

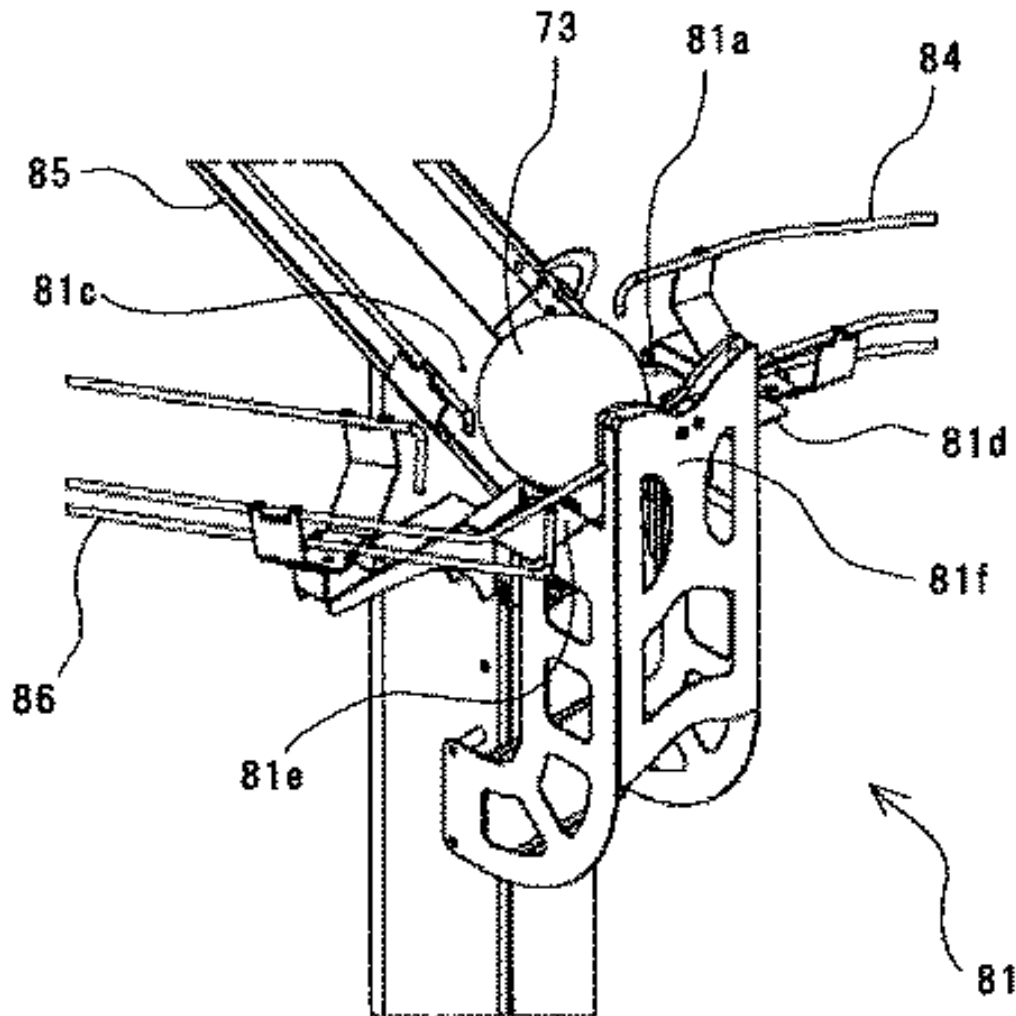
10 Documents

Publication numbers	Title	Current assignees
JP2010119676 A	Transfer path selecting apparatus, physical lottery device and game machine	KONAMI DIGITAL ENTERTAINMENT
JP2004202110 A	Game machine	HEIWA KAGAKU INDUSTRY
JP2017217507 A	Game machine	SANYO PRODUCT
JP2014166442 A	Pachinko game machine	FUJISHOJI
JP2012147891 A	Pinball game machine	FUJISHOJI
JP2003325760 A	Game machine, game machine program and computer-readable record medium having game machine program recorded thereon	OLYMPIA
JP2004305726 A	Role object unit for game machine and game machine using the same	NIPPON PACHINKO BUHIN
JP2015091445 A	Game machine	SANYO PRODUCT
JP2009195516 A	Pinball game machine	SAMMY
JP2014176564 A	Game machine	NEWGIN

Family 1/10 - FAMPAT - ©Questel

Title

(JP2010119676)

Transfer path selecting apparatus, physical **lottery** device and game machine**Images****Publication numbers with kind code & date**

JP4847506	B2	2011-10-21	JP4847506
JP2010119676	A	2010-06-03	JP2010119676

**Abstract**

(JP2010119676)

PROBLEM TO BE SOLVED: To utilize the drive mechanism of a transfer path selecting apparatus as a drive mechanism for controlling the transfer start timing of an item to be transferred and for restarting after temporarily stopping the transfer of the item.

SOLUTION: This transfer path selecting apparatus 81 selectively sends out a **lottery ball** 73, an item to be transferred, to one of the two transfer paths. The apparatus is provided below a placement part with an eccentric rotary member 81a whose rotary shaft is placed to roughly directly cross the virtual straight line connecting the first exit connected to a transfer path 86 and the second exit connected to a transfer path 84. In a condition where the shortest peripheral face of the member directs upward, the **ball** is placed on the placement part while the rolling movement of the **ball** is controlled. When the member is rotary driven from the condition to either of the directions, the peripheral face facing the rotary direction

pushes the **ball** to lift it up to each of the exits and sends it out of each of the exits to each of the paths.

