

CPC COOPERATIVE PATENT CLASSIFICATION

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

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)	2003/00015 {with a star-shaped track (A63F 2003/00025 takes precedence)}
2001/001	. {Bridge or baccarat}	2003/00018	. . . {played along an endless track}
2001/003	. {Blackjack; Twenty one}	2003/00022 {played along concentric endless tracks}
2001/005	. {Poker}	2003/00025 {with a star-shaped track inside, e.g. trivial pursuit}
2001/006	. {Rummy}	3/00028	. . {Board games simulating indoor or outdoor sporting games, e.g. bowling, basketball, boxing, croquet, athletics, jeu de boules, darts, snooker, rodeo (racing games played on boards A63F 3/00082 ; indoor games played with small balls A63F 7/00)}
2001/008	. {adapted for being playable on a screen}	3/00031	. . . {Baseball or cricket board games}
1/02	. Cards; Special shapes of cards (card-printing methods B41K , B41M)	2003/00034 {Baseball}
2001/022	. . {Manufacturing of cards}	2003/00037 {Cricket}
2001/025	. . {with holes or slits}	3/00041	. . . {Football, soccer or rugby board games}
2001/027	. . {with classical playing card symbols}	3/00044	. . . {Tennis or squash board games}
1/04	. Card games combined with other games	3/00047	. . . {Basketball board games}
2001/0408	. . {with text}	3/0005	. . . {Golf or putting board games}
2001/0416	. . {with numbers}	3/00053	. . . {Snooker, pool or billiard board games}
2001/0425	. . . {with dice dots}	3/00056	. . . {Darts board games}
2001/0433	. . . {with domino dots}	3/00059	. . . {Bowling board games}
2001/0441	. . {with a written message or sentence, e.g. chance or instruction cards}	3/00063	. . {Board games concerning economics or finance, e.g. trading}
2001/045	. . . {Chance or clue cards}	2003/00066	. . . {with play money (with real coins or paper money A63F 2250/13)}
2001/0458	. . {with single words}	3/00069	. . . {Stock-market games}
2001/0466	. . {with single letters}	3/00072	. . . {played along an endless track, e.g. monopoly (A63F 3/00069 takes precedence)}
2001/0475	. . {with pictures or figures}	3/00075	. . {War games}
2001/0483	. . . {having symbols or direction indicators for playing the game}	2003/00078	. . . {Naval war}
2001/0491	. . {having markings on the rear face or reverse side}	3/00082	. . {Racing games (racing games characterised by figures moved by action of the player A63F 9/14)}
1/06	. Card games appurtenances	3/00085	. . . {Sailing races}
1/062	. . {Boxes or cases for cards}	3/00088	. . {Board games concerning traffic or travelling (trading A63F 3/00063 ; racing A63F 3/00082 ; teaching the highway code A63F 3/0494)}
1/065	. . {Devices for bidding}	3/00091	. . . {concerning space ship navigation}
1/067	. . {Tables or similar supporting structures}	3/00094	. . {Ticktacktoe}
1/08	. . Card-presses	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)}
1/10	. . Card holders	3/001	. . {Board games concerning astrology, religion, or fortune-telling (fortune-telling games A63F 9/181)}
1/12	. . Card shufflers	2003/00104	. . . {Board games having astrology aspects}
1/14	. . Card dealers	2003/00107	. . . {Board games having aspects of the Yin Yang game}
1/16	. . Apparatus for indicating the dealer	2003/0011	. . . {Board games having religion aspects}
1/18	. . Score computers; Miscellaneous indicators (time-testing devices G07C)	2003/00113	. . . {Board games having aspects of the I Ching game}
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)	2003/00116	. . . {Board games having aspects of the Tarot game}
3/00003	. {Types of board games (chess A63F 3/02 ; educational board games A63F 3/04)}		
3/00006	. . {Board games played along a linear track, e.g. game of goose, snakes and ladders, along an endless track (A63F 3/00028 - A63F 3/00157 , A63F 3/04 take precedence)}		
2003/00009	. . . {with an intersection in the track}		
2003/00012 {with movable means for switching to another track}		

- 3/00119 . . {Board games concerning music, theatre, cinema, or art}
- 2003/00123 . . . {Board games concerning music}
- 2003/00126 {using audio equipment}
- 2003/00129 {with a compact disc player}
- 2003/00132 . . . {specially adapted for teaching music}
- 2003/00135 . . . {Board games concerning cinema or films}
- 3/00138 . . {Board games concerning voting, political or legal subjects; Patent games}
- 2003/00141 . . . {Patent games}
- 3/00145 . . {Board games concerning treasure-hunting, fishing, hunting ([capturing fishing games A63F 9/305](#))}
- 3/00148 . . {Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations ([rodeo A63F 3/00028](#); [history A63F 3/0449](#))}
- 3/00151 . . {Backgammon}
- 3/00154 . . {Mastermind}
- 3/00157 . . {Casino or betting games ([horse races A63F 3/00082](#))}
- 2003/0016 . . . {imitating fruit machines}
- 2003/00164 . . . {Casino tables}
- 2003/00167 . . . {with a jackpot}
- 2003/0017 {progressive jackpot}
- 3/00173 . {Characteristics of game boards, alone or in relation to supporting structures or playing piece}
- 3/00176 . . {Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular}
- 2003/00179 . . . {Triangular game board}
- 2003/00182 . . . {Four-sided game board}
- 2003/00186 {Plus- or cross-shaped game board}
- 2003/00189 . . . {Pentagonal game board}
- 2003/00192 {Star-shaped game board}
- 2003/00195 . . . {Hexagonal game board}
- 2003/00198 {Star-shaped game board}
- 2003/00201 . . . {Octagonal game board}
- 2003/00205 . . . {Decagonal game board}
- 2003/00208 . . . {Circular game board}
- 2003/00211 . . . {Elliptical game board}
- 3/00214 . . {Three-dimensional game boards}
- 2003/00217 . . . {Superimposed boards}
- 2003/0022 . . . {played in three dimensions}
- 2003/00223 . . . {shaped as a container into which playing pieces may enter ([box or container for board games A63F 2003/00943](#))}
- 2003/00227 {with five play locations and optionally a sixth in the middle}
- 3/0023 . . {Foldable, rollable, collapsible or segmented boards ([A63F 3/027 takes precedence](#))}
- 2003/00233 . . . {with one fold or hinge ([shaped as a book A63F 2003/00299](#); [convertible into a suitcase A63F 2003/0094](#))}
- 2003/00236 {with a part of the rim or board missing near the fold to enable folding; Hinge consisting of a flexible element fixed at the bottom}
- 2003/00239 . . . {with two hinges or folds}
- 2003/00242 {perpendicular}
- 2003/00246 . . . {with three or more hinges or folds}
- 2003/00249 {all parallel}
- 2003/00252 {perpendicular}
- 2003/00255 {playable during travel ([storing or transporting an interrupted jig-saw puzzle game A63F 2009/105](#))}
- 2003/00258 {rollable, flexible or deformable board ([shaped as an endless belt A63F 2003/00321](#); [flexible rim A63F 2003/00504](#))}
- 3/00261 . . {Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards}
- 2003/00264 {with rotatable or tiltable parts}
- 2003/00268 {about a vertical axis, e.g. a disc}
- 2003/00271 {underneath the playing surface and viewable through holes or windows}
- 2003/00274 {with or designed as a turntable, lazy Susan}
- 2003/00277 {with rotatable concentric parts}
- 2003/0028 {with rotatable disc and rings in one plane}
- 2003/00283 {with rotatable non-concentric parts}
- 2003/00287 {about a horizontal axis}
- 2003/0029 {underneath the playing surface and viewable through holes or windows}
- 2003/00293 {with blocks rotatable about a horizontal axis}
- 2003/00296 {on one common axis}
- 2003/00299 {designed as a book}
- 2003/00302 {with parts rotatable about an axis perpendicular to the game board}
- 2003/00305 {rotatable about any axis, e.g. ball in a socket}
- 2003/00309 {with stopping means ([for roulette A63F 5/0011](#))}
- 2003/00312 {Detents}
- 2003/00315 {using braking effect caused by friction}
- 2003/00318 {with a rollable board surface}
- 2003/00321 {shaped as an endless belt}
- 2003/00324 {with slidable parts of the playing surface}
- 2003/00328 {underneath the playing surface and viewable through holes or windows}
- 2003/00331 {with two or more slidable parts, e.g. parallel}
- 2003/00334 {on different levels}
- 2003/00337 {in perpendicular directions}
- 2003/0034 {with a replaceable part of the playing surface}
- 2003/00343 {underneath a transparent surface}
- 2003/00347 {the playing surface as a whole being replaceable}
- 2003/0035 {with stackable playing surfaces}
- 2003/00353 {with holes or windows}
- 2003/00356 {by insertion through a slit}
- 2003/00359 {Modular units}
- 2003/00362 {with connections between modules}
- 2003/00365 {Hook and loop-type fastener}
- 2003/00369 {Adhesive}
- 2003/00372 {Pin and socket connection}
- 2003/00375 {Snap fit}
- 2003/00378 {sliding in a groove}
- 2003/00381 {Jig-saw connection, e.g. dove tail}
- 2003/00384 {with a hook or an eyelet}
- 2003/00388 {with an auxiliary connective element, e.g. clip or clamp}
- 2003/00391 {magnetic}
- 2003/00394 {with a surface relief}

