

CPC**COOPERATIVE PATENT CLASSIFICATION****A63F****CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; MISCELLANEOUS GAMES**

(data-processing equipment characterised by a specific application for game playing [G06F 17/00](#), [G06F 19/00](#); { coin-freed apparatus for games [G07F 17/32](#) })

Guidance heading:**A63F 1/00**

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

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

WARNING

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

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

A63F 3/00

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

WARNING

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

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

A63F 3/0005	...	{ Golf or putting board games }
A63F 3/00053	...	{ Snooker, pool or billiard board games }
A63F 3/00056	...	{ Darts board games }
A63F 3/00059	...	{ Bowling board games }
A63F 3/00063	..	{ Board games concerning economics or finance, e.g. trading }
A63F 2003/00066	...	with play money (with real coins or paper money K63F 50/13)
A63F 3/00069	...	{ Stock-market games }
A63F 3/00072	...	{ played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence) }
A63F 3/00075	..	{ War games }
A63F 2003/00078	...	Naval war
A63F 3/00082	..	{ Racing games (racing games characterised by figures moved by action of the player A63F 9/14) }
A63F 3/00085	...	{ Sailing races }
A63F 3/00088	..	{ Board games concerning traffic or travelling (trading A63F 3/00063 ; racing A63F 3/00082 ; teaching the highway code A63F 3/0494) }
A63F 3/00091	...	{ concerning space ship navigation }
A63F 3/00094	..	{ Ticktacktoe }
A63F 3/00097	..	{ Board games with labyrinths, path finding, line forming (labyrinths in boxes with small balls A63F 7/04 ; other labyrinth games A63F 9/0078) }
A63F 3/001	..	{ Board games concerning astrology, religion, or fortune-telling (fortune-telling games A63F 9/181) }
A63F 2003/00104	...	Board games having astrology aspects
A63F 2003/00107	...	Board games having aspects of the Yin Yang game
A63F 2003/0011	...	Board games having religion aspects
A63F 2003/00113	...	Board games having aspects of the I Ching game
A63F 2003/00116	...	Board games having aspects of the Tarot game
A63F 3/00119	..	{ Board games concerning music, theatre, cinema, or art }
A63F 2003/00123	...	Board games concerning music
A63F 2003/00126	using audio equipment
A63F 2003/00129	with a compact disc player
A63F 2003/00132	...	specially adapted for teaching music
A63F 2003/00135	...	Board games concerning cinema or films
A63F 3/00138	..	{ Board games concerning voting, political or legal subjects; Patent games }
A63F 2003/00141	...	Patent games
A63F 3/00145	..	{ Board games concerning treasure-hunting, fishing, hunting (capturing fishing games A63F 9/305) }
A63F 3/00148	..	{ Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo A63F 3/00028 ; history A63F 3/0449) }
A63F 3/00151	..	{ Backgammon }
A63F 3/00154	..	{ Mastermind }
A63F 3/00157	..	{ Casino or betting games (horse races A63F 3/00082) }
A63F 2003/0016	...	imitating fruit machines

A63F 2003/00164	...	Casino tables
A63F 2003/00167	...	with a jackpot
A63F 2003/0017	progressive jackpot
A63F 3/00173	.	{ Characteristics of game boards, alone or in relation to supporting structures or playing piece }
A63F 3/00176	..	{ Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular }
A63F 2003/00179	...	Triangular game board
A63F 2003/00182	...	Four-sided game board
A63F 2003/00186	Plus- or cross-shaped game board
A63F 2003/00189	...	Pentagonal game board
A63F 2003/00192	Star-shaped game board
A63F 2003/00195	...	Hexagonal game board
A63F 2003/00198	Star-shaped game board
A63F 2003/00201	...	Octagonal game board
A63F 2003/00205	...	Decagonal game board
A63F 2003/00208	...	Circular game board
A63F 2003/00211	...	Elliptical game board
A63F 3/00214	..	{ Three-dimensional game boards }
A63F 2003/00217	...	Superimposed boards
A63F 2003/0022	...	played in three dimensions
A63F 2003/00223	...	shaped as a container into which playing pieces may enter (box or container for board games A63F 2003/00943)
A63F 2003/00227	with five play locations and optionally a sixth in the middle
A63F 3/0023	..	{ Foldable, rollable, collapsible or segmented boards (A63F 3/027 takes precedence) }
A63F 2003/00233	...	with one fold or hinge (shaped as a book A63F 2003/00299 ; convertible into a suitcase A63F 2003/0094)
A63F 2003/00236	with a part of the rim or board missing near the fold to enable folding; Hinge consisting of a flexible element fixed at the bottom
A63F 2003/00239	...	with two hinges or folds
A63F 2003/00242	perpendicular
A63F 2003/00246	...	with three or more hinges or folds
A63F 2003/00249	all parallel
A63F 2003/00252	perpendicular
A63F 2003/00255	...	playable during travel (storing or transporting an interrupted jig-saw puzzle game A63F 2009/105)
A63F 2003/00258	...	rollable, flexible or deformable board (shaped as an endless belt A63F 2003/00321 ; flexible rim A63F 2003/00504)
A63F 3/00261	..	{ Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards }
A63F 2003/00264	...	with rotatable or tiltable parts
A63F 2003/00268	about a vertical axis, e.g. a disc
A63F 2003/00271	underneath the playing surface and viewable through holes or windows
A63F 2003/00274	with or designed as a turntable, lazy Susan

A63F 2003/00277	with rotatable concentric parts
A63F 2003/0028	with rotatable disc and rings in one plane
A63F 2003/00283	with rotatable non-concentric parts
A63F 2003/00287	about a horizontal axis
A63F 2003/0029	underneath the playing surface and viewable through holes or windows
A63F 2003/00293	with blocks rotatable about a horizontal axis
A63F 2003/00296	on one common axis
A63F 2003/00299	designed as a book
A63F 2003/00302	with parts rotatable about an axis perpendicular to the game board
A63F 2003/00305	rotatable about any axis, e.g. ball in a socket
A63F 2003/00309	with stopping means (for roulette A63F 5/0011)
A63F 2003/00312	Detents
A63F 2003/00315	using braking effect caused by friction
A63F 2003/00318	with a rollable board surface
A63F 2003/00321	shaped as an endless belt
A63F 2003/00324	...	with slidable parts of the playing surface
A63F 2003/00328	underneath the playing surface and viewable through holes or windows
A63F 2003/00331	with two or more slidable parts, e.g. parallel
A63F 2003/00334	on different levels
A63F 2003/00337	in perpendicular directions
A63F 2003/0034	...	with a replaceable part of the playing surface
A63F 2003/00343	underneath a transparent surface
A63F 2003/00347	the playing surface as a whole being replaceable
A63F 2003/0035	with stackable playing surfaces
A63F 2003/00353	with holes or windows
A63F 2003/00356	by insertion through a slit
A63F 2003/00359	...	Modular units
A63F 2003/00362	with connections between modules
A63F 2003/00365	Hook and loop-type fastener
A63F 2003/00369	Adhesive
A63F 2003/00372	Pin and socket connection
A63F 2003/00375	Snap fit
A63F 2003/00378	sliding in a groove
A63F 2003/00381	Jig-saw connection, e.g. dove tail
A63F 2003/00384	with a hook or an eyelet
A63F 2003/00388	with an auxiliary connective element, e.g. clip or clamp
A63F 2003/00391	magnetic
A63F 2003/00394	...	with a surface relief
A63F 2003/00397	Changeable
A63F 2003/004	with a repetitive structure
A63F 2003/00403	Stepped
A63F 2003/00406	...	with a vertical game board

A63F 2003/0041	with playing pieces visible from both sides
A63F 2003/00413	playable on opposite sides but with playing field of opponent not being visible
A63F 2003/00416	...	with means for hiding a part of the playing field
A63F 2003/00419	with a shield in the middle (A63F 2003/00406 takes precedence)
A63F 2003/00422	the shield being removable
A63F 2003/00425	with a shield on each side of the playing field
A63F 2003/00429	The shield being removable
A63F 2003/00432	covering a part of the playing field
A63F 2003/00435	...	with a sloping playing field or part thereof
A63F 2003/00438	on two sides, e.g. as a roof
A63F 2003/00441	Inverted
A63F 2003/00444	Truncated
A63F 2003/00447	on three or more sides, e.g. pyramid-shaped
A63F 2003/00451	Inverted
A63F 2003/00454	Truncated
A63F 2003/00457	...	Details of game board internal structure or materials thereof
A63F 2003/0046	with anti-slip means
A63F 2003/00463	...	Details of the playing field (shape of the board A63F 3/00176 ; changing the size A63F 2003/00971)
A63F 2003/00466	with indications, e.g. directions for playing
A63F 2003/0047	Geometric shapes of individual playing fields
A63F 2003/00473	Triangular
A63F 2003/00476	Rectangular
A63F 2003/00479	Pentagonal
A63F 2003/00482	Hexagonal
A63F 2003/00485	Edges or other provisions for toppling or rolling a playing piece
A63F 2003/00488	with means for limiting the size of the playing field (A63F 2003/00971 takes precedence)
A63F 2003/00492	...	Details of the rim or side edge (A63F 2003/00236 takes precedence)
A63F 2003/00495	Information on the rim
A63F 2003/00498	by colours
A63F 2003/00501	by numbers or letters
A63F 2003/00504	Flexible rim
A63F 2003/00507	Hinged or collapsible rim
A63F 2003/00511	Rim without board, e.g. empty frame
A63F 2003/00514	Rim or side edge with storing space for objects, e.g. unused playing pieces
A63F 2003/00517	Releasable rim
A63F 3/0052	..	{ with a plurality of boards used during one game, i.e. separate game boards or playing areas }
A63F 2003/00523	...	with a separate board for each player
A63F 2003/00526	...	for playing different games, e. g. with playing surfaces on opposite sides of the board (A63F 2003/00968 takes precedence)
A63F 3/00529	..	{ Board game without game board }

