<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A63F</td>
<td>CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR</td>
</tr>
</tbody>
</table>

**WARNING**

In this subclass non-limiting references (in the sense of paragraph 39 of the Guide to the IPC) may still be displayed in the scheme.

### 1/00 Card games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00: card games played on a gaming machine G07F 17/32)

- 2001/001: [Bridge or baccarat]
- 2001/003: [Blackjack; Twenty one]
- 2001/005: [Poker]
- 2001/006: [Rummy]
- 2001/008: (adapted for being playable on a screen)
- 2001/022: (Manufacturing of cards)
- 2001/025: (with holes or slits)
- 2001/027: (with classical playing card symbols)
- 2001/040: (Card games combined with other games)
- 2001/041: (with a written message or sentence, e.g. chance or instruction cards)
- 2001/045: (Chance or clue cards)
- 2001/048: (with single words)
- 2001/049: (with single letters)
- 2001/052: (with pictures or figures)
- 2001/053: (having symbols or direction indicators for playing the game)
- 2001/054: (having markings on the rear face or reverse side)
- 2001/055: (Card games appurtenances)
- 2001/056: (Boxes or cases for cards)
- 2001/057: (Devices for bidding)
- 2001/058: (Tables or similar supporting structures)
- 2001/059: (Card-presses)
- 2001/060: (Card holders)
- 2001/061: (Card shufflers)
- 2001/062: (Card dealers)
- 2001/063: (Apparatus for indicating the dealer)
- 2001/064: (Score computers; Miscellaneous indicators (time-testing devices G07C))

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

- 3/00003: [Types of board games (chess A63F 3/02; educational board games A63F 3/04)]
- 3/00006: [Board games played along a linear track, e.g. game of goose, snakes and ladders, along an endless track (A63F 3/00028 - A63F 3/00029, A63F 3/00157, A63F 3/00158 take precedence)]
- 3/00009: (with an intersection in the track)
- 3/00012: (with movable means for switching to another track)
- 3/00015: (with a star-shaped track (A63F 2003/00025 takes precedence))
- 3/00018: (played along an endless track)
- 3/00022: (played along concentric endless tracks)
- 3/00025: (with a star-shaped track inside, e.g. trivial pursuit)
- 3/00028: (Board games simulating indoor or outdoor sporting games, e.g. bowling, basketball, boxing, croquet, athletics, jeu de boules, darts, snooker, rodeo (racing games played on boards A63F 3/00082; indoor games played with small balls A63F 7/00))
- 3/00031: (Baseball or cricket board games)
- 3/00034: (Baseball)
- 3/00037: (Cricket)
- 3/00041: (Football, soccer or rugby board games)
- 3/00044: (Tennis or squash board games)
- 3/00047: (Basketball board games)
- 3/0005: (Golf or putting board games)
- 3/00053: (Snooker, pool or billiard board games)
- 3/00056: (Darts board games)
- 3/00059: (Bowling board games)
- 3/00063: (Board games concerning economics or finance, e.g. trading)
- 3/00066: (with play money (with real coins or paper money A63F 2250/13))
- 3/00069: (Stock-market games)
- 3/00072: (played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence))
- 3/00075: (War games)
- 3/00078: (Naval war)
2003/00082 [Racing games (racing games characterised by figures moved by action of the player A63F 9/14)]
2003/00085 [Sailing races]
2003/00088 [Board games concerning traffic or travelling (trading A63F 3/00063; racing A63F 3/00082; teaching the highway code A63F 3/0494)]
2003/00091 [concerning space ship navigation]
2003/00094 [Ticktacktoe]
2003/00097 [Board games with labyrinths, path finding, line forming (labyrinths in boxes with small balls A63F 7/04; other labyrinth games A63F 9/0078)]
3/001 [Board games concerning astrology, religion, or fortune-telling (fortune-telling games A63F 9/181)]
2003/00104 [Board games having astrology aspects]
2003/00107 [Board games having aspects of the Yin Yang game]
2003/0011 [Board games having religion aspects]
2003/00113 [Board games having aspects of the I Ching game]
2003/00116 [Board games having aspects of the Tarot game]
3/00119 [Board games concerning music, theatre, cinema, or art]
2003/0012 [Board games concerning music]
2003/00126 [using audio equipment]
2003/00129 [with a compact disc player]
2003/00132 [specially adapted for teaching music]
2003/00135 [Board games concerning cinema or films]
3/00138 [Board games concerning voting, political or legal subjects; Patent games]
2003/00141 [Patent games]
3/00145 [Board games concerning treasure-hunting, fishing, hunting (capturing fishing games A63F 9/305)]
3/00148 [Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo A63F 3/00028; history A63F 3/044)]
3/00151 [Backgammon]
3/00154 [Mastermind]
3/00157 [Casino or betting games (horse races A63F 3/00082)]
2003/0016 [imitating fruit machines]
2003/00164 [Casino tables]
2003/00167 [with a jackpot]
2003/0017 [progressive jackpot]
3/00173 [Characteristics of game boards, alone or in relation to supporting structures or playing piece]
3/00176 [Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular]
2003/00179 [Triangular game board]
2003/00182 [Four-sided game board]
2003/00186 [Plus- or cross-shaped game board]
2003/00189 [Pentagonal game board]
2003/00192 [Star-shaped game board]
2003/00195 [Hexagonal game board]
2003/00198 [Star-shaped game board]
2003/00201 [Octagonal game board]
2003/00205 [Decagonal game board]
2003/00208 [Circular game board]
2003/00211 [Elliptical game board]
3/00214 [Three-dimensional game boards]
2003/00217 [Superimposed boards]
2003/0022 [played in three dimensions]
2003/00223 [shaped as a container into which playing pieces may enter (box or container for board games A63F 2003/00943)]
2003/00227 [with five play locations and optionally a sixth in the middle]
3/0023 [Foldable,rollable, collapsible or segmented boards (A63F 3/027 takes precedence)]
2003/00233 [with one fold or hinge (shaped as a book A63F 2003/00299; convertible into a suitcase A63F 2003/0094)]
2003/00236 [with a part of the rim or board missing near the fold to enable folding; Hinge consisting of a flexible element fixed at the bottom]
2003/00239 [with two hinges or folds]
2003/00242 [perpendicular]
2003/00246 [with three or more hinges or folds]
2003/00249 [all parallel]
2003/00252 [perpendicular]
2003/00255 [playable during travel (storing or transporting an interrupted jig-saw puzzle game A63F 2009/105)]
2003/00258 [rrollable, flexible or deformable board (shaped as an endless belt A63F 2003/00321; flexible rim A63F 2003/00504)]
3/00261 [Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards]
2003/00264 [with rotatable or tiltable parts]
2003/00268 [about a vertical axis, e.g. a disc]
2003/0027 [underneath the playing surface and viewable through holes or windows]
2003/00274 [with or designed as a turntable, lazy Susan]
2003/00277 [with rotatable concentric parts]
2003/0028 [with rotatable disc and rings in one plane]
2003/00283 [with rotatable non-concentric parts]
2003/00287 [about a horizontal axis]
2003/0029 [underneath the playing surface and viewable through holes or windows]
2003/00293 [with blocks rotatable about a horizontal axis]
2003/00296 [on one common axis]
2003/00299 [designed as a book]
2003/00302 [with parts rotatable about an axis perpendicular to the game board]
{in perpendicular directions}

{board A63F 3/00176; changing the size}

{Details of the playing field (shape of the materials thereof}

[Modular units]

