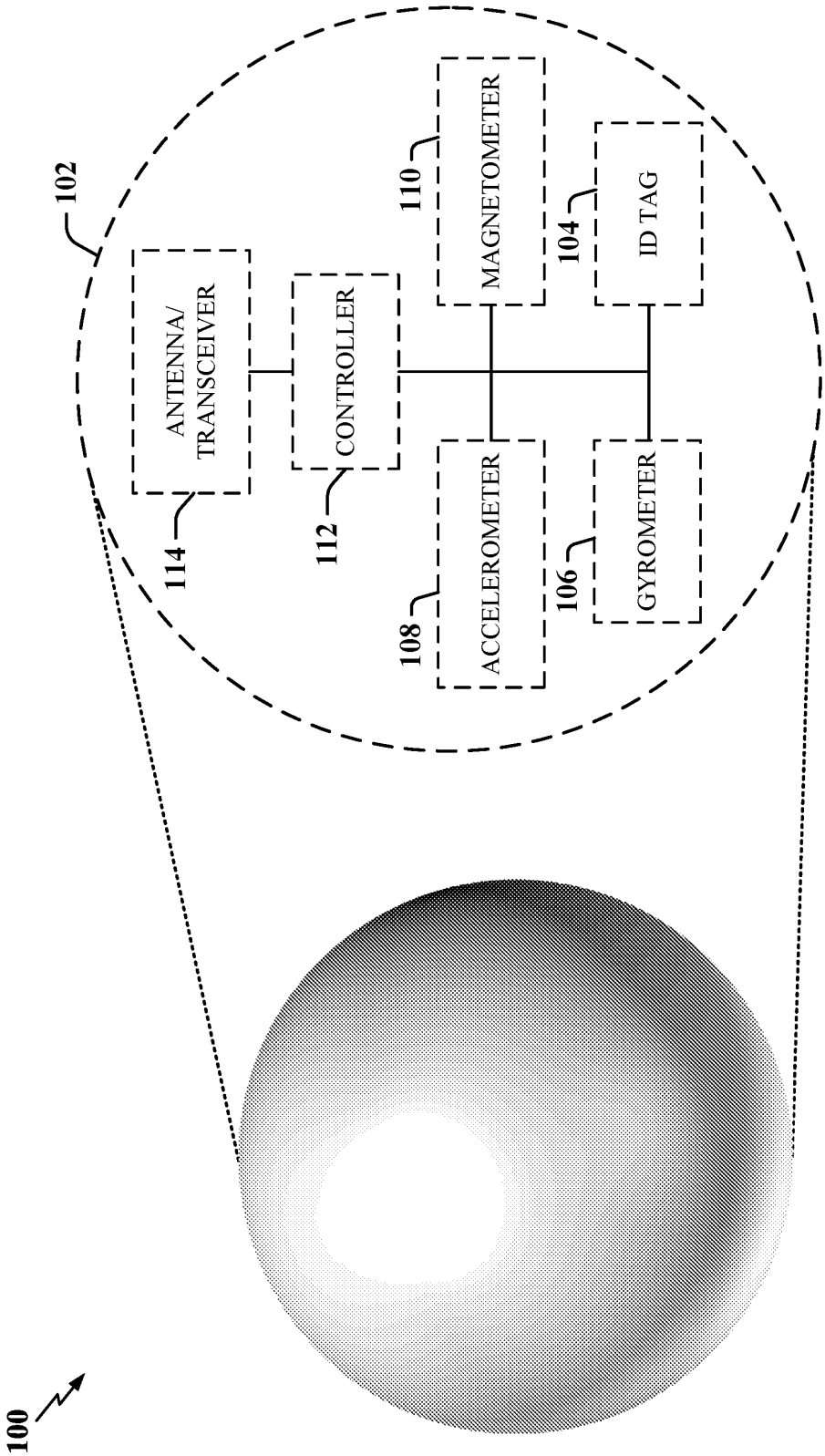

100
102
ANTENNA/ TRANSCEIVER
114
CONTROLLER
112
MAGNETOMETER
110
ID TAG
104
ACCELEROMETER
108
GYROMETER
106

FIG. 1

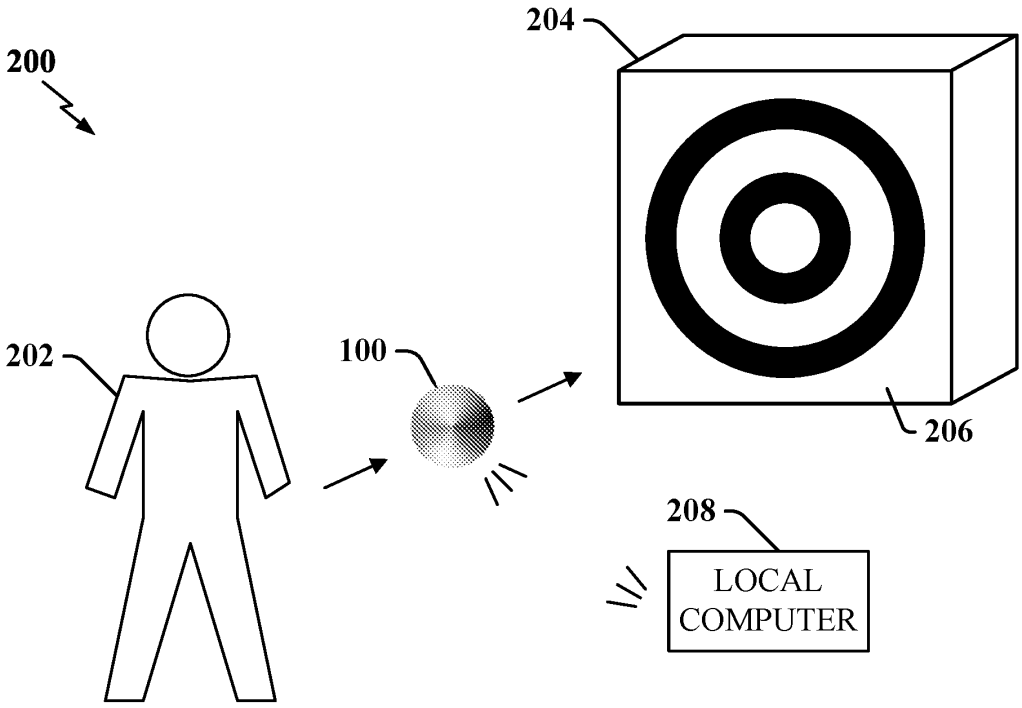

200
204
202
100
206
208
LOCAL
COMPUTER

FIG. 2A

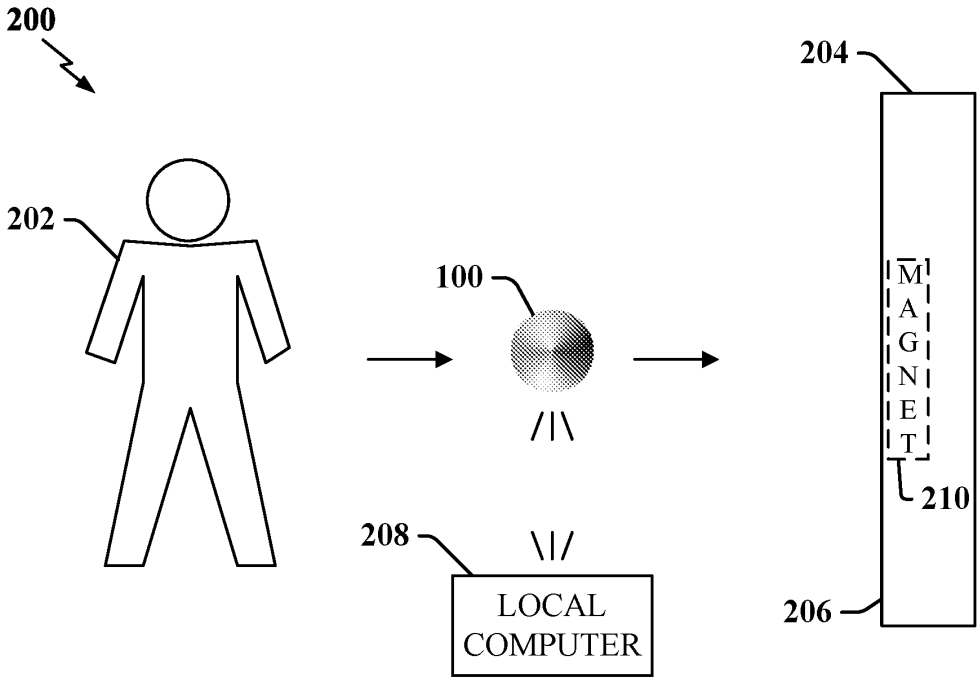

