

A63F

CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; MISCELLANEOUS GAMES (data-processing equipment characterised by a specific application for game playing [G06F 17/00](#), [G06F 19/00](#); [N: coin-freed apparatus for games [G07F 17/32](#)])

Definition statement

This subclass/group covers:

- Games including card games, board games, roulette games, indoor games using small moving playing bodies, e.g. pinball games, miscellaneous games, e.g. puzzle games.
- Video games, i.e. games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game.

References relevant to classification in this subclass

This subclass/group does not cover:

Casino chips	A44C 21/00
Sport games	A63B
Bowling games, games of pins, billiards	A63D
Video games, online or networked video games	A63F 13/00
Guns (laser guns, water guns, etc.), targets, darts	F41A , F41B , F41C , F41J , F42B
Vending machines	G07F
Data-processing equipment characterised by a specific application for game playing	G06F 17/00
Casino gaming machines, slot machines, medal game machines, coin pushers, online or networked gaming systems	G07F 17/32
Educational games, i.e. games	G09B

having educative or pedagogical purpose	
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Animal toys	A01K 15/025
Nursery furniture	A47D
Household or table equipment	A47G
Toys	A63H
Robots	B25J
Cards in general (trading cards, postcards, etc.)	B42D
Ornamental bodies	B44C 5/00
Children's cycles	B62K 9/00
Packages	B65D
Digital computing in general	G06C
Data-processing equipment characterised by a specific application for game playing	G06F 17/00 , G06F 19/00
Generating random numbers; lottery apparatus	G07C 15/00
Advertising or display means	G09F
Music devices	G10H

A63F 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](#))

Definition statement

This subclass/group covers:

Any game using playing cards as the primary device with which the game is played.

References relevant to classification in this group

This subclass/group does not cover:

Aspects of games using an electronically generated display having two or more dimensions showing representations related to the game	A63F 13/00
Online card games	G07F 17/32
Computer-implemented, simulated card games, e.g. video poker	G07F17/32D

Informative references

Attention is drawn to the following places, which may be of interest for search:

Educational card game (ex.: US7029281)	G09B 19/22
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A63F 1/02

Cards; Special shapes of cards (card-printing methods [B41K](#), [B41M](#))

Definition statement

This subclass/group covers:

Playing cards used with card games; special shapes of playing cards used with card games or other games.

References relevant to classification in this group

This subclass/group does not cover:

Card-printing methods	B41K , B41M
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Cards in general (trading cards, business cards, postcards, greeting cards, etc.)	B42D
Overlapping transparent elements with an opaque part	A63F 2009/062

A63F 1/04

Card games combined with other games

Definition statement

This subclass/group covers:

- Card games combined with other games;
- Cards played in a game which is not a card game as such, i.e. in a game involving other primary playing supports than sole cards.

A63F 1/06

Card games appurtenances

Definition statement

This subclass/group covers:

Card games appurtenances and accessories for card games.

A63F 3/00

Board games; Raffle games (racing games, traffic games, or obstacle games characterized by figures moved by action of the players [A63F 9/14](#))

Definition statement

This subclass/group covers:

- Board games, i.e. any game in which counters or "playing pieces" are placed, removed, or moved on a generally premarked surface or "game board" according to a set of rules. Examples of board games: game of goose, chess, scrabble(R).
- Raffle games, i.e. any game in which people obtain tickets, each ticket having the chance of winning a prize, e.g. lottery games. Examples of raffle games: lottery, lotto, bingo.

Relationship between large subject matter areas

In a board game ([A63F 3/00](#)) the playing piece or counter is moved according to a set of rules (e.g. according to the face value of a dice), usually directly by the playing touching or handling the playing piece with the relevance put on the strategy, whereas in a game classified in [A63F 7/00](#), the "moving playing body" is moving by itself, or moved by action of a physical force (gravity, projecting device, etc.), with the relevance put on the movement itself. Generally, when playing pieces are rolling on a board, the right group is [A63F 7/00](#).

References relevant to classification in this group

This subclass/group does not cover:

Roulette games	A63F 5/00
Indoor games using small moving playing bodies	A63F 7/00
Racing games, or obstacle games characterized by figures moved by action of the players	A63F 9/14

Informative references

Attention is drawn to the following places, which may be of interest for search:

Miscellaneous games not otherwise provided for	A63F 9/00 - A63F 9/20
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Special rules of classification within this group

Generally, multiple classification is necessary: according to the type of game and according to the relevant technical characteristics. For example, a

backgammon with illumination (DE202010009233U) is classified in both [A63F 3/00151](#) and [A63F 2003/00646](#).

For trivia board games (aspects of a question-and-answer game), add the Indexing Code [A63F 9/18](#).

The board games are classified under [A63F 3/00-A63F 3/04](#). The raffle games are classified under [A63F 3/06-A63F 3/08](#).

The type of board game is classified under [A63F 3/00003](#), or in [A63F 3/02](#) (chess-like board games) or [A63F 3/04](#) (educational board games).

The mechanical characteristics of the game board of any game type are classified under [A63F 3/00173](#). The playing pieces of any game type are classified under [A63F 3/00697](#). The electrical features of any game type are classified under [A63F 3/00643](#).

The magnetic game boards of any type are classified in [A63F 3/00694](#).

The accessories for game boards are classified under [A63F 3/00895](#).

Synonyms and Keywords

In patent documents the following expressions/words "board game", "parlor game" (EN), "Brettspiel", "Gesellschaftsspiel" (DE) and "jeu de société", "jeu de plateau" (FR) are often used as synonyms.

A63F 3/00157

[N: Casino or betting games (horse races [A63F 3/00082](#))]

Definition statement

This subclass/group covers:

Casino or betting board games and board games involving betting.

References relevant to classification in this group

This subclass/group does not cover:

Lottery games, raffle games	A63F 3/06-A63F 3/08
Roulette games	A63F 5/00
Computarized casino or wagering games and systems	G07F 17/32

A63F 3/00643

[N: 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](#))]

Definition statement

This subclass/group covers:

Electric features of any board game.

References relevant to classification in this group

This subclass/group does not cover:

Electric word or number board games	A63F 3/0421
Electric lottery games and tickets	A63F 3/0645
Electric raffle games	A63F 3/081
Computer chess	G06F

Informative references

Attention is drawn to the following places, which may be of interest for search:

Electric games not otherwise provided for	A63F 9/24
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Special rules of classification within this group

Electric or electronic details not to be found under [A63F 3/00643](#) can be classified under the Indexing Codes [A63F 9/24](#). For example, aspects of radiofrequency identification (RFID) in board games are given the Indexing Code [A63F 2009/2489](#).

A63F 3/00694

[N: Magnetic board games (other games using magnetically moved or magnetically held pieces [A63F 9/34](#))]

Definition statement

This subclass/group covers:

Board games having magnetic components.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Other games using magnetically moved or magnetically held pieces	A63F 9/34
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Special rules of classification within this group

The board games having magnetic characteristics are not necessary all classified in [A63F 3/00694](#). Only when the magnetic aspect is essential are these classifications given.

The magnetic aspects of board games are detailed in the following Indexing Codes, depending more precisely on the parts (parts of the board , supporting structure, playing pieces, accessories) between which a magnetic force is involved:

- [A63F 2003/00391](#) magnetic connection between modules constituting the game board;
- [A63F 2003/00927](#) magnetic instrument for handling a play piece (e.g. a wand for moving on or taking out a playing piece from the playing surface);
- [A63F 2003/0093](#) magnetic instrument for handling a play piece, acting through a cover;
- [A63F 2003/00545](#) magnetic connection between game board and supporting structure;
- [A63F 2003/0063](#) magnetic connection between game board and playing pieces;
- [A63F 2003/00738](#) magnetic connection amongst playing pieces (e.g. magnetically stackable playing pieces)
- [A63F 2003/00662](#) and under for magnetic field sensors (with sub codes for "using inductance", "using hall effect" and "reed relay").
- possibly (but more rarely) Indexing Code [A63F 3/00694](#) when the magnetic aspect is not essential and does not concern any connection where another code is already existing.

the " shogun"-type board games*, where the playing pieces comprise a changeable display by means of a (rotatable) magnet, are classified in the following group and Indexing Code in combination: [A63F 2003/00826](#) and

[A63F 3/00694](#).

(*The "shogun" game comprises particular playing pieces which could change the value marked thereon depending on the field where they were landing on. The mechanism was a rotating magnet in the playing piece and hidden magnets in the board. Examples: DE2718756, EP1813323, US3406974, DE202006017774U).

A63F 3/00697

[N: Playing pieces]

Definition statement

This subclass/group covers:

Playing pieces for board games.

References relevant to classification in this group

This subclass/group does not cover:

Casino chips	A44C 21/00
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Tiles for tessellation games, e.g. mosaic games, possibly using a particular shape of tile	A63F 9/0669
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A63F 3/00895

[N: Accessories for board games ([A63F 3/00697](#) takes precedence; game accessories of general use [A63F 11/00](#))]

Definition statement

This subclass/group covers:

Any accessory used in combination with a board game.

References relevant to classification in this group

This subclass/group does not cover:

Cards	A63F 1/04
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Dispensing or collecting devices for token or chips	A63F 11/0002
Chance selectors, e.g. spinners	A63F 2011/0016
Tools, e.g. hammers	A63F 11/0025
Indicators of values, e.g. score counters	A63F 11/0051
Playing pieces for board games	A63F 3/00697
Dice	A63F 9/04
Marker or means for drawing, e.g. pen, pencil, chalk	A63F 9/0641

Informative references

Attention is drawn to the following places, which may be of interest for search:

Game accessories of general use	A63F 11/00
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Special rules of classification within this group

Accessories specially adapted for board games for which a group exists in another place of the scheme (e.g. spinners, cf. limiting references) are given both the group [A63F 3/00895](#) and the group of this other place.

A63F 3/0423

[N: Word games, e.g. scrabble (electric [A63F 3/0421](#); two-dimensional puzzles with rotating rings or discs [A63F 9/0811](#), [A63F 9/0819](#))]

References relevant to classification in this group

This subclass/group does not cover:

Electric word games	A63F 3/0421
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Word or number games	A63F 9/0098
Two-dimensional puzzles with rotating rings or discs	A63F 9/0811 , A63F 9/0819

A63F 3/06

Lottos or bingo games; Systems, apparatus or devices for checking such games [N: (small boxes with balls used for generating random numbers [A63F 7/048](#); lottery apparatus [G07C 15/00](#); lottery gaming stations, online lottery or bingo [G07F17/32D](#); printing processes for lottery tickets [B41M 3/005](#))]

Definition statement

This subclass/group covers:

Lottery games, bingo games, football pools and the like; Associated devices and accessories for playing or checking such games.

Further details of subgroups

[A63F 3/0605](#)-[A63F 3/062](#) cover the type of game: Lottery games ([A63F 3/0605](#)), lottos ([A63F 3/061](#)), football pools ([A63F 3/0615](#)), bingo games ([A63F 3/062](#)). [A63F 3/0625](#) and [A63F 3/065](#) cover more precisely the devices for filling-in, checking, the tickets and accessories therefor.

References relevant to classification in this group

This subclass/group does not cover:

Lottery-type interactive games of chance	G07C 15/00
Lottery apparatus, i.e. apparatus for drawing the balls in a lottery game	G07C 15/001
Lottery games played on a gaming machine, gaming computer or terminal	G07F17/32D

Informative references

Attention is drawn to the following places, which may be of interest for search:

Layered products	B32B 7/12
Printing of lottery tickets	B41M 3/005

Special rules of classification within this group

Balls for lottery apparatus: classified in [A63F 9/0415](#) and Indexing Codes [A63F 2009/0466](#) and **K63F3/06L2**.

"Instant" lottery games, in which the ticket has a message becoming legible after an action of the player (e.g. scratch-off lottery games), are usually classified only in [A63F 3/0665](#) to [A63F 3/069](#) (with the ticket).

Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

In this group, the following terms (or expressions) are used with the meaning indicated:

Lottery apparatus	apparatus for drawing the balls in a lottery game
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Synonyms and Keywords

In patent documents the following expressions/words " Lottery apparatus " (EN), "Lotto-Toto-Glückmaschine" ([G07C 15/001](#)) (D)" and "machine de tirage des boules du loto" (FR) are often used as synonyms.

A63F 3/0605

[N: Lottery games]

Definition statement

This subclass/group covers:

A form of gambling games in which many people purchase chances, called lottery tickets. Generally the winning tickets are drawn from a pool composed of all tickets sold (sweepstakes) or offered for sale, or consisting of all of or most of the possible permutations of the numbers or symbols used on the tickets.

The classic lotteries are with pre-printed numbers or symbols on the tickets.

References relevant to classification in this group

This subclass/group does not cover:

Devices for generating the winning numbers of a lottery game	G07C 15/00
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Synonyms and Keywords

In patent documents the following expressions/words " playslip", "grid" (EN) and " grille de loto" (FR) " are often used as synonyms.

A63F 3/061

[N: in which the players select their own numbers, e.g. Lotto

Definition statement

This subclass/group covers:

Lottery games in which the bettors can choose their own numbers (from an acceptable pool).

In most lottos, the player fills out a playslip with his/her selected numbers. The playslip is then read on a terminal which records the selected numbers and generates a ticket.

A63F 3/0615

[N: based on sporting events, e.g. football pools]

Definition statement

This subclass/group covers:

Lottery games based on outcome of a sporting event.

References relevant to classification in this group

This subclass/group does not cover:

Methods and systems for presenting pari-mutuel (PMU) betting options and construction wagers	G07F17/32D
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Special rules of classification within this group

Add Indexing Code [A63F 2011/0097](#) if watching television is part of the game.

Synonyms and Keywords

In patent documents the following abbreviation are often used:

PMU	pari mutuel urbain
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In patent documents the following expressions/words "football pool", "Pools", "forecasting/guessing results in competitions/sporting events/matches" (EN), "Toto, Sport Toto (D)" and "loto sportif, jeu de pronostics sportifs (FR)" are often used as synonyms.

