

ECLA EUROPEAN 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 [G06F17/00](#), [G06F19/00](#); [N: coin-freed apparatus for games [G07F17/32](#)])

A63F1/00 **Card games** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game [A63F13/00](#); card games played on a gaming machine [G07F17/32](#)) [C1208]

[A63F1/02](#) . Cards; Special shapes of cards (card-printing methods [B41K](#), [B41M](#))

[A63F1/04](#) . Card games combined with other games

[A63F1/06](#) . Card games appurtenances

[N: **WARNING** [N1208]

The following classes are not complete because of a pending reorganisation:

[A63F1/06B](#): see also [A63F1/06](#) and [K63F1/06B](#) [A63F1/06D](#): see also [A63F1/06](#) and [K63F1/06D](#) [A63F1/06T](#): see also [A63F1/06](#) and [K63F1/06T](#)

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[A63F1/06B](#) . . [N: Boxes or cases for cards] [N1208]

[A63F1/06D](#) . . [N: Devices for bidding] [N1208]

[A63F1/06T](#) . . [N: Tables or similar supporting structures] [N1208]

[A63F1/08](#) . . Card-presses

[A63F1/10](#) . . Card holders

[A63F1/12](#) . . Card shufflers

[A63F1/14](#) . . Card dealers

[A63F1/16](#) . . Apparatus for indicating the dealer

[A63F1/18](#) . . Score computers; Miscellaneous indicators (time-testing devices [G07C](#))

A63F3/00 **Board games; Raffle games** (racing games, traffic games, or obstacle games characterised by figures moved by action of the players [A63F9/14](#))

[N: **WARNING**[N1204]

Reorganisation pending for the following groups: [A63F3/00A](#), [A63F3/00A4H](#), [A63F3/00A4L](#), [A63F3/00A4N](#), [A63F3/00A4P](#), [A63F3/00B](#), [A63F3/00B5](#), [A63F3/00B6](#), [A63F3/00B7](#), [A63F3/00B8](#), [A63F3/04B](#), [A63F3/04U](#), [A63F3/06A](#), [A63F3/06A2](#), [A63F3/06A6](#), [A63F3/06B](#), [A63F3/06C3](#), [A63F3/06F1](#). See also this group and its subgroups

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[A63F3/00A](#) . [N: Types of board games (chess [A63F3/02](#); educational board games [A63F3/04](#))] [N1204]

[A63F3/00A2](#) . . [N: Board games played along a linear track, e.g. game of goose, snakes and ladders, along an endless track ([A63F3/00A4](#) to [A63F3/00A32](#), [A63F3/04](#) take precedence)] [N1204]

