

CPC COOPERATIVE PATENT CLASSIFICATION

A HUMAN NECESSITIES

HEALTH; AMUSEMENT

A63 SPORTS; GAMES; AMUSEMENTS

A63H TOYS, e.g. TOPS, DOLLS, HOOPS OR BUILDING BLOCKS

WARNINGS

1. The following IPC groups are not in the CPC scheme. The subject matter for these IPC groups is classified in the following CPC groups:

A63H 3/33	covered by	A63H 3/28
A63H 17/267	covered by	A63H 17/262
A63H 17/273	covered by	A63H 17/26
A63H 17/385	covered by	A63H 17/36
A63H 17/39	covered by	A63H 17/36
A63H 17/41	covered by	A63H 17/40
A63H 25/00	covered by	A63H 29/16, A63H 31/00
A63H 25/02	covered by	A63H 29/16, A63H 31/00
A63H 27/01	covered by	A63H 27/007
A63H 27/127	covered by	A63H 27/12
A63H 27/133	covered by	A63H 27/12
A63H 27/16	covered by	A63H 27/001, A63H 33/16
A63H 27/18	covered by	A63H 27/00, A63H 27/02
A63H 27/20	covered by	A63H 27/00
A63H 27/22	covered by	A63H 27/00, A63H 29/18
A63H 27/24	covered by	A63H 27/02, A63H 29/00, A63H 29/22
A63H 27/26	covered by	A63H 27/06
A63H 27/28	covered by	A63H 27/008
A63H 27/30	covered by	A63H 27/02
A63H 27/32	covered by	A63H 27/00

2. In this subclass non-limiting references (in the sense of paragraph 39 of the Guide to the IPC) may still be displayed in the scheme.

1/00 **Tops** (diabolos or similar thrown and caught spinning tops or throwing and catching devices therefor [A63B 67/16](#); flying tops {[A63H 27/12](#)})

- 1/02 . with detachable winding devices
- 1/04 . . with string or band winding devices
- 1/06 . with integral winding devices
- 1/08 . with arrangements for winding-up by blowing
- 1/10 . able to be spun by whirling the axis with both hands
- 1/12 . Whip tops; Top whips
- 1/16 . Hopping, dancing, or curve-drawing tops
- 1/18 . Double tops; Multiple tops mounted in or on one another
- 1/20 . with figure-like features; with movable objects, especially figures
- 1/22 . Colour tops
- 1/24 . with illuminating arrangements
- 1/26 . emitting blasts or explosions
- 1/28 . Musical tops
- 1/30 . Climbing tops, e.g. Yo-Yo
- 1/32 . Whirling or spinning discs driven by twisted cords

Dolls; Figures; Musical toys

3/00 **Dolls** {(puppets or marionettes for shows or theatres [A63J 19/006](#))}

NOTE

In this group, the following term is used with the meaning indicated:

- "doll" includes a toy animal

- 3/001 . {simulating physiological processes, e.g. heartbeat, breathing or fever (with fluid ingestion or emission [A63H 3/24](#))}
- 3/003 . {specially adapted for a particular function not connected with dolls (as electric lighting devices [A63H 3/006](#))}
- 3/005 . . {for use as container (containers [B65D](#))}
- 3/006 . {provided with electrical lighting (electrical lighting [F21](#))}
- 3/008 . {Dolls capable of simulating pregnancy or birth}
- 3/02 . made of fabrics or stuffed
- 3/04 . with deformable framework
- 3/06 . Air-filled or inflatable toy figures (connection of valves to inflatable elastic bodies [B60C 29/00](#))
- 3/08 . of flat paper to be cut-out, folded, or clothed

