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**Serizawa et al.**

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(54) **RACE GAME SYSTEM AND METHOD OF ENTRY**

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(\*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 116 days.

This patent is subject to a terminal disclaimer.

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**Related U.S. Application Data**

(62) Division of application No. 09/077,657, filed as application No. PCT/JP97/03650 on Oct. 9, 1997, now Pat. No. 6,632,138.

(30) **Foreign Application Priority Data**

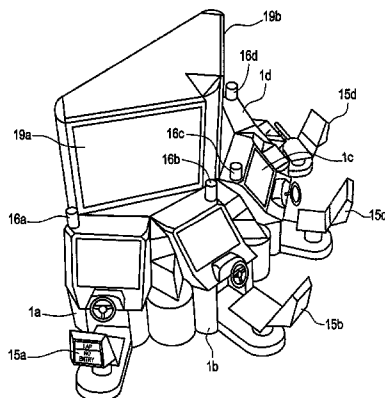
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(51) **Int. Cl.**  
**A63F 13/00** (2006.01)

(52) **U.S. Cl.** ..... **463/6; 463/29; 463/42**

(58) **Field of Classification Search** ..... **463/20, 463/6, 7, 24, 31, 36, 37, 29, 40, 41, 42, 25, 463/43; 434/62**

See application file for complete search history.



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(57) **ABSTRACT**

An object is to provide a free-entry type of race game apparatus wherewith a player can join at any time. This is a race game that simulates an endurance race in which many vehicles run for a long period of time. The vehicles are continually running on the track (ST 1), from which number a player selects any vehicle at will (ST 3) and joins the race in progress (ST 4, 5). The game is terminated on the basis either of a pass count indicating the number of cars passed (or passed by) (ST 6), or a limiting time (ST 7).

