

Example 2-5. Game machine

(Example where “hand-scoring” process by software in a game machine is concretely realized by using hardware resources)

[Title of Invention]

Game machine

[Claims]

[Claim 1]

A computerized card game machine, comprising:
means for assigning specific points of a score to a set of cards dealt, according to the complexity of the hand involved.

[Claim 2]

A computerized card game machine, comprising:
means for memorizing a scoring hand data table (i.e. a hand of cards dealt that scores points) in which a given set of cards is matched to specific scoring hand data, and a score data table in which the scoring hand data are matched to the score data;
means for assigning corresponding scoring hand data by retrieving said scoring hand data table based on a set of cards selected, assigning corresponding score data by retrieving the score data table on the basis of the applicable scoring hand data, and outputting all of the scoring hand data and total points scored.

[Description of the invention]

[Technical field to which the invention pertains]

This invention relates to computerized card game machines.

[Prior art]

A conventional computerized card game machine extracts a hand of cards dealt, score the points from among a given set of five cards dealt by the computer, determines the scores based simply on the number of scoring hands, and displays the results obtained.

[Problems to be solved by the invention]

In fact, the degree of difficulty varies according to the type of "scoring hand." In this respect, the conventional practice of scoring the same points for any type of hands reduces the attractiveness of the game as well as players' enthusiasm for the game. Accordingly, the object of this invention is to create a card game machine that makes the game more exciting and arouses players' enthusiasm by assigning different points of scores to a set of cards depending on the complexity of the hand involved.

[Means for solving the problem]

The card game machine invented here separately stores the scoring hand data table, which keys a set of cards to specific scoring hand data, and the score data table, which keys scoring hand data to score data. The invention solves the problem described by using the scoring hand data table and the score data table in turn, and by presenting to players all the types of scoring hands and total scores in a set of cards dealt.

[Mode for carrying out the invention]

Figure 1 shows the configuration of the card game machine. Display unit 1 and input facilities 2 such as a keyboard or mouse are connected to a bus 9. The central processing unit (CPU) 3 specifies the image data to be displayed during execution of the game machine, and retrieves the scoring hand data and the corresponding score data based on a set of cards dealt.

RAM 4 temporarily stores the image data to be displayed, and the image processing unit 5 generates the image data required according to the instructions from CPU 3, and displays the image on the display unit 1.

The card game machine stores three types of files in its memory.

The first file 6 stores game program 61, card image data 62, random number table 63, etc. The second file 7 stores the scoring hand data table, which keys the scoring hand data to card sets. In addition, the third file 8 stores the score data table, which keys the scoring hand data to the score data. The second file 7 and third file 8 can be separately updated.

Figure 2 shows an example of a display screen. The screen illustrates five cards. At the top, it also displays the scoring hand data [A and B] retrieved from the scoring hand data table, and the score "6 points" that is output after retrieval of the score data table based on the scoring hand data.

The flowchart in Figure 3 explains the way in which the invented game program runs. When a prompt for "game start" is entered, the system selects (S1) five cards using the random number table, in accordance with the game program. The system retrieves (S2) a hand of cards that scores points by selecting an existing stored set of cards, and reads out the applicable scoring hand data detected.

In order to fetch the score data corresponding to the scoring hand data, the system retrieves (S3) the score data table, fetches the corresponding score data, and adds up the total scores earned. On the screen of display unit 1, the system displays (S4) the five cards selected, the retrieved scoring hand data, and the total scores earned, as shown in Figure 2.

The system checks (S5) whether the card change frequency has reached the maximum limit, and either aborts if the limit has been reached, or else proceeds to (S6). The system inquires (S6) from a player if he/she prefers to specify cards to be changed, and either aborts if no cards are specified or else proceeds to (S7) if cards are specified. The system selects (S7) new cards using the random number table and replaces specified cards with selected cards, with system control returning to (S2).

The second file 7 and third file 8 can be separately updated as appropriate.

Consequently, if scoring hand data and score data are changed to meet the specific needs of the countries or regions in which the card game machines are installed or marketed, the table can be rewritten to allow common use of the data in the first file 6 and a reduction in the number of processes in proportion to a reduction in the size of the rewritten table.

