

EUROPEAN PATENT OFFICE
U.S. PATENT AND TRADEMARK OFFICE

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

The following classification changes will be effected by this Notice of Changes:

<u>Action</u>	<u>Subclass</u>	<u>Group(s)</u>
SCHEME:		
Titles Changed:	A63F	1/00, 1/02, 1/06, 1/18
	A63F	3/00, 3/06, 3/08
	A63F	5/00
	A63F	7/00, 7/02, 7/06, 7/07, 7/20, 7/24, 7/28, 7/36, 7/38, 7/40
	A63F	9/00, 9/02, 9/04, 9/14, 9/24
	A63F	11/00
	A63F	13/00, 13/213, 13/28, 13/5378, 13/798, 13/833
Warnings Modified:	A63F	SUBCLASS
DEFINITIONS:		
Definitions Deleted: (no frozen (F) symbol definitions should be deleted)	A63F	7/07, 7/20
Definitions New:	A63F	1/18
	A63F	7/28, 7/36
	A63F	9/06
Definitions Modified:	A63F	Subclass
	A63F	1/00, 1/02
	A63F	3/00, 3/06, 3/08
	A63F	5/00
	A63F	7/00, 7/02, 7/38
	A63F	9/00, 9/02, 9/04, 9/10, 9/12, 9/14, 9/16, 9/24, 9/30
	A63F	11/00
	A63F	13/00, 13/213, 13/28, 13/5378, 13/57, 13/798

The following subclasses/groups are also impacted by this Notice of Changes (indicate subclasses/groups outside of the project scope, such as those listed in the CRL): A63B 43/00, A63F 3/00643

This Notice of Changes includes the following [Check the ones included]:

1. CLASSIFICATION SCHEME CHANGES

- ☒ A. New, Modified or Deleted Group(s)
- ☒ B. New, Modified or Deleted Warning(s)

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

- ☐ C. New, Modified or Deleted Note(s)
- ☐ D. New, Modified or Deleted Guidance Heading(s)

2. DEFINITIONS

- ☒ A. New or Modified Definitions (Full definition template)
- ☒ B. Modified or Deleted Definitions (Definitions Quick Fix)

- 3. ☐ REVISION CONCORDANCE LIST (RCL)
- 4. ☐ CHANGES TO THE CPC-TO-IPC CONCORDANCE LIST (CICL)
- 5. ☒ CHANGES TO THE CROSS-REFERENCE LIST (CRL)

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

1. CLASSIFICATION SCHEME CHANGES

A. New, Modified or Deleted Group(s)

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

<u>Type*</u>	<u>Symbol</u>	<u>Indent Level</u> <u>Number of dots</u> <u>(e.g. 0, 1, 2)</u>	<u>Title</u> <u>“CPC only” text should</u> <u>normally be</u> <u>enclosed in {curly brackets}**</u>	<u>Transferred to#</u>
M	A63F 1/00	0	Card games	
M	A63F 1/02	1	Cards; Special shapes of cards	
M	A63F 1/06	1	Card game appurtenances	
M	A63F 1/18	2	Scoring or registering devices; Indicators (A63F 1/16 takes precedence)	
M	A63F 3/00	0	Board games; Raffle games	

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

M	A63F 3/06	1	Lottos or bingo games; Systems, apparatus or devices for checking such games	
M	A63F 3/08	1	Raffle games that can be played by a fairly large number of people	
M	A63F 5/00	0	Roulette games	
M	A63F 7/00	0	Indoor games using small moving playing bodies, e.g. balls, discs or blocks (board games or raffle games A63F3/00; roulette games A63F5/00; miniature bowling games A63D3/00; bagatelle or similar games A63D13/00; billiards or pocket billiards A63D15/00)	
M	A63F 7/02	1	using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games	

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

M	A63F 7/06	1	Games simulating outdoor ball games, e.g. hockey (table games physically beneficial for the human body, modelled on outdoor sports, e.g. table tennis, A63B67/04)	
M	A63F 7/07	2	in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support	
M	A63F 7/20	2	in which the playing bodies are projected through the air	
M	A63F 7/24	2	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 A63D3/02; billiard cues A63D15/08)	
M	A63F 7/28	3	using gravity	
M	A63F 7/36	2	Constructional details not covered by groups A63F 7/24 - A63F 7/34, e.g. frames, game boards, guide tracks	

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

M	A63F 7/38	3	Playing surfaces movable during play	
M	A63F 7/40	3	Balls or other moving playing bodies, e.g. pinballs, discs	
M	A63F 9/00	0	Games not otherwise provided for	
M	A63F 9/02	1	Shooting or hurling games	

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

M	A63F 9/04	1	Dice; Dice-boxes; Mechanical dice-throwing devices	
U	A63F 9/06	1	Patience; Other games for self-amusement	
M	A63F 9/14	1	Racing games, traffic games or obstacle games characterised by figures moved by action of the players	
M	A63F 9/24	1	Games using electronic circuits not otherwise provided for	
M	A63F 11/00	0	Game accessories of general use	
M	A63F 13/00	0	Video games, i.e. games using an electronically generated display having two or more dimensions	
M	A63F 13/213	3	comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F13/219 takes precedence)	
M	A63F 13/28	2	responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating	

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

			players' seats, activating scent dispensers or affecting temperature or light	
M	A63F 13/5378	4	for displaying an additional top view, e.g. radar screens or maps	
M	A63F 13/798	3	for assessing skills or for ranking players, e.g. for generating a hall of fame	
M	A63F 13/833	2	Hand-to-hand fighting, e.g. martial arts competition	

*N = new entries where reclassification into entries is involved; C = entries with modified file scope where reclassification of documents from the entries is involved; Q = new entries which are firstly populated with documents via administrative transfers from deleted (D) entries. Afterwards, the transferred documents into the Q entry will either stay or be moved to more appropriate entries, as determined by intellectual reclassification; T = existing entries with enlarged file scope, which receive documents from C or D entries, e.g. when a limiting reference is removed from the entry title; M = entries with no change to the file scope (no reclassification); D = deleted entries; F = frozen entries will be deleted once reclassification of documents from the entries is completed; U = entries that are unchanged.

