

SECTION A — HUMAN NECESSITIES

A63 SPORTS; GAMES; AMUSEMENTS

A63F CARD, BOARD OR ROULETTE GAMES; INDOOR GAMES USING SMALL MOVING PLAYING BODIES; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR [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, 2006.01]
- 1/02 • Cards; Special shapes of cards (card-printing methods B41K, B41M) [1, 2006.01]
- 1/04 • Card games combined with other games [1, 2006.01]
- 1/06 • Card game appurtenances [1, 2006.01]
- 1/08 • • Card-presses [1, 2006.01]
- 1/10 • • Card-holders [1, 2006.01]
- 1/12 • • Card-shufflers [1, 2006.01]
- 1/14 • • Card-dealers [1, 2006.01]
- 1/16 • • Apparatus for indicating the dealer [1, 2006.01]
- 1/18 • • Scoring or registering devices; Indicators (A63F 1/16 takes precedence; time-testing devices G07C) [1, 2006.01]
- 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, 2006.01]
- 3/02 • Chess; Similar board games [1, 2006.01]
- 3/04 • Geographical or like games [1, 2006.01]
- 3/06 • Lottos or bingo games; Systems, apparatus or devices for checking such games [1, 5, 2006.01]
- 3/08 • Raffle games that can be played by a fairly large number of people [1, 2006.01]
- 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, 2006.01]
- 5/02 • Roulette-like ball games [1, 2006.01]
- 5/04 • Disc roulettes; Dial roulettes; Teetotums; Dice-tops [1, 2006.01]
- 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, 2006.01]
- 7/02 • using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games [1, 2006.01]
- 7/04 • using balls to be shaken or rolled in small boxes [1, 2006.01]
- 7/06 • Games simulating outdoor ball games, e.g. hockey (if physically beneficial for the human body A63B 67/00) [1, 2006.01]
- 7/07 • • in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support [3, 2006.01]
- 7/20 • • in which the playing bodies are projected through the air [3, 2006.01]
- 7/22 • Accessories; Details [3, 2006.01]
- 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, 2006.01]
- 7/26 • • • electric or magnetic [3, 2006.01]
- 7/28 • • • using gravity [3, 2006.01]
- 7/30 • • Obstacles; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators [3, 2006.01]
- 7/32 • • • Apparatus for varying scoring values [3, 2006.01]
- 7/34 • • Other devices for handling the playing bodies, e.g. bonus ball return means [3, 2006.01]
- 7/36 • • Constructional details not covered by groups A63F 7/24-A63F 7/34, e.g. frames, game boards, guide tracks [3, 2006.01]
- 7/38 • • • Playing surfaces movable during play [3, 2006.01]
- 7/40 • • • Balls or other moving playing bodies, e.g. pinballs, discs [3, 2006.01]
- 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, 2006.01]
- 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) [1, 3, 2006.01]
- 9/04 • Dice (dice-tops A63F 5/04); Dice-boxes; Mechanical dice-throwing devices [1, 2006.01]
- 9/06 • Patience; Other games for self-amusement (balls to be shaken in small boxes A63F 7/04) [1, 2006.01]
- 9/08 • • Puzzles provided with elements movable in relation to each other [1, 2006.01]
- 9/10 • • Two-dimensional jig-saw puzzles [1, 2006.01]
- 9/12 • • Three-dimensional jig-saw puzzles [1, 2006.01]
- 9/14 • Racing games, traffic games, or obstacle games characterised by figures moved by action of the players (games using dice A63F 3/00) [1, 2006.01]
- 9/16 • Spinning-top games [1, 2006.01]
- 9/18 • Question-and-answer games [1, 2006.01]

