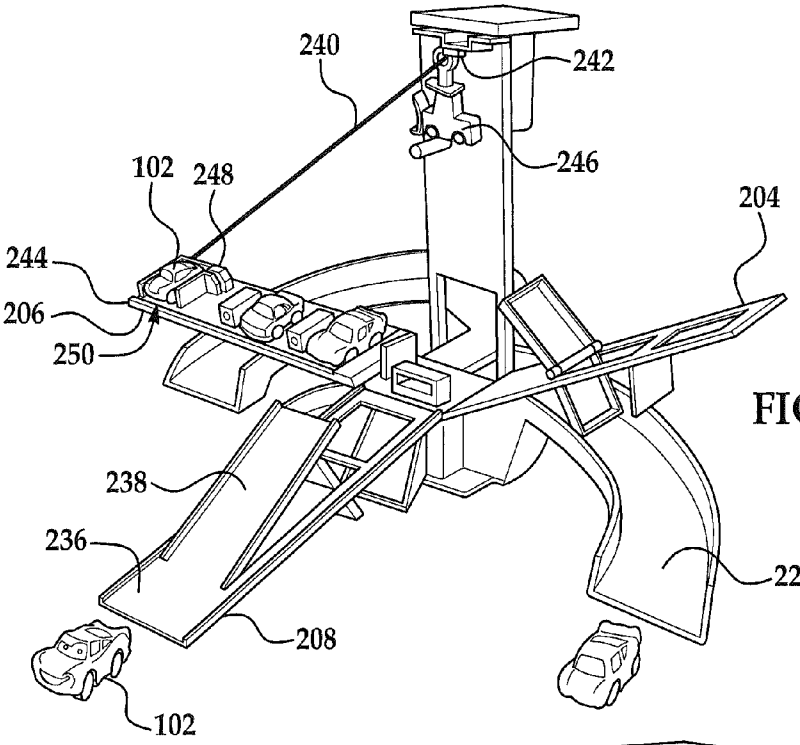
FIG. 24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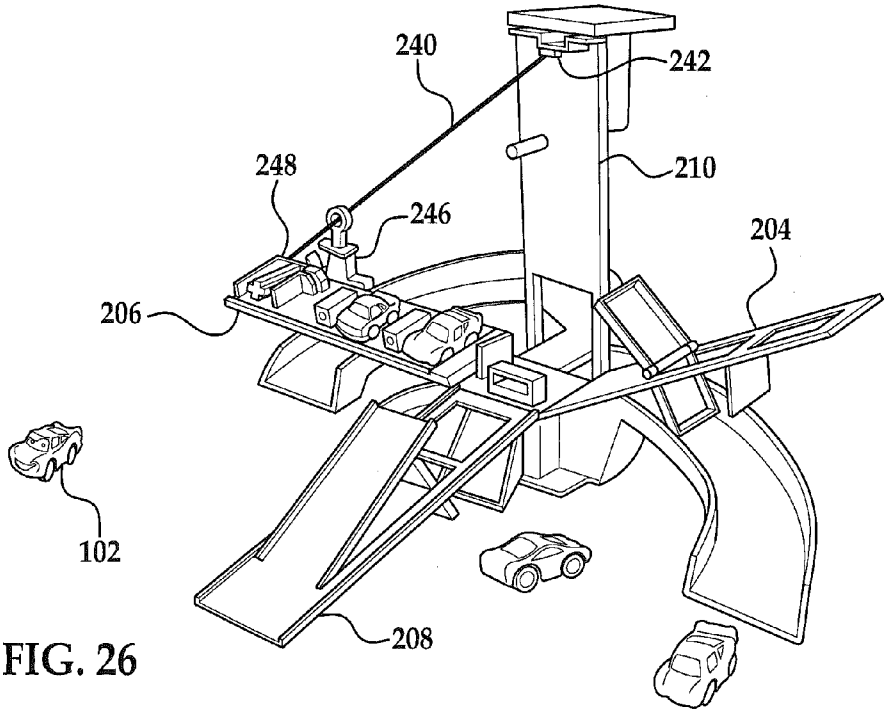
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FIG. 26

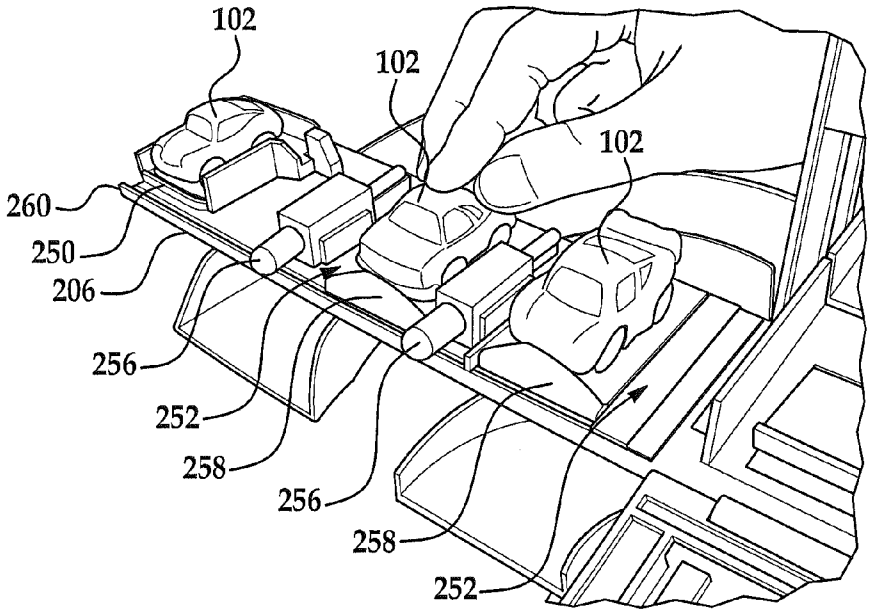
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FIG. 27

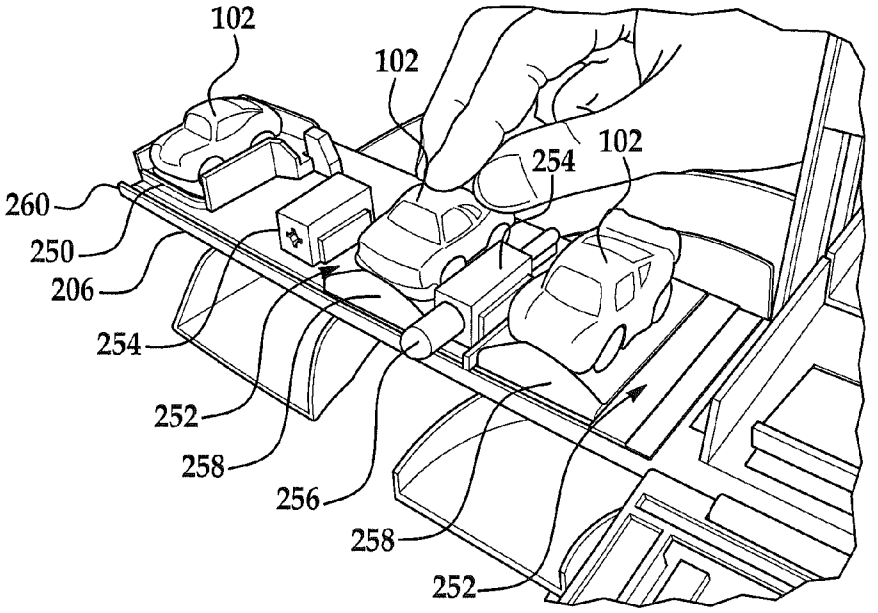
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FIG. 28

