

**CPC****COOPERATIVE PATENT CLASSIFICATION****A63F****CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR****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](#))

- A63F 2001/001 . { Bridge or baccarat }
- A63F 2001/003 . { Blackjack; Twenty one }
- A63F 2001/005 . { Poker }
- A63F 2001/006 . { Rummy }
- A63F 2001/008 . { adapted for being playable on a screen }
- A63F 1/02 . Cards; Special shapes of cards (card-printing methods [B41K](#), [B41M](#))
- A63F 2001/022 .. { Manufacturing of cards }
- A63F 2001/025 .. { with holes or slits }
- A63F 2001/027 .. { with classical playing card symbols }
- A63F 1/04 . Card games combined with other games
- A63F 2001/0408 .. { with text }
- A63F 2001/0416 .. { with numbers }
- A63F 2001/0425 ... { with dice dots }
- A63F 2001/0433 ... { with domino dots }
- A63F 2001/0441 .. { with a written message or sentence, e.g. chance or instruction cards }
- A63F 2001/045 ... { Chance or clue cards }
- A63F 2001/0458 .. { with single words }
- A63F 2001/0466 .. { with single letters }
- A63F 2001/0475 .. { with pictures or figures }
- A63F 2001/0483 ... { having symbols or direction indicators for playing the game }
- A63F 2001/0491 .. { having markings on the rear face or reverse side }
- A63F 1/06 . Card games appurtenances

**WARNING**

The following classes are not complete because of a pending reorganisation:  
[A63F 1/062](#): see also [A63F 1/06](#) and [A63F 1/062](#)  
[A63F 1/065](#): see also [A63F 1/06](#) and [A63F 1/065](#)  
[A63F 1/067](#): see also [A63F 1/06](#) and [A63F 1/067](#)

A63F 1/062	.. { Boxes or cases for cards }
A63F 1/065	.. { Devices for bidding }
A63F 1/067	.. { Tables or similar supporting structures }
A63F 1/08	.. Card-presses
A63F 1/10	.. Card holders
A63F 1/12	.. Card shufflers
A63F 1/14	.. Card dealers
A63F 1/16	.. Apparatus for indicating the dealer
A63F 1/18	.. Score computers; Miscellaneous indicators ( <a href="#">time-testing devices G07C</a> )

**A63F 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](#))

### **WARNING**

Reorganisation pending for the following groups: [A63F 3/00003](#), [A63F 3/00047](#), [A63F 3/00053](#), [A63F 3/00056](#), [A63F 3/00059](#), [A63F 3/00173](#), [A63F 3/00261](#), [A63F 3/0052](#), [A63F 3/00529](#), [A63F 3/00533](#), [A63F 3/0402](#), [A63F 3/0497](#), [A63F 3/0605](#), [A63F 3/061](#), [A63F 3/0615](#), [A63F 3/062](#), [A63F 3/0635](#), [A63F 3/0655](#).  
See also this group and its subgroups

A63F 3/00003	. { Types of board games ( <a href="#">chess A63F 3/02</a> ; <a href="#">educational board games A63F 3/04</a> )}
A63F 3/00006	.. { Board games played along a linear track, e.g. game of goose, snakes and ladders, along an endless track ( <a href="#">A63F 3/00028</a> to <a href="#">A63F 3/00157</a> , <a href="#">A63F 3/04</a> take precedence)}
A63F 2003/00009	... { with an intersection in the track }
A63F 2003/00012	.... { with movable means for switching to another track }
A63F 2003/00015	.... { with a star-shaped track ( <a href="#">A63F 2003/00025</a> takes precedence)}
A63F 2003/00018	... { played along an endless track }
A63F 2003/00022	.... { played along concentric endless tracks }
A63F 2003/00025	.... { with a star-shaped track inside, e.g. trivial pursuit }
A63F 3/00028	.. { Board games simulating indoor or outdoor sporting games, e.g. bowling, basketball, boxing, croquet, athletics, jeu de boules, darts, snooker, rodeo ( <a href="#">racing games played on boards A63F 3/00082</a> ; <a href="#">indoor games played with small balls A63F 7/00</a> )}
A63F 3/00031	... { Baseball or cricket board games }
A63F 2003/00034	.... { Baseball }
A63F 2003/00037	.... { Cricket }
A63F 3/00041	... { Football, soccer or rugby board games }
A63F 3/00044	... { Tennis or squash board games }
A63F 3/00047	... { Basketball board games }
A63F 3/0005	... { Golf or putting board games }
A63F 3/00053	... { Snooker, pool or billiard board games }
A63F 3/00056	... { Darts board games }

A63F 3/00059	...	{ Bowling board games }
A63F 3/00063	..	{ Board games concerning economics or finance, e.g. trading }
A63F 2003/00066	...	{ with play money (with real coins or paper money <a href="#">A63F 2250/13</a> ) }
A63F 3/00069	...	{ Stock-market games }
A63F 3/00072	...	{ played along an endless track, e.g. monopoly ( <a href="#">A63F 3/00069</a> takes precedence) }
A63F 3/00075	..	{ War games }
A63F 2003/00078	...	{ Naval war }
A63F 3/00082	..	{ Racing games (racing games characterised by figures moved by action of the player <a href="#">A63F 9/14</a> ) }
A63F 3/00085	...	{ Sailing races }
A63F 3/00088	..	{ Board games concerning traffic or travelling (trading <a href="#">A63F 3/00063</a> ; racing <a href="#">A63F 3/00082</a> ; teaching the highway code <a href="#">A63F 3/0494</a> ) }
A63F 3/00091	...	{ concerning space ship navigation }
A63F 3/00094	..	{ Ticktacktoe }
A63F 3/00097	..	{ Board games with labyrinths, path finding, line forming (labyrinths in boxes with small balls <a href="#">A63F 7/04</a> ; other labyrinth games <a href="#">A63F 9/0078</a> ) }
A63F 3/001	..	{ Board games concerning astrology, religion, or fortune-telling (fortune-telling games <a href="#">A63F 9/181</a> ) }
A63F 2003/00104	...	{ Board games having astrology aspects }
A63F 2003/00107	...	{ Board games having aspects of the Yin Yang game }
A63F 2003/0011	...	{ Board games having religion aspects }
A63F 2003/00113	...	{ Board games having aspects of the I Ching game }
A63F 2003/00116	...	{ Board games having aspects of the Tarot game }
A63F 3/00119	..	{ Board games concerning music, theatre, cinema, or art }
A63F 2003/00123	...	{ Board games concerning music }
A63F 2003/00126	....	{ using audio equipment }
A63F 2003/00129	.....	{ with a compact disc player }
A63F 2003/00132	...	{ specially adapted for teaching music }
A63F 2003/00135	...	{ Board games concerning cinema or films }
A63F 3/00138	..	{ Board games concerning voting, political or legal subjects; Patent games }
A63F 2003/00141	...	{ Patent games }
A63F 3/00145	..	{ Board games concerning treasure-hunting, fishing, hunting (capturing fishing games <a href="#">A63F 9/305</a> ) }
A63F 3/00148	..	{ Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo <a href="#">A63F 3/00028</a> ; history <a href="#">A63F 3/0449</a> ) }
A63F 3/00151	..	{ Backgammon }
A63F 3/00154	..	{ Mastermind }
A63F 3/00157	..	{ Casino or betting games (horse races <a href="#">A63F 3/00082</a> ) }
A63F 2003/0016	...	{ imitating fruit machines }
A63F 2003/00164	...	{ Casino tables }

A63F 2003/00167	...	{ with a jackpot }
A63F 2003/0017	....	{ progressive jackpot }
A63F 3/00173	.	{ Characteristics of game boards, alone or in relation to supporting structures or playing piece }
A63F 3/00176	..	{ Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular }
A63F 2003/00179	...	{ Triangular game board }
A63F 2003/00182	...	{ Four-sided game board }
A63F 2003/00186	....	{ Plus- or cross-shaped game board }
A63F 2003/00189	...	{ Pentagonal game board }
A63F 2003/00192	....	{ Star-shaped game board }
A63F 2003/00195	...	{ Hexagonal game board }
A63F 2003/00198	....	{ Star-shaped game board }
A63F 2003/00201	...	{ Octagonal game board }
A63F 2003/00205	...	{ Decagonal game board }
A63F 2003/00208	...	{ Circular game board }
A63F 2003/00211	...	{ Elliptical game board }
A63F 3/00214	..	{ Three-dimensional game boards }
A63F 2003/00217	...	{ Superimposed boards }
A63F 2003/0022	...	{ played in three dimensions }
A63F 2003/00223	...	{ shaped as a container into which playing pieces may enter (box or container for board games <a href="#">A63F 2003/00943</a> ) }
A63F 2003/00227	....	{ with five play locations and optionally a sixth in the middle }
A63F 3/0023	..	{ Foldable, rollable, collapsible or segmented boards ( <a href="#">A63F 3/027</a> takes precedence) }
A63F 2003/00233	...	{ with one fold or hinge (shaped as a book <a href="#">A63F 2003/00299</a> ; convertible into a suitcase <a href="#">A63F 2003/0094</a> ) }
A63F 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 }
A63F 2003/00239	...	{ with two hinges or folds }
A63F 2003/00242	....	{ perpendicular }
A63F 2003/00246	...	{ with three or more hinges or folds }
A63F 2003/00249	....	{ all parallel }
A63F 2003/00252	....	{ perpendicular }
A63F 2003/00255	...	{ playable during travel (storing or transporting an interrupted jig-saw puzzle game <a href="#">A63F 2009/105</a> ) }
A63F 2003/00258	...	{ rollable, flexible or deformable board (shaped as an endless belt <a href="#">A63F 2003/00321</a> ; flexible rim <a href="#">A63F 2003/00504</a> ) }
A63F 3/00261	..	{ Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards }
A63F 2003/00264	...	{ with rotatable or tiltable parts }
A63F 2003/00268	....	{ about a vertical axis, e.g. a disc }

A63F 2003/00271	.....	{ underneath the playing surface and viewable through holes or windows }
A63F 2003/00274	.....	{ with or designed as a turntable, lazy Susan }
A63F 2003/00277	.....	{ with rotatable concentric parts }
A63F 2003/0028	.....	{ with rotatable disc and rings in one plane }
A63F 2003/00283	.....	{ with rotatable non-concentric parts }
A63F 2003/00287	....	{ about a horizontal axis }
A63F 2003/0029	.....	{ underneath the playing surface and viewable through holes or windows }
A63F 2003/00293	.....	{ with blocks rotatable about a horizontal axis }
A63F 2003/00296	.....	{ on one common axis }
A63F 2003/00299	.....	{ designed as a book }
A63F 2003/00302	....	{ with parts rotatable about an axis perpendicular to the game board }
A63F 2003/00305	....	{ rotatable about any axis, e.g. ball in a socket }
A63F 2003/00309	....	{ with stopping means (for roulette <a href="#">A63F 5/0011</a> ) }
A63F 2003/00312	.....	{ Detents }
A63F 2003/00315	.....	{ using braking effect caused by friction }
A63F 2003/00318	....	{ with a rollable board surface }
A63F 2003/00321	.....	{ shaped as an endless belt }
A63F 2003/00324	...	{ with slidable parts of the playing surface }
A63F 2003/00328	....	{ underneath the playing surface and viewable through holes or windows }
A63F 2003/00331	....	{ with two or more slidable parts, e.g. parallel }
A63F 2003/00334	.....	{ on different levels }
A63F 2003/00337	.....	{ in perpendicular directions }
A63F 2003/0034	...	{ with a replaceable part of the playing surface }
A63F 2003/00343	....	{ underneath a transparent surface }
A63F 2003/00347	....	{ the playing surface as a whole being replaceable }
A63F 2003/0035	.....	{ with stackable playing surfaces }
A63F 2003/00353	.....	{ with holes or windows }
A63F 2003/00356	.....	{ by insertion through a slit }
A63F 2003/00359	...	{ Modular units }
A63F 2003/00362	....	{ with connections between modules }
A63F 2003/00365	.....	{ Hook and loop-type fastener }
A63F 2003/00369	.....	{ Adhesive }
A63F 2003/00372	.....	{ Pin and socket connection }
A63F 2003/00375	.....	{ Snap fit }
A63F 2003/00378	.....	{ sliding in a groove }
A63F 2003/00381	.....	{ Jig-saw connection, e.g. dove tail }
A63F 2003/00384	.....	{ with a hook or an eyelet }
A63F 2003/00388	.....	{ with an auxiliary connective element, e.g. clip or clamp }