A63F 3/062

[N: Bingo games, e.g. Bingo card games]

Definition statement

This subclass/group covers:

Games of chance in which each player has one or more cards (bingo cards or bingo game boards) printed with differently numbered squares on which to place markers when the respective numbers are drawn and announced by a caller. The first player to mark a complete row of numbers (or other winning pattern) is the winner. Examples of design of a bingo card:

1	21	32	57	74
14	36	44	63	81
3	29	47	69	90

B I N G O				
1	29	42	57	70
9	25	43	58	75
13	20	(FREE)	48	61
7	21	36	49	65
12	16	39	59	68

Bingo cards optionally include a free indicia that is considered a match in any pattern including said free indicia.

References relevant to classification in this group

This subclass/group does not cover:

Online bingo games	G07F17/32D
Bingo-like slot machines	G07F17/32D

Synonyms and Keywords

In patent documents the following expressions/words " bingo card game, Bingo, also sometimes called lotto (EN)" and " jeu de loto [le classique "loto des pompiers" avec quines et cartons pleins (FR) " are often used as synonyms.

A63F 3/065

[N: Tickets or accessories for use therewith ([A63F 3/0625](#) takes precedence)]

References relevant to classification in this group

This subclass/group does not cover:

Devices for filling-in or checking	A63F 3/0625
Printing of lottery tickets	B41M 3/005

Informative references

Attention is drawn to the following places, which may be of interest for search:

Marking means, e.g. pencils	A63F 9/0641
Postcards, greeting. menu. business or like cards; letter cards or letter-sheets with peel-away layer hiding information	B42D 15/025

Special rules of classification within this group

Tickets for lotto or bingo games referring to security aspects are allocated also the Indexing Code [A63F 2250/58](#) "antifraud or preventing misuse".

Holograms in lottery tickets: add Indexing Code [A63F 2250/302](#).

A63F 3/0665

[N: having a message becoming legible after rubbing-off a coating or removing an adhesive layer (for educational purposes [G09B](#))]

Informative references

Attention is drawn to the following places, which may be of interest for search:

Educational games having a message becoming legible after rubbing-off a coating or removing an adhesive layer, for educational purposes	G09B
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Synonyms and Keywords

In patent documents the following expressions/words "lottery scratch tickets", "scratch-off tickets/layers ", "removable layer" and "instance lottery games" are often used as synonyms.

A63F 3/0685

[N: having a message becoming legible after a chemical reaction or physical action has taken place, e.g. applying pressure, heat treatment, spraying with a substance, breaking microcapsules (use of microcapsules for duplicating paper [B41M 5/165](#))]

Informative references

Attention is drawn to the following places, which may be of interest for search:

Use of microcapsules for duplicating paper	B41M 5/165
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Special rules of classification within this group

Fluorescence signature in lottery ticket: group [A63F 3/0685](#) and Indexing Code [A63F 2250/423](#).

A63F 3/08

Raffle games that can be played by a fairly large number of people [N: ([A63F 3/0625](#), [A63F 3/065](#) take precedence; lottery apparatus [G07C 15/00](#); lottery gaming stations, online lottery or bingo [G07F17/32D](#))]

Definition statement

This subclass/group covers:

A form of gambling competition playable simultaneously by a large number of people, e.g. remotely playable via radio or Internet, in which people obtain numbered tickets, each ticket having the chance of winning a prize,

References relevant to classification in this group

This subclass/group does not cover:

Devices for filling-in or checking such games	A63F 3/0625
Tickets or accessories for use with such games	A63F 3/065
Lottery apparatus	G07C 15/00
Computer programs and networked systems for playing a raffle game	G07F 17/32

A63F 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](#))

Definition statement

This subclass/group covers:

- Roulette games, that is any game of chance in which a rotating wheel or disc, the roulette wheel, determines the criteria for winning the game.
- Classical roulette games, that is games of chance where the landing position of a ball in pockets distributed around a rotating wheel determines the criteria for winning the game, are classified in [A63F 5/00](#).
- Other roulette-like ball games, e.g. with holes distributed over the entire surface of the roulette wheel, are for [A63F 5/02](#).

- Roulette games without ball are for [A63F 5/04](#).

References relevant to classification in this group

This subclass/group does not cover:

Aspects of games using an electronically generated display having two or more dimensions showing representations related to the game	A63F 13/00
Gaming systems with roulette and data processing, networked roulette gaming devices	G07F 17/32
Coin-operated roulette games	G07F 17/34
Mechanical (and computerized) reel-type gaming machine, Rotating disks slot machine	G07F17/34F

Special rules of classification within this group

Relevant details about the playing surface, the ball launcher, the ball itself, etc., not present in the classification scheme [A63F 5/00](#) have to be classified in the scheme [A63F 7/00](#).

Relevant details about sensors, electronic displays, etc. have to be classified under Indexing Codes [A63F 9/24](#).

The groups [A63F 5/0011](#) to [A63F 5/0094](#) can be used in combination with any type of roulette games, that is also in combination with [A63F 5/02](#) and [A63F 5/04](#).

The devices for launching the ball of a roulette game are classified both under [A63F 7/24](#) and in [A63F 5/00](#).

The ball return mechanisms for roulette game are classified both in group [A63F 5/00](#) and Indexing Code [A63F 2007/345](#).

The devices using air jets for propelling the ball are classified both in [A63F 2009/0087](#) and [A63F 5/00](#).

A63F 5/0005

[N: Automatic roulette]

Definition statement

This subclass/group covers:

Roulette wheels in which the ball is automatically put in play.

Example of automatic roulette wheel:

An automatic roulette wheel in which at the end of a turn the wheel is accelerated and the ball is ejected from the pocket under centrifugal force and moves to the top of the ball track.

A63F 5/007

[N: Details about the compartments or sectors, e.g. sectors having different sizes]

Synonyms and Keywords

In patent documents the following expressions/words "Compartment", "(landing) sector", "pocket" and "canoe" are often used as synonyms.

A63F 5/0088

[N: with a plurality of balls used during one game]

References relevant to classification in this group

This subclass/group does not cover:

Lottery apparatus with balls	G07C 15/001
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A63F 5/04

Disc roulettes; Dial roulettes; Teetotums; Dice-tops

Definition statement

This subclass/group covers:

Roulette games without ball.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Dices	A63F 9/04
Spinning top games used as random generator	A63F 9/16 , A63F 2009/165

Tops	A63H 1/00
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Synonyms and Keywords

In patent documents the following expressions/words "carousel wheel", "spinning wheel", "dial (EN)" and "Wählscheibe (D)" are often used as synonyms.

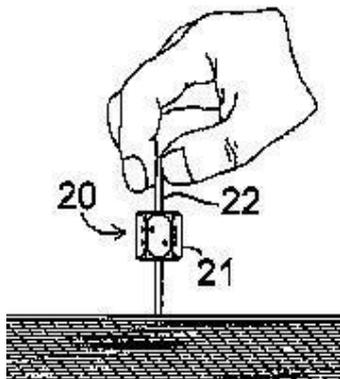
A63F 5/041

[N: Teetotums; Dice-tops]

Definition statement

This subclass/group covers:

- Any spinning top used as a die.
- A dice-top or teetotum has generally a polygonal body marked with letters or numbers, which indicate the result of each spin.



Informative references

Attention is drawn to the following places, which may be of interest for search:

Dice	A63F 9/04
Tops involved in a game, usually combined with a rolling board or involving a plurality of tops (spinning-top games)	A63F 9/16
Tops as such	A63H 1/00

Special rules of classification within this group

The number of faces of the dice-top, when relevant, should be classified under Indexing Codes [A63F 9/0415](#).

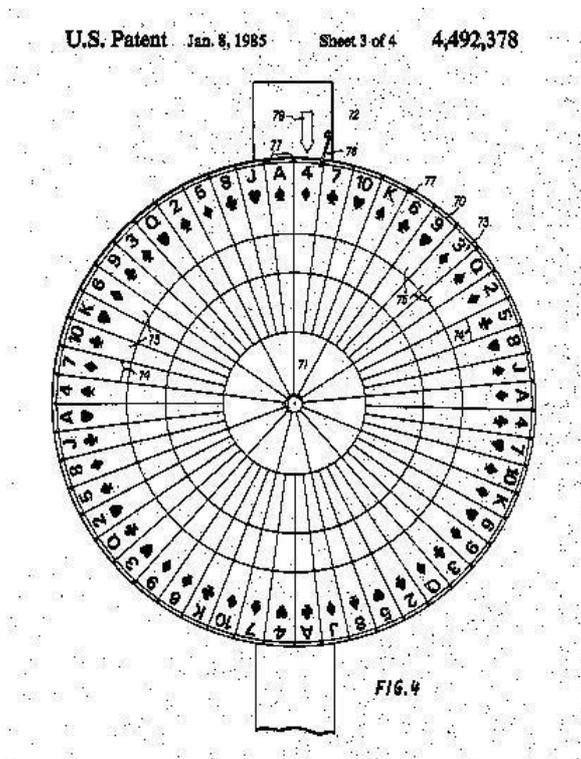
A63F 5/045

[N: using a rotating wheel and a fixed indicator, e.g. fortune wheels]

Definition statement

This subclass/group covers:

Fortune wheel, to be understood as using a rotating wheel with a fixed indicator (with optionally a friction stop).



In a spinner ([A63F 11/0011](#), Indexing Code [A63F 2011/0016](#)) a pointer rotates, possibly relatively to a fixed disc, whereas in a fortune wheel ([A63F 5/045](#)) a disc rotates relatively to a fixed pointer.

Synonyms and Keywords

In patent documents the following expressions/words " Fortune wheel", "wheel of chance", "wheel of Fortune (EN)", "roue de la fortune(FR)" and " Glücksrad (DE)" are often used as synonyms.

A63F 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](#))

Definition statement

This subclass/group covers:

Any game in which the main purpose is to roll or move small playing bodies, e.g. balls, marbles, discs or blocks, with some skill on a playing surface or rolling board.

Examples: Pinball games, marble games, tabletop football, rolling board games (ex.: US2009084863).

Relationship between large subject matter areas

In some cases the borderline between these games ([A63F 7/00](#)) and some sport games ([A63B](#)) with balls is blurred. The games of this group do not aim, contrary to the sport games, to do physical activity.

Ball games in which players use a racket or wherein the ball bounces (like in table tennis games) are usually classified with the sport games ([A63B](#)).

References relevant to classification in this group

This subclass/group does not cover:

Sport games, e.g. table tennis	A63B
Miniature bowling games	A63D 3/00
Bagatelle or similar games	A63D 13/00
Billiards, pocket billiards	A63D 15/00

Informative references

Attention is drawn to the following places, which may be of interest for search:

Board games, raffle games	A63F 3/00
Roulette games	A63F 5/00

Dice games	A63F 9/04
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Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Bagatelle	a modification of billiards played from one side in which the players' object is to strike the balls so that they, and perhaps other balls, shall fall into numbered holes or pockets that determine the score. Usually the bagatelle table has a rounded far end and a channel (essential) on the right hand side along which the balls are propelled and directed toward the pockets. The bagatelle requires the players standing at the square end of the table hitting the balls with a cue towards the holes at the other end.
Children's bagatelle	consist of marbles or balls that are shot onto a board which features areas fenced in by nails hammered into its surface. Each container scores different points depending upon the likelihood of a ball finishing in it (it is normally smaller than a bagatelle, table size).

A63F 7/0005

[N: 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 (miniature bowling-alleys [A63D 3/00](#); goalposts per se [A63F 7/305](#))]

References relevant to classification in this group

This subclass/group does not cover:

Miniature bowling-alleys	A63D 3/00
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Goalposts per se	A63F 7/305
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A63F 7/02

using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games [N: (bagatelle or similar games [A63D 13/00](#))]

Relationship between large subject matter areas

Distinguish between:

- pinball games ([A63F 7/025](#)), where a ball usually propelled by flippers, travels on an inclined board;
- pachinko games ([A63F 7/022](#)), with a vertical board; and
- bagatelle ([A63D 13/00](#)), which is a modification of billiards played from one side in which the players' object is to strike the balls so that they, and perhaps other balls, shall fall into numbered holes or pockets that determine the score. Usually the bagatelle table has a rounded far end and a channel (essential) on the right hand side along which the balls are propelled and directed toward the pockets. The bagatelle requires the players standing at the square end of the table hitting the balls with a cue towards the holes at the other end.

Children's bagatelle (also included in [A63D 13/00](#)) consist of marbles or balls that are shot onto a board which features areas fenced in by nails hammered into its surface. Each container scores different points depending upon the likelihood of a ball finishing in it (it is normally smaller than a bagatelle, table size).

References relevant to classification in this group

This subclass/group does not cover:

Bagatelle or similar games	A63D 13/00
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A63F 7/022

[N: Pachinko]

Definition statement

This subclass/group covers:
Pachinko or vertical pinball games.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Standard pachinko games (i.e. vertical pinball machines) (FTerm)	2C088/AA01
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A63F 7/38

Playing surfaces movable during play [N:, i.e. games played on a non-stationary surface, e.g. the ball intended to be in permanent motion (balls to be shaken or rolled in small boxes [A63F 7/04](#); eccentric weights put into orbital motion by nutating movement of the user [A63B21/06B2](#))]

Definition statement

This subclass/group covers:
Games played on a non-stationary surface, e.g. the ball intended to be in permanent motion, playing surfaces held by the user, mechanisms for rocking rolling boards during play.

References relevant to classification in this group

This subclass/group does not cover:

Eccentric weights put into orbital motion by nutating movement of the user	A63B 21/0608
Balls to be shaken or rolled in small boxes	A63F 7/04
Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box	A63F 7/044

A63F 7/40

Balls or other moving playing bodies, e.g. pinballs or discs [N:

used instead of balls]

Definition statement

This subclass/group covers:

Balls or other moving playing bodies, e.g. pinballs, sliding discs, for use therefor.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Balls for sport games	A63B 37/00-A63B 45/00 , A63B 65/06
Balls for lottery apparatus	A63F 2009/0466
Spherical dices	A63F 2009/0466

A63F 9/00

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](#);[N: miscellaneous sporting games [A63B 67/00](#)])****

Definition statement

This subclass/group covers:

- Miscellaneous games not otherwise provided for;
- Accessories of general use for games covered in this subclass.