NOTES:

- **No {curly brackets} are used for titles in CPC only subclasses, e.g. C12Y, A23Y; 2000 series symbol titles of groups found at the end of schemes (orthogonal codes); or the Y section titles. The {curly brackets} are used for 2000 series symbol titles found interspersed throughout the main trunk schemes (breakdown codes).
- U groups: it is obligatory to display the required “anchor” symbol (U group), i.e. the entry immediately preceding a new group or an array of new groups to be created (in case new groups are not clearly subgroups of C-type groups). Always include the symbol, indent level and title of the U group in the table above.
- All entry types should be included in the scheme changes table above for better understanding of the overall scheme change picture. Symbol, indent level, and title are required for all types.
- “Transferred to” column must be completed for all C, D, F, and Q type entries. F groups will be deleted once reclassification is completed.
- When multiple symbols are included in the “Transferred to” column, avoid using ranges of symbols in order to be as precise as possible.
- For administrative transfer of documents, the following text should be used: “<administrative transfer to XX>”, “<administrative transfer to XX and YY simultaneously>”, or “<administrative transfer to XX, YY, ...and ZZ simultaneously>” when administrative transfer of the same documents is to more than one place.
- Administrative transfer to main trunk groups is assumed to be the source allocation type, unless otherwise indicated.
- Administrative transfer to 2000/Y series groups is assumed to be “additional information”.

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

- If needed, instructions for allocation type should be indicated within the angle brackets using the abbreviations “ADD” or “INV”: <administrative transfer to XX ADD>, <administrative transfer to XX INV>, or <administrative transfer to XX ADD, YY INV, ... and ZZ ADD simultaneously>.
- In certain situations, the “D” entries of 2000-series or Y-series groups may not require a destination (“Transferred to”) symbol, however it is required to specify “<no transfer>” in the “Transferred to” column for such cases.
- For finalization projects, the deleted “F” symbols should have <no transfer> in the “Transferred to” column.
- For more details about the types of scheme change, see CPC Guide.

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

B. New, Modified or Deleted Warning(s)

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

<u>Type*</u>	<u>Location</u>	<u>Old Warning</u>	<u>New/Modified Warning</u>
M	A63F	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.	{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.}

*N = new warning, M = modified warning, D = deleted warning

NOTE: The “Location” column only requires the symbol PRIOR to the location of the warning. No further directions such as “before” or “after” are required.

DATE: JANUARY 1, 2026

PROJECT MP12832

2. A. DEFINITIONS (new)

A63F 1/18

References

Limiting references

This place does not cover:

Apparatus for indicating the dealer in card games	A63F 1/16
---	---------------------------

Informative references

Attention is drawn to the following places, which may be of interest for search:

Registering, indicating or recording the time of events or elapsed time in connection with sports or games	G07C 1/22
--	---------------------------

A63F 7/28

Definition statement

This place covers:

Devices for rolling off balls or similar playing bodies using gravity, e.g. by means of slopes, ramps or slants.

A63F 7/36

Definition statement

This place covers:

Constructional details of indoor games, e.g. rolling boards, rims or play tables.

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 9/06

References

References out of a residual place

Examples of places in relation to which this place is residual:

Balls to be shaken in small boxes	A63F 7/04
-----------------------------------	---------------------------

DATE: JANUARY 1, 2026

PROJECT MP12832

2. A. DEFINITIONS (modified)

A63F

References

Delete: The entire Limiting references section.

Informative references

Replace: The existing Informative references table with the following revised table.

Training or exercising toys specially adapted for animals	A01K 15/025
Casino chips	A44C 21/00
Nursery furniture	A47D
Household or table equipment	A47G
Sport games	A63B
Bowling games, e.g. skittles, bocce or bowls; Installations therefor; Bagatelle or similar games; Billiards	A63D
Toys	A63H
Robots	B25J
Cards in general, e.g. trading cards or postcards	B42D
Ornamental bodies	B44C 5/00
Children's cycles	B62K 9/00
Packages	B65D
Laser or infra-red guns	F41A33/02
Liquid ejecting guns, e.g. water pistols	F41B 9/00
Toy air guns that fire projectiles	F41B 11/89

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

Toy guns that fire projectiles by means of combustion	F41C 3/005
Cap-firing pistols, e.g. toy pistols	F41C 3/06
Targets; Target Ranges; Bullet Catchers	F41J
Darts	F42B 6/003
Digital computing in general	G06C
Digital data processing	G06F
Data-processing equipment characterised by a specific application for game playing	G06F 17/00
Generating random numbers; Lottery apparatus	G07C 15/00
Vending machines	G07F
Coin-freed apparatus for games, e.g. gaming systems with provide a financial reward	G07F 17/32
Educational games, i.e. games having educative or pedagogical purpose	G09B
Advertising or display means	G09F
Music devices	G10H

A63F 1/00**References**

Delete: The entire Limiting references section.

