

Title (en)  
OBJECT RECOGNITION TOYS AND GAMES

Title (de)  
OBJEKTERKENNUNGSSPIELZEUGE UND -SPIELE

Title (fr)  
JOUET ET JEUX DE RECONNAISSANCE D'OBJETS

Publication  
**EP 1350215 A2 20031008 (EN)**

Application  
**EP 01988237 A 20011114**

Priority  
• US 0145788 W 20011114  
• US 24839300 P 20001114

Abstract (en)  
[origin: WO0247013A2] A toy or game play apparatus or method involving a powered host such as a doll or a tablet which operates interactively with one or more non powered play objects. The host has a preprogrammed microcontroller and a RFID reader/interrogator circuit with at least one antenna. Each play object has a RFID tag IC and an antenna. Each tag IC has data that includes at least ID information different from that of the other play objects. When the host and a play object are positioned so as to afford RF communication between their antenna, the host sends power to energize the tag IC of the play object. This causes the tag IC to transmit data and makes a presentation to the user caused by that transmitted data. Some or even all of the presentation may be the data from the play object. In one mode the host may direct the user to position one or more designated play objects relative to the host, recognize whether or not the correct positioning has been achieved, and advise the user accordingly. The host may have multiple antennae at spaced apart locations, and may direct, recognize and advise as to play objects at each such location.  
[origin: WO0247013A2] An interactive doll (1) containing a game unit (3), integral antennas (5a-5c), and a plurality of non-powered playing objects (8). Each playing object (8) contains an RFID (Radio Frequency Identification) tag IC that contains data of different ID information for each playing object (8). When the doll (1) and a play object (8) are positioned so as to allow RF communication between their antenna, the game unit (3) of the doll (1) sends power to energize the tag IC of the play object (8). This causes the RFID tag IC to transmit the ID information data back to the game unit (3) of the doll (1). The doll (1) recognizes the transmitted data and makes a presentation to the user caused by the transmitted data.

IPC 1-7  
**G06K 1/00**; **A63H 3/24**; **A63H 33/00**

IPC 8 full level  
**A63F 9/24** (2006.01); **A63H 3/24** (2006.01); **A63H 3/28** (2006.01); **A63H 3/33** (2006.01); **A63H 30/04** (2006.01); **A63H 33/00** (2006.01); **B42D 15/00** (2006.01); **B42D 15/10** (2006.01); **G01S 13/74** (2006.01); **G06K 17/00** (2006.01); **G06K 19/00** (2006.01)

CPC (source: EP)  
**A63H 3/28** (2013.01); **A63H 30/04** (2013.01); **A63H 33/00** (2013.01); **A63H 2200/00** (2013.01)

Cited by  
US9731208B2

Designated contracting state (EPC)  
AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE TR

DOCDB simple family (publication)  
**WO 0247013 A2 20020613**; **WO 0247013 A3 20030227**; AU 4156202 A 20020618; CA 2428631 A1 20020613; EP 1350215 A2 20031008; EP 1350215 A4 20040310; JP 2004515289 A 20040527

DOCDB simple family (application)  
**US 0145788 W 20011114**; AU 4156202 A 20011114; CA 2428631 A 20011114; EP 01988237 A 20011114; JP 2002548662 A 20011114