

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; VIDEO GAMES; GAMES NOT OTHERWISE PROVIDED FOR [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, 2006.01]
A63F 1/02	1-Punkt Untergruppe	. Cards; Special shapes of cards (card-printing methods B41K, B41M) [1, 2006.01]
A63F 1/04	1-Punkt Untergruppe	. Card games combined with other games [1, 2006.01]
A63F 1/06	1-Punkt Untergruppe	. Card game appurtenances [1, 2006.01]
A63F 1/08	2-Punkt Untergruppe	. . Card-presses [1, 2006.01]
A63F 1/10	2-Punkt Untergruppe	. . Card-holders [1, 2006.01]
A63F 1/12	2-Punkt Untergruppe	. . Card-shufflers [1, 2006.01]
A63F 1/14	2-Punkt Untergruppe	. . Card-dealers [1, 2006.01]
A63F 1/16	2-Punkt Untergruppe	. . Apparatus for indicating the dealer [1, 2006.01]
A63F 1/18	2-Punkt Untergruppe	. . Scoring or registering devices; Indicators (A63F 1/16 takes precedence; time-testing devices G07C) [1, 2006.01]
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, 2006.01]
A63F 3/02	1-Punkt Untergruppe	. Chess; Similar board games [1, 2006.01]
A63F 3/04	1-Punkt Untergruppe	. Geographical or like games [1, 2006.01]
A63F 3/06	1-Punkt Untergruppe	. Lottos or bingo games; Systems, apparatus or devices for checking such games [1, 5, 2006.01]
A63F 3/08	1-Punkt Untergruppe	. Raffle games that can be played by a fairly large number of people [1, 2006.01]
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, 2006.01]
A63F 5/02	1-Punkt Untergruppe	. Roulette-like ball games [1, 2006.01]
A63F 5/04	1-Punkt Untergruppe	. Disc roulettes; Dial roulettes; Teetotums; Dice-tops [1, 2006.01]
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, 2006.01]
A63F 7/02	1-Punkt Untergruppe	. using falling playing bodies or playing bodies running on an inclined surface, e.g. pinball games [1, 2006.01]
A63F 7/04	1-Punkt Untergruppe	. using balls to be shaken or rolled in small boxes [1, 2006.01]
A63F 7/06	1-Punkt Untergruppe	. Games simulating outdoor ball games, e.g. hockey (if physically beneficial for the human body A63B 67/00) [1, 2006.01]
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, 2006.01]
A63F 7/20	2-Punkt Untergruppe	. . in which the playing bodies are projected through the air [3, 2006.01]

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A63F 7/22	1-Punkt Untergruppe	. Accessories; Details [3, 2006.01]
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, 2006.01]
A63F 7/26	3-Punkt Untergruppe	. . . electric or magnetic [3, 2006.01]
A63F 7/28	3-Punkt Untergruppe	. . . using gravity [3, 2006.01]
A63F 7/30	2-Punkt Untergruppe	. . Obstacles; Targets; Scoring or pocketing devices; Playing-body-actuated sensors, e.g. switches; Tilt indicators [3, 2006.01]
A63F 7/32	3-Punkt Untergruppe	. . . Apparatus for varying scoring values [3, 2006.01]
A63F 7/34	2-Punkt Untergruppe	. . Other devices for handling the playing bodies, e.g. bonus ball return means [3, 2006.01]
A63F 7/36	2-Punkt Untergruppe	. . Constructional details not covered by groups A63F 7/24-A63F 7/34, e.g. frames, game boards, guide tracks [3, 2006.01]
A63F 7/38	3-Punkt Untergruppe	. . . Playing surfaces movable during play [3, 2006.01]
A63F 7/40	3-Punkt Untergruppe	. . . Balls or other moving playing bodies, e.g. pinballs, discs [3, 2006.01]
A63F 9/00	Hauptgruppe	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]
A63F 9/02	1-Punkt Untergruppe	. Shooting or hurling games (throwing-implements for sports or recreational use A63B 65/00; throwing or projecting toys <u>per se</u> A63H 33/18; targets, target ranges, bullet catchers F41J) [1, 3, 2006.01]
A63F 9/04	1-Punkt Untergruppe	. Dice (dice-tops A63F 5/04); Dice-boxes; Mechanical dice-throwing devices [1, 2006.01]
