

25 Documents

Publication numbers	Title	Current assignees
DE102014016643 A1	Display device and method for operating a display device of said type	NOVOMATIC
AT-515116 A4	Screen frame configuration and screen device	NOVOMATIC
DE202014000372 U1	Visual display unit	NOVOMATIC
DE102011005871 A1	A holder for a coin-computer display means	ADP GAUSELMANN
US20140342812 A1	Electronic gaming and/or gambling machine	NOVOMATIC
DE102013104460 B3	Amusement machine and monitoring system	NOVOMATIC
CA2902770 A1	Electronic gaming and/or entertainment device	NOVOMATIC
DE102012007921 A1	Method for information acquisition in connection with game/entertainment machine, involves enabling opto-electronic acquisition and evaluation of encoded information represented in information field by manual actuated external device	BALLY WULFF GAMES & ENTERTAINMENT
DE102011108318 A1	Electronic game and/or entertainment device	NOVOMATIC
US20110195792 A1	Candle devices for gaming machines	IGT - INTERNATIONAL GAME TECHNOLOGY
US20110136573 A1	Gaming machine cabinet construction and method	COLE KEPRO INTERNATIONAL
AT-508564 A4	Electronic game and/or entertainment device with a light effect device	NOVOMATIC
DE202008000841 U1	Game and/or entertainment unit	NOVOMATIC
DE102007042632 A1	Electronic games apparatus	NOVOMATIC
US20080311976 A1	Gaming machine	UNIVERSAL ENTERTAINMENT
WO200886833 A1	Electronic gaming and/or gambling machine	NOVOMATIC
AT---8589U U1	Gaming, gambling and/or entertainment device	NOVOMATIC
US20060073900 A1	Gaming machine configured for component accessibility	COLE KEPRO INTERNATIONAL
DE202005011073 U1	Console for use in combination with an entertainment machine	ADP GAUSELMANN
US20050130746 A1	Gaming machine door with adjustable cross member	COLE KEPRO INTERNATIONAL
EP1564698 A2	Gaming machine	UNIVERSAL ENTERTAINMENT
AU2003100844 A4	Doorframe for gaming machine	NOVOMATIC
DE10217995 A1	Information display for automatic gaming and entertainment machine, has additional carrier element for receiving and	BALLY WULFF AUTOMATEN

Publication numbers	Title	Current assignees
	displaying information	
DE29609573 U1	Game - and/or entertainment device	NSM
GB8726248 D0	Gaming and amusement machines	BELL FRUIT MANUFACTURING

Display device and method for operating a display device of said type DE102014016643 A1

Current assignees

NOVOMATIC*

Inventors

HOMER ALOIS

GAWEL MAREK

Priority data including date

2014DE-10016643 2014-11-11

2015WO-EP02271 2015-11-11

2015WO-EP76342 2015-11-11

IPC - International classification

A63F-013/25	F21K-009/61	F21K-009/69
F21S-010/02	F21V-008/00	F21V-033/00
G01J-003/02	G01J-003/50	G06F-001/16
G06F-003/14*	G07F-017/32	G09F-009/00
G09F-009/30	G09F-009/302	G09G-003/02
G09G-003/32	G09G-003/34	G09G-005/00
G09G-005/02	H04N-009/31	H04N-009/73
H05B-033/08*	H05B-037/02	

CPC - Cooperative classification

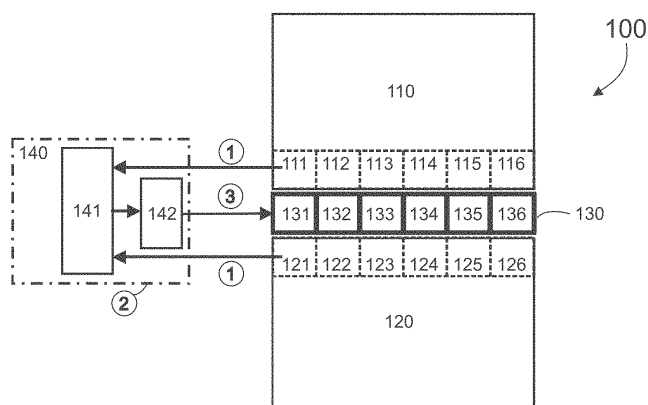
A63F-013/25	F21K-009/61	F21K-009/69
F21V-033/00/52	F21Y-2103/10	F21Y-2115/10
G01J-003/02/18	G01J-003/50/6	G06F-001/16/01
G06F-003/14/46	G07F-017/32/11	G07F-017/32/16
G09F-009/302/6	G09G-003/02	G09G-003/32*
G09G-003/34/13	G09G-005/00/6	G09G-2300/026
G09G-2310/0232	G09G-2320/0646	G09G-2320/0666
G09G-2352/00	G09G-2360/144	G09G-2360/145
G09G-2360/16	H04N-009/74	H05B-033/08/57
H05B-033/08/72		

Family

DE102014016643	A1	2016-05-12	AU2015345524	A1	2017-07-06
CA2981868	A1	2016-05-19	AU2015345117	A1	2017-07-06
WO2016075196	A2	2016-05-19	EP3218795	A2	2017-09-20
WO2016074795	A2	2016-05-19	EP3218794	A2	2017-09-20
WO2016075196	A3	2016-07-07	US2017301284	A1	2017-10-19
WO2016074795	A3	2016-07-07	US2017311408	A1	2017-10-26

(EP3218795)

The invention relates to a display device (100) comprising at least two display units (110; 210; 310; 410; 510; 611; 613; 120; 220; 320; 420; 520; 612; 614) and an illumination device (130; 230; 330; 430; 530; 621; 622; 623; 624) for illuminating a transition area (202) between the at least two display units (110; 210; 310; 410; 510; 611; 613; 120; 220; 320; 420; 520; 612; 614). The invention also relates to a method for operating said type of display device (100) and to an entertainment machine (500) comprising said type of display device (100). According to the invention, said display device comprises, in addition to the at least two display units (110; 210; 310; 410; 510; 611; 613; 120; 220; 320;



420; 520; 612; 614) and the illumination device (130; 230; 330; 430; 530; 621; 622; 623; 624), at least one determination device (141; 241; 441; 443; 444; 631; 641; 651; 661) for determining a first colour information from an image block (111; 112; 113; 114; 115; 116; 411) of a first of the at least two display units (110; 210; 310; 410; 510; 611; 613) and for determining a second colour information from an image block (121; 122; 123; 124; 125; 126; 421) of a second of the at least two display units (120; 220; 320; 420; 520; 612; 614), and to also a colour control device (142; 242; 442; 632; 642; 652; 662) for controlling the colour and/or the colour spectrum of the light emitted by the illumination device (130; 230; 330; 430; 530; 621, 622, 623, 624) in accordance with the first and the second colour information.

