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(54) **ASSEMBLY OF A COMPUTER WITH DISPLAY SCREEN AND A GAME MACHINE**

ANORDNUNG AUS COMPUTER MIT BILDSCHIRM UND EINER SPIELMASCHINE

ASSEMBLAGE D'UN ORDINATEUR A ECRAN D'AFFICHAGE ET MACHINE A SOUS DE TYPE
RECREATIF

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Description

[0001] The invention relates to an assembly of a computer with an associated display screen and a game machine, wherein a body, such as a ball, which is freely movable over a practically horizontal field provided with discrete target locations, is used for play.

[0002] Such an assembly is for example known from the American patent US 5,014,988. The practically horizontal seal is provided with holes for holding a ball in that position. Detectors determine in which holes a ball is held, whereupon a specific card combination is displayed on the display controlled via a microprocessor. Such a gaming device is designed for playing one type of game and the microprocessor controls only this specific game.

[0003] This relates in particular to a game machine as referred to in the list of games of chance, electrical billiards with variable stake, usually referred to as 'bingo', wherein the game consists of placing different balls in the holes made on the horizontal surface of the apparatus with the object, in accordance with the type of device, of illuminating different numbers or symbols on the panel of a vertical surface in a horizontal, vertical or diagonal line or in a determined zone. Also falling within this context is the electrical billiards with variable stake, normally referred to as 'one-ball', wherein the game consists of placing a ball on the horizontal surface of the apparatus in one of the holes with the same number as the number illuminated on the panel of the vertical surface.

[0004] Such an apparatus is fairly complex, not only in respect of control, but certainly also due to the embodiment and the lighting and the difficulty of changing the game on the display screen on which the results must be shown. This difficulty in changing the game is rather a drawback for the player, since the player has the opportunity of choosing a number of game types. Each game type has its own designation on the display screen. In the bingo games as currently available on the market, all these game types are shown on the display screen, wherein only those fields are illuminated which are used for the specific game type. This results in an excess of confusing information for the player.

[0005] The invention has for its object to obviate the above stated drawbacks and provides for this purpose an assembly as described in the preamble, which is distinguished in that the screen is provided with one or more result fields which are determined by the software of the computer and on which one or more result fields the data generated by the machine and associated with the discrete target locations struck by the body are indicated, wherein the assembly further comprises input means which are accessible to the player for choosing the type of game, which input means are connected to an electronic interface which communicates with the computer for generating the pattern comprising the one or more result fields of the chosen game.

[0006] Owing to the application of a display screen for

controlling by the computer, this screen can contain any desired pattern of playing surfaces, which pattern then only lights up when the player has made his choice. The same screen is subsequently controlled by the information generated at discrete positions. A game apparatus is hereby obtained which can be manufactured, assembled, maintained and replaced in simple manner. This is based on the application of software which is entered into the computer and which can be modified or replaced at any random moment. According to the invention the display screen can be any random screen, but is preferably a plasma screen, a TFT or LCD screen, optionally in a projection screen embodiment.

[0007] Above mentioned and other features of the invention will be further elucidated in the figure description hereinbelow of an embodiment.

[0008] In the drawing:

Figure 1 shows a schematic arrangement of the assembly according to the invention;

Figure 2 shows a perspective view of a game machine according to the invention.

[0009] In figure 1 the computer is designated with the numeral 1 and is connected to display screen 3 via a data cable 2. The numeral 4 designates the game machine which is embodied with a practically horizontal surface, in practice this takes a slightly inclining form, wherein a movable body 5 can be placed manually on the playing surface and which body 5, here in the shape of a ball, runs down a determined path B depending on the obstacles arranged on the field. Finally, body 5 comes to lie in a discrete position 6 which can be embodied as an opening 6 through which the body 5 can drop. In this hole a signal is generated which is carried via data cable 7 to an electronic interface 12, which in turn communicates via a data cable 13 with the computer, which in turn displays on the screen a determined location corresponding with discrete position 6.

[0010] A field generated by the computer can be seen on display screen 3, on which field the result of the data from discrete position 6 is placed.

