### CPC - COOPERATIVE PATENT CLASSIFICATION

**A**  
**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.

<table>
<thead>
<tr>
<th>1/00</th>
<th>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)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2001/001</td>
<td>{ Bridge or baccarat }</td>
</tr>
<tr>
<td>2001/003</td>
<td>{ Blackjack; Twenty one }</td>
</tr>
<tr>
<td>2001/005</td>
<td>{ Poker }</td>
</tr>
<tr>
<td>2001/006</td>
<td>{ Rummy }</td>
</tr>
<tr>
<td>2001/008</td>
<td>{ adapted for being playable on a screen }</td>
</tr>
<tr>
<td>1/02</td>
<td>Cards; Special shapes of cards (card-printing methods B41K, B41M)</td>
</tr>
<tr>
<td>2001/022</td>
<td>{ Manufacturing of cards }</td>
</tr>
<tr>
<td>2001/025</td>
<td>{ with holes or slits }</td>
</tr>
<tr>
<td>2001/027</td>
<td>{ with classical playing card symbols }</td>
</tr>
<tr>
<td>1/04</td>
<td>Card games combined with other games</td>
</tr>
<tr>
<td>2001/0408</td>
<td>{ with text }</td>
</tr>
<tr>
<td>2001/0416</td>
<td>{ with numbers }</td>
</tr>
<tr>
<td>2001/0425</td>
<td>{ with dice dots }</td>
</tr>
<tr>
<td>2001/0433</td>
<td>{ with domino dots }</td>
</tr>
<tr>
<td>2001/0441</td>
<td>{ with a written message or sentence, e.g. chance or instruction cards }</td>
</tr>
<tr>
<td>2001/045</td>
<td>{ Chance or clue cards }</td>
</tr>
<tr>
<td>2001/0458</td>
<td>{ with single words }</td>
</tr>
<tr>
<td>2001/0466</td>
<td>{ with single letters }</td>
</tr>
<tr>
<td>2001/0475</td>
<td>{ with pictures or figures }</td>
</tr>
<tr>
<td>2001/0483</td>
<td>{ having symbols or direction indicators for playing the game }</td>
</tr>
<tr>
<td>2001/0491</td>
<td>{ having markings on the rear face or reverse side }</td>
</tr>
<tr>
<td>1/06</td>
<td>Card games appurtenances</td>
</tr>
<tr>
<td>1/062</td>
<td>{ Boxes or cases for cards }</td>
</tr>
<tr>
<td>1/065</td>
<td>{ Devices for bidding }</td>
</tr>
<tr>
<td>1/067</td>
<td>{ Tables or similar supporting structures }</td>
</tr>
<tr>
<td>1/08</td>
<td>Card-presses</td>
</tr>
<tr>
<td>1/10</td>
<td>Card holders</td>
</tr>
<tr>
<td>1/12</td>
<td>Card shufflers</td>
</tr>
<tr>
<td>1/14</td>
<td>Card dealers</td>
</tr>
<tr>
<td>1/16</td>
<td>Apparatus for indicating the dealer</td>
</tr>
<tr>
<td>1/18</td>
<td>Score computers; Miscellaneous indicators (time-testing devices G07C)</td>
</tr>
<tr>
<td>3/00</td>
<td>Board games; Raffle games (racing games, traffic games, or obstacle games characterised by figures moved by action of the players A63F 9/14)</td>
</tr>
<tr>
<td>3/00003</td>
<td>{ Types of board games (chess A63F 3/02; educational board games A63F 3/04) }</td>
</tr>
<tr>
<td>3/00006</td>
<td>{ Board games played along a linear track, e.g. game of goose, snakes and ladders, along an endless track (A63F 3/00028 - A63F 3/00157, A63F 3/04 take precedence) }</td>
</tr>
<tr>
<td>2003/00009</td>
<td>{ with an intersection in the track }</td>
</tr>
<tr>
<td>2003/00012</td>
<td>{ with movable means for switching to another track }</td>
</tr>
<tr>
<td>2003/00015</td>
<td>{ with a star-shaped track (A63F 2003/00025 takes precedence) }</td>
</tr>
<tr>
<td>2003/00018</td>
<td>{ played along an endless track }</td>
</tr>
<tr>
<td>2003/00022</td>
<td>{ played along concentric endless tracks }</td>
</tr>
<tr>
<td>2003/00025</td>
<td>{ with a star-shaped track inside, e.g. trivial pursuit }</td>
</tr>
<tr>
<td>3/00028</td>
<td>{ 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) }</td>
</tr>
<tr>
<td>3/00031</td>
<td>{ Baseball or cricket board games }</td>
</tr>
<tr>
<td>2003/00034</td>
<td>{ Baseball }</td>
</tr>
<tr>
<td>2003/00037</td>
<td>{ Cricket }</td>
</tr>
<tr>
<td>3/00041</td>
<td>{ Football, soccer or rugby board games }</td>
</tr>
<tr>
<td>3/00044</td>
<td>{ Tennis or squash board games }</td>
</tr>
<tr>
<td>3/00047</td>
<td>{ Basketball board games }</td>
</tr>
<tr>
<td>3/0005</td>
<td>{ Golf or putting board games }</td>
</tr>
<tr>
<td>3/00053</td>
<td>{ Snooker, pool or billiard board games }</td>
</tr>
<tr>
<td>3/00056</td>
<td>{ Darts board games }</td>
</tr>
<tr>
<td>3/00059</td>
<td>{ Bowling board games }</td>
</tr>
<tr>
<td>3/00063</td>
<td>{ Board games concerning economics or finance, e.g. trading }</td>
</tr>
<tr>
<td>2003/00066</td>
<td>{ with play money (with real coins or paper money A63F 2250/13) }</td>
</tr>
<tr>
<td>3/00069</td>
<td>{ Stock-market games }</td>
</tr>
<tr>
<td>3/00072</td>
<td>{ played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence) }</td>
</tr>
<tr>
<td>3/00075</td>
<td>{ War games }</td>
</tr>
<tr>
<td>2003/00078</td>
<td>{ Naval war }</td>
</tr>
</tbody>
</table>
3/00082 . . . [Racing games (racing games characterised by figures moved by action of the player A63F 9/14)]
3/00085 . . . [Sailing races]
3/00088 . . . [Board games concerning traffic or travelling (trading A63F 3/00063; racing A63F 3/00082; teaching the highway code A63F 3/0493)]
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 A63F 7/04; other labyrinth games A63F 9/0078)]
3/001 . . . [Board games concerning astrology, religion, or fortune-telling (fortune-telling games 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]
2003/00123 . . . [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 A63F 9/305)]
3/00148 . . . [Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo A63F 3/00028; history A63F 3/0449)]
3/00151 . . . [Backgammon]
3/00154 . . . [Mastermind]
3/00157 . . . [Casino or betting games (horse races 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]
3/00214 . . . [Three-dimensional game boards]
2003/00217 . . . [Superimposed boards]
2003/0022 . . . [played in three dimensions]
2003/00223 . . . [shaped as a container into which playing pieces may enter (box or container for board games A63F 2003/00943)]
2003/00227 . . . [with five play locations and optionally a sixth in the middle]
3/0023 . . . [Foldable, rollable, collapsible or segmented boards (A63F 3/027 takes precedence)]
2003/00233 . . . [with one fold or hinge (shaped as a book A63F 2003/00299; convertible into a suitcase A63F 2003/0094)]
2003/00236 . . . [with a part of the rim or board missing near the fold to enable folding; Hinge consisting of a flexible element fixed at the bottom]
2003/00239 . . . [with two hinges or folds]
2003/00242 . . . [perpendicular]
2003/00246 . . . [with three or more hinges or folds]
2003/00249 . . . [all parallel]
2003/00252 . . . [perpendicular]
2003/00255 . . . [playable during travel (storing or transporting an interrupted jig-saw puzzle game A63F 2009/105)]
2003/00258 . . . [rollable, flexible or deformable board (shaped as an endless belt A63F 2003/00321; flexible rim A63F 2003/0054)]
3/00261 . . . [Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards]
2003/00264 . . . [with rotatable or tiltable parts]
2003/00268 . . . [about a vertical axis, e.g. a disc]
2003/00271 . . . . . . underneath the playing surface and viewable through holes or windows]
2003/00274 . . . . . . with or designed as a turntable, lazy Susan]
2003/00277 . . . . . . with rotatable concentric parts]
2003/0028 . . . . . . with rotatable disc and rings in one plane]
2003/00283 . . . . . . with rotatable non-concentric parts]
2003/00287 . . . . . . about a horizontal axis]
2003/0029 . . . . . . underneath the playing surface and viewable through holes or windows]
2003/00293 . . . . . . with blocks rotatable about a horizontal axis]
2003/00296 . . . . . . [on one common axis]
2003/00299 . . . . . . [designed as a book]
2003/00302 . . . . . . [with parts rotatable about an axis perpendicular to the game board]
2003/00305 . . . . . . [rotatable about any axis, e.g. ball in a socket]
2003/00309 . . . . . . [with stopping means (for roulette A63F 5/0011)]
2003/00312 . . . . . . [Detents]
2003/00315 . . . . . . [using braking effect caused by friction]
2003/00318 . . . . . . [with a rollable board surface]
2003/00321 . . . . . . [shaped as an endless belt]
2003/00324 . . . . . . [with slidable parts of the playing surface]
2003/00328 . . . . . . [underneath the playing surface and viewable through holes or windows]
2003/00331 . . . . . . [with two or more slidable parts, e.g. parallel]
2003/00334 . . . . . . [on different levels]
A63F

