US010118106B2

(12) **United States Patent**
Couch

(10) **Patent No.: US 10,118,106 B2**
(45) **Date of Patent: Nov. 6, 2018**

(54) **INTERACTIVE TOY AND METHOD OF USE**

(71) Applicant: **Charles Vincent Couch**, Bellaire, TX (US)

(72) Inventor: **Charles Vincent Couch**, Bellaire, TX (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 52 days.

(21) Appl. No.: **14/791,385**

(22) Filed: **Jul. 3, 2015**

(65) **Prior Publication Data**

US 2017/0001125 A1 Jan. 5, 2017

(51) **Int. Cl.**
A63H 33/26 (2006.01)
A63H 3/28 (2006.01)

(52) **U.S. Cl.**
CPC ***A63H 33/26*** (2013.01); ***A63H 3/28*** (2013.01); *A63H 2200/00* (2013.01)

(58) **Field of Classification Search**
CPC A63H 33/00; A63H 2200/00; A63H 33/26; A63J 21/00
See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

5,679,049	A	10/1997	Arad et al.	
6,659,835	B1	12/2003	Allen	
6,773,344	B1 *	8/2004	Gabai	A63H 3/28 463/1
7,878,905	B2	2/2011	Weston et al.	
7,896,742	B2	3/2011	Weston et al.	
8,942,637	B2 *	1/2015	Roach	H04B 7/26 455/344
9,039,533	B2 *	5/2015	Barney	A63H 30/04 463/36
2002/0058459	A1 *	5/2002	Holt	A63H 33/00 446/484
2002/0090985	A1 *	7/2002	Tochner	A63F 13/12 463/1
2003/0198927	A1 *	10/2003	Campbell	A63H 11/00 434/307 R
2005/0153661	A1 *	7/2005	Beck	H04B 1/385 455/73
2007/0259594	A1 *	11/2007	Galbiati	A63H 5/00 446/15
2010/0076597	A1 *	3/2010	Wang	A63H 3/28 700/245
2010/0093434	A1 *	4/2010	Rivas	A63F 13/12 463/35
2011/0081820	A1	4/2011	Faecher	
2012/0295510	A1	11/2012	Boeckle	

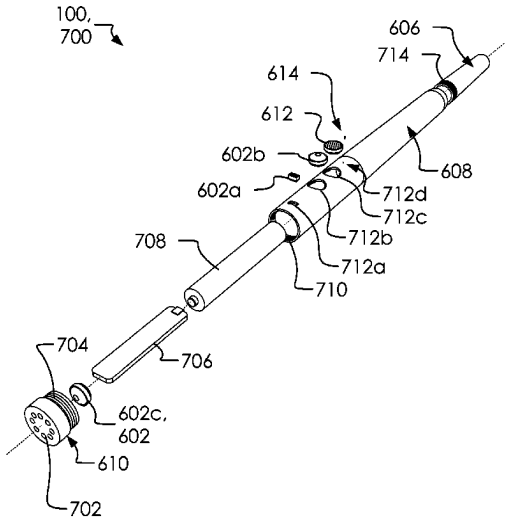
* cited by examiner

Primary Examiner — Gene Kim
Assistant Examiner — Alyssa Hylinski
(74) *Attorney, Agent, or Firm* — Shannon L Warren

(57) **ABSTRACT**

An interactive toy system comprising an outer body, a one or more buttons, an integrated circuit, a battery, a speaker, and a microphone. Said integrated circuit comprising a one or more processors, and a memory. Said memory of said integrated circuit configured to store a one or more outgoing messages comprising a first outgoing message. Said interactive toy is configured to playback said first outgoing message after said first input. Said one or more outgoing messages are associated with a grant flag comprising a true or false value. Said interactive toy is configured to set a wishing mode flag to match said grant flag from said first outgoing message. Said interactive toy is configured to record and store a one or more incoming messages, comprising a first incoming message, after said wishing mode is set to true.

16 Claims, 32 Drawing Sheets



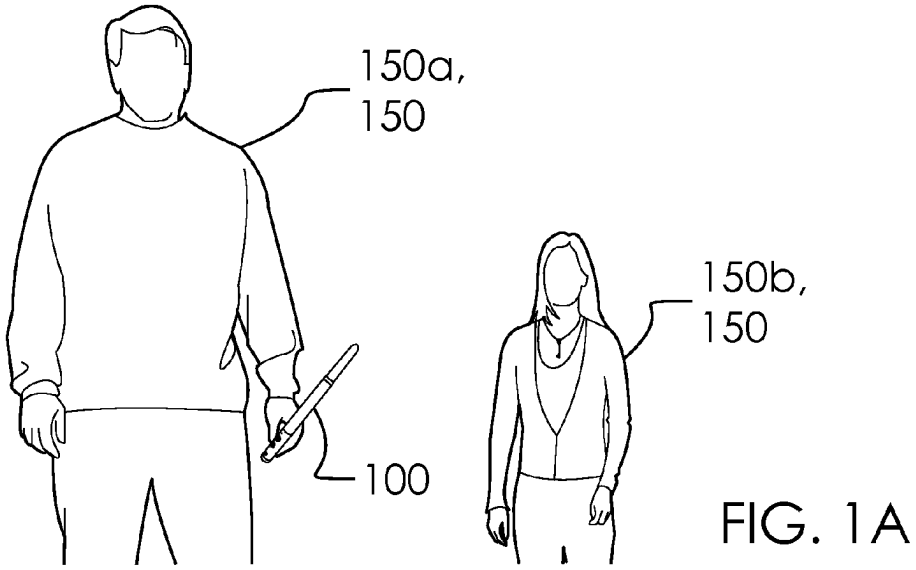

150a,
150
150b,
150
100

FIG. 1A

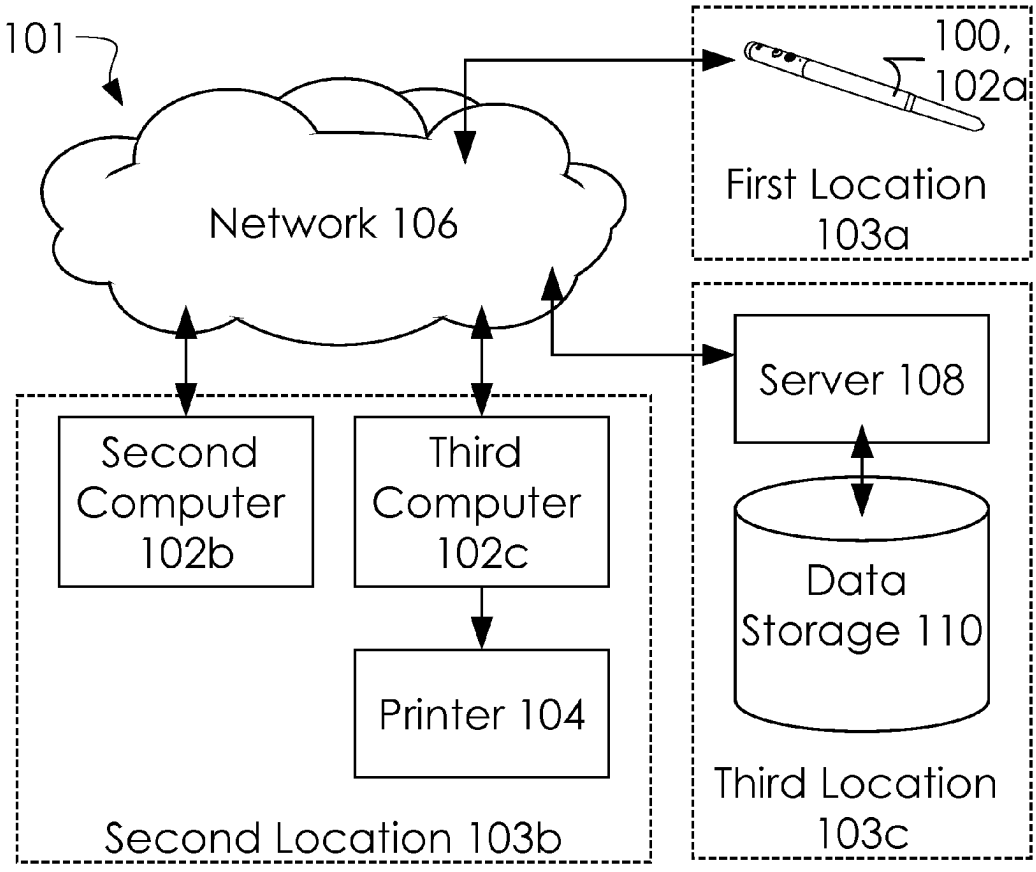

101
Network 106
100,
102a
First Location
103a
Server 108
Data
Storage 110
Third Location
103c
Second
Computer
102b
Third
Computer
102c
Printer 104
Second Location 103b

FIG. 1B

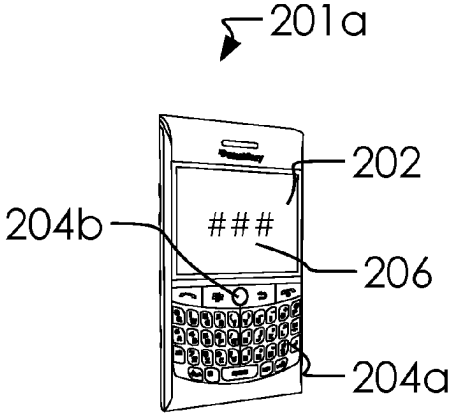


FIG. 2A

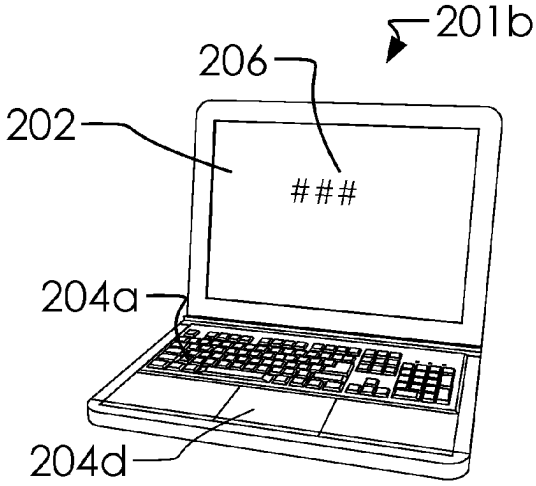


FIG. 2B

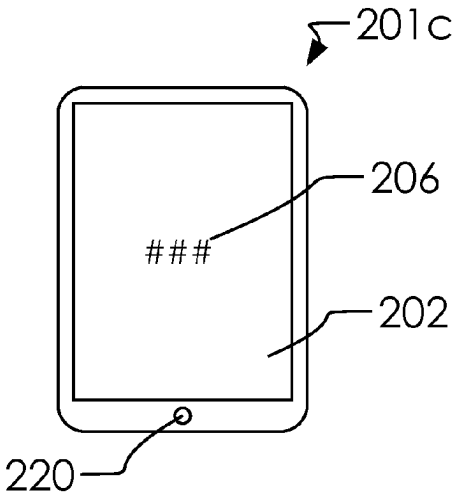


FIG. 2C

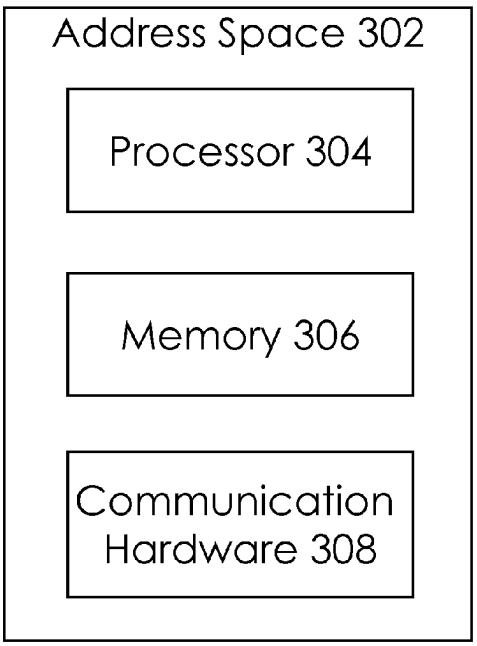


FIG. 3A

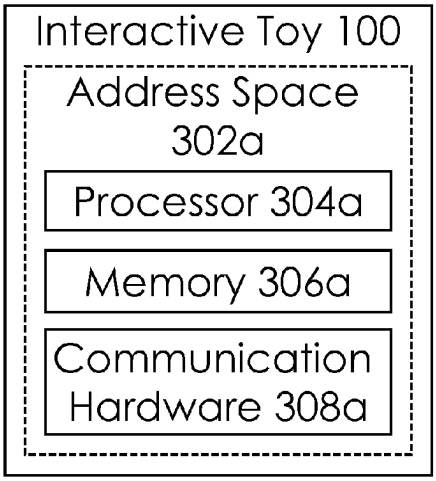


FIG. 3B

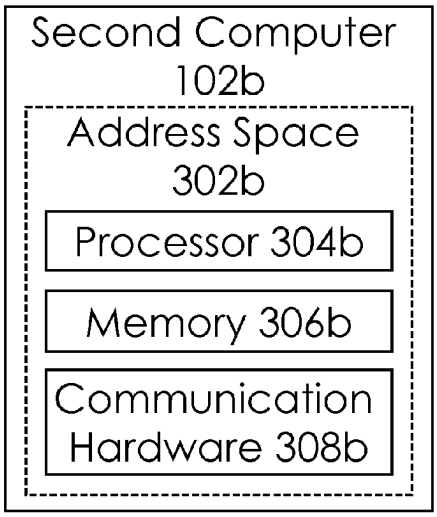


FIG. 3C

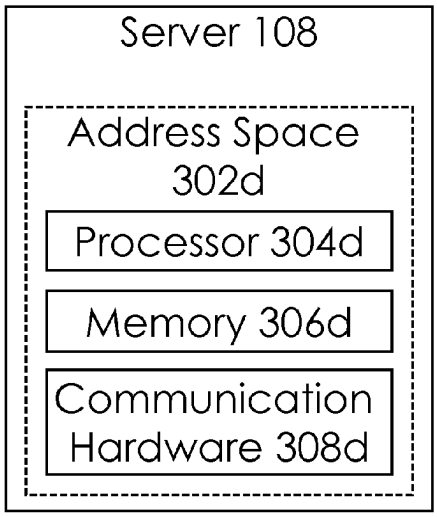


FIG. 3D

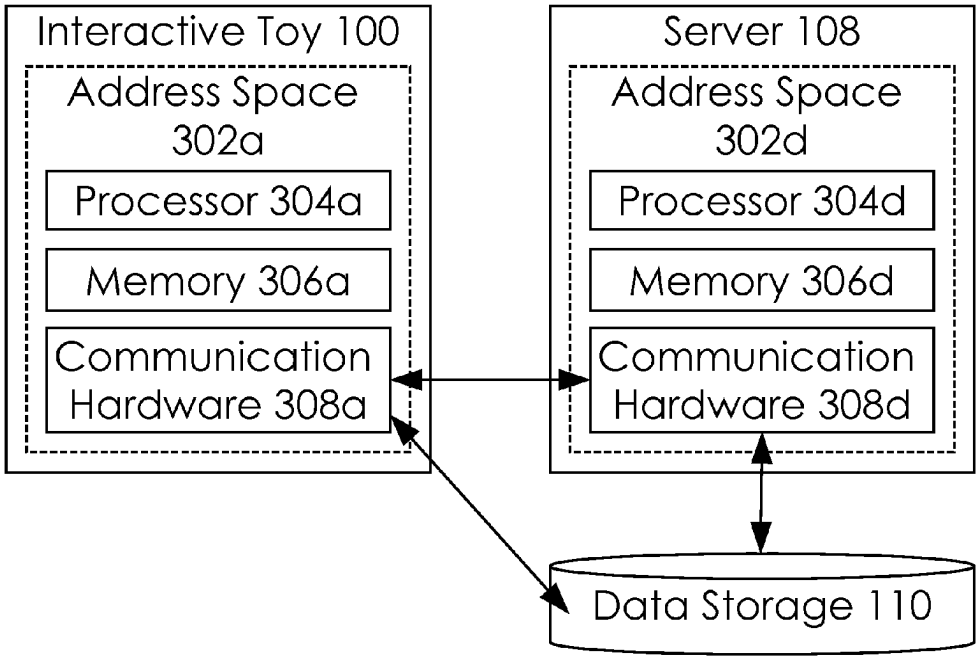

Interactive Toy 100
Address Space 302a
Processor 304a
Memory 306a
Communication Hardware 308a
Server 108
Address Space 302d
Processor 304d
Memory 306d
Communication Hardware 308d
Data Storage 110

FIG. 4A

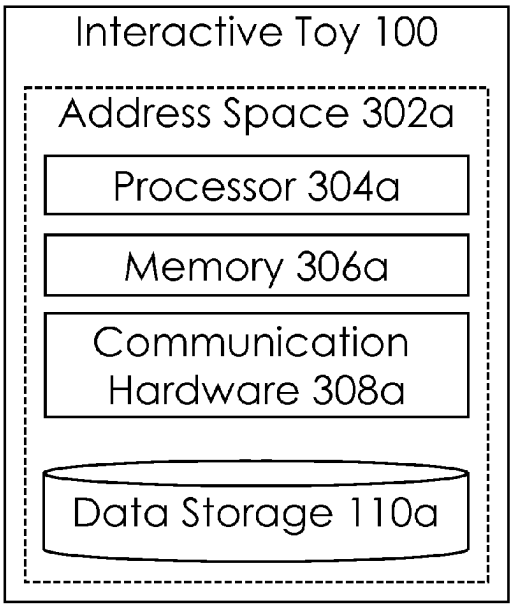

Interactive Toy 100
Address Space 302a
Processor 304a
Memory 306a
Communication Hardware 308a
Data Storage 110a