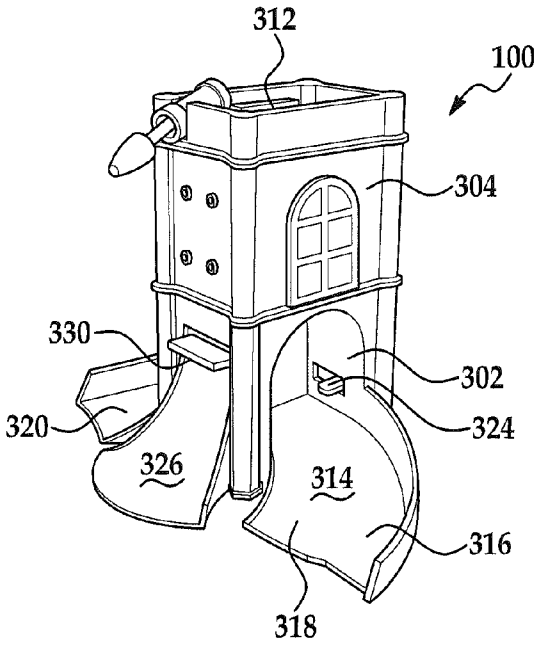


FIG. 29

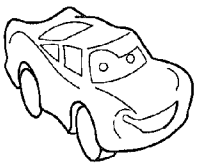


FIG. 29A

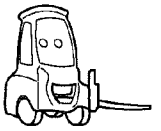


FIG. 29B

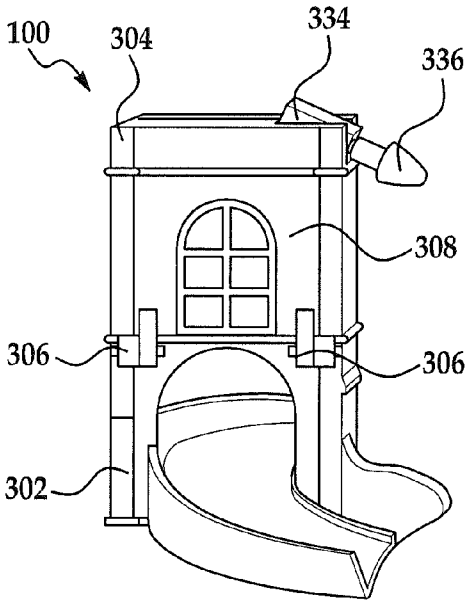


FIG. 30

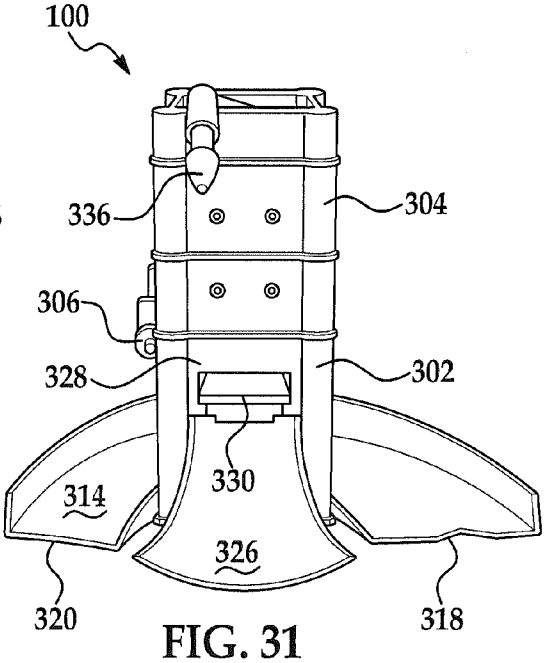


FIG. 31

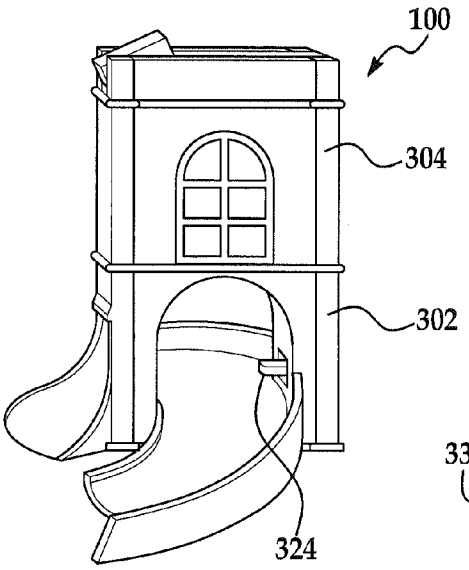