2003/00337 . . . . . . . (in perpendicular directions)
2003/00334 . . . . . . . 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)
2003/00404 . . . . . . . [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 (A63F 2003/00236 takes precedence)]
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]
2003/0052 . . . . . . . [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)]
2003/00529 . . . . . . . [Board game without game board]
2003/0053 . . . . . . . [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 slideable 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]
2003/00574 . . . . . . . [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]
A63F

2003/0064 . . . . (The groove being in the playing piece)
2003/0063 . . . . (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))
2003/00646 . . . . [with illumination of playing field or playing
piece]
2003/00649 . . . . [Light bulbs]
2003/00652 . . . . [Light-emitting diodes]
2003/00656 . . . . [Fibre optics]
2003/00659 . . . . [LCD's]
2003/00662 . . . . [with an electric sensor for playing pieces
(A63F 2009/2444 takes precedence)]
2003/00665 . . . . [using inductance]
2003/00668 . . . . [using hall effect]
2003/00671 . . . . [Pressure or force sensor]
2003/00675 . . . . [Reed relay]
2003/00678 . . . . [with circuits closed by mechanical means]
2003/00681 . . . . [The playing field comprising two parallel
conducting layers]
2003/00684 . . . . [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]
2003/00687 . . . . [Printed circuits]
2003/0069 . . . . [using a spring]
3/00694 . . . . (Magnetic board games (other games using
magnetically moved or magnetically held pieces
A63F 9/34))
3/00697 . . . . (Playing pieces)
2003/007 . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ..
A63F