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Inventors

TORII ETSUSHI

Latest standardized assignees - inventors removed

KONAMI DIGITAL ENTERTAINMENT

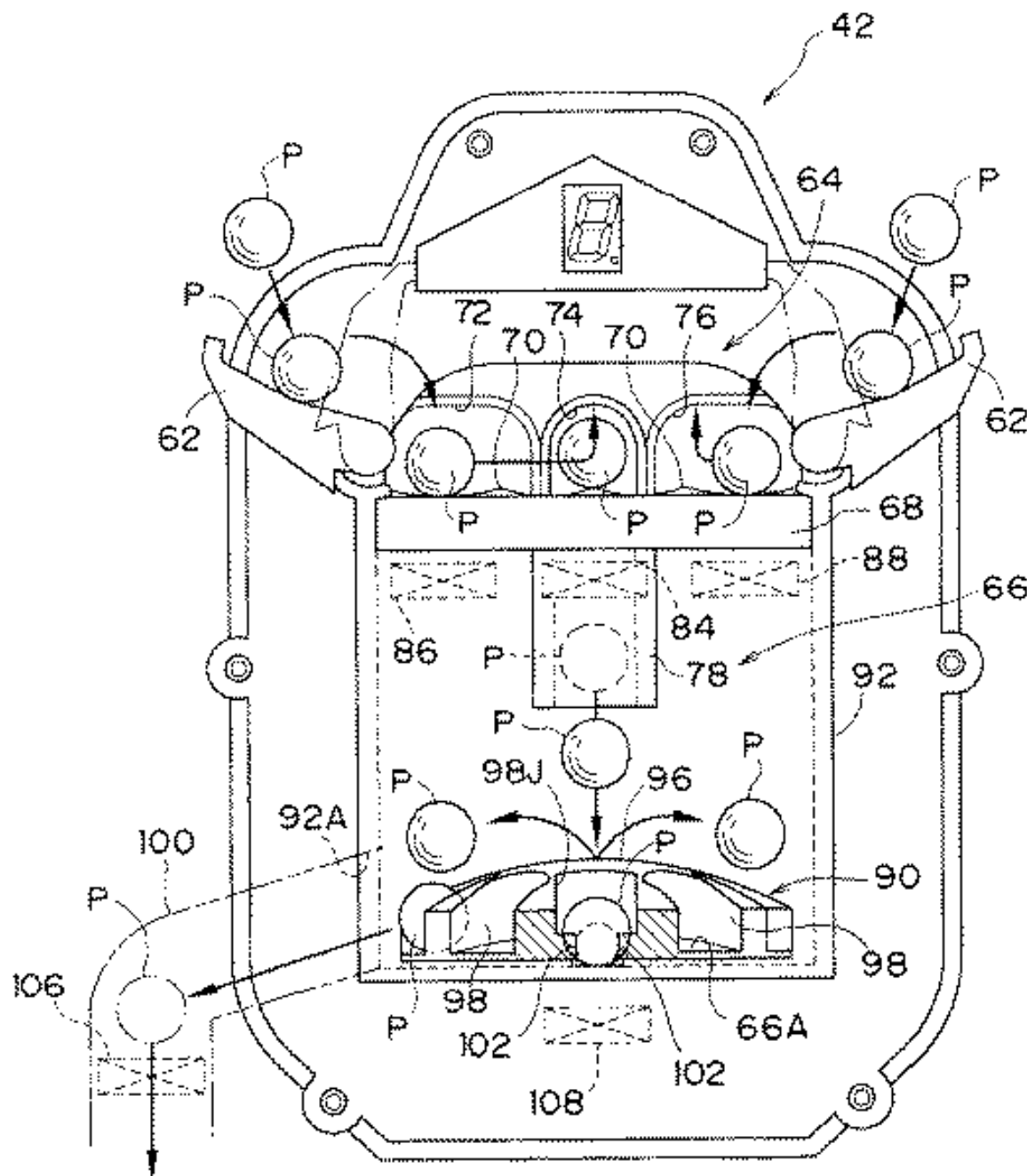
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Title

(JP2004202110)

Game machine

Images



Publication numbers with kind code & date

[JP4393061](#)

B2 2009-10-23

JP4393061

[JP2004202110](#)

A 2004-07-22

JP2004202110



Abstract

(JP2004202110)

PROBLEM TO BE SOLVED: To keep the expectation of a player and to enhance the attraction of a game by having two-staged motions for obtaining a **lottery** executed by the natural motions of game balls including the rolling and falling, and making the structure of the game so that the result of the game can be hardly estimated till the final result is determined. SOLUTION: In a V-zone guiding stage 64, the motions till a pachinko **ball** enters a V-winning zone 74 are performed mechanically by such a natural motion of the pachinko **ball** as rolling on a slope plate 68. In a **lottery** stage 66, the motions till the pachinko **ball** is stored in a storage part 98 are performed mechanically by such a natural motion of the pachinko **ball** as natural falling to a **ball** receiving part 96 of a rotary board 90. As the motions in the two stages are performed while being monitored by the player by viewing, the player does not doubt, for example, whether the result might be manipulated by the internal control. Furthermore, since the whole motions are mechanical, such fraudulence as changing a control program can be prevented.

