

Title (en)
GAME MACHINE

Title (de)
SPIELMASCHINE

Title (fr)
MACHINE DE JEU

Publication
EP 0704230 A4 19970326 (EN)

Application
EP 95915329 A 19950417

Priority
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Abstract (en)
[origin: WO9528207A1] 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.

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• [A] DE 8811673 U1 19881027
• [A] DE 8606242 U1 19860515
• [A] US 5110128 A 19920505 - ROBBINS MARK J [US]
• See references of WO 9528207A1

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DE FR GB IT

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