FIG. 4B

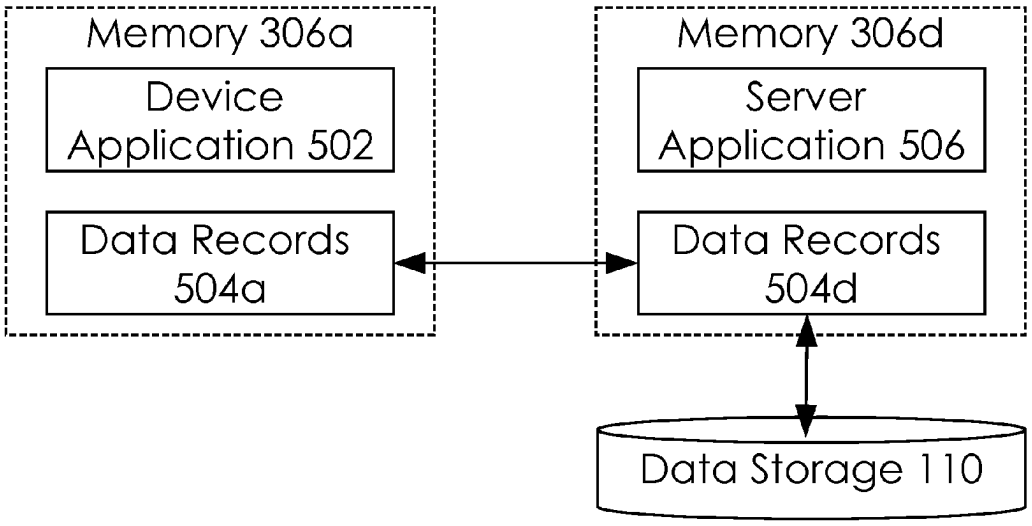


FIG. 5A

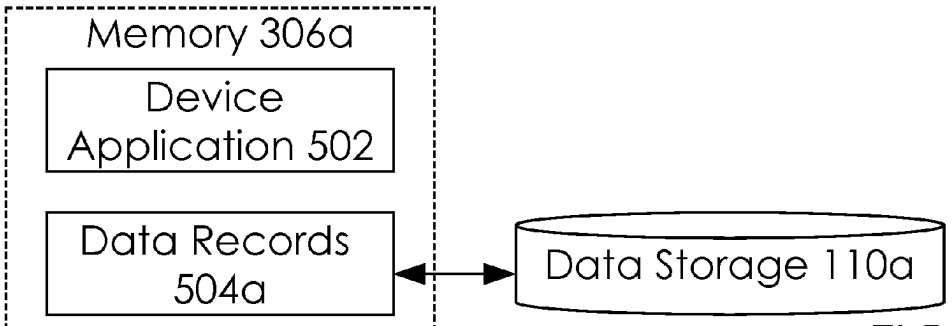


FIG. 5B

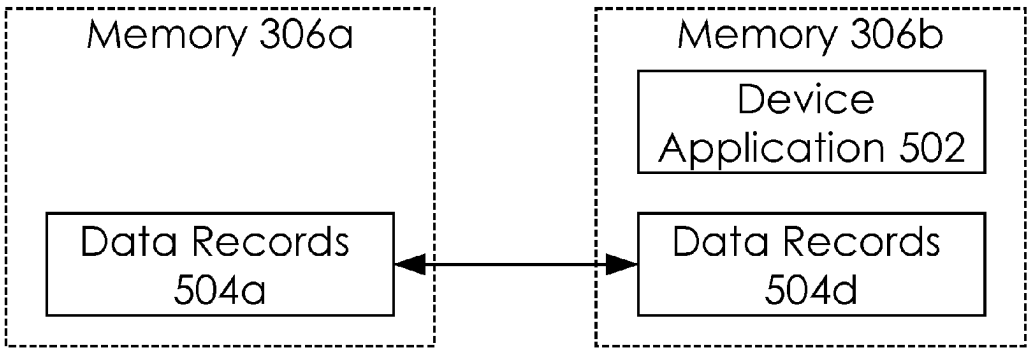


FIG. 5C

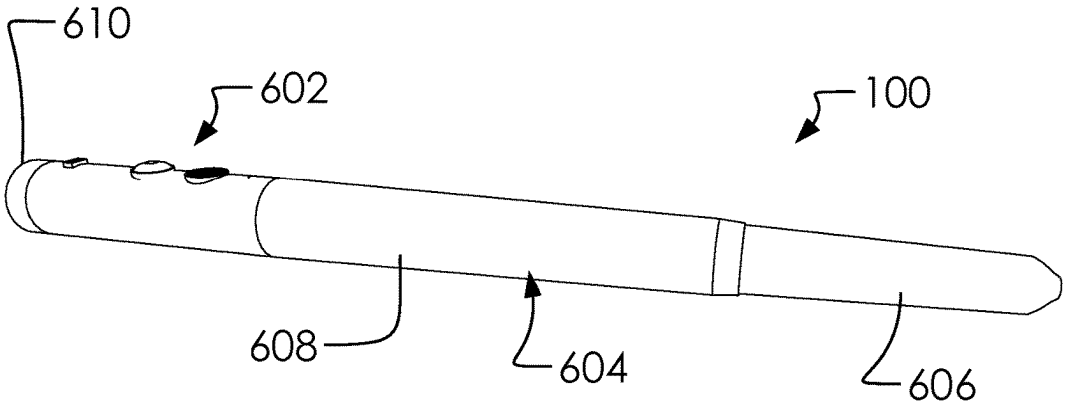


FIG. 6A

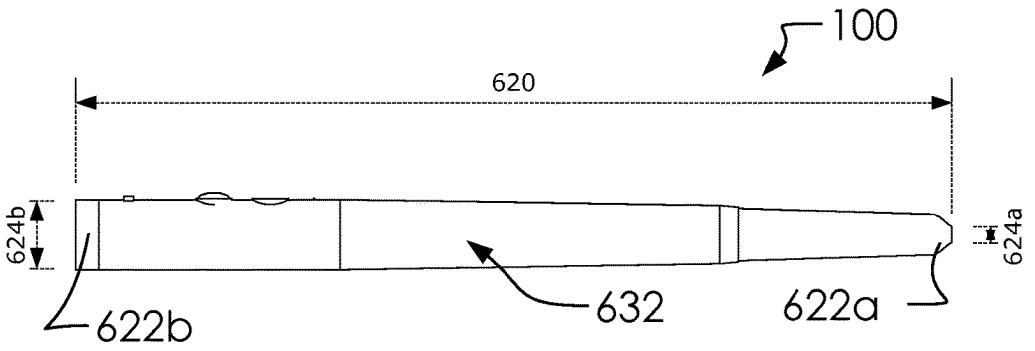


FIG. 6B

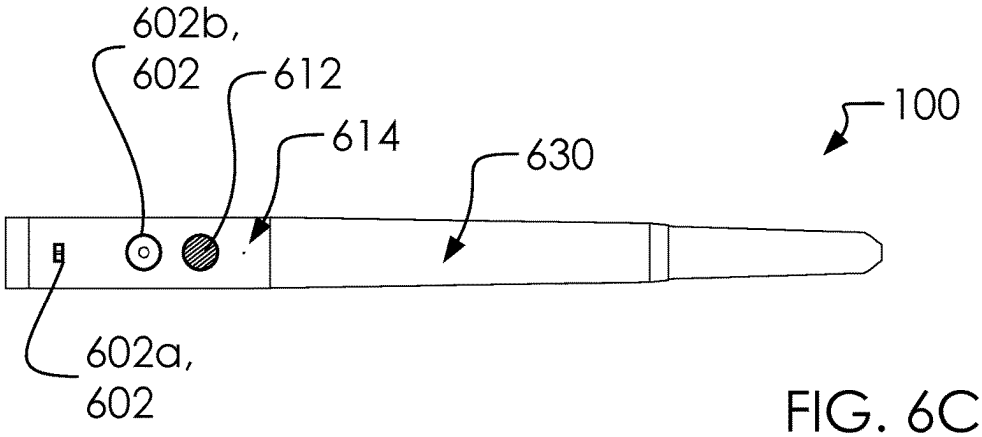


FIG. 6C

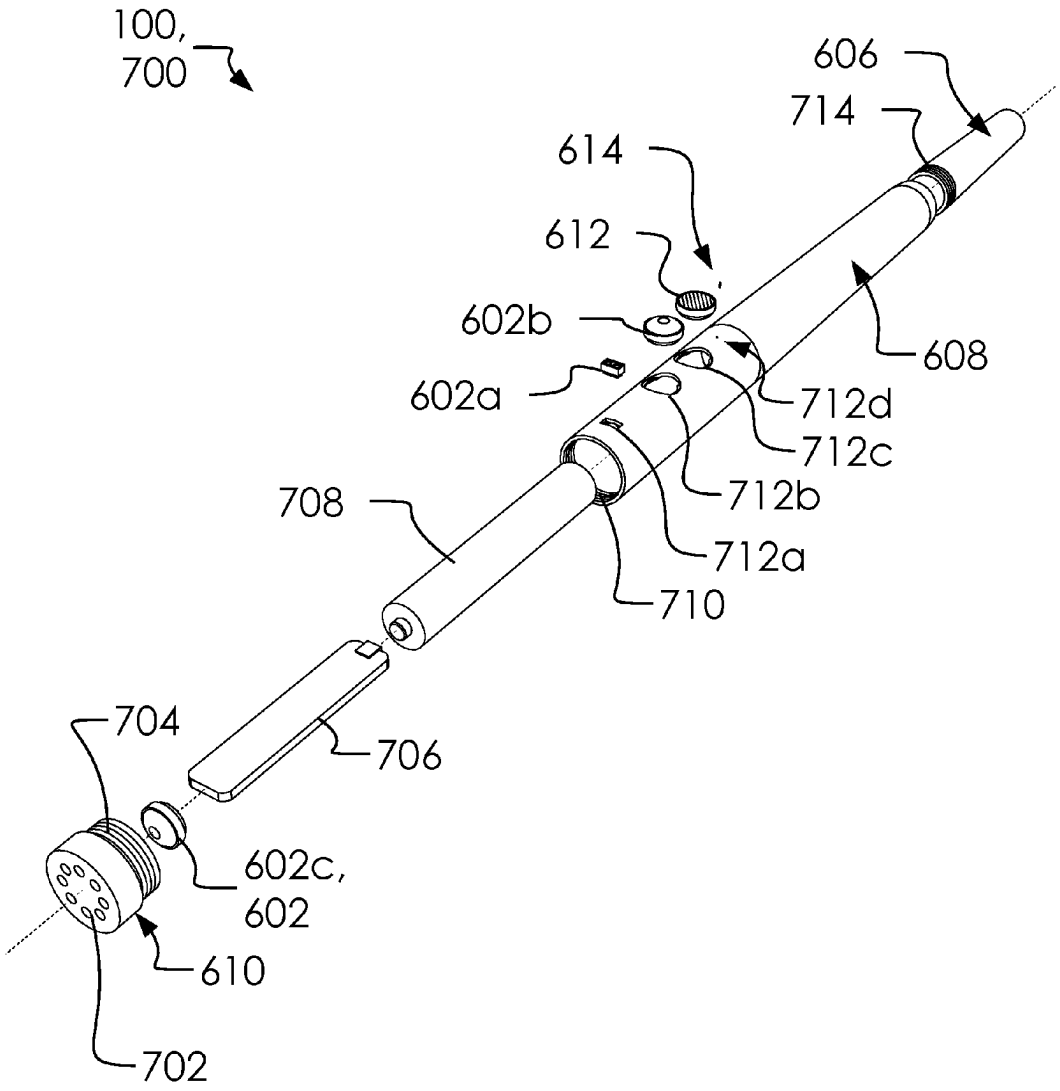

100,
700
606
714
614
612
602b
602a
608
712d
712c
712b
712a
710
708
704
706
602c,
602
610
702

FIG. 7

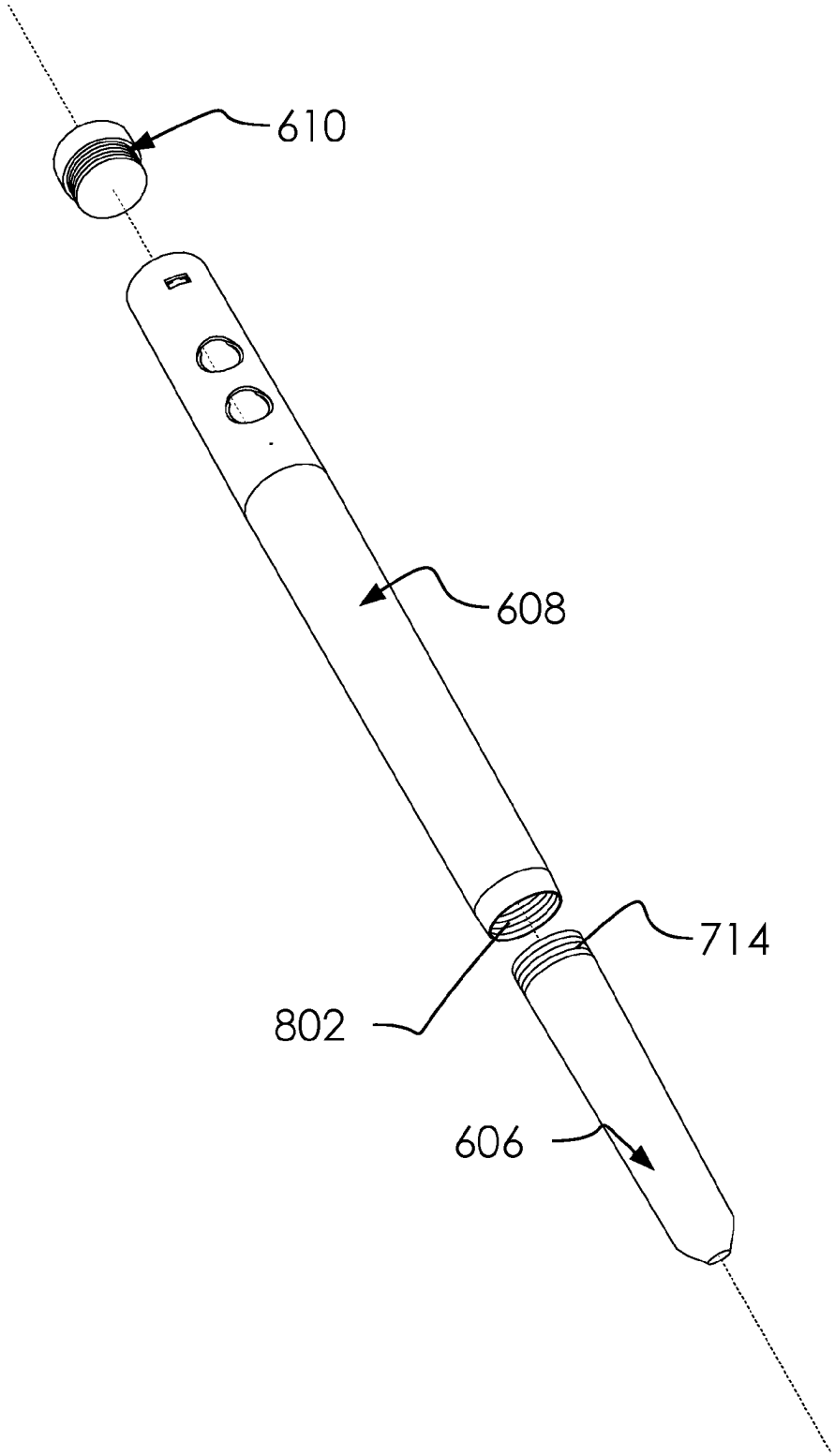


FIG. 8

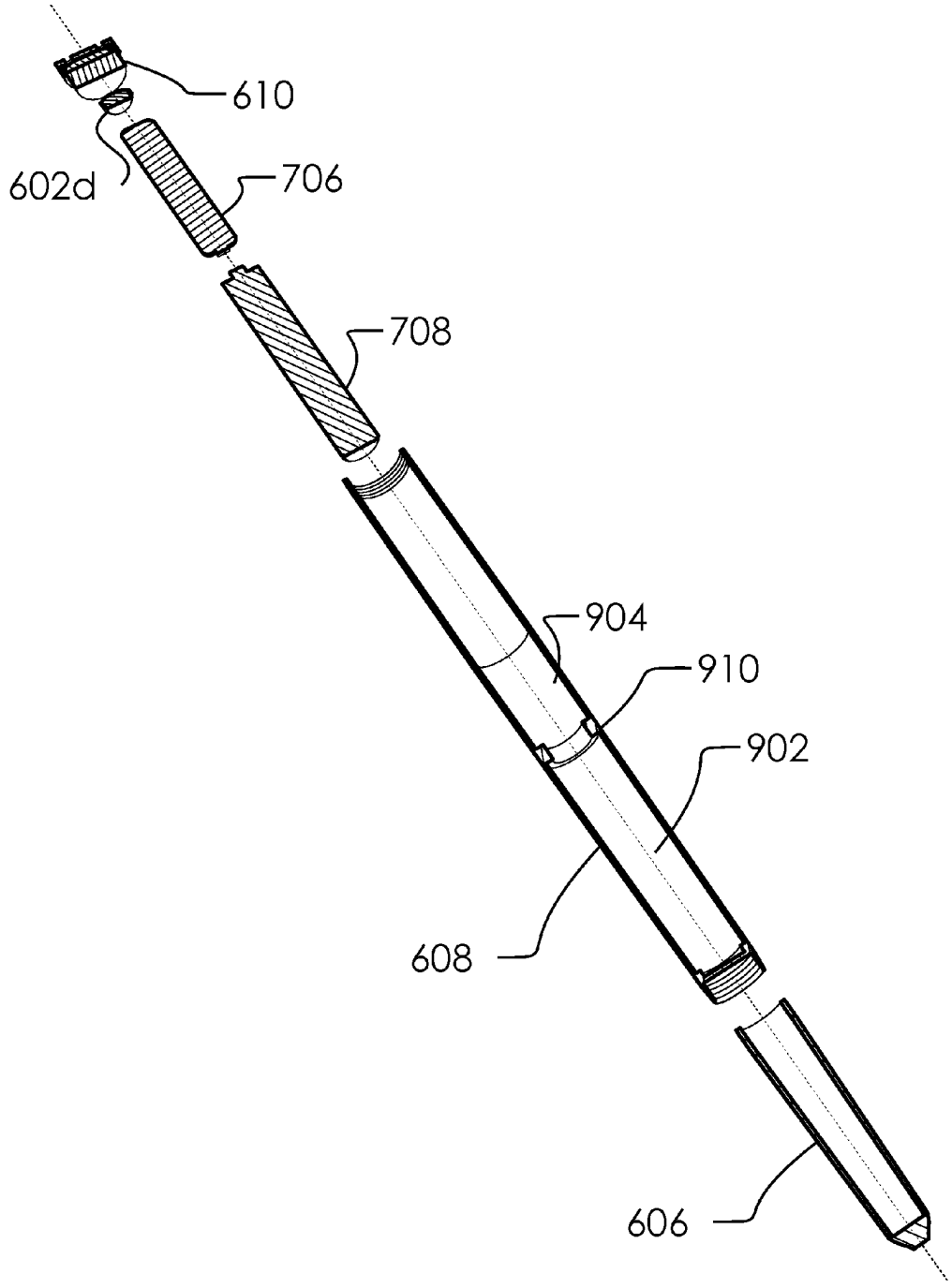


FIG. 9

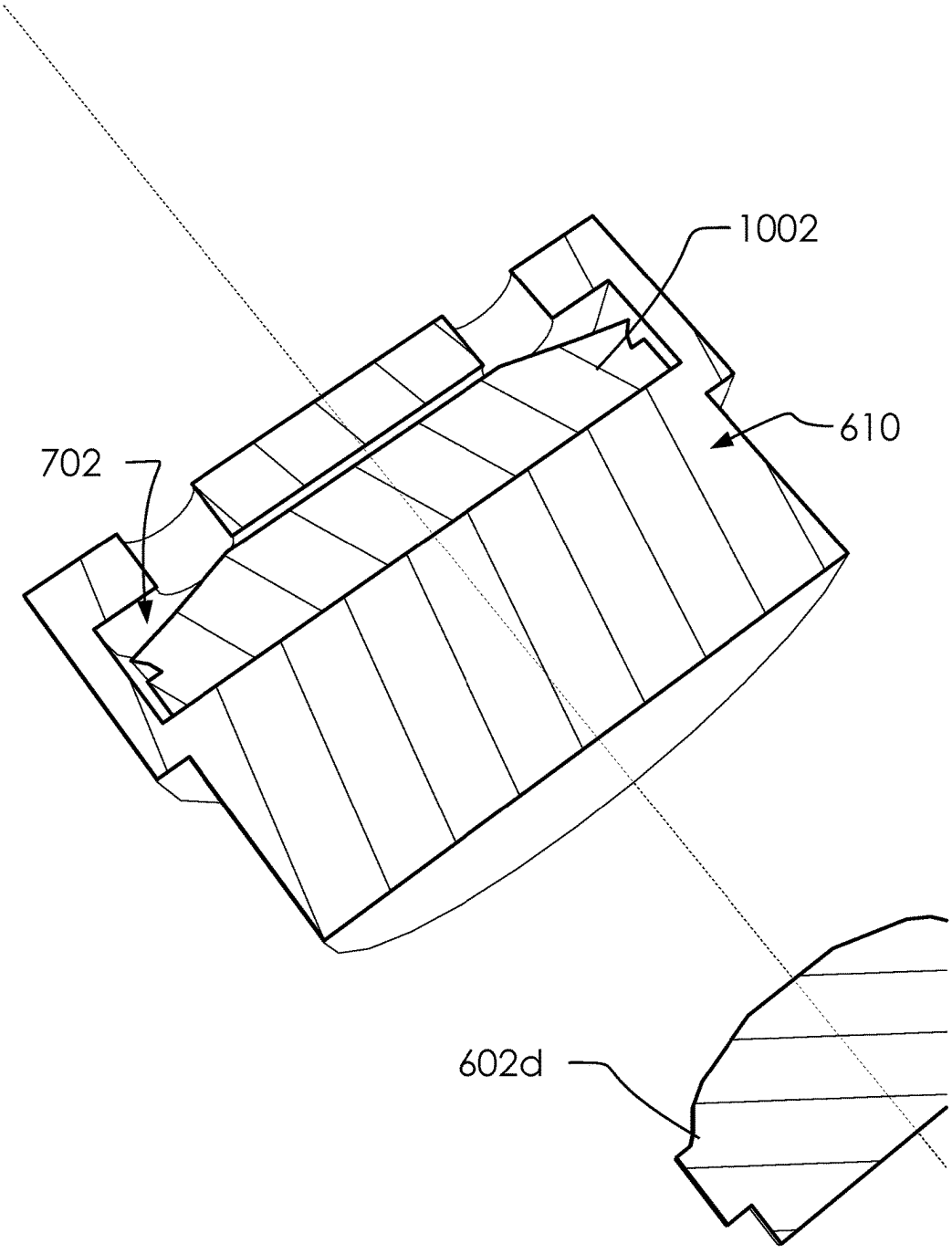


FIG. 10

1100

Button Description 1102	Short Description	Single Click Action 1104	Double Click Action 1106	Triple Click Action 1108	Hold Button Action 1110
first button 602a	Power	Power On/Off Alternate	N/A	N/A	N/A
second button 602b	Outgoing	wish granting procedure 1400	N/A	N/A	activate-deactivate LEDs 1900
third button 602c	Parent UI	playback wishes 1700	record new messages dialog 1800	set wishing mode 1500	activate pairing mode 2000

FIG. 11A

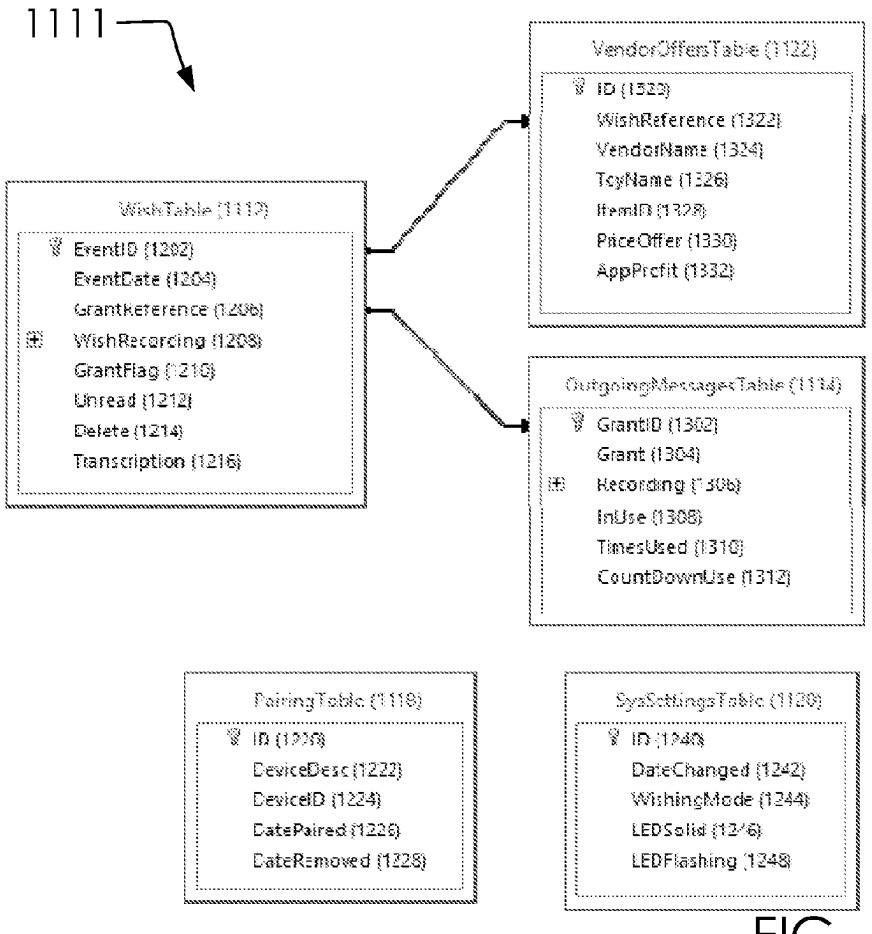


FIG. 11B

1112

EventID (1202)	EventDate (1204)	GrantReference (1206)	WishRecording (1208)	GrantFlag (1210)	Unread (1212)	Delete (1214)	Transcription (1216)
1	6/21/15 17:16	1	1	Yes	Yes	No	I want a new bike
2	6/22/15 19:16	2	1	Yes	Yes	No	I want to go see the new princess movie with daddy
3	6/23/15 20:16	7	0	No	Yes	No	
4	6/24/15 17:16	11	0	No	Yes	No	
5	6/26/15 17:16	7	0	No	No	No	
6	6/27/15 17:16	16	0	No	No	No	
7	6/28/15 17:20	8	1	Yes	No	No	[Transcription]

