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- 87 mil. dokumentů a technické literatury
- nová tabulka pro zadávání rešeršních dotazů
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Zobrazit články **autora**
např. „*PJ Hayes*“ nebo *McCarthy*

Zobrazit články **publikované v**
např. *Československý časopis pro fyziku* nebo *Kybernetika*

Zobrazit články **s datem mezi** —
např. 1996



SEARCH TERMS



electronic + *Synonym*

game + *Synonym*

+ *Search term or CPC*

SEARCH FIELDS



Before priority YYYY-MM-DD



+ *Assignee*

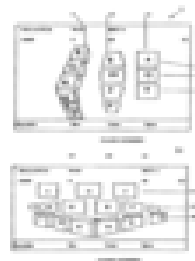
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[G07F17/32?](#)

Coin-freed apparatus for hiring articles; services for games, toys, sports or amu games, online gambling or betting

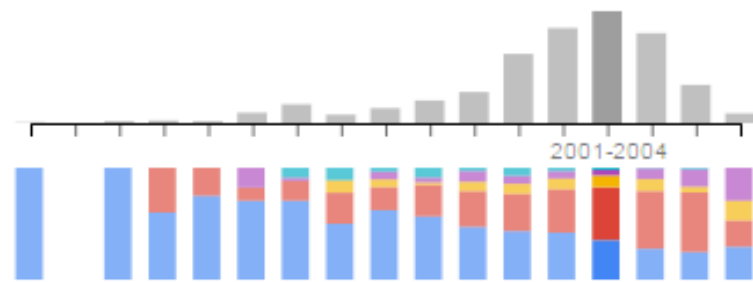
[Electronic game for computer or slot machine](#)



[Grant US6908381B2](#) • [Ben Ellis](#) • [Next Generation Entertainment](#)
Priority 2000-10-16 • Filing 2001-10-16 • Grant 2005-
An **electronic game** for interactive play on a screen of a computer or slot machine.
The **game** comprises a display having a plurality of initial columns and a plurality of rows. The columns are initially in two dimensions. The ...

[Apparatus and method for playing an electronic game](#)

Top 1000 results by filing date



Relative count of top 5 values

Assignees

Inventors

CPCs

— A63F

A63F A63F1 A63F3/00 A63F2300/00

— G07F

G07F G07F1 G07F17/00 G07F17/32

— G06Q

G06Q G06Q10 G06Q20/00 G06Q30/00

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— G07C

G07C1 G07C G07C15/00 G07C15/006

Expand

Apparatus and method for playing an **electronic poker game**

Grant

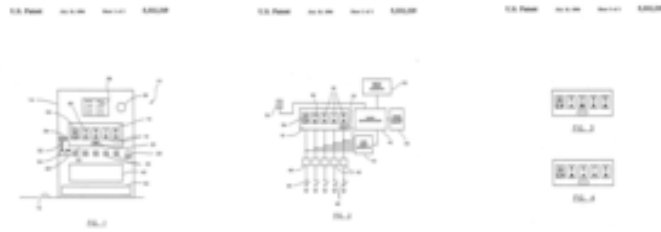
US5332219A

A. Marnell II A...

Rio Properties,...

Filing

1992-10-08



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Electronic game licensing apparatus and method