200
204
202
100
MAGNET
210
208
LOCAL
COMPUTER
206

FIG. 2B

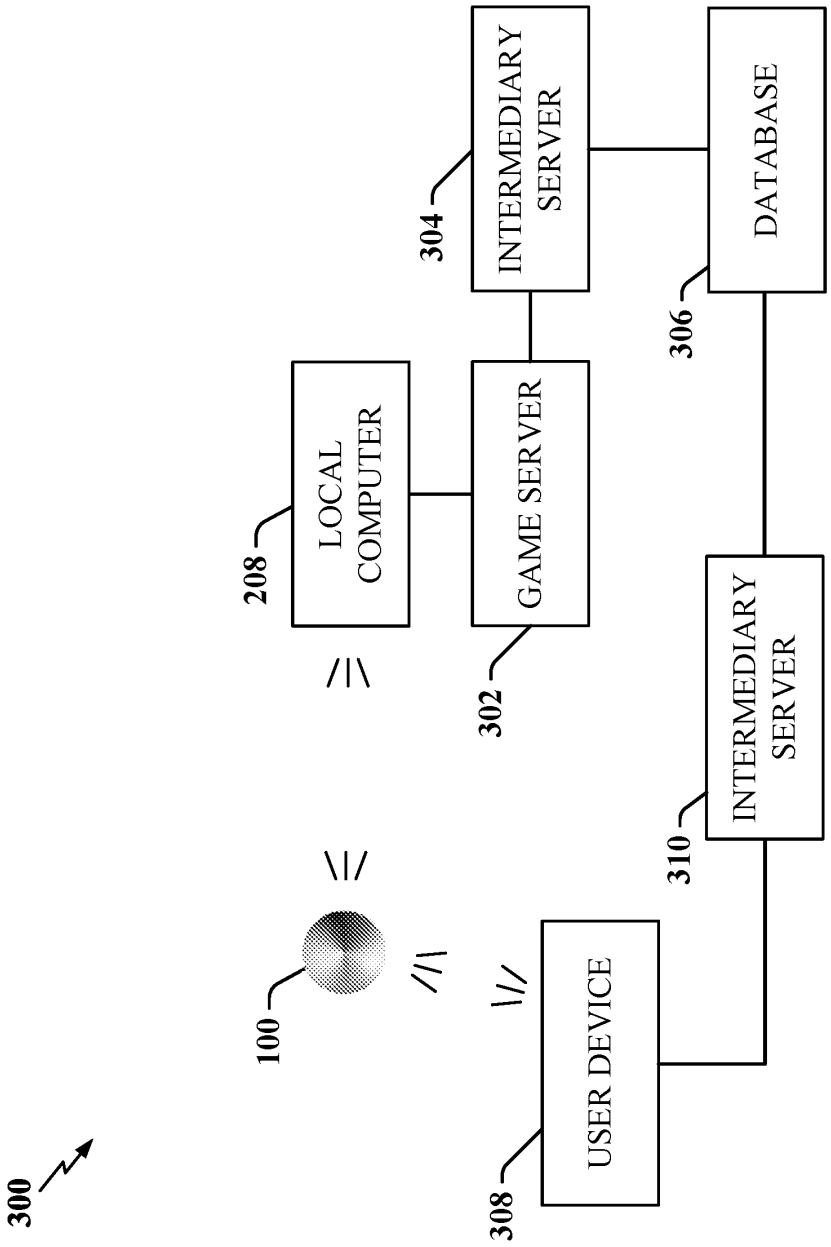

300
100
USER DEVICE
308
INTERMEDIARY SERVER
310
DATABASE
306
INTERMEDIARY SERVER
304
GAME SERVER
302
LOCAL COMPUTER
208

FIG. 3

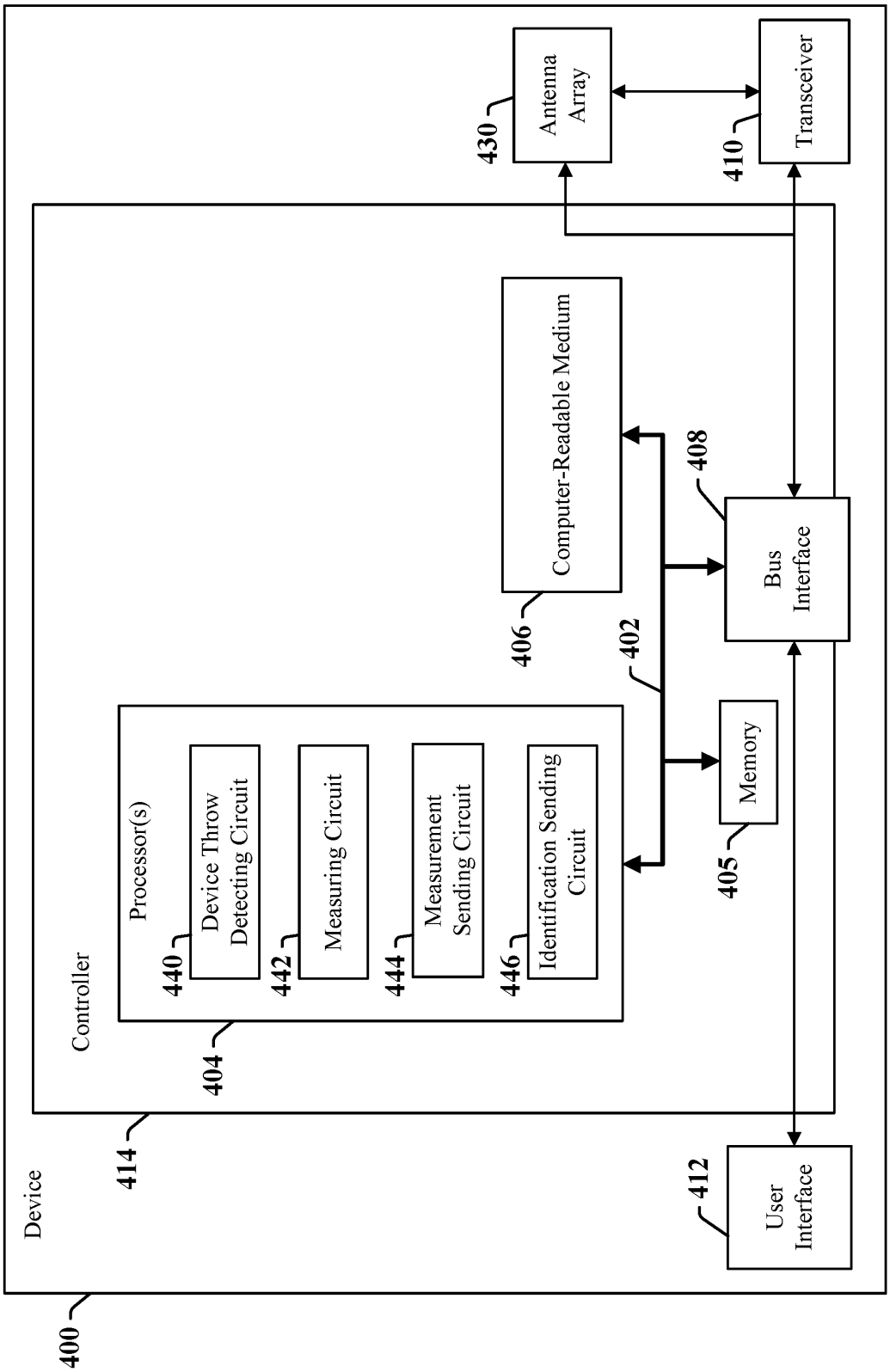

Device
400
414
User Interface
412
Controller
Processor(s)
404
Device Throw Detecting Circuit
440
Measuring Circuit
442
Measurement Sending Circuit
444
Identification Sending Circuit
446
Memory
405
Computer-Readable Medium
406
Antenna Array
430
Transceiver
410
Bus Interface
408
402

