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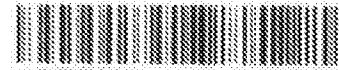
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**ARINOVA Szabadalmi és Védjegy Iroda,
Budapest**(54) **Elektronikus játék- és/vagy szórakoztató-készülék, amely rendelkezik egy fényeffektus-berendezéssel**

Az európai szabadalom ellen, megadásának az Európai Szabadalmi Közlönyben való meghirdetésétől számított kilenc hónapon belül, felszólalást lehet benyújtani az Európai Szabadalmi Hivatalnál. (Európai Szabadalmi Egyezmény 99. cikk(1))

A fordítást a szabadalmas az 1995. évi XXXIII. törvény 84/H. §-a szerint nyújtotta be. A fordítás tartalmi helyességét a Szellemi Tulajdon Nemzeti Hivatala nem vizsgálta.

Electronic Game and/or Entertainment Device with a Light Effect Device



SZTNH-100048048

5 The present invention concerns a gaming or entertainment device, in particular in the form of a coin- and/or monetary-value-related operable gambling machine and/or betting device, with a housing on which a light-effect arrangement for creation of light effects is provided.

15 These kinds of gaming or entertainment devices can be found in use, particularly in casinos and amusement arcades and may possess various constructions in this context. For instance reel slot machines, in which several rotating reels with various play icons can be arranged in the display panel's viewing windows or electronically on display screens, or other display media can be represented as rotating, and in doing so output a game win when the reels remain standing with identical play icons along a win line. Other forms of construction of such gaming or entertainment devices can be poker slot machines, or 20 betting slot machines, by means of which bets can be placed on events, like bets on sporting performances.

The devices in this context are routinely constructed as floor-mounted appliances respectively stationary units on a front side of which one or more display apparatuses are provided one above the other in the upper section of the housing so that they can be 25 observed or tracked from an operator's station in front of the housing. An operator's panel comprising several control buttons is provided below the at least one display apparatus, which operator's panel may be for instance in the form of a screen at about the ventral height of a player standing in front of the device and which control buttons may be manually activatable and may serve, among other things, to set reels of a reel slot device's in motion or to stop them. The device's various functional building blocks, like the game 30 controller, a currency authentication device, and/or a currency collection apparatus, can be accommodated within the housing's interior.

These kinds of gaming and entertainment devices are routinely set up in large groups in a casino or in an amusement arcade. In this context, the devices can be arranged 35 in a row next to one another or star-shaped around a column. To make a particular gaming device successful in the sense that it is selected by many players for playing, it is routinely attempted to distinguish the gaming device from the mass of neighbouring gaming devices via light effects and the like, to direct the attention of as many players as possible on itself.

It is known to create light effects in different ways in this context. For instance, 40 multi-coloured light sources, like LEDs, are routinely placed on the front side of the housing to emit multi-coloured light beams into the space in front of the gaming device in which the operator is standing respectively a potential operator runs by. On the other hand, lights blinking in the fashion of lighthouse lights are also known to be positioned on the upper side of the devices. These shine a periodically rotating light beam into the room area.

43 A gaming device of the kind named at the beginning is shown in US 7,048,631 B2. A light display is provided on the device's front side to display game information. The light display employs a refractive, transparent plate into which light of various colours can be fed from various directions. The light then passes through the transparent plate and emerges refracted at a predetermined emersion point. The intent is to create many kinds of 50 gaming information in the form of light signals via light refraction. However, the increase

achieved in the gaming device's attractiveness is limited because the light signals or light effects are only really visible when the player is already standing at the gaming device and using it. Moreover, the light signals are of rather low range and limited luminosity, so that they may be perceived only to a limited extent by players only passing.

5 WO 2007/032784 describes a gaming device with a backlit display, the brightness of which is variably controlled. In this context, ambient light is measured using light sensors to set the backlit display brighter or darker as a function of the ambient light.

EP1865477A1 provides for reflectors facing the device operating space, in the center of which reflectors LEDs are arranged to emit light to the device operating space.

10 The present invention addresses the task of creating an improved gaming and/or entertainment device of the type mentioned in the opening paragraph, which avoids the disadvantages of the prior art, and which enhances the prior art in an advantageous way.

In particular, improved light effects should increase the gaming device's attractiveness.

15 According to the invention, a gaming and/or entertainment device pursuant to claim 1 solves this problem. Preferred embodiments of the invention are the subject of the dependent claims.

It is thus suggested that at least one reflector be placed to the outside of the device's housing via which reflector light impinging from the gaming device's environment is captured and shone into the space that can be considered the gaming device's zone of attraction. Many kinds of light effects may be created by redirecting from light sources the light beam that causes the light effects even with the gaming device's limited frontal surface; thereby light sources not arranged on the front side may be used. According to the invention, the gaming or entertainment device's light-effect arrangement comprises at least 25 one reflector arranged on the outside of the housing to emit a light beam, which reflector can be illuminated from a light source arranged outside of the housing. One such external light-effect creation via external light generation and redirection of the externally generated light by a reflector on the housing's exterior is advantageous particularly in modern gaming devices. These possess very large screens that essentially take up the entire front of the housing, lying within the player's field of view so that not much space remains for a multitude of sufficiently powerful light sources. Through the use of reflectors, a higher degree of freedom relative to light-source arrangement can be achieved. Advantageously, the light sources no longer need to be placed on the front side of the housing, but can be displaced into areas around the gaming device not within the field of 35 view itself.

It is provided that the at least one reflector on the outside of the housing illuminated by a light source can be provided in the invention's embodiment. The light source is no longer on the gaming device itself, but is positioned separately from the gaming device. Basically, various support surfaces located in the device's vicinity, like room walls or 40 pieces of furniture can be used to position the light source.

In this case, the at least one reflector on the outside of the housing is illuminated or irradiated by a neighbouring gaming device, meaning that the light source irradiating the reflector is arranged on an adjacent gaming device standing next to the gaming device with the reflector. In the invention's embodiment, the reflector is turned with its open capture 45 cross section towards a device location set up laterally next to the gaming or entertainment device's housing, in which another, neighbouring gaming or entertainment device has been set up. This is done in an advantageous manner such that the reflector captures light from one of the light sources arranged on the neighbouring device and shines it into the field of view of a player standing in front of, or walking past, a gaming or entertainment device 50 featuring the reflector.

