CPC  COOPERATIVE PATENT CLASSIFICATION

A  HUMAN NECESSITIES

HEALTH; AMUSEMENT

A63  SPORTS; GAMES; AMUSEMENTS

A63F  CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR

WARNING

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 Card games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00: card games played on a gaming machine G07F 17/32)

2001/001 . . . . [Bridge or baccarat]
2001/003 . . . . [Blackjack; Twenty one]
2001/005 . . . . [Poker]
2001/006 . . . . [Rummy]
2001/008 . . (adapted for being playable on a screen)
1/02 . . Cards; Special shapes of cards (card-printing methods B41K, B41M)
2001/022 . . . . [Manufacturing of cards]
2001/025 . . . . [with holes or slits]
2001/027 . . . . [with classical playing card symbols]
1/04 . . Card games combined with other games
2001/0408 . . . . [with text]
2001/0416 . . . . [with numbers]
2001/0425 . . . . [with dice dots]
2001/0433 . . . . [with domino dots]
2001/0441 . . . . [with a written message or sentence, e.g. chance or instruction cards]
2001/045 . . . . [Chance or clue cards]
2001/0458 . . . . [with single words]
2001/0466 . . . . [with single letters]
2001/0475 . . . . [with pictures or figures]
2001/0483 . . . . [having symbols or direction indicators for playing the game]
2001/0491 . . . . [having markings on the rear face or reverse side]
1/06 . . Card games appurtenances
1/062 . . . . [Boxes or cases for cards]
1/065 . . . . [Devices for bidding]
1/067 . . . . [Tables or similar supporting structures]
1/08 . . . . . . . . Card-presses
1/10 . . . . . . . . Card holders
1/12 . . . . . . . . Card shufflers
1/14 . . . . . . . . Card dealers
1/16 . . . . . . . . Apparatus for indicating the dealer
1/18 . . . . . . . . Score computers; Miscellaneous indicators (time-testing devices G07C)

3/00 Board games; Raffle games (racing games, traffic games, or obstacle games characterised by figures moved by action of the players A63F 9/14)

3/00003 . . . . [Types of board games (chess A63F 3/02: educational board games A63F 3/04)]
3/00006 . . . . [Board games played along a linear track, e.g. game of go, snakes and ladders, along an endless track (A63F 3/00028 - A63F 3/00157, A63F 3/04 take precedence)]
2003/00009 . . . . [with an intersection in the track]
2003/00012 . . . . [with movable means for switching to another track]
2003/00015 . . . . [with a star-shaped track (A63F 2003/00025 takes precedence)]
2003/00018 . . . . [played along an endless track]
2003/00022 . . . . [played along concentric endless tracks]
2003/00025 . . . . [with a star-shaped track inside, e.g. trivial pursuit]
3/00028 . . . . [Board games simulating indoor or outdoor sporting games, e.g. bowling, basketball, boxing, croquet, athletics, jeu de boules, darts, snooker, rodeo (racing games played on boards A63F 3/00082: indoor games played with small balls A63F 7/00)]
3/00031 . . . . [Baseball or cricket board games]
2003/00034 . . . . [Baseball]
2003/00037 . . . . [Cricket]
3/00041 . . . . [Football, soccer or rugby board games]
3/00044 . . . . [Tennis or squash board games]
3/00047 . . . . [Basketball board games]
3/0005 . . . . [Golf or putting board games]
3/00053 . . . . [Snooker, pool or billiard board games]
3/00056 . . . . [Darts board games]
3/00059 . . . . [Bowling board games]
3/00063 . . . . [Board games concerning economics or finance, e.g. trading]
2003/00066 . . . . [with play money (with real coins or paper money A63F 2250/13)]
3/00069 . . . . [Stock-market games]
3/00072 . . . . [played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence)]
3/00075 . . . . [War games]
2003/00078 . . . . [Naval war]
3/00082 . . . [Racing games (racing games characterised by figures moved by action of the player \( \text{A63F} \ 9/14 \)]
3/00085 . . . [Sailing races]
3/00088 . . . [Board games concerning traffic or travelling (trading \( \text{A63F} \ 3/00063 \); racing \( \text{A63F} \ 3/00082 \); teaching the highway code \( \text{A63F} \ 3/0494 \)]
3/00091 . . . [concerning space ship navigation]
3/00094 . . . [Ticktacktoe]
3/00097 . . . [Board games with labyrinths, path finding, line forming (labyrinths in boxes with small balls \( \text{A63F} \ 7/04 \); other labyrinth games \( \text{A63F} \ 9/0078 \)]
3/001 . . . [Board games concerning astrology, religion, or fortune-telling (fortune-telling games \( \text{A63F} \ 9/181 \)]

2003/00104 . . . [Board games having astrology aspects]
2003/00107 . . . [Board games having aspects of the Yin Yang game]
2003/0011 . . . [Board games having religion aspects]
2003/00113 . . . [Board games having aspects of the I Ching game]
2003/00116 . . . [Board games having aspects of the Tarot game]

3/00119 . . . [Board games concerning music, theatre, cinema, or art]
3/00123 . . . [Board games concerning music]
2003/00126 . . . [using audio equipment]
2003/00129 . . . [with a compact disc player]
2003/00132 . . . [specially adapted for teaching music]
2003/00135 . . . [Board games concerning cinema or films]
3/00138 . . . [Board games concerning voting, political or legal subjects; Patent games]
2003/00141 . . . [Patent games]
3/00145 . . . [Board games concerning treasure-hunting, fishing, hunting (capturing fishing games \( \text{A63F} \ 9/305 \)]
3/00148 . . . [Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo \( \text{A63F} \ 3/00028 \); history \( \text{A63F} \ 3/0449 \)]

3/00151 . . . [Backgammon]
3/00154 . . . [Mastermind]
3/00157 . . . [Casino or betting games (horse races \( \text{A63F} \ 3/00082 \)]

2003/0016 . . . [imitating fruit machines]
2003/00164 . . . [Casino tables]
2003/00167 . . . [with a jackpot]
2003/0017 . . . [progressive jackpot]
3/00173 . . . [Characteristics of game boards, alone or in relation to supporting structures or playing piece]
3/00176 . . . [Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular]

2003/00179 . . . [Triangular game board]
2003/00182 . . . [Four-sided game board]
2003/00186 . . . [Plus- or cross-shaped game board]
2003/00189 . . . [Pentagonal game board]
2003/00192 . . . [Star-shaped game board]
2003/00195 . . . [Hexagonal game board]
2003/00198 . . . [Star-shaped game board]
2003/00201 . . . [Octagonal game board]
2003/00205 . . . [Decagonal game board]
2003/00208 . . . [Circular game board]
2003/00211 . . . [Elliptical game board]
A63F

