

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		
2001/001	. {Bridge or baccarat}	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)}
2001/003	. {Blackjack; Twenty one}		
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	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}		
1/04	. Card games combined with other games	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)}
2001/0408	. . {with text}		
2001/0416	. . {with numbers}	3/00031	. . . {Baseball or cricket board games}
2001/0425	. . . {with dice dots}	2003/00034 {Baseball}
2001/0433	. . . {with domino dots}	2003/00037 {Cricket}
2001/0441	. . {with a written message or sentence, e.g. chance or instruction cards}	3/00041	. . . {Football, soccer or rugby board games}
2001/045	. . . {Chance or clue cards}	3/00044	. . . {Tennis or squash board games}
2001/0458	. . {with single words}	3/00047	. . . {Basketball board games}
2001/0466	. . {with single letters}	3/0005	. . . {Golf or putting board games}
2001/0475	. . {with pictures or figures}	3/00053	. . . {Snooker, pool or billiard board games}
2001/0483	. . . {having symbols or direction indicators for playing the game}	3/00056	. . . {Darts board games}
2001/0491	. . {having markings on the rear face or reverse side}	3/00059	. . . {Bowling board games}
1/06	. Card game appurtenances	3/00063	. . {Board games concerning economics or finance, e.g. trading}
1/062	. . {Boxes or cases for cards}	2003/00066	. . . {with play money}
1/065	. . {Devices for bidding}	3/00069	. . . {Stock-market games}
1/067	. . {Tables or similar supporting structures}	3/00072	. . . {played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence)}
1/08	. . Card-presses	3/00075	. . {War games}
1/10	. . Card holders	2003/00078	. . . {Naval war}
1/12	. . Card shufflers	3/00082	. . {Racing games (racing games characterised by figures moved by action of the player A63F 9/14)}
1/14	. . Card dealers		
1/16	. . Apparatus for indicating the dealer	3/00085	. . . {Sailing races}
1/18	. . Scoring or registering devices; Indicators (A63F 1/16 takes precedence)		
3/00	Board games; Raffle games		
3/00003	. {Types of board games (chess A63F 3/02 ; educational board games A63F 3/04)}		

- 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}
- 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}
- 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}
- 2003/00258 {rollable, flexible or deformable board}
- 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}
- 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}
- 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}
- 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}
- 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}
- 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
- 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
 - 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}
- 2003/087 {using a fax}
- 2003/088 {played via Internet}
- 5/00 Roulette games**
- 5/0005 . {Automatic roulette}
- 5/0011 . {Systems for braking, arresting, halting or stopping}
- 5/0017 . . {Braking effect by electric or magnetic field}
- 5/0023 . . {by pushing or keeping an element between notches}
 - 5/0029 . . . {using gravity}
 - 5/0035 {free moving element, e.g. ball}
 - 5/0041 . . . {with a resilient element, e.g. spring}
 - 5/0047 {with adjustable tension}
 - 5/0052 . . {Braking effect by friction surface}
 - 5/0058 . . {with variable actuation means, e.g. handbrake}
 - 5/0064 . . . {electrical}
 - 5/007 . {Details about the compartments or sectors, e.g. sectors having different sizes}
 - 5/0076 . {Driving means}
 - 5/0082 . . {electrical}
 - 5/0088 . {with a plurality of balls used during one game}

- 5/0094 . {with a plurality of roulette wheels ([A63F 5/043 takes precedence](#))}
- 5/02 . Roulette-like ball games
- 5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
- 5/041 . . {Teetotums; Dice-tops}
- 5/043 . . {using concentric discs or rings}
- 5/045 . . {using a rotating wheel and a fixed indicator, e.g. fortune wheels}
- 5/046 . . . {with a horizontal wheel, i.e. wheel with a vertical rotation axle}
- 5/048 . . {with symbols viewable through holes or windows}
- 7/00 Indoor games using small moving playing bodies, e.g. balls, discs or blocks (board games or raffle games [A63F 3/00](#); roulette games [A63F 5/00](#); miniature bowling games [A63D 3/00](#); bagatelle or similar games [A63D 13/00](#); billiards or pocket billiards [A63D 15/00](#))**
- 7/0005 . {played on a table, the ball or other playing body being rolled or slid from one side of the table in more than one direction or having more than one entering position on this same side, e.g. shuffle boards (goal posts *per se* [A63F 7/305](#); miniature bowling-alleys [A63D 3/00](#))}
- 2007/0011 . . {Target bowling or skee ball}
- 7/0017 . {played on a table by two players from opposite sides of the table ([A63F 7/06 takes precedence](#))}