- A63F3/00A4 . . [N: 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 A63F3/00A10; indoor games played with small balls A63F7/00)] [N1204]
- A63F3/00A4B . . . [N: Baseball or cricket board games] [N1204]
- A63F3/00A4D . . . [N: Football, soccer or rugby board games] [N1204]
- A63F3/00A4F . . . [N: Tennis or squash board games] [N1204]
- A63F3/00A4H . . . [N: Basketball board games] [N1204]
- A63F3/00A4J . . . [N: Golf or putting board games] [N1204]
- A63F3/00A4L . . . [N: Snooker, pool or billiard board games] [N1204]
- A63F3/00A4N . . . [N: Darts board games] [N1204]
- A63F3/00A4P . . . [N: Bowling board games] [N1204]
- A63F3/00A6 . . [N: Board games concerning economics or finance, e.g. trading] [N1204]
- A63F3/00A6D . . . [N: Stock-market games] [N1204]
- A63F3/00A6F . . . [N: played along an endless track, e.g. monopoly (A63F3/00A6D takes precedence)] [N1204]
- A63F3/00A8 . . [N: War games] [N1204]
- A63F3/00A10 . . [N: Racing games (racing games characterised by figures moved by action of the player A63F9/14)] [N1204]
- A63F3/00A10B . . . [N: Sailing races] [N1204]
- A63F3/00A12 . . [N: Board games concerning traffic or travelling (trading A63F3/00A6; racing A63F3/00A10; teaching the highway code A63F3/04T)] [N1204]
- A63F3/00A12B . . . [N: concerning space ship navigation] [N1204]
- A63F3/00A14 . . [N: Ticktacktoe] [N1204]
- A63F3/00A16 . . [N: Board games with labyrinths, path finding, line forming (labyrinths in boxes with small balls A63F7/04; other labyrinth games A63F9/00L)] [N1204]
- A63F3/00A18 . . [N: Board games concerning astrology, religion, or fortune-telling (fortune-telling games A63F9/18A)] [N1204]
- A63F3/00A20 . . [N: Board games concerning music, theatre, cinema, or art] [N1204]
- A63F3/00A22 . . [N: Board games concerning voting, political or legal subjects; Patent games] [N1204]
- A63F3/00A24 . . [N: Board games concerning treasure-hunting, fishing, hunting (capturing fishing games A63F9/30F)] [N1204]
- A63F3/00A26 . . [N: Board games concerning westerns, detectives, espionage, pirates, murder, disasters, shipwreck rescue operations (rodeo A63F3/00A4; history A63F3/04H)] [N1204]
- A63F3/00A28 . . [N: Backgammon] [N1204]
- A63F3/00A30 . . [N: Mastermind] [N1204]
- A63F3/00A32 . . [N: Casino or betting games (horse races A63F3/00A10)] [N1204]
- A63F3/00B . . [N: Characteristics of game boards, alone or in relation to supporting structures or playing piece] [C1204]
- A63F3/00B1 . . [N: Boards having particular shapes, e.g. hexagonal, triangular, circular, irregular] [N1204]
- A63F3/00B3 . . [N: Three-dimensional game boards] [N1204]
- A63F3/00B4 . . [N: Foldable, rollable, collapsible or segmented boards (A63F3/02D takes precedence)] [N1204]

- A63F3/00B5 . . [N: Details of game boards, e.g. rotatable, slidable or replaceable parts, modular game boards, vertical game boards] [N1204]
- A63F3/00B6 . . [N: with a plurality of boards used during one game, i.e. separate game boards or playing areas] [N1204]
- A63F3/00B7 . . [N: Board game without game board] [N1204]
- A63F3/00B8 . . [N: Connection of game board or part of game board to supporting structure] [N1204]
- A63F3/00B9 . . [N: Connections between board and playing pieces] [N1204]
- A63F3/00B9K . . . [N: Sliding connections, e.g. playing pieces sliding in a groove] [N1204]
- A63F3/00E . [N: Electric board games; Electric features of board games (electric word or number games [A63F3/04E](#); computer chess [G06F](#); electric raffle games [A63F3/08E](#))] [C1204]
- A63F3/00M . [N: Magnetic board games (other games using magnetically moved or magnetically held pieces [A63F9/34](#))] [N1204]
- A63F3/00P . [N: Playing pieces] [N1204]
- A63F3/00Q . [N: Accessories for board games ([A63F3/00P](#) takes precedence; game accessories of general use [A63F11/00](#))] [N1204]
- A63F3/02 . Chess; Similar board games
- A63F3/02B . . [N: Recording or reproducing chess games (data processing for game playing [G06F19/00B](#); teaching games [G09B19/22](#))]
- A63F3/02D . . [N: Pocket chess] [C1204]
- A63F3/04 . Geographical or like games; Educational games (educational appliances in general [G09B](#))
- A63F3/04B . . [N: for learning languages] [N1204]
- A63F3/04C . . [N: Number games (electric [A63F3/04E](#); mathematical models or topics [A63F3/04K](#); two-dimensional puzzles with rotating rings or discs [A63F9/08B2](#), [A63F9/08B4](#))]
- A63F3/04E . . [N: Electric word or number games]
- A63F3/04F . . [N: Word games, e.g. scrabble (electric [A63F3/04E](#); two-dimensional puzzles with rotating rings or discs [A63F9/08B2](#), [A63F9/08B4](#))]
- A63F3/04G . . [N: Geographical games (travelling [A63F3/00A12](#))] [C1204]
- A63F3/04H . . [N: concerning history]
- A63F3/04K . . [N: concerning science or technology, e.g. geology, chemistry, statistics, computer flow charts, radio, telephone ([A63F3/04L](#) takes precedence; other games concerning science or technology [A63F9/00K](#))]
- A63F3/04L . . [N: concerning life sciences, e.g. biology, ecology, nutrition, health, medicine, psychology]
- A63F3/04T . . [N: concerning the highway code]
- A63F3/04U . . [N: Games about time, e.g. telling the time] [N1204]
- A63F3/06 . Lottos or bingo games; Systems, apparatus or devices for checking such games [N: (small boxes with balls used for generating random numbers [A63F7/04R](#); lottery apparatus [G07C15/00](#); lottery gaming stations, online lottery or bingo [G07F17/32D](#); printing processes for lottery tickets [B41M3/00H](#))] [C1204]
- A63F3/06A . . [N: Lottery games] [N1204]