References relevant to classification in this group

This subclass/group does not cover:

Miscellaneous sporting games	A63B 67/00
Aspects of games using an electronically generated display having two or more dimensions showing representations related to the game	A63F 13/00
Casino gaming machines	G07F 17/32

Card games	A63F 1/00
Board games; Raffle games	A63F 3/00
Roulette games	A63F 5/00
Indoor games using small moving playing bodies	A63F 7/00

A63F 9/001

[N: Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game]

Definition statement

This subclass/group covers:

Any game when the inventive idea consists in the combination or use of games or toys with another object which is usually not a game or a toy.

Special rules of classification within this group

The game or toy involved should be also classified in the corresponding group if available.

Examples: a beverage container system for playing a card game (US2003116914) is classified in [A63F 9/001](#), Indexing Code [A63F 2009/0012](#) [A63F 1/02](#).

A63F 9/0078

[N: Labyrinth games ([A63F 3/00097](#), [A63F 7/04](#) take precedence)]

References relevant to classification in this group

This subclass/group does not cover:

Board games with labyrinth(s)	A63F 3/00097
Indoor games using balls to be shaken or rolled in small boxes, e.g. comprising labyrinths	A63F 7/04
Indoor games using balls to be shaken or rolled in small boxes,	A63F 7/041

comprising 2D-labyrinths	
Indoor games using balls to be shaken or rolled in small boxes, comprising 3D-labyrinths	A63F 7/042

A63F 9/0093

[N: Punchboards]

Definition statement

This subclass/group covers:

Boards or cards with holes containing concealed slips, disks or the like, to be punched out, used in various games: the slips or disks can bear numbers, names, prize designations, or the like.

References relevant to classification in this group

This subclass/group does not cover:

Devices for checking lottery games with checking-cards with rupturable portions	A63F 3/063
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Hammers	A63F 2011/0032
Score counters using pegs insertable into sockets	A63F 2011/0055
Pin and socket connection between game board and playing piece	A63F 2003/00583

Synonyms and Keywords

In patent documents the following expressions/words "cribbage board (EN)" and "planche de cribbage (FR)" are often used as synonyms.

A63F 9/0096

[N: Reaction time games (testing reaction time [A61B 5/162](#); reaction time training [A63B 69/0053](#); time registering, indicating or recording in connection with sports or games [G07C 1/22](#))

Informative references

Attention is drawn to the following places, which may be of interest for search:

Testing reaction time	A61B 5/162
Apparatus generating random stimulus signals for reaction-time training involving a substantial physical effort	A63B 69/0053
Time registering, indicating or recording in connection with sports or games	G07C 1/22

A63F 9/0098

[N: Word or number games ([A63F 3/0415](#), [A63F 3/0421](#), [A63F 3/0423](#) take precedence)]

References relevant to classification in this group

This subclass/group does not cover:

Number games as board games	A63F 3/0415
Electric word or number games as board games	A63F 3/0421
Word games as board games, e.g. scrabble(R)	A63F 3/0423

A63F 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 3/2616](#); targets, target ranges, bullet catchers [F41J](#), photo-electric hit-detector systems [F41J 5/02](#))

Definition statement

This subclass/group covers:

Any skill game involving propelling or causing to fall a projectile through the air at a target.

Relationship between large subject matter areas

In some cases the borderline between these games ([A63F 9/02](#)), some sport games ([A63B](#)) and some weapon-aiming games (F41) is blurred. The games of this subgroup:

- do not have the purpose of doing a physical activity, contrary to the sport games;
- do not have the purpose of training a weapon, like gun-aiming games.
- In general:
- Games in which players throw a projectile by means of his hands, feet or a racket, and therefore involving a physical activity are usually classified with the sport games ([A63B](#)).
- Games in which players throw a projectile by means of a gun or other weapon are generally classified under F41.
- Games with integrated devices, e.g. with a spring -loaded launching device connected to a structure, are generally for [A63F 9/02](#).

References relevant to classification in this group

This subclass/group does not cover:

Throwing-implements for sports or recreational use	A63B 65/00
Ring or tossing games, e.g. hooptoss games, aunt sally	A63B 67/06
Throwing or projecting toys per se	A63H 33/18
Gun simulators	F41A 33/00
Light- or radiation-emitting guns	F41A 33/02

Water pistols	F41B 9/00
Practice apparatus for gun-aiming	F41G 3/26
Practice apparatus for gun-aiming using a light-emitting device	F41G 3/2616
Targets, target ranges, bullet catchers	F41J
Photo-electric hit-detector systems	F41J 5/02

Informative references

Attention is drawn to the following places, which may be of interest for search:

Amusement arrangements, e.g. shooting stands	A63G 31/00
Devices allowing competition between several persons, not otherwise provided for	A63G 33/00
Blowguns	F41B 1/00
Darts as munitions	F42B 6/003
Games with water being squirted	A63F 2250/0428

A63F 9/0204

[N: Targets therefor (for ball games [A63B 63/00](#))]

References relevant to classification in this group

This subclass/group does not cover:

Target for ball games, e.g. pétanque	A63B 63/00
Targets, target ranges, bullet catchers	F41J

A63F 9/0252

[N: Shooting devices therefor]

Informative references

Attention is drawn to the following places, which may be of interest for search:

Blowguns	F41B 1/00
Catapults	F41B 3/02

A63F 9/04

Dice (dice-tops [A63F 5/04](#)[N:D]); Dice-boxes; Mechanical dice-throwing devices [N: (casino or betting games played on boards [A63F 3/00157](#))]

Definition statement

This subclass/group covers:

- Dice (singular: dice or die), i.e. any small throwable object with multiple resting positions, used for generating random numbers or symbols;
- Dice games, i.e. games that use or incorporate a die as their sole or central component, usually as a random device; and
- Accessories for use therewith, e.g. dice-boxes; mechanical dice-throwing devices, rolling boards for dice.
- Dice as such (the object itself) are found in [A63F 9/0415](#) ("Details of dice").

References relevant to classification in this group

This subclass/group does not cover:

Casino or betting games played on boards	A63F3/00W
Dice-tops or teetotums	A63F 5/04 , A63F 5/041

Informative references

Attention is drawn to the following places, which may be of interest for search:

Games using balls to be shaken or rolled in small boxes, used for	A63F 7/048
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generating random numbers	
Lottery apparatus	G07C 15/00
Electronically generating random numbers	G07C 15/006

Special rules of classification within this group

Craps games, i.e. dice games involving betting, are placed in group [A63F 3/00157](#) and the Indexing Code [A63F 9/04](#).

A63F 9/0402

[N: Rolling boards]

Definition statement

This subclass/group covers:
Rolling boards for rolling dice thereon.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Rolling boards for movable playing bodies, e.g. balls	A63F 7/36
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Special rules of classification within this group

Details of rolling boards for dice can be classified under Indexing Codes [A63F 7/36](#)-[A63F 2007/3666](#).

A63F 9/0468

[N: Electronic dice; Electronic dice simulators]

Definition statement

This subclass/group covers:
Physical dice in which the random numbers are electronically generated.

References relevant to classification in this group

This subclass/group does not cover:

Electronic dies	G07C 15/008
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Special rules of classification within this group

Usefull electronic details, e.g. emitters, sensors, classified under the Indexing Codes [A63F 9/24](#).

A63F 9/0641

[N: using a marker or means for drawing, e.g. pen, pencil, chalk]

References relevant to classification in this group

This subclass/group does not cover:

Markers for filling-in lottery tickets	A63F 3/0625
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A63F 9/08

Puzzles provided with elements movable in relation, [N: i.e. movably connected], to each other

Definition statement

This subclass/group covers:

Puzzles provided with elements movable in relation, i.e. movably connected, to each other.

Examples: sliding puzzles, Rubik's cubes.

Relationship between large subject matter areas

When the possible movement of the elements movable in relation occurs on a two-dimensional surface only, then classify in [A63F 9/0803](#).

When the movement occurs three-dimensionally, then classify [A63F 9/0826](#).

Informative references

Attention is drawn to the following places, which may be of interest for search:

2D-jigsaw puzzles	A63F 9/10
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3D-jigsaw puzzles	A63F 9/12
Crossword puzzles	A63F 2003/0428

Synonyms and Keywords

In patent documents the following expressions/words " Brain twister", "brain-teaser", "logical puzzle (EN)", "Geduldspiel", "Denkspiel (DE)" and "casse-tête (FR)" are often used as synonyms.

A63F 9/0803

[N: Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged]

Special rules of classification within this group

The 2D sliding puzzles or "slide puzzles" (with sliding elements on a plan, requiring vacant position or gap migration) are in [A63F 9/0807](#).

A63F 9/0807

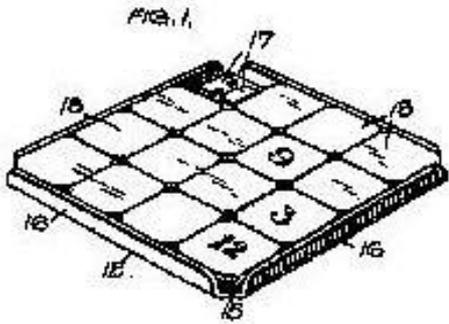
[N: requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles]

Definition statement

This subclass/group covers:

Typically, a series of generally rectangular tiles confined closely packed, side by side in coplanar relation as a generally two dimensional or planar array by a housing frame which also provides a vacant tile admitting or parking space so as to permit sequential lateral coplanar movement of selected individual tiles within the frame in and out of the parking space to change the array, typically to reorder indicia forming a sequence of numbers or letters marked on the exposed surface of the tiles or to change a pattern or picture depicted by the tiles.

Example: 2D-sliding (tile) puzzles/shift(able) block puzzles: GB435660:



Synonyms and Keywords

In patent documents the following expressions/words " Sliding tile puzzle", "slide puzzle", "sliding puzzle", "sliding block puzzle", "shifting block puzzle (EN)", " Schiebenspiel (DE)"and" taquin (FR)" are often used as synonyms.

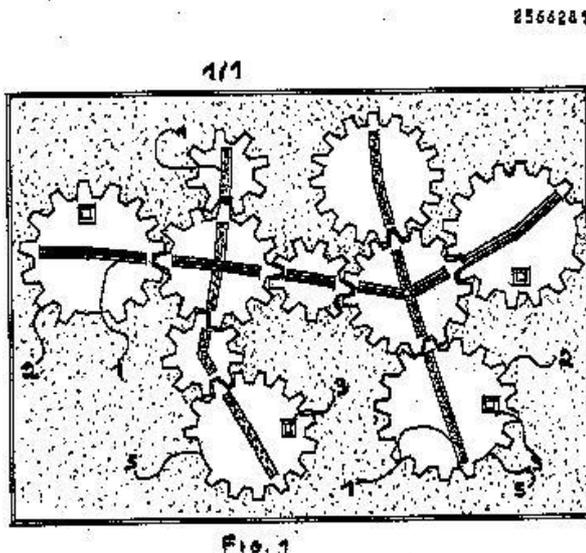
A63F 9/0819

[N: with rotatable non-concentric discs, e.g. gear games]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (FR2566281):



Synonyms and Keywords

In patent documents the following expressions/words " gear game", "game with gears (EN)", and "jeu à engrenages (FR)" are often used as synonyms.

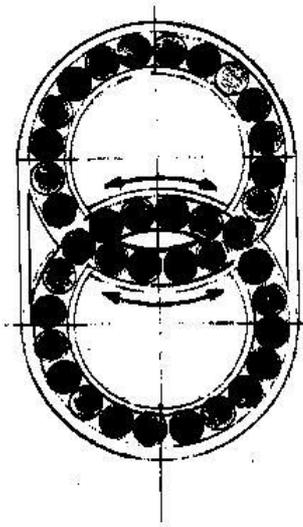
A63F 9/0823

[N: having overlapping circles with interchangeable elements]

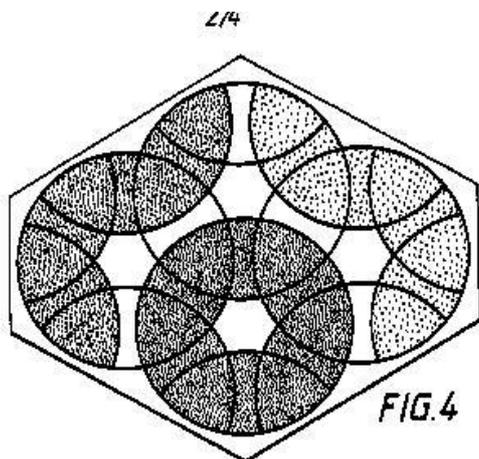
Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (DE9000743U):



GB2229642:



Synonyms and Keywords

In patent documents the following expressions/words "mosaic puzzle" and "shunting puzzle" are often used as synonyms.