A63F 3/00533	..	{ Connection of game board or part of game board to supporting structure }
A63F 2003/00536	...	Adhesive
A63F 2003/00539	...	Suction cups
A63F 2003/00542	...	Clamps or clips
A63F 2003/00545	...	Magnetic
A63F 2003/00548	...	with pin and hole
A63F 2003/00552	Snap fit
A63F 2003/00555	Pin, drawing pin or thumbtack
A63F 2003/00558	...	sliding or slidable in a groove
A63F 2003/00561	...	with staples
A63F 2003/00564	...	by tying to supporting structure, e.g. with ropes
A63F 2003/00567	using elastic means, e.g. rubber bands
A63F 2003/0057	...	Hook and loop-type fastener
A63F 3/00574	..	{ Connections between board and playing pieces }
A63F 2003/00577	...	Hook and loop-type fastener
A63F 2003/0058	...	Adhesive
A63F 2003/00583	...	with pin and hole
A63F 2003/00586	Snap fit
A63F 2003/00589	two or more pins or holes on one playing piece
A63F 2003/00593	friction fitted
A63F 2003/00596	adjustable in height
A63F 2003/00599	with slit, slot or groove (A63F 3/00634 takes precedence)
A63F 2003/00602	using pins, e.g. pins pierced into a soft board
A63F 2003/00605	The hole being in the playing piece
A63F 2003/00608	Characterised by the shape of the hole
A63F 2003/00611	...	Suction cups
A63F 2003/00615	...	with a hook or an eyelet
A63F 2003/00618	...	Clamps or clips
A63F 2003/00621	...	Screw elements
A63F 2003/00624	...	The playing piece being retained by a string or rope
A63F 2003/00627	being elastic or resilient, e.g. rubber band
A63F 2003/0063	...	Magnetic
A63F 3/00634	...	{ Sliding connections, e.g. playing pieces sliding in a groove }
A63F 2003/00637	with non-intersecting, e.g. parallel, grooves
A63F 2003/0064	The groove being in the playing piece
A63F 3/00643	.	{ Electric board games; Electric features of board games (electric word or number games A63F 3/0421 ; computer chess G06F ; electric raffle games A63F 3/081) }
A63F 2003/00646	..	with illumination of playing field or playing piece
A63F 2003/00649	...	Lightbulbs
A63F 2003/00652	...	Light-emitting diodes
A63F 2003/00656	...	Fibre optics
A63F 2003/00659	...	LCD's

- A63F 2003/00662 . . . with an electric sensor for playing pieces ([A63F 2009/2444](#) takes precedence)
- A63F 2003/00665 . . . using inductance
- A63F 2003/00668 . . . using hall effect
- A63F 2003/00671 . . . Pressure or force sensor
- A63F 2003/00675 . . . Reed relay
- A63F 2003/00678 . . . with circuits closed by mechanical means
- A63F 2003/00681 . . . The playing field comprising two parallel conducting layers
- A63F 2003/00684 One of the conducting layers being flexible so that electrical contact with the other can be established, e.g. by the weight of a playing piece
- A63F 2003/00687 . . . Printed circuits
- A63F 2003/0069 . . . using a spring

- A63F 3/00694 . { [Magnetic board games](#) (other games using magnetically moved or magnetically held pieces [A63F 9/34](#)) }

- A63F 3/00697 . { [Playing pieces](#) }
- A63F 2003/007 . . Design of classical playing pieces, e.g. classical chess, draughts or go
- A63F 2003/00703 . . . Tokens or chips
- A63F 2003/00706 . . . Mill game
- A63F 2003/00709 . . . Nim game
- A63F 2003/00712 . . . Scissors, paper, stone or rock
- A63F 2003/00716 . . Connectable or stackable playing pieces or parts thereof
- A63F 2003/00719 . . . with connections amongst the playing pieces or parts thereof
- A63F 2003/00722 Hook and loop-type fastener
- A63F 2003/00725 Peg and socket connection
- A63F 2003/00728 Snap-fitted
- A63F 2003/00731 Hook or eyelet
- A63F 2003/00735 Clamp or clip
- A63F 2003/00738 Magnetic
- A63F 2003/00741 Screw elements
- A63F 2003/00744 with a connection to a playing piece that stands on another playing field
- A63F 2003/00747 . . Playing pieces with particular shapes
- A63F 2003/0075 . . . covering two or more playing fields
- A63F 2003/00753 . . . L-shaped
- A63F 2003/00757 . . . Planimetric shapes, e.g. disks
- A63F 2003/0076 circular ([A63F 2003/00703](#) takes precedence)
- A63F 2003/00763 Sections, sectors or segments
- A63F 2003/00766 Triangular
- A63F 2003/00769 Isosceles
- A63F 2003/00772 Rectangular
- A63F 2003/00776 Lozenge
- A63F 2003/00779 Square
- A63F 2003/00782 Pentagonal

A63F 2003/00785	Hexagonal
A63F 2003/00788	Heptagonal
A63F 2003/00791	Octagonal
A63F 2003/00794	...	Stereometric shapes
A63F 2003/00798	Spheres
A63F 2003/00801	Cylinders
A63F 2003/00804	Pyramids
A63F 2003/00807	Tetrahedrons
A63F 2003/0081	Blocks
A63F 2003/00813	Cubes
A63F 2003/00817	Cones
A63F 2003/0082	Prisms
A63F 2003/00823	...	T-shaped
A63F 2003/00826	..	Changeable playing pieces
A63F 2003/00829	...	with adjustable height
A63F 2003/00832	..	with groups of playing pieces, each group having its own characteristic
A63F 2003/00835	...	The characteristic being the colour
A63F 2003/00839	...	The characteristic being size or shape
A63F 2003/00842	...	The characteristic being a graphical marking
A63F 2003/00845	..	Additional features of playing pieces; Playing pieces not assigned to one particular player
A63F 2003/00848	...	Barriers, obstacles or obstructions (A63F 2003/00971 takes precedence)
A63F 2003/00851	Hurdles
A63F 2003/00854	...	Element covering a playing piece
A63F 2003/00858	...	Direction indicators
A63F 2003/00861	...	Jokers wild cards
A63F 2003/00864	...	Markers, e.g. indicating the spot of a previous move (score marking on play piece A63F 2011/0062)
A63F 2003/00867	..	The playing piece having two characteristics
A63F 2003/0087	...	The characteristics being on the opposite sides of the playing piece
A63F 2003/00873	with different colours on the opposite sides
A63F 2003/00876	...	One of the characteristics being a colour
A63F 2003/0088	..	The playing piece having three characteristics
A63F 2003/00883	..	The playing piece having four or more characteristics, e.g. on four or more faces
A63F 2003/00886	..	Transparent
A63F 2003/00889	...	with a colour
A63F 2003/00892	..	Manufacturing of playing pieces
A63F 3/00895	.	{ Accessories for board games (A63F 3/00697 takes precedence; game accessories of general use A63F 11/00) }
A63F 2003/00899	..	Instruments for handling a playing piece
A63F 2003/00902	...	adhesive
A63F 2003/00905	...	with a suction cup

A63F 2003/00908	...	with clamping means
A63F 2003/00911	...	with a hook or an eyelet
A63F 2003/00914	Fork
A63F 2003/00917	...	with pin and hole
A63F 2003/00921	snap fit
A63F 2003/00924	...	Threaded connection
A63F 2003/00927	...	magnetic
A63F 2003/0093	acting through a cover, e.g. transparent cover
A63F 2003/00933	...	pointed instrument
A63F 2003/00936	..	Handle on the board or box for carrying
A63F 2003/0094	...	convertible into a suitcase
A63F 2003/00943	..	Box or container for board games
A63F 2003/00946	...	with a storage for playing pieces next to the playing field (rim with storing space A63F 2003/00514)
A63F 2003/00949	with a lid
A63F 2003/00952	...	with a drawer
A63F 2003/00955	...	with a lid (A63F 2003/00949 takes precedence)
A63F 2003/00958	slidable
A63F 2003/00962	with a game board on the lid or the inside of the lid
A63F 2003/00965	...	containing a set of board games
A63F 2003/00968	with playing surfaces on opposite sides of the board
A63F 2003/00971	with means for limiting the size of the playing field
A63F 2003/00974	..	mounted, drawn on or designed as a table
A63F 2003/00977	...	with adjustable legs
A63F 2003/00981	...	with collapsible legs
A63F 2003/00984	...	with only foot pads, e.g. rubber
A63F 2003/00987	...	with a table-flap
A63F 2003/0099	...	with extension, e.g. sliding
A63F 2003/00993	...	with wheels or rollers
A63F 2003/00996	.	Board games available as video games
A63F 3/02	.	Chess; Similar board games
A63F 3/022	..	{ Recording or reproducing chess games (data processing for game playing G06F 19/00B; teaching games G09B 19/22) }
A63F 2003/025	...	for teaching chess
A63F 3/027	..	{ Pocket chess }
A63F 3/04	.	Geographical or like games; Educational games (educational appliances in general G09B)]
A63F 3/0402	..	{ for learning languages }
A63F 2003/0405	...	relating to specific languages
A63F 2003/0407	arabic
A63F 2003/041	chinese

