A game doll authentication device includes a doll; a Bluetooth wireless transmission system based wireless sensing device implanted in the doll; a plurality of chip sensing sockets and memory chips implanted in the doll at different positions; and game-related items associated with the doll and having memory chips implanted therein. The memory chips store authentication information in connection with an electronic game and the wireless sensing device is able to read the stored authentication information and transmit the same to a computer. Any level-up data in connection with the game player can be transmitted from the computer via the wireless sensing device to the doll for storing in the memory chips. With these arrangements, the game player can play the electronic game with increased online security and virtual treasures in the electronic game can be given a real form.
FIG. 1
GAME DOLL AUTHENTICATION DEVICE

FIELD OF THE INVENTION

[0001] The present invention relates to a game doll authentication device, and more particularly to a doll that is associated with an electronic game and has memory chips implanted therein to memorize and store authentication and level-up data in connection with the electronic game. The data stored in the doll can be transmitted to and from a computer via a Bluetooth wireless transmission system or a USB cable, so that an electronic game machine can sense data stored on the doll to allow one or more players to play the electronic game.

BACKGROUND OF THE INVENTION

[0002] There are various doll-shaped products available in the market, such as cartoon dolls showing cartoon figures, personalized dolls showing personal characteristics, toy dolls for playing, and game dolls showing characters in electronic games. For example, the game dolls are very popular in the market. However, the game dolls and the electronic games are separately sold. In most cases, the game dolls are produced and sold as peripheral products or sent out as gifts. That is, for people who own the game dolls, these game dolls are only personal collections without any other added value.

[0003] Among others, the online games have become one of the most welcomed electronic games. The online games are subject to the potential threats from hackers and phishers, who attack or steal the game players’ online authenticated virtual products, such as the players’ password and virtual treasures. Even if the game designers have tried every way to enhance the online security for their online games, the hackers and phishers can still spoil or steal the game players’ authentication information and virtual treasures. The virtual treasures obtained by some online game players via purchasing the games online or passing barriers in the games are frequently stolen by phishers.

SUMMARY OF THE INVENTION

[0004] A primary object of the present invention is to provide a game doll authentication device, which includes a doll; a Bluetooth wireless transmission system based wireless sensing device implanted in the doll; a plurality of chip sensing sockets arranged at various places in the doll, such as the doll’s head, hands, chest, back and feet, that are possibly connected to some game-related items; a plurality of memory chips being connected to the chip sensing sockets; and game-related items that are associated with the doll and have memory chips implanted therein to correspond to the memory chips in the doll. The memory chips store authentication information, including basic and level-up information and data in connection with an electronic game, and the Bluetooth wireless transmission system based wireless sensing device implanted in the doll is able to read the information and data stored in the memory chips implanted in the doll and the game-related items, and then transmits the read information and data to a computer for decoding, so that a game player owning the doll can complete level-up and login procedures on the computer via the doll. And, the doll is able to receive any level-up data in connection with the game player from the computer via the Bluetooth wireless transmission system based wireless sensing device and stores the received data in the implanted memory chips. Therefore, the doll can be associated with an authentication system of an electronic game, and a game player can play the game or compete with a remote player in the game on a related electronic game unit that can sense the data stored on the doll.

[0005] In an embodiment of the present invention, the doll can further include a USB cable for transmitting the authentication information and level-up data between the doll and the computer. With the present invention, virtual treasures in electronic games can be given a real form.

[0006] Specially designed dolls, personalized dolls, and customized dolls with the above structure can be manufactured and used as special gifts in various electronic games to enhance the interaction among game players and make the game doll a good item for collection.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The structure and the technical means adopted by the present invention to achieve the above are shown by referring to the following detailed description of the preferred embodiments and the accompanying drawings, wherein

[0008] FIG. 1 shows a game doll according to an embodiment of the present invention and a phantom view thereof;

[0009] FIG. 2 shows the data sensing and transmission between the game doll and other game-related items;

[0010] FIG. 3 shows the game doll of the present invention and the game-related items associated therewith all have a memory chip implanted therein;

[0011] FIG. 4 shows the use of the game doll of the present invention to complete a login procedure on a computer; and

[0012] FIG. 5 shows the manner of adding new weapons and other items to the game doll of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0013] Please refer to FIGS. 1 to 5. A game doll authentication device according to the present invention includes a doll 10, in which a Bluetooth wireless transmission system based wireless sensing device 11 is implanted. Chip sensing sockets 20 are provided on the doll 10 at different positions, including the doll’s head, hands, chest, back, feet, etc., to where different game-related items, such as a weapon 12, a guard 13, or any other props (not shown) can be mounted. And, a memory chip 30 can be plugged in slots 201 provided on each of the chip sensing sockets 20. As can be seen in FIG. 2, the chip sensing sockets 20 each have a plug 202 for plugging in one of many slots 111 provided on the wireless sensing device 11. The doll 10 can be configured as a character in an electronic game, an online game, etc. or can be a personalized or customized figure.

[0014] Please refer to FIG. 3. All virtual treasures, weapons 12, guards 13 or other props (not shown) that are designed to associate with the doll 10 have one memory chip 30 implanted therein for memorizing related level-up and authentication data thereof, and for storing different authentication information, such as basic data and level-up data in connection with an electronic game.