[Advantageous effect of the invention]

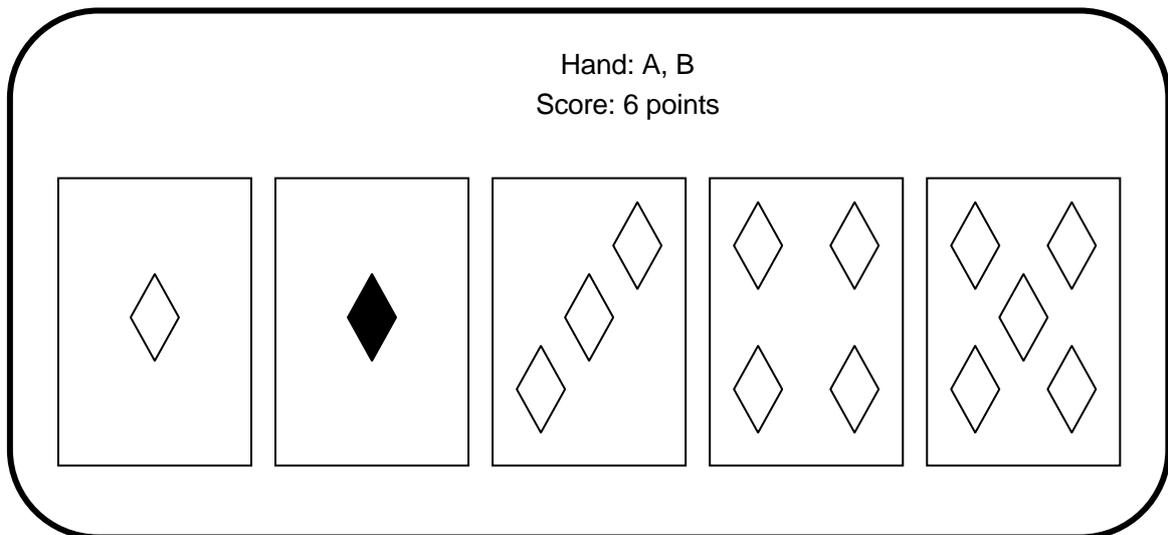
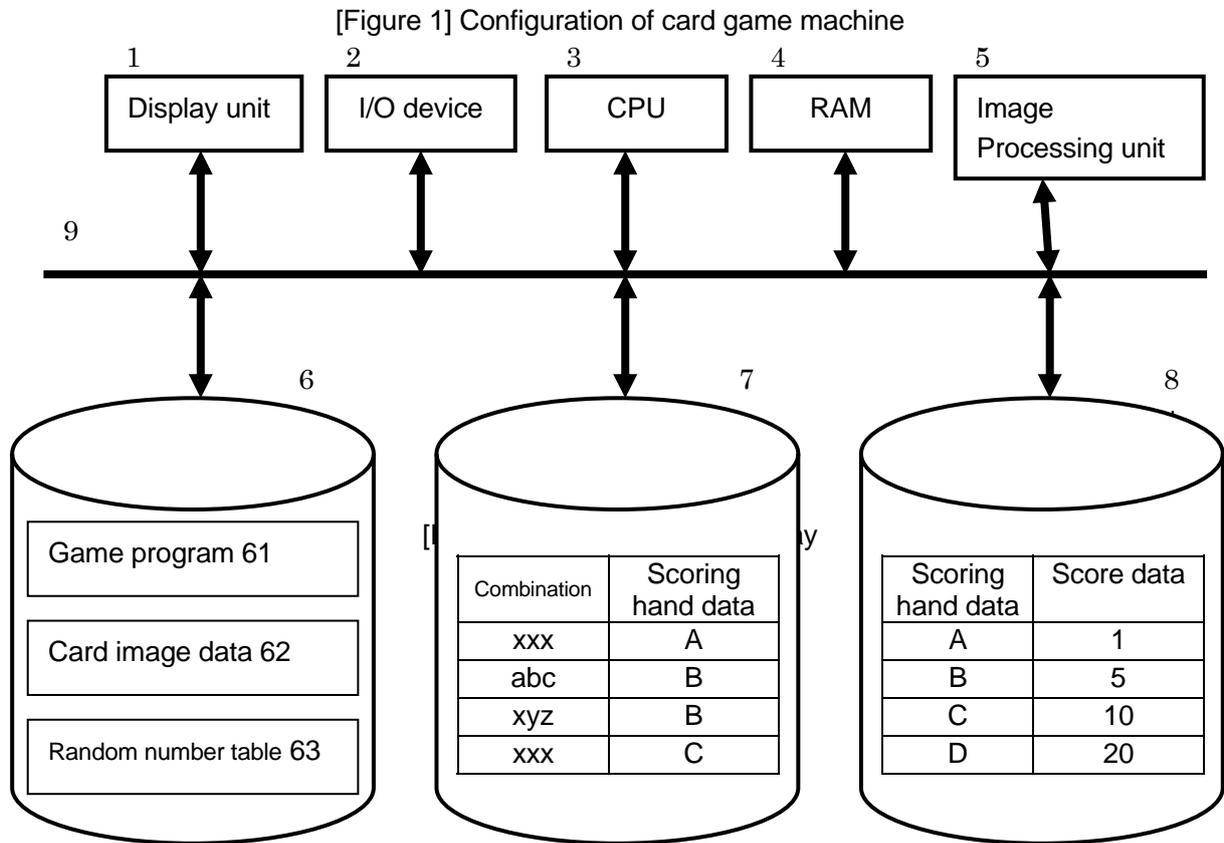
Since the invented card game machine extracts all scoring hands, and computes and displays the total points scored for the respective hands, the total scores vary with the type and number of scoring hands involved. The invention thus provides players with exciting games. Also, as a changeable scoring hand data table and score data table are separately provided, card game machines operating according to different rules can be installed and

