

CPC COOPERATIVE PATENT CLASSIFICATION

A HUMAN NECESSITIES

HEALTH; AMUSEMENT

A63 SPORTS; GAMES; AMUSEMENTS

A63F CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR

WARNING

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

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)	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)
2001/001	. {Bridge or baccarat}	3/00003	. {Types of board games (chess A63F 3/02 ; educational board games A63F 3/04)}
2001/003	. {Blackjack; Twenty one}	3/00006	. . {Board games played along a linear track, e.g. game of goose, snakes and ladders, along an endless track (A63F 3/00028 - A63F 3/00157 , A63F 3/04 take precedence)}
2001/005	. {Poker}	2003/00009	. . . {with an intersection in the track}
2001/006	. {Rummy}	2003/00012 {with movable means for switching to another track}
2001/008	. {adapted for being playable on a screen}	2003/00015 {with a star-shaped track (A63F 2003/00025 takes precedence)}
1/02	. Cards; Special shapes of cards (card-printing methods B41K , B41M)	2003/00018	. . . {played along an endless track}
2001/022	. . {Manufacturing of cards}	2003/00022 {played along concentric endless tracks}
2001/025	. . {with holes or slits}	2003/00025 {with a star-shaped track inside, e.g. trivial pursuit}
2001/027	. . {with classical playing card symbols}	3/00028	. . {Board games simulating indoor or outdoor sporting games, e.g. bowling, basketball, boxing, croquet, athletics, jeu de boules, darts, snooker, rodeo (racing games played on boards A63F 3/00082 ; indoor games played with small balls A63F 7/00)}
1/04	. Card games combined with other games	3/00031	. . . {Baseball or cricket board games}
2001/0408	. . {with text}	2003/00034 {Baseball}
2001/0416	. . {with numbers}	2003/00037 {Cricket}
2001/0425	. . . {with dice dots}	3/00041	. . . {Football, soccer or rugby board games}
2001/0433	. . . {with domino dots}	3/00044	. . . {Tennis or squash board games}
2001/0441	. . {with a written message or sentence, e.g. chance or instruction cards}	3/00047	. . . {Basketball board games}
2001/045	. . . {Chance or clue cards}	3/0005	. . . {Golf or putting board games}
2001/0458	. . {with single words}	3/00053	. . . {Snooker, pool or billiard board games}
2001/0466	. . {with single letters}	3/00056	. . . {Darts board games}
2001/0475	. . {with pictures or figures}	3/00059	. . . {Bowling board games}
2001/0483	. . . {having symbols or direction indicators for playing the game}	3/00063	. . {Board games concerning economics or finance, e.g. trading}
2001/0491	. . {having markings on the rear face or reverse side}	2003/00066	. . . {with play money (with real coins or paper money A63F 2250/13)}
1/06	. Card games appurtenances	3/00069	. . . {Stock-market games}
1/062	. . {Boxes or cases for cards}	3/00072	. . . {played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence)}
1/065	. . {Devices for bidding}	3/00075	. . {War games}
1/067	. . {Tables or similar supporting structures}	2003/00078	. . . {Naval war}
1/08	. . Card-presses		
1/10	. . Card holders		
1/12	. . Card shufflers		
1/14	. . Card dealers		
1/16	. . Apparatus for indicating the dealer		
1/18	. . Score computers; Miscellaneous indicators (time-testing devices G07C)		

- 3/00082 . . {Racing games (racing games characterised by figures moved by action of the player [A63F 9/14](#))}
- 3/00085 . . . {Sailing races}
- 3/00088 . . {Board games concerning traffic or travelling (trading [A63F 3/00063](#); racing [A63F 3/00082](#); teaching the highway code [A63F 3/0494](#))}
- 3/00091 . . . {concerning space ship navigation}
- 3/00094 . . {Ticktacktoe}
- 3/00097 . . {Board games with labyrinths, path finding, line forming (labyrinths in boxes with small balls [A63F 7/04](#); other labyrinth games [A63F 9/0078](#))}
- 3/001 . . {Board games concerning astrology, religion, or fortune-telling (fortune-telling games [A63F 9/181](#))}
- 2003/00104 . . . {Board games having astrology aspects}
- 2003/00107 . . . {Board games having aspects of the Yin Yang game}
- 2003/0011 . . . {Board games having religion aspects}
- 2003/00113 . . . {Board games having aspects of the I Ching game}
- 2003/00116 . . . {Board games having aspects of the Tarot game}
- 3/00119 . . {Board games concerning music, theatre, cinema, or art}
- 2003/00123 . . . {Board games concerning music}
- 2003/00126 {using audio equipment}
- 2003/00129 {with a compact disc player}
- 2003/00132 . . . {specially adapted for teaching music}
- 2003/00135 . . . {Board games concerning cinema or films}
- 3/00138 . . {Board games concerning voting, political or legal subjects; Patent games}
- 2003/00141 . . . {Patent games}
- 3/00145 . . {Board games concerning treasure-hunting, fishing, hunting (capturing fishing games [A63F 9/305](#))}
- 3/00148 . . {Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo [A63F 3/00028](#); history [A63F 3/0449](#))}
- 3/00151 . . {Backgammon}
- 3/00154 . . {Mastermind}
- 3/00157 . . {Casino or betting games (horse races [A63F 3/00082](#))}
- 2003/0016 . . . {imitating fruit machines}
- 2003/00164 . . . {Casino tables}
- 2003/00167 . . . {with a jackpot}
- 2003/0017 {progressive jackpot}
- 3/00173 . {Characteristics of game boards, alone or in relation to supporting structures or playing piece}
- 3/00176 . . {Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular}
- 2003/00179 . . . {Triangular game board}
- 2003/00182 . . . {Four-sided game board}
- 2003/00186 {Plus- or cross-shaped game board}
- 2003/00189 . . . {Pentagonal game board}
- 2003/00192 {Star-shaped game board}
- 2003/00195 . . . {Hexagonal game board}
- 2003/00198 {Star-shaped game board}
- 2003/00201 . . . {Octagonal game board}
- 2003/00205 . . . {Decagonal game board}
- 2003/00208 . . . {Circular game board}
- 2003/00211 . . . {Elliptical game board}
- 3/00214 . . {Three-dimensional game boards}
- 2003/00217 . . . {Superimposed boards}
- 2003/0022 . . . {played in three dimensions}
- 2003/00223 . . . {shaped as a container into which playing pieces may enter (box or container for board games [A63F 2003/00943](#))}
- 2003/00227 {with five play locations and optionally a sixth in the middle}
- 3/0023 . . {Foldable, rollable, collapsible or segmented boards ([A63F 3/027](#) takes precedence)}
- 2003/00233 . . . {with one fold or hinge (shaped as a book [A63F 2003/00299](#); convertible into a suitcase [A63F 2003/0094](#))}
- 2003/00236 {with a part of the rim or board missing near the fold to enable folding; Hinge consisting of a flexible element fixed at the bottom}
- 2003/00239 . . . {with two hinges or folds}
- 2003/00242 {perpendicular}
- 2003/00246 . . . {with three or more hinges or folds}
- 2003/00249 {all parallel}
- 2003/00252 {perpendicular}
- 2003/00255 . . . {playable during travel (storing or transporting an interrupted jig-saw puzzle game [A63F 2009/105](#))}
- 2003/00258 . . . {rollable, flexible or deformable board (shaped as an endless belt [A63F 2003/00321](#); flexible rim [A63F 2003/00504](#))}
- 3/00261 . . {Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards}
- 2003/00264 . . . {with rotatable or tiltable parts}
- 2003/00268 {about a vertical axis, e.g. a disc}
- 2003/00271 {underneath the playing surface and viewable through holes or windows}
- 2003/00274 {with or designed as a turntable, lazy Susan}
- 2003/00277 {with rotatable concentric parts}
- 2003/0028 {with rotatable disc and rings in one plane}
- 2003/00283 {with rotatable non-concentric parts}
- 2003/00287 {about a horizontal axis}
- 2003/0029 {underneath the playing surface and viewable through holes or windows}
- 2003/00293 {with blocks rotatable about a horizontal axis}
- 2003/00296 {on one common axis}
- 2003/00299 {designed as a book}
- 2003/00302 {with parts rotatable about an axis perpendicular to the game board}
- 2003/00305 {rotatable about any axis, e.g. ball in a socket}
- 2003/00309 {with stopping means (for roulette [A63F 5/0011](#))}
- 2003/00312 {Detents}
- 2003/00315 {using braking effect caused by friction}
- 2003/00318 {with a rollable board surface}
- 2003/00321 {shaped as an endless belt}
- 2003/00324 . . . {with slidable parts of the playing surface}
- 2003/00328 {underneath the playing surface and viewable through holes or windows}
- 2003/00331 {with two or more slidable parts, e.g. parallel}
- 2003/00334 {on different levels}

