

Title (en)
GAME MACHINE

Title (de)
SPIELMASCHINE

Title (fr)
MACHINE DE JEU

Publication
EP 0968743 A4 20030416 (EN)

Application
EP 98938948 A 19980821

Priority
• JP 9803732 W 19980821
• JP 22999697 A 19970826

Abstract (en)
[origin: WO9910058A1] A player inputs the spots of dice he anticipates through a keyboard (26). When air is supplied upward for a predetermined time by supply fans (74a and 74b), balls (12a and 12b) on tables (56a and 56b) float and rotate. Here, since each of the balls (12a and 12b) comprises an icosahedron, its rotation is promoted, and the rotation becomes smoother due to level difference portions (42a and 42b) of cylinders (40a and 40b). When air supply is stopped, the balls (12a and 12b) fall to the tables (56a and 56b), respectively. The tables (56a and 56b) are swayed so as to allow the balls (12a and 12b) to land at the normal positions, respectively. A sensor read circuit (78) reads the spots of the dice and a main controller (68) gives a score to the player who guessed the correct spots.

IPC 1-7
A63F 9/04

IPC 8 full level
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CPC (source: EP KR)
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A63F 2009/0446 (2013.01 - EP); **A63F 2009/2419** (2013.01 - EP)

Citation (search report)
• No further relevant documents disclosed
• See references of WO 9910058A1

Cited by
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