FIG. 12A

ID (1220)	DeviceDesc (1222)	DeviceID (1224)	DatePaired (1226)	DateRemoved (1228)
1	[First Device Description]	[Device ID]	6/9/15 0:23	
2	[Second Device Description]	[Device ID]	6/22/15 8:24	

1118

FIG. 12B

1120

ID (1240)	DateChanged (1242)	WishingMode (1244)	LEDSolid (1246)	LEDFlashing (1248)
18	06/30/15 0:00	Yes	No	No

FIG. 12C

1114

GrantID (1302)	Grant (1304)	Recording (1306)	InUse (1308)	TimesUsed (1310)	CountDownUse (1312)
1	Yes	1	Yes	1	16
2	No	1	Yes	1	15
3	No	1	Yes		1
4	No	1	Yes		8
5	No	1	Yes		2
6	No	1	Yes		3
7	No	1	Yes	2	10
8	Yes	1	Yes		13
9	No	1	Yes		6
10	No	1	Yes		4
11	No	1	Yes	1	12
12	No	1	Yes		7
13	No	1	Yes		5
14	No	1	Yes		14
15	No	1	Yes		11
16	Yes	1	Yes	1	9

FIG. 13A

1122

ID (1320)	WishReference (1322)	VendorName (1324)	ToyName (1326)	ItemID (1328)	PriceOffer (1330)	AppProfit (1332)
1	1	Fist Vendor	First Bike	[Vendor Item ID]	$10.00	$0.20
2	1	Second Vendor	First Bike	[Vendor Item ID]	$11.00	$0.19
3	1	First Vendor	Second Bike	[Vendor Item ID]	$9.00	$0.11
4	2	First theater	10% off coupon for movie tickets	[Vendor Item ID]	$0.00	$0.30
5	2	Second theater	10% off coupon for movie tickets	[Vendor Item ID]	$0.00	$0.33

FIG. 13B

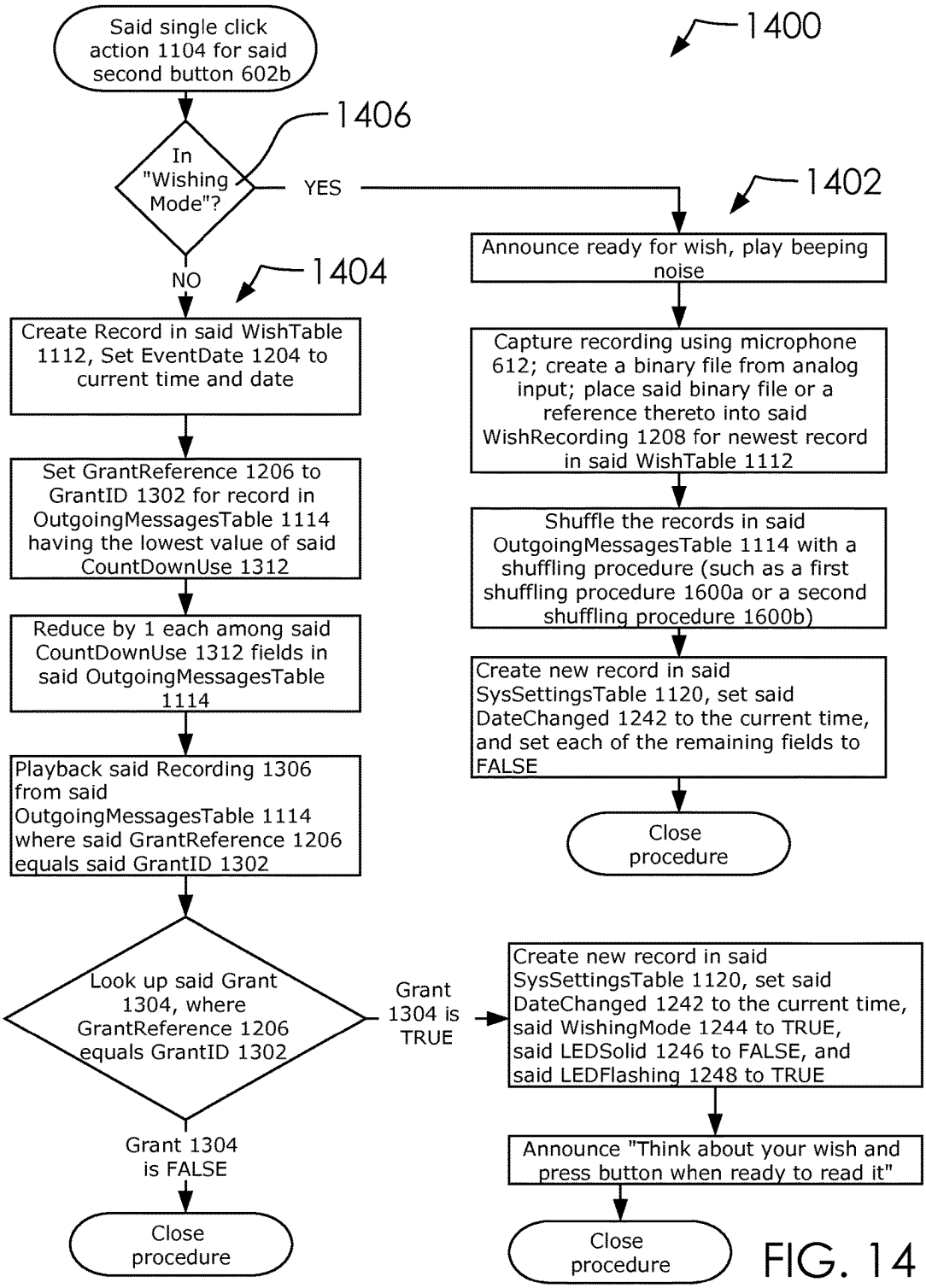

1400
Said single click action 1104 for said second button 602b
1406
In "Wishing Mode"?
YES
1402
NO
1404
Announce ready for wish, play beeping noise
Create Record in said WishTable 1112, Set EventDate 1204 to current time and date
Capture recording using microphone 612; create a binary file from analog input; place said binary file or a reference thereto into said WishRecording 1208 for newest record in said WishTable 1112
Set GrantReference 1206 to GrantID 1302 for record in OutgoingMessagesTable 1114 having the lowest value of said CountDownUse 1312
Shuffle the records in said OutgoingMessagesTable 1114 with a shuffling procedure (such as a first shuffling procedure 1600a or a second shuffling procedure 1600b)
Reduce by 1 each among said CountDownUse 1312 fields in said OutgoingMessagesTable 1114
Create new record in said SysSettingsTable 1120, set said DateChanged 1242 to the current time, and set each of the remaining fields to FALSE
Playback said Recording 1306 from said OutgoingMessagesTable 1114 where said GrantReference 1206 equals said GrantID 1302
Close procedure
Look up said Grant 1304, where GrantReference 1206 equals GrantID 1302
Grant 1304 is TRUE
Create new record in said SysSettingsTable 1120, set said DateChanged 1242 to the current time, said WishingMode 1244 to TRUE, said LEDSolid 1246 to FALSE, and said LEDFlashing 1248 to TRUE
Grant 1304 is FALSE
Announce "Think about your wish and press button when ready to read it"
Close procedure
Close procedure

FIG. 14

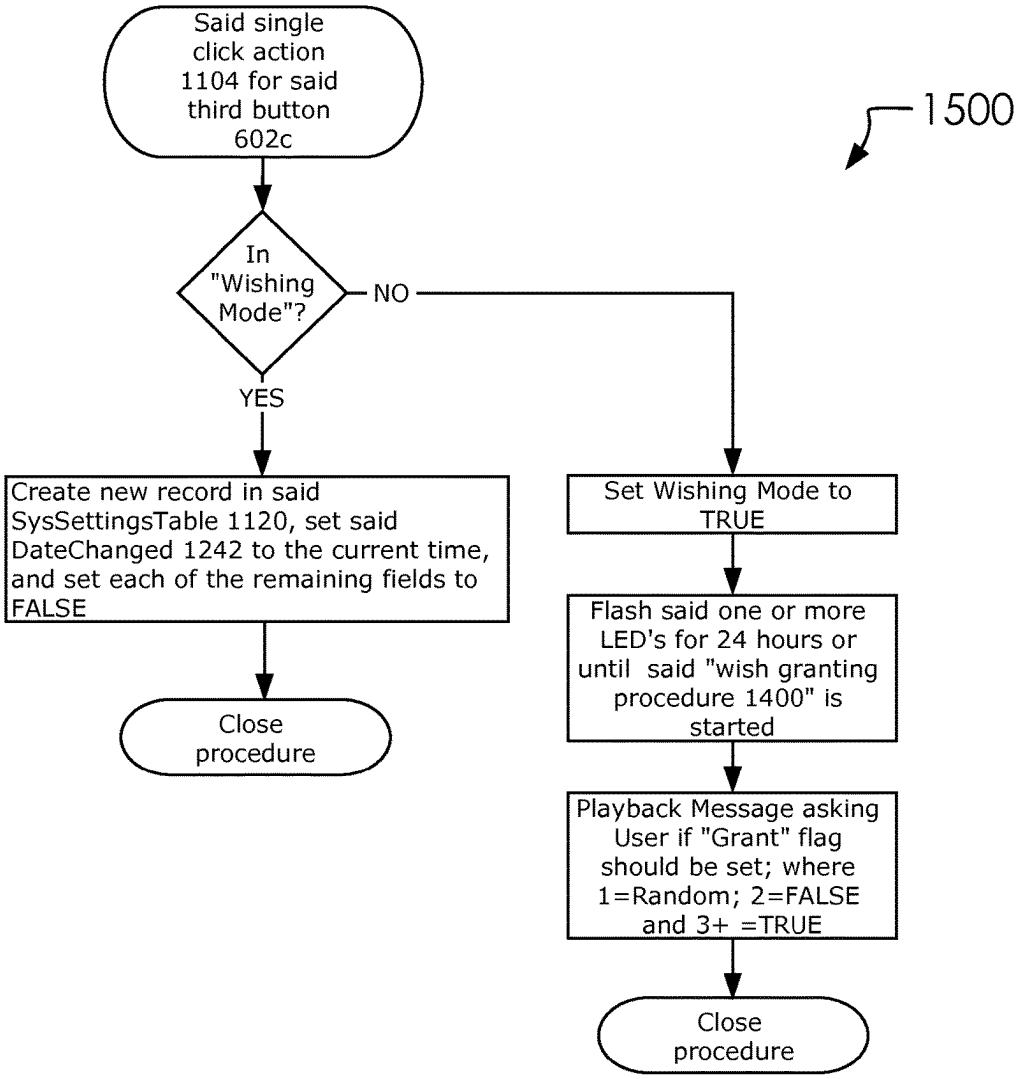

Said single click action 1104 for said third button 602c
1500
In "Wishing Mode"?
NO
YES
Create new record in said SysSettingsTable 1120, set said DateChanged 1242 to the current time, and set each of the remaining fields to FALSE
Close procedure
Set Wishing Mode to TRUE
Flash said one or more LED's for 24 hours or until said "wish granting procedure 1400" is started
Playback Message asking User if "Grant" flag should be set; where 1=Random; 2=FALSE and 3+ =TRUE
Close procedure

FIG. 15

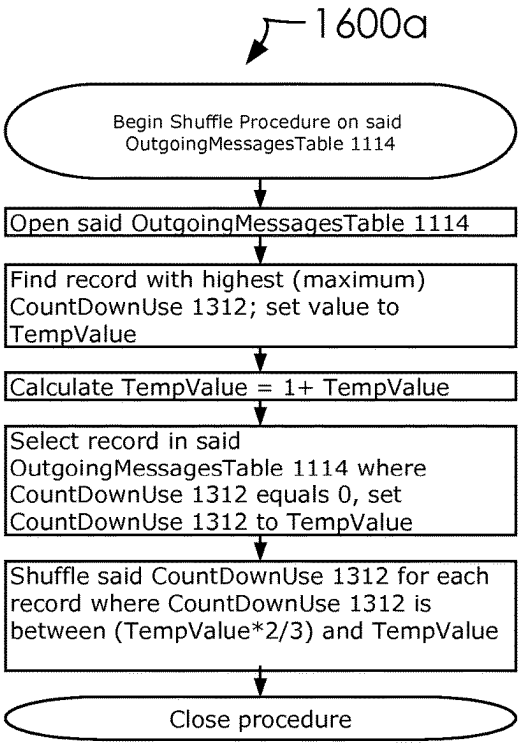


FIG. 16A

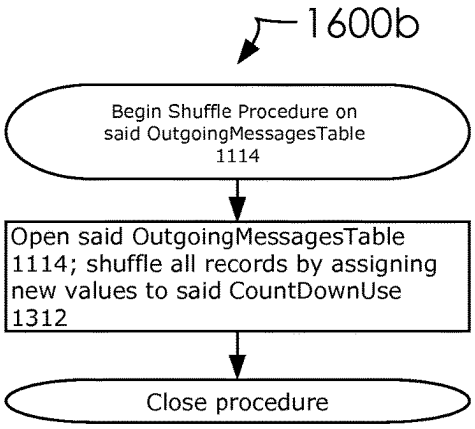


FIG. 16B

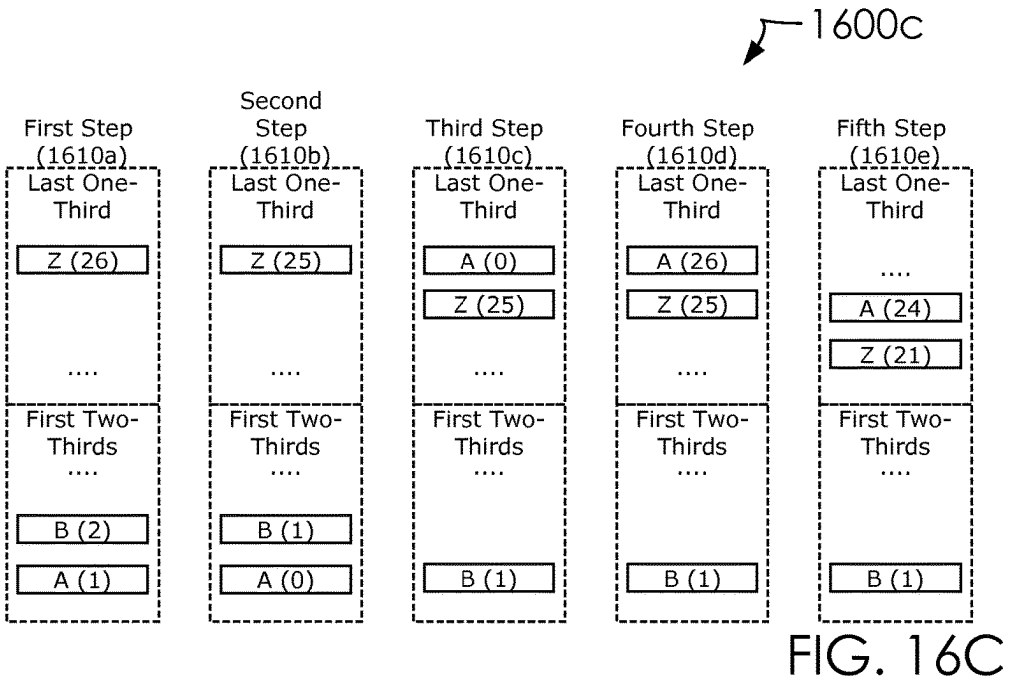


FIG. 16C

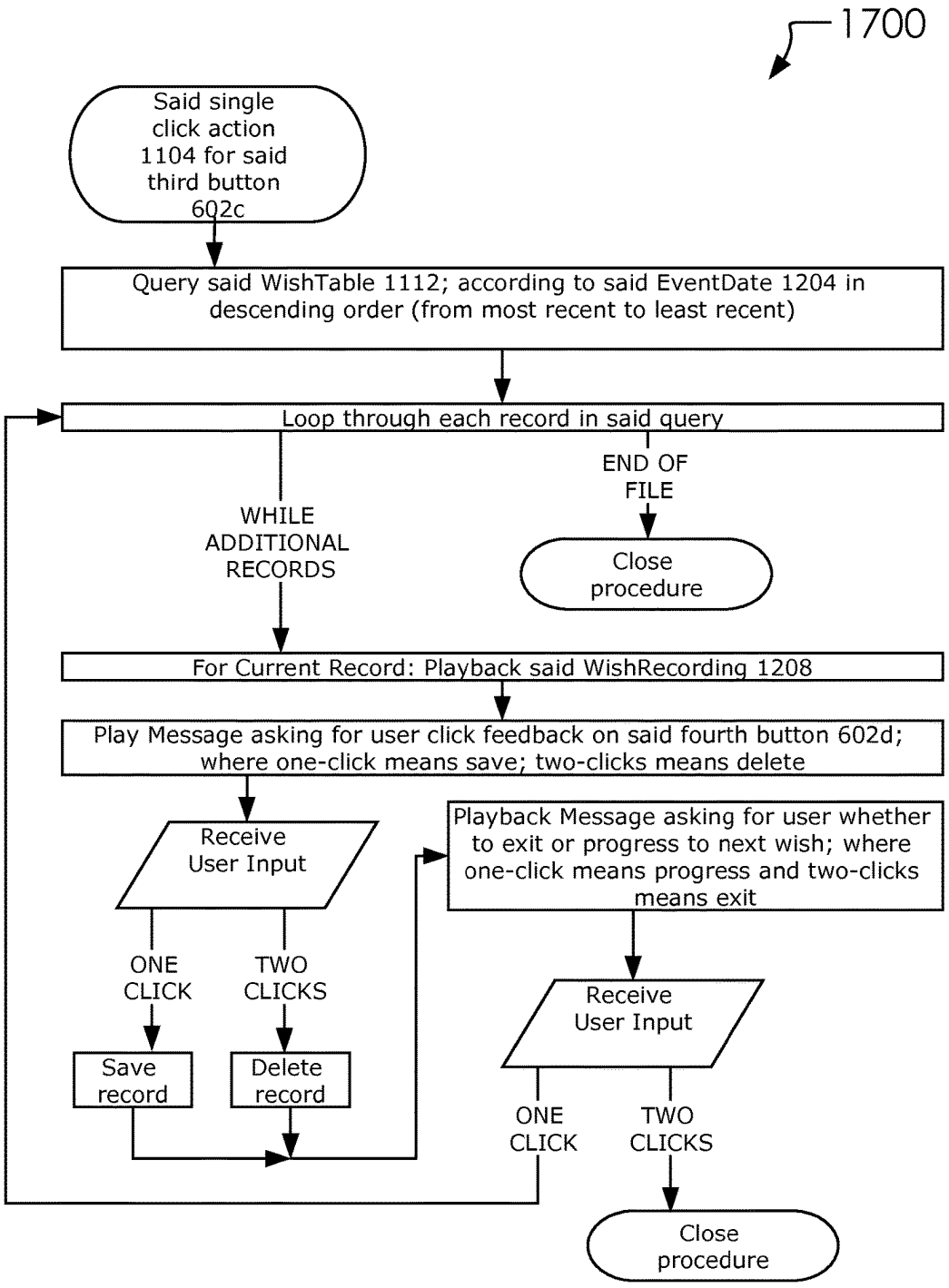

1700
Said single click action 1104 for said third button 602c
Query said WishTable 1112; according to said EventDate 1204 in descending order (from most recent to least recent)
Loop through each record in said query
END OF FILE
WHILE ADDITIONAL RECORDS
Close procedure
For Current Record: Playback said WishRecording 1208
Play Message asking for user click feedback on said fourth button 602d; where one-click means save; two-clicks means delete
Receive User Input
ONE CLICK
TWO CLICKS
Save record
Delete record
Playback Message asking for user whether to exit or progress to next wish; where one-click means progress and two-clicks means exit
Receive User Input
ONE CLICK
TWO CLICKS
Close procedure