A63F 2003/0413	japanese
A63F 3/0415	..	{ Number games (electric A63F 3/0421 ; mathematical models or topics A63F 3/0457 ; two-dimensional puzzles with rotating rings or discs A63F 9/0811 , A63F 9/0819) }
A63F 2003/0418	...	with a grid, e.g. 'Sudoku'-type games
A63F 3/0421	..	{ Electric word or number games }
A63F 3/0423	..	{ Word games , e.g. scrabble (electric A63F 3/0421 ; two-dimensional puzzles with rotating rings or discs A63F 9/0811 , A63F 9/0819) }
A63F 2003/0426	...	Spelling games
A63F 2003/0428	...	Crosswords
A63F 2003/0431	...	Encoding or decoding
A63F 3/0434	..	{ Geographical games (travelling A63F 3/00088) }
A63F 2003/0436	...	Flags
A63F 2003/0439	...	using geographical maps
A63F 2003/0442	Atlas
A63F 2003/0444	Globe
A63F 2003/0447	Road map
A63F 3/0449	..	{ concerning history }
A63F 2003/0452	...	Genealogy
A63F 2003/0455	...	Prehistoric
A63F 3/0457	..	{ concerning science or technology , e.g. geology , chemistry , statistics , computer flow charts , radio , telephone (A63F 3/0478 takes precedence; other games concerning science or technology A63F 9/0076) }
A63F 2003/046	...	Mathematics (arithmetics A63F 3/0415)
A63F 2003/0463	Computers
A63F 2003/0465	Permutations
A63F 2003/0468	...	Astronomy
A63F 2003/0471	...	Physics
A63F 2003/0473	...	Mechanics
A63F 2003/0476	...	Chemistry
A63F 3/0478	..	{ concerning life sciences , e.g. biology , ecology , nutrition , health , medicine , psychology }
A63F 2003/0481	...	Biology
A63F 2003/0484	...	Ecology
A63F 2003/0486	...	Nutrition
A63F 2003/0489	...	Psychology
A63F 2003/0492	...	Medical
A63F 3/0494	..	{ concerning the highway code }
A63F 3/0497	..	{ Games about time , e.g. telling the time }
A63F 3/06	.	Lottos or bingo games; Systems, apparatus or devices for checking such games { (small boxes with balls used for generating random numbers A63F 7/048 ; lottery apparatus G07C 15/00 ; lottery gaming stations, online lottery or bingo G07F 17/329 ; printing processes for lottery tickets B41M 3/005) }
A63F 3/0605	..	{ Lottery games }

WARNING

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- A63F 3/061 ... { in which the players select their own numbers, e.g. Lotto }
- A63F 3/0615 ... { based on sporting events, e.g. football pools }
- A63F 3/062 .. { Bingo games, e.g. Bingo card games }
- A63F 3/0625 .. { Devices for filling-in or checking }
- A63F 3/063 ... {Checking-cards with rupturable portions }
- A63F 3/0635 ... { Punchers for filling-in or checking lotto or bingo games }
- A63F 3/064 ... { Electric devices for filling-in or checking }
- A63F 3/0645 .. { Electric lottos or bingo games }
- A63F 3/065 .. { Tickets or accessories for use therewith ([A63F 3/0625](#) takes precedence) }
- A63F 3/0655 ... { Printing of tickets, e.g. lottery tickets }
- A63F 2003/066 using ink jet
- A63F 3/0665 ... {having a message becoming legible after rubbing-off a coating or removing an adhesive layer (for educational purposes [G09B](#)) }
- A63F 2003/067 using carbon or graphite coating
- A63F 2003/0675 using a metallic coating
- A63F 3/068 {Accessories therefor, e.g. ticket scrapers }
- A63F 3/0685 ... {having a message becoming legible after a chemical reaction or physical action has taken place, e.g. applying pressure, heat treatment, spraying with a substance, breaking microcapsules (use of microcapsules for duplicating paper [B41M 5/165](#)) }
- A63F 3/069 ... { having a message becoming legible by tearing-off non-adhesive parts }
- A63F 3/0695 ... {with slidable, hinged or rotatable parts, e.g. reusable bingo game boards }
- A63F 3/08 . Raffle games that can be played by a fairly large number of people { ([A63F 3/0625](#), [A63F 3/065](#) take precedence; lottery apparatus [G07C 15/00](#); lottery gaming stations, online lottery or bingo [G07F 17/329](#)) }
- A63F 3/081 .. {electric }
- A63F 2003/082 ... with remote participants
- A63F 2003/083 played via television
- A63F 2003/084 played via radio
- A63F 2003/085 played via telegraph
- A63F 2003/086 played via telephone, e.g. using a modem
- A63F 2003/087 using a fax
- A63F 2003/088 played via Internet
- A63F 5/00** **Roulette games** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game [A63F 13/00](#))
- A63F 5/0005 . { Automatic roulette }
- A63F 5/0011 . { Systems for braking, arresting, halting or stopping }

- A63F 5/0017 . . { Braking effect by electric or magnetic field }
- A63F 5/0023 . . { by pushing or keeping an element between notches }
- A63F 5/0029 . . . { using gravity }
- A63F 5/0035 { free moving element, e.g. ball }
- A63F 5/0041 . . . { with a resilient element, e.g. spring }
- A63F 5/0047 { with adjustable tension }
- A63F 5/0052 . . { Braking effect by friction surface }
- A63F 5/0058 . . { with variable actuation means, e.g. handbrake }
- A63F 5/0064 . . . { electrical }

- A63F 5/007 . { Details about the compartments or sectors, e.g. sectors having different sizes }

- A63F 5/0076 . { Driving means }
- A63F 5/0082 . . { electrical }

- A63F 5/0088 . { with a plurality of balls used during one game }

- A63F 5/0094 . { with a plurality of roulette wheels ([A63F 5/043](#) takes precedence) }

- A63F 5/02 . Roulette-like ball games

- A63F 5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
- A63F 5/041 . . { Teetotums; Dice-tops }
- A63F 5/043 . . { using concentric discs or rings }
- A63F 5/045 . . { using a rotating wheel and a fixed indicator, e.g. fortune wheels }
- A63F 5/046 . . . { with a horizontal wheel, i.e. wheel with a vertical rotation axle }
- A63F 5/048 . . with symbols viewable through holes or windows

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

WARNING

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

- A63F 7/0005 . { played on a table, the ball or other playing body being rolled or slid from one side of the table in more than one direction or having more than one entering position on this same side, e.g. shuffle boards (miniature bowling-alleys [A63D 3/00](#); goalposts per se [A63F 7/305](#)) }
- A63F 2007/0011 . . Target bowling or skee ball
- A63F 7/0017 . {played on a table by two players from opposite sides of the table ([A63F 7/06](#) takes precedence) }

- A63F 7/0023 . {played on a table from all sides, e.g. marble games }
- A63F 2007/0029 . . with a playstation for each participant sharing a part of the playing field
- A63F 2007/0035 . . . for two players
- A63F 2007/0041 . . . for three or more players
- A63F 2007/0047 . . simulating pool, snooker or billiards
- A63F 2007/0052 . . with a playstation for each participant, each with a separate playing field

- A63F 7/0058 . { electric ([A63F 7/027](#), [A63F 7/3065](#) take precedence) }

- A63F 2007/0064 . Ball games combined with other games
- A63F 2007/007 . . with another ball game

- A63F 7/0076 . {the playing bodies having the function of playing pieces, imitating a board game }
- A63F 2007/0082 . . Mancala

- A63F 7/0088 . {using magnetic power ([A63F 7/068](#) takes precedence; magnetic toys [A63H 33/26](#)) }
- A63F 2007/0094 . . using electromagnetic action, e.g. for attracting a ball

- A63F 7/02 . . using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games { ([bagatelle or similar games](#) [A63D 13/00](#)) }
- A63F 7/022 . . { Pachinko }
- A63F 7/025 . . {Pinball games, e.g. flipper games }
- A63F 7/027 . . . {electric }

- A63F 7/04 . . using balls to be shaken or rolled in small boxes, {e.g. comprising labyrinths }
- A63F 7/041 . . {Two-dimensional labyrinths }
- A63F 7/042 . . {Three-dimensional labyrinths }
- A63F 7/044 . . { Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box ([A63F 7/382](#), [A63F 7/041](#) take precedence; tiltable on a support [A63F 7/386](#)) }
- A63F 7/045 . . {containing a liquid }
- A63F 7/047 . . {magnetic }
- A63F 7/048 . . {used for generating random numbers }

- A63F 7/06 . Games simulating outdoor ball games, e.g. hockey { or football if physically beneficial for the human body [A63B 67/00](#) }
- A63F 7/0604 . . { Type of ball game ([A63F 7/0672](#) and [A63F 7/0684](#) take precedence) }

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- A63F 7/0608 . . . { Baseball }
- A63F 7/0612 . . . { Basketball }
- A63F 7/0616 . . . { Football or soccer }
- A63F 7/062 { Penalty shooting }
- A63F 7/0624 . . . { Croquet }