- [N: **WARNING**
not complete, reorganisation pending
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- A63F3/06A2 . . . [N: in which the players select their own numbers, e.g. Lotto] [N1204]
 - A63F3/06A6 . . . [N: based on sporting events, e.g. football pools] [N1204]
 - A63F3/06B . . . [N: Bingo games, e.g. Bingo card games] [N1204]
 - A63F3/06C . . . [N: Devices for filling-in or checking] [C1204]
 - A63F3/06C2 . . . [N: Checking-cards with rupturable portions]
 - A63F3/06C3 . . . [N: Punchers for filling-in or checking lotto or bingo games] [N1204]
 - A63F3/06C5 . . . [N: Electric devices for filling-in or checking] [N1204]
 - A63F3/06E . . . [N: Electric lottos or bingo games] [M1204]
 - A63F3/06F . . . [N: Tickets or accessories for use therewith ([A63F3/06C](#) takes precedence)] [C1204]
 - A63F3/06F1 . . . [N: Printing of tickets, e.g. lottery tickets] [N1204]
 - A63F3/06F2 . . . [N: having a message becoming legible after rubbing-off a coating or removing an adhesive layer ([for educational purposes G09B](#))]
 - A63F3/06F2S [N: Accessories therefor, e.g. ticket scrapers] [N9707]
 - A63F3/06F4 . . . [N: 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 B41M5/165](#))]
 - A63F3/06F6 . . . [N: having a message becoming legible by tearing-off non-adhesive parts]
 - A63F3/06F8 . . . [N: with slidable, hinged or rotatable parts, e.g. reusable bingo game boards]
 - A63F3/08 . . . Raffle games that can be played by a fairly large number of people [N: ([A63F3/06C](#), [A63F3/06F](#) take precedence; lottery apparatus [G07C15/00](#); lottery gaming stations, online lottery or bingo [G07F17/32D](#))] [C1204]
 - A63F3/08E . . . [N: electric]
- A63F5/00** **Roulette games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F13/00)**
- A63F5/00A . . . [N: Automatic roulette] [N1109]
 - A63F5/00B . . . [N: Systems for braking, arresting, halting or stopping] [N1109]
 - A63F5/00B1 . . . [N: Braking effect by electric or magnetic field] [N1109]
 - A63F5/00B2 . . . [N: by pushing or keeping an element between notches] [N1109]
 - A63F5/00B2G [N: using gravity] [N1109]
 - A63F5/00B2G2 [N: free moving element, e.g. ball] [N1109]
 - A63F5/00B2S [N: with a resilient element, e.g. spring] [N1109]
 - A63F5/00B2S2 [N: with adjustable tension] [N1109]
 - A63F5/00B4 . . . [N: Braking effect by friction surface] [N1109]
 - A63F5/00B6 . . . [N: with variable actuation means, e.g. handbrake] [N1109]
 - A63F5/00B6E . . . [N: electrical] [N1109]