Screen frame configuration and screen device AT-515116 A4

<u>Current assignees</u> NOVOMATIC*	<u>IPC - International classification</u> A63F-013/90 G07F G07F-017/32*
<u>Inventors</u> BAILER BRUNO	<u>CPC - Cooperative classification</u> G07F-017/32/04 G07F-017/32/11 G07F-017/32/16*
<u>Priority data including date</u> 2014AT-0000019 2014-01-13 2015WO-EP50278 2015-01-08	

<u>Family</u>					
AT515116	A4	2015-06-15	KR20160106639	A	2016-09-12
AT515116	B1	2015-06-15	CN105981078	A	2016-09-28
CA2936451	A1	2015-07-16	SG11201605641X	A	2016-09-29
WO2015104348	A1	2015-07-16	MX2016009089	A	2016-10-13
BR112016016082	A1	2016-07-26	EP3095095	A1	2016-11-23
AU2015205563	A1	2016-07-28	CL2016001767	A1	2017-01-20
AP201609331	A0	2016-07-31	BR112016016082	A2	2017-08-08
PH12016501369	A1	2016-08-15	HK1224420	A1	2017-08-18
IN201617026365	A	2016-08-31	RU2016127554	A	2018-01-15

(EP3095095)

Disclosed is a screen device, preferably an automatic game and/or entertainment device, comprising a device housing that has a door for opening and closing the device housing. The door of the housing forms a frame for at least one screen. The legs of said frame surround the at least one screen and delimit a frame opening. The frame has a modular structure and can be variably composed of a plurality of frame parts in different configurations in which the frame has different numbers of frame openings and/or frame openings of different sizes.

Visual display unit DE202014000372 U1

<u>Current assignees</u> NOVOMATIC*	<u>IPC - International classification</u> A63F-013/90 G09F-009/30* H05K-005/00 H05K-005/02 H05K-007/14*
<u>Inventors</u> BAILER BRUNO	<u>CPC - Cooperative classification</u> A63F-013/90 G07F-017/32/11 H05K-005/00/17 H05K-005/02/17 H05K-007/14*
<u>Priority data including date</u> 2014DE-10019467 2014-12-23 2014DE-20000372 2014-01-13	<u>PCL - US patent classification</u> PCLO: 361724000* PCLX: 312007200 312326000

Family					
DE202014000372	U1	2015-05-21	DE102014019467	A1	2015-07-16
US2015201517	A1	2015-07-16			

(US20150201517)

The present invention relates to a visual display unit, preferably in the form of a gaming and/or amusement machine, having a unit housing which has a housing door for opening and closing the unit housing, the housing door forming a frame for at least one display screen, the frame limbs of which frame enclose the at least one display screen and delimit a frame cutout. According to the invention, the frame of the housing door has a modular construction and can be assembled in a variable manner from a plurality of frame parts in different configurations, in which the frame has a different number of frame cutouts and/or frame cutouts of different sizes.

A holder for a coin-computer display means DE102011005871 A1

Current assignees

ADP GAUSELMANN*

Inventors

GAUSELMANN PAUL

Priority data including date

2010DE-20012109 2010-09-02

2011DE-10005871 2011-03-21

2011DE-20000187 2011-01-26

IPC - International classification

G07F-017/34*

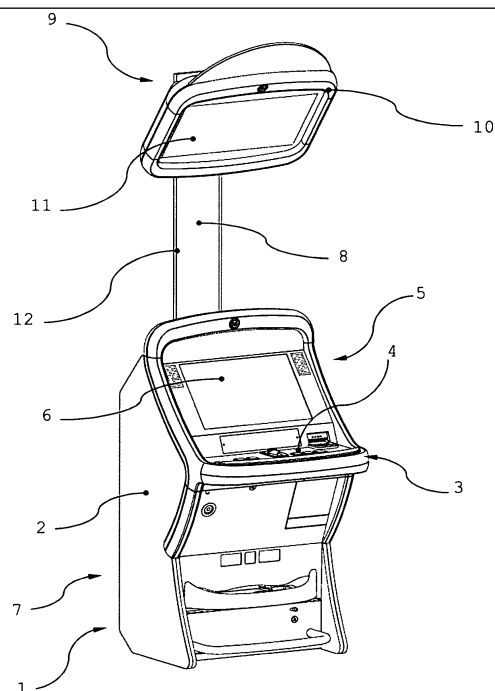
CPC - Cooperative classification

G07F-017/32/16*

Family[DE102011005871](#) A1 2015-01-22

(DE102011005871)

Micro-machine a control unit for displaying symbols comprise winning display. , the central opening and at least (<de-rn>7</de-rn>) of an elastic clamping material (<de-rn>2</de-rn>) surrounded.The housing is configured to be placed on top of two screens are provided.The display device to be arranged in the secondary game with a housing, allowing the player to put the boot, to be able to absorb visible to adjacent players.The display screen tubes and lcd displays are.



Electronic gaming and/or gambling machine US20140342812 A1

Current assignees

NOVOMATIC*

Inventors

GRAF JOHANN F

SVOBODA EDUARD

Priority data including date

2009US-12523385 2009-07-16

2014US-14286779 2014-05-23

IPC - International classification

A63F-013/40 G07F-017/32* G07F-017/34

CPC - Cooperative classificationA63F-013/10 G07F-017/32/11* G07F-017/32/44
G07F-017/34**PCL - US patent classification****PCLO:** 463025000***PCLX:** 463020000 463030000 463035000
463036000**Family**[US2014342812](#)

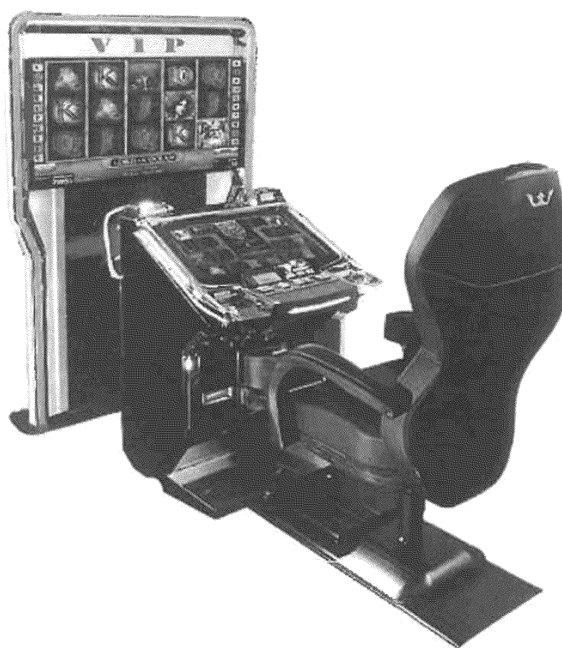
A1 2014-11-20

[US8986109](#)

B2 2015-03-24

(US8986109)

The present invention relates to an electronic gaming and/or gambling machine, in particular to a slot machine which is coin operable or is operable by monetary equivalents, comprising a display apparatus for the display of at least one game and optionally additional information, with the display apparatus having at least a first and a second screen on which at least one screen display, preferably a main game, and one second screen display, preferably a bonus game and/or additional information, can be displayed as well as a control panel for the actuation of the gaming and/or gambling machine. In accordance with the invention, the electronic gaming and/or gambling machine is characterized in that a switching device is provided which is actuable by a machine user by an input device for the switching of the first screen representation from the first screen to the second screen and of the second screen representation from the second screen to the first screen or to a further screen and/or vice versa.