A63F 2003/00391	.....	{ magnetic }
A63F 2003/00394	...	{ with a surface relief }
A63F 2003/00397	....	{ Changeable }
A63F 2003/004	....	{ with a repetitive structure }
A63F 2003/00403	.....	{ Stepped }
A63F 2003/00406	...	{ with a vertical game board }
A63F 2003/0041	....	{ with playing pieces visible from both sides }
A63F 2003/00413	....	{ playable on opposite sides but with playing field of opponent not being visible }
A63F 2003/00416	...	{ with means for hiding a part of the playing field }
A63F 2003/00419	....	{ with a shield in the middle ( <a href="#">A63F 2003/00406</a> takes precedence)}
A63F 2003/00422	.....	{ the shield being removable }
A63F 2003/00425	....	{ with a shield on each side of the playing field }
A63F 2003/00429	.....	{ The shield being removable }
A63F 2003/00432	....	{ covering a part of the playing field }
A63F 2003/00435	...	{ with a sloping playing field or part thereof }
A63F 2003/00438	....	{ on two sides, e.g. as a roof }
A63F 2003/00441	.....	{ Inverted }
A63F 2003/00444	.....	{ Truncated }
A63F 2003/00447	....	{ on three or more sides, e.g. pyramid-shaped }
A63F 2003/00451	.....	{ Inverted }
A63F 2003/00454	.....	{ Truncated }
A63F 2003/00457	...	{ Details of game board internal structure or materials thereof }
A63F 2003/0046	....	{ with anti-slip means }
A63F 2003/00463	...	{ Details of the playing field ( <a href="#">shape of the board A63F 3/00176</a> ; <a href="#">changing the size A63F 2003/00971</a> )}
A63F 2003/00466	....	{ with indications, e.g. directions for playing }
A63F 2003/0047	....	{ Geometric shapes of individual playing fields }
A63F 2003/00473	.....	{ Triangular }
A63F 2003/00476	.....	{ Rectangular }
A63F 2003/00479	.....	{ Pentagonal }
A63F 2003/00482	.....	{ Hexagonal }
A63F 2003/00485	....	{ Edges or other provisions for toppling or rolling a playing piece }
A63F 2003/00488	....	{ with means for limiting the size of the playing field ( <a href="#">A63F 2003/00971</a> takes precedence)}
A63F 2003/00492	...	{ Details of the rim or side edge ( <a href="#">A63F 2003/00236</a> takes precedence)}
A63F 2003/00495	....	{ Information on the rim }
A63F 2003/00498	.....	{ by colours }
A63F 2003/00501	.....	{ by numbers or letters }
A63F 2003/00504	....	{ Flexible rim }
A63F 2003/00507	....	{ Hinged or collapsible rim }

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



A63F 2003/0063	...	{ Magnetic }
A63F 3/00634	...	{ Sliding connections, e.g. playing pieces sliding in a groove }
A63F 2003/00637	....	{ with non-intersecting, e.g. parallel, grooves }
A63F 2003/0064	....	{ The groove being in the playing piece }
A63F 3/00643	.	{ Electric board games; Electric features of board games (electric word or number games <a href="#">A63F 3/0421</a> ; computer chess <a href="#">G06F</a> ; electric raffle games <a href="#">A63F 3/081</a> )}
A63F 2003/00646	..	{ with illumination of playing field or playing piece }
A63F 2003/00649	...	{ Lightbulbs }
A63F 2003/00652	...	{ Light-emitting diodes }
A63F 2003/00656	...	{ Fibre optics }
A63F 2003/00659	...	{ LCD's }
A63F 2003/00662	..	{ with an electric sensor for playing pieces ( <a href="#">A63F 2009/2444</a> takes precedence)}
A63F 2003/00665	...	{ using inductance }
A63F 2003/00668	...	{ using hall effect }
A63F 2003/00671	...	{ Pressure or force sensor }
A63F 2003/00675	...	{ Reed relay }
A63F 2003/00678	..	{ with circuits closed by mechanical means }
A63F 2003/00681	...	{ The playing field comprising two parallel conducting layers }
A63F 2003/00684	....	{ One of the conducting layers being flexible so that electrical contact with the other can be established, e.g. by the weight of a playing piece }
A63F 2003/00687	...	{ Printed circuits }
A63F 2003/0069	...	{ using a spring }
A63F 3/00694	.	{ Magnetic board games (other games using magnetically moved or magnetically held pieces <a href="#">A63F 9/34</a> )}
A63F 3/00697	.	{ Playing pieces }
A63F 2003/007	..	{ Design of classical playing pieces, e.g. classical chess, draughts or go }
A63F 2003/00703	...	{ Tokens or chips }
A63F 2003/00706	...	{ Mill game }
A63F 2003/00709	...	{ Nim game }
A63F 2003/00712	...	{ Scissors, paper, stone or rock }
A63F 2003/00716	..	{ Connectable or stackable playing pieces or parts thereof }
A63F 2003/00719	...	{ with connections amongst the playing pieces or parts thereof }
A63F 2003/00722	....	{ Hook and loop-type fastener }
A63F 2003/00725	....	{ Peg and socket connection }
A63F 2003/00728	.....	{ Snap-fitted }
A63F 2003/00731	....	{ Hook or eyelet }
A63F 2003/00735	....	{ Clamp or clip }
A63F 2003/00738	....	{ Magnetic }
A63F 2003/00741	....	{ Screw elements }



A63F 2003/00744	....	{ with a connection to a playing piece that stands on another playing field }
A63F 2003/00747	..	{ Playing pieces with particular shapes }
A63F 2003/0075	...	{ covering two or more playing fields }
A63F 2003/00753	...	{ L-shaped }
A63F 2003/00757	...	{ Planimetric shapes, e.g. disks }
A63F 2003/0076	....	{ circular ( <a href="#">A63F 2003/00703</a> takes precedence)}
A63F 2003/00763	.....	{ Sections, sectors or segments }
A63F 2003/00766	....	{ Triangular }
A63F 2003/00769	....	{ Isosceles }
A63F 2003/00772	....	{ Rectangular }
A63F 2003/00776	.....	{ Lozenged }
A63F 2003/00779	.....	{ Square }
A63F 2003/00782	....	{ Pentagonal }
A63F 2003/00785	....	{ Hexagonal }
A63F 2003/00788	....	{ Heptagonal }
A63F 2003/00791	....	{ Octagonal }
A63F 2003/00794	...	{ Stereometric shapes }
A63F 2003/00798	....	{ Spheres }
A63F 2003/00801	....	{ Cylinders }
A63F 2003/00804	....	{ Pyramids }
A63F 2003/00807	....	{ Tetrahedrons }
A63F 2003/0081	....	{ Blocks }
A63F 2003/00813	....	{ Cubes }
A63F 2003/00817	....	{ Cones }
A63F 2003/0082	....	{ Prisms }
A63F 2003/00823	...	{ T-shaped }
A63F 2003/00826	..	{ Changeable playing pieces }
A63F 2003/00829	...	{ with adjustable height }
A63F 2003/00832	..	{ with groups of playing pieces, each group having its own characteristic }
A63F 2003/00835	...	{ The characteristic being the colour }
A63F 2003/00839	...	{ The characteristic being size or shape }
A63F 2003/00842	...	{ The characteristic being a graphical marking }
A63F 2003/00845	..	{ Additional features of playing pieces; Playing pieces not assigned to one particular player }
A63F 2003/00848	...	{ Barriers, obstacles or obstructions ( <a href="#">A63F 2003/00971</a> takes precedence)}
A63F 2003/00851	.....	{ Hurdles }
A63F 2003/00854	...	{ Element covering a playing piece }
A63F 2003/00858	...	{ Direction indicators }
A63F 2003/00861	...	{ Jokers wild cards }

- A63F 2003/00864 ... { Markers, e.g. indicating the spot of a previous move (score marking on play piece [A63F 2011/0062](#))}
- A63F 2003/00867 .. { The playing piece having two characteristics }
- A63F 2003/0087 ... { The characteristics being on the opposite sides of the playing piece }
- A63F 2003/00873 .... { with different colours on the opposite sides }
- A63F 2003/00876 ... { One of the characteristics being a colour }
- A63F 2003/0088 .. { The playing piece having three characteristics }
- A63F 2003/00883 .. { The playing piece having four or more characteristics, e.g. on four or more faces }
- A63F 2003/00886 .. { Transparent }
- A63F 2003/00889 ... { with a colour }
- A63F 2003/00892 .. { Manufacturing of playing pieces }
- A63F 3/00895 . { Accessories for board games ([A63F 3/00697](#) takes precedence; game accessories of general use [A63F 11/00](#))}
- A63F 2003/00899 .. { Instruments for handling a playing piece }
- A63F 2003/00902 ... { adhesive }
- A63F 2003/00905 ... { with a suction cup }
- A63F 2003/00908 ... { with clamping means }
- A63F 2003/00911 ... { with a hook or an eyelet }
- A63F 2003/00914 .... { Fork }
- A63F 2003/00917 ... { with pin and hole }
- A63F 2003/00921 .... { snap fit }
- A63F 2003/00924 ... { Threaded connection }
- A63F 2003/00927 ... { magnetic }
- A63F 2003/0093 .... { acting through a cover, e.g. transparent cover }
- A63F 2003/00933 ... { pointed instrument }
- A63F 2003/00936 .. { Handle on the board or box for carrying }
- A63F 2003/0094 ... { convertible into a suitcase }
- A63F 2003/00943 .. { Box or container for board games }
- A63F 2003/00946 ... { with a storage for playing pieces next to the playing field (rim with storing space [A63F 2003/00514](#))}
- A63F 2003/00949 .... { with a lid }
- A63F 2003/00952 ... { with a drawer }
- A63F 2003/00955 ... { with a lid ([A63F 2003/00949](#) takes precedence)}
- A63F 2003/00958 .... { slidable }
- A63F 2003/00962 .... { with a game board on the lid or the inside of the lid }
- A63F 2003/00965 ... { containing a set of board games }
- A63F 2003/00968 .... { with playing surfaces on opposite sides of the board }
- A63F 2003/00971 .... { with means for limiting the size of the playing field }
- A63F 2003/00974 .. { mounted, drawn on or designed as a table }

