

Title (en)
GAME MACHINE

Title (de)
SPIELMASCHINE

Title (fr)
MACHINE DE JEU

Publication
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Application
EP 95915329 A 19950417

Priority
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Abstract (en)
A ball (22) is hit by a stick (23) at one end of a mat (11) to hit any one of a plurality of rotating bars (15) provided on the other end of the mat. Therefore, the rotating bar, which the ball has hit, is rotated. This rotation is detected by a detecting means which comprises a permanent magnet and a Hall element, and the detected result is fed to a display device (25) through a length of cable (24). An operation processing unit in the display device (25) counts the number of rotations for each hit ball to generate a table representative of what rotating bar is hit by which ball, and an image signal indicative of the number of rotations to display them on a television receiver. Various games can be performed with the rotating bars and the number of rotations as parameters by changing a software. <IMAGE>

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