- 3/10 . Flat toy figures provided with limbs, with or without arrangements for making them stand up ([A63H 3/08 takes precedence](#))
- 3/12 . Double-faced dolls
- 3/14 . into which the fingers of the hand can be inserted, e.g. hand-puppets
- 3/16 . made of parts that can be put together {(facial parts only [A63H 3/365](#))}
- 3/18 . Jumping jacks
- 3/20 . with parts moved due to movements of other parts, e.g. limbs
- 3/24 . Drinking dolls; Dolls producing tears; Wetting dolls
- 3/26 . Floating dolls
- 3/28 . Arrangements of sound-producing means in dolls; Means in dolls for producing sounds
- 3/31 . . Bellows, cylinders or the like for sound production
- 3/36 . Details; Accessories
- 3/365 . . {allowing a choice of facial features, e.g. to change the facial expression (change of expression through animation [A63H 3/48](#), self-moving [A63H 13/005](#); movable eyes [A63H 3/40](#))}
- 3/38 . . Dolls' eyes
- 3/40 . . . movable
- 3/42 . . . Manufacture of eyes (artificial eyes for human beings [A61F 2/14](#))
- 3/44 . . Dolls' hair or wigs; Eyelashes; Eyebrows (wigs, eyelashes, eyebrows for humans [A41G](#))
- 3/445 . . . {Eyelashes; Eyebrows}
- 3/46 . . Connections for limbs
- 3/48 . . Mounting of parts within dolls, e.g. automatic eyes {or parts for animation (self-moving [A63H 13/00](#))}
- 3/50 . . Frames, stands, or wheels for dolls or toy animals
- 3/52 . . Dolls' houses, furniture, or other equipment {(simulating liquid flow [A63H 33/3022](#)); Dolls' clothing (dolls' footwear [A43B 3/28](#))}
- 5/00 Musical or noise- producing devices for additional toy effects other than acoustical (musical tops [A63H 1/28](#); {sound-producing dolls [A63H 3/28](#); musical toy vehicles [A63H 17/268](#); acoustical vehicle-signalling devices [A63H 17/32](#); whistling toy locomotive arrangements [A63H 19/14](#)); music, sound or noise production in general [G10](#))**
- 5/04 . Pistols or machine guns operated without detonators; Crackers {(cracker bonbons [A63H 37/00](#))}
- 7/00 Toy figures led or propelled by the user**
- 7/02 . by pushing or drawing
- 7/04 . . moving together with a toy vehicle {or together with wheels rolling on the ground, i.e. driven by vehicle or wheel movement}
- 7/06 . . with feet formed by rotary members
- 9/00 Special methods or compositions for the manufacture of dolls, toy animals, toy figures, or parts thereof**
- 11/04 . Climbing figures moving up-and-down
- 11/06 . Jumping toys
- 11/08 . Toys performing somersaults
- 11/10 . Figure toys with single- or multiple-axle undercarriages, by which the figures perform a realistic running motion when the toy is moving over the floor
- 11/12 . . Wheeled toys with figures performing a wriggling motion when moving
- 11/14 . Mechanically-moved walking figures balanced by gyrostatic effects
- 2011/16 . {Toy animals with pairs of legs performing turtle-like motions}
- 11/18 . Figure toys which perform a realistic walking motion
- 11/20 . . with pairs of legs, e.g. horses
- WARNING**
- New group [A63H 11/20](#) introduced in November 2005 is not complete. Documents from [A63H 11/18](#) are in the process of being reorganised to the new group
- 11/205 . . . {performing turtle-like motion}
- 13/00 Toy figures with self-moving parts, with or without movement of the toy as a whole**
- 13/005 . {with self-moving head or facial features (with a choice of features [A63H 3/365](#); movable eyes [A63H 3/40](#))}
- 13/02 . imitating natural actions, e.g. catching a mouse by a cat, the kicking of an animal
- 13/03 . . Egg-laying toy animals
- 13/04 . . Mechanical figures imitating the movement of players or workers
- 13/045 . . . {imitating surfing}
- 13/06 . . . imitating boxing or fighting
- 13/08 . . . able to perform military exercises
- 13/10 . . . shooting arrows or other missiles
- 13/12 . . . Gymnastic or acrobatic toy figures
- 13/14 . . . Rope-jumping toy figures
- 13/15 . . . imitating drawing or writing (changeable or secret pictures [B44F 1/10](#))
- 13/16 . Boxes from which figures jump
- 13/18 . Toy swinging chairs; Rocking-figure toys
- 13/20 . Toy roundabouts with moving figures; Toy models of fairs or the like, with moving figures {([A63H 7/04 takes precedence](#))}
- 15/00 Other gravity-operated toy figures**
- 15/02 . Figures staggering down an inclined path by means of the gravity effect
- 15/04 . Toy figures swinging about a point above the centre of gravity
- 15/06 . Self-righting toys
- 15/08 . Tumbling toy figures operated by balls enclosed therein

