

CLASS 463, AMUSEMENT DEVICES: GAMES**SECTION I - CLASS DEFINITION**

This class includes:

A. Subject matter, relating to the type of amusement, recreation, or play activity commonly known as a game, wherein one or more players or participants engage in a competition or contest involving skill, ability, strategy, or chance--against either another player or players or against a device which is intended to function as a competitive player or players--in order to achieve an objective defined by a rule or rules specified for a particular competition or contest; whereby the ultimate outcome of said objective in such a competition or contest can be determined or indicated according to said specified rule or rules; the exception being that a game which includes or utilizes a tangible projectile--other than a propelled racing game or a chance device, classified herein--is classified elsewhere;

B. A chance device, whether or not a projectile is included therein, and even if it is not a game or subcombination element of a game defined in (A), above, by reason of its similarity to chance devices normally combined with or defining such a game; and a method for using such a chance device for which there is no provision elsewhere;

C. Subject matter relating to the type of amusement, recreation, or play activity commonly known as a puzzle, wherein a participant's mind is tested or otherwise challenged in an exercise of cleverness, ingenuity, or other mental skill or ability in an attempt to accomplish a solution to a complex or perplexing problem;

D. Subject matter relating to the type of amusement, recreation, or play activity commonly known as fortune telling, wherein an attempt is made to predict the future of one or more persons or events;

E. Subject matter relating to a type of device used by a person (often involved in law enforcement) to electrically shock or strike a human being so as to control said being, (e.g., a police club, night stick, black jack, brass knuckles, martial-art-type striking device, electric prod, etc.), or a method of using such a device; and

F. Subject matter which is either ancillary to, appurtenant thereto, or a subcombination of the subject matter described in any one of (A) through (E) above, for which there is no provision elsewhere.

- (1) Note. Although a game that uses a tangible projectile is excluded from this class--except for a propelled racing game or a chance device, as set forth in (A), above--a game which simulates a tangible projectile game, without actually using or intending to use a tangible projectile (e.g., a video game with projectile image, light-ray gun, etc.), is classified herein.
- (2) Note. Included in this class is a game, chance device, or puzzle, etc., in which a player or participant competes against a means which simulates at least some of the mental processes of another player or participant as, for example, a computer or other gaming machine. However, a general purpose computer in which software is provided so that it is useable to both play a game and to perform a function outside of this class (e.g., word processing, etc.) is classified elsewhere. See the SEARCH CLASS notes in References to Other Classes, below.
- (3) Note. Although not generally used during play of a game included in this class, a method or device used by a player to practice or train for such a game is provided for in this class. Since such a practice or training device is designed to enable a player to improve or perfect his or her physical skill or ability (e.g., motor skills, coordination, etc.) in playing the game for which it is designed, it is included in this class on the basis that it is ancillary or appurtenant to a game for which this class provides.
- (4) Note. This class does not provide for game scoring or indicating, per se (e.g., register, accumulator, totalizer, etc.), unless it combined with subject matter provided for in this class. In such a case, classification is proper in the subclass providing for the subject matter in this class. See the SEARCH CLASS notes in References to Other Classes, below.

SECTION II - LINES WITH OTHER CLASSES AND WITHIN THIS CLASS

This class is the residual class for the subject matter of

games, under which Class 473, Games Using Tangible Projectile, is specific; and which, together with Class 473, are specific under Class 472, Amusement Devices, the residual class for amusement devices.

Class 273, Amusement Devices: Games, is currently being reclassified through a series of stages. Upon completion of this reclassification, Class 273 will be abolished and replaced by either Class 463 or Class 473, Games Using Tangible Projectile. Until such reclassification is completed, portions of Class 273 which are relevant to this class (463) are to be considered an integral part of this class. That is, the portions of the Class 273 schedule of subclasses relating to a game which does not use a tangible projectile are to be considered as following in hierarchy after the last occurring subclass in the Class 463 schedule. Also, since Class 273 has not been completely screened for all patents properly classified in present subclasses of Class 463, appropriate subclass(es) in Class 273 should be considered for search purposes until such time that Class 273 is finally abolished.

The line between this class and Class 473 is that this class does not accept a game which includes or utilizes a tangible projectile, a subcombination thereof (e.g., bat, ball, etc.), or an accessory therefore (e.g., practice device, etc.), with the exception that a propelled racing game or a chance device is originally classified in this class despite a recitation of a projection or projectile, due to similarity of structure between games in which propelled objects are raced, and the similar function of various chance devices.

SECTION III - REFERENCES TO OTHER CLASSES

SEE OR SEARCH CLASS:

- 116, Signals and Indicators, subclasses 222 through 225 for a mechanical signal or indicator, per se, which is intended to form part of or to be used with a game device.
- 124, Mechanical Guns and Projectors, for a centrifugally or mechanically operated device, per se, for projecting or launching a tangible game projectile into the air.
- 194, Check-Actuated Control Mechanisms, for a game or chance device including a recited detail of a coin-controlled mechanism.
- 200, Electricity: Circuit Makers and Breakers, for an electrical switch, per se especially subclasses 61.1+ for a switch responsive to the action of a game or amusement piece, Digest 2

for a body attached switch, Digest 3 for a coin operated switch, and Digest 23 for a game switch.

- 206, Special Receptacle or Package, subclasses 315.1+ for a receptacle or package used for a sport implement, exercise device, or game.
- 221, Article Dispensing, appropriate subclass for an article dispenser, per se, such as might be used for or included as a subcombination of a chance device (e.g., lottery ticket dispenser, etc.).
- 235, Registers, for a register, per se, intended for use in a game, particularly subclass 1 for a miscellaneous game counter; subclass 61 for an odds computer; subclass 78 for a game calculator having concentric totalizing disks mounted upon a single axis; subclass 88 for a game calculator having tabular indicia placed upon disks which rotate about their centers; subclass 90 for a cribbage board; subclass 91 for a device for operating a register involving a billiard or pool game device; and subclasses 439+ for a coded record sensor structure (e.g., bar code reader, etc.).
- 273, Amusement Devices: Games, by reason of relevant portions of Class 273 being an integral part of Class 463. This class (463) is one of two classes which are intended to eventually replace Class 273, which is currently undergoing reclassification through a series of stages. See the (5) Note above for a further elaboration of the relationship between Classes 273 and 463, and the SEARCH CLASS notes below for the relationship between Classes 273 and 473.
- 283, Printed Matter, subclasses 72+ for printed matter having revealable concealed information, particularly subclass 94 for printed matter (e.g., a lottery ticket, etc.) with superposed layers; and cross-reference art collection 903 for a lottery ticket art collection.
- 340, Communications: Electrical, subclasses 4.1 through 4.14 for communication or control for the handicapped; subclasses 5.1 through 5.92 for intelligence comparison such as used for authorization, access, identification, credit, etc.; subclass 323 for a game-reporting (e.g., scoreboard, indicator, etc.) electric signaling system, per se; and other appropriate subclasses for audible, visual, or tactile communication.
- 345, Computer Graphics Processing and Selective Visual Display Systems, appropriate subclass for a selectively controlled visual display system which may either form part of a game or

- not be limited to a game. However if the term “game” or equivalent is recited in a claim, or if the only disclosure is a game provided for in Class 463, then classification is in Class 463, Amusement Devices: Games, or its incorporated class (273, Amusement Devices: Games).
- 368, Horology: Time Measuring Systems or Devices, subclass 3 for a time measuring means controlled by a game.
- 369, Dynamic Information Storage or Retrieval, subclass 30.02 for operator-actuated remote control of selective addressing of a storage medium in a novelty device (e.g., talking doll, etc.), subclasses 63-68 for a sound reproduction means for a toy or novelty device, and other appropriate subclasses for memory structure and housings therefore.
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate a total involved in betting on various possibilities involved in an event or to determine the odds involved in the payoff of the various possibilities, and subclass 5 for a counter or register, per se, which is intended to be used with, in, or for a game or sport.
- 380, Cryptography, subclass 251 for an electronic game utilizing cryptography.
- 404, Road Structure, Process, or Apparatus, particularly subclasses 17+ and 71 for pavement or road structure which may be usable for a game surface.
- 428, Stock Material or Miscellaneous Articles, for stock material in the form of a single or plural layer web or sheet which may be used in the fabrication of products provided for in this class (463).
- 434, Education and Demonstration, particularly subclasses 16+ for teaching or demonstration of shooting, subclasses 29+ for a vehicle simulator for instruction or demonstration purposes, subclasses 128+ for teaching or demonstration of a game of the board or table type, subclasses 247+ for a means specifically adapted to teach or instruct a person in some aspect of a game or sport which involves physical activity, and subclasses 322+ for question or problem eliciting response. Class 463 and its incorporated class (273, Amusement Devices: Games), contain devices which are to be used for practice by, or for perfecting the physical skill of, a person who already knows how to play the game, sport, or the like. Class 434 contains devices which are to be used for instructing an unknowledgeable person in some aspect of the game, sport, or the like. A device which is used for both instruction and for practice or perfection of game skills is originally placed into Class 434, and cross-referenced into the Class 463 group of game classes (i.e., Classes 463, 473, or 273).
- 446, Amusement Devices: Toys, for a device known as a toy whose principal purpose is for the amusement or recreation of a child. If the device is used for the amusement or recreation of a child and is also a game component (i.e., used in a competition or contest), then it is placed into the Class 463 group of game classes (i.e., 463, 473, or 273).
- 472, Amusement Devices, subclasses 1+ for a roundabout, subclasses 85+ for a racetrack, and subclasses 92+ for (a) the structure or composition of a playing surface, per se; (b) the structure or composition of a peripheral boundary marking or enclosure, per se, of such a playing surface; or (c) the combination of only a playing surface and a peripheral boundary marking or enclosure--where the above [i.e., (a)-(c)] are limited to use for an athletic or exhibition event such as, for example, playing a game or sport thereon or therein. Also, see the search notes appended thereto.
- 473, Games Using Tangible Projectile, for a game in which a ball, missile, or other such tangible game projectile (other than a simulation or representation thereof) is used during play of a game or sport. The relationship between Class 463 and Class 473 is that Class 463 is the residual class for a game, while Class 473 provides only for a specific type of game in which a ball, missile, or other such tangible projectile is used during play thereof. (However, note those exceptions specified in the Class 463 definition and its appended notes.) Accordingly, if a game which uses a ball, missile, or other such tangible game projectile (other than a simulation or representation thereof) during play of the game is recited, then classification is in Class 473; otherwise, classification is in Class 463. Furthermore, a game apparatus or means which uses a simulation or representation of a game or sport projectile (e.g., a light-ray simulation of a projectile or a video-game representation of a projectile, etc.) is classified in Class 463, since such simulation or representation of a projectile is not an actual or physical object

