

SECTION A — HUMAN NECESSITIES

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]

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| <p>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]</p> <p>1/02 • Cards; Special shapes of cards (card-printing methods B41K, B41M)</p> <p>1/04 • Card games combined with other games</p> <p>1/06 • Card game appurtenances</p> <p>1/08 • • Card-presses</p> <p>1/10 • • Card-holders</p> <p>1/12 • • Card-shufflers</p> <p>1/14 • • Card-dealers</p> <p>1/16 • • Apparatus for indicating the dealer</p> <p>1/18 • • Scoring or registering devices; Indicators (A63F 1/16 takes precedence; time-testing devices G07C)</p> <p>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]</p> <p>3/02 • Chess; Similar board games</p> <p>3/04 • Geographical or like games</p> <p>3/06 • Lottos or bingo games; Systems, apparatus or devices for checking such games [5]</p> <p>3/08 • Raffle games that can be played by a fairly large number of people</p> <p>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]</p> <p>5/02 • Roulette-like ball games</p> <p>5/04 • Disc roulettes; Dial roulettes; Teetotums; Dice-tops</p> <p>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]</p> <p>7/02 • using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games</p> <p>7/04 • using balls to be shaken or rolled in small boxes</p> <p>7/06 • Games simulating outdoor ball games, e.g. hockey (if physically beneficial for the human body A63B 67/00)</p> | <p>7/07 • • in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support [3]</p> <p>7/20 • • in which the playing bodies are projected through the air [3]</p> <p>7/22 • Accessories; Details [3]</p> <p>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]</p> <p>7/26 • • • electric or magnetic [3]</p> <p>7/28 • • • using gravity [3]</p> <p>7/30 • • Obstacles; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators [3]</p> <p>7/32 • • • Apparatus for varying scoring values [3]</p> <p>7/34 • • Other devices for handling the playing bodies, e.g. bonus ball return means [3]</p> <p>7/36 • • Constructional details not covered by groups A63F 7/24-A63F 7/34, e.g. frames, game boards, guide tracks [3]</p> <p>7/38 • • • Playing surfaces movable during play [3]</p> <p>7/40 • • • Balls or other moving playing bodies, e.g. pinballs, discs [3]</p> <p>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]</p> <p>9/02 • Shooting or hurling games (throwing-implements for sports or recreational use A63B 65/00; throwing or projecting toys <i>per se</i> A63H 33/18; targets, target ranges, bullet catchers F41J) [3]</p> <p>9/04 • Dice (dice-tops A63F 5/04); Dice-boxes; Mechanical dice-throwing devices</p> <p>9/06 • Patience; Other games for self-amusement (balls to be shaken in small boxes A63F 7/04)</p> <p>9/08 • • Puzzles provided with elements movable in relation to each other</p> <p>9/10 • • Two-dimensional jig-saw puzzles</p> <p>9/12 • • Three-dimensional jig-saw puzzles</p> <p>9/14 • Racing games, traffic games, or obstacle games characterised by figures moved by action of the players (games using dice A63F 3/00)</p> <p>9/16 • Spinning-top games</p> <p>9/18 • Question-and-answer games</p> <p>9/20 • Dominoes or like games; Mah-Jongg games</p> <p>9/24 • Games using electronic circuits not otherwise provided for [5]</p> |
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- 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]

Note(s)

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.

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]