- A63F5/00C . [N: Details about the compartments or sectors, e.g. sectors having different sizes] [N1109]
- A63F5/00D . [N: Driving means] [N1109]
- A63F5/00D1 . . [N: electrical] [N1109]
- A63F5/00P . [N: with a plurality of balls used during one game] [N1109]
- A63F5/00R . [N: with a plurality of roulette wheels ([A63F5/04S](#) takes precedence)] [N1109]
- A63F5/02 . Roulette-like ball games
- A63F5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
- A63F5/04D . . [N: Teetotums; Dice-tops] [N1109]
- A63F5/04S . . [N: using concentric discs or rings] [N1109]
- A63F5/04V . . [N: using a rotating wheel and a fixed indicator, e.g. fortune wheels] [N1109]
- A63F5/04V2 . . . [N: with a horizontal wheel, i.e. wheel with a vertical rotation axle] [N1109]
- A63F5/04W . . with symbols viewable through holes or windows

A63F7/00 **Indoor games using small moving playing bodies, e.g. balls, discs or blocks** (board games, raffle games [A63F3/00](#); roulette games [A63F5/00](#); miniature bowling games [A63D3/00](#); bagatelle or similar games [A63D13/00](#); billiards, pocket billiards [A63D15/00](#)) **[M1204]**

[N: **WARNING**[N1204]

Groups not complete pending reclassification: [A63F7/02B](#), [A63F7/06A19](#), [A63F7/06A5](#), [A63F7/06A5A](#), [A63F7/06A7](#), [A63F7/06A11](#), [A63F7/06A13](#), [A63F7/06A15](#), [A63F7/06A15A](#), [A63F7/06A19](#), [A63F7/24](#), [A63F7/24B1](#), [A63F7/24B2](#), [A63F7/24B7](#), [A63F7/26M](#), [A63F7/28](#), [A63F7/30](#), [A63F7/30G1](#), [A63F7/30G3](#), [A63F7/30G5C](#), [A63F7/34](#), [A63F7/36](#), [A63F7/38H](#). See also this group and its subgroups

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- A63F7/00B . [N: 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 [A63D3/00](#); goalposts per se [A63F7/30G](#))] [C1204]
- A63F7/00C . [N: played on a table by two players from opposite sides of the table ([A63F7/06](#) takes precedence)]
- A63F7/00D . [N: played on a table from all sides, e.g. marble games]
- A63F7/00E . [N: electric ([A63F7/02P1](#), [A63F7/30G5](#) take precedence)] [M1204]
- A63F7/00H . [N: the playing bodies having the function of playing pieces, imitating a board game]
- A63F7/00M . [N: using magnetic power ([A63F7/06M](#) takes precedence; magnetic toys [A63H33/26](#))]
- A63F7/02 . using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games [N: (bagatelle or similar games [A63D13/00](#))] [C0810]
- A63F7/02B . . [N: Pachinko] [N1204]

- A63F7/02P . . [N: Pinball games, e.g. flipper games]
- A63F7/02P1 . . . [N: electric]

- A63F7/04 . using balls to be shaken or rolled in small boxes, [N: e.g. comprising labyrinths]
- A63F7/04B . . [N: Two-dimensional labyrinths]
- A63F7/04D . . [N: Three-dimensional labyrinths]
- A63F7/04H . . [N: Hand-held boxes with balls rolled, e.g. towards holes, by tilting the box
([A63F7/38H](#), [A63F7/04B](#) take precedence; tiltable on a support [A63F7/38R](#))
[C1204]
- A63F7/04L . . [N: containing a liquid]
- A63F7/04M . . [N: magnetic]
- A63F7/04R . . [N: used for generating random numbers]

- A63F7/06 . Games simulating outdoor ball games, e.g. hockey [N: or football if physically
beneficial for the human body [A63B67/00](#)] [C1204]
- A63F7/06A . . [N: Type of ball game ([A63F7/06L](#) and [A63F7/06R](#) take precedence)] [N1204]