Informative references

Replace: The existing Informative references table with the following revised table.

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

Video games, i.e. games using an electronically generated display having two or more dimensions	A63F 13/00
Coin-freed apparatus for games, e.g. gaming systems with provide a financial reward	G07F 17/32
Coin-freed apparatus for card games, e.g. video poker	G07F 17/3293
Educational card games	G09B 19/22

A63F 1/02**References**

Delete: The entire Limiting references section.

Informative references

Replace: The existing Informative references table with the following revised table.

Overlapping transparent elements with an opaque part	A63F 2009/062
Stamps; Stamping or numbering apparatus or devices	B41K
Printing, duplicating, marking or copying processes; Colour printing	B41M
Cards in general, e.g. trading cards, business cards, postcards or greeting cards	B42D

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 3/00

Definition statement

Replace: The existing Definition statement text with the revised text below.

- Board games, i.e. any game in which counters or "playing pieces" are placed, removed, or moved on a generally premarked surface or "game board" according to a set of rules. Examples of board games: game of goose, chess or Scrabble®.
- Raffle games, i.e. any game in which people obtain tickets, each ticket having the chance of winning a prize, e.g. lottery games. Examples of raffle games: lottery, lotto or bingo.

Relationships with other classification places

Replace: The existing Relationships text with the revised text below.

In a board game classified in [A63F 3/00](#), the playing piece or counter is moved according to a set of rules (e.g. according to the face value of a dice), usually directly by the player touching or handling the playing piece with the relevance put on the strategy, whereas in a game classified in [A63F 7/00](#), the "moving playing body" is moving by itself, or moved by action of a physical force, e.g. gravity or projecting device, with the relevance put on the movement itself. Generally, when playing pieces are rolling on a board, the right group is [A63F 7/00](#).

References

Delete: The entire Limiting references section.

Informative references

Replace: The existing Informative references table with the following revised table.

Roulette games	A63F 5/00
Racing games, traffic games or obstacle games characterised by figures moved by action of the players	A63F 9/14
Video games, i.e. games using an electronically generated display having two or more dimensions	A63F 13/00

DATE: JANUARY 1, 2026

PROJECT MP12832

Coin-freed apparatus for games, toys, sports or amusements	G07F 17/32
--	------------

Special rules of classification

Replace: The text of the first paragraph of the Special rules section so that the first paragraph appears as follows.

Generally, multiple classification is necessary: according to the type of game and according to the relevant technical characteristics. For example, a backgammon game with illumination is classified in both [A63F 3/00151](#) and [A63F 2003/00646](#).

A63F 3/06

Definition statement

Replace: The existing Definition statement text with the revised text below.

Lottery games, bingo games, football pools and the like.

Associated devices and accessories for playing or checking such games.

Further details of subgroups

[A63F 3/0605](#) - [A63F 3/062](#) cover the type of game: Lottery games [A63F 3/0605](#), lottos [A63F 3/061](#), football pools [A63F 3/0615](#) or bingo games [A63F 3/062](#). [A63F 3/0625](#) and [A63F 3/065](#) cover more precisely the devices for filling-in or checking the tickets and accessories therefor.

References

Delete: The entire Limiting references section.

Informative references

Replace: The existing Informative references table with the following revised table.

Small boxes with balls used for generating random numbers	A63F 7/048
---	------------

DATE: JANUARY 1, 2026

PROJECT MP12832

Layered products	B32B 7/12
Printing of lottery tickets	B41M 3/005
Lottery apparatus	G07C 15/00
Lottery apparatus with balls or the like	G07C 15/001
Coin-freed apparatus for regular or instant lottery that provide a financial reward, e.g. electronic scratch cards	G07F 17/329

Special rules of classification

Replace: The existing Special rules text with the revised text below.

Balls for lottery apparatus: classified in [A63F 9/0415](#) and indexing codes [A63F 2009/0466](#) and [A63F 3/061](#).

"Instant" lottery games, in which the ticket has a message becoming legible after an action of the player (e.g. scratch-off lottery games), are usually classified only in [A63F 3/0665](#) - [A63F 3/069](#) (with the ticket).

Glossary of terms

Replace: The existing Glossary of terms table with the revised table below.

lottery apparatus	apparatus for drawing the balls in a lottery game
-------------------	---

[A63F 3/08](#)

References

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

DATE: JANUARY 1, 2026

PROJECT MP12832

Devices for filling-in or checking lotto or bingo games	A63F 3/0625
Tickets or accessories for use with lotto or bingo games	A63F 3/065
Lottery apparatus	G07C 15/00
Coin-freed apparatus for regular or instant lottery that provide a financial reward, e.g. electronic scratch cards	G07F 17/329

A63F 5/00**Definition statement**

Replace: The existing Definition statement text with the revised text below.

- Roulette games, that is any game of chance in which a rotating wheel or disc, the roulette wheel, determines the criteria for winning the game.
- Classical roulette games, that is games of chance where the landing position of a ball in pockets distributed around a rotating wheel determines the criteria for winning the game.
- Other roulette-like ball games, e.g. with holes distributed over the entire surface of the roulette wheel.
- Roulette games without balls.

References

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Video games, i.e. games using an electronically generated display having two or more dimensions	A63F 13/00
Coin-freed apparatus for games, toys, sports or amusements	G07F 17/32

DATE: JANUARY 1, 2026

PROJECT MP12832

Details of moving display elements, e.g. spinning reels or tumbling members, of coin-freed apparatus for a gaming system	G07F 17/3213
Coin-operated roulette games	G07F 17/34

Special rules of classification

Replace: The existing Special rules text with the revised text below.

