

Title (en)
CONSTRUCTION OF GAMES GRID BOARD

Title (de)
KONSTRUKTION EINES SPIELBRETTES

Title (fr)
DETAILS DE CONSTRUCTION D'UN PANNEAU AVEC GRILLE DE JEU

Publication
EP 1289613 B1 20040526 (EN)

Application
EP 01984313 A 20010723

Priority
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Abstract (en)
[origin: WO0207832A1] A grid of points is constructed from the following four layers: A transparent membrane keyboard with a press-sensitive area at each grid point. A layer of a uniform, translucent material below the membrane keyboard. A separation layer of opaque material below the translucent layer, which for each grid point has a circular hole with reflecting or very light walls. A PCB below the separation layer, on which two or more light sources per grid point are mounted, and also carries the circuitry to drive them. The four layers are held together, and the thickness of the separation layer is such that the light sources are not immediately below the translucent area, but some distance away. The membrane keyboard and the control of the light sources are both connected to a CPU with some memory which uses them to manage various games and puzzles.

IPC 1-7
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IPC 8 full level
A63F 3/02 (2006.01)

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