FIG. 32

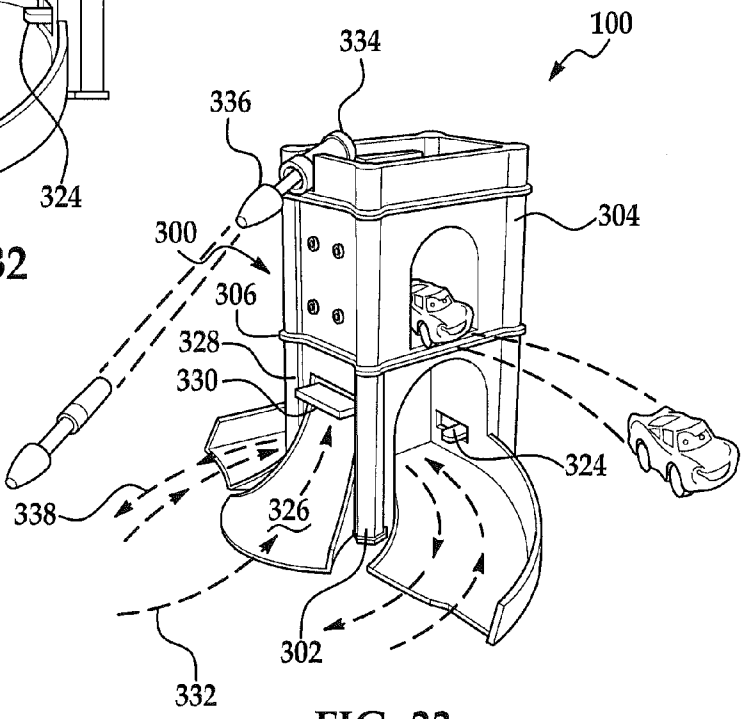


FIG. 33

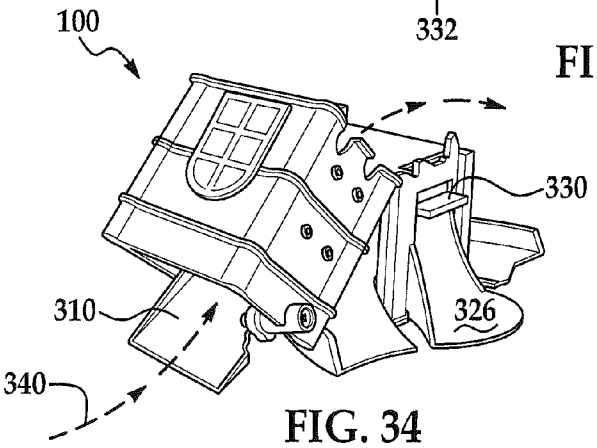


FIG. 34

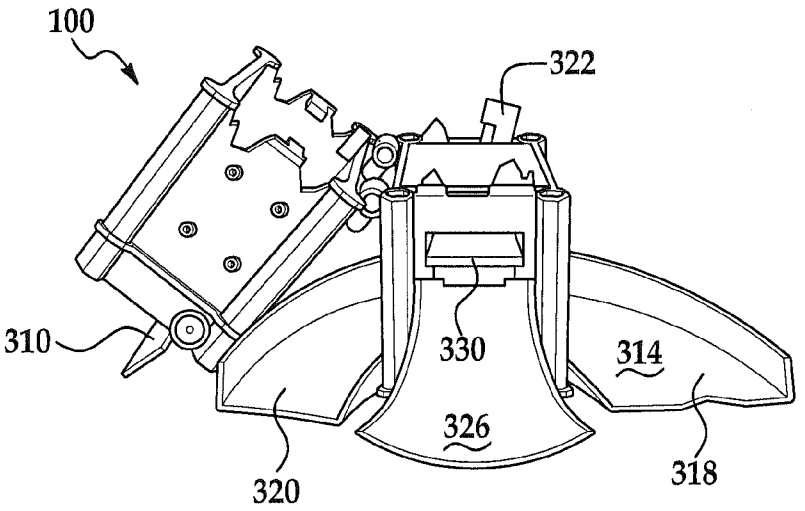
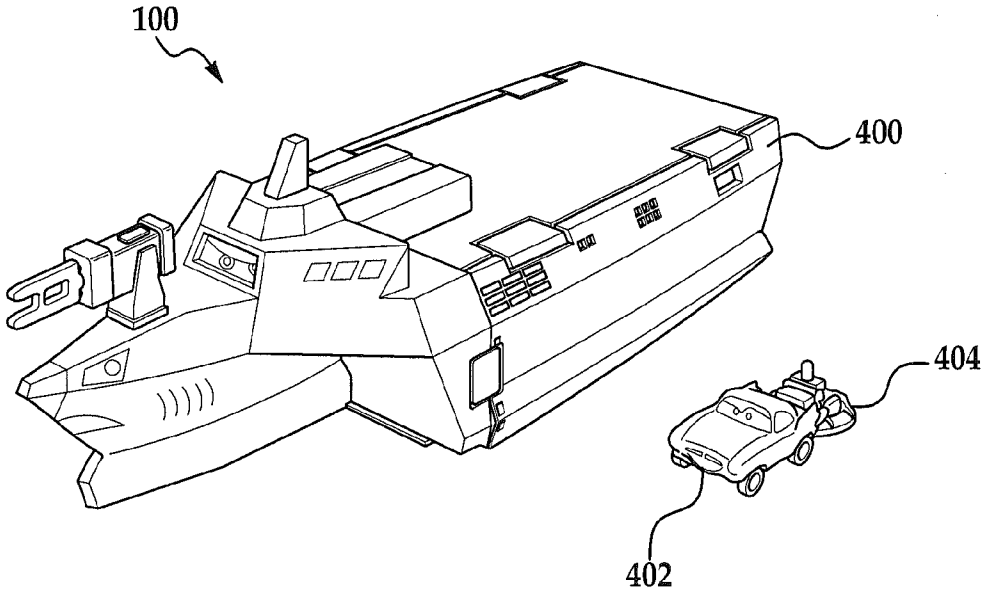


FIG. 35



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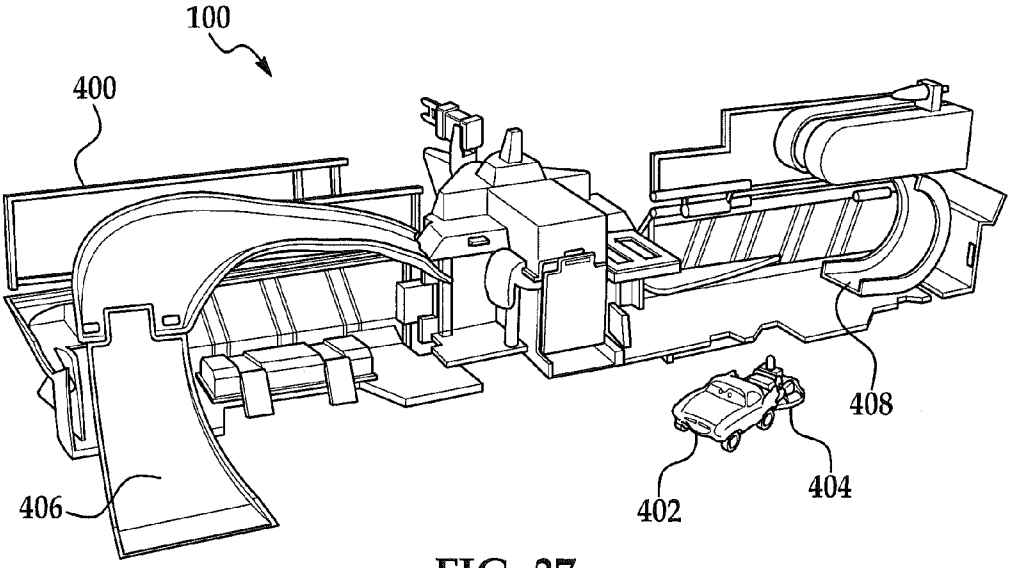