A63F 9/06	1-Punkt Untergruppe	. Patience; Other games for self-amusement (balls to be shaken in small boxes A63F 7/04) [1, 2006.01]
A63F 9/08	2-Punkt Untergruppe	. . Puzzles provided with elements movable in relation to each other [1, 2006.01]
A63F 9/10	2-Punkt Untergruppe	. . Two-dimensional jig-saw puzzles [1, 2006.01]
A63F 9/12	2-Punkt Untergruppe	. . Three-dimensional jig-saw puzzles [1, 2006.01]
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) [1, 2006.01]
A63F 9/16	1-Punkt Untergruppe	. Spinning-top games [1, 2006.01]
A63F 9/18	1-Punkt Untergruppe	. Question-and-answer games [1, 2006.01]
A63F 9/20	1-Punkt Untergruppe	. Dominoes or like games; Mah-Jongg games [1, 2006.01]
A63F 9/24	1-Punkt Untergruppe	. Games using electronic circuits not otherwise provided for [5, 2006.01]
A63F 9/26	1-Punkt Untergruppe	. Balancing games, i.e. bringing elements into or out of balance [7, 2006.01]
A63F 9/28	1-Punkt Untergruppe	. Chain-reaction games with toppling pieces; Dispensers or positioning devices therefor [7, 2006.01]
A63F 9/30	1-Punkt Untergruppe	. Capturing games for grabbing or trapping objects, e.g. fishing games [7, 2006.01]
A63F 9/32	1-Punkt Untergruppe	. Games with a collection of long sticks, e.g. mikado® (A63F 9/30 takes precedence) [7, 2006.01]
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, 2006.01]
A63F 11/00	Hauptgruppe	Game accessories of general use [7, 2006.01]

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A63F 13/00	Hauptgruppe	Video games, i.e. games using an electronically generated display having two or more dimensions [7, 2006.01, 2014.01]
A63F 13/20	1-Punkt Untergruppe	. Input arrangements for video game devices [2014.01]
A63F 13/21	2-Punkt Untergruppe	. . characterised by their sensors, purposes or types [2014.01]
A63F 13/211	3-Punkt Untergruppe	. . . using inertial sensors, e.g. accelerometers or gyroscopes [2014.01]
A63F 13/212	3-Punkt Untergruppe	. . . using sensors worn by the player, e.g. for measuring heart beat or leg activity [2014.01]
A63F 13/213	3-Punkt Untergruppe	. . . comprising photodetecting means, e.g. cameras, photodiodes or infrared cells (A63F 13/219, A63F 13/655 take precedence) [2014.01]
A63F 13/214	3-Punkt Untergruppe	. . . for locating contacts on a surface, e.g. floor mats or touch pads [2014.01]
A63F 13/2145	4-Punkt Untergruppe	 the surface being also a display device, e.g. touch screens [2014.01]
A63F 13/215	3-Punkt Untergruppe	. . . comprising means for detecting acoustic signals, e.g. using a microphone [2014.01]
A63F 13/216	3-Punkt Untergruppe	. . . using geographical information, e.g. location of the game device or player using GPS [2014.01]
A63F 13/217	3-Punkt Untergruppe	. . . using environment-related information, i.e. information generated otherwise than by the player, e.g. ambient temperature or humidity [2014.01]
A63F 13/218	3-Punkt Untergruppe	. . . using pressure sensors, e.g. generating a signal proportional to the pressure applied by the player [2014.01]
A63F 13/219	3-Punkt Untergruppe	. . . for aiming at specific areas on the display, e.g. light-guns [2014.01]
A63F 13/22	2-Punkt Untergruppe	. . Setup operations, e.g. calibration, key configuration or button assignment [2014.01]
A63F 13/23	2-Punkt Untergruppe	. . for interfacing with the game device, e.g. specific interfaces between game controller and console [2014.01]
A63F 13/235	3-Punkt Untergruppe	. . . using a wireless connection, e.g. infrared or piconet [2014.01]
A63F 13/24	2-Punkt Untergruppe	. . Constructional details thereof, e.g. game controllers with detachable joystick handles [2014.01]