2003/00337 . . . . . . . . . . [in perpendicular directions]
2003/0034 . . . . . . . . . . [with a replaceable part of the playing surface]
2003/00343 . . . . . . . . . . [underneath a transparent surface]
2003/00347 . . . . . . . . . . [the playing surface as a whole being replaceable]
2003/0035 . . . . . . . . . . [with stackable playing surfaces]
2003/00353 . . . . . . . . . . [with holes or windows]
2003/00356 . . . . . . . . . . [by insertion through a slit]
2003/00359 . . . . . . . . . . [Modular units]
2003/00362 . . . . . . . . . . [with connections between modules]
2003/00365 . . . . . . . . . . [Hook and loop-type fastener]
2003/00369 . . . . . . . . . . [Adhesive]
2003/00372 . . . . . . . . . . [Pin and socket connection]
2003/00375 . . . . . . . . . . [Snap fit]
2003/00378 . . . . . . . . . . [sliding in a groove]
2003/00381 . . . . . . . . . . [Jig-saw connection, e.g. dove tail]
2003/00384 . . . . . . . . . . [with a hook or an eyelet]
2003/00388 . . . . . . . . . . [with an auxiliary connective element, e.g. clip or clamp]
2003/00391 . . . . . . . . . . [magnetic]
2003/00394 . . . . . . . . . . [with a surface relief]
2003/00397 . . . . . . . . . . [Changeable]
2003/0040 . . . . . . . . . . [with a repetitive structure]
2003/00403 . . . . . . . . . . [Stepped]
2003/00406 . . . . . . . . . . [with a vertical game board]
2003/0041 . . . . . . . . . . [playing pieces visible from both sides]
2003/00413 . . . . . . . . . . [playable on opposite sides but with playing field of opponent not being visible]
2003/00416 . . . . . . . . . . [with means for hiding a part of the playing field]
2003/00419 . . . . . . . . . . [with a shield in the middle]
2003/00422 . . . . . . . . . . [the shield being removable]
2003/00425 . . . . . . . . . . [with a shield on each side of the playing field]
2003/00429 . . . . . . . . . . [The shield being removable]
2003/00432 . . . . . . . . . . [covering a part of the playing field]
2003/00435 . . . . . . . . . . [with a sloping playing field or part thereof]
2003/00438 . . . . . . . . . . [on two sides, e.g. as a roof]
2003/00441 . . . . . . . . . . [Inverted]
2003/00444 . . . . . . . . . . [Truncated]
2003/00447 . . . . . . . . . . [on three or more sides, e.g. pyramid-shaped]
2003/00451 . . . . . . . . . . [Inverted]
2003/00454 . . . . . . . . . . [Truncated]
2003/00457 . . . . . . . . . . [Details of game board internal structure or materials thereof]
2003/0046 . . . . . . . . . . [with anti-slip means]
2003/00463 . . . . . . . . . . [Details of the playing field (shape of the board A63F 3/00176: changing the size A63F 2003/00971)]
2003/00466 . . . . . . . . . . [with indications, e.g. directions for playing]
2003/0047 . . . . . . . . . . [Geometric shapes of individual playing fields]
2003/00473 . . . . . . . . . . [Triangular]
2003/00476 . . . . . . . . . . [Rectangular]
2003/00479 . . . . . . . . . . [Pentagonal]
2003/00482 . . . . . . . . . . [Hexagonal]
2003/00485 . . . . . . . . . . [Edges or other provisions for toppling or rolling a playing piece]

2003/00488 . . . . . . . . . . [with means for limiting the size of the playing field (A63F 2003/00971 takes precedence)]
2003/00492 . . . . . . . . . . [Details of the rim or side edge]
2003/00495 . . . . . . . . . . [Information on the rim]
2003/00498 . . . . . . . . . . [by colours]
2003/00501 . . . . . . . . . . [by numbers or letters]
2003/00504 . . . . . . . . . . [Flexible rim]
2003/00507 . . . . . . . . . . [Hinged or collapsible rim]
2003/00511 . . . . . . . . . . [Rim without board, e.g. empty frame]
2003/00514 . . . . . . . . . . [Rim or side edge with storing space for objects, e.g. unused playing pieces]
2003/00517 . . . . . . . . . . [Releasable rim]
3/0052 . . . . . . . . . . [with a plurality of boards used during one game, i.e. separate game boards or playing areas]
2003/00523 . . . . . . . . . . [with a separate board for each player]
2003/00526 . . . . . . . . . . [for playing different games, e.g. with playing surfaces on opposite sides of the board (A63F 2003/00968 takes precedence)]
3/00529 . . . . . . . . . . [Board game without game board]
3/00533 . . . . . . . . . . [Connection of game board or part of game board to supporting structure]
2003/00536 . . . . . . . . . . [Adhesive]
2003/00539 . . . . . . . . . . [Suction cups]
2003/00542 . . . . . . . . . . [Clamps or clips]
2003/00545 . . . . . . . . . . [Magnetic]
2003/00548 . . . . . . . . . . [with pin and hole]
2003/00552 . . . . . . . . . . [Snap fit]
2003/00555 . . . . . . . . . . [Pin, drawing pin or thumbtack]
2003/00558 . . . . . . . . . . [sliding or slidable in a groove]
2003/00561 . . . . . . . . . . [with staples]
2003/00564 . . . . . . . . . . [by tying to supporting structure, e.g. with ropes]
2003/00567 . . . . . . . . . . [using elastic means, e.g. rubber bands]
2003/0057 . . . . . . . . . . [Hook and loop-type fastener]
3/00574 . . . . . . . . . . [Connections between board and playing pieces]
2003/00577 . . . . . . . . . . [Hook and loop-type fastener]
2003/0058 . . . . . . . . . . [Adhesive]
2003/00583 . . . . . . . . . . [with pin and hole]
2003/00586 . . . . . . . . . . [Snap fit]
2003/00589 . . . . . . . . . . [two or more pins or holes on one playing piece]
2003/00593 . . . . . . . . . . [friction fitted]
2003/00596 . . . . . . . . . . [adjustable in height]
2003/00599 . . . . . . . . . . [with slit, slot or groove (A63F 3/00634 takes precedence)]
2003/00602 . . . . . . . . . . [using pins, e.g. pins pierced into a soft board]
2003/00605 . . . . . . . . . . [The hole being in the playing piece]
2003/00608 . . . . . . . . . . [Characterised by the shape of the hole]
2003/00611 . . . . . . . . . . [Suction cups]
2003/00615 . . . . . . . . . . [with a hook or an eyelet]
2003/00618 . . . . . . . . . . [Clamps or clips]
2003/00621 . . . . . . . . . . [Screw elements]
2003/00624 . . . . . . . . . . [The playing piece being retained by a string or rope]
2003/00627 . . . . . . . . . . [being elastic or resilient, e.g. rubber band]
2003/0063 . . . . . . . . . . [Magnetic]
3/00634 . . . . . . . . . . [Sliding connections, e.g. playing pieces sliding in a groove]
2003/00637 . . . . . . . . . . [with non-intersecting, e.g. parallel, grooves]
{ Playing pieces }

A63F 9/34

{ Magnetic board games ( other games using board games ( electric word or number games; computer chess G06F; electric raffle games A63F 3/081) ) }

A63F 2009/2444

{ Electric board games; Electric features of board games ( electric word or number games A63F 3/0421; computer chess G06F; electric raffle games A63F 3/081) }

A63F 2003/00779

{ with illumination of playing field or playing piece } 2003/00769

{ Lightbulbs } 2003/00766

{ Light-emitting diodes } 2003/00763

{ Fibre optics } 2003/00760

{ LCDs } 2003/00757

{ with an electric sensor for playing pieces ( A63F 2009/2444 takes precedence ) } 2003/00753

{ using inductance } 2003/00750

{ using hall effect } 2003/00747

{ Pressure or force sensor } 2003/00744

{ Reed relay } 2003/00741

{ with circuits closed by mechanical means } 2003/00738

{ The playing field comprising two parallel conducting layers } 2003/00735

{ One of the conducting layers being flexible so that electrical contact with the other can be established, e.g. by the weight of a playing piece } 2003/00732

{ Printed circuits } 2003/00729

{ using a spring } 2003/00726

{ Magnetic board games ( other games using magnetically moved or magnetically held pieces A63F 9/34) } 3/00697

{ Playing pieces } 2003/00723

{ Design of classical playing pieces, e.g. classical chess, draughts or go } 2003/00720

{ Tokens or chips } 2003/00717

{ Mill game } 2003/00714

{ Nim game } 2003/00711

{ Scissors, paper, stone or rock } 2003/00708

{ Connectable or stackable playing pieces or parts thereof } 2003/00705

{ with connections amongst the playing pieces or parts thereof } 2003/00702

{ Hook and loop-type fastener } 2003/00700

{ Peg and socket connection } 2003/00697

{ Snap-fitted } 2003/00694

{ Hook or eyelet } 2003/00691

{ Clamp or clip } 2003/00688

{ Magnetic } 2003/00685

{ Screw elements } 2003/00682

{ with a connection to a playing piece that stands on another playing field } 2003/00679