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Inventors

SUDO MASAYOSHI

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HEIWA KAGAKU INDUSTRY

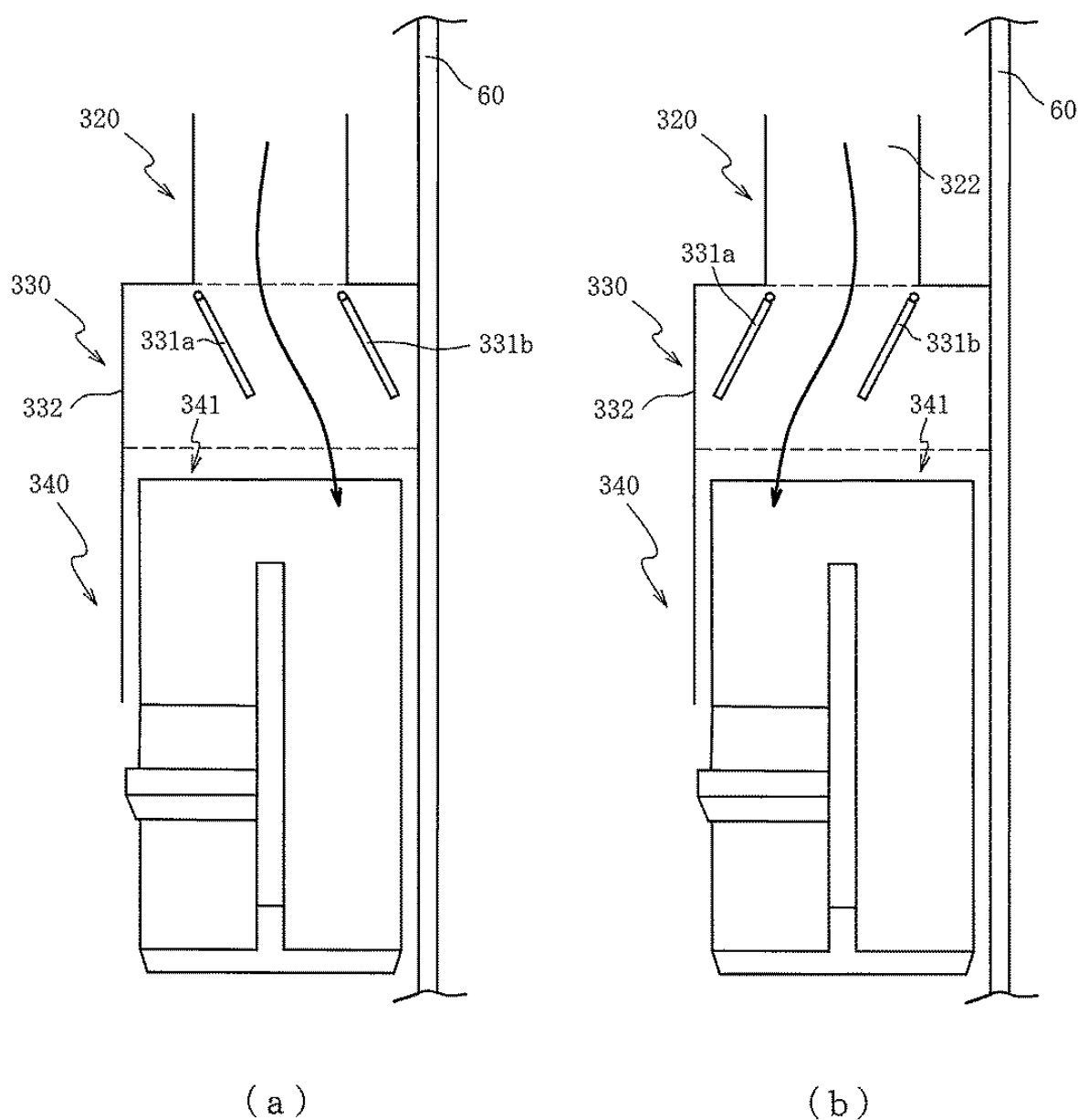
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Title

(JP2017217507)

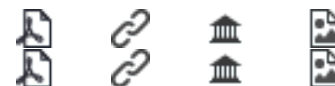
Game machine

Images



Publication numbers with kind code & date

JP6569706	B2	2019-09-04	JP6569706
JP2017217507	A	2017-12-14	JP2017217507



Abstract

(JP2017217507)

PROBLEM TO BE SOLVED: To provide a game machine which allows a player to fully enjoy a **lottery**.

SOLUTION: A game machine is configured so that, in identification of one round game state by game state identification means, since twice of **lottery** opportunities are given, namely a **lottery** by first **lottery** means and a **lottery** by second **lottery** means, so that, it is possible to allow a player to feel that, an opportunity in which a player receives the **lottery**, is increased. In addition, even a **lottery** result by the first **lottery** means indicates a first specific state, since a game can be performed

with an expectation in which a result becomes a **lottery** result in which a special state is set by the second **lottery** means, without disappointment felt by a player, so that, a player can fully enjoy identification of the state by the game state identification means.

SELECTED DRAWING: Figure 9

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Inventors

OKAMURA GEN

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SANYO PRODUCT

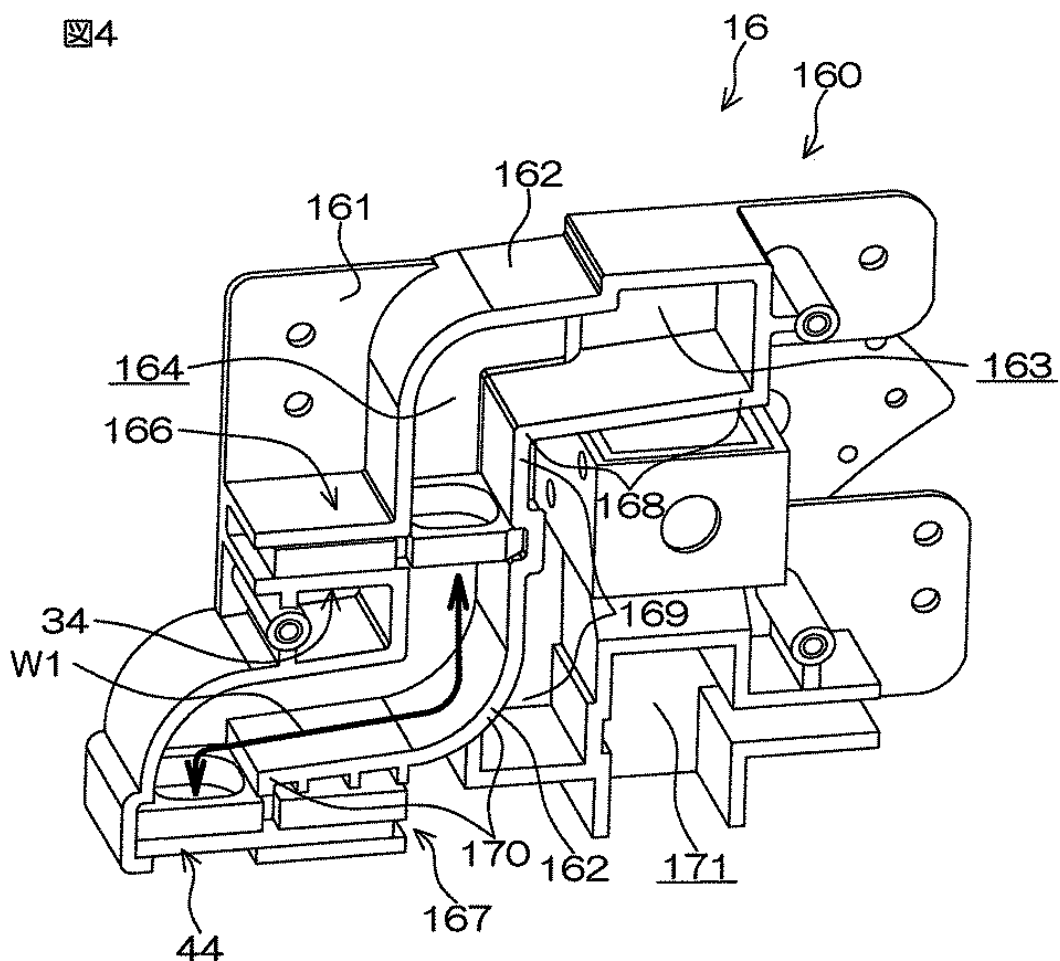
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Title

(JP2014166442)

Pachinko game machine

Images



Publication numbers with kind code & date

[JP2014166442](#)

A 2014-09-11

JP2014166442



Abstract

(JP2014166442)

PROBLEM TO BE SOLVED: To provide a pachinko game machine capable of accurately detecting a cheating action.