Grant

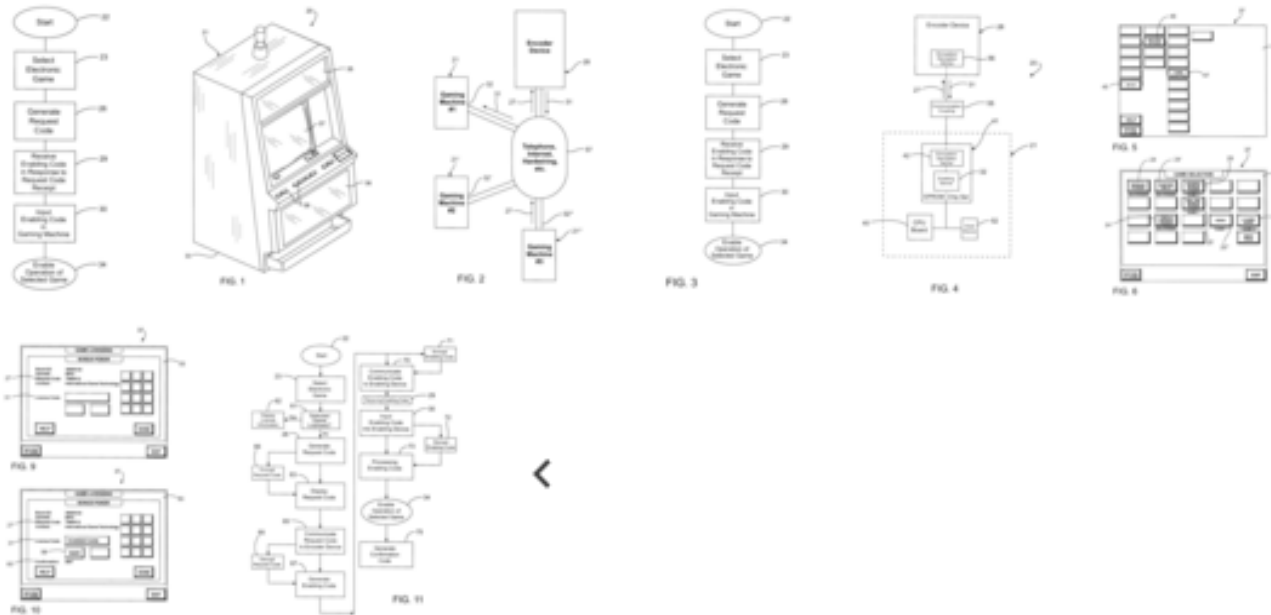
US6264561B1

Ali M. Saffari

International G..

Filing

1998-10-01



[→ Search within classification G07F17/32 \(728,376 results\)](#)

A63F23

→ Search within classification A63F2300/204 (595,944 results)

Electronic target game



[Grant US3294401A](#) • Nicholas George • Nicholas George

Priority 1962-10-02 • Filing 1962-10-02 • Grant 1966-12-27 • Publication 1966-12-27

ELECTRONIC TARGET GAME Filed 001;. 2, 1962 7,726 6 T INVEN TORS 601PG AUG/101.195 11/950 VV- SHEA/0 W United States Patent G 3,294,401 ELEQTRUNIC TARGET **GAME** George Nicholas, 2361 Portage Path, Eellhrook, Ghio 45305, and Jason W. Sarnaw, ...

Electronic game device

Apparatus and method for playing an **electronic** poker game



[Grant US5332219A](#) • A. Marnell II Anthony • Rio Properties, Inc.

Priority 1992-10-08 • Filing 1992-10-08 • Grant 1994-07-26 • Publication 1994-07-26

An **electronic** poker **game** apparatus (10) including user-actuated input members (22) and an **electronic** **game** control device (42) electrically connected to input members (22) and responsive to user input to simulate play of a poker **game**. The ...

Electronic game licensing apparatus and method



[Grant US6264561B1](#) • Ali M. Saffari • International Game Technology

Priority 1998-10-01 • Filing 1998-10-01 • Grant 2001-07-24 • Publication 2001-07-24

A use enabling method and mechanism to enable use of a disabled **game** resident on multiple platform **gaming** machines. When a **gaming** operator elects to enable a particular disabled **game**, an enabling device of generates an encrypted Request ...

→ Search within classification G07F17/32 (728,376 results)

G07F17

SEARCH TERMS

electronic X + *Synonym*game X + *Synonym*+ *Search term or CPC*

SEARCH FIELDS

Before priority YYYY-MM-DD+ *Assignee*

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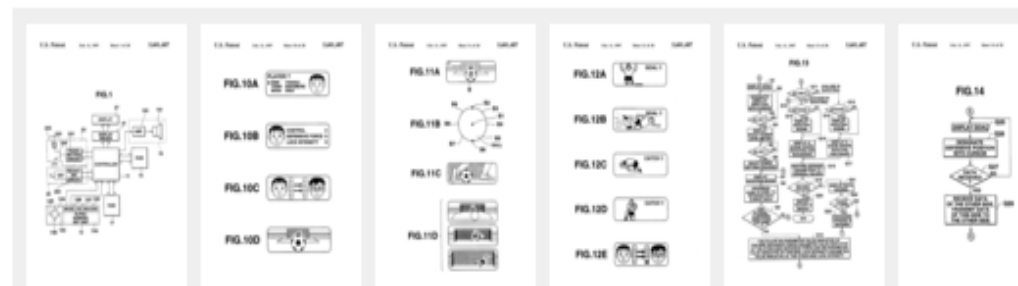
BACK TO 2M RESULTS