2003/00397	{Changeable}	2003/00539	{Suction cups}
2003/004	{with a repetitive structure}	2003/00542	{Clamps or clips}
2003/00403	{Stepped}	2003/00545	{Magnetic}
2003/00406	{with a vertical game board}	2003/00548	{with pin and hole}
2003/0041	{with playing pieces visible from both sides}	2003/00552	{Snap fit}
2003/00413	{playable on opposite sides but with playing field of opponent not being visible}	2003/00555	{Pin, drawing pin or thumbtack}
2003/00416	{with means for hiding a part of the playing field}	2003/00558	{sliding or slidable in a groove}
2003/00419	{with a shield in the middle (A63F 2003/00406 takes precedence)}	2003/00561	{with staples}
2003/00422	{the shield being removable}	2003/00564	{by tying to supporting structure, e.g. with ropes}
2003/00425	{with a shield on each side of the playing field}	2003/00567	{using elastic means, e.g. rubber bands}
2003/00429	{The shield being removable}	2003/0057	{Hook and loop-type fastener}
2003/00432	{covering a part of the playing field}	3/00574	. . .	{Connections between board and playing pieces}
2003/00435	{with a sloping playing field or part thereof}	2003/00577	{Hook and loop-type fastener}
2003/00438	{on two sides, e.g. as a roof}	2003/0058	{Adhesive}
2003/00441	{Inverted}	2003/00583	{with pin and hole}
2003/00444	{Truncated}	2003/00586	{Snap fit}
2003/00447	{on three or more sides, e.g. pyramid-shaped}	2003/00589	{two or more pins or holes on one playing piece}
2003/00451	{Inverted}	2003/00593	{friction fitted}
2003/00454	{Truncated}	2003/00596	{adjustable in height}
2003/00457	{Details of game board internal structure or materials thereof}	2003/00599	{with slit, slot or groove (A63F 3/00634 takes precedence)}
2003/0046	{with anti-slip means}	2003/00602	{using pins, e.g. pins pierced into a soft board}
2003/00463	{Details of the playing field (shape of the board A63F 3/00176 ; changing the size A63F 2003/00971)}	2003/00605	{The hole being in the playing piece}
2003/00466	{with indications, e.g. directions for playing}	2003/00608	{Characterised by the shape of the hole}
2003/0047	{Geometric shapes of individual playing fields}	2003/00611	{Suction cups}
2003/00473	{Triangular}	2003/00615	{with a hook or an eyelet}
2003/00476	{Rectangular}	2003/00618	{Clamps or clips}
2003/00479	{Pentagonal}	2003/00621	{Screw elements}
2003/00482	{Hexagonal}	2003/00624	{The playing piece being retained by a string or rope}
2003/00485	{Edges or other provisions for toppling or rolling a playing piece}	2003/00627	{being elastic or resilient, e.g. rubber band}
2003/00488	{with means for limiting the size of the playing field (A63F 2003/00971 takes precedence)}	2003/0063	{Magnetic}
2003/00492	{Details of the rim or side edge (A63F 2003/00236 takes precedence)}	3/00634	{Sliding connections, e.g. playing pieces sliding in a groove}
2003/00495	{Information on the rim}	2003/00637	{with non-intersecting, e.g. parallel, grooves}
2003/00498	{by colours}	2003/0064	{The groove being in the playing piece}
2003/00501	{by numbers or letters}	3/00643	. . .	{Electric board games; Electric features of board games (electric word or number games A63F 3/0421 ; computer chess G06F ; electric raffle games A63F 3/081)}
2003/00504	{Flexible rim}	2003/00646	. . .	{with illumination of playing field or playing piece}
2003/00507	{Hinged or collapsible rim}	2003/00649	{Lightbulbs}
2003/00511	{Rim without board, e.g. empty frame}	2003/00652	{Light-emitting diodes}
2003/00514	{Rim or side edge with storing space for objects, e.g. unused playing pieces}	2003/00656	{Fibre optics}
2003/00517	{Releasable rim}	2003/00659	{LCD's}
3/0052	. . .	{with a plurality of boards used during one game, i.e. separate game boards or playing areas}	2003/00662	. . .	{with an electric sensor for playing pieces (A63F 2009/2444 takes precedence)}
2003/00523	{with a separate board for each player}	2003/00665	{using inductance}
2003/00526	{for playing different games, e.g. with playing surfaces on opposite sides of the board (A63F 2003/00968 takes precedence)}	2003/00668	{using hall effect}
3/00529	. . .	{Board game without game board}	2003/00671	{Pressure or force sensor}
3/00533	. . .	{Connection of game board or part of game board to supporting structure}	2003/00675	{Reed relay}
2003/00536	{Adhesive}	2003/00678	{with circuits closed by mechanical means}
			2003/00681	{The playing field comprising two parallel conducting layers}
			2003/00684	{One of the conducting layers being flexible so that electrical contact with the other can be established, e.g. by the weight of a playing piece}

- 2003/00687 . . . {Printed circuits}
- 2003/0069 . . . {using a spring}
- 3/00694 . {Magnetic board games (other games using magnetically moved or magnetically held pieces [A63F 9/34](#))}
- 3/00697 . {Playing pieces}
- 2003/007 . . {Design of classical playing pieces, e.g. classical chess, draughts or go}
- 2003/00703 . . . {Tokens or chips}
- 2003/00706 . . . {Mill game}
- 2003/00709 . . . {Nim game}
- 2003/00712 . . . {Scissors, paper, stone or rock}
- 2003/00716 . . {Connectable or stackable playing pieces or parts thereof}
- 2003/00719 . . . {with connections amongst the playing pieces or parts thereof}
- 2003/00722 {Hook and loop-type fastener}
- 2003/00725 {Peg and socket connection}
- 2003/00728 {Snap-fitted}
- 2003/00731 {Hook or eyelet}
- 2003/00735 {Clamp or clip}
- 2003/00738 {Magnetic}
- 2003/00741 {Screw elements}
- 2003/00744 {with a connection to a playing piece that stands on another playing field}
- 2003/00747 . . {Playing pieces with particular shapes}
- 2003/0075 . . . {covering two or more playing fields}
- 2003/00753 . . . {L-shaped}
- 2003/00757 . . . {Planimetric shapes, e.g. disks}
- 2003/0076 {circular ([A63F 2003/00703 takes precedence](#))}
- 2003/00763 {Sections, sectors or segments}
- 2003/00766 {Triangular}
- 2003/00769 {Isosceles}
- 2003/00772 {Rectangular}
- 2003/00776 {Lozenge}
- 2003/00779 {Square}
- 2003/00782 {Pentagonal}
- 2003/00785 {Hexagonal}
- 2003/00788 {Heptagonal}
- 2003/00791 {Octagonal}
- 2003/00794 . . . {Stereometric shapes}
- 2003/00798 {Spheres}
- 2003/00801 {Cylinders}
- 2003/00804 {Pyramids}
- 2003/00807 {Tetrahedrons}
- 2003/0081 {Blocks}
- 2003/00813 {Cubes}
- 2003/00817 {Cones}
- 2003/0082 {Prisms}
- 2003/00823 . . . {T-shaped}
- 2003/00826 . . {Changeable playing pieces}
- 2003/00829 . . . {with adjustable height}
- 2003/00832 . . {with groups of playing pieces, each group having its own characteristic}
- 2003/00835 . . . {The characteristic being the colour}
- 2003/00839 . . . {The characteristic being size or shape}
- 2003/00842 . . . {The characteristic being a graphical marking}
- 2003/00845 . . {Additional features of playing pieces; Playing pieces not assigned to one particular player}
- 2003/00848 . . . {Barriers, obstacles or obstructions ([A63F 2003/00971 takes precedence](#))}
- 2003/00851 {Hurdles}
- 2003/00854 . . . {Element covering a playing piece}
- 2003/00858 . . . {Direction indicators}
- 2003/00861 . . . {Jokers wild cards}
- 2003/00864 . . . {Markers, e.g. indicating the spot of a previous move ([score marking on play piece A63F 2011/0062](#))}
- 2003/00867 . . {The playing piece having two characteristics}
- 2003/0087 . . . {The characteristics being on the opposite sides of the playing piece}
- 2003/00873 {with different colours on the opposite sides}
- 2003/00876 . . . {One of the characteristics being a colour}
- 2003/0088 . . {The playing piece having three characteristics}
- 2003/00883 . . {The playing piece having four or more characteristics, e.g. on four or more faces}
- 2003/00886 . . {Transparent}
- 2003/00889 . . . {with a colour}
- 2003/00892 . . {Manufacturing of playing pieces}
- 3/00895 . {Accessories for board games ([A63F 3/00697 takes precedence](#); game accessories of general use [A63F 11/00](#))}
- 2003/00899 . . {Instruments for handling a playing piece}
- 2003/00902 . . . {adhesive}
- 2003/00905 . . . {with a suction cup}
- 2003/00908 . . . {with clamping means}
- 2003/00911 . . . {with a hook or an eyelet}
- 2003/00914 {Fork}
- 2003/00917 . . . {with pin and hole}
- 2003/00921 {snap fit}
- 2003/00924 . . . {Threaded connection}
- 2003/00927 . . . {magnetic}
- 2003/0093 {acting through a cover, e.g. transparent cover}
- 2003/00933 . . . {pointed instrument}
- 2003/00936 . . {Handle on the board or box for carrying}
- 2003/0094 . . . {convertible into a suitcase}
- 2003/00943 . . {Box or container for board games}
- 2003/00946 . . . {with a storage for playing pieces next to the playing field ([rim with storing space A63F 2003/00514](#))}
- 2003/00949 {with a lid}
- 2003/00952 . . . {with a drawer}
- 2003/00955 . . . {with a lid ([A63F 2003/00949 takes precedence](#))}
- 2003/00958 {slidable}
- 2003/00962 {with a game board on the lid or the inside of the lid}
- 2003/00965 . . . {containing a set of board games}
- 2003/00968 {with playing surfaces on opposite sides of the board}
- 2003/00971 {with means for limiting the size of the playing field}
- 2003/00974 . . {mounted, drawn on or designed as a table}
- 2003/00977 . . . {with adjustable legs}
- 2003/00981 . . . {with collapsible legs}
- 2003/00984 . . . {with only foot pads, e.g. rubber}
- 2003/00987 . . . {with a table-flap}
- 2003/0099 . . . {with extension, e.g. sliding}
- 2003/00993 . . . {with wheels or rollers}
- 2003/00996 . {Board games available as video games}
- 3/02 . Chess; Similar board games

