

Title (en)
Interactive toy system

Title (de)
Interaktives Spielzeugsystem

Title (fr)
Système de jouet interactif

Publication
EP 1776990 A2 20070425 (EN)

Application
EP 06021643 A 20061016

Priority
• US 25585205 A 20051021
• US 36830006 A 20060303
• US 54036906 A 20060929

Abstract (en)
Systems and methods for interactive play are provided, including a method of interacting with an action figure. The method includes the steps of providing a base (24) unit having a processor, providing an action figure (22) having a memory which stores data relating to the action figure (22), communicating the data in the form of communication signals to the processor, and presenting an activity instruction based on the communication signals received, with the activity instruction enacting a real-life activity that the action figure can engage in.

IPC 8 full level
A63H 3/36 (2006.01); **A63H 30/04** (2006.01); **A63H 33/04** (2006.01)

CPC (source: EP)
A63H 3/36 (2013.01); **A63H 30/04** (2013.01); **A63H 33/042** (2013.01); **A63H 2200/00** (2013.01)

Citation (applicant)
• US 6663393 B1 20031216 - GHALY NABIL N [US]
• US 5607336 A 19970304 - LEBENSFELD STEVEN [US], et al
• US 6648719 B2 20031118 - CHAN ALBERT WAI [CN]
• US 6585556 B2 20030701 - SMIRNOV ALEXANDER V [US]
• WO 0247013 A2 20020613 - 4KIDS ENTERTAINMENT LICENSING [US], et al

Cited by
EP2345471A1; EP2744579A4; US8353767B1; US10583354B2; US8540546B2; US10646780B2; US8636558B2; US8795022B2; US8827761B2; WO2008132486A1; WO2008132489A1

Designated contracting state (EPC)
AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IS IT LI LT LU LV MC NL PL PT RO SE SI SK TR

Designated extension state (EPC)
AL BA HR MK YU

DOCDB simple family (publication)
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DOCDB simple family (application)
EP 06021643 A 20061016; AU 2006230693 A 20061019; CA 2564915 A 20061023