In addition, a light source can be situated on the said gaming or entertainment device featuring the reflector, which does not, or does less, irradiate its "own" reflector, but is provided to irradiate a reflector provided on a neighbouring gaming or entertainment device. The intent is to create a corresponding light effect on the neighbouring gaming or entertainment device. Advantageously, devices arranged next to one another irradiate one another reciprocally. This means that the light source on one device irradiates the respective reflector on the other device. It is not hereby necessary to position a particular light source in the reflector's centre. The reflector's surface can be constructed free of light sources.

According to a favourable embodiment of the invention, the light source, which is intended to irradiate a neighbouring device and the reflector provided thereon, can be positioned in the immediate vicinity of the reflector on its "own" device. However, in this context, the reflector lying next to the light source may lie on a shaded section. Thus, light from the light source situated in the immediate vicinity does not fall on its own device's reflector. Appropriate means of shading can be formed from a section of the housing or from a housing edge for instance, or via a separately placed element.

In addition to irradiating the reflector from a neighbouring gaming device, a light source that irradiates the light-effect arrangement's reflector can also be mounted on the respective gaming device itself. So to speak self-sufficient light-effect creation is hereby guaranteed that is not dependent on setting up additional gaming or entertainment devices and their exact orientation to one another.

By redirecting light emitted from the light source via the said reflector, the light source can be advantageously situated in a "hidden" section of the space, meaning especially on a side of the housing not within the field of view of a player standing in front of the device. On the one hand, best possible use can hereby be made of the construction space available. On the other hand, such an arrangement can reduce the light source's blinding effect, since a player is no longer looking directly into the light source, but can nevertheless perceive the redirected secondary light as a light effect.

The at least one reflector of the light-effect arrangement can basically be variously constructed and possess various forms. To achieve a bright and targeted focusing of the emitted light signal within the desired section of space, the reflector is given concave form according to the invention. A cup-shaped, rotationally symmetrical form, for instance, with a parabolic cross section is possible for the reflector's surface in this connection. To achieve a broader, more linear light beam emission that illuminates a larger area, a favourable implementation of the invention provides for a reflector surface in the form of a longitudinally concave reflector channel, which can form a groove.

In this context, the reflector can in principle form an independent part separate from the housing, which is attached to the housing. However, to retain the gaming device's smooth outer contour, preferred embodiment of the invention provides for the reflector to be integrated into one of the housing's wall sections or that one of the housing's wall sections be formed as a reflector surface.

In particular, one or more reflectors can be formed from one of the grooves integrated into the housing's surface. The groove's surface is constructed to be reflective, in particular, metallized. The reflective surface construction can be achieved in various ways depending upon the texture of the housing wall. For instance, if the corresponding section of the housing wall is made of metal, the reflector can be formed from a metal surface polished sufficiently smooth. If a wooden or plastic housing is provided, a reflective surface coating can be applied to the section of the housing wall in question. This may occur in the form of a reflective or reflecting foil or of a sprayed on, spray deposited, or sputtering deposited surface layer.

In this connection, the reflector's surface can in principle be variously contoured or shaped depending upon the light effect desired. In an advantageous embodiment of the invention, the reflector's surface can form a continual, constantly curved, smooth concave surface. Alternatively, the reflector's surface can feature an upper surface structure with transition areas between various sections, where, for instance, a scale structure can be integrated into the reflector's surface.

The reflector can basically be situated on various sections of the housing. To consume little front-side surface and - when the width of the display and control apparatuses are given - to be able to construct a narrow housing, but also to retain a high degree of freedom regarding arrangement of the light source, an advantageous embodiment of the invention provides that one or more reflectors are provided on one edge of the housing between two housing panels or housing sections.

In particular, at least one reflector can be situated on a lateral edge section of the housing and possess an angular orientation such that it captures light coming from the side of the housing and emits towards the device's front side in a direction in front of the device and/or over the device.

According to an advantageous embodiment of the invention in this context, one or more reflectors can be arranged going into the depth or extend with its longitudinal axis at an acute angle to the housing depth, preferably ascending somewhat parallel to a vertical longitudinal plane of the gaming or entertainment device diagonally from the front side of one device backwards to the back side of a device. Such a ramp-like tending orientation of the reflector going into the depth on the one hand enables the reflector to shine diagonally from the right and/or left side of the device, but, at the same time, emitting the light beams producing the light effect into the device's zone of attraction. This means illuminating the field of view of a player standing in front of the device or walking past, and in doing so creating an ever-perceptible, ascending light column to a player standing in front of the device.

In particular, the reflector can be provided on the lateral housing edge, which supports or encloses a gaming device control panel or a display apparatus situated above the control panel, at which the said housing section (or those of these enclosed lateral housing edges) descends tending to the horizontal at an acute angle to the device's front side (or to one of the players standing in front of it).

Alternately, or in addition, a reflector can also be provided on a lateral housing edge of an upper housing section, which encloses or supports a display apparatus, preferably at about head height, and extends in an upright, in particular a vertical, orientation.

Alternatively, or in addition, at least one reflector can also be provided on one of the housing's horizontal edge sections, advantageously on one of the housing's bent or curved transition sections between a lower and an upper display apparatus. Alternatively, or in addition, an appropriate reflector can also be provided on a horizontal edge section or on top of the housing, which can be illuminated from a light source above the said edge section. This can be done, for instance, by a light source arranged on a attachment attachable to the top. Alternatively, or in addition, a reflector can also be arranged on the said attachment on a lower edge section hereof, which is irradiated by a light source on the top of the device's housing.

At least one reflector is provided on the outside of the housing in an advantageous way to achieve the greatest possible reflector surface, which reflector surface possesses a length corresponding to at least three times, preferably at least five times, and if necessary to more than ten times the width of the reflector's surface. An elongated, narrow reflector surface is thus advantageously provided.

The degree of the reflector surface's concavity can be basically variously designed and adapted to the spacing of the intended installation conditions for the device. In an advantageous embodiment of the invention, when the reflector's surface is constructed in the form of a groove, the concavity's depth can amount to less than one quarter of the groove's width. Uniform curvature, meaning circular-arc-form cross section, of the reflector's surface is advantageous. To achieve a light beam defined on the boundaries and specifically perceptible, the reflector's surface is linear on the edge, preferably bounded by an angled edge forming the transition from the groove integrated into the housing's wall to the adjacent wall sections.