- 3/022 . . {Recording or reproducing chess games ([data processing for game playing G06F 19/00](#); [teaching games G09B 19/22](#))}
- 2003/025 . . . {for teaching chess}
- 3/027 . . {Pocket chess}
- 3/04 . . Geographical or like games {; Educational games ([educational appliances in general G09B](#))}
- 3/0402 . . {for learning languages}
- 2003/0405 . . . {relating to specific languages}
- 2003/0407 {arabic}
- 2003/041 {chinese}
- 2003/0413 {japanese}
- 3/0415 . . {Number games ([electric A63F 3/0421](#); [mathematical models or topics A63F 3/0457](#); [two-dimensional puzzles with rotating rings or discs A63F 9/0811](#), [A63F 9/0819](#))}
- 2003/0418 . . . {with a grid, e.g. 'Sudoku'-type games}
- 3/0421 . . {Electric word or number games}
- 3/0423 . . {Word games, e.g. scrabble ([electric A63F 3/0421](#); [two-dimensional puzzles with rotating rings or discs A63F 9/0811](#), [A63F 9/0819](#))}
- 2003/0426 . . . {Spelling games}
- 2003/0428 . . . {Crosswords}
- 2003/0431 . . . {Encoding or decoding}
- 3/0434 . . {Geographical games ([travelling A63F 3/00088](#))}
- 2003/0436 . . . {Flags}
- 2003/0439 . . . {using geographical maps}
- 2003/0442 {Atlas}
- 2003/0444 {Globe}
- 2003/0447 {Road map}
- 3/0449 . . {concerning history}
- 2003/0452 . . . {Genealogy}
- 2003/0455 . . . {Prehistoric}
- 3/0457 . . {concerning science or technology, e.g. geology, chemistry, statistics, computer flow charts, radio, telephone ([A63F 3/0478 takes precedence](#); [other games concerning science or technology A63F 9/0076](#))}
- 2003/046 . . . {Mathematics ([arithmetics A63F 3/0415](#))}
- 2003/0463 {Computers}
- 2003/0465 {Permutations}
- 2003/0468 . . . {Astronomy}
- 2003/0471 . . . {Physics}
- 2003/0473 . . . {Mechanics}
- 2003/0476 . . . {Chemistry}
- 3/0478 . . {concerning life sciences, e.g. biology, ecology, nutrition, health, medicine, psychology}
- 2003/0481 . . . {Biology}
- 2003/0484 . . . {Ecology}
- 2003/0486 . . . {Nutrition}
- 2003/0489 . . . {Psychology}
- 2003/0492 . . . {Medical}
- 3/0494 . . {concerning the highway code}
- 3/0497 . . {Games about time, e.g. telling the time}
- 3/06 . . Lottos or bingo games; Systems, apparatus or devices for checking such games {([small boxes with balls used for generating random numbers A63F 7/048](#); [lottery apparatus G07C 15/00](#); [lottery gaming stations, online lottery or bingo G07F 17/329](#); [printing processes for lottery tickets B41M 3/005](#))}
- 3/0605 . . {Lottery games}
- 3/061 . . . {in which the players select their own numbers, e.g. Lotto}
- 3/0615 . . . {based on sporting events, e.g. football pools}
- 3/062 . . {Bingo games, e.g. Bingo card games}
- 3/0625 . . {Devices for filling-in or checking}
- 3/063 . . . {Checking-cards with rupturable portions}
- 3/0635 . . . {Punchers for filling-in or checking lotto or bingo games}
- 3/064 . . . {Electric devices for filling-in or checking}
- 3/0645 . . {Electric lottos or bingo games}
- 3/065 . . {Tickets or accessories for use therewith ([A63F 3/0625 takes precedence](#))}
- 3/0655 . . . {Printing of tickets, e.g. lottery tickets}
- 2003/066 {using ink jet}
- 3/0665 . . . {having a message becoming legible after rubbing-off a coating or removing an adhesive layer ([for educational purposes G09B](#))}
- 2003/067 {using carbon or graphite coating}
- 2003/0675 {using a metallic coating}
- 3/068 {Accessories therefor, e.g. ticket scrapers}
- 3/0685 . . . {having a message becoming legible after a chemical reaction or physical action has taken place, e.g. applying pressure, heat treatment, spraying with a substance, breaking microcapsules ([use of microcapsules for duplicating paper B41M 5/165](#))}
- 3/069 . . . {having a message becoming legible by tearing-off non-adhesive parts}
- 3/0695 . . . {with slidable, hinged or rotatable parts, e.g. reusable bingo game boards}
- 3/08 . . Raffle games that can be played by a fairly large number of people {([A63F 3/0625](#), [A63F 3/065 take precedence](#); [lottery apparatus G07C 15/00](#); [lottery gaming stations, online lottery or bingo G07F 17/329](#))}
- 3/081 . . {electric}
- 2003/082 . . . {with remote participants}
- 2003/083 {played via television}
- 2003/084 {played via radio}
- 2003/085 {played via telegraph}
- 2003/086 {played via telephone, e.g. using a modem}
- 2003/087 {using a fax}
- 2003/088 {played via Internet}
- 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](#))
- 5/0005 . . {Automatic roulette}
- 5/0011 . . {Systems for braking, arresting, halting or stopping}
- 5/0017 . . {Braking effect by electric or magnetic field}
- 5/0023 . . {by pushing or keeping an element between notches}
- 5/0029 . . . {using gravity}
- 5/0035 {free moving element, e.g. ball}
- 5/0041 . . . {with a resilient element, e.g. spring}
- 5/0047 {with adjustable tension}
- 5/0052 . . {Braking effect by friction surface}
- 5/0058 . . {with variable actuation means, e.g. handbrake}
- 5/0064 . . . {electrical}
- 5/007 . . {Details about the compartments or sectors, e.g. sectors having different sizes}
- 5/0076 . . {Driving means}

- 5/0082 . . {electrical}
- 5/0088 . {with a plurality of balls used during one game}
- 5/0094 . {with a plurality of roulette wheels ([A63F 5/043 takes precedence](#))}
- 5/02 . Roulette-like ball games
- 5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
- 5/041 . . {Teetotums; Dice-tops}
- 5/043 . . {using concentric discs or rings}
- 5/045 . . {using a rotating wheel and a fixed indicator, e.g. fortune wheels}
- 5/046 . . . {with a horizontal wheel, i.e. wheel with a vertical rotation axle}
- 5/048 . . {with symbols viewable through holes or windows}
- 7/00 Indoor games using small moving playing bodies, e.g. balls, discs or blocks (board games, raffle games [A63F 3/00](#); roulette games [A63F 5/00](#); miniature bowling games [A63D 3/00](#); bagatelle or similar games [A63D 13/00](#); billiards, pocket billiards [A63D 15/00](#))**
- 7/0005 . {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](#))}
- 2007/0011 . . {Target bowling or skee ball}
- 7/0017 . {played on a table by two players from opposite sides of the table ([A63F 7/06 takes precedence](#))}
- 7/0023 . {played on a table from all sides, e.g. marble games}
- 2007/0029 . . {with a playstation for each participant sharing a part of the playing field}
- 2007/0035 . . . {for two players}
- 2007/0041 . . . {for three or more players}
- 2007/0047 . . {simulating pool, snooker or billiards}
- 2007/0052 . . {with a playstation for each participant, each with a separate playing field}
- 7/0058 . {electric ([A63F 7/027](#), [A63F 7/3065 take precedence](#))}
- 2007/0064 . {Ball games combined with other games}
- 2007/007 . . {with another ball game}
- 7/0076 . {the playing bodies having the function of playing pieces, imitating a board game}
- 2007/0082 . . {Mancala}
- 7/0088 . {using magnetic power ([A63F 7/068 takes precedence](#); magnetic toys [A63H 33/26](#))}
- 2007/0094 . . {using electromagnetic action, e.g. for attracting a ball}
- 7/02 . using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games ([bagatelle or similar games A63D 13/00](#))}
- 7/022 . . {Pachinko}
- 7/025 . . {Pinball games, e.g. flipper games}
- 7/027 . . . {electric}
- 7/04 . using balls to be shaken or rolled in small boxes, {e.g. comprising labyrinths}
- 7/041 . . {Two-dimensional labyrinths}
- 7/042 . . {Three-dimensional labyrinths}
- 7/044 . . {Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box ([A63F 7/382](#), [A63F 7/041 take precedence](#); tiltable on a support [A63F 7/386](#))}
- 7/045 . . {containing a liquid}
- 7/047 . . {magnetic}
- 7/048 . . {used for generating random numbers}
- 7/06 . Games simulating outdoor ball games, e.g. hockey {or football (if physically beneficial for the human body [A63B 67/00](#))}
- 7/0604 . . {Type of ball game ([A63F 7/0672 and A63F 7/0684 take precedence](#))}
- 7/0608 . . . {Baseball}
- 7/0612 . . . {Basketball}
- 7/0616 . . . {Football or soccer}
- 7/062 {Penalty shooting}
- 7/0624 . . . {Croquet}
- 7/0628 . . . {Golf}
- 7/0632 . . . {Hockey}
- 7/0636 {Ice-hockey}
- 7/064 . . . {Petanque}
- 7/0644 . . . {Polo}
- 7/0648 {Water-polo}
- 7/0652 . . . {Tennis}
- 7/0656 . . . {Volleyball}
- 7/066 . . {the playing bodies being projected by means of compressed air}
- 7/0664 . . {Electric}
- 7/0668 . . {the ball being flicked with a finger or hit with a stick, cue or sliding disc which are not connected to the table}
- 7/0672 . . {with play figures fixed to a rotatable and longitudinally movable shaft}
- 7/0676 . . . {Play figures therefor}
- 7/068 . . {using magnetic power (magnetic toys [A63H 33/26](#))}
- 7/0684 . . {with play figures slidable or rotatable about a vertical axis ([A63F 7/0672 takes precedence](#))}
- 7/0688 . . {with operation by foot}
- 7/0692 . . . {Kicking}
- 7/0696 . . . {using a pedal}
- 7/07 . . in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support {(not used, see subgroups of [A63F 7/06](#))}
- 7/20 . . in which the playing bodies are projected through the air {(not used, see subgroups of [A63F 7/06](#))}
- 7/22 . . in which the playing bodies are projected through the air {(not used, see subgroups of [A63F 7/06](#))}
- 7/24 . . Devices controlled by the player to project or roll-off the playing bodies (arrangement of such devices in table alleys, miniature bowling-alleys or bowling games [A63D 3/02](#); in bagatelle or billiards [A63D 13/00](#), [A63D 15/00](#))
- 7/2409 . . . {Apparatus for projecting the balls}
- 7/2418 {with two projecting mechanisms working under different angles}
- 7/2427 {with laterally movable, slidable projecting mechanism}
- 7/2436 {Hand-held or connected to a finger, e.g. cues, clubs, sticks}
- 2007/2445 {Stick-shaped}
- 2007/2454 {Club, stick}
- 2007/2463 {Cue}
- 7/2472 {Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield}