- [N: **WARNING**[N1208]
not complete, reorganisation pending
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- A63F7/06A1 . . . [N: Baseball] [N1204]
- A63F7/06A3 . . . [N: Basketball] [N1204]
- A63F7/06A5 . . . [N: Football or soccer] [N1204]
- A63F7/06A5A [N: Penalty shooting] [N1204]
- A63F7/06A7 . . . [N: Croquet] [N1204]
- A63F7/06A9 . . . [N: Golf] [N1204]
- A63F7/06A11 . . . [N: Hockey] [N1204]
- A63F7/06A11A [N: Ice-hockey] [N1204]
- A63F7/06A13 . . . [N: Petanque] [N1204]
- A63F7/06A15 . . . [N: Polo] [N1204]
- A63F7/06A15A [N: Water-polo] [N1204]
- A63F7/06A17 . . . [N: Tennis] [N1204]
- A63F7/06A19 . . . [N: Volleyball] [N1204]
- A63F7/06D . . [N: the playing bodies being projected by means of compressed air]
- A63F7/06E . . Electric [N1204]
- A63F7/06F . . [N: the ball being flicked with a finger or hit with a stick, cue or sliding disc which
are not connected to the table]

- A63F7/06L . . [N: with play figures fixed to a rotatable and longitudinally movable shaft]
- A63F7/06L2 . . . [N: Play figures therefor]
- A63F7/06M . . [N: using magnetic power (magnetic toys [A63H33/26](#))]
- A63F7/06R . . [N: with play figures slidable or rotatable about a vertical axis ([A63F7/06L](#) takes
precedence)]

- A63F7/06V . . [N: with operation by foot] [N1204]
- A63F7/06V1 . . . [N: Kicking] [N1204]
- A63F7/06V2 . . . [N: using a pedal] [N1204]

- A63F7/07 . . . in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support [N: (not used, see subgroups of A63F7/06)] [N1204]
- A63F7/20 . . . in which the playing bodies are projected through the air [N: (not used, see subgroups of A63F7/06)] [N1206] [M1207]
- A63F7/22 . . . in which the playing bodies are projected through the air [N: (not used, see subgroups of A63F7/06)] [N1204] [C1208]
- A63F7/24 . . . 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 A63D3/02; in bagatelle or billiards A63D13/00, A63D15/00) [N1204]
- A63F7/24B [N: Apparatus for projecting the balls] [N1204]
- A63F7/24B1 [N: with two projecting mechanisms working under different angles] [N1204]
- A63F7/24B2 [N: with laterally movable, slidable projecting mechanism] [N1204]
- A63F7/24B4 [N: Hand-held or connected to a finger, e.g. cues, clubs, sticks] [N1204]
- A63F7/24B5 [N: Projecting devices with actuating mechanisms, e.g. triggers, not being connected to the playfield] [N1204]
- A63F7/24B6 [N: with a projection mechanism actuated by a spring or other elastic member] [N1204]
- A63F7/24B7 [N: projecting the playing bodies through the air, e.g. with a jump] [N1204]
- A63F7/26 Electric or magnetic [N1204]
- A63F7/26M [N: using a magnet for movement of the ball] [N1204]
- A63F7/28 using gravity, [N: i.e. apparatus for rolling off the ball, e.g. a slope, ramp or slant] [N1204]
- A63F7/30 . . . [N: Details of the playing surface, e.g.] obstacles; [N: Goal posts;] Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators; [N: Means for detecting misuse or errors] [N1204]
- A63F7/30G [N: Goal-posts; Winning posts for rolling-balls] [N1204]
- A63F7/30G1 [N: with means for closing or opening a hole, covering, blocking or uncovering, unblocking a target] [N1204]
- A63F7/30G3 [N: with a score counter] [N1204]
- A63F7/30G5 [N: Electric] [N1204]
- A63F7/30G5C [N: with a score counter] [N1204]
- A63F7/30G5E [N: imparting energy to the ball, e.g. bumper-kickers, reprojectors] [N1204]
- A63F7/32 Apparatus for varying scoring values [N1204]
- A63F7/34 Other devices for handling the playing bodies, e.g. bonus ball return means [N1204]
- A63F7/36 Constructional details not covered by groups A63F7/24 to A63F7/34, [N: i.e. constructional details of rolling boards, rims or play tables], e.g. frame, game boards, guide tracks, [N1204]
- A63F7/36B [N: Rolling boards with special surface, e.g. air cushion boards] [N1204]
- A63F7/36D [N: Specially shaped rolling boards for the balls, e.g. ball tracks] [N1204]
- A63F7/38 Playing surfaces movable during play[N: , 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 A63F7/04; eccentric weights put into orbital motion by nutating movement of the user A63B21/06B2)] [N1204] [C1208]
- A63F7/38H [N: held by the user, e.g. spinning hoops, whirling amusement devices, orbiting toys] [N1204]