FIG. 17

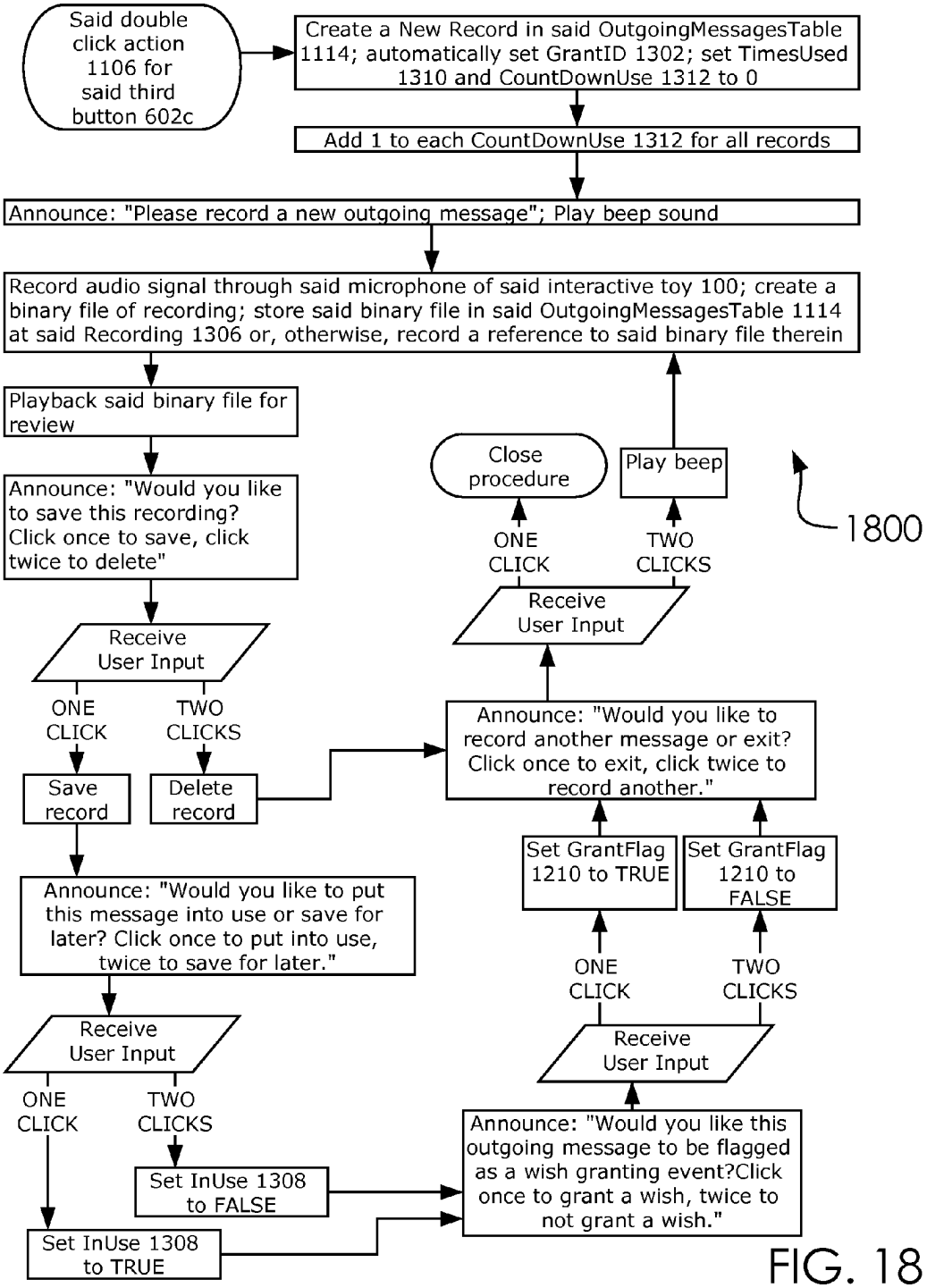

Said double click action 1106 for said third button 602c
Create a New Record in said OutgoingMessagesTable 1114; automatically set GrantID 1302; set TimesUsed 1310 and CountDownUse 1312 to 0
Add 1 to each CountDownUse 1312 for all records
Announce: "Please record a new outgoing message"; Play beep sound
Record audio signal through said microphone of said interactive toy 100; create a binary file of recording; store said binary file in said OutgoingMessagesTable 1114 at said Recording 1306 or, otherwise, record a reference to said binary file therein
Playback said binary file for review
Announce: "Would you like to save this recording? Click once to save, click twice to delete"
Receive User Input
ONE CLICK
TWO CLICKS
Save record
Delete record
Announce: "Would you like to put this message into use or save for later? Click once to put into use, twice to save for later."
Receive User Input
ONE CLICK
TWO CLICKS
Set InUse 1308 to TRUE
Set InUse 1308 to FALSE
Announce: "Would you like this outgoing message to be flagged as a wish granting event?Click once to grant a wish, twice to not grant a wish."
Receive User Input
ONE CLICK
TWO CLICKS
Set GrantFlag 1210 to TRUE
Set GrantFlag 1210 to FALSE
Announce: "Would you like to record another message or exit? Click once to exit, click twice to record another."
Receive User Input
ONE CLICK
TWO CLICKS
Close procedure
Play beep
1800

FIG. 18

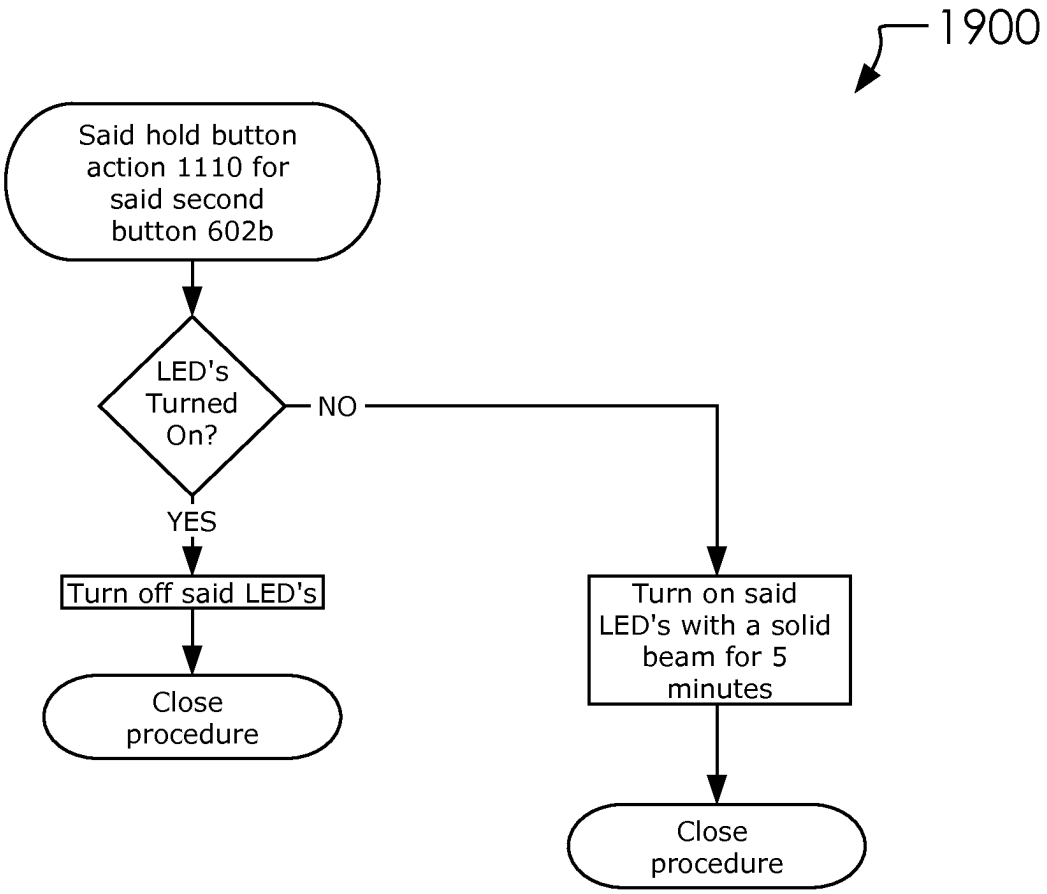

1900
Said hold button action 1110 for said second button 602b
LED's Turned On?
NO
YES
Turn off said LED's
Close procedure
Turn on said LED's with a solid beam for 5 minutes
Close procedure

FIG. 19

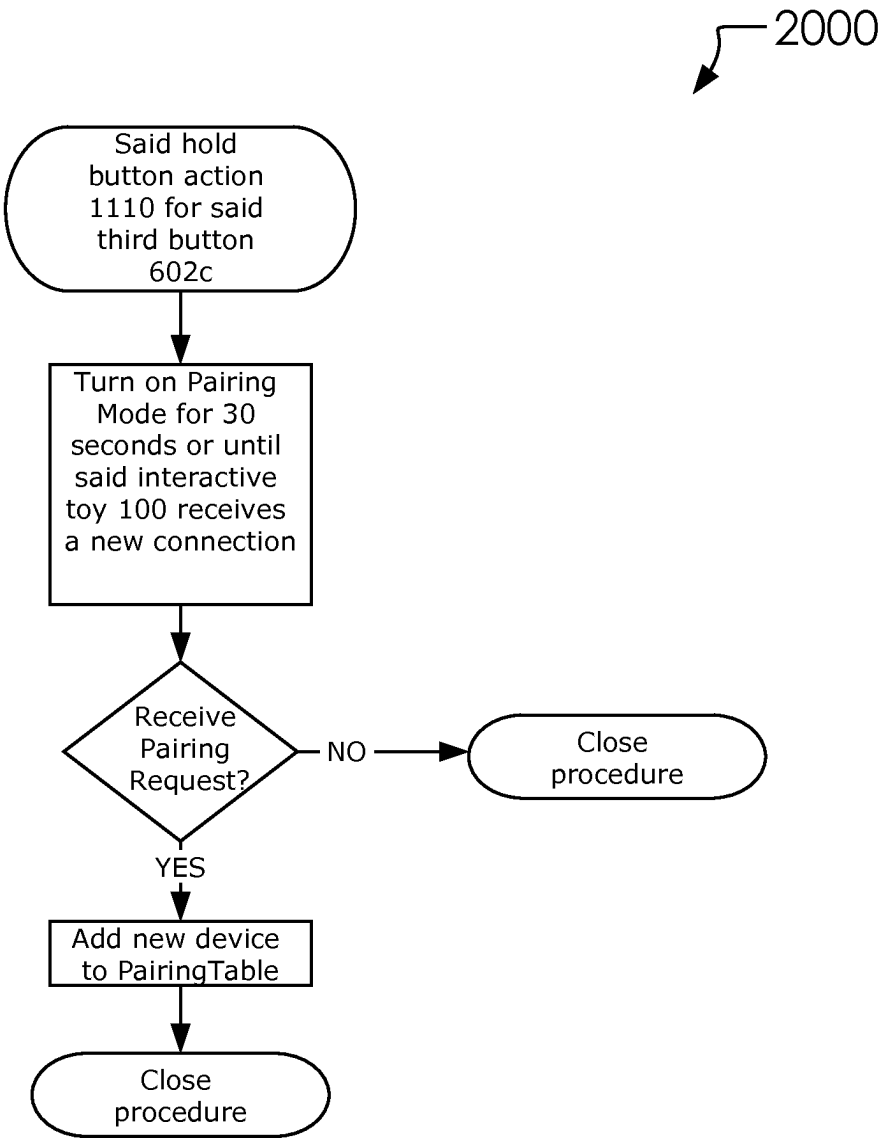

2000
Said hold button action 1110 for said third button 602c
Turn on Pairing Mode for 30 seconds or until said interactive toy 100 receives a new connection
Receive Pairing Request?
NO
Close procedure
YES
Add new device to PairingTable
Close procedure

FIG. 20

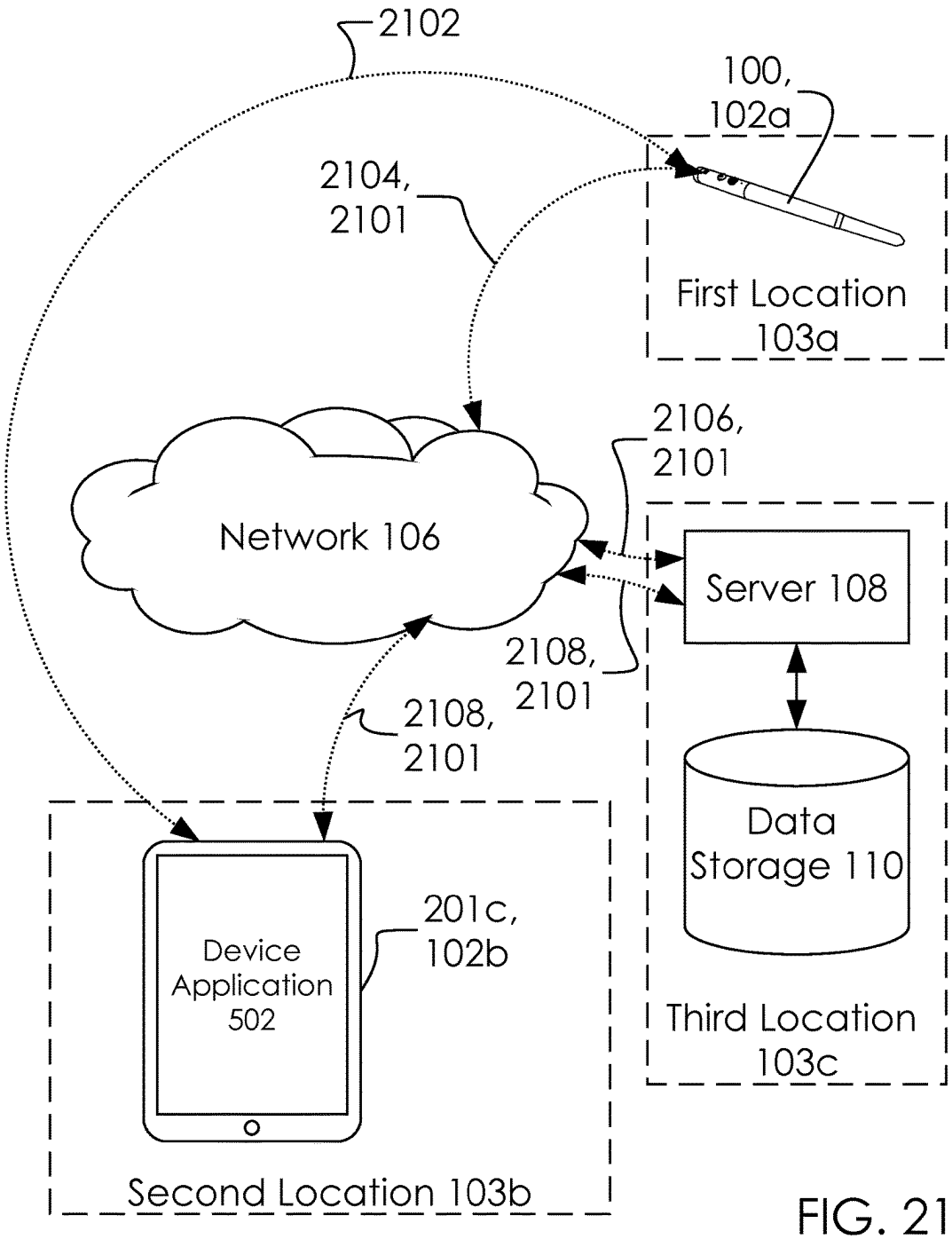

2102
100,
102a
2104,
2101
First Location
103a
2106,
2101
Network 106
Server 108
2108,
2101
2108,
2101
Data
Storage 110
201c,
102b
Device
Application
502
Third Location
103c
Second Location 103b

FIG. 21

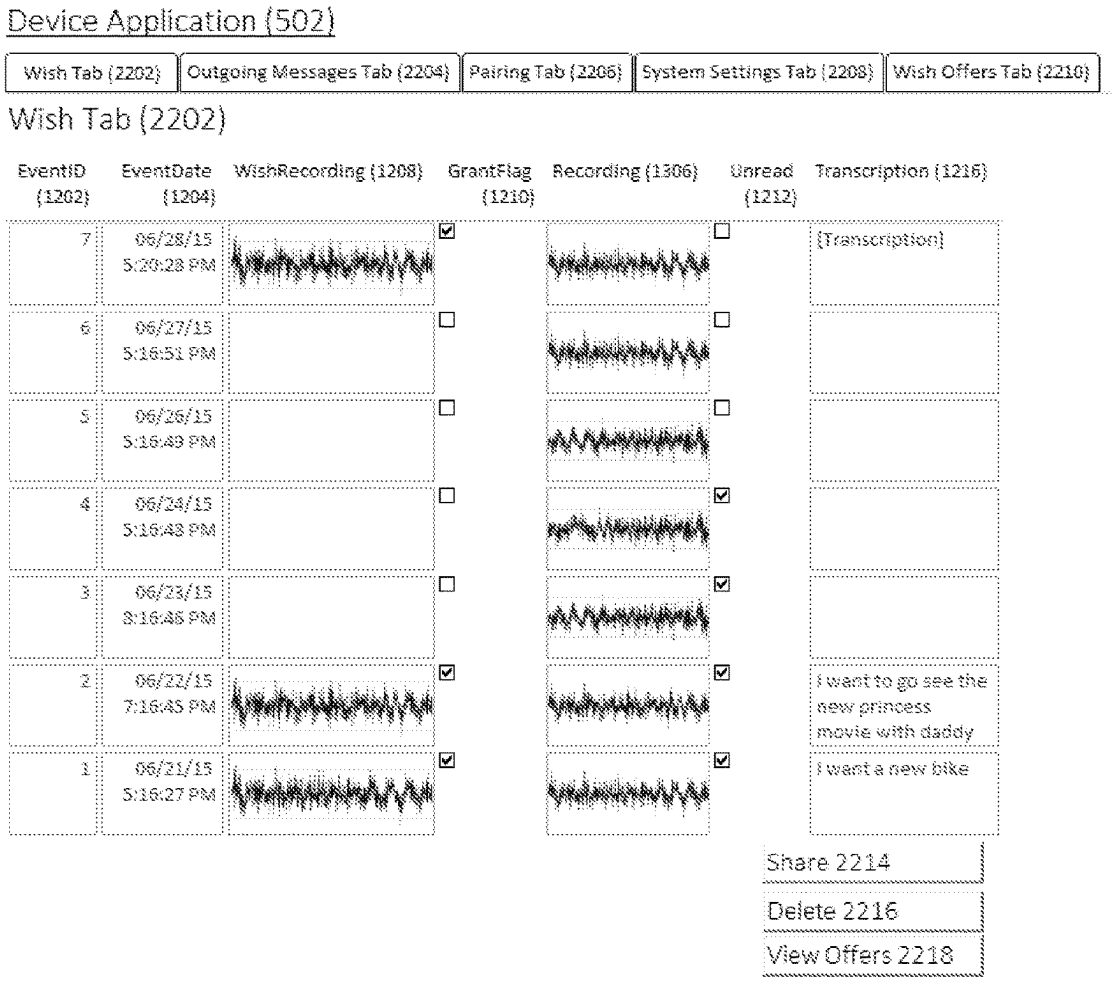

Device Application (502)
Wish Tab (2202)
Outgoing Messages Tab (2204)
Pairing Tab (2206)
System Settings Tab (2208)
Wish Offers Tab (2210)
Wish Tab (2202)
EventID (1202)
EventDate (1204)
WishRecording (1208)
GrantFlag (1210)
Recording (1306)
Unread (1212)
Transcription (1216)
7
06/28/15 5:20:28 PM
[Transcription]
6
06/27/15 5:16:51 PM
5
06/26/15 5:16:49 PM
4
06/24/15 5:16:48 PM
3
06/23/15 8:16:46 PM
2
06/22/15 7:16:45 PM
I want to go see the new princess movie with daddy
1
06/21/15 5:16:27 PM
I want a new bike
Share 2214
Delete 2216
View Offers 2218

FIG. 22

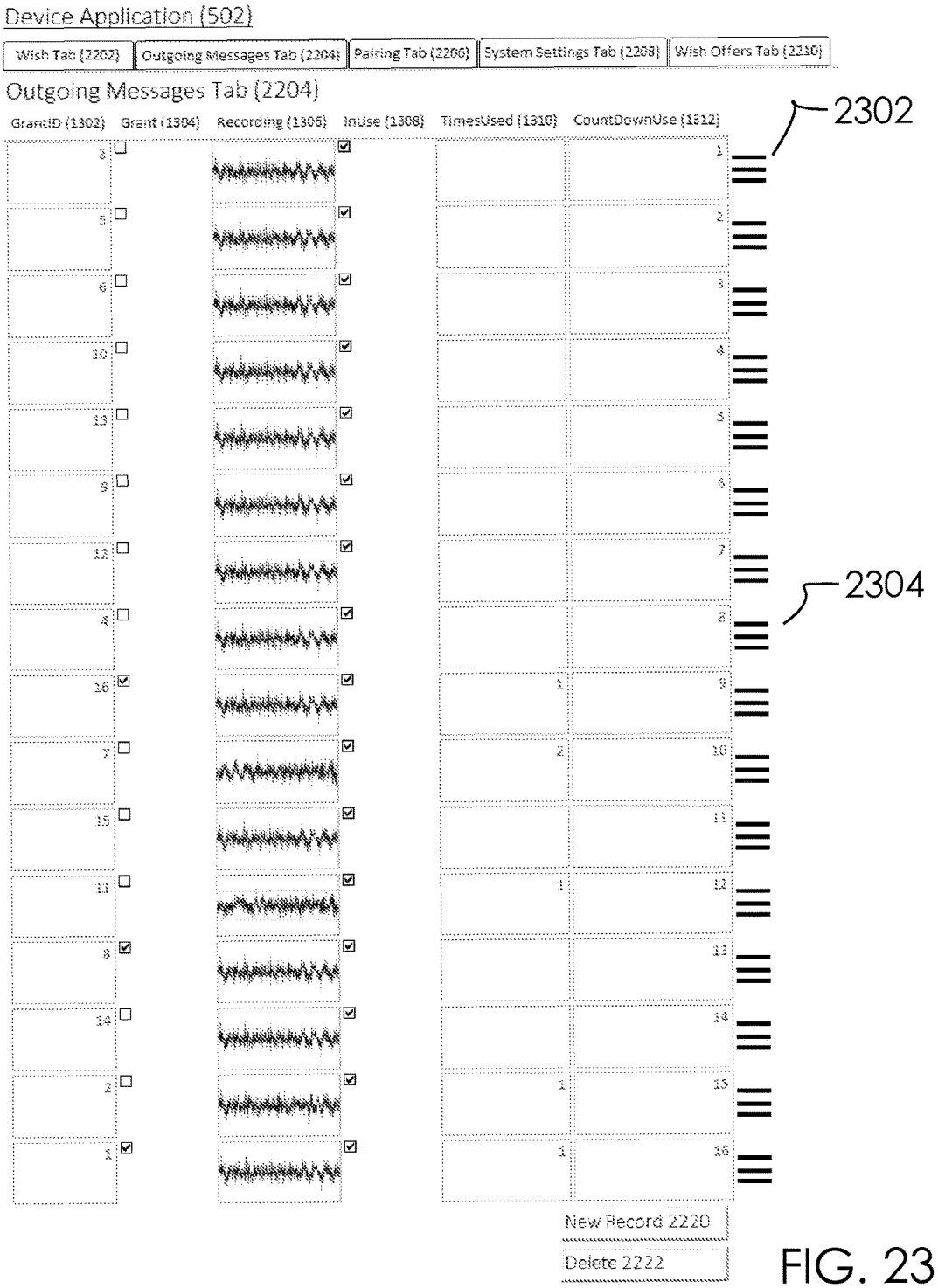

Device Application (502)
Wish Tab (2202)
Outgoing Messages Tab (2204)
Pairing Tab (2206)
System Settings Tab (2208)
Wish Offers Tab (2210)
Outgoing Messages Tab (2204)
GrantID (1302)
Grant (1304)
Recording (1306)
InUse (1308)
TimesUsed (1310)
CountDownUse (1312)
2302
2304
New Record 2220
Delete 2222