7/2481 {with a projection mechanism actuated by a spring or other elastic member}	2007/3607 {with a flexible surface}
7/249 {projecting the playing bodies through the air, e.g. with a jump}	2007/3611 {with a playing surface playable on both sides}
7/26 Electric or magnetic	2007/3614 {with details about roughness of playing surface}
7/265 {using a magnet for movement of the ball}	2007/3618 {covered or coated with a regular structure, e.g. a net}
7/28 using gravity, {i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant}	7/3622 {Specially shaped rolling boards for the balls, e.g. ball tracks}
2007/282 {Gutter-shaped}	2007/3625 {Rolling board to be positioned on a table or floor}
2007/284 {with a plurality of gutters, e.g. parallel}	2007/3629 {with means for connecting the rolling board or parts to the floor or table, e.g. clamps}
2007/286 {Pipe-shaped}	2007/3633 {Rolling boards characterised by the shape of the playing surface}
2007/288 {with more ramps than two on opposite sides of the playing field}	2007/3637 {Concave}
7/30	. . {Details of the playing surface, e.g.} obstacles; {Goal posts;} Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators; {Means for detecting misuse or errors}	2007/364 {Convex}
2007/3005 {Obstacles, obstructions}	2007/3644 {Roof-shaped}
2007/301 {Exchangeable}	2007/3648 {Rolling boards characterised by a non-horizontal playing surface}
2007/3015 {The obstruction being a wall with apertures allowing the ball to pass}	2007/3651 {with adjustable angle}
2007/302 {Hidden parts or passages}	2007/3655 {Collapsible, foldable or rollable parts}
2007/3025 {with means for indicating or regulating a start position, e.g. foul line}	2007/3659 {convertible into a suitcase}
2007/303 {Parts of the playing surface being movable, replaceable or removable (A63F 2007/301 takes precedence)}	2007/3662 {modular, e.g. with connections between modules}
2007/3035 {with movable playing surfaces rotatable about a vertical axis}	2007/3666 {Rolling boards with a plurality of playing surfaces, e.g. on different levels}
2007/304 {with movable playing surfaces supported or driven by horizontal rollers, e.g. using endless belts}	2007/367 {Details of the rim}
2007/3045 {Removable parts for service access}	2007/3674 {Details of play tables, designed as a table}
7/305 {Goal-posts; Winning posts for rolling-balls}	2007/3677 {with a cover remaining over the table during playing}
7/3055 {with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target}	2007/3681 {with a transparent dome}
7/306 {with a score counter}	2007/3685 {Details of legs}
7/3065 {Electric}	2007/3688 {adjustable}
7/307 {with a score counter}	2007/3692 {collapsible}
7/3075 {imparting energy to the ball, e.g. bumper-kickers, reprojectors}	2007/3696 {removable}
2007/308 {Means for detecting misuse or errors, e.g. giving audible or visible warning; Preventing misuse}	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)}
2007/3085 {Tilting}	7/382 {held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys}
2007/309 {Preventing unauthorised use or vandalism}	2007/384 {held by two or more persons}
2007/3095 {Protective sleeve or cover}	7/386 {Rolling boards adapted to be rocked during play}
7/32 Apparatus for varying scoring values	7/388 {Ball games with balls rolled on two movable long sticks}
7/34 Other devices for handling the playing bodies, e.g. bonus ball return means	7/40 Balls or other moving playing bodies, e.g. pinballs or discs {used instead of balls}
2007/341 {Ball collecting devices or dispensers}	2007/4006 {played with a plurality of identical balls}
2007/343 {with a device for picking up the ball}	2007/4012 {with an excentric center of gravity}
2007/345 {Ball return mechanisms; Ball delivery}	2007/4018 {with balls of different dimensions}
2007/346 {Gutter}	2007/4025 {with balls having different masses but the same dimension}
2007/348 {Anti-blocking devices for balls}	2007/4031 {with balls of different colours or other visual characteristics}
7/36 Constructional details not covered by groups A63F 7/24 - A63F 7/34 , {i.e. constructional details of rolling boards, rims or play tables}, e.g. frame, game boards, guide tracks,	2007/4037 {with balls of two different colours}
7/3603 {Rolling boards with special surface, e.g. air cushion boards}	2007/4043 {with balls of three or more different colours}
		2007/405 {Magnetic}

- 2007/4056 {with a permanent magnet}
- 2007/4062 {with a non-magnetic ball material}
- 2007/4068 {Sliding play elements, e.g. discs or bodies with a low coefficient of friction}
- 2007/4075 {provided with a ball race or rollers}
- 2007/4081 {Ball with a hole sliding over a guide}
- 2007/4087 {Tethered balls}
- 2007/4093 {supported on a tethering arm}
- 9/00 Games not otherwise provided for (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game [A63F 13/00](#) ; miscellaneous sporting games [A63B 67/00](#))**
- 9/0001 . {Games specially adapted for handicapped, blind or bed-ridden persons}
- 2009/0003 . . {Games specially adapted for blind or partially sighted people}
- 2009/0004 . . . {using BRAILLE}
- 2009/0006 . . . {Colour blind}
- 2009/0007 . . {Games with therapeutic effects}
- 2009/0009 . . {with provisions for or for use by people lying in bed}
- 9/001 . {Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game}
- 2009/0012 . . {the other object being a container or part thereof}
- 2009/0013 . . . {Bottles ([cups \[A63F 2009/0053\]\(#\)](#))}
- 2009/0015 {Closures, e.g. POGS, milk cap game, cap disk game, flippo}
- 2009/0016 {Labels}
- 2009/0018 . . {with means for holding a pen or pencil}
- 2009/002 . . {used as hanger or connected to a hanger; Ornaments or jewellery}
- 2009/0021 . . . {Bracelets, worn on wrist}
- 2009/0023 . . . {with provisions for connecting to clothes}
- 2009/0024 . . . {with provisions for connecting to a belt}
- 2009/0026 . . . {Headbands}
- 2009/0027 . . . {Keyhangers}
- 2009/0029 . . . {Necklaces}
- 2009/003 . . . {Rings}
- 2009/0032 . . . {with provisions for hanging on a wall}
- 2009/0033 . . {Display or decorative devices}
- 2009/0035 . . . {on a pedestal or stand}
- 2009/0036 . . {combined with a book or magazine}
- 2009/0038 . . . {Dictionaries of encyclopedia}
- 2009/0039 . . . {Instruction or exercise books; Guides}
- 2009/0041 {in electronic form, e.g. video}
- 2009/0043 . . . {Magazines or newspapers}
- 2009/0044 . . {Postcards}
- 2009/0046 . . . {with stamps}
- 2009/0047 . . {Beer mats or coasters; Placemats}
- 2009/0049 . . {Objects with a second use as toy or game}
- 2009/005 . . . {Ashtrays}
- 2009/0052 . . . {Bottle cap lifters}
- 2009/0053 . . . {Cups}
- 2009/0055 . . . {Bens}
- 2009/0056 . . . {Furniture, e.g. bed}
- 2009/0058 . . . {Drinking glasses}
- 2009/0059 . . . {Wallets}
- 2009/0061 . . . {Calendars}
- 2009/0063 . . . {Cigarette lighters}
- 2009/0064 . . . {Items relating to health or medical instruments}
- 2009/0066 {Condoms}
- 2009/0067 . . . {Paper clips}
- 2009/0069 . . . {Clothes pegs}
- 2009/007 . . . {Piggy banks}
- 2009/0072 . . . {Whistles}
- 9/0073 . {Games for obtaining a particular arrangement of playing pieces in a plane or space ([A63F 9/08](#) takes precedence; [ticktacktoe \[A63F 3/00094\]\(#\)](#); [three-dimensional chess-like games \[A63F 3/00214\]\(#\)](#))}
- 2009/0075 . . {Towers of Hanoi}
- 9/0076 . {Games representing technical, industrial or scientific activities, e.g. oil exploration, space ship navigation games}
- 9/0078 . {Labyrinth games ([A63F 3/00097](#), [A63F 7/04](#) take precedence)}
- 9/0079 . {Games using compressed air, e.g. with air blowers, balloons, vacuum ([A63F 7/066](#) and [A63F 7/3603](#) take precedence)}
- 2009/0081 . . {using suction or vacuum}
- 2009/0083 . . {Games with balloons}
- 2009/0084 . . . {Bursting}
- 2009/0086 . . {using inflatable objects}
- 2009/0087 . . {with means for producing an air current}
- 2009/0089 . . . {blown by mouth}
- 2009/009 . . . {pneumatic}
- 2009/0092 . . {Air gun}
- 9/0093 . {Punchboards}
- 2009/0095 . . {the pegs to be inserted to different depths, e.g. by inserting invisible elements}
- 9/0096 . {Reaction time games ([testing reaction time \[A61B 5/162\]\(#\)](#); [reaction time training \[A63B 69/0053\]\(#\)](#); [time registering, indicating or recording in connection with sports or games \[G07C 1/22\]\(#\)](#))}
- 9/0098 . {Word or number games ([A63F 3/0415](#), [A63F 3/0421](#), [A63F 3/0423](#) take precedence)}
- 9/02 . Shooting or hurling games ([throwing-implements for sports or recreational use \[A63B 65/00\]\(#\)](#); [throwing or projecting toys per se \[A63H 33/18\]\(#\)](#); [gun simulators \[F41A 33/00\]\(#\)](#), e.g. light- or radiation-emitting guns [F41A 33/02](#); [practice apparatus for gun-aiming \[F41G 3/26\]\(#\)](#), e.g. using a light-emitting device [F41G 3/2616](#); [targets, target ranges, bullet catchers \[F41J\]\(#\)](#), [photo-electric hit-detector systems \[F41J 5/02\]\(#\)](#))}
- 9/0204 . . {Targets therefor ([for ball games \[A63B 63/00\]\(#\)](#))}
- 9/0208 . . . {the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks}
- 2009/0213 {the projectile, e.g. ring or quoits, to be thrown on a hook or stick}
- 2009/0217 {using horseshoes}
- 2009/0221 {with penetrating spikes, e.g. as in darts}
- 2009/0226 {the spikes being on the target}
- 2009/023 {with suction cups}
- 2009/0234 {the suction cups being on the target}
- 2009/0239 {using hook and loop-type fastener}
- 9/0243 . . . {Movable targets}
- 9/0247 . . {Bombing or dropping games}
- 9/0252 . . {Shooting devices therefor}
- 2009/0256 . . . {with adjustable angle of evaluation}
- 2009/026 {by varying the point of impact}
- 2009/0265 . . . {using resilient elements}

