

Title (en)

IMPROVED MACHINE FOR COMPETITION AND LEISURE GAME BY MOVING ON A FLOATING CHIP

Title (de)

WETTSTREIT- ODER FREIZEITSPIELMASCHINE, WOBEI EINE SCHWEBENDE SCHEIBE BEWEGT WIRD

Title (fr)

MACHINE AMELIOREE DE JEUX DE COMPETITION ET DE LOISIR PAR ACTIONNEMENT D'UNE FICHE FLOTTANTE

Publication

EP 0778059 B1 20020102 (EN)

Application

EP 96904871 A 19960314

Priority

- ES 9600054 W 19960314
- ES 9500518 A 19950315

Abstract (en)

[origin: EP0778059A1] Machine for playing competition and leisure game between two participants who can compete by actuation of a chip (1.3) which floats on a gameboard (1.1) by means of air blown from orifices provided in the board itself and which has underneath a high pressure chamber forming part of a closed circuit of air pressures. The chip is actuated by means of control systems (1.2.1-1.2.2), which are comprised of linear displacement bodies incorporating impulsers which act controllably as a function of the situation of push-buttons and presence sensors of the control unit. The goals are obtained by succeeding in making the chip go beyond the goal lines (1.4) which are defended by the control systems; once the chip has passed over the goal line, it goes into the corresponding goal area (1.5) wherein the chip is detected and the point is accounted for, whereafter the chip may be taken out back to the playboard. <IMAGE>

IPC 1-7

A63F 7/07

IPC 8 full level

A63F 7/07 (2006.01); **A63F 7/22** (2006.01); **A63F 7/06** (2006.01); **A63F 9/00** (2006.01)

CPC (source: EP)

A63F 7/3075 (2013.01); **A63F 7/3603** (2013.01); **A63F 7/066** (2013.01); **A63F 2009/2444** (2013.01)

Designated contracting state (EPC)

AT DE ES FR GB IT NL

DOCDB simple family (publication)

EP 0778059 A1 19970611; **EP 0778059 B1 20020102**; AT E211404 T1 20020115; AU 4881096 A 19961002; DE 69618327 D1 20020207; WO 9628229 A1 19960919

DOCDB simple family (application)

EP 96904871 A 19960314; AT 96904871 T 19960314; AU 4881096 A 19960314; DE 69618327 T 19960314; ES 9600054 W 19960314