A63F 7/0628	...	{ Golf }
A63F 7/0632	...	{ Hockey }
A63F 7/0636	{ Ice-hockey }
A63F 7/064	...	{ Petanque }
A63F 7/0644	...	{ Polo }
A63F 7/0648	{ Water-polo }
A63F 7/0652	...	{ Tennis }
A63F 7/0656	...	{ Volleyball }
A63F 7/066	..	{the playing bodies being projected by means of compressed air }
A63F 7/0664	..	Electric
A63F 7/0668	..	{the ball being flicked with a finger or hit with a stick, cue or sliding disc which are not connected to the table }
A63F 7/0672	..	{with play figures fixed to a rotatable and longitudinally movable shaft }
A63F 7/0676	...	{Play figures therefor }
A63F 7/068	..	{using magnetic power (magnetic toys A63H 33/26) }
A63F 7/0684	..	{ with play figures slidable or rotatable about a vertical axis (A63F 7/0672 takes precedence) }
A63F 7/0688	..	{ with operation by foot }
A63F 7/0692	...	{ Kicking }
A63F 7/0696	...	{ using a pedal }
A63F 7/07	..	in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support { (not used, see subgroups of A63F 7/06) }
A63F 7/20	..	in which the playing bodies are projected through the air { (not used, see subgroups of A63F 7/06) }
A63F 7/22	.	in which the playing bodies are projected through the air { (not used, see subgroups of A63F 7/06) }
A63F 7/24	..	Devices controlled by the player to project or roll-off the playing bodies (arrangement of such devices in table alleys, miniature bowling-alleys or bowling games A63D 3/02; in bagatelle or billiards A63D 13/00, A63D 15/00)
A63F 7/2409	...	{ Apparatus for projecting the balls }
A63F 7/2418	{ with two projecting mechanisms working under different angles }
A63F 7/2427	{ with laterally movable, slidable projecting mechanism }
A63F 7/2436	{ Hand-held or connected to a finger, e.g. cues, clubs, sticks }
A63F 2007/2445	Stick-shaped
A63F 2007/2454	Club, stick
A63F 2007/2463	Cue
A63F 7/2472	{ Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield }
A63F 7/2481	{ with a projection mechanism actuated by a spring or other elastic member }
A63F 7/249	{ projecting the playing bodies through the air, e.g. with a jump }
A63F 7/26	...	Electric or magnetic
A63F 7/265	{ using a magnet for movement of the ball }
A63F 7/28	...	using gravity, { i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant }

A63F 2007/282	Gutter-shaped
A63F 2007/284	with a plurality of gutters, e.g. parallel
A63F 2007/286	Pipe-shaped
A63F 2007/288	with more ramps than two on opposite sides of the playing field
A63F 7/30	..	{ Details of the playing surface, e.g. } obstacles; { Goal posts; } Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators; { Means for detecting misuse or errors }
A63F 2007/3005	...	Obstacles, obstructions
A63F 2007/301	Exchangeable
A63F 2007/3015	The obstruction being a wall with apertures allowing the ball to pass
A63F 2007/302	...	Hidden parts or passages
A63F 2007/3025	...	with means for indicating or regulating a start position, e.g. foul line
A63F 2007/303	...	Parts of the playing surface being movable, replaceable or removable (A63F 2007/301 takes precedence)
A63F 2007/3035	with movable playing surfaces rotatable about a vertical axis
A63F 2007/304	with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts
A63F 2007/3045	Removable parts for service access
A63F 7/305	...	{ Goal-posts; Winning posts for rolling-balls }
A63F 7/3055	{ with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target }
A63F 7/306	{ with a score counter }
A63F 7/3065	{ Electric }
A63F 7/307	{ with a score counter }
A63F 7/3075	{ imparting energy to the ball, e.g. bumper-kickers, reprojectors }
A63F 2007/308	...	Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse
A63F 2007/3085	Tilting
A63F 2007/309	Preventing unauthorised use or vandalism
A63F 2007/3095	Protective sleeve or cover
A63F 7/32	...	Apparatus for varying scoring values
A63F 7/34	..	Other devices for handling the playing bodies, e.g. bonus ball return means
A63F 2007/341	...	Ball collecting devices or dispensers
A63F 2007/343	with a device for picking up the ball
A63F 2007/345	...	Ball return mechanisms; Ball delivery
A63F 2007/346	Gutter
A63F 2007/348	...	Anti-blocking devices for balls
A63F 7/36	..	Constructional details not covered by groups A63F 7/24 to A63F 7/34, { i.e. constructional details of rolling boards, rims or play tables }, e.g. frame, game boards, guide tracks,
A63F 7/3603	...	{ Rolling boards with special surface, e.g. air cushion boards }
A63F 2007/3607	with a flexible surface
A63F 2007/3611	with a playing surface playable on both sides
A63F 2007/3614	with details about roughness of playing surface

A63F 2007/3618	covered or coated with a regular structure, e.g. a net
A63F 7/3622	...	{ Specially shaped rolling boards for the balls, e.g. ball tracks }
A63F 2007/3625	...	Rolling board to be positioned on a table or floor
A63F 2007/3629	with means for connecting the rolling board or parts to the floor or table, e.g. clamps
A63F 2007/3633	...	Rolling boards characterised by the shape of the playing surface
A63F 2007/3637	Concave
A63F 2007/364	Convex
A63F 2007/3644	Roof-shaped
A63F 2007/3648	...	Rolling boards characterised by a non-horizontal playing surface
A63F 2007/3651	with adjustable angle
A63F 2007/3655	...	Collapsible, foldable or rollable parts
A63F 2007/3659	convertible into a suitcase
A63F 2007/3662	modular, e.g. with connections between modules
A63F 2007/3666	...	Rolling boards with a plurality of playing surfaces, e.g. on different levels
A63F 2007/367	...	Details of the rim
A63F 2007/3674	...	Details of play tables, designed as a table
A63F 2007/3677	with a cover remaining over the table during playing
A63F 2007/3681	with a transparent dome
A63F 2007/3685	Details of legs
A63F 2007/3688	adjustable
A63F 2007/3692	collapsible
A63F 2007/3696	removable
A63F 7/38	...	Playing surfaces movable during play {, i.e. games played on a non-stationary surface, e.g. the ball intended to be in permanent motion (balls to be shaken or rolled in small boxes A63F 7/04 ; eccentric weights put into orbital motion by nutating movement of the user A63B 21/0608) }
A63F 7/382	{ held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys }
A63F 2007/384	held by two or more persons
A63F 7/386	{ Rolling boards adapted to be rocked during play }
A63F 7/388	{ Ball games with balls rolled on two movable long sticks }
A63F 7/40	..	Balls or other moving playing bodies, e.g. pinballs or discs { used instead of balls }
A63F 2007/4006	...	played with a plurality of identical balls
A63F 2007/4012	...	with an excentric center of gravity
A63F 2007/4018	...	with balls of different dimensions
A63F 2007/4025	...	with balls having different masses but the same dimension
A63F 2007/4031	...	with balls of different colours or other visual characteristics
A63F 2007/4037	with balls of two different colours
A63F 2007/4043	with balls of three or more different colours
A63F 2007/405	...	Magnetic
A63F 2007/4056	with a permanent magnet
A63F 2007/4062	...	with a non-magnetic ball material
A63F 2007/4068	...	Sliding play elements, e.g. discs or bodies with a low coefficient of friction

- A63F 2007/4075 provided with a ball race or rollers
- A63F 2007/4081 Ball with a hole sliding over a guide
- A63F 2007/4087 Tethered balls
- A63F 2007/4093 supported on a tethering arm

A63F 9/00

Games not otherwise provided for (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game [A63F 13/00](#) { ;miscellaneous sporting games [A63B 67/00](#) })

WARNING

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

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

- A63F 2009/0039 . . . Instruction or exercise books; Guides
- A63F 2009/0041 in electronic form, e.g. video
- A63F 2009/0043 . . . Magazines or newspapers
- A63F 2009/0044 . . Postcards
- A63F 2009/0046 . . . with stamps
- A63F 2009/0047 . . Beer mats or coasters; Placemats
- A63F 2009/0049 . . Objects with a second use as toy or game
- A63F 2009/005 . . . Ashtrays
- A63F 2009/0052 . . . Bottle cap lifters
- A63F 2009/0053 . . . Cups
- A63F 2009/0055 . . . Bens
- A63F 2009/0056 . . . Furniture, e.g. bed
- A63F 2009/0058 . . . Drinking glasses
- A63F 2009/0059 . . . Wallets
- A63F 2009/0061 . . . Calendars
- A63F 2009/0063 . . . Cigarette lighters
- A63F 2009/0064 . . . Items relating to health or medical instruments
- A63F 2009/0066 Condoms
- A63F 2009/0067 . . . Paper clips
- A63F 2009/0069 . . . Clothes pegs
- A63F 2009/007 . . . Piggy banks
- A63F 2009/0072 . . . Whistles

- A63F 9/0073 . { Games for obtaining a particular arrangement of playing pieces in a plane or space
([A63F 9/08](#) takes precedence; ticktacktoe [A63F 3/00094](#); three-dimensional chess-like
games [A63F 3/00214](#)) }
- A63F 2009/0075 . . Towers of Hanoi

- A63F 9/0076 . {Games representing technical, industrial or scientific activities, e.g. oil exploration,
space ship navigation games }

- A63F 9/0078 . { Labyrinth games ([A63F 3/00097](#), [A63F 7/04](#) take precedence) }

- A63F 9/0079 . { Games using compressed air, e.g. with air blowers, balloons, vacuum ([A63F 7/066](#)
and [A63F 7/3603](#) take precedence) }
- A63F 2009/0081 . . using suction or vacuum
- A63F 2009/0083 . . Games with balloons
- A63F 2009/0084 . . . Bursting
- A63F 2009/0086 . . using inflatable objects
- A63F 2009/0087 . . with means for producing an air current
- A63F 2009/0089 . . . blown by mouth
- A63F 2009/009 . . . pneumatic
- A63F 2009/0092 . . Air gun