- 7/0023 . {played on a table from all sides, e.g. marble games}
- 2007/0029 . . {with a playstation for each participant sharing a part of the playing field}
- 2007/0035 . . . {for two players}
- 2007/0041 . . . {for three or more players}
- 2007/0047 . . {simulating pool, snooker or billiards}
- 2007/0052 . . {with a playstation for each participant, each with a separate playing field}
- 7/0058 . {electric ([A63F 7/027](#), [A63F 7/3065 take precedence](#))}
- 2007/0064 . {Ball games combined with other games}
- 2007/007 . . {with another ball game}
- 7/0076 . {the playing bodies having the function of playing pieces, imitating a board game}
- 2007/0082 . . {Mancala}
- 7/0088 . {using magnetic power ([A63F 7/068 takes precedence](#); magnetic toys [A63H 33/26](#))}
- 2007/0094 . . {using electromagnetic action, e.g. for attracting a ball}
- 7/02 . using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games
- 7/022 . . {Pachinko}
- 7/025 . . {Pinball games, e.g. flipper games}
- 7/027 . . . {electric}
- 7/04 . using balls to be shaken or rolled in small boxes {, e.g. comprising labyrinths}
- 7/041 . . {Two-dimensional labyrinths}
- 7/042 . . {Three-dimensional labyrinths}
- 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](#))}
- 7/045 . . {containing a liquid}
- 7/047 . . {magnetic}
- 7/048 . . {used for generating random numbers}
- 7/06 . Games simulating outdoor ball games, e.g. hockey (table games physically beneficial for the human body, modelled on outdoor sports, e.g. table tennis, [A63B 67/04](#))
- 7/0604 . . {Type of ball game ([A63F 7/0672 and A63F 7/0684 take precedence](#))}
- 7/0608 . . . {Baseball}
- 7/0612 . . . {Basketball}
- 7/0616 . . . {Football or soccer}
- 7/062 {Penalty shooting}
- 7/0624 . . . {Croquet}
- 7/0628 . . . {Golf}
- 7/0632 . . . {Hockey}
- 7/0636 {Ice-hockey}
- 7/064 . . . {Pétanque}
- 7/0644 . . . {Polo}
- 7/0648 {Water-polo}
- 7/0652 . . . {Tennis}
- 7/0656 . . . {Volleyball}
- 7/066 . . {the playing bodies being projected by means of compressed air}
- 7/0664 . . {Electric}
- 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}
- 7/0672 . . {with play figures fixed to a rotatable and longitudinally movable shaft}
- 7/0676 . . . {Play figures therefor}
- 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
- 7/20 . . in which the playing bodies are projected through the air
- 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](#); billiard cues [A63D 15/08](#))
- 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	2007/3618 {covered or coated with a regular structure, e.g. a net}
7/265 {using a magnet for movement of the ball}	7/3622	. . . {Specially shaped rolling boards for the balls, e.g. ball tracks}
7/28	. . . using gravity	2007/3625	. . . {Rolling board to be positioned on a table or floor}
2007/282 {Gutter-shaped}	2007/3629 {with means for connecting the rolling board or parts to the floor or table, e.g. clamps}
2007/284 {with a plurality of gutters, e.g. parallel}	2007/3633	. . . {Rolling boards characterised by the shape of the playing surface}
2007/286 {Pipe-shaped}	2007/3637 {Concave}
2007/288 {with more ramps than two on opposite sides of the playing field}	2007/364 {Convex}
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}	2007/3644 {Roof-shaped}
2007/3005	. . . {Obstacles, obstructions}	2007/3648	. . . {Rolling boards characterised by a non-horizontal playing surface}
2007/301 {Exchangeable}	2007/3651 {with adjustable angle}
2007/3015 {The obstruction being a wall with apertures allowing the ball to pass}	2007/3655	. . . {Collapsible, foldable or rollable parts}
2007/302	. . . {Hidden parts or passages}	2007/3659 {convertible into a suitcase}
2007/3025	. . . {with means for indicating or regulating a start position, e.g. foul line}	2007/3662 {modular, e.g. with connections between modules}
2007/303	. . . {Parts of the playing surface being movable, replaceable or removable (A63F 2007/301 takes precedence)}	2007/3666	. . . {Rolling boards with a plurality of playing surfaces, e.g. on different levels}
2007/3035 {with movable playing surfaces rotatable about a vertical axis}	2007/367	. . . {Details of the rim}
2007/304 {with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts}	2007/3674	. . . {Details of play tables, designed as a table}
2007/3045 {Removable parts for service access}	2007/3677 {with a cover remaining over the table during playing}
7/305	. . . {Goal posts; Winning posts for rolling-balls}	2007/3681 {with a transparent dome}
7/3055 {with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target}	2007/3685 {Details of legs}
7/306 {with a score counter}	2007/3688 {adjustable}
7/3065 {Electric}	2007/3692 {collapsible}
7/307 {with a score counter}	2007/3696 {removable}
7/3075 {imparting energy to the ball, e.g. bumper-kickers, reprojectors}	7/38	. . . Playing surfaces movable during play