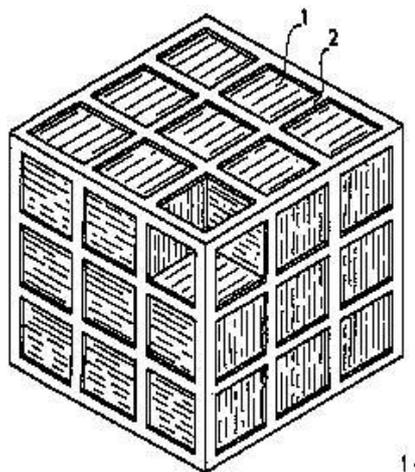
A63F 9/083

[N: with vacant positions or gap migration]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group, (3D-sliding puzzles WO9604971):



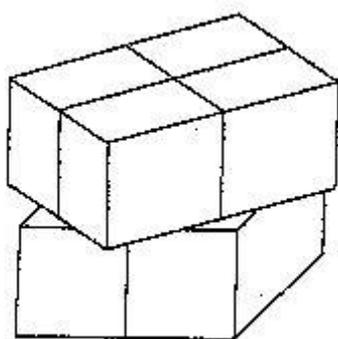
A63F 9/0834

[N: comprising only two layers, e.g. with eight elements]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (FR2593075):



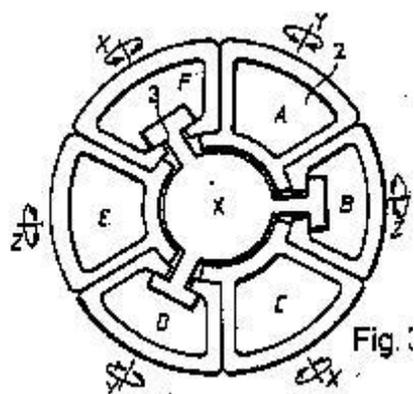
A63F 9/0838

[N: 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]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (GB2087245):



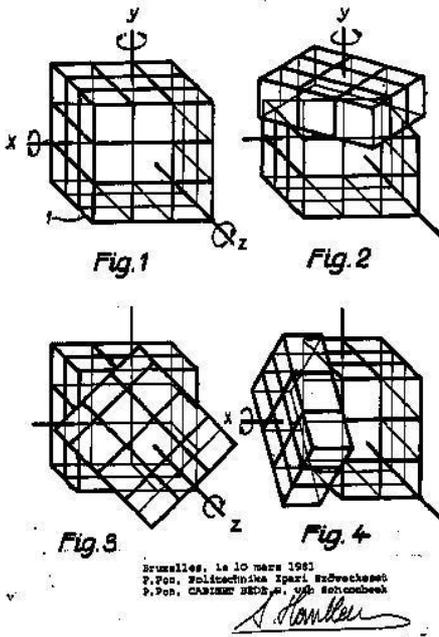
A63F 9/0842

[N: 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]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (Rubik's cube BE887875):



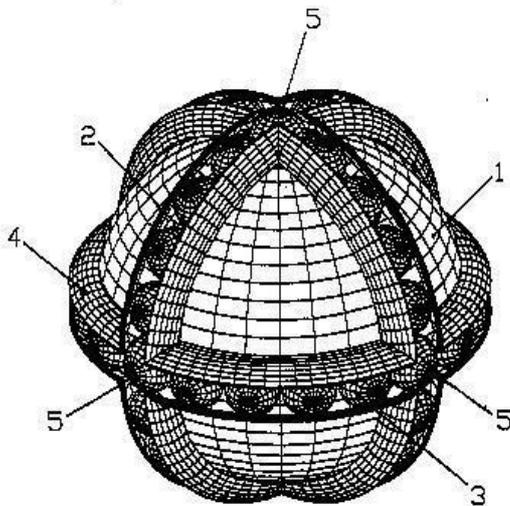
A63F 9/0857

[N: with elements slidably connected to a central body, e.g. beads in grooves]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (DE29811543U):



A63F 9/0861

[N: with elements slidably connected to neighbouring elements, e.g. with hollow interior]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (EP1584357A1):

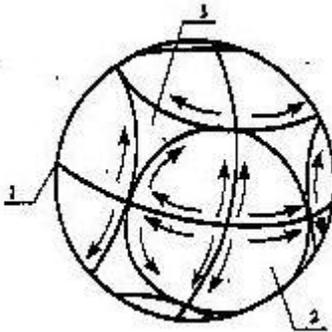
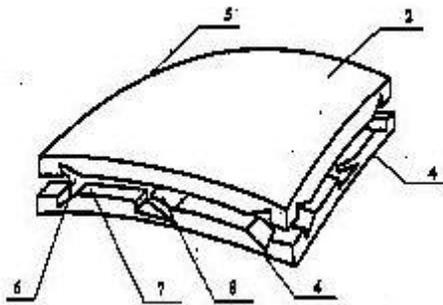


Figure 1



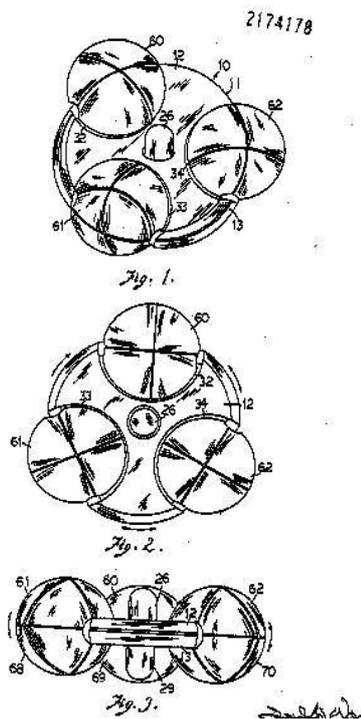
A63F 9/0865

[N: 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]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (CA2174178):



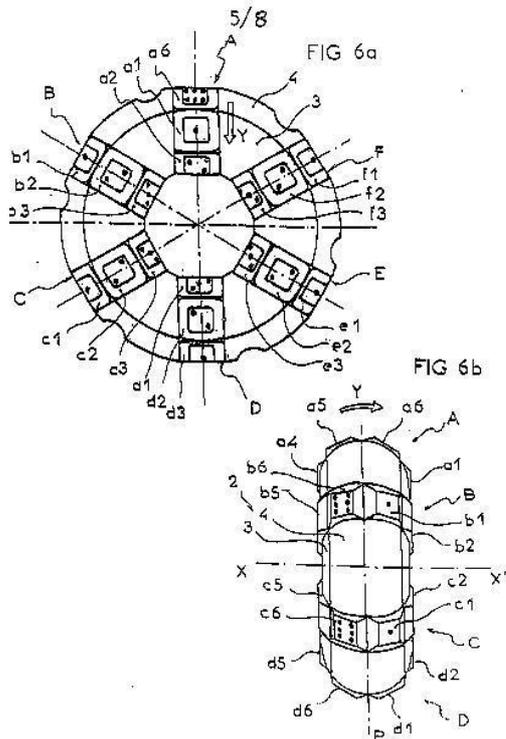
A63F 9/0869

[N: with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (WO9515799):



A63F 9/0873

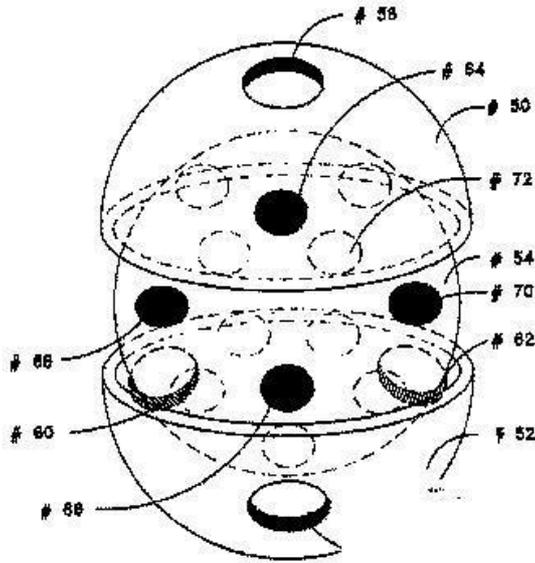
[N: a sphere rotatable with respect to an inner sphere]

Definition statement

This subclass/group covers:

Three-dimensional puzzles comprising a sphere inside another sphere, the spheres being rotatable with respect to each other. The spheres can be incomplete, e.g. with holes.

For example US2002105139



A63F 9/0876

[N: Bent wire or cord puzzles]

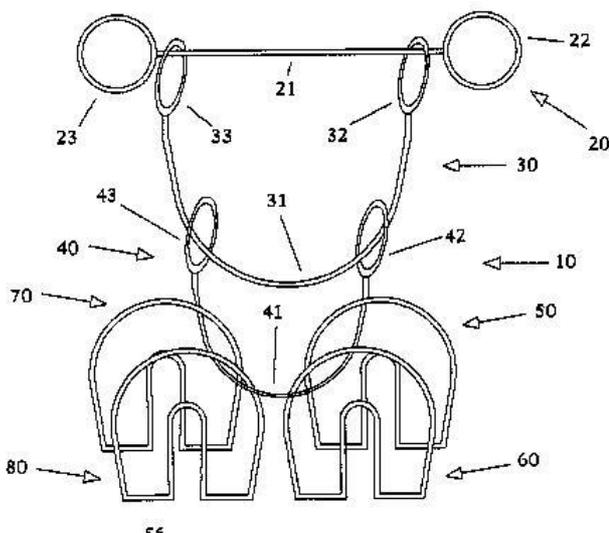
Definition statement

This subclass/group covers:

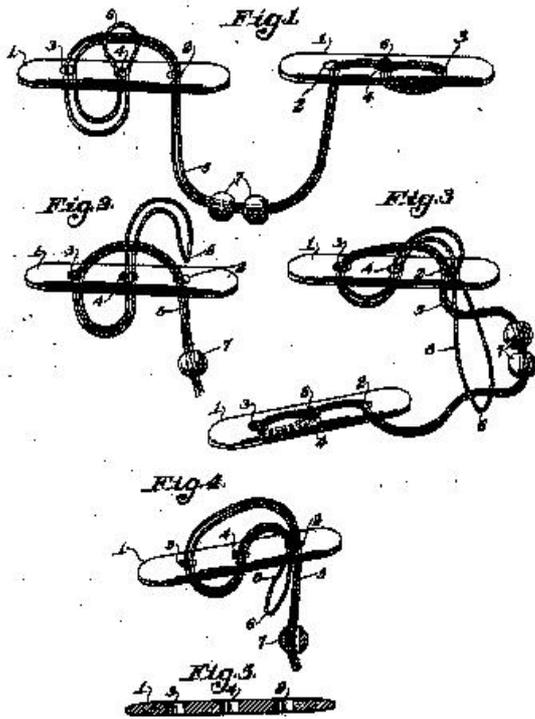
Puzzles with bent wire or cord as primary element.

Example of bent wire puzzle:

U.S. Patent Mar. 10, 1998 Sheet 1 of 2 5,725,214



Example of cord puzzle: GB232557



Synonyms and Keywords

In patent documents the following expressions/words "puzzle ring" and "wire puzzle" are often used as synonyms.

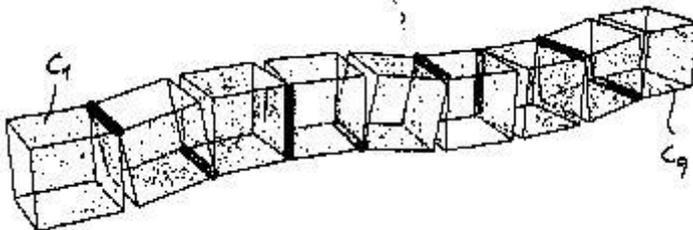
A63F 9/088

[N: Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic]

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (EP2138209):



A63F 9/10

Two-dimensional jig-saw puzzles

Definition statement

This subclass/group covers:

Puzzles consisting of pieces that are to be fitted together to form a two-dimensional object, e.g. a picture.

References relevant to classification in this group

This subclass/group does not cover:

Foldable 2D-pieces for jigsaw puzzles	A63F 2009/1244
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Special rules of classification within this group

If the pieces are movably connected to each other, the main configuration remaining unchanged, e.g. sliding puzzles, then: [A63F 9/08](#).

The pieces of puzzles classified under [A63F 9/08](#) are generally permanently connected to each other while playing, whereas the pieces of jigsaw puzzles are generally detached for one another when starting the game.

3D-puzzles, e.g. spherical puzzles, made from non-planar 2D-puzzle elements are classified in [A63F 9/12](#) and [A63F 2009/124](#) when the final configuration is a sphere).

Shapes of jigsaw playing pieces can be classified under the Indexing Codes [A63F 9/0669](#).

A63F 9/1044

[N: Display boards therefor]

Definition statement

This subclass/group covers:

Display boards as underlying support for putting the jigsaw puzzle playing pieces thereon or therein, while playing the jigsaw puzzle game, and/or for displaying the solution.

Also therein: box for 2D jigsaw puzzles.

Special rules of classification within this group

Display on a pedestal or stand: add Indexing Code [A63F 2009/0035](#).

With provisions for hanging on a wall: add Indexing Code [A63F 2009/0032](#).

A63F 9/12

Three-dimensional jig-saw puzzles

Definition statement

This subclass/group covers:

Puzzles consisting of pieces that are to be fitted together to form a three-dimensional object.