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]
2003/00999 . . . [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)]
2003/0025 . . . [for teaching chess]
3/04 . . . [Pocket chess]
3/0402 . . . [for learning languages]
2003/00405 . . . [relating to specific languages]
2003/00407 . . . [arabic]
2003/0041 . . . [chinese]
2003/00413 . . . [japanese]
3/0415 . . . [Number games (electric A63F 3/0421); mathematical models or topics A63F 3/0457; two-dimensional puzzles with rotating rings or discs A63F 9/0811, A63F 9/0819)]
3/0418 . . . [with a grid, e.g. Sudoku-type games]
3/0421 . . . [Electric word or number games]
3/0423 . . . [Word games, e.g. scrabble (electric A63F 3/0421; two-dimensional puzzles with rotating rings or discs A63F 9/0811, A63F 9/0819)]
3/0426 . . . [Spelling games]
3/0428 . . . [Crosswords]
3/0431 . . . [Encoding or decoding]
3/0434 . . . [Geographical games (travelling A63F 3/00088)]
3/0436 . . . [Flags]
3/0439 . . . [using geographical maps]
3/0442 . . . [Atlas]
3/0444 . . . [Globe]
3/0447 . . . [Road map]
3/0449 . . . [concerning history]
3/0452 . . . [Genealogy]
3/0455 . . . [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)]
3/046 . . . [Mathematics (arithmetic A63F 3/0415)]

5
5/00  **Roulette games** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00)

5/0005  .  (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]

7/00  **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)

7/0005  .  [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  .  [Target bowling or skee ball]
7/0017  .  [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 take precedence)]

2007/0064  .  [Ball games combined with other games]
2007/0007  .  [with another ball game]
7/0076  .  [the playing bodies having the function of playing pieces, imitating a board game]
2007/0082  .  [Mancala]
7/0088  .  [using magnetic power (A63F 7/068 takes precedence); magnetic toys A63H 33/26]
2007/0094  .  [using electromagnetic action, e.g. for attracting a ball]
7/0092  .  [Pachinko]
7/0025  .  [Pinball games, e.g. flipper games]
7/0027  .  [electric]
7/004  .  [using balls to be shaken or rolled in small boxes, e.g. comprising labyrinths]
7/0041  .  [Two-dimensional labyrinths]
7/0042  .  [Three-dimensional labyrinths]
7/0044  .  [Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box (A63F 7/382; A63F 7/041 take precedence; tiltable on a support A63F 7/386)]
7/0045  .  [containing a liquid]
7/0047  .  [magnetic]
7/0048  .  [used for generating random numbers]
7/006 .  Games simulating outdoor ball games, e.g. hockey (or football if physically beneficial for the human body A63B 67/00)]
7/0064  .  [Type of ball game (A63F 7/0672 and A63F 7/0684 take precedence)]
7/008 .  [Baseball]
7/012 .  [Basketball]
7/016 .  [Football or soccer]
7/062 .  [Penalty shooting]
7/024 .  [Croquet]
7/028 .  [Golf]
7/032 .  [Hockey]
7/036 .  [Ice-hockey]
7/04 .  [Pétanque]
7/044 .  [Polo]
7/048 .  [Water-polo]
7/052 .  [Tennis]
7/056 .  [Volleyball]
7/06 .  [the playing bodies being projected by means of compressed air]
7/064 .  [Electric]
7/068 .  [the ball being flicked with a finger or hit with a stick, cue or sliding disc which are not connected to the table]
7/0672 .  [with play figures fixed to a rotatable and longitudinally movable shaft]
7/0676 .  [Play figures therefor]
7/068 .  [using magnetic power (magnetic toys A63H 33/26)]
7/0684 .  [with play figures slideable or rotatable about a vertical axis (A63F 7/0672 takes precedence)]
7/0688 .  [with operation by foot]
7/0692 .  [Kicking]
7/0696 .  [using a pedal]
7/07 . . . in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support

{A63F \text{7/0604} - A63F \text{7/0696} take precedence)}

7/20 . . . in which the playing bodies are projected through the air \{A63F \text{7/0604} - A63F \text{7/0696} take precedence)}

7/22 . . . Accessories; Details

7/24 . . . 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 \text{3/02}; in bagatelle or billiards A63D \text{13/00}; A63D \text{15/00)}

7/2409 . . . \{Apparatus for projecting the balls\}

7/2418 . . . \{with two projecting mechanisms working under different angles\}

7/2427 . . . \{with laterally movable, slidable projecting mechanism\}

7/2436 . . . \{Hand-held or connected to a finger, e.g. cues, clubs, sticks\}

2007/2445 . . . \{Stick-shaped\}

2007/2454 . . . . . \{Club, stick\}

2007/2463 . . . \{Cue\}

7/2472 . . . \{Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield\}

7/2481 . . . \{with a projection mechanism actuated by a spring or other elastic member\}

7/249 . . . \{projecting the playing bodies through the air, e.g. with a jump\}

7/26 . . . electric or magnetic

7/265 . . . \{using a magnet for movement of the ball\}

7/28 . . . \{using gravity \{i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant\}

2007/282 . . . \{Gutter-shaped\}

2007/284 . . . \{with a plurality of gutters, e.g. parallel\}

2007/286 . . . \{Pipe-shaped\}

2007/288 . . . \{with more ramps than two on opposite sides of the playing field\}