**5 Claims, 22 Drawing Sheets**

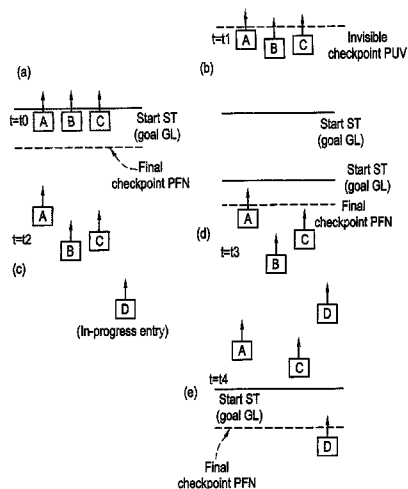


FIG. 1

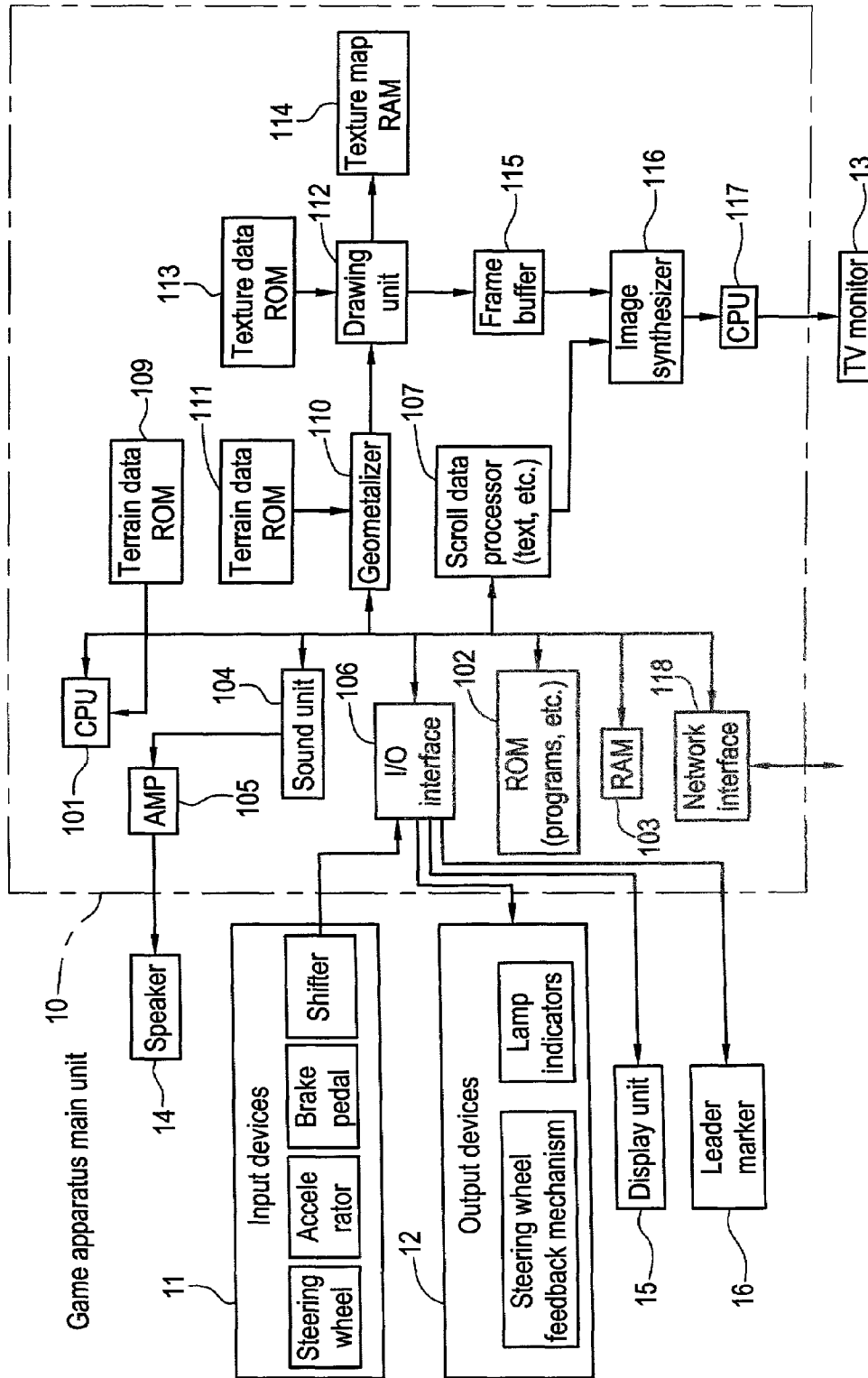