FIG. 4

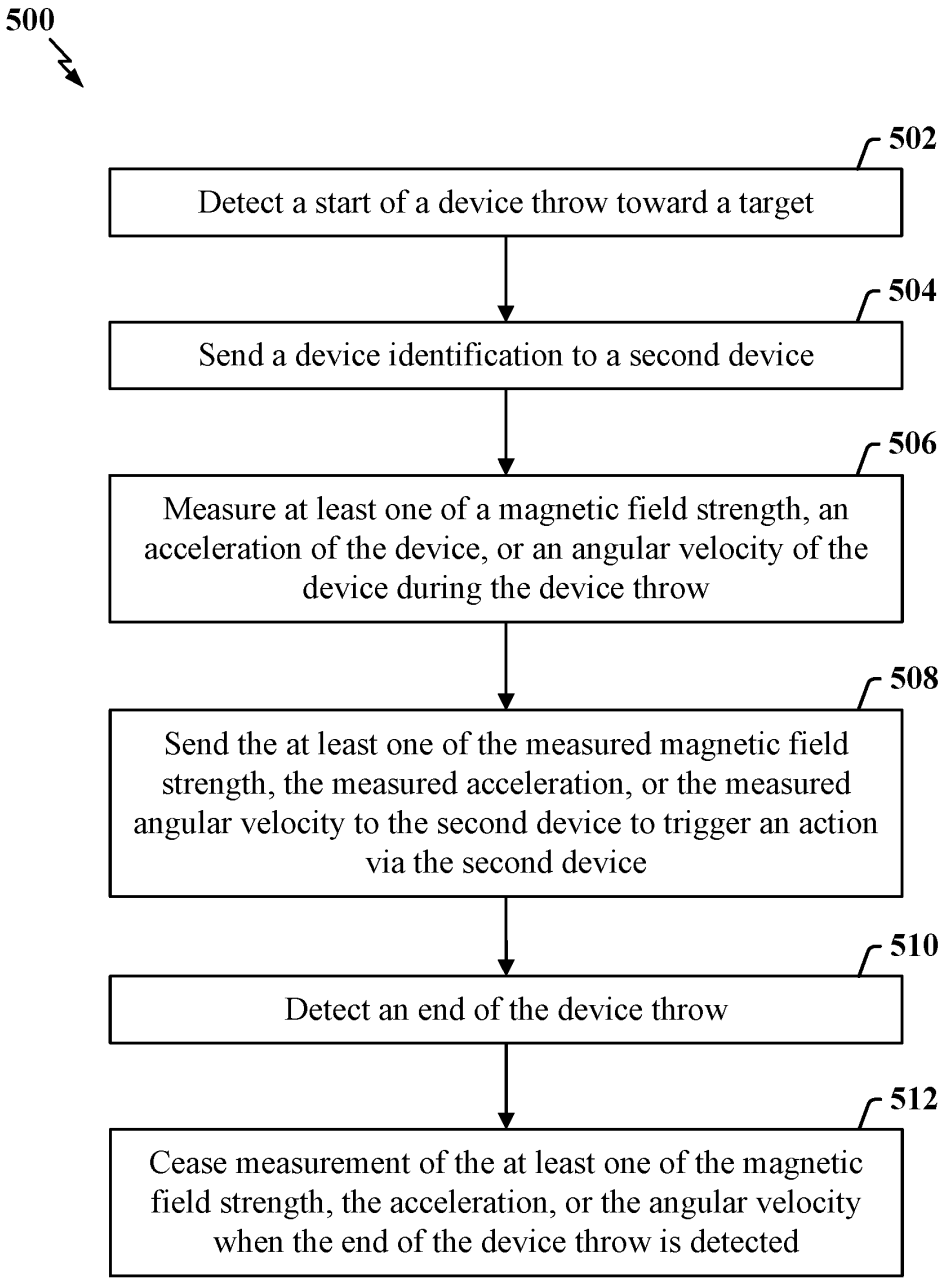

500
502
Detect a start of a device throw toward a target
504
Send a device identification to a second device
506
Measure at least one of a magnetic field strength, an acceleration of the device, or an angular velocity of the device during the device throw
508
Send the at least one of the measured magnetic field strength, the measured acceleration, or the measured angular velocity to the second device to trigger an action via the second device
510
Detect an end of the device throw
512
Cease measurement of the at least one of the magnetic field strength, the acceleration, or the angular velocity when the end of the device throw is detected