2007/308	. . . {Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse}	7/382 {held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys}
2007/3085 {Tilting}	2007/384 {held by two or more persons}
2007/309 {Preventing unauthorised use or vandalism}	7/386 {Rolling boards adapted to be rocked during play}
2007/3095 {Protective sleeve or cover}	7/388 {Ball games with balls rolled on two movable long sticks}
7/32	. . . Apparatus for varying scoring values	7/40	. . . Balls or other moving playing bodies, e.g. pinballs, discs
7/34	. . Other devices for handling the playing bodies, e.g. bonus ball return means	2007/4006 {played with a plurality of identical balls}
2007/341	. . . {Ball collecting devices or dispensers}	2007/4012 {with an excentric center of gravity}
2007/343 {with a device for picking up the ball}	2007/4018 {with balls of different dimensions}
2007/345	. . . {Ball return mechanisms; Ball delivery}	2007/4025 {with balls having different masses but the same dimension}
2007/346 {Gutter}	2007/4031 {with balls of different colours or other visual characteristics}
2007/348	. . . {Anti-blocking devices for balls}	2007/4037 {with balls of two different colours}
7/36	. . Constructional details not covered by groups A63F 7/24 - A63F 7/34 , e.g. frames, game boards, guide tracks	2007/4043 {with balls of three or more different colours}
7/3603	. . . {Rolling boards with special surface, e.g. air cushion boards}	2007/405 {Magnetic}
2007/3607 {with a flexible surface}	2007/4056 {with a permanent magnet}
2007/3611 {with a playing surface playable on both sides}	2007/4062 {with a non-magnetic ball material}
2007/3614 {with details about roughness of playing surface}	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

- 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}
- 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
- 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-boxes; Mechanical dice-throwing devices
- 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}	2009/0625 {using total internal reflection, e.g. in a prism}
2009/0422	. . . {four-sided}	2009/0626 {Periscope}
2009/0424	. . . {five-sided}	2009/0627 {partially transparent}
2009/0426	. . . {six-sided non-cuboid}	2009/0629	. . . {with lenses or other refractive optical elements}
2009/0428	. . . {seven-sided}	2009/063 {Optical elements other than lenses used for producing refraction, e.g. prisms}
2009/0431	. . . {eight-sided}	2009/0631 {Binoculars}
2009/0433	. . . {nine-sided}	2009/0633 {Fresnel lenses}
2009/0435	. . . {ten-sided}	2009/0634 {Magnifying glasses}
2009/0437	. . . {twelve-sided}	2009/0636 {Telescopes}
2009/044	. . . {fourteen-sided}	2009/0637	. . . {Optical fibres}
2009/0442	. . . {sixteen-sided}	2009/0638	. . . {Polaroid filters}
2009/0444	. . . {eighteen-sided}	2009/064	. . . {opaque, e.g. blindfold, obstructing view}
2009/0446	. . . {twenty-sided}	9/0641	. . {using a marker or means for drawing, e.g. pen, pencil, chalk}
2009/0448	. . . {twenty-four-sided}	2009/0643	. . . {erasable}
2009/0451	. . . {twenty-six-sided}	2009/0644 {Blackboard or slate}
2009/0453	. . . {thirty-sided}	2009/0645 {for erasing a felt pen}
2009/0455	. . . {thirty-two-sided}	2009/0647 {using wet or damp cloth or a sponge}
2009/0457	. . . {fourty-two-sided}	2009/0648 {using a rubber}
2009/0459	. . . {fourty-nine-sided}	2009/065 {using a sliding mechanism}
2009/0462	. . . {fifty-sided}	2009/0651	. . . {with means for copying}
2009/0464	. . . {irregular}	2009/0652 {using carbon paper}
2009/0466	. . . {spherical}	2009/0654 {Decalcomania}
9/0468	. . {Electronic dice; electronic dice simulators}	2009/0655 {Copying from a relief surface, e.g. coin}
2009/0471	. . {Dice with different colours}	2009/0656	. . . {using a stamp}
2009/0473	. . . {on different faces of a dice}	2009/0658	. . . {Marking a point}
2009/0475 {with two or more colours}	2009/0659	. . . {Drawing a line}
2009/0477	. . . {with groups of dice having different colours}	2009/0661	. . . {Making a drawing}
2009/0479 {with three or more groups}	2009/0662	. . . {Making a painting}
2009/0482	. . {provided with instructions for playing dice games}	2009/0663	. . . {using a template}
2009/0484	. . {Dice with pictures or figures}	2009/0665	. . . {using a plurality of markers, e.g. different colours}
2009/0486	. . {Dice with symbols, e.g. indicating a direction for moving a playing piece}	9/0666	. . {matching elementary shapes to corresponding holes}
2009/0488	. . . {with letters or words}	2009/0668	. . . {the shapes falling or being pushed through the holes}
2009/0491	. . {Customisable dice, e.g. with interchangeable or replaceable inserts}	9/0669	. . {Tesselation}
2009/0493	. . {Dice with other dice inside}	2009/067	. . . {using a particular shape of tile}
9/0495	. . {Dice-boxes or similar storing means}	2009/0672 {arrow-shaped, V-shaped}