{ Playing pieces with particular shapes } 2003/00676

{ covering two or more playing fields } 2003/00673

{ L-shaped } 2003/00670

{ Planimetric shapes, e.g. disks } 2003/00667

{ circular ( A63F 2003/00703 takes precedence ) } 2003/00664

{ Sections, sectors or segments } 2003/00661

{ Triangular } 2003/00658

{ Isosceles } 2003/00655

{ Rectangular } 2003/00652

{ Lozenged } 2003/00649

{ Square } 2003/00646

{ Pentagonal } 2003/00643

{ Hexagonal } 2003/00640

{ with boards thereof } 2003/00637

{ Changeable playing pieces } 2003/00634

{ with adjustable height } 2003/00631

{ with groups of playing pieces, each group having its own characteristic } 2003/00628

{ The characteristic being the colour } 2003/00625

{ The characteristic being size or shape } 2003/00622

{ The characteristic being a graphical marking } 2003/00619

{ Additional features of playing pieces; Playing pieces not assigned to one particular player } 2003/00616

{ Barriers, obstacles or obstructions ( A63F 2003/00971 takes precedence ) } 2003/00613

{ The playing piece having two characteristics } 2003/00609

{ The characteristics being on the opposite sides of the playing piece } 2003/00606

{ with different colours on the opposite sides } 2003/00603

{ One of the characteristics being a colour } 2003/00600

{ The playing piece having three characteristics } 2003/00597

{ The playing piece having four or more characteristics, e.g. on four or more faces } 2003/00594

{ Transparent } 2003/00591

{ with a colour } 2003/00588

{ Manufacturing of playing pieces ( A63F 3/00697 takes precedence; game accessories of general use A63F 11/00 ) } 3/00585

{ Accessories for board games ( A63F 3/00697 takes precedence; game accessories of general use A63F 11/00 ) } 3/00582

{ Instruments for handling a playing piece } 2003/00579

{ with a suction cup } 2003/00576

{ with clamping means } 2003/00573

{ with a hook or an eyelet } 2003/00570

{ with pin and hole } 2003/00567

{ fork } 2003/00564

{ snap fit } 2003/00561

{ threaded connection } 2003/00558

{ magnetic } 2003/00555

{ acting through a cover, e.g. transparent cover } 2003/00552

{ pointed instrument } 2003/00549

{ Handle on the board or box for carrying } 2003/00546

{ convertible into a suitcase } 2003/00543

{ Box or container for board games } 2003/00540
2003/00946 . . . [with a storage for playing pieces next to the playing field (rim with storing space A63F 2003/00514)]
2003/00949 . . . [with a lid]
2003/00952 . . . [with a drawer]
2003/00955 . . . [with a lid (A63F 2003/00949 takes precedence)]
2003/00958 . . . [slidable]
2003/00962 . . . [with a game board on the lid or the inside of the lid]
2003/00965 . . . [containing a set of board games]
2003/00968 . . . [with playing surfaces on opposite sides of the board]
2003/00971 . . . [with means for limiting the size of the playing field]
2003/00974 . . . [mounted, drawn on or designed as a table]
2003/00977 . . . [with adjustable legs]
2003/00981 . . . [with collapsible legs]
2003/00984 . . . [with only foot pads, e.g. rubber]
2003/00987 . . . [with a table-flap]
2003/0099 . . . [with extension, e.g. sliding]
2003/00993 . . . [with wheels or rollers]
2003/00996 . . . [Board games available as video games]
3/02 . . . [Chess; Similar board games]
3/022 . . . [Recording or reproducing chess games (teaching games G09B 19/22)]
2003/025 . . . [for teaching chess]
3/027 . . . [Pocket chess]
3/04 . . . [Geographical or like games (; Educational games (educational appliances in general G09B)]
3/0402 . . . [for learning languages]
2003/0405 . . . [relating to specific languages]
2003/0407 . . . [arabic]
2003/041 . . . [chinese]
2003/0413 . . . [japanese]
3/0415 . . . [Number games (electric A63F 3/042); mathematical models or topics A63F 3/0457; two-dimensional puzzles with rotating rings or discs A63F 9/0819, A63F 9/0819)]
2003/0418 . . . [with a grid, e.g. Sudoku-type games]
3/0421 . . . [Electric word or number games]
3/0423 . . . [Word games, e.g. scrabble (electric A63F 3/042); two-dimensional puzzles with rotating rings or discs A63F 9/0811, A63F 9/0819)]
2003/0426 . . . [Spelling games]
2003/0428 . . . [Crosswords]
2003/0431 . . . [Encoding or decoding]
3/0434 . . . [Geographical games (travelling A63F 3/00088)]
2003/0436 . . . [Flags]
2003/0439 . . . [using geographical maps]
2003/0442 . . . [Atlas]
2003/0444 . . . [Globe]
2003/0447 . . . [Road map]
3/0449 . . . [concerning history]
2003/0452 . . . [Genealogy]
2003/0455 . . . [Prehistoric]
3/0457 . . . [concerning science or technology, e.g. geology, chemistry, statistics, computer flow charts, radio, telephone (A63F 3/0478 takes precedence; other games concerning science or technology A63F 9/0076)]
2003/046 . . . [Mathematics (arithmetics A63F 3/0415)]
Roulette games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00)

5/005 . (Automatic roulette)
5/0011 . (Systems for braking, arresting, halting or stopping)
5/0017 . (Braking effect by electric or magnetic field)
5/0023 . (by pushing or keeping an element between notches)
5/0029 . (using gravity)
5/0035 . (free moving element, e.g. ball)
5/0041 . (with a resilient element, e.g. spring)
5/0047 . (with adjustable tension)
5/0052 . (Braking effect by friction surface)
5/0058 . (with variable actuation means, e.g. handbrake)
5/0064 . (electrical)
5/007 . (Details about the compartments or sectors, e.g. sectors having different sizes)
5/0076 . (Driving means)
5/0082 . (electrical)
5/0088 . (with a plurality of balls used during one game)
5/0094 . (with a plurality of roulette wheels (A63F 5/043 takes precedence))
5/02 . Roulette-like ball games
5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
5/041 . (Teetotums; Dice-tops)
5/043 . (using concentric discs or rings)
5/045 . (using a rotating wheel and a fixed indicator, e.g. fortune wheels)
5/046 . (with a horizontal wheel, i.e. wheel with a vertical rotation axle)
5/048 . (with symbols viewable through holes or windows)

Indoor games using small moving playing bodies, e.g. balls, discs or blocks (board games, raffle games A63F 3/00; roulette games A63F 5/00; miniature bowling games A63D 3/00; bagatelle or similar games A63D 13/00; billiards, pocket billiards A63D 15/00)

7/005 . (played on a table, the ball or other playing body being rolled or slid from one side of the table in more than one direction or having more than one entering position on this same side, e.g. shuffle boards (goal posts per se A63F 7/305; miniature bowling-alleys A63D 3/00))
7/0011 . (played on a table by two players from opposite sides of the table (A63F 7/06 takes precedence))
7/0023 . (played on a table from all sides, e.g. marble games)
7/0029 . (with a playstation for each participant sharing a part of the playing field)
7/0035 . (for two players)
7/0041 . (for three or more players)
7/0047 . (simulating pool, snooker or billiards)
7/0052 . (with a playstation for each participant, each with a separate playing field)
7/0058 . (electric (A63F 7/027, A63F 7/3065 takes precedence))
Accessories; Details

Devices controlled by the player to project or roll-off the playing bodies (arrangement of such devices in table alleys, miniature bowling-alleys or bowling games A63D 3/02; in bagatelle or billiards A63D 13/00; A63D 15/00).