The present invention will be explained in more detail in the sequel with the help of a preferred embodiment example and associated diagrams.

In the drawings,

fig. 1: shows a frontal view of a gaming device according to an advantageous embodiment of the invention comprising a housing in the front of which two screens and a control panel are deployed, in which reflector-forming grooves on the housing's marginal edge sections are provided,

fig. 2: shows a plan view of the gaming device from fig. 1,

fig. 3: shows a side view of the gaming device from fig. 1,

fig. 4: shows a sectional view along the A-A line through the lateral housing edge of the gaming device from fig. 3,

fig. 5: shows a schematic, perspective view of the reflector forming grooves in the area of the lateral housing edge of the gaming device from fig. 3, which clarifies the curvature of the elongated reflector channel,

fig. 6: shows a schematic, perspective view of the groove-shaped reflector surface with the rod-like light source arranged next to the groove, to illuminate one of the reflectors provided on a neighbouring device,

fig. 7: shows a perspective view of the gaming device's lower half module from figs. 1 to 3. It shows the laterally arranged groove forming a reflector and its orientation. In doing so, the enlarged part view, F, shows the said groove,

fig. 8: shows a group of gaming devices arranged next to one another; each corresponds to the gaming device according to fig. 1, where the light sources arranged next to the reflector-forming grooves each illuminate the neighbouring gaming device, and

fig. 9: shows a group of gaming devices arranged in a star pattern around a group center.

The gaming device shown in figures 1 to 3 forms a floor-mounted appliance in the form of a stand-alone device. Roughly speaking, it comprises a box-shaped housing, 2, about the height of a man, the upper half of which incorporates a display apparatus, 13, consisting of two large area screens, 14 and 15, arranged one above the other in the embodiment shown. As fig. 1 shows, both screens, 14 and 15, are arranged obtusely inclined towards one another, where the upper screen, 14, extends substantially vertically, while the lower screen, 15, is arranged with descending inclination to the player. In this context, the housing, 2, can be subdivided into several modules so that, for instance, an upper housing module, 2a, on which the upper screen, 14, is arranged, can be taken off of, or place onto, the lower housing module, 2a, on which the said lower screen 15 is arranged, as a comparison of figures 1 to 3 on the one hand, and fig. 7 on the other shows.

The housing 2 of the gaming device 1 possesses a panel section beneath the

screens, 14 and 15, projecting towards the player, which extends over the entire breadth of the device's housing 1 and is essentially box-shaped. In the embodiment shown, the said panel section 16 connects continuously to the housing section, which accommodates the lower screen 15 tending in about the same direction.

5 The top side of the panel section 16 houses a control panel 17 that included several manually activated control keys, in the form of push-button switches for instance. In this connection, mechanical switches, a touch screen's control panels, or other controls can be provided.

10 Furthermore, the housing 2 features rollers 25 arranged on a rear lower longitudinal edge with the help of which the gaming device can be easily rolled, transferred, or moved. In the process, the special projection and position of the control panel 17 in relation to the rollers 25 is particularly helpful for being able to easily grip and lift the gaming device on the front side and so being able to move it in wheelbarrow fashion.

15 The games displayable on the screens, 14 and 15, are controlled by an electronic controller (situated in the housing's interior), preferably in the form of a processor, which is accommodated in the lower section of the interior of the housing 2. On the one hand, the said controller controls the display apparatus 13 in this context and, on the other, communicates with the control panel's 17 control keys. In doing so, other functional components like a winning output device, a currency input, and an authentication device
20 can be controlled from the controller.

In addition to the said display apparatus 13 the gaming device 1 includes a light-effect device 3 with the help of which its light beams can be shone into the space in front of and/or above the front side 19 of the housing 2. In the embodiment shown, the said light-effect device 3 includes several reflectors 4 which are each arranged on the outside of
25 the housing 2.

As fig. 1 shows, reflectors 4 are provided in the embodiment form shown here on the lower housing section, 2u, in the area of the screen 15 and/or of the control panel 17. In doing so, the said reflectors 4 extend advantageously to the lateral edges of the housing 2 which flanks the said screen 15 and/or the control panel 17 and form the transition region
30 between the side walls of the housing 2 and the top of the lower housing section, 2u, sloping towards the player.

In the embodiment shown, additional reflectors 4 are furthermore attached to the lateral edges of the upper housing section 20. These flank the upper screen 14 right and left and are located in the transition region between the side flanks and the front side of the
35 upper housing section, 2o.

Additional reflectors 4 can be provided, without this being specifically drawn, which are advantageously oriented horizontally and/or can extend diagonally across a housing section arranged on the front side. In particular, an appropriate reflector 4 can be located on the upper edge section, 2e, of the lower housing part, 2u, which is provided
40 between the two screens, 14 and 15. Alternatively, or in addition, such a horizontally oriented reflector 4 can also be provided on the lower edge or on the lower edge section 2d of the upper housing part 20 which encloses the upper screen, 14. Alternatively or in addition, a reflector 4 can in turn also be provided on an upper edge section, 2e, of the upper housing part, 2o, which encloses the said upper screen 14. Alternatively, or in
45 addition, the gaming device cannot possess an attachment not specifically shown in figure 1, which attachment is attachable on the top of said housing part, 2o, where such an attachment can include, for instance, a loudspeaker unit, a blinking light unit, or the like. If such an attachment is provided, it can include a reflector 4, which extends to a lower edge or to a lower edge section of the attachment, which is turned facing the said upper edge
50 section, 2e, of the upper housing part, 2o.

The reflectors 4 thus extend advantageously in the region of an edge, bounded by a housing section, between two mutually angled housing panels or sections so that the reflector 4 faces towards different sides of the housing, so that the respective reflector 4 can on the one hand capture light coming from one side and on the other emit it to a different side in the form of a beam.

As figures 5 to 7 make clear, the reflectors 4 in the embodiment shown are each constructed in the form of concave depressions in the housing wall where elongated channels or grooves are formed in the edge portions of each housing part. As figures 5 and 6 show, the elongated grooves 10 with their longitudinal axes can run parallel to the edge contours, where the longitudinal extension in the embodiment shown can amount to more than five times, and preferably more than ten times, the breadth of the respective groove. As fig. 5 shows, the grooves 10 can have a circularly curved cross section, where the depth of concavity is significantly smaller than the breadth of the grooves 10.