2009/0497	. . {Manufacturing of dice}	2009/0673 {circular}
9/06	. Patience; Other games for self-amusement	2009/0675 {Segments}
9/0601	. . {for animals}	2009/0676 {Sectors}
9/0602	. . {Solitary games adapted for a single player}	2009/0677 {Part of a circle other than segment or sector, arcuate}
9/0604	. . {based on the use of colours}	2009/0679 {elliptical, oval}
2009/0605	. . . {referring to colour theory}	2009/068 {hexagonal}
2009/0606 {Complementary colours}	2009/0681 {pentagonal}
2009/0608 {Mixing colours}	2009/0683 {quadrangular}
2009/0609	. . . {using wavelengths of invisible light}	2009/0684 {Parallelogram}
9/0611	. . {Solitary games adapted for multiple players}	2009/0686 {Rhombus}
9/0612	. . {Electronic puzzles}	2009/0687 {Rectangle}
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)}	2009/0688 {Square}
2009/0615	. . . {transparent}	2009/069 {Trapezium}
2009/0616 {with colours}	2009/0691 {Kite}
2009/0618 {used for masking, e.g. for making objects with the same colour invisible}	2009/0693 {star-shaped}
2009/0619 {with an opaque part}	2009/0694 {triangular}
2009/062 {overlapping}	2009/0695	. . . {using different types of tiles}
2009/0622 {Sighting device}	2009/0697 {of polygonal shapes}
2009/0623	. . . {with mirrors}	2009/0698 {all rectilinear}

9/08	. .	Puzzles provided with elements movable in relation, [i.e. movably connected], to each other	9/1011	. . .	{Composition of faces, i.e. visages, using individual pieces representing parts thereof}
9/0803	. . .	{Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged}	2009/1016	. . .	{the pieces having additional connections, i.e. in addition to the connection by the jig-saw shapes}
9/0807	{requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles}	2009/1022	{to the display board}
9/0811	{with rotatable concentric rings or discs (A63F 9/083 takes precedence)}	2009/1027	{adhesive}
2009/0815	{with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface}	2009/1033	{magnetic}
9/0819	{with rotatable non-concentric discs, e.g. gear games}	2009/1038	{with hook and loop-type fastener}
9/0823	{having overlapping circles with interchangeable elements}	9/1044	. . .	{Display boards therefor}
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)}	2009/105	{with provisions for storing and transporting an interrupted game}
9/083	{with vacant positions or gap migration}	2009/1055	{resiliently sandwiched}
9/0834	{comprising only two layers, e.g. with eight elements}	2009/1061	. . .	{with electric features, e.g. light, wires}
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}	2009/1066	{completing a circuit if solved correctly}
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}	2009/1072	. . .	{Manufacturing}
2009/0846	{characterised by the shape of the puzzle}	2009/1077	. . .	{with a surface having a relief structure}
2009/0849	{Dodecaedrons}	2009/1083	. . .	{having plural layers on top of each other}
2009/0853	{Icosaedrons}	2009/1088	{two layers}
9/0857	{with elements slidably connected to a visible central body, e.g. beads in grooves}	2009/1094	. . .	{non-planar}
9/0861	{with elements slidably connected to neighbouring elements, e.g. with hollow interior}	9/12	. .	Three-dimensional [3D] jig-saw puzzles
9/0865	{with a plurality of single elements rotatably connected to a central body which are characterised only by design, e.g. shape, use of colours or symbols}	9/1204	. . .	{Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles}
9/0869	{with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes}	9/1208	. . .	{Connections between puzzle elements}
9/0873	{a sphere rotatable with respect to an inner sphere}	2009/1212	{magnetic connections}
9/0876	. . .	{Bent wire or cord puzzles}	2009/1216	{using locking or binding pins}
9/088	. . .	{Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic}	2009/122	{connecting only two neighbouring elements}
2009/0884	. . .	{with means for immobilising or stabilising a configuration, e.g. the solution}	2009/1224	{using two or more types of connections}
2009/0888	{using detents}	2009/1228	{slidable connections}
2009/0892	. . .	{with an extra element for the final vacant space}	2009/1232	{Dove tails}
2009/0896	. . .	{Moebius ring}	2009/1236	. . .	{with a final configuration thereof, i.e. the solution, being packed in a box or container}
9/10	. .	Two-dimensional [2D] jig-saw puzzles	2009/124	. . .	{with a final configuration being a sphere}
2009/1005	. . .	{with images on both sides}	2009/1244	. . .	{with foldable pieces, e.g. pieces having folds or hinges}
			2009/1248	. . .	{with a final configuration representing a house or other building}
			9/1252	. . .	{using pegs, pins, rods or dowels as puzzle elements}
			2009/1256	{using a plurality of pegs}
			2009/126	{Configuration or arrangement of the pegs}
			2009/1264	{all pegs being parallel}
			2009/1268	{the pegs forming angles with each other, e.g. right angles in three dimensions}