FIG. 5

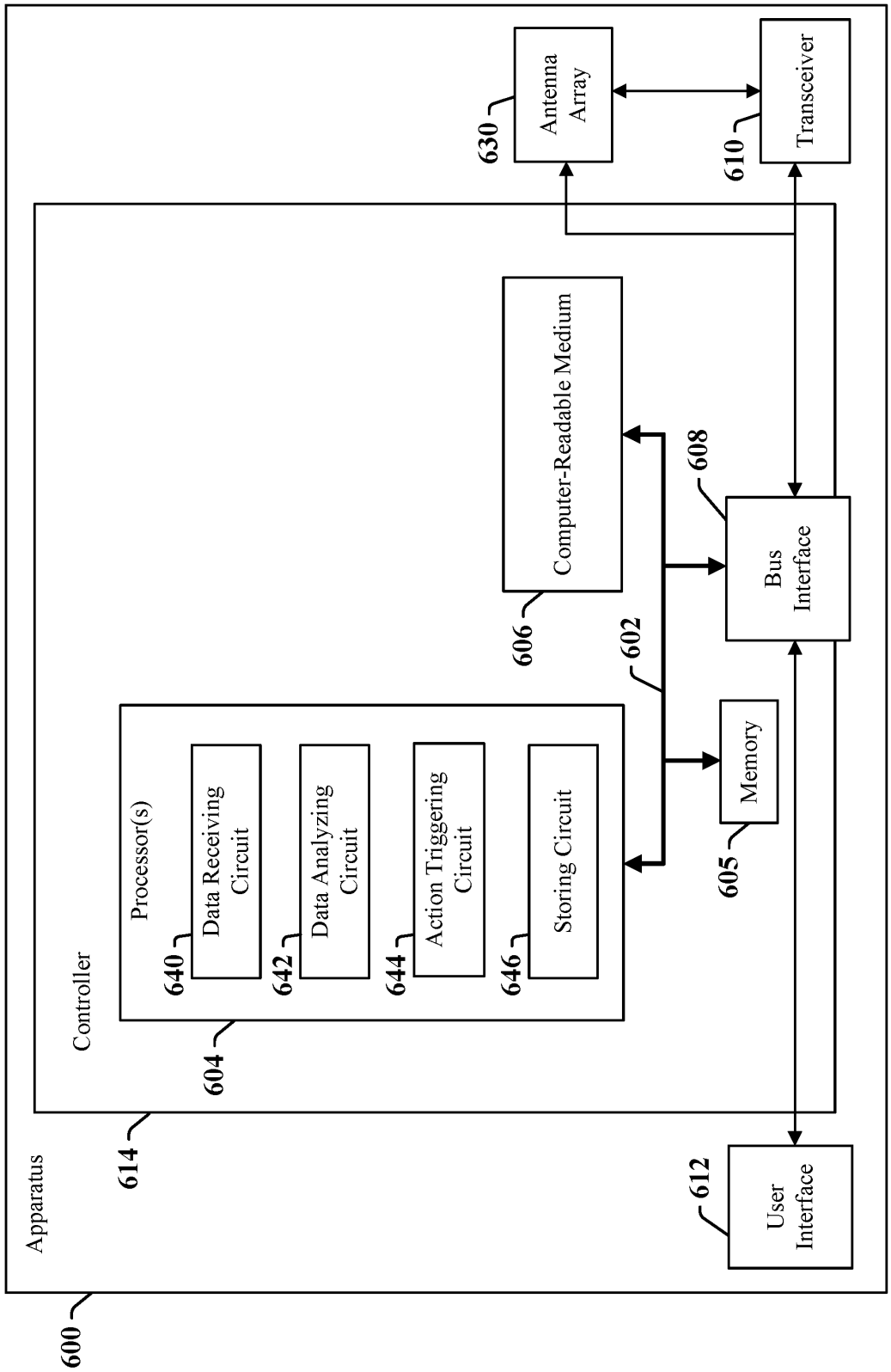

600
Apparatus
614
Controller
604
Processor(s)
640
Data Receiving Circuit
642
Data Analyzing Circuit
644
Action Triggering Circuit
646
Storing Circuit
602
606
Computer-Readable Medium
608
Bus Interface
605
Memory
612
User Interface
630
Antenna Array
610
Transceiver