FIG. 37

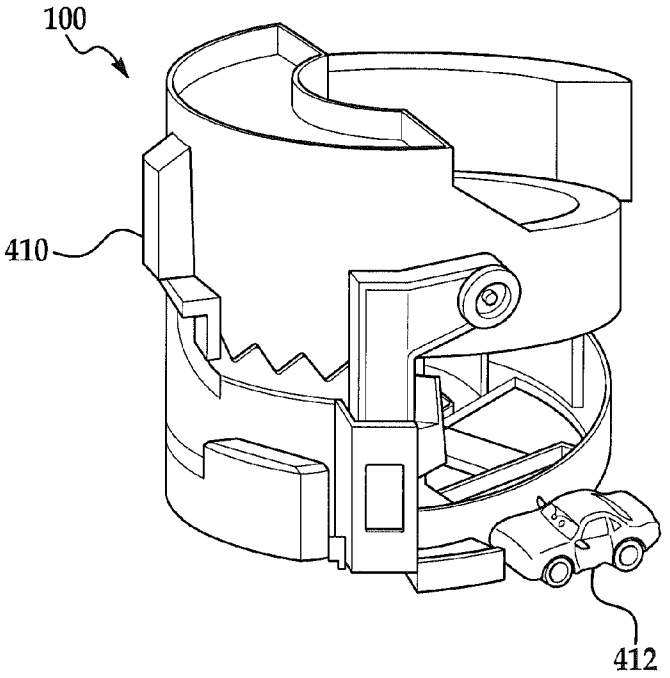

FIG. 38

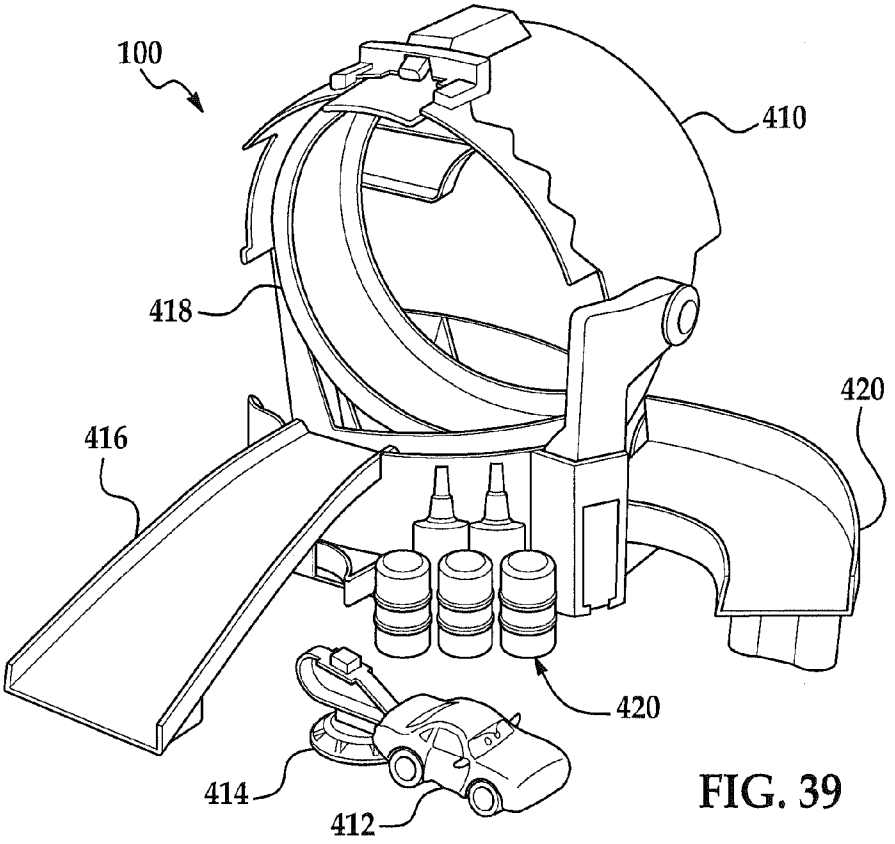

FIG. 39

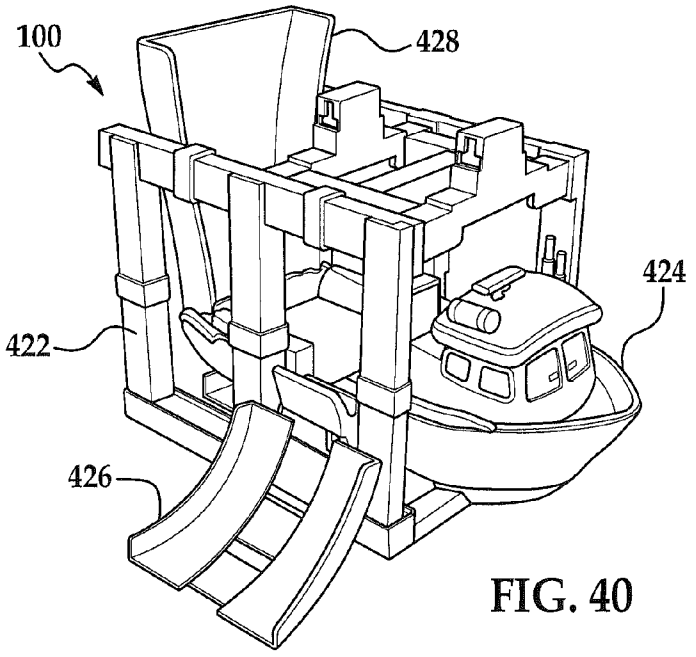

FIG. 40

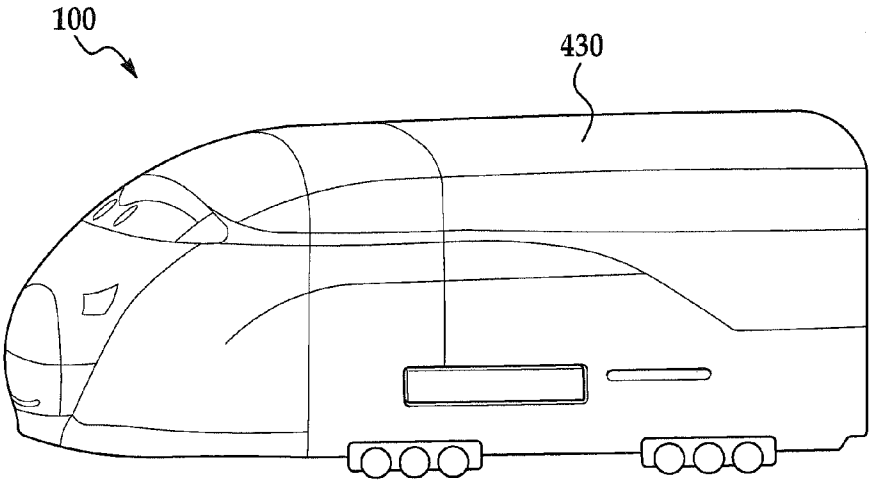

FIG. 41

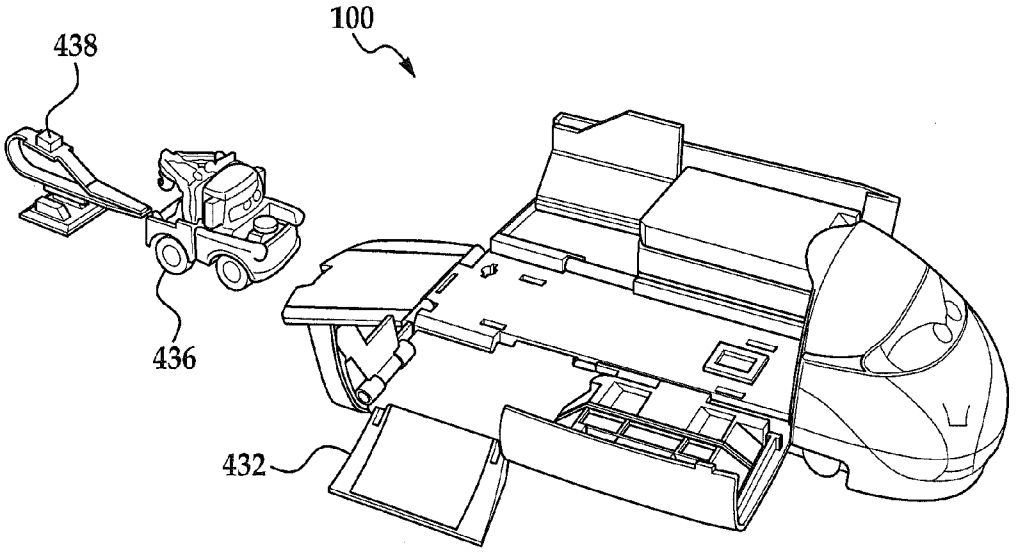

FIG. 42

TOY VEHICLE PLAY SET

CROSS REFERENCE TO RELATED APPLICATION

[0001] The present application claims priority to U.S. Provisional Application Ser. No. 61/377,913 entitled "Toy Vehicle Play Set" that was filed on Aug. 27, 2010, which is incorporated by reference in its entirety.

BACKGROUND

[0002] The present invention relates to a toy and in particular to a toy vehicle play set that is reconfigurable and has multiple vehicle paths.

[0003] Play sets for toy vehicles are popular toys that are known to provide entertainment and excitement to a user. These play sets typically include a structure that represents a real-life object, such as a house or a castle for example. The structure is arranged to guide a propelled toy vehicle along a vehicle path. The structure configurations include closed-loop continuous track arrangements and open-ended arrangements. Toy vehicles are placed on these play set vehicle paths and propelled across the configuration by hand or by an external propulsion means.

[0004] To bring increased entertainment and excitement to play sets, track configurations may include features such as intersecting tracks, loop segments, and other types of track configurations known in the art.

[0005] Accordingly, a play set for toy vehicles is desired which can provide the entertainment and excitement of a toy vehicle launched from a track and which also includes provisions for variations in the outcome of the vehicle travelling along the track.

BRIEF SUMMARY OF INVENTION

[0006] In one exemplary embodiment, a toy track set for at least one toy vehicle is provided. The toy set includes a structure configured to be orientated into a first configuration and a second configuration. A first vehicle path is provided through the structure when the structure is in the first configuration. A second vehicle path is provided through the structure when the structure is in the second configuration. A first trigger mechanism is provided for converting the structure from the first configuration into the second configuration, wherein the trigger mechanism is actuated by a first toy vehicle travelling along the first vehicle path.

[0007] In another exemplary embodiment a method of providing a reconfigurable structure for a toy set is provided, the method includes the steps of: providing a structure configured to be oriented into a first configuration and a second configuration; actuating a first trigger mechanism with a first toy vehicle traveling along a first vehicle path when the structure is in a first configuration; rotating a tower member about a base to the second configuration when the first trigger member is actuated; and, providing a second vehicle path at least partially defined by the tower member when in the second configuration.

[0008] In still another exemplary embodiment, a toy set for a toy vehicle is provided, the toy track set having: a structure having a base and a first portion pivotally coupled to the base, the structure further having a first surface defining first vehicle path and a second surface defining a second vehicle path; a triggering mechanism operably coupled to the base and first portion, the triggering mechanism having a target member disposed in the first vehicle path, wherein the first trigger mechanism rotates the first portion from the first position into a second position to define a third vehicle path, wherein the trigger mechanism is actuated by a first toy vehicle traveling along the first vehicle path.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] These and/or other features, aspects, and advantages of the present invention will become better understood when the following detailed description is read with reference to the accompanying drawings in which like characters represent like parts throughout the drawings, wherein:

[0010] FIG. **1-6** are perspective views of a toy vehicle play set in accordance with an exemplary embodiment of the present invention;

[0011] FIG. **7A-7C** are a top view and side views of the toy vehicle play set of FIG. **1**;

[0012] FIG. **8** is a perspective view of the toy vehicle play set of FIG. **1** in a first configuration;

[0013] FIG. **9-10** are perspective views of the toy vehicle play set of FIG. **1** in a second configuration;

[0014] FIG. **11A-11D** are perspective views of the toy vehicle play set of FIG. **1**;

[0015] FIG. **12** is a front plan view of a toy vehicle play set in accordance with another embodiment of the invention;

[0016] FIG. **13** is a perspective view of the toy vehicle play set of FIG. **12**;

[0017] FIG. **14** is a side plan view of the toy vehicle play set of FIG. **12**;

[0018] FIG. **15** is a perspective of the toy vehicle play set of FIG. **12**;

[0019] FIG. **16** is a rear plan view of the toy vehicle play set of FIG. **12**;

[0020] FIG. **17** is a perspective view of the toy vehicle play set of FIG. **12**;

[0021] FIG. **18** is a side plan view of the toy vehicle play set of FIG. **12**;

[0022] FIG. **19** is a perspective view of the toy vehicle play set of FIG. **12**;

[0023] FIG. **20** is a top view of the toy vehicle play set of FIG. **12**;

[0024] FIG. **21-23** are perspective views of the toy vehicle play set of FIG. **12** in a first configuration;

[0025] FIG. **24-26** are perspective views of the toy vehicle play set of FIG. **12** in a second configuration;

[0026] FIG. **27-28** are partial perspective views of the toy vehicle play set of FIG. **12**;

[0027] FIG. **29** is a perspective view of a toy vehicle play set in accordance with another embodiment of the invention;

[0028] FIG. **30-32** are plan views of the toy vehicle play set of FIG. **29** in a first configuration;

[0029] FIG. **33** a perspective view of the toy vehicle play set of FIG. **29** in a first configuration;

[0030] FIG. **34-35** are perspective views of the toy vehicle play set of FIG. **29** in a second configuration;

[0031] FIG. **36-37** are perspective views of a toy vehicle play set in accordance with another embodiment of the invention;

[0032] FIG. **38-39** are perspective views of a toy vehicle play set in accordance with another embodiment of the invention;

[0033] FIG. **40** is a perspective view of a toy vehicle play set in accordance with another embodiment of the invention; and,

[0034] FIG. **41-42** are perspective views of a toy vehicle play set in accordance with another embodiment of the invention.

DETAILED DESCRIPTION OF THE INVENTION

[0035] Referring now to the attached FIGS., the contents of which are incorporated herein by reference thereto. FIG. **1** illustrates one exemplary embodiment of a toy play set **100** for use with toy vehicles **102** (FIG. **8**). The toy **100** provides for enhanced play by being configurable between a first configuration having a first vehicle path and second configuration having a second vehicle path.