As figures 1 and 3 show, the reflectors 4 or grooves 10 arranged on the edge section of the diagonal, inclined top of the lower housing part, 2u, extend into the device depth or going inclined at an acute angle to the device depth 12. The pitch of the grooves 10 forming the reflectors 4 here advantageously matches the pitch of the top of the lower housing part, 2u. In doing so, the longitudinal extent of the said grooves 10 extends parallel to the side flanks, 2r and 2l, of the housing 2 and also parallel to the said top of the lower housing part, 2u.

In the embodiment shown, the grooves 10 extend here into both adjacent housing areas on the respective housing edges. As fig. 4 shows, a central vertical V is - roughly speaking - somewhat coincident on the groove surface or on the symmetry plane of the curved groove surface with a bisector of the angle bounded by both adjacent housing-wall surfaces, cf. fig. 4. The reflectors 4 formed by the grooves 10 look, so to speak, to a particular side right or left of the gaming device 1 as well as to a front side of the gaming device 1.

The additional reflectors, 4, can be appropriately formed and arranged, which can be arranged on the other housing locations and their edge portions, where, for instance, the reflectors 4 provided on the side edges of the upper housing part, 2o, can basically extend in a vertical direction in such a way that they face the lateral space right or left of the gaming device 1 as well as the space in front of the gaming device's 1 front side.

As figures 4 and 6 show, light sources 6 are each arranged on the outside of the housing 2 immediately adjacent to the reflectors 4 which are constructed in the form of a light bar in the illustrated embodiment. Alternately, an LED chain or row comprising LEDs or other point light sources can also be provided. The light source 6 advantageously follows one of the respective groove's 10 edge contours on which the respective light source 6 is arranged.

However, as fig. 4 makes clear, the light sources 6 are not provided here to shine into the adjacent groove 10 of their "own" gaming device. Rather, the light sources 6 illuminate the reflectors 4 of a respective adjacent game device 1.

As fig. 4 shows, the light sources 6 are arranged on the outside of the housing on or in a wall section of the housing 2 which borders on the respective groove 10 where the wall edge provided between the groove 10 and the said adjacent wall section shade, so to speak, their own groove 10. In other words, the adjacently arranged light source 6 shines its light only from the associated groove 10 away or past this so that the light is only reflected from the groove on the neighbouring device, cf. fig. 4.

If adjacent gaming devices are set up so that a gap separates one from the other and they are arranged in a row, as fig. 8 shows, then the reflectors 4 provided on the various devices come to lie next to one another as fig. 4 shows schematically in cross section, so

that the respective light sources 6 arranged on one device can illuminate the reflectors, 4 of the respectively neighbouring gaming device, 1. Moreover, fig. 8 shows a gaming device, which features an attachment 21 mounted on the top of the said upper housing part, 2o, where the attachment 21 can include an additional loudspeaker unit and/or a blinking light unit or means of illumination, for instance, as well as a signalling device 23 to signal a device fault and/or special game state. The attachment 21 includes a reflector 4 which extends to a lower edge or to a lower edge section of the attachment 21 and faces the upper edge section, 2e, of the upper housing part, 2o.

As an alternative to the sequence of various gaming devices 1 shown in fig. 8, these can also each be arranged group-fashion in a star pattern around a respective group center, like a column 24 as shown in fig. 9 where the reflectors 4 can also be illuminated from respectively neighbouring gaming devices. The reflectors 4 can each be arranged or oriented in this case so that a main irradiation direction is aligned parallel to a radial direction from the group center.

ELEKTRONIKUS JÁTÉK- ÉS/VAGY SZÓRAKOZTATÓ-KÉSZÜLÉK, AMELY RENDELKEZIK EGY FÉNYEFFEKTUS-BERENDEZÉSEL

Szabadalmi igénypontok

1. Játék- és/vagy szórakoztató-készülék, különösen egy érmével és/vagy pénzeszközzel működtethető szerencsejáték-automata és/vagy fogadó-automata gép, amely magában foglal egy készülékházat (2), amelyen egy fényeffektus-berendezés (3) áll rendelkezésre fényeffektusok létrehozására, amely rendelkezik legalább egy a készülékház (2) egy külső oldalán elrendezett konkáv reflektorról (fényvisszaverővel) (4) egy fénysugár-nyaláb (5) kisugárzása céljából, ahol az egy a készülékházon (2) kívül elrendezett fényforrás (6) által megvilágítható (besugározható), **azzal jellemezve, hogy** a reflektor (fényvisszaverő) (4) a nyitott felfogó keresztmetszetével (7) egy szomszédos hely felé van fordítva, amely oldalirányban jobbra vagy balra található a készülékház (2) mellett, és amelyen egy szomszédos játék- és/vagy szórakoztató-készülék elhelyezhető, és az oly módon van kialakítva, hogy a reflektor (fényvisszaverő) (4) felfogja a fényt, amely egy olyan fényforrásból (6) származik, amely a szomszédos játék- és/vagy szórakoztató-készüléken található a szomszédos helyen, és azt egy kezelő személy egy látómezejébe kisugározza, amely a játék- és/vagy szórakoztató-készülék egy elülső oldalán áll.
2. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a készülékházon (2), a reflektor (fényvisszaverő) (4) mellett, egy fényforrás (6) áll rendelkezésre egy olyan reflektor (fényvisszaverő) (4) megvilágítására (besugárzására), amely egy különálló, szomszédos játék- és/vagy szórakoztató-készüléken található, amely a szomszédos helyen van pozícionálva.
3. Játék- és/vagy szórakoztató-készülék az előző igénypont szerint, ahol a nevezett fényforrás (6) el van fordítva a reflektortól (fényvisszaverőtől) (4), amely a saját játék- és/vagy szórakoztató-készüléknek a készülékházán (2) található, és egy szomszédos játék- és/vagy szórakoztató-készülék felé van fordítva; és/vagy ahol árnyékoló eszközök (8) állnak rendelkezésre a nevezett fényforrás (6) és a fényforrás (6) mellett elrendezett reflektor (fényvisszaverő) (4) között, előnyösen egy készülékház-szél vagy készülékház-felület (9) formájában, a reflektor (fényvisszaverő) (4) árnyékolása céljából a fénnel szemben, amely a reflektor (fényvisszaverő) (4) mellett elrendezett fényforrásból (6) származik.
4. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) (4) egy hosszúság, konkáv reflektor-csatorna (fényvisszaverő-csatorna) (angolul: „reflector groove”) formájában van kialakítva.
5. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) (4) a készülékház (2) egy falszakaszát képezi, amely integrált módon a készülékháznak (2) a falához tartozik és/vagy amely folytonosan folytatja a környező falkontúrt.
6. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) (4) egy homorú felületű (bemélyedő) csatorna (10) által van alkotva, amely a házfelületbe van beépítve (abban kidolgozva) és amelynek felülete visszaverő (reflektív) módon, különösen tükröző módon, van kialakítva.
7. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) (4) a készülékház (2) egy szélén áll rendelkezésre két készülékház-panel között, amelyek egymás felé dőlve (hajolva) vannak elrendezve.
8. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) (4) a készülékház (2) egy oldalsó perem-szakaszán (2a) van elrendezve és egy olyan szögiránnyal rendelkezik, amely ferde mindkét szomszédos készülékház-