A63F 2003/00977	...	{ with adjustable legs }
A63F 2003/00981	...	{ with collapsible legs }
A63F 2003/00984	...	{ with only foot pads, e.g. rubber }
A63F 2003/00987	...	{ with a table-flap }
A63F 2003/0099	...	{ with extension, e.g. sliding }
A63F 2003/00993	...	{ with wheels or rollers }
A63F 2003/00996	.	{ Board games available as video games }
A63F 3/02	.	Chess; Similar board games
A63F 3/022	..	{ Recording or reproducing chess games (data processing for game playing <b>G06F 19/00B</b> ; teaching games <a href="#">G09B 19/22</a> )}
A63F 2003/025	...	{ for teaching chess }
A63F 3/027	..	{ Pocket chess }
A63F 3/04	.	Geographical or like games; Educational games (educational appliances in general <a href="#">G09B</a> )
A63F 3/0402	..	{ for learning languages }
A63F 2003/0405	...	{ relating to specific languages }
A63F 2003/0407	....	{ arabic }
A63F 2003/041	....	{ chinese }
A63F 2003/0413	....	{ japanese }
A63F 3/0415	..	{ Number games (electric <a href="#">A63F 3/0421</a> ; mathematical models or topics <a href="#">A63F 3/0457</a> ; two-dimensional puzzles with rotating rings or discs <a href="#">A63F 9/0811</a> , <a href="#">A63F 9/0819</a> )}
A63F 2003/0418	...	{ with a grid, e.g. 'Sudoku'-type games }
A63F 3/0421	..	{ Electric word or number games }
A63F 3/0423	..	{ Word games, e.g. scrabble (electric <a href="#">A63F 3/0421</a> ; two-dimensional puzzles with rotating rings or discs <a href="#">A63F 9/0811</a> , <a href="#">A63F 9/0819</a> )}
A63F 2003/0426	...	{ Spelling games }
A63F 2003/0428	...	{ Crosswords }
A63F 2003/0431	...	{ Encoding or decoding }
A63F 3/0434	..	{ Geographical games (travelling <a href="#">A63F 3/00088</a> )}
A63F 2003/0436	...	{ Flags }
A63F 2003/0439	...	{ using geographical maps }
A63F 2003/0442	....	{ Atlas }
A63F 2003/0444	....	{ Globe }
A63F 2003/0447	....	{ Road map }
A63F 3/0449	..	{ concerning history }
A63F 2003/0452	...	{ Genealogy }
A63F 2003/0455	...	{ Prehistoric }

- A63F 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](#))}
- A63F 2003/046 ... { Mathematics (arithmetics [A63F 3/0415](#))}
- A63F 2003/0463 .... { Computers }
- A63F 2003/0465 .... { Permutations }
- A63F 2003/0468 ... { Astronomy }
- A63F 2003/0471 ... { Physics }
- A63F 2003/0473 ... { Mechanics }
- A63F 2003/0476 ... { Chemistry }
- A63F 3/0478 .. { concerning life sciences, e.g. biology, ecology, nutrition, health, medicine, psychology }
- A63F 2003/0481 ... { Biology }
- A63F 2003/0484 ... { Ecology }
- A63F 2003/0486 ... { Nutrition }
- A63F 2003/0489 ... { Psychology }
- A63F 2003/0492 ... { Medical }
- A63F 3/0494 .. { concerning the highway code }
- A63F 3/0497 .. { Games about time, e.g. telling the time }

- A63F 3/06 . Lottos or bingo games; Systems, apparatus or devices for checking such games {(small boxes with balls used for generating random numbers [A63F 7/048](#); lottery apparatus [G07C 15/00](#); lottery gaming stations, online lottery or bingo [G07F 17/329](#); printing processes for lottery tickets [B41M 3/005](#))}
- A63F 3/0605 .. { Lottery games }

### **WARNING**

not complete, reorganisation pending

- A63F 3/061 ... { in which the players select their own numbers, e.g. Lotto }
- A63F 3/0615 ... { based on sporting events, e.g. football pools }
- A63F 3/062 .. { Bingo games, e.g. Bingo card games }
- A63F 3/0625 .. { Devices for filling-in or checking }
- A63F 3/063 ... { Checking-cards with rupturable portions }
- A63F 3/0635 ... { Punchers for filling-in or checking lotto or bingo games }
- A63F 3/064 ... { Electric devices for filling-in or checking }
- A63F 3/0645 .. { Electric lottos or bingo games }
- A63F 3/065 .. { Tickets or accessories for use therewith ([A63F 3/0625](#) takes precedence)}
- A63F 3/0655 ... { Printing of tickets, e.g. lottery tickets }
- A63F 2003/066 .... { using ink jet }
- A63F 3/0665 ... { having a message becoming legible after rubbing-off a coating or removing an adhesive layer (for educational purposes [G09B](#))}
- A63F 2003/067 .... { using carbon or graphite coating }

A63F 2003/0675	....	{ using a metallic coating }
A63F 3/068	....	{ Accessories therefor, e.g. ticket scrapers }
A63F 3/0685	...	{ 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 <a href="#">B41M 5/165</a> ) }
A63F 3/069	...	{ having a message becoming legible by tearing-off non-adhesive parts }
A63F 3/0695	...	{ with slidable, hinged or rotatable parts, e.g. reusable bingo game boards }
A63F 3/08	.	Raffle games that can be played by a fairly large number of people {( <a href="#">A63F 3/0625</a> , <a href="#">A63F 3/065</a> take precedence; lottery apparatus <a href="#">G07C 15/00</a> ; lottery gaming stations, online lottery or bingo <a href="#">G07F 17/329</a> ) }
A63F 3/081	..	{ electric }
A63F 2003/082	...	{ with remote participants }
A63F 2003/083	....	{ played via television }
A63F 2003/084	....	{ played via radio }
A63F 2003/085	....	{ played via telegraph }
A63F 2003/086	....	{ played via telephone, e.g. using a modem }
A63F 2003/087	.....	{ using a fax }
A63F 2003/088	....	{ played via Internet }
<b>A63F 5/00</b>		<b>Roulette games</b> (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game <a href="#">A63F 13/00</a> )
A63F 5/0005	.	{ Automatic roulette }
A63F 5/0011	.	{ Systems for braking, arresting, halting or stopping }
A63F 5/0017	..	{ Braking effect by electric or magnetic field }
A63F 5/0023	..	{ by pushing or keeping an element between notches }
A63F 5/0029	...	{ using gravity }
A63F 5/0035	....	{ free moving element, e.g. ball }
A63F 5/0041	...	{ with a resilient element, e.g. spring }
A63F 5/0047	....	{ with adjustable tension }
A63F 5/0052	..	{ Braking effect by friction surface }
A63F 5/0058	..	{ with variable actuation means, e.g. handbrake }
A63F 5/0064	...	{ electrical }
A63F 5/007	.	{ Details about the compartments or sectors, e.g. sectors having different sizes }
A63F 5/0076	.	{ Driving means }
A63F 5/0082	..	{ electrical }
A63F 5/0088	.	{ with a plurality of balls used during one game }

- A63F 5/0094 . { with a plurality of roulette wheels ([A63F 5/043](#) takes precedence)}
- A63F 5/02 . Roulette-like ball games
- A63F 5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
- A63F 5/041 .. { Teetotums; Dice-tops }
- A63F 5/043 .. { using concentric discs or rings }
- A63F 5/045 .. { using a rotating wheel and a fixed indicator, e.g. fortune wheels }
- A63F 5/046 ... { with a horizontal wheel, i.e. wheel with a vertical rotation axle }
- A63F 5/048 .. with symbols viewable through holes or windows

**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](#))

### **WARNING**

Groups not complete pending reclassification: [A63F 7/022](#), [A63F 7/0656](#), [A63F 7/0616](#), [A63F 7/062](#), [A63F 7/0624](#), [A63F 7/0632](#), [A63F 7/064](#), [A63F 7/0644](#), [A63F 7/0648](#), [A63F 7/0656](#), [A63F 7/24](#), [A63F 7/2418](#), [A63F 7/2427](#), [A63F 7/249](#), [A63F 7/265](#), [A63F 7/28](#), [A63F 7/30](#), [A63F 7/3055](#), [A63F 7/306](#), [A63F 7/307](#), [A63F 7/34](#), [A63F 7/36](#), [A63F 7/382](#). See also this group and its subgroups

- A63F 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 (miniature bowling-alleys [A63D 3/00](#); goalposts per se [A63F 7/305](#))}
- A63F 2007/0011 .. { Target bowling or skee ball }
- A63F 7/0017 . { played on a table by two players from opposite sides of the table ([A63F 7/06](#) takes precedence)}
- A63F 7/0023 . { played on a table from all sides, e.g. marble games }
- A63F 2007/0029 .. { with a playstation for each participant sharing a part of the playing field }
- A63F 2007/0035 ... { for two players }
- A63F 2007/0041 ... { for three or more players }
- A63F 2007/0047 .. { simulating pool, snooker or billiards }
- A63F 2007/0052 .. { with a playstation for each participant, each with a separate playing field }
- A63F 7/0058 . { electric ([A63F 7/027](#), [A63F 7/3065](#) take precedence)}
- A63F 2007/0064 . { Ball games combined with other games }
- A63F 2007/007 .. { with another ball game }
- A63F 7/0076 . { the playing bodies having the function of playing pieces, imitating a board game }
- A63F 2007/0082 .. { Mancala }

- A63F 7/0088 . { using magnetic power ([A63F 7/068](#) takes precedence; magnetic toys [A63H 33/26](#))}
- A63F 2007/0094 .. { using electromagnetic action, e.g. for attracting a ball }
- A63F 7/02 . using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games {(bagatelle or similar games [A63D 13/00](#))}
- A63F 7/022 .. { Pachinko }
- A63F 7/025 .. { Pinball games, e.g. flipper games }
- A63F 7/027 ... { electric }
- A63F 7/04 . using balls to be shaken or rolled in small boxes, { e.g. comprising labyrinths }
- A63F 7/041 .. { Two-dimensional labyrinths }
- A63F 7/042 .. { Three-dimensional labyrinths }
- A63F 7/044 .. { Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box ([A63F 7/382](#), [A63F 7/041](#) take precedence; tiltable on a support [A63F 7/386](#))}
- A63F 7/045 .. { containing a liquid }
- A63F 7/047 .. { magnetic }
- A63F 7/048 .. { used for generating random numbers }
- A63F 7/06 . Games simulating outdoor ball games, e.g. hockey { or football if physically beneficial for the human body [A63B 67/00](#) }
- A63F 7/0604 .. { Type of ball game ([A63F 7/0672](#) and [A63F 7/0684](#) take precedence)}

### **WARNING**

not complete, reorganisation pending

- A63F 7/0608 ... { Baseball }
- A63F 7/0612 ... { Basketball }
- A63F 7/0616 ... { Football or soccer }
- A63F 7/062 .... { Penalty shooting }
- A63F 7/0624 ... { Croquet }
- A63F 7/0628 ... { Golf }
- A63F 7/0632 ... { Hockey }
- A63F 7/0636 .... { Ice-hockey }
- A63F 7/064 ... { Petanque }
- A63F 7/0644 ... { Polo }
- A63F 7/0648 .... { Water-polo }
- A63F 7/0652 ... { Tennis }
- A63F 7/0656 ... { Volleyball }
- A63F 7/066 .. { the playing bodies being projected by means of compressed air }
- A63F 7/0664 .. Electric
- A63F 7/0668 .. { the ball being flicked with a finger or hit with a stick, cue or sliding disc which are not connected to the table }