7/30 . . . \{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\}

2007/3005 . . . \{Obstacles, obstructions\}

2007/301 . . . \{Exchangeable\}

2007/3015 . . . \{The obstruction being a wall with apertures allowing the ball to pass\}

2007/302 . . . \{Hidden parts or passages\}

2007/3025 . . . \{with means for indicating or regulating a start position, e.g. foul line\}

2007/303 . . . \{Parts of the playing surface being movable, replaceable or removable \{A63F 2007/301 takes precedence\}\}

2007/3035 . . . \{with movable playing surfaces rotatable about a vertical axis\}

2007/304 . . . \{with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts\}

2007/3045 . . . \{Removable parts for service access\}

7/305 . . . \{Goal posts; Winning posts for rolling-balls\}

7/3055 . . . \{with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target\}

7/306 . . . . . \{with a score counter\}

7/3065 . . . \{Electric\}

7/307 . . . . . \{with a score counter\}

7/3075 . . . \{ imparting energy to the ball, e.g. bumper-kickers, reprojectors\}

2007/308 . . . \{Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse\}

2007/3085 . . . \{Tilting\}

2007/309 . . . \{Preventing unauthorised use or vandalism\}

2007/3095 . . . \{Protective sleeve or cover\}

7/32 . . . \{Apparatus for varying scoring values\}

7/34 . . . \{Other devices for handling the playing bodies, e.g. bonus ball return means\}

2007/341 . . . \{Ball collecting devices or dispensers\}

2007/343 . . . \{with a device for picking up the ball\}

2007/345 . . . \{Ball return mechanisms; Ball delivery\}

2007/346 . . . \{Gutter\}

2007/348 . . . \{Anti-blocking devices for balls\}

7/36 . . . \{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\}

7/3603 . . . \{Rolling boards with special surface, e.g. air cushion boards\}

2007/3607 . . . \{with a flexible surface\}

2007/3611 . . . \{with a playing surface playable on both sides\}

2007/3614 . . . \{with details about roughness of playing surface\}

2007/3618 . . . \{covered or coated with a regular structure, e.g. a net\}

7/3622 . . . \{Specially shaped rolling boards for the balls, e.g. ball tracks\}

2007/3625 . . . \{Rolling board to be positioned on a table or floor\}

2007/3629 . . . \{with means for connecting the rolling board or parts to the floor or table, e.g. clamps\}

2007/3633 . . . \{Rolling boards characterised by the shape of the playing surface\}

2007/3637 . . . \{Concave\}

2007/364 . . . \{Convex\}

2007/3644 . . . \{Roof-shaped\}

2007/3648 . . . \{Rolling boards characterised by a non-horizontal playing surface\}

2007/3651 . . . \{with adjustable angle\}

2007/3655 . . . \{Collapsible, foldable or rollable parts\}

2007/3659 . . . \{convertible into a suitcase\}

2007/3662 . . . \{modular, e.g. with connections between modules\}

2007/3666 . . . \{Rolling boards with a plurality of playing surfaces, e.g. on different levels\}

2007/367 . . . \{Details of the rim\}

2007/3674 . . . \{Details of play tables, designed as a table\}

2007/3677 . . . \{with a cover remaining over the table during playing\}

2007/3681 . . . \{with a transparent dome\}

2007/3685 . . . \{Details of legs\}

2007/3688 . . . \{adjustable\}

2007/3692 . . . \{collapsible\}

2007/3696 . . . \{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)

9/00

9/0001. [Games specially adapted for handicapped, blind or bed-ridden persons]

9/0003. [Games specially adapted for blind or partially sighted people]

9/0004. [using BRAILLE]

9/0006. [Colour blind]

9/0007. [Games with therapeutic effects]

9/0009. [with provisions for or for use by people lying in bed]

9/001. [Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game]

9/0012. [the other object being a container or part thereof]

9/0013. [Bottles (cups A63F 2009/0053)]

9/0015. [Closures, e.g. POGS, milk cap game, cap disk game, flippo]

9/0016. [Labels]

9/0018. [with means for holding a pen or pencil]

9/0021. [Bracelets, worn on wrist]

9/0022. [with provisions for connecting to clothes]

9/0023. [with provisions for connecting to belt]

9/0024. [with provisions for connecting to a belt]

9/0026. [Headbands]

9/0027. [Keyhangers]

9/0029. [Necklaces]

9/003. [Rings]

9/0032. [with provisions for hanging on a wall]

9/0033. [Display or decorative devices]

9/0035. [on a pedestal or stand]

9/0036. [combined with a book or magazine]

9/0038. [Dictionaries of encyclopedia]

9/0039. [Instruction or exercise books; Guides]

9/0041. [in electronic form, e.g. video]

9/0043. [Magazines or newspapers]

9/0044. [Postcards]

9/0046. [with stamps]

9/0047. [Beer mats or coasters; Placemats]

9/0048. [Items relating to health or medical instruments]

9/005. [Condoms]

9/0057. [Paper clips]

9/0058. [Clothes pegs]

9/0059. [Penny banks]

9/0060. [Whistles]

9/0061. [Cigarette lighters]

9/0062. [Bottles (cups A63F 2009/0053)]

9/0063. [Beer mats or coasters; Placemats]

9/0064. [Games for obtaining a particular arrangement of playing pieces in a plane or space (A63F 9/08 takes precedence; ticktacktoe A63F 3/00094; three-dimensional chess-like games A63F 3/00214)]

9/0065. [Compressed air, e.g. with air blowers, predecessors)]

9/0066. [Instruments]

9/0067. [with provisions for connecting to a belt]

