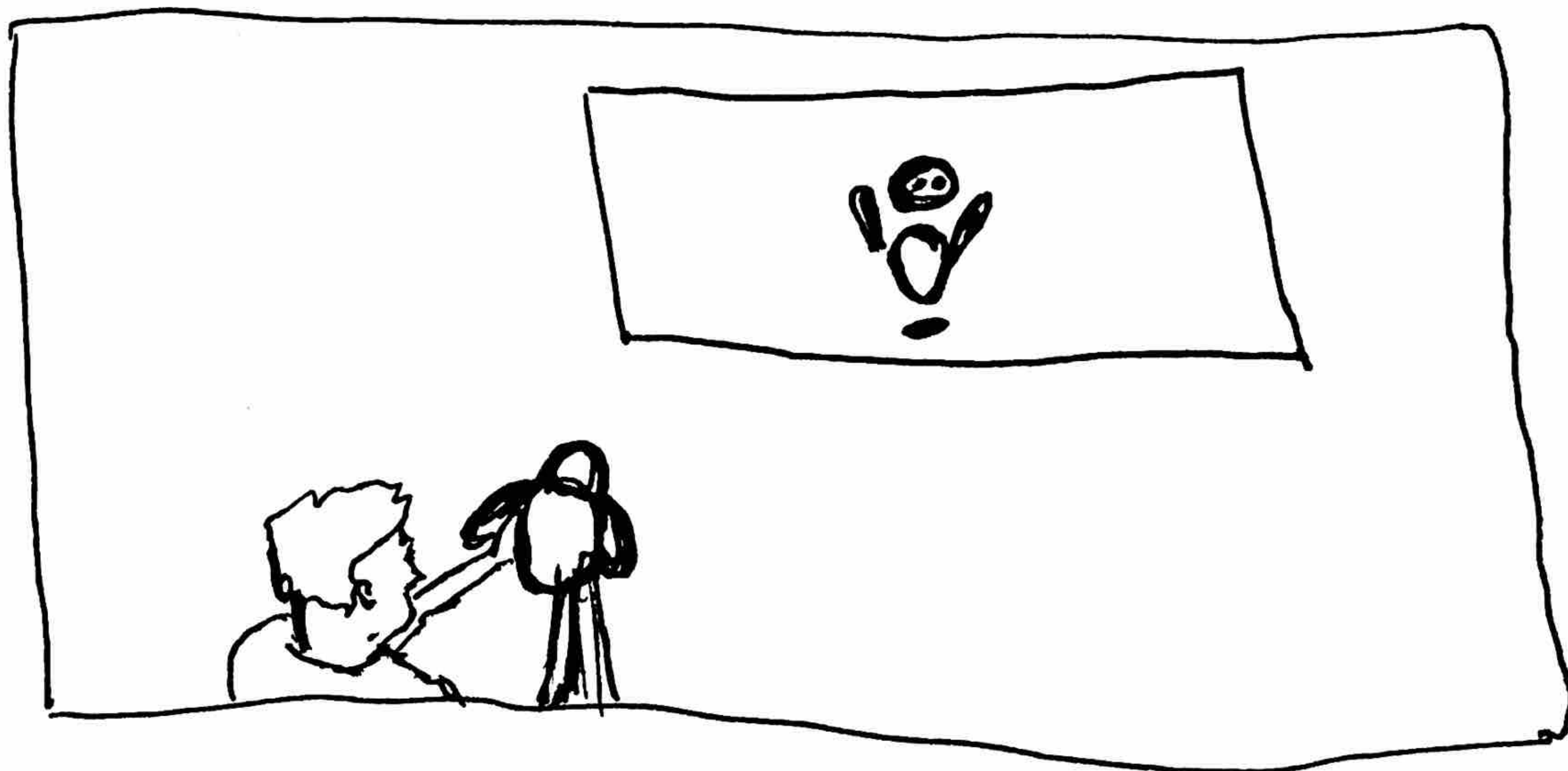


"HOVERING"

ON SCREEN THE TOY HOVERS WAITING TO BE INTERACTED WITH (BOUNCES UP AND DOWN)