Toy vehicles; Toy engines

- 17/00 Toy vehicles, e.g. with self-drive; {(convertible into other toys [A63H 33/003](#)); Cranes, winches or the like;} Accessories therefor (traffic games with figures moved by players [A63F 9/14](#))**
- 17/002 . {made of parts to be assembled}

Mechanically or gravity driven toy figures**11/00 Self-movable toy figures**

- 11/02 . moved by vibrations produced by rotating eccentric weights

- 17/004 . {Stunt-cars, e.g. lifting front wheels, roll-over or invertible cars}
- 17/006 . {Missile-launching means on toy vehicles}
- 17/008 . {Launching devices for motorless toy vehicles (start mechanisms for trackways [A63H 18/026](#); for toy aircraft [A63H 27/14](#))}
- 17/02 . convertible into other forms under the action of impact or shock, e.g. arrangements for imitating accidents
- 17/045 . shaped as armoured cars, tanks or the like
- 17/05 . Trucks; Lorries
- 2017/055 . . {for agricultural use}
- 17/06 . . with tipping bodies
- 17/08 . . carrying a mechanically-raised ladder
- 17/10 . . carrying a tank for transporting liquids
- 17/12 . with cranes, winches or the like
- 17/14 . Endless-track automobiles or trucks
- 17/16 . in the form of a bicycle, with or without riders thereon
- 17/18 . Tricycles, e.g. with moving figures
- 17/21 . shaped as motorcycles with or without figures
- 17/22 . Scooters with driver figure propelled by their wheels or by movement of the figure
- 17/24 . shaped as sledges, sleighs, or bobsleighs with or without figures
- 17/25 . Other wheeled vehicles with moving figures {(toy figures moving together with toy vehicles, led or propelled by the user, [A63H 7/04](#); self-movable toy figures driven by wheeled undercarriages [A63H 11/10](#))}
- 17/26 . Details; Accessories (drive mechanisms [A63H 29/00](#))
- 17/262 . . {Chassis; Wheel mountings; Wheels; Axles; Suspensions; Fitting body portions to chassis}
- 17/264 . . {Coupling mechanisms (for model railway vehicles [A63H 19/18](#))}
- 17/266 . . {Movable parts other than toy figures, driven by the wheels}
- 17/268 . . {Musical toy vehicles}
- 17/28 . . Electric lighting systems
- 17/30 . . Direction-indicators
- 17/32 . . Acoustical or optical signalling devices
- 17/34 . . Arrangements for imitating the noise of motors
- 17/36 . . Steering-mechanisms for toy vehicles
- 17/38 . . . actuated by hand
- 17/395 . . . steered by program
- 17/40 . . . Toy vehicles automatically steering or reversing by collision with an obstacle
- 17/42 . . Automatic stopping or braking arrangements
- 17/44 . . Toy garages for receiving toy vehicles; Filling stations
- 18/00 Highways or trackways for toys (railway permanent way [A63H 19/30](#); for special railways [A63H 21/00](#)); Propulsion by special interaction between vehicle and track**
- 18/002 . {Air-actuated track systems, e.g. with air cushion}
- 18/005 . {Accessories for indicating the winner of a race, e.g. lap counters, speed indicators}
- 18/007 . {Vehicles moved by vibration}
- 18/02 . Construction or arrangement of the trackway
- 18/021 . . {Flexible tracks; Fluid-pressure-actuated tracks}
- 18/023 . . {Track control means, e.g. switches ([A63H 18/025](#) takes precedence)}
- 18/025 . . {Actuation of track parts by the vehicle}
- 18/026 . . {Start-finish mechanisms; Stop arrangements; Traffic lights; Barriers, or the like ([A63H 18/025](#) takes precedence)}
- 18/028 . . {Looping; Jumping; Tilt-track sections}
- 18/04 . . Up-and-down-hill trackways ([A63H 18/06](#) takes precedence)
- 18/06 . . designed to cause movement of a vehicle by alteration of the inclination of part of the trackway
- 18/08 . with mechanical means for guiding or steering
- 18/10 . with magnetic means for steering
- 18/12 . Electric current supply to toy vehicles through the track
- 18/14 . Drives arranged in the track, e.g. endless conveying means, magnets, driving-discs
- 18/16 . Control of vehicle drives by interaction between vehicle and track; Control of track elements by vehicles
- 2018/165 . . {Means to improve adhesion of the vehicles on the track, e.g. using magnetic forces}
- 19/00 Model railways (propulsion by special interaction between vehicle and track [A63H 18/00](#))**
- 19/02 . Locomotives; Motor coaches
- 19/04 . . spring-driven
- 19/06 . . Steam-driven locomotives; Engines therefor
- 19/08 . . . Boilers for locomotives
- 19/10 . . electrically driven
- 19/12 . . . with electric reversing gear
- 19/14 . . Arrangements for imitating locomotive features, e.g. whistling, signalling, puffing
- 19/15 . Special types of cars
- 19/16 . Parts for model railway vehicles
- 19/18 . . Car coupling or uncoupling mechanisms
- 19/20 . . Illuminating arrangements
- 19/22 . . Wheels; Wheel axles; Bogies
- 19/24 . Electric toy railways; Systems therefor
- 2019/243 . . {Anti-collision systems}
- 2019/246 . . {Remote controls}
- 19/26 . . Toy vehicles with overhead trolley-wire; Trolley-buses
- 19/28 . Mechanical toy railway systems
- 19/30 . Permanent way; Rails; Rail-joint connections
- 19/32 . . Switches or points; Operating means therefor
- 19/34 . Bridges; Stations; Signalling systems
- 19/36 . Model railway structures, e.g. kinds of arrangement of several units in containers, or on plates, or in combination with scenics for toy purposes (models or scenery for general purposes [G09B](#))
- 2019/365 . . {Devices for putting or removing vehicles on or from the rails, e.g. ramps}
- 21/00 Other toy railways**
- 21/02 . with cable- or rail-suspended vehicles
- 21/04 . Mono-railways, e.g. with vehicles embracing the rail in the form of a saddle ([A63H 21/02](#) takes precedence)
- 23/00 Toy boats; Floating toys; Other aquatic toy devices**
- 23/005 . {made of parts to be assembled}
- 23/02 . Boats; Sailing boats
- 23/04 . . Self-propelled boats, ships or submarines
- 23/06 . . . jet-propelled