- A63F7/38R [N: Rolling boards adapted to be rocked during play] [N1204]
- A63F7/38S [N: Ball games with balls rolled on two movable long sticks] [N1204]
- A63F7/40 . . Balls or other moving playing bodies, e.g. pinballs or discs [N: used instead of balls] [N1204]

- A63F9/00** **Games not otherwise provided for** (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game [A63F13/00](#)[N: ;miscellaneous sporting games [A63B67/00](#)]) [C0703] [M1204]
- [N: **WARNING** [N1204]
Groups incomplete pending reclassification reorganisation: [A63F9/02B3](#), [A63F9/04S](#), [A63F9/06A](#), [A63F9/06B](#), [A63F9/06C](#), [A63F9/06D](#), [A63F9/06E](#), [A63F9/06P](#), [A63F9/06S](#), [A63F9/06T](#), [A63F9/08B1](#), [A63F9/08D2](#), [A63F9/08D3](#), [A63F9/08D3R](#), [A63F9/08D4](#), [A63F9/08D5](#), [A63F9/08D6](#), [A63F9/08D7](#), [A63F9/08D9](#), [A63F9/12C](#), [A63F9/12P](#), [A63F9/12S](#). See also this group and its subgroups]

- A63F9/00A . [N: Games specially adapted for handicapped, blind or bed-ridden persons]
- A63F9/00D . [N: Games or toys connected to, or combined with, other objects; Objects with a second use as a toy or game]
- A63F9/00H . [N: Games for obtaining a particular arrangement of playing pieces in a plane or space ([A63F9/08](#) takes precedence; ticktacktoe [A63F3/00A14](#); three-dimensional chess-like games [A63F3/00B3](#))] [C1204]
- A63F9/00K . [N: Games representing technical, industrial or scientific activities, e.g. oil exploration, space ship navigation games]
- A63F9/00L . [N: Labyrinth games ([A63F3/00A16](#), [A63F7/04](#) take precedence)] [C1207]
- A63F9/00N . [N: Games using compressed air, e.g. with air blowers, balloons, vacuum ([A63F7/06D](#) and [A63F7/36B](#) take precedence)] [C1204]
- A63F9/00P . [N: Punchboards]
- A63F9/00R . [N: Reaction time games (testing reaction time [A61B5/16D](#); reaction time training [A63B69/00N2](#); time registering, indicating or recording in connection with sports or games [G07C1/22](#))]
- A63F9/00W . [N: Word or number games ([A63F3/04C](#), [A63F3/04E](#), [A63F3/04F](#) take precedence)]
- A63F9/02 . Shooting or hurling games (throwing-implements for sports or recreational use [A63B65/00](#); throwing or projecting toys per se [A63H33/18](#); [N: gun simulators [F41A33/00](#), e.g. light- or radiation-emitting guns [F41A33/02](#); practice apparatus for gun-aiming [F41G3/26](#), e.g. using a light-emitting device [F41G3/26C](#)]; targets, target ranges, bullet catchers [F41J](#), [N: photo-electric hit-detector systems [F41J5/02](#)]) [C0703]
- A63F9/02B . . [N: Targets therefor (for ball games [A63B63/00](#))]
- A63F9/02B1 . . . [N: the projectile being connectable to the target, e.g. using hook and loop-type fastener, hooks]
- A63F9/02B3 . . . [N: Movable targets] [N1204]
- A63F9/02F . . [N: Bombing or dropping games]