Amusement machine and monitoring system DE102013104460 B3

<u>Current assignees</u> LOWEN ENTERTAINMENT NOVOMATIC*	<u>IPC - International classification</u> G07F-017/32* G08B-013/00 G08C-023/04 H04B-010/114
<u>Inventors</u> KORNDÖRFER JENS	<u>CPC - Cooperative classification</u> G07F-017/32/09 G07F-017/32/11 G07F-017/32/34 G07F-017/32/41* G07F-017/32/44 H04B-010/114/1
<u>Priority data including date</u> 2013DE-10104460 2013-05-02 2014WO-EP57864 2014-04-17	<u>PCL - US patent classification</u> PCLO: 463025000* PCLX: 463029000

<u>Family</u>					
DE102013104460	B3	2014-08-21	MX2015015102	A	2016-02-17
CA2910483	A1	2014-11-06	PH12015502461	A1	2016-02-22
WO2014177394	A1	2014-11-06	EP2992515	A1	2016-03-09
AU2014261649	A1	2015-11-05	US2016078723	A1	2016-03-17
CN105164735	A	2015-12-16	AU2014261649	B2	2017-11-02
VN45691	A	2016-01-25			

(EP2992515)

The invention relates to an amusement machine comprising a housing (5) for receiving a computer-controlled game process control (12), connected to a display device (18) for depicting the game process, which is connected to an actuator allocated to the housing for signaling information sent by the game process control (12), wherein the signals of the actuator designed as an infrared light diode (25) can be perceived by a monitoring device designed as a monitoring camera (2).

Electronic gaming and/or entertainment device CA2902770 A1

Current assignees

NOVOMATIC*
NOVOMATIK

Inventors

WÖLS MARTIN
GAWEL MAREK

Priority data including date

2013EP-0700846 2013-01-14
2013WO-EP00092 2013-01-14

IPC - International classification

G07F G07F-017/32* G07F-017/34

CPC - Cooperative classification

G07F-017/32 G07F-017/32/09 G07F-017/32/13*
G07F-017/32/16 G07F-017/34

PCL - US patent classification

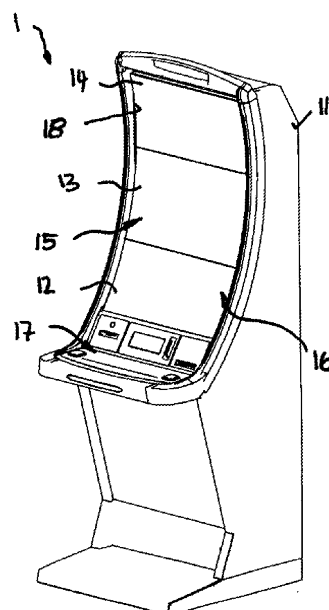
PCLO: 463020000*

Family

CA2902770	A1	2014-07-17	HK1213680	A1	2016-07-08
WO2014108141	A1	2014-07-17	ZA201505796	B	2016-10-26
EP2791921	A1	2014-10-22	RU2015132029	A	2017-02-20
AU2013372359	A1	2015-08-20	RU2622784	C2	2017-06-20
KR20150105999	A	2015-09-18	EP2791921	B1	2017-11-08
SG11201506281V	A	2015-09-29	AU2013372359	B2	2017-12-21
PH12015501732	A1	2015-10-19	DK2791921	T3	2018-01-29
CN105308656	A	2016-02-03	LT2791921	T	2018-02-12
US2016055703	A1	2016-02-25	HRP20180119	T1	2018-02-23

(EP2791921)

The present invention relates to a gaming and/or entertainment device, in particular in the form of a coin-operated and/or token-operated slot machine and/or gambling device, having a plurality of separate display units for displaying information, in particular contents of games and/or game information, wherein at least one of the display units is provided with a touch panel for inputting control commands by touch. According to the invention, the touch panel is of continuous design over, in each case, at least part of at least two different display units, at least one display unit of which has a concave display surface. As a result of the touch panel extending over the boundary region or the intermediate space between two display units, it is possible, despite the use of a plurality of display units, to obtain a continuously closed-off device front, as a result of which the design of the corresponding device wall is simplified and the protection against penetration into the housing at gap areas is increased.



**Method for information acquisition in connection with game/entertainment machine,
involves enabling opto-electronic acquisition and evaluation of encoded information
represented in information field by manual actuated external device
DE102012007921 A1**

Current assignees

BALLY WULFF GAMES & ENTERTAINMENT*

Inventors

BUETTNER GUIDO

NOETZOLD PETER

Priority data including date

2012DE-10007921 2012-04-20

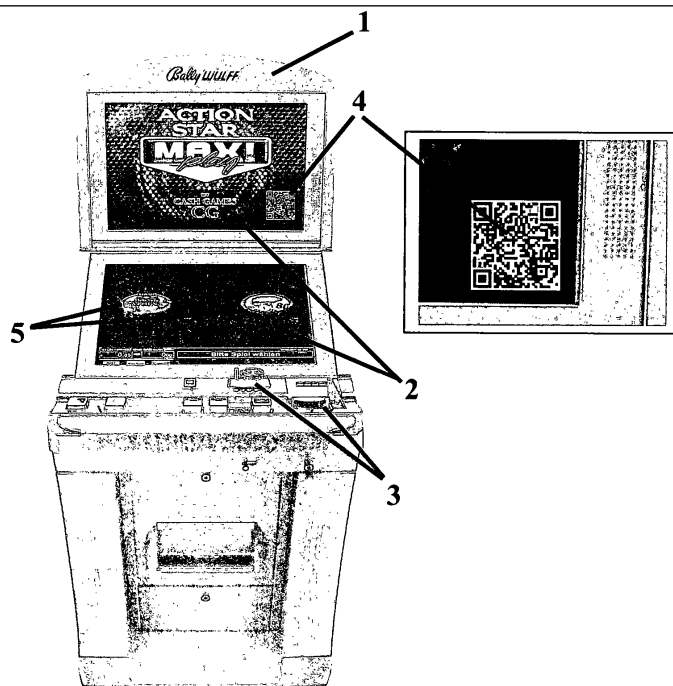
IPC - International classification

G06F-019/00* G06K-009/00 G07F-017/34

CPC - Cooperative classificationG06K-007/10/95 G07F-017/32/11 G07F-017/32/25
G07F-017/32/3***Family**[DE102012007921](#) A1 2013-10-24

(DE102012007921)

The method involves opto-electronically scanning and displaying an analyzable information field (4) of a game or entertainment machine (1) on a display screen (2), generated by a central control unit (3) for representing the encoded information. The opto-electronic acquisition and evaluation of the encoded information represented in the information field are enabled by a manual actuated external device. The encoded information is assigned to a data source, and the assigned encoded information is transmitted to the manual actuated external device.