SOLUTION: A game **ball** detection upper **sensor** 34 and a game **ball** detection lower **sensor** 44 are arranged in this order in a circulating direction concerning an upper start port circulation passage 164. The game **ball** detection upper **sensor** 34 is constituted by a high frequency oscillation type penetration proximity **sensor**, for example. The game **ball** detection lower **sensor** 44 is constituted by a reflection photosensor, for example. A block member is not arranged between the game **ball**

detection upper **sensor** 34 and the game **ball** detection lower **sensor** 44 in the upper start port circulation passage 164. Thus, a game **ball** detected by the game **ball** detection upper **sensor** 34 circulates by self-weight in the upper start port circulation passage 164, and is subsequently detected by the game **ball** detection lower **sensor** 44 without delay.

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Inventors

TAKEDA MITSUHIRO

ARAMAKI MASAMI

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FUJISHOJI

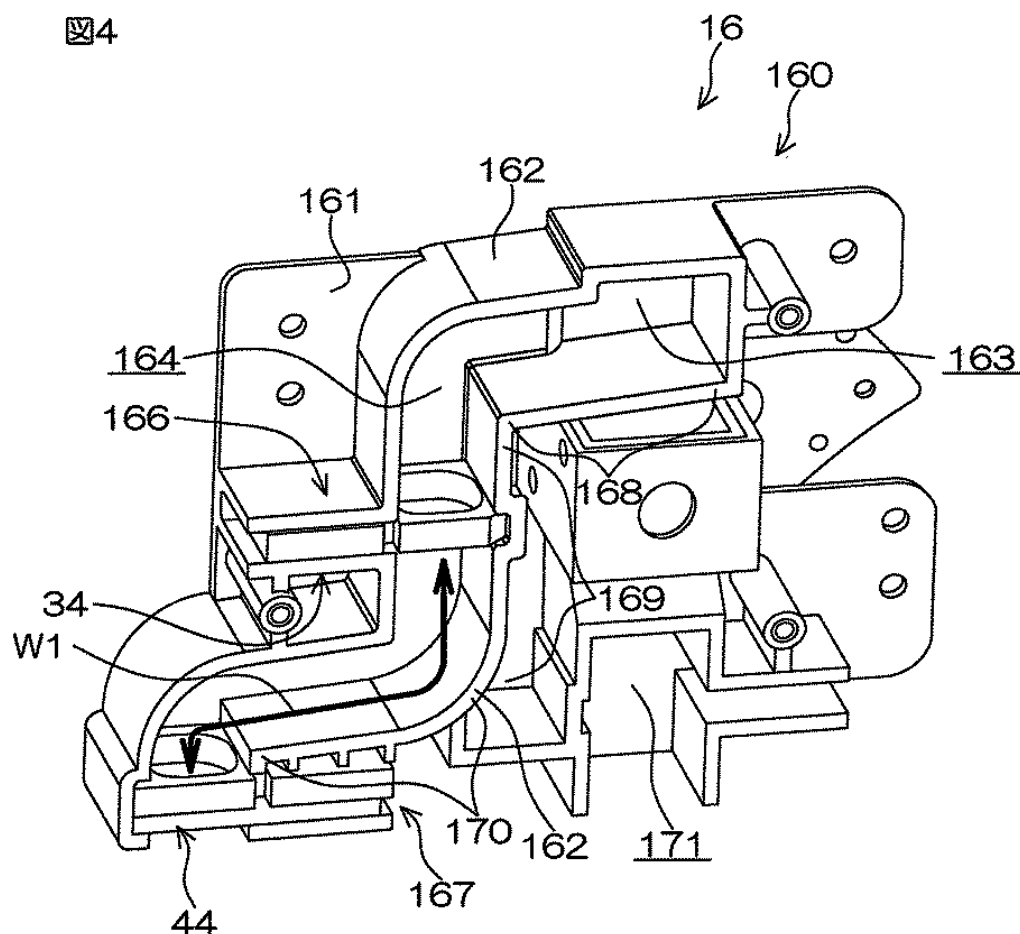
Family 5/10 - FAMPAT - ©Questel

Title

(JP2012147891)

Pinball game machine

Images



Publication numbers with kind code & date

JP5253525	B2	2013-04-26	JP5253525
JP2012147891	A	2012-08-09	JP2012147891



Abstract

(JP2012147891)

PROBLEM TO BE SOLVED: To provide a pinball game machine capable of effectively suppressing a fraudulent act to illegally make a game **ball** detecting means perform erroneous detection.

SOLUTION: A game **ball** detecting upper **sensor** 34 and a game **ball** detecting lower **sensor** 44 are arranged in this order in a flow direction in an upper start hole flow passage 164. In the upper start hole flow passage 164, a position detected by the game **ball** detecting upper **sensor** 34, and a position detected by the game **ball** detecting lower **sensor** 44, are

separated by a predetermined space W1 in the flow direction. The game **ball** detecting upper **sensor** 34 is formed of a high frequency oscillating type penetrating proximity **sensor**, for instance. The game **ball** detecting lower **sensor** 44 is formed of a reflective photosensor (optical **sensor**), for instance. An error state is detected based on the frequency difference between the frequency of detection output transmitted from a first game **ball** detecting **sensor** 34, and the frequency of detection output transmitted from a second game **ball** detecting **sensor** 44.