{with a sloping playing field or part thereof}

{with means for hiding a part of the playing field}

{with a shield in the middle (A63F 2003/00406 takes precedence)}

{the shield being removable}

{on two sides, e.g. as a roof}

{Snap fit}

{in three or more sides, e.g. pyramid-shaped}

{Inverted}

{Truncated}

{Details of game board internal structure or materials thereof}

{with anti-slip means}

{Details of the playing field (shape of the board A63F 3/00176; changing the size A63F 2003/00971)}

{with indications, e.g. directions for playing}

{Geometric shapes of individual playing fields}

{Triangular}

{Rectangular}

{Pentagonal}

{Hexagonal}

{Edges or other provisions for toppling or rolling a playing piece}

{with means for limiting the size of the playing field (A63F 2003/00971 takes precedence)}

{Details of the rim or side edge (A63F 2003/00236 takes precedence)}

{Information on the rim}

{by colours}

{by numbers or letters}

{Flexible rim}

{Hinged or collapsible rim}

{Rim without board, e.g. empty frame}

{Rim or side edge with storing space for objects, e.g. unused playing pieces}

{Releasable rim}

{with a plurality of boards used during one game, i.e. separate game boards or playing areas}

{with a separate board for each player}

{for playing different games, e.g. with playing surfaces on opposite sides of the board (A63F 2003/00968 takes precedence)}

{Board game without game board}

{Connection of game board or part of game board to supporting structure}

{Adhesive}

{Suction cups}

{Clamps or clips}

{Magnetic}

{Suction cups}

{Information on the rim}

{with means for limiting the size of the playing field (A63F 2003/00971 takes precedence)}

{with a separate board for each player}

{with a separate board for each player}

{for playing different games, e.g. with playing surfaces on opposite sides of the board (A63F 2003/00968 takes precedence)}

{Board game without game board}

{Connection of game board or part of game board to supporting structure}

{using elastic means, e.g. rubber bands}

{Hook and loop-type fastener}

{Connections between board and playing pieces}

{Hook and loop-type fastener}

{Adhesive}

{with pin and hole}

{Snap fit}

{Pin, drawing pin or thumbtack}

{sliding or slidable in a groove}

{with staples}

{by tying to supporting structure, e.g. with ropes}

{using elastic means, e.g. rubber bands}

{Hook and loop-type fastener}

{Connections between board and playing pieces}

{Hook and loop-type fastener}

{Adhesive}

{with pin and hole}

{Snap fit}

{two or more pins or holes on one playing piece}

{friction fitted}

{adjustable in height}

{with slit, slot or groove (A63F 3/00634 takes precedence)}

{using pins, e.g. pins pierced into a soft board}

{The hole being in the playing piece}

{Characterised by the shape of the hole}

{Suction cups}

{with a hook or an eyelet}

{Clamps or clips}

{Screw elements}

{The playing piece being retained by a string or rope}

{being elastic or resilient, e.g. rubber band}

{Magnetic}

{Sliding connections, e.g. playing pieces sliding in a groove}

{with non-intersecting, e.g. parallel, grooves}
A63F

2003/0064 . . . . [The groove being in the playing piece]
2003/0043 . . . . [Electric board games; Electric features of
board games (electric word or number games
A63F 3/0421; computer chess G06F; electric raffle
games A63F 3/081)]
2003/0046 . . . . [with illumination of playing field or playing
piece]
2003/0049 . . . . [Lightbulbs]
2003/0065 . . . . [Light-emitting diodes]
2003/0066 . . . . [Fibre optics]
2003/0069 . . . . [LCDs]
2003/0062 . . . . [with an electric sensor for playing pieces
(A63F 2009/2444 takes precedence)]
2003/0065 . . . . [using inductance]
2003/0068 . . . . [using hall effect]
2003/0061 . . . . [Pressure or force sensor]
2003/0065 . . . . [Reed relay]
2003/0068 . . . . [with circuits closed by mechanical means]
2003/0068 . . . . [The playing field comprising two parallel
cconducting layers]
2003/0064 . . . . [One of the conducting layers being flexible
so that electrical contact with the other
play.
2003/0087 . . . . [Tokens or chips]
2003/0076 . . . . [Mill game]
2003/0079 . . . . [Nim game]
2003/0072 . . . . [Scissors, paper, stone or rock]
2003/0076 . . . . [Connectable or stackable playing pieces or parts
thereof]
2003/0079 . . . . [with connections amongst the playing pieces or parts thereof]
2003/0072 . . . . [Hook and loop-type fastener]
2003/0075 . . . . [Peg and socket connection]
2003/0078 . . . . [Snap-fitted]
2003/0073 . . . . [Hook or eyelet]
2003/0075 . . . . [Clamp or clip]
2003/0078 . . . . [Magnetic]
2003/0074 . . . . [Screw elements]
2003/0074 . . . . [with a connection to a playing piece that
stands on another playing field]
2003/0074 . . . . [Playing pieces with particular shapes]
2003/0075 . . . . [covering two or more playing fields]
2003/0073 . . . . [L-shaped]
2003/0075 . . . . [Planimetric shapes, e.g. disks]
2003/0076 . . . . [circular (A63F 2003/00703 takes
precedence)]
2003/0076 . . . . [Sections, sectors or segments]
2003/0076 . . . . [Triangular]
2003/0076 . . . . [Isosceles]
2003/0077 . . . . [Rectangular]
2003/0077 . . . . [Lozenged]
2003/0079 . . . . [Square]
2003/0078 . . . . [Pentagonal]
2003/0078 . . . . [Hexagonal]
2003/0078 . . . . [Heptagonal]
2003/0079 . . . . [Octagonal]
2003/0079 . . . . [Stereometric shapes]
2003/0079 . . . . [Spheres]
2003/0080 . . . . [Cylinders]
2003/0080 . . . . [Pyramids]
2003/0080 . . . . [Tetrahedrons]
2003/0081 . . . . [Blocks]
2003/0081 . . . . [Cubes]
2003/0081 . . . . [Cones]
2003/0082 . . . . [Prisms]
2003/0082 . . . . [T-shaped]
2003/0082 . . . . [Changeable playing pieces]
2003/0082 . . . . [with adjustable height]
2003/0083 . . . . [with groups of playing pieces, each group
having its own characteristic]
2003/0083 . . . . [The characteristic being the colour]
2003/0083 . . . . [The characteristic being size or shape]
2003/0084 . . . . [The characteristic being a graphical marking]
2003/0084 . . . . [Additional features of playing pieces; Playing
pieces not assigned to one particular player]
2003/0084 . . . . [Barriers, obstacles or obstructions
(A63F 2003/00971 takes precedence)]
2003/0085 . . . . [Hurdles]
2003/0085 . . . . [Element covering a playing piece]
2003/0085 . . . . [Direction indicators]
2003/0086 . . . . [Jokers wild cards]
2003/0086 . . . . [Markers, e.g. indicating the spot of a
previous move (score marking on play piece
A63F 2011/0062)]
2003/0087 . . . . [The playing piece having two characteristics]
2003/0087 . . . . [The characteristics being on the opposite sides
of the playing piece]
2003/0087 . . . . [with different colours on the opposite sides]
2003/0087 . . . . [One of the characteristics being a colour]
2003/0088 . . . . [The playing piece having three characteristics]
2003/0088 . . . . [The playing piece having four or more
characteristics, e.g. on four or more faces]
2003/0088 . . . . [Transparent]
2003/0088 . . . . [with a colour]
2003/0089 . . . . [Manufacturing of playing pieces]
2003/0089 . . . . [Accessories for board games (A63F 3/00697
takes precedence; game accessories of general use
A63F 11/00)]
2003/0089 . . . . [Instruments for handling a playing piece]
2003/0090 . . . . [adhesive]
2003/0090 . . . . [with a suction cup]
2003/0090 . . . . [with clamping means]
2003/0091 . . . . [with a hook or an eyelet]
2003/0091 . . . . [Fork]
2003/0091 . . . . [with pin and hole]
2003/0091 . . . . [snap fit]
2003/0092 . . . . [Threaded connection]
2003/0092 . . . . [magnetic]
2003/0093 . . . . [acting through a cover, e.g. transparent
cover]
2003/0093 . . . . [pointed instrument]
2003/0093 . . . . [Handle on the board or box for carrying]
2003/0094 . . . . [convertible into a suitcase]
2003/0094 . . . . [Box or container for board games]