A63F 13/245	3-Punkt Untergruppe	. . . specially adapted to a particular type of game, e.g. steering wheels [2014.01]
A63F 13/25	1-Punkt Untergruppe	. Output arrangements for video game devices [2014.01]
A63F 13/26	2-Punkt Untergruppe	. . having at least one additional display device, e.g. on the game controller or outside a game booth [2014.01]
A63F 13/27	2-Punkt Untergruppe	. . characterised by a large display in a public venue, e.g. in a movie theatre, stadium or game arena [2014.01]
A63F 13/28	2-Punkt Untergruppe	. . 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]
A63F 13/285	3-Punkt Untergruppe	. . . Generating tactile feedback signals via the game input device, e.g. force feedback [2014.01]
A63F 13/30	1-Punkt Untergruppe	. Interconnection arrangements between game servers and game devices; Interconnection arrangements between game devices; Interconnection arrangements between game servers [2014.01]
A63F 13/31	2-Punkt Untergruppe	. . Communication aspects specific to video games, e.g. between several handheld game devices at close range [2014.01]
A63F 13/32	2-Punkt Untergruppe	. . using local area network [LAN] connections [2014.01]

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A63F 13/323	3-Punkt Untergruppe	. . . between game devices with different hardware characteristics, e.g. hand-held game devices connectable to game consoles or arcade machines [2014.01]
A63F 13/327	3-Punkt Untergruppe	. . . using wireless networks, e.g. Wi-Fi or piconet [2014.01]
A63F 13/33	2-Punkt Untergruppe	. . using wide area network [WAN] connections [2014.01]
A63F 13/332	3-Punkt Untergruppe	. . . using wireless networks, e.g. cellular phone networks [2014.01]
A63F 13/335	3-Punkt Untergruppe	. . . using Internet [2014.01]
A63F 13/338	3-Punkt Untergruppe	. . . using television networks [2014.01]
A63F 13/34	2-Punkt Untergruppe	. . using peer-to-peer connections [2014.01]
A63F 13/35	2-Punkt Untergruppe	. . Details of game servers [2014.01]
A63F 13/352	3-Punkt Untergruppe	. . . 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]
A63F 13/355	3-Punkt Untergruppe	. . . Performing operations on behalf of clients with restricted processing capabilities, e.g. servers transform changing game scene into an MPEG-stream for transmitting to a mobile phone or a thin client [2014.01]
A63F 13/358	3-Punkt Untergruppe	. . . 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]
A63F 13/40	1-Punkt Untergruppe	. Processing input control signals of video game devices, e.g. signals generated by the player or derived from the environment [2014.01]
A63F 13/42	2-Punkt Untergruppe	. . 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]
A63F 13/422	3-Punkt Untergruppe	. . . automatically for the purpose of assisting the player, e.g. automatic braking in a driving game [2014.01]
A63F 13/424	3-Punkt Untergruppe	. . . involving acoustic input signals, e.g. by using the results of pitch or rhythm extraction or voice recognition [2014.01]
A63F 13/426	3-Punkt Untergruppe	. . . involving on-screen location information, e.g. screen coordinates of an area at which the player is aiming with a light gun [2014.01]
A63F 13/428	3-Punkt Untergruppe	. . . 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]
A63F 13/44	2-Punkt Untergruppe	. . involving timing of operations, e.g. performing an action within a time slot [2014.01]
A63F 13/45	1-Punkt Untergruppe	. Controlling the progress of the video game [2014.01]
A63F 13/46	2-Punkt Untergruppe	. . Computing the game score [2014.01]
A63F 13/47	2-Punkt Untergruppe	. . involving branching, e.g. choosing one of several possible scenarios at a given point in time [2014.01]