Relevant details about the playing surface, the ball launcher or the ball itself not present in [A63F 5/00](#) have to be classified in [A63F 7/00](#).

Relevant details about sensors, electronic displays or other electronic features have to be classified under group [A63F 9/24](#).

The groups [A63F 5/0011](#) - [A63F 5/0094](#) can be used in combination with any type of roulette games, that is also in combination with [A63F 5/02](#) and [A63F 5/04](#).

The devices for launching the ball of a roulette game are classified both under [A63F 7/24](#) and in [A63F 5/00](#).

The ball return mechanisms for roulette game are classified both in group [A63F 5/00](#) and indexing code [A63F 2007/345](#).

The devices using air jets for propelling the ball are classified both in [A63F 2009/0087](#) and [A63F 5/00](#).

[A63F 7/00](#)

Definition statement

Replace: The second paragraph of the Definition statement text so that the entire text appears as follows.

Any game in which the main purpose is to roll or move small playing bodies, e.g. balls, marbles, discs or blocks, with some skill on a playing surface or rolling board.

Examples: Pinball games, marble games, tabletop football or rolling board games.

DATE: JANUARY 1, 2026

PROJECT MP12832

References***Limiting references***Replace: The existing Limiting references table with the revised table below.

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

Informative referencesReplace: The existing Informative references table with the revised table below.

Dice games	A63F 9/04
Video games, i.e. games using an electronically generated display having two or more dimensions	A63F 13/00
Sport games, e.g. table tennis	A63B

Glossary of termsReplace: The existing Glossary of terms table with the revised table below.

bagatelle	a modification of billiards played from one side in which the players' object is to strike the balls so that they, and perhaps other balls, shall fall into numbered holes or pockets that determine the score. Usually, the bagatelle table has a rounded far end and a channel (essential) on the right-hand side along which the balls are propelled and directed toward the pockets. Bagatelle requires the players standing at the square end of the
-----------	---

DATE: JANUARY 1, 2026

PROJECT MP12832

	table to hit the balls with a cue towards the holes at the other end.
children's bagatelle	consists of marbles or balls that are shot onto a board which features areas fenced in by nails hammered into its surface. Each container scores different points depending upon the likelihood of a ball finishing in it (it is normally smaller than a bagatelle table size).

A63F 7/02**Relationships with other classification places**

Replace: The existing Relationships section text with the revised text below.

Distinguish between:

- pinball games ([A63F 7/025](#)), where a ball usually propelled by flippers, travels on an inclined board;
- pachinko games ([A63F 7/022](#)), with a vertical board; and
- bagatelle ([A63D 13/00](#)), which is a modification of billiards played from one side in which the players' object is to strike the balls so that they, and perhaps other balls, shall fall into numbered holes or pockets that determine the score. Usually, the bagatelle table has a rounded far end and a channel (essential) on the right-hand side along which the balls are propelled and directed toward the pockets. Bagatelle requires the players standing at the square end of the table to hit the balls with a cue towards the holes at the other end.

Children's bagatelle (also included in [A63D 13/00](#)) consists of marbles or balls that are shot onto a board which features areas fenced in by nails hammered into its surface. Each container scores different points depending upon the

DATE: JANUARY 1, 2026

PROJECT MP12832

likelihood of a ball finishing in it (it is normally smaller than a bagatelle, table size).

A63F 7/38**Definition statement**

Replace: The existing Definition statement text with the revised text below.

Games played on a non-stationary surface, e.g. the ball intended to be in permanent motion, playing surfaces held by the user or mechanisms for rocking rolling boards during play.

References

Delete: The entire Limiting references section.

Insert: The following new Informative references table.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Balls to be shaken or rolled in small boxes	A63F 7/04
Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box	A63F 7/044
Eccentric weights put into orbital motion by nutating movement of the user	A63B 21/0608

A63F 9/00**References**

Delete: The entire Limiting references section.

References out of a residual place

Replace: The existing References out of a residual place table with the revised table below.

DATE: JANUARY 1, 2026

PROJECT MP12832

Card games	A63F 1/00
Board games or raffle games	A63F 3/00
Roulette games	A63F 5/00
Indoor games using small moving playing bodies, e.g. balls, discs or blocks	A63F 7/00
Video games, i.e. games using an electronically generated display having two or more dimensions	A63F 13/00
Coin-freed apparatus for games, toys, sports or amusements	G07F 17/32

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Miscellaneous sporting games	A63B 67/00
------------------------------	----------------------------

[A63F 9/02](#)

Relationships with other classification places

Replace: The existing Relationships section text with the revised text below.

The games of this subgroup focus on recreational throwing or catching without the primary goal of physical exercise or weapons training.

In general:

- [A63B](#) places emphasis on sport games in which players throw a projectile by means of their hands, feet or a racket, thereby involving a physical activity.
- [F41](#) involves games in which players throw a projectile by means of a gun or other weapon.

DATE: JANUARY 1, 2026

PROJECT MP12832

ReferencesDelete: The entire Limiting references section.***Informative references***Replace: The existing Informative references table with the revised table below.