			2009/1272	{the pegs forming angles other than right angles in three dimensions}
			2009/1276	{characterised by different lengths}
			2009/128	{with notches}
			2009/1284	{with screw elements, e.g. nuts}
			9/1288	. . .	{Sculpture puzzles}
			2009/1292	{formed by stackable elements}
			2009/1296	. . .	{Manufacturing of three-dimensional puzzle elements}
			9/14	. .	Racing games, traffic games or obstacle games characterised by figures moved by action of the players
			9/143	. .	{electric}
			2009/146	. .	{Features of the horse or jockey, e.g. moving legs}
			9/16	. .	Spinning-top games

2009/165	. . {Use of spinning tops as random generators}	2009/2466 {of a film}
9/18	. Question-and-answer games	2009/2467 {of a slide}
9/181	. . {Fortune-telling games}	2009/2469 {of a contour}
9/183	. . {electric}	2009/247	. . . {audible, e.g. using a loudspeaker}
2009/185	. . . {Closing an electric circuit when the answer is correct}	2009/2472 {Buzzer, beep or electric bell}
2009/186	. . {Guessing games}	2009/2473 {Devices for imitating a running engine}
2009/188	. . {Details of questions, e.g. with increasing level of difficulty}	2009/2475 {Headphones}
9/20	. Dominoes or like games; Mah-Jongg games	2009/2476 {Speech or voice synthesisers, e.g. using a speech chip}
2009/205	. . {Mah-jongg games}	2009/2477 {Tone generators, oscillators}
9/24	. Games using electronic circuits not otherwise provided for	2009/2479	. . . {Other kinds of output}
2009/2401	. . {Detail of input, input devices}	2009/248 {Magnetic}
2009/2402	. . . {Input by manual operation}	2009/2482 {Electromotor}
2009/2404 {Keyboard}	2009/2483	. . {Other characteristics}
2009/2405 {using more than one keyboard}	2009/2485	. . . {using a general-purpose personal computer}
2009/2407 {Joystick}	2009/2486 {the computer being an accessory to a board game}
2009/2408 {Touch-sensitive buttons}	2009/2488	. . . {Remotely playable}
2009/241 {Touch screen}	2009/2489 {by radio transmitters, e.g. using RFID}
2009/2411	. . . {Input form cards, tapes, discs}	2009/2491	. . . {with a detachable memory}
2009/2413 {Magnetic}	2009/2492	. . . {Power supply}
2009/2414 {Cards}	2009/2494 {Battery, e.g. dry cell}
2009/2416 {Diskettes}	2009/2495 {using connection to car battery}
2009/2417 {Tapes or cassettes, e.g. audio or video cassettes}	2009/2497 {Solar cells}
2009/2419 {Optical}	2009/2498	. . . {Moving conductor along conductive track without making contact}
2009/242 {Bar codes}	9/26	. Balancing games, i.e. bringing elements into or out of balance
2009/2422 {Cards with holes}	9/28	. Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor
2009/2423 {Discs, e.g. CD or DVD}	9/30	. Capturing games for grabbing or trapping objects, e.g. fishing games
2009/2425 {Scanners, e.g. for scanning regular characters}	9/305	. . {Fishing games (with magnetic pieces A63F 9/34)}
2009/2426 {Mechanical}	9/32	. Games with a collection of long sticks, e.g. pick-up sticks (A63F 9/30 takes precedence)
2009/2427 {Punch cards}	9/34	. Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00
2009/2429 {IC card, chip card, smart card}	2009/345	. . {Electromagnetically}
2009/243	. . . {with other kinds of input}	11/00	Game accessories of general use
2009/2432 {actuated by a sound, e.g. using a microphone}		NOTE
2009/2433 {Voice-actuated}		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
2009/2435 {using a video camera}	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)}
2009/2436	. . . {Characteristics of the input}	2011/0004	. . {Bags}
2009/2438 {Multiple input devices}	2011/0006	. . {adapted for chips}
2009/2439 {the input being a code, e.g. ID}	2011/0009	. . {Jars}
2009/2441 {Pin code}	11/0011	. {Chance selectors (A63F 7/048 , A63F 9/04 take precedence)}
2009/2442 {Sensors or detectors}	2011/0013	. . {Pendulums}
2009/2444 {Light detector}	2011/0016	. . {Spinners}
2009/2445 {detecting reflected light}	2011/0018	. . . {integrated in the game board}
2009/2447 {Motion detector}	2011/002	. . . {with two pointers}
2009/2448	. . {Output devices}	2011/0023	. . {indicating a direction, e.g. wind direction}
2009/245	. . . {visual}	11/0025	. {Tools}
2009/2451 {using illumination, e.g. with lamps}		
2009/2452 {as a signal}		
2009/2454 {with LED}		
2009/2455 {Printers}		
2009/2457 {Display screens, e.g. monitors, video displays}		
2009/2458 {LCD's}		
2009/246 {Computer generated or synthesized image}		
2009/2461 {Projection of a two-dimensional real image}		
2009/2463 {on a screen, e.g. using a video projector}		
2009/2464 {on a translucent screen, e.g. frosted glass}		

2011/0027	. . {Spanners}	13/218	. . . using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player
2011/003	. . {Screwdrivers}	13/219	. . . for aiming at specific areas on the display, e.g. light-guns
2011/0032	. . {Hammers}	13/22	. . Setup operations, e.g. calibration, key configuration or button assignment