- 2003/00337 {in perpendicular directions}
- 2003/0034 . . . {with a replaceable part of the playing surface}
- 2003/00343 {underneath a transparent surface}
- 2003/00347 {the playing surface as a whole being replaceable}
- 2003/0035 {with stackable playing surfaces}
- 2003/00353 {with holes or windows}
- 2003/00356 {by insertion through a slit}
- 2003/00359 . . . {Modular units}
- 2003/00362 {with connections between modules}
- 2003/00365 {Hook and loop-type fastener}
- 2003/00369 {Adhesive}
- 2003/00372 {Pin and socket connection}
- 2003/00375 {Snap fit}
- 2003/00378 {sliding in a groove}
- 2003/00381 {Jig-saw connection, e.g. dove tail}
- 2003/00384 {with a hook or an eyelet}
- 2003/00388 {with an auxiliary connective element, e.g. clip or clamp}
- 2003/00391 {magnetic}
- 2003/00394 . . . {with a surface relief}
- 2003/00397 {Changeable}
- 2003/004 {with a repetitive structure}
- 2003/00403 {Stepped}
- 2003/00406 . . . {with a vertical game board}
- 2003/0041 {with playing pieces visible from both sides}
- 2003/00413 {playable on opposite sides but with playing field of opponent not being visible}
- 2003/00416 . . . {with means for hiding a part of the playing field}
- 2003/00419 {with a shield in the middle
([A63F 2003/00406](#) takes precedence)}
- 2003/00422 {the shield being removable}
- 2003/00425 {with a shield on each side of the playing field}
- 2003/00429 {The shield being removable}
- 2003/00432 {covering a part of the playing field}
- 2003/00435 . . . {with a sloping playing field or part thereof}
- 2003/00438 {on two sides, e.g. as a roof}
- 2003/00441 {Inverted}
- 2003/00444 {Truncated}
- 2003/00447 {on three or more sides, e.g. pyramid-shaped}
- 2003/00451 {Inverted}
- 2003/00454 {Truncated}
- 2003/00457 . . . {Details of game board internal structure or materials thereof}
- 2003/0046 {with anti-slip means}
- 2003/00463 . . . {Details of the playing field ([shape of the board A63F 3/00176](#); [changing the size A63F 2003/00971](#))}
- 2003/00466 {with indications, e.g. directions for playing}
- 2003/0047 {Geometric shapes of individual playing fields}
- 2003/00473 {Triangular}
- 2003/00476 {Rectangular}
- 2003/00479 {Pentagonal}
- 2003/00482 {Hexagonal}
- 2003/00485 {Edges or other provisions for toppling or rolling a playing piece}
- 2003/00488 {with means for limiting the size of the playing field ([A63F 2003/00971](#) takes precedence)}
- 2003/00492 {Details of the rim or side edge
([A63F 2003/00236](#) takes precedence)}
- 2003/00495 {Information on the rim}
- 2003/00498 {by colours}
- 2003/00501 {by numbers or letters}
- 2003/00504 {Flexible rim}
- 2003/00507 {Hinged or collapsible rim}
- 2003/00511 {Rim without board, e.g. empty frame}
- 2003/00514 {Rim or side edge with storing space for objects, e.g. unused playing pieces}
- 2003/00517 {Releasable rim}
- 3/0052 . . . {with a plurality of boards used during one game, i.e. separate game boards or playing areas}
- 2003/00523 {with a separate board for each player}
- 2003/00526 {for playing different games, e.g. with playing surfaces on opposite sides of the board
([A63F 2003/00968](#) takes precedence)}
- 3/00529 . . . {Board game without game board}
- 3/00533 . . . {Connection of game board or part of game board to supporting structure}
- 2003/00536 {Adhesive}
- 2003/00539 {Suction cups}
- 2003/00542 {Clamps or clips}
- 2003/00545 {Magnetic}
- 2003/00548 {with pin and hole}
- 2003/00552 {Snap fit}
- 2003/00555 {Pin, drawing pin or thumbtack}
- 2003/00558 {sliding or slidable in a groove}
- 2003/00561 {with staples}
- 2003/00564 {by tying to supporting structure, e.g. with ropes}
- 2003/00567 {using elastic means, e.g. rubber bands}
- 2003/0057 {Hook and loop-type fastener}
- 3/00574 . . . {Connections between board and playing pieces}
- 2003/00577 {Hook and loop-type fastener}
- 2003/0058 {Adhesive}
- 2003/00583 {with pin and hole}
- 2003/00586 {Snap fit}
- 2003/00589 {two or more pins or holes on one playing piece}
- 2003/00593 {friction fitted}
- 2003/00596 {adjustable in height}
- 2003/00599 {with slit, slot or groove ([A63F 3/00634](#) takes precedence)}
- 2003/00602 {using pins, e.g. pins pierced into a soft board}
- 2003/00605 {The hole being in the playing piece}
- 2003/00608 {Characterised by the shape of the hole}
- 2003/00611 {Suction cups}
- 2003/00615 {with a hook or an eyelet}
- 2003/00618 {Clamps or clips}
- 2003/00621 {Screw elements}
- 2003/00624 {The playing piece being retained by a string or rope}
- 2003/00627 {being elastic or resilient, e.g. rubber band}
- 2003/0063 {Magnetic}
- 3/00634 {Sliding connections, e.g. playing pieces sliding in a groove}
- 2003/00637 {with non-intersecting, e.g. parallel, grooves}

- 2003/0064 {The groove being in the playing piece}
- 3/00643 . {Electric board games; Electric features of board games ([electric word or number games A63F 3/0421](#); computer chess [G06F](#); electric raffle games [A63F 3/081](#))}
- 2003/00646 . . {with illumination of playing field or playing piece}
- 2003/00649 . . . {Lightbulbs}
- 2003/00652 . . . {Light-emitting diodes}
- 2003/00656 . . . {Fibre optics}
- 2003/00659 . . . {LCD's}
- 2003/00662 . . {with an electric sensor for playing pieces ([A63F 2009/2444 takes precedence](#))}
- 2003/00665 . . . {using inductance}
- 2003/00668 . . . {using hall effect}
- 2003/00671 . . . {Pressure or force sensor}
- 2003/00675 . . . {Reed relay}
- 2003/00678 . . {with circuits closed by mechanical means}
- 2003/00681 . . . {The playing field comprising two parallel conducting layers}
- 2003/00684 {One of the conducting layers being flexible so that electrical contact with the other can be established, e.g. by the weight of a playing piece}
- 2003/00687 . . . {Printed circuits}
- 2003/0069 . . . {using a spring}
- 3/00694 . {Magnetic board games ([other games using magnetically moved or magnetically held pieces A63F 9/34](#))}
- 3/00697 . {Playing pieces}
- 2003/007 . . . {Design of classical playing pieces, e.g. classical chess, draughts or go}
- 2003/00703 . . . {Tokens or chips}
- 2003/00706 . . . {Mill game}
- 2003/00709 . . . {Nim game}
- 2003/00712 . . . {Scissors, paper, stone or rock}
- 2003/00716 . . {Connectable or stackable playing pieces or parts thereof}
- 2003/00719 . . . {with connections amongst the playing pieces or parts thereof}
- 2003/00722 {Hook and loop-type fastener}
- 2003/00725 {Peg and socket connection}
- 2003/00728 {Snap-fitted}
- 2003/00731 {Hook or eyelet}
- 2003/00735 {Clamp or clip}
- 2003/00738 {Magnetic}
- 2003/00741 {Screw elements}
- 2003/00744 {with a connection to a playing piece that stands on another playing field}
- 2003/00747 . . {Playing pieces with particular shapes}
- 2003/0075 . . . {covering two or more playing fields}
- 2003/00753 . . . {L-shaped}
- 2003/00757 . . . {Planimetric shapes, e.g. disks}
- 2003/0076 {circular ([A63F 2003/00703 takes precedence](#))}
- 2003/00763 {Sections, sectors or segments}
- 2003/00766 {Triangular}
- 2003/00769 {Isosceles}
- 2003/00772 {Rectangular}
- 2003/00776 {Lozenged}
- 2003/00779 {Square}
- 2003/00782 {Pentagonal}
- 2003/00785 {Hexagonal}
- 2003/00788 {Heptagonal}
- 2003/00791 {Octagonal}
- 2003/00794 . . . {Stereometric shapes}
- 2003/00798 {Spheres}
- 2003/00801 {Cylinders}
- 2003/00804 {Pyramids}
- 2003/00807 {Tetrahedrons}
- 2003/0081 {Blocks}
- 2003/00813 {Cubes}
- 2003/00817 {Cones}
- 2003/0082 {Prisms}
- 2003/00823 . . . {T-shaped}
- 2003/00826 . . {Changeable playing pieces}
- 2003/00829 . . . {with adjustable height}
- 2003/00832 . . {with groups of playing pieces, each group having its own characteristic}
- 2003/00835 . . . {The characteristic being the colour}
- 2003/00839 . . . {The characteristic being size or shape}
- 2003/00842 . . . {The characteristic being a graphical marking}
- 2003/00845 . . {Additional features of playing pieces; Playing pieces not assigned to one particular player}
- 2003/00848 . . . {Barriers, obstacles or obstructions ([A63F 2003/00971 takes precedence](#))}
- 2003/00851 {Hurdles}
- 2003/00854 . . . {Element covering a playing piece}
- 2003/00858 . . . {Direction indicators}
- 2003/00861 . . . {Jokers wild cards}
- 2003/00864 . . . {Markers, e.g. indicating the spot of a previous move ([score marking on play piece A63F 2011/0062](#))}
- 2003/00867 . . {The playing piece having two characteristics}
- 2003/0087 . . . {The characteristics being on the opposite sides of the playing piece}
- 2003/00873 {with different colours on the opposite sides}
- 2003/00876 . . . {One of the characteristics being a colour}
- 2003/0088 . . {The playing piece having three characteristics}
- 2003/00883 . . {The playing piece having four or more characteristics, e.g. on four or more faces}
- 2003/00886 . . {Transparent}
- 2003/00889 . . . {with a colour}
- 2003/00892 . . {Manufacturing of playing pieces}
- 3/00895 . {Accessories for board games ([A63F 3/00697 takes precedence](#); game accessories of general use [A63F 11/00](#))}
- 2003/00899 . . {Instruments for handling a playing piece}
- 2003/00902 . . . {adhesive}
- 2003/00905 . . . {with a suction cup}
- 2003/00908 . . . {with clamping means}
- 2003/00911 . . . {with a hook or an eyelet}
- 2003/00914 {Fork}
- 2003/00917 . . . {with pin and hole}
- 2003/00921 {snap fit}
- 2003/00924 . . . {Threaded connection}
- 2003/00927 . . . {magnetic}
- 2003/0093 {acting through a cover, e.g. transparent cover}
- 2003/00933 . . . {pointed instrument}
- 2003/00936 . . {Handle on the board or box for carrying}
- 2003/0094 . . . {convertible into a suitcase}
- 2003/00943 . . {Box or container for board games}

