317 AERIAL PROJECTILE GAME; GAME ELEMENT (E.G., TARGET, ETC.) OR ACCESSORY THEREFOR OTHER THAN PROJECTOR OR PROJECTILE, PER SE

317.1 Simulated game
317.2 Golf
317.3 Basketball
317.4 Tennis
317.5 Football
317.6 Baseball
317.7 ...Mechanically pitched or projectile ball
317.8 ....Tethered ball or projectile
317.9 ...Mechanically batted ball or projectile
329 .Projectile tethered to hand-held, apertured manipulator
330 .Projectile flexibly tethered to hand-held manipulator
331 .Target and tethered projectile
332 .Tethered ring
333 ...Having indicator or indication by movement of target
334 ...Elastic tether
335 ...Elastic tether
336 .Peg and ring game or pegged target therefor
337 ...With mechanical projector
338 ...Having plural pegs
339 ...Structurally different or nonparallel longitudinal axes
340 .Playing surface or projectile struck from below to project projectile
341.1 Tipcat game; accessory therefor
342 .Upwardly facing projectile-bounce surface
343 .Hooking or draping projectile and target therefor
348 .Target
348.1 ...Including heating means (i.e., thermal target)
348.2 ...Having suction cup for adherence of projectile thereto or having surface adapted for adherence thereto of projectile having suction cup

348.3 ...Having magnetized material for adherence of projectile thereto or made from material adapted for adherence thereto of projectile having magnetized material
348.4 ...Having bristled, hooked, or looped surface for adherence of complementarily surfaced projectile thereto
348.5 ...Having means for nonpenetrating adherence of complementarily surfaced projectile thereto (e.g., tacky surface, etc.)
349 ...With liquid projector (e.g., water pistol)
350 ...Liquid buoyant
351 ...Game simulating aerial bombing of targets
352 ...Skee-Ball game
353 ...Tiddlywink game
354 ...Having means to vary size of projectile-receiving target aperture or target opening
355 ...With support having both target and movable mechanical projector attached thereto
356 ...Projector universally pivots
357 ...With plural mechanical projectors
358 ...Projected picture
359 ...Moving
360 ...Airplane towed
361 ...Having target exchange, carrier, or storage means
362 ...Flying or moving freely through the air
363 ...Material dispensing or burning upon projectile impact
364 ...Having projector-engaging protrusion, notch, or recess means for enhancing projection of target
365 ...Reusable in whole or part
366 ...Along endless path
367 ...Target has additional motion while moving along path
368 ...Path is circular
369 ...Oscillating (e.g., pendulum motion) or reciprocating
370 ...Target has additional motion while oscillating or reciprocating
With electrically actuated or operated indicator

Indicator responsive to projectile produced sonic or shock wave

Penetrating projectile alters circuit condition of target formed of stacked, penetrable sheetlike conductors

Element moved by projectile impact to actuate circuitry

Element is pivoted

Coplanar elements

Spaced conductors bridged by nonpenetrating projectile

Indication by movement of target or target having indicating means

Plural indicators sequentially released

Frangible or formed from a plurality of separable interconnected elements (e.g., explosion simulating)

Audible indication

Projectile passes through aperture to operate indicator

Having projectile-actuated means to free indicator for movement

Indicator is dumped or is projected into the air (e.g., return fire)

Gravity operated indicator

Target is moved or indicator is moved

Indicator is moved

Indicator is alternate target

Target is opening through which projectile passes to actuate indicator

Target pivots

Having restoring means

Automatic restoring

Target separates from support

Having means to deliver spent projectile to easily accessible location

Movable conveyor or reprojecting target

Projectile returned toward the projecting point

Runway extending between target area and projecting point

Pocketed or apertured

Closed-back or closed-bottom pocket

Entrance opening is formed in laterally extending surface

Target is aperture dimensioned to allow projectile to pass entirely therethrough

Penetrable target with replaceable element

Penetrable target with projectile backstop

With mechanical projector

Handling or manipulation (e.g., target positioning means)

Target support structure

Target penetrated by projectile

Printed matter

Projectile backstop

User manipulated means for catching projectile moving through the air

SURFACE PROJECTILE GAME; GAME ELEMENT (E.G., TARGET, ETC.) OR ACCESSORY THEREFOR OTHER THAN PROJECTILE, PER SE

Simulated game (e.g., hockey, soccer, etc.)