Apparatus for projecting the balls

[with two projecting mechanisms working under different angles]

[Hand-held or connected to a finger, e.g. cues, clubs, sticks]

[Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield]

[with a projection mechanism actuated by a spring or other elastic member]

[projecting the playing bodies through the air, e.g. with a jump]

electric or magnetic

[using a magnet for movement of the ball]

using gravity, i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant]

[Stick-shaped]

[Club, stick]

[Cue]

[with a plurality of gutters, e.g. parallel]

[Pipe-shaped]

[with more ramps than two on opposite sides of the playing field]

[Details of the playing surface, e.g. obstacles; Goal posts; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators; Means for detecting misuse or errors]

[Obstacles, obstructions]

[The obstruction being a wall with apertures allowing the ball to pass]

[Hidden parts or passages]

[with means for indicating or regulating a start position, e.g. foul line]

[Parts of the playing surface being movable, replaceable or removable (A63F 2007/301 takes precedence)]

[with movable playing surfaces rotatable about a vertical axis]

[with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts]

[Removable parts for service access]

[Goal posts; Winning posts for rolling-balls]

[with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target]

[with a score counter]

[Electric]

[with a score counter]

[Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse]

[Tilting]

[Preventing unauthorised use or vandalism]

[Protective sleeve or cover]

Apparatus for varying scoring values

[Other devices for handling the playing bodies, e.g. bonus ball return means]

[Ball collecting devices or dispensers]

[with a device for picking up the ball]

[Ball return mechanisms; Ball delivery]

[Gutter]

[Anti-blocking devices for balls]

Constructional details not covered by groups A63F 7/24 - A63F 7/34, i.e. constructional details of rolling boards, rims or play tables, e.g. frame, game boards, guide tracks

[Rolling boards with special surface, e.g. air cushion boards]

[with a flexible surface]

[with a playing surface playable on both sides]

[with details about roughness of playing surface]

[covered or coated with a regular structure, e.g. a net]

[Specially shaped rolling boards for the balls, e.g. ball tracks]

[Rolling board to be positioned on a table or floor]

[with means for connecting the rolling board or parts to the floor or table, e.g. clamps]

[Rolling boards characterised by the shape of the playing surface]

[Concave]

[Convex]

[Roof-shaped]

[Rolling boards characterised by a non-horizontal playing surface]

[with adjustable angle]

[Collapsible, foldable or rollable parts]

[convertible into a suitcase]

[modules]

[Rolling boards with a plurality of playing surfaces, e.g. on different levels]

[Details of the rim]

[Details of play tables, designed as a table]

[with a cover remaining over the table during playing]

[with a transparent dome]

[Details of legs]

[adjustable]

[collapsible]

[removable]
Games not otherwise provided for (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00; miscellaneous sporting games A63B 67/00)
9/0098 . . . {Word or number games (A63F 3/0415, A63F 3/0421, A63F 3/0423 take precedence)}
9/02 . . . Shooting or hurling games (throwing-implements for sports or recreational use A63B 65/00; throwing or projecting toys per se A63H 33/18; gun simulators F41A 33/00, e.g. light- or radiation-emitting guns F41A 33/02; practice apparatus for gun-aiming F41G 3/26, e.g. using a light-emitting device F41G 3/2614; targets, target ranges, bullet catchers F41J, (photo-electric hit-detector systems F41J 5/02))
9/0204 . . . {Targets therefor (for ball games A63B 63/00)}
9/0208 . . . {the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks}
2009/0213 . . . . . . . [the projectile, e.g. ring or quoits, to be thrown on a hook or stick]
2009/0217 . . . . . . . {using horseshoes}
2009/0221 . . . . . . . {with penetrating spikes, e.g. as in darts}
2009/0226 . . . . . . . {the spikes being on the target}
2009/023 . . . . . . . {using suction cups}
2009/0234 . . . . . . . {the suction cups being on the target}
2009/0239 . . . . . . . {using hook and loop-type fastener}
9/0243 . . . . . . . {Movable targets}
9/0247 . . . . . . . {Bombing or dropping games}
9/0252 . . . . . . . {Shooting devices therefor}
2009/0256 . . . . . . . {with adjustable angle of evaluation}
2009/026 . . . . . . . {by varying the point of impact}
2009/0265 . . . . . . . {using resilient elements}
2009/0269 . . . . . . . {Bow and arrows}
9/0273 . . . . . . . {Catapults}
9/0278 . . . . . . . {Projectiles (A63F 9/0208, A63F 9/0247 and A63F 9/0252 take precedence)}
2009/0282 . . . . . . . {with shapes other than balls}
2009/0286 . . . . . . . {Discs}
9/0291 . . . . . . . {with a simulated projectile, e.g. an image on a screen}
2009/0295 . . . . . . . {Tiddley winks type games}
9/04 . . . Dice (dice tops A63F 5/04 (D)); Dice-boxes; Mechanical dice-throwing devices {casino or betting games played on boards A63F 3/00157}
9/0402 . . . . . . . {Rolling boards}
2009/0404 . . . . . . . {without a barrier, e.g. with limit lines drawn on the board}
9/0406 . . . . . . . {Dice-throwing devices, e.g. dice cups}
2009/0408 . . . . . . . {with a dice projecting device}
2009/0411 . . . . . . . {Dice cups}
9/0413 . . . . . . . {Cuboid dice}
9/0415 . . . . . . . {Details of dice, e.g. non-cuboid dice}
2009/0417 . . . . . . . {Two-sided dice, e.g. coins}
2009/042 . . . . . . . {three-sided}
2009/0422 . . . . . . . {four-sided}
2009/0424 . . . . . . . {five-sided}
2009/0426 . . . . . . . {six-sided non-cuboid}
2009/0428 . . . . . . . {seven-sided}
2009/0431 . . . . . . . {eight-sided}
2009/0433 . . . . . . . {nine-sided}
2009/0435 . . . . . . . {ten-sided}
2009/0437 . . . . . . . {twelve-sided}
2009/0444 . . . . . . . {fourteen-sided}
2009/0442 . . . . . . . {sixteen-sided}
2009/0444 . . . . . . . {eighteen-sided}
2009/0446 . . . . . . . {twenty-sided}
2009/0448 . . . . . . . {twenty-four-sided}