References relevant to classification in this group

This subclass/group does not cover:

Puzzles with parts generally permanently connected to each other while playing	A63F 9/08
Pieces being movably connected to each other, the main configuration remaining unchanged, e.g. rubik's cube	A63F 9/088
Jigsaw puzzles with generally detached parts for one another when starting the game or 3D-puzzles, e.g. spherical puzzles, made from non-planar 2D-puzzle elements	A63F 9/12

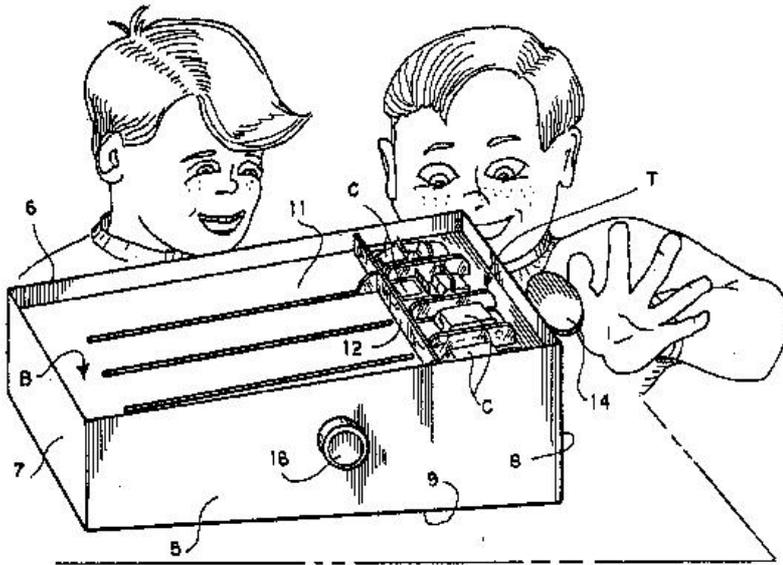
A63F 9/14

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

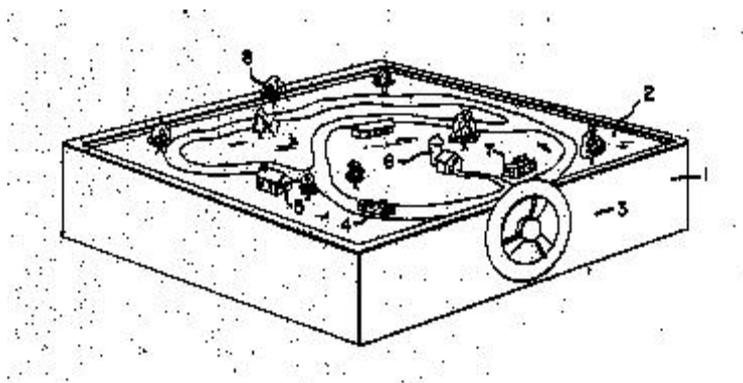
Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (Racing game US5152528):



Obstacle game US4208833:



References relevant to classification in this group

This subclass/group does not cover:

Board games simulating racing games, traffic games, or obstacle games, usually using dice	A63F 3/00082
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Figure toys with single- or multiple-axle undercarriages, by which the figures perform a realistic running motion when the toy is moving over the floor	A63H 11/10
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Toy vehicles	A63H 17/00
Track ways for toys	A63H 18/00
Simulators for teaching control of land vehicles, a model being viewed and manoeuvred from a remote point	G09B 9/048

A63F 9/143

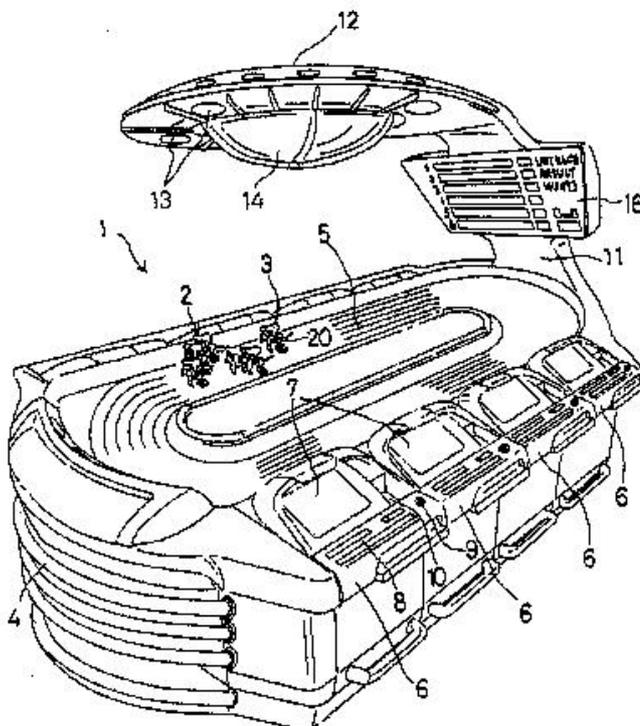
[N: electric]

Definition statement

This subclass/group covers:

Racing games, traffic games, and obstacle games characterised by figures moved by action of the player and comprising electric features, e.g. with electromotors for moving the figures.

For example, electric racing game machine WO2008120723:



References relevant to classification in this group

This subclass/group does not cover:

Racing games simulated on a video	A63F 13/00	49
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display	
Computerized racing game machines	G07F17/32D

Informative references

Attention is drawn to the following places, which may be of interest for search:

Remote-control arrangements for toy vehicles	A63H 30/00 - A63H 30/04
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A63F 9/16

Spinning-top games

Definition statement

This subclass/group covers:

Tops involved in a game, games with tops (usually combined with a rolling board or involving a plurality of tops).

References relevant to classification in this group

This subclass/group does not cover:

Dice-tops	A63F 5/041
Tops as such	A63H 1/00

A63F 9/18

Question-and-answer games

Informative references

Attention is drawn to the following places, which may be of interest for search:

Electrically-operated teaching apparatus or devices working with questions and answers.	G09B 7/00
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A63F 9/183

[N: electric]

Informative references

Attention is drawn to the following places, which may be of interest for search:

Voting apparatus	G07C 13/00
Electrically-operated teaching apparatus or devices working with questions and answers	G09B 7/00
Watching television being part of the game	A63F 2011/0097
Used for radio or TV, e.g. television shows, used in front of an audience	A63F 2250/64

Special rules of classification within this group

TV quizz shows: add Indexing Code [A63F 2250/64](#).

A63F 9/24

[N: Electric games;] Games using electronic circuits not otherwise provided for [N: (video games [A63F 13/00](#), computers for game playing per se [G06F19/00B](#), computerized gaming systems [G07F 17/32](#))]

References relevant to classification in this group

This subclass/group does not cover:

Electric board games	A63F 3/00643
Electric indoor games using small moving playing bodies	A63F 7/0058
Electric game simulating a sport game	A63F 7/0664
Electronic dice simulator	A63F 9/0468
Electric question-and-answer games	A63F 9/183

Video games	A63F 13/00
Computerized gaming machines and systems	G07F 17/32
Card games adapted for being played on a screen	A63F 2001/008
Electric features for jigsaw puzzles	A63F 2009/1061

Card games	A63F 1/00
Board games; Raffle games	A63F 3/00
Roulette games	A63F 5/00
Indoor games using small moving playing bodies	A63F 7/00
Games not otherwise provided for	A63F 9/00-A63F 9/20

Informative references

Attention is drawn to the following places, which may be of interest for search:

Attention is drawn to the following places which may be of interest for search:

Computers for game playing per se	G06F19/00B
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A63F 9/30

Capturing games for grabbing or trapping objects, e.g. fishing games

References relevant to classification in this group

This subclass/group does not cover:

Cup and ball	A63B 67/205 , A63B 67/10
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Crane game machines (ex. US5855374, DE3526438)	G07F17/32B
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Special rules of classification within this group

Crane game machines (ex. US5855374, DE3526438) are classified in both [A63F 9/30](#) and **G07F17/32B**.

A63F 11/00

Game accessories of general use [N: e.g. score counters, boxes]

Definition statement

This subclass/group covers:

Game accessories of general use, e.g. bags for tokens, spinners, score counters, boxes.

References relevant to classification in this group

This subclass/group does not cover:

Tokens	A44C 21/00
Accessories for card games	A63F 1/06-A63F 1/18
Accessories for video games, e.g. joysticks	A63F 13/00
Accessories for lottery tickets	A63F 3/065 , A63F 3/068
Accessories of general use for games covered in main group	A63F 9/00
Dice	A63F 9/04
Markers or means for drawing	A63F 9/0641
Accessories for board games	A63F 3/00895

Accessories for indoor games using small moving playing bodies	A63F 7/22
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Special rules of classification within this group

Game accessories specially adapted for a particular type of game are classified in one of the groups [A63F 1/00](#) to [A63F 9/00](#) covering the particular game.

Game accessories for specific games, when notable as such: give classification group to the specific game and classification to the accessory.

Game accessories for specific games, when notable only in combination with the specific game: give classification to the specific game and Indexing Code to the accessory.

A63F 11/0011

[N: Chance selectors ([A63F 7/048](#), [A63F 9/04](#) take precedence)]

Definition statement

This subclass/group covers:

Chance selecting devices for games, e.g. spinners.

References relevant to classification in this group

This subclass/group does not cover:

Dice-tops	A63F 5/041
Small boxes wherein balls are shaken or rolled for generating random numbers	A63F 7/048
Dice	A63F 9/04
Spinning-top games as random generators	A63F 2009/165

Informative references

Attention is drawn to the following places, which may be of interest for search:

Random number generators	G07C 15/00
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A63F 11/0051

[N: Indicators of values, e.g. score counters]

Definition statement

This subclass/group covers:

Intruments, devices or parts of playing devices for calculating or indicating values, e.g. scores or coefficients.

References relevant to classification in this group

This subclass/group does not cover:

Score counters for card games	A63F 1/18
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Displays for showing the score of a ball game, indicating arrangements e.g. for sports	G09F 11/00
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A63F 13/00

Aspects of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game (electric circuitry, see the relevant subclasses therefor)

Definition statement

This subclass/group covers:

Structural or hardware-related aspects of video games:

- Accessories, optional for the execution of the game;
- Constructional details of game devices;
- Input devices specially adapted for playing video games;

- Output devices specially adapted for playing video games.

Details specific to network games:

- Characteristics of the network topology when used in multi-player network games;
- Details of servers especially adapted for providing network games.

Software aspects of video games, played locally or in a network:

- The mapping of input signals into game commands;
- The animation of the virtual camera in a video game;
- Indicators added to the game scene;
- Time aspects of video games;
- Simulation of game objects or characters;
- The generation or alteration of the game content;
- Game management;
- Additional services to game players.

Relationship between large subject matter areas

- [A63F 13/00](#)(video games) distinguishes itself from games providing a financial reward, played with electronic means, e.g. online poker, wagering, betting, which are found in [G07F 17/32](#), from traditional games, such as card, board, dice games, puzzles, which are found in main groups [A63F 1/00](#) to [A63F 11/00](#) as well as from "traditional" games played with electronic means, found in [A63F 9/24](#).
- [A63F 13/00](#) distinguishes itself from toys, which are found in [A63H](#)
- [A63F 13/00](#) features input devices specially adapted to video games. The corresponding function place for generic computer input devices is [G06F 3/01-G06F 3/03](#)
- [A63F 13/00](#) is an application place for computer graphics. Animation and 3D graphics in general are found in [G06T 13/00-G06T 19/00](#)
- [A63F 13/00](#) is an application place for telecommunication, in particular with respect to multi-player network games. Data network services are found in [H04L 29/06](#).

References relevant to classification in this group

This subclass/group does not cover:

Card games	A63F 1/00
Board games, bingo games	A63F 3/00
Electric board game	A63F 3/00643
Electric bingo games	A63F 3/0645
Roulette, pinball, pachinko	A63F 7/00
Electric pinball games	A63F 7/027
Dice simulators	A63F 9/0468
Puzzles	A63F 9/06
Electric racing games	A63F 9/143
Question and answers games	A63F 9/18
Electric Q&A games	A63F 9/183
Dice games	A63F 9/24
Dolls	A63H 1/00
Robots	A63H 11/00
Remote-controlled cars	A63H 30/00
Computer input devices	G06F 3/01
Pointing devices	G06F3/33
Kinematics animation	G06T 13/20
Simulation of liquids	G06T 13/60
2D animation	G06T 13/80
GPU, hardware for rendering	G06T 15/005
Shading	G06T15/50S

Shadowing	G06T 15/60
Particles systems	G06T15/70
NURBS patches	G06T 17/30
Networked gaming stations	G07F17/32D
Slot/fruit machines	G07F 17/34
Protocols for games	H04L 29/06034
Data network security	H04L 29/06551

Informative references

Attention is drawn to the following places, which may be of interest for search:

Apparatus for physical training	A63B
Constructional details of portable computers	G06F 1/1626
Artificial life	G06N 3/004
Speech recognition	G10L
Electroponic musical instruments	G10H
Face recognition	G06K 9/00221
Gesture recognition	G06K 9/00335
Simulators for teaching control of vehicles or other craft	G09B 9/02
Wireless local area networks	H04L12/28W
Peer-to-peer networking	H04L 29/08306
Cordless telephones with means to support a game	H04M 1/72544
Microphones	H04R

Ad-hoc wireless networks	H04W 84/18
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Special rules of classification within this group

[A63F 13/00](#) features a small number of subdivisions but has an associated very detailed Indexing Code scheme: [A63F 2300/00](#)

Allocation of classification symbols:

- A document containing invention information relating to video games will be given an [A63F 13/00](#) group.
- A document containing additional information relating to video games (in particular, if the document discloses a detailed video game embodiment) will be given an [A63F 13/00](#) group.
- A document merely mentioning video game will not be classified, but it may receive an Indexing Code if the disclosure is considered relevant.
- Allocation of Indexing Code symbols in combination with classification:
- When assigning [A63F 13/00](#), [A63F 13/005](#), [A63F 13/04](#), [A63F 13/06](#), [A63F 13/10](#), [A63F 13/12](#) as group, giving an Indexing Code is mandatory.
- When assigning [A63F 13/02](#) or [A63F 13/08](#) as group, giving an Indexing Code is optional.
- The Indexing Codes 1-dot entries (e.g. [A63F 2300/00](#), [A63F 2300/10](#), [A63F 2300/20](#)...) are not assigned.

The previous rules do admit exceptions, but in very few cases. For instance, any recording medium classified in [A63F 13/02](#), e.g. memory cards, should be assigned a [A63F 2300/206](#) Indexing Code.

Combined use of Indexing Code symbols:

- When assigning [A63F 2300/1062](#) (game-specific input), a [A63F 2300/80](#) should also be given if possible (e.g. [A63F 2300/8017](#) for a driving wheel).
- When assigning [A63F 2300/6045](#) (input mapping), a [A63F 2300/10](#) (or subgroups) is to be given if possible (e.g. [A63F 2300/1075](#) for mapping the coordinates of a touch screen).
- When [A63F 2300/6081](#) (output sound processing) is given for some technical information, [A63F 2300/302](#) (output control) should not be assigned for the same technical information.

- When [A63F 2300/6607](#) (character motion) is given for some technical information, [A63F 2300/64](#) (physics simulation) should not be assigned for the same technical information.
- When [A63F 2300/695](#) (importing photos) is given for some technical information, [A63F 2300/1087](#) (camera) should not be assigned for the same technical information.

Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Arcade game	coin-operated entertainment machine placed in a public venue.
Directional pad	set of neighboring switches mounted on a game controller, usually thumb-operated, for indicating one direction, e.g. four-way digital cross.
First person/third person	in a first person mode, the game is viewed from the point of view of the player character/object; in a third person mode, the game is viewed from above, below or aside of the player character/object.
Force feedback	outputting forces, vibrations, and/or motions to the player to provide haptic feedback.
Game character	a game entity simulating a living being. The living being can be real, e.g. a person or an animal, or fictitious, e.g. a dragon or a speaking mirror.
Game client	game device connected to a game server through a network.
Game command	game-specific representation of the control signal, e.g. "pause" or "shoot" command.
Game console	consumer electronics system specially adapted to execute video games, offering reduced functions with respect to generic personal

	computers. It differs from arcade machines, which are also specially adapted for video games, but for commercial purposes.
Game content	data required for the execution of the game program, e.g. bitmap images, three-dimensional models. The content is usually created by the game makers before the game release, but can also be created afterwards by the player, e.g. using level editors.
Game device	a data-processing apparatus enabling performing of the video game. The apparatus is connected to a display and input means, e.g. a controller or a mouse. It is either handheld or stationary. The device can be dedicated to the execution of game programs, e.g. a game console, an arcade game machine, a portable game machine, or a generic computer, e.g. a personal computer.
Game mechanics	constructs of game rules intended to produce an enjoyable game or gameplay
Game object	a game entity simulating an object. The object can be real, e.g. a tennis ball, or fictitious, e.g. a laser gun.
Game play	the operation of performing of the video game until a winning or losing condition has been met.
Game program	a computer readable program comprising instructions and data adapted to perform the video game when executed on a data-processing apparatus.
Game server	a data-processing apparatus or system connected to a network, not adapted for accepting directly player-generated signals, facilitating at least part of the execution of a

	video game (e.g. receiving inputs from the game clients, executing the game for the game clients and providing processed game information to the game clients for presentation to the player).
Gamepad	handheld game controller, where the fingers (especially thumbs) are used to provide input. Gamepads generally feature a set of action buttons handled with the right thumb and a direction controller handled with the left. The direction controller has traditionally been a four-way digital cross (see D-pad), but most modern controllers additionally (or as a substitute) feature an analog stick.
Gameplay	The specific way in which players interact with a video game, arising from the pattern defined through the game rules, connection between player and the game, challenges and overcoming them, plot and player's connection with it.
Joypad	a game controller or a directional pad
Player generated signal	an action made by the player to convey a decision, e.g. move circularly the arm, push a button with a finger.
Virtual camera	virtual viewpoint in world space with position and view direction to render an image of the game.

Synonyms and Keywords

In patent documents the following abbreviations are often used:

3D	three-dimensional
AI	Artificial Intelligence
AR	Augmented Reality

D-pad	Directional pad
FOV	Field Of View
FPS	First Person Shooter (game)
HUD	Head-Up Display
LOD	Level Of Detail
MMORPG	Massively multiplayer online role-playing game
MUD	Multi-User Dungeon
PC/NPC	Player Character/Non-Player Character
POV	Point Of View
PvP	Player versus Player (mode)
RPG	Role Playing Game
RTS	Real Time Strategy (game)
VR	Virtual Reality

A63F 2003/00164

Casino tables

Definition statement

This subclass/group covers:
Tables for casino games.

References relevant to classification in this group

This subclass/group does not cover:

Chip identification on gaming table	A44C 21/00
Gaming table as piece of furniture	A47B 25/00

Gaming table having an inductive interface	G07F 17/32
Table game control system	G07F17/32D
Gambling table monitoring system	G07F17/32D
Bet tracking system for gaming tables	G07F17/32D

A63F 2003/00227

with five play locations and optionally a sixth in the middle

Definition statement

This subclass/group covers:

Games for several participants, with game pieces and a throw able unit with plane faces carrying different symbols (dice), comprises a hollow component with a through hole and several blind holes.

E.g. Game comprising a rectangular or cylindrical wooden box with a lid having five holes and one through hole.

Popular in Germany, therefore principally from German patents.

A63F 2003/00258

rollable, flexible or deformable board (shaped as an endless belt [A63F 2003/00321](#); Flexible rim [A63F 2003/00504](#))

References relevant to classification in this group

This subclass/group does not cover:

Game boards shaped as an endless belt	A63F 2003/00321
Flexible rims	A63F 2003/00504

Special rules of classification within this group

Possibly add Indexing Code [A63F 2250/18](#) (Use of resilient or deformable elements) or [A63F 2250/183](#) (Foam).

A63F 2003/00274

with or designed as a turntable, lazy Susan

Synonyms and Keywords

In patent documents the following expressions/words " turntable", "lazy Susan" (EN),"Drehteller", "Drehplatte" (DE) and "plateau tournant" (FR) are often used as synonyms.

A63F 2003/0041

with playing pieces visible from both sides

Definition statement

This subclass/group covers:

For example the game "connect four".

Synonyms and Keywords

In patent documents the following expressions/words " connect four", "connect 4" (EN),"vier gewinnt", "4 gewinnt" (DE) and " puissance 4" (FR) are often used as synonyms.

A63F 2003/00665

using inductance

Definition statement

This subclass/group covers:

For example: inductive coils in the board, magnets in the playing pieces inducing signals in the coils.

Synonyms and Keywords

In patent documents the following expressions/words " inductance coil", "inductor coil", "coil", "solenoid", "inductor" (EN), "Spule", "Induktor" (D) and "bobine d'induction" (FR) are often used as synonyms.

A63F 2003/00668

using hall effect

Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Hall effect	Non-uniformity of the electric conduction in a conductor caused by magnetisation normal to the current density vector. The latter, instead of being parallel to the electric field, forms an angle with it
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Synonyms and Keywords

In patent documents the following expressions/words " Hall effect (EN)", "Halleffekt", "Hall-Effekt", "Hallscher Effekt", "Hal'scher Effekt (D " and "effet Hall (FR " are often used as synonyms.

A63F 2003/00675

Reed relay

Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Reed relay	type of relay that uses an electromagnet to control one or more reed switches
Reed switch	electrical switch operated by an applied magnetic field. It consists of a pair of contacts on ferrous metal reeds in a hermetically sealed glass envelope. The contacts may be normally open, closing when a magnetic field is present, or normally closed and opening when a magnetic field is applied. The switch may be actuated by a coil, making a reed relay - or by bringing a magnet near to the switch. Once the magnet is pulled away from the switch, the reed switch will go back to its original position.

Synonyms and Keywords

In patent documents the following expressions/words "reed relay" (EN), "Reedkontakt", "Herkonkontakt", "Zungenrelais" (D) and "relai mouillé à anche", "relai à lame(s) vibrante(s)" (FR) are often used as synonyms.

A63F 2003/00987

with a table-flap

Synonyms and Keywords

In patent documents the following expressions/words "table-flap" (EN), "Klappdeckel" (D) and "abattant" (FR) are often used as synonyms.

A63F 2003/0418

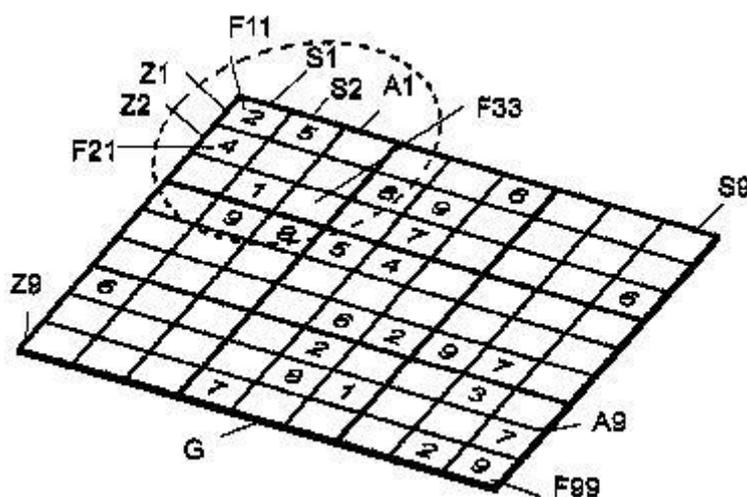
with a grid, e.g. 'Sudoku'-type games

Definition statement

This subclass/group covers:

Any number board game comprising a grid of numbers, e.g. for playing 'Sudoku'-type games. Also: any logical board game equivalent to Sudoku, in which the numbers are replaced with other symbols, e.g. different colors.

For example DE202006012844U.



Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Grid	a figure composed of uniformly spaced horizontal and perpendicular lines.
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Sudoku	a puzzle in which several numbers are to be filled into a 9x9 grid of squares so that every row, every column, and every 3x3 box contains the numbers 1 through 9.
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Synonyms and Keywords

In patent documents the following expressions/words "grid" (EN), "Kästchen" (D), "grille" (FR), "quadrillage" (FR) and "cases" (FR) are often used as synonyms.

A63F 2003/0428

Crosswords

Synonyms and Keywords

In patent documents the following expressions/words "crosswords", "word-search puzzles", "hidden words" (EN), "Kreuzworträtsel" (D), "mots croisés" (FR) and "mots cachés" (FR) are often used as synonyms.

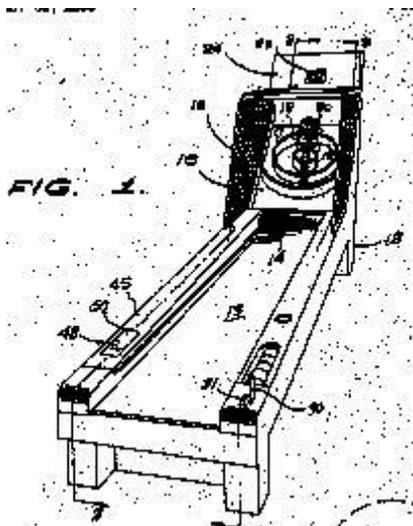
A63F 2007/0011

Target bowling or skee ball

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group:



Synonyms and Keywords

In patent documents the following expressions/words " ramp" (EN), "tremplin" (FR) and "Schanze" (DE) are often used as synonyms.

A63F 2009/0003

Games specially adapted for blind or partially sighted people

Informative references

Attention is drawn to the following places, which may be of interest for search:

Games relative to the sense of touch	A63F 2250/025
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A63F 2009/0023

with provision for connecting to clothes

Informative references

Attention is drawn to the following places, which may be of interest for search:

With provisions for connecting to a part of the body	A63F 2250/49
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A63F 2009/0047

Beer mats or coasters; Placemats

Informative references

Attention is drawn to the following places, which may be of interest for search:

Beer mats as such	A47G 23/032
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A63F 2009/0089

blown by mouth

References relevant to classification in this group

This subclass/group does not cover:

A63F 2009/0482

provided with instructions for playing dice games

Definition statement

This subclass/group covers:

Dice games provided with instructions for playing the dice games, i.e. explaining how to proceed depending on the result of throwing the dice. Can take the shape of a instruction book, instruction card, table, etc.

A63F 2009/0491

Customisable dice, e.g. with interchangeable or replaceable inserts

Synonyms and Keywords

In patent documents the following expressions/words "customizable dice" (EN) and "dé personnalisable" (FR) are often used as synonyms.

A63F 2009/0622

Sighting device

Synonyms and Keywords

In patent documents the following expressions/words "Zieleinrichtung", "Zielgeraet", "Visiereinrichtung" (DE) and "dispositif de visée", "viseur" (FR) are often used as synonyms.

A63F 2009/0638

Polaroid filters

Definition statement

This subclass/group covers:

Any game using polaroid filters or polarised light.

Synonyms and Keywords

In patent documents the following expressions/words "polarised light",

"polarized light" (EN), "polarisiertes Licht" (DE) and "lumière polarisée" (FR) are often used as synonyms.

A63F 2009/0815

with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (FR2533450):

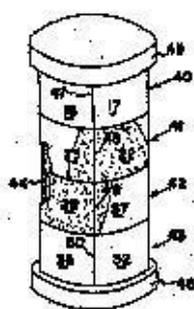


FIG 4

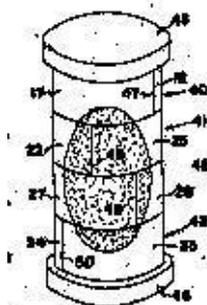


FIG 5

Synonyms and Keywords

In patent documents the following expressions/words "spin puzzle", "spinnable puzzle", "wheel puzzle" (EN) and "puzzle cylindrique" (FR) are often used as synonyms.

A63F 2009/105

with provisions for storing and transporting an interrupted game

Special rules of classification within this group

When rolling for storing, add also Indexing Code [A63F 2003/00258](#) "rollable,

flexible or deformable collapsible playboards for board games" (ex.: WO2008040824).

A63F 2009/1094

non-planar

Relationship between large subject matter areas

3D-puzzles, e.g. spherical puzzles, made from non-planar 2D-puzzle elements are classified under [A63F 9/12](#) only, e.g. in [A63F 9/12](#) and [A63F 2009/124](#) when the final configuration is a sphere.

References relevant to classification in this group

This subclass/group does not cover:

Foldable pieces for 2D- or 3D-jigsaw puzzles	A63F 2009/1244
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A63F 2009/1244

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

Definition statement

This subclass/group covers:

Jigsaw puzzles with foldable, bendable or hinged pieces.

References relevant to classification in this group

This subclass/group does not cover:

Hinged logical puzzles (e.g. chain of elements connected by hinges, puzzles in which each element is articulated to a neighboring element)	A63F 9/088
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Building blocks with additional hinge-joints	A63H 33/106
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Special rules of classification within this group

3D as well as 2D foldable jigsaw puzzles are given this class.

Add Indexing Code [A63F 2003/00233](#) "collapsible playboard with one fold or hinge" or [A63F 2003/00239](#) "with two hinges or folds" or [A63F 2003/00246](#) "with three or more hinges or folds" when the resulting fold or hinge makes the whole puzzle foldable.

When relevant add Indexing Code [A63F 2250/18](#) "use of resilient or deformable elements" or [A63F 2250/183](#) "foam".

Synonyms and Keywords

Living hinge	thin flexible hinge (flexure bearing) made from plastic (rather than cloth, leather or some other substance) that joins two rigid plastic parts together, allowing them to bend along the line of the hinge
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A63F 2009/1256

using a plurality of pegs

Definition statement

This subclass/group covers:

3D-jigsaw puzzles using a plurality of pegs, pins or rods as puzzle elements (and not as e.g. connectors or binding means between puzzle elements). The pegs can be of same or different types.