- 2003/00946 . . . {with a storage for playing pieces next to the playing field ([rim with storing space A63F 2003/00514](#))}
- 2003/00949 . . . {with a lid}
- 2003/00952 . . . {with a drawer}
- 2003/00955 . . . {with a lid ([A63F 2003/00949](#) takes precedence)}
- 2003/00958 . . . {slidable}
- 2003/00962 . . . {with a game board on the lid or the inside of the lid}
- 2003/00965 . . . {containing a set of board games}
- 2003/00968 . . . {with playing surfaces on opposite sides of the board}
- 2003/00971 . . . {with means for limiting the size of the playing field}
- 2003/00974 . . {mounted, drawn on or designed as a table}
- 2003/00977 . . . {with adjustable legs}
- 2003/00981 . . . {with collapsible legs}
- 2003/00984 . . . {with only foot pads, e.g. rubber}
- 2003/00987 . . . {with a table-flap}
- 2003/0099 . . . {with extension, e.g. sliding}
- 2003/00993 . . . {with wheels or rollers}
- 2003/00996 . {Board games available as video games}
 - 3/02 . Chess; Similar board games
 - 3/022 . {Recording or reproducing chess games ([teaching games G09B 19/22](#))}
- 2003/025 . . . {for teaching chess}
 - 3/027 . {Pocket chess}
 - 3/04 . Geographical or like games (; Educational games ([educational appliances in general G09B](#)))
 - 3/0402 . {for learning languages}
- 2003/0405 . . . {relating to specific languages}
- 2003/0407 . . . {arabic}
- 2003/041 . . . {chinese}
- 2003/0413 . . . {japanese}
- 3/0415 . {Number games ([electric A63F 3/0421](#); [mathematical models or topics A63F 3/0457](#); [two-dimensional puzzles with rotating rings or discs A63F 9/0811](#), [A63F 9/0819](#))}
- 2003/0418 . . . {with a grid, e.g. 'Sudoku'-type games}
 - 3/0421 . {Electric word or number games}
 - 3/0423 . {Word games, e.g. scrabble ([electric A63F 3/0421](#); [two-dimensional puzzles with rotating rings or discs A63F 9/0811](#), [A63F 9/0819](#))}
- 2003/0426 . . . {Spelling games}
- 2003/0428 . . . {Crosswords}
- 2003/0431 . . . {Encoding or decoding}
 - 3/0434 . {Geographical games ([travelling A63F 3/00088](#))}
- 2003/0436 . . . {Flags}
- 2003/0439 . . . {using geographical maps}
- 2003/0442 . . . {Atlas}
- 2003/0444 . . . {Globe}
- 2003/0447 . . . {Road map}
 - 3/0449 . {concerning history}
- 2003/0452 . . . {Genealogy}
- 2003/0455 . . . {Prehistoric}
 - 3/0457 . {concerning science or technology, e.g. geology, chemistry, statistics, computer flow charts, radio, telephone ([A63F 3/0478](#) takes precedence; [other games concerning science or technology A63F 9/0076](#))}
- 2003/046 . . . {Mathematics ([arithmetics A63F 3/0415](#))}
- 2003/0463 . . . {Computers}
- 2003/0465 . . . {Permutations}
- 2003/0468 . . . {Astronomy}
- 2003/0471 . . . {Physics}
- 2003/0473 . . . {Mechanics}
- 2003/0476 . . . {Chemistry}
 - 3/0478 . {concerning life sciences, e.g. biology, ecology, nutrition, health, medicine, psychology}
- 2003/0481 . . . {Biology}
- 2003/0484 . . . {Ecology}
- 2003/0486 . . . {Nutrition}
- 2003/0489 . . . {Psychology}
- 2003/0492 . . . {Medical}
 - 3/0494 . {concerning the highway code}
 - 3/0497 . {Games about time, e.g. telling the time}
 - 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](#))}
- 3/0605 . . {Lottery games}
- 3/061 . . . {in which the players select their own numbers, e.g. Lotto}
 - 3/0615 . {based on sporting events, e.g. football pools}
 - 3/062 . {Bingo games, e.g. Bingo card games}
 - 3/0625 . {Devices for filling-in or checking}
 - 3/063 . . . {Checking-cards with rupturable portions}
 - 3/0635 . . . {Punchers for filling-in or checking lotto or bingo games}
 - 3/064 . . . {Electric devices for filling-in or checking}
 - 3/0645 . {Electric lottos or bingo games}
 - 3/065 . {Tickets or accessories for use therewith ([A63F 3/0625](#) takes precedence)}
 - 3/0655 . . . {Printing of tickets, e.g. lottery tickets}
- 2003/066 . . . {using ink jet}
 - 3/0665 . . . {having a message becoming legible after rubbing-off a coating or removing an adhesive layer ([for educational purposes G09B](#))}
- 2003/067 . . . {using carbon or graphite coating}
- 2003/0675 . . . {using a metallic coating}
 - 3/068 . . . {Accessories therefor, e.g. ticket scrapers}
 - 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 B41M 5/165](#))}
- 3/069 . . . {having a message becoming legible by tearing-off non-adhesive parts}
- 3/0695 . . . {with slidable, hinged or rotatable parts, e.g. reusable bingo game boards}
- 3/08 . Raffle games that can be played by a fairly large number of people ([A63F 3/0625](#), [A63F 3/065](#) take precedence; [lottery apparatus G07C 15/00](#); [lottery gaming stations, online lottery or bingo G07F 17/329](#))}
 - 3/081 . . {electric}
 - 2003/082 . . . {with remote participants}
 - 2003/083 . . . {played via television}
 - 2003/084 . . . {played via radio}
 - 2003/085 . . . {played via telegraph}

2003/086 {played via telephone, e.g. using a modem}	2007/0064	. {Ball games combined with other games}
2003/087 {using a fax}	2007/007	. . {with another ball game}
2003/088 {played via Internet}	7/0076	. {the playing bodies having the function of playing pieces, imitating a board game}
5/00	Roulette games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00)	2007/0082	. . {Mancala}
5/0005	. {Automatic roulette}	7/0088	. {using magnetic power (A63F 7/068 takes precedence; magnetic toys A63H 33/26)}
5/0011	. {Systems for braking, arresting, halting or stopping}	2007/0094	. . {using electromagnetic action, e.g. for attracting a ball}
5/0017	. . {Braking effect by electric or magnetic field}	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)}
5/0023	. . {by pushing or keeping an element between notches}	7/022	. . {Pachinko}
5/0029	. . . {using gravity}	7/025	. . {Pinball games, e.g. flipper games}
5/0035 {free moving element, e.g. ball}	7/027	. . . {electric}
5/0041	. . . {with a resilient element, e.g. spring}	7/04	. using balls to be shaken or rolled in small boxes {, e.g. comprising labyrinths}
5/0047 {with adjustable tension}	7/041	. . {Two-dimensional labyrinths}
5/0052	. . {Braking effect by friction surface}	7/042	. . {Three-dimensional labyrinths}
5/0058	. . {with variable actuation means, e.g. handbrake}	7/044	. . {Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box (A63F 7/382 , A63F 7/041 take precedence; tilttable on a support A63F 7/386)}
5/0064	. . . {electrical}	7/045	. . {containing a liquid}
5/007	. {Details about the compartments or sectors, e.g. sectors having different sizes}	7/047	. . {magnetic}
5/0076	. {Driving means}	7/048	. . {used for generating random numbers}
5/0082	. . {electrical}	7/06	. Games simulating outdoor ball games, e.g. hockey {or football (if physically beneficial for the human body A63B 67/00)}
5/0088	. {with a plurality of balls used during one game}	7/0604	. . {Type of ball game (A63F 7/0672 and A63F 7/0684 take precedence)}
5/0094	. {with a plurality of roulette wheels (A63F 5/043 takes precedence)}	7/0608	. . . {Baseball}
5/02	. Roulette-like ball games	7/0612	. . . {Basketball}
5/04	. Disc roulettes; Dial roulettes; Teetotums; Dice-tops	7/0616	. . . {Football or soccer}
5/041	. . {Teetotums; Dice-tops}	7/062 {Penalty shooting}
5/043	. . {using concentric discs or rings}	7/0624	. . . {Croquet}
5/045	. . {using a rotating wheel and a fixed indicator, e.g. fortune wheels}	7/0628	. . . {Golf}
5/046	. . . {with a horizontal wheel, i.e. wheel with a vertical rotation axle}	7/0632	. . . {Hockey}
5/048	. . {with symbols viewable through holes or windows}	7/0636 {Ice-hockey}
7/00	Indoor games using small moving playing bodies, e.g. balls, discs or blocks (board games, raffle games A63F 3/00; roulette games A63F 5/00; miniature bowling games A63D 3/00; bagatelle or similar games A63D 13/00; billiards, pocket billiards A63D 15/00)	7/064	. . . {Petanque}
7/0005	. {played on a table, the ball or other playing body being rolled or slid from one side of the table in more than one direction or having more than one entering position on this same side, e.g. shuffle boards (goal posts per se A63F 7/305 ; miniature bowling-alleys A63D 3/00)}	7/0644	. . . {Polo}
2007/0011	. . {Target bowling or skee ball}	7/0648 {Water-polo}
7/0017	. {played on a table by two players from opposite sides of the table (A63F 7/06 takes precedence)}	7/0652	. . . {Tennis}
7/0023	. {played on a table from all sides, e.g. marble games}	7/0656	. . . {Volleyball}
2007/0029	. . {with a playstation for each participant sharing a part of the playing field}	7/066	. . {the playing bodies being projected by means of compressed air}
2007/0035	. . . {for two players}	7/0664	. . {Electric}
2007/0041	. . . {for three or more players}	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}
2007/0047	. . {simulating pool, snooker or billiards}	7/0672	. . {with play figures fixed to a rotatable and longitudinally movable shaft}
2007/0052	. . {with a playstation for each participant, each with a separate playing field}	7/0676	. . . {Play figures therefor}
7/0058	. {electric (A63F 7/027 , A63F 7/3065 take precedence)}	7/068	. . {using magnetic power (magnetic toys A63H 33/26)}
		7/0684	. . {with play figures slidable or rotatable about a vertical axis (A63F 7/0672 takes precedence)}
		7/0688	. . {with operation by foot}
		7/0692	. . . {Kicking}
		7/0696	. . . {using a pedal}

