(12) UK Patent Application (19) GB (11) 2 091 069 A

(21) Application No **8200820**
(22) Date of filing **12 Jan 1982**
(30) Priority data
(31) **81/00794**
81/16298
(32) **12 Jan 1981**
28 May 1981
(33) **United Kingdom (GB)**
(43) Application published
21 Jul 1982
(51) **INT CL³**
G06F 3/153
(52) Domestic classification
H4T 4R BRA
(56) Documents cited
GB 2004445 A
(58) Field of search
H4T
(71) Applicants
Computer Field Support Limited,
Sardinia House,
Victoria Embankment,
London EC1,
formerly of
80, Whiteladies Road,
Clifton,
Bristol BS8 2QN
(72) Inventor
Richard Weddell
(74) Agents
Haseltine Lake & Co.,
Hazlitt House,
28, Southampton Buildings,
Chancery Lane,
London, WC2A 1AT

(54) **Video game machines**

(57) A video game machine is disclosed which is adapted to display commercial advertising material in periods between games.

GB 2 091 069 A

SPECIFICATION

Video game machines

The present invention relates to video game machines.

According to the present invention there is provided a video game machine adapted to display commercial advertising material in periods between games.

The present invention will now be described by way of example.

According to an example of the present invention, audio-visual peripheral device(s) are interfaced with video game device(s) in a video game machine to produce commercial advertisements, for example by the addition of a number of printed circuit boards (PCB's) and cross-over networks, in periods between games.

HARDWARE

By way of example, it is intended that the following means of encoding electrical or electronic data be used:

1. Video cassette recorder(s) either on or off-line to a primary PCB and cross-over(s).
2. Laser (or maser derivatives) either on or off-line to the primary PCB and cross-over(s).
3. White-light devices either on or off-line to the primary PCB or cross-over(s).
4. EPROM/PROM and ERAM logic devices either on or off-line to the primary PCB or cross-over(s). In addition to such logic devices, bubble memories could be used.
5. Cassette tape unit(s) (CTU's) either on or off-line to the primary PCB or cross-over(s).
6. Floppy-disk unit(s) (FDU's) either on or off-line to the primary PCB or cross-over(s).
7. Fixed/removeable disk cartridge unit(s) (DCU's) including Winchester and Kansas City drives and derivatives of the generic term DCU either on or off-line to the primary PCB or cross-over unit(s).
8. Derivatives of the generic term MTT (Mainframe tape transport) up to and including $\frac{1}{2}$ inch and at baud rates of up to 3600bps.
9. Any other non-transmitted (i.e. RF/TV INITIATED) media.

SOFTWARE

System encoding will depend entirely upon the type of device used from time to time but will be confined to the hardware as noted.

VIDEO GAME DEVICE

A typical video game will be drawn from those currently or previously available on either the general commercial market or will be designed specifically to meet the function of this application.

The working objective is that whilst the video game is in the "attract mode", the system programme will cause a microprocessor unit (MPU) to switch out of the game demonstration sequence and into the first advertisement period encoded on the peripheral hardware as noted above.

Following the advertisement, an electronic "flag" will cause the MPU to reset the video game demonstration sequence which will then recommence. This sequence of events will continue to repeat until a proposed video game player inserts a coin into the game device. This action will cause the MPU to re-set the game sequence.

Following the real-time game sequence, the MPU will resume its programmed course of alternating demonstration games with short advertisements.

CLAIMS

1. A video game machine adapted to display commercial advertising material in periods between games.
2. A video game machine, substantially as herein described.

Printed for Her Majesty's Stationery Office by The Tweeddale Press Ltd., Berwick-upon-Tweed, 1982.
Published at the Patent Office, 25 Southampton Buildings, London, WC2A 1AY, from which copies may be obtained.