- 23/08 . Cartesian or other divers
 - 23/10 . Other water toys, floating toys, or like buoyant toys
 - 23/12 . . Waterborne toy projectiles; Knock-apart toys; Exploding ship toys
 - 23/14 . . Special drives
 - 23/16 . . Aquatic toy installations; Harbour arrangements
 - 27/00 Toy aircraft; Other flying toys (toys with parachutes [A63H 33/20](#)); Starting or launching devices therefor}**
 - 27/001 . {Making or assembling thereof, e.g. by folding}
 - 27/002 . {Means for manipulating kites or other captive flying toys, e.g. kite-reels ([reels in general B65H 75/00](#))}
 - 27/004 . {Means for launching objects from aircraft, e.g. pilot, missiles}
 - 27/005 . {Rockets; Missiles}
 - 27/007 . {Collapsible wings, e.g. for catapult aeroplanes}
 - 27/008 . {Propelled by flapping of wings ([driving mechanisms with extensible rubber bands for toys in general A63H 29/18](#))}
 - 27/02 . {Model aircraft}
 - 27/04 . Captive toy aircraft
 - 27/06 . {Jet-propelled flying toys, e.g. aeroplanes ([A63H 27/04](#), [A63H 27/12](#) take precedence)}
 - 27/08 . Kites (kite-sails or kite-wings specially adapted for water sports boards [B63H 8/10](#); kite-sails for wind propelled vessels [B63H 9/069](#))

WARNING

Groups [A63H 27/08](#) - [A63H 27/087](#) are impacted by reclassification into groups [B63H 8/10](#) - [B63H 8/18](#), [B63H 8/23](#), [B63H 8/25](#), [B63H 8/50](#) - [B63H 8/70](#) and [B63H 9/068](#) - [B63H 9/072](#).

All groups listed in this Warning should be considered in order to perform a complete search.