FIG. 2

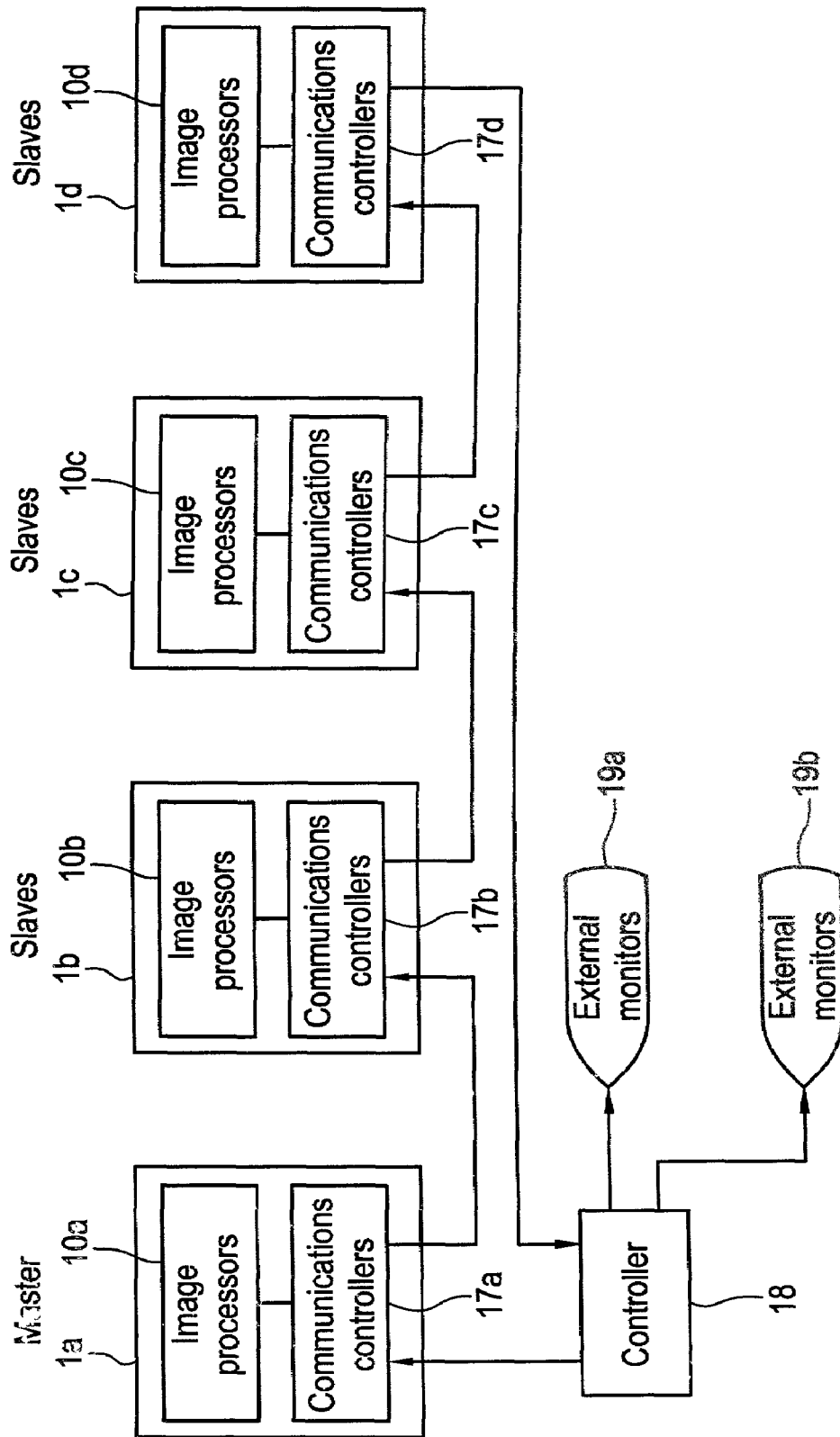


FIG. 3

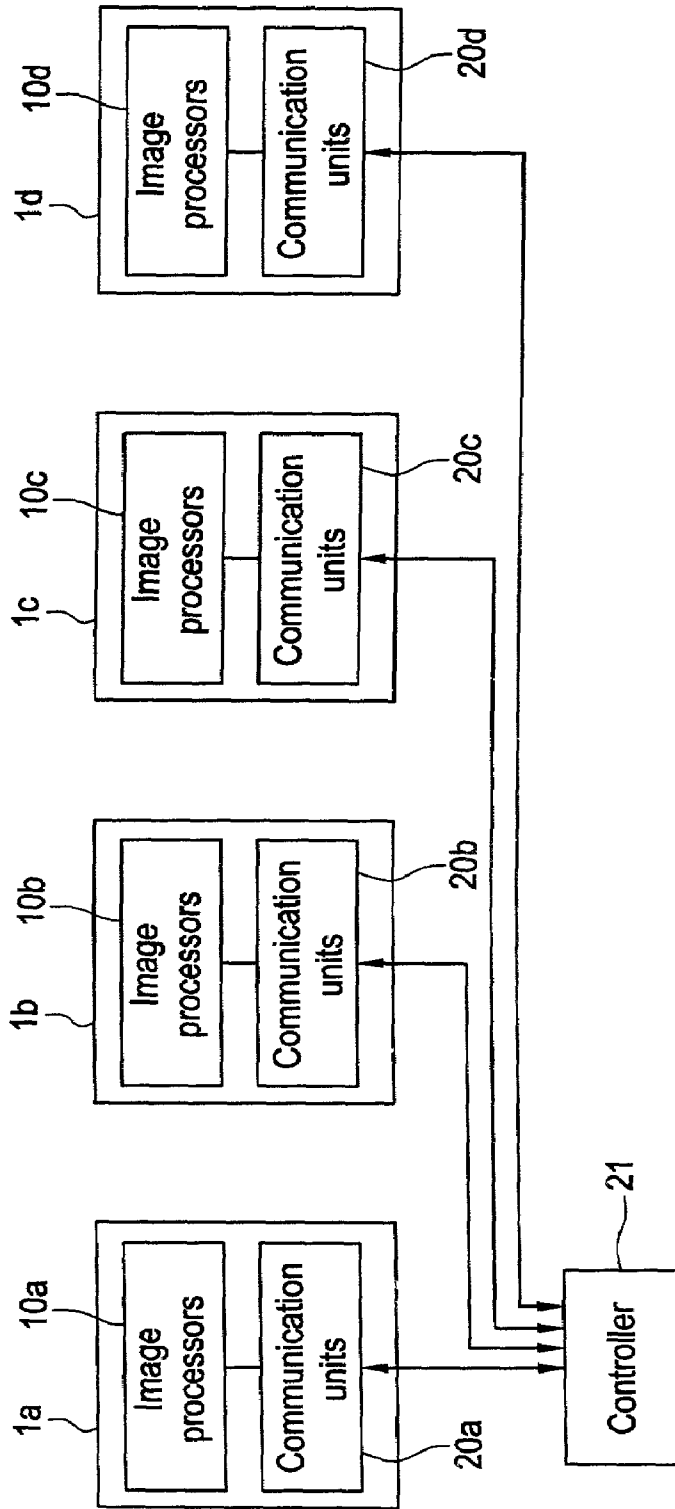