Golf

Projector solely supported and controlled by participant

Manikin type

Baseball

Mechanically pitched ball or projectile

Mechanically batted ball or projectile

Movable surface

Football

Movable surface

Projector solely supported by participant (e.g., hockey stick, finger, cue stick, etc.)

Projector translatable and rotatable about vertical axis

Projector translatable and rotatable about horizontal axis
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>108.53</td>
<td>Projector rotatable about vertical axis only</td>
</tr>
<tr>
<td>108.54</td>
<td>Projector rotatable about horizontal axis only</td>
</tr>
<tr>
<td>108.55</td>
<td>Projector having movable element and fixed with respect to game surface</td>
</tr>
<tr>
<td>108.56</td>
<td>Projector translatable only or translatable with movable element</td>
</tr>
<tr>
<td>108.57</td>
<td>Fluid-pressure projector</td>
</tr>
<tr>
<td>109</td>
<td>Moving surface</td>
</tr>
<tr>
<td>110</td>
<td>Pivot</td>
</tr>
<tr>
<td>111</td>
<td>Pivoted gate</td>
</tr>
<tr>
<td>112</td>
<td>Spiral surface</td>
</tr>
<tr>
<td>113</td>
<td>Pocketed</td>
</tr>
<tr>
<td>114</td>
<td>Mercury globule</td>
</tr>
<tr>
<td>115</td>
<td>Surface pockets</td>
</tr>
<tr>
<td>116</td>
<td>Hazard pockets</td>
</tr>
<tr>
<td>117</td>
<td>Moving pockets</td>
</tr>
<tr>
<td>118</td>
<td>Ball games</td>
</tr>
<tr>
<td>119</td>
<td>Combined with projector</td>
</tr>
<tr>
<td>120</td>
<td>Gravity projectors</td>
</tr>
<tr>
<td>120 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>121</td>
<td>Return course</td>
</tr>
<tr>
<td>121 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>121 B</td>
<td>Pachinko (i.e., nearly vertical playing surface)</td>
</tr>
<tr>
<td>121 D</td>
<td>Ball supply means</td>
</tr>
<tr>
<td>121 E</td>
<td>Ball elevator</td>
</tr>
<tr>
<td>122</td>
<td>Ball return</td>
</tr>
<tr>
<td>122 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>123</td>
<td>Fluid projector</td>
</tr>
<tr>
<td>123 R</td>
<td>Pocketed</td>
</tr>
<tr>
<td>124</td>
<td>Return course</td>
</tr>
<tr>
<td>124 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>125</td>
<td>Ball return</td>
</tr>
<tr>
<td>125 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>123 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>121 A</td>
<td>Magnetic or electric</td>
</tr>
<tr>
<td>118 D</td>
<td>Ball actuated element</td>
</tr>
<tr>
<td>126</td>
<td>Disk or ring games</td>
</tr>
<tr>
<td>126 A</td>
<td>Electric or magnetic</td>
</tr>
<tr>
<td>127 R</td>
<td>Targets</td>
</tr>
<tr>
<td>127 A</td>
<td>Fall apart targets</td>
</tr>
<tr>
<td>127 B</td>
<td>Static, no ball return</td>
</tr>
<tr>
<td>127 C</td>
<td>Ball return</td>
</tr>
<tr>
<td>127 D</td>
<td>Target pivots about horizontal axis</td>
</tr>
<tr>
<td>129</td>
<td>Projectors</td>
</tr>
<tr>
<td>129 K</td>
<td>Swung, carried by user</td>
</tr>
<tr>
<td>129 L</td>
<td>Slid, carried by user</td>
</tr>
<tr>
<td>129 M</td>
<td>Wheeled, carried by user</td>
</tr>
</tbody>
</table>