Electronic game and/or entertainment device DE102011108318 A1

<u>Current assignees</u> NOVOMATIC*	<u>IPC - International classification</u> G07F G07F-017/32* G07F-017/34
<u>Inventors</u> WÖLS MARTIN GAWEL MAREK	<u>CPC - Cooperative classification</u> G07F-017/32/09 G07F-017/32/11* G07F-017/32/16 G07F-017/34
<u>Priority data including date</u> 2011DE-10108318 2011-07-22 2012WO-EP03044 2012-07-19	<u>PCL - US patent classification</u> PCLO: 463031000*

Family					
DE102011108318	A1	2013-01-24	EP2734985	A1	2014-05-28
CA2842491	A1	2013-01-31	CL2014000164	A1	2014-06-20
WO2013013793	A1	2013-01-31	CN103930934	A	2014-07-16
AP201407405	A0	2014-01-31	EA201490214	A1	2014-11-28
AU2012289231	A1	2014-02-06	ZA201401044	B	2015-04-29
MX2014000731	A	2014-02-19	AU2012289231	B2	2015-12-03
BR112014001286	A1	2014-05-13	BR112014001286	A2	2017-06-13
WO2013013793	A8	2014-05-15	US9728030	B2	2017-08-08
US2014141886	A1	2014-05-22	CN103930934	B	2017-08-25

(EP2734985)

The present invention relates to a game and/or entertainment device, more particularly in the form of a coin-operable or token-operable gaming machine and/or gambling device with multiple separate display units for presenting information, more particularly game contents and/or game information, wherein at least one of the display units is furnished with a touch panel for inputting control commands by touching. According to the invention, the touch panel is formed continuously over at least one part of each of at least two different display units. By extending the touch panel across the boundary region or intermediate space between two display units, it is possible to achieve a continuously closed off front of the device, despite the use of multiple display units, whereby the structure of the corresponding device wall is simplified and the security against intrusion into the housing at gaps is increased.

Candle devices for gaming machines

US20110195792 A1

<u>Current assignees</u>		<u>IPC - International classification</u>	
IGT - INTERNATIONAL GAME TECHNOLOGY*		A63F-009/00	A63F-009/24* A63F-011/00
LEAP FORWARD GAMING		A63F-013/00	G06F-001/00 G06F-011/30
MGM RESORTS MANUFACTURING		G06F-013/14	G06F-017/00 G06F-017/40
<u>Inventors</u>		G06F-021/06	G06Q-020/10 G06Q-020/32
WELLS WILLIAM R		G07D-007/00	G07F-009/02 G07F-017/32*
<u>Priority data including date</u>		G07F-017/34	G09F-017/00
2010US-12943789 2010-11-10		<u>CPC - Cooperative classification</u>	
2010US-12943792 2010-11-10		A63F-011/00	G06Q-020/10 G06Q-020/32/7
2010US-12943797 2010-11-10		G06Q-030/02/26	G07F-009/02/6* G07F-017/32
2010US-12943798 2010-11-10		G07F-017/32/02*	G07F-017/32/11* G07F-017/32/16*
2010US-12943802 2010-11-10		G07F-017/32/23	G07F-017/32/25* G07F-017/32/3
2010US-61303106 2010-02-10		G07F-017/32/34	G07F-017/32/39 G07F-017/32/41
2010US-61334682 2010-05-14		G07F-017/32/46	G07F-017/32/51 G07F-017/32/55*
2011US-13086218 2011-04-13		G07F-017/32/58	G07F-017/34 Y10T-029/49716
2011US-13294064 2011-11-10		<u>PCL - US patent classification</u>	
2011US-13300344 2011-11-18		PCLO:	
2011US-13327566 2011-12-15		463031000*	463046000* 463029000*
2011US-13327584 2011-12-15		463029000*	463029000* 463042000* 463024000*
2012US-13671394 2012-11-07		463025000*	463042000* 463046000* 463030000*
2012US-61708495 2012-10-01		463031000*	463025000* 194202000* 463029000*
2012US-61708519 2012-10-01		463024000*	194202000* 463016000* 463029000*
2013US-13738774 2013-01-10		PCLX:	194200000 462031000 462042000
2013US-13890285 2013-05-09		463016000*	463020000 463024000* 463025000*
2013US-13890692 2013-05-09		463029000*	463030000* 463031000* 463035000
2013US-14027111 2013-09-13		463042000*	463046000* 463047000 713300000
2013US-14027112 2013-09-13		713310000	
2013US-14043724 2013-10-01			
2013US-61801122 2013-03-15			
2014US-14207476 2014-03-12			
2014US-14320250 2014-06-30			

<u>Family</u>			
US2011195792	A1	2011-08-11	US2013130790 A1 2013-05-23
US2011195789	A1	2011-08-11	US8460091 B2 2013-06-11
US2011195788	A1	2011-08-11	US8479908 B2 2013-07-09
US2011195787	A1	2011-08-11	US2013244756 A1 2013-09-19
US2011195786	A1	2011-08-11	US2013252712 A1 2013-09-26
US2011195775	A1	2011-08-11	US2014031125 A1 2014-01-30
WO2011100020	A1	2011-08-18	US2014031119 A1 2014-01-30
US8083592	B2	2011-12-27	US2014087849 A1 2014-03-27
US8088014	B2	2012-01-03	US8696430 B2 2014-04-15
US2012058816	A1	2012-03-08	US8696449 B2 2014-04-15

US2012064978	A1	2012-03-15	US2014200067	A1	2014-07-17
US2012100908	A1	2012-04-26	US8814706	B2	2014-08-26
US2012108338	A1	2012-05-03	US8814681	B2	2014-08-26
US8241119	B2	2012-08-14	US2014315620	A1	2014-10-23
US8282480	B2	2012-10-09	US8882589	B2	2014-11-11
US8317604	B2	2012-11-27	US8968086	B2	2015-03-03
US8336697	B2	2012-12-25	US9022861	B2	2015-05-05
US8371937	B2	2013-02-12	US9240100	B2	2016-01-19
US2013072310	A1	2013-03-21			

(WO2011100020)

A gaming peripheral for a gaming machine is described. The gaming peripheral can be configured to emulate the functions of a lighting device, such as a candle. The gaming peripheral can be configured to provide enhanced gaming features such as 1) enhanced networking capabilities, 2) enhanced peripheral device monitoring and upgrade capabilities, 3) enhanced player monitoring and security capabilities 4) enhanced gaming function capabilities and 5) enhanced player reward capabilities. The enhanced gaming features can be provided in a non-intrusive manner such that regulated software executed on a gaming machine does not have to be altered.

Gaming machine cabinet construction and method

US20110136573 A1

<u>Current assignees</u> COLE KEPRO INTERNATIONAL* <u>Inventors</u> MCCOMB RYAN D STEPHENSON III ORLANDO W <u>Priority data including date</u> 2009US-12630226 2009-12-03	<u>IPC - International classification</u> A63F-009/24* A63F-013/00 G06F-017/00 G06F-019/00 <u>CPC - Cooperative classification</u> A63F-013/08 G07F-017/32/02 G07F-017/32/11 G07F-017/32/16* Y10T-029/53 <u>PCL - US patent classification</u> PCLO: 463046000*
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<u>Family</u>			
US2011136573	A1	2011-06-09	US8641535
			B2 2014-02-04

(US8641535)

A gaming machine includes a plurality of rails extending vertically along the front corners of the cabinet. The number of rails can be varied as required for gaming machines of different heights. Lighting units may be positioned between vertically adjacent rails. The number of rails utilized to form a gaming machine can be varied as required for gaming machines of different heights.