- A63F9/02G . . [N: Shooting devices therefor]
- A63F9/02P . . [N: Projectiles ([A63F9/02B1](#), [A63F9/02F](#) and [A63F9/02G](#) take precedence)]
- A63F9/02S . . [N: with a simulated projectile, e.g. an image on a screen]

- A63F9/04 . Dice ([dice tops A63F5/04](#) [N: D]); Dice-boxes; Mechanical dice-throwing devices [N: (casino or betting games played on boards [A63F3/00A32](#))] [C1204]
- A63F9/04A . . [N: Rolling boards] [N1204]
- A63F9/04B . . [N: Dice-throwing devices, e.g. dice cups] [M1204]
- A63F9/04C . . [N: Cuboid dice]
- A63F9/04D . . [N: Details of dice, e.g. non-cuboid dice] [M1204]
- A63F9/04E . . [N: Electronic dice; electronic dice simulators] [C1204]
- A63F9/04S . . [N: Dice-boxes or similar storing means] [N1204]

- [N: **WARNING**
not complete, reorganisation pending
]

- A63F9/06 . Patience; Other games for self-amusement [C1208]

- [N: **WARNING**
Groups [A63F9/06A](#) to [A63F9/06C](#) are not complete pending reclassification; see also this groups and its other subgroups [N1208]
]
- A63F9/06A . . [N: for animals] [N1204]
- A63F9/06B . . [N: Solitary games adapted for a single player] [N1204]
- A63F9/06C . . [N: based on the use of colours] [N1204]
- A63F9/06D . . [N: Solitary games adapted for multiple players] [N1204]
- A63F9/06E . . [N: Electronic puzzles] [N1204]
- A63F9/06F . . [N: 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 [A63H33/22](#))]
- A63F9/06P . . [N: using a marker or means for drawing, e.g. pen, pencil, chalk] [N1204]
- A63F9/06S . . [N: matching elementary shapes to corresponding holes] [N1204]
- A63F9/06T . . [N: Tessellation] [N1204]
- A63F9/08 . . Puzzles provided with elements movable in relation, [N: i.e. movably connected], to each other
- A63F9/08B . . . [N: Two-dimensional puzzles with slideable or rotatable elements or groups of elements, the main configuration remaining unchanged]
- A63F9/08B1 [N: requiring vacant positions or gap migration, e.g. two-dimensional sliding puzzles] [N1204]
- A63F9/08B2 [N: with rotatable concentric rings or discs ([A63F9/08D1](#) takes precedence)]
- A63F9/08B4 [N: with rotatable non-concentric discs, e.g. gear games]
- A63F9/08B6 [N: having overlapping circles with interchangeable elements]
- A63F9/08D . . . [N: 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 [A63F9/08B2](#))]
- A63F9/08D1 [N: with vacant positions or gap migration] [C1204]