A63F 7/0672	..	{ with play figures fixed to a rotatable and longitudinally movable shaft }
A63F 7/0676	...	{ Play figures therefor }
A63F 7/068	..	{ using magnetic power ( <a href="#">magnetic toys A63H 33/26</a> )}
A63F 7/0684	..	{ with play figures slidable or rotatable about a vertical axis ( <a href="#">A63F 7/0672</a> takes precedence)}
A63F 7/0688	..	{ with operation by foot }
A63F 7/0692	...	{ Kicking }
A63F 7/0696	...	{ using a pedal }
A63F 7/07	..	in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support {(not used, see subgroups of <a href="#">A63F 7/06</a> )}
A63F 7/20	..	in which the playing bodies are projected through the air {(not used, see subgroups of <a href="#">A63F 7/06</a> )}
A63F 7/22	.	in which the playing bodies are projected through the air {(not used, see subgroups of <a href="#">A63F 7/06</a> )}
A63F 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 <a href="#">A63D 3/02</a> ; in bagatelle or billiards <a href="#">A63D 13/00</a> , <a href="#">A63D 15/00</a> )
A63F 7/2409	...	{ Apparatus for projecting the balls }
A63F 7/2418	....	{ with two projecting mechanisms working under different angles }
A63F 7/2427	....	{ with laterally movable, slidable projecting mechanism }
A63F 7/2436	....	{ Hand-held or connected to a finger, e.g. cues, clubs, sticks }
A63F 2007/2445	.....	{ Stick-shaped }
A63F 2007/2454	.....	{ Club, stick }
A63F 2007/2463	.....	{ Cue }
A63F 7/2472	....	{ Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield }
A63F 7/2481	....	{ with a projection mechanism actuated by a spring or other elastic member }
A63F 7/249	....	{ projecting the playing bodies through the air, e.g. with a jump }
A63F 7/26	...	Electric or magnetic
A63F 7/265	....	{ using a magnet for movement of the ball }
A63F 7/28	...	using gravity, { i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant }
A63F 2007/282	....	{ Gutter-shaped }
A63F 2007/284	.....	{ with a plurality of gutters, e.g. parallel }
A63F 2007/286	....	{ Pipe-shaped }
A63F 2007/288	....	{ with more ramps than two on opposite sides of the playing field }
A63F 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 }
A63F 2007/3005	...	{ Obstacles, obstructions }
A63F 2007/301	....	{ Exchangeable }

A63F 2007/3015	....	{ The obstruction being a wall with apertures allowing the ball to pass }
A63F 2007/302	...	{ Hidden parts or passages }
A63F 2007/3025	...	{ with means for indicating or regulating a start position, e.g. foul line }
A63F 2007/303	...	{ Parts of the playing surface being movable, replaceable or removable ( <a href="#">A63F 2007/301</a> takes precedence)}
A63F 2007/3035	....	{ with movable playing surfaces rotatable about a vertical axis }
A63F 2007/304	....	{ with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts }
A63F 2007/3045	....	{ Removable parts for service access }
A63F 7/305	...	{ Goal-posts; Winning posts for rolling-balls }
A63F 7/3055	....	{ with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target }
A63F 7/306	....	{ with a score counter }
A63F 7/3065	....	{ Electric }
A63F 7/307	.....	{ with a score counter }
A63F 7/3075	.....	{ imparting energy to the ball, e.g. bumper-kickers, reprojectors }
A63F 2007/308	...	{ Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse }
A63F 2007/3085	....	{ Tilting }
A63F 2007/309	....	{ Preventing unauthorised use or vandalism }
A63F 2007/3095	....	{ Protective sleeve or cover }
A63F 7/32	...	Apparatus for varying scoring values
A63F 7/34	..	Other devices for handling the playing bodies, e.g. bonus ball return means
A63F 2007/341	...	{ Ball collecting devices or dispensers }
A63F 2007/343	....	{ with a device for picking up the ball }
A63F 2007/345	...	{ Ball return mechanisms; Ball delivery }
A63F 2007/346	....	{ Gutter }
A63F 2007/348	...	{ Anti-blocking devices for balls }
A63F 7/36	..	Constructional details not covered by groups <a href="#">A63F 7/24</a> to <a href="#">A63F 7/34</a> , { i.e. constructional details of rolling boards, rims or play tables }, e.g. frame, game boards, guide tracks,
A63F 7/3603	...	{ Rolling boards with special surface, e.g. air cushion boards }
A63F 2007/3607	....	{ with a flexible surface }
A63F 2007/3611	....	{ with a playing surface playable on both sides }
A63F 2007/3614	....	{ with details about roughness of playing surface }
A63F 2007/3618	....	{ covered or coated with a regular structure, e.g. a net }
A63F 7/3622	...	{ Specially shaped rolling boards for the balls, e.g. ball tracks }
A63F 2007/3625	...	{ Rolling board to be positioned on a table or floor }
A63F 2007/3629	....	{ with means for connecting the rolling board or parts to the floor or table, e.g. clamps }
A63F 2007/3633	...	{ Rolling boards characterised by the shape of the playing surface }
A63F 2007/3637	....	{ Concave }

A63F 2007/364	....	{ Convex }
A63F 2007/3644	....	{ Roof-shaped }
A63F 2007/3648	...	{ Rolling boards characterised by a non-horizontal playing surface }
A63F 2007/3651	....	{ with adjustable angle }
A63F 2007/3655	...	{ Collapsible, foldable or rollable parts }
A63F 2007/3659	....	{ convertible into a suitcase }
A63F 2007/3662	....	{ modular, e.g. with connections between modules }
A63F 2007/3666	...	{ Rolling boards with a plurality of playing surfaces, e.g. on different levels }
A63F 2007/367	...	{ Details of the rim }
A63F 2007/3674	...	{ Details of play tables, designed as a table }
A63F 2007/3677	....	{ with a cover remaining over the table during playing }
A63F 2007/3681	.....	{ with a transparent dome }
A63F 2007/3685	....	{ Details of legs }
A63F 2007/3688	.....	{ adjustable }
A63F 2007/3692	.....	{ collapsible }
A63F 2007/3696	.....	{ removable }
A63F 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 <a href="#">A63F 7/04</a> ; eccentric weights put into orbital motion by nutating movement of the user <a href="#">A63B 21/0608</a> ) }
A63F 7/382	....	{ held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys }
A63F 2007/384	.....	{ held by two or more persons }
A63F 7/386	....	{ Rolling boards adapted to be rocked during play }
A63F 7/388	....	{ Ball games with balls rolled on two movable long sticks }
A63F 7/40	...	Balls or other moving playing bodies, e.g. pinballs or discs { used instead of balls }
A63F 2007/4006	....	{ played with a plurality of identical balls }
A63F 2007/4012	....	{ with an excentric center of gravity }
A63F 2007/4018	....	{ with balls of different dimensions }
A63F 2007/4025	....	{ with balls having different masses but the same dimension }
A63F 2007/4031	....	{ with balls of different colours or other visual characteristics }
A63F 2007/4037	.....	{ with balls of two different colours }
A63F 2007/4043	.....	{ with balls of three or more different colours }
A63F 2007/405	....	{ Magnetic }
A63F 2007/4056	.....	{ with a permanent magnet }
A63F 2007/4062	....	{ with a non-magnetic ball material }
A63F 2007/4068	....	{ Sliding play elements, e.g. discs or bodies with a low coefficient of friction }
A63F 2007/4075	.....	{ provided with a ball race or rollers }
A63F 2007/4081	....	{ Ball with a hole sliding over a guide }
A63F 2007/4087	....	{ Tethered balls }

A63F 2007/4093 . . . . . { supported on a tethering arm }

## 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](#) { ;miscellaneous sporting games [A63B 67/00](#) })

### WARNING

Groups incomplete pending reclassification reorganisation: [A63F 9/0243](#), [A63F 9/0495](#), [A63F 9/0601](#), [A63F 9/0602](#), [A63F 9/0604](#), [A63F 9/0611](#), [A63F 9/0612](#), [A63F 9/0641](#), [A63F 9/0666](#), [A63F 9/0669](#), [A63F 9/0807](#), [A63F 9/0834](#), [A63F 9/0838](#), [A63F 9/0842](#), [A63F 9/0857](#), [A63F 9/0861](#), [A63F 9/0865](#), [A63F 9/0869](#), [A63F 9/0873](#), [A63F 9/1208](#), [A63F 9/1252](#), [A63F 9/1288](#). See also this group and its subgroups

- A63F 9/0001 . { Games specially adapted for handicapped, blind or bed-ridden persons }
- A63F 2009/0003 .. { Games specially adapted for blind or partially sighted people }
- A63F 2009/0004 ... { using BRAILLE }
- A63F 2009/0006 ... { Colour blind }
- A63F 2009/0007 .. { Games with therapeutic effects }
- A63F 2009/0009 .. { with provisions for or for use by people lying in bed }
  
- A63F 9/001 . { Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game }
- A63F 2009/0012 .. { the other object being a container or part thereof }
- A63F 2009/0013 ... { Bottles ([cups A63F 2009/0053](#)) }
- A63F 2009/0015 .... { Closures, e.g. POGS, milk cap game, cap disk game, flippo }
- A63F 2009/0016 .... { Labels }
- A63F 2009/0018 .. { with means for holding a pen or pencil }
- A63F 2009/002 .. { used as hanger or connected to a hanger; Ornaments or jewellery }
- A63F 2009/0021 ... { Bracelets, worn on wrist }
- A63F 2009/0023 ... { with provisions for connecting to clothes }
- A63F 2009/0024 ... { with provisions for connecting to a belt }
- A63F 2009/0026 ... { Headbands }
- A63F 2009/0027 ... { Keyhangers }
- A63F 2009/0029 ... { Necklaces }
- A63F 2009/003 ... { Rings }
- A63F 2009/0032 ... { with provisions for hanging on a wall }
- A63F 2009/0033 .. { Display or decorative devices }
- A63F 2009/0035 ... { on a pedestal or stand }
- A63F 2009/0036 .. { combined with a book or magazine }
- A63F 2009/0038 ... { Dictionaries of encyclopedia }
- A63F 2009/0039 ... { Instruction or exercise books; Guides }

A63F 2009/0041	....	{ in electronic form, e.g. video }
A63F 2009/0043	...	{ Magazines or newspapers }
A63F 2009/0044	..	{ Postcards }
A63F 2009/0046	...	{ with stamps }
A63F 2009/0047	..	{ Beer mats or coasters; Placemats }
A63F 2009/0049	..	{ Objects with a second use as toy or game }
A63F 2009/005	...	{ Ashtrays }
A63F 2009/0052	...	{ Bottle cap lifters }
A63F 2009/0053	...	{ Cups }
A63F 2009/0055	...	{ Bens }
A63F 2009/0056	...	{ Furniture, e.g. bed }
A63F 2009/0058	...	{ Drinking glasses }
A63F 2009/0059	...	{ Wallets }
A63F 2009/0061	...	{ Calendars }
A63F 2009/0063	...	{ Cigarette lighters }
A63F 2009/0064	...	{ Items relating to health or medical instruments }
A63F 2009/0066	....	{ Condoms }
A63F 2009/0067	...	{ Paper clips }
A63F 2009/0069	...	{ Clothes pegs }
A63F 2009/007	...	{ Piggy banks }
A63F 2009/0072	...	{ Whistles }
A63F 9/0073	.	{ Games for obtaining a particular arrangement of playing pieces in a plane or space ( <a href="#">A63F 9/08</a> takes precedence; ticktacktoe <a href="#">A63F 3/00094</a> ; three-dimensional chess-like games <a href="#">A63F 3/00214</a> )}
A63F 2009/0075	..	{ Towers of Hanoi }
A63F 9/0076	.	{ Games representing technical, industrial or scientific activities, e.g. oil exploration, space ship navigation games }
A63F 9/0078	.	{ Labyrinth games ( <a href="#">A63F 3/00097</a> , <a href="#">A63F 7/04</a> take precedence)}
A63F 9/0079	.	{ Games using compressed air, e.g. with air blowers, balloons, vacuum ( <a href="#">A63F 7/066</a> and <a href="#">A63F 7/3603</a> take precedence)}
A63F 2009/0081	..	{ using suction or vacuum }
A63F 2009/0083	..	{ Games with balloons }
A63F 2009/0084	...	{ Bursting }
A63F 2009/0086	..	{ using inflatable objects }
A63F 2009/0087	..	{ with means for producing an air current }
A63F 2009/0089	...	{ blown by mouth }
A63F 2009/009	...	{ pneumatic }
A63F 2009/0092	..	{ Air gun }