CPC - 2019.05 4
A63F

2003/00946 . . . [with a storage for playing pieces next to the playing field (rim with storing space A63F 2003/00514)]
2003/00949 . . . [with a lid]
2003/00952 . . . [with a drawer]
2003/00955 . . . [with a lid (A63F 2003/00949 takes precedence)]
2003/00956 . . . [slideable]
2003/00962 . . . [with a game board on the lid or the inside of the lid]
2003/00965 . . . [containing a set of board games]
2003/00968 . . . [with playing surfaces on opposite sides of the board]
2003/00971 . . . [with means for limiting the size of the playing field]
2003/00974 . . . [mounted, drawn on or designed as a table]
2003/00977 . . . [with adjustable legs]
2003/00981 . . . [with collapsible legs]
2003/00984 . . . [with only foot pads, e.g. rubber]
2003/00987 . . . [with a table-flap]
2003/00999 . . . [with extension, e.g. sliding]
2003/00993 . . . [with wheels or rollers]
2003/00996 . . . [Board games available as video games]
3/02 . . . Chess; Similar board games
3/022 . . . [Recording or reproducing chess games (teaching games G09B 19/22)]
2003/0025 . . . [for teaching chess]
3/027 . . . [Pocket chess]
3/04 . . . Geographical or like games {}; Educational games (educational appliances in general G09B)
3/0402 . . . [for learning languages]
2003/0405 . . . [relating to specific languages]
2003/0407 . . . [arabic]
2003/041 . . . [chinese]
2003/0413 . . . [japanese]
3/0415 . . . [Number games (electric A63F 3/0421; mathematical models or topics A63F 3/0457; two-dimensional puzzles with rotating rings or discs A63F 9/0811, A63F 9/0819)]
2003/0418 . . . [with a grid, e.g. Sudokis-type games]
3/0421 . . . [Electric word or number games]
3/0423 . . . [Word games, e.g. scrabble (electric A63F 3/0421; two-dimensional puzzles with rotating rings or discs A63F 9/0811, A63F 9/0819)]
2003/0426 . . . [Spelling games]
2003/0428 . . . [Crosswords]
2003/0431 . . . [Encoding or decoding]
3/0434 . . . [Flags]
2003/0436 . . . [using geographical maps]
2003/0442 . . . [Atlas]
2003/044 . . . [Globe]
2003/0447 . . . [Road map]
3/0449 . . . [concerning history]
2003/0452 . . . [Genealogy]
2003/0455 . . . [Prehistoric]
3/0457 . . . [concerning science or technology, e.g. geology, chemistry, statistics, computer flow charts, radio, telephone (A63F 3/0478 takes precedence; other games concerning science or technology A63F 9/0076)]
2003/046 . . . [Mathematics (arithmetic A63F 3/0415)]
5/00 **Roulette games** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00)

5/0005 . . . {Automatic roulette}
5/0011 . . . {Systems for braking, arresting, halting or stopping}
5/0017 . . . {Braking effect by electric or magnetic field}
5/0023 . . . {by pushing or keeping an element between notches}
5/0029 . . . {using gravity}
5/0035 . . . {free moving element, e.g. ball}
5/0041 . . . {with a resilient element, e.g. spring}
5/0047 . . . {with adjustable tension}
5/0052 . . . {Braking effect by friction surface}
5/0058 . . . {with variable actuation means, e.g. handbrake}
5/0064 . . . {electrical}
5/007 . . . {Details about the compartments or sectors, e.g. sectors having different sizes}
5/0076 . . . {Driving means}
5/0082 . . . {electrical}
5/0088 . . . {with a plurality of balls used during one game}
5/0094 . . . {with a plurality of roulette wheels (A63F 5/043 takes precedence)}

5/02 . . . Roulette-like ball games
5/04 . . . Disc roulette; Dial roulettes; Teetotums; Dice-tops
5/041 . . . {Teetotums; Dice-tops}
5/043 . . . {using concentric discs or rings}
5/045 . . . {using a rotating wheel and a fixed indicator, e.g. fortune wheels}
5/046 . . . {with a horizontal wheel, i.e. wheel with a vertical rotation axle}
5/048 . . . {with symbols viewable through holes or windows}

7/00 **Indoor games using small moving playing bodies, e.g. balls, discs or blocks** (board games, raffle games A63F 3/00; roulette games A63F 5/00; miniature bowling games A63D 3/00; bagatelle or similar games A63D 13/00; billiards, pocket billiards A63D 15/00)

7/0005 . . . {played on a table, the ball or other playing body being rolled or slid from one side of the table in more than one direction or having more than one entering position on this same side, e.g. shuffle boards (goal posts per se A63F 7/305; miniature bowling-alleys A63D 3/00)}

7/0011 . . . {Target bowling or skee ball}
7/0017 . . . {played on a table by two players from opposite sides of the table (A63F 7/06 takes precedence)}
7/0023 . . . {played on a table from all sides, e.g. marble games}

2007/0029 . . . {with a playstation for each participant sharing a part of the playing field}
2007/0035 . . . {for two players}
2007/0041 . . . {for three or more players}
2007/0047 . . . {simulating pool, snooker or billiards}
2007/0052 . . . {with a playstation for each participant, each with a separate playing field}
7/0058 . . . {electric (A63F 7/027, A63F 7/3065 takes precedence)}
A63F

7/07 . . . in which the playing bodies contact, or are supported by air-cushion support (not used, see subgroups of A63F 7/06)

7/20 . . . in which the playing bodies are projected through the air (not used, see subgroups of A63F 7/06)

7/22 . . . Accessories; Details

7/24 . . . Devices controlled by the player to project or roll-off the playing bodies (arrangement of such devices in table alleys, miniature bowling-alleys or bowling games A63D 302; in bagatelle or billiards A63D 1300; A63D 1500)

7/2409 . . . [Apparatus for projecting the balls]

7/2418 . . . [with two projecting mechanisms working under different angles]

7/2427 . . . [with laterally movable, slidable projecting mechanism]

7/2436 . . . [Hand-held or connected to a finger, e.g. cues, clubs, sticks]

2007/2445 . . . [Stick-shaped]

2007/2454 . . . [Club, stick]

2007/2463 . . . [Cue]

2007/2472 . . . [Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield]

7/2481 . . . [with a projection mechanism actuated by a spring or other elastic member]

7/249 . . . [projecting the playing bodies through the air, e.g. with a jump]

7/26 . . . electric or magnetic

7/265 . . . [using a magnet for movement of the ball]

7/28 . . . using gravity [. . . apparatus for rolling off the ball, e.g. a slope, ramp or slant]

2007/282 . . . [Gutter-shaped]

2007/284 . . . [with a plurality of gutters, e.g. parallel]

2007/286 . . . [Pipe-shaped]

2007/288 . . . [with more ramps than two on opposite sides of the playing field]

7/30 . . . [Details of the playing surface, e.g.] obstacles; [Goal posts; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators; Means for detecting misuse or errors]

2007/3005 . . . [Obstacles, obstructions]

2007/301 . . . [Exchangeable]

2007/3015 . . . [The obstruction being a wall with apertures allowing the ball to pass]

2007/302 . . . [Hidden parts or passages]