Games with water being squirted	A63F 2250/0428
Throwing-implements for sports or recreational use	A63B 65/00
Ring or tossing games, e.g. hoop toss games, aunt sally	A63B 67/06
Amusement arrangements, e.g. shooting stands	A63G 31/00
Devices allowing competition between several persons, not otherwise provided for	A63G 33/00
Throwing or projecting toys per se	A63H 33/18
Gun simulators	F41A 33/00
Light- or radiation-emitting guns	F41A 33/02
Blowguns	F41B 1/00
Water pistols	F41B 9/00
Practice apparatus for gun-aiming	F41G 3/26
Practice apparatus for gun-aiming using a light-emitting device	F41G 3/2616
Targets, target ranges or bullet catchers	F41J
Photo-electric hit-detector systems	F41J 5/02
Darts as munitions	F42B 6/003

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 9/04**References**

Delete: The entire Limiting references section.

Delete: The entire Informative references section.

Insert: The following new References out of a residual place section.

References out of a residual place

Examples of places in relation to which this place is residual:

Casino or betting games played on boards	A63F 3/00157
Dice-tops	A63F 5/04
Games using balls to be shaken or rolled in small boxes, used for generating random numbers	A63F 7/048
Lottery apparatus	G07C 15/00
Electronically generating random numbers	G07C 15/006

Special rules of classification

Replace: The Special rules section text with the revised text below.

Craps games, i.e. dice games involving betting, are placed in group [A63F 3/00157](#) and group [A63F 9/04](#).

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 9/10**References**

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Foldable 2D-pieces for jigsaw puzzles	A63F 2009/1244
---------------------------------------	--------------------------------

A63F 9/12**References**

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

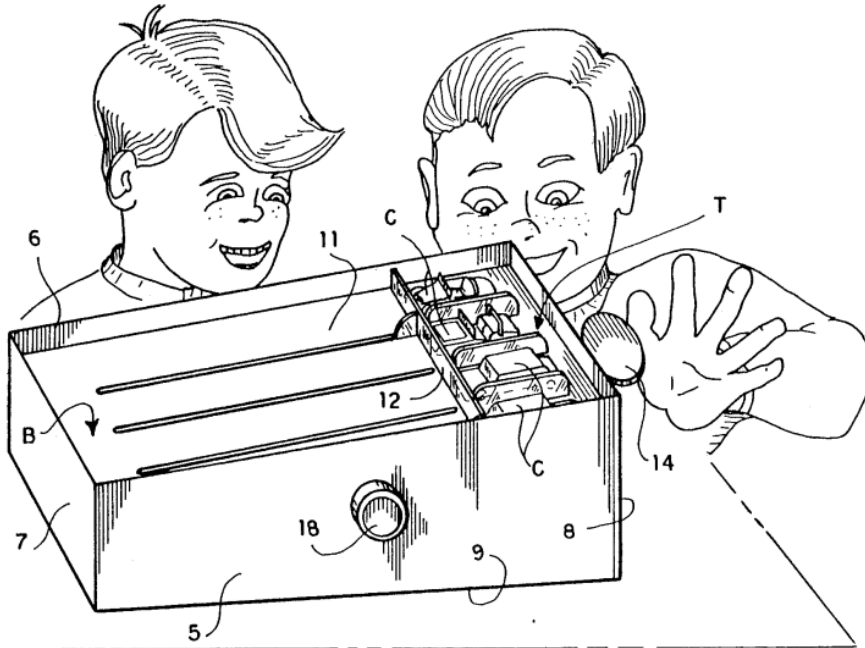
Puzzles with parts generally permanently connected to be moveable in relation to each other while playing	A63F 9/08
Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic	A63F 9/088

A63F 9/14**Definition statement**

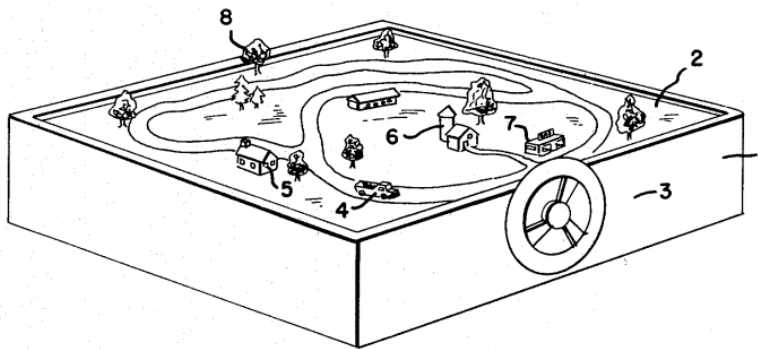
Replace: The existing Definition statement text and images with the below revisions.

Illustrative examples of subject matter classified in this place:

1. Racing game



2. Obstacle game



DATE: JANUARY 1, 2026

PROJECT MP12832

ReferencesDelete: The entire Limiting references section.Insert: The following new References out of a residual place section.***References out of a residual place****Examples of places in relation to which this place is residual:*

Board games simulating racing games, traffic games or obstacle games, usually using dice	A63F 3/00082
Games or indoor games with balls to be shaken in small boxes	A63F 5/04

A63F 9/16**References**Delete: The entire Limiting references section.Insert: The following new Informative references section.***Informative references****Attention is drawn to the following places, which may be of interest for search:*

Tops per se	A63H 1/00
-------------	---------------------------

Insert: The following new References out of a residual place section.***References out of a residual place****Examples of places in relation to which this place is residual:*

Dice-tops	A63F 5/041
-----------	----------------------------

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 9/24**References**

Delete: The entire Limiting references section.

References out of a residual place

Replace: The existing References out of a residual place table with the revised table below.