2009/0451 . . . . . . . {twenty-six-sided}
2009/0453 . . . . . . . {thirty-sided}
2009/0455 . . . . . . . {thirty-two-sided}
2009/0457 . . . . . . . {forty-two-sided}
2009/0459 . . . . . . . {forty-nine-sided}
2009/0462 . . . . . . . {fifty-sided}
2009/0464 . . . . . . . {irregular}
2009/0466 . . . . . . . {spherical}
9/0468 . . . {Electronic dice; electronic dice simulators}
2009/0471 . . . . . . . {Dice with different colours}
2009/0473 . . . . . . . {on different faces of a dice}
2009/0475 . . . . . . . {with two or more colours}
2009/0477 . . . . . . . {with groups of dice having different colours}
2009/0479 . . . . . . . {with three or more groups}
2009/0482 . . . . . . . {provided with instructions for playing dice games}
2009/0484 . . . . . . . {Dice with pictures or figures}
2009/0486 . . . . . . . {Dice with symbols, e.g. indicating a direction for moving a playing piece}
2009/0488 . . . . . . . {with letters or words}
2009/0491 . . . . . . . {Customisable dice, e.g. with interchangeable or replaceable inserts}
2009/0493 . . . . . . . {Dice with other dice inside}
9/0495 . . . . . . . {Dice-boxes or similar storing means}
2009/0497 . . . . . . . {Manufacturing of dice}
9/06 . . . . . . . . . {Patience; Other games for self-amusement}
9/0601 . . . . . . . . . {for animals}
9/0602 . . . . . . . . . {Solitary games adapted for a single player}
9/0604 . . . . . . . . . {based on the use of colours}
2009/0605 . . . . . . . {referring to colour theory}
2009/0606 . . . . . . . {Complementary colours}
2009/0608 . . . . . . . {Mixing colours}
2009/0609 . . . . . . . {using wavelengths of invisible light}
9/0611 . . . . . . . . . {Solitary games adapted for multiple players}
9/0612 . . . . . . . . . {Electronic puzzles}
9/0613 . . . . . . . . . {Puzzles or games based on the use of optical filters or elements, e.g. coloured filters, polaroid filters, transparent sheets with opaque parts (optical, colour or shadow toys A63H 33/22)}
2009/0615 . . . . . . . {transparent}
2009/0616 . . . . . . . {with colours}
2009/0618 . . . . . . . {used for masking, e.g. for making objects with the same colour invisible}
2009/0619 . . . . . . . {with an opaque part}
2009/062 . . . . . . . {overlapping}
2009/0622 . . . . . . . {Sighting device}
2009/0623 . . . . . . . {with mirrors}
2009/0625 . . . . . . . {using total internal reflection, e.g. in a prism}
2009/0626 . . . . . . . {Periscope}
2009/0627 . . . . . . . {Partially transparent}
2009/0629 . . . . . . . {with lenses or other refractive optical elements}
2009/063 . . . . . . . {Optical elements other than lenses used for producing refraction, e.g. prisms}
2009/0631 . . . . . . . {Binoculars}
2009/0633 . . . . . . . {Fresnel lenses}
2009/0634 . . . . . . . {Magnifying glasses}
2009/0636 . . . . . . . {Telescopes}
2009/0637 . . . . . . . {Optical fibres}
2009/0638 . . . . . . . {Polaroid filters}
2009/064 . . . . . . . {opaque, e.g. blindfold, obstructing view}
A63F

9/0641 . . . [using a marker or means for drawing, e.g. pen, pencil, chalk]
9/0643 . . . [erasable]
9/0644 . . . [Blackboard or slate]
9/0645 . . . [for erasing a felt pen]
9/0647 . . . [using wet or damp cloth or a sponge]
9/0648 . . . [using a rubber]
9/065 . . . [using a sliding mechanism]
9/0651 . . . [with means for copying]
9/0652 . . . [using carbon paper]
9/0654 . . . [Decalcomania]
9/0655 . . . [Copying from a relief surface, e.g. coin]
9/0656 . . . [using a stamp]
9/0658 . . . [Marking a point]
9/0659 . . . [Drawing a line]
9/0661 . . . [Making a drawing]
9/0662 . . . [Making a painting]
9/0663 . . . [using a template]
9/0665 . . . [using a plurality of markers, e.g. different colours]
9/0666 . . . [matching elementary shapes to corresponding holes]
9/0668 . . . [the shapes falling or being pushed through the holes]
9/0669 . . . [Tesselation]
9/067 . . . [using a particular shape of tile]
9/0672 . . . [arrow-shaped, V-shaped]
9/0673 . . . [circular]
9/0675 . . . [Segments]
9/0676 . . . [Sectors]
9/0677 . . . [Part of a circle other than segment or sector, arcuate]
9/0679 . . . [elliptical, oval]
9/068 . . . [hexagonal]
9/0681 . . . [pentagonal]
9/0683 . . . [quadrangular]
9/0684 . . . [Parallelogram]
9/0686 . . . [Rhombus]
9/0687 . . . [Rectangle]
9/0688 . . . [Square]
9/0689 . . . [Kite]
9/069 . . . [star-shaped]
9/0691 . . . [Trapezium]
9/0693 . . . [Triangular]
9/0695 . . . [using different types of tiles]
9/0697 . . . [of polygonal shapes]
9/0698 . . . [all rectilinear]
9/08 . . . [Puzzles provided with elements movable in relation, [i.e. movably connected], to each other]
9/0803 . . . [Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged]
9/0807 . . . [requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles]
9/0811 . . . [with rotatable concentric rings or discs (A63F 9/083 takes precedence)]
9/0815 . . . [with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface]
9/0819 . . . [with rotatable non-concentric discs, e.g. gear games]

9/0823 . . . [having overlapping circles with interchangeable elements]
9/0826 . . . [Three-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged, e.g. Rubik's cube (elements rotatable about just one axis, e.g. discs stacked as a cylinder A63F 9/0811)]
9/083 . . . [with vacant positions or gap migration]
9/0834 . . . [comprising only two layers, e.g. with eight elements]
9/0838 . . . [with an element, e.g. invisible core, staying permanently in a central position having the function of central retaining spider and with groups of elements rotatable about at least three axes intersecting in one point]
9/0842 . . . [each group consisting of again a central element and a plurality of additional elements rotatable about three orthogonal axes at both ends, the additional elements being rotatable about at least two axes, e.g. Rubik's cube]
9/0846 . . . [characterised by the shape of the puzzle]
9/0849 . . . [Dodecaedrons]
9/0853 . . . [Icosaedrons]
9/0857 . . . [with elements slideably connected to a visible central body, e.g. beads in grooves]
9/0861 . . . [with elements slideably connected to neighbouring elements, e.g. with hollow interior]
9/0865 . . . [with a plurality of single elements rotatably connected to a central body which are characterised only by design, e.g. shape, use of colours or symbols]
9/0869 . . . [with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes]
9/0873 . . . [a sphere rotatable with respect to an inner sphere]
9/0876 . . . [Bent wire or cord puzzles]
9/088 . . . [Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic]
9/0884 . . . [with means for immobilising or stabilising a configuration, e.g. the solution]
9/0888 . . . [using detents]
9/0892 . . . [with an extra element for the final vacant space]
9/0896 . . . [Moebius ring]
9/10 . . . Two-dimensional jig-saw puzzles
9/1005 . . . [with images on both sides]
9/1011 . . . [Composition of faces, i.e. visages, using individual pieces representing parts thereof]
9/1016 . . . [the pieces having additional connections, i.e. in addition to the connection by the jig-saw shapes]
9/1022 . . . [to the display board]
9/1027 . . . [adhesive]
9/1033 . . . [magnetic]
9/1038 . . . [with hook and loop-type fastener]
9/1044 . . . [Display boards therefor]
9/105 . . . [with provisions for storing and transporting an interrupted game]
9/1055 . . . [resiliently sandwiched]
9/1061 . . . [with electric features, e.g. light, wires]
9/12 Three-dimensional jigsaw puzzles
9/1248  [with a final configuration representing a house or other building]
9/1252  [using pegs, pins, rods or dowels as puzzle elements]
9/1256  [using a plurality of pegs]
9/126  [Configuration or arrangement of the pegs]
9/1264  [all pegs being parallel]
9/1268  [the pegs forming angles with each other, e.g. right angles in three dimensions]
9/1272  [the pegs forming angles other than right angles in three dimensions]
9/1276  [characterised by different lengths]
9/128  [with notches]
9/1284  [with screw elements, e.g. nuts]
9/1288  [Sculpture puzzles]
9/1292  [formed by stackable elements]
9/1296  [Manufacturing of three-dimensional puzzle elements]
9/14  [Racing games, traffic games, or obstacle games characterised by figures moved by action of the players (F(racing) games using dice A63F 3/00)]
9/143  [electric]
9/146  [Features of the horse or jockey, e.g. moving legs]
9/16  [Spinning-top games]
9/165  [Use of spinning tops as random generators]
9/18  [Question-and-answer games]
9/181  [Fortune-telling games]
9/183  [electric]
9/185  [Closing an electric circuit when the answer is correct]
9/186  [Guessing games]
9/188  [Details of questions, e.g. with increasing level of difficulty]
9/20  [Dominoes or like games; Mah-Jongg games]
9/24  [Electric games:] Games using electronic circuits not otherwise provided for { (video games A63F 13/00; computerized gaming systems G07F 17/32) }
9/241  [Touch-sensitive buttons]
9/2411  [Input form cards, tapes, discs]
9/2413  [Magnetic]
9/2414  [Cards]
9/2416  [Diskettes]
9/2417  [Tapes or cassettes, e.g. audio or video cassettes]
9/2419  [Optical]
9/242  [Bar codes]
9/2422  [Cards with holes]
9/2423  [Discs, e.g. CD or DVD]
9/2425  [Scanners, e.g. for scanning regular characters]
9/2426  [Mechanical]
9/2427  [Punch cards]
9/2429  [IC card, chip card, smart card]
9/243  [with other kinds of input]
9/2432  [actuated by a sound, e.g. using a microphone]
9/2433  [Voice-actuated]
9/2435  [using a video camera]
9/2436  [Characteristics of the input]
9/2438  [Multiple input devices]
9/2439  [the input being a code, e.g. ID]
9/2441  [Pin code]
9/2442  [Sensors or detectors]
9/2444  [Light detector]
9/2445  [detecting reflected light]
9/2447  [Motion detector]
9/2448  [Output devices]
9/2449  [visual]
9/2451  [using illumination, e.g. with lamps]
9/2452  [as a signal]
9/2454  [with LED]
9/2455  [Printers]
9/2457  [Display screens, e.g. monitors, video displays]
9/2458  [LCD’s]
9/246  [Computer generated or synthesized image]
9/2461  [Projection of a two-dimensional real image]
9/2463  [on a screen, e.g. using a video projector]
9/2464  [on a translucent screen, e.g. frosted glass]
9/2466  [of a film]
9/2467  [of a slide]
9/2469  [of a contour (shadow shows A63F 2019/003)]
9/247  [audible, e.g. using a loudspeaker]
9/2472  [Buzzer, beep or electric bell]
9/2473  [Devices for imitating a running engine]
9/2475  [Headphones]
A63F