2007/3025 . . . [with means for indicating or regulating a start position, e.g. foul line]

2007/303 . . . [Parts of the playing surface being movable, replaceable or removable (A63F 2007/301 takes precedence)]

2007/3035 . . . [with movable playing surfaces rotatable about a vertical axis]

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

2007/3045 . . . [Removable parts for service access]

7/305 . . . [Goal posts; Winning posts for rolling-balls]

7/3055 . . . [with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target]

7/306 . . . [with a score counter]
7/38... Playing surfaces movable during play, 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 A63B 21/008)]
7/382... [held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys]
2007/384... [held by two or more persons]
7/386... (Rolling boards adapted to be rocked during play)
7/388... [Ball games with balls rolled on two movable long sticks]
7/40... Balls or other moving playing bodies, e.g. pinballs or discs [used instead of balls]
2007/4006... [played with a plurality of identical balls]
2007/4012... [with an eccentric center of gravity]
2007/4018... [balls of different dimensions]
2007/4025... [balls having different masses but the same dimension]
2007/4031... [balls of different colours or other visual characteristics]
2007/4037... [balls of two different colours]
2007/4043... [balls of three or more different colours]
2007/405... [Magnetic]
2007/4056... [with a permanent magnet]
2007/4062... [with a non-magnetic ball material]
2007/4068... [Sliding play elements, e.g. discs or bodies with a low coefficient of friction]
2007/4075... [provided with a ball race or rollers]
2007/4081... [Ball with a hole sliding over a guide]
2007/4087... [Tethered balls]
2007/4093... [supported on a tethering arm]
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; miscellaneous sporting games A63B 67/00)]
9/0001... [Games specially adapted for handicapped, blind or bed-ridden persons]
2009/0003... [Games specially adapted for blind or partially sighted people]
2009/0004... [using BRAILLE]
2009/0006... [Colour blind]
2009/0007... [Games with therapeutic effects]
2009/0009... [with provisions for or for use by people lying in bed]
9/001... [Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game]
2009/0012... [the other object being a container or part thereof]
2009/0013... [Bottles (cups A63F 2009/0053)]
2009/0015... [Closures, e.g. POGS, milk cap game, cap disk game, flipper]
2009/0016... [Labels]
2009/0018... [with means for holding a pen or pencil]
2009/002... [used as hanger or connected to a hanger; Ornaments or jewellery]
2009/0021... [Bracelets, worn on wrist]
2009/0023... [with provisions for connecting to clothes]
2009/0024... [with provisions for connecting to a belt]
2009/0026... [Headbands]
2009/0027... [Keyhangers]
2009/0029... [Necklaces]
2009/003... [Rings]
2009/0032... [with provisions for hanging on a wall]
2009/0033... [Display or decorative devices]
2009/0035... [on a pedestal or stand]
2009/0036... [combined with a book or magazine]
2009/0038... [Dictionaries of encyclopedia]
2009/0039... [Instruction or exercise books; Guides]
2009/0041... [in electronic form, e.g. video]
2009/0043... [Magazines or newspapers]
2009/0044... [Postcards]
2009/0046... [with stamps]
2009/0047... [Beer mats or coasters; Placemats]
2009/0049... [Objects with a second use as toy or game]
2009/005... [Ashtrays]
2009/0052... [Bottle cap lifters]
2009/0053... [Cups]
2009/0055... [Bens]
2009/0056... [Furniture, e.g. bed]
2009/0058... [Drinking glasses]
2009/0059... [Wallets]
2009/0061... [Calendars]
2009/0063... [Cigarette lighters]
2009/0064... [Items relating to health or medical instruments]
2009/0066... [Condoms]
2009/0067... [Paper clips]
2009/0069... [Clothes pegs]
2009/007... [Piggy banks]
2009/0072... [Whistles]
9/0073... [Games for obtaining a particular arrangement of playing pieces in a plane or space (A63F 9/08 takes precedence; ticktacktoe A63F 3/00094; three-dimensional chess-like games A63F 3/00214)]
2009/0075... [Towers of Hanoi]
9/0076... [Games representing technical, industrial or scientific activities, e.g. oil exploration, space ship navigation games]
9/0078... [Labyrinth games (A63F 3/00097; A63F 7/04 take precedence)]
9/0079... [Games using compressed air, e.g. with air blowers, balloons, vacuum (A63F 7/066 and A63F 7/3603 take precedence)]
2009/0081... [using suction or vacuum]
2009/0083... [Games with balloons]
2009/0084... [Bursting]
2009/0086... [using inflatable objects]
2009/0087... [with means for producing an air current]
2009/0089... [blown by mouth]
2009/009... [pneumatic]
2009/0092... [Air gun]
9/0093... [Punchboards]
2009/0095... [the pegs to be inserted to different depths, e.g. by inserting invisible elements]
9/0096... [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)]
9/0098 [Word or number games (A63F 3/0415, A63F 3/0421, A63F 3/0423 take precedence)]

9/02 Shooting or hurling games (throwing-implements for sports or recreational use A63B 65/00; throwing or projecting toys per se A63H 33/18; gun simulators F41A 33/00, e.g. light- or radiation-emitting guns F41A 33/02; practice apparatus for gun-aiming F41G 3/26, e.g. using a light-emitting device F41G 3/2616; targets, target ranges, bullet catchers F41J, (photo-electric hit-detector systems F41J 5/02))

9/0204 [Targets therefor (for ball games A63B 63/00)]

9/0208 [the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks]

2009/0213 [the projectile, e.g. ring or quoits, to be thrown on a hook or stick]

2009/0217 [using horseshoes]

2009/0221 [with penetrating spikes, e.g. as in darts]

2009/0226 [the spikes being on the target]

2009/023 [with suction cups]

2009/0234 [the suction cups being on the target]

2009/0239 [using hook and loop-type fastener]

2009/0243 [Movable targets]

2009/0247 [Bombing or dropping games]

2009/0252 [Shooting devices therefor]

2009/0256 [with adjustable angle of evaluation]

2009/026 [by varying the point of impact]

2009/0265 [using resilient elements]

2009/0269 [Bow and arrows]

2009/0273 [Catapults]

2009/0278 [Projectiles (A63F 9/0208, A63F 9/0247 and A63F 9/0252 take precedence)]

2009/0282 [with shapes other than balls]

2009/0286 [Discs]

2009/0291 [with a simulated projectile, e.g. an image on a screen]

2009/0295 [Tiddley winks type games]

9/04 Dice (dice tops A63F 5/04 (D)); Dice-boxes; Mechanical dice-throwing devices {casino or betting games played on boards A63F 3/00157}

9/0402 [Rolling boards]

2009/0404 [without a barrier, e.g. with limit lines drawn on the board]

2009/0406 [Dice-throwing devices, e.g. dice cups]

2009/0408 [with a dice projecting device]

2009/0411 [Dice cups]

2009/0413 [Cuboid dice]

2009/0415 [Details of dice, e.g. non-cuboid dice]

2009/0417 [Two-sided dice, e.g. coins]

2009/042 [Three-sided]

2009/0422 [Four-sided]

2009/0424 [Five-sided]

2009/0426 [Six-sided non-cuboid]

2009/0428 [Seven-sided]

2009/0431 [Eight-sided]

2009/0433 [Nine-sided]

2009/0435 [Ten-sided]

2009/0437 [Twelve-sided]

2009/044 [Fourteen-sided]

2009/0442 [Sixteen-sided]

2009/0444 [Eighteen-sided]

2009/0446 [Twenty-sided]

2009/0448 [Twenty-four-sided]

2009/0451 [Twenty-six-sided]

2009/0453 [Thirty-sided]

2009/0455 [Thirty-two-sided]