[0011] Computer 1 can be controlled with an input means to be operated by the operator, for instance keyboard or mouse (not shown), such that the computer generates the basic image on display screen 3 via the built-in controllable software, this depending on the choice of the type of game the player wishes to play. A second input means 9 is arranged, which is accessible to the player, with which the desired game can be opened using buttons 10, which signal is carried to electronic interface 12 which then communicates with the computer, which generates the desired pattern on screen 3. The player will then place body 5 manually onto field 4, whereby the game progresses through a determined pattern.

[0012] Figure 2 shows an embodiment wherein screen 3 is arranged on the rear side of a gaming ma-

chine 4. Computer 1, input means 8 and electronic interface 12 are accommodated in lower cabinet 10 and is further not accessible to the player. Only the front side, wherein a panel 9 with controllable buttons 10 is arranged, can be touched by the player. Using plunger 11 a ball or ball-like body 5 can then be carried around the playing field 4 along a determined path, such that it comes to lie on playing field 4.

[0013] With the combination of vertical screen and horizontal playing field proposed by the invention, the game remains the usual one for the player, with a path of body 5 which can be influenced, wherein the player is not distracted by superfluous information on display screen 3.

Claims

1. Assembly of a computer (1) with an associated display screen (3) and a game machine (4), wherein a body (5), such as a ball, which is freely movable over a practically horizontal field provided with discrete target locations (6), is used for play, **characterized in that** the screen (3) is provided with one or more result fields which are determined by the software of the computer (1) and on which one or more result fields the data generated by the machine and associated with the discrete target locations (6) struck by the body (5) are indicated, wherein the assembly further comprises input means (9) which are accessible to the player for choosing a type of game, which input means (9) are connected to an electronic interface (12) which communicates with the computer (1) for generating the pattern comprising the one or more result fields of the chosen game.
2. Assembly as claimed in claim 1, **characterized in that** the screen (3) is formed by an LCD, TFT or plasma screen.
3. Assembly as claimed in claim 2, **characterized in that** the LCD, TFT or plasma screen is embodied as a projection screen.
4. Assembly as claimed in claim 1 or 2, **characterized in that** the game machine (4) is set up as a bingo device or 'one-ball'.
5. Assembly as claimed in claims 1-3, **characterized in that** the input means (9) comprise one or more preselect buttons (10) to be operated by the player.

Patentansprüche

1. Anordnung aus einem Computer (1) mit einem zugehörigen Anzeigeschirm (3) und einer Spielma-

schine (4), wobei ein Körper (5), wie beispielsweise eine Kugel, die über ein praktisch horizontales Spielfeld, das mit einzelnen Zielorten (6) versehen ist, zum Spielen verwendet wird, **dadurch gekennzeichnet, dass** der Schirm (3) mit einem oder mehreren Ergebnisfeldern versehen ist, die durch die Software des Computers (1) bestimmt sind und an welchem einen oder mehreren Ergebnisfeldern die Daten, welche durch die Maschine erzeugt worden sind und die den einzelnen Zielorten (6), welche von dem Körper (5) getroffen worden sind, zugeordnet sind, angezeigt werden, wobei die Anordnung weiterhin eine Eingabeeinrichtung (9) aufweist, die für den Spieler zugänglich ist, um die Art des Spiels zu wählen, wobei die Eingabeeinrichtung (9) mit einer elektronischen Schnittstelle (12) verbunden ist, die mit dem Computer (1) in Kommunikation steht, um das Muster zu erzeugen, welches das eine oder die mehreren Ergebnisfelder des gewählten Spiels enthält.

2. Anordnung nach Anspruch 1, **dadurch gekennzeichnet, dass** der Schirm (3) durch einen LCD-, TFT- oder Plasmaschirm gebildet ist.
3. Anordnung nach Anspruch 2, **dadurch gekennzeichnet, dass** der LCD-, TFT- oder Plasmaschirm als ein Projektionsschirm verkörpert ist.
4. Anordnung nach Anspruch 1 oder 2, **dadurch gekennzeichnet, dass** die Spielmaschine (4) als eine Bingo-Vorrichtung oder "Ein-Ball-Vorrichtung" errichtet ist.
5. Anordnung nach Anspruch 1 bis 3, **dadurch gekennzeichnet, dass** die Eingabeeinrichtung (9) einen oder mehrere Vorwählknöpfe (10) aufweist, die durch den Spieler betätigt werden.