- which can be touched and handled (i.e., tangible) as required by Class 473.
- 602, Surgery: Splint, Brace, or Bandage, subclasses 41+ for a bandaging device, even though specially adapted for use in supporting the body or body member of a person so as to function in a proper manner in playing a game.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for data processing or computation, per se, for the purpose of analyzing, monitoring, or scoring a contest or game, which is not classifiable elsewhere.
- 705, Data Processing: Financial, Business Practice, Management, or Cost/Price Determination, subclass 1.1, especially subclass 14.1 for data processing used for financial or business practice where a promotional inducement is recited (e.g., awarding a coupon or price adjustment based upon a purchase, etc.), and subclass 16 for a point-of-sale terminal, (e.g., cash register, etc.).
- 902, Electronic Funds Transfer, subclass 23 for an art collection of means for electronic transfer of funds for an entertainment, amusement, or gambling application.
- D21, Games, Toys, and Sports Goods, subclasses 300+ for a game design.
- game played when there is no provision for the electronic details of the scoring means. See the SEARCH CLASS notes below for scoring, per se, absent further game structure.
- (2) Note. A game that utilizes data processing via electromagnetically operated relays or the like for binary logical operations is considered to be electronic data processing for this and indented subclasses.
- (3) Note. Processing of data in electronic form is to be distinguished from mere electrical control (e.g., on/off actuation, etc.), or an electrical source, supply, or energization.

SEE OR SEARCH CLASS:

- 116, Signals and Indicators, subclasses 222 through 225 for a mechanical signal or indicator, per se, which is intended to form part of or to be used with a game device.
- 200, Electricity: Circuit Makers and Breakers, for an electrical switch, per se, especially subclasses 61.1+ for a switch responsive to the action of a game or amusement piece, Digest 2 for a body attached switch, Digest 3 for a coin operated switch, and Digest 23 for a game switch.
- 235, Registers, for a register, per se, intended for use in a game, particularly subclass 1 for a miscellaneous game counter; subclass 61 for an odds computer; subclass 78 for a game calculator having concentric totalizing disks mounted upon a single axis; subclass 88 for a game calculator having tabular indicia placed upon disks which rotate about their centers; subclass 90 for a cribbage board; subclass 91 for a device for operating a register involving a billiard or pool game device; and subclasses 439+ for a coded record sensor structure (e.g., bar code reader, etc.).
- 250, Radiant Energy, subclass 203.5 for cathode ray tube (target) scanning; subclasses 206+ for a photocell controlled circuit; subclass 227.13 for a light pen; and subclasses 222+ for an
- SUBCLASSES
- 1 INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (e.g., computer/video game, etc.):**
This subclass is indented under the class definition. Subject matter including: (a) means for systematically manipulating information in electronically coded form in accordance with a program or other set of rules; (b) means including or utilizing electronic logic or calculation; (c) electronically self-acting or self-regulating means for producing a desired response to a predetermined condition; or (d) a subcombination thereof or accessory therefor that is unprovided for elsewhere.
- (1) Note. Scoring, per se, is included herein only if combined with other game structure. The combination of electronic scoring means with nonelectronic game structure is originally placed in this or indented subclasses according to the

- optical or prephoto cell system controlled by an article, person, or animal.
- 345, Computer Graphics Processing and Selective Visual Display Systems, appropriate subclass for a selectively controlled visual display system which may either form part of a game or not be limited to a game. However if the term “game” or equivalent is recited in a claim, or if the only disclosure is a game provided for in Class 463, then classification is in Class 463, Amusement Devices: Games, or its incorporated class (273, Amusement Devices: Games).
- 348, Television, appropriate subclass for television structure.
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate a total involved in betting on various possibilities involved in an event or to determine the odds involved in the payoff of the various possibilities, and subclass 5 for a counter or register, per se, which is intended to be used with, in, or for a game or sport.
- 380, Cryptography, subclass 251 for an electronic game utilizing cryptography.
- 434, Education and Demonstration, for subject matter that utilizes electronic data processing for instructional or demonstration purposes, particularly subclasses 16+ for teaching or demonstration of shooting, subclasses 29+ for a vehicle simulator for instruction or demonstration purposes, subclasses 128+ for teaching or demonstration of a game of the board or table type, subclasses 247+ for a means specifically adapted to teach or instruct a person in some aspect of a game or sport which involves physical activity; and subclasses 322+ for question or problem eliciting response. Class 463 and its incorporated class (Class 273, Amusement Devices: Games), contain devices which are to be used for practice by, or for perfecting the physical skill of, a person who already knows how to play the game, sport, or the like. Class 434 contains devices which are to be used for instructing an unknowledgeable person in some aspect of the game, sport, or the like. A device which is used for both instruction and for practice or perfection of game skills is originally placed into Class 434 and cross-referenced into the Class 463 group of game classes (i.e., Classes 463, 473, or 273).
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for data processing or computation, per se, for the purpose of analyzing, monitoring, or scoring a contest or game, which is not classifiable elsewhere.
- 705, Data Processing: Financial, Business Practice, Management, or Cost/Price Determination, subclasses 1.1, especially subclass 14.1 for data processing used for financial or business practice where a promotional inducement is recited (e.g., awarding a coupon or price adjustment based upon a purchase, etc.), and subclass 16 for a point-of-sale terminal, (e.g., cash register, etc.).
- 2 **In a game including a simulated projectile (e.g., bullet, missile, ball, puck, etc.):**
This subclass is indented under subclass 1. An application of electronic data processing that includes representing or imitating the shooting, hitting, throwing, hurling, or redirecting of an intangible object (i.e., simulated projectile) toward an intended direction or place.
- (1) Note. Class 463 does not provide for a game--other than a propelled racing game or a chance device--that involves the actual projection of a tangible object. Therefore, any “projectile” under this definition can only be a phantom or simulation of a tangible projectile. Waves such as a mechanical wave (e.g., sonic, ultrasonic, etc.) or a nondestructive electromagnetic wave (e.g., a light, infrared, radio, etc.) are not considered to be a tangible projectile under this definition and are specifically provided for in this class. See the Class definition (463), the

notes appended thereto, above, and the SEARCH CLASS note to Class 473, below.

- (2) Note. A simulated firearm utilized for the purpose of contest, entertainment, or practice in order to become a better marksman is appropriate for this class. However, a simulated firearm utilized for the purpose of education or demonstration in its use or operation to one who is uneducated in its use or operation is considered to be an education or demonstration device classified elsewhere. See the SEARCH CLASS notes below.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 49+, for a simulated-projectile game that does not include electronic data processing.

SEE OR SEARCH CLASS:

- 124, Mechanical Guns and Projectors, appropriate subclass for a mechanical projector, per se, which projects a tangible projectile.
- 250, Radiant Energy, subclass 203.5 for cathode ray tube (target) scanning; subclasses 206+ for a photocell controlled circuit; subclass 227.13 for a light pen; and subclasses 222+ for an optical or prephotocell system controlled by an article, person, or animal.
- 273, Amusement Devices: Games, subclasses 108+ for a surface projectile game that utilizes a tangible projectile and subclasses 317+ for an aerial projectile game that utilizes a tangible projectile or a target therefor.
- 434, Education and Demonstration, subclasses 11+ for a device utilized to teach or demonstrate how to operate or handle a firearm to one who is not educated in its use or operation.
- 446, Amusement Devices: Toys, especially subclass 473 for a toy projector or one that simulates a projector or weapon.
- 473, Games Using Tangible Projectile, for a game in which a ball, missile, or other such tangible game projectile (other than a simulation or representa-

tion thereof) is used during play of a game or sport. The relationship between Class 463 and Class 473 is that Class 463 is the residual class for a game, while Class 473 provides only for a specific type of game in which a ball, missile, or other such tangible projectile is used during play thereof. (However, note those exceptions specified in the Class 463 definition and its appended notes.) Accordingly, if a game which uses a ball, missile, or other such tangible game projectile (other than a simulation or representation thereof) during play of the game is recited, then classification is in Class 473; otherwise, classification is in Class 463. Furthermore, a game apparatus or means which uses a simulation or representation of a game or sport projectile (e.g., a light-ray simulation of a projectile or a video-game representation of a projectile, etc.) is classified in Class 463, since such simulation or representation of a projectile is not an actual or physical object which can be touched and handled (i.e., tangible) as required by Class 473.

3 Paddle-type game (e.g., pinball, tennis, baseball, golf, hockey, etc.):

This subclass is indented under subclass 2. A simulated-projectile application that includes the use of a bat, stick, club, racket, or other similarly used striking object or a representation (e.g., video, etc.) thereof to intercept, redirect, or otherwise project a simulated projectile.

SEE OR SEARCH CLASS:

- 473, Games Using Tangible Projectile, for a game in which an implement (e.g., a bat, racket, paddle, club, combined projector-catcher implement, etc.) or a mechanically operated device is used to project or launch a tangible game projectile, which game may use electronic data processing for such purposes as monitoring for competition, practice, etc., or, for example, to create a visual environment.

4 Simulated court game or athletic event (e.g., soccer, basketball, etc.):

This subclass is indented under subclass 2. A simulated-projectile application that includes the use of a simulated projectile (e.g., ball, etc.) in a competitive-sports-type environment wherein (a) two or more opposing contestants or teams of contestants move about a defined playing area, field, or representation thereof while attempting to manipulate or control the simulated projectile in a defined task or (b) a contestant responds to or interacts with the projectile or opponent while the opponent is in control of the projectile.

- (1) Note. The opposing contestant or team does not have to involve or be otherwise controlled by a human participant. The electronic data processing, under program control, etc., may perform the action of an opponent so that only one human participant is required to play a contest.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 2, for a simulated-projectile game with electronic data processing wherein a bowling-type contest is simulated.
- 3, for an athletic-type competition or court game involving electronic data processing that includes the use of a paddle-type projector (e.g., bat, club, racket, etc.).
- 6, for a race game with electronic data processing.
- 7+, for an athletic-type competition or court game with electronic data processing that does not include a simulated projectile.
- 58+, for a propelled racing game.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, for a game of sport or athleticism that involves the use of a tangible projectile.
- 473, Amusement Devices: Games, appropriate subclasses for a playing field or court game that utilizes a tangible projectile.