[0036] In one non-limiting embodiment shown in FIG. **1-11**, the toy play set **100** includes a structure **101** having a base **104** and a barrel or tower portion **106**. The tower portion **106** is pivotally coupled to the base **104** by a hinge member **108** that defines an axis of rotation that extends substantially through the middle of tower portion **106**. The tower portion **106** may include a storage area **118** on one end. The storage area **118** is sized to receive a plurality of toy vehicles.

[0037] A first surface **110** defines a first vehicle path that extends through the structure **101** via a first opening **112** between the base **104** and the tower portion **106**. The surface **110** extends through the structure **101** and exits via a second opening **116**. The first vehicle path includes side walls **114** that are arranged to maintain the toy vehicle **102** on the first vehicle path as the toy vehicle traverses the structure **101**. As the surface **110** passes through the structure **101**, the surface **110** is angled away from the surface on which the toy play set **100** is arranged (referred to herein as the "play surface") such that the end **120** of the first surface is vertically disposed above a surface **122**. In one non-limiting embodiment, the first vehicle path is defined by first surface **110** and a second surface **111** which cooperate to define the first vehicle path.

[0038] The surface **122** defines a second vehicle path. The surface **122** includes an end **124** that is adjacent the play surface to allow the toy vehicle **102** to be moved into the toy **100** from the play surface, such as with a spring-loaded launcher **126** (FIG. **8**) for example. Although any suitable launcher may be used, in the illustrated embodiments, various automatically and manually-triggered release launcher elements are illustrated. A vehicle may be positioned in launch position such that a launch element may slidingly engage the vehicle to propel the vehicle along a vehicle path. The launch element may be biased to a launch position, such as by springs, elastic bands or any other suitable biasing mechanism such that release of an activator releases its stored potential energy. For example, non-limiting examples of releasable spring biased or other types of toy launchers are found in U.S. Pat. Nos. 4,108,437 and 6,435,929 and U.S. Patent Publication 2007/0293122, the contents of which are incorporated herein by reference thereto as well as launchers known to those skilled in the related arts.

[0039] The second surface **122** includes side-walls **114** that are arranged to maintain the toy vehicle on the second vehicle path. The surface **122** includes a second end **128** opposite end **124**. In one non-limiting embodiment, the toy **100** includes a triggering mechanism **130** that includes a target member **132** that having at least a portion of which is disposed within the second vehicle path. The triggering mechanism **130** is coupled between the base **104** and the tower portion **106** and is arranged to rotate the tower portion **106** about the pivots **108** when actuated. The triggering mechanism **130** may be any suitable mechanism that has stored energy, such as through springs, elastic bands or any other biasing mechanisms such that contact by a toy vehicle **102** on the target member **132** releases the triggering mechanisms stored potential energy.

[0040] In one non-limiting embodiment, energy is stored in the triggering mechanism **130** by rotating the tower portion **106** into the first configuration shown in FIG. **1-8**. In response to a toy vehicle **102** contacting the target member **132**, the stored energy is released causing the tower portion **106** to rotate about the axis defined by the pivots **108** to move into a second configuration shown in FIG. **9**.

[0041] When in the second configuration, the surfaces **110**, **111** cooperate with a helical surface **134** formed on the internal surface of the tower portion to define a third vehicle path. As the tower portion **106** moves from the position of the first configuration to the position of the second configuration, the ends **138**, **140** engage the ends of surfaces **110**, **111** to form a substantially smooth transition for the toy vehicle **102**. The surface **134** further defines a loop portion **136**. In one non-limiting embodiment, the surface **122** is arranged such that a toy vehicle **102** launched onto the second vehicle path will traverse the loop portion **136** and land on an opposite side thereto.

[0042] In another non-limiting embodiment, the toy **100** may include additional accessory pieces, such as barrels **142** for example. These accessory pieces may be arranged by the user in a freeform manner, such as by placing the accessory pieces into the pathway of the first vehicle path or second vehicle path for example.

[0043] Another non-limiting embodiment of toy **100** is shown in FIG. **12-28**. In this embodiment, the toy **100** includes a base **200** and a tower portion **202**. The tower **202** is a generally parallelpiped shape having a first side **204**, a second side **206**, a third side **208** and a fourth side **210**. Three of the sides **204**, **206**, **208** are pivotally coupled to the base **200**, such as by a hinge member **212**. The fourth side **210** is substantially rigidly connected to the base **200** and in one non-limiting embodiment, the fourth side **210** is integrated into the base **200**.

[0044] In one non-limiting embodiment, the base **200** may include a projection **214** extending adjacent to the third side **208**. The projection **214** includes an ejector **216** that is operably coupled to a trigger mechanism **218** as will be discussed in more detail below. The toy **100** has a plurality of vehicle paths, including first surface **220**, a second surface **222** and a third surface **224**. Each of the surfaces **220**, **222**, **224** has an end that is adjacent the playing surface and arranged to receive a toy vehicle from the direction of the front of the toy **100**.

[0045] The first surface **220** includes a pair of side-walls **226** that are arranged to maintain the toy vehicle **102** on the first vehicle path. The first surface **220** is angled away from the playing surface and curves around to an end adjacent an opening **230** in the fourth side **210**. The opening **230** allows the toy vehicle to enter the interior of the tower portion **202** to activate trigger mechanism **218**. The activation of trigger mechanism **218** releases the ejector **216**. If the user has placed a toy vehicle on the projection **214**, the releasing of the ejector **216** will cause the toy vehicle to be launched off the projection **214**. The triggering mechanism **218** may be any suitable mechanism that has stored energy, such as through springs, elastic bands or any other biasing mechanisms such that contact by a toy vehicle **102** on an actuation or target member releases the triggering mechanism stored potential energy.

[0046] The surface **224** has an end that is arranged between the end of surface **220** and the base **200**. The surface **224** defines a third vehicle path that ends at a false door in the side of the base.

[0047] The surface **222** is arranged on the opposite side of the base **200** from the surfaces **220**, **224**. The surface **222** includes a pair of side-walls **228** that are arranged to maintain a toy vehicle on the second vehicle path. The surface **222** is also angled away from the playing surface and curves to terminate at first side wall **204**. A target member **232** is arranged at the end of surface **222** releases the triggering mechanism **218** causing the toy **100** to reconfigure from a first configuration shown in FIGS. **12-21** to a second configuration shown in FIG. **24**. It should be appreciated that while the triggering mechanism for reconfiguring the toy **100** is described herein with respect to triggering mechanism **218**, the claimed invention should not be so limited and the toy **100** may have multiple triggering mechanisms.