- A63F 9/0093 . {Punchboards }

- A63F 2009/0095 .. the pegs to be inserted to different depths, e.g. by inserting invisible elements
- A63F 9/0096 . {Reaction time games (testing reaction time [A61B 5/162](#); reaction time training [A63B 69/0053](#); time registering, indicating or recording in connection with sports or games [G07C 1/22](#)) }
- A63F 9/0098 . {Word or number games ([A63F 3/0415](#), [A63F 3/0421](#), [A63F 3/0423](#) take precedence) }
- A63F 9/02 . Shooting or hurling games (throwing-implements for sports or recreational use [A63B 65/00](#); throwing or projecting toys per se [A63H 33/18](#); { gun simulators [F41A 33/00](#), e.g. light- or radiation-emitting guns [F41A 33/02](#); practice apparatus for gun-aiming [F41G 3/26](#), e.g. using a light-emitting device [F41G 3/2616](#) }; targets, target ranges, bullet catchers [F41J](#) , { photo-electric hit-detector systems [F41J 5/02](#) })
- A63F 9/0204 .. {Targets therefor (for ball games [A63B 63/00](#)) }
- A63F 9/0208 ... { the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks }
- A63F 2009/0213 the projectile, e.g. ring or quoits, to be thrown on a hook or stick
- A63F 2009/0217 using horseshoes
- A63F 2009/0221 with penetrating spikes, e.g. as in darts
- A63F 2009/0226 the spikes being on the target
- A63F 2009/023 with suction cups
- A63F 2009/0234 the suction cups being on the target
- A63F 2009/0239 using hook and loop-type fastener
- A63F 9/0243 ... { Movable targets }
- A63F 9/0247 .. {Bombing or dropping games }
- A63F 9/0252 .. {Shooting devices therefor }
- A63F 2009/0256 ... with adjustable angle of evaluation
- A63F 2009/026 by varying the point of impact
- A63F 2009/0265 ... using resilient elements
- A63F 2009/0269 Bow and arrows
- A63F 2009/0273 Catapults
- A63F 9/0278 .. { Projectiles ([A63F 9/0208](#), [A63F 9/0247](#) and [A63F 9/0252](#) take precedence) }
- A63F 2009/0282 ... with shapes other than balls
- A63F 2009/0286 Discs
- A63F 9/0291 .. {with a simulated projectile, e.g. an image on a screen }
- A63F 2009/0295 .. Tiddley winks type games
- A63F 9/04 . Dice (dice tops [A63F 5/04](#) { D }) ; Dice-boxes; Mechanical dice-throwing devices { (casino or betting games played on boards [A63F 3/00157](#)) }
- A63F 9/0402 .. { Rolling boards }
- A63F 2009/0404 ... without a barrier, e.g. with limit lines drawn on the board
- A63F 9/0406 .. { Dice-throwing devices, e.g. dice cups }
- A63F 2009/0408 ... with a dice projecting device
- A63F 2009/0411 ... Dice cups
- A63F 9/0413 .. {Cuboid dice }

A63F 9/0415	..	{ Details of dice, e.g. non-cuboid dice }
A63F 2009/0417	...	Two-sided dice, e.g. coins
A63F 2009/042	...	three-sided
A63F 2009/0422	...	four-sided
A63F 2009/0424	...	five-sided
A63F 2009/0426	...	six-sided non-cuboid
A63F 2009/0428	...	seven-sided
A63F 2009/0431	...	eight-sided
A63F 2009/0433	...	nine-sided
A63F 2009/0435	...	ten-sided
A63F 2009/0437	...	twelve-sided
A63F 2009/044	...	fourteen-sided
A63F 2009/0442	...	sixteen-sided
A63F 2009/0444	...	eighteen-sided
A63F 2009/0446	...	twenty-sided
A63F 2009/0448	...	twenty-four-sided
A63F 2009/0451	...	twenty-six-sided
A63F 2009/0453	...	thirty-sided
A63F 2009/0455	...	thirty-two-sided
A63F 2009/0457	...	fourty-two-sided
A63F 2009/0459	...	fourty-nine-sided
A63F 2009/0462	...	fifty-sided
A63F 2009/0464	...	irregular
A63F 2009/0466	...	spherical
A63F 9/0468	..	{ Electronic dice; electronic dice simulators }
A63F 2009/0471	..	Dice with different colours
A63F 2009/0473	...	on different faces of a dice
A63F 2009/0475	with two or more colours
A63F 2009/0477	...	with groups of dice having different colours
A63F 2009/0479	with three or more groups
A63F 2009/0482	..	provided with instructions for playing dice games
A63F 2009/0484	..	Dice with pictures or figures
A63F 2009/0486	..	Dice with symbols, e.g. indicating a direction for moving a playing piece
A63F 2009/0488	...	with letters or words
A63F 2009/0491	..	Customisable dice, e.g. with interchangeable or replaceable inserts
A63F 2009/0493	..	Dice with other dice inside
A63F 9/0495	..	{ Dice-boxes or similar storing means }

WARNING

not complete, reorganisation pending

A63F 2009/0497	..	Manufacturing of dice
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A63F 9/06 . Patience; Other games for self-amusement

WARNING

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

- A63F 9/0601 .. { for animals }
- A63F 9/0602 .. { Solitary games adapted for a single player }
- A63F 9/0604 .. { based on the use of colours }
- A63F 2009/0605 ... referring to colour theory
- A63F 2009/0606 Complementary colours
- A63F 2009/0608 Mixing colours
- A63F 2009/0609 ... using wavelengths of invisible light
- A63F 9/0611 .. { Solitary games adapted for multiple players }
- A63F 9/0612 .. { Electronic puzzles }
- A63F 9/0613 .. {Puzzles or games based on the use of optical filters or elements e.g. coloured filters, polaroid filters, transparent sheets with opaque parts (optical, colour or shadow toys [A63H 33/22](#)) }
- A63F 2009/0615 ... transparent
- A63F 2009/0616 with colours
- A63F 2009/0618 used for masking, e.g. for making objects with the same colour invisible
- A63F 2009/0619 with an opaque part
- A63F 2009/062 overlapping
- A63F 2009/0622 Sighting device
- A63F 2009/0623 ... with mirrors
- A63F 2009/0625 using total internal reflection, e.g. in a prism
- A63F 2009/0626 Periscope
- A63F 2009/0627 partially transparent
- A63F 2009/0629 ... with lenses or other refractive optical elements
- A63F 2009/063 Optical elements other than lenses used for producing refraction, e.g. prisms
- A63F 2009/0631 Binoculars
- A63F 2009/0633 Fresnel lenses
- A63F 2009/0634 Magnifying glasses
- A63F 2009/0636 Telescopes
- A63F 2009/0637 ... Optical fibres
- A63F 2009/0638 ... Polaroid filters
- A63F 2009/064 ... opaque, e.g. blindfold, obstructing view
- A63F 9/0641 .. { using a marker or means for drawing, e.g. pen, pencil, chalk }
- A63F 2009/0643 ... erasable
- A63F 2009/0644 Blackboard or slate
- A63F 2009/0645 for erasing a felt pen
- A63F 2009/0647 using wet or damp cloth or a sponge
- A63F 2009/0648 using a rubber

A63F 2009/065	using a sliding mechanism
A63F 2009/0651	...	with means for copying
A63F 2009/0652	using carbon paper
A63F 2009/0654	Decalcomania
A63F 2009/0655	Copying from a relief surface, e.g. coin
A63F 2009/0656	...	using a stamp
A63F 2009/0658	...	Marking a point
A63F 2009/0659	...	Drawing a line
A63F 2009/0661	...	Making a drawing
A63F 2009/0662	...	Making a painting
A63F 2009/0663	...	using a template
A63F 2009/0665	...	using a plurality of markers, e.g. different colours
A63F 9/0666	..	{ matching elementary shapes to corresponding holes }
A63F 2009/0668	...	the shapes falling or being pushed through the holes
A63F 9/0669	..	{ Tessellation }
A63F 2009/067	...	using a particular shape of tile
A63F 2009/0672	arrow-shaped, V-shaped
A63F 2009/0673	circular
A63F 2009/0675	Segments
A63F 2009/0676	Sectors
A63F 2009/0677	Part of a circle other than segment or sector, arcuate
A63F 2009/0679	elliptical, oval
A63F 2009/068	hexagonal
A63F 2009/0681	pentagonal
A63F 2009/0683	quadrangular
A63F 2009/0684	Parallelogram
A63F 2009/0686	Rhombus
A63F 2009/0687	Rectangle
A63F 2009/0688	Square
A63F 2009/069	Trapezium
A63F 2009/0691	Kite
A63F 2009/0693	star-shaped
A63F 2009/0694	triangular
A63F 2009/0695	...	using different types of tiles
A63F 2009/0697	of polygonal shapes
A63F 2009/0698	all rectilinear
A63F 9/08	..	Puzzles provided with elements movable in relation, {i.e. movably connected }, to each other
A63F 9/0803	...	{Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged }
A63F 9/0807	{ requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles }
A63F 9/0811	{with rotatable concentric rings or discs (A63F 9/083 takes precedence) }