5 Simulated projector with diverse interactive target:

This subclass is indented under subclass 2. A simulated-projectile application including a means for simulating a device for projecting a projectile (e.g., a gun, etc.) and a separate and distinct structure (e.g., CRT screen, etc.) arranged or intended to serve as a point-of-aim (i.e., target) for the simulated projector, and further including means for determining the coincidence between the aim of the projector and the intended target.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 49+, for a simulated-projectile game that does not include electronic data processing, especially subclasses 53+ for coincidence detection.

SEE OR SEARCH CLASS:

- 250, Radiant Energy, subclass 203.5 for cathode ray tube (target) scanning; subclasses 206+ for a photocell controlled circuit; subclass 227.13 for a light pen; and subclasses 222+ for an optical or prephotocell system controlled by an article, person, or animal.
- 348, Television, appropriate subclasses for television structure.

6 In a race game:

This subclass is indented under subclass 1. An electronic data processing application that includes a contest of speed commonly known as a race, wherein the contest requires the movement of an object, or representation (e.g., video, etc.) thereof, through a predetermined distance or defined course as fast as can be performed.

- (1) Note. It is not a requirement, for placement herein, that there be a plurality of simultaneously raced objects. Distinguish this from propelled racing, below. It is merely a requirement that the game involve the movement of an object over a given distance against time as a contestant.
- (2) Note. Racing against time or another moving object should be distinguished

from a time limit for performing a move (e.g., a time limit for moving a chess piece). Only the former is classified herein. Similarly, the movement of an object over a distance versus time or another object should be distinguished from other tasks that do not require the movement of an object.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 7+, for a game including electronic data processing that requires an element of physical skill or ability.
- 15, for a strategy or problem solving application that may include the task of moving an object through a maze.
- 25+, for race wagering.
- 58+, for a propelled racing game that does not include electronic data processing.

SEE OR SEARCH CLASS:

- 104, Railways, for railway rolling stock and track, each of which is modified for interrelation and cooperation with each other; for railway track other than normal surface track; and for railway fixtures and appliances for use with railway track in which some combination with a game feature (e.g., lap counter, clock, etc.) is absent, especially subclass 60 for amusement-park-type racing and subclasses 295+ for a car-carried electric propulsion system with external car control (e.g., slot car, etc.).
- 238, Railways: Surface Track, subclasses 10+ for portable railway track structure.
- 273, Amusement Devices: Games, subclasses 236+ for a board game with a maze and subclasses 153+ for a puzzle that includes a maze.
- 404, Road Structure, Process, or Apparatus, particularly subclasses 17+ and 71 for pavement or road structure.
- 446, Amusement Devices: Toys, subclasses 444+ for a toy railway, subclasses 454+ for a remotely controlled rolling or tumbling toy, and subclasses 465+ for a toy wheeled vehicle.
- 472, Amusement Devices, subclasses 1+, for a roundabout, subclasses 85+ for a

racetrack, and subclasses 92+ for (a) the structure or composition of a playing surface, per se; (b) the structure or composition of a peripheral boundary marking or enclosure, per se, of such a playing surface; or (c) the combination of only a playing surface and a peripheral boundary marking or enclosure--where the above [i.e., (a)-(c)] are limited to use for an athletic or exhibition event such as, for example, playing a game or sport thereon or therein. Also, see the search notes appended thereto.

7 In a game requiring an element of a participant's physical skill or ability (e.g., hand-eye coordination, reflex, etc.):

This subclass is indented under subclass 1. An electronic data processing application that includes as an element of play, operation, or outcome thereof; a participant's speed, strength, dexterity, or other bodily capacity; or a simulation of a game or contest that requires such an element.

- (1) Note. Bodily capacity refers to the physical capacity of a participant, as opposed to a mental capacity (e.g., strategy or problem solving speed). While all voluntary motion involves a mental element, it is a contest-determinative, reflex-type action or other like physical manifestation of a mental process that is required for this subclass, which is to be distinguished from a mere physical motion used to, for example, push an appropriate button to indicate when a thought-provoking mental challenge has been completed.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 2+, for a game including electronic data processing that requires physical skill or ability and also includes a simulated projectile, especially subclasses 3+ for an athletic-type game or amusement that includes a simulated projectile.
- 6, for a race game including electronic data processing that requires physical skill or ability to negotiate an object through a race course.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclasses 440+ for a game that involves physical skill or ability.
- 473, Amusement Devices: Games, for a tangible projectile game that involves physical skill or ability.
- 482, Exercise Devices, for an exercise device that includes electronic data processing.

8 Martial-art type (e.g., boxing, fencing, wrestling, etc.):

This subclass is indented under subclass 7. A physical skill or ability application including a fight- or war-type scenario or competition, especially that of hand-to-hand combat, with or without the use of a weapon.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 2+, for a combat- or martial-art-type electronic game that includes a simulated-projectile-type weapon.
- 47.1, for a fencing game.
- 47.2+, for a striking type of weapon for use on a human being (e.g., a police club, billy, electric prod, etc.).

SEE OR SEARCH CLASS:

- 482, Exercise Devices, subclass 12 for a fencing foil.

9 In a game requiring strategy or problem solving by a participant (e.g., problem eliciting response, puzzle, etc.):

This subclass is indented under subclass 1. An electronic data processing application that requires from a participant a decision making process in the management or planning of a scheme, trick, or course of action, or the solution to a puzzle, question, or other perplexing situation.

- (1) Note. See the (1) Note in the subclass 7 definition for the line between a mental process of that subclass and this subclass.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 2+, for a game including electronic data processing and an element of mental

strategy or problem solving ability that further includes a simulated projectile.

- 6, for a race game including electronic data processing that further includes an element of mental strategy or problem solving ability.
- 7+, for a game including electronic data processing and an element of mental strategy or problem solving ability that further requires an element of physical skill or ability.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclasses 292+ for a card or tile game, subclasses 153+ for a puzzle, and subclasses 429+ for a problem-eliciting-response game.
- 434, Education and Demonstration, subclasses 322+ for subject matter including a question or problem eliciting response for an instructional or demonstration purpose.

10 With chance element or event (e.g., backgammon, Scrabble&4121;, etc.):

This subclass is indented under subclass 9. A strategy or problem solving application wherein play, operation, or the outcome thereof further depends from, or otherwise relies upon, the happening of an event absent of any apparent cause or design (i.e., an unpredictable or random event), or includes a means (i.e., lot) to randomly determine a matter or represent the outcome of a random event (e.g., dice, cards, random number generator, etc.).

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 16+, for a game including electronic data processing wherein the outcome is solely determined by chance.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclasses 236+ for a board game that includes a chance element, subclasses 138.1+ for a chance device, and subclasses 292+ for a card or tile game.
- 377, Electrical Pulse Counters, Pulse Dividers or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to

be controlled to accumulate a total involved in betting on various possibilities involved in an event or to determine the odds involved in the payoff of the various possibilities; and subclass 5 for a counter or register, per se, which is intended to be used with, in, or for a game or sport.

where the outcome is determined by a comparison or match.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, subclasses 292+ for a card or tile game that does not include electronic data processing.

11 Card- or tile-type (e.g., bridge, dominoes, etc.):

This subclass is indented under subclass 10. A strategy or problem solving application involving chance including an indicia-bearing device (e.g., card, domino, etc.), or a representation (e.g., video, etc.) thereof, wherein the indicia-bearing device is intended to be combined interactively with one or more additional indicia-bearing devices in a competitive contest based upon their indicia, and further wherein the chance happening involves a random distribution of one or more indicia-bearing devices to a participant or a random selection of one or more indicia-bearing devices by a participant.

- (1) Note. To be a proper card- or tile- type game for classification in this and indented subclasses, there must be some element of strategy or problem solving involved in the contest--as opposed to mere chance--which strategy, however, may be based upon chance odds of receiving a necessary card or tile to move toward a better position to win, such as how many cards to draw in poker, whether to ask for an additional card in blackjack, wagering strength of position, etc. In contrast, a card-type game (e.g., the card game "war," etc.); a slot machine with card-type indicia, etc., involving mere chance; or a subcombination chance device (random card generator/distributor, etc.) is properly classified in chance application. See search notes, below.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 16+, for a game of chance or a chance element with electronic data processing that includes a chance element with card- or tile-type indicia wherein the outcome is solely determined by chance, especially subclasses 17+

12 Ultimate outcome dependent upon summation of plural card or tile values (e.g., blackjack, etc.):

This subclass is indented under subclass 11. A card or tile game wherein each card or tile has assigned thereto a relative worth (i.e., value) represented by said indicia, and further wherein a contest winner is determined by a participant who is both in active competition at a time for determining a winner and has either obtained, or has been assigned, a group of more than one card or tile that, at said time, has the greatest total amount of added individual values.

13 Ultimate outcome dependent upon relative odds of a card or tile combination (e.g., poker, etc.):

This subclass is indented under subclass 11. A card or tile game wherein each card or tile has assigned thereto a particular feature or features (e.g., number, suit, etc.) represented by said indicia, and further wherein a contest winner is determined by a participant who is both in active competition at a time for determining a winner and has either obtained or been assigned a set of more than one card or tile that, at said time, has the lowest chance or probability of association (e.g., pair, three-of-a-kind, etc.) of predetermined individual features.

14 Chess- or checker-type:

This subclass is indented under subclass 9. A strategy or problem solving application including a contest in which opposing participants alternately control the movement of one of a group of contest elements (e.g., checker, chessman, etc.) initially equal in number for each player, about a game area composed of an array or matrix of segments (e.g., squares) or positions wherein each segment can be occupied by only one contest element at a time, the contest proceeding until one participant captures all of the contest elements, or a principle contest element, of the other, without losing all or the

principle contest element of his group; or otherwise places the other participant in a position where he cannot reposition one of his contest elements to another game segment.

- (1) Note. The contest does not require more than one human participant. The electronic data processing, under program control, etc., may perform the action of an opponent so that only one human participant is required to play a contest.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclasses 236+ for a board game, especially subclasses 260+ for a chess- or checker-type board game.