Electronic game and/or entertainment device with a light effect device AT-508564 A4

Current assignees

NOVOMATIC*

Inventors

WÖLS MARTIN

FRIDRICH HEINZ

Priority data including date

2009AT-0001801 2009-11-13

2010EP-0782188 2010-11-09

2010WO-EP06826 2010-11-09

2010WO-IB03105 2010-11-11

IPC - International classification

E01B-009/00	E01B-009/30	E01B-009/34
E01B-009/48	G06F-017/00	G07F*
G07F*-017/00	G07F*-017/32*	G07F*-017/34

CPC - Cooperative classification

G01B-011/03	G01C-015/00	G01S-017/89
G01S-019/14	G01S-019/49	G01S-019/51
G01S-019/53	G07F-017/32	G07F-017/32/11*
G07F-017/32/16		

PCL - US patent classification

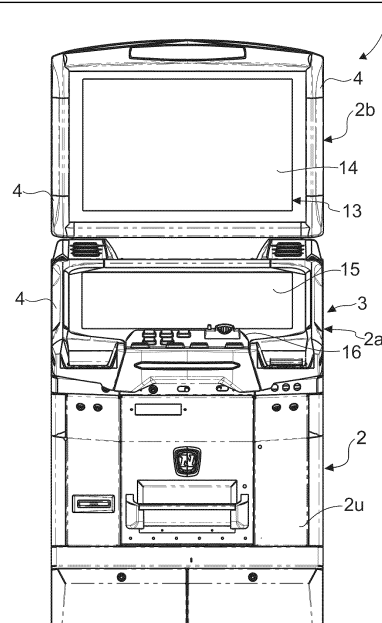
PCLO: 463031000*

Family

AT508564	A4	2011-02-15	AU2010317566	B2	2015-09-03
AT508564	B1	2011-02-15	CN102598071	B	2016-05-11
WO2011058442	A1	2011-05-19	EP2499620	B1	2016-07-27
US2011118017	A1	2011-05-19	PT2499620	T	2016-11-04
CA2780239	A1	2011-05-19	LT2499620	T	2016-11-10
WO2011057762	A1	2011-05-19	DK2499620	T3	2016-11-28
AU2010317566	A1	2012-05-24	HRP20161399	T1	2016-12-16
CN102598071	A	2012-07-18	SI2499620	T1	2016-12-30
MX2012005544	A	2012-08-23	SMT201600391	B	2017-01-10
EP2499620	A1	2012-09-19	PL2499620	T3	2017-01-31
CO6551716	A2	2012-10-31	ES2600613	T3	2017-02-10
PE00222013	A1	2013-01-30	RS55270	B1	2017-02-28
ZA201203120	B	2013-06-26	CY1118706	T1	2017-07-12
RU2012121954	A	2013-12-20	HUE031649	T2	2017-07-28
RU2534893	C2	2014-12-10	HK1168934	A1	2017-08-11
UA107810	C2	2015-02-25			

(EP2499620)

The invention relates to a game and/or entertainment device, in particular in the form of a game of chance and/or gambling device that is coin-operated and/or currency-operated. Said device comprises a housing on which a light effect device for creating light effects is provided. According to the invention, the light effect device of the game and/or entertainment device comprises at least one reflector for emitting a light beam, wherein the reflector lies on an outer face of the housing and can be illuminated by a light source lying outside of the housing. Such a creation of an external light effect by generating external light and deflecting the



externally generated light with a reflector on the outer face of the housing is advantageous, in particular with modern game devices that have very large screens and only narrow housing strips on the front part. A high degree of freedom with respect to the arrangement of the light source is achieved by using the reflector.

**Game and/or entertainment unit
DE202008000841 U1**

<u>Current assignees</u> NOVOMATIC*	<u>IPC - International classification</u> A63F-001/00 A63F-005/00 A63F-013/00 A63F-013/08 G06F-001/18 G07F-017/00 G07F-017/32* H04N-005/64
<u>Inventors</u> GAWEL MAREK	<u>CPC - Cooperative classification</u> G06F-001/18/1 G07F-017/32 G07F-017/32/02 G07F-017/32/11 G07F-017/32/16 G07F-017/32/2 G07F-017/32/23* H04N-005/64
<u>Priority data including date</u> 2008DE-20000841 2008-01-21 2009CA-2712066 2009-01-21 2009EP-0703274 2009-01-21 2009WO-EP00358 2009-01-21 2010US-12833837 2010-07-09 2011EP-0008350 2009-01-21 2014US-14173469 2014-02-05	<u>PCL - US patent classification</u> PCLO: 463029000* 463046000* PCLX: 463031000 463036000

<u>Family</u>			
DE202008000841	U1	2009-06-04	PL2235699 T3 2012-11-30
CA2964531	A1	2009-07-30	SI2235699 T1 2013-01-31
WO2009092573	A1	2009-07-30	AU2009207854 B2 2013-02-21
CA2712066	A1	2009-07-30	EP2410499 B1 2014-06-18
AU2009207854	A1	2009-07-30	US2014179420 A1 2014-06-26
MX2010007787	A	2010-09-14	US8771084 B2 2014-07-08
EP2235699	A1	2010-10-06	PT2410499 E 2014-07-17
US2010298056	A1	2010-11-25	DK2410499 T3 2014-07-21
EP2410499	A2	2012-01-25	ES2485304 T3 2014-08-13
EP2410499	A3	2012-03-28	SI2410499 T1 2014-09-30
EP2235699	B1	2012-06-27	HRP20140654 T1 2014-10-10
ES2386242	T3	2012-08-14	CY1112990 T1 2016-04-13
PT2235699	E	2012-08-22	CY1115391 T1 2017-01-04
HRP20120597	T1	2012-08-31	CA2712066 C 2017-07-25
DK2235699	T3	2012-10-08	US9865124 B2 2018-01-09

(EP2410499)

The device (1) has a monitor (4) i.e. thin film transistor monitor, displaceably arranged at a device panel e.g. table panel (3) and console panel. The monitor is displaceable between a deep fixing position i.e. inoperative position, and an operating position without overlapping over the panel. The monitor is deeply fixed in the device panel in the deep fixing position, and pops out from the device panel in the operating position. The monitor is multiaxially tilted around a reclined transverse axis. The monitor is translatively extended and retracted perpendicular to a surface of the panel.