marketed flexibly in different situations of countries and regions by modifying the scoring hand table or the score data table.

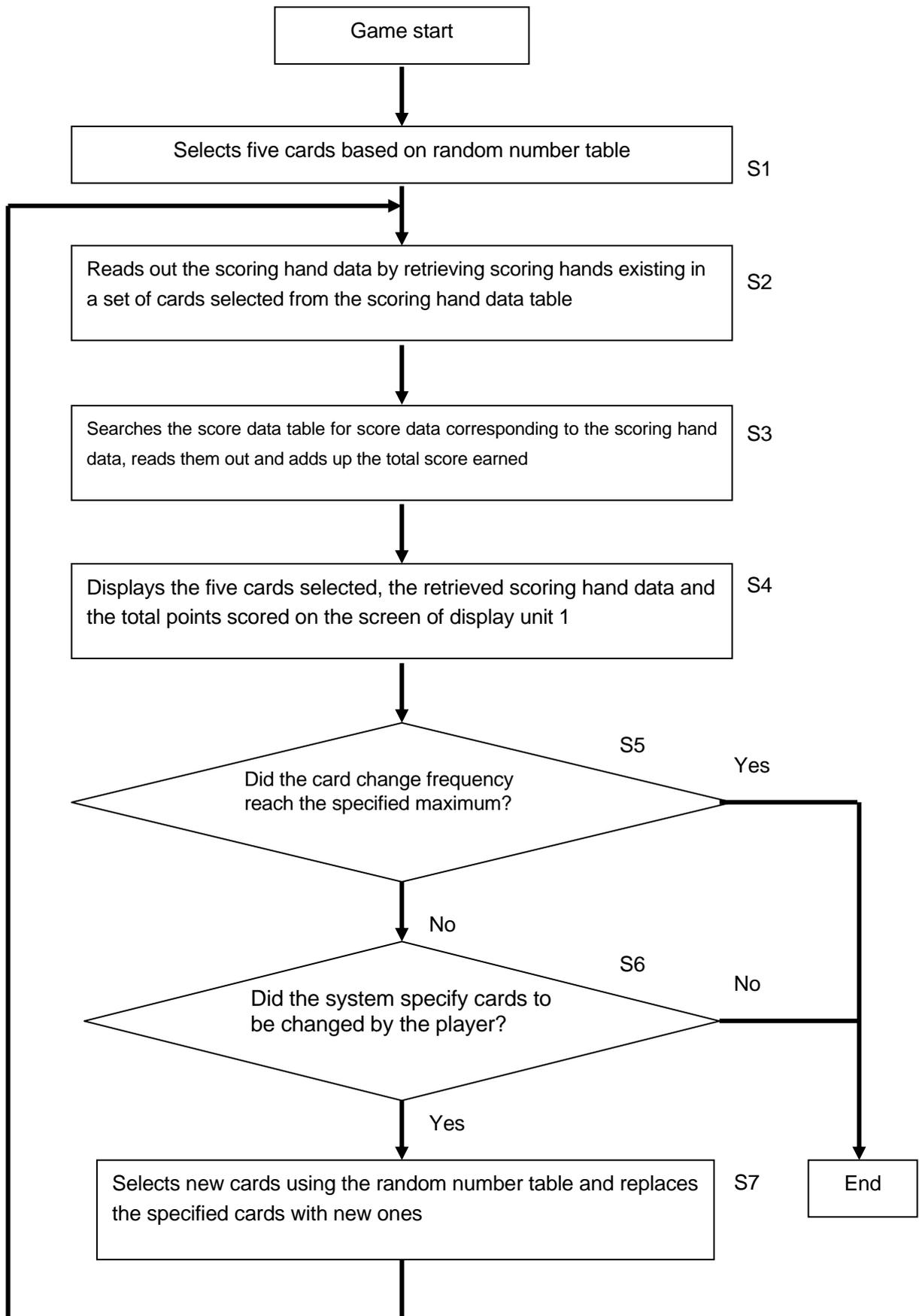
[Brief description of drawings]