- 7/07 . . in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support [{\(A63F 7/0604 - A63F 7/0696 take precedence\)}](#)
- 7/20 . . in which the playing bodies are projected through the air [{\(A63F 7/0604 - A63F 7/0696 take precedence\)}](#)
- 7/22 . Accessories; Details
- 7/24 . . Devices controlled by the player to project or roll-off the playing bodies [\(arrangement of such devices in table alleys, miniature bowling-alleys or bowling games A63D 3/02; in bagatelle or billiards A63D 13/00, A63D 15/00\)](#)
- 7/2409 . . . {Apparatus for projecting the balls}
- 7/2418 {with two projecting mechanisms working under different angles}
- 7/2427 {with laterally movable, slidable projecting mechanism}
- 7/2436 {Hand-held or connected to a finger, e.g. cues, clubs, sticks}
- 2007/2445 {Stick-shaped}
- 2007/2454 {Club, stick}
- 2007/2463 {Cue}
- 7/2472 {Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield}
- 7/2481 {with a projection mechanism actuated by a spring or other elastic member}
- 7/249 {projecting the playing bodies through the air, e.g. with a jump}
- 7/26 . . . electric or magnetic
- 7/265 {using a magnet for movement of the ball}
- 7/28 . . . using gravity {, i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant}
- 2007/282 {Gutter-shaped}
- 2007/284 {with a plurality of gutters, e.g. parallel}
- 2007/286 {Pipe-shaped}
- 2007/288 {with more ramps than two on opposite sides of the playing field}
- 7/30 . . {Details of the playing surface, e.g.} obstacles; {Goal posts; } Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators; {Means for detecting misuse or errors}
- 2007/3005 . . . {Obstacles, obstructions}
- 2007/301 {Exchangeable}
- 2007/3015 {The obstruction being a wall with apertures allowing the ball to pass}
- 2007/302 . . . {Hidden parts or passages}
- 2007/3025 . . . {with means for indicating or regulating a start position, e.g. foul line}
- 2007/303 . . . {Parts of the playing surface being movable, replaceable or removable [\(A63F 2007/301 takes precedence\)}](#)}
- 2007/3035 {with movable playing surfaces rotatable about a vertical axis}
- 2007/304 {with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts}
- 2007/3045 {Removable parts for service access}
- 7/305 . . . {Goal posts; Winning posts for rolling-balls}
- 7/3055 {with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target}
- 7/306 {with a score counter}
- 7/3065 {Electric}
- 7/307 {with a score counter}
- 7/3075 {imparting energy to the ball, e.g. bumper-kickers, reprojectors}
- 2007/308 . . . {Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse}
- 2007/3085 {Tilting}
- 2007/309 {Preventing unauthorised use or vandalism}
- 2007/3095 {Protective sleeve or cover}
- 7/32 . . . Apparatus for varying scoring values
- 7/34 . . Other devices for handling the playing bodies, e.g. bonus ball return means
- 2007/341 . . . {Ball collecting devices or dispensers}
- 2007/343 {with a device for picking up the ball}
- 2007/345 . . . {Ball return mechanisms; Ball delivery}
- 2007/346 {Gutter}
- 2007/348 . . . {Anti-blocking devices for balls}
- 7/36 . . Constructional details not covered by groups [A63F 7/24 - A63F 7/34](#) {, i.e. constructional details of rolling boards, rims or play tables}, e.g. frame, game boards, guide tracks
- 7/3603 . . . {Rolling boards with special surface, e.g. air cushion boards}
- 2007/3607 {with a flexible surface}
- 2007/3611 {with a playing surface playable on both sides}
- 2007/3614 {with details about roughness of playing surface}
- 2007/3618 {covered or coated with a regular structure, e.g. a net}
- 7/3622 . . . {Specially shaped rolling boards for the balls, e.g. ball tracks}
- 2007/3625 . . . {Rolling board to be positioned on a table or floor}
- 2007/3629 {with means for connecting the rolling board or parts to the floor or table, e.g. clamps}
- 2007/3633 . . . {Rolling boards characterised by the shape of the playing surface}
- 2007/3637 {Concave}
- 2007/364 {Convex}
- 2007/3644 {Roof-shaped}
- 2007/3648 . . . {Rolling boards characterised by a non-horizontal playing surface}
- 2007/3651 {with adjustable angle}
- 2007/3655 . . . {Collapsible, foldable or rollable parts}
- 2007/3659 {convertible into a suitcase}
- 2007/3662 {modular, e.g. with connections between modules}
- 2007/3666 . . . {Rolling boards with a plurality of playing surfaces, e.g. on different levels}
- 2007/367 . . . {Details of the rim}
- 2007/3674 . . . {Details of play tables, designed as a table}
- 2007/3677 {with a cover remaining over the table during playing}
- 2007/3681 {with a transparent dome}
- 2007/3685 {Details of legs}
- 2007/3688 {adjustable}
- 2007/3692 {collapsible}
- 2007/3696 {removable}

- 7/38 . . . Playing surfaces movable during play {, i.e. games played on a non-stationary surface, e.g. the ball intended to be in permanent motion (balls to be shaken or rolled in small boxes [A63F 7/04](#); eccentric weights put into orbital motion by nutating movement of the user [A63B 21/0608](#))}
- 7/382 {held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys}
- 2007/384 {held by two or more persons}
- 7/386 {Rolling boards adapted to be rocked during play}
- 7/388 {Ball games with balls rolled on two movable long sticks}
- 7/40 . . . Balls or other moving playing bodies, e.g. pinballs or discs {used instead of balls}
- 2007/4006 {played with a plurality of identical balls}
- 2007/4012 {with an excentric center of gravity}
- 2007/4018 {with balls of different dimensions}
- 2007/4025 {with balls having different masses but the same dimension}
- 2007/4031 {with balls of different colours or other visual characteristics}
- 2007/4037 {with balls of two different colours}
- 2007/4043 {with balls of three or more different colours}
- 2007/405 {Magnetic}
- 2007/4056 {with a permanent magnet}
- 2007/4062 {with a non-magnetic ball material}
- 2007/4068 {Sliding play elements, e.g. discs or bodies with a low coefficient of friction}
- 2007/4075 {provided with a ball race or rollers}
- 2007/4081 {Ball with a hole sliding over a guide}
- 2007/4087 {Tethered balls}
- 2007/4093 {supported on a tethering arm}
- 9/00 Games not otherwise provided for (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game [A63F 13/00](#) {; miscellaneous sporting games [A63B 67/00](#))}**
- 9/0001 . {Games specially adapted for handicapped, blind or bed-ridden persons}
- 2009/0003 . . {Games specially adapted for blind or partially sighted people}
- 2009/0004 . . . {using BRAILLE}
- 2009/0006 . . . {Colour blind}
- 2009/0007 . . {Games with therapeutic effects}
- 2009/0009 . . {with provisions for or for use by people lying in bed}
- 9/001 . {Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game}
- 2009/0012 . . {the other object being a container or part thereof}
- 2009/0013 . . . {Bottles (cups [A63F 2009/0053](#))}
- 2009/0015 {Closures, e.g. POGS, milk cap game, cap disk game, flippo}
- 2009/0016 {Labels}
- 2009/0018 . . {with means for holding a pen or pencil}
- 2009/002 . . {used as hanger or connected to a hanger; Ornaments or jewellery}
- 2009/0021 . . . {Bracelets, worn on wrist}
- 2009/0023 . . . {with provisions for connecting to clothes}
- 2009/0024 {with provisions for connecting to a belt}
- 2009/0026 {Headbands}
- 2009/0027 {Keyhangers}
- 2009/0029 {Necklaces}
- 2009/003 {Rings}
- 2009/0032 {with provisions for hanging on a wall}
- 2009/0033 . . {Display or decorative devices}
- 2009/0035 . . . {on a pedestal or stand}
- 2009/0036 . . {combined with a book or magazine}
- 2009/0038 . . . {Dictionaries of encyclopedia}
- 2009/0039 . . . {Instruction or exercise books; Guides}
- 2009/0041 {in electronic form, e.g. video}
- 2009/0043 . . . {Magazines or newspapers}
- 2009/0044 . . {Postcards}
- 2009/0046 . . . {with stamps}
- 2009/0047 . . {Beer mats or coasters; Placemats}
- 2009/0049 . . {Objects with a second use as toy or game}
- 2009/005 . . . {Ashtrays}
- 2009/0052 . . . {Bottle cap lifters}
- 2009/0053 . . . {Cups}
- 2009/0055 . . . {Bens}
- 2009/0056 . . . {Furniture, e.g. bed}
- 2009/0058 . . . {Drinking glasses}
- 2009/0059 . . . {Wallets}
- 2009/0061 . . . {Calendars}
- 2009/0063 . . . {Cigarette lighters}
- 2009/0064 . . . {Items relating to health or medical instruments}
- 2009/0066 {Condoms}
- 2009/0067 . . . {Paper clips}
- 2009/0069 . . . {Clothes pegs}
- 2009/007 . . . {Piggy banks}
- 2009/0072 . . . {Whistles}
- 9/0073 . {Games for obtaining a particular arrangement of playing pieces in a plane or space ([A63F 9/08](#) takes precedence; ticktacktoe [A63F 3/00094](#); three-dimensional chess-like games [A63F 3/00214](#))}
- 2009/0075 . . {Towers of Hanoi}
- 9/0076 . {Games representing technical, industrial or scientific activities, e.g. oil exploration, space ship navigation games}
- 9/0078 . {Labyrinth games ([A63F 3/00097](#), [A63F 7/04](#) take precedence)}
- 9/0079 . {Games using compressed air, e.g. with air blowers, balloons, vacuum ([A63F 7/066](#) and [A63F 7/3603](#) take precedence)}
- 2009/0081 . . {using suction or vacuum}
- 2009/0083 . . {Games with balloons}
- 2009/0084 . . . {Bursting}
- 2009/0086 . . {using inflatable objects}
- 2009/0087 . . {with means for producing an air current}
- 2009/0089 . . . {blown by mouth}
- 2009/009 . . . {pneumatic}
- 2009/0092 . . {Air gun}
- 9/0093 . {Punchboards}
- 2009/0095 . . {the pegs to be inserted to different depths, e.g. by inserting invisible elements}
- 9/0096 . {Reaction time games (testing reaction time [A61B 5/162](#); reaction time training [A63B 69/0053](#); time registering, indicating or recording in connection with sports or games [G07C 1/22](#))}