 - 27/082 . . {Rotary kites; Kites provided with rotary parts}
 - 27/085 . . {Inflatable kites}
 - 27/087 . . {Means for launching objects along the kite string, e.g. with parachutes}
 - 27/10 . Balloons (connection of valves to inflatable elastic bodies [B60C 29/00](#); {other than toy aspects [B64B 1/40](#)})
 - 2027/1008 . . {Anchoring means or weights}
 - 2027/1016 . . {combined with candy or other food items}
 - 2027/1025 . . {Fabrication methods or special materials therefor}
 - 2027/1033 . . {Inflation devices or methods for inflating balloons}
 - 2027/1041 . . {Holding or sealing means, e.g. handling rods, clamps or plugs}
 - 2027/105 . . {Knotting means}
 - 2027/1058 . . {associated with light or sound}
 - 2027/1066 . . {Having means to guide movement, e.g. propeller or wings}
 - 2027/1075 . . {Special shapes or constructions (for aircraft type balloons [A63H 2027/1066](#))}
 - 2027/1083 . . {Valves or nozzles}
 - 2027/1091 . . {with object inserted within; Means or methods for insertion of objects}
 - 27/12 . {Helicopters ([A63H 27/04](#) takes precedence); Flying tops}
 - 27/14 . Starting or launching devices for toy aircraft; Arrangements on toy aircraft for starting or launching ([for launching objects from an aircraft A63H 27/004](#))
- Driving or controlling toys, e.g. toy vehicles**
- 29/00 Drive mechanisms for toys in general**
 - 29/02 . Clockwork mechanisms
 - 29/04 . . Helical-spring driving mechanisms
 - 29/06 . . Other elements therefor
 - 29/08 . Driving mechanisms actuated by balls or weights
 - 29/10 . Driving mechanisms actuated by flowing media
 - 29/12 . . by a sand stream
 - 29/14 . . by a water stream
 - 29/16 . . by steam or compressed air
 - 29/165 . . . {jet-propelled}
 - 29/18 . Driving mechanisms with extensible rubber bands
 - 29/20 . Flywheel driving mechanisms
 - 29/22 . Electric drives ([power supply through track A63H 18/12](#))
 - 29/24 . Details or accessories for drive mechanisms, e.g. means for winding-up or starting toy engines
 - 30/00 Remote-control arrangements specially adapted for toys, e.g. for toy vehicles (steering mechanisms for toy vehicles [A63H 17/36](#); for model railways [A63H 19/24](#), [A63H 19/28](#))**
 - 30/02 . Electrical arrangements ([transformers H01F](#); [converters H02M](#))
 - 30/04 . . using wireless transmission
 - 30/06 . Hydraulic or pneumatic arrangements
 - 31/00 Gearing for toys (gearing in general [F16H](#))**
 - 31/02 . Screw-spindle mechanisms
 - 31/04 . Friction mechanisms
 - 31/06 . Belt or string gear
 - 31/08 . Gear-control mechanisms; Gears for imparting a reciprocating motion
 - 31/10 . Gearing mechanisms actuated by movable wires enclosed in flexible tubes
 - 33/00 Other toys**
 - 33/001 . {Toy-moulding appliances; Toy moulding}
 - 33/002 . {Devices for converting reciprocal or vibratory motion into rotary motion, e.g. for propellers}
 - 33/003 . {Convertible toys, e.g. robots convertible into rockets or vehicles convertible into planes}
 - 33/004 . . {made of fabrics or stuffed}
 - 33/005 . {Motorised rolling toys}
 - 33/006 . {Infant exercisers, e.g. for attachment to a crib}
 - 33/007 . {Push or pull wheels, e.g. with movable parts other than toy figures driven by the wheels ([A63H 33/02](#) takes precedence; for driving movable toy figures [A63H 7/04](#))}
 - 33/008 . {Playhouses, play-tents, big enough for playing inside}
 - 33/009 . {Toy swords or similar toy weapons; Toy shields}
 - 33/02 . Toy hoops {, i.e. rings to be rolled by separate sticks}; Sticks for propelling
 - 33/04 . Building blocks, strips, or similar building parts
 - 33/042 . . {Mechanical, electrical, optical, pneumatic or hydraulic arrangements; Motors}
 - 33/044 . . {Buildings}