- A63F9/08D2 [N: comprising only two layers, e.g. with eight elements] [N1204]
- A63F9/08D3 [N: 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] [N1204]
- A63F9/08D3R [N: 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] [N1204]
- A63F9/08D4 [N: with elements slidably connected to a visible central body, e.g. beads in grooves] [N1204]
- A63F9/08D5 [N: with elements slidably connected to neighbouring elements, e.g. with hollow interior] [N1204]
- A63F9/08D6 [N: 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] [N1204]
- A63F9/08D7 [N: with groups of elements rotating about at least three axes not intersecting in one point, e.g. toroidal shapes] [N1204]
- A63F9/08D9 [N: a sphere rotatable with respect to an inner sphere] [N1204]
- A63F9/08F [N: Bent wire or cord puzzles]
- A63F9/08G [N: Puzzles with elements that are connected by straps, strings or hinges, e.g. Rubik's Magic]
- A63F9/10 . . . Two-dimensional jig-saw puzzles
- A63F9/10B [N: Composition of faces, i.e. visages, using individual pieces representing parts thereof] [M1204]
- A63F9/10D [N: Display boards therefor] [M1204]
- A63F9/12 . . . Three-dimensional jig-saw puzzles
- A63F9/12B [N: Puzzles consisting of non-interlocking identical blocks, e.g. children's block puzzles]
- A63F9/12C [N: Connections between puzzle elements] [N1204]
- A63F9/12P [N: using pegs, pins, rods or dowels as puzzle elements] [N1204]
- A63F9/12S [N: Sculpture puzzles] [N1204]
- A63F9/14 . . . Racing games, traffic games, or obstacle games characterised by figures moved by action of the players ([N: racing] games using dice [A63F3/00](#)) [M1204]
- A63F9/14E . . . [N: electric]
- A63F9/16 . . . Spinning-top games
- A63F9/18 . . . Question-and-answer games
- A63F9/18A . . . [N: Fortune-telling games]
- A63F9/18E . . . [N: electric]
- A63F9/20 . . . Dominoes or like games; Mah-Jongg games
- A63F9/24 . . . [N: Electric games;] Games using electronic circuits not otherwise provided for [N: (video games [A63F13/00](#), computers for game playing per se [G06F19/00B](#); computerized gaming systems [G07F17/32](#))] [N9906] [C1204]
- A63F9/26 . . . Balancing games, i.e. bringing elements into or out of balance [N0703]

- A63F9/28 . Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor [N0703]
- A63F9/30 . Capturing games for grabbing or trapping objects, e.g. fishing games [N0703]
- A63F9/30F . . [N: Fishing games (with magnetic pieces A63F9/34)] [N0703]
- A63F9/32 . Games with a collection of long sticks, e.g. mikado (A63F9/30 takes precedence) [N0703]
- A63F9/34 . Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F9/00 [N0703]

- A63F11/00** **Game accessories of general use [N: e.g. score counters, boxes] [N0703] [M1204]**
 [N: **Note** [C0711]
 Game accessories specially adapted for a particular type of game are classified in one of the groups [A63F1/00](#) to [A63F9/00](#) covering the particular game
]
 [N: **WARNING**[N1204]
 Groups not complete, pending reclassification: [A63F11/00T](#); [A63F11/00V](#); [A63F11/00Y](#).
 See also this group
]

- A63F11/00C . [N: Dispensing or collecting devices for tokens or chips (dispensers for game pieces in chain reaction games A63F9/28; coin freed apparatus for games G07F17/32, coin freed apparatus for gaming machines with circulation of gaming tokens G07F17/32D2)] [N0703]
- A63F11/00S . [N: Chance selectors (A63F7/04R, A63F9/04 take precedence)] [N0703]
- A63F11/00T . [N: Tools] [N1204]
- A63F11/00V . [N: Indicators of values, e.g. score counters] [N1204]
- A63F11/00Y . [N: Game concepts, rules or strategies] [N1204]

- A63F13/00** **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) [N9907]**

- A63F13/00B . [N: characterised by the type of game, e.g. ball games, fighting games] [N9907]
- A63F13/02 . Accessories (input or output arrangements for electrical digital computers [G06F3/00](#)) [N9907]
- A63F13/04 . for aiming at specific areas on the displays, e.g. with photodetecting means [N9907]
- A63F13/06 . using player-operated means for controlling the position of a specific area display [N9907]
- A63F13/08 . Constructional details or arrangements, e.g. housing, wiring, connections, cabinets, not otherwise provided for [N9907]

A63F13/10

- Control of the course of the game, e.g. start, progress, end [N9907]

A63F13/12

- involving interaction between a plurality of game devices, e.g. transmission or distribution systems [N: (protocols for networked virtual reality, networked games H04L29/06C4)] [N9907]