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Inventors

TAKEDA MITSUHIRO

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FUJISHOJI

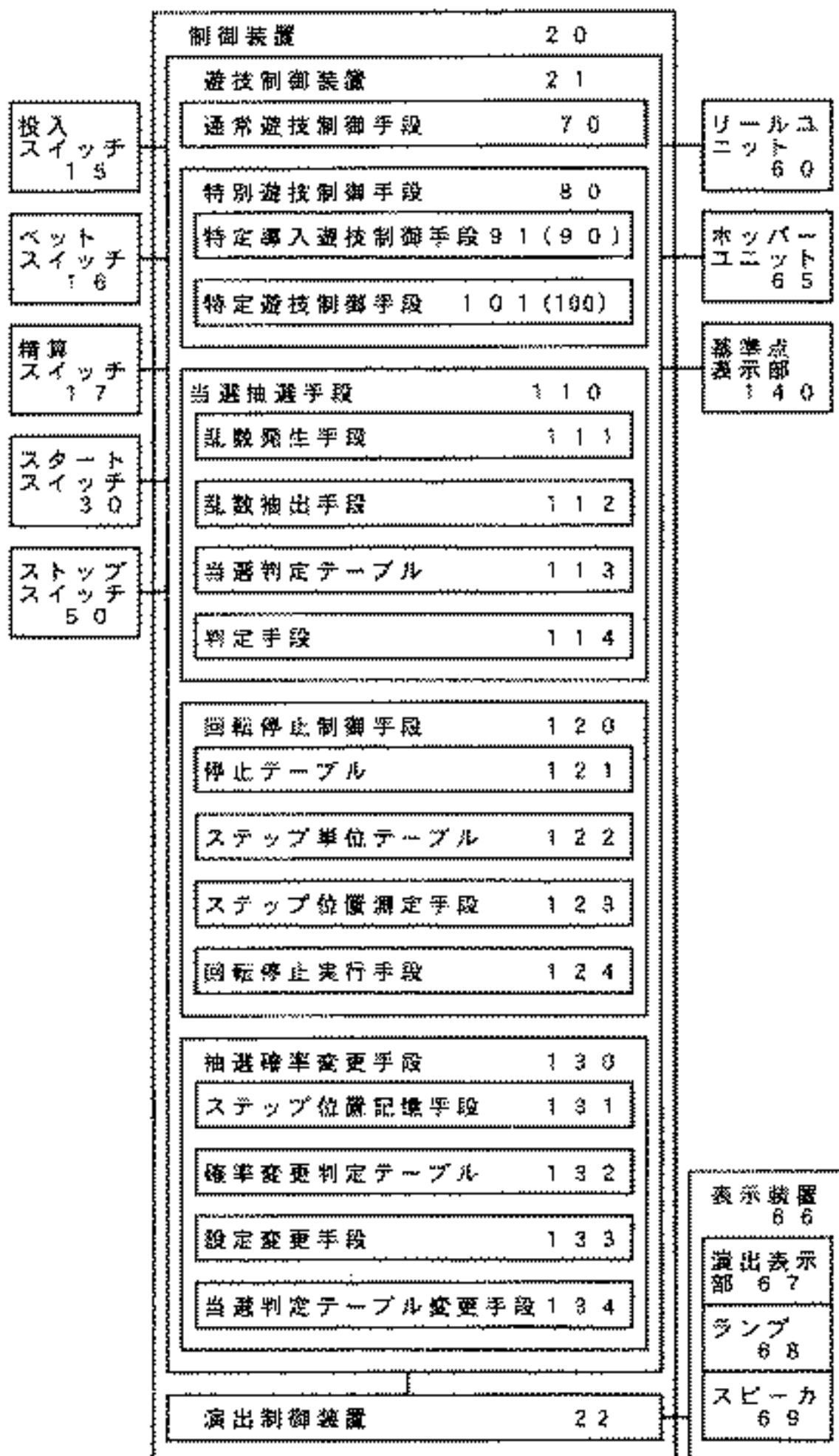
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Title

(JP2003325760)

Game machine, game machine program and computer- readable record medium having game machine program recorded thereon

Images



[JP4015469](#)

B2

2007-09-21

JP4015469

[JP2003325760](#)

A

2003-11-18

JP2003325760

Abstract

(JP2003325760)

PROBLEM TO BE SOLVED: To provide a game machine allowing a prize winning probability to change in accordance with a step position at operating a stop switch, and as a result, rendering a prize winning opportunity changed to create a novel game property.

SOLUTION: A **lottery** probability changing means 130 is provided for changing a **lottery** probability in a **lottery** for a prize winning on the basis of the step position at operating the stop switch 50.