Revendications

1. Ensemble d'ordinateur (1) muni d'un écran d'affichage associé (3) et d'une machine à jouer (4), dans lequel un corps (5), tel qu'une boule, qui se déplace librement sur un champ pratiquement horizontal muni d'emplacements cible discrets (6), est utilisé pour jouer, **caractérisé en ce que** l'écran (3) est muni d'un ou plusieurs champ(s) de résultats qui sont déterminés par le logiciel de l'ordinateur (1) et sur lesquels les données générées par la machine et liées aux emplacements cible discrets (6) frappés par le corps (5) sont indiquées, dans lequel l'ensemble comprend en outre des moyens de saisie (9) qui sont accessibles au joueur afin de choisir le type de jeu, lesdits moyens de saisie (9) étant reliés à une interface électronique (12) qui communique avec l'ordinateur (1) afin de générer le modèle compre-

nant le ou les champ(s) de résultats du jeu choisi.

2. Ensemble selon la revendication 1, **caractérisé en ce que** l'écran (3) est formé par un écran LCD, TFT ou plasma. 5
3. Ensemble selon la revendication 2, **caractérisé en ce que** l'écran LCD, TFT ou plasma est sous la forme d'un écran de projection. 10
4. Ensemble selon la revendication 1 ou 2, **caractérisé en ce que** la machine à jouer (4) est constituée comme une machine à bingo ou "à boule unique". 15
5. Ensemble selon les revendications 1 à 3, **caractérisé en ce que** les moyens de saisie (9) comprennent un ou plusieurs bouton(s) de présélection (10) actionné(s) par le joueur. 20

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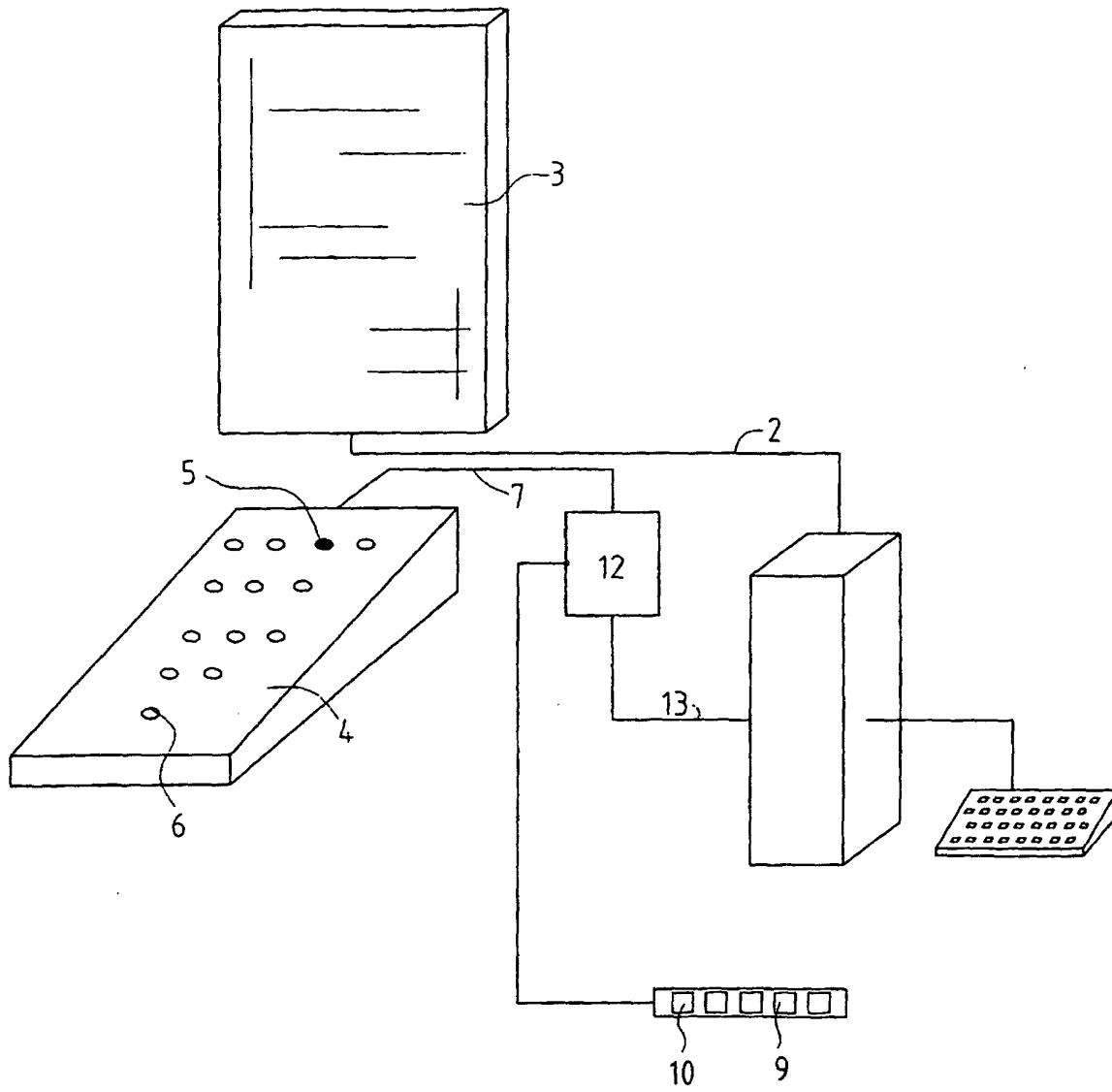