15 Geometric maze (e.g., labyrinth, etc.):

This subclass is indented under subclass 9. A strategy or problem solving application that includes, as a contest goal, negotiation through a network of complex alternative pathways or courses, having or representing two or more dimensions, under a set of rules for said negotiation.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 6, for a race that includes a course in the form of a labyrinth or maze.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclasses 236+ for a board game with a maze and subclasses 153+ for a puzzle that includes a maze.

16 In a game of chance (e.g., lot, etc.):

This subclass is indented under subclass 1. An electronic data processing application having an outcome that relies solely upon a happening (i.e., event) absent of any apparent cause or design (i.e., an unpredictable or random event), or includes an object (i.e., lot) used to so randomly determine a matter or represent the outcome of a random event (e.g., electronic dice or random number generator, etc.).

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 10, for a strategy or problem solving game with electronic data processing

that further includes a chance element or event.

SEE OR SEARCH CLASS:

- 221, Article Dispensing, for an article dispenser not otherwise provided for. An article dispenser, per se, of the type often included as a subcombination of a chance device is classified in Class 221.
- 273, Amusement Devices: Games, subclasses 236+ for a board game that includes a chance element, subclasses 138.1+ for a chance device, and subclasses 292+ for a card or tile game.
- 283, Printed Matter, subclasses 72+ for printed matter having revealable concealed information, particularly subclass 94 for printed matter (e.g., a lottery ticket, etc.) with superposed layers, and subclass 903 for a lottery ticket art collection.
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate a total involved in betting on various possibilities involved in an event or to determine the odds involved in the payoff of the various possibilities and subclass 5 for a counter or register, per se, which is intended to be used with, in, or for a game or sport.
- 705, Data Processing: Financial, Business Practice, Management, or Cost/Price Determination, subclasses 1.1, especially subclass 14.1 for data processing used for financial or business practice where a promotional inducement is recited (e.g., awarding a coupon or price adjustment based upon a purchase, etc.), and subclass 16 for a point-of-sale terminal, (e.g., cash register, etc.).

17 Lot match or lot combination (e.g., roulette, lottery, etc.):

This subclass is indented under subclass 16. A chance event application wherein a particular characteristic of a lot is compared to a characteristic of either another lot or some other predetermined object, indicia or event, and further wherein the chance event relied upon is a deter-

mination of a substantial likeness in character (i.e., match) made by the comparison according to a predetermined rule or rules, or a determination that an ordered set or association is created when more than one lot is compared.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, subclasses 142+ for a roulette game or slot machine that does not include electronic data processing.

283, Printed Matter, subclasses 72+ for printed matter having revealable concealed information, particularly subclass 94 for printed matter (e.g., a lottery ticket, etc.) with superposed layers, and subclass 903 for a lottery ticket art collection.

705, Data Processing: Financial, Business Practice, Management, or Cost/Price Determination, subclasses 1.1, especially subclass 14.1 for data processing used for financial or business practice where a promotional inducement is recited (e.g., awarding a coupon or price adjustment based upon a purchase, etc.), and subclass 16 for a point-of-sale terminal, (e.g., cash register, etc.).

18 Plural lots (e.g., keno, etc.):

This subclass is indented under subclass 17. Subject matter wherein more than one lot is compared.

19 Plural matches create pattern (e.g., bingo, etc.):

This subclass is indented under subclass 18. Subject matter wherein each of the plural lots is compared with a subset of a design, picture, array--or an arrangement of form, color, indicia or other predetermined characteristic--for a possible match; and further wherein the outcome of the game or amusement is determined by the attainment of a combination of more than one lot/subset match such that the combination establishes a particular arrangement of form, color, or other chosen characteristic according to a predetermined rule or rules.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, subclasses 269+ for a lotto- or bingo-type board game that does not include electronic data processing.

20 Lot-to-lot combination (e.g., slot machine, etc.):

This subclass is indented under subclass 18. Subject matter wherein the chance event relied upon is a determination of a match between a lot and one or more additional lots, or any other ordered set or association of lots (e.g., numerical order, royal flush, etc.) according to a predetermined set of rules.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, subclasses 143+ for a slot machine that does not include electronic data processing.

21 Having means to alter combination probability:

This subclass is indented under subclass 20. Lot-to-lot combination further including means for adjusting the likelihood of either a match between lots or a particular combination of plural lots.

22 Lot generator (e.g., card distribution, simulated dice, random number generator, etc.):

This subclass is indented under subclass 16. Subject matter including means for creating or representing a random object or event.

SEE OR SEARCH CLASS:

273, Amusement Devices: Games, subclasses 144+ for a lot mixer or dispenser and subclass 146 for dice that do not include electronic data processing or automatic control.

708, Electrical Computers: Arithmetic Processing and Calculating, subclasses 250 through 256 for a random-number generating computer.

23 Skill level adjustment (e.g., speed change, complexity, etc.):

This subclass is indented under subclass 1. Electronic data processing including means for altering the degree of difficulty for a partici-

part in performing or obtaining a goal in a game or contest.

- (1) Note. The alteration of the degree of difficulty may be either manually selected by a participant or program-controlled such as, for example, when a player establishes a predetermined goal.
- (2) Note. The alteration may take any form necessary depending upon the goal to be accomplished, such as changing the speed of presentation of data presented to a participant, changing the quantity of data presented to a participant at a given time, limiting the time for a response to a given task, etc.

24 Suspension or restoration (e.g., power failure resumption, etc.):

This subclass is indented under subclass 1. Electronic data processing including means for (a) saving or preserving the status quo of a game upon its stoppage (e.g., stoppage due to power failure, stoppage by choice for resumption at a later time, etc.) for the purpose of resuming the game at a later time or (b) restarting a game with either the same status existing upon stoppage or another selectable status.

25 Credit/debit monitoring or manipulation (e.g., game entry, betting, prize level, etc.):

This subclass is indented under subclass 1. Electronic data processing including means for providing a monetary-type accounting for the purpose of: (a) payment to start or continue a game; (b) wagering; or (c) determining an award or payout amount.

- (1) Note. To be proper for placement in this subclass, the accounting must be in combination with a game element since such accounting, per se, is provided for outside of this class. See search notes, below.
- (2) Note. While the accounting may superficially resemble a scoring function, and may, in fact, be performed in the same manner, it is the monetary-type prize or award aspect of the accounting that is required for placement in this subclass.

SEE OR SEARCH CLASS:

- 194, Check-Actuated Control Mechanisms, appropriate subclass for a game including a recited detail of a coin- or check-actuated control system.
- 235, Registers, appropriate subclass for a cash register.
- 340, Communications: Electrical, subclasses 5.1 through 5.92 for intelligence comparison such as used for authorization control by credit, etc particularly subclasses 5.4 -5.42 for credit authorization control..
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, subclass 4 for a counter or register, per se, which is adapted to be controlled to accumulate a total involved in betting on various possibilities involved in an event, or to determine the odds involved in the payoff of the various possibilities, and subclass 5 for a counter or register, per se, which is intended to be used with, in, or for a game or sport.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for data processing or computation, per se, for the purpose of analyzing, monitoring, or scoring a contest or game, which is not classifiable elsewhere.
- 705, Data Processing: Financial, Business Practice, Management, or Cost/Price Determination, subclasses 1.1, especially subclass 14.1 for data processing used for financial or business practice where a promotional inducement is recited (e.g., awarding a coupon or price adjustment based upon a purchase, etc.), and subclass 16 for a point-of-sale terminal, (e.g., cash register, etc).
- 902, Electronic Funds Transfer, subclass 23 for an art collection of means for electronic transfer of funds for an entertainment, amusement, or gambling application.

26 Pool amount (e.g., jackpot, etc.):

This subclass is indented under subclass 25. Credit/debit monitoring or manipulation including a means to account for the value of a sum (i.e., pool) of money or money equivalent wagered by or collected from one or more participants or gaming machines for the purpose of subsequent distribution of an amount of said pool as an award or prize to a participant that has reached or accomplished a defined goal in a contest; or means for determining or causing the distribution of said amount from said pool.

SEE OR SEARCH THIS CLASS, SUBCLASS:

27, for a jackpot or accumulated award that is retained and carried over to a subsequent game unless or until a defined goal is attained.

27 Pool carryover (e.g., progressive jackpot, etc.):

This subclass is indented under subclass 25. Pool accounting wherein the accounting means further includes means for retaining an amount of the pool unless or until a defined goal is attained in a game, the retained amount being successively added to the award amount for that goal in a subsequent game or games until said goal is attained.

28 Parimutuel pool:

This subclass is indented under subclass 25. Pool accounting wherein the accounting means includes means for determining an award amount to each winner by dividing, in proportion to each winner's wager, the entire amount of the pool used for payout purposes (e.g., the amount of the pool remaining after administrative costs, taxes, etc.).

SEE OR SEARCH CLASS:

235, Registers, subclass 61 for an odds computer.

29 Access or authorization (e.g., game selection, security, etc.):

This subclass is indented under subclass 1. Electronic data processing including: (a) means for determining whether a participant has a right or privilege to input into, acquire, or use the electronic data; (b) means to allow or prevent such input, acquisition, or use of said data

based upon a right or privilege; or (c) means for controlling acquisition, selection, or use of a particular subset of data (e.g., particular game, etc.) in a set of data (e.g., plural games, etc.).

SEE OR SEARCH THIS CLASS, SUBCLASS:

25, for access or authorization determined or controlled by available credit.

SEE OR SEARCH CLASS:

340, Communications: Electrical, subclasses 5.1 through 5.92 and 5.8-5.86 for authorization or authentication (e.g., identity, etc.) control by intelligence comparison.

705, Data Processing: Financial, Business Practice, Management, or Cost/Price Determination, subclass 1.1 for data processing used for financial or business practice, especially subclass 18 when there is a security or user identification provision.

30 Perceptible output or display (e.g., tactile, etc.):

This subclass is indented under subclass 1. Electronic data processing including a recited detail of a structural or procedural means for presenting information to a participant in a manner that can be recognized in the mind of the participant through one of the participant's senses.

(1) Note. To be properly classified in this subclass, there must be more than mere nominal recitation of an output or display.

(2) Note. This subclass provides for hardware for actually presenting sensory perceivable information, and for software or other data creation, manipulation, or other methodology for the specific purpose of presenting perceivable information to a participant.