Card games adapted for being played on a screen	A63F 2001/008
Electric board games	A63F 3/00643
Roulette games	A63F 5/00
Electric indoor games using small moving playing bodies	A63F 7/0058
Electric game simulating a sport game	A63F 7/0664
Electronic dice simulator	A63F 9/0468
Electric features for jigsaw puzzles	A63F 2009/1061
Electric question-and-answer games	A63F 9/183
Video games	A63F 13/00
Coin-freed apparatus for games, toys, sports or amusement	G07F 17/32

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 9/30**References**

Delete: The entire Limiting references section.

Delete: The entire Informative references section.

Insert: The following new References out of a residual place section.

References out of a residual place

Examples of places in relation to which this place is residual:

Sporting games with thread-suspended or swingable-mounted bodies, for aiming at and hitting targets	A63B 67/10
Sporting games using a bat with a tethered ball having one or more spigots for catching bodies	A63B 67/205
Coin-freed crane game machines	G07F 17/3297

Special rules of classification

Replace: The Special rules text with the revised text below.

Crane game machines are classified in both [A63F 9/30](#) and [G07F 17/3297](#).

A63F 11/00**Definition statement**

Replace: The existing Definitions section text with the revised text below.

Game accessories of general use, e.g. bags for tokens, spinners, score counters or boxes.

DATE: JANUARY 1, 2026

PROJECT MP12832

ReferencesDelete: The entire Limiting references section.Insert: The following new Informative references section.***Informative references****Attention is drawn to the following places, which may be of interest for search:*

Accessories for card games	A63F 1/06
Accessories for board games	A63F 3/00895
Accessories for lottery tickets	A63F 3/065
Accessories for indoor games using small moving playing bodies	A63F 7/22
Dice	A63F 9/04
Markers or means for drawing e.g. pen, pencil, chalk	A63F 9/0641
Accessories for video games, e.g. joysticks	A63F 13/00
Tokens	A44C 21/00

Special rules of classificationDelete: "Indexing Code" from the third paragraph so that the entire Special rules text appears as follows.

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.

Game accessories for specific games, when notable as such: give classification group to the specific game and classification to the accessory.

Game accessories for specific games, when notable only in combination with the specific game: give classification to the specific game and to the accessory.

DATE: JANUARY 1, 2026

PROJECT MP12832

A63F 13/00**References**Delete: The entire Limiting references section.***Informative references***Replace: The text of the third table row so that the entire Informative references table appears as follows.

Roulette games	A63F 5/00
Indoor games using falling playing bodies or playing bodies running on an inclined surface	A63F 7/02
Coin-freed apparatus for games, e.g. gaming systems which provide a financial reward	G07F 17/32

Glossary of termsReplace: The existing Glossary of terms table with the following revised table.

arcade machine	coin-operated entertainment device placed in a public venue
combo	a sequence of commands which has by design a greater effect when executed within a fixed time period than the mere succession of these commands
fiducial (marker)	real object used in the field of view of an imaging system which appears in the image produced, for use as a point of reference or a measure; the object can exist naturally in the scene (features of a face) or be added for the purpose of tracking (light-emitting diode, retro-reflective patch)
force feedback	outputting forces, vibrations, and/or motions to the player to provide haptic feedback

DATE: JANUARY 1, 2026

PROJECT MP12832

game character	a game entity simulating a sentient being; the simulated being can be real, e.g. a person or an animal, or fictitious, e.g. a dragon or a speaking mirror
game client	game device connected to a game server through a network
game command	game-specific representation of the control signal, e.g. "pause" or "shoot" command
game console	consumer electronics system specially adapted to execute video games, offering reduced functions with respect to generic personal computers; it differs from arcade machines, which are also specially adapted for video games, but for commercial purposes
game content	data required for the execution of the game program, e.g. bitmap images, three-dimensional models; the content is usually created by the game makers before the game release, but can also be created afterwards by the player, e.g. using level editors
game device	a data-processing apparatus enabling performing of the video game; the apparatus is connected to a display and input means, e.g. a controller or a mouse; it is either handheld or stationary; the device can be dedicated to the execution of game programs, e.g. a game console, an arcade game machine, a portable game machine, or a generic computer, e.g. a personal computer
game mode	distinct method of operation within the game program, usually relating to distinct game mechanics or goals, e.g. single player mode, multiplayer mode, capture the flag mode

DATE: JANUARY 1, 2026

PROJECT MP12832

game model	abstract description of the game's inner workings and the possible interactions with the player, conditioning her tactical possibilities. The game model includes game parameters, such as the score, and the procedures and constraints governing their evolution. The game specification usually includes a model of some physical systems, be they fictitious or real. However, this model is not part of the game model if its sole purpose is to provide a realistic simulation.
game object	a game entity simulating a thing (excluding sentient beings); the simulated thing can be real, e.g. a tennis ball, or fictitious, e.g. a laser gun
game parameter	a variable of the game model. Some variables of the game specification are not game parameters. For instance, the position of the virtual camera in a hand-to-hand fighting game is a game parameter if the position is chosen to be closer to the fighter with the lowest life meter. On the contrary, calculating a natural position of a fighter's elbow using the positions and orientations of his hands and shoulders, does not belong to the game model.
game program	a computer readable program comprising instructions and data adapted to perform a video game when executed on a data-processing apparatus. To produce the video game program, the game designer communicates the game model in the game specifications to the developer team, who creates or adapts a game engine to implement the game model and optimise its implementation.
game progress	any change in one of the game parameters (see game model)
game scene	data describing the main virtual space used in the game's representation, e.g. describing a maze, a race circuit or the room where the player character is located, and its content. By extension, the image resulting from processing this data. The structure used for this data is usually a scene graph.