FIG. 23

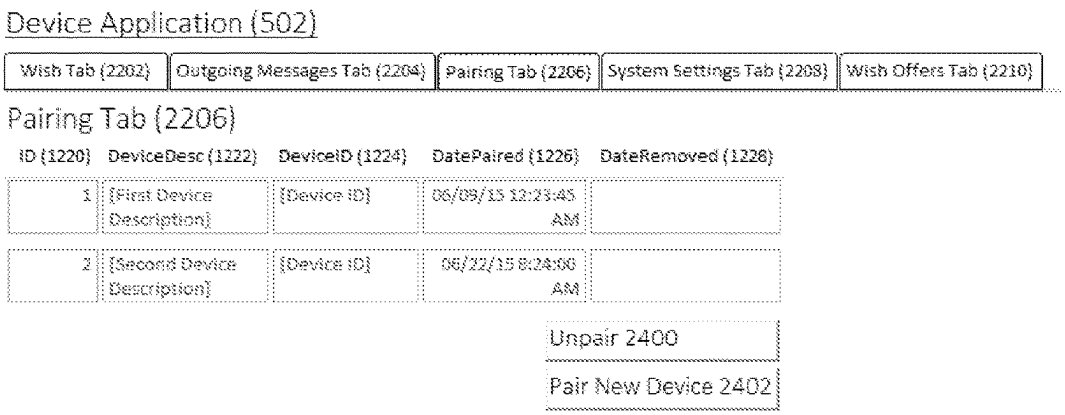

Device Application (502)
Wish Tab (2202)
Outgoing Messages Tab (2204)
Pairing Tab (2206)
System Settings Tab (2208)
Wish Offers Tab (2210)
Pairing Tab (2206)
ID (1220)
DeviceDesc (1222)
DeviceID (1224)
DatePaired (1226)
DateRemoved (1228)
1
[First Device Description]
[Device ID]
06/09/15 12:23:45 AM
2
[Second Device Description]
[Device ID]
06/22/15 8:28:00 AM
Unpair 2400
Pair New Device 2402

FIG. 24

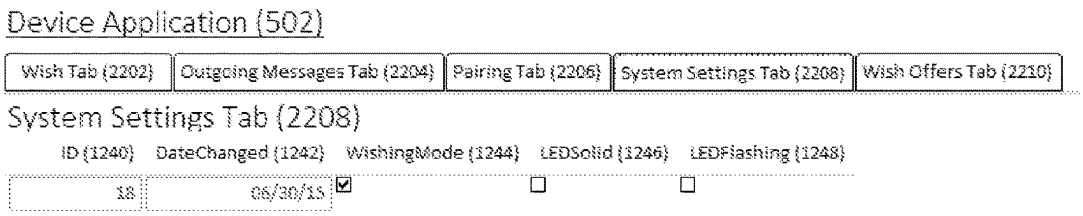

Device Application (502)
Wish Tab (2202)
Outgoing Messages Tab (2204)
Pairing Tab (2206)
System Settings Tab (2208)
Wish Offers Tab (2210)
System Settings Tab (2208)
ID (1240)
DateChanged (1242)
WishingMode (1244)
LEDSolid (1246)
LEDFlashing (1248)
18
06/30/15

FIG. 25

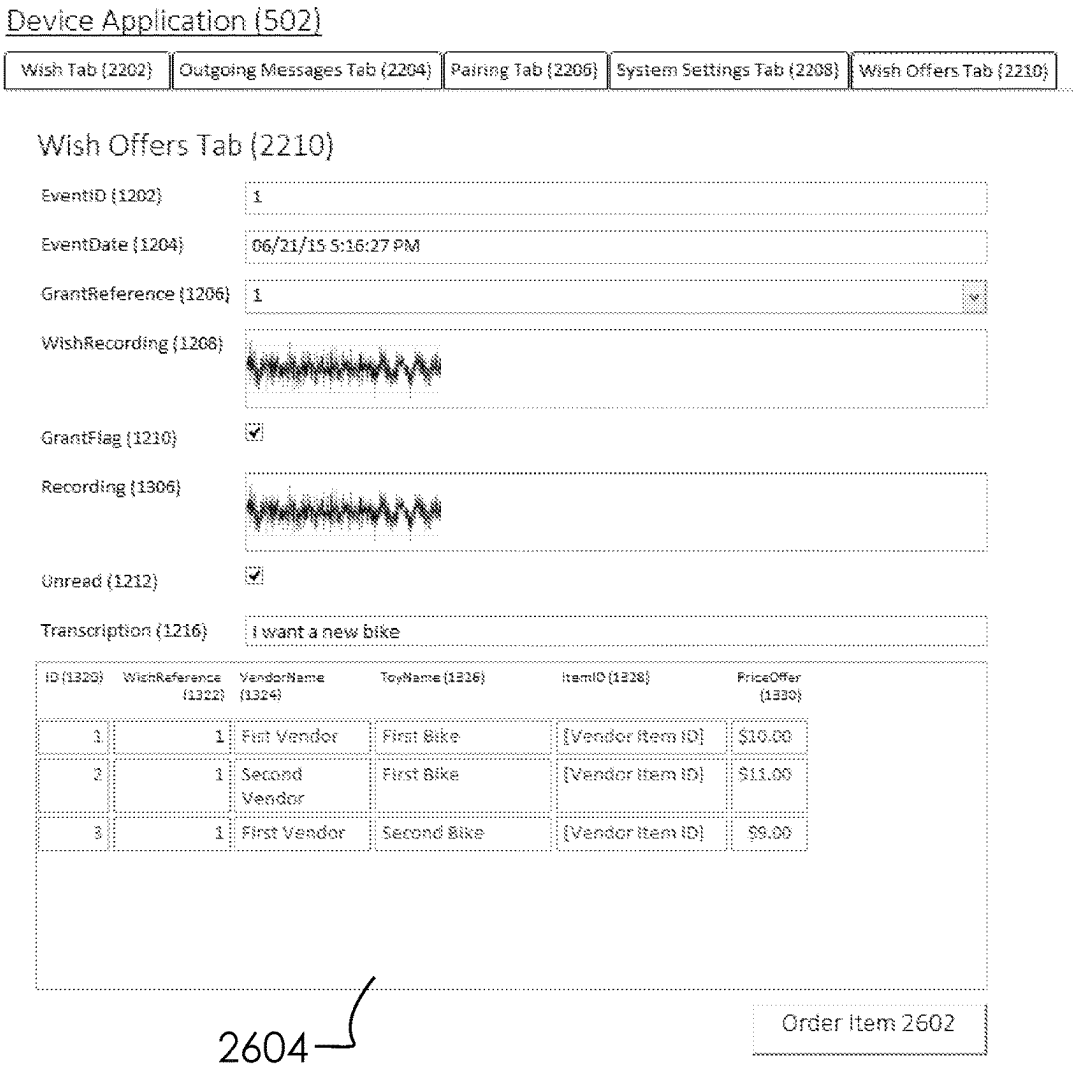

Device Application (502)
Wish Tab (2202)
Outgoing Messages Tab (2204)
Pairing Tab (2206)
System Settings Tab (2208)
Wish Offers Tab (2210)
Wish Offers Tab (2210)
EventID (1202)
1
EventDate (1204)
06/21/15 5:16:27 PM
GrantReference (1206)
1
WishRecording (1208)
GrantFlag (1210)
Recording (1306)
Unread (1212)
Transcription (1216)
I want a new bike
ID (1320)
WishReference (1322)
VendorName (1324)
ToyName (1326)
ItemID (1328)
PriceOffer (1330)
1 1 First Vendor First Bike [Vendor Item ID] $10.00
2 1 Second Vendor First Bike [Vendor Item ID] $11.00
3 1 First Vendor Second Bike [Vendor Item ID] $9.00
2604
Order Item 2602

FIG. 26

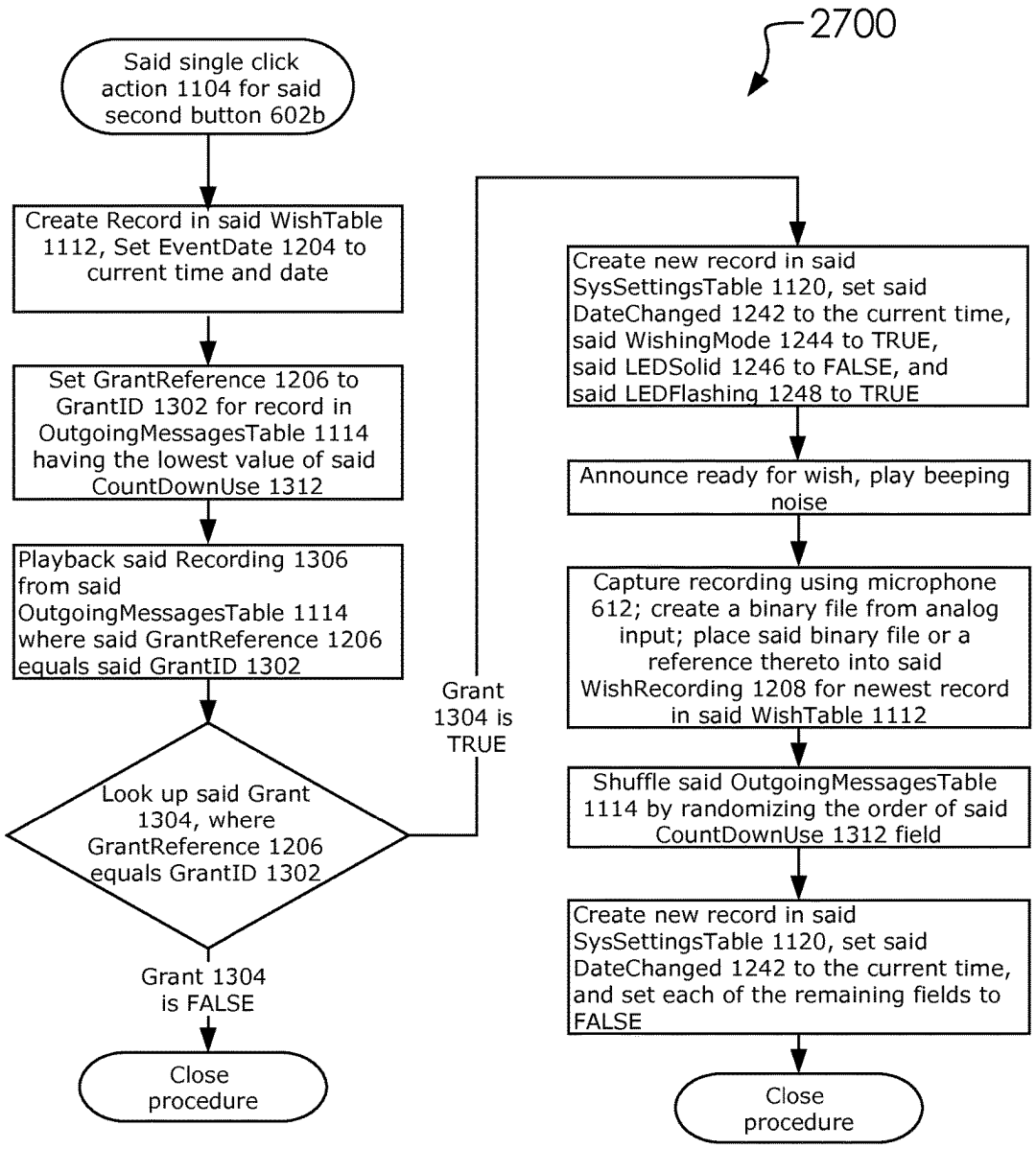

2700
Said single click action 1104 for said second button 602b
Create Record in said WishTable 1112, Set EventDate 1204 to current time and date
Set GrantReference 1206 to GrantID 1302 for record in OutgoingMessagesTable 1114 having the lowest value of said CountDownUse 1312
Playback said Recording 1306 from said OutgoingMessagesTable 1114 where said GrantReference 1206 equals said GrantID 1302
Look up said Grant 1304, where GrantReference 1206 equals GrantID 1302
Grant 1304 is TRUE
Grant 1304 is FALSE
Close procedure
Create new record in said SysSettingsTable 1120, set said DateChanged 1242 to the current time, said WishingMode 1244 to TRUE, said LEDSolid 1246 to FALSE, and said LEDFlashing 1248 to TRUE
Announce ready for wish, play beeping noise
Capture recording using microphone 612; create a binary file from analog input; place said binary file or a reference thereto into said WishRecording 1208 for newest record in said WishTable 1112
Shuffle said OutgoingMessagesTable 1114 by randomizing the order of said CountDownUse 1312 field
Create new record in said SysSettingsTable 1120, set said DateChanged 1242 to the current time, and set each of the remaining fields to FALSE
Close procedure

FIG. 27

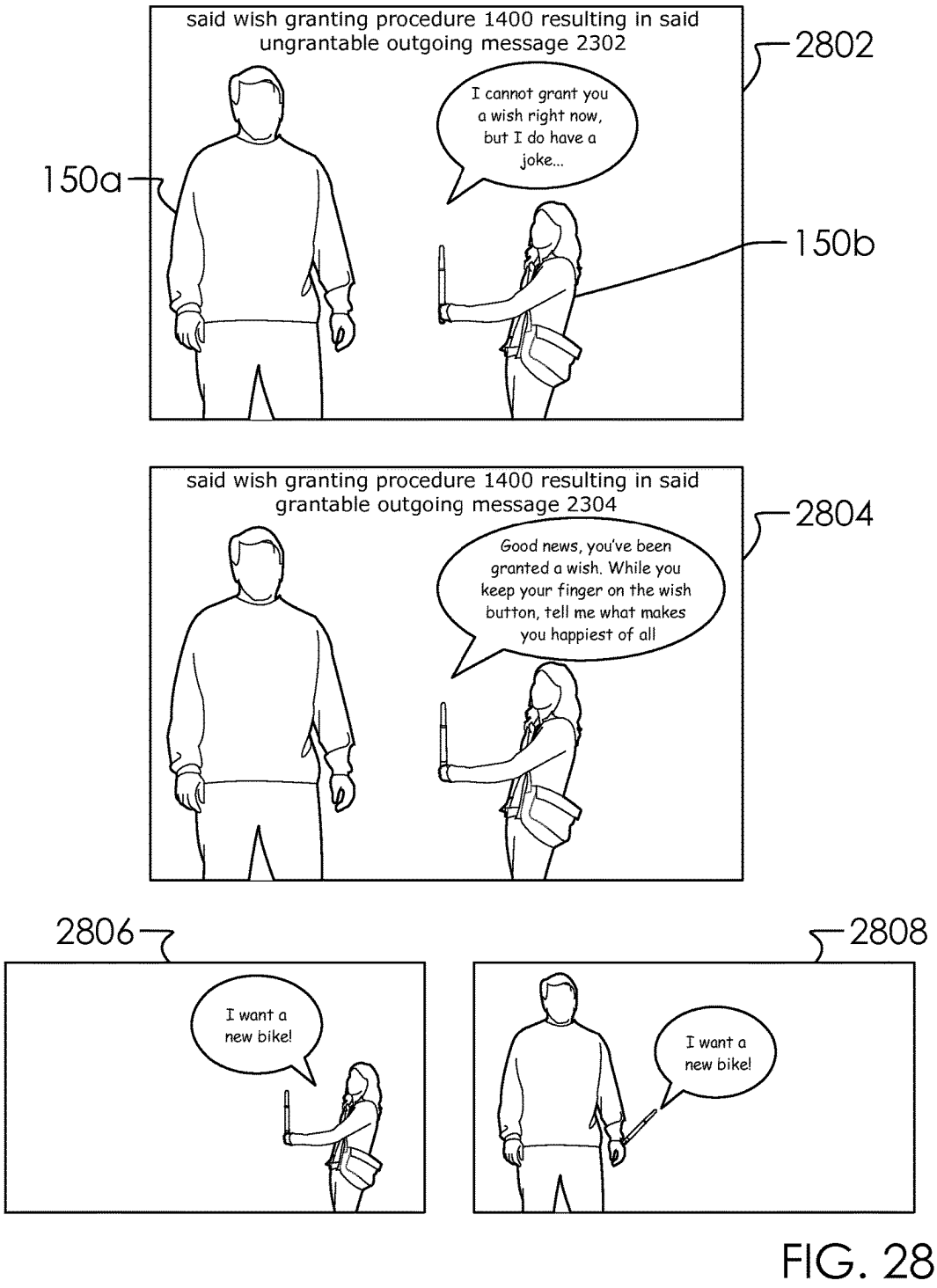

said wish granting procedure 1400 resulting in said ungrantable outgoing message 2302
2802
I cannot grant you a wish right now, but I do have a joke...
150a
150b
said wish granting procedure 1400 resulting in said grantable outgoing message 2304
2804
Good news, you've been granted a wish. While you keep your finger on the wish button, tell me what makes you happiest of all
2806
I want a new bike!
2808
I want a new bike!

FIG. 28

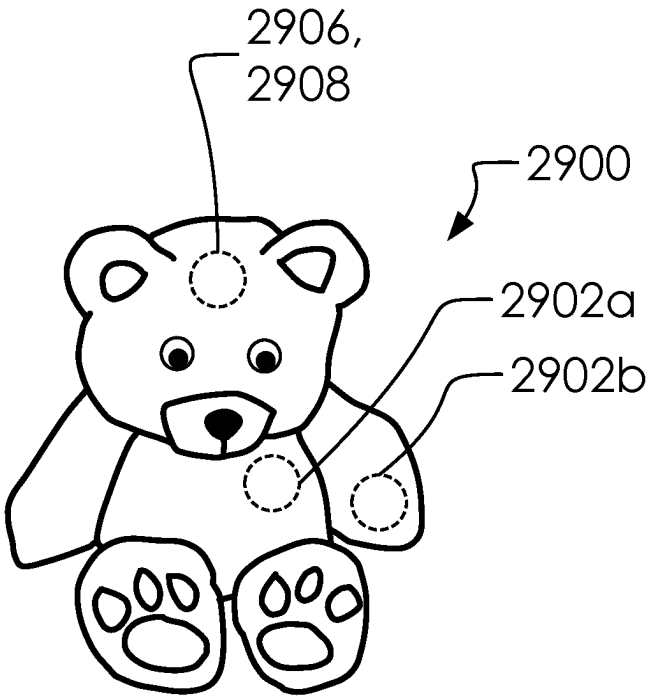


FIG. 29A

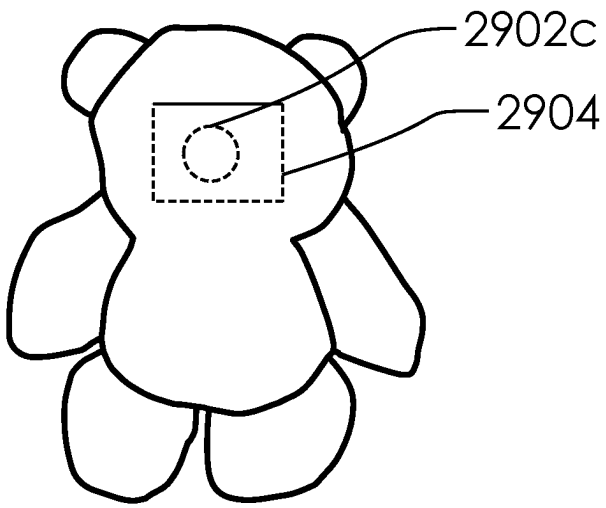


FIG. 29B

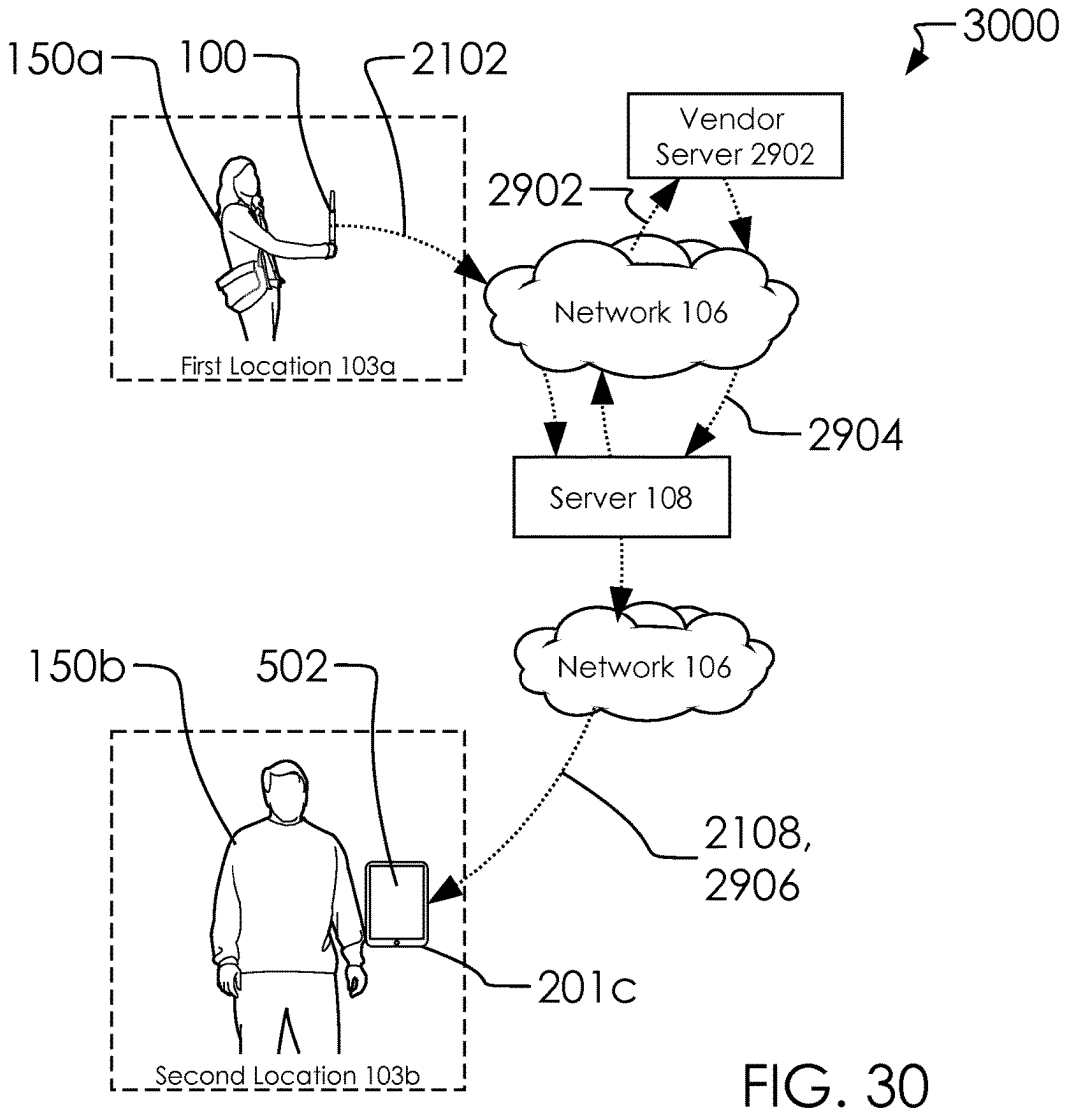

3000
150a
100
2102
Vendor Server 2902
2902
Network 106
First Location 103a
2904
Server 108
Network 106
150b
502
2108, 2906
201c
Second Location 103b