A63F 2009/0815	with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface
A63F 9/0819	{with rotatable non-concentric discs, e.g. gear games }
A63F 9/0823	{having overlapping circles with interchangeable elements }
A63F 9/0826	...	{Three-dimensional puzzles with slidable or rotatable elements or groups of elements, the main configuration remaining unchanged, e.g. Rubik's cube (elements rotatable about just one axis, e.g. discs stacked as a cylinder A63F 9/0811) }
A63F 9/083	{ with vacant positions or gap migration }
A63F 9/0834	{ comprising only two layers, e.g. with eight elements }
A63F 9/0838	{ with an element, e.g. invisible core, staying permanently in a central position having the function of central retaining spider and with groups of elements rotatable about at least three axes intersecting in one point }
A63F 9/0842	{ each group consisting of again a central element and a plurality of additional elements rotatable about three orthogonal axes at both ends, the additional elements being rotatable about at least two axes, e.g. Rubik's cube }
A63F 2009/0846	characterised by the shape of the puzzle
A63F 2009/0849	Dodecaedrons
A63F 2009/0853	Icosaedrons
A63F 9/0857	{ with elements slidably connected to a visible central body, e.g. beads in grooves }
A63F 9/0861	{ with elements slidably connected to neighbouring elements, e.g. with hollow interior }
A63F 9/0865	{ with a plurality of single elements rotatably connected to a central body which are characterised only by design, e.g. shape, use of colours or symbols }
A63F 9/0869	{ with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes }
A63F 9/0873	{ a sphere rotatable with respect to an inner sphere }
A63F 9/0876	...	{Bent wire or cord puzzles }
A63F 9/088	...	{Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic }
A63F 2009/0884	...	with means for immobilising or stabilising a configuration; e.g. the solution
A63F 2009/0888	using detents
A63F 2009/0892	...	with an extra element for the final vacant space
A63F 2009/0896	...	Moebius ring
A63F 9/10	..	Two-dimensional jig-saw puzzles
A63F 2009/1005	...	with images on both sides
A63F 9/1011	...	{ Composition of faces, i.e. visages, using individual pieces representing parts thereof }
A63F 2009/1016	...	the pieces having additional connections, i.e. in addition to the connection by the jig-saw shapes
A63F 2009/1022	to the display board
A63F 2009/1027	adhesive
A63F 2009/1033	magnetic
A63F 2009/1038	with hook and loop-type fastener

A63F 9/1044	...	{ Display boards therefor }
A63F 2009/105	with provisions for storing and transporting an interrupted game
A63F 2009/1055	resiliently sandwiched
A63F 2009/1061	...	with electric features, e.g. light, wires
A63F 2009/1066	completing a circuit if solved correctly
A63F 2009/1072	...	Manufacturing
A63F 2009/1077	...	with a surface having a relief structure
A63F 2009/1083	...	having plural layers on top of each other
A63F 2009/1088	two layers
A63F 2009/1094	...	non-planar
A63F 9/12	..	Three-dimensional jig-saw puzzles
A63F 9/1204	...	{ Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles }
A63F 9/1208	...	{ Connections between puzzle elements }
A63F 2009/1212	magnetic connections
A63F 2009/1216	using locking or binding pins
A63F 2009/122	connecting only two neighbouring elements
A63F 2009/1224	using two or more types of connections
A63F 2009/1228	slidable connections
A63F 2009/1232	Dove tails
A63F 2009/1236	...	with a final configuration thereof, i.e. the solution, being packed in a box or container
A63F 2009/124	...	with a final configuration being a sphere
A63F 2009/1244	...	with foldable pieces, e.g. pieces having folds or hinges
A63F 2009/1248	...	with a final configuration representing a house or other building
A63F 9/1252	...	{ using pegs, pins, rods or dowels as puzzle elements }
A63F 2009/1256	using a plurality of pegs
A63F 2009/126	Configuration or arrangement of the pegs
A63F 2009/1264	all pegs being parallel
A63F 2009/1268	the pegs forming angles with each other, e.g. right angles in three dimensions
A63F 2009/1272	the pegs forming angles other than right angles in three dimensions
A63F 2009/1276	characterised by different lengths
A63F 2009/128	with notches
A63F 2009/1284	with screw elements, e.g. nuts
A63F 9/1288	...	{ Sculpture puzzles }
A63F 2009/1292	formed by stackable elements
A63F 2009/1296	...	Manufacturing of three-dimensional puzzle elements
A63F 9/14	.	Racing games, traffic games, or obstacle games characterised by figures moved by action of the players ({ racing } games using dice A63F 3/00)
A63F 9/143	..	{electric }
A63F 2009/146	..	Features of the horse or jockey, e.g. moving legs

- A63F 9/16 . Spinning-top games
- A63F 2009/165 .. Use of spinning tops as random generators
- A63F 9/18 . Question-and-answer games
- A63F 9/181 .. {Fortune-telling games }
- A63F 9/183 .. {electric }
- A63F 2009/185 ... Closing an electric circuit when the answer is correct
- A63F 2009/186 .. Guessing games
- A63F 2009/188 .. Details of questions, e.g. with increasing level of difficulty
- A63F 9/20 . Dominoes or like games; Mah-Jongg games
- A63F 2009/205 .. Mah-jongg games
- A63F 9/24 . { Electric games; } Games using electronic circuits not otherwise provided for { (video games [A63F 13/00](#), computers for game playing per se [G06F 19/00B](#); computerized gaming systems [G07F 17/32](#)) }
- A63F 2009/2401 .. Detail of input, input devices
- A63F 2009/2402 ... Input by manual operation
- A63F 2009/2404 Keyboard
- A63F 2009/2405 using more than one keyboard
- A63F 2009/2407 Joystick
- A63F 2009/2408 Touch-sensitive buttons
- A63F 2009/241 Touch screen
- A63F 2009/2411 ... Input form cards, tapes, discs
- A63F 2009/2413 Magnetic
- A63F 2009/2414 Cards
- A63F 2009/2416 Diskettes
- A63F 2009/2417 Tapes or cassettes, e.g. audio or video cassettes
- A63F 2009/2419 Optical
- A63F 2009/242 Bar codes
- A63F 2009/2422 Cards with holes
- A63F 2009/2423 Discs, e.g. CD or DVD
- A63F 2009/2425 Scanners, e.g. for scanning regular characters
- A63F 2009/2426 Mechanical
- A63F 2009/2427 Punch cards
- A63F 2009/2429 IC card, chip card, smart card
- A63F 2009/243 ... with other kinds of input
- A63F 2009/2432 actuated by a sound, e.g. using a microphone
- A63F 2009/2433 Voice-actuated
- A63F 2009/2435 using a video camera
- A63F 2009/2436 ... Characteristics of the input
- A63F 2009/2438 Multiple input devices
- A63F 2009/2439 the input being a code, e.g. ID

A63F 2009/2441	Pin code
A63F 2009/2442	Sensors or detectors
A63F 2009/2444	Light detector
A63F 2009/2445	detecting reflected light
A63F 2009/2447	Motion detector
A63F 2009/2448	..	Output devices
A63F 2009/245	...	visual
A63F 2009/2451	using illumination. e.g. with lamps
A63F 2009/2452	as a signal
A63F 2009/2454	with LED
A63F 2009/2455	Printers
A63F 2009/2457	Display screens, e.g. monitors, video displays
A63F 2009/2458	LCD's
A63F 2009/246	Computer generated or synthesized image
A63F 2009/2461	Projection of a two-dimensional real image
A63F 2009/2463	on a screen, e.g. using a video projector
A63F 2009/2464	on a translucent screen, e.g. frosted glass
A63F 2009/2466	of a film
A63F 2009/2467	of a slide
A63F 2009/2469	of a contour (shadow shows A63J 2019/003)
A63F 2009/247	...	audible, e.g. using a loudspeaker
A63F 2009/2472	Buzzer, beep or electric bell
A63F 2009/2473	Devices for imitating a running engine
A63F 2009/2475	Headphones
A63F 2009/2476	Speech or voice synthesisers, e.g. using a speech chip
A63F 2009/2477	Tone generators, oscillators
A63F 2009/2479	...	Other kinds of output
A63F 2009/248	Magnetic
A63F 2009/2482	Electromotor
A63F 2009/2483	..	Other characteristics
A63F 2009/2485	...	using a general-purpose personal computer
A63F 2009/2486	the computer being an accessory to a board game
A63F 2009/2488	...	Remotely playable
A63F 2009/2489	by radio transmitters, e.g. using RFID
A63F 2009/2491	...	with a detachable memory
A63F 2009/2492	...	Power supply
A63F 2009/2494	Battery, e.g. dry cell
A63F 2009/2495	using connection to car battery
A63F 2009/2497	Solar cells
A63F 2009/2498	...	Moving conductor along conductive track without making contact
A63F 9/26	.	Balancing games, i.e. bringing elements into or out of balance

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

A63F 11/00 **Game accessories of general use { e.g. score counters, boxes }**

NOTE

Game accessories specially adapted for a particular type of game are classified in one of the groups [A63F 1/00](#) to [A63F 9/00](#) covering the particular game