- A63F 9/0093 . { Punchboards }
- A63F 2009/0095 .. { the pegs to be inserted to different depths, e.g. by inserting invisible elements }
- A63F 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](#)) }
- A63F 9/0098 . { Word or number games ([A63F 3/0415](#), [A63F 3/0421](#), [A63F 3/0423](#) take precedence) }
- 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](#) }
- A63F 9/0204 .. { Targets therefor (for ball games [A63B 63/00](#)) }
- A63F 9/0208 ... { the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks }
- A63F 2009/0213 .... { the projectile, e.g. ring or quoits, to be thrown on a hook or stick }
- A63F 2009/0217 ..... { using horseshoes }
- A63F 2009/0221 .... { with penetrating spikes, e.g. as in darts }
- A63F 2009/0226 ..... { the spikes being on the target }
- A63F 2009/023 .... { with suction cups }
- A63F 2009/0234 ..... { the suction cups being on the target }
- A63F 2009/0239 .... { using hook and loop-type fastener }
- A63F 9/0243 ... { Movable targets }
- A63F 9/0247 .. { Bombing or dropping games }
- A63F 9/0252 .. { Shooting devices therefor }
- A63F 2009/0256 ... { with adjustable angle of evaluation }
- A63F 2009/026 .... { by varying the point of impact }
- A63F 2009/0265 ... { using resilient elements }
- A63F 2009/0269 .... { Bow and arrows }
- A63F 2009/0273 .... { Catapults }
- A63F 9/0278 .. { Projectiles ([A63F 9/0208](#), [A63F 9/0247](#) and [A63F 9/0252](#) take precedence) }
- A63F 2009/0282 ... { with shapes other than balls }
- A63F 2009/0286 .... { Discs }
- A63F 9/0291 .. { with a simulated projectile, e.g. an image on a screen }
- A63F 2009/0295 .. { Tiddley winks type games }
- A63F 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](#)) }
- A63F 9/0402 .. { Rolling boards }
- A63F 2009/0404 ... { without a barrier, e.g. with limit lines drawn on the board }
- A63F 9/0406 .. { Dice-throwing devices, e.g. dice cups }

A63F 2009/0408	...	{ with a dice projecting device }
A63F 2009/0411	...	{ Dice cups }
A63F 9/0413	..	{ Cuboid dice }
A63F 9/0415	..	{ Details of dice, e.g. non-cuboid dice }
A63F 2009/0417	...	{ Two-sided dice, e.g. coins }
A63F 2009/042	...	{ three-sided }
A63F 2009/0422	...	{ four-sided }
A63F 2009/0424	...	{ five-sided }
A63F 2009/0426	...	{ six-sided non-cuboid }
A63F 2009/0428	...	{ seven-sided }
A63F 2009/0431	...	{ eight-sided }
A63F 2009/0433	...	{ nine-sided }
A63F 2009/0435	...	{ ten-sided }
A63F 2009/0437	...	{ twelve-sided }
A63F 2009/044	...	{ fourteen-sided }
A63F 2009/0442	...	{ sixteen-sided }
A63F 2009/0444	...	{ eighteen-sided }
A63F 2009/0446	...	{ twenty-sided }
A63F 2009/0448	...	{ twenty-four-sided }
A63F 2009/0451	...	{ twenty-six-sided }
A63F 2009/0453	...	{ thirty-sided }
A63F 2009/0455	...	{ thirty-two-sided }
A63F 2009/0457	...	{ forty-two-sided }
A63F 2009/0459	...	{ forty-nine-sided }
A63F 2009/0462	...	{ fifty-sided }
A63F 2009/0464	...	{ irregular }
A63F 2009/0466	...	{ spherical }
A63F 9/0468	..	{ Electronic dice; electronic dice simulators }
A63F 2009/0471	..	{ Dice with different colours }
A63F 2009/0473	...	{ on different faces of a dice }
A63F 2009/0475	....	{ with two or more colours }
A63F 2009/0477	...	{ with groups of dice having different colours }
A63F 2009/0479	....	{ with three or more groups }
A63F 2009/0482	..	{ provided with instructions for playing dice games }
A63F 2009/0484	..	{ Dice with pictures or figures }
A63F 2009/0486	..	{ Dice with symbols, e.g. indicating a direction for moving a playing piece }
A63F 2009/0488	...	{ with letters or words }
A63F 2009/0491	..	{ Customisable dice, e.g. with interchangeable or replaceable inserts }
A63F 2009/0493	..	{ Dice with other dice inside }



A63F 9/0495 .. { Dice-boxes or similar storing means }

**WARNING**

not complete, reorganisation pending

A63F 2009/0497 .. { Manufacturing of dice }

A63F 9/06 . Patience; Other games for self-amusement

**WARNING**

Groups [A63F 9/0601](#) to [A63F 9/0604](#) are not complete pending reclassification; see also this groups and its other subgroups

A63F 9/0601 .. { for animals }

A63F 9/0602 .. { Solitary games adapted for a single player }

A63F 9/0604 .. { based on the use of colours }

A63F 2009/0605 ... { referring to colour theory }

A63F 2009/0606 .... { Complementary colours }

A63F 2009/0608 .... { Mixing colours }

A63F 2009/0609 ... { using wavelengths of invisible light }

A63F 9/0611 .. { Solitary games adapted for multiple players }

A63F 9/0612 .. { Electronic puzzles }

A63F 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](#)) }

A63F 2009/0615 ... { transparent }

A63F 2009/0616 .... { with colours }

A63F 2009/0618 ..... { used for masking, e.g. for making objects with the same colour invisible }

A63F 2009/0619 .... { with an opaque part }

A63F 2009/062 ..... { overlapping }

A63F 2009/0622 ..... { Sighting device }

A63F 2009/0623 ... { with mirrors }

A63F 2009/0625 .... { using total internal reflection, e.g. in a prism }

A63F 2009/0626 .... { Periscope }

A63F 2009/0627 .... { partially transparent }

A63F 2009/0629 ... { with lenses or other refractive optical elements }

A63F 2009/063 ..... { Optical elements other than lenses used for producing refraction, e.g. prisms }

A63F 2009/0631 .... { Binoculars }

A63F 2009/0633 .... { Fresnel lenses }

A63F 2009/0634 .... { Magnifying glasses }

A63F 2009/0636 .... { Telescopes }

A63F 2009/0637	...	{ Optical fibres }
A63F 2009/0638	...	{ Polaroid filters }
A63F 2009/064	...	{ opaque, e.g. blindfold, obstructing view }
A63F 9/0641	..	{ using a marker or means for drawing, e.g. pen, pencil, chalk }
A63F 2009/0643	...	{ erasable }
A63F 2009/0644	....	{ Blackboard or slate }
A63F 2009/0645	....	{ for erasing a felt pen }
A63F 2009/0647	....	{ using wet or damp cloth or a sponge }
A63F 2009/0648	....	{ using a rubber }
A63F 2009/065	....	{ using a sliding mechanism }
A63F 2009/0651	...	{ with means for copying }
A63F 2009/0652	....	{ using carbon paper }
A63F 2009/0654	....	{ Decalcomania }
A63F 2009/0655	....	{ Copying from a relief surface, e.g. coin }
A63F 2009/0656	...	{ using a stamp }
A63F 2009/0658	...	{ Marking a point }
A63F 2009/0659	...	{ Drawing a line }
A63F 2009/0661	...	{ Making a drawing }
A63F 2009/0662	...	{ Making a painting }
A63F 2009/0663	...	{ using a template }
A63F 2009/0665	...	{ using a plurality of markers, e.g. different colours }
A63F 9/0666	..	{ matching elementary shapes to corresponding holes }
A63F 2009/0668	...	{ the shapes falling or being pushed through the holes }
A63F 9/0669	..	{ Tessellation }
A63F 2009/067	...	{ using a particular shape of tile }
A63F 2009/0672	....	{ arrow-shaped, V-shaped }
A63F 2009/0673	....	{ circular }
A63F 2009/0675	.....	{ Segments }
A63F 2009/0676	.....	{ Sectors }
A63F 2009/0677	.....	{ Part of a circle other than segment or sector, arcuate }
A63F 2009/0679	....	{ elliptical, oval }
A63F 2009/068	....	{ hexagonal }
A63F 2009/0681	....	{ pentagonal }
A63F 2009/0683	....	{ quadrangular }
A63F 2009/0684	.....	{ Parallelogram }
A63F 2009/0686	.....	{ Rhombus }
A63F 2009/0687	.....	{ Rectangle }
A63F 2009/0688	.....	{ Square }
A63F 2009/069	.....	{ Trapezium }
A63F 2009/0691	.....	{ Kite }

A63F 2009/0693	....	{ star-shaped }
A63F 2009/0694	....	{ triangular }
A63F 2009/0695	...	{ using different types of tiles }
A63F 2009/0697	....	{ of polygonal shapes }
A63F 2009/0698	.....	{ all rectilinear }
A63F 9/08	..	Puzzles provided with elements movable in relation, { i.e. movably connected }, to each other
A63F 9/0803	...	{ Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged }
A63F 9/0807	....	{ requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles }
A63F 9/0811	....	{ with rotatable concentric rings or discs ( <a href="#">A63F 9/083</a> takes precedence)}
A63F 2009/0815	.....	{ with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface }
A63F 9/0819	....	{ with rotatable non-concentric discs, e.g. gear games }
A63F 9/0823	....	{ having overlapping circles with interchangeable elements }
A63F 9/0826	...	{ Three-dimensional puzzles with slidable 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 <a href="#">A63F 9/0811</a> )}
A63F 9/083	....	{ with vacant positions or gap migration }
A63F 9/0834	....	{ comprising only two layers, e.g. with eight elements }
A63F 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 }
A63F 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 }
A63F 2009/0846	.....	{ characterised by the shape of the puzzle }
A63F 2009/0849	.....	{ Dodecaedrons }
A63F 2009/0853	.....	{ Icosaedrons }
A63F 9/0857	....	{ with elements slidably connected to a visible central body, e.g. beads in grooves }
A63F 9/0861	....	{ with elements slidably connected to neighbouring elements, e.g. with hollow interior }
A63F 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 }
A63F 9/0869	....	{ with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes }
A63F 9/0873	....	{ a sphere rotatable with respect to an inner sphere }
A63F 9/0876	...	{ Bent wire or cord puzzles }
A63F 9/088	...	{ Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic }

A63F 2009/0884	...	{ with means for immobilising or stabilising a configuration; e.g. the solution }
A63F 2009/0888	....	{ using detents }
A63F 2009/0892	...	{ with an extra element for the final vacant space }
A63F 2009/0896	...	{ Moebius ring }
A63F 9/10	..	Two-dimensional jig-saw puzzles
A63F 2009/1005	...	{ with images on both sides }
A63F 9/1011	...	{ Composition of faces, i.e. visages, using individual pieces representing parts thereof }
A63F 2009/1016	...	{ the pieces having additional connections, i.e. in addition to the connection by the jig-saw shapes }
A63F 2009/1022	....	{ to the display board }
A63F 2009/1027	.....	{ adhesive }
A63F 2009/1033	.....	{ magnetic }
A63F 2009/1038	.....	{ with hook and loop-type fastener }
A63F 9/1044	...	{ Display boards therefor }
A63F 2009/105	....	{ with provisions for storing and transporting an interrupted game }
A63F 2009/1055	.....	{ resiliently sandwiched }
A63F 2009/1061	...	{ with electric features, e.g. light, wires }
A63F 2009/1066	....	{ completing a circuit if solved correctly }
A63F 2009/1072	...	{ Manufacturing }
A63F 2009/1077	...	{ with a surface having a relief structure }
A63F 2009/1083	...	{ having plural layers on top of each other }
A63F 2009/1088	....	{ two layers }
A63F 2009/1094	...	{ non-planar }
A63F 9/12	..	Three-dimensional jig-saw puzzles
A63F 9/1204	...	{ Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles }
A63F 9/1208	...	{ Connections between puzzle elements }
A63F 2009/1212	....	{ magnetic connections }
A63F 2009/1216	....	{ using locking or binding pins }
A63F 2009/122	.....	{ connecting only two neighbouring elements }
A63F 2009/1224	....	{ using two or more types of connections }
A63F 2009/1228	....	{ slidable connections }
A63F 2009/1232	.....	{ Dove tails }
A63F 2009/1236	...	{ with a final configuration thereof, i.e. the solution, being packed in a box or container }
A63F 2009/124	...	{ with a final configuration being a sphere }
A63F 2009/1244	...	{ with foldable pieces, e.g. pieces having folds or hinges }
A63F 2009/1248	...	{ with a final configuration representing a house or other building }
A63F 9/1252	...	{ using pegs, pins, rods or dowels as puzzle elements }
A63F 2009/1256	....	{ using a plurality of pegs }