(Omitted)

[Drawings]



[Figure 3] Processing flowchart



[Conclusion]

[Claim 1] The invention of claim 1 does not constitute a "statutory invention."

[Claim 2] The invention of claim 2 constitutes a "statutory invention."

[Explanation]

[Claim 1]

The claimed invention identified on the basis of the definition of the claim 1 is:

"A computerized card game machine, comprising:

means for assigning specific points of a score to a set of cards dealt, according to the complexity of the hand involved."

The claimed invention identified on the basis of the definition of claim 1 is processing for computing scores by using hardware resources assigning different scores to a set of cards dealt according to the complexity of the hand involved, but it cannot be said that a card game machine in which the score computing processing software and hardware resources are cooperatively working is constructed, and information processing for score computing is not concretely realized, so that it cannot be said that information processing by software is concretely realized by using hardware resources.

It follows, therefore, the invention of claim 1 is not considered to be "a creation of technical ideas utilizing a law of nature" and does not constitute a "statutory invention."

[Claim 2]

The claimed invention identified on the basis of the definition of claim 2 is;

"A computerized card game machine, comprising:

means for memorizing a scoring hand data table (i.e. a hand of cards dealt that scores points) in which a given set of cards is matched to specific scoring hand data, and a score data table in which the scoring hand data are matched to the score data;

means for assigning corresponding scoring hand data by retrieving said scoring hand data table based on a set of cards selected, assigning corresponding score data by retrieving the score data table on the basis of the applicable scoring hand data, and outputting all of the scoring hand data and total points scored."

The claimed invention identified on the basis of the definition of claim 2 is to provide a card game machine with a concrete means, in which software and hardware resources are cooperatively working, to perform information processing for assigning corresponding scoring hand data by retrieving the scoring hand data table based on a set of cards selected, assigning corresponding score data by retrieving the score data table on the basis of the applicable scoring hand data, and outputting all of the scoring hand data and total points scored, so that it can be said that information processing by software is concretely realized by using hardware resources.

It follows, therefore, the invention of claim 2 is considered to be "a creation of technical ideas utilizing a law of nature" and constitutes a "statutory invention."