FIG. 6

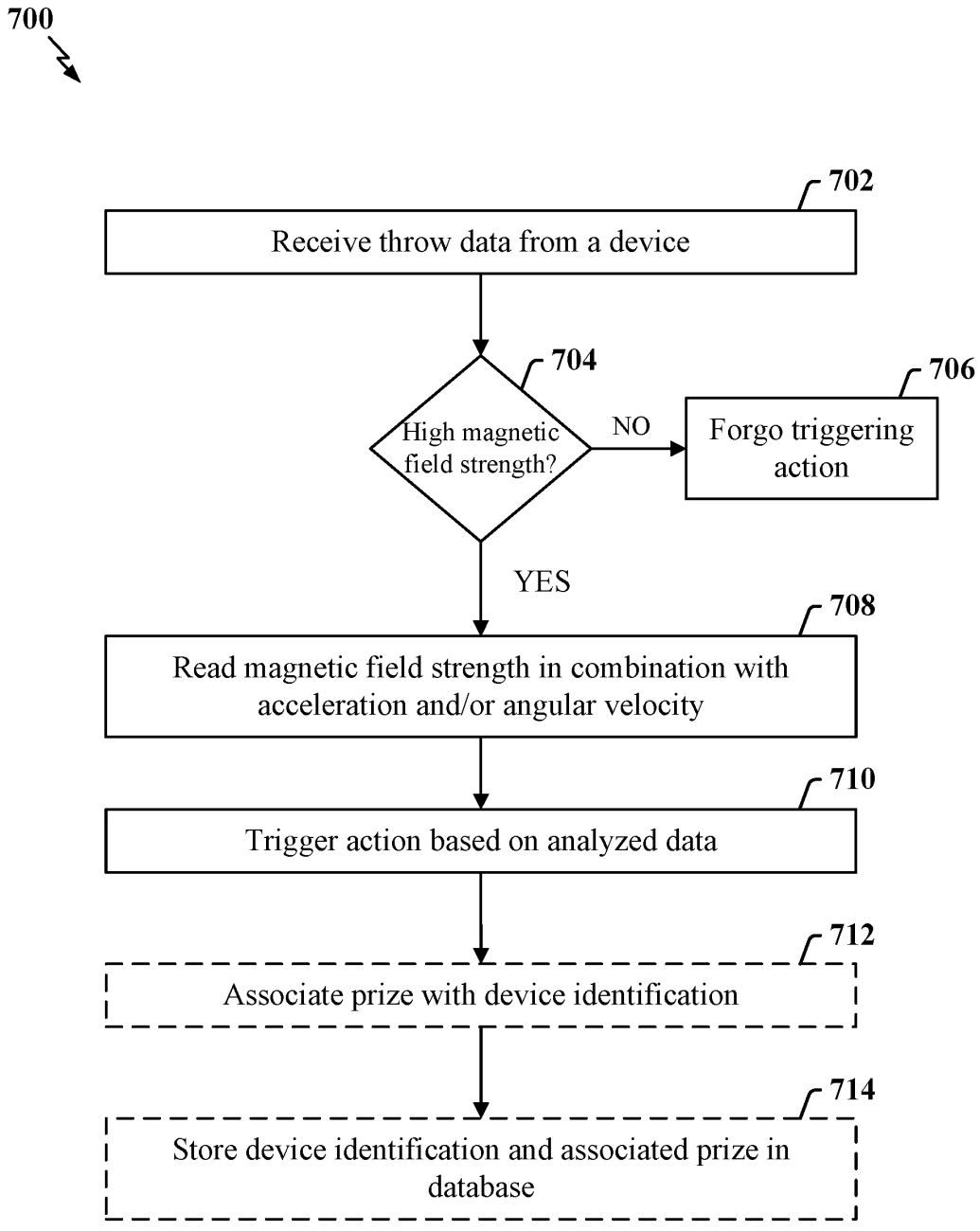

700
702
Receive throw data from a device
704
High magnetic field strength?
NO
706
Forgo triggering action
YES
708
Read magnetic field strength in combination with acceleration and/or angular velocity
710
Trigger action based on analyzed data
712
Associate prize with device identification
714
Store device identification and associated prize in database

