

Title (en)

GAME MACHINE AND EFFECT PRODUCING METHOD FOR GAME MACHINE

Title (de)

SPIELMASCHINE UND VERFAHREN ZUR EFFEKTERZEUGUNG FÜR EINE SPIELMASCHINE

Title (fr)

MACHINE DE JEU ET PROCÉDÉ DE PRODUCTION D'EFFETS POUR UNE MACHINE DE JEU

Publication

**EP 3738654 A4 20211103 (EN)**

Application

**EP 18899417 A 20181225**

Priority

- JP 2018002612 A 20180111
- JP 2018047496 W 20181225

Abstract (en)

[origin: EP3738654A1] A game machine 10 includes a game board 12 and a glass unit 15 disposed in front of the game board 12. The glass unit 15 contains a luminescent material that emits visible light having a wavelength of 380 to 780 nm by excitation light.

IPC 8 full level

**A63F 7/02** (2006.01); **G07F 17/32** (2006.01); **A63F 9/24** (2006.01)

CPC (source: EP US)

**A63F 7/02** (2013.01 - EP US); **A63F 7/022** (2013.01 - EP); **A63F 7/027** (2013.01 - EP); **G07F 17/3211** (2013.01 - EP); **G07F 17/329** (2013.01 - EP); **A63F 2009/2454** (2013.01 - EP); **A63F 2009/2464** (2013.01 - EP); **A63F 2250/42** (2013.01 - EP)

Citation (search report)

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- [X] US 2009181750 A1 20090716 - NAGANO HIROYUKI [JP]
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- See references of WO 2019138860A1

Designated contracting state (EPC)

AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

DOCDB simple family (publication)

**EP 3738654 A1 20201118**; **EP 3738654 A4 20211103**; CN 111787985 A 20201016; JP WO2019138860 A1 20200402; TW 201940212 A 20191016; US 2020353347 A1 20201112; WO 2019138860 A1 20190718

DOCDB simple family (application)

**EP 18899417 A 20181225**; CN 201880086245 A 20181225; JP 2018047496 W 20181225; JP 2019512319 A 20181225; TW 107147323 A 20181227; US 201816960380 A 20181225