Electronic game devices and methods

Abstract

In an **electronic** device, a plurality of images of each of the parts which constitute a character is contained along with a corresponding plurality of different parameters in a ROM. A parameter indicative of a character created by a controller is calculated from parameters corresponding to the respective images of the parts which constitute the character. The indication of an indicator which sets the progress of a **game** is controlled in accordance with the calculated character parameter. In more detail, first, the user selects images of the parts stored in the ROM and creates a character used in the **game** with those selected part images. The controller reads parameters corresponding to the images of the parts of the character and calculates a parameter of the character from those read parameters. A display displays an indicator which controls the progress of the **game**. The indicator changes at a speed corresponding to the calculated parameter. The indication of the indicator is determined by the operation of the user. Since the progress of the **game** is controlled in accordance with the indication of the indicator, the user himself is permitted to participate in the progress of the **game**.

Images (20)



US5601487A

US Grant



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Legal status: Expired - LifetimeApplication number: US08446407Inventor: Jun Oshima , Eri KakimotoCurrent Assignee: Casio Computer Co LtdOriginal Assignee: Casio Computer Co LtdPriority date: 1994-05-31Filing date: 1995-05-22Publication date: 1997-02-11Grant date: 1997-02-11

Info: [Patent citations \(12\)](#), [Cited by \(189\)](#), [Also published as \(5\)](#), [Legal events](#), [Similar documents](#)

Legal Events

Date	Code	Title	Description
1995-05-22	AS	Assignment	Owner name: CASIO COMPUTER CO., LTD., JAPAN Free format text: ASSIGNMENT OF ASSIGNORS INTEREST;ASSIGNORS:OSHIMA, JUN;KAKIMOTO, ERI;REEL/FRAME:007531/0247 Effective date: 19950516
2000-07-31	FPAY	Fee payment	Year of fee payment: 4
2004-07-07	FPAY	Fee payment	Year of fee payment: 8
2008-08-06	FPAY	Fee payment	Year of fee payment: 12

SEARCH TERMS



electronic × + *Synonym*

game × + *Synonym*

+ *Search term or CPC*

SEARCH FIELDS



cap × + *Inventor*



Before priority YYYY-MM-DD



+ *Assignee*

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[Electronic pedagogically educational gaming device and method of playing a game](#)

Application WO2008154887A1 • Zdenek **Cap** • Zdenek Cap

Priority 2007-06-20 • Filing 2007-07-09 • Publication 2008-12-24

An **electronic** pedagogically educational **gaming** device using a stored, **game** generating, in an **electronic** medium operable software for creating of a playing area (9), where the playing area (9) displayed on monitor (7) has its surface ...

[Apparatus and method for interpretation and enrichment of documents and ...](#)

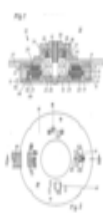


Application US20070198635A1 • Clemens **Cap** • Awamba Inc.

Priority 2005-12-12 • Filing 2006-12-07 • Publication 2007-08-23

, wherein said method for analysis of user requested document recognizes: (A) product identification information within the user requested document by searching the document at those places where **electronic** commerce shopping sites usually ...

[Axially compact direct control motor](#)



Grant EP0190297B1 • Heinrich **Cap** • PAPST-MOTOREN GmbH & Co. KG

Priority 1984-07-28 • Filing 1985-07-29 • Grant 1990-03-28 • Publication 1990-03-28

Signal processing units are more and more widely used as portable apparatuses or susceptible of being installed in very compact units. It is therefore necessary to obtain a face-to-face dimension which is further reduced and a decrease of ...