FIG. 7

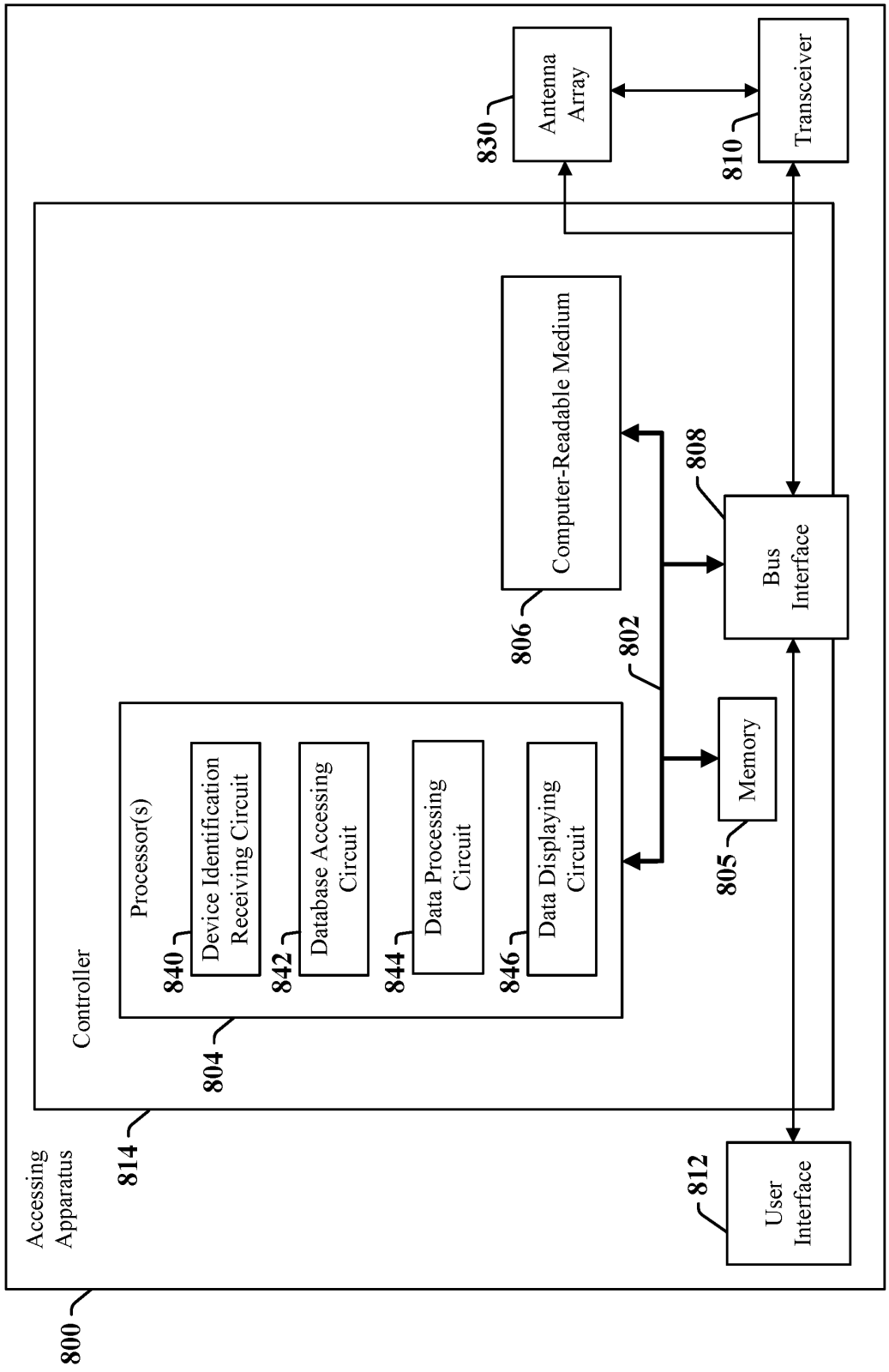

Accessing Apparatus
800
814
Controller
804
Processor(s)
840
Device Identification Receiving Circuit
842
Database Accessing Circuit
844
Data Processing Circuit
846
Data Displaying Circuit
802
806
Computer-Readable Medium
808
Bus Interface
805
Memory
812
User Interface
830
Antenna Array
