

A63 SPORTS; GAMES; AMUSEMENTS

A63F CARD, BOARD, OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; GAMES NOT OTHERWISE PROVIDED FOR (data-processing equipment characterised by a specific application for game playing G06F 17/00, G06F 19/00) [5]

- 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) [1,7]
- 1/02 . Cards; Special shapes of cards (card-printing methods B41K, B41M)
 - 1/04 . Card games combined with other games
 - 1/06 . Card game appurtenances
 - 1/08 . . Card-presses
 - 1/10 . . Card-holders
 - 1/12 . . Card-shufflers
 - 1/14 . . Card-dealers
 - 1/16 . . Apparatus for indicating the dealer
 - 1/18 . . Scoring or registering devices; Indicators (A63F 1/16 takes precedence; time-testing devices G07C)
- 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; aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00) [1,7]
- 3/02 . Chess; Similar board games
 - 3/04 . Geographical or like games
 - 3/06 . Lottos or bingo games; Systems, apparatus or devices for checking such games [5]
 - 3/08 . Raffle games that can be played by a fairly large number of people
- 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) [1,7]
- 5/02 . Roulette-like ball games
 - 5/04 . Disc roulettes; Dial roulettes; Teetotums; Dice-tops
- 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; aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00; miniature bowling games A63D 3/00; bagatelle or similar games A63D 13/00; billiards, pocket billiards A63D 15/00) [1,7]
- 7/02 . using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games
 - 7/04 . using balls to be shaken or rolled in small boxes
 - 7/06 . Games simulating outdoor ball games, e.g. hockey (if physically beneficial for the human body A63B 67/00)
 - 7/07 . . in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support [3]
 - 7/20 . . in which the playing bodies are projected through the air [3]
 - 7/22 . Accessories; Details [3]
 - 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) [3]
 - 7/26 . . . electric or magnetic [3]
 - 7/28 . . . using gravity [3]
 - 7/30 . . Obstacles; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators [3]
 - 7/32 . . . Apparatus for varying scoring values [3]
 - 7/34 . . Other devices for handling the playing bodies, e.g. bonus ball return means [3]
 - 7/36 . . Constructional details not covered by groups A63F 7/24 A63F 7/34, e.g. frames, game boards, guide tracks [3]
 - 7/38 . . . Playing surfaces movable during play [3]
 - 7/40 . . . Balls or other moving playing bodies, e.g. pinballs, discs [3]
- 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) [1,7]
- 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; targets, target ranges, bullet catchers F41J) [3]
 - 9/04 . Dice (dice-tops A63F 5/04); Dice-boxes; Mechanical dice-throwing devices
 - 9/06 . Patience; Other games for self-amusement (balls to be shaken in small boxes A63F 7/04)
 - 9/08 . . Puzzles provided with elements movable in relation to each other
 - 9/10 . . Two-dimensional jig-saw puzzles
 - 9/12 . . Three-dimensional jig-saw puzzles
 - 9/14 . Racing games, traffic games, or obstacle games characterised by figures moved by action of the players (games using dice A63F 3/00)
 - 9/16 . Spinning-top games
 - 9/18 . Question-and-answer games
 - 9/20 . Dominoes or like games; Mah-Jongg games
 - 9/24 . Games using electronic circuits not otherwise provided for [5]
 - 9/26 . Balancing games, i.e. bringing elements into or out of balance [7]
 - 9/28 . Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor [7]
 - 9/30 . Capturing games for grabbing or trapping objects, e.g. fishing games [7]
 - 9/32 . Games with a collection of long sticks, e.g. mikado (A63F 9/30 takes precedence) [7]
 - 9/34 . Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00 [7]
- 11/00 Game accessories of general use** [7]

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. [7]

- 13/00 Aspects of games using an electronically generated display having two or more dimensions, e.g. on a television screen, showing representations related to the game** (electric circuitry, see the relevant subclasses therefor) [7]
- 13/02 . Accessories (input or output arrangements for electrical digital computers G06F 3/00) [7]

- 13/04 . . for aiming at specific areas on the display, e.g. with photodetecting means [7]
- 13/06 . . using player-operated means for controlling the position of a specific area on the display [7]
- 13/08 . Constructional details or arrangements, e.g. housing, wiring, connections, cabinets, not otherwise provided for [7]
- 13/10 . Control of the course of the game, e.g. start, progress, end [7]
- 13/12 . involving interaction between a plurality of game devices, e.g. transmission or distribution systems [7]