[0048] Upon activation of the triggering mechanism **218**, the sides **204**, **206**, **208** pivot about hinges **212**. The third side **208** rotates until the end **234** reaches the playing surface. The interior surface **236** of side **208** cooperates with a ramp member **238** to define a fourth vehicle path. The ramp member **238** may include side-walls that maintain the toy vehicle on the fourth vehicle path. The fourth vehicle path directs a toy vehicle into the fourth side **210**, the internal portion of which is now exposed once the walls **204**, **206**, **208** are rotated. Mounted to one end of the fourth side **210** is a second triggering mechanism **242**. A cable **240** is connected on one end to fourth side **210** adjacent the second triggering mechanism **242**. The opposite end of cable **240** connects to an end **244** of second side **206**. The second triggering mechanism **242** is arranged to removably connect a toy member **246**.

[0049] To actuate the second triggering mechanism **242**, a toy vehicle **102** is launched via the fourth vehicle path up ramp member **238**. The ramp **238** directs the toy vehicle into the second triggering mechanism **242** releasing the toy member **246** onto the cable **240**. Under the influence of gravity, the toy member **246** slides down the cable **240** towards end **244**. In one non-limiting embodiment, an ejector mechanism **248** is arranged at the end of second side **206** adjacent a slot **250**. The slot **250** is sized to receive a toy vehicle **102**. When toy member **246** reaches the end of cable **240**, the toy member **246** actuates the ejector mechanism **248** causing the launching of the toy vehicle **102** in slot **250** (FIG. **26**). The ejector mechanism **248** may be any suitable mechanism that has stored energy, such as through springs, elastic bands or any other biasing mechanisms such that contact by a toy member **246** releases the triggering mechanism stored potential energy.

[0050] In one non-limiting embodiment shown in FIGS. **27-28**, the second side **206** has a plurality of slots **252**. Each slot **252** being sized to receive a toy vehicle **102**. Adjacent each slot **252** is an ejector mechanism **254** that is configured to receive a projectile **256**. The ejector mechanism **254** is operably coupled to a sliding actuator **258** that is arranged within the slot **252**. The ejector mechanism **254** may be any suitable mechanism that has stored energy, such as through springs, elastic bands or any other biasing mechanisms such that movement of the actuator **258** releases the ejector mechanism stored potential energy.

[0051] The actuator **258** is arranged such that when the user pushes on the toy vehicle **102**, the actuator **258** moves towards the edge **260** of side **206**. The movement of the actuator **258** releases the stored energy in the ejector mechanism **258** causing the launching of the projectile **256**. The projectile **256** may then be reinserted into the ejector mechanism **258** which resets the biasing mechanism until the next time the actuator **258** is moved.

[0052] Another non-limiting embodiment of toy **100** is shown in FIG. **29-35**. In this embodiment, the toy **100** includes a structure **300** having a base **302** and a tower portion **304**. The tower **304** is coupled to the base **302** by a hinge member **306** arranged along a side **308** of the structure **300**. The tower **304** has a generally hollow interior and a wall **310** arranged on an end opposite the base **302**. The wall **310** is pivotally coupled to the tower **304** such that when the structure **300** is in the first configuration (FIG. **29-32**), the wall **310** covers the end of the tower **304**. When the structure **300** is moved to a second configuration (FIG. **33-35**), the wall **310** rotates to form a ramp portion as will be discussed in more detail below. In one non-limiting embodiment, the wall **310** is spaced a distance from the end of the tower **304** to form a space **312** for storing toy vehicles.

[0053] The structure **300** further includes a first surface **314** having a side wall **316** that cooperate to define a first vehicle path. The first surface **314** curves forming a generally semi-circular path having a first end **318** and a second end **320**. The first surface **314** passes through the base **302**. The ends **318**, **320** are generally adjacent the play surface and the first surface **314** slopes upward to a high point within the base **302**. Arranged within the base **302** is a triggering mechanism **322** having a target member **324**. The triggering mechanism **322** may be any suitable mechanism that has stored energy, such as through springs, elastic bands or any other biasing mechanisms such that movement of the target member **324** releases the triggering mechanism stored potential energy to rotate the tower **304** from the first configuration to the second configuration.

[0054] The structure **300** further includes a second surface **326** that projects from a side **328** of the base **302**. The second surface **326** forms a second vehicle path for a toy vehicle. The second surface **326** directs a toy vehicle in the direction indicated by arrow **332** towards a target member **330** that projects from side **328** adjacent an end of surface **326**. The target member **330** is coupled to release an ejector mechanism **334** having a projectile **336**. The ejector mechanism **334** may be any suitable mechanism that has stored energy, such as through springs, elastic bands or any other biasing mechanisms such that movement of the target member **330** releases the ejector mechanism stored potential energy and launches the projectile **336**.

[0055] When a toy vehicle **102** is launched along the first vehicle path indicated by arrow **338**, the toy vehicle **102** may contact the target member **324** releasing the triggering mechanism **322**. Once released, the triggering mechanism reconfigures the tower **304** from the first configuration to the second configuration. In the second configuration, the wall **310** rotates to expose a substantially now open end of tower **304**. The rotated wall **310** cooperates with the inner surface of the tower **304** to form a third vehicle path as indicated by arrow **340**. A toy vehicle **102** that is directed along the third vehicle path will be launched out of the opposite end of the tower **304** and move though the air over the base **302**.

[0056] In one non-limiting embodiment, the toy **100** will further include a launcher **126** for launching the toy vehicle **102** along a vehicle path. As such, the launchers may be configured to engage and urge a toy vehicle to travel along the

vehicle path. It should be appreciated that although launchers are described herein, vehicles may be manually propelled along the track without the use of a launcher without departing from the scope of the disclosure.

[0057] Another non-limiting embodiment of toy **100** is shown in FIG. **36-37**. In this embodiment, the toy **100** includes a structure **400** in the form of a spy ship when in a closed or first position. The toy **100** includes a toy vehicle **402** such as a car and a launcher **404** that is removable from the structure **400**. The structure **400** opens to a second position to reveal a first track segment **406** and a second track segment **408**.

[0058] Another non-limiting embodiment of toy **100** is shown in FIG. **38-39**. In this embodiment, the toy **100** includes a structure **410** in the form of a cylinder when in a closed or first position. The toy **100** includes a toy vehicle **412** such as a car and a launcher **414**. The structure **410** opens to a second position having a track segment **416**. The track segment **416** includes a loop section **418** that directs the toy vehicle into an exit track section **420**. The toy **100** may include obstacles, such as barrels **420** that the player may use.

[0059] Another non-limiting embodiment of toy **100** is shown in FIG. **40**. In this embodiment, the toy **100** includes a structure **422** in the shape of a dock or pier that has a boat **424**. The toy **100** has a first track section **426** and a second track section **428** that allow a toy vehicle to be launched.

[0060] Another non-limiting embodiment of toy **100** is shown in FIG. **41-42**. In this embodiment, the toy **100** includes a structure **430** in the form of a spy train when in a closed or first position. The structure **430** opens to reveal a simulated spy laboratory. A first track segment **432** and a second track segment **434** provide ramps for moving the toy vehicle **436** into the laboratory. A launch **438** may be used to propel the toy vehicle **436**.