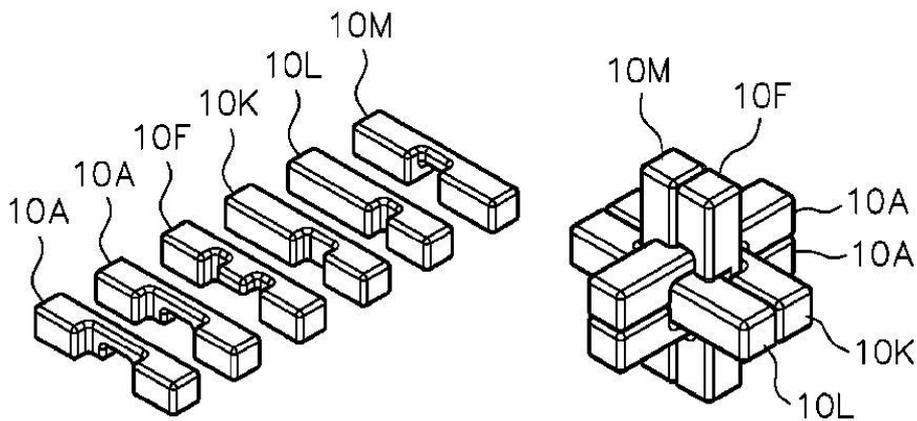
A63F 2009/128

with notches

Definition statement

This subclass/group covers:

Illustrative example of subject matter classified in this group (US2009079131A1):



A63F 2011/0016

Spinners

Definition statement

This subclass/group covers:

In a spinner ([A63F 11/0011](#) and subgroups, Indexing Code [A63F 2011/0016](#)) a pointer rotates (possibly relatively to a fixed disc) whereas in a fortune wheel ([A63F 5/045](#)) a disc rotates relative to a fixed pointer.

Synonyms and Keywords

In patent documents the following expression/words "spinner" and "pointer" are often used as synonyms.

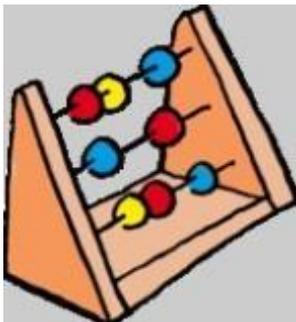
A63F 2011/0069

Abacus

Definition statement

This subclass/group covers:

Any abacus as score counters, as calculator or the like function.



Relationship between large subject matter areas

For the slid bead frames were the game itself consists of sliding a bead over a wire, the key code is the Indexing Code: [A63F 2007/4081](#) "ball with a hole sliding over a guide".

Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Abacus	is a particular bead frame with the aim of (score) counting, calculating. Not to mix up with "abac": the abacs (french "abaques" or "abaques de calcul") are classified in Indexing Code A63F 2011/0067 "score or tally sheet".
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Synonyms and Keywords

In patent documents the following expression/words " abacus", "abacuses", "abaci" (EN), "boulier (abaque)" (FR) and "Abakus (DE)" are often used as synonyms.

K63F 250/28C

Projection of a contour (shadow shows see [A63J 2019/003](#))

References relevant to classification in this group

This subclass/group does not cover:

Shadow shows	A63J 2019/003
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Synonyms and Keywords

In patent documents the following expression/words "shadow show", "shadow play" (EN), "ombres chinoise", "spectacle d'ombres" (FR) and " Schattenspiel" (DE) are often used as synonyms.

A63F 2250/49

with provisions for connecting to a part of the body

Informative references

Attention is drawn to the following places, which may be of interest for search:

Games or toys connected to, or combined with a hanger or ornament, e.g. bracelet, headband, necklace, ring	A63F 2009/002
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A63F 2250/505

made from a blank

Definition statement

This subclass/group covers:

Game elements made from a blank, i.e. a piece cut from sheet for subsequent shaping

Glossary of terms

In this subclass/group, the following terms (or expressions) are used with the meaning indicated:

Blank	A piece cut from sheet for subsequent shaping
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A63F 2300/10

characterized by input arrangements for converting player-generated signals into game device control signals

Definition statement

This subclass/group covers:

Input arrangements for game devices. Covered are here only input devices, which have been specially adapted for playing games and are usually distinguished by their shape, the number or arrangement of buttons.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Input arrangements or combined input and output arrangements for interaction between user and	G06F 3/01
---	---------------------------

computer	
Pointing devices displaced or positioned by the user	G06F3/33

Special rules of classification within this group

Generic input devices such as a mouse which could also be used in a game are covered in the function place [G03F 3/00](#).

A63F 2300/1012

involving biosensors worn by the player, e.g. for measuring heart beat, limb activity

Definition statement

This subclass/group covers:

Using sensors worn by the player, e.g. for measuring heart beat or leg activity.

For examples of the subject matter covered by this Indexing Code, see US5672107, EP1275420, JP2003033572, JP11047445, JP7289734.

A63F 2300/1018

Calibration; Key and button assignment

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US2006116203, JP2006149927, JP2283390.

A63F 2300/1025

details of the interface with the game device, e.g. USB version detection

Definition statement

This subclass/group covers:

For interfacing with the game device, e.g. specific interfaces between game controller and game console. For examples of the subject matter covered by this Indexing Code, see US6514143, US2001009564, JP2001147767,

JP2001202168.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Interfaces for pointing devices in general	G06F 3/038
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A63F 2300/1031

using a wireless connection, e.g. Bluetooth, infrared connections

Definition statement

This subclass/group covers:

For examples of the subject matter covered by this Indexing Code, see US2002098889, US2006111187, JP2002140154, JP2004329300.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Wireless communication networks	H04W
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A63F 2300/1037

being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US2006046843, US2007182708, JP2006068210, JP2005056267.

A63F 2300/1043

being characterized by constructional details

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see EP1586356, EP1475131, US2004142749, JP2005296432, JP2004329915, JP2004215856.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Constructional details or arrangements of video game devices	A63F 13/08
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A63F 2300/105

using inertial sensors, e.g. accelerometers, gyroscopes

Definition statement

This subclass/group covers:

For examples of the subject matter covered by this Indexing Code, see EP1062994, WO2004009196, JP2007296219.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Acceleration sensors per se	G01P
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A63F 2300/1056

involving pressure sensitive buttons

Definition statement

This subclass/group covers:

Using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player.

For examples of the subject matter covered by this Indexing Code, see US2007281787, US2004147317, JP2007299706, JP2004261193.

A63F 2300/1062

being specially adapted to a type of game, e.g. steering wheel

Definition statement

This subclass/group covers:

Specially adapted to a particular type of game, e.g. steering wheels.

For examples of the subject matter covered by this Indexing Code, see US5056787, US5813864, US6312335, JP2114982, JP9149957, JP10214155.

A63F 2300/1068

being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad

Definition statement

This subclass/group covers:

For locating contacts on a surface, e.g. floor mats or touch pads.

For examples of the subject matter covered by this Indexing Code, see US2007015588, JP2000293292, JP2007018372, JP2004337504.

A63F 2300/1075

using a touch screen

Definition statement

This subclass/group covers:

The surface being also a display device, e.g. touch screens.

For examples of the subject matter covered by this Indexing Code, see US2005159223, US2006019752, JP2005204754, JP3734819B1.

A63F 2300/1081

Input via voice recognition

Definition statement

This subclass/group covers:

For detecting acoustic signals, e.g. using a microphone. Microphones allowing the player to enter a voice command for, e.g. providing additional control of his/her character.

For examples of the subject matter covered by this Indexing Code, see US2007178952, JP2000181676, JP2002136764, JP2005103241.

A63F 2300/1087

comprising photodetecting means, e.g. a camera

Definition statement

This subclass/group covers:

Comprising photodetecting means, e.g. cameras, photodiodes or infrared cells.

For examples of the subject matter covered by this Indexing Code, see US2005208999, US6811492, JP7185131, JP2003010541, JP2004085524, JP2005230139.

A63F 2300/20

characterised by details of the game platform

Definition statement

This subclass/group covers:

Details of the game device.

A63F 2300/201

Playing authorisation given at platform level

Definition statement

This subclass/group covers:

Authorising game programs or game devices, e.g. checking authenticity of the recording medium.

For examples of the subject matter covered by this Indexing Code, see US2007092118 ([44]-[49]), JP2007089732.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Computer security	G06F 21/00
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A63F 2300/203

Image generating hardware

Definition statement

This subclass/group covers:

Specially adapted for generating image data, e.g. circuitry for displaying objects on a television screen.

For examples of the subject matter covered by this Indexing Code, see EP1585062, EP1469382, EP0553532, JP2005287756, JP2004318139, JP2003126550.

A63F 2300/204

the platform being a handheld device

Definition statement

This subclass/group covers:

Game devices specially adapted to be portable, i.e. held in at least one hand while playing.

For examples of the subject matter covered by this Indexing Code, see US6764400, US2002047237, JP10235014, JP2000051517.

References relevant to classification in this Indexing Code

This subclass/group does not cover:

Constructional details of input arrangements	A63F 2300/1043
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A63F 2300/205

for detecting the geographical location of the game platform

Definition statement

This subclass/group covers:

Using geographical information, e.g. location of the game device or player using GPS.

For examples of the subject matter covered by this Indexing Code, see US2002063655 ([38]-[44]), JP2002159743.

A63F 2300/206

Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards

Definition statement

This subclass/group covers:

Storage medium specially adapted for storing game information, e.g. game cartridge.

A63F 2300/207

for accessing game resources from local storage, e.g. streaming content from DVD

Definition statement

This subclass/group covers:

Involving loading game data from a removable recording medium, e.g. streaming from a DVD.

For examples of the subject matter covered by this Indexing Code, see WO03032127 (p.8, l.16 - p.10, l.3), US6949023 ([3], [4], [73]-[82]), JP2005505362T, JP2000107455.

A63F 2300/208

for storing personal settings or data of the player

Definition statement

This subclass/group covers:

Involving personal data of the player, e.g. player profile, personal settings.

For examples of the subject matter covered by this Indexing Code, see US2003109312 ([32]-[35]), JP2001104646.

A63F 2300/209

characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface

Definition statement

This subclass/group covers:

Low level software layer, relating to hardware management, e.g. Operating System, API.

For examples of the subject matter covered by this Indexing Code, see US2003154367 ([57]-[65]), US6672963 (abstract), JP2000047876.

A63F 2300/30

characterized by output arrangements for receiving control signals generated by the game device

Definition statement

This subclass/group covers:

Output arrangements for game devices.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Digital output to display device	G06F 3/14
Control of display in general	G09G

A63F 2300/301

using an additional display connected to the game console e.g. on the controller

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US20070015577.

A63F 2300/302

specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser

Definition statement

This subclass/group covers:

Responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating player's seats, activating scent

dispensers or affecting temperature or light.

For examples of the subject matter covered by this Indexing Code, see EP0970730.

References relevant to classification in this Indexing Code

This subclass/group does not cover:

Controlling visual or acoustic output signals based on the game progress	A63F 2300/6063 , A63F 2300/66
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A63F 2300/303

for displaying additional data, e.g. simulating a Head Up Display

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US2007149266 (circular gauge, [5]-[6], [62]-[64]), EP1787697 (showing tire load in driving game), JP2007167153.

A63F 2300/305

for providing a graphical or textual hint to the player

Definition statement

This subclass/group covers:

For graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game.

For examples of the subject matter covered by this Indexing Code, see US2007111768, JP2006031670, JP2002360921.

A63F 2300/306

for displaying a marker associated to an object or location in the game field

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see EP0844580 (marker at soccer player's feet, figure 7, claim 5), JP2006212423.

A63F 2300/307

for displaying an additional window with a view from the top of the game field, e.g. radar screen

Definition statement

This subclass/group covers:

For examples of the subject matter covered by this Indexing Code, see US2002006817 (soccer game shows 1 of 3 radars, [4]-[6], [41]-[51]), JP11128538, JP2002210235.

References relevant to classification in this Indexing Code

This subclass/group does not cover:

Using a plurality of virtual cameras concurrently	A63F 2300/6669
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A63F 2300/308

Details of the user interface

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see EP1273326, US2005176486 (selecting soccer players on touch screen, [6], [134]-[138]), JP2005218779

Informative references

Attention is drawn to the following places, which may be of interest for search:

Interactions techniques for graphical user interfaces	G06F 3/048
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A63F 2300/40

characterised by details of platform network

Definition statement

This subclass/group covers:

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

Informative references

Attention is drawn to the following places, which may be of interest for search:

Interconnection arrangements in generic data networks	H04L
---	----------------------

A63F 2300/402

Communication between platforms, i.e. physical link to protocol

Definition statement

This subclass/group covers:

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

Informative references

Attention is drawn to the following places, which may be of interest for search:

Communication control characterised by protocols	H04L 29/06
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A63F 2300/403

Connection between platform and handheld device

Definition statement

This subclass/group covers:

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

A63F 2300/404

characterized by a local network connection

Definition statement

This subclass/group covers:
Using a local connection.

Informative references

Attention is drawn to the following places, which may be of interest for search:

LAN in general	H04L 12/28
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A63F 2300/405

being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net

Definition statement

This subclass/group covers:
Involving a wireless network, e.g. Bluetooth, Wi-Fi or piconet.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Wireless communication networks	H04W
---------------------------------	----------------------

A63F 2300/406

Transmission via wireless network, e.g. pager or GSM

Definition statement

This subclass/group covers:
Using wireless networks, e.g. cellular phone networks.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Wireless communication networks	H04W
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A63F 2300/407

Data transfer via internet

Informative references

Attention is drawn to the following places, which may be of interest for search:

IP networks per se	H04L 29/06
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A63F 2300/408

Peer to peer connection

Informative references

Attention is drawn to the following places, which may be of interest for search:

Peer-to-peer networking in general	H04L 29/08
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A63F 2300/409

Data transfer via television network

Informative references

Attention is drawn to the following places, which may be of interest for search:

Interactive television	H04N 21/00
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A63F 2300/51

Server architecture

Definition statement

This subclass/group covers:

Hardware details of game servers.

A63F 2300/513

server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing

Definition statement

This subclass/group covers:

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.

For examples of the subject matter covered by this Indexing Code, see EP1407803 (abstract, paragraphs [52],[58],[61]-[81], claim 1, fig 11).