A63F 2009/126	.....	{ Configuration or arrangement of the pegs }
A63F 2009/1264	.....	{ all pegs being parallel }
A63F 2009/1268	.....	{ the pegs forming angles with each other, e.g. right angles in three dimensions }
A63F 2009/1272	.....	{ the pegs forming angles other than right angles in three dimensions }
A63F 2009/1276	.....	{ characterised by different lengths }
A63F 2009/128	....	{ with notches }
A63F 2009/1284	....	{ with screw elements, e.g. nuts }
A63F 9/1288	...	{ Sculpture puzzles }
A63F 2009/1292	....	{ formed by stackable elements }
A63F 2009/1296	...	{ Manufacturing of three-dimensional puzzle elements }
A63F 9/14	.	Racing games, traffic games, or obstacle games characterised by figures moved by action of the players ({ racing } games using dice <a href="#">A63F 3/00</a> )
A63F 9/143	..	{ electric }
A63F 2009/146	..	{ Features of the horse or jockey, e.g. moving legs }
A63F 9/16	.	Spinning-top games
A63F 2009/165	..	{ Use of spinning tops as random generators }
A63F 9/18	.	Question-and-answer games
A63F 9/181	..	{ Fortune-telling games }
A63F 9/183	..	{ electric }
A63F 2009/185	...	{ Closing an electric circuit when the answer is correct }
A63F 2009/186	..	{ Guessing games }
A63F 2009/188	..	{ Details of questions, e.g. with increasing level of difficulty }
A63F 9/20	.	Dominoes or like games; Mah-Jongg games
A63F 2009/205	..	{ Mah-jongg games }
A63F 9/24	.	{ Electric games; } Games using electronic circuits not otherwise provided for {(video games <a href="#">A63F 13/00</a> , computers for game playing per se <a href="#">G06F 19/00B</a> ; computerized gaming systems <a href="#">G07F 17/32</a> )}
A63F 2009/2401	..	{ Detail of input, input devices }
A63F 2009/2402	...	{ Input by manual operation }
A63F 2009/2404	....	{ Keyboard }
A63F 2009/2405	.....	{ using more than one keyboard }
A63F 2009/2407	....	{ Joystick }
A63F 2009/2408	....	{ Touch-sensitive buttons }
A63F 2009/241	....	{ Touch screen }
A63F 2009/2411	...	{ Input form cards, tapes, discs }
A63F 2009/2413	....	{ Magnetic }

A63F 2009/2414	.....	{ Cards }
A63F 2009/2416	.....	{ Diskettes }
A63F 2009/2417	.....	{ Tapes or cassettes, e.g. audio or video cassettes }
A63F 2009/2419	....	{ Optical }
A63F 2009/242	.....	{ Bar codes }
A63F 2009/2422	.....	{ Cards with holes }
A63F 2009/2423	.....	{ Discs, e.g. CD or DVD }
A63F 2009/2425	.....	{ Scanners, e.g. for scanning regular characters }
A63F 2009/2426	....	{ Mechanical }
A63F 2009/2427	.....	{ Punch cards }
A63F 2009/2429	....	{ IC card, chip card, smart card }
A63F 2009/243	...	{ with other kinds of input }
A63F 2009/2432	....	{ actuated by a sound, e.g. using a microphone }
A63F 2009/2433	.....	{ Voice-actuated }
A63F 2009/2435	....	{ using a video camera }
A63F 2009/2436	...	{ Characteristics of the input }
A63F 2009/2438	....	{ Multiple input devices }
A63F 2009/2439	....	{ the input being a code, e.g. ID }
A63F 2009/2441	.....	{ Pin code }
A63F 2009/2442	....	{ Sensors or detectors }
A63F 2009/2444	.....	{ Light detector }
A63F 2009/2445	.....	{ detecting reflected light }
A63F 2009/2447	.....	{ Motion detector }
A63F 2009/2448	..	{ Output devices }
A63F 2009/245	...	{ visual }
A63F 2009/2451	....	{ using illumination. e.g. with lamps }
A63F 2009/2452	.....	{ as a signal }
A63F 2009/2454	.....	{ with LED }
A63F 2009/2455	....	{ Printers }
A63F 2009/2457	....	{ Display screens, e.g. monitors, video displays }
A63F 2009/2458	.....	{ LCD's }
A63F 2009/246	.....	{ Computer generated or synthesized image }
A63F 2009/2461	....	{ Projection of a two-dimensional real image }
A63F 2009/2463	.....	{ on a screen, e.g. using a video projector }
A63F 2009/2464	.....	{ on a translucent screen, e.g. frosted glass }
A63F 2009/2466	.....	{ of a film }
A63F 2009/2467	.....	{ of a slide }
A63F 2009/2469	.....	{ of a contour (shadow shows <a href="#">A63J 2019/003</a> ) }
A63F 2009/247	...	{ audible, e.g. using a loudspeaker }
A63F 2009/2472	....	{ Buzzer, beep or electric bell }

- A63F 2009/2473 . . . . { Devices for imitating a running engine }
- A63F 2009/2475 . . . . { Headphones }
- A63F 2009/2476 . . . . { Speech or voice synthesisers, e.g. using a speech chip }
- A63F 2009/2477 . . . . { Tone generators, oscillators }
- A63F 2009/2479 . . . { Other kinds of output }
- A63F 2009/248 . . . . { Magnetic }
- A63F 2009/2482 . . . . { Electromotor }
- A63F 2009/2483 . . { Other characteristics }
- A63F 2009/2485 . . . { using a general-purpose personal computer }
- A63F 2009/2486 . . . . { the computer being an accessory to a board game }
- A63F 2009/2488 . . . { Remotely playable }
- A63F 2009/2489 . . . . { by radio transmitters, e.g. using RFID }
- A63F 2009/2491 . . . { with a detachable memory }
- A63F 2009/2492 . . . { Power supply }
- A63F 2009/2494 . . . . { Battery, e.g. dry cell }
- A63F 2009/2495 . . . . { using connection to car battery }
- A63F 2009/2497 . . . . { Solar cells }
- A63F 2009/2498 . . . { Moving conductor along conductive track without making contact }
  
- A63F 9/26 . . . . Balancing games, i.e. bringing elements into or out of balance
  
- A63F 9/28 . . . . Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor
  
- A63F 9/30 . . . . Capturing games for grabbing or trapping objects, e.g. fishing games
- A63F 9/305 . . . { Fishing games (with magnetic pieces [A63F 9/34](#))}
  
- A63F 9/32 . . . . Games with a collection of long sticks, e.g. mikado ([A63F 9/30](#) takes precedence)
  
- A63F 9/34 . . . . Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group [A63F 9/00](#)
  
- A63F 2009/345 . . . { Electromagnetically }

**A63F 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](#) to [A63F 9/00](#) covering the particular game

**WARNING**

Groups not complete, pending reclassification: [A63F 11/0025](#); [A63F 11/0051](#); [A63F 11/0074](#). See also this group]



- A63F 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](#))}
- A63F 2011/0004 .. { Bags }
- A63F 2011/0006 .. { adapted for chips }
- A63F 2011/0009 .. { Jars }
- A63F 11/0011 . { Chance selectors ([A63F 7/048](#), [A63F 9/04](#) take precedence)}
- A63F 2011/0013 .. { Pendulums }
- A63F 2011/0016 .. { Spinners }
- A63F 2011/0018 ... { integrated in the game board }
- A63F 2011/002 ... { with two pointers }
- A63F 2011/0023 .. { indicating a direction, e.g. wind direction }
- A63F 11/0025 . { Tools }
- A63F 2011/0027 .. { Spanners }
- A63F 2011/003 .. { Screwdrivers }
- A63F 2011/0032 .. { Hammers }
- A63F 2011/0034 .. { Saws }
- A63F 2011/0037 .. { Devices for scraping }
- A63F 2011/0039 .. { Levers or crowbars }
- A63F 2011/0041 .. { Needles }
- A63F 2011/0044 .. { Pliers }
- A63F 2011/0046 .. { Sieves or filters }
- A63F 2011/0048 .. { Scoops, shovels or spatulas }
- A63F 11/0051 . { Indicators of values, e.g. score counters }
- A63F 2011/0053 .. { using a calculator }
- A63F 2011/0055 .. { using pegs insertable in sockets }
- A63F 2011/0058 .. { using electronic means ([A63F 2011/0053](#) takes precedence)}
- A63F 2011/006 .. { using knots on a rope }
- A63F 2011/0062 .. { Play elements marked with value or score }
- A63F 2011/0065 .. { calculating or indicating a ranking or player performance }
- A63F 2011/0067 .. { Score or tally sheets }
- A63F 2011/0069 .. { Abacus }
- A63F 2011/0072 .. { Indicating values other than scores, e.g. handicap, initial settings, coefficients }
- A63F 11/0074 . { Game concepts, rules or strategies }
- A63F 2011/0076 .. { with means for changing the level of difficulty }
- A63F 2011/0079 .. { keeping something hidden or invisible }
- A63F 2011/0081 ... { "Memory"-type games, e.g. finding the corresponding hidden element }
- A63F 2011/0083 .. { Memory oriented or pattern matching games }

- A63F 2011/0086 . . { Rules }
- A63F 2011/0088 . . . { with a variety of rules }
- A63F 2011/009 . . . . { the rules being changed during play }
- A63F 2011/0093 . . . { characterised by the game theory or winning strategy }
- A63F 2011/0095 . . . . { with cooperation amongst players in competitive games, e.g. non zero sum games }
- A63F 2011/0097 . . { Watching television being part of the game, e.g. using the television broadcasting of a sporting event }

**A63F 13/00** **Video games, i.e. games using an electronically generated display having two or more dimensions** { (Gaming systems which provide a financial reward [G07F 17/32](#)) }

- A63F 13/005 . { characterised by the type of game, e.g. ball games, fighting games }

**WARNING**

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

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

- A63F 13/02 . Accessories (input or output arrangements for electrical digital computers [G06F 3/00](#))

**WARNING**

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

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

- A63F 13/04 . . for aiming at specific areas on the displays, e.g. with photodetecting means

**WARNING**

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

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

- A63F 13/06 . . using player-operated means for controlling the position of a specific area display

**WARNING**

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

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

#### A63F 13/08

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

#### **WARNING**

Group [A63F 13/08](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/90](#) – [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.