FIG. 30

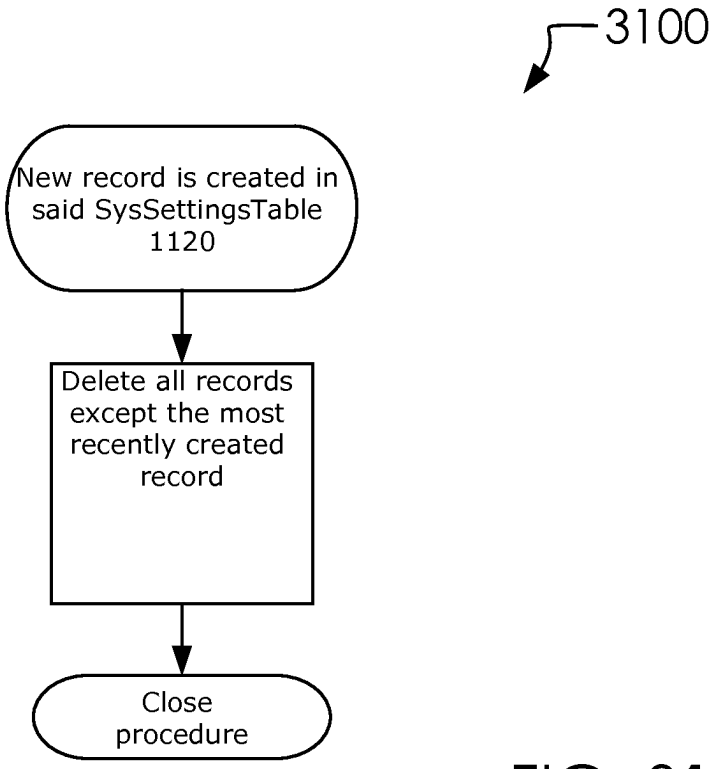

3100
New record is created in said SysSettingsTable 1120
Delete all records except the most recently created record
Close procedure

FIG. 31

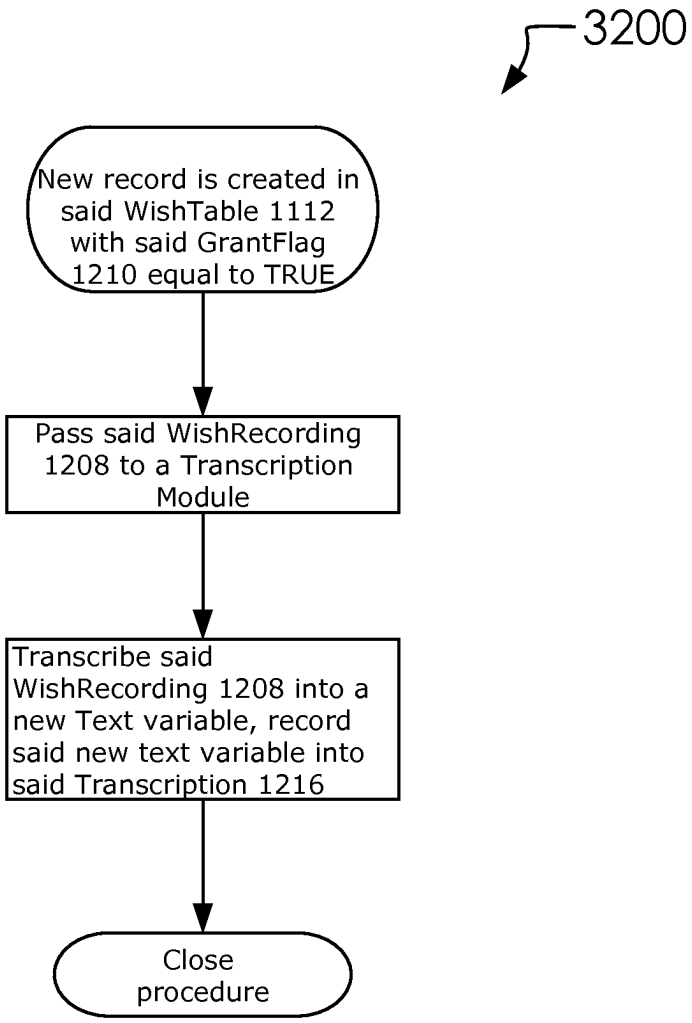

3200
New record is created in said WishTable 1112 with said GrantFlag 1210 equal to TRUE
Pass said WishRecording 1208 to a Transcription Module
Transcribe said WishRecording 1208 into a new Text variable, record said new text variable into said Transcription 1216
Close procedure

FIG. 32

INTERACTIVE TOY AND METHOD OF USE

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT (IF APPLICABLE)

Not applicable.

REFERENCE TO SEQUENCE LISTING, A TABLE, OR A COMPUTER PROGRAM LISTING COMPACT DISC APPENDIX (IF APPLICABLE)

Not applicable.

BACKGROUND OF THE INVENTION

This disclosure relates generally to an interactive toy and method of use. Examples of an interactive toy can be found at US20070259594 A1, U.S. Ser. No. 10/954,025, US 20110081820 A1, U.S. Pat. No. 7,896,742 B2, U.S. Pat. No. 7,878,905 B2, U.S. Pat. No. 5,679,049 A, U.S. Pat. No. 6,659,835 B1, and US 20120295510 A1.

None of the above inventions and patents, taken either singularly or in combination, is seen to describe the instant disclosure as claimed. Accordingly, an interactive toy and method of use would be advantageous.

BRIEF SUMMARY OF THE INVENTION

An interactive toy system comprising an outer body, a one or more buttons, an integrated circuit, a battery, a speaker, and a microphone. Said one or more buttons, said battery, said speaker and said microphone are wired into said integrated circuit. Said integrated circuit comprising a one or more processors, and a memory. Said memory of said integrated circuit configured to store a one or more outgoing messages comprising a first outgoing message. Said one or more buttons configured to receive a one or more user inputs comprising a first input from. Said interactive toy is configured to playback said first outgoing message after said first input. Said one or more outgoing messages are associated with a grant flag comprising a true or false value. Said interactive toy is configured to set a wishing mode flag to match said grant flag from said first outgoing message. Said interactive toy is configured to record and store a one or more incoming messages, comprising a first incoming message, after said wishing mode is set to true.

A method of using an interactive toy, the method comprising playing a one or more outgoing messages on said interactive toy where said one or more outgoing messages are from a first user each is associated with a grant flag, recording a one or more incoming messages from a second user when said grant flag is set to true on said interactive toy, and transmitting a portion of said one or more incoming and said one or more outgoing messages to said first user. Said interactive toy comprises an outer body, a one or more buttons, an integrated circuit, a battery, a speaker, and a microphone. Said one or more buttons, said battery, said speaker and said microphone are wired into said integrated circuit. Said integrated circuit comprising a one or more processors, and a memory. Said memory of said integrated circuit configured to store a one or more outgoing messages comprising a first outgoing message. Said one or more buttons configured to receive a one or more user inputs comprising a first input from. Said interactive toy is configured to playback said first outgoing message after said first input. Said one or more outgoing messages are associated with a grant flag comprising a true or false value. Said interactive toy is configured to set a wishing mode flag to match said grant flag from said first outgoing message. Said interactive toy is configured to record and store a one or more incoming messages, comprising a first incoming message, after said wishing mode is set to true.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWING

FIG. **1**A illustrates a diagram of a first user **150***a* using an interactive toy **100** with a second user **150***b*.

FIG. **1**B illustrates a first network configuration **101**. In one embodiment, said first network configuration **101** can comprise a one or more computers **102** at a one or more locations **103**.

FIGS. **2**A, **2**B and **2**C illustrate a perspective overview of a mobile phone **201***a*, a personal computer **201***b* and a tablet **201***c*.

FIGS. **3**A, **3**B, **3**C and **3**D illustrate an address space **302** within said one or more computers **102**, an address space **302***a*, an address space **302***b* and an address space **302***d*.

FIGS. **4**A and **4**B illustrate two embodiments for collecting and storing data with said first network configuration **101**; a first embodiment with a flow diagram between said interactive toy **100** and said server **108**, and a second embodiment comprising of just said interactive toy **100**.

FIGS. **5**A, **5**B and **5**C illustrate three examples of a flow diagram between said memory **306***a* and said memory **306***d*.

FIG. **6**A illustrates a perspective overview of an interactive toy **100**. FIG. **6**B illustrates an elevated front view of an interactive toy **100**. FIG. **6**C illustrates a perspective top view of an interactive toy **100**.

FIG. **7** illustrates an exploded perspective overview of an exploded view **700** of said interactive toy **100**.

FIG. **8** illustrates an exploded perspective overview of an interactive toy **100**.

FIG. **9** illustrates a cross-section, exploded, perspective overview of an interactive toy **100**.

FIG. **10** illustrates a cross-section, exploded, perspective overview of an end cap **610**.

FIG. **11**A illustrates a view of a button press to action table **1100**.

FIG. **11**B illustrates a view of a data relationship diagram **1111**.

FIG. **12**A illustrates a view of a WishTable **1112**.

FIG. **12**B illustrates a view of a PairingTable **1118**.

FIG. **12**C illustrates a view of a SysSettingsTable **1120**.

FIG. **13**A illustrates a view of said OutgoingMessagesTable **1114**.

FIG. **13**B illustrates a view of said VendorOffersTable **1122**.

FIG. **14** illustrates a flowchart view of a wish granting procedure **1400**.

FIG. **15** illustrates a flowchart view of a set wishing mode **1500**.

FIGS. **16**A, **16**B and **16**C illustrate a first shuffling procedure **1600***a*, a second shuffling procedure **1600***b* and a five step progression **1600***c* of said OutgoingMessagesTable **1114** as under said first shuffling procedure **1600***a*.

FIG. **17** illustrates a flowchart view of a playback wishes **1700**.

FIG. **18** illustrates a flowchart view of a record new messages dialog **1800**.

FIG. **19** illustrates a flowchart view of an activate-deactivate LEDs **1900**.

FIG. **20** illustrates a flowchart view of an activate pairing mode **2000**.

FIG. **21** illustrates a flowchart view of a first network configuration **101**.

FIGS. **22-26** introduce and illustrate parts of said device application **502**.

FIG. **22** illustrates a view of said device application **502** featuring a WishTab **2202**.

FIG. **23** illustrates a view of said device application **502** featuring said OutgoingMessagesTab **2204**.

FIG. **24** illustrates a view of said device application **502** featuring said PairingTab **2206**.

FIG. **25** illustrates a view of said device application **502** featuring said SystemSettingsTab **2208**.

FIG. **26** illustrates a view of said device application **502** featuring said WishOffersTab **2210**.

FIG. **27** illustrates a flowchart view of a simplified wish granting procedure **2700**.

FIG. **28** illustrates a dialog illustration **2800** between said plurality of users **150** and said interactive toy **100**.

FIGS. **29**A and **29***b* illustrate an elevated front and rear view of an alternative interactive toy **2900**.

FIG. **30** illustrates a vendor search procedure **3000**.

FIG. **31** illustrates a cleanup procedure **3100** for said SysSettingsTable **1120**.

FIG. **32** illustrates a transcription procedure **3200**.

DETAILED DESCRIPTION OF THE INVENTION

Described herein is an interactive toy and method of use. The following description is presented to enable any person skilled in the art to make and use the invention as claimed and is provided in the context of the particular examples discussed below, variations of which will be readily apparent to those skilled in the art. In the interest of clarity, not all features of an actual implementation are described in this specification. It will be appreciated that in the development of any such actual implementation (as in any development project), design decisions must be made to achieve the designers' specific goals (e.g., compliance with system- and business-related constraints), and that these goals will vary from one implementation to another. It will also be appreciated that such development effort might be complex and time-consuming, but would nevertheless be a routine undertaking for those of ordinary skill in the field of the appropriate art having the benefit of this disclosure. Accordingly, the claims appended hereto are not intended to be limited by the disclosed embodiments, but are to be accorded their widest scope consistent with the principles and features disclosed herein.

FIG. **1**A illustrates a diagram of a first user **150***a* using an interactive toy **100** with a second user **150***b*.

In one embodiment, said interactive toy **100** can be used by a plurality of users **150** which can comprise said first user **150***a* and said second user **150***b*. For purposes of this discussion, in one embodiment, said first user **150***a* can comprise a parent and said second user **150***b* can comprise a child; wherein, said interactive toy **100** can be used as a tool to facilitate constructive parenting by said first user **150***a*.

Said interactive toy **100** can be given to a child by a parent as a reward for good behavior and/or an incentive for positive past performance. Likewise, said interactive toy **100** can be used as an incentive for future good behavior.

Once in the possession of a child (such as said second user **150***b*), said interactive toy **100** can be used to encourage frank feedback from said child on topics of the parent's choosing, with the occasional opportunity to request tokens or objects from the parent (or, "wishes"). Parents (such as said first user **150***a*) can have the option of encouraging the child to believe that said interactive toy **100** is magical in that said second user **150***b* is lead to believe that messages recorded on said interactive toy **100** have magical influence on the behavior of said first user **150***a*. In reality, said interactive toy **100** can be a device capable of capturing messages from a user (such as said second user **150***b*), to organize those messages, and delivering/transmitting those messages to another user (such as parent, like said first user **150***a*).

For marketing purposes, said interactive toy **100** can be described as a "wishing wand" and its magical powers known as the "power of the wand". The structural distinctiveness is described in the following disclosure and method of using said interactive toy **100** are, likewise, disclosed. Further, for marketing purposes, said interactive toy **100** can be said to be the "wishing wand that works".

Note that, despite the marketing approach used by the Applicants, said interactive toy **100** can be wrapped in a different form factor and maintain the same functionality. Accordingly, one exemplary embodiment is included in FIGS. **26**A-**26**B, where aspects of said interactive toy **100** are marketed in a stuff toy animal.

Likewise, said interactive toy **100** has uses for sets of people having different relationships than that of parent-child, as would be obvious to one of skill in the art. Examples of other relationships can comprise teacher-student, marketer-audience, etc.

FIG. **1**B illustrates a first network configuration **101**. In one embodiment, said first network configuration **101** can comprise a one or more computers **102** at a one or more locations **103**.

In one embodiment, said one or more computers **102** can comprise a first computer **102***a*, a second computer **102***b* and a third computer **102***c*. In one embodiment, said one or more locations **103** can comprise a first location **103***a*, a second location **103***b* and a third location **103***c*. In one embodiment, said one or more computers **102** can communicate on a network **106**, which can connect to a one or more servers (such as a server **108**). In one embodiment, a printer **104** can be hardwired to said first computer **102***a* (not illustrated here), or said printer **104** can connect to one of said one or more computers **102** (such as said third computer **102***c*, illustrated) via network **106**.

Said network **106** can be a local area network (LAN), a wide area network (WAN), a piconet, or a combination of LANs, WANs, or piconets. One illustrative LAN is a network within a single business. One illustrative WAN is the Internet, as is known in the art.

In one embodiment, said server **108** represents at least one, but can be many servers, each connected to one another or to said network **106**. Said server **108** can connect to a data storage **110**. Said data storage **110** can connect directly to said server **108**, as shown in FIG. **1**, or may exist remotely on said network **106**. In one embodiment, said data storage **110** can comprise any suitable long-term or persistent storage device and, further, may be separate devices or the same device and may be collocated or distributed (interconnected via any suitable communications network).

FIGS. **2**A, **2**B and **2**C illustrate a perspective overview of a mobile phone **201***a*, a personal computer **201***b* and a tablet **201***c*.

In the last several years, the useful definition of a computer has become more broadly understood to include

mobile phones, tablet computers, laptops, desktops, and similar. For example, Microsoft®, have attempted to merge devices such as a tablet computer and a laptop computer with the release of "Windows® 8". In one embodiment, said one or more computers **102** each can include, but is not limited to, a laptop (such as said personal computer **201***b*), desktop, workstation, server, mainframe, terminal, a tablet (such as said tablet **201***c*), a phone (such as said mobile phone **201***a*), and/or similar. Despite different form-factors, said one or more computers **102** can have similar basic hardware, such as a screen **202** and a one or more input devices (such as a keyboard **204***a*, a trackball **204***b*, a one or more cameras **204***c*, a wireless—such as RFID-reader, a track pad **204***d*, and/or a home button **220**). In one embodiment, said screen **202** can comprise a touch screen. In one embodiment, said track pad **204***d* can function similarly to a computer mouse as is known in the art. In one embodiment, said tablet **201***c* and/or said personal computer **201***b* can comprise a Microsoft® Windows® branded device, an Apple® branded device, or similar. In one embodiment, said tablet **201***c* can be an X86 type processor or an ARM type processor, as is known in the art.

Said first network configuration **101** can comprise a data **206**. In one embodiment, said data **206** can comprise data related to financial transactions.

In one embodiment, said one or more computers **102** can be used to input and view said data **206**. In one embodiment, said data **206** can be input into said one or more computers **102** by taking pictures with one of said one or more camera **204***c*, by typing in information with said keyboard **204***a*, or by using gestures on said screen **202** (where said screen **202** is a touch screen). Many other data entry means for devices similar to said one or more computers **102** are well known and herein also possible with data **206**. In one embodiment, said first computer **102***a* can comprise an iPhone®, a BlackBerry®, a smartphone, or similar. In one embodiment, one or more computers **102** can comprise a laptop computer, a desktop computer, or similar.

FIGS. **3**A, **3**B, **3**C and **3**D illustrate an address space **302** within said one or more computers **102**, an address space **302***a*, an address space **302***b* and an address space **302***d*.

Each among said one or more computers **102** and said server **108** can comprise an embodiment of address space **302**. In one embodiment, said address space **302** can comprise a one or more processors **304**, a memory **306**, and a communication hardware **308**. In one embodiment, said one or more processors **304** can comprise a plurality of processors, said memory **306** can comprise a plurality of memory modules, and said communication hardware **308** can comprise a plurality of communication hardware components. In one embodiment, said data **206** can be sent to said one or more processors **304**; wherein, said one or more processors **304** can perform processes on said data **206** according to an application stored in said memory **306**, as discussed further below. Said processes can include storing said data **206** into said memory **306**, verifying said data **206** conforms to a one or more preset standards, or ensuring a required set among said required data **206** has been gathered for said data management system and method. In one embodiment, said data **206** can include data which said one or more computers **102** can populate automatically, such as a date and a time, as well as data entered manually. Once a portion of gathering data has been performed said data **206** can be sent to said communication hardware **308** for communication over said network **106**. Said communication hardware **308** can include a network transport processor for packetizing data, communication ports for wired communication, or an antenna for wireless communication. In one embodiment, said data **206** can be collected in one or more computers **102** and delivered to said server **108** through said network **106**.

In one embodiment, said interactive toy **100** can comprise an integrated circuit **706** (not illustrated here) or a set of interconnected components which can comprise said address space **302***a*, a one or more processors **304***a*, a memory **306***a*, and a communication hardware **308***a*.

