



US007090577B2

(12) **United States Patent**
Serizawa et al.

(10) **Patent No.:** **US 7,090,577 B2**
(45) **Date of Patent:** ***Aug. 15, 2006**

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

(75) Inventors: **Narito Serizawa**, Tokyo (JP); **Manabu Washio**, Honolulu, HI (US); **Hiroyuki Izuno**, Tokyo (JP)

(73) Assignee: **Kabushiki Kaisha Sega Enterprises**, Tokyo (JP)

(*) 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.

(21) Appl. No.: **10/119,127**

(22) Filed: **Apr. 10, 2002**

(65) **Prior Publication Data**

US 2002/0169013 A1 Nov. 14, 2002

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**

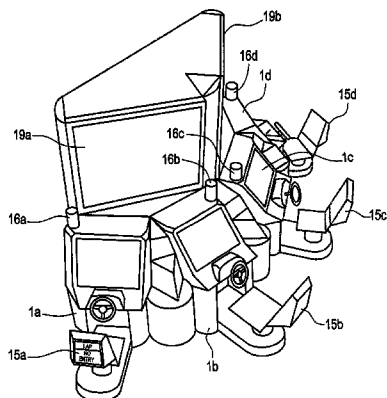
Oct. 9, 1996 (JP) 8-268477
May 16, 1997 (JP) 9-126546

(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.



(56) **References Cited**

U.S. PATENT DOCUMENTS

4,572,509	A	2/1986	Sitrick	
4,738,451	A *	4/1988	Logg	463/15
5,269,687	A *	12/1993	Mott et al.	273/454
5,354,202	A *	10/1994	Moncrief et al.	273/454
5,366,376	A *	11/1994	Copperman et al.	273/148 B
5,368,484	A *	11/1994	Copperman et al.	273/148 B
5,586,257	A *	12/1996	Perlman	463/42
5,762,552	A *	6/1998	Vuong et al.	463/25
5,772,504	A *	6/1998	Machiguchi	463/6
5,846,132	A *	12/1998	Junkin	463/42
5,921,780	A *	7/1999	Myers	434/29
5,984,787	A *	11/1999	Redpath	463/42
6,039,648	A *	3/2000	Guinn et al.	463/16
6,080,063	A *	6/2000	Khosla	463/42
6,155,927	A *	12/2000	Levasseur et al.	463/42

OTHER PUBLICATIONS

Battle.Net® Trademark registration, May 15, 1996, TESS, USPTO web site.*
Diablo II Multiplayer FAQ.*
Diablo II Realms FAQ.*
Diablo II Strategy Guide; Multplayer (Battle.net®) Chapter.*
Bowen et al. How to get the most out of Compuserve, Revised Fourth Edition. Bantam Books, New York, 1989, pp. 377-383.*