2009/0269 {Bow and arrows}	9/0602	. . {Solitary games adapted for a single player}
2009/0273 {Catapults}	9/0604	. . {based on the use of colours}
9/0278	. . {Projectiles (A63F 9/0208 , A63F 9/0247 and A63F 9/0252 take precedence)}	2009/0605 {referring to colour theory}
2009/0282 {with shapes other than balls}	2009/0606 {Complementary colours}
2009/0286 {Discs}	2009/0608 {Mixing colours}
9/0291	. . {with a simulated projectile, e.g. an image on a screen}	2009/0609	. . . {using wavelengths of invisible light}
2009/0295	. . {Tiddley winks type games}	9/0611	. . {Solitary games adapted for multiple players}
9/04	. Dice (dice tops A63F 5/04 {D}); Dice-boxes; Mechanical dice-throwing devices ({ casino or betting games played on boards A63F 3/00157 })	9/0612	. . {Electronic puzzles}
9/0402	. . {Rolling boards}	9/0613	. . {Puzzles or games based on the use of optical filters or elements, e.g. coloured filters, polaroid filters, transparent sheets with opaque parts (optical, colour or shadow toys A63H 33/22)}
2009/0404	. . . {without a barrier, e.g. with limit lines drawn on the board}	2009/0615 {transparent}
9/0406	. . {Dice-throwing devices, e.g. dice cups}	2009/0616 {with colours}
2009/0408	. . . {with a dice projecting device}	2009/0618 {used for masking, e.g. for making objects with the same colour invisible}
2009/0411	. . . {Dice cups}	2009/0619 {with an opaque part}
9/0413	. . {Cuboid dice}	2009/062 {overlapping}
9/0415	. . {Details of dice, e.g. non-cuboid dice}	2009/0622 {Sighting device}
2009/0417	. . . {Two-sided dice, e.g. coins}	2009/0623 {with mirrors}
2009/042	. . . {three-sided}	2009/0625 {using total internal reflection, e.g. in a prism}
2009/0422	. . . {four-sided}	2009/0626 {Periscope}
2009/0424	. . . {five-sided}	2009/0627 {partially transparent}
2009/0426	. . . {six-sided non-cuboid}	2009/0629 {with lenses or other refractive optical elements}
2009/0428	. . . {seven-sided}	2009/063 {Optical elements other than lenses used for producing refraction, e.g. prisms}
2009/0431	. . . {eight-sided}	2009/0631 {Binoculars}
2009/0433	. . . {nine-sided}	2009/0633 {Fresnel lenses}
2009/0435	. . . {ten-sided}	2009/0634 {Magnifying glasses}
2009/0437	. . . {twelve-sided}	2009/0636 {Telescopes}
2009/044	. . . {fourteen-sided}	2009/0637 {Optical fibres}
2009/0442	. . . {sixteen-sided}	2009/0638 {Polaroid filters}
2009/0444	. . . {eighteen-sided}	2009/064	. . . {opaque, e.g. blindfold, obstructing view}
2009/0446	. . . {twenty-sided}	9/0641	. . {using a marker or means for drawing, e.g. pen, pencil, chalk}
2009/0448	. . . {twenty-four-sided}	2009/0643 {erasable}
2009/0451	. . . {twenty-six-sided}	2009/0644 {Blackboard or slate}
2009/0453	. . . {thirty-sided}	2009/0645 {for erasing a felt pen}
2009/0455	. . . {thirty-two-sided}	2009/0647 {using wet or damp cloth or a sponge}
2009/0457	. . . {fourty-two-sided}	2009/0648 {using a rubber}
2009/0459	. . . {fourty-nine-sided}	2009/065 {using a sliding mechanism}
2009/0462	. . . {fifty-sided}	2009/0651 {with means for copying}
2009/0464	. . . {irregular}	2009/0652 {using carbon paper}
2009/0466	. . . {spherical}	2009/0654 {Decalcomania}
9/0468	. . {Electronic dice; electronic dice simulators}	2009/0655 {Copying from a relief surface, e.g. coin}
2009/0471	. . {Dice with different colours}	2009/0656 {using a stamp}
2009/0473	. . . {on different faces of a dice}	2009/0658 {Marking a point}
2009/0475 {with two or more colours}	2009/0659 {Drawing a line}
2009/0477 {with groups of dice having different colours}	2009/0661 {Making a drawing}
2009/0479 {with three or more groups}	2009/0662 {Making a painting}
2009/0482	. . {provided with instructions for playing dice games}	2009/0663 {using a template}
2009/0484	. . {Dice with pictures or figures}	2009/0665 {using a plurality of markers, e.g. different colours}
2009/0486	. . {Dice with symbols, e.g. indicating a direction for moving a playing piece}	9/0666	. . {matching elementary shapes to corresponding holes}
2009/0488	. . . {with letters or words}	2009/0668 {the shapes falling or being pushed through the holes}
2009/0491	. . {Customisable dice, e.g. with interchangeable or replaceable inserts}	9/0669	. . . {Tesselation}
2009/0493	. . {Dice with other dice inside}	2009/067 {using a particular shape of tile}
9/0495	. . {Dice-boxes or similar storing means}	2009/0672 {arrow-shaped, V-shaped}
2009/0497	. . {Manufacturing of dice}		
9/06	. Patience; Other games for self-amusement		
9/0601	. . {for animals}		

2009/0673	{circular}	9/0865	{with a plurality of single elements rotatably connected to a central body which are characterised only by design, e.g. shape, use of colours or symbols}
2009/0675	{Segments}	9/0869	{with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes}
2009/0676	{Sectors}	9/0873	{a sphere rotatable with respect to an inner sphere}
2009/0677	{Part of a circle other than segment or sector, arcuate}	9/0876	. . .	{Bent wire or cord puzzles}
2009/0679	{elliptical, oval}	9/088	. . .	{Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic}
2009/068	{hexagonal}	2009/0884	. . .	{with means for immobilising or stabilising a configuration, e.g. the solution}
2009/0681	{pentagonal}	2009/0888	{using detents}
2009/0683	{quadrangular}	2009/0892	. . .	{with an extra element for the final vacant space}
2009/0684	{Parallelogram}	2009/0896	. . .	{Moebius ring}
2009/0686	{Rhombus}	9/10	. .	Two-dimensional jig-saw puzzles
2009/0687	{Rectangle}	2009/1005	. . .	{with images on both sides}
2009/0688	{Square}	9/1011	. . .	{Composition of faces, i.e. visages, using individual pieces representing parts thereof}
2009/069	{Trapezium}	2009/1016	. . .	{the pieces having additional connections, i.e. in addition to the connection by the jig-saw shapes}
2009/0691	{Kite}	2009/1022	{to the display board}
2009/0693	{star-shaped}	2009/1027	{adhesive}
2009/0694	{triangular}	2009/1033	{magnetic}
2009/0695	. . .	{using different types of tiles}	2009/1038	{with hook and loop-type fastener}
2009/0697	{of polygonal shapes}	9/1044	. . .	{Display boards therefor}
2009/0698	{all rectilinear}	2009/105	{with provisions for storing and transporting an interrupted game}
9/08	. .	Puzzles provided with elements movable in relation, {i.e. movably connected}, to each other	2009/1055	{resiliently sandwiched}
9/0803	. . .	{Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged}	2009/1061	. . .	{with electric features, e.g. light, wires}
9/0807	{requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles}	2009/1066	{completing a circuit if solved correctly}
9/0811	{with rotatable concentric rings or discs (A63F 9/083 takes precedence)}	2009/1072	. . .	{Manufacturing}
2009/0815	{with rotary, stacked elements, e.g. elements with a puzzle image on a curved or cylindrical outer surface}	2009/1077	. . .	{with a surface having a relief structure}
9/0819	{with rotatable non-concentric discs, e.g. gear games}	2009/1083	. . .	{having plural layers on top of each other}
9/0823	{having overlapping circles with interchangeable elements}	2009/1088	{two layers}
9/0826	. . .	{Three-dimensional puzzles with slidably or rotatable elements or groups of elements, the main configuration remaining unchanged, e.g. Rubik's cube (elements rotatable about just one axis, e.g. discs stacked as a cylinder A63F 9/0811)}	2009/1094	. . .	{non-planar}
9/083	{with vacant positions or gap migration}	9/12	. .	Three-dimensional jig-saw puzzles
9/0834	{comprising only two layers, e.g. with eight elements}	9/1204	. . .	{Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles}
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}	9/1208	. . .	{Connections between puzzle elements}
9/0842	{each group consisting of again a central element and a plurality of additional elements rotatable about three orthogonal axes at both ends, the additional elements being rotatable about at least two axes, e.g. Rubik's cube}	2009/1212	{magnetic connections}
2009/0846	{characterised by the shape of the puzzle}	2009/1216	{using locking or binding pins}
2009/0849	{Dodecaedrons}	2009/122	{connecting only two neighbouring elements}
2009/0853	{Icosaedrons}	2009/1224	{using two or more types of connections}
9/0857	{with elements slidably connected to a visible central body, e.g. beads in grooves}	2009/1228	{slidable connections}
9/0861	{with elements slidably connected to neighbouring elements, e.g. with hollow interior}	2009/1232	{Dove tails}
			2009/1236	. . .	{with a final configuration thereof, i.e. the solution, being packed in a box or container}
			2009/124	. . .	{with a final configuration being a sphere}
			2009/1244	. . .	{with foldable pieces, e.g. pieces having folds or hinges}
			2009/1248	. . .	{with a final configuration representing a house or other building}
			9/1252	. . .	{using pegs, pins, rods or dowels as puzzle elements}
			2009/1256	{using a plurality of pegs}
			2009/126	{Configuration or arrangement of the pegs}