- 9/0098 . {Word or number games ([A63F 3/0415](#), [A63F 3/0421](#), [A63F 3/0423](#) take precedence)}
- 9/02 . Shooting or hurling games (throwing-implements for sports or recreational use [A63B 65/00](#); throwing or projecting toys *per se* [A63H 33/18](#); {gun simulators [F41A 33/00](#), e.g. light- or radiation-emitting guns [F41A 33/02](#); practice apparatus for gun-aiming [F41G 3/26](#), e.g. using a light-emitting device [F41G 3/2616](#)}; targets, target ranges, bullet catchers [F41J](#), {photo-electric hit-detector systems [F41J 5/02](#)})
- 9/0204 . . {Targets therefor (for ball games [A63B 63/00](#))}
- 9/0208 . . . {the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks}
- 2009/0213 {the projectile, e.g. ring or quoits, to be thrown on a hook or stick}
- 2009/0217 {using horseshoes}
- 2009/0221 {with penetrating spikes, e.g. as in darts}
- 2009/0226 {the spikes being on the target}
- 2009/023 {with suction cups}
- 2009/0234 {the suction cups being on the target}
- 2009/0239 {using hook and loop-type fastener}
- 9/0243 . . . {Movable targets}
- 9/0247 . . {Bombing or dropping games}
- 9/0252 . . {Shooting devices therefor}
- 2009/0256 . . . {with adjustable angle of evaluation}
- 2009/026 {by varying the point of impact}
- 2009/0265 . . . {using resilient elements}
- 2009/0269 {Bow and arrows}
- 2009/0273 {Catapults}
- 9/0278 . . {Projectiles ([A63F 9/0208](#), [A63F 9/0247](#) and [A63F 9/0252](#) take precedence)}
- 2009/0282 . . . {with shapes other than balls}
- 2009/0286 {Discs}
- 9/0291 . . {with a simulated projectile, e.g. an image on a screen}
- 2009/0295 . . {Tiddley winks type games}
- 9/04 . Dice (dice tops [A63F 5/04 {D}](#)); Dice-boxes; Mechanical dice-throwing devices {(casino or betting games played on boards [A63F 3/00157](#))}
- 9/0402 . . {Rolling boards}
- 2009/0404 . . . {without a barrier, e.g. with limit lines drawn on the board}
- 9/0406 . . {Dice-throwing devices, e.g. dice cups}
- 2009/0408 . . . {with a dice projecting device}
- 2009/0411 . . . {Dice cups}
- 9/0413 . . {Cuboid dice}
- 9/0415 . . {Details of dice, e.g. non-cuboid dice}
- 2009/0417 . . . {Two-sided dice, e.g. coins}
- 2009/042 . . . {three-sided}
- 2009/0422 . . . {four-sided}
- 2009/0424 . . . {five-sided}
- 2009/0426 . . . {six-sided non-cuboid}
- 2009/0428 . . . {seven-sided}
- 2009/0431 . . . {eight-sided}
- 2009/0433 . . . {nine-sided}
- 2009/0435 . . . {ten-sided}
- 2009/0437 . . . {twelve-sided}
- 2009/044 . . . {fourteen-sided}
- 2009/0442 . . . {sixteen-sided}
- 2009/0444 . . . {eighteen-sided}
- 2009/0446 . . . {twenty-sided}
- 2009/0448 . . . {twenty-four-sided}
- 2009/0451 {twenty-six-sided}
- 2009/0453 {thirty-sided}
- 2009/0455 {thirty-two-sided}
- 2009/0457 {forty-two-sided}
- 2009/0459 {forty-nine-sided}
- 2009/0462 {fifty-sided}
- 2009/0464 {irregular}
- 2009/0466 {spherical}
- 9/0468 . . {Electronic dice; electronic dice simulators}
- 2009/0471 . . {Dice with different colours}
- 2009/0473 . . . {on different faces of a dice}
- 2009/0475 {with two or more colours}
- 2009/0477 {with groups of dice having different colours}
- 2009/0479 {with three or more groups}
- 2009/0482 . . {provided with instructions for playing dice games}
- 2009/0484 . . {Dice with pictures or figures}
- 2009/0486 . . {Dice with symbols, e.g. indicating a direction for moving a playing piece}
- 2009/0488 . . . {with letters or words}
- 2009/0491 . . {Customisable dice, e.g. with interchangeable or replaceable inserts}
- 2009/0493 . . {Dice with other dice inside}
- 9/0495 . . {Dice-boxes or similar storing means}
- 2009/0497 . . {Manufacturing of dice}
- 9/06 . Patience; Other games for self-amusement
- 9/0601 . . {for animals}
- 9/0602 . . {Solitary games adapted for a single player}
- 9/0604 . . {based on the use of colours}
- 2009/0605 . . . {referring to colour theory}
- 2009/0606 {Complementary colours}
- 2009/0608 {Mixing colours}
- 2009/0609 . . . {using wavelengths of invisible light}
- 9/0611 . . {Solitary games adapted for multiple players}
- 9/0612 . . {Electronic puzzles}
- 9/0613 . . {Puzzles or games based on the use of optical filters or elements, e.g. coloured filters, polaroid filters, transparent sheets with opaque parts (optical, colour or shadow toys [A63H 33/22](#))}
- 2009/0615 . . . {transparent}
- 2009/0616 {with colours}
- 2009/0618 {used for masking, e.g. for making objects with the same colour invisible}
- 2009/0619 {with an opaque part}
- 2009/062 {overlapping}
- 2009/0622 {Sighting device}
- 2009/0623 . . . {with mirrors}
- 2009/0625 {using total internal reflection, e.g. in a prism}
- 2009/0626 {Periscope}
- 2009/0627 {partially transparent}
- 2009/0629 . . . {with lenses or other refractive optical elements}
- 2009/063 {Optical elements other than lenses used for producing refraction, e.g. prisms}
- 2009/0631 {Binoculars}
- 2009/0633 {Fresnel lenses}
- 2009/0634 {Magnifying glasses}
- 2009/0636 {Telescopes}
- 2009/0637 . . . {Optical fibres}
- 2009/0638 . . . {Polaroid filters}
- 2009/064 . . . {opaque, e.g. blindfold, obstructing view}

9/0641	. . {using a marker or means for drawing, e.g. pen, pencil, chalk}	9/0823 {having overlapping circles with interchangeable elements}
2009/0643	. . . {erasable}	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 A63F 9/0811)}
2009/0644 {Blackboard or slate}	9/083 {with vacant positions or gap migration}
2009/0645 {for erasing a felt pen}	9/0834 {comprising only two layers, e.g. with eight elements}
2009/0647 {using wet or damp cloth or a sponge}	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}
2009/0648 {using a rubber}	9/0842 {each group consisting of again a central element and a plurality of additional elements rotatable about three orthogonal axes at both ends, the additional elements being rotatable about at least two axes, e.g. Rubik's cube}
2009/065 {using a sliding mechanism}	2009/0846 {characterised by the shape of the puzzle}
2009/0651	. . . {with means for copying}	2009/0849 {Dodecaedrons}
2009/0652 {using carbon paper}	2009/0853 {Icosaedrons}
2009/0654 {Decalcomania}	9/0857 {with elements slidably connected to a visible central body, e.g. beads in grooves}
2009/0655 {Copying from a relief surface, e.g. coin}	9/0861 {with elements slidably connected to neighbouring elements, e.g. with hollow interior}
2009/0656	. . . {using a stamp}	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}
2009/0658	. . . {Marking a point}	9/0869 {with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes}
2009/0659	. . . {Drawing a line}	9/0873 {a sphere rotatable with respect to an inner sphere}
2009/0661	. . . {Making a drawing}	9/0876	. . . {Bent wire or cord puzzles}
2009/0662	. . . {Making a painting}	9/088	. . . {Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic}
2009/0663	. . . {using a template}	2009/0884	. . . {with means for immobilising or stabilising a configuration, e.g. the solution}
2009/0665	. . . {using a plurality of markers, e.g. different colours}	2009/0888 {using detents}
9/0666	. . {matching elementary shapes to corresponding holes}	2009/0892	. . . {with an extra element for the final vacant space}
2009/0668	. . . {the shapes falling or being pushed through the holes}	2009/0896	. . . {Moebius ring}
9/0669	. . {Tessellation}	9/10	. . Two-dimensional jig-saw puzzles
2009/067	. . . {using a particular shape of tile}	2009/1005	. . . {with images on both sides}
2009/0672 {arrow-shaped, V-shaped}	9/1011	. . . {Composition of faces, i.e. visages, using individual pieces representing parts thereof}
2009/0673 {circular}	2009/1016	. . . {the pieces having additional connections, i.e. in addition to the connection by the jig-saw shapes}
2009/0675 {Segments}	2009/1022 {to the display board}
2009/0676 {Sectors}	2009/1027 {adhesive}
2009/0677 {Part of a circle other than segment or sector, arcuate}	2009/1033 {magnetic}
2009/0679 {elliptical, oval}	2009/1038 {with hook and loop-type fastener}
2009/068 {hexagonal}	9/1044	. . . {Display boards therefor}
2009/0681 {pentagonal}	2009/105 {with provisions for storing and transporting an interrupted game}
2009/0683 {quadrangular}	2009/1055 {resiliently sandwiched}
2009/0684 {Parallelogram}	2009/1061 {with electric features, e.g. light, wires}
2009/0686 {Rhombus}		
2009/0687 {Rectangle}		
2009/0688 {Square}		
2009/069 {Trapezium}		
2009/0691 {Kite}		
2009/0693 {star-shaped}		
2009/0694 {triangular}		
2009/0695	. . . {using different types of tiles}		
2009/0697 {of polygonal shapes}		
2009/0698 {all rectilinear}		
9/08	. . Puzzles provided with elements movable in relation, {i.e. movably connected}, to each other		
9/0803	. . . {Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged}		
9/0807 {requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles}		
9/0811 {with rotatable concentric rings or discs (A63F 9/083 takes precedence)}		
2009/0815 {with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface}		
9/0819 {with rotatable non-concentric discs, e.g. gear games}		

