

1	INCLUDING MEANS FOR PROCESSING ELECTRONIC DATA (E.G., COMPUTER/VIDEO GAME, ETC.)	22	..Lot generator (e.g., card distribution, simulated dice, random number generator, etc.)
2	..In a game including a simulated projectile (e.g., bullet, missile, ball, puck, etc.)	23	..Skill level adjustment (e.g., speed change, complexity, etc.)
3	..Paddle-type game (e.g., pinball, tennis, baseball, golf, hockey, etc.)	24	..Suspension or restoration (e.g., power failure resumption, etc.)
4	..Simulated court game or athletic event (e.g., soccer, basketball, etc.)	25	..Credit/debit monitoring or manipulation (e.g., game entry, betting, prize level, etc.)
5	..Simulated projector with diverse interactive target	26	..Pool amount (e.g., jackpot, etc.)
6	..In a race game	27	...Pool carryover (e.g., progressive jackpot, etc.)
7	..In a game requiring an element of a participants physical skill or ability (e.g., hand- eye coordination, reflex, etc.)	28	...Parimutuel pool
8	..Martial-art type (e.g., boxing, fencing, wrestling, etc.)	29	..Access or authorization (e.g., game selection, security, etc.)
9	..In a game requiring strategy or problem solving by a participant (e.g., problem eliciting response, puzzle, etc.)	30	..Perceptible output or display (e.g., tactile, etc.)
10	..With chance element or event (e.g., backgammon, Scrabble, etc.)	31	..Visual (e.g., enhanced graphics, etc.)
11	...Card- or tile-type (e.g., bridge, dominoes, etc.)	32	...Three-dimensional characterization
12	...Ultimate outcome dependant upon summation of plural card or tile values (e.g., blackjack, etc.)	33	...Object priority or perspective
13	...Ultimate outcome dependant upon relative odds of a card or tile combination (e.g., poker, etc.)	34	...Image projection
14	..Chess- or checker-type	35	..Audible
15	..Geometric maze	36	..Player-actuated control structure (e.g., brain-wave or body signal, bar-code wand, foot pedal, etc.)
16	..In a chance application	37	..Hand manipulated (e.g., keyboard, mouse, touch panel, etc.)
17	..Lot match or lot combination (e.g., roulette, lottery, etc.)	38	...Pivotally-translatable handle (e.g., joystick, etc.)
18	...Plural lots (e.g., keno, etc.)	39	..Wireless signal
19	...Plural matches create pattern (e.g., bingo, etc.)	40	..With communication link (e.g., television broadcast, etc.)
20	...Lot-to-lot combination (e.g., slot machine, etc.)	41	..Telephonic (e.g., modem, etc.)
21Having means to alter combination probability	42	..Network type (e.g., computer network, etc.)
		43	..Data storage or retrieval (e.g., memory, video tape, etc.)
		44	..Cartridge
		45	..Cartridge adaptor
		46	..Housing
		47	..Accessory
		47.1	FENCING
		47.2	STRIKING WEAPON

- 47.3 .Having electric shock feature
- 47.4 .Combined with antigrasping device or diverse art device (e.g., with light, knife, etc.)
- 47.5 .Having similar striking members flexibly tethered together
- 47.6 .Cross-handle type
- 47.7 .Telescopic
- 48 **COMBINED WITH OR CONVERTIBLE TO EXTERNAL ART DEVICE OR FUNCTION**
- 49 **SIMULATED-PROJECTILE GAME, TARGET THEREFOR, OR ACCESSORY**
- 50 .Plural simulated projectors (e.g., tennis, shoot-out, dual, etc.)
- 51 .Electromagnetic ray simulates projectile or its path, or utilized for coincidence detection (e.g., light-ray gun, infrared aim detector, etc.)
- 52 ..Having active target (e.g., moving target, "hit" responsive, etc.)
- 53 .Coincidence detection or indication means (e.g., aim detector, "hit" -indicator, etc.)
- 54 ..Having target or subtarget marker
- 55 ...Perforator
- 56 ..Having target deflector (e.g., "hit" indication)
- 57 ..Coincidence detection via electrical contacts
- 58 **PROPELLED RACING**
- 59 .Having contest condition indicator (e.g., lap counter, timer, start indicator, etc.)
- 60 ..Winner or finish order
- 61 .Magnetically propelled object
- 62 .Electrically self-propelled object
- 63 ..Having means to alter lateral position of object (e.g., steerable car, lane changer, etc.)
- 64 .Object propelled by impact, projection, or reaction force (e.g., spring, fluid jet, wind, etc.)
- 65 .Object propelled along reciprocating or vibrating surface
- 66 .Object pulled by reelable cord
- 67 .Object propelled by rotatable arm or disk
- 68 .Object propelled by endless loop
- 69 .Gravity propelled object
- FOREIGN ART COLLECTIONS**
- FOR 000 **CLASS-RELATED FOREIGN DOCUMENTS**