Likewise, in one embodiment, said second computer **102***b* can comprise said address space **302***b* which can comprise a one or more processors **304***b*, a memory **306***b*, and a communication hardware **308***b*. In one embodiment, said server **108** can comprise said address space **302***d*, a one or more processors **304***d*, a memory **306***d*, and a communication hardware **308***d*.

FIGS. **4**A and **4**B illustrate two embodiments for collecting and storing data with said first network configuration **101**; a first embodiment with a flow diagram between said interactive toy **100** and said server **108**, and a second embodiment comprising of just said interactive toy **100**.

In the first embodiment, said communication hardware **308***a* and said communication hardware **308***d* can send and receive data to and from one another and or can communicate with said data storage **110** across said network **106**. Likewise, in the second embodiment, data storage **110** can be embedded inside of said one or more computers **102** as a data storage **110***a*, which may speed up data communications by said first network configuration **101**. In another embodiment, said data can be stored temporarily on said data storage **110***a* and later moved to said data storage **110** for backup and sharing purposes.

As illustrated in FIG. **4**A, in one embodiment, said server **108** can comprise a third party data storage and hosting provider or privately managed as well.

As illustrated in FIG. **4**B, said data storage **110** can be located on said interactive toy **100**, here labeled as said data storage **110***a*. Thus, said interactive toy **100** can operate without a data connection out to said server **108** while performing said system and method for field capture of data.

FIGS. **5**A, **5**B and **5**C illustrate three examples of a flow diagram between said memory **306***a* and said memory **306***d*.

As illustrated in FIG. **5**A, in one embodiment, said first network configuration **101** can process said data **206** on said interactive toy **100** and/or said server **108**. For example, in one embodiment, said memory **306***a* can comprise a device application **502** capable of generating a data records **504***a* from user inputs or, otherwise, processing said data records **504***a* delivered to said device application **502** from said data storage **110**. In one embodiment, said data records **504** can be transferred between said device application **502** on said memory **306***a* of said interactive toy **100** and a server application **506** in said memory **306***d* as a data records **504***d* of said server **108**. In one embodiment, said server **108** can be useful for processing said data **206**, as is known in the art.

As illustrated in FIG. **5**B, in another embodiment, said server **108** can be removed from the flow diagram entirely as said memory **306***a* is capable of processing said data records **504** and/or said data **206** without the assistance of said server **108**.

As illustrated in FIG. **5**C, said interactive toy **100** can pass said data records **504***a* to another computer (such as said second computer **102***b*) for display and interaction on a device application **502**. Said second computer **102***b* can modify said data records **504***a* into a data records **504***b*, and send a portion of said data records **504***b* back to said interactive toy **100**. This round trip can be conducted over said first network configuration **101** or by other means, as is

known in the art. In one embodiment, said data storage **110** may or may not be updated based on the result of changes to said data records **504***a* and/or said data records **504***b*.

FIG. **6**A illustrates a perspective overview of an interactive toy **100**. FIG. **6**B illustrates an elevated front view of an interactive toy **100**. FIG. **6**C illustrates a perspective top view of an interactive toy **100**.

Illustrated herein are a one or more buttons **602**, a first button **602***a*, a second button **602***b*, a third button **602***c*, an outer body **604**, a tip portion **606**, an upper portion **608**, an end cap **610**, a microphone **612**, and a first LED **614**.

In one embodiment, said one or more buttons **602** can comprise said first button **602***a*, said second button **602***b*, said third button **602***c*. In one embodiment, said outer body **604** can comprise said tip portion **606**, said upper portion **608**, and said end cap **610**. In one embodiment, said tip portion **606** can comprise a male threading **714**. In one embodiment, said upper portion **608** can comprise a female threading **710**, a one or more apertures **712**, a female threading **802**, a battery compartment **902**, and a upper compartment **904**. In one embodiment, said end cap **610** can comprise a speaker compartment **702**, a male threading **704**, and a speaker **1002**.

A summary of the functionality of said one or more buttons **602** is included in FIG. **11**A, but here is a quick description of them in one embodiment: said first button **602***a* can comprise a power button; said second button **602***b* can playback an outgoing message and for use in recording a new incoming message; and said third button **602***c* can be used by the parent for management of messages recorded on said interactive toy **100** as well as administrate is operation.

As noted, said interactive toy **100** can comprise a device in the shape of a magic wand. It can be programmed to encourage the illusion of magical powers between said plurality of users **150**. Each among said one or more buttons **602**, said microphone **612**, said first LED **614** and said speaker **1002** can be used to propagate the illusion.

In one embodiment, said interactive toy **100** can comprise a length **620**, a first end **622***a* having a first diameter **624***a* and a second end **622***b* having a second diameter **624***b*. In one embodiment, said outer body **604** can comprise a top **630** and a first side **632**. In one embodiment, said outer body **604** can comprise a generally conical shape where said second diameter **624***b* is larger than said first diameter **624***a* and said outer body **604** tapers down from said second end **622***b* to said first end **622***a*. Therefore, said interactive toy **100** can have a wand like shape, as might be expected based on the marketing embodiment described and illustrated herein. In one embodiment, said outer body **604** can comprise a generally circular shape when a cross-section is taken thereof as perpendicular with its length **620**.

In one embodiment, a user of said interactive toy **100** can hold said interactive toy **100** at or near said second end **622***b*; wherein, said one or more buttons **602** can be located proximate to the anticipated gripping location, as illustrated.

In one embodiment, said end cap **610** can selectively attach to said upper portion **608**, and said tip portion **606** can selectively attach to said upper portion **608**.

In one embodiment, said first LED **614** can be located in said top **630** of said upper portion **608**, as illustrated. However, said first LED **614** need not be restricted to this location. In another embodiment, said first LED **614** can be located proximate to said first end **622***a*. This alternate arrangement would provide a theatrical display of light when said interactive toy **100** is in use as a prop related to wish granting. Further, and as will be discussed in FIGS. **11**A and **19**, said first LED **614** can be used as a flashlight (or similar) during a long press of one of said one or more buttons **602**. This feature would enable said interactive toy **100** to serve multiple purposes at no additional cost to the manufacturer.

Said microphone **612** can be located proximate to said one or more buttons **602**, but again, there is no reason for it to be in this location. As would be obvious to one in the art, said microphone **612** need only be exposed so as to capture a useful audio recording at appropriate times.

FIG. **7** illustrates an exploded perspective overview of an exploded view **700** of said interactive toy **100**.

Illustrated herein are an exploded view **700**, a speaker compartment **702**, a male threading **704**, an integrated circuit **706**, a battery **708**, a female threading **710**, a one or more apertures **712**, a first aperture **712***a*, a second aperture **712***b*, a third aperture **712***c*, a fourth aperture **712***d*, a male threading **714**.

In one embodiment, said one or more apertures **712** can comprise said first aperture **712***a*, said second aperture **712***b*, said third aperture **712***c*, and said fourth aperture **712***d*.

In one embodiment, said end cap **610** selectively attaches to said upper portion **608** by screwing said male threading **704** into said female threading **710**. In one embodiment, said first button **602***a* can be affixed within said first aperture **712***a*; said second button **602***b* within said second aperture **712***b*; said microphone **612** within said third aperture **712***c*; and said first LED **614** within said fourth aperture **712***d*.

As illustrated here, a one or more LED's can be included in said interactive toy **100**. For example, in one embodiment, said first LED **614** is affixed in said upper portion **608** in said fourth aperture **712***d*. Likewise, in one embodiment, others among said one or more LED's can be included in said tip portion **606** or said end cap **610**.

In one embodiment, said integrated circuit **706** can comprise a system on a chip or system on chip (SoC or SOC). In one embodiment, said integrated circuit **706** can comprise an integrated circuit (IC) that integrates all components of a computer or other electronic system into a single chip. It may contain digital, analog, mixed-signal, and often radio-frequency functions—all on a single chip substrate. SoCs are very common in the mobile electronics market because of their low power consumption. A typical application is in the area of embedded systems. In one embodiment, said integrated circuit **706** can comprise an amplifier, those parts illustrated in said address space **302***a* (such as said one or more processors **304***a*, said memory **306***a* and said communication hardware **308***a*), and similar, as is known in the art.

Illustrated here are the components in said interactive toy **100** in an exploded view. Missing from these illustrations are the wires connecting each of the parts, said one or more buttons **602**, said first LED **614**, said microphone **612** and/or said speaker **1002**. It would be obvious to one of skill in the art how wire these parts, and others not illustrate, to said integrated circuit **706**. Thus, the lack of a positive and negative port associated with said battery **708** does not render these figures incomplete or non-enabling.

In one embodiment, said first button **602***a* can comprise a switch having an on and an off position, as is known in the art. In another embodiment, said first button **602***a* can comprise a push button which alternates a power status of said interactive toy **100**.

In one embodiment, said speaker **1002** can be attached to an amplifier to boost a signal from said integrated circuit **706** for said plurality of users **150**.

In one embodiment, said third button **602***c* can only be accessed within said upper portion **608** by removing said end cap **610**. Accordingly, said first user **150***a* can regulate

access to, or knowledge of, said third button **602***c* from said second user **150***b*. In one embodiment, said third button **602***c* is unnecessary where said interactive toy **100** is in data communication with said device application **502**, as described in this disclosure. It is conceivable, that said interactive toy **100** could be operated with only one button.

FIG. **8** illustrates an exploded perspective overview of an interactive toy **100**.

Illustrated herein are a female threading **802**.

In one embodiment, said tip portion **606** and said upper portion **608** can attach to one another by screwing said male threading **714** into said female threading **802**.

In one embodiment, said tip portion **606** can be integrated into said upper portion **608** and therefore eliminate the need for said male threading **714** and said female threading **802**.

Likewise, in one embodiment, said end cap **610** can selectively attach to said upper portion **608** by means known in the art, rather than a threading, as illustrated.

FIG. **9** illustrates a cross-section, exploded, perspective overview of an interactive toy **100**.

Illustrated herein are a battery compartment **902**, an upper compartment **904**.

In one embodiment, said battery **708** is selectively held in said battery compartment **902**, and said integrated circuit **706** is selectively held in said upper compartment **904**. In one embodiment, said integrated circuit **706** can be powered by said battery **708**. In one embodiment, said one or more buttons **602** can be attached to said integrated circuit **706**. In one embodiment, with said interactive toy **100** fully assembled, each of its components can be secured and relative movement between the components can be minimized.

In one embodiment, said battery compartment **902** can comprise an internal collar **910** for securing said battery **708** within said battery compartment **902**.

FIG. **10** illustrates a cross-section, exploded, perspective overview of an end cap **610**.

Illustrated herein are a speaker **1002**.

In one embodiment, said speaker **1002** can be stored within said speaker compartment **702** of said end cap **610**, as illustrated. In one embodiment, said speaker **1002** can be attached to said integrated circuit **706**.

In one embodiment, said speaker compartment **702** can be accessed by removing a portion of said end cap **610** to expose said speaker **1002** therein. This procedure is not illustrated here, but would be known in the art. For example, in one embodiment, said speaker compartment **702** could be accessed by screwing a portion of said end cap **610** apart to expose said speaker **1002**.

FIG. **11**A illustrates a view of a button press to action table **1100**.

Illustrated herein are a button press to action table **1100**, a button description **1102**, a single click action **1104**, a double click action **1106**, a triple click action **1108**, and a hold button action **1110**.

In one embodiment, said button press to action table **1100** can comprise said button description **1102**, said single click action **1104**, said double click action **1106**, said triple click action **1108**, said hold button action **1110**, a wish granting procedure **1400**, a set wishing mode **1500**, a playback wishes **1700**, a record new messages dialog **1800**, an activate-deactivate LEDs **1900** and an activate pairing mode **2000**. As would be obvious to one in the art, said button press to action table **1100** can be read as a matrix between which sequence of button presses are pressed (such as said single click action **1104**, said double click action **1106**, said triple click action **1108**, and/or said hold button action **1110**) corresponding with which button among said one or more buttons **602** has been pressed. The corresponding cell represents a resulting procedure. For example, in one embodiment, where said first button **602***a* is clicked one time (see said single click action **1104**), then the result is a power on/off procedure, as is known in the art.

In one embodiment, said button description **1102** matrix assumes that said one or more buttons **602** comprise a plurality of buttons. However, there are circumstances that said interactive toy **100** can be enabled on as few as one button. For example, in one embodiment, said button description **1102** can comprise additional multiple click options associated with each among the options outlined in said button press to action table **1100**. Accordingly, in one embodiment, actions described in said button press to action table **1100** can be described as a one or more user inputs. In one embodiment, said one or more user inputs can comprise a first user action which can comprise said wish granting procedure **1400**. His language can be used in the claims to describe inputs according to said button press to action table **1100**. Additional and necessary inputs which may not be included in said button press to action table **1100** and which are known in the art, are hereby incorporated by reference.

In one embodiment, said integrated circuit **706** can comprise said memory **306***a* associated with storage of said data as illustrated and discussed. In one embodiment, the number of records that can be stored (including said WishRecording **1208** and said Recording **1306**). So, for example, in one embodiment, said memory **306***a* can only store 5 minutes of audio recordings. In such an embodiment, said interactive toy **100** can be configured to keep the most recent recordings in said WishTable **1112** and/or said OutgoingMessagesTable **1114**, according to user or developer preferences. In one embodiment, a record in said WishTable **1112** can be given preference over an abundance of records in said OutgoingMessagesTable **1114**.

FIG. **11**B illustrates a view of a data relationship diagram **1111**.

Illustrated herein are a data relationship diagram **1111** comprising a one or more tables comprising a WishTable **1112**, an OutgoingMessagesTable **1114**, a PairingTable **1118**, a SysSettingsTable **1120**, and a VendorOffersTable **1122**.

In one embodiment, said data relationship diagram **1111** can comprise a set of database tables stored in said memory **306***a* and managed by said one or more processors **304***a* of said interactive toy **100**, as is known in the art. In one embodiment, said WishTable **1112** can comprise a one to many relationship with said OutgoingMessagesTable **1114**, as described below. Likewise, in one embodiment, said WishTable **1112** can comprise a one to many relationship with said VendorOffersTable **1122**.

As illustrated, the records in said data relationship diagram **1111** can comprise unique identifiers for each of the tables, as is known in the art.

In one embodiment, said PairingTable **1118** and said SysSettingsTable **1120** can each comprise no relationship to the other tables in said data relationship diagram **1111**. Accordingly, data in these tables can be independent in nature.

FIG. **12**A illustrates a view of a WishTable **1112**.

Illustrated herein are an EventID **1202**, an EventDate **1204**, a GrantReference **1206**, a WishRecording **1208**, a GrantFlag **1210**, an Unread **1212**, a Delete **1214**, and a Transcription **1216**.

In one embodiment, said WishTable **1112** can comprise a table holding data related to events related to said second user **150***b*, or, related to pressing said second button **602***b*.

That is, said WishTable **1112** is a history of messages being recorded and the events related to those incoming messages.

Said EventID **1202** can comprise a unique ID for said WishTable **1112**. Said EventDate **1204** can comprise a date when a record was created. Said GrantReference **1206** can comprise a cross reference to records in said OutgoingMessagesTable **1114**. Said WishRecording **1208** can comprise an embedded binary file, or else, a reference thereto. Said GrantFlag **1210** can comprise a flag indicating whether the current record resulted in a grantable request by said second user **150***b*. Said Unread **1212** can comprise a flag as to whether said first user **150***a* has reviewed the current record. Said Delete **1214** can comprise a flag to indicate whether said interactive toy **100** should delete the current record or not. Said Transcription **1216** can comprise a transcription of said WishRecording **1208**, whether done in software (automatically) or manually by a human listener.

FIG. **12**B illustrates a view of a PairingTable **1118**.

In one embodiment, said PairingTable **1118** can comprise an ID **1220**, a DeviceDesc **1222**, a DeviceID **1224**, a DatePaired **1226**, and a DateRemoved **1228**.

In one embodiment, said ID **1220** can comprise a unique ID for each record in said PairingTable **1118**. Said DeviceDesc **1222** can comprise a description of a device being paired with said interactive toy interactive toy **100**. Said DeviceDesc **1222** can be populated at random, as the result of a header sent by a pairing device, or in any other manner known in the art. In one embodiment, said DeviceID **1224** can comprise a unique ID associated with the device being paired with said interactive toy **100**, such as a MAC address, or similar. In one embodiment, said DatePaired **1226** can comprise a date when a record is created and said DeviceDesc **1222** is paired therewith. Said DateRemoved **1228** can comprise a date field indicated on what date a device was removed from being paired with said interactive toy **100**. In one embodiment, the fields in said PairingTable **1118** can be accessed through said device application **502**, as described below.

FIG. **12**C illustrates a view of a SysSettingsTable **1120**.

In one embodiment, said SysSettingsTable **1120** can comprise an ID **1240**, a DateChanged **1242**, a WishingMode **1244**, a LEDSolid **1246**, and a LEDFlashing **1248**.

In one embodiment, each record in said SysSettingsTable **1120** can comprise a state of the settings in said interactive toy **100**. In one embodiment, the only record to matter can comprise the most recent record in said SysSettingsTable **1120** as measured by said DateChanged **1242**. In one embodiment, older records can be systematically deleted. In one embodiment, fields in said SysSettingsTable **1120** are just representative of a configuration file associated with said interactive toy **100**, rather than a relational database table, as illustrated.

The data kept in these exemplary tables may not correspond perfectly with the programmatic logic presented in FIGS. **14-20**. These discrepancies do not disqualify this disclosure and should be considered different embodiments where conflict is found.

FIG. **13**A illustrates a view of said OutgoingMessagesTable **1114**.

Said OutgoingMessagesTable **1114** can comprise a GrantID **1302**, a Grant **1304**, a Recording **1306**, an InUse **1308**, a TimesUsed **1310**, and a CountDownUse **1312**.

In one embodiment, said OutgoingMessagesTable **1114** can comprise a table holding data prepared by said first user **150***a* for use in communicating with said second user **150***b*. In one embodiment, said OutgoingMessagesTable **1114** can be summarized as a collection of outgoing messages used to direct and encourage another user to input incoming messages. Said OutgoingMessagesTable **1114** can further comprise provisions for sequencing its records and for elevating certain records to a "wish granting" status.

In one embodiment, said GrantID **1302** can comprise a unique identifier field for said OutgoingMessagesTable **1114**. In one embodiment, said Grant **1304** can comprise a flag indicating whether an outgoing message is associated with a grantable wish opportunity, as described herein. Said Recording **1306** can comprise a reference to or an embedded binary recording to be played for said second user **150***b* when a particular record is identified for use. In one embodiment, said InUse **1308** can comprise a flag to indicate whether a current record is currently in use by said interactive toy **100** or if it should be ignored during the playback for said second user **150***b*. In one embodiment, said TimesUsed **1310** can comprise an integer to record how many times an outgoing message (or record in this context) has been played back on said interactive toy **100**. In one embodiment, said CountDownUse **1312** can comprise an integer used to sequence and prepare each among said records in said OutgoingMessagesTable **1114** by said interactive toy **100**.

In one embodiment, said OutgoingMessagesTable **1114** can be updated on said interactive toy **100** or on said device application **502**, as discussed below.

In one embodiment, records in said OutgoingMessagesTable **1114** can be preconfigured for said interactive toy **100** at the manufacturer's site. In another embodiment, records in said OutgoingMessagesTable **1114** can be custom made by said first user **150***a* for a portion of said plurality of users **150** (such as said second user **150***b*).

FIG. **13**B illustrates a view of said VendorOffersTable **1122**.

In one embodiment, said VendorOffersTable **1122** can comprise data collected by one or more merchants which are selected for offering items for sale related to wishes placed into said interactive toy **100** by said plurality of users **150**.

In one embodiment, said SysSettingsTable **1120** can comprise an ID **1320**, a WishReference **1322**, a VendorName **1324**, a ToyName **1326**, an ItemID **1328**, a PriceOffer **1330**, and an AppProfit **1332**.

In one embodiment, said PriceOffer **1330** can comprise a unique ID for fields in said VendorOffersTable **1122**. Said WishReference **1322** can comprise a reference to fields in said WishTable **1112**. Said VendorName **1324** can comprise a name of a vendor making an offer. Said ToyName **1326** can comprise a description of an item being offered to said plurality of users **150**. Said ItemID **1328** can comprise a unique identifier as related to said ToyName **1326** as set by said VendorName **1324**. In another embodiment, said ItemID **1328** can comprise a unique identifier for said ToyName **1326** as set by a neutral third party, such as a bar code or similar. In one embodiment, said PriceOffer **1330** can comprise a price that said ToyName **1326** has been offered to said plurality of users **150**. Occasionally, said ToyName **1326** can comprise a discount coupon for an item where such an offer seems appropriate. For example, in one embodiment, said ToyName **1326** can comprise goods for sale, such as a bike, or a coupon to be applied at a later time. In one embodiment, said AppProfit **1332** can comprise a kickback or payment made to the owner/operator of said device application **502**. Accordingly, said device application **502** has a revenue stream available to it for fulfilling these wishes. This incentive should keep interest in said interactive toy **100** and thereby make the experience of using it more robust and useful for everyone. In one embodiment,

said AppProfit **1332** will not be show to end users of said interactive toy **100**, but said interactive toy **100** may include it on said server **108** for internal record keeping and accounting.

FIG. **14** illustrates a flowchart view of a wish granting procedure **1400**.

In one embodiment, said wish granting procedure **1400** can be used to react when said second user **150***b* has pressed said second button **602***b*. In one embodiment, pressing said second button **602***b* one time with said single click action **1104**.