szakaszhoz viszonyítva, oly módon, hogy egy nyitott felfogó keresztmetszet (7) egy szomszédos hely (tér) felé van fordítva, amely a készülékház (2) mellett található, és a reflektor (fényvisszaverő) (4) egy kisugárzó keresztmetszete (11) egy a készülékháznak (2) az elülső oldala előtt álló kezelő személy egy játék-pozíciója felé van fordítva.

9. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektornak (fényvisszaverőnek) (4) a hosszúsági irányú tengelye a készülékház (2) egy oldalsó perem-szakaszán (2a) terjed a készülékház mélye felé kinyúlva és/vagy egy hegyes szögben terjed a készülékház mélyéhez (12) képest, előnyösen körülbelül párhuzamosan terjed a játék- és/vagy szórakoztató-készülék egy függőleges, hosszúsági irányú középsíkjaival, ferdén felfelé emelkedve a készülék egy elülső oldalától hátrafelé a készülék egy hátsó oldala felé.
10. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) vagy egy további reflektor (fényvisszaverő) a készülékház (2) egy vízszintes perem- és/vagy szélső-szakaszán (2b) áll rendelkezésre két készülékház-szakasz között vagy a készülékház egy felső oldala és a készülék egy felső csatlakozó (tartozék) része között, ahol annak a hosszúsági irányú tengelye előnyösen keresztirányban terjed a készülék elülső oldalán keresztül az elülső oldali perem- és/vagy szélső-szakasz (2) mentén és egy kezelési hely felé van fordítva, amely a készülékház (2) egy elülső oldala előtt található.
11. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a reflektor (fényvisszaverő) vagy egy további reflektor (fényvisszaverő) a készülékház (2) egy függőleges perem- és/vagy szélső-szakaszán (2b) áll rendelkezésre két készülékház-szakasz között, ahol annak a hosszúsági irányú tengelye előnyösen függőlegesen terjed az elülső oldali perem- és/vagy szélső-szakasz (2) mentén és egy kezelési hely felé van fordítva, amely a készülékház (2) egy elülső oldala előtt található.
12. Játék- és/vagy szórakoztató-készülék az előző igénypontok egyike szerint, ahol a fényforrás (6) egy olyan készülékház-oldalon van elrendezve, amely egy a készüléknek az elülső oldala előtt álló kezelő személynek a látómezején kívül van elrendezve.
13. Játék- és/vagy szórakoztató-készülék csoport, amely magában foglal legalább egy első, az előző igénypontok egyike szerinti játék- és/vagy szórakoztató-készüléket, valamint egy további, előnyösen szintén az előző igénypontok egyike szerinti játék- és/vagy szórakoztató-készüléket, ahol a fényforrás (6), amely annak a reflektornak (fényvisszaverőnek) (4) a megvilágítására (besugárzására) szolgál, amely az első játék- és/vagy szórakoztató-készüléken található, a második játék- és/vagy szórakoztató-készüléken áll rendelkezésre.
14. Játék- és/vagy szórakoztató-készülék csoport az előző igénypont szerint, ahol külön-külön legalább egy reflektor (fényvisszaverő) (4), valamint legalább egy fényforrás (6), amely annak a reflektornak (fényvisszaverőnek) a megvilágítására (besugárzására) szolgál, amely a megfelelő másik játék- és/vagy szórakoztató-készüléken található, állnak rendelkezésre mind az első játék- és/vagy szórakoztató-készüléken mind a második játék- és/vagy szórakoztató-készüléken.
15. Játék- és/vagy szórakoztató-készülék csoport a két előző igénypont egyike szerint, ahol a játék- és/vagy szórakoztató-készülékek egymás mellett vannak elrendezve egy sor mentén és a reflektor (fényvisszaverő) (4), amely az első játék-készüléken található, megvilágítható (besugározható) a fényforrás (6) által, amely a szomszédos játék- és/vagy szórakoztató-készüléken található.
16. Játék- és/vagy szórakoztató-készülék csoport a két előző igénypont egyike szerint, ahol a játék- és/vagy szórakoztató-készülékek csillag alakban vannak elrendezve egy csoport-középpont körül és a reflektor (fényvisszaverő) (4), amely az első játék- és/vagy szórakoztató-készüléken található, megvilágítható (besugározható) egy fényforrás (6) által, amely a további, szomszédos játék- és/vagy szórakoztató-készüléken található.