DATE: JANUARY 1, 2026

PROJECT MP12832

game server	a data-processing apparatus or system connected to a network, not adapted for accepting directly player-generated signals, facilitating at least part of the execution of a video game (e.g. receiving inputs from the game clients, executing the game for the game clients and providing processed game information to the game clients for presentation to the player)
player generated signal	an action made by the player to convey a decision, e.g. move circularly the arm, push a button with a finger
virtual camera	virtual viewpoint in world space with position and view direction to render an image of the game
directional pad	set of neighbouring switches mounted on a game controller, usually thumb-operated, for indicating one direction, e.g. four-way digital cross
first person / third person mode	in first person mode the game is viewed from the point of view of the player character/object; in third person mode the game is viewed from above, below or aside of the player character/object
game engine	core portion of the game program which masks the hardware platform and can be re-used when developing other game programs. The game engine components typically include a rendering engine, a physics engine, and frameworks for e.g. sound, scripting, animation, artificial intelligence, networking, streaming, memory management, threading, localisation support and scene graph management.
game mechanics	the procedures and constraints expressed in the game model

DATE: JANUARY 1, 2026

PROJECT MP12832

gamepad	handheld game controller, where the fingers (especially thumbs) are used to provide input; gamepads generally feature a set of action buttons handled with the right thumb and a direction controller handled with the left; the direction controller has traditionally been a four-way digital cross (see D-pad), but most modern controllers additionally (or as a substitute) feature an analog stick
gameplay	the interaction process taking place between the player and the game
joypad	a game controller or a directional pad
nonlinear game	a game providing challenges that can be completed in a number of different sequences.
physics engine	component of the game engine which provides an approximate simulation of physical systems in real-time
pseudo-3D	simulation of a 3D environment using 2D techniques, such as the axonometric projection, parallax scrolling or skyboxing
rendering engine	component of the game engine which generates an image from a scene model
open world, sandbox	a game mode providing no explicit goal

DATE: JANUARY 1, 2026

PROJECT MP12832

Synonyms and Keywords

Replace: The first table of the Synonyms and Keywords section with the following revised table and delete the entire second table.

In patent documents, the following abbreviations are often used:

3D	Three-dimensional
AI	Artificial intelligence
AR	Augmented reality
D-pad	Directional pad
FOV	Field of view
FPS	First person shooter (game)
HUD	Head-up display
LOD	Level of detail
MMORPG	Massively multiplayer online role-playing game
MOG	Multiplayer online game
MUD	Multi-user dungeon
PC/NPC	Player character/non-player character
POV	Point of view
PvP	Player versus player (mode)
RPG	Role playing game
RTS	Real time strategy (game)
VR	Virtual reality

DATE: JANUARY 1, 2026

PROJECT MP12832

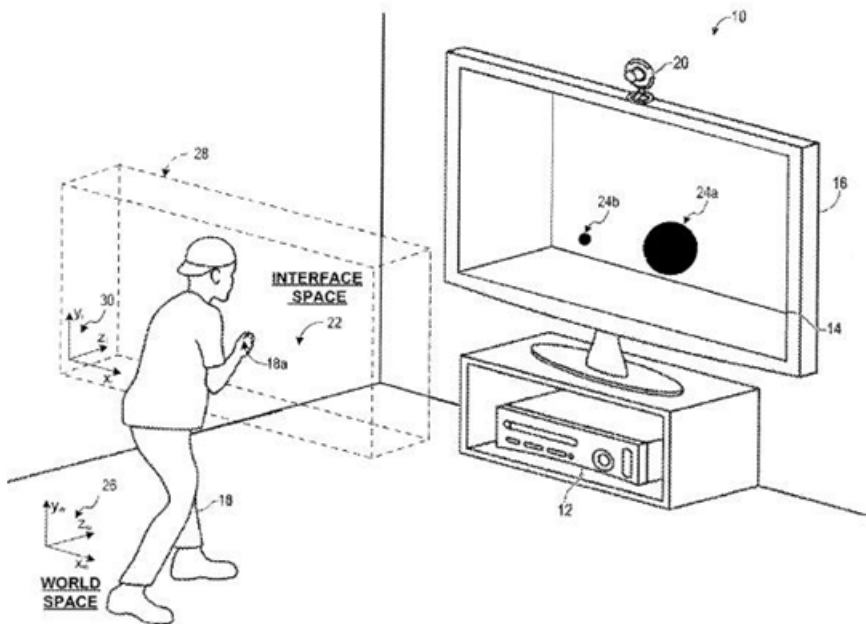
A63F 13/213**Definition statement**

Replace: The Definition statement text with the revised text below. Image remains the same.

Cameras and image sensors used in video games.

Photo-detecting means, e.g. photodiodes or infrared detectors, included in the game controller. To ease tracking, fiducials such as objects with specific colours, shapes or reflectivity can be used. The output information is typically two-dimensional. Alternatively, photodetecting means are included in the game controller and register the position of infrared light sources. Some imaging systems also provide depth information, using a range sensor, or using several cameras.

Illustrative example of subject matter classified in this place:



The Figure illustrates a camera (20) placed close to the main screen which registers the player's motions.

DATE: JANUARY 1, 2026

PROJECT MP12832

References

Insert: The following new Limiting references section.

Limiting references

This place does not cover:

Input arrangements for video game devices characterised by their sensors, purposes or types, for aiming at specific areas on the display, e.g. light-guns	A63F 13/219
---	-----------------------------

Informative references

Replace: The existing Informative references table with the revised table below.