2009/1264	{all pegs being parallel}	2009/2436	{Characteristics of the input}
2009/1268	{the pegs forming angles with each other, e.g. right angles in three dimensions}	2009/2438	{Multiple input devices}
2009/1272	{the pegs forming angles other than right angles in three dimensions}	2009/2439	{the input being a code, e.g. ID}
2009/1276	{characterised by different lengths}	2009/2441	{Pin code}
2009/128	{with notches}	2009/2442	{Sensors or detectors}
2009/1284	{with screw elements, e.g. nuts}	2009/2444	{Light detector}
9/1288	. . .	{Sculpture puzzles}	2009/2445	{detecting reflected light}
2009/1292	{formed by stackable elements}	2009/2447	{Motion detector}
2009/1296	. . .	{Manufacturing of three-dimensional puzzle elements}	2009/2448	. .	{Output devices}
9/14	. .	Racing games, traffic games, or obstacle games characterised by figures moved by action of the players ({ racing } games using dice A63F 3/00)	2009/245	. . .	{visual}
9/143	. .	{electric}	2009/2451	{using illumination, e.g. with lamps}
2009/146	. .	{Features of the horse or jockey, e.g. moving legs}	2009/2452	{as a signal}
9/16	. .	Spinning-top games	2009/2454	{with LED}
2009/165	. .	{Use of spinning tops as random generators}	2009/2455	{Printers}
9/18	. .	Question-and-answer games	2009/2457	{Display screens, e.g. monitors, video displays}
9/181	. .	{Fortune-telling games}	2009/2458	{LCD's}
9/183	. .	{electric}	2009/246	{Computer generated or synthesized image}
2009/185	. . .	{Closing an electric circuit when the answer is correct}	2009/2461	{Projection of a two-dimensional real image}
2009/186	. .	{Guessing games}	2009/2463	{on a screen, e.g. using a video projector}
2009/188	. .	{Details of questions, e.g. with increasing level of difficulty}	2009/2464	{on a translucent screen, e.g. frosted glass}
9/20	. .	Dominoes or like games; Mah-Jongg games	2009/2466	{of a film}
2009/205	. .	{Mah-jongg games}	2009/2467	{of a slide}
9/24	. .	{Electric games;} Games using electronic circuits not otherwise provided for ({ video games A63F 13/00 , computers for game playing per se G06F 19/00 ; computerized gaming systems G07F 17/32 })	2009/2469	{of a contour (shadow shows A63J 2019/003)}
2009/2401	. .	{Detail of input, input devices}	2009/247	. . .	{audible, e.g. using a loudspeaker}
2009/2402	. . .	{Input by manual operation}	2009/2472	{Buzzer, beep or electric bell}
2009/2404	{Keyboard}	2009/2473	{Devices for imitating a running engine}
2009/2405	{using more than one keyboard}	2009/2475	{Headphones}
2009/2407	{Joystick}	2009/2476	{Speech or voice synthesisers, e.g. using a speech chip}
2009/2408	{Touch-sensitive buttons}	2009/2477	{Tone generators, oscillators}
2009/241	{Touch screen}	2009/2479	. . .	{Other kinds of output}
2009/2411	. . .	{Input form cards, tapes, discs}	2009/248	{Magnetic}
2009/2413	{Magnetic}	2009/2482	{Electromotor}
2009/2414	{Cards}	2009/2483	. .	{Other characteristics}
2009/2416	{Diskettes}	2009/2485	. . .	{using a general-purpose personal computer}
2009/2417	{Tapes or cassettes, e.g. audio or video cassettes}	2009/2486	{the computer being an accessory to a board game}
2009/2419	{Optical}	2009/2488	. . .	{Remotely playable}
2009/242	{Bar codes}	2009/2489	{by radio transmitters, e.g. using RFID}
2009/2422	{Cards with holes}	2009/2491	. . .	{with a detachable memory}
2009/2423	{Discs, e.g. CD or DVD}	2009/2492	. . .	{Power supply}
2009/2425	{Scanners, e.g. for scanning regular characters}	2009/2494	{Battery, e.g. dry cell}
2009/2426	{Mechanical}	2009/2495	{using connection to car battery}
2009/2427	{Punch cards}	2009/2497	{Solar cells}
2009/2429	{IC card, chip card, smart card}	2009/2498	. . .	{Moving conductor along conductive track without making contact}
2009/243	. . .	{with other kinds of input}	9/26	. .	Balancing games, i.e. bringing elements into or out of balance
2009/2432	{actuated by a sound, e.g. using a microphone}	9/28	. .	Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor
2009/2433	{Voice-actuated}	9/30	. .	Capturing games for grabbing or trapping objects, e.g. fishing games
2009/2435	{using a video camera}	9/305	. .	{Fishing games (with magnetic pieces A63F 9/34)}
			9/32	. .	Games with a collection of long sticks, e.g. mikado (A63F 9/30 takes precedence)
			9/34	. .	Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00

- 2009/345 . . {Electromagnetically}
- 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](#) - [A63F 9/00](#) covering the particular game
- 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](#))}
- 2011/0004 . . {Bags}
- 2011/0006 . . {adapted for chips}
- 2011/0009 . . {Jars}
- 11/0011 . {Chance selectors ([A63F 7/048](#), [A63F 9/04](#) take precedence)}
- 2011/0013 . . {Pendulums}
- 2011/0016 . . {Spinners}
- 2011/0018 . . . {integrated in the game board}
- 2011/002 . . . {with two pointers}
- 2011/0023 . . {indicating a direction, e.g. wind direction}
- 11/0025 . {Tools}
- 2011/0027 . . {Spanners}
- 2011/003 . . {Screwdrivers}
- 2011/0032 . . {Hammers}
- 2011/0034 . . {Saws}
- 2011/0037 . . {Devices for scraping}
- 2011/0039 . . {Levers or crowbars}
- 2011/0041 . . {Needles}
- 2011/0044 . . {Pliers}
- 2011/0046 . . {Sieves or filters}
- 2011/0048 . . {Scoops, shovels or spatulas}
- 11/0051 . {Indicators of values, e.g. score counters}
- 2011/0053 . . {using a calculator}
- 2011/0055 . . {using pegs insertable in sockets}
- 2011/0058 . . {using electronic means ([A63F 2011/0053](#) takes precedence)}
- 2011/006 . . {using knots on a rope}
- 2011/0062 . . {Play elements marked with value or score}
- 2011/0065 . . {calculating or indicating a ranking or player performance}
- 2011/0067 . . {Score or tally sheets}
- 2011/0069 . . {Abacus}
- 2011/0072 . . {Indicating values other than scores, e.g. handicap, initial settings, coefficients}
- 11/0074 . {Game concepts, rules or strategies}
- 2011/0076 . . {with means for changing the level of difficulty}
- 2011/0079 . . {keeping something hidden or invisible}
- 2011/0081 . . . {"Memory"-type games, e.g. finding the corresponding hidden element}
- 2011/0083 . . {Memory oriented or pattern matching games}
- 2011/0086 . . {Rules}
- 2011/0088 . . . {with a variety of rules}
- 2011/009 {the rules being changed during play}
- 2011/0093 . . . {characterised by the game theory or winning strategy}
- 2011/0095 {with cooperation amongst players in competitive games, e.g. non zero sum games}
- 2011/0097 . . {Watching television being part of the game, e.g. using the television broadcasting of a sporting event}
- 13/00 Video games, i.e. games using an electronically generated display having two or more dimensions {(Gaming systems which provide a financial reward [G07F 17/32](#))}**
- 13/005 . {characterised by the type of game, e.g. ball games, fighting games}
- (Frozen)
- WARNING**
- Group [A63F 13/005](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/80](#)-[A63F 13/847](#).
- Until reclassification is complete, groups [A63F 13/005](#) and [A63F 13/80](#) - [A63F 13/847](#) should be considered in order to perform a complete search.
- 13/02 . Accessories (input or output arrangements for electrical digital computers [G06F 3/00](#))
- (Frozen)
- WARNING**
- Group [A63F 13/02](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/20](#) - [A63F 13/245](#) and [A63F 13/98](#).
- Until reclassification is complete, groups [A63F 13/02](#) and [A63F 13/20](#) - [A63F 13/245](#) and [A63F 13/98](#) should be considered in order to perform a complete search.
- 13/04 . . for aiming at specific areas on the displays, e.g. with photodetecting means
- (Frozen)
- WARNING**
- Group [A63F 13/04](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/20](#) - [A63F 13/245](#), and [A63F 13/837](#).
- Until reclassification is complete, groups [A63F 13/04](#) and [A63F 13/20](#) - [A63F 13/245](#), and [A63F 13/837](#) should be considered in order to perform a complete search.
- 13/06 . . using player-operated means for controlling the position of a specific area display
- (Frozen)
- WARNING**
- Group [A63F 13/06](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/20](#) - [A63F 13/245](#).
- Until reclassification is complete, groups [A63F 13/06](#) and [A63F 13/20](#) - [A63F 13/245](#) should be considered in order to perform a complete search.

- 13/08 (Frozen) . Constructional details or arrangements, e.g. housing, wiring, connections, cabinets, not otherwise provided for
- WARNING**
- Group [A63F 13/08](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/90](#) – [A63F 13/98](#).
- Until reclassification is complete, groups [A63F 13/08](#) and [A63F 13/90](#) – [A63F 13/98](#) should be considered in order to perform a complete search.
- 13/10 (Frozen) . Control of the course of the game, e.g. start, progress, end
- WARNING**
- Group [A63F 13/10](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/40](#) - [A63F 13/88](#).
- Until reclassification is complete, groups [A63F 13/10](#) and [A63F 13/40](#) - [A63F 13/88](#) should be considered in order to perform a complete search.
- 13/12 (Frozen) . involving interaction between a plurality of game devices, e.g. transmission or distribution systems {(protocols for networked virtual reality, networked games [H04L 29/06034](#))}
- WARNING**
- Group [A63F 13/12](#) is no longer used for the classification of documents as of September 1, 2014. The backfile of this group is being reclassified into groups [A63F 13/30](#) - [A63F 13/88](#).
- Until reclassification is complete, groups [A63F 13/12](#) and [A63F 13/30](#) - [A63F 13/88](#) should be considered in order to perform a complete search.
- 13/20 . Input arrangements for video game devices
- WARNING**
- Group(s) [A63F 13/20-A63F 13/98](#) are incomplete pending reclassification of documents from group(s) [A63F 13/00-A63F 13/12](#).
- Until reclassification is complete, groups [A63F 13/20-A63F 13/98](#) and [A63F 13/00-A63F 13/12](#) should be considered in order to perform a complete search.
- 13/21 . . characterised by their sensors, purposes or types
- 13/211 . . . using inertial sensors, e.g. accelerometers or gyroscopes
- 13/212 . . . using sensors worn by the player, e.g. for measuring heart beat or leg activity
- 13/213 . . . comprising photodetecting means, e.g. cameras, photodiodes or infrared cells ([A63F 13/219](#), [A63F 13/655](#) take precedence)
- 13/214 . . . for locating contacts on a surface, e.g. floor mats or touch pads
- 13/2145 the surface being also a display device, e.g. touch screens
- 13/215 . . . comprising means for detecting acoustic signals, e.g. using a microphone
- 13/216 . . . using geographical information, e.g. location of the game device or player using GPS
- 13/217 . . . using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity
- 13/218 . . . using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player
- 13/219 . . . for aiming at specific areas on the display, e.g. light-guns
- 13/22 . . Setup operations, e.g. calibration, key configuration or button assignment
- 13/23 . . for interfacing with the game device, e.g. specific interfaces between game controller and console
- 13/235 . . . using a wireless connection, e.g. infrared or piconet
- 13/24 . . Constructional details thereof, e.g. game controllers with detachable joystick handles
- 13/245 . . . specially adapted to a particular type of game, e.g. steering wheels
- 13/25 . Output arrangements for video game devices
- 13/26 . . having at least one additional display device, e.g. on the game controller or outside a game booth
- 13/27 . . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena
- 13/28 . . responding to control signals received from the game device for affecting ambient conditions, e.g. for vibrating players' seats, activating scent dispensers or affecting temperature or light ([controlling the output signals based on the game progress](#) [A63F 13/50](#))
- 13/285 . . . Generating tactile feedback signals via the game input device, e.g. force feedback
- 13/30 . Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers
- 13/31 . . Communication aspects specific to video games, e.g. between several handheld game devices at close range
- 13/32 . . using local area network [LAN] connections
- 13/323 . . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines
- 13/327 . . . using wireless networks, e.g. Wi-Fi or piconet
- 13/33 . . using wide area network [WAN] connections
- 13/332 . . . using wireless networks, e.g. cellular phone networks
- 13/335 . . . using Internet
- 13/338 . . . using television networks
- 13/34 . . using peer-to-peer connections
- 13/35 . . Details of game servers
- 13/352 . . . involving special game server arrangements, e.g. regional servers connected to a national server or a plurality of servers managing partitions of the game world