810
Transceiver

FIG. 8

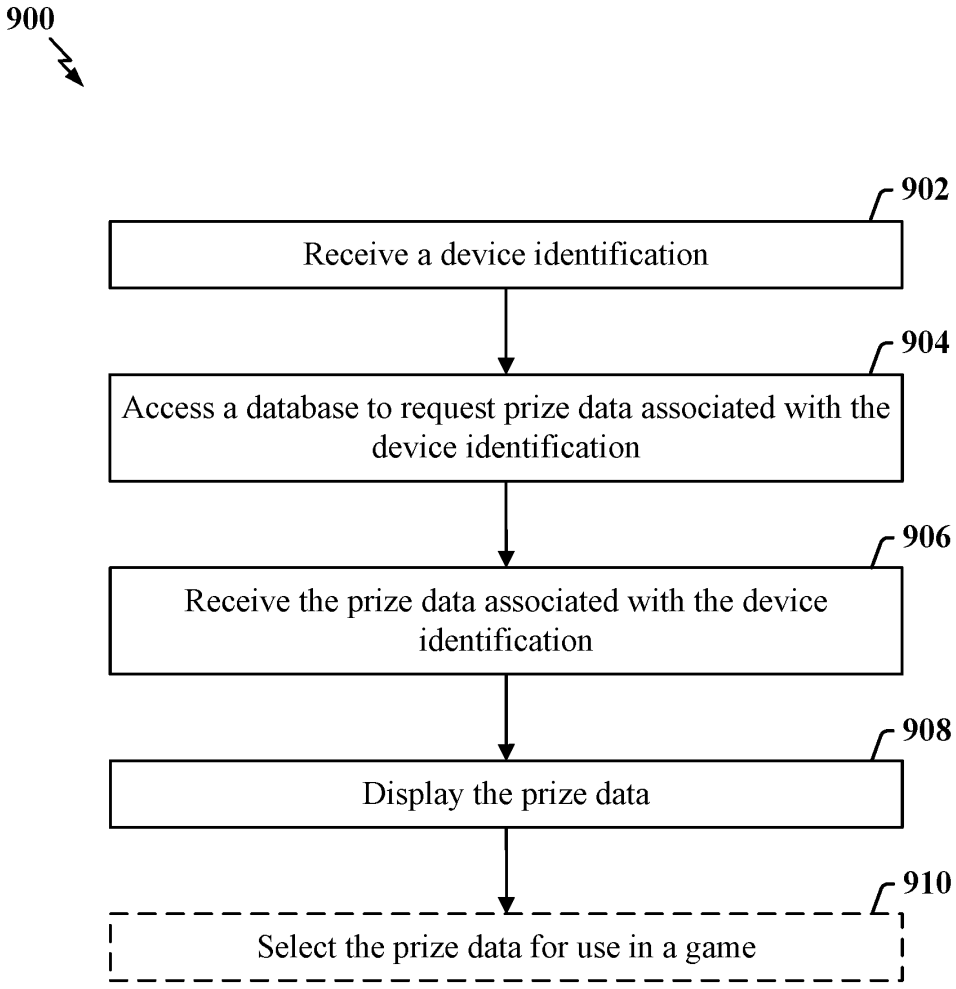

900
902
Receive a device identification
904
Access a database to request prize data associated with the device identification
906
Receive the prize data associated with the device identification
908
Display the prize data
910
Select the prize data for use in a game

FIG. 9