

Title (en)  
Game machine with a getting-close detector

Title (de)  
Spielgerät mit einem Annäherungsdetektor

Title (fr)  
Machine de jeu avec détecteur de proximité

Publication  
**EP 1840851 A1 20071003 (EN)**

Application  
**EP 06006879 A 20060331**

Priority  
EP 06006879 A 20060331

Abstract (en)  
A game machine with a getting-close person detector, the game machine has on its front side an infrared emitter and infrared receivers to detect whether a customer passes by or stays near in front of the game machine. When the detector detects that a customer at a suitable distance away passes by the game machine, it informs a CPU to activate the game machine to display pictures, sound effects and lights around the game machine for canvassing the customer. When the customer stops to see, the game machine is controlled by the CPU to present the content of its game to call the customer to enter the game. When the customer leaves, the CPU activates the game machine to display pictures, sound effects and lights to show messages.

IPC 8 full level  
**G07F 17/32** (2006.01); **G01S 17/00** (2006.01)

CPC (source: EP)  
**G07F 17/32** (2013.01); **G07F 17/3206** (2013.01); **G07F 17/3227** (2013.01)

Citation (search report)

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Designated contracting state (EPC)  
AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IS IT LI LT LU LV MC NL PL PT RO SE SI SK TR

Designated extension state (EPC)  
AL BA HR MK YU

DOCDB simple family (publication)  
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