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Inventors

ONODA YUKINORI

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OLYMPIA

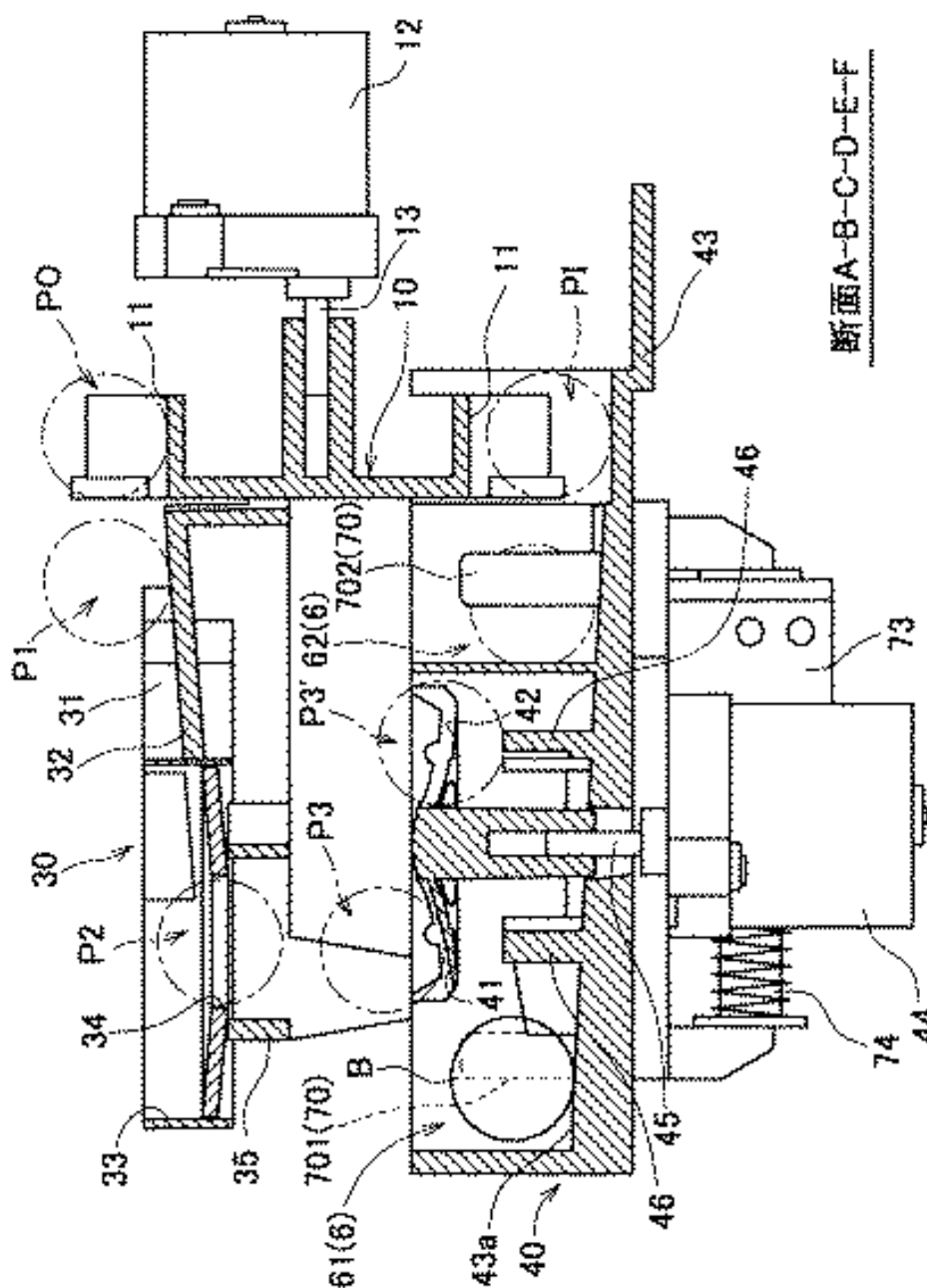
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Title

(JP2004305726)

Role object unit for game machine and game machine using the same

Images



Publication numbers with kind code & date

JP2004305726

A

2004-11-04

JP2004305726



Abstract

(JP2004305726)

PROBLEM TO BE SOLVED: To provide a role object unit for a game machine that dispenses with a large-scaled collection part or storage part to thereby be constituted small and compact, and to save a space by using such a role object unit for the game machine.

SOLUTION: A **ball** B waited in a first waiting zone 61 is moved in the following route. When a first opening/closing plate 701

is opened, the **ball** passes through a circumference route 53, a second communication route part 522 and a second waiting zone 62, joins a moving route part 51 and arrives at a receiving position PI of a rotary feeder 10. The **ball** B that is held/fed by a bucket part 11 of the rotary feeder 10 and moved from a discharging position PO to a start point P1 of the moving route part 51, rolls on a guiding surface 32 of a generator 30 with its dead **weight** and is detected in a position P2 of falling from a drop hole 34 by a pass **sensor** 35. When the **ball** B that falls from the drop hole 34, is received in a recess 41 of a rotator 40 (position P3), the **ball** reaches the first waiting zone 61 from a first communication route part 521.

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Inventors

ADACHI GIICHI

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NIPPON PACHINKO BUHIN

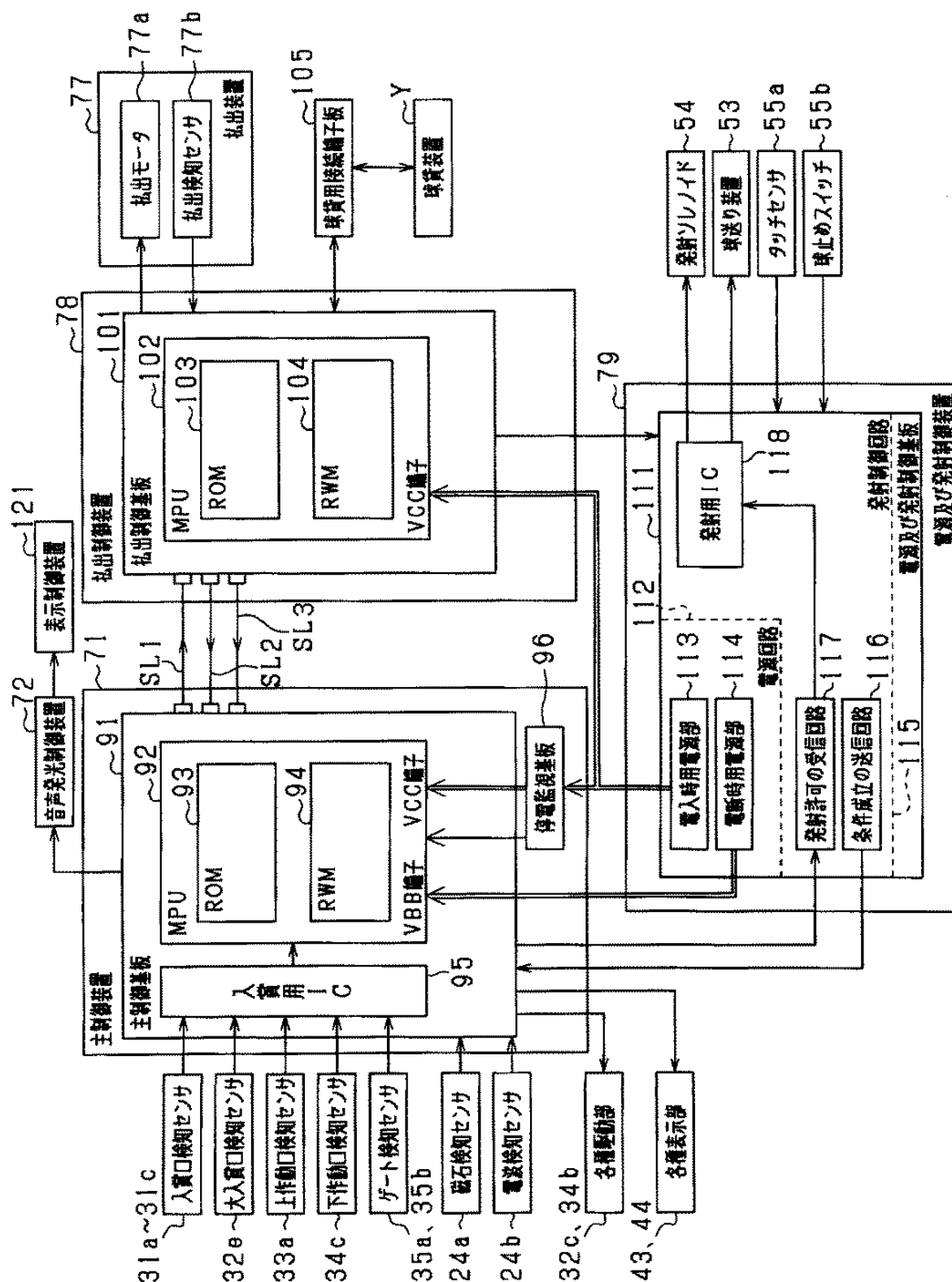
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Title