WARNING

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

- A63F 11/0002 . { Dispensing or collecting devices for tokens or chips (dispensers for game pieces in chain reaction games [A63F 9/28](#); coin freed apparatus for games [G07F 17/32](#), coin freed apparatus for gaming machines with circulation of gaming tokens [G07F 17/32D2](#)) }
- A63F 2011/0004 .. Bags
- A63F 2011/0006 .. adapted for chips
- A63F 2011/0009 .. Jars
- A63F 11/0011 . { Chance selectors ([A63F 7/048](#), [A63F 9/04](#) take precedence) }
- A63F 2011/0013 .. Pendulums
- A63F 2011/0016 .. Spinners
- A63F 2011/0018 ... integrated in the game board
- A63F 2011/002 ... with two pointers
- A63F 2011/0023 .. indicating a direction, e.g. wind direction
- A63F 11/0025 . { Tools }
- A63F 2011/0027 .. Spanners
- A63F 2011/003 .. Screwdrivers
- A63F 2011/0032 .. Hammers
- A63F 2011/0034 .. Saws
- A63F 2011/0037 .. Devices for scraping
- A63F 2011/0039 .. Levers or crowbars
- A63F 2011/0041 .. Needles
- A63F 2011/0044 .. Pliers

- A63F 2011/0046 . . Sieves or filters
- A63F 2011/0048 . . Scoops, shovels or spatulas
- A63F 11/0051 . { Indicators of values, e.g. score counters }
- A63F 2011/0053 . . using a calculator
- A63F 2011/0055 . . using pegs insertable in sockets
- A63F 2011/0058 . . using electronic means ([A63F 2011/0053 takes precedence](#))
- A63F 2011/006 . . using knots on a rope
- A63F 2011/0062 . . Play elements marked with value or score
- A63F 2011/0065 . . calculating or indicating a ranking or player performance
- A63F 2011/0067 . . Score or tally sheets
- A63F 2011/0069 . . Abacus
- A63F 2011/0072 . . Indicating values other than scores, e.g. handicap, initial settings, coefficients
- A63F 11/0074 . { Game concepts, rules or strategies }
- A63F 2011/0076 . . with means for changing the level of difficulty
- A63F 2011/0079 . . keeping something hidden or invisible
- A63F 2011/0081 . . . "Memory"-type games, e.g. finding the corresponding hidden element
- A63F 2011/0083 . . Memory oriented or pattern matching games
- A63F 2011/0086 . . Rules
- A63F 2011/0088 . . . with a variety of rules
- A63F 2011/009 the rules being changed during play
- A63F 2011/0093 . . . characterised by the game theory or winning strategy
- A63F 2011/0095 with cooperation amongst players in competitive games, e.g. non zero sum games
- A63F 2011/0097 . . Watching television being part of the game, e.g. using the television broadcasting of a sporting event
- A63F 13/00** **Aspects of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game** ([electric circuitry, see the relevant subclasses therefor](#))
- A63F 13/005 . {characterised by the type of game, e.g. ball games, fighting games }
- A63F 13/02 . Accessories ([input or output arrangements for electrical digital computers G06F 3/00](#))
- A63F 13/04 . for aiming at specific areas on the displays, e.g. with photodetecting means
- A63F 13/06 . using player-operated means for controlling the position of a specific area display
- A63F 13/08 . Constructional details or arrangements, e.g. housing, wiring, connections, cabinets, not otherwise provided for
- A63F 13/10 . Control of the course of the game, e.g. start, progress, end
- A63F 13/12 . involving interaction between a plurality of game devices, e.g. transmission or distribution systems { ([protocols for networked virtual reality, networked games H04L 29/06034](#)) }

Guidance heading:**A63F 2250/00****Miscellaneous game characteristics**

- A63F 2250/02 . having an effect on the human senses
- A63F 2250/021 .. with odourized parts
- A63F 2250/022 .. with edible parts
- A63F 2250/024 ... drinkable
- A63F 2250/025 .. related to sense of touch ([A63F 2009/0003](#) takes precedence)
- A63F 2250/027 .. generating a sound without electric means
- A63F 2250/028 ... Ringing a bell

- A63F 2250/04 . containing a liquid
- A63F 2250/0407 .. Water
- A63F 2250/0414 ... in motion
- A63F 2250/0421 dumping water on a player
- A63F 2250/0428 ... being squirted
- A63F 2250/0435 ... with an air bubble
- A63F 2250/0442 ... being absorbed
- A63F 2250/045 .. Mercury
- A63F 2250/0457 ... for actuating a switch by gravity
- A63F 2250/0464 .. evaporating
- A63F 2250/0471 .. containing a viscous liquid
- A63F 2250/0478 .. containing an inflammable liquid
- A63F 2250/0485 .. for changing stability or rolling properties
- A63F 2250/0492 .. using a surface tension

- A63F 2250/05 . containing a gas

- A63F 2250/06 . containing small particles
- A63F 2250/063 .. for changing stability or rolling properties
- A63F 2250/066 .. Sand

- A63F 2250/08 . with static electricity

- A63F 2250/09 . Antistatic

- A63F 2250/10 . with measuring devices
- A63F 2250/1005 .. for angles
- A63F 2250/101 ... Water level
- A63F 2250/1015 ... Protractors
- A63F 2250/1021 .. for weighing
- A63F 2250/1026 .. for temperature

- A63F 2250/1031 . . . using colour indicators
- A63F 2250/1036 . . for distances ([A63F 2250/1015](#) takes precedence)
- A63F 2250/1042 . . . Rulers ([A63F 2250/1015](#) takes precedence)
- A63F 2250/1047 . . for electrical phenomena
- A63F 2250/1052 . . . Galvanometers
- A63F 2250/1057 . . Compasses
- A63F 2250/1063 . . Timers
- A63F 2250/1068 . . . Sandglasses
- A63F 2250/1073 . . . Time-out devices ([sandglasses A63F 2250/1068](#); [A63F 2250/14](#) takes precedence)
- A63F 2250/1078 of the count-down type
- A63F 2250/1084 . . . Chess clocks
- A63F 2250/1089 . . . Mechanical timer causing a random event
- A63F 2250/1094 . . for velocity

- A63F 2250/11 . with an indicator for predicting a velocity or other physical quantity
- A63F 2250/115 . . based on Hooke's law

- A63F 2250/12 . using a string, rope, strap or belt as a play element
- A63F 2250/121 . . Strap or belt
- A63F 2250/122 . . Closed loop
- A63F 2250/124 . . Elastic
- A63F 2250/125 . . for a yo-yo
- A63F 2250/127 . . Chain
- A63F 2250/128 . . for suspension of play element

- A63F 2250/13 . using coins or paper money as play elements
- A63F 2250/133 . . Banknote
- A63F 2250/136 . . Coin pusher

- A63F 2250/14 . Coin operated
- A63F 2250/142 . . with pay-out or rewarding with a prize
- A63F 2250/144 . . . Dispensing a gift
- A63F 2250/146 by issuing a winning ticket
- A63F 2250/148 . . . Enabling replay, e.g. giving a bonus ball

- A63F 2250/16 . Use of textiles
- A63F 2250/162 . . Carpet
- A63F 2250/164 . . Felt
- A63F 2250/166 . . Garments
- A63F 2250/168 . . with a zipper

- A63F 2250/18 . Use of resilient or deformable elements
- A63F 2250/183 . . Foam
- A63F 2250/186 . . Spring

- A63F 2250/20 . Outdoor version of games normally played indoors
- A63F 2250/202 . . with anchoring means, e.g. pegs in the ground
- A63F 2250/205 . . for being played in the swimming pool, e.g. floatable games
- A63F 2250/207 . . for being played on the lawn

- A63F 2250/21 . Adapted outdoor game resembling to an indoor game
- A63F 2250/215 . . Hop-scotch

- A63F 2250/22 . with advertising

- A63F 2250/24 . with a lock, e.g. for a puzzle
- A63F 2250/245 . . with a key

- A63F 2250/26 . the game being influenced by physiological parameters ([A63F 2250/1031](#) takes precedence)
- A63F 2250/265 . . by skin resistance

- A63F 2250/28 . with a two-dimensional real image
- A63F 2250/282 . . Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
- A63F 2250/285 . . Photographs
- A63F 2250/287 . . Cameras therefor

- A63F 2250/30 . with a three-dimensional image
- A63F 2250/302 . . holographic
- A63F 2250/305 . . formed by superimposed partially transparent layers
- A63F 2250/307 . . stereoscopic

- A63F 2250/32 . containing a live object
- A63F 2250/323 . . Mexican jumping bean
- A63F 2250/326 . . Bean bag

- A63F 2250/34 . promoting partner selection

- A63F 2250/36 . sound damping

- A63F 2250/38 . shock damping

- A63F 2250/42 . with a light-sensitive substance, e.g. photoluminescent
- A63F 2250/423 . . fluorescent
- A63F 2250/426 . . phosphorescent

- A63F 2250/48 . with special provisions for gripping by hand
- A63F 2250/481 . . for picking up or for gripping from a cavity, e.g. a recess next to a storing space
- A63F 2250/482 . . with holes or fingers, e.g. blind hole
- A63F 2250/483 . . . adapted for thumb
- A63F 2250/484 . . . adapted for fingernail

- A63F 2250/485 . . . using a handle
- A63F 2250/486 with an ergonomic grip
- A63F 2250/487 with a pistol handle
- A63F 2250/488 with a trigger
- A63F 2250/489 . . . with a roughened part

- A63F 2250/49 . . with provisions for connecting to a part of the body
- A63F 2250/491 . . . Finger
- A63F 2250/492 Thumb
- A63F 2250/494 Fingernail
- A63F 2250/495 . . . Hand, arm or wrist
- A63F 2250/497 . . . Head
- A63F 2250/498 . . . Lap

- A63F 2250/50 . . Construction set or kit
- A63F 2250/505 . . . made from a blank