9/0068. [Bottles (cups A63F 2009/0053)]

9/0069. [Games for obtaining a particular arrangement of playing pieces in a plane or space (A63F 9/08 takes precedence; ticktacktoe A63F 3/00094; three-dimensional chess-like games A63F 3/00214)]

9/0073. [Games for obtaining a particular arrangement of playing pieces in a plane or space (A63F 9/08 takes precedence; ticktacktoe A63F 3/00094; three-dimensional chess-like games A63F 3/00214)]

9/0075. [Games representing technical, industrial or scientific activities, e.g. oil exploration, space ship navigation games]

9/0076. [Labyrinth games (A63F 3/00097, A63F 7/04 take precedence)]

9/0078. [Games using compressed air, e.g. with air blowers, balloons, vacuum (A63F 7/066 and A63F 7/3603 take precedence)]

9/0079. [Games using compressed air, e.g. with air blowers, balloons, vacuum (A63F 7/066 and A63F 7/3603 take precedence)]

9/0081. [using suction or vacuum]

9/0083. [Games with balloons]

9/0084. [Bursting]

9/0086. [using inflatable objects]

9/0087. [with means for producing an air current]

9/0089. [blown by mouth]

9/009. [Pneumatic]

9/0092. [Air gun]

9/0093. [Punchboards]

9/0095. [the pegs to be inserted to different depths, e.g. by inserting invisible elements]
betting games played on boards A63F 3/00157
Dice (dice tops A63F 5/04)
Dice-boxes; Dice-throwing devices, e.g. dice cups
Rolling boards
Dice (dice tops A63F 5/04) ; Dice-boxes;
Mechanical dice-throwing devices { (casino or
betting games played on boards A63F 3/00157) }
Details of dice, e.g. non-cuboid dice
Two-sided dice, e.g. coins
Three-sided
Four-sided
Five-sided
Six-sided non-cuboid
Seven-sided
Eight-sided
Nine-sided
Ten-sided
Twelve-sided
Fourteen-sided
Sixteen-sided
Eighteen-sided
Twenty-sided
Twenty-four-sided

Electronic dice; electronic dice simulators
Dice with pictures or figures
Dice with symbols, e.g. indicating a direction for
moving a playing piece
Customisable dice, e.g. with interchangeable or
replaceable inserts
Dice with other dice inside
Dice-boxes or similar storing means
Manufacturing of dice
Patience; Other games for self-amusement
for animals
Solitary games adapted for a single player
based on the use of colours
referring to colour theory
Solitary games adapted for multiple players
Electronic puzzles
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)

transparent
with colours
used for masking, e.g. for making objects
with the same colour invisible
with an opaque part
overlapping
Sighting device
with mirrors
using total internal reflection, e.g. in a
prism
Periscope
partially transparent
with lenses or other refractive optical
elements
Optical elements other than lenses used for
producing refraction, e.g. prisms
Binoculars
Fresnel lenses
Magnifying glasses
Telescopes
Optical fibres
Polaroid filters
opaque, e.g. blindfold, obstructing view
relation, e.g. movably connected, to each other

{ Tesselation } holes

{ matching elementary shapes to corresponding main configuration remaining unchanged }

rotatable elements or groups of elements, the Two-dimensional puzzles with slideable or using different types of tiles } uses a particular shape of tile } [using a marker or means for drawing, e.g. pen, pencil, chalk]

[erasure] [Blackboard or slate] [for erasing a felt pen] [using wet or damp cloth or a sponge] [using a rubber] [using a sliding mechanism] [with means for copying] [using carbon paper] [Decalcomania] [ COPYING from a relief surface, e.g. coin] [using a stamp] [Drawing a line] [Making a drawing] [Making a painting] [using a template] [using a plurality of markers, e.g. different colours] [matching elementary shapes to corresponding holes] [the shapes falling or being pushed through the holes]

{Tesselation} [using a particular shape of tile] [arrow-shaped, V-shaped] [circular] [Segments] [Sectors] [Part of a circle other than segment or sector, arcuate]

[elliptical, oval] [hexagonal] [pentagonal] [quadrangular] [Parallellogram] [Rhombus] [Rectangle] [Square]

{Trapezium} [Kite] [star-shaped] [triangular] [using different types of tiles] [of polygonal shapes] [all rectilinear] [having overlapping circles with interchangeable elements] [Three-dimensional circles 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 in a cylinder A63F 9/0811)]

[with vacant positions or gap migration] [comprising only two layers, e.g. with eight elements] [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] [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]

characterised by the shape of the puzzle] [Dodecaedrons] [Icosaedrons] [with elements slidably connected to a visible central body, e.g. beads in grooves] [with elements slidably connected to neighbouring elements, e.g. with hollow interior] [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] [with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes] [a sphere rotatable with respect to an inner sphere] [Bent wire or cord puzzles] [Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic] [with means for immobilising or stabilising a configuration, e.g. the solution] [using detents] [with an extra element for the final vacant space] [Moebius ring]

9/10 Two-dimensional jigsaw puzzles

[with images on both sides] [Composition of faces, i.e. visages, using individual pieces representing parts thereof] [the pieces having additional connections, i.e. in addition to the connection by the jigsaw holes] [to the display board] [adhesive] [magnetic] [with hook and loop-type fastener] [Display boards therefor] [with provisions for storing and transporting an interrupted game] [resiliently sandwiched] [with electric features, e.g. light, wires]
Dominoes or like games; Mah-Jongg games

Racing games, traffic games, or obstacle games (characterised by figures moved by action of the players (racing) games using dice A63F 3/00)