#### A63F 13/10

- Control of the course of the game, e.g. start, progress, end

#### **WARNING**

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

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

#### A63F 13/12

- involving interaction between a plurality of game devices, e.g. transmissison or distribution systems {(protocols for networked virtual reality, networked games [H04L 29/06034](#))}

#### **WARNING**

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

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

#### A63F 13/20

- Input arrangements for video game devices

#### **WARNING**

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

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

- [A63F 13/21](#) . . characterised by their sensors, purposes or types
- [A63F 13/211](#) . . . using inertial sensors, e.g. accelerometers or gyroscopes
- [A63F 13/212](#) . . . using sensors worn by the player, e.g. for measuring heart beat or leg activity
- [A63F 13/213](#) . . . comprising photodetecting means, e.g. cameras, photodiodes or infrared cells ([A63F 13/219](#), [A63F 13/655](#) take precedence)
- [A63F 13/214](#) . . . for locating contacts on a surface, e.g. floor mats or touch pads
- [A63F 13/2145](#) . . . . the surface being also a display device, e.g. touch screens
- [A63F 13/215](#) . . . comprising means for detecting acoustic signals, e.g. using a microphone
- [A63F 13/216](#) . . . using geographical information, e.g. location of the game device or player using GPS
- [A63F 13/217](#) . . . using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity
- [A63F 13/218](#) . . . using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player
- [A63F 13/219](#) . . . for aiming at specific areas on the display, e.g. light-guns
- [A63F 13/22](#) . . Setup operations, e.g. calibration, key configuration or button assignment
- [A63F 13/23](#) . . for interfacing with the game device, e.g. specific interfaces between game controller and console
- [A63F 13/235](#) . . . using a wireless connection, e.g. infrared or piconet
- [A63F 13/24](#) . . Constructional details thereof, e.g. game controllers with detachable joystick handles
- [A63F 13/245](#) . . . specially adapted to a particular type of game, e.g. steering wheels
- [A63F 13/25](#) . Output arrangements for video game devices
- [A63F 13/26](#) . . having at least one additional display device, e.g. on the game controller or outside a game booth
- [A63F 13/27](#) . . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena
- [A63F 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](#))
- [A63F 13/285](#) . . . Generating tactile feedback signals via the game input device, e.g. force feedback
- [A63F 13/30](#) . Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers
- [A63F 13/31](#) . . Communication aspects specific to video games, e.g. between several handheld game devices at close range
- [A63F 13/32](#) . . using local area network [LAN] connections

- A63F 13/323 . . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines
- A63F 13/327 . . . using wireless networks, e.g. Wi-Fi or piconet
- A63F 13/33 . . using wide area network [WAN] connections
- A63F 13/332 . . . using wireless networks, e.g. cellular phone networks
- A63F 13/335 . . . using Internet
- A63F 13/338 . . . using television networks
- A63F 13/34 . . using peer-to-peer connections
- A63F 13/35 . . Details of game servers
- A63F 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
- A63F 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
- A63F 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
  
- A63F 13/40 . Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment
- A63F 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
- A63F 13/422 . . . automatically for the purpose of assisting the player, e.g. automatic braking in a driving game
- A63F 13/424 . . . involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition
- A63F 13/426 . . . involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun
- A63F 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
- A63F 13/44 . . involving timing of operations, e.g. performing an action within a time slot
  
- A63F 13/45 . Controlling the progress of the video game
- A63F 13/46 . . Computing the game score
- A63F 13/47 . . involving branching, e.g. choosing one of several possible scenarios at a given point in time
- A63F 13/48 . . Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session
- A63F 13/49 . . Saving the game status; Pausing or ending the game
- A63F 13/493 . . . Resuming a game, e.g. after pausing, malfunction or power failure
- A63F 13/497 . . . Partially or entirely replaying previous game actions
  
- A63F 13/50 . Controlling the output signals based on the game progress
- A63F 13/52 . . involving aspects of the displayed game scene
- A63F 13/525 . . . Changing parameters of virtual cameras

- A63F 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
- A63F 13/5255 . . . . according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character
- A63F 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
- A63F 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
- A63F 13/533 . . . for prompting the player, e.g. by displaying a game menu
- A63F 13/537 . . . using indicators, e.g. showing the condition of a game character on screen
- A63F 13/5372 . . . . for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player
- A63F 13/5375 . . . . for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game
- A63F 13/5378 . . . . for displaying an additional top view, e.g. radar screens or maps ([using two or more virtual cameras concurrently A63F 13/5252](#))
- A63F 13/54 . . involving acoustic signals, e.g. for simulating revolutions per minute [RPM] dependent engine sounds in a driving game or reverberation against a virtual wall
- A63F 13/55 . Controlling game characters or game objects based on the game progress
- A63F 13/56 . . Computing the motion of game characters with respect to other game characters, game objects or elements of the game scene, e.g. for simulating the behaviour of a group of virtual soldiers or for path finding
- A63F 13/57 . . Simulating properties, behaviour or motion of objects in the game world, e.g. computing tyre load in a car race game ([A63F 13/56 takes precedence](#))
- A63F 13/573 . . . using trajectories of game objects, e.g. of a golf ball according to the point of impact
- A63F 13/577 . . . using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars
- A63F 13/58 . . by computing conditions of game characters, e.g. stamina, strength, motivation or energy level
- A63F 13/60 . Generating or modifying game content before or while executing the game program, e.g. authoring tools specially adapted for game development or game-integrated level editor
- A63F 13/61 . . using advertising information
- A63F 13/63 . . by the player, e.g. authoring using a level editor
- A63F 13/65 . . automatically by game devices or servers from real world data, e.g. measurement in live racing competition
- A63F 13/655 . . . by importing photos, e.g. of the player
- A63F 13/67 . . adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use
- A63F 13/69 . . by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions

- A63F 13/70 . Game security or game management aspects
- A63F 13/71 .. using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players
- A63F 13/73 .. Authorising game programs or game devices, e.g. checking authenticity
- A63F 13/75 .. Enforcing rules, e.g. detecting foul play or generating lists of cheating players
- A63F 13/77 .. involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory
- A63F 13/79 .. involving player-related data, e.g. identities, accounts, preferences or play histories
- A63F 13/792 ... for payment purposes, e.g. monthly subscriptions
- A63F 13/795 ... for finding other players; for building a team; for providing a buddy list
- A63F 13/798 ... for assessing skills or for ranking players, e.g. for generating a hall of fame ([computing the game score A63F 13/46](#))
  
- A63F 13/80 . Special adaptations for executing a specific game genre or game mode
- A63F 13/803 .. Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks
- A63F 13/807 .. Gliding or sliding on surfaces, e.g. using skis, skates or boards
- A63F 13/812 .. Ball games, e.g. soccer or baseball
- A63F 13/814 .. Musical performances, e.g. by evaluating the player's ability to follow a notation
- A63F 13/816 .. Athletics, e.g. track-and-field sports
- A63F 13/818 .. Fishing
- A63F 13/822 .. Strategy games; Role-playing games ([A63F 13/825](#), [A63F 13/828 take precedence](#))
- A63F 13/825 .. Fostering virtual characters
- A63F 13/828 .. Managing virtual sport teams
- A63F 13/833 .. Hand-to-hand fighting, e.g. martial arts competition ([A63F 13/837 takes precedence](#))
- A63F 13/837 .. Shooting of targets
- A63F 13/843 .. involving concurrently two or more players on the same game device, e.g. requiring the use of a plurality of controllers or of a specific view of game data for each player
- A63F 13/847 .. Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal
  
- A63F 13/85 . Providing additional services to players
- A63F 13/86 .. Watching games played by other players
- A63F 13/87 .. Communicating with other players during game play, e.g. by e-mail or chat
- A63F 13/88 .. Mini-games executed independently while main games are being loaded
  
- A63F 13/90 . Constructional details or arrangements of video game devices not provided for in groups [A63F 13/20](#) or [A63F 13/25](#), e.g. housing, wiring, connections or cabinets
- A63F 13/92 .. Video game devices specially adapted to be hand-held while playing
- A63F 13/95 .. Storage media specially adapted for storing game information, e.g. video game cartridges



A63F 13/98 . . Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers

# **A63F 2250/00      Miscellaneous game characteristics**

A63F 2250/02 . having an effect on the human senses

A63F 2250/021 . . with odourized parts

A63F 2250/022 . . with edible parts

A63F 2250/024 . . . drinkable

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

A63F 2250/027 . . generating a sound without electric means

A63F 2250/028 . . . Ringing a bell

A63F 2250/04 . containing a liquid

A63F 2250/0407 . . Water

A63F 2250/0414 . . . in motion

A63F 2250/0421 . . . . dumping water on a player

A63F 2250/0428 . . . being squirted

A63F 2250/0435 . . . with an air bubble

A63F 2250/0442 . . . being absorbed

A63F 2250/045 . . Mercury

A63F 2250/0457 . . . for actuating a switch by gravity

A63F 2250/0464 . . evaporating

A63F 2250/0471 . . containing a viscous liquid

A63F 2250/0478 . . containing an inflammable liquid

A63F 2250/0485 . . for changing stability or rolling properties

A63F 2250/0492 . . using a surface tension

A63F 2250/05 . containing a gas

A63F 2250/06 . containing small particles

A63F 2250/063 . . for changing stability or rolling properties

A63F 2250/066 . . Sand

A63F 2250/08 . with static electricity

A63F 2250/09 . Antistatic

A63F 2250/10 . with measuring devices

A63F 2250/1005 . . for angles

A63F 2250/101 . . . Water level

A63F 2250/1015 . . . Protractors

A63F 2250/1021 . . for weighing

<a href="#">A63F 2250/1026</a>	..	for temperature
<a href="#">A63F 2250/1031</a>	...	using colour indicators
<a href="#">A63F 2250/1036</a>	..	for distances ( <a href="#">A63F 2250/1015</a> takes precedence)
<a href="#">A63F 2250/1042</a>	...	Rulers ( <a href="#">A63F 2250/1015</a> takes precedence)
<a href="#">A63F 2250/1047</a>	..	for electrical phenomena
<a href="#">A63F 2250/1052</a>	...	Galvanometers
<a href="#">A63F 2250/1057</a>	..	Compasses
<a href="#">A63F 2250/1063</a>	..	Timers
<a href="#">A63F 2250/1068</a>	...	Sandglasses
<a href="#">A63F 2250/1073</a>	...	Time-out devices ( <a href="#">sandglasses A63F 2250/1068</a> ; <a href="#">A63F 2250/14</a> takes precedence)
<a href="#">A63F 2250/1078</a>	....	of the count-down type
<a href="#">A63F 2250/1084</a>	...	Chess clocks
<a href="#">A63F 2250/1089</a>	...	Mechanical timer causing a random event
<a href="#">A63F 2250/1094</a>	..	for velocity
<a href="#">A63F 2250/11</a>	.	with an indicator for predicting a velocity or other physical quantity
<a href="#">A63F 2250/115</a>	..	based on Hooke's law
<a href="#">A63F 2250/12</a>	.	using a string, rope, strap or belt as a play element
<a href="#">A63F 2250/121</a>	..	Strap or belt
<a href="#">A63F 2250/122</a>	..	Closed loop
<a href="#">A63F 2250/124</a>	..	Elastic
<a href="#">A63F 2250/125</a>	..	for a yo-yo
<a href="#">A63F 2250/127</a>	..	Chain
<a href="#">A63F 2250/128</a>	..	for suspension of play element
<a href="#">A63F 2250/13</a>	.	using coins or paper money as play elements
<a href="#">A63F 2250/133</a>	..	Banknote
<a href="#">A63F 2250/136</a>	..	Coin pusher
<a href="#">A63F 2250/14</a>	.	Coin operated
<a href="#">A63F 2250/142</a>	..	with pay-out or rewarding with a prize
<a href="#">A63F 2250/144</a>	...	Dispensing a gift
<a href="#">A63F 2250/146</a>	....	by issuing a winning ticket
<a href="#">A63F 2250/148</a>	...	Enabling replay, e.g. giving a bonus ball
<a href="#">A63F 2250/16</a>	.	Use of textiles
<a href="#">A63F 2250/162</a>	..	Carpet
<a href="#">A63F 2250/164</a>	..	Felt
<a href="#">A63F 2250/166</a>	..	Garments
<a href="#">A63F 2250/168</a>	..	with a zipper