* cited by examiner

Primary Examiner—John M. Hotaling, II

(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

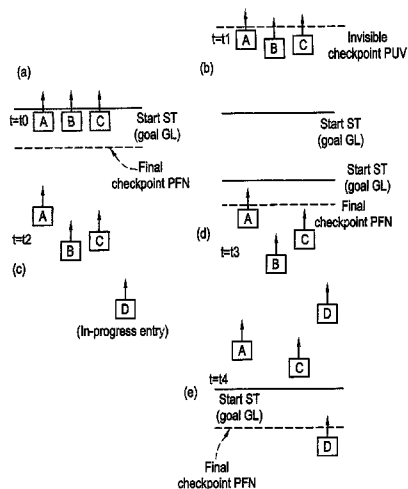


FIG. 1

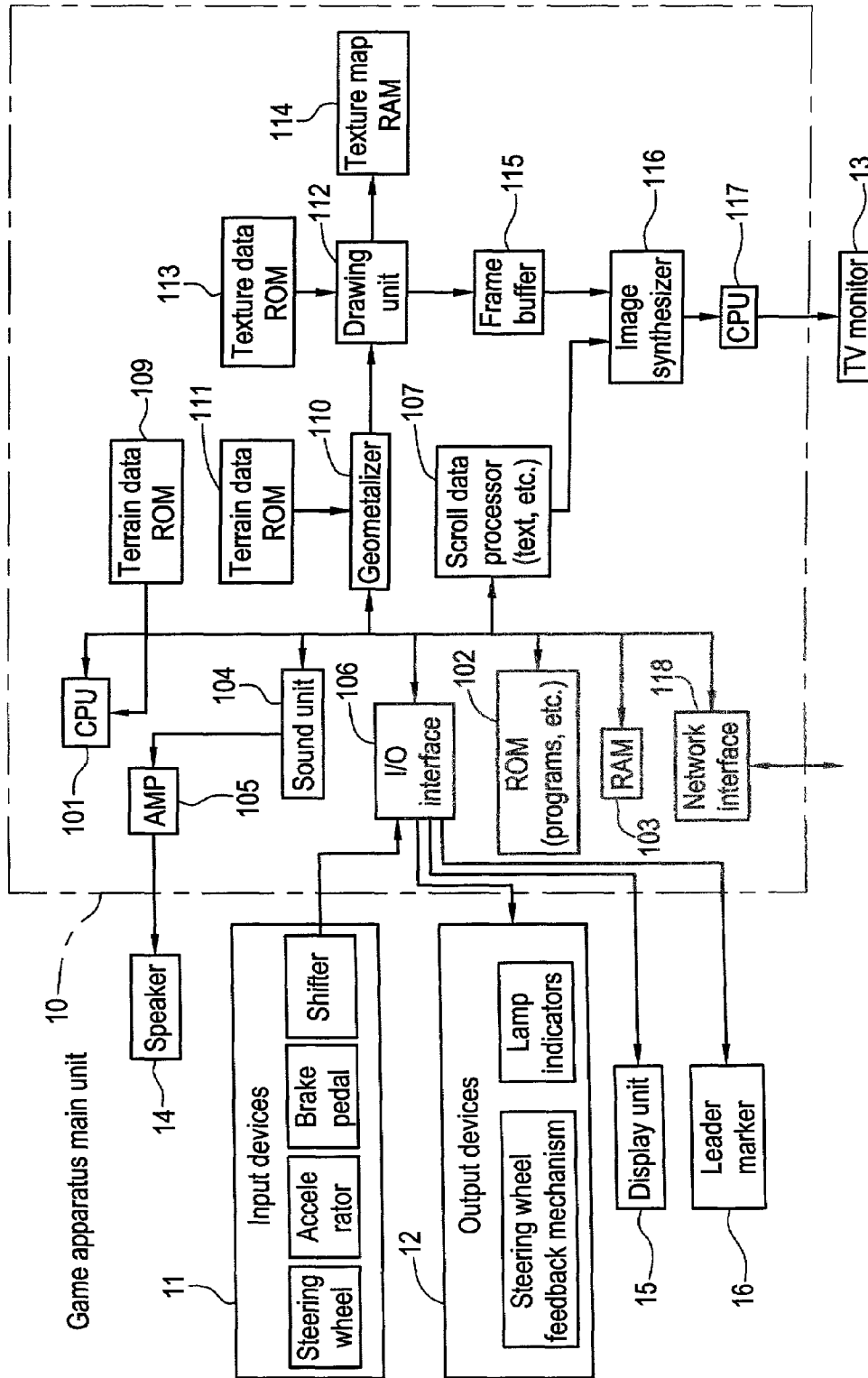


FIG. 2