2011/0034	. . {Saws}	13/23	. . for interfacing with the game device, e.g. specific interfaces between game controller and console
2011/0037	. . {Devices for scraping}	13/235	. . . using a wireless connection, e.g. infrared or piconet
2011/0039	. . {Levers or crowbars}	13/24	. . Constructional details thereof, e.g. game controllers with detachable joystick handles
2011/0041	. . {Needles}	13/245	. . . specially adapted to a particular type of game, e.g. steering wheels
2011/0044	. . {Pliers}	13/25	. Output arrangements for video game devices
2011/0046	. . {Sieves or filters}	13/26	. . having at least one additional display device, e.g. on the game controller or outside a game booth
2011/0048	. . {Scoops, shovels or spatulas}	13/27	. . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena
11/0051	. {Indicators of values, e.g. score counters}	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
2011/0053	. . {using a calculator}	13/285	. . . Generating tactile feedback signals via the game input device, e.g. force feedback
2011/0055	. . {using pegs insertable in sockets}	13/30	. Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers
2011/0058	. . {using electronic means (A63F 2011/0053 takes precedence)}	13/31	. . Communication aspects specific to video games, e.g. between several handheld game devices at close range
2011/006	. . {using knots on a rope}	13/32	. . using local area network [LAN] connections
2011/0062	. . {Play elements marked with value or score}	13/323	. . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines
2011/0065	. . {calculating or indicating a ranking or player performance}	13/327	. . . using wireless networks, e.g. Wi-Fi® or piconet
2011/0067	. . {Score or tally sheets}	13/33	. . using wide area network [WAN] connections
2011/0069	. . {Abacus}	13/332	. . . using wireless networks, e.g. cellular phone networks
2011/0072	. . {Indicating values other than scores, e.g. handicap, initial settings, coefficients}	13/335	. . . using Internet
11/0074	. {Game concepts, rules or strategies}	13/338	. . . using television networks
2011/0076	. . {with means for changing the level of difficulty}	13/34	. . using peer-to-peer connections
2011/0079	. . {keeping something hidden or invisible}	13/35	. . Details of game servers
2011/0081	. . . {"Memory"-type games, e.g. finding the corresponding hidden element}	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
2011/0083	. . {Memory oriented or pattern matching games}	13/355	. . . Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an encoded video stream for transmitting to a mobile phone or a thin client
2011/0086	. . {Rules}	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
2011/0088	. . . {with a variety of rules}	13/40	. Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment
2011/009 {the rules being changed during play}		
2011/0093	. . . {characterised by the game theory or winning strategy}		
2011/0095 {with cooperation amongst players in competitive games, e.g. non zero sum games}		
2011/0097	. . {Watching television being part of the game, e.g. using the television broadcasting of a sporting event}		
13/00	Video games, i.e. games using an electronically generated display having two or more dimensions		
13/20	. Input arrangements for video game devices		
13/21	. . characterised by their sensors, purposes or types		
13/211	. . . using inertial sensors, e.g. accelerometers or gyroscopes		
13/212	. . . using sensors worn by the player, e.g. for measuring heart beat or leg activity		
13/213	. . . comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F 13/219 takes precedence)		
13/214	. . . for locating contacts on a surface, e.g. floor mats or touch pads		
13/2145 the surface being also a display device, e.g. touch screens		
13/215	. . . comprising means for detecting acoustic signals, e.g. using a microphone		
13/216	. . . using geographical information, e.g. location of the game device or player using GPS		
13/217	. . . using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity		

- 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
- 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
- 13/55 . Controlling game characters or game objects based on the game progress
- 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
- 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](#))
- 13/573 . . . using trajectories of game objects, e.g. of a golf ball according to the point of impact
- 13/577 . . . using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars
- 13/58 . . by computing conditions of game characters, e.g. stamina, strength, motivation or energy level
- 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
- 13/61 . . using advertising information
- 13/63 . . by the player, e.g. authoring using a level editor
- 13/65 . . automatically by game devices or servers from real world data, e.g. measurement in live racing competition