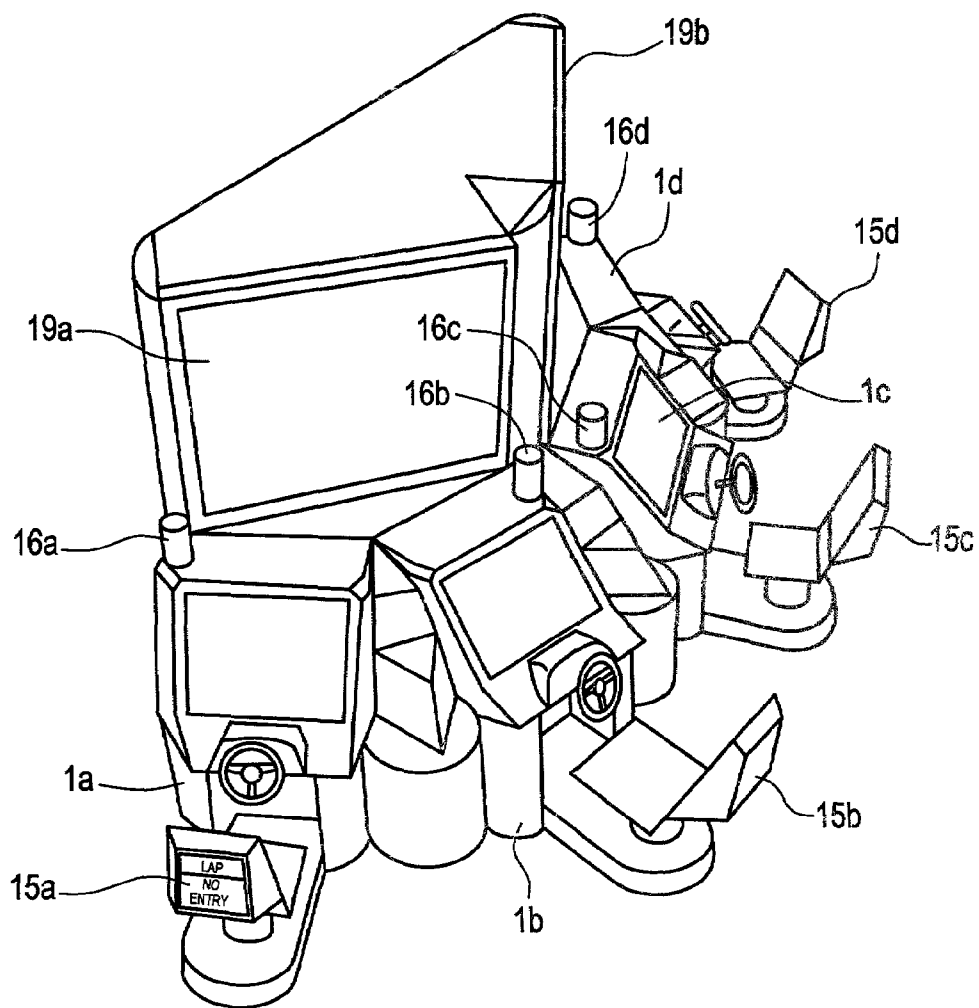


FIG. 4



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