- 13/355 . . . Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client
- 13/358 . . . Adapting the game course according to the network or server load, e.g. for reducing latency due to different connection speeds between clients
- 13/40 . Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment
- 13/42 . . by mapping the input signals into game commands, e.g. mapping the displacement of a stylus on a touch screen to the steering angle of a virtual vehicle
- 13/422 . . . automatically for the purpose of assisting the player, e.g. automatic braking in a driving game
- 13/424 . . . involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition
- 13/426 . . . involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun
- 13/428 . . . involving motion or position input signals, e.g. signals representing the rotation of an input controller or a player's arm motions sensed by accelerometers or gyroscopes
- 13/44 . . involving timing of operations, e.g. performing an action within a time slot
- 13/45 . Controlling the progress of the video game
- 13/46 . . Computing the game score
- 13/47 . . involving branching, e.g. choosing one of several possible scenarios at a given point in time
- 13/48 . . Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session
- 13/49 . . Saving the game status; Pausing or ending the game
- 13/493 . . . Resuming a game, e.g. after pausing, malfunction or power failure
- 13/497 . . . Partially or entirely replaying previous game actions
- 13/50 . Controlling the output signals based on the game progress
- 13/52 . . involving aspects of the displayed game scene
- 13/525 . . . Changing parameters of virtual cameras
- 13/5252 using two or more virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character changes room or displaying a rear-mirror view in a car-driving game
- 13/5255 according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character
- 13/5258 by dynamically adapting the position of the virtual camera to keep a game object or game character in its viewing frustum, e.g. for tracking a character or a ball
- 13/53 . . involving additional visual information provided to the game scene, e.g. by overlay to simulate a head-up display [HUD] or displaying a laser sight in a shooting game
- 13/533 . . . for prompting the player, e.g. by displaying a game menu
- 13/537 . . . using indicators, e.g. showing the condition of a game character on screen
- 13/5372 for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player
- 13/5375 for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game
- 13/5378 for displaying an additional top view, e.g. radar screens or maps ([using two or more virtual cameras concurrently A63F 13/5252](#))
- 13/54 . . involving acoustic signals, e.g. for simulating revolutions per minute [RPM] dependent engine sounds in a driving game or reverberation against a virtual wall
- 13/55 . Controlling game characters or game objects based on the game progress
- 13/56 . . Computing the motion of game characters with respect to other game characters, game objects or elements of the game scene, e.g. for simulating the behaviour of a group of virtual soldiers or for path finding
- 13/57 . . Simulating properties, behaviour or motion of objects in the game world, e.g. computing tyre load in a car race game ([A63F 13/56 takes precedence](#))
- 13/573 . . . using trajectories of game objects, e.g. of a golf ball according to the point of impact
- 13/577 . . . using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars
- 13/58 . . by computing conditions of game characters, e.g. stamina, strength, motivation or energy level
- 13/60 . Generating or modifying game content before or while executing the game program, e.g. authoring tools specially adapted for game development or game-integrated level editor
- 13/61 . . using advertising information
- 13/63 . . by the player, e.g. authoring using a level editor
- 13/65 . . automatically by game devices or servers from real world data, e.g. measurement in live racing competition
- 13/655 . . . by importing photos, e.g. of the player
- 13/67 . . adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use
- 13/69 . . by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions
- 13/70 . Game security or game management aspects
- 13/71 . . using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players
- 13/73 . . Authorising game programs or game devices, e.g. checking authenticity
- 13/75 . . Enforcing rules, e.g. detecting foul play or generating lists of cheating players
- 13/77 . . involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory
- 13/79 . . involving player-related data, e.g. identities, accounts, preferences or play histories

13/792	. . . for payment purposes, e.g. monthly subscriptions	2250/0435	. . . with an air bubble
13/795	. . . for finding other players; for building a team; for providing a buddy list	2250/0442	. . . being absorbed
13/798	. . . for assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46)	2250/045	. . Mercury
13/80	. Special adaptations for executing a specific game genre or game mode	2250/0457	. . . for actuating a switch by gravity
13/803	. . Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks	2250/0464	. . evaporating
13/807	. . Gliding or sliding on surfaces, e.g. using skis, skates or boards	2250/0471	. . containing a viscous liquid
13/812	. . Ball games, e.g. soccer or baseball	2250/0478	. . containing an inflammable liquid
13/814	. . Musical performances, e.g. by evaluating the player's ability to follow a notation	2250/0485	. . for changing stability or rolling properties
13/816	. . Athletics, e.g. track-and-field sports	2250/0492	. . using a surface tension
13/818	. . Fishing	2250/05	. containing a gas
13/822	. . Strategy games; Role-playing games (A63F 13/825 , A63F 13/828 take precedence)	2250/06	. containing small particles
13/825	. . Fostering virtual characters	2250/063	. . for changing stability or rolling properties
13/828	. . Managing virtual sport teams	2250/066	. . Sand
13/833	. . Hand-to-hand fighting, e.g. martial arts competition (A63F 13/837 takes precedence)	2250/08	. with static electricity
13/837	. . Shooting of targets	2250/09	. Antistatic
13/843	. . involving concurrently two or more players on the same game device, e.g. requiring the use of a plurality of controllers or of a specific view of game data for each player	2250/10	. with measuring devices
13/847	. . Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal	2250/1005	. . for angles
13/85	. Providing additional services to players	2250/101	. . . Water level
13/86	. . Watching games played by other players	2250/1015	. . . Protractors
13/87	. . Communicating with other players during game play, e.g. by e-mail or chat	2250/1021	. . for weighing
13/88	. . Mini-games executed independently while main games are being loaded	2250/1026	. . for temperature
13/90	. . Constructional details or arrangements of video game devices not provided for in groups A63F 13/20 or A63F 13/25 , e.g. housing, wiring, connections or cabinets	2250/1031	. . . using colour indicators
13/92	. . Video game devices specially adapted to be hand-held while playing	2250/1036	. . for distances (A63F 2250/1015 takes precedence)
13/95	. . Storage media specially adapted for storing game information, e.g. video game cartridges	2250/1042	. . . Rulers (A63F 2250/1015 takes precedence)
13/98	. . Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers	2250/1047	. . for electrical phenomena
2250/00	Miscellaneous game characteristics	2250/1052	. . . Galvanometers
2250/02	. having an effect on the human senses	2250/1057	. . Compasses
2250/021	. . with odourized parts	2250/1063	. . Timers
2250/022	. . with edible parts	2250/1068	. . . Sandglasses
2250/024	. . . drinkable	2250/1073	. . . Time-out devices (sandglasses A63F 2250/1068 ; A63F 2250/14 takes precedence)
2250/025	. . related to sense of touch (A63F 2009/0003 takes precedence)	2250/1078 of the count-down type
2250/027	. . generating a sound without electric means	2250/1084	. . . Chess clocks
2250/028	. . . Ringing a bell	2250/1089	. . . Mechanical timer causing a random event
2250/04	. containing a liquid	2250/1094	. . for velocity
2250/0407	. . Water	2250/11	. with an indicator for predicting a velocity or other physical quantity
2250/0414	. . . in motion	2250/115	. . based on Hooke's law
2250/0421 dumping water on a player	2250/12	. using a string, rope, strap or belt as a play element
2250/0428	. . . being squirted	2250/121	. . Strap or belt
		2250/122	. . Closed loop
		2250/124	. . Elastic
		2250/125	. . for a yo-yo
		2250/127	. . Chain
		2250/128	. . for suspension of play element
		2250/13	. using coins or paper money as play elements
		2250/133	. . Banknote
		2250/136	. . Coin pusher
		2250/14	. Coin operated
		2250/142	. . with pay-out or rewarding with a prize
		2250/144	. . . Dispensing a gift
		2250/146 by issuing a winning ticket
		2250/148	. . . Enabling replay, e.g. giving a bonus ball
		2250/16	. Use of textiles
		2250/162	. . Carpet
		2250/164	. . Felt
		2250/166	. . Garments
		2250/168	. . with a zipper
		2250/18	. Use of resilient or deformable elements
		2250/183	. . Foam