- 13/655 . . . by importing photos, e.g. of the player
- 13/67 . . adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use
- 13/69 . . by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions
- 13/70 . Game security or game management aspects
- 13/71 . . using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players
- 13/73 . . Authorising game programs or game devices, e.g. checking authenticity
- 13/75 . . Enforcing rules, e.g. detecting foul play or generating lists of cheating players
- 13/77 . . involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory
- 13/79 . . involving player-related data, e.g. identities, accounts, preferences or play histories
- 13/792 . . . for payment purposes, e.g. monthly subscriptions
- 13/795 . . . for finding other players; for building a team; for providing a buddy list
- 13/798 . . . for assessing skills or for ranking players, e.g. for generating a hall of fame
- 13/80 . Special adaptations for executing a specific game genre or game mode
- 13/803 . . Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks
- 13/807 . . Gliding or sliding on surfaces, e.g. using skis, skates or boards
- 13/812 . . Ball games, e.g. soccer or baseball

13/814	. . Musical performances, e.g. by evaluating the player's ability to follow a notation	2250/08	. with static electricity
13/816	. . Athletics, e.g. track-and-field sports	2250/09	. Antistatic
13/818	. . Fishing	2250/10	. with measuring devices
13/822	. . Strategy games; Role-playing games (A63F 13/825 , A63F 13/828 take precedence)	2250/1005	. . for angles
13/825	. . Fostering virtual characters	2250/101	. . . Water level
13/828	. . Managing virtual sport teams	2250/1015	. . . Protractors
13/833	. . Hand-to-hand fighting, e.g. martial arts competition	2250/1021	. . for weighing
13/837	. . Shooting of targets	2250/1026	. . for temperature
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	2250/1031	. . . using colour indicators
13/847	. . Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal	2250/1036	. . for distances (A63F 2250/1015 takes precedence)
13/85	. Providing additional services to players	2250/1042	. . . Rulers (A63F 2250/1015 takes precedence)
13/86	. . Watching games played by other players	2250/1047	. . for electrical phenomena
13/87	. . Communicating with other players during game play, e.g. by e-mail or chat	2250/1052	. . . Galvanometers
13/88	. . Mini-games executed independently while main games are being loaded	2250/1057	. . Compasses
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	2250/1063	. . Timers
13/92	. . Video game devices specially adapted to be hand-held while playing	2250/1068	. . . Sandglasses
13/95	. . Storage media specially adapted for storing game information, e.g. video game cartridges	2250/1073	. . . Time-out devices (sandglasses A63F 2250/1068 ; A63F 2250/14 takes precedence)
13/98	. . Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers	2250/1078 of the count-down type
2250/00	Miscellaneous game characteristics	2250/1084	. . . Chess clocks
2250/02	. having an effect on the human senses	2250/1089	. . . Mechanical timer causing a random event
2250/021	. . with odourized parts	2250/1094	. . for velocity
2250/022	. . with edible parts	2250/11	. with an indicator for predicting a velocity or other physical quantity
2250/024	. . . drinkable	2250/115	. . based on Hooke's law
2250/025	. . related to sense of touch (A63F 2009/0003 takes precedence)	2250/12	. using a string, rope, strap or belt as a play element
2250/027	. . generating a sound without electric means	2250/121	. . Strap or belt
2250/028	. . . Ringing a bell	2250/122	. . Closed loop
2250/04	. containing a liquid	2250/124	. . Elastic
2250/0407	. . Water	2250/125	. . for a yo-yo
2250/0414	. . . in motion	2250/127	. . Chain
2250/0421 dumping water on a player	2250/128	. . for suspension of play element
2250/0428	. . . being squirted	2250/13	. using coins or paper money as play elements
2250/0435	. . . with an air bubble	2250/133	. . Banknote
2250/0442	. . . being absorbed	2250/136	. . Coin pusher
2250/045	. . Mercury	2250/14	. Coin operated
2250/0457	. . . for actuating a switch by gravity	2250/142	. . with pay-out or rewarding with a prize
2250/0464	. . evaporating	2250/144	. . . Dispensing a gift
2250/0471	. . containing a viscous liquid	2250/146 by issuing a winning ticket
2250/0478	. . containing an inflammable liquid	2250/148	. . . Enabling replay, e.g. giving a bonus ball
2250/0485	. . for changing stability or rolling properties	2250/16	. Use of textiles
2250/0492	. . using a surface tension	2250/162	. . Carpet
2250/05	. containing a gas	2250/164	. . Felt
2250/06	. containing small particles	2250/166	. . Garments
2250/063	. . for changing stability or rolling properties	2250/168	. . with a zipper
2250/066	. . Sand	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**