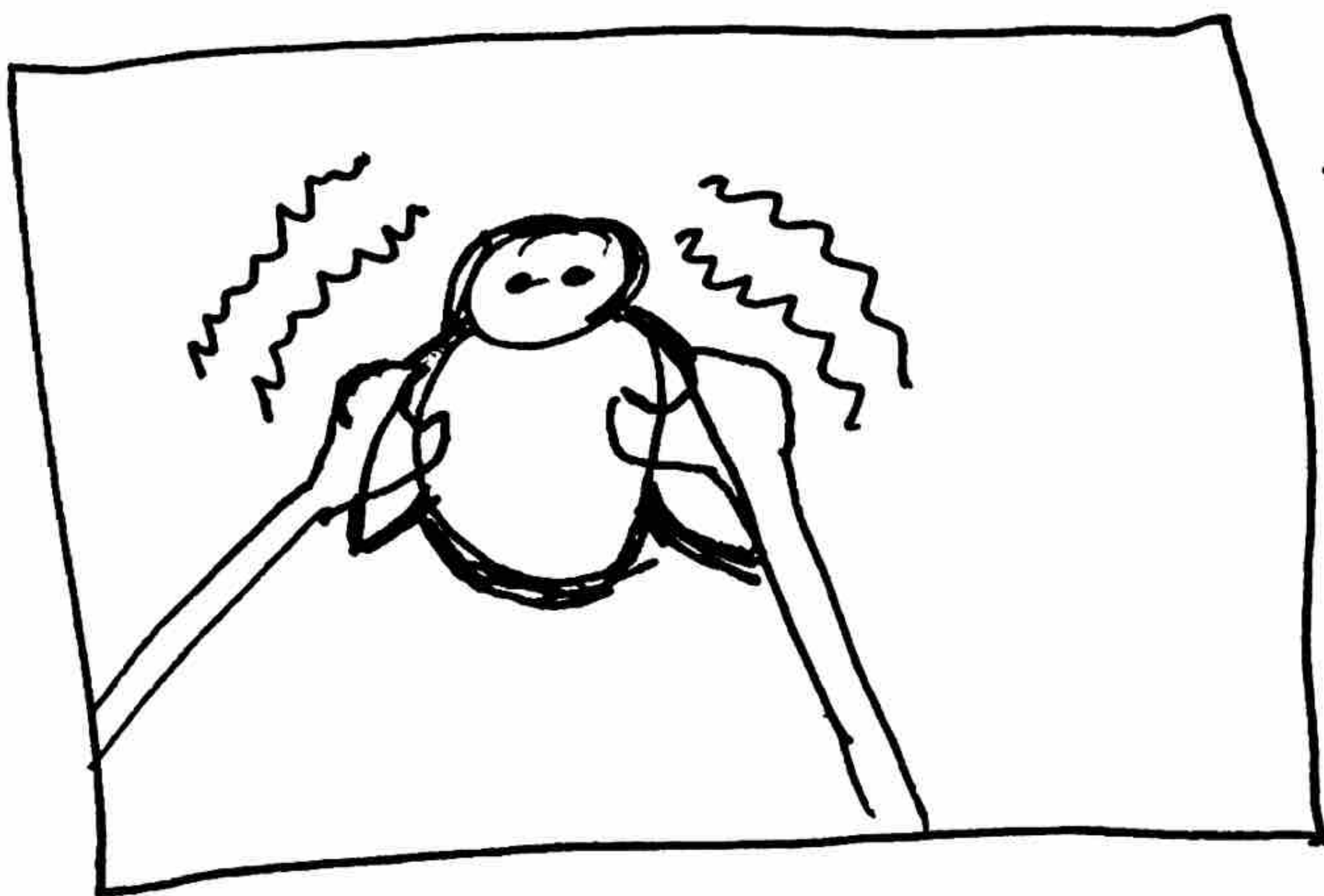
TOY TOY GLOWS RANDOMLY TO TRY AND GET A CHILD'S ATTENTION, OCCASIONALLY IT'LL MAKE SOUND TRYING TO GET KID TO PLAY



KID KID PICKS UP TOY ACTIVATING THE NEXT CONTENT CLIP ~~(BEGINS PLAYING SHOW)~~

ON SCREEN BEGINS PLAYING CLIP

TOY "COUS" AND GIVE VIBRATION PULSE



KID ■ SHAKES TOY

DISPLAY ■ CHANGES
SCENE

CONTENT PLAYS KID IS ENGROSSED
IN THE ACTION. . .

. . . AN ENGAGING SCENE COMES
ON

TOY ■ BLINKS, MAKES SOUND (REQUESTING INPUT)

DEVICE ■ PAUSES ACTION TO GIVE INSTRUCTION

EX. ENGAGING SCENE:

- HELP TOY FLY THROUGH THE AIR
- PLACE TOY ON TABLE TO DANCE
- SHAKE TOY TO DO SOMETHING
(FIGHTING ~~SCENE~~ OR ACTION SCENE)

• IF CHILD DOESN'T GIVE INPUT OR PROPER
INPUT IT CYCLES BACK TO THE START
OF THE SCENE CLIP

• EACH POSITIVE INPUT THE TOY GIVES
POSITIVE FEED BACK (HAPPY SOUND)

AFTER GOING THROUGH ALL THE CONTENT,
THANK THE CHILD FOR PLAYING / COMPLETING
MISSION OR GOAL

PROMPT THEM IF THEY WOULD LIKE TO
PLAY AGAIN

IF NO RESPONSE GO BACK TO
WAITING SCREEN (HOVERING) THEN
SLEEP