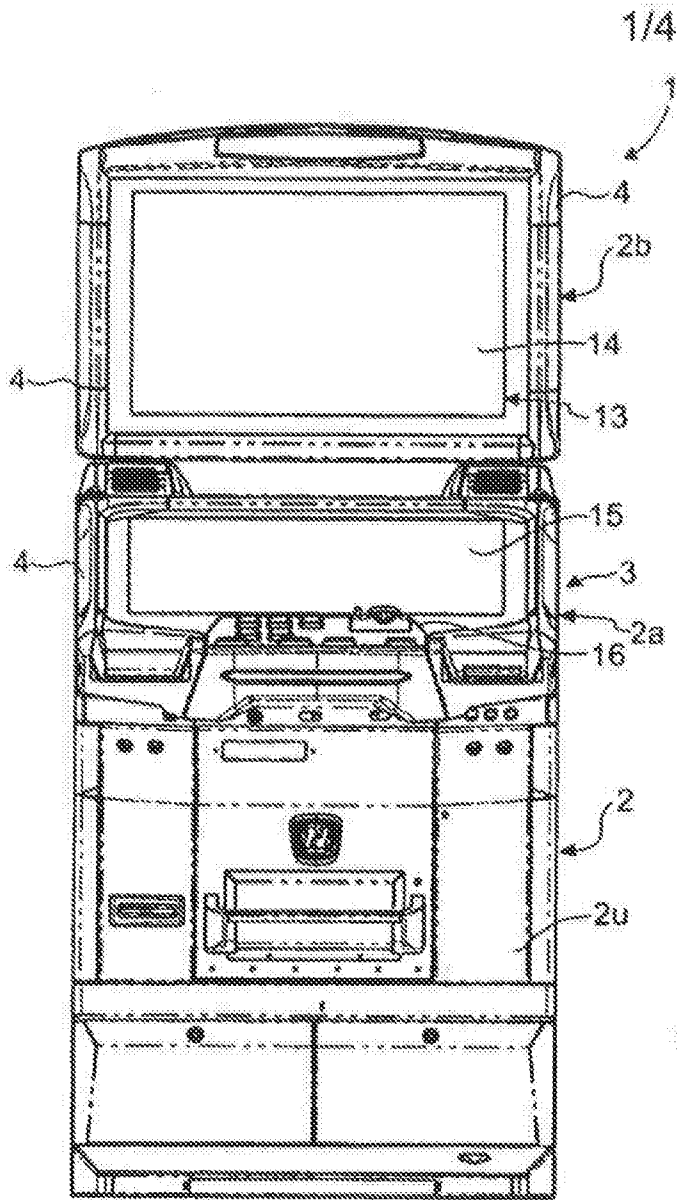


FIG. 1

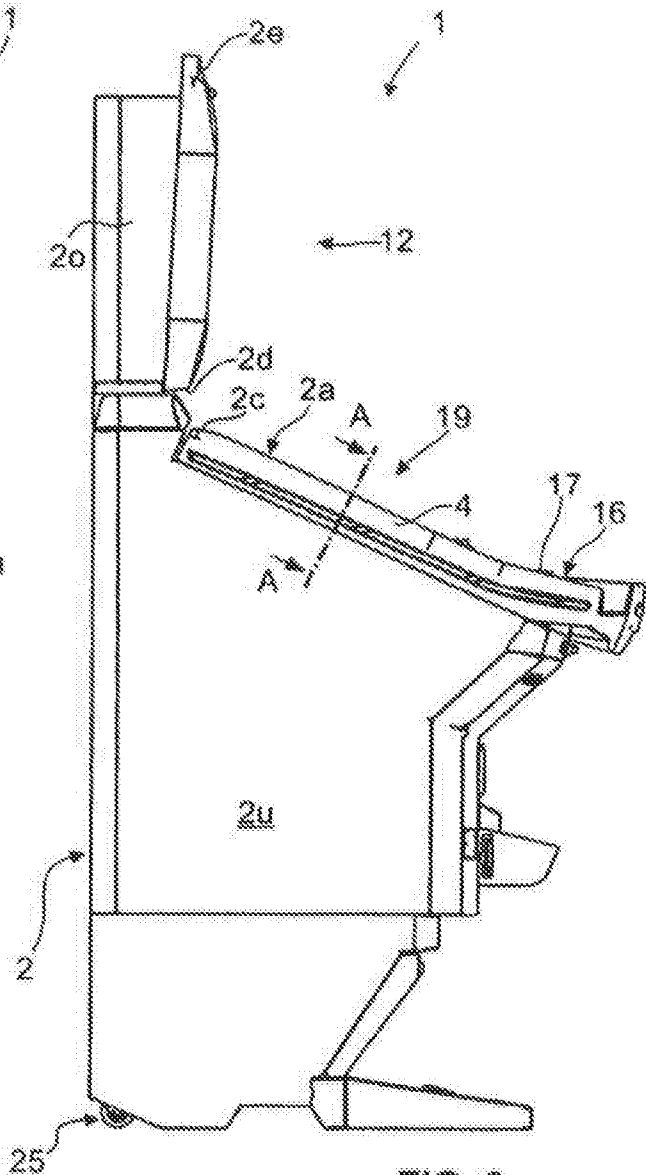


FIG. 3

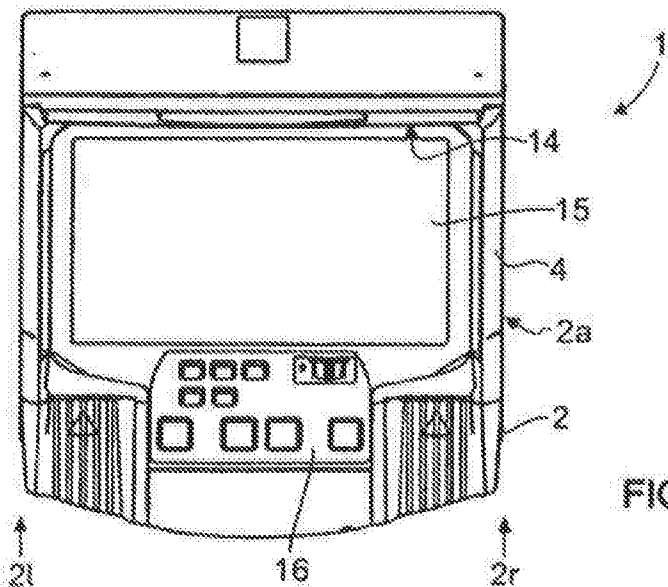


FIG. 2



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