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- 9/20 • Dominoes or like games; Mah-Jongg games [1, 2006.01]
- 9/24 • Games using electronic circuits not otherwise provided for [5, 2006.01]
- 9/26 • Balancing games, i.e. bringing elements into or out of balance [7, 2006.01]
- 9/28 • Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor [7, 2006.01]
- 9/30 • Capturing games for grabbing or trapping objects, e.g. fishing games [7, 2006.01]
- 9/32 • Games with a collection of long sticks, e.g. pick-up sticks (A63F 9/30 takes precedence) [7, 2006.01]
- 9/34 • Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00 [7, 2006.01]
- 11/00 Game accessories of general use [7, 2006.01]**
Note(s) [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.
- 13/00 Video games, i.e. games using an electronically generated display having two or more dimensions [7, 2006.01, 2014.01]**
- 13/20 • Input arrangements for video game devices [2014.01]
- 13/21 • • characterised by their sensors, purposes or types [2014.01]
- 13/211 • • • using inertial sensors, e.g. accelerometers or gyroscopes [2014.01]
- 13/212 • • • using sensors worn by the player, e.g. for measuring heart beat or leg activity [2014.01]
- 13/213 • • • comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F 13/219, A63F 13/655 take precedence) [2014.01]
- 13/214 • • • for locating contacts on a surface, e.g. floor mats or touch pads [2014.01]
- 13/2145 • • • • the surface being also a display device, e.g. touch screens [2014.01]
- 13/215 • • • comprising means for detecting acoustic signals, e.g. using a microphone [2014.01]
- 13/216 • • • using geographical information, e.g. location of the game device or player using GPS [2014.01]
- 13/217 • • • using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity [2014.01]
- 13/218 • • • using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player [2014.01]
- 13/219 • • • for aiming at specific areas on the display, e.g. light-guns [2014.01]
- 13/22 • • Setup operations, e.g. calibration, key configuration or button assignment [2014.01]
- 13/23 • • for interfacing with the game device, e.g. specific interfaces between game controller and console [2014.01]
- 13/235 • • • using a wireless connection, e.g. infrared or piconet [2014.01]
- 13/24 • • Constructional details thereof, e.g. game controllers with detachable joystick handles [2014.01]
- 13/245 • • • specially adapted to a particular type of game, e.g. steering wheels [2014.01]
- 13/25 • Output arrangements for video game devices [2014.01]
- 13/26 • • having at least one additional display device, e.g. on the game controller or outside a game booth [2014.01]
- 13/27 • • characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena [2014.01]
- 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) [2014.01]
- 13/285 • • • Generating tactile feedback signals via the game input device, e.g. force feedback [2014.01]
- 13/30 • Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers [2014.01]
- 13/31 • • Communication aspects specific to video games, e.g. between several handheld game devices at close range [2014.01]
- 13/32 • • using local area network [LAN] connections [2014.01]
- 13/323 • • • between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines [2014.01]
- 13/327 • • • using wireless networks, e.g. Wi-Fi® or piconet [2014.01]
- 13/33 • • using wide area network [WAN] connections [2014.01]
- 13/332 • • • using wireless networks, e.g. cellular phone networks [2014.01]
- 13/335 • • • using Internet [2014.01]
- 13/338 • • • using television networks [2014.01]
- 13/34 • • using peer-to-peer connections [2014.01]
- 13/35 • • Details of game servers [2014.01]
- 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 [2014.01]
- 13/355 • • • Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an encoded video stream for transmitting to a mobile phone or a thin client [2014.01]
- 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 [2014.01]
- 13/40 • Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment [2014.01]
- 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 [2014.01]
- 13/422 • • • automatically for the purpose of assisting the player, e.g. automatic braking in a driving game [2014.01]
- 13/424 • • • involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition [2014.01]
- 13/426 • • • involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun [2014.01]