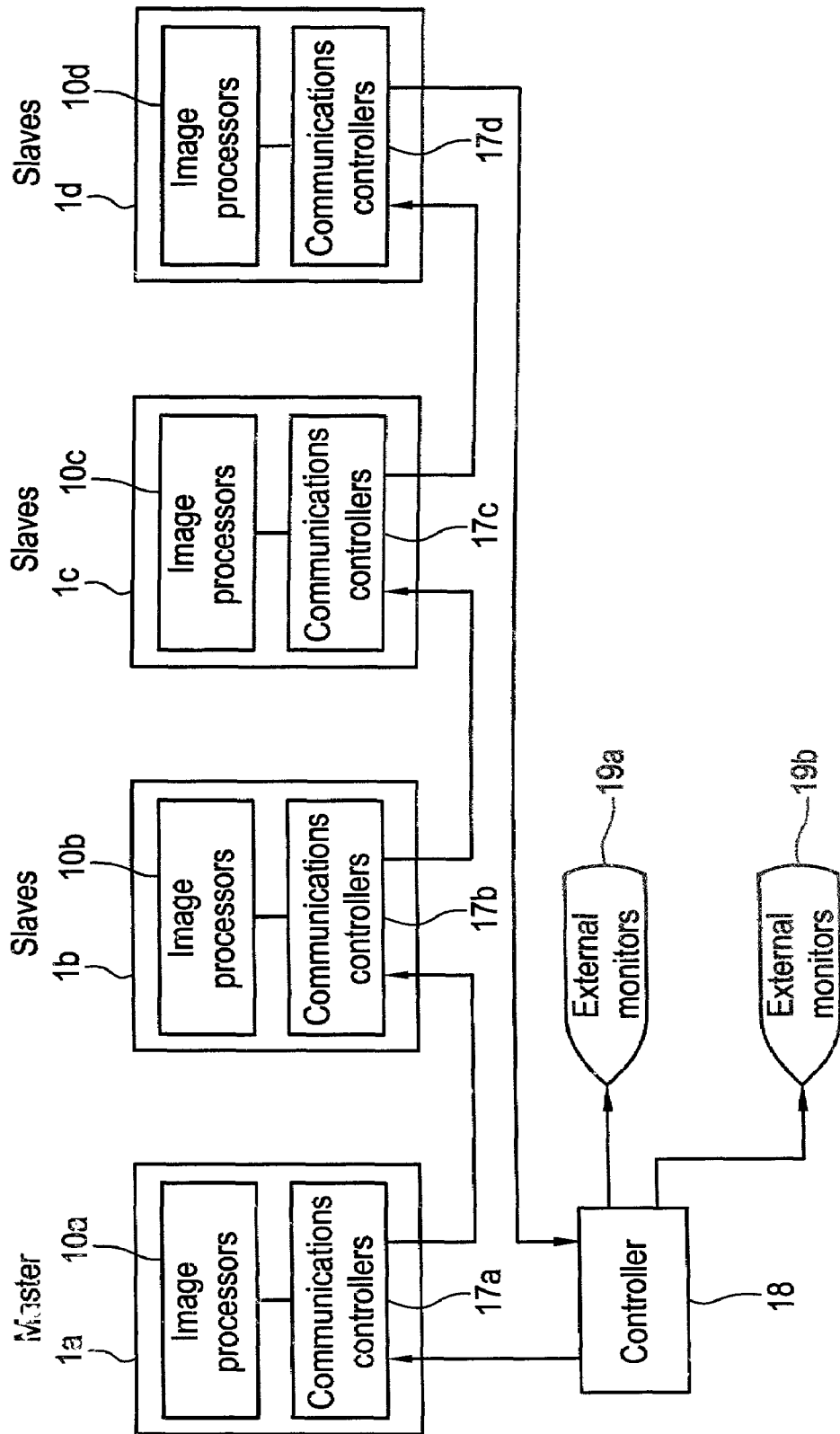


FIG. 3

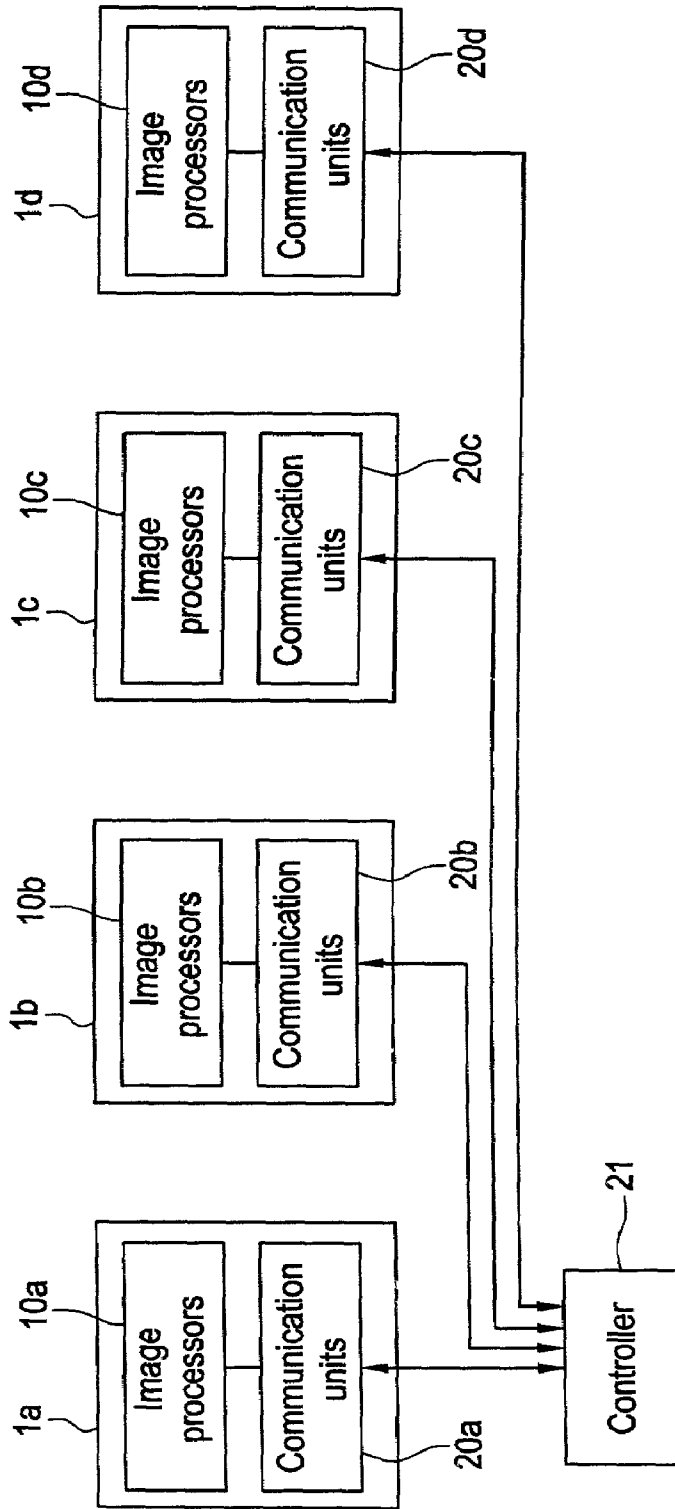
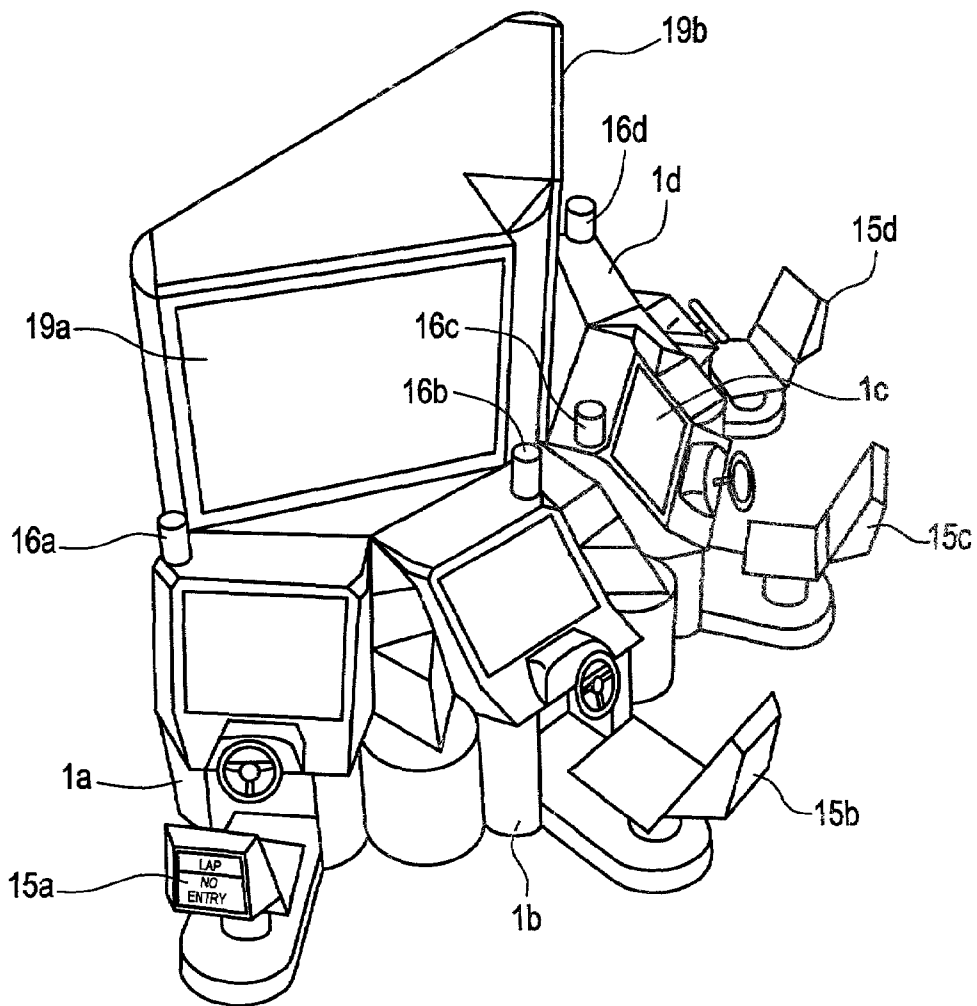