Electronic games apparatus DE102007042632 A1

Current assignees

NOVOMATIC*

NOVOMATIK

Inventors

GRAF JOHANN F

GAWEL MAREK

LEGAT ALEXANDER

Priority data including date

2007DE-10042632 2007-09-07

2008EP-0801882 2008-09-05

2008WO-EP07289 2008-09-05

2010US-12715265 2010-03-01

2013US-13758629 2013-02-04

2015US-14856332 2015-09-16

IPC - International classification

A63F-013/00* A63F-013/08 A63F-013/26

G07F G07F-017/32*

CPC - Cooperative classification

A63F-013/26* G07F-017/32/02 G07F-017/32/11

PCL - US patent classification

PCLO: 463031000* 463031000* 463031000*

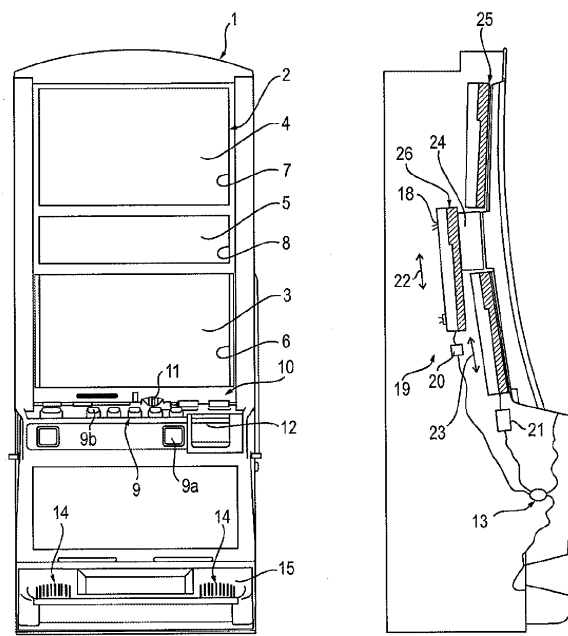
PCLX: 463016000 463030000 463046000

Family

DE102007042632	A1	2009-03-12	SI2186068	T1	2011-10-28
WO2009033615	A1	2009-03-19	ES2367391	T3	2011-11-03
AU2008297981	A1	2009-03-19	UA98509	C2	2012-05-25
EP2186068	A1	2010-05-19	RU2461884	C2	2012-09-20
US2010197397	A1	2010-08-05	CN101855658	B	2012-10-17
CN101855658	A	2010-10-06	AU2008297981	B2	2013-01-10
ZA201001538	B	2010-10-27	US8388444	B2	2013-03-05
EP2186068	B1	2011-05-25	HK1148597	A1	2013-06-21
AT511168	T	2011-06-15	US2013184076	A1	2013-07-18
PT2186068	E	2011-08-23	US9147309	B2	2015-09-29
DK2186068	T3	2011-08-29	CY1112450	T1	2015-12-09
HRP20110583	T1	2011-09-30	US2016016076	A1	2016-01-21
RU2010113385	A	2011-10-20	US9504913	B2	2016-11-29

(EP2186068)

The present invention relates to a games and/or entertainment apparatus, particularly in the form of a coin-operated and/or cash-value operated gambling machine and/or betting apparatus, having a plurality of screens for showing information, particularly game contents and/or game information, which are oriented towards an apparatus operator terminal, and also having a control device for actuating the screens and/or controlling game cycles. It is proposed that a plurality of screens be arranged in staggered succession so as to overlap one another, so that the viewing window for at least one screen remains, in



terms of format and/or size, behind the actual screen surface of the screen so as firstly to accommodate a maximum number of screens in a compact arrangement and secondly not to be limited to the desired field of vision in terms of the formats of the screens to be used. The invention provides for at least one of the screens to be arranged so as to be partly or fully concealed behind at least one further screen when considered from the apparatus operator terminal.

Gaming machine US20080311976 A1

<u>Current assignees</u> ARUZE UNIVERSAL ENTERTAINMENT* <u>Inventors</u> HASHIMOTO KOICHIRO <u>Priority data including date</u> 2007JP-0160632 2007-06-18 2008US-12129013 2008-05-29 2015US-14961361 2015-12-07 2015US-14962087 2015-12-08	<u>IPC - International classification</u> A47B-021/04* A47B-081/00 A63F A63F-005/04 A63F-013/00 A63F-013/08 G07F-017/32* <u>CPC - Cooperative classification</u> G07F-017/32* G07F-017/32*/16 <u>PCL - US patent classification</u> PCLO: 463046000* PCLX: 312198000 312199000 312223100 312223200 312223300
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Family					
US2008311976	A1	2008-12-18	EP2012284	A3	2009-12-23
JP2008307335	A	2008-12-25	AU2008202585	B2	2013-06-27
EP2012284	A2	2009-01-07	US8641534	B2	2014-02-04
AU2008202585	A1	2009-01-08	USRE46472	E1	2017-07-11
ZA200805221	B	2009-05-27	USRE46473	E1	2017-07-11

(EP2012284)

A gaming machine (1) is provided, which includes a cabinet (2) having a front opening, a front door (22), a display device (3 and 4), an input device (11, 12, 13 and 14) and a controller. The front door (22) is pivotably coupled to the cabinet (2) via a hinge (30) that is attached to a lateral end portion at a front face of the cabinet (2), and opens and closes the front opening. The display device (3 and 4) is placed in the front face of the cabinet (2). The input device (11, 12, 13 and 14) allows a player (28) to perform operation related to the game. The front door (22) has an operation table (5) that projects forward from the cabinet (2). The input device (11, 12, 13 and 14) is placed on the operation table (5). A cutout (21) is arranged such that a side portion of the operation table (5) closer to the hinge (30) has a recess.

Electronic gaming and/or gambling machine WO200886833 A1

<u>Current assignees</u> NOVOMATIC* NOVOMATIK <u>Inventors</u> GRAF JOHANN F SVOBODA EDUARD <u>Priority data including date</u> 2007DE-10002933 2007-01-19 2007DE-20019349 2007-10-24 2007EP-0819293 2007-10-24 2007WO-EP09241 2007-10-24 2009US-12523385 2009-07-16 2014US-14286779 2014-05-23 2015US-14666193 2015-03-23	<u>IPC - International classification</u> A63F-009/24 A63F-013/40 G07F-017/00 G07F-017/16 G07F-017/32* G07F-017/34 <u>CPC - Cooperative classification</u> A63F-013/10 A63F-013/25 G07F-017/32 G07F-017/32/11* G07F-017/32/44 G07F-017/34 <u>PCL - US patent classification</u> PCLO: 463020000* PCLX: 463030000 463035000 463036000
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Family					
WO2008086833	A1	2008-07-24	US2016240038	A1	2016-08-18
AU2007344488	A1	2008-07-24	US9666017	B2	2017-05-30
DE102007002933	A1	2008-07-24	EP2122590	B1	2017-06-21
EP2122590	A1	2009-11-25	PT2122590	T	2017-09-14
US2010048285	A1	2010-02-25	LT2122590	T	2017-09-25
RU2009131465	A	2011-02-27	DK2122590	T3	2017-10-02
DE202007019349	U1	2012-01-26	SI2122590	T1	2017-10-30
RU2444790	C2	2012-03-10	ES2640748	T3	2017-11-06
AU2007344488	B2	2012-04-12	PL2122590	T3	2017-11-30
UA99274	C2	2012-08-10	CY1119268	T1	2018-02-14
US8764546	B2	2014-07-01			

(EP2122590)

The present invention relates to an electronic gaming and/or gambling machine, in particular a game of chance device that is coin-operated and/or operated by a monetary value equivalent. Said machine comprises a display device for displaying at least one game and optionally additional information, the display device having at least a first and a second screen on which a first screen image, preferably a main game, and a second screen image, preferably an additional game and/or additional information, can be displayed. Said machine also comprises a control panel for operating the gaming and/or gambling machine. According to the invention, the electronic gaming and/or gambling machine is characterized in that a switching device that can be operated by a user's input device is provided for switching the first screen display from the first to the second screen and switching the second screen display from the second to the first or an additional screen and/or vice versa.