[0015] Please refer to FIGS. 2 and 4. To use the game doll authentication device, after the present invention, first implant one memory chip 30 in the doll 10. Authentication data stored in the memory chip 30 can be transmitted to a computer 50 via the Bluetooth based bidirectional wireless sensing device 11 built in the doll 10. The authentication data transmitted to the computer 50 is decoded to complete the login procedure on the computer 50. The Bluetooth bidirectional wireless transmission system can provide a transmission range as long as 20 meters. Any level-up data can be transmitted back to and stored in the memory chips 30 implanted in the doll 10. The
The game doll authentication device of the present invention can be used with the authentication system of any electronic game. An electronic game unit for playing a specific electronic game in connection with the doll 10 can sense the data stored on the doll 10 to allow one or more players to proceed with the game. The doll 10 can further include a USB cable 112 for bi-directionally transmitting the authentication data between the implanted memory chips 30 and the computer 50.

Please refer to FIG. 5. During a game, the doll 10 can be associated with real-form toy weapons 12, guards 13 or other props (not shown). These real-form toy weapons 12, guards 13 or props also have a memory chip 30 implanted therein. Data stored in the memory chips 30 of these toy weapons 12, guards 13 or props can be transmitted to the computer 50 via the Bluetooth wireless transmission system based wireless sensing device 11 or the USB cable 112, and is decoded at the computer 50 to complete the login procedure. Thus, the virtual treasures each can be given a real form. By giving the virtual treasures a real form through implanting chips in the toy weapons, such as a sword or a knife, the toy guards, or other props, and adding the real-form toy treasures to the doll 10, the electronic game players would be attracted to buy not only the doll 10, but also collect different real-form toy treasures to give the leading character in the game an increased power. In this manner, the virtual treasures from the electronic game are protected against hackers and phishers. This further encourages the game players to purchase various real-form toy treasures.

To meet the demands and the collecting intention of different game players, the doll 10 can be configured as a character in an electronic game or an online game, or a Q-doll, which means a doll that vividly imitates, for example, a movie star or the game player. Therefore, the doll 10 can interact with the electronic game or the online game to increase the value of the doll 10 and can effectively stop the vicious piracy behavior by the hackers and the phishers.

To increase the excitement in playing the electronic game or online game, and to attract players to the game, a uniquely designed doll 10 can be given to the game player as a gift when the player has reached a certain level or passed a certain barrier in the game.

The present invention provides the following advantages:

1. Combining a real-form doll with the authentication system and the level-up mechanism in electronic or online games, so that the game players can enjoy the pleasure of collecting dolls and playing games at the same time.

2. The physical password chip implanted in the real-form doll can replace the online security mechanism, such as the virtual online authentication, enabling the electronic or online games to have more complete authentication mechanism. The chip implanted in the doll can also memorize all information and data needed by the player to play the game, enabling upgraded security and value in playing the online games.

3. By giving the virtual treasures a real form through implanting chips in the toy weapons, such as a sword or a knife, the toy guards, or other props, and adding the real-form toy treasures to the doll 10, the video game players would be attracted to buy not only the doll, but also collect different real-form toy treasures to give the leading character in the game an increased power. In this manner, the virtual treasures from the game are protected against hackers and phishers, and the game players are encouraged to purchase various real-form toy treasures.

4. By adopting the Bluetooth wireless transmission system, the game doll authentication device of the present invention can be manufactured at reduced cost.

5. The present invention has been described with a preferred embodiment thereof and it is understood that many changes and modifications in the described embodiment can be carried out without departing from the scope and the spirit of the invention that is intended to be limited only by the appended claims.

What is claimed is:

1. A game doll authentication device, comprising a doll; a Bluetooth wireless transmission system based wireless sensing device implanted in the doll; a plurality of chip sensing sockets arranged at various positions in the doll, such as the doll's head, hands, chest, back and feet, that are possibly connected to some game-related items; a plurality of memory chips being connected to the chip sensing sockets; and game-related items that are associated with the doll and have memory chips therein that correspond to memory chips in the doll; the memory chips storing authentication information, including basic and level-up information and data, in connection with an electronic game, and the Bluetooth wireless transmission system based wireless sensing device implanted in the doll being able to read the information and data stored in the memory chips implanted in the doll and the game-related items, and then transmitting the read information and data to a computer for decoding, so that a game player owning the doll can complete level-up and login procedures on the computer via the doll; and the doll being able to receive any level-up data in connection with the game player from the computer via the Bluetooth wireless transmission system and device, and storing the received data in the memory chips implanted in the doll and the doll-associated game-related items; whereby the doll can be associated with an authentication system of any electronic game, and a game player can play the game alone or compete with a remote player in the game on a related electronic game unit that can sense the data stored on the doll.

2. The game doll authentication device as claimed in claim 1, wherein the doll has a configuration selected from the group consisting of a character in an electronic game, a character in an online game, a personalized figure, and a customized figure.

3. The game doll authentication device as claimed in claim 1, wherein the game-related items include real-form toy weapons, toy guards, toy treasures and other props, which are implanted with a memory chip each; the Bluetooth wireless transmission system based wireless sensing device implanted in the doll being able to read data stored in the memory chips implanted in the game-related items, and then transmitting the read data to the computer for decoding and completing the login procedure on the computer, such that any virtual treasure in the game is given a real form.

4. The game doll authentication device as claimed in claim 1, wherein the doll further includes a USB cable for transmitting information and data between the memory chips and the computer.

5. The game doll authentication device as claimed in claim 1, wherein the authentication information stored in the memory chips memorizes all data needed by the game player to play the game, making the authentication system of the electronic game more complete and enabling upgraded online security in playing the games online, which gives the doll increased value.