2009/0457 [Fourty-two-sided]

2009/0459 [Fourty-nine-sided]

2009/0462 [Fifty-sided]

2009/0464 [Irregular]

2009/0466 [Spherical]

2009/0468 [Electronic dice; electronic dice simulators]

2009/0471 [Dice with different colours]

2009/0473 [On different faces of a dice]

2009/0475 [With two or more colours]

2009/0477 [With groups of dice having different colours]

2009/0479 [With three or more groups]

2009/0482 [Provided with instructions for playing dice games]

2009/0484 [Dice with pictures or figures]

2009/0486 [Dice with symbols, e.g. indicating a direction for moving a playing piece]

2009/0488 [With letters or words]

2009/0491 [Customisable dice, e.g. with interchangeable or replaceable inserts]

2009/0493 [Dice with other dice inside]

2009/0495 [Dice-boxes or similar storing means]

2009/0497 [Manufacturing of dice]

9/06 Patience; Other games for self-amusement

9/0601 [for animals]

9/0602 [Solitary games adapted for a single player]

9/0604 [Based on the use of colours]

2009/0605 [Referring to colour theory]

2009/0606 [Complementary colours]

2009/0608 [Mixing colours]

2009/0609 [Using wavelengths of invisible light]

9/0611 [Solitary games adapted for multiple players]

9/0612 [Electronic puzzles]

9/0613 [Puzzles or games based on the use of optical filters or elements, e.g. coloured filters, polaroid filters, transparent sheets with opaque parts (optical, colour or shadow toys A63H 33/22)]

2009/0615 [Transparent]

2009/0616 [With colours]

2009/0618 [Used for masking, e.g. for making objects with the same colour invisible]

2009/0619 [With an opaque part]

2009/062 [Overlapping]

2009/0622 [Sighting device]

2009/0623 [With mirrors]

2009/0625 [Using total internal reflection, e.g. in a prism]

2009/0626 [Periscope]

2009/0627 [Partially transparent]

2009/0629 [With lenses or other refractive optical elements]

2009/063 [Optical elements other than lenses used for producing refraction, e.g. prisms]

2009/0631 [Binoculars]

2009/0633 [Fresnel lenses]

2009/0634 [Magnifying glasses]

2009/0636 [Telescopes]

2009/0637 [Optical fibres]

2009/0638 [Polaroid filters]

2009/064 [Opaque, e.g. blindfold, obstructing view]
A63F

9/0641 . . . [using a marker or means for drawing, e.g. pen, pencil, chalk]

2009/0643 . . . [erasable]
2009/0644 . . . [Blackboard or slate]
2009/0645 . . . [for erasing a felt pen]
2009/0647 . . . [using wet or damp cloth or a sponge]
2009/0648 . . . [using a rubber]
2009/065 . . . [using a sliding mechanism]
2009/0651 . . . [with means for copying]
2009/0652 . . . [using carbon paper]
2009/0654 . . . [Decalcomania]
2009/0655 . . . [Copying from a relief surface, e.g. coin]
2009/0656 . . . [using a stamp]
2009/0658 . . . [Marking a point]
2009/0659 . . . [Drawing a line]
2009/0661 . . . [Making a drawing]
2009/0662 . . . [Making a painting]
2009/0663 . . . [using a template]
2009/0665 . . . [using a plurality of markers, e.g. different colours]

9/0666 . . . [matching elementary shapes to corresponding holes]

2009/0668 . . . [the shapes falling or being pushed through the holes]

9/0669 . . . [Tessellation]

2009/067 . . . [using a particular shape of tile]
2009/0672 . . . [arrow-shaped, V-shaped]
2009/0673 . . . [circular]
2009/0675 . . . [Segments]
2009/0676 . . . [Sectors]
2009/0677 . . . [Part of a circle other than segment or sector, arcuate]

2009/0679 . . . [elliptical, oval]
2009/068 . . . [hexagonal]
2009/0681 . . . [pentagonal]
2009/0683 . . . [quadrangular]
2009/0684 . . . [Parallelogram]
2009/0686 . . . [Rhombus]
2009/0687 . . . [Rectangle]
2009/0688 . . . [Square]
2009/069 . . . [Trapezium]
2009/0691 . . . [Kite]
2009/0693 . . . [star-shaped]
2009/0694 . . . [triangular]
2009/0695 . . . [using different types of tiles]
2009/0697 . . . [of polygonal shapes]
2009/0698 . . . [all rectilinear]

9/08 . . . Puzzles provided with elements movable in relation, [i.e. movably connected], to each other

9/0803 . . . [Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged]

9/0807 . . . [requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles]

9/0811 . . . [with rotatable concentric rings or discs (A63F 9/083 takes precedence)]

2009/0815 . . . [with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface]

2009/0819 . . . [with rotatable non-concentric discs, e.g. gear games]

9/0823 . . . [having overlapping circles with interchangeable elements]

9/0826 . . . [Three-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged, e.g. Rubik’s cube (elements rotatable about just one axis, e.g. discs stacked as a cylinder A63F 9/0811)]

9/083 . . . [with vacant positions or gap migration]
9/0834 . . . [comprising only two layers, e.g. with eight elements]

9/0838 . . . [with an element, e.g. invisible core, staying permanently in a central position having the function of central retaining spider and with groups of elements rotatable about at least three axes intersecting in one point]

9/0842 . . . [each group consisting of again a central element and a plurality of additional elements rotatable about three orthogonal axes at both ends, the additional elements being rotatable about at least two axes, e.g. Rubik’s cube]

2009/0846 . . . [characterised by the shape of the puzzle]
2009/0849 . . . [Dodecaedrons]
2009/0853 . . . [Icosaedrons]

9/0857 . . . [with elements slideably connected to a visible central body, e.g. beads in grooves]
9/0861 . . . [with elements slideably connected to neighbouring elements, e.g. with hollow interior]

9/0865 . . . [with a plurality of single elements rotatably connected to a central body which are characterised only by design, e.g. shape, use of colours or symbols]

9/0869 . . . [with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes]

9/0873 . . . [a sphere rotatable with respect to an inner sphere]

9/0876 . . . [Bent wire or cord puzzles]
9/088 . . . [Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik’s Magic]

2009/0884 . . . [with means for immobilising or stabilising a configuration, e.g. the solution]

2009/0888 . . . [using detents]
2009/0892 . . . [with an extra element for the final vacant space]

2009/0896 . . . [Moebius ring]

9/10 . . . Two-dimensional jigsaw puzzles
2009/1005 . . . [with images on both sides]
9/1011 . . . [Composition of faces, i.e. visages, using individual pieces representing parts thereof]

2009/1016 . . . [the pieces having additional connections, i.e. in addition to the connection by the jigsaw shapes]

2009/1022 . . . [to the display board]
2009/1027 . . . [adhesive]
2009/1033 . . . [magnetic]
2009/1038 . . . [with hook and loop-type fastener]
9/1044 . . . [Display boards therefor]
2009/105 . . . [with provisions for storing and transporting an interrupted game]

2009/1055 . . . [resiliently sandwiched]
2009/1061 . . . [with electric features, e.g. light, wires]
Dominoes or like games; Mah-Jongg games

[Spinning-top games {racing} games using dice A63F 3/00]

characterised by figures moved by action of the players

Racing games, traffic games, or obstacle games

Mah-Jongg games

Details of questions, e.g. with increasing level of difficulty

(closed by stackable elements)

Manufacturing of three-dimensional puzzle elements

correct)

[Manufacturing]

with a surface having a relief structure]

[non-planar]

[two layers]

[Manufacturing]

[Forming identical blocks, e.g. children's block puzzles]

Connections between puzzle elements]

[using locking or binding pins]

[connecting only two neighbouring elements]