- 2300/10 . characterized by input arrangements for converting player-generated signals into game device control signals
- 2300/1006 . . having additional degrees of freedom
- 2300/1012 . . involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- 2300/1018 . . Calibration; Key and button assignment
- 2300/1025 . . details of the interface with the game device, e.g. USB version detection
- 2300/1031 . . . using a wireless connection, e.g. Bluetooth®, infrared connections
- 2300/1037 . . being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- 2300/1043 . . being characterized by constructional details
- 2300/105 . . using inertial sensors, e.g. accelerometers, gyroscopes
- 2300/1056 . . involving pressure sensitive buttons
- 2300/1062 . . being specially adapted to a type of game, e.g. steering wheel
- 2300/1068 . . being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- 2300/1075 . . . using a touch screen
- 2300/1081 . . Input via voice recognition
- 2300/1087 . . comprising photodetecting means, e.g. a camera
- 2300/1093 . . . using visible light
- 2300/20 . characterised by details of the game platform
- 2300/201 . . Playing authorisation given at platform level
- 2300/202 . . the game platform being a DVD player
- 2300/203 . . Image generating hardware
- 2300/204 . . the platform being a handheld device
- 2300/205 . . for detecting the geographical location of the game platform
- 2300/206 . . Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards
- 2300/207 . . . for accessing game resources from local storage, e.g. streaming content from DVD
- 2300/208 . . . for storing personal settings or data of the player
- 2300/209 . . characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- 2300/30 . characterized by output arrangements for receiving control signals generated by the game device
- 2300/301 . . using an additional display connected to the game console, e.g. on the controller
- 2300/302 . . specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- 2300/303 . . for displaying additional data, e.g. simulating a Head Up Display
- 2300/305 . . . for providing a graphical or textual hint to the player
- 2300/306 . . . for displaying a marker associated to an object or location in the game field
- 2300/307 . . . for displaying an additional window with a view from the top of the game field, e.g. radar screen
- 2300/308 . . Details of the user interface
- 2300/40 . characterised by details of platform network
- 2300/401 . . Secure communication, e.g. using encryption or authentication

- 2300/402 . . . Communication between platforms, i.e. physical link to protocol
- 2300/403 . . . Connection between platform and handheld device
- 2300/404 . . . characterized by a local network connection
- 2300/405 . . . being a wireless ad hoc network, e.g. Bluetooth®, Wi-Fi®, piconet
- 2300/406 . . . Transmission via wireless network, e.g. pager or GSM
- 2300/407 . . . Data transfer via internet
- 2300/408 . . . Peer to peer connection
- 2300/409 . . . Data transfer via television network
- 2300/50 . . . characterized by details of game servers
- 2300/51 . . . Server architecture
- 2300/513 server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing
- 2300/516 connected to a local network, e.g. in a plane, hotel
- 2300/53 . . . details of basic data processing
- 2300/531 Server assignment
- 2300/532 using secure communication, e.g. by encryption, authentication
- 2300/534 for network load management, e.g. bandwidth optimization, latency reduction
- 2300/535 for monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters
- 2300/537 for exchanging game data using a messaging service, e.g. e-mail, SMS, MMS
- 2300/538 for performing operations on behalf of the game client, e.g. rendering
- 2300/55 . . . Details of game data or player data management
- 2300/5506 using advertisements
- 2300/5513 involving billing
- 2300/552 for downloading to client devices, e.g. using OS version, hardware or software profile of the client device
- 2300/5526 Game data structure
- 2300/5533 using program state or machine event data, e.g. server keeps track of the state of multiple players on in a multiple player game
- 2300/554 by saving game or status data
- 2300/5546 using player registration data, e.g. identification, account, preferences, game history
- 2300/5553 user representation in the game field, e.g. avatar
- 2300/556 Player lists, e.g. online players, buddy list, black list
- 2300/5566 by matching opponents or finding partners to build a team, e.g. by skill level, geographical area, background, play style
- 2300/5573 player location
- 2300/558 by assessing the players' skills or ranking
- 2300/5586 for enforcing rights or rules, e.g. to prevent foul play
- 2300/5593 involving scheduling aspects
- 2300/57 . . . details of game services offered to the player
- 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