It will be helpful to note that one objective of this procedure is to demonstrate that one button (namely said second button **602***b*) can be used to launch multiple procedures. In this case, the two procedures are occur in sequence with one another. These sub-procedures of said wish granting procedure **1400** can comprise a wish collection procedure **1402** and a wish determination procedure **1404**. In one embodiment, said sub-procedures chosen by using said WishingMode **1244** flag to determine which to engage. Accordingly, in one embodiment, said wish granting procedure **1400** can comprise a wishing mode determination **1406** to route the procedure between said wish collection procedure **1402** and said wish determination procedure **1404**, as illustrated.

In one embodiment, said wish determination procedure **1404** can comprise creating and populating a record in said WishTable **1112**. As illustrated, said wish determination procedure **1404** takes time to prepare said OutgoingMessagesTable **1114** for shuffling and future use. Then, said wish determination procedure **1404** plays back a recording associated with one of the records in said OutgoingMessagesTable **1114** and sets said WishingMode **1244** based on the nature of the recording played back, among much else, as illustrated. Said wish determination procedure **1404**, therefore preforms many functions related to setting the stage for the collection of wishes from said plurality of users **150**.

Eventually, said wish granting procedure **1400** will terminate with said WishingMode **1244** set to TRUE. Accordingly, said wish granting procedure **1400** will occasionally launch into said wish collection procedure **1402** and collect a wish from said plurality of users **150**, for example, said second user **150***b*.

Said wish collection procedure **1402** can collect an incoming message from one among said plurality of users **150**, store that message in said OutgoingMessagesTable **1114**, and then prepare said interactive toy **100** to launch said wish granting procedure **1400** with said WishingMode **1244** set to FALSE. This might be thought of resetting said interactive toy **100** after allowing for a wish.

In one embodiment, said interactive toy **100** can take a time out period before allowing users to keep recording wishes, as desired by users, and as would be understood by persons skilled in the art.

FIG. **15** illustrates a flowchart view of a set wishing mode **1500**.

There might be cases where one among said plurality of users **150** may wish to set said interactive toy **100** into said wishing mode by setting said WishingMode **1244** to TRUE. In one embodiment, said set wishing mode **1500** can alternate the flag associated with said WishingMode **1244** by pressing said third button **602***c*. Note that said third button **602***c* can be hidden within said upper portion **608** of said interactive toy **100**. Accordingly, said set wishing mode **1500** may be hidden from those among said plurality of users **150** that are not aware of said third button **602***c*.

In one embodiment, said wishing mode can be associated with said WishingMode **1244** set to TRUE, as described above, but can further be associated with said first LED **614** flashing or lighted up. Accordingly, said interactive toy **100** can draw attention to itself when in said wishing mode.

FIGS. **16**A, **16**B and **16**C illustrate a first shuffling procedure **1600***a*, a second shuffling procedure **1600***b* and a five step progression **1600***c* of said OutgoingMessagesTable **1114** as under said first shuffling procedure **1600***a*.

In one embodiment, said first shuffling procedure **1600***a* can comprise a procedure for shuffling the last one-third of records in said OutgoingMessagesTable **1114** without shuffling a first two-thirds thereof. The purpose of this approach is to ensure random output from said interactive toy **100** while minimizing repeat use of the records in said OutgoingMessagesTable **1114**, as is known in the art.

In one embodiment, said second shuffling procedure **1600***b* can comprise a complete randomization of use of the records in said OutgoingMessagesTable **1114**. Naturally, this is the easier of the two alternatives to program.

Said five step progression **1600***c* can comprise a five steps **1610** which can comprise a first step **1610***a*, a second step **1610***b*, a third step **1610***c*, a fourth step **1610***d*, and a fifth step **1610***e*. In one embodiment, said five step progression **1600***c* can illustrate the steps of said first shuffling procedure **1600***a* as applied to hypothetical values in said OutgoingMessagesTable **1114**.

FIG. **17** illustrates a flowchart view of a playback wishes **1700**.

Said playback wishes **1700** can be similar to old fashioned methods for playing back voice messages on a telephone answering service. The user, such as said first user **150***a*, works his way through a stack of pending messages until reaching the loop. This processes is linear, slow, but generally understood and functional.

An alternative to this procedure may available under said device application **502**, but this will be described in more detail below.

FIG. **18** illustrates a flowchart view of a record new messages dialog **1800**.

Said record new messages dialog **1800** can be used to insert new records into said OutgoingMessagesTable **1114**, as shown and described.

Following the logic in said record new messages dialog **1800** can comprise a step by step procedure for capturing new records for said OutgoingMessagesTable **1114** using said third button **602***c*. As noted above, said third button **602***c* can be hidden inside of said upper portion **608** so as to make this procedure exclusive to a portion of said plurality of users **150** with knowledge of its existence.

FIG. **19** illustrates a flowchart view of an activate-deactivate LEDs **1900**.

Said activate-deactivate LEDs **1900** can comprise a procedure for manually engaging and disengaging said first LED **614** and/or other LEDs as may be added or implied by this disclosure.

FIG. **20** illustrates a flowchart view of an activate pairing mode **2000**.

Said activate pairing mode **2000** can comprise a procedure for pairing devices with said interactive toy **100**, as is known in the art.

FIG. **21** illustrates a flowchart view of a first network configuration **101**.

In one embodiment, said first network configuration **101** can comprise an indirect communication network **2101** comprising a device-to-network route **2104**, a cloud-to-server route **2106**, and a server-to-device route **2108**. In

another embodiment, said **1000**/can communicate with said tablet **201***c* and/or another machine directly through a direct communication network **2102**, as illustrated.

It should be noted as we describe these communication methods, that said interactive toy **100** need not communicate with another machine at all. As described herein, said interactive toy **100** is perfectly suited for passing back and forth between said plurality of users **150** without the presence of an exterior computer at all. This fact means that said interactive toy **100** can be built cheaply and accessible to more people without undue expense. Nonetheless, said interactive toy **100** does have the added features of being able to communicate with other machines. Those communications can move across said network **106** and/or being passed directly between machines. In both cases, it can be said that said interactive toy **100** can notify said device application **502** that a one or more new records have been added to said interactive toy **100**.

In one embodiment, data collected on said interactive toy **100** can be passed to said server **108** which can in turn, format said data and pass it along to a portion of said plurality of users **150**. For example, in one embodiment, said second user **150***b* can record a wish on said interactive toy **100**; data associated with said wish can be passed along to said server **108** across said network **106**; said server **108** can format said data associated with said wish and send it to said first user **150***a*. In practice, this means that a parent can be notified when a child has made a wish on said interactive toy **100**.

In another embodiment, said interactive toy **100** can pass data directly to said second computer **102***b* in format of a notification in said device application **502**, which can notify a portion of said plurality of users **150** with access to said device application **502**. In one embodiment, said device application **502** can create a push notification, email, SMS, "tweet" on Twitter® or other type of notification, as is known in the art.

FIGS. **22-26** introduce and illustrate parts of said device application **502**.

Said device application **502** can comprise a WishTab **2202**, an OutgoingMessagesTab **2204**, a PairingTab **2206**, a SystemSettingsTab **2208** and a WishOffersTab **2210**.

FIG. **22** illustrates a view of said device application **502** featuring said WishTab **2202**.

In one embodiment, data in said device application **502** can comprise data from said data relationship diagram **1111**. For example, in one embodiment, said WishTab **2202** can comprise a view of said WishTable **1112** queried with data from said OutgoingMessagesTable **1114**. In one embodiment, said WishTab **2202** can summarize inputs from said second user **150***b* and can include said EventDate **1204**, said WishRecording **1208**, said GrantFlag **1210**, said Recording **1306**, and said Unread **1212**.

In one embodiment, said WishTab **2202** can further comprise a share button **2214**, a delete button **2216**, and a view offers button **2218**. In one embodiment, said selecting a one or more among said records in said WishTab **2202**, and then pressing said share button **2214** can bring up a dialog for sharing through means well-known in the art such as social networks, email and similar. Likewise, in one embodiment, selecting a one or more among said records in said WishTab **2202** and then pressing said delete button **2216** can cause those records being selected to be deleted. In one embodiment, a message can confirm the delete procedure before conducting the same. Finally, said view offers button **2218** can activate a process of parsing said Transcription **1216** and activating a vendor search procedure **3000**, as described below. In one embodiment, said vendor search procedure **3000** can populate said VendorOffersTable **1122**, which can be displayed on said WishOffersTab **2210**, as described below.

FIG. **23** illustrates a view of said device application **502** featuring said OutgoingMessagesTab **2204**.

In one embodiment, said WishTab **2202** can be sorted according to which among the records in said button description **1102** shall be played back next by sorting said CountDownUse **1312** from smallest to largest. In one embodiment, a user of said device application **502** can resort records in said WishTab **2202** by dragging records up and down according to the conventions of sorting commonly used systems. In one embodiment, said reordering field can be played back by clicking on the relevant image or field.

In one embodiment, said OutgoingMessagesTab **2204** can summarize events from said wish granting procedure **1400**. In one embodiment, places where said Recording **1306** is filled and said Grant **1304** is TRUE, a user has left a voice message for review by another user of said interactive toy **100**. In one embodiment, said OutgoingMessagesTab **2204** can be sorted by reverse chronological order by either sorting by said EventDate or said EventID in descending order.

In one embodiment, said OutgoingMessagesTab **2204** can comprise a new record button **2220** and a delete record button **2222**. In one embodiment, these buttons will function as expected in the art.

In one embodiment, users can collect information using said interactive toy **100**. For example, in one embodiment, said Recording **1306** can comprise: (i) a question as to a user preference, (ii) a psychological self-assessment, (iii) a request for an honest opinion, (iv) a light hearted question, and/or (v) a wish to be granted.

In one embodiment, said OutgoingMessagesTab **2204** can comprise an ungrantable outgoing message **2302** and a grantable outgoing message **2304**. In one embodiment, where one among said ungrantable outgoing message **2302** has been selected, the outgoing message can be something like "I cannot grant you a wish right now, but I do have a joke . . . " so as to console the user (such as said second user **150***b*) when not receiving a granted wish. Alternatively, where said grantable outgoing message **2304** is outgoing, a message like the following may be played through said speaker **1002**, "Good news, you've been granted a wish. While you keep your finger on the wish button, tell me what makes you happiest of all".

FIG. **24** illustrates a view of said device application **502** featuring said PairingTab **2206**.

In one embodiment, said PairingTab **2206** can summarize all devices having been paired with said interactive toy **100**.

FIG. **25** illustrates a view of said device application **502** featuring said SystemSettingsTab **2208**.

In one embodiment, said SystemSettingsTab **2208** can update as settings of said interactive toy **100** change. In one embodiment, the current settings of said interactive toy **100** can comprise the record having the most recent date in said DateChanged **1242** field or, else, the highest ID field where records are assigned ascending numbers as records are added.

FIG. **26** illustrates a view of said device application **502** featuring said WishOffersTab **2210**.

In one embodiment, said WishOffersTab **2210** can illustrate a connection between said WishTable **1112** and said VendorOffersTable **1122**.

In one embodiment, said VendorOffersTable **1122** can be populated through said vendor search procedure **3000**, as discussed further below.

In one embodiment, portions of said VendorOffersTable **1122** are included on said WishOffersTab **2210** as an offers sub-query **2604**. In one embodiment, said offers sub-query **2604** can hold records related to said Transcription **1216** and offer prices or coupons in said **1330**, as illustrated. Further, said plurality of users **150** can select one among the records in said offers sub-query **2604** and the click an order item button **2602** to accept the offer. In one embodiment, said device application **502** can store account information for a portion of said plurality of users **150** which will facilitate quick ordering and delivery of wishes.

In one embodiment, said second user **150***b* can wish for a new bike, said second user **150***b* can receive the notification, click on said WishOffersTab **2210**, the select one among said offers sub-query **2604**, and finally, fulfill the wishes of said first user **150***a*.

FIG. **27** illustrates a flowchart view of a simplified wish granting procedure **2700**.

In one embodiment, said simplified wish granting procedure **2700** can comprise portions of said wish granting procedure **1400**, but more simplified. In one embodiment, said simplified wish granting procedure **2700** might be used where said interactive toy **100** is not attached to said network **106** and therefore acts independently.

FIG. **28** illustrates a dialog illustration **2800** between said plurality of users **150** and said interactive toy **100**.

In one embodiment, dialog illustration **2800** can comprise a first frame **2802**, a second frame **2804**, a third frame **2806**, and a fourth frame **2808**.

FIGS. **29**A and **29***b* illustrate an elevated front and rear view of an alternative interactive toy **2900**.

In one embodiment, said interactive toy **100** can be packaged up into other form factors with similar functionality. For example, in one embodiment, said interactive toy **100** can be packaged into said alternative interactive toy **2900**.

In one embodiment, said alternative interactive toy **2900** can comprise a one or more buttons **2902** which can comprise a first button **2902***a*, and a second button **2902***b*. In one embodiment, said alternative interactive toy **2900** can comprise a flap **2904** which can selectively cover said third button **2902***c*. In one embodiment, said one or more buttons **2902** can comprise corresponding functionality to said one or more buttons **602**. Likewise, in one embodiment, said alternative interactive toy **2900** can comprise a speaker **2906** and a microphone **2908**. In one embodiment, portions of said alternative interactive toy **2900** can be hidden below a surface layer, as is known in the art. In one embodiment, said one or more buttons **2902** can be pressed by squeezing an exterior portion of said alternative interactive toy **2900**, as is known in the art. Accordingly, the functionality of said interactive toy **100** can be wrapped into different form factors, such as said alternative interactive toy **2900**.

To this end, it is hereby disclosed that the functionality of said interactive toy **100** can be accomplished virtually on an app on a smart phone or computer. The Applicant by this disclosure claims the benefit of such an understanding of his system.

FIG. **30** illustrates a vendor search procedure **3000**.

In one embodiment, said interactive toy **100** can use said vendor search procedure **3000** to retrieve valuable information from a one or more merchants or vendors on behalf of said plurality of users **150** and for the generation of fees for such connections.

In one embodiment, said vendor search procedure **3000** can comprise passing portions of said OutgoingMessagesTable **1114** to said server **108**, especially said Transcription **1216** record representing a distillation of the wishes of one or more of said plurality of users **150**. In one embodiment, said server **108** can be configured to search a one or more vendor servers **3002** for similar items, offers for purchase and for fees such as said AppProfit **1332**. In one embodiment, said one or more vendor servers **3002** can send back data to be stored in said VendorOffersTable **1122**. A portion of said VendorOffersTable **1122** can be displayed for said second user **150***b* on said device application **502**, as show in said WishOffersTab **2210**, above. In one embodiment, said network **106** can be used for portion of this transmission. In another embodiment, said device application **502** can fetch records from said one or more vendor servers **3002** directly without using said server **108** at all.

In one embodiment, said interactive toy **100** can communicate with said server **108** through said direct communication network **2102**. In one embodiment, said server **108** can communicate with said one or more vendor servers **3002** through a server-to-vendor connection **3002** and data can be returned to said server through a vendor-to-server connection **3004**. In one embodiment, said server **108** can communicate with said device application **502** through said server-to-device route **2108**, which in this case can also be called a server-to-device route **3006**.

FIG. **31** illustrates a cleanup procedure **3100** for said SysSettingsTable **1120**.

FIG. **32** illustrates a transcription procedure **3200**.

In one embodiment, said transcription procedure **3200** can pass portions of said WishRecording **1208** to a transcription module, meaning a portion of a software system configured to take spoken word content and generate text from that content. In the art, this is sometimes called text-to-speech. Examples of this technology can be found in Apple® Siri®, Google® Now, and/or Dragon Dictate®. At the time of this disclosure, such systems are common place and often made available to developers as a part of the standard SDK when developing software. Note that in some cases audio files are sent to remote server and text is returned to the development environment. One example of this approach is that of Google® Now. The functionality of said transcription procedure **3200** will be operational without to regard to the location of the transcription provided said network **106** is available where necessary.

Various changes in the details of the illustrated operational methods are possible without departing from the scope of the following claims. Some embodiments may combine the activities described herein as being separate steps. Similarly, one or more of the described steps may be omitted, depending upon the specific operational environment the method is being implemented in. It is to be understood that the above description is intended to be illustrative, and not restrictive. For example, the above-described embodiments may be used in combination with each other. 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. In the appended claims, the terms "including" and "in which" are used as the plain-English equivalents of the respective terms "comprising" and "wherein."

The invention claimed is:

1. An interactive toy system comprising:
an outer body, two or more buttons, an integrated circuit, a battery, a speaker, and a microphone;
said two or more buttons, said battery, said speaker and said microphone are wired into said integrated circuit;
said integrated circuit comprising one or more processors, and a memory;
said memory of said integrated circuit configured to store a plurality of outgoing messages comprising a first portion and a second portion,
one or more incoming messages, and
one or more settings comprising at least a wishing mode flag;
said first portion of said plurality of outgoing messages comprises a grant flag set to true;
said second portion of said plurality of outgoing messages comprises said grant flag set to false;
said two or more buttons comprises a first button and a second button;
said first button is accessible outside of said outer body;
said second button is enclosed within said outer body;
said two or more buttons are configured to receive one or more user inputs comprising at least a first input triggered with said first button and a second input triggered with said second button;
said first portion of said plurality of outgoing messages comprise a one or more outgoing messages;
when said first input is received said processor determines whether said wishing mode flag is set to true and if so then,
said processor initiates one among said first portion of said plurality of outgoing messages,
said microphone is activated to capture a new incoming message to be added to said one or more incoming messages and
said new incoming message is associated with an incoming message grant flag being set to true by said processor;
said interactive toy system is configured for use with a first user group and a second user group;
said second user group comprises one or more children;
said first user group comprises a parent, guardian, or role model to said second user group
said second input is concealed from said second user group; and
when said second input is received, said processor is configured to
edit said plurality of outgoing messages,
set said wish mode flag to true or false, and
review and edit a portion of said one or more incoming messages.

2. The interactive toy system of claim 1 wherein:
said interactive toy system is configured to deliver said one or more incoming messages of said first user group to said second user group.

3. The interactive toy system of claim 1 wherein:
said integrated circuit comprises said one or more processors, said memory, and a communication hardware;
said interactive toy system selectively communicates with one or more computers on a network with said communication hardware; and
said interactive toy system is configured to selectively transmit and receive a transmitted portion of said plurality of outgoing messages and a transmitted portion of said one or more incoming messages.

4. The interactive toy system of claim 1 wherein:
said outer body contains a portion of said battery, said integrated circuit, and said speaker.

5. The interactive toy system of claim 1 wherein:
said first button is used for recording said one or more incoming messages;
said second button is for recording said plurality of outgoing messages; and
said first input comprises pressing said first button at least one time.

6. The interactive toy system of claim 5 wherein:
said second button is selectively enclosed within said outer body of said interactive toy system to be substantially inaccessible to a second user group and readily accessible to a first user group.

7. The interactive toy system of claim 1 wherein:
said integrated circuit comprises a system on a chip comprising said one or more processors, said memory and a communication hardware on one chip; and
said integrated circuit is powered by said battery.

8. The interactive toy system of claim 1 wherein:
said interactive toy system further comprises one or more LEDs comprising a first LED;
said first LED is in data and power communication with said integrated circuit; and
said integrated circuit controls a frequency, an intensity and a status of said first LED.

9. The interactive toy system of claim 1 wherein:
said outer body comprises the shape of a magician's wand;
said outer body comprises a tip portion, an upper portion and an end cap;
said outer body comprises a first diameter at a first end and a second diameter at a second end;
said tip portion selectively attaches to said upper portion at said first end of said outer body;
said end cap selectively attaches to said upper portion at said second end of said outer body;
said first diameter is smaller than said second diameter; and
said outer body comprises a conical shape.

10. The interactive toy system of claim 1 wherein:
said outer body comprises an upper portion and an end cap;
said end cap selectively attaches to said upper portion at a second end of said outer body;
with said end cap removed, said integrated circuit and said battery can be accessed within said outer body; and
said a portion of said two or more buttons are accessible outside of said outer body.

11. The interactive toy system of claim 1 wherein:
said outer body comprises an upper portion and an end cap;
said end cap selectively attaches to said upper portion at a second end of said outer body; and
said two or more buttons are wired into said integrated circuit.

12. The interactive toy system of claim 1 wherein:
a device application embodied on a second computer comprising a non-transitory computer readable storage medium and one or more processors; and
said device application being encoded with instructions to control said one or more processors to perform a process of
playing said plurality of outgoing messages from a first user group where each is associated with said grant flag,

recording one or more incoming messages from a second user group when said grant flag is set to true, and

transmitting a portion of said one or more incoming and said plurality of outgoing messages to said first user group.

13. The interactive toy system of claim **1** wherein:

said integrated circuit comprises said one or more processors, said memory, and a communication hardware;

said interactive toy system selectively communicates with one or more computers on a network with said communication hardware;

said one or more computers configured to operate a device application; and

said interactive toy system is configured to selectively transmit and receive a transmitted portion of said plurality of outgoing messages and a transmitted portion of said one or more incoming messages with said device application on said one or more computers.

14. The interactive toy system of claim **1** wherein:

a server, a network and a device application;

said interactive toy system configured to communicate with said server across said network;

said interactive toy system configured to

record said one or more incoming messages to a WishTable in a database, and

transmit a portion of said WishTable to said server; and

said server is configured to notify said device application when new records are added to said WishTable.

15. The interactive toy system of claim **14** wherein:

one or more vendor servers in communication with said server over said network;

said server is configured to transcribe said one or more incoming messages in said WishTable and record such transcriptions as a transcription field in said WishTable;

said server transmits a portion of said transcription field to said one or more vendor servers;

said one or more vendor servers thereafter provide offers for items related to said transcription field including a description field and a price offer field, which are returned to said server and stored in a VendorOffersTable; and

said device application is configured to receive a portion of said one or more incoming messages along with a portion of said VendorOffersTable.

16. The interactive toy system of claim **15** wherein:

said one or more vendor servers also provide an AppProfit field comprising a portion of said price offer field which is to be paid to an operator of said server as an incentive for presenting said description field and said price offer field to users in possession of said device application.

* * * * *