

A 63 F 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 [G 06 F 17/00, 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 13/00)* [1,7]
- 1/02 . Cards; Special shapes of cards (card-printing methods [B 41 K, M](#))
- 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; Miscellaneous indicators (time-testing devices [G 07 C](#))
- 3/00** *Board games; Raffle games (racing games, traffic games, or obstacle games characterised by figures moved by action of the players 9/14; aspects of games using an electronically generated display having two or more dimensions showing representations related to the game 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 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 3/00; roulette games 5/00; aspects of games using an electronically generated display having two or more dimensions showing representations related to the game 13/00; miniature bowling games [A 63 D 3/00](#); bagatelle or similar games [A 63 D 13/00](#); billiards, pocket billiards [A 63 D 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 [A 63 B 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 [A 63 D 3/02](#); in bagatelle or billiards [A 63 D 13/00, 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 [7/24](#) to [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** *Miscellaneous games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game 13/00; miscellaneous sporting games [A 63 B 67/00](#))* [1,7]
- 9/02 . Shooting or hurling games (throwing-implements for sports or recreational use [A 63 B 65/00](#); throwing or projecting toys *per se* [A 63 H 33/18](#); targets, target ranges, bullet catchers [F 41 J](#)) [3]
- 9/04 . Dice (dice-tops [5/04](#)); Dice-boxes; Mechanical dice-throwing devices
- 9/06 . Patience; Other games for self-amusement (balls to be shaken in small boxes [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 [3/00](#))
- 9/16 . Spinning-top games
- 9/18 . Question-and-answer games
- 9/20 . Dominoes or like games; Mah-Jongg games
- 9/22 (*transferred to 13/00*)
- 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® (9/30 takes precedence)* [7]
- 9/34 . *Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group 9/00* [7]
- 11/00** *Game accessories of general use* [7]

Note

Game accessories specially adapted for a particular type of game are classified in one of the groups 1/00 to 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 G 06 F 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]
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