- A63F 2250/52 . . with a remote control

- A63F 2250/54 . . washable

- A63F 2250/58 . . Antifraud or preventing misuse

- A63F 2250/60 . . Connection between elements not otherwise provided for
- A63F 2250/601 . . . with hook and loop-type fastener
- A63F 2250/602 . . . with adhesive
- A63F 2250/603 . . . with pin and hole
- A63F 2250/604 . . . with a hook or an eyelet
- A63F 2250/605 . . . with clamps or clips
- A63F 2250/606 . . . with suction cups
- A63F 2250/609 . . . Inserts, e.g. for replaceable indicia or figures ([A63F 2009/0491](#) takes precedence)

- A63F 2250/64 . . used for radio or television, e.g. television shows; used in front of an audience
- A63F 2250/645 . . . used by the watcher or listener

Guidance heading:

- A63F 2300/00** **Features of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game**

- A63F 2300/10 . . characterized by input arrangements for converting player-generated signals into game device control signals
- A63F 2300/1006 . . . having additional degrees of freedom
- A63F 2300/1012 . . . involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- A63F 2300/1018 . . . Calibration; Key and button assignment

- A63F 2300/1025 . . details of the interface with the game device, e.g. USB version detection
- A63F 2300/1031 . . . using a wireless connection, e.g. Bluetooth, infrared connections
- A63F 2300/1037 . . being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- A63F 2300/1043 . . being characterized by constructional details
- A63F 2300/105 . . using inertial sensors, e.g. accelerometers, gyroscopes
- A63F 2300/1056 . . involving pressure sensitive buttons
- A63F 2300/1062 . . being specially adapted to a type of game, e.g. steering wheel
- A63F 2300/1068 . . being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- A63F 2300/1075 . . . using a touch screen
- A63F 2300/1081 . . Input via voice recognition
- A63F 2300/1087 . . comprising photodetecting means, e.g. a camera
- A63F 2300/1093 . . . using visible light

- A63F 2300/20 . characterised by details of the game platform
- A63F 2300/201 . . Playing authorisation given at platform level
- A63F 2300/202 . . the game platform being a DVD player
- A63F 2300/203 . . Image generating hardware
- A63F 2300/204 . . the platform being a handheld device
- A63F 2300/205 . . for detecting the geographical location of the game platform
- A63F 2300/206 . . Game information storage, e.g. cartridges, CD ROM`s, DVD`s, smart cards
- A63F 2300/207 . . . for accessing game resources from local storage, e.g. streaming content from DVD
- A63F 2300/208 . . . for storing personal settings or data of the player
- A63F 2300/209 . . characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface

- A63F 2300/30 . characterized by output arrangements for receiving control signals generated by the game device
- A63F 2300/301 . . using an additional display connected to the game console e.g. on the controller
- A63F 2300/302 . . specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- A63F 2300/303 . . for displaying additional data, e.g. simulating a Head Up Display
- A63F 2300/305 . . . for providing a graphical or textual hint to the player
- A63F 2300/306 . . . for displaying a marker associated to an object or location in the game field
- A63F 2300/307 . . . for displaying an additional window with a view from the top of the game field, e.g. radar screen
- A63F 2300/308 . . Details of the user interface

- A63F 2300/40 . characterised by details of platform network
- A63F 2300/401 . . Secure communication, e.g. using encryption or authentication
- A63F 2300/402 . . Communication between platforms, i.e. physical link to protocol
- A63F 2300/403 . . Connection between platform and handheld device
- A63F 2300/404 . . characterized by a local network connection

A63F 2300/405	...	being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net
A63F 2300/406	..	Transmission via wireless network, e.g. pager or GSM
A63F 2300/407	..	Data transfer via internet
A63F 2300/408	..	Peer to peer connection
A63F 2300/409	..	Data transfer via television network
A63F 2300/50	.	characterized by details of game servers
A63F 2300/51	..	Server architecture
A63F 2300/513	...	server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing
A63F 2300/516	...	connected to a local network, e.g. in a plane, hotel
A63F 2300/53	..	details of basic data processing
A63F 2300/531	...	Server assignment
A63F 2300/532	...	using secure communication, e.g. by encryption, authentication
A63F 2300/534	...	for network load management. e.g. bandwidth optimization, latency reduction
A63F 2300/535	...	for monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters
A63F 2300/537	...	for exchanging game data using a messaging service, e.g. e-mail, SMS, MMS
A63F 2300/538	...	for performing operations on behalf of the game client, e.g. rendering
A63F 2300/55	..	Details of game data or player data management
A63F 2300/5506	...	using advertisements
A63F 2300/5513	...	involving billing
A63F 2300/552	...	for downloading to client devices, e.g. using OS version, hardware or software profile of the client device
A63F 2300/5526	...	Game data structure
A63F 2300/5533	using program state or machine event data e.g. server keeps track of the state of multiple players on in a multiple player game
A63F 2300/554	by saving game or status data
A63F 2300/5546	...	using player registration data, e.g. identification, account, preferences, game history
A63F 2300/5553	user representation in the game field, e.g. avatar
A63F 2300/556	Player lists, e.g. online players, buddy list, black list
A63F 2300/5566	by matching opponents or finding partners to build a team e.g. by skill level, geographical area, background, play style
A63F 2300/5573	player location
A63F 2300/558	by assessing the players' skills or ranking
A63F 2300/5586	...	for enforcing rights or rules, e.g. to prevent foul play
A63F 2300/5593	...	involving scheduling aspects
A63F 2300/57	..	details of game services offered to the player
A63F 2300/572	...	Communication between players during game play of non game information, e.g. e-mail, chat, file transfer, streaming of audio and streaming of video
A63F 2300/575	...	for trading virtual items
A63F 2300/577	...	for watching a game played by other players
A63F 2300/60	.	Methods for processing data by generating or executing the game program

- A63F 2300/6009 .. for importing or creating game content, e.g. authoring tools during game development, adapting content to different platforms, use of a scripting language to create content
- A63F 2300/6018 ... where the game content is authored by the player, e.g. level editor or by game device at runtime, e.g. level is created from music data on CD
- A63F 2300/6027 .. using adaptive systems learning from user actions, e.g. for skill level adjustment
- A63F 2300/6036 .. for offering a minigame in combination with a main game
- A63F 2300/6045 .. for mapping control signals received from the input arrangement into game commands
- A63F 2300/6054 ... by generating automatically game commands to assist the player, e.g. automatic braking in a driving game
- A63F 2300/6063 .. for sound processing
- A63F 2300/6072 ... of an input signal e.g. pitch and rhythm extraction, voice recognition
- A63F 2300/6081 ... generating an output signal, e.g. under timing constraints, for spatialization
- A63F 2300/609 .. for unlocking hidden game elements, e.g. features, items, levels
- A63F 2300/61 .. Score computation
- A63F 2300/63 .. for controlling the execution of the game in time
- A63F 2300/632 ... by branching, e.g. choosing one of several possible story developments at a given point in time
- A63F 2300/634 ... for replaying partially or entirely the game actions since the beginning of the game
- A63F 2300/636 ... involving process of starting or resuming a game
- A63F 2300/638 ... according to the timing of operation or a time limit
- A63F 2300/64 .. for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car
- A63F 2300/643 ... by determining the impact between objects, e.g. collision detection
- A63F 2300/646 ... for calculating the trajectory of an object
- A63F 2300/65 .. for computing the condition of a game character
- A63F 2300/66 .. for rendering three dimensional images
- A63F 2300/6607 ... for animating game characters, e.g. skeleton kinematics
- A63F 2300/6615 ... using models with different levels of detail [LOD]
- A63F 2300/6623 ... for animating a group of characters
- A63F 2300/663 ... for simulating liquid objects e.g. water, gas, fog, snow, clouds
- A63F 2300/6638 ... for simulating particle systems, e.g. explosion, fireworks
- A63F 2300/6646 ... for the computation and display of the shadow of an object or character
- A63F 2300/6653 ... for altering the visibility of an object, e.g. preventing the occlusion of an object, partially hiding an object
- A63F 2300/6661 ... for changing the position of the virtual camera
- A63F 2300/6669 using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character change rooms
- A63F 2300/6676 by dedicated player input
- A63F 2300/6684 by dynamically adapting its position to keep a game object in its viewing frustrum e.g. for tracking a character or a ball
- A63F 2300/6692 ... using special effects, generally involving post-processing, e.g. blooming
- A63F 2300/69 .. Involving elements of the real world in the game world, e.g. measurement in live

races, real video

A63F 2300/695 ... Imported photos, e.g. of the player

- specially adapted for executing a specific type of game

A63F 2300/8005 .. Athletics

A63F 2300/8011 .. Ball

A63F 2300/8017 . . Driving on land or water; Flying

A63F 2300/8023 .. the game being played by multiple players at a common site, e.g. in an arena, theatre, shopping mall using a large public display

A63F 2300/8029 .. Fighting without shooting

A63F 2300/8035 .. Virtual fishing

A63F 2300/8041 .. Skating using skis, skates or board

A63F 2300/8047 .. Music games

A63F 2300/8052 .. Ball team management

A63F 2300/8058 .. Virtual breeding, eg. tamagotchi

A63F 2300/8064 .. Quiz

A63F 2300/807 .. Role playing or strategy games

A63F 2300/8076 .. Shooting

A63F 2300/8082 .. Virtual reality

- .. involving concurrently several players in a non-networked game, e.g. on the same game console

A63F 2300/8094 . . . Unusual game types, e.g. virtual cooking