

WIPO



CLIM/GTP/27/5

ORIGINAL: English

DATE: July 14, 2008

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WORLD INTELLECTUAL PROPERTY ORGANIZATION
GENEVA

SPECIAL UNION FOR THE INTERNATIONAL CLASSIFICATION OF GOODS AND
SERVICES FOR THE PURPOSES OF THE REGISTRATION OF MARKS
(NICE UNION)

PREPARATORY WORKING GROUP

**Twenty-Seventh Session
Geneva, October 6 to 10, 2008**

SUMMARY TABLES OF PROPOSALS CONCERNING
“AMUSEMENT APPARATUS OR APPARATUS FOR GAMES”

Document prepared by the International Bureau

1. The Annex to this document contains summary tables of the proposals submitted by Japan concerning “amusement apparatus or apparatus for games” (see document CLIM/GTP/27/4).

2. *The Preparatory Working Group is invited to consider the above-mentioned proposals and to express its views thereon.*

[Annex follows]

ANNEX/ANNEXE

PROPOSALS FOR CHANGES TO THE NINTH EDITION OF THE NICE CLASSIFICATION CONCERNING AMUSEMENT APPARATUS OR APPARATUS FOR GAMES/
 PROPOSITIONS DE CHANGEMENTS À APPORTER À LA NEUVIÈME ÉDITION DE LA CLASSIFICATION DE NICE
 CONCERNANT LES APPAREILS POUR LE DIVERTISSEMENT ET APPAREILS POUR JEUX

Category 1 – New indications/
1^{re} catégorie – Nouvelles indications

	Prop. No./ Prop. N°	Class/ Classe	Proposal/Proposition	Remarks/Remarques
	JP-029	28	Video game machines machines de jeux vidéo	Among amusement apparatus or apparatus for games, those intended for playing games on a display screen or monitor are called “video game machines.” Some of these video game machines are adapted for use with an external display screen or monitor, while others have an integrated display screen. However, regardless of whether or not they are adapted for use with an external display screen or monitor, game apparatuses intended for playing games on a display screen or monitor are included within the scope of “video game machines.”
	JP-030	28	Portable games with liquid crystal displays jeux portatifs pourvus d’un écran à cristaux liquides	Recent “portable games with liquid crystal displays,” with internet connectivity and music player functions, such units are also included within the scope of “portable games with liquid crystal displays” as long as their main function/purpose is gaming.
	JP-031	28	Arcade video game machines machines de jeu vidéo électroniques	“Arcade video game machines” are amusement apparatus or apparatus for games with a display screen that are located at commercial establishments, such as game arcades and restaurants. They are designed for commercial use and operate automatically upon the payment of a specific amount of money. Although Class 28 of the alphabetical list contains “amusement machines, automatic and coin-operated,” such machines are not always coin-operated these days. Therefore, a new “arcade video game machines” indication should be included in the list.

[Category 2 follows/
La 2^e catégorie suit]

Category 2 – Existing indications to be deleted/
2^e catégorie – Indications existantes à supprimer

	Prop. No./ Prop. N°	Class/ Classe	Basic No./ N° de base	Proposal/Proposition	Remarks/Remarques
	JP-032	28	280053	<p>Delete G0035 “Games other than those adapted for use with an external display screen or monitor”</p> <p>Supprimer J0037 “jeux autres que ceux conçus pour être utilisés avec un écran d’affichage indépendant ou un moniteur”</p>	<p>Japan considers it appropriate to transfer all “amusement apparatus or apparatus for games whose main function/purpose is gaming” to Class 28 regardless of whether or not they are “adapted for use with an external display screen or monitor.” Since Class 28 includes “Games” indication, proposed indication should be deleted from Class 28.</p>

[Category 3 follows/
La 3^e catégorie suit]

Category 3 – Modifications of existing indications/
3^e catégorie – Modifications d'indications existantes

	Prop. No./ Prop. N°	Class/ Classe	Basic No./ N° de base	Proposal/Proposition	Remarks/Remarques
	JP-033	9	090576	<p>Transfer A0273 “Amusement apparatus adapted for use with an external display screen or monitor” to Class 28</p> <p>Transférer D0266 “divertissement (appareils pour le –) conçus pour être utilisés avec un écran d’affichage indépendant ou un moniteur” dans la classe 28</p>	Japan considers it appropriate to transfer all “amusement apparatus or apparatus for games whose main function/purpose is gaming” to Class 28 regardless of whether or not they are “adapted for use with an external display screen or monitor.”
	JP-034	9	090542	<p>Transfer G0030 “Games (Apparatus for -) adapted for use with an external display screen or monitor” to Class 28</p> <p>Transférer J0035 “jeux (appareils pour –) conçus pour être utilisés avec un écran d’affichage indépendant ou un moniteur” dans la classe 28</p>	
	JP-035	28	280128	<p>Change G0036 “Games other than those adapted for use with an external display screen or monitor (Apparatus for –)” to “Apparatus for games”</p> <p>Changer J0038 “jeux autres que ceux conçus pour être utilisés avec un écran d’affichage indépendant ou un moniteur (appareils pour –)” en “appareils pour jeux”</p>	Japan considers it appropriate to transfer all “amusement apparatus or apparatus for games whose main function/purpose is gaming” to Class 28 regardless of whether or not they are “adapted for use with an external display screen or monitor.” Although Class 28 includes “Games” indication, the scope of “Games” is broad. Therefore, a new “Apparatus for games” indication should be added to Class 28 of the alphabetical list.

[Category 4 follows/
La 4^e catégorie suit]

Category 4 – Changes in the Class Headings, the Explanatory Notes and the General Remarks/
4^e catégorie – Changements à apporter aux intitulés des classes, aux notes explicatives et aux remarques générales

	Prop. No./ Prop. N°	Class/ Classe	Place/ Endroit	Proposal/Proposition	Remarks/Remarques
	JP-36	9	Explanatory Note Note explicative	Under “ <i>This class includes, in particular:</i> ” delete: “– amusement apparatus adapted for use with an external display screen or monitor;” Sous “Cette classe comprend notamment :” supprimer : “– les appareils de divertissement conçus pour être utilisés avec un écran d’affichage indépendant ou un moniteur;”	Japan considers it appropriate to transfer all “amusement apparatus or apparatus for games whose main function/purpose is gaming” to Class 28 regardless of whether or not they are “adapted for use with an external display screen or monitor.”
	JP-37	28	Explanatory Note Note explicative	Under “ <i>This class does not include, in particular:</i> ” delete: “– amusement apparatus adapted for use with an external display screen or monitor (Cl. 9);” Sous “ <i>Cette classe ne comprend pas notamment :</i> ” supprimer : “– les appareils de divertissement conçus pour être utilisés avec un écran d’affichage indépendant ou un moniteur (cl. 9);”	

[End of Annex and of document/
Fin de l’annexe et du document]