A63F 13/48	2-Punkt Untergruppe	. . Starting a game, e.g. activating a game device or waiting for other players to join a multiplayer session [2014.01]
A63F 13/49	2-Punkt Untergruppe	. . Saving the game status; Pausing or ending the game [2014.01]
A63F 13/493	3-Punkt Untergruppe	. . . Resuming a game, e.g. after pausing, malfunction or power failure [2014.01]
A63F 13/497	3-Punkt Untergruppe	. . . Partially or entirely replaying previous game actions [2014.01]
A63F 13/50	1-Punkt Untergruppe	. Controlling the output signals based on the game progress [2014.01]
A63F 13/52	2-Punkt Untergruppe	. . involving aspects of the displayed game scene [2014.01]

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A63F 13/525	3-Punkt Untergruppe	. . . Changing parameters of virtual cameras [2014.01]
A63F 13/5252	4-Punkt Untergruppe	 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]
A63F 13/5255	4-Punkt Untergruppe	 according to dedicated instructions from a player, e.g. using a secondary joystick to rotate the camera around a player's character [2014.01]
A63F 13/5258	4-Punkt Untergruppe	 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]
A63F 13/53	2-Punkt Untergruppe	. . 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]
A63F 13/533	3-Punkt Untergruppe	. . . for prompting the player, e.g. by displaying a game menu [2014.01]
A63F 13/537	3-Punkt Untergruppe	. . . using indicators, e.g. showing the condition of a game character on screen [2014.01]
A63F 13/5372	4-Punkt Untergruppe	 for tagging characters, objects or locations in the game scene, e.g. displaying a circle under the character controlled by the player [2014.01]
A63F 13/5375	4-Punkt Untergruppe	 for graphically or textually suggesting an action, e.g. by displaying an arrow indicating a turn in a driving game [2014.01]
A63F 13/5378	4-Punkt Untergruppe	 for displaying an additional top view, e.g. radar screens or maps (using two or more virtual cameras concurrently A63F 13/5252) [2014.01]
A63F 13/54	2-Punkt Untergruppe	. . 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]
A63F 13/55	1-Punkt Untergruppe	. Controlling game characters or game objects based on the game progress [2014.01]
A63F 13/56	2-Punkt Untergruppe	. . 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]
A63F 13/57	2-Punkt Untergruppe	. . 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]
A63F 13/573	3-Punkt Untergruppe	. . . using trajectories of game objects, e.g. of a golf ball according to the point of impact [2014.01]
A63F 13/577	3-Punkt Untergruppe	. . . using determination of contact between game characters or objects, e.g. to avoid collision between virtual racing cars [2014.01]
A63F 13/58	2-Punkt Untergruppe	. . by computing conditions of game characters, e.g. stamina, strength, motivation or energy level [2014.01]
A63F 13/60	1-Punkt Untergruppe	. 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]
A63F 13/61	2-Punkt Untergruppe	. . using advertising information [2014.01]
A63F 13/63	2-Punkt Untergruppe	. . by the player, e.g. authoring using a level editor [2014.01]
A63F 13/65	2-Punkt Untergruppe	. . automatically by game devices or servers from real world data, e.g. measurement in live racing competition [2014.01]
A63F 13/655	3-Punkt Untergruppe	. . . by importing photos, e.g. of the player [2014.01]
A63F 13/67	2-Punkt Untergruppe	. . adaptively or by learning from player actions, e.g. skill level adjustment or by storing successful combat sequences for re-use [2014.01]
A63F 13/69	2-Punkt Untergruppe	. . by enabling or updating specific game elements, e.g. unlocking hidden features, items, levels or versions [2014.01]