Spinning-top games

Three-dimensional jigsaw puzzles

Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles

Connections between puzzle elements

[manufacturing]

[with a surface having a relief structure]

[having plural layers on top of each other]

[two layers]

[non-planar]

[using locking or binding pins]

[connecting only two neighbouring elements]

[using two or more types of connections]

[slidable connections]

[Dove tails]

[with a final configuration thereof, i.e. the solution, being packed in a box or container]

[with a final configuration being a sphere]

[with foldable pieces, e.g. pieces having folds or hinges]

[with a final configuration representing a house or other building]

[using pegs, pins, rods or dowels as puzzle elements]

[using a plurality of pegs]

[Configuration or arrangement of the pegs]

[all pegs being parallel]

[the pegs forming angles with each other, e.g. right angles in three dimensions]

[the pegs forming angles other than right angles in three dimensions]

[characterised by different lengths]

[with notches]

[with screw elements, e.g. nuts]

[Sculpture puzzles]

[formed by stackable elements]

[Manufacturing of three-dimensional puzzle elements]

9/14 . (electric)

[Features of the horse or jockey, e.g. moving legs]

9/16 . Spinning-top games

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 . [detail of input, input devices]

9/242 . [input by manual operation]

9/243 . [keyboard]

9/245 . [using more than one keyboard]

9/247 . [joystick]

9/248 . [touch-sensitive buttons]

9/249 . [touch screen]

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]

9/245 . [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

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

13/00 Video games, i.e. games using an electronically generated display having two or more dimensions (gaming systems which provide a financial reward)

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 (Frozen) . 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 (Frozen) . 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.

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 (Frozen) . 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 (Frozen) . Constructions 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 13/90 - A63F 13/98.

Until reclassification is complete, groups A63F 13/08 and A63F 13/90 - A63F 13/98 should be considered in order to perform a complete search.

13/10 (Frozen) . 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 (Frozen) . 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

Setup operations, e.g. calibration, key configuration or button assignment

for interfacing with the game device, e.g. specific interfaces between game controller and console

using a wireless connection, e.g. infrared or piconet

Constructional details thereof, e.g. game controllers with detachable joystick handles

Output arrangements for video game devices

having at least one additional display device, e.g. on the game controller or outside a game booth

characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena

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)

Generating tactile feedback signals via the game input device, e.g. force feedback

Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers

Communication aspects specific to video games, e.g. between several handheld game devices at close range

using local area network [LAN] connections

between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines

using wireless networks, e.g. Wi-Fi or piconet

using wide area network [WAN] connections

using wireless networks, e.g. cellular phone networks

using Internet

using television networks

using peer-to-peer connections

Details of game servers

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

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

Adapting the game course according to the network or server load, e.g. for reducing latency due to different connection speeds between clients

Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment

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

automatically for the purpose of assisting the player, e.g. automatic braking in a driving game

involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition

involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun

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

involving timing of operations, e.g. performing an action within a time

Controlling the progress of the video game

Computing the game score

involving branching, e.g. choosing one of several possible scenarios at a given point in time

Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session

Saving the game status; Pausing or ending the game

Resuming a game, e.g. after pausing, malfunction or power failure

Partially or entirely replaying previous game actions

Controlling the output signals based on the game progress

involving aspects of the displayed game scene

Changing parameters of virtual cameras

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

according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player’s character

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

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

for prompting the player, e.g. by displaying a game menu

using indicators, e.g. showing the condition of a game character on screen

for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player

for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game
13/5378 . . . for displaying an additional top view, e.g. radar screens or maps (using two or more virtual cameras concurrently A63F 13/5252)

13/54 . . . involving acoustic signals, e.g. for simulating revolutions per minute [RPM] dependent engine sounds in a driving game or reverberation against a virtual wall

13/55 . . . Controlling game characters or game objects based on the game progress

13/56 . . . Computing the motion of game characters with respect to other game characters, game objects or elements of the game scene, e.g. for simulating the behaviour of a group of virtual soldiers or for path finding

13/57 . . . Simulating properties, behaviour or motion of objects in the game world, e.g. computing tyre load in a car race game (A63F 13/56 takes precedence)

13/573 . . . using trajectories of game objects, e.g. of a golf ball according to the point of impact

13/577 . . . using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars

13/58 . . . by computing conditions of game characters, e.g. stamina, strength, motivation or energy level

13/60 . . . Generating or modifying game content before or while executing the game program, e.g. authoring tools specially adapted for game development or game-integrated level editor

13/61 . . . using advertising information

13/63 . . . by the player, e.g. authoring using a level editor

13/65 . . . automatically by game devices or servers from real world data, e.g. measurement in live racing competition

13/655 . . . by importing photos, e.g. of the player

13/67 . . . adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use

13/69 . . . by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions

13/70 . . . Game security or game management aspects

13/71 . . . using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players

13/73 . . . Authorising game programs or game devices, e.g. checking authenticity

13/75 . . . Enforcing rules, e.g. detecting foul play or generating lists of cheating players

13/77 . . . involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory

13/79 . . . involving player-related data, e.g. identities, accounts, preferences or play histories

13/792 . . . for payment purposes, e.g. monthly subscriptions

13/795 . . . for finding other players; for building a team; for providing a buddy list

13/798 . . . for assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46)

13/80 . . . Special adaptations for executing a specific game genre or game mode

13/803 . . . Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks

13/807 . . . Gliding or sliding on surfaces, e.g. using skis, skates or boards

13/812 . . . Ball games, e.g. soccer or baseball

13/814 . . . Musical performances, e.g. by evaluating the player's ability to follow a notation