A63F 2300/516

connected to a local network, e.g. in a plane, hotel

Definition statement

This subclass/group covers:

Particular local network, e.g. on a plane, in a train, in a hotel.

For examples of the subject matter covered by this Indexing Code, see WO2006062641 (figure 1, claim).

A63F 2300/532

using secure communication, e.g. by encryption, authentication

Definition statement

This subclass/group covers:

Using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players.

For examples of the subject matter covered by this Indexing Code, see EP1519531 (abstract. figures 5,6).

Informative references

Attention is drawn to the following places, which may be of interest for search:

Network security	H04L 29/06
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A63F 2300/534

for network load management. e.g. bandwidth optimization, latency reduction

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see WO02098526 (abstract, page 20: line 3 and following).

A63F 2300/538

for performing operations on behalf of the game client, e.g. rendering

Definition statement

This subclass/group covers:

Performing operations on behalf of game clients with restricted processing capabilities, e.g. game servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client.

For examples of the subject matter covered by this Indexing Code, see WO03095050 (abstract, figure 2).

A63F 2300/55

Details of game data or player data management

Definition statement

This subclass/group covers:

For managing game device-related data or player-related data.

A63F 2300/5506

using advertisements

Definition statement

This subclass/group covers:

Using advertising information.

For examples of the subject matter covered by this Indexing Code, see US6928414 (abstract, paragraphs [23],[84], figure 3).

Informative references

Attention is drawn to the following places, which may be of interest for search:

Advertising per se	G06Q 30/00
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A63F 2300/5513

involving billing

Definition statement

This subclass/group covers:

For payment purposes, e.g. monthly subscriptions.

For examples of the subject matter covered by this Indexing Code, see US2006168119 (abstract).

Informative references

Attention is drawn to the following places, which may be of interest for search:

Payment protocols	G06Q 20/00
Coin-freed apparatus and like for games	G07F 17/32

A63F 2300/552

for downloading to client devices, e.g. using OS version, hardware or software profile of the client device

Definition statement

This subclass/group covers:

Involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory.

For examples of the subject matter covered by this Indexing Code, see EP1291048 (abstract, figure 3, paragraph [20]).

A63F 2300/554

by saving game or status data

Definition statement

This subclass/group covers:

Saving the game status; Suspending or ending the game.

For examples of the subject matter covered by this Indexing Code, see WO2004026425 (page1:line 20 through page 2:line 13, figures 2,4).

A63F 2300/5546

using player registration data, e.g. identification, account, preferences, game history

Definition statement

This subclass/group covers:

Involving player-related data, e.g. identities, accounts, preferences or play histories.

For examples of the subject matter covered by this Indexing Code, see EP1669117 (paragraph [33], figures 2,3).

A63F 2300/556

Player lists, e.g. online players, buddy list, black list

Definition statement

This subclass/group covers:

For finding other players, e.g. for matching opponents or building a team by skill level, geographical area, preferences, play style or for providing a buddy list.

For examples of the subject matter covered by this Indexing Code, see US20030104868 (abstract, claim 1, figures 1,9).

A63F 2300/5573

player location

Definition statement

This subclass/group covers:

Involving game device location.

For examples of the subject matter covered by this Indexing Code, see WO2007010336 (abstract, paragraphs [2], [4], [48], [49], figures 1,2).

A63F 2300/558

by assessing the players' skills or ranking

Definition statement

This subclass/group covers:

For assessing skills or ranking players, e.g. for generating a hall of fame.

For examples of the subject matter covered by this Indexing Code, see US 20040198495 (abstract, paragraphs [7],[34],figures 1,4).

References relevant to classification in this Indexing Code

This subclass/group does not cover:

Computing the game score	A63F13/61
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A63F 2300/5586

for enforcing rights or rules, e.g. to prevent foul play

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see WO2007109130 (abstract, figures 1,3,7).

A63F 2300/57

details of game services offered to the player

Definition statement

This subclass/group covers:

Providing additional services to players.

A63F 2300/572

Communication between players during game play of non game information, e.g. e-mail, chat, file transfer, streaming of

audio and streaming of video

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US6241612 (abstract, figure 3).

Informative references

Attention is drawn to the following places, which may be of interest for search:

Conference services in data networks	H04L 12/18
Message switching systems, e.g. e-mail systems	H04L 12/58

A63F 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

Definition statement

This subclass/group covers:

Generating or modifying game content before or while executing the game program e.g. specific authoring tools for game development or game-integrated level editor. adapting content to different game platforms, using a scripting language to create content.

A63F 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

Definition statement

This subclass/group covers:

By the player, e.g. authoring using a level editor.

For examples of the subject matter covered by this Indexing Code, see US2001037181 (abstract, [174]-[188]), JP2001184525.

A63F 2300/6027

using adaptive systems learning from user actions, e.g. for skill level adjustment

Definition statement

This subclass/group covers:

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

A63F 2300/6036

for offering a minigame in combination with a main game

Definition statement

This subclass/group covers:

For offering mini-games in combination with main games, e.g. while loading the main game content.

A63F 2300/6045

for mapping control signals received from the input arrangement into game commands

Definition statement

This subclass/group covers:

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.

For examples of the subject matter covered by this Indexing Code, see US2006252540 ([92], [93], [96], [98]), EP1125610 (claim 1), JP2006311966.

A63F 2300/6054

by generating automatically game commands to assist the player, e.g. automatic braking in a driving game

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US6764401 (abstract), US2003032466 ([1]-[4], [49]-[55]), JP2001046742, JP2003053035.

A63F 2300/6072

of an input signal e.g. pitch and rhythm extraction, voice recognition

Definition statement

This subclass/group covers:

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

References relevant to classification in this Indexing Code

This subclass/group does not cover:

Input arrangements for game devices for detecting acoustic signals	A63F 2300/1081
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Informative references

Attention is drawn to the following places, which may be of interest for search:

Evaluating musical performance in general	G10H 1/00 ,
Evaluating musical performance for karaoke	G10H 1/36 ,
Evaluating musical performance rhythm or tempo	G10H 1/40
Evaluating musical performance and for pitch	G10H 3/12
Speech recognition	G10L
Microphones	H04R

A63F 2300/6081

generating an output signal, e.g. under timing constraints, for spatialization

Definition statement

This subclass/group covers:

Involving acoustic signals, e.g. for simulating revolution-dependent engine sound in a driving game or reverberation against a virtual wall.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Sound-producing devices	G10H , G10K , H04R
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A63F 2300/609

for unlocking hidden game elements, e.g. features, items, levels

Definition statement

This subclass/group covers:

By enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions.

A63F 2300/63

for controlling the execution of the game in time

Definition statement

This subclass/group covers:

Controlling the progress of the game.

A63F 2300/632

by branching, e.g. choosing one of several possible story developments at a given point in time

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US2007010325 ([4], [69], [72], [73]), JP2007014457.

A63F 2300/634

for replaying partially or entirely the game actions since the beginning of the game

Definition statement

This subclass/group covers:

Partially or entirely replaying previous game actions.

A63F 2300/636

involving process of starting or resuming a game

Definition statement

This subclass/group covers:

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

A63F 2300/638

according to the timing of operation or a time limit

Definition statement

This subclass/group covers:

Involving the timing of operations, e.g. performing an action within a time limit.

A63F 2300/64

for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car

Definition statement

This subclass/group covers:

Simulating properties, behaviour or motion of objects in the game world, e.g. computing tyre load in a car race game . e.g. gravity direction is variable and depends on input signal.

For examples of the subject matter covered by this Indexing Code, see US20090005139 (player-chosen gravity direction), US20060258448 (planet's

gravity is controlled by player [71]-[77]), US20090325694 (switching between classical and quantum physics).

A63F 2300/643

by determining the impact between objects, e.g. collision detection

Definition statement

This subclass/group covers:

Using determination of contact between game characters or game objects, e.g. to avoid collision between virtual racing cars.

For examples of the subject matter covered by this Indexing Code, see US2003162592 (objects are glued when colliding, figure 2B, figure 8A, [118]-[120]), EP2216082 (size of contact area decreases if tennis player loses balance [38]-[39]), US2002024521.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Collision detection in image processing	G06T 19/00
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A63F 2300/646

for calculating the trajectory of an object

Definition statement

This subclass/group covers:

Using trajectories of game objects, e.g. of a golf ball according to the point of impact.

For examples of the subject matter covered by this Indexing Code, see US20090051690 (NPC trajectory randomly chosen between 2+ curves), US20090118011 (drawn trajectory is analysed to suggest user input, claim 1).

A63F 2300/65

for computing the condition of a game character

Definition statement

This subclass/group covers:

By computing conditions of game characters, e.g. stamina, strength, motivation or energy level.

For examples of the subject matter covered by this Indexing Code, see US20030144045 (psychological pressure in basketball game).

A63F 2300/66

for rendering three dimensional images

Definition statement

This subclass/group covers:

Involving aspects of the displayed game scene. instructing the image rendering of a game scene on the basis of game parameters; details of the rendering of the 3D game scene are classified in the corresponding function place [G06T](#).

For examples of the subject matter covered by this Indexing Code, see EP2000185 (NPC character is removed from scene if not in player character field of vision, [3], [42]-[44]), US20020198047 (2 game fields are displayed together, [3], [4], claim 1).

Informative references

Attention is drawn to the following places, which may be of interest for search:

Two dimensional image generation	G06T 11/00
Animation in general	G06T 13/00
Three dimensional image rendering	G06T 15/00

A63F 2300/6607

for animating game characters, e.g. skeleton kinematics

Definition statement

This subclass/group covers:

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. e.g. for controlling clone characters, for intercepting a soccer ball.

For examples of the subject matter covered by this Indexing Code, see EP1228794 (2nd character automatically controlled or not), EP1586357

(clones in fixed configuration), EP1203603 (jump or push obstacle depending on speed), JP2005287757.

A63F 2300/6623

for animating a group of characters

Definition statement

This subclass/group covers:

Specially adapted to simulate their behaviour as a group, e.g. bird flock, school of fishes, military formation.

A63F 2300/6646

for the computation and display of the shadow of an object or character

Informative references

Attention is drawn to the following places, which may be of interest for search:

Shadowing in three dimensional image rendering	G06T 15/60
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A63F 2300/6661

for changing the position of the virtual camera

Definition statement

This subclass/group covers:

Changing parameters of virtual cameras.

For examples of the subject matter covered by this Indexing Code, see EP0990458.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Navigation in three-dimensional environments	G06T 19/00
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A63F 2300/6669

using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character change rooms

Definition statement

This subclass/group covers:

Using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a game character changes room or displaying a rear-mirror view in a car-driving game.

For examples of the subject matter covered by this Indexing Code, see US2003027637 (switching cameras in fight game depending on hit count, claim 1).

A63F 2300/6676

by dedicated player input

Definition statement

This subclass/group covers:

According to dedicated instructions from player, e.g. using a secondary joystick to rotate the virtual camera around the player's character.

For examples of the subject matter covered by this Indexing Code, see US2006040740.

A63F 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

Definition statement

This subclass/group covers:

For examples of the subject matter covered by this Indexing Code, see EP0933105 (distance between player's car and camera depends on obstacles, [80]-[81]).

A63F 2300/6692

using special effects, generally involving post-processing, e.g. blooming

Definition statement

This subclass/group covers:

Using special effects, generally involving post-processing, e.g. blurring of rendered frames.

For examples of the subject matter covered by this Indexing Code, see EP0948979, EP1744283, EP1170044, JP11272881, JP2005316926 and JP2002024857.

A63F 2300/69

Involving elements of the real world in the game world, e.g. measurement in live races, real video

Definition statement

This subclass/group covers:

Automatically by game devices or servers from real world data, e.g. measurement in live racing competition. game level is created from music data on a CD.

A63F 2300/695

Imported photos, e.g. of the player

Definition statement

This subclass/group covers:

For examples of the subject matter covered by this Indexing Code, see US2005219377 and JP2005284767.

References relevant to classification in this Indexing Code

This subclass/group does not cover:

Input arrangements for game devices using photodetecting means	A63F 2300/1087
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A63F 2300/80

specially adapted for executing a specific type of game

Definition statement

This subclass/group covers:

Special adaptations for executing a specific game genre or game mode.

A63F 2300/8005

Athletics

Definition statement

This subclass/group covers:

Athletic performances, e.g. track-and-field sports.

A63F 2300/8011

Ball

Definition statement

This subclass/group covers:

Ball games, e.g. soccer or baseball.

A63F 2300/8017

Driving on land or water; Flying

Definition statement

This subclass/group covers:

Driving vehicles or crafts, e.g. cars, airplanes, ships, robots or tanks.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Simulators for teaching control of vehicles or other crafts	G09B 9/02
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A63F 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

Definition statement

This subclass/group covers:

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

For examples of the subject matter covered by this Indexing Code, see US20060258457.

A63F 2300/8029

Fighting without shooting

Definition statement

This subclass/group covers:

Hand-to-hand fighting, e.g. martial arts competition.

A63F 2300/8035

Virtual fishing

Definition statement

This subclass/group covers:

Fishing.

A63F 2300/8041

Skating using skis, skates or board

Definition statement

This subclass/group covers:

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

A63F 2300/8047

Music games

Definition statement

This subclass/group covers:

Using musical performances, e.g. by evaluating the player on the ability to follow a notation.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Evaluating musical performance in general	G10H 1/00
For karaoke	G10H 1/36

Rhythm or tempo	G10H 1/40
For pitch	G10H 3/12

A63F 2300/8052

Ball team management

Definition statement

This subclass/group covers:
Managing virtual sport teams.

A63F 2300/8058

Virtual breeding, e.g. tamagotchi

Definition statement

This subclass/group covers:
Fostering game characters.

A63F 2300/8076

Shooting

Definition statement

This subclass/group covers:
Shooting of targets.

A63F 2300/8088

involving concurrently several players in a non-networked game, e.g. on the same game console

Definition statement

This subclass/group covers:
Involving concurrently several players on the same game device, e.g. requiring the use of a plurality of controllers, of a split-screen or of a specific view of game data for each player.