SEE OR SEARCH CLASS:

250, Radiant Energy, subclass 203.5 for cathode-ray tube (target) scanning; subclasses 206+ for a photocell controlled circuit; subclass 227.13 for a light pen; and subclasses 222+ for an

- optical or prephoto cell system controlled by an article, person, or animal.
- 340, Communications: Electrical, subclasses 4.1 through 4.14 for communication or control for the handicapped; subclasses 5.1 through 5.92 for intelligence comparison such as used for authorization, access, identification, credit, etc.; subclass 323 for a game-reporting (e.g., scoreboard, indicator, etc.) electric signaling system, per se; and other appropriate subclasses for audible, visual, or tactile communication.
- 345, Computer Graphics Processing and Selective Visual Display Systems, appropriate subclass for pectoral display system structure.
- 348, Television, appropriate subclass, for a television communication system.
- 31 Visual (e.g., enhanced graphics, etc.):**
This subclass is indented under subclass 30. A perceptible output or display wherein the means for providing information to a participant includes a structural detail of means for presenting the information in a manner that is perceivable via a retina of said participant.
- SEE OR SEARCH CLASS:
- 248, Supports, cross-reference art collections 917+ for a video display screen support.
- 345, Computer Graphics Processing and Selective Visual Display Systems, appropriate subclasses for a selectively controlled visual display system or image data presentation which may either form part of a game or not be limited to a game. However if the term "game" or equivalent is recited in a claim, or if the only disclosure is a game provided for in Class 463, then classification is in Class 463, Amusement Devices: Games, or its incorporated class (273, Amusement Devices: Games).
- 348, Television, appropriate subclass for a television communication system.
- 359, Optical: Systems and Elements, appropriate subclass for optical communication structure, especially subclasses 1+ for a holographic system.
- 32 Three-dimensional characterization:**
This subclass is indented under subclass 31. A visual output or display wherein the information is presented to the eye(s) in such a manner that the information is visually perceivable as an image having height, width, and depth.
- (1) Note. It is not a requirement that the image actually include all three dimensions so long as the image, taken as a whole, has a general character that is perceivable as such. For example, depth perception may be simulated or perceived from a flat image by utilizing the technique of perspective or the technique of covering the image of a first object by an image of a second object that is intended to be perceived in front of the first object, etc.
- SEE OR SEARCH CLASS:
- 345, Computer Graphics Processing and Selective Visual Display Systems, subclasses 419 through 427 for three-dimensional image presentation processing.
- 33 Object priority or perspective:**
This subclass is indented under subclass 32. A visual output or display with a three-dimensional characterization wherein one dimension (e.g., depth, etc.) may be simulated or characterized by either the technique of covering the image of a first object by an image of a second object intended to be perceived in front of the first object, or via the technique of picturing an object by converging lines or shrinking size versus, for example, apparent depth.
- 34 Image projection:**
This subclass is indented under subclass 31. A visual output or display wherein visually perceivable information (i.e., an image) is optically transmitted over a distance onto a surface or screen to be viewed therefrom.
- (1) Note. The purpose of the projection is usually to enlarge or reduce the size of the image or to provide a more convenient location of the image for viewing.
- (2) Note. A cathode-ray tube (CRT), per se, is not considered to be an image projec-

tor for this subclass because raster scanning of an electron beam on a phosphorescent screen is considered to be image formation rather than image projection. In contrast, a CRT in combination with a lens or other optical projection structure to project a CRT image is proper for this subclass.

SEE OR SEARCH CLASS:

- 353, Optics: Image Projectors, appropriate subclass for optical image projector structure.
- 359, Optical: Systems and Elements, appropriate subclass for an optical communication structure, especially subclasses 1+ for a holos:graphic system.

35 Audible:

This subclass is indented under subclass 30. A perceptible output or display wherein the means for providing information to a participant includes means for presenting the information in a manner that is perceivable via an ear of said participant.

SEE OR SEARCH CLASS:

- 369, Dynamic Information Storage or Retrieval, subclasses 63+ for a sound reproduction means for a toy or novelty device.
- 446, Amusements Devices: Toys, subclasses 397+ for a sounding toy.

36 Player-actuated control structure (e.g., brain-wave or body signal, bar-code wand, foot pedal, etc.):

This subclass is indented under subclass 1. Electronic data processing including means for generating, emitting, or otherwise deriving an information signal from a participant to provide data for introduction to the electronic data processing means.

- (1) Note. The information signal from the participant may either be actively created by the participant through a conscious effort, or passively or subconsciously derived from, for example, a brain-wave signal, a pulse-rate signal, etc.

- (2) Note. The information signal from the participant is commonly regarded as an input signal to the electronic data processor for the purpose of player interaction therewith.

SEE OR SEARCH CLASS:

- 200, Electricity: Circuit Makers and Breakers, for an electrical switch, per se, especially subclasses 61.1+ for a switch responsive to the action of a game or amusement piece, Digest 2 for a body attached switch, Digest 3 for a coin operated switch, and Digest 23 for a game switch.
- 250, Radiant Energy, subclass 203.5 for cathode-ray tube (target) scanning; subclasses 206+ for a photocell controlled circuit; subclass 227.13 for a light pen; and subclasses 222+ for an optical or prephotocell system controlled by an article, person, or animal.
- 235, Registers, subclasses 439+ for a coded record sensor structure (e.g., bar code reader, etc.).
- 340, Communications: Electrical, subclasses 1.1 through 16.1 for a selective control system, particularly subclasses 4.1-4.14 for communication or control for the handicapped and subclasses 12.22-12.55 for pulse responsive remote control system.
- 341, Coded Data Generation or Conversion, subclasses 20+ for a bodily actuated code generator (e.g., joystick, keyboard, etc.) of general utility.
- 600, Surgery, subclasses 300+ for subject matter for detecting a body signal for diagnostic use, especially subclasses 544+ for detecting a brain signal; subclass 546 for detecting a muscle signal; and subclasses 587+ for measuring an anatomical characteristic or body movement.

37 Hand manipulated (e.g., keyboard, mouse, touch panel, etc.):

This subclass is indented under subclass 36. Player-actuated control structure wherein the means for deriving an information signal includes structure intended and arranged to interact with that part of a participant's arm

beyond the wrist (i.e., the hand, including the palm, fingers, and thumb, etc.) so as to derive an information signal in response to motion of any part of the hand.

- (1) Note. This subclass definition requires that the information signal be derived from hand motion. Thus, a signal derived from the hand that is not responsive to hand motion such as, for example, hand temperature or a myoelectric (muscle electric) signal, is not proper for this subclass.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 36, for structure for deriving an information signal from a hand other than by motion of the hand.
41, for a telephonic communication link where the particulars of the keypad are not recited.

SEE OR SEARCH CLASS:

- 341, Coded Data Generation or Conversion, subclasses 20+ for a bodily actuated code generator (e.g., joystick, keyboard, etc.) of general utility.

38 Pivotaly-translatable handle (e.g., joystick):
This subclass is indented under subclass 37. Hand-manipulated control structure including structure intended and arranged to be grasped by the hand (i.e., handle) and manually manipulated for rotation about a turning point or axis wherein the information signal is derived in response to the angular position of the handle with respect to a turning point or shaft.

- (1) Note. The control structure of this subclass is commonly referred to as a "joystick," and quite commonly also includes additional signal generators such as button-type switches arranged on the handle to be activated by the fingers when the handle is grasped by the hand.

SEE OR SEARCH CLASS:

- 341, Coded Data Generation or Conversion, subclasses 20+ for a bodily actuated code generator (e.g., joystick, keyboard, etc.) of general utility.

39 Wireless signal:

This subclass is indented under subclass 36. Player activated control structure wherein the information signal from the participant is presented to the electronic data processing means via a transmission path that includes a means other than a means (e.g., metallic wire, electrolyte, etc.) for conducting electrons.

- (1) Note. Such transmission is commonly effected via an electromagnetic wave such as a radio wave, infrared wave, etc., but is not limited thereto.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 40+, for a communication link combined with a game including electronic data processing a communication purpose other than presenting a player-controlled signal to an electronic data processing means.

40 With communication link (e.g., television broadcast, etc.):

This subclass is indented under subclass 1. Electronic data processing further including a recited detail of a structure or protocol for transmitting or receiving electronic data to or from a diverse operational location.

- (1) Note. A remote location is loosely interpreted to be any location outside of and distinct from the immediate operational environment of the electronic data processing structure.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 36+, for a communication link combined with a player control structure, especially subclass 39 for a player control structure having a wireless link to an electronic data processing means.
43+, for a data storage means which may include a communication link therein to transmit data between the inside of the storage means and its exterior, especially subclass 44 for a communication link in a data storage cartridge.

SEE OR SEARCH CLASS:

455, Telecommunications, appropriate subclass for subject matter for transmitting modulated carrier wave communication between points.

41 Telephonic (e.g., modem, etc.):

This subclass is indented under subclass 40. An electronic data processing means with a communication link wherein the communication link includes means commonly referred to as a telephone capable of simultaneously transmitting speech data in both directions over the link.

SEE OR SEARCH THIS CLASS, SUBCLASS:

37, for a hand-manipulated input device wherein a particular detail of a telephone keypad is recited.

SEE OR SEARCH CLASS:

379, Telephonic Communications, appropriate subclass for a telephonic communication structure, especially subclasses 90.01+ for a telephone line or system combined with a diverse electrical system or signalling..

42 Network type (e.g., computer network, etc.):

This subclass is indented under subclass 40. A communication link including a recited detail of means intended and arranged to interconnect, for the purpose of communication of electronic data, more than one diverse means, complete in itself, for processing electronic data independently.

43 Data storage or retrieval (e.g., memory, video tape, etc.):

This subclass is indented under subclass 1. Subject matter including a structure or process for saving electronic data in a form that can be accessed for later use, a structure or process for acquiring said data from storage, or a subcombination or accessory therefore that is unprovided for elsewhere.

SEE OR SEARCH CLASS:

360, Dynamic Magnetic Information Storage or Retrieval, appropriate subclass for electronic data storage or retrieval

that utilizes a magnetic recording medium, especially subclasses 131+ for the recording medium, per se.

365, Static Information Storage or Retrieval, appropriate subclass, especially subclasses 94+ for a read only memory.

