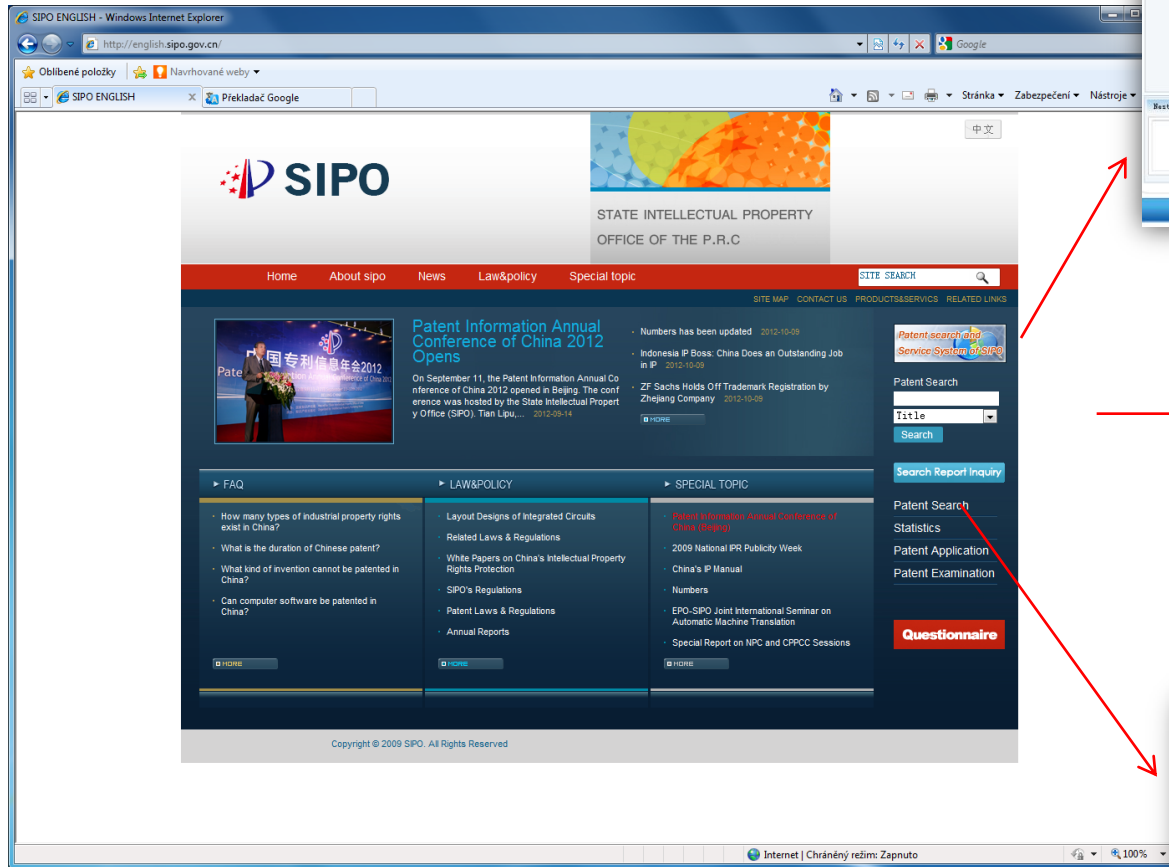


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I.Inventor J.Patent Agent

K.Patent Agency Code L.Priority

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All:197 Invention:102 Utility Model:95

SN	Application Number	Title
1	200610041730	Online game of electronic commerce and electronic commerce of online game
2	200610024692	Electronic paper game player
3	200710027179	Electronic equipment and method for playing game and learning interaction
4	200580036237	System and method for playing electronic card game
5	200610162368	Electronic game controlling method and controlling system
6	200610143555	Electronic personal assistant device for soccer game official
7	200680003379	Lottery and gaming systems with electronic instant win games
8	200710121271	Electronic game chess
9	200610069106	Electron motion game system based on network and method thereof
10	200710046242	Method for user producing mobile phone electronic book, picture album, game by website
11	200710003670	Method for electronic pet playing game and electronic pet customer terminal
12	200610171759	Interactive electronic games system
13	86100330	"Ground warfare chess" game with electronic umpire
14	200710123865	Electronic game table
15	200710073359	Electronic games input mechanism suitable for games machine and handhold electronic equipments

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SITE SEARCH

TITLE: Game control handle for handheld electronic player

Application Number	200920206368	Application Date	2009.10.28
Publication Number	201551828U	Publication Date	2010.08.18
Priority Information			
International Classification	A63F13/02;G06F3/023		
Applicant(s) Name	Tan Junhua		
Address			
Inventor(s) Name	Tan Junhua		
Patent Agency Code	Patent Agent		
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Application: 93118361 [First](#) [Prev](#) [Next](#) [Last](#)

1, electronics game machine with lottery characterized in that it includes:

A.) one portable box (11) include:

- can receive one box I interface (39,29,30) of the recreation authorization message set for in advance, lack this information box and just can not play games,
- be used for with an interface (24,25,26,27,28) of player's communication,
- can save at least one comparable data the storage apparatus (M1, M2,53-1, ... 53-10,48,49,50),
- box processing apparatus contains

Comparer (55) that can make comparisons said comparable data and player through the recreation data of communication interface input, one of these two data produce with the random mode,

Can produce at least win prize information based on the comparative result, and with the device of this Information Storage in the storage apparatus.