Image processing to generate game commands	A63F 13/42
Automatically generating or modifying game content before or while executing the game program by importing photos, e.g. of the player	A63F 13/655

[A63F 13/28](#)**References**

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Controlling the output signals based on the game progress	A63F 13/50
---	----------------------------

DATE: JANUARY 1, 2026

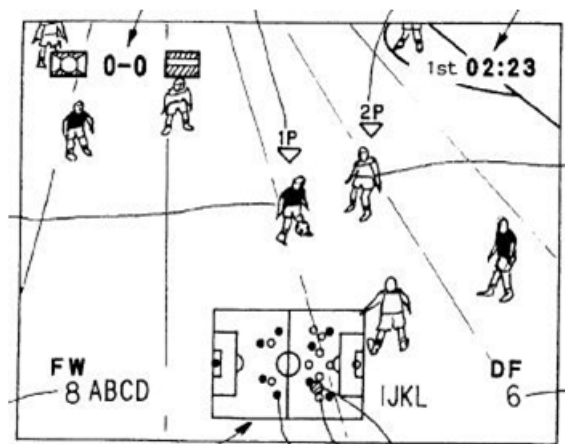
PROJECT MP12832

A63F 13/5378**Definition statement**

Replace: The Definition statement text with the revised text below. Image remains the same.

Overlaid windows with a two-dimensional map of the game scene.

Illustrative example of subject matter classified in this place:

**References**

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Using two or more virtual cameras concurrently	A63F 13/5252
--	------------------------------

DATE: JANUARY 1, 2026

PROJECT MP12832

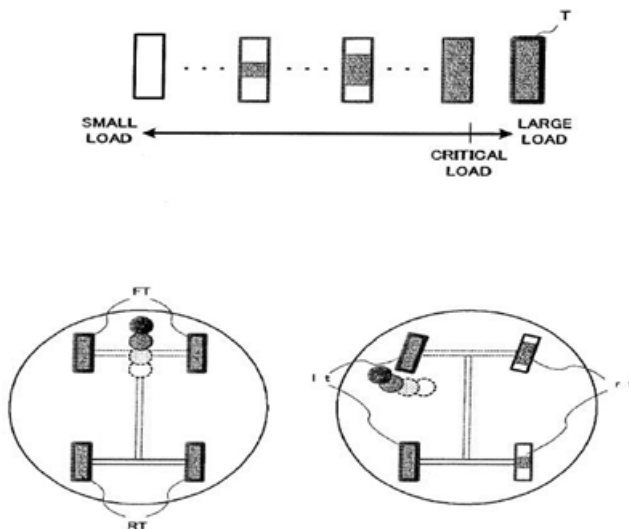
A63F 13/57**Definition statement**

Replace: The Definition statement text with the revised text below. Image remains the same.

Techniques for simulating the laws of physics applied to game objects.

In the example below, tyre load (front, rear, left or right) is computed according to the longitudinal or transversal acceleration of the virtual racing car and indicated by the shading.

Illustrative example of subject matter classified in this place:



The Figure illustrates tyre load (front, rear, left or right) computed according to the longitudinal or transversal acceleration of the virtual racing car and indicated by the shading.

Insert: The following new Limiting references section.

Limiting references

This place does not cover:

DATE: JANUARY 1, 2026

PROJECT MP12832

Computing the motion of game characters with respect to other game characters, game objects or elements of the game scene, e.g. for simulating the behaviour of a group of virtual soldiers or for path finding	A63F 13/56
---	----------------------------

[A63F 13/798](#)

References

Delete: The entire Limiting references section.

Insert: The following new Informative references section.

Informative references

Attention is drawn to the following places, which may be of interest for search:

Computing the game score	A63F 13/46
--------------------------	----------------------------

CPC NOTICE OF CHANGES 1871

DATE: JANUARY 1, 2026

PROJECT MP12832

2. B. DEFINITIONS QUICK FIX

Symbol	Location of change (e.g., section title)	Existing reference symbol or text	Action; New symbol; New text
A63F 7/07	Definition	Limiting References	<Action: Delete Entire Definition>
A63F 7/20	Definition	Limiting References	<Action: Delete Entire Definition>

Notes:

Use this Definitions Quick Fix (DQF) table to:

- Delete an entire definition
- Delete an entire section
- Change a reference symbol
- Delete a reference symbol
- Delete text in a References section
- Correct one error in spelling, article use, or verb tense

Otherwise, use the standard template.

Reminder: Never delete F symbol definitions.

DATE: JANUARY 1, 2026

PROJECT MP12832

5. CROSS-REFERENCE LIST (CRL)

Definitions references impacted by this revision project

<u>Location of reference to be changed</u>	<u>Referenced subclass or group to be changed</u>	<u>Section of definition</u>	<u>Action: New reference symbol: New text</u>
A63B 43/00	A63F 7/40	Informative references	<u>Replace</u> reference text with the following: Balls or other moving playing bodies used in indoor games
A63F 3/00643	A63F 9/24	Informative references	<u>Replace</u> reference text with the following: Games using electronic circuits not otherwise provided for

NOTES:

- The CRL tables above are used for changes to locations outside of the project scope. Changes to references in scheme titles or definitions inside the project scope will be reflected in the “scheme change” template or one of the “definition” templates.
- In addition to other changes proposed in the tables above, in the column titled “Referenced subclass or group to be changed,” referenced D symbols should indicate an action of “delete” or should indicate a replacement symbol and referenced F symbols should indicate a replacement symbol.
- When a reference is deleted, text related to that reference will also be deleted unless other references or a range of references associated with the same text remain.