**BOARD GAMES, PIECES, OR BOARDS THEREFOR**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>237</td>
<td>Electrical</td>
</tr>
<tr>
<td>238</td>
<td>Removable and discrete game piece changes status of circuit</td>
</tr>
<tr>
<td>239</td>
<td>Magnetic</td>
</tr>
<tr>
<td>240</td>
<td>Markable or erasable game board or piece (e.g., magic slate)</td>
</tr>
<tr>
<td>241</td>
<td>Having three-dimensional pattern</td>
</tr>
<tr>
<td>242</td>
<td>Piece moves over board having pattern</td>
</tr>
<tr>
<td>243</td>
<td>Chance device controls amount or direction of movement of piece</td>
</tr>
<tr>
<td>244</td>
<td>Sports or outdoor recreational activities</td>
</tr>
<tr>
<td>244.1</td>
<td>Baseball</td>
</tr>
<tr>
<td>244.2</td>
<td>Having cards or tiles</td>
</tr>
<tr>
<td>245</td>
<td>Golf</td>
</tr>
<tr>
<td>246</td>
<td>Racing</td>
</tr>
<tr>
<td>247</td>
<td>Football or soccer</td>
</tr>
<tr>
<td>248</td>
<td>Race to a finish (e.g., backgammon)</td>
</tr>
<tr>
<td>249</td>
<td>With common finish (e.g., parchesi)</td>
</tr>
<tr>
<td>250</td>
<td>Outer space or astronomy</td>
</tr>
<tr>
<td>251</td>
<td>Travel or exploration</td>
</tr>
<tr>
<td>252</td>
<td>Travel or exploration</td>
</tr>
<tr>
<td>253</td>
<td>Outer space or astronomy</td>
</tr>
<tr>
<td>254</td>
<td>Travel or exploration (e.g., touring, treasure hunt, archeology)</td>
</tr>
<tr>
<td>255</td>
<td>Military or naval engagement</td>
</tr>
<tr>
<td>256</td>
<td>Property or commodity transactions</td>
</tr>
<tr>
<td>257</td>
<td>Judicial, legislative, or election process</td>
</tr>
<tr>
<td>258</td>
<td>Strategic race to a finish (e.g., Chinese checkers)</td>
</tr>
<tr>
<td>259</td>
<td>Sports or outdoor recreational activities</td>
</tr>
<tr>
<td>260</td>
<td>Chess or checker type</td>
</tr>
<tr>
<td>261</td>
<td>Nonrectangular or extended pattern</td>
</tr>
<tr>
<td>262</td>
<td>Military or naval engagement</td>
</tr>
</tbody>
</table>
263 .Chase type (e.g., fox and
goose)
264 .Alignment games (e.g., morris,
mill)
265 .Salvo type
266 .Nim type (i.e., game of take
away)
267 .Completing square type
268 .Dice board and number plate type
269 .Lotto or bingo type
270 .With attached pieces
271 .Alignment games (e.g., tic-tac-
toe, go-moko)
272 .Word, sentence, or equation
forming (e.g., SCRABBLE,
hangman)
273 .Memory or matching games (e.g.,
concentration)
274 .Betting or wagering board (e.g.,
casino)
275 .Path forming
276 .Construction or assembly games
277 .Sports or outdoor recreational
activities
278 .Property or commodity
transaction (e.g., stock
market)
279 .Judicial, legislative, or
election process
280 .Rotatably mounted board
281 .Game board having movably
attached piece
282.1 .Removably interfitting or
detachably adhesive board and
piece
282.2 .Detachably adhesive
282.3 .Board projection engagble with
piece
283 .Game board having pattern
separable into sections
284 .Game board having
interchangeable, variable, or
plural distinct playing
patterns
285 .Collapsible board (e.g.,
folding)
286 .Flexible sheet type
287 .Game board structure
288 .Game piece
289 .With movably attached part
290 .Stackable or nestable feature
291 .Weighted or reversible (e.g.,
for different game)

