

Title (en)
Game machine and game program

Title (de)
Spielgerät und Spielprogramm

Title (fr)
Machine et programme de jeu

Publication
EP 1349124 A3 20041208 (EN)

Application
EP 03251799 A 20030321

Priority
JP 2002087241 A 20020326

Abstract (en)
[origin: EP1349124A2] To vary game contents in good harmonization with the operational status of a game machine and the results of a game. <??>A game machine arranged on the assumption that unspecified number of players play a game with the game machine includes an external memory unit for storing specific information for causing a predetermined variation to occur in game contents, a game executing section for executing the game making use of the specific information, a points managing section for digitizing, each time the game is played in a predetermined play range, the results of the game in the play range according to a predetermined rule and summing up resultant numerical values over a plurality of play ranges, and an execution control section for managing a prohibited state of use of the specific information used by the game executing section and removal of the prohibited state based on the value summed up by the points managing section. <IMAGE>

IPC 1-7
G07F 17/32

IPC 8 full level
A63F 13/45 (2014.01); **A63B 69/00** (2006.01); **A63F 13/44** (2014.01); **A63F 13/46** (2014.01); **A63F 13/47** (2014.01); **A63F 13/54** (2014.01); **A63F 13/69** (2014.01); **G07F 17/32** (2006.01)

CPC (source: EP)
G07F 17/32 (2013.01)

Citation (search report)

- [X] US 2001004861 A1 20010628 - SUZUKI TOSHIFUMI [JP], et al
- [XD] PATENT ABSTRACTS OF JAPAN vol. 1998, no. 02 30 January 1998 (1998-01-30)

Cited by
CN112604292A

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AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LI LU MC NL PT RO SE SI SK TR

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