

Title (en)  
INTERACTIVE TOY

Title (de)  
INTERAKTIVES SPIELZEUG

Title (fr)  
JOUET INTERACTIF

Publication  
**EP 4059586 A1 20220921 (EN)**

Application  
**EP 22162368 A 20220316**

Priority  
CN 202120553565 U 20210317

Abstract (en)  
An interactive toy is provided. The toy includes a toy body with at least one sensor and an environmental body. The toy body may be placed in the toy environmental body. The at least one sensor may collect at least one physical factor of the toy environment; the toy body is controlled based on the at least one physical factor of the toy environment collected by the at least one sensor. The toy environmental body changes in response to a change in the toy body as controlled. The toy body provided with the sensor may be placed in a specific environmental body, a special playing experience is produced, and the interactivity and fun of the toy are improved.

IPC 8 full level  
**A63H 33/00** (2006.01); **A63H 3/00** (2006.01); **A63H 3/28** (2006.01)

CPC (source: EP US)  
**A63H 3/006** (2013.01 - EP US); **A63H 3/28** (2013.01 - EP US); **A63H 3/52** (2013.01 - US); **A63H 9/00** (2013.01 - US);  
**A63H 33/003** (2013.01 - EP); **A63H 33/26** (2013.01 - US); **A63H 2200/00** (2013.01 - EP US)

Citation (search report)  
• [XAI] US 10807011 B2 20201020 - MCDONALD DAVID [CA], et al  
• [A] US 2003176146 A1 20030918 - NORMAN CASEY [GB]  
• [A] US 4817936 A 19890404 - MATSUDA TAKASHI [JP]  
• [A] US 2020094157 A1 20200326 - CHOI JONG-ILL [KR]  
• [A] JP H02252485 A 19901011 - SUMITOMO CEMENT CO

Designated contracting state (EPC)  
AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

Designated extension state (EPC)  
BA ME

DOCDB simple family (publication)  
**EP 4059586 A1 20220921**; **EP 4059586 B1 20240814**; **EP 4059586 C0 20240814**; CN 215084849 U 20211210; US 2022297023 A1 20220922

DOCDB simple family (application)  
**EP 22162368 A 20220316**; CN 202120553565 U 20210317; US 202217696833 A 20220316