369, Dynamic Information Storage or Retrieval, appropriate subclass for electronic data storage or retrieval, especially subclasses 63 for a sound reproduction device for a toy or novelty device and subclasses 272.1-291.1 for storage medium structure.

720, Dynamic Optical Information Storage or Retrieval, subclasses 718 through 746 for optical storage medium structure.

44 Cartridge:

This subclass is indented under subclass 43. Data storage or retrieval wherein the means for storing data is self-contained in a housing arranged to be physically separable from the electronic data processing means, and further includes means for transmitting data in electronic form between the storage means within the housing and the exterior of the housing where it can be accessed by the electronic data processing means via a physically separable connector or data link.

45 Cartridge adaptor:

This subclass is indented under subclass 43. Subject matter including structure arranged to be attached to a self-contained electronic data storage housing (i.e., cartridge) to either: (a) structurally alter the cartridge in a manner that would allow it to be functionally engaged with a processing structure other than that for which the cartridge is intended to be used; or (b) add to or otherwise alter an intended function of a cartridge.

46 Housing:

This subclass is indented under subclass 1. Subject matter including detailed structure for containing or enclosing an electronic data processing element under the class definition.

(1) Note. Nominal recitation of housing structure is not sufficient for placement in this subclass.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

44, for a cartridge for game memory storage.

SEE OR SEARCH CLASS:

206, Special Receptacle or Package, subclasses 315.1+ for a receptacle or package used for a sport implement, exercise device, or game.

248, Supports, subclasses 917+ for a video display screen support.

312, Supports: Cabinet Structure, subclass 223.1 for a cabinet structure for a particular electrical device or component; and

361, Electricity: Electrical Systems and Devices, subclasses 600+ for a housing for diverse electrical components, especially subclasses 679.01-679.61 for housing and mounting assemblies for electronic devices and components.

47 **Accessory:**

This subclass is indented under subclass 1. Subject matter comprising a device particularly adapted to be used with an electronic-data-processing game or amusement under the class definition, wherein said device constitutes an attachment or addition to the game or amusement that aids in a secondary or subordinate way, and is unprovided for elsewhere.

SEE OR SEARCH CLASS:

206, Special Receptacle or Package, subclasses 315.1+ for a receptacle or package used for a sport implement, exercise device, or game.

273, Amusement Devices: Games, subclasses 148+ for an accessory for a game other than a game that includes electronic data processing.

47.1 **FENCING:**

This subclass is indented under the class definition. Subject matter comprising apparatus for (a) determining the accuracy of a user in thrusting a long, pointed or blade-type fighting weapon or (b) covering the tip or edge of a long, pointed or blade-type fighting weapon to render it harmless during practice or in the use thereof, which tip-covering apparatus com-

prises or includes at least one component of a contact indicating or detecting mechanism; and wherein the apparatus is used to practice or simulate combat between opponents bearing swordlike fighting implements (e.g., fencing foils, sabres, swords, etc.).

SEE OR SEARCH CLASS:

2, Apparel, subclasses 2+ for protective clothing to be worn by a person as, for example, a protective vest, mask, boxing glove, etc.

482, Exercise Devices, subclass 12 for an exercise device designed for exercising the user's muscles in the use of thrusting a long, pointed or blade-type weapon (e.g., a fencing foil, etc.) or a simulation thereof.

47.2 **STRIKING WEAPON:**

This subclass is indented under the class definition. Subject matter comprising a user held or carried blunt implement for impacting, hitting, or prodding a human opponent during a game, sport, fight, struggle, or attack or to deter a fight, struggle, or attack.

SEE OR SEARCH CLASS:

2, Apparel, subclasses 2+ for protective clothing to be worn by a person as, for example, a protective vest, mask, boxing glove, etc.

231, Whips and Whip Apparatus, subclasses 2.1+ for a device consisting of a handle and a goad for controlling a nonhuman animal, particularly subclass 7 for a goad which imparts an electric shock to a nonhuman animal, and see the Search Class notes appended to subclass 7.

47.3 **Having electric shock feature:**

This subclass is indented under subclass 47.2. Subject matter wherein the implement comprises means for imparting a nonlethal electric shock to the opponent.

SEE OR SEARCH CLASS:

231, Whips and Whip Apparatus, subclasses 2.1+ for a device consisting of a handle and a goad for controlling a nonhuman animal, particularly subclass 7 for a goad which imparts an electric shock to a nonhuman animal,

and see the Search Class notes appended to subclass 7.

47.4 Combined with antigrasping device or diverse art device (e.g., with light, knife, etc.):

This subclass is indented under subclass 47.2. Subject matter wherein the implement is combined with either (a) a device from an art different therefrom (e.g., a light, knife, keychain, etc.), or (b) a means to deter an opponent from grasping the implement or a means to make the opponent release his or her grip upon the implement.

47.5 Having similar striking members flexibly tethered together:

This subclass is indented under subclass 47.2. Subject matter in which the striking weapon comprises two or more substantially alike blunt implements connected together by a flexible element and wherein each of the implements have a configuration such that any one of them can be held or carried by the user whereby, when the user holds or carries only one of the implements, any other of the implements are free to move relative to the held or carried implement so as to impart the impacting or hitting force upon the human opponent whenever the held or carried implement is moved by the user.

47.6 Cross-handle type:

This subclass is indented under subclass 47.2. Subject matter wherein the implement comprises an elongate (i.e., rodlike) impact imparting portion and a handgrip portion connected thereto and extending generally perpendicularly away therefrom.

47.7 Telescopic:

This subclass is indented under subclass 47.2. Subject matter wherein the implement comprises at least two longitudinally aligned portions which are mounted for longitudinal sliding movement relative to each other so that the overall length of the implement may be adjusted.

48 COMBINED WITH OR CONVERTIBLE TO EXTERNAL ART DEVICE OR FUNCTION:

This subclass is indented under the class definition. A game including either: (a) subject matter in addition to game subject matter wherein the additional subject matter has utility both outside of the class definition and independent of the game subject matter, and where neither the utility of the game subject matter nor the utility of the additional subject matter is destroyed by removal or separation of the additional subject matter from the game subject matter; or (b) a game under the class definition which may be altered to subject matter having utility other than a game under the class definition.

- (1) Note. The utility of the additional subject matter must be both diverse and independent from game subject matter. Thus, game scoring or reporting, which, per se, is classifiable outside of this class, is not considered to be independent from game subject matter and is therefore not properly placed in this subclass. Such subject matter, when combined with a game, is properly classified with the particular game. Likewise, a game table combined with a game board for supporting said board is considered not to be independent of the game because it properly positions the board for play, and it is therefore properly classified with the game board, even though the table is inherently capable of having another utility. However, if such a table has positively recited means for altering the table to a function independent from game utility or support (e.g., a table with a work support), then classification is proper herein.

SEE OR SEARCH CLASS:

- 473, Games Using Tangible Projectile, for a device or apparatus for play of, or practice for, a game or sport which uses a tangible game projectile, which game or sport device or apparatus may be combined with or convertible to a device or function other than a game or sport device or apparatus.

49 SIMULATED-PROJECTILE GAME, TARGET THEREFOR, OR ACCESSORY:

This subclass is indented under the class definition. Apparatus including either: (a) a user-manipulated means for representing or imitating a device (i.e., simulated projector) for shooting or hurling (i.e., projecting) an object (i.e., projectile) intended to be projected from the simulated projector, combined with means for representing or imitating the path of motion that an intended projectile would traverse from the simulated projector to a point-of-aim (i.e., target); (b) a device particularly adapted for use as a point-of-aim (i.e., target) for a simulated projector; or (c) a device (i.e., accessory) particularly adapted to be used with a simulated projector of (a), or a target of (b), respectively above, that is an attachment or addition to same that helps either in a secondary or subordinate way and is unprovided for elsewhere.

- (1) Note. This class does not provide for a game involving the actual projection of a tangible object. Therefore, any projectile utilized with a projector of this definition can only be a phantom of a tangible projectile. As such, a nondestructive electromagnetic (e.g., a light, infrared, radio, etc.) or mechanical (e.g., sonic, ultrasonic, etc.) wave is not considered to be a tangible projectile for the purpose of this definition since this definition is intended to encompass the use of such waves to simulate a projectile or its path.
- (2) Note. A game under this definition generally includes means for determining the correctness-of-aim (i.e., coincidence) of a simulated projector towards an intended target and means for indicating same as a hit or score.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 1+, especially subclass 5, for a game that simulates the projection or firing of a projectile that further includes the use of data processing, or that utilizes a cathode-ray tube for a target.
- 51+, for a target for a simulated-projectile game that utilizes an electromagnetic ray either for simulating a projectile or for coincidence detection.

- 53, for a target for a simulated-projectile game that further includes means for indicating a target strike.

SEE OR SEARCH CLASS:

- 124, Mechanical Guns and Projectors, for a centrifugally or mechanically operated device, per se, for projecting or launching a tangible game projectile into the air.
- 273, Amusement Devices: Games, subclasses 108+ for game apparatus (other than a game projectile, per se) in which a game projectile is intended to travel over a playing surface at all times in its course or for an implement or device for projecting such a projectile for movement upon a playing surface, and subclasses 317+ for game apparatus (other than a game projectile, per se, or a projector, per se) in which a game projectile is projected into the air.
- 434, Education and Demonstration, subclasses 11+ for a device utilized to teach or demonstrate to one how to operate or handle a firearm.
- 446, Amusement Devices: Toys, especially subclass 473 for a toy projector or one that simulates a projector or weapon.
- 473, Games Using Tangible Projectile, for a device or apparatus for the play of, or for practice for, a game or sport in which a tangible projectile is used.

50 Plural simulated projectors (e.g., tennis, shoot-out, dual, etc.):

This subclass is indented under subclass 49. A simulated-projectile game which includes either: (a) two or more simulated projectors respectively operable by two or more game participants in a competitive contest between the participants, or (b) a simulated projector operable by a game participant combined with means to imitate or represent an opponent with a projector that can actively compete against the game participant in a game simulating a contest between two or more game participants.