140 .Fish ponds
141 R .Rotating pointer
141 A .Electric or magnetic
142 R .Rotating disk
143 R .Edge indication
143 A .Rolling
143 B .Movable web
143 C .Indexing: magnetic
143 D .Indexing: leaf spring
143 E .Indexing: loose weight
142 A .Indicator: projected
142 B .Indicator: electrical
142 C .Indicator: optional
142 D .Indicator: free element
142 E .Ball indicator-pocketed disc
142 F .Ball indicator-notched disc
142 G .Ball indicator-stationary
   pocket
142 H .Plural disc
142 HA .Concentric
142 J .Indexing
142 JA .Pin and reed
142 JB .Magnetic
142 JC .Leaf spring and cog
142 JD .Pivoted pawl
142 K .Phonograph mounted
144 R .Lot mixers and dispensers
145 R .Dice agitators
145 A .Cup
145 B .Chute
145 C .Closed container
145 CA .Internal agitator
145 D .Reciprocating floor
145 E .Rotating table
144 A .Lot dispenser: mixing and
   dispensing
144 B .Lot dispenser: mixing and
   showing
146 .Dice
147 .Tops
138.1 CHANCE DEVICES
138.2 Electric or magnetic
138.3 Gravity-propelled chance element
randomly traverses or enters
alternative paths
138.4 .Plural external receivers
   (e.g., plural dispensers,
   etc.)
138.5 .Liquid-filled path
292 CARD OR TILE GAMES, CARDS OR
   TILES THEREFOR
293 .Card or tile structure
294 .Playing surface having
   nonrectangular perimeter
295 .Material
CLASS 273 AMUSEMENT DEVICES: GAMES

296 .With functional back indicia
297 .Property or commodity transaction representation
298 .Sports or outdoor recreational activities
299 .Word, sentence, or equation forming
300 .With quotation thereon
301 .With musical indicia
302 .With educational data
303 .Suits
304 .With supplementary indicia
305 .Indexing
306 .With auxiliary or accessory card or tile
307 .Rearranged basic indicia
308 .With representations of persons or objects and names associated therewith

148 R GAMES ACCESSORIES
309 .Game supporting tables or surfaces
149 R .Card shufflers and dealers
149 P ..Devices for dealing predetermined hands
150 .Hand holders
151 ..Duplicate games
148 A .With card holders
148 B .All video game accessories
153 R PUZZLES
154 .Balancing ovoids
155 .Folding and relatively movable strips and disks
156 .Take-aparts and put-togethers
157 R ..Geometrical figures, pictures, and maps
157 A ...Transparent overlay
158 ..Bent wire
159 ..Flexible cord or strip
160 ..Mortised blocks
153 P .Pyramid building
153 S .Shifting movement
153 J .Jumping movement

161 FORTUNE-TELLING DEVICES
429 PROBLEM ELICITING RESPONSE
430 .Questions and answers
431 ..Categorized or grouped questions
432 ..Timed response
440 PHYSICAL SKILL OR ABILITY
440.1 .Simulated martial-art-type game (e.g., boxing or fencing robots, etc.)
441 .Participant maneuvered game element over a surface or through a course
442 ..Simulated vehicle
443 ..Magnetically guided game element
444 ..Game element comprises a participant
445 ..Timed reaction or race to a finish
446 ..One participant at a time competes
447 .Game element capture or pick up using manual dexterity
448 ..Electric or magnetic capture
449 .Balance
450 ..Game element add on
451 .Push or pull force (e.g., tug of war)
452 ..Arm or finger contacting (e.g., arm wrestling)
453 .Apparatus connecting plural participants
454 .Electric
455 ..Circuit completion
456 .Magnetic
457 ENCLOSED FLUID MEDIUM
458 .Inflatable
459 MISCELLANEOUS
460 .Electric
461 .Simulated game

FOREIGN ART COLLECTIONS

DIGESTS

DIG 1 CARBONATE
DIG 2 STYRENE
DIG 3 EPOXY
DIG 4 ETHYLENE
DIG 5 VINYL
DIG 6 NYLON
DIG 7 GLASS FIBER
DIG 8 URETHANE
DIG 9 ESTER
DIG 10 BUTADIENE
DIG 11 ACETAL
DIG 12 PROPYLENE

January 2008
DIG 13  ARTIFICIAL GRASS
DIG 14  TRANSPARENT
DIG 15  CORK
DIG 16  ACRYLIC
DIG 17  HEAD MOUNTED
DIG 18  SHOE MOUNTED
DIG 19  WAIST MOUNTED
DIG 20  WEIGHTED BALLS
DIG 21  REEL
DIG 22  IONOMER
DIG 23  HIGH MODULUS FILAMENTS
DIG 24  LUMINESCENT, PHOSPHORESCENT
DIG 25  SUCTION CUPS INVOLVED
DIG 26  POINT COUNTERS AND SCORE INDICATORS
DIG 27  BLIND AND COLOR BLIND
DIG 29  SILICONE
DIG 30  HOOKED PILE FABRIC FASTENER
DIG 31  UNDULATED SURFACE