(JP2015091445)

Game machine

Images



Publication numbers with kind code & date

JP5920500

B2 2016-04-22

JP5920500

JP2015091445

A 2015-05-14

JP2015091445



Abstract

(JP2015091445)

PROBLEM TO BE SOLVED: To excellently execute processing for occurrence of an event subjected to detection in detection means.

SOLUTION: For a **ball-enter** part in a game area, a **sensor** is provided for detecting that a game **ball** enters the **ball-enter** part. As the **sensor**, there are included: winning hole detection sensors 31a-31c which are provided in general winning holes;

a big winning hole detection **sensor** 32e that is provided in a variation winning device; an upper operation hole detection **sensor** 33a provided in an upper operation hole; and a lower operation hole detection **sensor** 34c provided in a lower operation hole. Detection signals outputted from the sensors 31a-34c are inputted to an MPU 92 of a main control device 71 and on the basis of a result of the input, the MPU 92 executes various lotteries or instructs put-out to an MPU 102 of a put-out control device 78. Thus, in the MPU 92, the detection signals from the same **sensor** are confirmed twice within a range of one time of timer interruption processing.

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Inventors

MIKI DAISUKE

FUKUTOME TAKESHI

Latest standardized assignees - inventors removed

SANYO PRODUCT

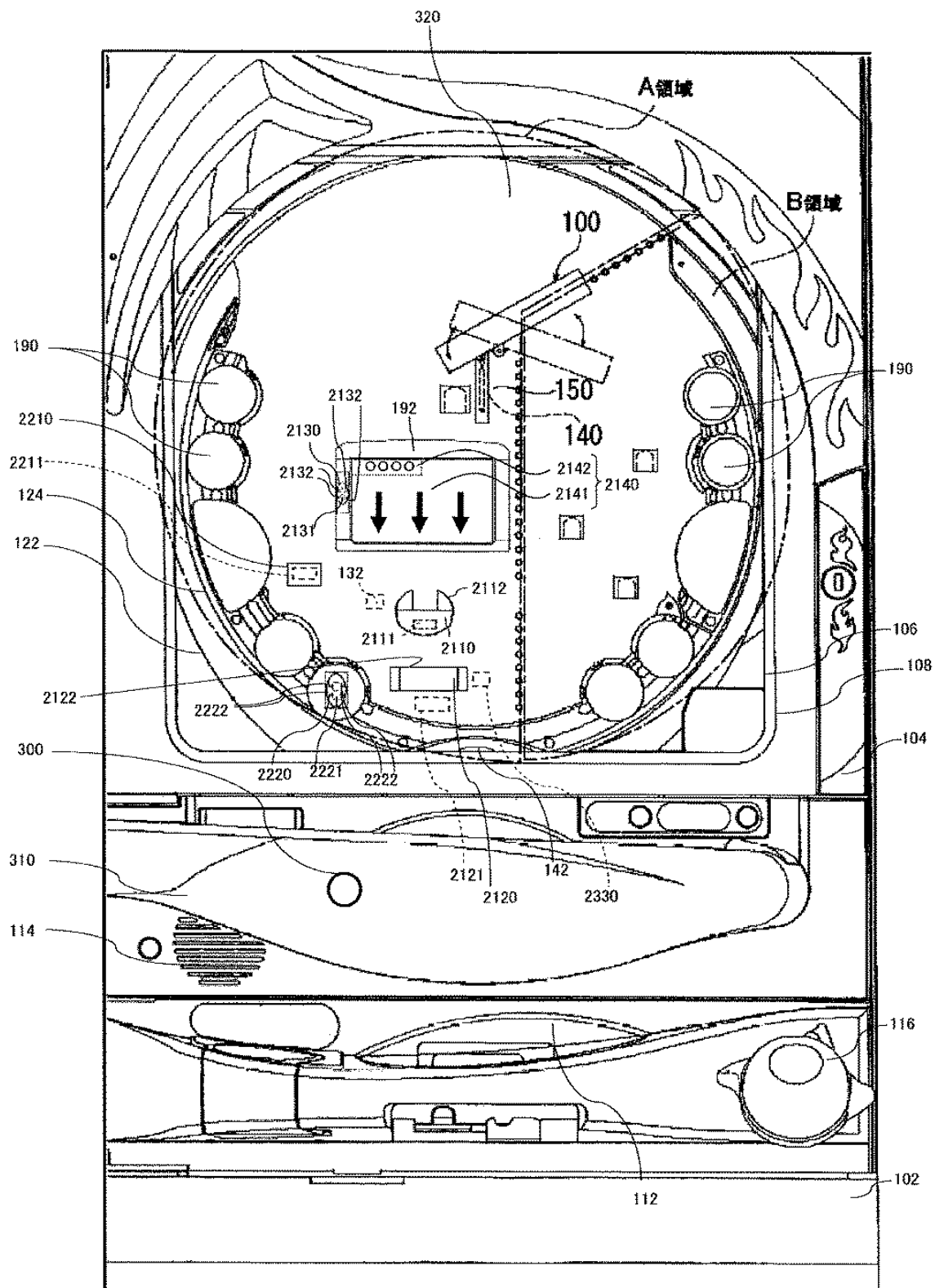
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Title

(JP2009195516)

Pinball game machine

Images



Publication numbers with kind code & date

JP2009195516

A 2009-09-03

JP2009195516



Abstract

(JP2009195516)

PROBLEM TO BE SOLVED: To provide a means for largely changing the profit state of a player by allowing a game **ball** storage member to mechanically store game balls and to be displaced by the **weight** of the stored balls.