2009/2476 . . . . [Speech or voice synthesisers, e.g. using a speech chip]
2009/2477 . . . . [Tone generators, oscillators]
2009/2479 . . . . [Other kinds of output]
2009/248 . . . . [Motor]
2009/2482 . . . . [Electromotor]
2009/2483 . . . . [Other characteristics]
2009/2485 . . . . [using a general-purpose personal computer]
2009/2486 . . . . [the computer being an accessory to a board game]
2009/2488 . . . . [Remotely playable]
2009/2489 . . . . [by radio transmitters, e.g. using RFID]
2009/2491 . . . . [with a detachable memory]
2009/2492 . . . . [Power supply]
2009/2494 . . . . [Battery, e.g. dry cell]
2009/2495 . . . . [using connection to car battery]
2009/2497 . . . . [Solar cells]
2009/2498 . . . . [Moving conductor along conductive track without making contact]
2009/345 . . . . [Electromagnetically]

11/00 Game accessories of general use, e.g. score counters, boxes

NOTE
Game accessories specially adapted for a particular type of game are classified in one of the groups A63F 1/00 - A63F 9/00 covering the particular game

11/0002 . . . . [Dispensing or collecting devices for tokens or chips (dispensers for game pieces in chain reaction games A63F 9/28; coin freed apparatus for games G07F 17/32)]
2011/0004 . . . . [Bags]
2011/0006 . . . . [adapted for chips]
2011/0009 . . . . [Jars]
11/0011 . . . . [Chance selectors (A63F 7/004, A63F 9/04 take precedence)]
2011/0013 . . . . [Pendulums]
2011/0016 . . . . [Spinners]
2011/0018 . . . . [integrated in the game board]
2011/002 . . . . [with two pointers]
2011/0023 . . . . [indicating a direction, e.g. wind direction]
11/0025 . . . . [Tools]
2011/0027 . . . . [Spinners]
2011/003 . . . . [Screwdrivers]
2011/0032 . . . . [Hammers]
2011/0034 . . . . [Saws]
2011/0037 . . . . [Devices for scraping]
2011/0039 . . . . [Levers or crowbars]
2011/0041 . . . . [Needles]
2011/0044 . . . . [Pliers]
2011/0046 . . . . [Sieves or filters]
2011/0048 . . . . [Scoops, shovels or spatulas]
11/0051 . . . . [Indicators of values, e.g. score counters]
2011/0053 . . . . [using a calculator]
2011/0055 . . . . [using pegs insertable in sockets]
2011/0058 . . . . [using electronic means (A63F 2011/0053 takes precedence)]
2011/006 . . . . [using knots on a rope]
2011/0062 . . . . [Play elements marked with value or score]
2011/0065 . . . . [calculating or indicating a ranking or player performance]
2011/0067 . . . . [Score or tally sheets]
2011/0069 . . . . [Abacus]
2011/0072 . . . . [Indicating values other than scores, e.g. handicap, initial settings, coefficients]
11/0074 . . . . [Game concepts, rules or strategies]
2011/0076 . . . . [with means for changing the level of difficulty]
2011/0079 . . . . [keeping something hidden or invisible]
2011/0081 . . . . ["Memory"-type games, e.g. finding the corresponding hidden element]
2011/0083 . . . . [Memory oriented or pattern matching games]
2011/0086 . . . . [Rules]
2011/0088 . . . . [with a variety of rules]
2011/009 . . . . . [the rules being changed during play]
2011/0093 . . . . [characterised by the game theory or winning strategy]
2011/0095 . . . . [with cooperation amongst players in competitive games, e.g. non zero sum games]
2011/0097 . . . . [Watching television being part of the game, e.g. using the television broadcasting of a sporting event]

13/00 Video games, i.e. games using an electronically generated display having two or more dimensions
[gaming systems which provide a financial reward G07F 17/32]

13/005 . . . . [characterised by the type of game, e.g. ball games, fighting games]

WARNING
Group A63F 13/005 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/80-A63F 13/847.

Until reclassification is complete, groups A63F 13/005 and A63F 13/80 - A63F 13/847 should be considered in order to perform a complete search.
13/02 . Accessories (input or output arrangements for electrical digital computers G06F 3/00)

**WARNING**

Group A63F 13/02 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/20 - A63F 13/245 and A63F 13/98.

Until reclassification is complete, groups A63F 13/02 and A63F 13/20 - A63F 13/245 and A63F 13/98 should be considered in order to perform a complete search.

13/04 . for aiming at specific areas on the displays, e.g. with photodetecting means

**WARNING**

Group A63F 13/04 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/20 - A63F 13/245, and A63F 13/837.

Until reclassification is complete, groups A63F 13/04 and A63F 13/20 - A63F 13/245 and A63F 13/837 should be considered in order to perform a complete search.

13/06 . using player-operated means for controlling the position of a specific area display

**WARNING**

Group A63F 13/06 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/20 - A63F 13/245.

Until reclassification is complete, groups A63F 13/06 and A63F 13/20 - A63F 13/245 should be considered in order to perform a complete search.

13/08 . Constructional details or arrangements, e.g. housing, wiring, connections, cabinets, not otherwise provided for

**WARNING**

Group A63F 13/08 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/20 - A63F 13/98.

Until reclassification is complete, groups A63F 13/08 and A63F 13/20 - A63F 13/98 should be considered in order to perform a complete search.

13/10 . Control of the course of the game, e.g. start, progress, end

**WARNING**

Group A63F 13/10 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/40 - A63F 13/88.

Until reclassification is complete, groups A63F 13/10 and A63F 13/40 - A63F 13/88 should be considered in order to perform a complete search.

13/12 . involving interaction between a plurality of game devices, e.g. transmission or distribution systems (protocols for networked virtual reality, networked games H04L 29/06034)

**WARNING**

Group A63F 13/12 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/30 - A63F 13/88.

Until reclassification is complete, groups A63F 13/12 and A63F 13/30 - A63F 13/88 should be considered in order to perform a complete search.

13/20 . Input arrangements for video game devices

**WARNING**

Group(s) A63F 13/20 - A63F 13/98 are incomplete pending reclassification of documents from group(s) A63F 13/00 - A63F 13/12.