51 Electromagnetic ray simulates projectile or its path, or utilized for coincidence detection

(e.g., light-ray gun, infrared aim detector, etc.):

This subclass is indented under subclass 49. A simulated-projectile game including means for projecting or receiving a light wave, infrared wave, radio wave, or other like wave or beam in the electromagnetic spectrum for the purpose of either: (a) appearing as a projectile beam or aiming beam issued from a simulated projector; (b) imitating or representing the track, line of movement, course taken, etc. (i.e., path), of a projectile intended to be issued from a simulated projector; or (c) determining if the alignment (i.e., coincidence) between a simulated projector and an intended target is such that a projectile intended to be issued from the projector during the particular alignment would strike the intended target if so projected.

- (1) Note. If the intended use of a device which simulates a firearm or other projector is to direct visible radiation toward an object merely to render the object visible to an observer, classification is proper elsewhere. However, if the intended use of a device which simulates a firearm or other projector is to illuminate an object and to simulate the projection of a projectile toward a target device for a purpose other than mere education or demonstration of the use or operation of a firearm or projector, classification is proper in this class. See the search notes, below.
- (2) Note. It is not a requirement, for classification herein, that the electromagnetic wave be issued from the simulated projector at the same location (e.g., gun barrel) that a tangible projectile would be projected or fired from the actual projector that is simulated. The only requirement is that the electromagnetic wave serve one of the purposes listed in the definition, whether it be issued from the simulated projector itself or some means (e.g., coincidence detector, target, etc.) associated therewith. Generally, a target under this definition interacts with a simulated projector or an associated coincidence detector via an electromagnetic wave or ray to enable determination of correctness of aim. Usually the electromagnetic wave or ray serves the dual

function of simulating a projectile or its path and the purpose of aim determination for the purpose of scoring, but this definition is intended to encompass the use of the ray or wave for either of these functions alone.

- (3) Note. It is not a requirement, for classification herein, that the electromagnetic wave be issued from the projector or means physically attached thereto. For purpose of aim determination, for example, the wave can issue from the target or other apparatus and be reflected from the simulated projector to a device for determining correctness of aim.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 1+, for a simulated projectile game including the use of an electromagnetic wave where there is further use of electronic data processing or a simulated projector that interacts with a cathode ray tube.
- 50, for a simulated-projectile game having plural simulated projectors.
- 53+, for a coincidence detector for a simulated projectile game that does not use electromagnetic radiation.

SEE OR SEARCH CLASS:

- 42, Firearms, subclass 114 for a firearm with a sight device including lights.
- 89, Ordnance, subclasses 41.01+ for ordnance with an aiming device.
- 250, Radiant Energy, subclass 203.5 for cathode-ray tube (target) scanning; subclasses 206+ for a photocell controlled circuit; subclass 227.13 for a light pen; and subclasses 222+ for an optical or prephotocell system controlled by an article, person, or animal.
- 353, Optics: Image Projectors, subclass 43 for an image projector with a housing shaped like a pistol or gun.
- 362, Illumination, subclasses 110+ for a device which is combined with or simulates a firearm or other projector that functions merely to direct visible radiation toward an object to render it visible. See the (1) Note, above.

- 372, Coherent Light Generators, for a device for producing a laser beam.
- 434, Education and Demonstration, subclasses 11+ for a simulated projector or firearm that utilizes an electromagnetic beam to teach or demonstrate how to operate or handle a firearm. See the (1) Note above.
- 446, Amusement Devices: Toys, subclass 175 for a toy having a light- or sound-responsive switch or control; subclass 219 for a toy having a chemiluminescent light source, optic fiber, mirror, or lens; and subclass 473 for a simulated weapon.
- 52 Having active target (e.g., moving target, “hit” responsive, etc.):**
This subclass is indented under subclass 51. A simulated-projectile game including a device intended to be used as a point-of-aim (i.e., target) for a simulated-projectile game, wherein the target includes either means to render the target mobile while being the subject of aim, or means to alter the position, orientation, or physical appearance of the target in response to a simulated striking of the target due to correct aim of a simulated projector by a game participant.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
- 1, for a simulated-projectile game that utilizes a cathode-ray tube as a target.
- 49, for a simulated-projectile game target that does not use an electromagnetic ray for simulating a projectile or for coincidence detection, or is not hit responsive.
- 53+, for a hit-responsive target for a simulated-projectile game that does not use an electromagnetic ray for simulating a projectile or for coincidence detection.
- SEE OR SEARCH CLASS:
- 273, Amusement Devices: Games, subclasses 348+ for a target for an aerial projectile, especially subclasses 359+ for a moving target.
- 53 Coincidence detection or indication means (e.g., aim detector, “hit”-indication, etc.):**
This subclass is indented under subclass 49. A simulated-projectile game including structure for: (a) determining the positional relationship (i.e., coincidence) between a simulated projector and a target for the purpose of determining whether the simulated projector is properly positioned (i.e., aimed) with respect to the target for an intended projectile to “strike” the target, or (b) providing a display, signal, or other representation of the ultimate destination of an intended projectile (i.e., indication means) based upon the position of a simulated projector when the simulated projector simulates a projection (e.g, indicating if or where an intended projectile would “strike” a target).
- SEE OR SEARCH THIS CLASS, SUBCLASS:
- 51, for a simulated-projector game that utilizes an electromagnetic ray or wave to determine coincidence.
- 54 Having target or subtarget marker:**
This subclass is indented under subclass 53. A coincidence indication means including a means for placing a visible indication on a target--or on an additional means which represents and substantially duplicates the visual appearance of the target--at a position determined by the coincidence detector to be the point of aim of the simulated projector.
- 55 Perforator:**
This subclass is indented under subclass 54. A target or subtarget marker wherein the marker includes structure for placing a hole in the target or subtarget at a position determined to be the point of aim.
- 56 Having target deflector (e.g., “hit” indication):**
This subclass is indented under subclass 53. A coincidence indication means wherein indication is provided by a means to cause a change in position of a target to simulate a strike by a projectile.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
- 52, for an simulated-projector game that utilizes an electromagnetic ray or

wave to simulate a projectile or to determine coincidence, wherein the target used therefor is a moving target or is "hit" responsive.

57 Coincidence detection via electrical contacts:

A coincidence detector under 53 including a separable junction comprising two electrically conductive terminals, and further comprising structure arranged to cause the terminals to abut one another and complete an electrical circuit used to determine or indicate coincidence when a simulated projector is properly aimed toward a target.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

51, for a simulated-projectile game that utilizes an electromagnetic ray for coincidence detection.

58 PROPELLED RACING:

This subclass is indented under the class definition. Subject matter including an object to be placed in motion, and means, other than that directly provided by a human or animal, to apply mechanical force to the object to place it in motion over or through a predetermined distance or defined course in a competition of speed (i.e., a race), wherein the outcome of the race is determined by which one of a plurality of concurrently propelled objects takes the least amount of time to complete, or is first to complete, the distance or course.

(1) Note. This subclass requires that there be a recitation of structure that creates an element of competition such as, for example, means to determine a winner of a competition (e.g., a lap counter, clock, etc); means to simultaneously start a plurality of objects in motion; or a course that enables a plurality of cars to travel concurrently or a plurality of individual controls for respective objects to be raced, together with a disclosed intent to competitively race said objects.

(2) Note. It is not a requirement, for placement in this subclass, that participants in the competition have direct or continuous control over objects to be raced. For example, chance alone can govern the

outcome of a race when, for example, gravity is the sole source of propulsion, so long as other aspects of competition are involved (e.g., simultaneous start, concurrent travel, etc).

(3) Note. When there are means for propelling an object in more than one direction, original placement is made in the first occurring subclass providing for a means for propelling the object in a direction toward the completion of the distance or course, as opposed to a force applied laterally, to overcome inertia, or to return the object to the starting position, etc.

(4) Note. Excluded from this subclass is a race game that utilizes mechanical force directly applied to the object by a human or animal as the sole means to place an object to be raced in motion. However, this should be distinguished from human or animal forces utilized to affect control of a means for applying mechanical force to an object, for example, where a human throws or shoots a projectile at a target with the intent to either control a mechanical force applied to an indicator representing an object to be raced, or transfer the momentum of the projectile to the object to place it in motion; or where a human powers a stationary bicycle to control power to a movable object that indicates a race position with respect to others in a simulated race, etc.

(5) Note. Propelled racing is an exception to the requirement under the class definition that a game which uses a physical projectile be excluded from this class. See the projectile example in Note (3), above.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

6, for a race or time determinative contest that includes electronic data processing.

SEE OR SEARCH CLASS:

104, Railways, for railway rolling stock and track, each of which is modified for interrelation and cooperation with each other; for railway track other

- than normal surface track, and for railway fixtures and appliances for use with railway track, especially subclass 60 for amusement-park-type racing where a participant is carried by a propelled object and subclasses 295+ for a car-carried electric propulsion system with external car control (e.g., slot car, etc.) which lacks a competitive feature (e.g., lap counter, clock, etc.). See the (1) Note, above.
- 119, Animal Husbandry, subclass 701 for a roundabout for a live animal and subclasses 702+ for an exercise or amusement device for a live animal.
- 198, Conveyors: Power-Driven, appropriate subclass for a conveyor for moving an object.
- 238, Railways: Surface Track, subclasses 10+ for a portable railway track structure, per se.
- 273, Amusement Devices: Games, subclasses 236+, especially subclass 246, for a board game that simulates a race and subclasses 445+ for a game involving physical skill or ability that includes a timed reaction or race to a finish.
- 404, Road Structure, Process, or Apparatus, particularly subclasses 17+ and 71 for pavement or road structure.
- 434, Education and Demonstration, subclasses 29+ for vehicle operator instruction or testing using a simulated model of a vehicle.
- 446, Amusement Devices: Toys, for a toy vehicle of that class powered by an infant or child, or otherwise powered for amusement other than in a competitive game, especially subclass 313 for a figure toy that simulates an animal and rider; subclasses 444+ for a toy railway; subclasses 454+ for a remotely controlled rolling or tumbling toy; and subclasses 465+ for a wheeled toy vehicle.
- 472, Amusement Devices, subclasses 1+ for a roundabout, subclasses 85+ for a racetrack, and subclasses 92+ (a) for structure or composition of a playing surface, per se; (b) for structure or composition of a peripheral boundary marking or enclosure, per se, of such a playing surface; or (c) for the combination of only a playing surface and a peripheral boundary marking or enclosure--where the above [i.e., (a)-(c)] are limited to use for an athletic or exhibition event such as, for example, for playing a game or sport thereon or therein. Also, see the search notes appended thereto.
- 482, Exercise Devices, for structure utilized for exercise purposes that may involve body motion found in a typical race between humans (e.g., swimming, running, bicycling, etc.).
- 59 Having contest condition indicator (e.g., lap counter, timer, start indicator, etc.):**
This subclass is indented under subclass 54. Subject matter including structure arranged to test, measure, or display the status of a race.
- (1) Note. To be properly placed in this or the indented subclass, the condition tested, measured, or displayed is a conditional aspect of the contest, per se, as opposed to the status of a peripheral structure associated with the game structure that has no informational value to the contest.
- SEE OR SEARCH CLASS:**
- 73, Measuring and Testing, especially subclasses 488+ for speed or acceleration measurement.
- 116, Signals and Indicators, subclasses 222 through 225 for a mechanical signal or indicator, per se, which is intended to form part of or to be used with a game device.
- 235, Registers, for a register, per se, intended for use in a game, particularly subclass 1 for a miscellaneous game counter, subclass 61 for an odds computer, subclass 78 for a game calculator having concentric totalizing disks mounted upon a single axis, subclass 88 for a game calculator having tabular indicia placed upon disks which rotate about their centers, subclass 90 for a cribbage board, subclass 91 for a device for operating a register involving a billiard or pool game device, and subclasses 439+ for a coded record sensor structure (e.g., bar code reader, etc.).