[using two or more types of connections]

[slideable connections]

[Dove tails]

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

{with a final configuration being a sphere}

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

{with a final configuration representing a house or other building}

{with pegs, pins, rods or dowels as puzzle elements}

{using a plurality of pegs}

{Configuration or arrangement of the pegs}

{all pegs being parallel}

{the pegs forming angles with each other, e.g. right angles in three dimensions}

{the pegs forming angles other than right angles in three dimensions}

{characterised by different lengths}

{with notches}

{with screw elements, e.g. nuts}

{Sculpture puzzles]

{formed by stackable elements}

Manufacturing of three-dimensional puzzle elements

[electric]

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

Spinning-top games

[Use of spinning tops as random generators]

Question-and-answer games

Fortune-telling games]

[electric]

Closing an electric circuit when the answer is correct]

[Guessing games]

[Details of questions, e.g. with increasing level of difficulty]

[Dominoes or like games; Mah-Jongg games]

[Electric games] Games using electronic circuits not otherwise provided for {video games A63F 13/00; computerized gaming systems G07F 17/32}

{Detail of input, input devices]

{Input by manual operation]

{Keyboard]

{using more than one keyboard]

{Joystick]

{Touch-sensitive buttons]

{Touch screen]

{Input form cards, tapes, discs]

{Magnetic]

{Cards]

{Diskettes]

{Tapes or cassettes, e.g. audio or video cassettes]

{Optical]

{Bar codes]

{Cards with holes]

{Discs, e.g. CD or DVD]

{Scanners, e.g. for scanning regular characters]

{Mechanical]

{Punch cards]

{IC card, chip card, smart card]

{with other kinds of input]

{actuated by a sound, e.g. using a microphone]

{Voice-actuated]

{using a video camera]

{Characteristics of the input]

{Multiple input devices]

{the input being a code, e.g. ID]

{Pin code]

{Sensors or detectors]

{Light detector]

{detecting reflected light]

{Motion detector]

{Output devices]

{visual]

{using illumination, e.g. with lamps]

{as a signal]

{with LED]

{Printers]

{Display screens, e.g. monitors, video displays]

{LCD's]

{Computer generated or synthesized image]

{Projection of a two-dimensional real image]

{on a screen, e.g. using a video projector]

{on a translucent screen, e.g. frosted glass]

{of a film]

{of a slide]

{of a contour (shadow shows A63F 2019/003)]

{audible, e.g. using a loudspeaker]

{Buzzer, beep or electric bell]

{Devices for imitating a running engine]

{Headphones]

Computer generated or synthesized image]
A63F

2009/2476 . . . . [Speech or voice synthesisers, e.g. using a speech chip]
2009/2477 . . . . [Tone generators, oscillators]
2009/2479 . . . . [Other kinds of output]
2009/248 . . . . [Magnetic DOE]
2009/2482 . . . . [Electromotor]
2009/2483 . . . . [Other characteristics]
2009/2485 . . . . [using a general-purpose personal computer]
2009/2486 . . . . [the computer being an accessory to a board game]
2009/2488 . . . . [Remotely playable]
2009/2489 . . . . [by radio transmitters, e.g. using RFID]
2009/2491 . . . . [with a detachable memory]
2009/2492 . . . . [Power supply]
2009/2494 . . . . [battery, e.g. dry cell]
2009/2495 . . . . [using connection to car battery]
2009/2497 . . . . [Solar cells]
2009/2498 . . . . [Moving conductor along conductive track without making contact]
2009/2499 . . . . [Screws]

9/26 . . . . . . . (Balancing games, i.e. bringing elements into or out of balance)
9/28 . . . . . . . (Chain-reaction games with toppling pieces; dispensers or positioning devices therefor)
9/30 . . . . . . . (Capturing games for grabbing or trapping objects, e.g. fishing games)
9/305 . . . . . . (Fishing games (with magnetic pieces A63F 9/34))
9/32 . . . . . . . (Games with a collection of long sticks, e.g. mikado (A63F 9/30 takes precedence))
9/34 . . . . . . . (Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00)
2009/345 . . . . . . [Electromagnetically]

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

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

11/0002 . . . . [Dispensing or collecting devices for tokens or chips (dispensers for game pieces in chain reaction games A63F 9/28; coin freed apparatus for games G07F 17/32)]
2011/0004 . . . . [Bags]
2011/0006 . . . . [adapted for chips]
2011/0009 . . . . [Jars]
11/0011 . . . . [Chance selectors (A63F 7/048, A63F 9/04 take precedence)]
2011/0013 . . . . [Pendulums]
2011/0016 . . . . [Spinners]
2011/0018 . . . . [integrated in the game board]
2011/002 . . . . [with two pointers]
2011/0023 . . . . [indicating a direction, e.g. wind direction]
11/0025 . . . . [Tools]
2011/0027 . . . . [Spinners]
2011/003 . . . . [Screwdrivers]
2011/0032 . . . . [Hammers]
2011/0034 . . . . [Saws]
2011/0037 . . . . [Devices for scraping]
2011/0039 . . . . [Levers or crowbars]

13/00 Video games, i.e. games using an electronically generated display having two or more dimensions

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

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

Until reclassification is complete, groups A63F 13/005 and A63F 13/80 - A63F 13/847 should be considered in order to perform a complete search.
WARNING

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

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

WARNING

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

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

WARNING

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

Until reclassification is complete, groups A63F 13/06 and A63F 13/20 - A63F 13/245 and A63F 13/837 should be considered in order to perform a complete search.

WARNING

Group A63F 13/08 is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups A63F 13/90 - A63F 13/98.

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

WARNING

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

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

WARNING

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

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

WARNING

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

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

WARNING

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

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

WARNING

Group(s) A63F 13/20 - A63F 13/98 are incomplete pending reclassification of documents from group(s) A63F 13/00 - A63F 13/12.
13/219 . . . for aiming at specific areas on the display, e.g. light-guns
13/22 . . . Setup operations, e.g. calibration, key configuration or button assignment
13/23 . . . for interfacing with the game device, e.g. specific interfaces between game controller and console
13/235 . . . using a wireless connection, e.g. infrared or piconet
13/24 . . . Constructional details thereof, e.g. game controllers with detachable joystick handles
13/245 . . . specially adapted to a particular type of game, e.g. steering wheels
13/25 . . . Output arrangements for video game devices
13/26 . . . having at least one additional display device, e.g. on the game controller or outside a game booth
13/27 . . . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena
13/28 . . . responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating players' seats, activating scent dispensers or affecting temperature or light (controlling the output signals based on the game progress; A63F 13/50)
13/285 . . . Generating tactile feedback signals via the game input device, e.g. force feedback
13/30 . . . Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers
13/31 . . . Communication aspects specific to video games, e.g. between several handheld game devices at close range
13/32 . . . using local area network [LAN] connections
13/323 . . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines
13/327 . . . using wireless networks, e.g. Wi-Fi or piconet
13/33 . . . using wide area network [WAN] connections
13/332 . . . using wireless networks, e.g. cellular phone networks
13/335 . . . using Internet
13/338 . . . using television networks
13/34 . . . using peer-to-peer connections
13/35 . . . Details of game servers
13/352 . . . involving special game server arrangements, e.g. regional servers connected to a national server or a plurality of servers managing partitions of the game world
13/355 . . . Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client
13/358 . . . Adapting the game course according to the network or server load, e.g. for reducing latency due to different connection speeds between clients
13/40 . . . Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment
13/42 . . . by mapping the input signals into game commands, e.g. mapping the displacement of a stylus on a touch screen to the steering angle of a virtual vehicle
13/422 . . . automatically for the purpose of assisting the player, e.g. automatic braking in a driving game
13/424 . . . involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition
13/426 . . . involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun
13/428 . . . involving motion or position input signals, e.g. signals representing the rotation of an input controller or a player's arm motions sensed by accelerometers or gyroscopes
13/44 . . . involving timing of operations, e.g. performing an action within a time
13/45 . . . Controlling the progress of the video game
13/46 . . . Computing the game score
13/47 . . . involving branching, e.g. choosing one of several possible scenarios at a given point in time
13/48 . . . Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session
13/49 . . . Saving the game status; Pausing or ending the game
13/493 . . . Resuming a game, e.g. after pausing, malfunction or power failure
13/497 . . . Partially or entirely replaying previous game actions
13/50 . . . Controlling the output signals based on the game progress
13/52 . . . involving aspects of the displayed game scene
13/525 . . . Changing parameters of virtual cameras
13/5252 . . . using two or more virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character changes room or displaying a rear-mirror view in a car-driving game
13/5255 . . . according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character
13/5258 . . . by dynamically adapting the position of the virtual camera to keep a game object or game character in its viewing frustum, e.g. for tracking a character or a ball
13/53 . . . involving additional visual information provided to the game scene, e.g. by overlay to simulate a head-up display [HUD] or displaying a laser sight in a shooting game
13/533 . . . for prompting the player, e.g. by displaying a game menu
13/537 . . . using indicators, e.g. showing the condition of a game character on screen
13/5372 . . . for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player
13/5375 . . . for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game
Genre or game mode