- A63F 2250/18 . Use of resilient or deformable elements
- A63F 2250/183 .. Foam
- A63F 2250/186 .. Spring
- A63F 2250/20 . Outdoor version of games normally played indoors
- A63F 2250/202 .. with anchoring means, e.g. pegs in the ground
- A63F 2250/205 .. for being played in the swimming pool, e.g. floatable games
- A63F 2250/207 .. for being played on the lawn
- A63F 2250/21 . Adapted outdoor game resembling to an indoor game
- A63F 2250/215 .. Hop-scotch
- A63F 2250/22 . with advertising
- A63F 2250/24 . with a lock, e.g. for a puzzle
- A63F 2250/245 .. with a key
- A63F 2250/26 . the game being influenced by physiological parameters ([A63F 2250/1031](#) takes precedence)
- A63F 2250/265 .. by skin resistance
- A63F 2250/28 . with a two-dimensional real image
- A63F 2250/282 .. Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
- A63F 2250/285 .. Photographs
- A63F 2250/287 .. Cameras therefor
- A63F 2250/30 . with a three-dimensional image
- A63F 2250/302 .. holographic
- A63F 2250/305 .. formed by superimposed partially transparent layers
- A63F 2250/307 .. stereoscopic
- A63F 2250/32 . containing a live object
- A63F 2250/323 .. Mexican jumping bean
- A63F 2250/326 .. Bean bag
- A63F 2250/34 . promoting partner selection
- A63F 2250/36 . sound damping
- A63F 2250/38 . shock damping
- A63F 2250/42 . with a light-sensitive substance, e.g. photoluminescent
- A63F 2250/423 .. fluorescent
- A63F 2250/426 .. phosphorescent

- A63F 2250/48 . with special provisions for gripping by hand
- A63F 2250/481 .. for picking up or for gripping from a cavity, e.g. a recess next to a storing space
- A63F 2250/482 .. with holes or fingers, e.g. blind hole
- A63F 2250/483 ... adapted for thumb
- A63F 2250/484 ... adapted for fingernail
- A63F 2250/485 .. using a handle
- A63F 2250/486 ... with an ergonomic grip
- A63F 2250/487 ... with a pistol handle
- A63F 2250/488 .... with a trigger
- A63F 2250/489 .. with a roughened part
  
- A63F 2250/49 . with provisions for connecting to a part of the body
- A63F 2250/491 .. Finger
- A63F 2250/492 ... Thumb
- A63F 2250/494 ... Fingernail
- A63F 2250/495 .. Hand, arm or wrist
- A63F 2250/497 .. Head
- A63F 2250/498 .. Lap
  
- A63F 2250/50 . Construction set or kit
- A63F 2250/505 .. made from a blank
  
- A63F 2250/52 . with a remote control
  
- A63F 2250/54 . washable
  
- A63F 2250/58 . Antifraud or preventing misuse
  
- A63F 2250/60 . Connection between elements not otherwise provided for
- A63F 2250/601 .. with hook and loop-type fastener
- A63F 2250/602 .. with adhesive
- A63F 2250/603 .. with pin and hole
- A63F 2250/604 .. with a hook or an eyelet
- A63F 2250/605 .. with clamps or clips
- A63F 2250/606 .. with suction cups
- A63F 2250/609 .. Inserts, e.g. for replaceable indicia or figures ([A63F 2009/0491](#) takes precedence)
  
- A63F 2250/64 . used for radio or television, e.g. television shows; used in front of an audience
- A63F 2250/645 .. used by the watcher or listener
  
- A63F 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**

- A63F 2300/10 . characterized by input arrangements for converting player-generated signals into game device control signals
- A63F 2300/1006 . . having additional degrees of freedom
- A63F 2300/1012 . . involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- A63F 2300/1018 . . Calibration; Key and button assignment
- A63F 2300/1025 . . details of the interface with the game device, e.g. USB version detection
- A63F 2300/1031 . . . using a wireless connection, e.g. Bluetooth, infrared connections
- A63F 2300/1037 . . being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- A63F 2300/1043 . . being characterized by constructional details
- A63F 2300/105 . . using inertial sensors, e.g. accelerometers, gyroscopes
- A63F 2300/1056 . . involving pressure sensitive buttons
- A63F 2300/1062 . . being specially adapted to a type of game, e.g. steering wheel
- A63F 2300/1068 . . being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- A63F 2300/1075 . . . using a touch screen
- A63F 2300/1081 . . Input via voice recognition
- A63F 2300/1087 . . comprising photodetecting means, e.g. a camera
- A63F 2300/1093 . . . using visible light
- A63F 2300/20 . characterised by details of the game platform
- A63F 2300/201 . . Playing authorisation given at platform level
- A63F 2300/202 . . the game platform being a DVD player
- A63F 2300/203 . . Image generating hardware
- A63F 2300/204 . . the platform being a handheld device
- A63F 2300/205 . . for detecting the geographical location of the game platform
- A63F 2300/206 . . Game information storage, e.g. cartridges, CD ROM`s, DVD`s, smart cards
- A63F 2300/207 . . . for accessing game resources from local storage, e.g. streaming content from DVD
- A63F 2300/208 . . . for storing personal settings or data of the player
- A63F 2300/209 . . characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- A63F 2300/30 . characterized by output arrangements for receiving control signals generated by the game device
- A63F 2300/301 . . using an additional display connected to the game console e.g. on the controller
- 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
- A63F 2300/303 . . for displaying additional data, e.g. simulating a Head Up Display
- A63F 2300/305 . . . for providing a graphical or textual hint to the player
- A63F 2300/306 . . . for displaying a marker associated to an object or location in the game field

A63F 2300/307	...	for displaying an additional window with a view from the top of the game field, e.g. radar screen
A63F 2300/308	..	Details of the user interface
A63F 2300/40	.	characterised by details of platform network
A63F 2300/401	..	Secure communication, e.g. using encryption or authentication
A63F 2300/402	..	Communication between platforms, i.e. physical link to protocol
A63F 2300/403	..	Connection between platform and handheld device
A63F 2300/404	..	characterized by a local network connection
A63F 2300/405	...	being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net
A63F 2300/406	..	Transmission via wireless network, e.g. pager or GSM
A63F 2300/407	..	Data transfer via internet
A63F 2300/408	..	Peer to peer connection
A63F 2300/409	..	Data transfer via television network
A63F 2300/50	.	characterized by details of game servers
A63F 2300/51	..	Server architecture
A63F 2300/513	...	server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing
A63F 2300/516	...	connected to a local network, e.g. in a plane, hotel
A63F 2300/53	..	details of basic data processing
A63F 2300/531	...	Server assignment
A63F 2300/532	...	using secure communication, e.g. by encryption, authentication
A63F 2300/534	...	for network load management. e.g. bandwidth optimization, latency reduction
A63F 2300/535	...	for monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters
A63F 2300/537	...	for exchanging game data using a messaging service, e.g. e-mail, SMS, MMS
A63F 2300/538	...	for performing operations on behalf of the game client, e.g. rendering
A63F 2300/55	..	Details of game data or player data management
A63F 2300/5506	...	using advertisements
A63F 2300/5513	...	involving billing
A63F 2300/552	...	for downloading to client devices, e.g. using OS version, hardware or software profile of the client device
A63F 2300/5526	...	Game data structure
A63F 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
A63F 2300/554	....	by saving game or status data
A63F 2300/5546	...	using player registration data, e.g. identification, account, preferences, game history
A63F 2300/5553	....	user representation in the game field, e.g. avatar
A63F 2300/556	....	Player lists, e.g. online players, buddy list, black list
A63F 2300/5566	....	by matching opponents or finding partners to build a team e.g. by skill level, geographical area, background, play style

A63F 2300/5573	....	player location
A63F 2300/558	....	by assessing the players' skills or ranking
A63F 2300/5586	...	for enforcing rights or rules, e.g. to prevent foul play
A63F 2300/5593	...	involving scheduling aspects
A63F 2300/57	..	details of game services offered to the player
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
A63F 2300/575	...	for trading virtual items
A63F 2300/577	...	for watching a game played by other players
A63F 2300/60	.	Methods for processing data by generating or executing the game program
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
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
A63F 2300/6027	..	using adaptive systems learning from user actions, e.g. for skill level adjustment
A63F 2300/6036	..	for offering a minigame in combination with a main game
A63F 2300/6045	..	for mapping control signals received from the input arrangement into game commands
A63F 2300/6054	...	by generating automatically game commands to assist the player, e.g. automatic braking in a driving game
A63F 2300/6063	..	for sound processing
A63F 2300/6072	...	of an input signal e.g. pitch and rhythm extraction, voice recognition
A63F 2300/6081	...	generating an output signal, e.g. under timing constraints, for spatialization
A63F 2300/609	..	for unlocking hidden game elements, e.g. features, items, levels
A63F 2300/61	..	Score computation
A63F 2300/63	..	for controlling the execution of the game in time
A63F 2300/632	...	by branching, e.g. choosing one of several possible story developments at a given point in time
A63F 2300/634	...	for replaying partially or entirely the game actions since the beginning of the game
A63F 2300/636	...	involving process of starting or resuming a game
A63F 2300/638	...	according to the timing of operation or 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
A63F 2300/643	...	by determining the impact between objects, e.g. collision detection
A63F 2300/646	...	for calculating the trajectory of an object
A63F 2300/65	..	for computing the condition of a game character
A63F 2300/66	..	for rendering three dimensional images
A63F 2300/6607	...	for animating game characters, e.g. skeleton kinematics
A63F 2300/6615	...	using models with different levels of detail [LOD]
A63F 2300/6623	...	for animating a group of characters



A63F 2300/663	...	for simulating liquid objects e.g. water, gas, fog, snow, clouds
A63F 2300/6638	...	for simulating particle systems, e.g. explosion, fireworks
A63F 2300/6646	...	for the computation and display of the shadow of an object or character
A63F 2300/6653	...	for altering the visibility of an object, e.g. preventing the occlusion of an object, partially hiding an object
A63F 2300/6661	...	for changing the position of the virtual camera
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
A63F 2300/6676	....	by dedicated player input
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
A63F 2300/6692	...	using special effects, generally involving post-processing, e.g. blooming
A63F 2300/69	..	Involving elements of the real world in the game world, e.g. measurement in live races, real video
A63F 2300/695	...	Imported photos, e.g. of the player
A63F 2300/80	.	specially adapted for executing a specific type of game
A63F 2300/8005	..	Athletics
A63F 2300/8011	..	Ball
A63F 2300/8017	..	Driving on land or water; Flying
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
A63F 2300/8029	..	Fighting without shooting
A63F 2300/8035	..	Virtual fishing
A63F 2300/8041	..	Skating using skis, skates or board
A63F 2300/8047	..	Music games
A63F 2300/8052	..	Ball team management
A63F 2300/8058	..	Virtual breeding, eg. tamagotchi
A63F 2300/8064	..	Quiz
A63F 2300/807	..	Role playing or strategy games
A63F 2300/8076	..	Shooting
A63F 2300/8082	..	Virtual reality
A63F 2300/8088	..	involving concurrently several players in a non-networked game, e.g. on the same game console
A63F 2300/8094	..	Unusual game types, e.g. virtual cooking