- 340, Communications: Electrical, especially subclasses 323+ for game reporting, and 988+ for a vehicle position indicator.
- 368, Horology: Time Measuring Systems or Devices, appropriate subclass for time measurement means, especially subclass 3 for game controlled time measurement and subclasses 89+ for time interval measurement.
- 377, Electrical Pulse Counters, Pulse Dividers, or Shift Registers: Circuits and Systems, especially subclass 5 for game or sport applications, subclass 9 for vehicle counting, and subclasses 19+ for measuring or testing applications.
- 700, Data Processing: Generic Control Systems or Specific Applications, subclasses 91 through 93 for data processing or computation, per se, for the purpose of analyzing, monitoring, or scoring a contest or game, which is not classifiable elsewhere.

60 Winner or finish order:

This subclass is indented under subclass 59. A contest condition indicator wherein the condition is that of the first object to complete the distance or course, or the relative positional succession of a plurality of objects that complete the distance or course.

61 Magnetically propelled object:

This subclass is indented under subclass 58. Propelled racing wherein the object includes a magnet, electromagnet, or magnetically attractive substance, and, further, wherein the means to apply mechanical force to an object to be raced includes means external to said object for causing a magnetic force of attraction or repulsion between the object-carried magnet, electromagnet, or magnetically attractive substance and the external means sufficient to move the object.

- (1) Note. The means for applying a magnetic force to the object commonly includes another magnet with additional means to move the other magnet along a race course to move the object along. However, this definition encompasses other means for applying magnetic force such as, for example, a plurality of sta-

tionary, separately energizable electromagnets spaced along the race course.

- (2) Note. Magnetic propulsion under this subclass is intended to include only direct magnetic propulsion of an entire object by magnetic forces acting between the object and structure external to the object, as opposed to a magnet force acting entirely within the object such as by, for example, an object-carried electromagnetic rotary drive motor for driving an axle or wheel.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 62, for propelled racing where a racing object is propelled by an object-carried electromagnetic drive motor for driving an axle or wheel.

SEE OR SEARCH CLASS:

- 104, Railways, for a magnetically suspended railway car.
- 446, Amusement Devices: Toys, subclasses 129+ for a toy having a permanent magnet, especially subclasses 133+ for a member movable in spaced relation to a spaced magnet.

62 Electrically self-propelled object:

This subclass is indented under subclass 58. Propelled racing wherein the means to apply mechanical force to an object to be raced includes an object-carried electrodynamic motor for transducing electric current into motive force which moves the object.

- (1) Note. The source of electric current may be carried by the object (e.g., a battery, etc.) or collected from means external to the object.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 6, for a race game including electronic data processing.
- 61, for a race game in which an object is propelled by an electromagnetic drive means having a force acting between the object and structure external to the object.

SEE OR SEARCH CLASS:

- 104, Railways, subclasses 287+ for a car-carried electric propulsion system.
- 310, Electrical Generator or Motor Structure, for structure for converting electrical energy into motive power.
- 318, Electricity: Motive Power Systems, for a control system for an electrodynamic motor.
- 446, Amusement Devices: Toys, especially subclasses 431+ for an electrically-propelled toy vehicle.

63 Having means to alter lateral position of object (e.g., steerable car, lane changer, etc.):

This subclass is indented under subclass 62. Electrically self-propelled racing including means to affect side-to-side movement of the object with respect to its motion over or through the predetermined distance or defined course.

- (1) Note. The lateral positioning can be controlled by any means effective to laterally reposition the object (e.g., direct participant action to turn wheels on object, redirecting obstruction on race-track, etc.).

SEE OR SEARCH CLASS:

- 104, Railways, subclass 304 for a vehicle of that class having a vehicle-carried electric propulsion system and a steering control external to the vehicle.
- 446, Amusement Devices: Toys, subclasses 431+, especially subclasses 460 and 468, for a steerable toy vehicle.

64 Object propelled by impact, projection, or reaction force (e.g., spring, fluid jet, wind, etc.):

This subclass is indented under subclass 58. Propelled racing wherein the mechanical force to place an object in motion includes either: (a) a movable mass (e.g., projectile, wind, etc.) arranged to hit or strike the object to transfer its momentum thereto in a direction toward completion of a race (i.e., intended direction); (b) a movable or expandable mass (e.g., projector, spring, etc.) arranged to throw, hurl, shoot, or otherwise push the object in said intended direction; or (c) an object-carried mass

arranged to forcefully escape from the object (e.g., jet, etc.) in a direction opposite to said intended direction to cause the object to be propelled along said intended direction.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 2+, for a game including electronic data processing that includes a simulated projectile.
- 49, for a simulated projectile game.
- 58, for a propelled racing game where an object is solely propelled by buoyant carriage on or in a flowing fluid.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, subclasses 108+ for game apparatus (other than a game projectile, per se) in which a game projectile is intended to travel over a playing surface at all times in its course or for an implement or device for projecting such a projectile for movement upon a playing surface, and subclasses 317+ for game apparatus (other than a game projectile, per se, or a projector, per se) in which a game projectile is projected into the air.
- 473, Games Using Tangible Projectile, for a game or sport that uses a tangible projectile.

65 Object propelled by reciprocating or vibrating surface:

This subclass is indented under subclass 58. Propelled racing wherein the mechanical force to place an object in motion includes a member having an exterior face (i.e., surface) and a means for imparting a back-and-forth or oscillatory motion to the surface whereby the object is caused to travel along the surface due to the surface motion when the object is engaged with the surface.

- (1) Note. The shape of the surface is not limited to a flat, roadlike surface, but may include such other shapes or forms such as a string or wire, etc.
- (2) Note. Vibration used for a reason other than propelling an object toward a finish line, such as, for example, that used to overcome an object's inertia at rest to

allow gravity propulsion thereafter, is not properly classified herein.

SEE OR SEARCH THIS CLASS, SUBCLASS:

69, for a gravity-propelled racing object with means to vibrate the object or its support to overcome resting inertia.

SEE OR SEARCH CLASS:

446, Amusement Devices: Toys, subclass 3 for a toy including a vibrating support for a travelling object.

66 Object pulled by reelable cord:

This subclass is indented under subclass 58. Propelled racing wherein the means to apply mechanical force to an object includes an elongated flexible member (e.g. string, wire, etc.) having one end connected to the object and an opposite end connected to a rotatable spool, whereby motion can be imparted to the object by rotating the spool to wind the flexible member around the spool to shorten the length of the flexible member between the object and the spool.

SEE OR SEARCH CLASS:

242, Winding, Tensioning, or Guiding, appropriate subclass for reel structure.

67 Object propelled by rotatable arm or disk:

This subclass is indented under subclass 58. Propelled racing wherein the means to apply mechanical force to place the object in motion includes either: (a) an elongated bar having a pivot point along the bar and means for revolving the bar about the pivot point such that the bar defines a turning radius, and means on the bar, at a location spaced from said pivot point, for interacting with the object to propel the object along a circular path at a radial distance from said pivot point; or (b) a generally thin, flat, circular member (i.e., disk) having a pivot point generally located at the center of the disk, means for turning the disk about the pivot point, and means along a radial line of the disk for interacting with the object to propel the object along a circular path at a radial distance from said pivot point.

SEE OR SEARCH THIS CLASS, SUBCLASS:

61, for a rotatable arm that propels an object by a force of magnetic attraction or repulsion between the arm and the object.

64, for a rotatable arm that propels an object by striking or projecting it.

SEE OR SEARCH CLASS:

472, Amusement Devices, subclasses 1+ for a roundabout, especially subclass 6 for a powered roundabout.

68 Object propelled by endless loop:

This subclass is indented under subclass 58. Propelled racing wherein the means to apply mechanical force to place an object in motion includes an elongated flexible strip of material (e.g., belt, string, chain, etc.) curved back upon itself to form a closed, circlelike shape, means to drive the strip along its length in a circuitous manner, and means on the strip for engaging the object to impart movement to the object.

(1) Note. To be properly placed in this subclass, the endless loop must directly propel or convey the object, as distinguishable from, for example, a belt that indirectly propels the object by rotating a pulley, gear, axle, etc., that in turn propels the object.

SEE OR SEARCH THIS CLASS, SUBCLASS:

61, for an endless loop that propels an object by a force of magnetic attraction or repulsion between the loop and the object.

64, for an endless loop including a mass arranged to strike or project an object.

SEE OR SEARCH CLASS:

198, Conveyors: Power-Driven, subclasses 804+ for an endless-conveyor structure.

69 Gravity propelled object:

This subclass is indented under subclass 58. Propelled racing wherein the mechanical force to place an object in motion results from the force of the object's weight which tends to pull a body toward the center of the Earth.

SEE OR SEARCH CLASS:

- 273, Amusement Devices: Games, sub-classes 138.1+, especially subclasses 138.3+, for a gravity-propelled object in a chance device.
- 446, Amusement Devices, Toys, sub-classes 168+ for a gravity-propelled toy.

END