SOLUTION: The pinball game machine is provided with a storage device, wherein the storage device 100 is configured in such a manner that the game **ball** storage member can be displaced from a first position to a second position different from the first position on the basis of the storage of game balls, the game **ball** storage member functions so as to obstruct a **ball** entry to one of **ball** entrances disposed inside a game area when the position of the game **ball** storage member is the first position, and the game **ball** storage member functions so as not to obstruct the **ball** entry to the one **ball** entrance disposed

inside the game area when the position of the game **ball** storage member is the second position.

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Inventors

TAKAHASHI SHUHEI

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SAMMY

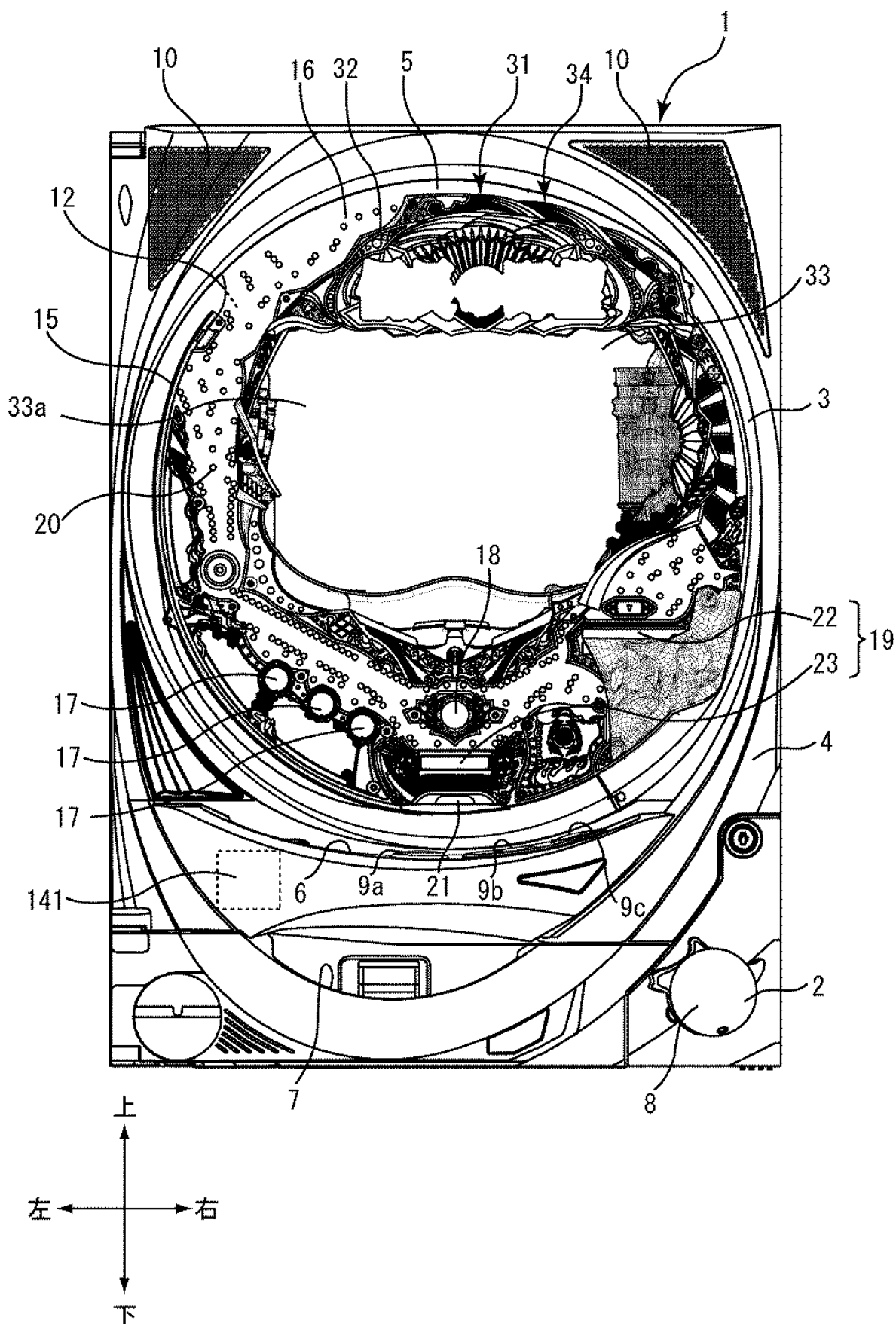
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Title

(JP2014176564)

Game machine

Images



Publication numbers with kind code & date

JP5918711

B2

2016-04-15

JP5918711

JP2014176564

A

2014-09-25

JP2014176564



Abstract

(JP2014176564)

PROBLEM TO BE SOLVED: To provide a game machine which makes the content of a winning obtained in a jackpot lottery consistent with the content of a winning notified to a game player by an accessory device or the like.

SOLUTION: A game machine includes a first jackpot game state and a second jackpot game state, and an accessory device for performance on the game board, the accessory device for performance comprising: a first movable body 41 including a first pattern 45 and a first movable member 46 movable between a closed position covering the first pattern 45 and an open position in which the first pattern 45 can be visually confirmed; a second movable body 42 including a second pattern 91 and a second movable member 92 movable between a closed position covering the second pattern 91 and an open position in which the second pattern 91 can be visually confirmed; a drive motor 96 for giving driving force to the second movable member 92; engaging means 43 for engaging the first movable body 41 and the second movable body 42 to unite the movable bodies when the movable bodies are located in an advance position covering a liquid crystal display device 33; a detection **sensor** 44 for detecting an engagement made by the engaging means 43; .and a performance control unit 141 for controlling to execute one of a first performance and a second performance depending on a detection signal from the detection **sensor** 44.

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Inventors

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NEWGIN