13/816 . . . Athletics, e.g. track-and-field sports

13/818 . . . Fishing

13/822 . . . Strategy games; Role-playing games (A63F 13/825, A63F 13/828 take precedence)

13/825 . . . Fostering virtual characters

13/828 . . . Managing virtual sport teams

13/833 . . . Hand-to-hand fighting, e.g. martial arts competition (A63F 13/837 takes precedence)

13/837 . . . Shooting of targets

13/843 . . . involving concurrently two or more players on the same game device, e.g. requiring the use of a plurality of controllers or of a specific view of game data for each player

13/847 . . . Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal

13/85 . . . Providing additional services to players

13/86 . . . Watching games played by other players

13/87 . . . Communicating with other players during game play, e.g. by e-mail or chat

13/88 . . . Mini-games executed independently while main games are being loaded

13/90 . . . Constructional details or arrangements of video game devices not provided for in groups A63F 13/20 or A63F 13/25, e.g. housing, wiring, connections or cabinets

13/92 . . . Video game devices specially adapted to be hand-held while playing

13/95 . . . Storage media specially adapted for storing game information, e.g. video game cartridges

13/98 . . . Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers

2250/00 Miscellaneous game characteristics

2250/02 . . . having an effect on the human senses

2250/021 . . . with odourized parts

2250/022 . . . with edible parts

2250/024 . . . drinkable

2250/025 . . . related to sense of touch (A63F 2009/0003 takes precedence)