- 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 **[2014.01]**
- 13/44 • • • involving timing of operations, e.g. performing an action within a time slot **[2014.01]**
- 13/45 • Controlling the progress of the video game **[2014.01]**
- 13/46 • • • Computing the game score **[2014.01]**
- 13/47 • • • involving branching, e.g. choosing one of several possible scenarios at a given point in time **[2014.01]**
- 13/48 • • • Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session **[2014.01]**
- 13/49 • • • Saving the game status; Pausing or ending the game **[2014.01]**
- 13/493 • • • Resuming a game, e.g. after pausing, malfunction or power failure **[2014.01]**
- 13/497 • • • Partially or entirely replaying previous game actions **[2014.01]**
- 13/50 • Controlling the output signals based on the game progress **[2014.01]**
- 13/52 • • • involving aspects of the displayed game scene **[2014.01]**
- 13/525 • • • Changing parameters of virtual cameras **[2014.01]**
- 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 **[2014.01]**
- 13/5255 • • • • according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character **[2014.01]**
- 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 **[2014.01]**
- 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 **[2014.01]**
- 13/533 • • • for prompting the player, e.g. by displaying a game menu **[2014.01]**
- 13/537 • • • using indicators, e.g. showing the condition of a game character on screen **[2014.01]**
- 13/5372 • • • • for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player **[2014.01]**
- 13/5375 • • • • for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game **[2014.01]**
- 13/5378 • • • • for displaying an additional top view, e.g. radar screens or maps (using two or more virtual cameras concurrently A63F 13/5252) **[2014.01]**
- 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 **[2014.01]**
- 13/55 • Controlling game characters or game objects based on the game progress **[2014.01]**
- 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 **[2014.01]**
- 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) **[2014.01]**
- 13/573 • • • • using trajectories of game objects, e.g. of a golf ball according to the point of impact **[2014.01]**
- 13/577 • • • • using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars **[2014.01]**
- 13/58 • • • by computing conditions of game characters, e.g. stamina, strength, motivation or energy level **[2014.01]**
- 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 **[2014.01]**
- 13/61 • • • using advertising information **[2014.01]**
- 13/63 • • • by the player, e.g. authoring using a level editor **[2014.01]**
- 13/65 • • • automatically by game devices or servers from real world data, e.g. measurement in live racing competition **[2014.01]**
- 13/655 • • • • by importing photos, e.g. of the player **[2014.01]**
- 13/67 • • • adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use **[2014.01]**
- 13/69 • • • by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions **[2014.01]**
- 13/70 • Game security or game management aspects **[2014.01]**
- 13/71 • • • using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players **[2014.01]**
- 13/73 • • • Authorising game programs or game devices, e.g. checking authenticity **[2014.01]**
- 13/75 • • • Enforcing rules, e.g. detecting foul play or generating lists of cheating players **[2014.01]**
- 13/77 • • • involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory **[2014.01]**
- 13/79 • • • involving player-related data, e.g. identities, accounts, preferences or play histories **[2014.01]**
- 13/792 • • • • for payment purposes, e.g. monthly subscriptions **[2014.01]**
- 13/795 • • • • for finding other players; for building a team; for providing a buddy list **[2014.01]**
- 13/798 • • • • for assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46) **[2014.01]**
- 13/80 • Special adaptations for executing a specific game genre or game mode **[2014.01]**
- 13/803 • • • Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks **[2014.01]**
- 13/807 • • • Gliding or sliding on surfaces, e.g. using skis, skates or boards **[2014.01]**
- 13/812 • • • Ball games, e.g. soccer or baseball **[2014.01]**
- 13/814 • • • Musical performances, e.g. by evaluating the player's ability to follow a notation **[2014.01]**
- 13/816 • • • Athletics, e.g. track-and-field sports **[2014.01]**
- 13/818 • • • Fishing **[2014.01]**

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- 13/822 • • Strategy games; Role-playing games (A63F 13/825, A63F 13/828 take precedence) **[2014.01]**
- 13/825 • • Fostering virtual characters **[2014.01]**
- 13/828 • • Managing virtual sport teams **[2014.01]**
- 13/833 • • Hand-to-hand fighting, e.g. martial arts competition (A63F 13/837 takes precedence) **[2014.01]**
- 13/837 • • Shooting of targets **[2014.01]**
- 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 **[2014.01]**
- 13/847 • • Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal **[2014.01]**
- 13/85 • • Providing additional services to players **[2014.01]**
- 13/86 • • Watching games played by other players **[2014.01]**
- 13/87 • • Communicating with other players during game play, e.g. by e-mail or chat **[2014.01]**
- 13/88 • • Mini-games executed independently while main games are being loaded **[2014.01]**
- 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 **[2014.01]**
- 13/92 • • Video game devices specially adapted to be hand-held while playing **[2014.01]**
- 13/95 • • Storage media specially adapted for storing game information, e.g. video game cartridges **[2014.01]**
- 13/98 • • Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers **[2014.01]**