Until reclassification is complete, groups A63F 13/20 - A63F 13/98 and A63F 13/00 - A63F 13/12 should be considered in order to perform a complete search.

13/21 . characterised by their sensors, purposes or types

13/211 . . using inertial sensors, e.g. accelerometers or gyroscopes

13/212 . . using sensors worn by the player, e.g. for measuring heart beat or leg activity

13/213 . . comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F 13/219, A63F 13/655 take precedence)

13/214 . . for locating contacts on a surface, e.g. floor mats or touch pads

13/2145 . . . the surface being also a display device, e.g. touch screens

13/215 . . comprising means for detecting acoustic signals, e.g. using a microphone

13/216 . . using geographical information, e.g. location of the game device or player using GPS

13/217 . . using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity

13/218 . . using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player
. . . for aiming at specific areas on the display, e.g. light-guns
13/22 . . . Setup operations, e.g. calibration, key configuration or button assignment
13/23 . . . for interfacing with the game device, e.g. specific interfaces between game controller and console
13/235 . . . using a wireless connection, e.g. infrared or piconet
13/24 . . . Constructional details thereof, e.g. game controllers with detachable joystick handles
13/245 . . . specially adapted to a particular type of game, e.g. steering wheels
13/25 . . . Output arrangements for video game devices
13/26 . . . having at least one additional display device, e.g. on the game controller or outside a game booth
13/27 . . . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena
13/28 . . . responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating players' seats, activating scent dispensers or affecting temperature or light (controlling the output signals based on the game progress A63F 13/50)
13/285 . . . Generating tactile feedback signals via the game input device, e.g. force feedback
13/30 . . . Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers
13/31 . . . Communication aspects specific to video games, e.g. between several handheld game devices at close range
13/32 . . . using local area network [LAN] connections
13/323 . . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines
13/327 . . . using wireless networks, e.g. Wi-Fi or piconet
13/33 . . . using wide area network [WAN] connections
13/332 . . . using wireless networks, e.g. cellular phone networks
13/335 . . . using Internet
13/338 . . . using television networks
13/34 . . . using peer-to-peer connections
13/35 . . . Details of game servers
13/352 . . . involving special game server arrangements, e.g. regional servers connected to a national server or a plurality of servers managing partitions of the game world
13/355 . . . Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client
13/358 . . . Adapting the game course according to the network or server load, e.g. for reducing latency due to different connection speeds between clients
13/40 . . . Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment
13/42 . . . by mapping the input signals into game commands, e.g. mapping the displacement of a stylus on a touch screen to the steering angle of a virtual vehicle
13/422 . . . automatically for the purpose of assisting the player, e.g. automatic braking in a driving game
13/424 . . . involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition
13/426 . . . involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun
13/428 . . . involving motion or position input signals, e.g. signals representing the rotation of an input controller or a player's arm motions sensed by accelerometers or gyroscopes
13/44 . . . involving timing of operations, e.g. performing an action within a time frame
13/45 . . . Controlling the progress of the video game
13/46 . . . Computing the game score
13/47 . . . involving branching, e.g. choosing one of several possible scenarios at a given point in time
13/48 . . . Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session
13/49 . . . Saving the game status; Pausing or ending the game
13/493 . . . Resuming a game, e.g. after pausing, malfunction or power failure
13/497 . . . Partially or entirely replaying previous game actions
13/50 . . . Controlling the output signals based on the game progress
13/52 . . . involving aspects of the displayed game scene
13/525 . . . Changing parameters of virtual cameras
13/5252 . . . . . . using two or more virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character changes room or displaying a rear-mirror view in a car-driving game
13/5255 . . . . . . according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character
13/5258 . . . . . . by dynamically adapting the position of the virtual camera to keep a game object or game character in its viewing frustum, e.g. for tracking a character or a ball
13/53 . . . involving additional visual information provided to the game scene, e.g. by overlay to simulate a head-up display [HUD] or displaying a laser sight in a shooting game
13/533 . . . . . . for prompting the player, e.g. by displaying a game menu
13/537 . . . . . . using indicators, e.g. showing the condition of a game character on screen
13/5372 . . . . . . for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player
13/5375 . . . . . . for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game
Genre or game mode

Special adaptations for executing a specific game mode, e.g. for generating a hall of fame (computing the game score A63F 13/46 for actuating a switch by gravity 2250/027), having an effect on the human senses 2250/028, ringing a bell 2250/029, containing a liquid 2250/0407, water 2250/0414, in motion 2250/0414, dumping water on a player 2250/0421, being squared 2250/0428, with an air bubble 2250/0435, being absorbed 2250/0442, mercury 2250/045, for actuating a switch by gravity 2250/0457, evaporating 2250/0464, containing a viscous liquid 2250/0471, containing an inflammable liquid 2250/0478, for changing stability or rolling properties 2250/0485, using a surface tension 2250/0492, containing a gas 2250/050.
A63F

used in front of an audience
used for radio or television, e.g. television shows; provided for
Connection between elements not otherwise
washable
with a remote control
with a hook or an eyelet
with pin and hole
with adhesive
with a three-dimensional image
holographic
formed by superimposed partially transparent layers
stereoscopic
containing a live object
Mexican jumping bean
Bean bag
promoting partner selection
sound damping
shock damping
with a light-sensitive substance, e.g. phospholuminescent
fluorescent
phosphorescent
with special provisions for gripping by hand
for picking up or for gripping from a cavity, e.g. a recess next to a storing space
holes or fingers, e.g. blind hole
adapted for thumb
adapted for fingernail
using a handle
with an ergonomic grip
with a pistol handle
with a trigger
with a roughened part
with provisions for connecting to a part of the body
Finger
Thumb
Fingernail
Hand, arm or wrist
Head
Lap
Construction set or kit
made from a blank
with a remote control
washable
Antifraud or preventing misuse
Connection between elements not otherwise provided for
with hook and loop-type fastener
with adhesive
with pin and hole
with a hook or an eyelet
with clamps or clips
with suction cups
Inserts, e.g. for replaceable indicia or figures
used for radio or television, e.g. television shows; used in front of an audience
used by the watcher or listener

with a lock, e.g. for a puzzle

with a zipper

containing small particles
for changing stability or rolling properties
Sand
with static electricity
Antistatic
with measuring devices
for angles
Water level
Protractors
for weighing
for temperature
using colour indicators
for distances
Rules
for electrical phenomena
Galvanometers
Compasses
Timers
Sandglasses
Time-out devices (sandglasses

of the count-down type
Chess clocks
Mechanical timer causing a random event
for velocity
based on Hooke's law
using a string, rope, strap or belt as a play element
Strap or belt
Closed loop
Elastic
for a yo-yo
Chain
for suspension of play element
using coins or paper money as play elements
Banknote
Coin pusher
Coin operated
with pay-out or rewarding with a prize
Dispensing a gift
by issuing a winning ticket
Enabling replay, e.g. giving a bonus ball
Use of textiles
Carpet
Felt
Garments
with a zipper
Use of resilient or deformable elements
Foam
Spring
Outdoor version of games normally played indoors
with anchoring means, e.g. pegs in the ground
for being played in the swimming pool, e.g. floatable games
for being played on the lawn
Adapted outdoor game resembling to an indoor game
Hop-scotch
with advertising
with a lock, e.g. for a puzzle

the game being influenced by physiological parameters
by skin resistance
with a two-dimensional real image
Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
Photographs
Cameras therefor
with a light-sensitive substance, e.g. phospholuminescent
fluorescent
phosphorescent
with special provisions for gripping by hand
for picking up or for gripping from a cavity, e.g. a recess next to a storing space
holes or fingers, e.g. blind hole
adapted for thumb
adapted for fingernail
using a handle
with an ergonomic grip
with a pistol handle
with a trigger
with a roughened part
with provisions for connecting to a part of the body
Finger
Thumb
Fingernail
Hand, arm or wrist
Head
Lap
Construction set or kit
made from a blank
with a remote control
washable
Antifraud or preventing misuse
Connection between elements not otherwise provided for
with hook and loop-type fastener
with adhesive
with pin and hole
with a hook or an eyelet
with clamps or clips
with suction cups
Inserts, e.g. for replaceable indicia or figures
used for radio or television, e.g. television shows; used in front of an audience
used by the watcher or listener
Features of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game