- Special adaptations for executing a specific game
- Game security or game management aspects
- Game-integrated level editor
- Tools specially adapted for game development or generating or modifying game content before or on the game progress
- Driving vehicles or craft, e.g. cars, airplanes, involving player-related data, e.g. identities, or amount of memory
- Servers, e.g. configuration data, software version
- Involving data related to game devices or game elements
- Enforcing rules, e.g. detecting foul play or authorising game programs or game devices, e.g. by computing conditions of game characters, e.g. stamina, strength, motivation or energy level
- Using advertising information
- Automatically by game devices or servers from real world data, e.g. measurement in live racing competition
- By importing photos, e.g. of the player
- Adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use
- By enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions
- Game security or game management aspects
- Using secure communication between game devices and game servers, e.g. by encrypting game data or authorising players
- Authorising game programs or game devices, e.g. checking authenticity
- Enforcing rules, e.g. detecting foul play or generating lists of cheating players
- Involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory
- Involving player-related data, e.g. identities, accounts, preferences or play histories
- For payment purposes, e.g. monthly subscriptions
- For finding other players; for building a team; for providing a buddy list
- For assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46)
- Special adaptations for executing a specific game genre or game mode
- Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks
- Ball games, e.g. soccer or baseball
- Musical performances, e.g. by evaluating the player's ability to follow a notation
- Athletics, e.g. track-and-field sports
- Fishing
- Strategy games; Role-playing games (A63F 13/825, A63F 13/828 takes precedence)
- Fostering virtual characters
- Managing virtual sport teams
- Hand-to-hand fighting, e.g. martial arts
- Competition (A63F 13/837 takes precedence)
- Shooting of targets
- Involving concurrently two or more players on the same game device, e.g. requiring the use of a plurality of controllers or of a specific view of game data for each player
- Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal
- Providing additional services to players
- Watching games played by other players
- Communicating with other players during game play, e.g. by e-mail or chat
- Mini-games executed independently while main games are being loaded
- Constructional details or arrangements of video game devices not provided for in groups A63F 13/20 or A63F 13/25, e.g. housing, wiring, connections or cabinets
- Video game devices specially adapted to be hand-held while playing
- Storage media specially adapted for storing game information, e.g. video game cartridges
- Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers
- Miscellaneous game characteristics
- Having an effect on the human senses
- With odourized parts
- With edible parts
- Drinkable
- Related to sense of touch (A63F 2009/0003 takes precedence)
- Generating a sound without electric means
- Ringing a bell
- Containing a liquid
- Water
- In motion
- Dumping water on a player
- Being squirted
- With an air bubble
- Being absorbed
- Mercury
- For actuating a switch by gravity
- Evaporating
- Containing a viscous liquid
- Containing an inflammable liquid
- For changing stability or rolling properties
- Using a surface tension
- Containing a gas
A63F

2250/6/ 2250/06 . containing small particles
2250/6/3 2250/063 . for changing stability or rolling properties
2250/6/6 2250/066 . Sand
2250/8/ 2250/08 . with static electricity
2250/9/ 2250/09 . Antistatic
2250/10/ 2250/10 . with measuring devices
2250/10/05 . for angles
2250/10/1 2250/101 . Water level
2250/10/15 2250/1015 . Protractors
2250/10/21 2250/1021 . for weighing
2250/10/26 2250/1026 . for temperature
2250/10/31 2250/1031 . using colour indicators
2250/10/36 2250/1036 . for distances (A63F 2250/1015 takes precedence)
2250/10/42 2250/1042 . Rulers (A63F 2250/1015 takes precedence)
2250/10/47 2250/1047 . for electrical phenomena
2250/10/52 2250/1052 . Galvanometers
2250/10/57 2250/1057 . Timers
2250/10/68 2250/1068 . Sandglasses
2250/10/73 2250/1073 . Time-out devices (sandglasses A63F 2250/1068; A63F 2250/14 takes precedence)
2250/10/78 2250/1078 . of the count-down type
2250/10/84 2250/1084 . Chess clocks
2250/10/89 2250/1089 . Mechanical timer causing a random event
2250/10/94 2250/1094 . for velocity
2250/11/ 2250/11 . with an indicator for predicting a velocity or other physical quantity
2250/11/5 2250/115 . based on Hooke's law
2250/12/ 2250/12 . using a string, rope, strap or belt as a play element
2250/12/1 2250/121 . Strap or belt
2250/12/2 2250/122 . Closed loop
2250/12/4 2250/124 . Elastic
2250/12/5 2250/125 . for a yo-yo
2250/12/7 2250/127 . Chain
2250/12/8 2250/128 . for suspension of play element
2250/13/ 2250/13 . using coins or paper money as play elements
2250/13/3 2250/133 . Banknote
2250/13/6 2250/136 . Coin pusher
2250/14/ 2250/14 . Coin operated
2250/14/2 2250/142 . with pay-out or rewarding with a prize
2250/14/4 2250/144 . Dispensing a gift
2250/14/6 2250/146 . by issuing a winning ticket
2250/14/8 2250/148 . Enabling replay, e.g. giving a bonus ball
2250/16/ 2250/16 . Use of textiles
2250/16/2 2250/162 . Carpet
2250/16/4 2250/164 . Felt
2250/16/6 2250/166 . Garments
2250/16/8 2250/168 . with a zipper
2250/18/ 2250/18 . Use of resilient or deformable elements
2250/18/3 2250/183 . Foam
2250/18/6 2250/186 . Spring
2250/20/ 2250/20 . Outdoor version of games normally played indoors
2250/20/2 2250/202 . with anchoring means, e.g. pegs in the ground
2250/20/5 2250/205 . for being played in the swimming pool, e.g. floatable games
2250/20/7 2250/207 . for being played on the lawn
2250/21/ 2250/21 . Adapted outdoor game resembling to an indoor game
2250/21/5 2250/215 . Hop-scotch
2250/22/ 2250/22 . with advertising
2250/24/ 2250/24 . with a lock, e.g. for a puzzle
2250/24/5 2250/245 . with a key
2250/26/ 2250/26 . the game being influenced by physiological parameters (A63F 2250/1031 takes precedence)
2250/26/5 2250/265 . by skin resistance
2250/28/ 2250/28 . with a two-dimensional real image
2250/28/2 2250/282 . Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
2250/28/5 2250/285 . Photographs
2250/28/7 2250/287 . Cameras therefor
2250/30/ 2250/30 . with a three-dimensional image
2250/30/2 2250/302 . holographic
2250/30/5 2250/305 . formed by superimposed partially transparent layers
2250/30/7 2250/307 . stereoscopic
2250/32/ 2250/32 . containing a live object
2250/32/3 2250/323 . Mexican jumping bean
2250/32/6 2250/326 . Bean bag
2250/34/ 2250/34 . promoting partner selection
2250/36/ 2250/36 . sound damping
2250/38/ 2250/38 . shock damping
2250/42/ 2250/42 . with a light-sensitive substance, e.g. photoluminescent
2250/42/3 2250/423 . fluorescent
2250/42/6 2250/426 . phosphorescent
2250/48/ 2250/48 . with special provisions for gripping by hand
2250/48/1 2250/481 . for picking up or for gripping from a cavity, e.g. a recess next to a storing space
2250/48/2 2250/482 . with holes or fingers, e.g. blind hole
2250/48/3 2250/483 . adapted for thumb
2250/48/4 2250/484 . adapted for fingernail
2250/48/5 2250/485 . using a handle
2250/48/6 2250/486 . with an ergonomic grip
2250/48/7 2250/487 . with a pistol handle
2250/48/8 2250/488 . with a trigger
2250/48/9 2250/489 . with a roughened part
2250/49/ 2250/49 . with provisions for connecting to a part of the body
2250/49/1 2250/491 . Finger
2250/49/2 2250/492 . Thumb
2250/49/4 2250/494 . Fingernail
2250/49/5 2250/495 . Hand, arm or wrist
2250/49/7 2250/497 . Head
2250/49/8 2250/498 . Lap
2250/50/ 2250/50 . Construction set or kit
2250/50/5 2250/505 . made from a blank
2250/52/ 2250/52 . with a remote control
2250/54/ 2250/54 . washable
2250/58/ 2250/58 . Antifraud or preventing misuse
2250/60/ 2250/60 . Connection between elements not otherwise provided for
2250/60/1 2250/601 . with hook and loop-type fastener
2250/60/2 2250/602 . with adhesive
2250/60/3 2250/603 . with pin and hole
2250/60/4 2250/604 . with a hook or an eyelet
2250/60/5 2250/605 . with clamps or clips
2250/60/6 2250/606 . with suction cups
2250/60/9 2250/609 . Inserts, e.g. for replaceable indicia or figures (A63F 2009/0491 takes precedence)
2250/64/ 2250/64 . used for radio or television, e.g. television shows; used in front of an audience
2250/64/5 2250/645 . used by the watcher or listener
2300/00 Features of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game

