Patent Claims

1. Amusement machine with a computer-controlled game process control (24), which is accommodated in a housing (1) having a storage tray (22), wherein below the surface of the storage tray (22), a stationary unit (23) is linked to a game process control (24) for wireless energy transmission to an accumulator (20) of a mobile computing unit (21), whereas the power supply of the unit (23) is activated during readiness for operation of the game process control (24) and/or a computing unit (21) located on the storage tray (22), and wherein the storage tray (22) is integrated into a money output tray (19) and/or a money insertion tray.

2. Amusement machine according to claim 1, characterized in that in case of a computing unit (21) situated on top on the storage tray (2) of the money output tray (19), the money output unit is deactivated.

3. Amusement machine according to claim 1, characterized in that the stationary unit (23) comprises an induction coil and a recognition unit for accumulator power data.

4. Amusement machine according to any one of claims 1 to 2, characterized in that the stationary unit (23) comprises a radio interference filter (32).

5. Amusement machine according to any one of claims 1 to 3, characterized in that the stationary unit (23) comprises a receiver system (35) for electromagnetic waves, which is coupled to a processor adjusting the stationary unit (23) for wireless energy transmission to an accumulator (20) requiring charging,

6. Amusement machine according to claim 4, wherein the receiver system (35) is adapted for communication with a transponder (34) attributable to the mobile computing units (21).

7. Amusement machine (2) according to claim 6, whereas a player profile

stored in a storage unit (36) of a game process control (24) can be activated via the stationary unit (23) upon transponder (34) recognition.

8. Amusement machine according to claim 7, characterized in that the player profile comprises at least one count of a point bank (11) and/or a credit display (12) of the amusement machine (2), whereas the count can be stored when removing the mobile computing unit (21) from the receiver system's (35) coverage area.

9. Amusement machine according to claims 7 or 8, characterized in that upon transponder (34) recognition, data will be stored in a storage unit (36) and/or data will be retrieved from the storage unit (36) of the amusement machine (2) or the computing unit (21) via a receptive command input to the amusement machine (2) or the computing unit (21).