FIG. 1

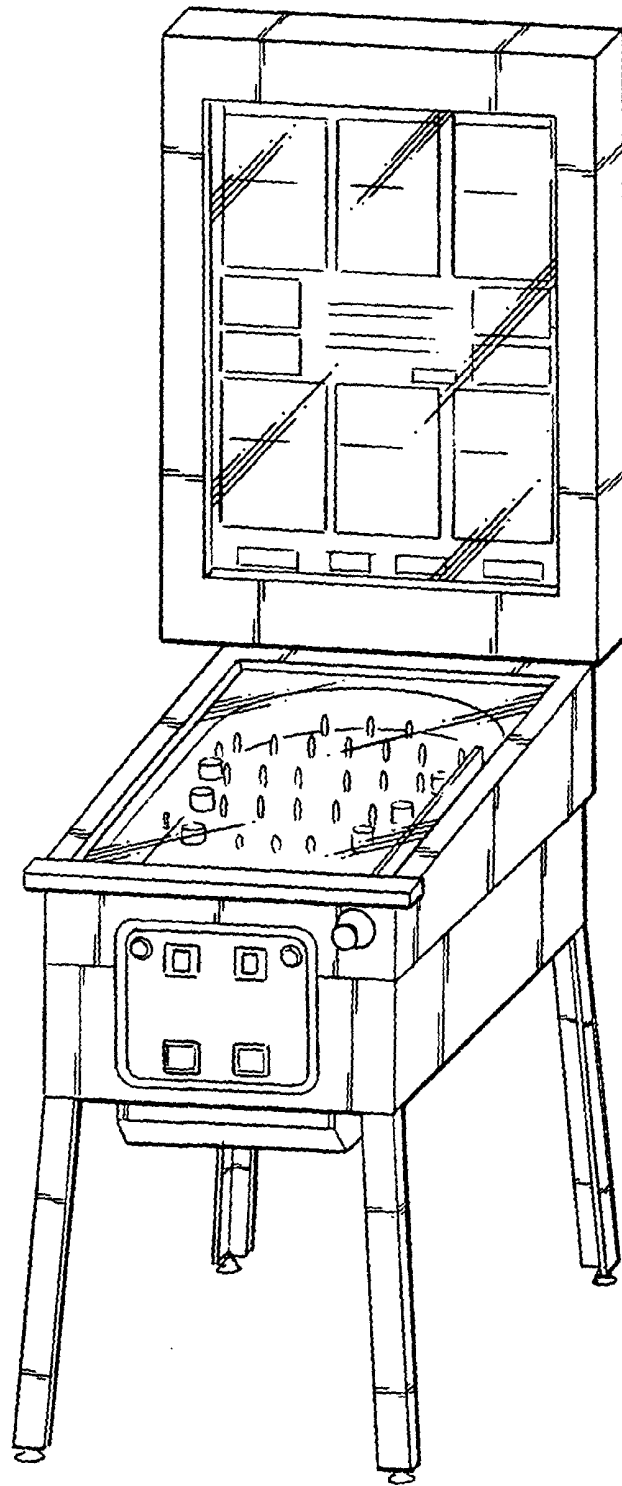


FIG. 2