

Symbol	Typ	Titel
A	Sektion	HUMAN NECESSITIES
A63	Klasse	SPORTS; GAMES; AMUSEMENTS
A63F	Unterklasse	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 G06F 17/00 , G06F 19/00) [5]
A63F 1/00	Hauptgruppe	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]
A63F 1/02	1-Punkt Untergruppe	. Cards; Special shapes of cards (card-printing methods B41K , B41M)
A63F 1/04	1-Punkt Untergruppe	. Card games combined with other games
A63F 1/06	1-Punkt Untergruppe	. Card game appurtenances
A63F 1/08	2-Punkt Untergruppe	. . Card-presses
A63F 1/10	2-Punkt Untergruppe	. . Card-holders
A63F 1/12	2-Punkt Untergruppe	. . Card-shufflers
A63F 1/14	2-Punkt Untergruppe	. . Card-dealers
A63F 1/16	2-Punkt Untergruppe	. . Apparatus for indicating the dealer
A63F 1/18	2-Punkt Untergruppe	. . Scoring or registering devices; Miscellaneous indicators (time-testing devices G07C)
A63F 3/00	Hauptgruppe	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]
A63F 3/02	1-Punkt Untergruppe	. Chess; Similar board games
A63F 3/04	1-Punkt Untergruppe	. Geographical or like games
A63F 3/06	1-Punkt Untergruppe	. Lottos or bingo games; Systems, apparatus or devices for checking such games [5]
A63F 3/08	1-Punkt Untergruppe	. Raffle games that can be played by a fairly large number of people
A63F 5/00	Hauptgruppe	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]
A63F 5/02	1-Punkt Untergruppe	. Roulette-like ball games
A63F 5/04	1-Punkt Untergruppe	. Disc roulettes; Dial roulettes; Teetotums; Dice-tops
A63F 7/00	Hauptgruppe	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]
A63F 7/02	1-Punkt Untergruppe	. using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games
A63F 7/04	1-Punkt Untergruppe	. using balls to be shaken or rolled in small boxes
A63F 7/06	1-Punkt Untergruppe	. Games simulating outdoor ball games, e.g. hockey (if physically beneficial for the human body A63B 67/00)
A63F 7/07	2-Punkt Untergruppe	. . in which the playing bodies contact, or are supported by, the playing surface continuously, e.g. using air-cushion support [3]
A63F 7/20	2-Punkt Untergruppe	. . in which the playing bodies are projected through the air [3]

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A63F 7/22	1-Punkt Untergruppe	. Accessories; Details [3]
A63F 7/24	2-Punkt Untergruppe	. . 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]
A63F 7/26	3-Punkt Untergruppe	. . . electric or magnetic [3]
A63F 7/28	3-Punkt Untergruppe	. . . using gravity [3]
A63F 7/30	2-Punkt Untergruppe	. . Obstacles; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators [3]
A63F 7/32	3-Punkt Untergruppe	. . . Apparatus for varying scoring values [3]
A63F 7/34	2-Punkt Untergruppe	. . Other devices for handling the playing bodies, e.g. bonus ball return means [3]
A63F 7/36	2-Punkt Untergruppe	. . Constructional details not covered by groups A63F 7/24 to A63F 7/34 , e.g. frames, game boards, guide tracks [3]
A63F 7/38	3-Punkt Untergruppe	. . . Playing surfaces movable during play [3]
A63F 7/40	3-Punkt Untergruppe	. . . Balls or other moving playing bodies, e.g. pinballs, discs [3]
A63F 9/00	Hauptgruppe	Miscellaneous games (aspects of games using an electronically generated display having two or more dimensions showing representations related to the game A63F 13/00 ; miscellaneous sporting games A63B 67/00) [1, 7]
A63F 9/02	1-Punkt Untergruppe	. 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]
A63F 9/04	1-Punkt Untergruppe	. Dice (dice-tops A63F 5/04); Dice-boxes; Mechanical dice-throwing devices
A63F 9/06	1-Punkt Untergruppe	. Patience; Other games for self-amusement (balls to be shaken in small boxes A63F 7/04)
A63F 9/08	2-Punkt Untergruppe	. . Puzzles provided with elements movable in relation to each other
A63F 9/10	2-Punkt Untergruppe	. . Two-dimensional jig-saw puzzles
A63F 9/12	2-Punkt Untergruppe	. . Three-dimensional jig-saw puzzles
A63F 9/14	1-Punkt Untergruppe	. Racing games, traffic games, or obstacle games characterised by figures moved by action of the players (games using dice A63F 3/00)
A63F 9/16	1-Punkt Untergruppe	. Spinning-top games
A63F 9/18	1-Punkt Untergruppe	. Question-and-answer games
A63F 9/20	1-Punkt Untergruppe	. Dominoes or like games; Mah-Jongg games
A63F 9/22	Gelöscht	(transferred to A63F 13/00)
A63F 9/24	1-Punkt Untergruppe	. Games using electronic circuits not otherwise provided for [5]
A63F 9/26	1-Punkt Untergruppe	. Balancing games, i.e. bringing elements into or out of balance [7]
A63F 9/28	1-Punkt Untergruppe	. Chain-reaction games with toppling pieces ; Dispensers or positioning devices therefor [7]
A63F 9/30	1-Punkt Untergruppe	. Capturing games for grabbing or trapping objects, e.g. fishing games [7]
A63F 9/32	1-Punkt Untergruppe	. Games with a collection of long sticks, e.g. mikadoR (A63F 9/30 takes precedence) [7]
A63F 9/34	1-Punkt Untergruppe	. Games using magnetically moved or magnetically held pieces, not provided for in other subgroups of group A63F 9/00 [7]
A63F 11/00	Hauptgruppe	Game accessories of general use [7]

Symbol	Typ	Titel
A63F 13/00	Hauptgruppe	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]
A63F 13/02	1-Punkt Untergruppe	. Accessories (input or output arrangements for electrical digital computers G06F 3/00) [7]
A63F 13/04	2-Punkt Untergruppe	. . for aiming at specific areas on the display, e.g. with photodetecting means [7]
A63F 13/06	2-Punkt Untergruppe	. . using player-operated means for controlling the position of a specific area on the display [7]
A63F 13/08	1-Punkt Untergruppe	. Constructional details or arrangements, e.g. housing, wiring, connections, cabinets, not otherwise provided for [7]
A63F 13/10	1-Punkt Untergruppe	. Control of the course of the game, e.g. start, progress, end [7]
A63F 13/12	1-Punkt Untergruppe	. involving interaction between a plurality of game devices, e.g. transmission or distribution systems [7]