2300/10 characterized by input arrangements for converting player-generated signals into game device control signals

2300/1006 having additional degrees of freedom

2300/1012 involving biosensors worn by the player, e.g. for measuring heart beat, limb activity

2300/1018 Calibration; Key and button assignment

2300/1025 details of the interface with the game device, e.g. USB version detection

2300/1031 using a wireless connection, e.g. Bluetooth, infrared connections

2300/1037 being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback

2300/1043 being characterized by constructional details

2300/105 using inertial sensors, e.g. accelerometers, gyroscopes

2300/1056 involving pressure sensitive buttons

2300/1062 being specially adapted to a type of game, e.g. steering wheel

2300/1068 being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad

2300/1075 using a touch screen

2300/1081 Input via voice recognition

2300/1087 comprising photodetecting means, e.g. a camera

2300/1093 using visible light

2300/20 characterised by details of the game platform

2300/201 Playing authorisation given at platform level

2300/202 the game platform being a DVD player

2300/203 Image generating hardware

2300/204 the platform being a handheld device

2300/205 for detecting the geographical location of the game platform

2300/206 Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards

2300/207 for accessing game resources from local storage, e.g. streaming content from DVD

2300/208 for storing personal settings or data of the player

2300/209 characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface

2300/30 characterized by output arrangements for receiving control signals generated by the game device

2300/301 using an additional display connected to the game console, e.g. on the controller

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

2300/303 for displaying additional data, e.g. simulating a Head Up Display

2300/305 for providing a graphical or textual hint to the player

2300/306 for displaying a marker associated to an object or location in the game field

2300/307 for displaying an additional window with a view from the top of the game field, e.g. radar screen

2300/308 Details of the user interface

2300/40 characterised by details of platform network

2300/401 Secure communication, e.g. using encryption or authentication

2300/402 Communication between platforms, i.e. physical link to protocol

2300/403 Connection between platform and handheld device

2300/404 characterized by a local network connection

2300/405 being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net

2300/406 Transmission via wireless network, e.g. pager or GSM

2300/407 Data transfer via internet

2300/408 Peer to peer connection

2300/409 Data transfer via television network

2300/50 characterized by details of game servers

2300/51 Server architecture

2300/513 server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authorisation, billing

2300/516 connected to a local network, e.g. in a plane, hotel

2300/53 details of basic data processing

2300/531 Server assignment

2300/532 using secure communication, e.g. by encryption, authentication

2300/534 for network load management, e.g. bandwidth optimization, latency reduction

2300/535 for monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters

2300/537 for exchanging game data using a messaging service, e.g. e-mail, SMS, MMS

2300/538 for performing operations on behalf of the game client, e.g. rendering

2300/55 Details of game data or player data management

2300/5506 using advertisements

2300/5513 involving billing

2300/552 for downloading to client devices, e.g. using OS version, hardware or software profile of the client

2300/5526 Game data structure

2300/5533 using program state or machine event data, e.g. server keeps track of the state of multiple players on in a multiple player game

2300/554 by saving game or status data

2300/5546 using player registration data, e.g. identification, account, preferences, game history

2300/5553 user representation in the game field, e.g. avatar

2300/556 Player lists, e.g. online players, buddy list, black list

2300/5566 by matching opponents or finding partners to build a team, e.g. by skill level, geographical area, background, play style

2300/5573 player location

2300/558 by assessing the players' skills or ranking

2300/5586 for enforcing rights or rules, e.g. to prevent foul play

2300/5593 involving scheduling aspects

2300/57 Details of game services offered to the player
Methods for processing data by generating or executing the game program

- for importing or creating game content, e.g. authoring tools during game development, adapting content to different platforms, use of a scripting language to create content
- where the game content is authored by the player, e.g. level editor or by game device at runtime, e.g. level is created from music data on CD
- using adaptive systems learning from user actions, e.g. for skill level adjustment
- for offering a minigame in combination with a main game
- for mapping control signals received from the input arrangement into game commands
- by generating automatically game commands to assist the player, e.g. automatic braking in a driving game
- for sound processing
- of an input signal, e.g. pitch and rhythm extraction, voice recognition
- generating an output signal, e.g. under timing constraints, for spatialization
- for unlocking hidden game elements, e.g. features, items, levels
- Score computation
- for controlling the execution of the game in time
- by branching, e.g. choosing one of several possible story developments at a given point in time
- for replaying partially or entirely the game actions since the beginning of the game
- involving process of starting or resuming a game
- according to the timing of operation or a time limit
- for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car
- by determining the impact between objects, e.g. collision detection
- for calculating the trajectory of an object
- for computing the condition of a game character
- for rendering three dimensional images
- for animating game characters, e.g. skeleton kinematics
- using models with different levels of detail [LOD]
- for animating a group of characters
- for simulating liquid objects, e.g. water, gas, fog, snow, clouds
- for simulating particle systems, e.g. explosion, fireworks
- for the computation and display of the shadow of an object or character

Unusual game types, e.g. virtual cooking