- characterized by input arrangements for converting player-generated signals into game device control signals
- having additional degrees of freedom
- involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- Calibration; Key and button assignment
- details of the interface with the game device, e.g. USB version detection
- using a wireless connection, e.g. Bluetooth, infrared connections
- being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- being characterized by constructional details
- using inertial sensors, e.g. accelerometers, gyroscopes
- involving pressure sensitive buttons
- being specially adapted to a type of game, e.g. steering wheel
- being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- using a touch screen
- Input via voice recognition
- comprising photodetecting means, e.g. a camera
- using visible light
- characterised by details of the game platform
- Playing authorisation given at platform level
- the game platform being a DVD player
- Image generating hardware
- the platform being a handheld device
- for detecting the geographical location of the game platform
- Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards
- for accessing game resources from local storage, e.g. streaming content from DVD
- for storing personal settings or data of the player
- characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- characterized by output arrangements for receiving control signals generated by the game device
- using an additional display connected to the game console, e.g. on the controller
- specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- for displaying additional data, e.g. simulating a Head Up Display
- for providing a graphical or textual hint to the player
- for displaying a marker associated to an object or location in the game field
- for displaying an additional window with a view from the top of the game field, e.g. radar screen
- Details of the user interface
- generated display having two or more dimensions, characterized by output arrangements for receiving player-generated signals into game device control signals
- having additional degrees of freedom
- involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- Calibration; Key and button assignment
- details of the interface with the game device, e.g. USB version detection
- using a wireless connection, e.g. Bluetooth, infrared connections
- being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- being characterized by constructional details
- using inertial sensors, e.g. accelerometers, gyroscopes
- involving pressure sensitive buttons
- being specially adapted to a type of game, e.g. steering wheel
- being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- using a touch screen
- Input via voice recognition
- comprising photodetecting means, e.g. a camera
- using visible light
- characterised by details of the game platform
- Playing authorisation given at platform level
- the game platform being a DVD player
- Image generating hardware
- the platform being a handheld device
- for detecting the geographical location of the game platform
- Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards
- for accessing game resources from local storage, e.g. streaming content from DVD
- for storing personal settings or data of the player
- characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- characterized by output arrangements for receiving control signals generated by the game device
- using an additional display connected to the game console, e.g. on the controller
- specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- for displaying additional data, e.g. simulating a Head Up Display
- for providing a graphical or textual hint to the player
- for displaying a marker associated to an object or location in the game field
- for displaying an additional window with a view from the top of the game field, e.g. radar screen
- Details of the user interface
- generated display having two or more dimensions, characterized by output arrangements for receiving player-generated signals into game device control signals
- having additional degrees of freedom
- involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- Calibration; Key and button assignment
- details of the interface with the game device, e.g. USB version detection
- using a wireless connection, e.g. Bluetooth, infrared connections
- being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- being characterized by constructional details
- using inertial sensors, e.g. accelerometers, gyroscopes
- involving pressure sensitive buttons
- being specially adapted to a type of game, e.g. steering wheel
- being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- using a touch screen
- Input via voice recognition
- comprising photodetecting means, e.g. a camera
- using visible light
- characterised by details of the game platform
- Playing authorisation given at platform level
- the game platform being a DVD player
- Image generating hardware
- the platform being a handheld device
- for detecting the geographical location of the game platform
- Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards
- for accessing game resources from local storage, e.g. streaming content from DVD
- for storing personal settings or data of the player
- characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- characterized by output arrangements for receiving control signals generated by the game device
- using an additional display connected to the game console, e.g. on the controller
- specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- for displaying additional data, e.g. simulating a Head Up Display
- for providing a graphical or textual hint to the player
- for displaying a marker associated to an object or location in the game field
- for displaying an additional window with a view from the top of the game field, e.g. radar screen
- Details of the user interface
- generated display having two or more dimensions, characterized by output arrangements for receiving player-generated signals into game device control signals
- having additional degrees of freedom
- involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- Calibration; Key and button assignment
- details of the interface with the game device, e.g. USB version detection
- using a wireless connection, e.g. Bluetooth, infrared connections
- being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- being characterized by constructional details
- using inertial sensors, e.g. accelerometers, gyroscopes
- involving pressure sensitive buttons
- being specially adapted to a type of game, e.g. steering wheel
- being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- using a touch screen
- Input via voice recognition
- comprising photodetecting means, e.g. a camera
- using visible light
- characterised by details of the game platform
- Playing authorisation given at platform level
- the game platform being a DVD player
- Image generating hardware
- the platform being a handheld device
- for detecting the geographical location of the game platform
- Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards
- for accessing game resources from local storage, e.g. streaming content from DVD
- for storing personal settings or data of the player
- characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- characterized by output arrangements for receiving control signals generated by the game device
- using an additional display connected to the game console, e.g. on the controller
- specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- for displaying additional data, e.g. simulating a Head Up Display
- for providing a graphical or textual hint to the player
- for displaying a marker associated to an object or location in the game field
- for displaying an additional window with a view from the top of the game field, e.g. radar screen
- Details of the user interface
Communication between players during game play of non game information, e.g. e-mail, chat, file transfer, streaming of audio and streaming of video for trading virtual items for watching a game played by other players Methods for processing data by generating or executing the game program for importing or creating game content, e.g. authoring tools during game development, adapting content to different platforms, use of a scripting language to create content where the game content is authored by the player, e.g. level editor or by game device at runtime, e.g. level is created from music data on CD using adaptive systems learning from user actions, e.g. for skill level adjustment for offering a minigame in combination with a main game for mapping control signals received from the input arrangement into game commands by generating automatically game commands to assist the player, e.g. automatic braking in a driving game for sound processing of an input signal, e.g. pitch and rhythm extraction, voice recognition generating an output signal, e.g. under timing constraints, for spatialization for unlocking hidden game elements, e.g. features, items, levels Score computation for controlling the execution of the game in time by branching, e.g. choosing one of several possible story developments at a given point in time for replaying partially or entirely the game actions since the beginning of the game involving process of starting or resuming a game according to the timing of operation or a time limit for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car by determining the impact between objects, e.g. collision detection for calculating the trajectory of an object for computing the condition of a game character for rendering three dimensional images for animating game characters, e.g. skeleton kinematics using models with different levels of detail [LOD] for animating a group of characters for simulating liquid objects, e.g. water, gas, fog, snow, clouds for simulating particle systems, e.g. explosion, fireworks for the computation and display of the shadow of an object or character for altering the visibility of an object, e.g. preventing the occlusion of an object, partially hiding an object for changing the position of the virtual camera using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character change rooms by dedicated player input by dynamically adapting its position to keep a game object in its viewing frustrum, e.g. for tracking a character or a ball using special effects, generally involving post-processing, e.g. blooming involving elements of the real world in the game world, e.g. measurement in live races, real video Importing photos, e.g. of the player specially adapted for executing a specific type of game Athletics Ball Driving on land or water; Flying the game being played by multiple players at a common site, e.g. in an arena, theatre, shopping mall using a large public display Fighting without shooting Virtual fishing Skating using skis, skates or board Music games Ball team management Virtual breeding, e.g. tamagotchi Quiz Role playing or strategy games Shooting Virtual reality involving concurrently several players in a non-networked game, e.g. on the same game console Unusual game types, e.g. virtual cooking