[0061] Accordingly and as discussed above, enhanced play is provided to the toy play set wherein a user may use toy vehicles to reconfigure the vehicle paths by striking a target member. In other words, a user may have numerous options of play wherein in one implementation they may launch the toy vehicle through the toy play set such that reconfiguration occurs or alternatively they may launch the vehicle to launch a projectile.

[0062] While the invention has been described with reference to an exemplary embodiment, it will be understood by those skilled in the art that various changes may be made and equivalents may be substituted for elements thereof without departing from the scope of the invention. In addition, many modifications may be made to adapt a particular situation or material to the teachings of the invention without departing from the essential scope thereof. Therefore, it is intended that the invention not be limited to the particular embodiment disclosed as the best mode contemplated for carrying out this invention, but that the invention will include all embodiments falling within the scope of the present application.

1. A toy set comprising:
- a structure configured to be orientated into a first configuration and a second configuration;
- a first vehicle path through the structure when the structure is in the first configuration;
- a second vehicle path through the structure when the structure is in the second configuration; and,
- a first trigger mechanism for converting the structure from the first configuration into the second configuration, wherein the first trigger mechanism is actuated by a first toy vehicle travelling along the first vehicle path.

2. The toy set as in claim **1**, wherein the first trigger mechanism includes a first target member at least partially disposed in the first vehicle path.

3. The toy set as in claim **2**, wherein:
- the first configuration includes a third vehicle path and the second configuration includes a fourth vehicle path; and,
- the fourth vehicle path includes a loop portion, and the second vehicle path is disposed to direct a vehicle through the loop portion.

4. The toy set as in claim **1**, further comprising:
- a tower member having a first side, a second side, a third side and a fourth side, the first side, second side and third side being rotatably coupled to a base, the third side forming the second vehicle path when the structure is in the second configuration;
- a second target member coupled to a second trigger member configured on the fourth side; and,
- a cable coupled between the fourth side and one end of the second side;
- wherein the second trigger member is configured to release a toy member to slide along the cable when the second trigger member is actuated by a toy vehicle traveling along a third vehicle path.

5. The toy set as in claim **4**, further comprising a third trigger member coupled to the second side adjacent the cable, wherein the third trigger member is configured to eject a second toy vehicle when the third trigger member is actuated by the toy member on the cable.

6. The toy set as in claim **5** wherein the second side further comprises:
- a slot portion disposed between the third trigger member and the base;
- at least one ejector mechanism;
- a first projectile operably coupled to the at least one ejector mechanism; and,
- a fourth trigger mechanism operably coupled to release the at least one ejector mechanism when a third toy vehicle is moved from a first position to a second position.

7. The toy set as in claim **1** further comprising:
- a tower member disposed at least partially about the first vehicle path;
- a third vehicle path coupled to the tower member;
- an ejector mechanism having a target member disposed in the third vehicle path when the structure is in the first configuration, the ejector mechanism coupled to an end of the tower member opposite the first vehicle path;
- and a projectile operably coupled to the ejector mechanism;
- wherein the ejector mechanism is actuated by the first toy vehicle traveling along the third vehicle path.

8. The toy set as in claim **7**, wherein the tower member includes a first portion rotably coupled to a second portion, wherein the first portion rotates when the structure is in the second configuration to define the second vehicle path.

9. A method of reconfiguring vehicle paths of a toy set, comprising:
- providing a structure configured to be oriented into a first configuration and a second configuration;
- actuating a first trigger mechanism with a first toy vehicle traveling along a first vehicle path when the structure is in the first configuration;

rotating a tower member about a base to the second configuration when the first trigger mechanism is actuated; and,

providing a second vehicle path at least partially defined by the tower member when in the second configuration.

10. The method as in claim **9**, wherein the tower member rotates about a first axis extending substantially through a central portion of the tower member.

11. The method of claim **9** further comprising rotating a first side, a second side, a third side of the tower member when the first trigger mechanism is activated, the third side defining the second vehicle path when in the second configuration.

12. The method of claim **11** further comprising:

actuating a second trigger mechanism with a second toy vehicle; and,

moving a toy member along a cable extending between a fourth side of the tower member and an end of the second side in response to the actuating of the second trigger mechanism.

13. The method as in claim **12**, further comprising:

actuating a first ejector mechanism disposed on the second side with the toy member; and,

ejecting a second toy vehicle with the first ejector mechanism.

14. The method as in claim **12**, further comprising:

actuating a third trigger mechanism disposed on the second side; and,

ejecting a projectile with a second ejector mechanism operably coupled to the third trigger mechanism when the third trigger mechanism is actuated.

15. The method as in claim **9**, further comprising:

providing a third vehicle path when the structure is in the first configuration;

providing an ejector mechanism with a target member disposed at least partially in the third vehicle path;

providing a projectile disposed on one end of the tower member; and,

ejecting the projectile when the ejector mechanism is actuated by a second toy vehicle.

16. The method as in claim **9** wherein:

the tower member includes a first portion coupled to the base and a second portion coupled to the first portion along one side; and,

the second portion is rotated to a second position to define the second vehicle path.

17. A toy set comprising:

a structure having a base and a first portion pivotally coupled to the base, the structure further having a first surface defining a first vehicle path and a second surface defining a second vehicle path; and,

a triggering mechanism operably coupled to the base and the first portion, the triggering mechanism having a target member disposed in the first vehicle path, wherein the triggering mechanism rotates the first portion from a first position into a second position to define a third vehicle path, wherein the triggering mechanism is actuated by a first toy vehicle traveling along the first vehicle path.

18. The toy set as in claim **17**, wherein:

the first portion pivots about a rotation axis extending substantially through a center of the first portion;

the third vehicle path includes a loop portion when the first portion is in the second position; and,

the first vehicle path is arranged to direct a second toy vehicle through the loop portion when the first portion is in the second position.

19. The toy set as in claim **17**, further comprising:

wherein the first portion includes a first side, a second side and a third side each pivotally coupled about one end to the base;

a second trigger mechanism is coupled to a fourth side of the first portion, the second trigger mechanism being disposed in the third vehicle path;

a cable is coupled between the fourth side adjacent the second trigger mechanism and an end of the second side, a toy member being moved under the influence of gravity in response to the second trigger mechanism being actuated by a second toy vehicle;

a plurality of slots disposed on the second side;

a plurality of third trigger mechanisms disposed in the plurality of slots;

a plurality of ejector mechanisms each disposed adjacent one of the plurality of slots, each of the plurality of ejector mechanisms operably coupled to one of the plurality of third trigger mechanisms; and,

a plurality of projectiles, each associated with one of the plurality of ejector mechanisms, wherein at least one of the plurality of projectiles is ejected in response to one of the plurality of third trigger mechanisms being actuated.

20. The toy set as in claim **17** further comprising:

wherein the first vehicle path extends at least partially through the base;

the first portion is pivotally coupled to the base along one edge, the pivot axis of rotation being substantially perpendicular to the first surface;

the first portion includes a third surface pivotally coupled on one end, the third surface covering an end of the first portion in the first position and angled to form at least a portion of the third vehicle path when the first portion is in the second position.

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