- 33/046 . . {comprising magnetic interaction means, e.g. holding together by magnetic attraction}
- 33/048 . . {to be assembled using hook and loop-type fastener or the like}
- 33/06 . . to be assembled without the use of additional elements
- 33/062 . . . {with clip or snap mechanisms}
- 33/065 . . . {using elastic deformation ([A63H 33/062](#) takes precedence)}
- 33/067 . . . {with rotation or translation, e.g. of keyhole or bayonet type}
- 33/08 . . . provided with complementary holes, grooves, or protuberances, e.g. dovetails
- 33/082 {with dovetails}
- 33/084 {with grooves ([dovetails A63H 33/082](#))}
- 33/086 {with primary projections fitting by friction in complementary spaces between secondary projections, e.g. sidewalls}
- 33/088 {with holes ([A63H 33/062](#), [A63H 33/065](#) take precedence)}
- 33/10 . . to be assembled by means of additional non-adhesive elements
- 33/101 . . . {with clip or snap mechanism}
- 33/102 . . . {using elastic deformation ([A63H 33/101](#) takes precedence)}
- 33/103 . . . {with wires, springs, suction cups, telescopic elements}
- 33/105 . . . {with grooves, e.g. dovetails}
- 33/106 . . . {with rotation, e.g. of bayonet type}
- 33/107 . . . {using screws, bolts, nails, rivets, clamps}
- 33/108 . . . {with holes ([A63H 33/101](#), [A63H 33/102](#) and [A63H 33/107](#) take precedence)}
- 33/12 . . . Perforated strips or the like assembled by rods, bolts, or the like
- 33/14 . . specially adapted to be assembled by adhesive or cement
- 33/16 . Models made by folding paper
- 33/18 . Throwing or slinging toys, {e.g. flying disc toys (discs used in athletics [A63B 65/10](#))} (as part of a game [A63F 9/02](#); sling weapons [F41B 3/00](#); spring toy guns [F41B 7/08](#))
- 33/185 . . {Aerial toy rotating automatically when descending under gravity}
- 33/20 . Toys with parachutes; Toy parachutes ([A63H 27/004](#), [A63H 27/005](#), and [A63H 27/087](#) take precedence; parachutes for aeronautics [B64D 17/00](#))
- 33/22 . Optical, colour, or shadow toys ({puzzles with optical elements [A63F 9/0613](#)}; kaleidoscopes [G02B 27/08](#))
- 33/26 . Magnetic or electric toys (electric drives [A63H 29/22](#) {; indoor games played with small balls using magnetic power [A63F 7/0088](#), [A63F 7/068](#))
- 33/28 . Soap-bubble toys; Smoke toys (blowing smoke rings [A24F 13/30](#))
- 33/30 . Imitations of miscellaneous apparatus not otherwise provided for, e.g. telephones, weighing-machines, cash-registers (savings boxes [A45C 1/12](#); toy ticket punches [G07B 9/02](#))
- 33/3005 . . {Cash-registers}
- 33/3011 . . {Weighing-machines}
- 33/3016 . . {Telephones}
- 33/3022 . . {simulating liquid flow, e.g. nursing bottles ([drinking, weeping, wetting dolls A63H 3/24](#))}
- 33/3027 . . {Radio or television sets}
- 33/3033 . . {simulating driving; Accessories therefor, e.g. steering wheels}
- 33/3038 . . {Baths; Showers}
- 33/3044 . . {Loading stations, e.g. with conveyors, elevators, cranes (cranes, winches or the like [per se A63H 17/12](#))}
- 33/305 . . {Vacuum-cleaners}
- 33/3055 . . {Ovens, or other cooking means}
- 33/3061 . . {Washing-machines}
- 33/3066 . . {Watches or clocks}
- 33/3072 . . {Tools or machine-tools}
- 33/3077 . . {Typewriters}
- 33/3083 . . {Printing machinery}
- 33/3088 . . {Textile-machines ([toy looms D03D 29/00](#))}
- 33/3094 . . {Doctors' instruments}
- 33/32 . Moulds, shapes, spades, or the like, for playing with sand
- 33/36 . Sparking toys
- 33/38 . Picture books with additional toy effects, e.g. pop-up or slide displays ([picture books B42D 1/00](#))
- 33/40 . Windmills; Other toys actuated by air currents ([driving mechanisms for toy figures or vehicles A63H 29/16](#))
- 33/42 . Toy models or toy scenery not otherwise covered ([models or scenery for general purposes G09B](#))
- 33/425 . . {Toy space systems, e.g. satellites, space ships}
- 37/00 Jokes; Confetti, streamers, or other dance favours {; Cracker bonbons or the like}**
- 37/005 . {Popper toys, i.e. disc-shaped toys which jump when snapping to their original shape after distortion}

2200/00 Computerized interactive toys, e.g. dolls