2009/1066 {completing a circuit if solved correctly}	9/24	. {Electric games;} Games using electronic circuits not otherwise provided for {(video games A63F 13/00 ; computerized gaming systems G07F 17/32)}
2009/1072	. . . {Manufacturing}	2009/2401	. . {Detail of input, input devices}
2009/1077	. . . {with a surface having a relief structure}	2009/2402	. . . {Input by manual operation}
2009/1083	. . . {having plural layers on top of each other}	2009/2404 {Keyboard}
2009/1088 {two layers}	2009/2405 {using more than one keyboard}
2009/1094	. . . {non-planar}	2009/2407 {Joystick}
9/12	. . Three-dimensional jig-saw puzzles	2009/2408 {Touch-sensitive buttons}
9/1204	. . . {Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles}	2009/241 {Touch screen}
9/1208	. . . {Connections between puzzle elements}	2009/2411	. . . {Input form cards, tapes, discs}
2009/1212 {magnetic connections}	2009/2413 {Magnetic}
2009/1216 {using locking or binding pins}	2009/2414 {Cards}
2009/122 {connecting only two neighbouring elements}	2009/2416 {Diskettes}
2009/1224 {using two or more types of connections}	2009/2417 {Tapes or cassettes, e.g. audio or video cassettes}
2009/1228 {slidable connections}	2009/2419 {Optical}
2009/1232 {Dove tails}	2009/242 {Bar codes}
2009/1236	. . . {with a final configuration thereof, i.e. the solution, being packed in a box or container}	2009/2422 {Cards with holes}
2009/124	. . . {with a final configuration being a sphere}	2009/2423 {Discs, e.g. CD or DVD}
2009/1244	. . . {with foldable pieces, e.g. pieces having folds or hinges}	2009/2425 {Scanners, e.g. for scanning regular characters}
2009/1248	. . . {with a final configuration representing a house or other building}	2009/2426 {Mechanical}
9/1252	. . . {using pegs, pins, rods or dowels as puzzle elements}	2009/2427 {Punch cards}
2009/1256 {using a plurality of pegs}	2009/2429 {IC card, chip card, smart card}
2009/126 {Configuration or arrangement of the pegs}	2009/243	. . . {with other kinds of input}
2009/1264 {all pegs being parallel}	2009/2432 {actuated by a sound, e.g. using a microphone}
2009/1268 {the pegs forming angles with each other, e.g. right angles in three dimensions}	2009/2433 {Voice-actuated}
2009/1272 {the pegs forming angles other than right angles in three dimensions}	2009/2435 {using a video camera}
2009/1276 {characterised by different lengths}	2009/2436	. . . {Characteristics of the input}
2009/128 {with notches}	2009/2438 {Multiple input devices}
2009/1284 {with screw elements, e.g. nuts}	2009/2439 {the input being a code, e.g. ID}
9/1288	. . . {Sculpture puzzles}	2009/2441 {Pin code}
2009/1292 {formed by stackable elements}	2009/2442 {Sensors or detectors}
2009/1296	. . . {Manufacturing of three-dimensional puzzle elements}	2009/2444 {Light detector}
9/14	. Racing games, traffic games, or obstacle games characterised by figures moved by action of the players ({racing} games using dice A63F 3/00)	2009/2445 {detecting reflected light}
9/143	. . {electric}	2009/2447 {Motion detector}
2009/146	. . {Features of the horse or jockey, e.g. moving legs}	2009/2448	. . {Output devices}
9/16	. Spinning-top games	2009/245	. . . {visual}
2009/165	. . {Use of spinning tops as random generators}	2009/2451 {using illumination, e.g. with lamps}
9/18	. Question-and-answer games	2009/2452 {as a signal}
9/181	. . {Fortune-telling games}	2009/2454 {with LED}
9/183	. . {electric}	2009/2455 {Printers}
2009/185	. . . {Closing an electric circuit when the answer is correct}	2009/2457 {Display screens, e.g. monitors, video displays}
2009/186	. . {Guessing games}	2009/2458 {LCD's}
2009/188	. . {Details of questions, e.g. with increasing level of difficulty}	2009/246 {Computer generated or synthesized image}
9/20	. Dominoes or like games; Mah-Jongg games	2009/2461 {Projection of a two-dimensional real image}
2009/205	. . {Mah-jongg games}	2009/2463 {on a screen, e.g. using a video projector}
		2009/2464 {on a translucent screen, e.g. frosted glass}
		2009/2466 {of a film}
		2009/2467 {of a slide}
		2009/2469 {of a contour (shadow shows A63J 2019/003)}
		2009/247	. . . {audible, e.g. using a loudspeaker}
		2009/2472 {Buzzer, beep or electric bell}
		2009/2473 {Devices for imitating a running engine}
		2009/2475 {Headphones}

2009/2476 {Speech or voice synthesisers, e.g. using a speech chip}	2011/0041	. . {Needles}
2009/2477 {Tone generators, oscillators}	2011/0044	. . {Pliers}
2009/2479	. . . {Other kinds of output}	2011/0046	. . {Sieves or filters}
2009/248 {Magnetic}	2011/0048	. . {Scoops, shovels or spatulas}
2009/2482 {Electromotor}	11/0051	. {Indicators of values, e.g. score counters}
2009/2483	. . {Other characteristics}	2011/0053	. . {using a calculator}
2009/2485	. . . {using a general-purpose personal computer}	2011/0055	. . {using pegs insertable in sockets}
2009/2486 {the computer being an accessory to a board game}	2011/0058	. . {using electronic means (A63F 2011/0053 takes precedence)}
2009/2488	. . . {Remotely playable}	2011/006	. . {using knots on a rope}
2009/2489 {by radio transmitters, e.g. using RFID}	2011/0062	. . {Play elements marked with value or score}
2009/2491	. . . {with a detachable memory}	2011/0065	. . {calculating or indicating a ranking or player performance}
2009/2492	. . . {Power supply}	2011/0067	. . {Score or tally sheets}
2009/2494 {Battery, e.g. dry cell}	2011/0069	. . {Abacus}
2009/2495 {using connection to car battery}	2011/0072	. . {Indicating values other than scores, e.g. handicap, initial settings, coefficients}
2009/2497 {Solar cells}	11/0074	. {Game concepts, rules or strategies}
2009/2498	. . . {Moving conductor along conductive track without making contact}	2011/0076	. . {with means for changing the level of difficulty}
9/26	. Balancing games, i.e. bringing elements into or out of balance	2011/0079	. . {keeping something hidden or invisible}
9/28	. Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor	2011/0081	. . . {"Memory"-type games, e.g. finding the corresponding hidden element}
9/30	. Capturing games for grabbing or trapping objects, e.g. fishing games	2011/0083	. . {Memory oriented or pattern matching games}
9/305	. . {Fishing games (with magnetic pieces A63F 9/34)}	2011/0086	. . {Rules}
9/32	. Games with a collection of long sticks, e.g. mikado (A63F 9/30 takes precedence)	2011/0088	. . . {with a variety of rules}
9/34	. Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00	2011/009 {the rules being changed during play}
2009/345	. . {Electromagnetically}	2011/0093	. . . {characterised by the game theory or winning strategy}
11/00	Game accessories of general use {, e.g. score counters, boxes}	2011/0095 {with cooperation amongst players in competitive games, e.g. non zero sum games}
	NOTE	2011/0097	. . {Watching television being part of the game, e.g. using the television broadcasting of a sporting event}
	Game accessories specially adapted for a particular type of game are classified in one of the groups A63F 1/00 - A63F 9/00 covering the particular game	13/00	Video games, i.e. games using an electronically generated display having two or more dimensions { (gaming systems which provide a financial reward G07F 17/32) }
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)}	13/20	. Input arrangements for video game devices
2011/0004	. . {Bags}	13/21	. . characterised by their sensors, purposes or types
2011/0006	. . {adapted for chips}	13/211	. . . using inertial sensors, e.g. accelerometers or gyroscopes
2011/0009	. . {Jars}	13/212	. . . using sensors worn by the player, e.g. for measuring heart beat or leg activity
11/0011	. {Chance selectors (A63F 7/048 , A63F 9/04 take precedence)}	13/213	. . . comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F 13/219 , A63F 13/655 take precedence)
2011/0013	. . {Pendulums}	13/214	. . . for locating contacts on a surface, e.g. floor mats or touch pads
2011/0016	. . {Spinners}	13/2145 the surface being also a display device, e.g. touch screens
2011/0018	. . . {integrated in the game board}	13/215	. . . comprising means for detecting acoustic signals, e.g. using a microphone
2011/002	. . . {with two pointers}	13/216	. . . using geographical information, e.g. location of the game device or player using GPS
2011/0023	. . {indicating a direction, e.g. wind direction}	13/217	. . . using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity
11/0025	. {Tools}	13/218	. . . using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player
2011/0027	. . {Spanners}	13/219	. . . for aiming at specific areas on the display, e.g. light-guns
2011/003	. . {Screwdrivers}		
2011/0032	. . {Hammers}		
2011/0034	. . {Saws}		
2011/0037	. . {Devices for scraping}		
2011/0039	. . {Levers or crowbars}		