2250/027 . . . generating a sound without electric means

2250/028 . . . Ringing a bell

2250/04 . . . containing a liquid

2250/0407 . . . Water

2250/0414 . . . in motion

2250/0421 . . . dumping water on a player

2250/0428 . . . being squirted

2250/0435 . . . with an air bubble

2250/0442 . . . being absorbed

2250/045 . . . Mercury

2250/0457 . . . for actuating a switch by gravity

2250/0464 . . . evaporating

2250/0471 . . . containing a viscous liquid

2250/0478 . . . containing an inflammable liquid

2250/0485 . . . for changing stability or rolling properties

2250/0492 . . . using a surface tension

2250/05 . . . containing a gas
2250/06 . containing small particles
2250/063 . for changing stability or rolling properties
2250/066 . Sand
2250/08 . with static electricity
2250/09 . Antistatic
2250/10 . with measuring devices
2250/1005 . for angles
2250/101 . Water level
2250/1015 . Protractors
2250/1021 . for weighing
2250/1026 . for temperature
2250/1031 . using colour indicators
2250/1036 . for distances (A63F 2250/1015 takes precedence)
2250/1042 . Rulers (A63F 2250/1015 takes precedence)
2250/1047 . for electrical phenomena
2250/1052 . Galvanometers
2250/1057 . Timers
2250/1063 . Sandglasses
2250/1068 . for suspension of play element
2250/1073 . Time-out devices (sandglasses A63F 2250/1068; A63F 2250/14 takes precedence)
2250/1078 . of the count-down type
2250/1084 . Chess clocks
2250/1089 . Mechanical timer causing a random event
2250/1094 . for velocity
2250/11 . with an indicator for predicting a velocity or other physical quantity
2250/115 . based on Hooke's law
2250/12 . using a string, rope, strap or belt as a play element
2250/121 . Strap or belt
2250/122 . Closed loop
2250/124 . Elastic
2250/125 . for a yo-yo
2250/127 . Chain
2250/128 . for suspension of play element
2250/13 . using coins or paper money as play elements
2250/133 . Banknote
2250/136 . Coin pusher
2250/14 . Coin operated
2250/142 . with pay-out or rewarding with a prize
2250/144 . Dispensing a gift
2250/146 . by issuing a winning ticket
2250/148 . Enabling replay, e.g. giving a bonus ball
2250/16 . Use of textiles
2250/162 . Carpet
2250/164 . Felt
2250/166 . Garments
2250/168 . with a zipper
2250/18 . Use of resilient or deformable elements
2250/183 . Foam
2250/186 . Spring
2250/20 . Outdoor version of games normally played indoors
2250/202 . with anchoring means, e.g. pegs in the ground
2250/205 . for being played in the swimming pool, e.g. floatable games
2250/207 . for being played on the lawn
2250/21 . Adapted outdoor game resembling an indoor game
2250/215 . Hop-scotch
2250/22 . with advertising
2250/24 . with a lock, e.g. for a puzzle
2250/245 . with a key
2250/26 . the game being influenced by physiological parameters (A63F 2250/1031 takes precedence)
2250/265 . by skin resistance
2250/28 . with a two-dimensional real image
2250/282 . Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
2250/285 . Photographs
2250/287 . Cameras therefor
2250/30 . with a three-dimensional image
2250/302 . holographic
2250/305 . formed by superimposed partially transparent layers
2250/307 . stereoscopic
2250/32 . containing a live object
2250/323 . Mexican jumping bean
2250/326 . Bean bag
2250/34 . promoting partner selection
2250/36 . sound damping
2250/38 . shock damping
2250/42 . with a light-sensitive substance, e.g. photoluminescent
2250/423 . fluorescent
2250/426 . phosphorescent
2250/48 . with special provisions for gripping by hand
2250/481 . for picking up or for gripping from a cavity, e.g. a recess next to a storing space
2250/482 . with holes or fingers, e.g. blind hole
2250/483 . adapted for thumb
2250/484 . adapted for fingernail
2250/485 . using a handle
2250/486 . with an ergonomic grip
2250/487 . with a pistol handle
2250/488 . with a trigger
2250/489 . with a roughened part
2250/49 . with provisions for connecting to a part of the body
2250/491 . Finger
2250/492 . Thumb
2250/494 . Finger nail
2250/495 . Hand, arm or wrist
2250/497 . Head
2250/498 . Lap
2250/50 . Construction set or kit
2250/505 . made from a blank
2250/52 . with a remote control
2250/54 . washable
2250/58 . Antifraud or preventing misuse
2250/60 . Connection between elements not otherwise provided for
2250/601 . with hook and loop-type fastener
2250/602 . with adhesive
2250/603 . with pin and hole
2250/604 . with a hook or an eyelet
2250/605 . with clamps or clips
2250/606 . with suction cups
2250/609 . Inserts, e.g. for replaceable indicia or figures (A63F 2009/0491 takes precedence)
2250/64 . used for radio or television, e.g. television shows; used in front of an audience
2250/645 . 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
- Secure communication, e.g. using encryption or authentication
- Communication between platforms, i.e. physical link to protocol
- Connection between platform and handheld device
- Characterized by a local network connection
- Being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net
- Transmission via wireless network, e.g. pager or GSM
- Data transfer via internet
- Peer to peer connection
- Data transfer via television network
- Characterized by details of game servers
- Server architecture
- Server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing
- Connected to a local network, e.g. in a plane, hotel
- Details of basic data processing
- Server assignment
- Using secure communication, e.g. by encryption, authentication
- For network load management, e.g. bandwidth optimization, latency reduction
- For monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters
- For exchanging game data using a messaging service, e.g. e-mail, SMS, MMS
- For performing operations on behalf of the game client, e.g. rendering
- Details of game data or player data management
- Using advertisements
- Involving billing
- For downloading to client devices, e.g. using OS version, hardware or software profile of the client device
- Game data structure
- Using program state or machine event data, e.g. server keeps track of the state of multiple players on in a multiple player game
- By saving game or status data
- Using player registration data, e.g. identification, account, preferences, game history
- User representation in the game field, e.g. avatar
- Player lists, e.g. online players, buddy list, black list
- By matching opponents or finding partners to build a team, e.g. by skill level, geographical area, background, play style
- Player location
- By assessing the players' skills or ranking
- For enforcing rights or rules, e.g. to prevent foul play
- Involving scheduling aspects
- Details of game services offered to the player
2300/6009 . . . 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
2300/6018 . . . 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
2300/6027 . . . using adaptive systems learning from user actions, e.g. for skill level adjustment
2300/6036 . . . for offering a minigame in combination with a main game
2300/6045 . . . for mapping control signals received from the input arrangement into game commands
2300/6054 . . . by generating automatically game commands to assist the player, e.g. automatic braking in a driving game
2300/6063 . . . for sound processing
2300/6072 . . . of an input signal, e.g. pitch and rhythm extraction, voice recognition
2300/6081 . . . generating an output signal, e.g. under timing constraints, for spatialization
2300/609 . . . for unlocking hidden game elements, e.g. features, items, levels
2300/61 . . . Score computation
2300/63 . . . for controlling the execution of the game in time
2300/632 . . . by branching, e.g. choosing one of several possible story developments at a given point in time
2300/634 . . . for replaying partially or entirely the game actions since the beginning of the game
2300/636 . . . involving process of starting or resuming a game
2300/638 . . . according to the timing of operation or a time limit
2300/64 . . . for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car
2300/643 . . . by determining the impact between objects, e.g. collision detection
2300/646 . . . for calculating the trajectory of an object
2300/65 . . . for computing the condition of a game character
2300/66 . . . for rendering three dimensional images
2300/6607 . . . for animating game characters, e.g. skeleton kinematics
2300/6615 . . . using models with different levels of detail [LOD]
2300/6623 . . . for animating a group of characters
2300/663 . . . for simulating liquid objects, e.g. water, gas, fog, snow, clouds
2300/6638 . . . for simulating particle systems, e.g. explosion, fireworks
2300/6646 . . . for the computation and display of the shadow of an object or character
2300/6653 . . . for altering the visibility of an object, e.g. preventing the occlusion of an object, partially hiding an object
2300/6661 . . . for changing the position of the virtual camera
2300/6669 . . . using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character change rooms
2300/6676 . . . by dedicated player input
2300/6684 . . . by dynamically adapting its position to keep a game object in its viewing frustrum, e.g. for tracking a character or a ball
2300/6692 . . . using special effects, generally involving post-processing, e.g. blooming
2300/69 . . . Involving elements of the real world in the game world, e.g. measurement in live races, real video
2300/8059 . . . specially adapted for executing a specific type of game
2300/805 . . . Athletics
2300/8011 . . . Ball
2300/8017 . . . Driving on land or water; Flying
2300/8023 . . . the game being played by multiple players at a common site, e.g. in an arena, theatre, shopping mall using a large public display
2300/8029 . . . Fighting without shooting
2300/8035 . . . Virtual fishing
2300/8041 . . . Skating using skis, skates or board
2300/8047 . . . Music games
2300/8052 . . . Ball team management
2300/8058 . . . Virtual breeding, e.g. tamagotchi
2300/8064 . . . Quiz
2300/807 . . . Role playing or strategy games
2300/8076 . . . Shooting
2300/8082 . . . Virtual reality
2300/8088 . . . involving concurrently several players in a non-networked game, e.g. on the same game console
2300/8094 . . . Unusual game types, e.g. virtual cooking