Box encoding device (44-47) can respond from box payment request for information (IDP) of setting for in advance that the I interface was received, and set up first coding bonus value (VF1) from this, and send it for box I interface,

B.) control system (12) of external box include:

- system I interface (17) that can combine with box I interface,
- system processing apparatus (16) when the player sends the payment request, can read the said win prize information that contains, and send the I interface for the system with this information (IDP) in the storage apparatus of box, include:

System's encoding device (19) correspond with the box encoding device, and the said win prize information of reading can be based on and second code bonus value (VF2) set up,

Can compare the comparer of two code bonus values,

Two code bonus values want unanimous just decision to pay the bonus to the player at least.

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Application: 93118361 First Prev Next Last GO

The invention relates to electronics game machine with lottery.

In existing various recreation with lottery, the player can win more money after paying originated stake at present. For example, in a recreation that is called "Luo Te" (registered trademark), the player rolls up a prize and gets a set of numeral, check through special people, and the payment is equivalent to the money of originated stake for this reason. Then, in selected place, under certain control condition, once drawing a lottery, the winner that possessing the prize book of getting the winning number in a bond can follow zhifufang and obtain their bonus.

These traditional recreation require to have paper as the medium, and are all players in target date and draw a lottery under the effectual circumstances, and the game machine with lottery of an invention proposition conception of species fundamental difference.

The objective of the invention is to propose self complete portable box, permit the player in recreation once or many times prize-winning chance, according to the predetermined rule of recreation, at every turn the success or failure of chance determine a score or win the level. This portable box verifies with being used for that win prize all essential unit parts constitute by the processing unit that is used for paying the bonus. Except self complete portable box, still provide an external control system, permit Zhi Fufang to carry out necessary verification before the payment bonus.

Another purpose of the invention will make the comparison enable of realization by the recreation numerical value of choosing according to numerical value and player of electronic box extraction itself. Invention effect is also imitated the one or many in other words and is thrown the dice, and with the play extraction of data of box, these data will be made comparisons according to numerical value with predetermined.

There is a built-in extremely important difficult problem at this type of playsuit center adjustment, struggling with the deception exactly. For this reason, the invention still provides the measure that can set up multilevel security and verification, the raw information of these measures and portable box with and the relevant information relevant, these information probably relate to "fail" or "win" state of recreation, or tire out banked bonus numerical value by the player, this numerical value may be very huge.

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AD : 2011.11.30

PN : WO2012072979A1

PD : 2012.06.07

TI : APPARATUS FOR HANDLING PLAYING CARDS AND METHOD OF USE

IC : A63F1/12; A63F1/14

PA : KYRYCHENKO OLEXANDR IVANOVICH;

IN : KYRYCHENKO OLEXANDR IVANOVICH;

PR : GB201020471

PRD : 2010.12.03

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PR : GB201019260

PRD : 2010.11.15

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AM : US201113271502

AD : 2011.10.12

PN : US2012094767A1

PD : 2012.04.19

TI : METHOD AND SYSTEM FOR ELECTRONIC GAME REAL WORLD INTERACTION AND ROLE PLAYING

IC : A63P9/24

PA : PRESGRAVES SAMUEL MATTHEW;

IN : PRESGRAVES SAMUEL MATTHEW;

PR : US201113271502; US39219410

PRD : 2011.10.12; 2010.10.12

Details - Family - Citation - ComparativeDocuments - LegalStatus - ApplicantInformation

AN US201113199982 AD 2011.09.14

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AM : US201113199982

AD : 2011.09.14

PN : US2012069410A1

PD : 2012.03.22

TI : One two three poker

IC : A63P1/00; A63P9/24

PA : CHEN HUI CHIAH;PALOWINO JOSE LUIS;WONG MARTIN CHI;PALOWINO JARRI LUIS;

IN : CHEN HUI CHIAH;PALOWINO JOSE LUIS;WONG MARTIN CHI;PALOWINO JARRI LUIS;

PR : US201113199982; US80796610

PRD : 2011.09.14; 2010.09.17

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PD	2012.04.19
IC	A63P9/24
PA	PRESGRAVES SAMUEL MATTHEW;
IN	PRESGRAVES SAMUEL MATTHEW;
PR	US201113271502; US39219410
PRD	2011.10.12; 2010.10.12

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English->Chinese

Abstract_EN:

Real world interactive role playing games ("RWIRPG") is a new intellectual property aimed at revolutionizing the gaming industry. No longer will gamers be forced to stay inside in order to play and socialize with other gamers. The embodiments of the invention are aimed at creating an interactive "real world" gaming experience, placing a new emphasis on human interaction in order to advance electronic gaming. Utilizing the latest GPS/GPRS mapping technology and software, RWIRPG would be location-aware of the player and any other players of any particular game. Once two or more players of a particular game are within a predetermined radius of each other, that game would allow them to dir

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