- 13/22 . . Setup operations, e.g. calibration, key configuration or button assignment
- 13/23 . . for interfacing with the game device, e.g. specific interfaces between game controller and console
- 13/235 . . . using a wireless connection, e.g. infrared or piconet
- 13/24 . . Constructional details thereof, e.g. game controllers with detachable joystick handles
- 13/245 . . . specially adapted to a particular type of game, e.g. steering wheels
- 13/25 . Output arrangements for video game devices
- 13/26 . . having at least one additional display device, e.g. on the game controller or outside a game booth
- 13/27 . . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena
- 13/28 . . responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating players' seats, activating scent dispensers or affecting temperature or light
(controlling the output signals based on the game progress [A63F 13/50](#))
- 13/285 . . . Generating tactile feedback signals via the game input device, e.g. force feedback
- 13/30 . Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers
- 13/31 . . Communication aspects specific to video games, e.g. between several handheld game devices at close range
- 13/32 . . using local area network [LAN] connections
- 13/323 . . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines
- 13/327 . . . using wireless networks, e.g. Wi-Fi or piconet
- 13/33 . . using wide area network [WAN] connections
- 13/332 . . . using wireless networks, e.g. cellular phone networks
- 13/335 . . . using Internet
- 13/338 . . . using television networks
- 13/34 . . using peer-to-peer connections
- 13/35 . . Details of game servers
- 13/352 . . . involving special game server arrangements, e.g. regional servers connected to a national server or a plurality of servers managing partitions of the game world
- 13/355 . . . Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client
- 13/358 . . . Adapting the game course according to the network or server load, e.g. for reducing latency due to different connection speeds between clients
- 13/40 . Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment
- 13/42 . . by mapping the input signals into game commands, e.g. mapping the displacement of a stylus on a touch screen to the steering angle of a virtual vehicle
- 13/422 . . . automatically for the purpose of assisting the player, e.g. automatic braking in a driving game
- 13/424 . . . involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition
- 13/426 . . . involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun
- 13/428 . . . involving motion or position input signals, e.g. signals representing the rotation of an input controller or a player's arm motions sensed by accelerometers or gyroscopes
- 13/44 . . involving timing of operations, e.g. performing an action within a time slot
- 13/45 . Controlling the progress of the video game
- 13/46 . . Computing the game score
- 13/47 . . involving branching, e.g. choosing one of several possible scenarios at a given point in time
- 13/48 . . Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session
- 13/49 . . Saving the game status; Pausing or ending the game
- 13/493 . . . Resuming a game, e.g. after pausing, malfunction or power failure
- 13/497 . . . Partially or entirely replaying previous game actions
- 13/50 . Controlling the output signals based on the game progress
- 13/52 . . involving aspects of the displayed game scene
- 13/525 . . . Changing parameters of virtual cameras
- 13/5252 using two or more virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character changes room or displaying a rear-mirror view in a car-driving game
- 13/5255 according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character
- 13/5258 by dynamically adapting the position of the virtual camera to keep a game object or game character in its viewing frustum, e.g. for tracking a character or a ball
- 13/53 . . involving additional visual information provided to the game scene, e.g. by overlay to simulate a head-up display [HUD] or displaying a laser sight in a shooting game
- 13/533 . . . for prompting the player, e.g. by displaying a game menu
- 13/537 . . . using indicators, e.g. showing the condition of a game character on screen
- 13/5372 for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player
- 13/5375 for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game
- 13/5378 for displaying an additional top view, e.g. radar screens or maps ([using two or more virtual cameras concurrently](#) [A63F 13/5252](#))

13/54	<ul style="list-style-type: none"> involving acoustic signals, e.g. for simulating revolutions per minute [RPM] dependent engine sounds in a driving game or reverberation against a virtual wall 	13/812	<ul style="list-style-type: none"> Ball games, e.g. soccer or baseball
13/55	<ul style="list-style-type: none"> Controlling game characters or game objects based on the game progress 	13/814	<ul style="list-style-type: none"> Musical performances, e.g. by evaluating the player's ability to follow a notation
13/56	<ul style="list-style-type: none"> Computing the motion of game characters with respect to other game characters, game objects or elements of the game scene, e.g. for simulating the behaviour of a group of virtual soldiers or for path finding 	13/816	<ul style="list-style-type: none"> Athletics, e.g. track-and-field sports
13/57	<ul style="list-style-type: none"> Simulating properties, behaviour or motion of objects in the game world, e.g. computing tyre load in a car race game (A63F 13/56 takes precedence) 	13/818	<ul style="list-style-type: none"> Fishing
13/573	<ul style="list-style-type: none"> using trajectories of game objects, e.g. of a golf ball according to the point of impact 	13/822	<ul style="list-style-type: none"> Strategy games; Role-playing games (A63F 13/825, A63F 13/828 take precedence)
13/577	<ul style="list-style-type: none"> using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars 	13/825	<ul style="list-style-type: none"> Fostering virtual characters
13/58	<ul style="list-style-type: none"> by computing conditions of game characters, e.g. stamina, strength, motivation or energy level 	13/828	<ul style="list-style-type: none"> Managing virtual sport teams
13/60	<ul style="list-style-type: none"> Generating or modifying game content before or while executing the game program, e.g. authoring tools specially adapted for game development or game-integrated level editor 	13/833	<ul style="list-style-type: none"> Hand-to-hand fighting, e.g. martial arts competition (A63F 13/837 takes precedence)
13/61	<ul style="list-style-type: none"> using advertising information 	13/837	<ul style="list-style-type: none"> Shooting of targets
13/63	<ul style="list-style-type: none"> by the player, e.g. authoring using a level editor 	13/843	<ul style="list-style-type: none"> involving concurrently two or more players on the same game device, e.g. requiring the use of a plurality of controllers or of a specific view of game data for each player
13/65	<ul style="list-style-type: none"> automatically by game devices or servers from real world data, e.g. measurement in live racing competition 	13/847	<ul style="list-style-type: none"> Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal
13/655	<ul style="list-style-type: none"> by importing photos, e.g. of the player 	13/85	<ul style="list-style-type: none"> Providing additional services to players
13/67	<ul style="list-style-type: none"> adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use 	13/86	<ul style="list-style-type: none"> Watching games played by other players
13/69	<ul style="list-style-type: none"> by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions 	13/87	<ul style="list-style-type: none"> Communicating with other players during game play, e.g. by e-mail or chat
13/70	<ul style="list-style-type: none"> Game security or game management aspects 	13/88	<ul style="list-style-type: none"> Mini-games executed independently while main games are being loaded
13/71	<ul style="list-style-type: none"> using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players 	13/90	<ul style="list-style-type: none"> Constructional details or arrangements of video game devices not provided for in groups A63F 13/20 or A63F 13/25, e.g. housing, wiring, connections or cabinets
13/73	<ul style="list-style-type: none"> Authorising game programs or game devices, e.g. checking authenticity 	13/92	<ul style="list-style-type: none"> Video game devices specially adapted to be hand-held while playing
13/75	<ul style="list-style-type: none"> Enforcing rules, e.g. detecting foul play or generating lists of cheating players 	13/95	<ul style="list-style-type: none"> Storage media specially adapted for storing game information, e.g. video game cartridges
13/77	<ul style="list-style-type: none"> involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory 	13/98	<ul style="list-style-type: none"> Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers
13/79	<ul style="list-style-type: none"> involving player-related data, e.g. identities, accounts, preferences or play histories 	2250/00	Miscellaneous game characteristics
13/792	<ul style="list-style-type: none"> for payment purposes, e.g. monthly subscriptions 	2250/02	<ul style="list-style-type: none"> having an effect on the human senses
13/795	<ul style="list-style-type: none"> for finding other players; for building a team; for providing a buddy list 	2250/021	<ul style="list-style-type: none"> with odourized parts
13/798	<ul style="list-style-type: none"> for assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46) 	2250/022	<ul style="list-style-type: none"> with edible parts
13/80	<ul style="list-style-type: none"> Special adaptations for executing a specific game genre or game mode 	2250/024	<ul style="list-style-type: none"> drinkable
13/803	<ul style="list-style-type: none"> Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks 	2250/025	<ul style="list-style-type: none"> related to sense of touch (A63F 2009/0003 takes precedence)
13/807	<ul style="list-style-type: none"> Gliding or sliding on surfaces, e.g. using skis, skates or boards 	2250/027	<ul style="list-style-type: none"> generating a sound without electric means
		2250/028	<ul style="list-style-type: none"> Ringing a bell
		2250/04	<ul style="list-style-type: none"> containing a liquid
		2250/0407	<ul style="list-style-type: none"> Water
		2250/0414	<ul style="list-style-type: none"> in motion
		2250/0421	<ul style="list-style-type: none"> dumping water on a player
		2250/0428	<ul style="list-style-type: none"> being squirted
		2250/0435	<ul style="list-style-type: none"> with an air bubble
		2250/0442	<ul style="list-style-type: none"> being absorbed
		2250/045	<ul style="list-style-type: none"> Mercury
		2250/0457	<ul style="list-style-type: none"> for actuating a switch by gravity
		2250/0464	<ul style="list-style-type: none"> evaporating
		2250/0471	<ul style="list-style-type: none"> containing a viscous liquid
		2250/0478	<ul style="list-style-type: none"> containing an inflammable liquid
		2250/0485	<ul style="list-style-type: none"> for changing stability or rolling properties
		2250/0492	<ul style="list-style-type: none"> using a surface tension
		2250/05	<ul style="list-style-type: none"> containing a gas
		2250/06	<ul style="list-style-type: none"> containing small particles
		2250/063	<ul style="list-style-type: none"> for changing stability or rolling properties