About 3 results

ELECTRONIC PEDAGOGICALLY EDUCATIONAL GAMING DEVICE AND METHOD OF PLAYING A GAME

Page bookmark [WO2008154887 \(A1\) - ELECTRONIC PEDAGOGICALLY EDUCATIONAL GAMING DEVICE AND METHOD OF PLAYING A GAME](#)

Inventor(s): CAP ZDENEK [CZ]; TESAR VLADIMIR [CZ] ±

Applicant(s): CAP ZDENEK [CZ]; TESAR VLADIMIR [CZ] ±

Classification: - international: **A63F13/10**
 - cooperative: **A63F13/10; A63F13/426; A63F13/46; A63F2003/00996; A63F2300/61**

Application number: WO2007CZ00068 20070709 ⓘ [Global Dossier](#)

Priority number(s): [CZ20070000421](#) [20070620](#)

Also published as: 🗑 [CZ20070421 \(A3\)](#)

PATENTSCOPE

Search International and National Patent Collections

2. WO/2008/154887 ELECTRONIC PEDAGOGICALLY EDUCATIONAL GAMING DEVICE AND METHOD OF PLAYING A GAME	WO	24.12.2008
A63F 13/10	🔍 PCT/CZ2007/000068	CAP, Zdenek

An electronic pedagogically educational gaming device using a stored, game generating, in an electronic medium operable software for creating of a playing area (9), where the playing area (9) displayed on monitor (7) has its surface divided into a net of individual playing fields (10, 11) for placing of the chosen playing tokens (8) according to specific rules. The device comprises a system of playing tokens (8) formed by sets of ten playing tokens (8) marked with numerals from 0 to 9 on their face side and movable along the playing fields by a player and comprising at least 50 playing tokens (8), size of the playing area (9) is from 8 x 8 to 15 x 15 playing fields (10, 11), which fields (10, 11) are either of the same kind of plain playing fields (11) without any mathematical signs or they are of the same kind of plain playing fields (11) without any mathematical signs and of bonus playing fields (10), further a player's magazine (5) for the playing tokens (8) drawn by player, a move keeper (4), and a results area (6), where the total number of playing tokens (8) of the system, the size of the playing field (9), the kind of playing fields (10, 11) of the playing area (9) and the number and arrangement of the bonus playing fields (10) are settable in advance, and the playing field (9), the player's magazine (5) of the playing tokens (8), the move timekeeper (4) and the results area (6) are displayed on a monitor (7) during the play. In a method of carrying out of arithmetic operation a combination of at least two playing tokens (8) drawn is placed on the playing board so as to represent one of the permitted arithmetic operations, and next arithmetic operations are attached to this basic arithmetic operation by one of the permitted steps. Placing of the playing tokens (8) to create the numeric operations is carried by the player himself, other operations are electronic.

Legal Events

Date	Code	Title	Description
2009-02-18	121	Ep: the epo has been informed by wipo that ep was designated in this application	Ref document number: 07785496 Country of ref document: EP Kind code of ref document: A1
2009-12-22	NENP	Non-entry into the national phase in:	Ref country code: DE
2010-07-21	122	Ep: pct application non-entry in european phase	Ref document number: 07785496 Country of ref document: EP Kind code of ref document: A1

2. (WO2008154887) ELECTRONIC PEDAGOGICALLY EDUCATIONAL GAMING DEVICE AND METHOD OF PLAYING A GAME


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Pub. No.: WO/2008/154887 **International Application No.:** PCT/CZ2007/000068

Publication Date: 24.12.2008 **International Filing Date:** 09.07.2007

IPC: **A63F 13/10** (2006.01) 

Applicants: CAP, Zdenek [CZ/CZ]; (CZ).
TESAR, Vladimir [CZ/CZ]; (CZ)

Inventors: CAP, Zdenek; (CZ).
TESAR, Vladimir; (CZ)

Agent: PATENTSERVIS Praha, a.s.; jivenska 1273/1, 140 21 Praha 4 (CZ)

Priority Data: PV 2007 421 20.06.2007 CZ

Title
(EN) ELECTRONIC PEDAGOGICALLY EDUCATIONAL GAMING DEVICE AND METHOD OF PLAYING A GAME
(FR) DISPOSITIF DE JEU ÉLECTRONIQUE ÉDUCATIF ET PÉDAGOGIQUE, ET PROCÉDÉ POUR JOUER À CE JEU

Abstract:
(EN) An electronic pedagogically educational gaming device using a stored, game generating, in an electronic medium operable software for creating of a playing area (9),