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A63F 13/70	1-Punkt Untergruppe	. Game security or game management aspects [2014.01]
A63F 13/71	2-Punkt Untergruppe	. . using secure communication between game devices and game servers, e.g. by encrypting game data or authenticating players [2014.01]
A63F 13/73	2-Punkt Untergruppe	. . Authorising game programs or game devices, e.g. checking authenticity [2014.01]
A63F 13/75	2-Punkt Untergruppe	. . Enforcing rules, e.g. detecting foul play or generating lists of cheating players [2014.01]
A63F 13/77	2-Punkt Untergruppe	. . involving data related to game devices or game servers, e.g. configuration data, software version or amount of memory [2014.01]
A63F 13/79	2-Punkt Untergruppe	. . involving player-related data, e.g. identities, accounts, preferences or play histories [2014.01]
A63F 13/792	3-Punkt Untergruppe	. . . for payment purposes, e.g. monthly subscriptions [2014.01]
A63F 13/795	3-Punkt Untergruppe	. . . for finding other players; for building a team; for providing a buddy list [2014.01]
A63F 13/798	3-Punkt Untergruppe	. . . for assessing skills or for ranking players, e.g. for generating a hall of fame (computing the game score A63F 13/46) [2014.01]
A63F 13/80	1-Punkt Untergruppe	. Special adaptations for executing a specific game genre or game mode [2014.01]
A63F 13/803	2-Punkt Untergruppe	. . Driving vehicles or craft, e.g. cars, airplanes, ships, robots or tanks [2014.01]
A63F 13/807	2-Punkt Untergruppe	. . Gliding or sliding on surfaces, e.g. using skis, skates or boards [2014.01]
A63F 13/812	2-Punkt Untergruppe	. . Ball games, e.g. soccer or baseball [2014.01]
A63F 13/814	2-Punkt Untergruppe	. . Musical performances, e.g. by evaluating the player's ability to follow a notation [2014.01]
A63F 13/816	2-Punkt Untergruppe	. . Athletics, e.g. track-and-field sports [2014.01]
A63F 13/818	2-Punkt Untergruppe	. . Fishing [2014.01]
A63F 13/822	2-Punkt Untergruppe	. . Strategy games; Role-playing games (A63F 13/825, A63F 13/828 take precedence) [2014.01]
A63F 13/825	2-Punkt Untergruppe	. . Fostering virtual characters [2014.01]
A63F 13/828	2-Punkt Untergruppe	. . Managing virtual sport teams [2014.01]
A63F 13/833	2-Punkt Untergruppe	. . Hand-to-hand fighting, e.g. martial arts competition (A63F 13/837 takes precedence) [2014.01]
A63F 13/837	2-Punkt Untergruppe	. . Shooting of targets [2014.01]
A63F 13/843	2-Punkt Untergruppe	. . 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]
A63F 13/847	2-Punkt Untergruppe	. . Cooperative playing, e.g. requiring coordinated actions from several players to achieve a common goal [2014.01]
A63F 13/85	1-Punkt Untergruppe	. Providing additional services to players [2014.01]
A63F 13/86	2-Punkt Untergruppe	. . Watching games played by other players [2014.01]
A63F 13/87	2-Punkt Untergruppe	. . Communicating with other players during game play, e.g. by e-mail or chat [2014.01]
A63F 13/88	2-Punkt Untergruppe	. . Mini-games executed independently while main games are being loaded [2014.01]
A63F 13/90	1-Punkt Untergruppe	. 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]
A63F 13/92	2-Punkt Untergruppe	. . Video game devices specially adapted to be hand-held while playing [2014.01]

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A63F 13/95	2-Punkt Untergruppe	. . Storage media specially adapted for storing game information, e.g. video game cartridges [2014.01]
A63F 13/98	2-Punkt Untergruppe	. . Accessories, i.e. detachable arrangements optional for the use of the video game device, e.g. grip supports of game controllers [2014.01]