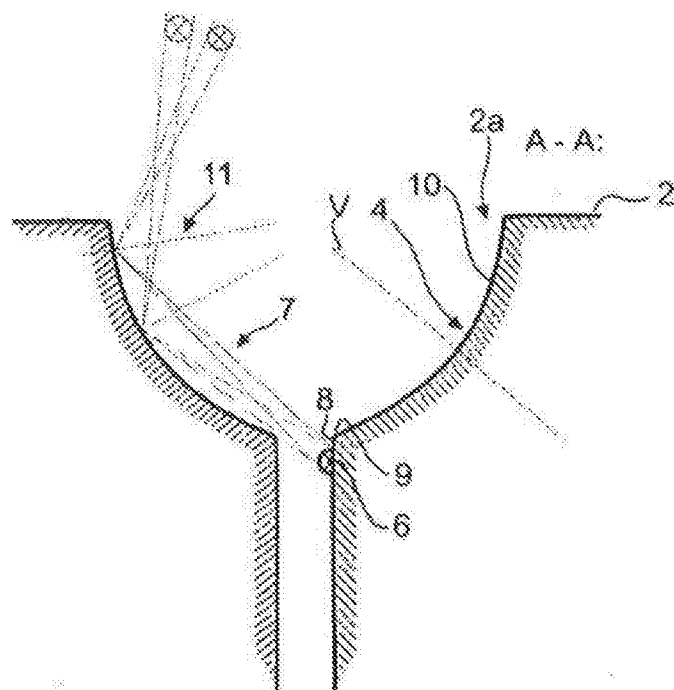


FIG. 4

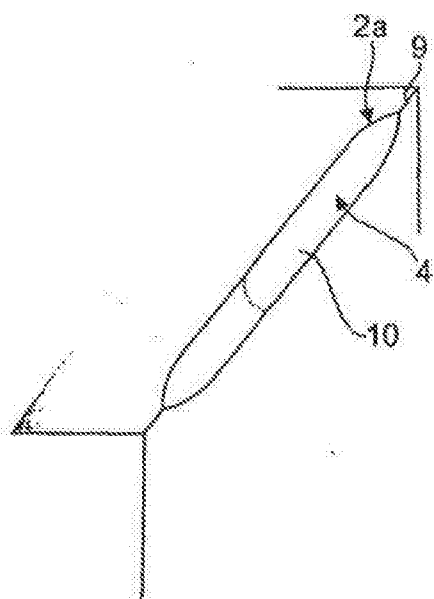


FIG. 5

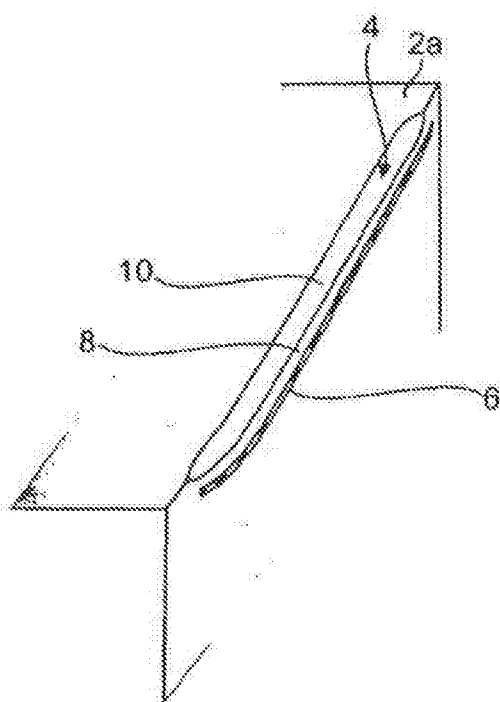
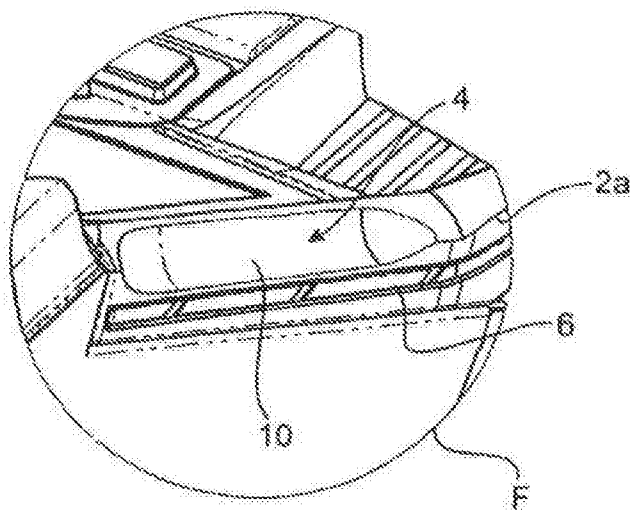
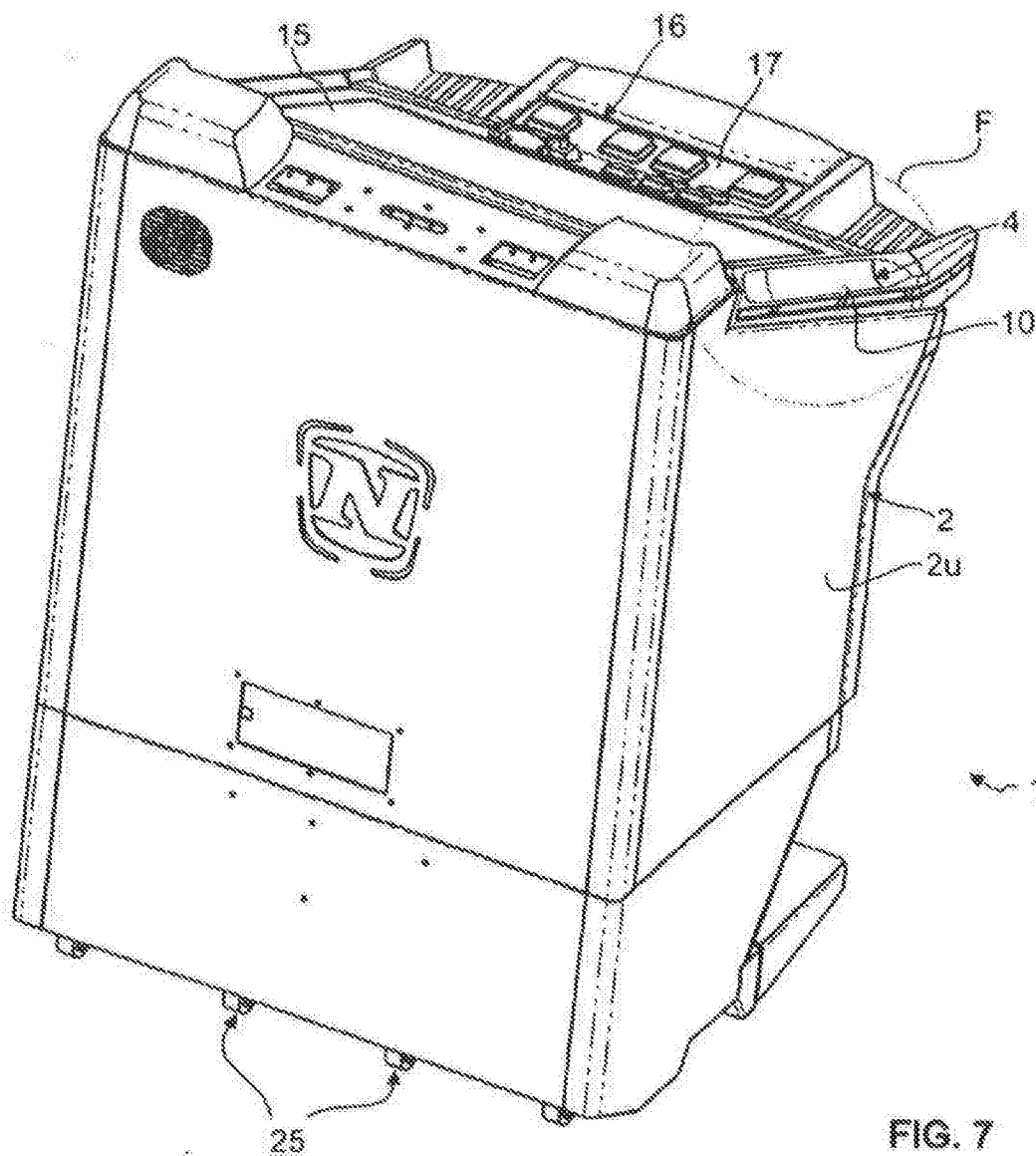