FIG. 4



Explore Litigation Insights

Docket Alarm provides insights to develop a more informed litigation strategy and the peace of mind of knowing you're on top of things.

Real-Time Litigation Alerts



Keep your litigation team up-to-date with **real-time alerts** and advanced team management tools built for the enterprise, all while greatly reducing PACER spend.

Our comprehensive service means we can handle Federal, State, and Administrative courts across the country.

Advanced Docket Research



With over 230 million records, Docket Alarm's cloud-native docket research platform finds what other services can't. Coverage includes Federal, State, plus PTAB, TTAB, ITC and NLRB decisions, all in one place.

Identify arguments that have been successful in the past with full text, pinpoint searching. Link to case law cited within any court document via Fastcase.

Analytics At Your Fingertips



Learn what happened the last time a particular judge, opposing counsel or company faced cases similar to yours.

Advanced out-of-the-box PTAB and TTAB analytics are always at your fingertips.

API

Docket Alarm offers a powerful API (application programming interface) to developers that want to integrate case filings into their apps.

LAW FIRMS

Build custom dashboards for your attorneys and clients with live data direct from the court.

Automate many repetitive legal tasks like conflict checks, document management, and marketing.

FINANCIAL INSTITUTIONS

Litigation and bankruptcy checks for companies and debtors.

E-DISCOVERY AND LEGAL VENDORS

Sync your system to PACER to automate legal marketing.