

9801884-9



PCT

WORLD INTELLECTUAL PROPERTY ORGANIZATION
International Bureau

INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification ⁶ : G01P 15/08, 15/04, 7/00, A63F 9/22, G06F 3/00	A2	(11) International Publication Number: WO 97/46888 (43) International Publication Date: 11 December 1997 (11.12.97)
(21) International Application Number: PCT/JP97/01730 (22) International Filing Date: 23 May 1997 (23.05.97) (30) Priority Data: 8/143028 5 June 1996 (05.06.96) JP (71) Applicant (for all designated States except US): CASIO COM- PUTER CO., LTD. [JP/JP]; 6-1, Nishi-Shinjuku 2-chome, Shinjuku-ku, Tokyo 160 (JP). (72) Inventors; and (75) Inventors/Applicants (for US only): TONOMURA, Keisuke [JP/JP]; 1-22-37-103, Musashinodai, Fussa-shi, Tokyo 197 (JP). YAMAGISHI, Masakatsu [JP/JP]; 1202, Fussa, Fussa- shi, Tokyo 197 (JP). (74) Agents: SUZUYE, Takehiko et al.; Suzuye & Suzuye, 7-2, Kasumigaseki 3-chome, Chiyoda-ku, Tokyo 100 (JP).	(81) Designated States: CN, KR, SG, US, European patent (DE, FR, GB, IT). Published <i>Without international search report and to be republished upon receipt of that report.</i>	

(54) Title: MOVEMENT MEASURING DEVICE, ELECTRONIC GAME MACHINE INCLUDING MOVEMENT MEASURING DEVICE, AND METHOD OF PLAYING GAME MACHINE

(57) Abstract

A movement measuring device determines the speed of the body's specific movement on the basis of the maximum value of the acceleration sensed by an acceleration sensing unit attached to the body, when the body has made a specific movement. For example, when the player wears the device on his arm and makes a punching motion, the punching speed is found from the maximum acceleration resulting from the punching action. Furthermore, a game device obtains data indicating the magnitude of a specific movement of the body, on the basis of the acceleration sensed by an acceleration sensing unit, and then decides the outcome of the game is decided on the basis of the strength and weakness of the punch. This enables the user to easily play a fighting sport game involving the player's actual punching motions anywhere.