FIG. 6

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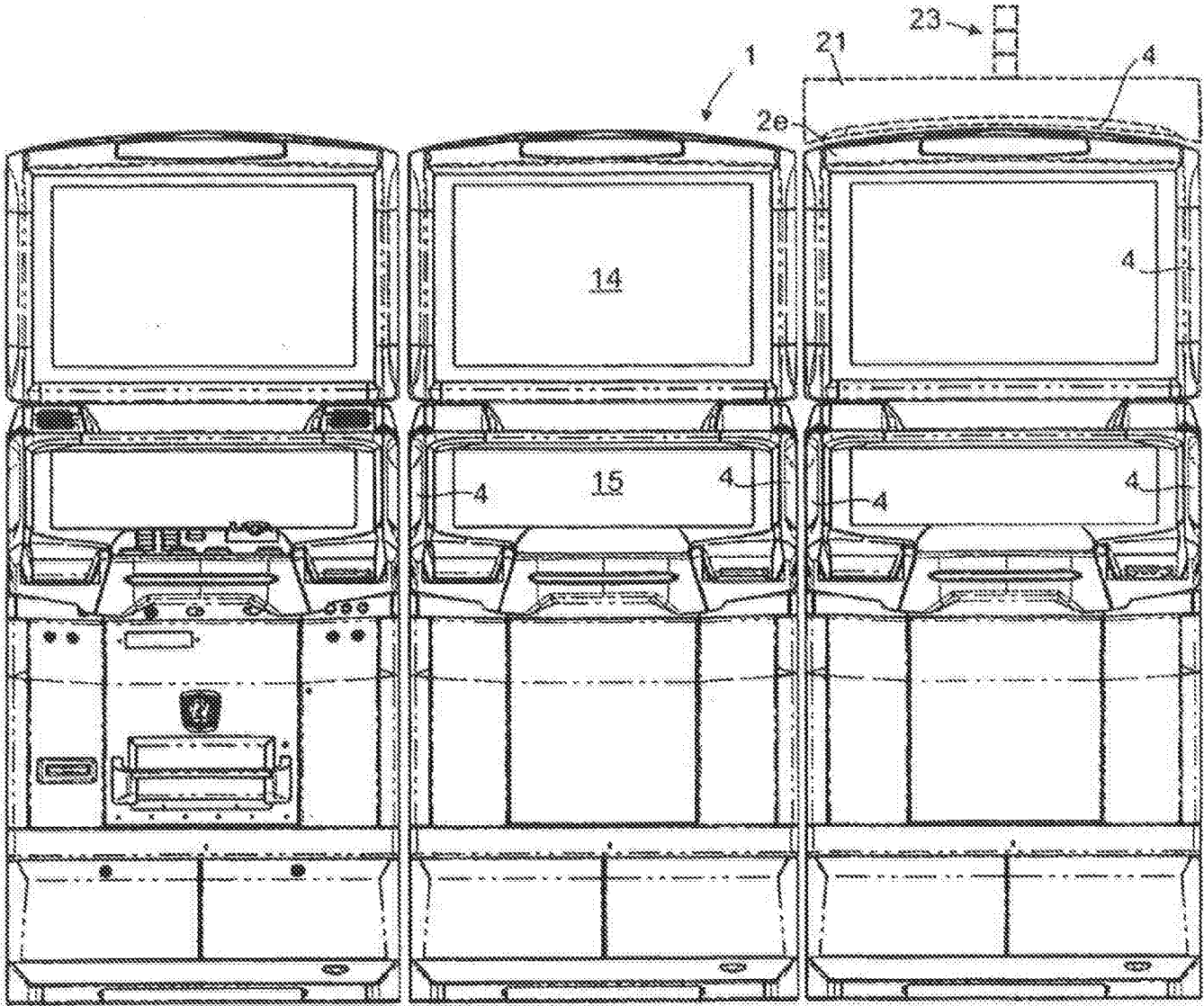


FIG. 8

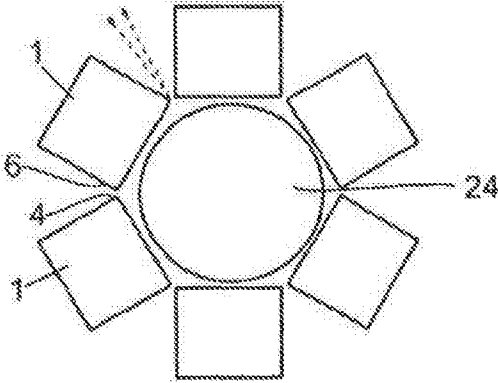


FIG. 9