Gaming, gambling and/or entertainment device AT---8589U U1

<u>Current assignees</u> NOVOMATIC*	<u>IPC - International classification</u> A63F-009/24 A63F-013/08 G06F-021/00 G07F-017/32*
<u>Inventors</u> GRAF JOHANN F	<u>CPC - Cooperative classification</u> A63F-2300/301 G07F-017/32 G07F-017/32/02* G07F-017/32/16 G07F-017/32/41
<u>Priority data including date</u> 2005AT-U000731 2005-10-27 2006WO-EP10336 2006-10-26	<u>PCL - US patent classification</u> PCLO: 463046000* PCLX: 463047000

Family					
AT8589	U1	2006-10-15	US2009209324	A1	2009-08-20
WO2007048610	A1	2007-05-03	US8210949	B2	2012-07-03
AU2006308094	A1	2007-05-03	AU2006308094	B2	2012-08-16
EP1941473	A1	2008-07-09			

(EP1941473)

The invention relates to a gaming, gambling and/or entertainment device, in particular a game of chance and/or gambling device that is coin-operated and/or operated by a monetary value equivalent. Said device comprises a housing, a data processing unit that is situated in the housing, at least one display device for displaying gaming and/or entertainment signals, in addition to a control panel that is located on the housing for operating the device. The housing has a modular construction and consists of several components that can be attached to one another, each being pre-assembled with the fixed electronic components, a first housing component, which supports the data processing unit and optionally the control panel, having a first interface connection that is used optionally to attach a respective second housing component, which supports the respective display device, to the first housing component. The data processing unit in the aforementioned first housing component advantageously comprises an identification device for the automatic identification of the respectively connected electronic components that are located in or on the attached additional housing components. This permits a plug-and-play configuration for the device.

Gaming machine configured for component accessibility US20060073900 A1

<u>Current assignees</u> COLE INDUSTRY COLE KEPRO INTERNATIONAL* <u>Inventors</u> COLE JOSEPH W COMFORT EDWARD H <u>Priority data including date</u> 2004US-60615774 2004-10-04 2004US-60626774 2004-11-10 2005US-11205839 2005-08-17 2007US-11805318 2007-05-22 2008US-12154407 2008-05-21 2008WO-US06552 2008-05-21 2009US-12653892 2009-12-17 2010US-12657827 2010-01-27	<u>IPC - International classification</u> A63F-009/24 A63F-013/00 A63F-013/02* A63F-013/08 G06F-003/00 G06F-017/00* G06F-019/00 G07F-017/32 <u>CPC - Cooperative classification</u> G07F-017/32* G07F-017/32*/16 G07F-017/32*/3 G07F-017/32*/39 <u>PCL - US patent classification</u> PCLO: 463046000* 463046000* 463046000* 463047000* 463020000* PCLX: 463030000
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<u>Family</u>			
US2006073900	A1	2006-04-06	WO2009142734
US2007225079	A1	2007-09-27	US2010099502
US2008227554	A1	2008-09-18	AU2008254434
WO2008144071	A1	2008-11-27	US2010137060
CA2688686	A1	2008-11-27	US7862436
AU2008254434	A1	2008-11-27	US8118663
WO2009142734	A2	2009-11-26	

(WO2009142734)

A gaming machine is configured for improved component accessibility. In one embodiment, the gaming machine has a component area having at least one display and a console located below the component area and extending outwardly towards a player of the gaming machine. At least one gaming machine component such as a currency validator and/or media dispenser is associated with the console and is accessible at a front of the console. In another embodiment, one or more components are located behind an access door located at a belly of the gaming machine.

Console for use in combination with an entertainment machine
DE202005011073 U1

<u>Current assignees</u>	<u>IPC - International classification</u>			
ADP GAUSELMANN*	A63F-009/24*	A63F-013/00	G06F-017/00	
<u>Inventors</u>	G06F-019/00	G07F-017/34	G09F-009/00	
GAUSELMANN PAUL	<u>CPC - Cooperative classification</u>			
<u>Priority data including date</u>	G07F-017/34*			
2005DE-20011073 2005-07-14	<u>PCL - US patent classification</u>			
	PCLO:	463046000*		
	PCLX:	273309000	463020000	463047000

Family					
DE202005011073	U1	2005-09-29	RU59305	U8	2008-07-20
RU59305	U1	2006-12-10	US7744470	B2	2010-06-29
US2007015591	A1	2007-01-18			

(US7744470)

A console for receiving an entertainment machine thereon is disclosed, which includes side- and rear walls that are defining a space for use as a foot rest space, which space is illuminated by associated lighting.

Gaming machine door with adjustable cross member US20050130746 A1

<u>Current assignees</u> COLE KEPRO INTERNATIONAL* <u>Inventors</u> STEPHENSON III ORLANDO W MC COMB KIM D LOOKS DAVE J TERPSTRA LEE M <u>Priority data including date</u> 2003US-60529717 2003-12-15 2004US-10810911 2004-03-26	<u>IPC - International classification</u> A63F-009/24 A63F-013/08* G07F-017/32 <u>CPC - Cooperative classification</u> G07F-017/32 G07F-017/32/16* <u>PCL - US patent classification</u> PCLO: 463046000* PCLX: 312114000 312138100 312223100
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<u>Family</u>			
US2005130746	A1	2005-06-16	US7846026
			B2 2010-12-07

(US7846026)

A gaming machine includes a cabinet defining an internal space and a front side. The cabinet has an opening in the front side for providing access to the internal space. A door is movably mounted to the cabinet for movement between an open position providing access to the internal space, and a closed position wherein the door substantially closes off the opening in the cabinet. The door has an enlarged opening defining generally vertical spaced apart side edges. At least one screen is mounted to the door, and extends across at least a substantial portion of the opening in the door, the screen having an outside surface. A generally horizontal cross member extends across the enlarged opening, and has opposite ends positioned adjacent the vertical side edges. The cross member is adjustably secured to the door such that the vertical position of the cross member can be adjusted to vary the size of an upper portion of the enlarged opening above the cross member, and a lower portion of the enlarged opening below the cross member.

Gaming machine EP1564698 A2

Current assignees

ARUZE
UNIVERSAL ENTERTAINMENT*

Inventors

NAKAJIMA YUKAKO

Priority data including date

2004JP-0040537 2004-02-17

IPC - International classification

A63F-003/00	A63F-005/04	A63F-009/24
A63F-013/00*	A63F-013/10	G07F-017/32*

CPC - Cooperative classification

G07F-017/32	G07F-017/32/11*	G07F-017/32/76
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PCL - US patent classification

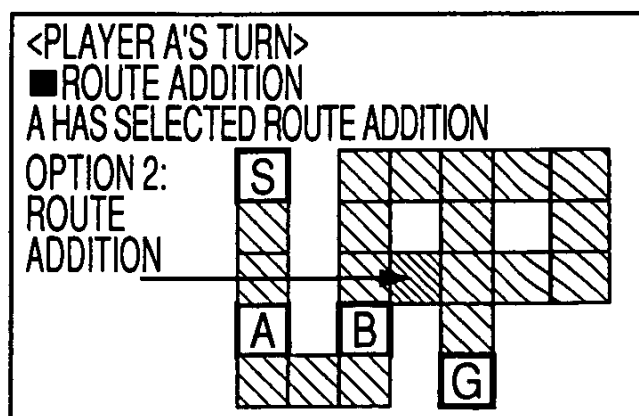
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PCLX:	463015000 463016000

Family

EP1564698	A2	2005-08-17	EP1564698	A3	2006-04-19
US2005192073	A1	2005-09-01	US7494415	B2	2009-02-24
JP2005230125	A	2005-09-02			

(EP1564698)

A gaming machine includes symbol display unit 4 for variably displaying a plurality of symbols, game element acquisition unit 2 for selecting a symbol displayed on the symbol display unit 4 and acquiring a game element based on the selected symbol, game processing unit 3 for performing game processing for players to compete with each other for a move of a piece based on the game element acquired in the game element acquisition unit 2, and game display unit 5 for displaying the processing result of the game processing unit 3.