- 2250/186 . . Spring
- 2250/20 . Outdoor version of games normally played indoors
- 2250/202 . . with anchoring means, e.g. pegs in the ground
- 2250/205 . . for being played in the swimming pool, e.g. floatable games
- 2250/207 . . for being played on the lawn
- 2250/21 . Adapted outdoor game resembling to an indoor game
- 2250/215 . . Hop-scotch
- 2250/22 . with advertising
- 2250/24 . with a lock, e.g. for a puzzle
- 2250/245 . . with a key
- 2250/26 . the game being influenced by physiological parameters ([A63F 2250/1031 takes precedence](#))
- 2250/265 . . by skin resistance
- 2250/28 . with a two-dimensional real image
- 2250/282 . . Kinematic effects, e.g. by rapid showing of a plurality of slightly differing images using flipping cards
- 2250/285 . . Photographs
- 2250/287 . . Cameras therefor
- 2250/30 . with a three-dimensional image
- 2250/302 . . holographic
- 2250/305 . . formed by superimposed partially transparent layers
- 2250/307 . . stereoscopic
- 2250/32 . containing a live object
- 2250/323 . . Mexican jumping bean
- 2250/326 . . Bean bag
- 2250/34 . promoting partner selection
- 2250/36 . sound damping
- 2250/38 . shock damping
- 2250/42 . with a light-sensitive substance, e.g. photoluminescent
- 2250/423 . . fluorescent
- 2250/426 . . phosphorescent
- 2250/48 . with special provisions for gripping by hand
- 2250/481 . . for picking up or for gripping from a cavity, e.g. a recess next to a storing space
- 2250/482 . . with holes or fingers, e.g. blind hole
- 2250/483 . . . adapted for thumb
- 2250/484 . . . adapted for fingernail
- 2250/485 . . using a handle
- 2250/486 . . . with an ergonomic grip
- 2250/487 . . . with a pistol handle
- 2250/488 with a trigger
- 2250/489 . . with a roughened part
- 2250/49 . with provisions for connecting to a part of the body
- 2250/491 . . Finger
- 2250/492 . . . Thumb
- 2250/494 . . . Fingernail
- 2250/495 . . Hand, arm or wrist
- 2250/497 . . Head
- 2250/498 . . Lap
- 2250/50 . Construction set or kit
- 2250/505 . . made from a blank
- 2250/52 . with a remote control
- 2250/54 . washable
- 2250/58 . Antifraud or preventing misuse
- 2250/60 . Connection between elements not otherwise provided for
- 2250/601 . . with hook and loop-type fastener
- 2250/602 . . with adhesive
- 2250/603 . . with pin and hole
- 2250/604 . . with a hook or an eyelet
- 2250/605 . . with clamps or clips
- 2250/606 . . with suction cups
- 2250/609 . . Inserts, e.g. for replaceable indicia or figures ([A63F 2009/0491 takes precedence](#))
- 2250/64 . used for radio or television, e.g. television shows; used in front of an audience
- 2250/645 . . used by the watcher or listener
- 2300/00 Features of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game**
- 2300/10 . characterized by input arrangements for converting player-generated signals into game device control signals
- 2300/1006 . . having additional degrees of freedom
- 2300/1012 . . involving biosensors worn by the player, e.g. for measuring heart beat, limb activity
- 2300/1018 . . Calibration; Key and button assignment
- 2300/1025 . . details of the interface with the game device, e.g. USB version detection
- 2300/1031 . . . using a wireless connection, e.g. Bluetooth, infrared connections
- 2300/1037 . . being specially adapted for converting control signals received from the game device into a haptic signal, e.g. using force feedback
- 2300/1043 . . being characterized by constructional details
- 2300/105 . . using inertial sensors, e.g. accelerometers, gyroscopes
- 2300/1056 . . involving pressure sensitive buttons
- 2300/1062 . . being specially adapted to a type of game, e.g. steering wheel
- 2300/1068 . . being specially adapted to detect the point of contact of the player on a surface, e.g. floor mat, touch pad
- 2300/1075 . . . using a touch screen
- 2300/1081 . . Input via voice recognition
- 2300/1087 . . comprising photodetecting means, e.g. a camera
- 2300/1093 . . . using visible light
- 2300/20 . characterised by details of the game platform
- 2300/201 . . Playing authorisation given at platform level
- 2300/202 . . the game platform being a DVD player
- 2300/203 . . Image generating hardware
- 2300/204 . . the platform being a handheld device
- 2300/205 . . for detecting the geographical location of the game platform
- 2300/206 . . Game information storage, e.g. cartridges, CD ROM's, DVD's, smart cards
- 2300/207 . . . for accessing game resources from local storage, e.g. streaming content from DVD
- 2300/208 . . . for storing personal settings or data of the player
- 2300/209 . . characterized by low level software layer, relating to hardware management, e.g. Operating System, Application Programming Interface
- 2300/30 . characterized by output arrangements for receiving control signals generated by the game device
- 2300/301 . . using an additional display connected to the game console, e.g. on the controller

- 2300/302 . . specially adapted for receiving control signals not targeted to a display device or game input means, e.g. vibrating driver's seat, scent dispenser
- 2300/303 . . for displaying additional data, e.g. simulating a Head Up Display
- 2300/305 . . . for providing a graphical or textual hint to the player
- 2300/306 . . . for displaying a marker associated to an object or location in the game field
- 2300/307 . . . for displaying an additional window with a view from the top of the game field, e.g. radar screen
- 2300/308 . . Details of the user interface
- 2300/40 . characterised by details of platform network
- 2300/401 . . Secure communication, e.g. using encryption or authentication
- 2300/402 . . Communication between platforms, i.e. physical link to protocol
- 2300/403 . . Connection between platform and handheld device
- 2300/404 . . characterized by a local network connection
- 2300/405 . . . being a wireless ad hoc network, e.g. Bluetooth, Wi-Fi, Pico net
- 2300/406 . . Transmission via wireless network, e.g. pager or GSM
- 2300/407 . . Data transfer via internet
- 2300/408 . . Peer to peer connection
- 2300/409 . . Data transfer via television network
- 2300/50 . characterized by details of game servers
- 2300/51 . . Server architecture
- 2300/513 . . . server hierarchy, e.g. local, regional, national or dedicated for different tasks, e.g. authenticating, billing
- 2300/516 . . . connected to a local network, e.g. in a plane, hotel
- 2300/53 . . details of basic data processing
- 2300/531 . . . Server assignment
- 2300/532 . . . using secure communication, e.g. by encryption, authentication
- 2300/534 . . . for network load management, e.g. bandwidth optimization, latency reduction
- 2300/535 . . . for monitoring, e.g. of user parameters, terminal parameters, application parameters, network parameters
- 2300/537 . . . for exchanging game data using a messaging service, e.g. e-mail, SMS, MMS
- 2300/538 . . . for performing operations on behalf of the game client, e.g. rendering
- 2300/55 . Details of game data or player data management
- 2300/5506 . . . using advertisements
- 2300/5513 . . . involving billing
- 2300/552 . . . for downloading to client devices, e.g. using OS version, hardware or software profile of the client device
- 2300/5526 . . . Game data structure
- 2300/5533 using program state or machine event data, e.g. server keeps track of the state of multiple players on in a multiple player game
- 2300/554 by saving game or status data
- 2300/5546 . . . using player registration data, e.g. identification, account, preferences, game history
- 2300/5553 user representation in the game field, e.g. avatar
- 2300/556 Player lists, e.g. online players, buddy list, black list
- 2300/5566 by matching opponents or finding partners to build a team, e.g. by skill level, geographical area, background, play style
- 2300/5573 player location
- 2300/558 by assessing the players' skills or ranking
- 2300/5586 . . . for enforcing rights or rules, e.g. to prevent foul play
- 2300/5593 . . . involving scheduling aspects
- 2300/57 . details of game services offered to the player
- 2300/572 . . . Communication between players during game play of non game information, e.g. e-mail, chat, file transfer, streaming of audio and streaming of video
- 2300/575 . . . for trading virtual items
- 2300/577 . . . for watching a game played by other players
- 2300/60 . Methods for processing data by generating or executing the game program
- 2300/6009 . . for importing or creating game content, e.g. authoring tools during game development, adapting content to different platforms, use of a scripting language to create content
- 2300/6018 . . . where the game content is authored by the player, e.g. level editor or by game device at runtime, e.g. level is created from music data on CD
- 2300/6027 . . using adaptive systems learning from user actions, e.g. for skill level adjustment
- 2300/6036 . . for offering a minigame in combination with a main game
- 2300/6045 . . for mapping control signals received from the input arrangement into game commands
- 2300/6054 . . . by generating automatically game commands to assist the player, e.g. automatic braking in a driving game
- 2300/6063 . . for sound processing
- 2300/6072 . . . of an input signal, e.g. pitch and rhythm extraction, voice recognition
- 2300/6081 . . . generating an output signal, e.g. under timing constraints, for spatialization
- 2300/609 . . for unlocking hidden game elements, e.g. features, items, levels
- 2300/61 . . Score computation
- 2300/63 . . for controlling the execution of the game in time
- 2300/632 . . . by branching, e.g. choosing one of several possible story developments at a given point in time
- 2300/634 . . . for replaying partially or entirely the game actions since the beginning of the game
- 2300/636 . . . involving process of starting or resuming a game
- 2300/638 . . . according to the timing of operation or a time limit
- 2300/64 . . for computing dynamical parameters of game objects, e.g. motion determination or computation of frictional forces for a virtual car
- 2300/643 . . . by determining the impact between objects, e.g. collision detection
- 2300/646 . . . for calculating the trajectory of an object
- 2300/65 . . for computing the condition of a game character
- 2300/66 . . for rendering three dimensional images
- 2300/6607 . . . for animating game characters, e.g. skeleton kinematics

- 2300/6615 . . . using models with different levels of detail [LOD]
- 2300/6623 . . . for animating a group of characters
- 2300/663 . . . for simulating liquid objects, e.g. water, gas, fog, snow, clouds
- 2300/6638 . . . for simulating particle systems, e.g. explosion, fireworks
- 2300/6646 . . . for the computation and display of the shadow of an object or character
- 2300/6653 . . . for altering the visibility of an object, e.g. preventing the occlusion of an object, partially hiding an object
- 2300/6661 . . . for changing the position of the virtual camera
- 2300/6669 using a plurality of virtual cameras concurrently or sequentially, e.g. automatically switching between fixed virtual cameras when a character change rooms
- 2300/6676 by dedicated player input
- 2300/6684 by dynamically adapting its position to keep a game object in its viewing frustum, e.g. for tracking a character or a ball
- 2300/6692 . . . using special effects, generally involving post-processing, e.g. blooming
- 2300/69 . . Involving elements of the real world in the game world, e.g. measurement in live races, real video
- 2300/695 . . . Imported photos, e.g. of the player
- 2300/80 . specially adapted for executing a specific type of game
- 2300/8005 . . Athletics
- 2300/8011 . . Ball
- 2300/8017 . . Driving on land or water; Flying
- 2300/8023 . . the game being played by multiple players at a common site, e.g. in an arena, theatre, shopping mall using a large public display
- 2300/8029 . . Fighting without shooting
- 2300/8035 . . Virtual fishing
- 2300/8041 . . Skating using skis, skates or board
- 2300/8047 . . Music games
- 2300/8052 . . Ball team management
- 2300/8058 . . Virtual breeding, e.g. tamagotchi
- 2300/8064 . . Quiz
- 2300/807 . . Role playing or strategy games
- 2300/8076 . . Shooting
- 2300/8082 . . Virtual reality
- 2300/8088 . . involving concurrently several players in a non-networked game, e.g. on the same game console
- 2300/8094 . . Unusual game types, e.g. virtual cooking