- 2250/066 . . Sand
- 2250/08 . with static electricity
- 2250/09 . Antistatic
- 2250/10 . with measuring devices
- 2250/1005 . . for angles
- 2250/101 . . . Water level
- 2250/1015 . . . Protractors
- 2250/1021 . . for weighing
- 2250/1026 . . for temperature
- 2250/1031 . . . using colour indicators
- 2250/1036 . . for distances ([A63F 2250/1015 takes precedence](#))
- 2250/1042 . . . Rulers ([A63F 2250/1015 takes precedence](#))
- 2250/1047 . . for electrical phenomena
- 2250/1052 . . . Galvanometers
- 2250/1057 . . Compasses
- 2250/1063 . . Timers
- 2250/1068 . . . Sandglasses
- 2250/1073 . . . Time-out devices ([sandglasses A63F 2250/1068; A63F 2250/14 takes precedence](#))
- 2250/1078 of the count-down type
- 2250/1084 . . . Chess clocks
- 2250/1089 . . . Mechanical timer causing a random event
- 2250/1094 . . for velocity
- 2250/11 . with an indicator for predicting a velocity or other physical quantity
- 2250/115 . . based on Hooke's law
- 2250/12 . using a string, rope, strap or belt as a play element
- 2250/121 . . Strap or belt
- 2250/122 . . Closed loop
- 2250/124 . . Elastic
- 2250/125 . . for a yo-yo
- 2250/127 . . Chain
- 2250/128 . . for suspension of play element
- 2250/13 . using coins or paper money as play elements
- 2250/133 . . Banknote
- 2250/136 . . Coin pusher
- 2250/14 . Coin operated
- 2250/142 . . with pay-out or rewarding with a prize
- 2250/144 . . . Dispensing a gift
- 2250/146 by issuing a winning ticket
- 2250/148 . . . Enabling replay, e.g. giving a bonus ball
- 2250/16 . Use of textiles
- 2250/162 . . Carpet
- 2250/164 . . Felt
- 2250/166 . . Garments
- 2250/168 . . with a zipper
- 2250/18 . Use of resilient or deformable elements
- 2250/183 . . Foam
- 2250/186 . . Spring
- 2250/20 . Outdoor version of games normally played indoors
- 2250/202 . . with anchoring means, e.g. pegs in the ground
- 2250/205 . . for being played in the swimming pool, e.g. floatable games
- 2250/207 . . for being played on the lawn
- 2250/21 . Adapted outdoor game resembling to an indoor game
- 2250/215 . . Hop-scotch
- 2250/22 . with advertising
- 2250/24 . with a lock, e.g. for a puzzle
- 2250/245 . . with a key
- 2250/26 . the game being influenced by physiological parameters ([A63F 2250/1031 takes precedence](#))
- 2250/265 . . by skin resistance
- 2250/28 . with a two-dimensional real image
- 2250/282 . . Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
- 2250/285 . . Photographs
- 2250/287 . . Cameras therefor
- 2250/30 . with a three-dimensional image
- 2250/302 . . holographic
- 2250/305 . . formed by superimposed partially transparent layers
- 2250/307 . . stereoscopic
- 2250/32 . containing a live object
- 2250/323 . . Mexican jumping bean
- 2250/326 . . Bean bag
- 2250/34 . promoting partner selection
- 2250/36 . sound damping
- 2250/38 . shock damping
- 2250/42 . with a light-sensitive substance, e.g. photoluminescent
- 2250/423 . . fluorescent
- 2250/426 . . phosphorescent
- 2250/48 . with special provisions for gripping by hand
- 2250/481 . . for picking up or for gripping from a cavity, e.g. a recess next to a storing space
- 2250/482 . . with holes or fingers, e.g. blind hole
- 2250/483 . . . adapted for thumb
- 2250/484 . . . adapted for fingernail
- 2250/485 . . using a handle
- 2250/486 . . . with an ergonomic grip
- 2250/487 . . . with a pistol handle
- 2250/488 with a trigger
- 2250/489 . . with a roughened part
- 2250/49 . with provisions for connecting to a part of the body
- 2250/491 . . Finger
- 2250/492 . . . Thumb
- 2250/494 . . . Fingernail
- 2250/495 . . Hand, arm or wrist
- 2250/497 . . Head
- 2250/498 . . Lap
- 2250/50 . Construction set or kit
- 2250/505 . . made from a blank
- 2250/52 . with a remote control
- 2250/54 . washable
- 2250/58 . Antifraud or preventing misuse
- 2250/60 . Connection between elements not otherwise provided for
- 2250/601 . . with hook and loop-type fastener
- 2250/602 . . with adhesive
- 2250/603 . . with pin and hole
- 2250/604 . . with a hook or an eyelet
- 2250/605 . . with clamps or clips
- 2250/606 . . with suction cups
- 2250/609 . . Inserts, e.g. for replaceable indicia or figures ([A63F 2009/0491 takes precedence](#))
- 2250/64 . used for radio or television, e.g. television shows; used in front of an audience
- 2250/645 . . used by the watcher or listener

2300/00	Features of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game	2300/40	characterised by details of platform network
2300/10	characterized by input arrangements for converting player-generated signals into game device control signals	2300/401	Secure communication, e.g. using encryption or authentication
2300/1006	having additional degrees of freedom	2300/402	Communication between platforms, i.e. physical link to protocol
2300/1012	involving biosensors worn by the player, e.g. for measuring heart beat, limb activity	2300/403	Connection between platform and handheld device
2300/1018	Calibration; Key and button assignment	2300/404	characterized by a local network connection
2300/1025	details of the interface with the game device, e.g. USB version detection	2300/405	being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net
2300/1031	using a wireless connection, e.g. Bluetooth, infrared connections	2300/406	Transmission via wireless network, e.g. pager or GSM
2300/1037	being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback	2300/407	Data transfer via internet
2300/1043	being characterized by constructional details	2300/408	Peer to peer connection
2300/105	using inertial sensors, e.g. accelerometers, gyroscopes	2300/409	Data transfer via television network
2300/1056	involving pressure sensitive buttons	2300/50	characterized by details of game servers
2300/1062	being specially adapted to a type of game, e.g. steering wheel	2300/51	Server architecture
2300/1068	being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad	2300/513	server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing
2300/1075	using a touch screen	2300/516	connected to a local network, e.g. in a plane, hotel
2300/1081	Input via voice recognition	2300/53	details of basic data processing
2300/1087	comprising photodetecting means, e.g. a camera	2300/531	Server assignment
2300/1093	using visible light	2300/532	using secure communication, e.g. by encryption, authentication
2300/20	characterised by details of the game platform	2300/534	for network load management, e.g. bandwidth optimization, latency reduction
2300/201	Playing authorisation given at platform level	2300/535	for monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters
2300/202	the game platform being a DVD player	2300/537	for exchanging game data using a messaging service, e.g. e-mail, SMS, MMS
2300/203	Image generating hardware	2300/538	for performing operations on behalf of the game client, e.g. rendering
2300/204	the platform being a handheld device	2300/55	Details of game data or player data management
2300/205	for detecting the geographical location of the game platform	2300/5506	using advertisements
2300/206	Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards	2300/5513	involving billing
2300/207	for accessing game resources from local storage, e.g. streaming content from DVD	2300/552	for downloading to client devices, e.g. using OS version, hardware or software profile of the client device
2300/208	for storing personal settings or data of the player	2300/5526	Game data structure
2300/209	characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface	2300/5533	using program state or machine event data, e.g. server keeps track of the state of multiple players on in a multiple player game
2300/30	characterized by output arrangements for receiving control signals generated by the game device	2300/554	by saving game or status data
2300/301	using an additional display connected to the game console, e.g. on the controller	2300/5546	using player registration data, e.g. identification, account, preferences, game history
2300/302	specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser	2300/5553	user representation in the game field, e.g. avatar
2300/303	for displaying additional data, e.g. simulating a Head Up Display	2300/556	Player lists, e.g. online players, buddy list, black list
2300/305	for providing a graphical or textual hint to the player	2300/5566	by matching opponents or finding partners to build a team, e.g. by skill level, geographical area, background, play style
2300/306	for displaying a marker associated to an object or location in the game field	2300/5573	player location
2300/307	for displaying an additional window with a view from the top of the game field, e.g. radar screen	2300/558	by assessing the players' skills or ranking
2300/308	Details of the user interface	2300/5586	for enforcing rights or rules, e.g. to prevent foul play
		2300/5593	involving scheduling aspects
		2300/57	details of game services offered to the player

- 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
- 2300/575 . . . for trading virtual items
- 2300/577 . . . for watching a game played by other players
- 2300/60 . Methods for processing data by generating or executing the game program
- 2300/6009 . . for importing or creating game content, e.g. authoring tools during game development, adapting content to different platforms, use of a scripting language to create content
- 2300/6018 . . . where the game content is authored by the player, e.g. level editor or by game device at runtime, e.g. level is created from music data on CD
- 2300/6027 . . using adaptive systems learning from user actions, e.g. for skill level adjustment
- 2300/6036 . . for offering a minigame in combination with a main game
- 2300/6045 . . for mapping control signals received from the input arrangement into game commands
- 2300/6054 . . . by generating automatically game commands to assist the player, e.g. automatic braking in a driving game
- 2300/6063 . . for sound processing
- 2300/6072 . . . of an input signal, e.g. pitch and rhythm extraction, voice recognition
- 2300/6081 . . . generating an output signal, e.g. under timing constraints, for spatialization
- 2300/609 . . for unlocking hidden game elements, e.g. features, items, levels
- 2300/61 . . Score computation
- 2300/63 . . for controlling the execution of the game in time
- 2300/632 . . . by branching, e.g. choosing one of several possible story developments at a given point in time
- 2300/634 . . . for replaying partially or entirely the game actions since the beginning of the game
- 2300/636 . . . involving process of starting or resuming a game
- 2300/638 . . . according to the timing of operation or a time limit
- 2300/64 . . for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car
- 2300/643 . . . by determining the impact between objects, e.g. collision detection
- 2300/646 . . . for calculating the trajectory of an object
- 2300/65 . . for computing the condition of a game character
- 2300/66 . . for rendering three dimensional images
- 2300/6607 . . . for animating game characters, e.g. skeleton kinematics
- 2300/6615 . . . using models with different levels of detail [LOD]
- 2300/6623 . . . for animating a group of characters
- 2300/663 . . . for simulating liquid objects, e.g. water, gas, fog, snow, clouds
- 2300/6638 . . . for simulating particle systems, e.g. explosion, fireworks
- 2300/6646 . . . for the computation and display of the shadow of an object or character
- 2300/6653 . . . for altering the visibility of an object, e.g. preventing the occlusion of an object, partially hiding an object
- 2300/6661 . . . for changing the position of the virtual camera
- 2300/6669 using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character change rooms
- 2300/6676 by dedicated player input
- 2300/6684 by dynamically adapting its position to keep a game object in its viewing frustrum, e.g. for tracking a character or a ball
- 2300/6692 . . . using special effects, generally involving post-processing, e.g. blooming
- 2300/69 . . Involving elements of the real world in the game world, e.g. measurement in live races, real video
- 2300/695 . . . Imported photos, e.g. of the player
- 2300/80 . specially adapted for executing a specific type of game
- 2300/8005 . . Athletics
- 2300/8011 . . Ball
- 2300/8017 . . Driving on land or water; Flying
- 2300/8023 . . the game being played by multiple players at a common site, e.g. in an arena, theatre, shopping mall using a large public display
- 2300/8029 . . Fighting without shooting
- 2300/8035 . . Virtual fishing
- 2300/8041 . . Skating using skis, skates or board
- 2300/8047 . . Music games
- 2300/8052 . . Ball team management
- 2300/8058 . . Virtual breeding, e.g. tamagotchi
- 2300/8064 . . Quiz
- 2300/807 . . Role playing or strategy games
- 2300/8076 . . Shooting
- 2300/8082 . . Virtual reality
- 2300/8088 . . involving concurrently several players in a non-networked game, e.g. on the same game console
- 2300/8094 . . Unusual game types, e.g. virtual cooking