Doorframe for gaming machine AU2003100844 A4

<u>Current assignees</u> NOVOMATIC* VISION GROWTH <u>Inventors</u> GAWEL MAREK GRAF JOHANN F <u>Priority data including date</u> 2003AU-0100844 2003-10-08 2004EP-0765712 2004-09-30 2004WO-EP10929 2004-09-30	<u>IPC - International classification</u> A63F-009/00 A63F-013/00 A63F-013/08 G07F-017/00 G07F-017/32* G07F-017/34 <u>CPC - Cooperative classification</u> G07F-017/32 G07F-017/32/11* G07F-017/32/16* <u>PCL - US patent classification</u> PCLO: 463046000*
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<u>Family</u>			
AU2003100844	A4	2003-11-06	HU3118 U 2006-06-28
AU2003100844	B4	2004-05-27	RU55181 U1 2006-07-27
WO2005041139	A1	2005-05-06	UA19098 U 2006-12-15
CA2541570	A1	2005-05-06	PL63313 Y1 2007-07-31
FIU20050178	U0	2005-05-18	US2007207861 A1 2007-09-06
DE212004000009	U1	2005-07-21	EP1671284 B1 2013-02-13
DK200500147	U1	2005-07-22	PT1671284 E 2013-03-28
DK200500147	U3	2005-12-09	ES2400350 T3 2013-04-09
PL115667	U1	2005-12-12	DK1671284 T3 2013-05-06
FI6928	U1	2005-12-30	SI1671284 T1 2013-09-30
CZ15989	U1	2006-01-11	US8556731 B2 2013-10-15
AT8095	U1	2006-01-15	CA2541570 C 2014-12-02
EE00604	U1	2006-04-17	CY1113884 T1 2016-07-27
EP1671284	A1	2006-06-21	

(EP1671284)

A doorframe is provided that uses angled display areas in a single frame to allow more than one display means to be mounted or placed behind the door with the viewing area facing outward. This allows a player to more comfortably view a multiple-display gaming machine from a single location while at the same time, allows attendants or engineers working on a gaming machine to more readily access the internal workings of the gaming machine by having to only open a single door.

**Information display for automatic gaming and entertainment machine, has additional carrier element for receiving and displaying information
DE10217995 A1**

Current assignees

BALLY WULFF AUTOMATEN*

Inventors

PAWLAS AXEL F

Priority data including date

2002DE-1017995 2002-04-23

IPC - International classification

G07F-017/32*

CPC - Cooperative classification

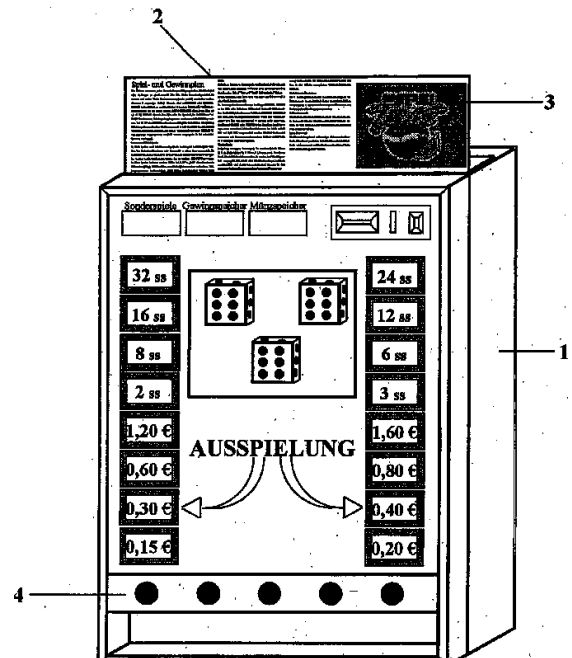
G07F-017/32/11*

Family[DE10217995](#)

A1 2003-11-06

(DE10217995)

A device for receiving and displaying information on automatic coin/chip-operated gaming or entertainment machines has a housing with a front-panel provided with back-lit fields for displaying gaming-elements. In the frame-structure of the housing door or one of the side walls of the automatic gaming machine (1) at least one extra carrier element (2) is provided for receiving and displaying information.



Game - and/or entertainment device
DE29609573 U1

Current assignees

NSM*

Priority data including date

1996DE-2007875 1996-04-30

1996DE-2009573 1996-05-29

IPC - International classification

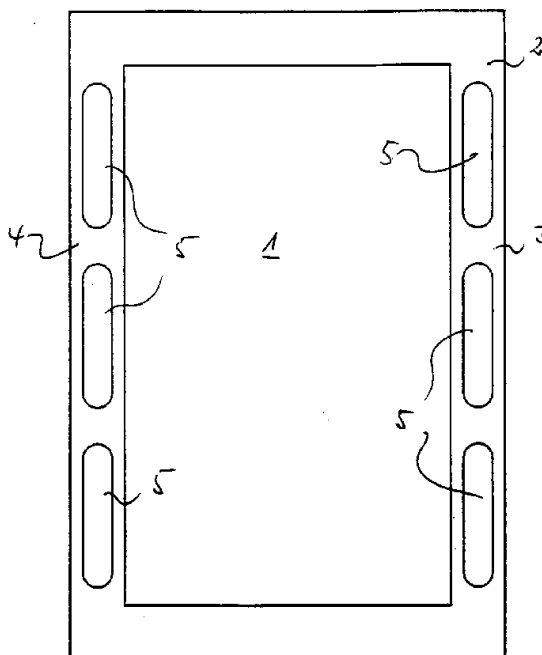
G07F-009/10* G07F-017/32

CPC - Cooperative classification

G07F-009/10 G07F-017/32 G07F-017/32/16*

Family[DE29609573](#)

U1 1996-08-01



Gaming and amusement machines

GB8726248 D0

Current assignees

BELL FRUIT MANUFACTURING*

Inventors

DALY, JOHN

GIBBS, ANDREW

HUME, ANTHONY

BAINTON, MICHAEL

Priority data including date

1987GB-0026248 1987-11-10

IPC - International classification

G07F-009/10*

G07F-017/32

CPC - Cooperative classification

G07F-009/10

G07F-017/32

G07F-017/32/16*

Family[GB8726248](#) D0 1987-12-16[GB8826376](#) D0 1988-12-14[EP0316175](#) A2 1989-05-17[GB2212314](#) A 1989-07-19[EP0316175](#) A3 1990-01-24[GB2212314](#) B 1991-05-15

(EP-316175)

The carcass of a fruit machine is formed in two separable parts (A and B). The main part (A) contains all the coin-handling apparatus including coin entry slots (5), a coin accepting and validating mechanism (6), stack tubes (7) and a cash box (11), and the other part (B) contains all the game-playing apparatus including rotatable reels (13) or their equivalent and display panels (14 and 15). The side walls (2) of the main part (A) extend upwards into the other part (B) and all the components of the coin-handling apparatus apart from the coin box (11) are positioned in the upper region of the main part (A) at or above the level of the reels (13) which are disposed in a projecting lower region of the other part (B). This arrangement enables the payout tray (10) to be located in the lower region of part (B) below the level of the reels (13). Access to the interior components of both parts (A and B) is through hinged panels (3, 14 and 15) of the front wall of the carcass.

