

Shooting Game Device with Personal Screen

Technical Field

The invention relates to a shooting game device, in particular to a shooting game device for playing games together by multiple persons on a table.

Background Art

Shooting games are one of the popular types of games, and in addition to traditional shooting, the extended types include catching (fishing) fish, throwing stones (smashing bricks) and the like, which can allow a single person or a plurality of persons to play together, wherein a single player type game table can meet the requirement that players can play freely without pressure. A multi-player type game table is more widely favored and welcomed by players due to the addition of elements of competition and concert.

As disclosed in the Chinese Patent Publication CN101282771A, there is disclosed a game device which can be used for a plurality of players to play a game together by allowing the players to launch a fishing net for fishing, and which provides a large game table which can accommodate a plurality of players, and a plurality of players are respectively positioned around the game table to play the game.

According to the game table used for multi-player game, a plurality of players play simultaneously, so that in order to meet the requirements of most players, the display screen of the game table can only display common game information, and the personalized use requirements of the players cannot be met. For game fairness, it is often necessary to pause the game. That is, when a player wins the jackpot, other players cannot shoot in order to display an animation, the progress of other players and the whole game is affected, and therefore, in order to avoid delaying the game progress, the playing time of the game effect must be accelerated.

In addition, for a beginner player, the game picture displayed by the display screen is generated according to the operation of a plurality of players, so that the amount of information on the game picture is large, and the problem occurs that the information is difficult for the beginner player to interpret. The beginner player must spend time studying the game information and the game

information of shot objects, special shot objects (machine gun), etc., which forms a threshold for entry. In order to reduce the threshold, clerks can print game information and game information of shot objects, special shot objects and the like on the blank of the machine table by using stickers or directly. However, players still need a lot of game exercises to master the pulsation of game play, and obviously cannot meet the use requirements.

Summary of the Invention

It is a primary object of the present invention to disclose a shooting game device operable by a player to provide personalized game information.

To achieve the above object, the present invention provides a shooting game device having a personal screen for at least one player to play a shooting game, the shooting game device including a game processing element, a table, a main screen, a plurality of personal operation elements, and a plurality of personal screens. The game processing element provides a shooting game, controls a game progress of the shooting game and generates a main game picture. The table has a central area and a surrounding area surrounding the central area, and the main screen is arranged in the central area, connected with the game processing element and used for displaying the main game picture. The plurality of personal operation elements are arranged in the surrounding area, connected with the game processing elements, and used for being selected by at least one player to play a game and operate to generate an operation signal to change the game progress. The plurality of personal screens are arranged in the surrounding area and connected with the game processing element, the plurality of personal screens correspond to the plurality of personal operation elements one by one, and each personal screen respectively presents a corresponding personal game picture of the player.

Accordingly, each player can change the game progress through the operation signal generated by the personal operation element and the corresponding personal game picture is presented through the corresponding personal screen so as to meet the use requirement of obtaining personalized game information.

Brief Description of the Drawings

Figure 1 is a block diagram of the system of the present invention.

Figure 2 is a schematic diagram of a game table according to one embodiment of the present invention.

Figure 3 is a schematic diagram of a game table according to another embodiment of the present invention.

Fig. 4 is a schematic diagram of a main game picture of the main screen of the present invention.

Fig. 5 is schematic diagram 1 of a personal game picture of the personal screen of the present invention.

FIG. 6 is schematic diagram 2 of a personal game picture of the personal screen of the present invention.

FIG. 7 is schematic diagram 3 of a personal game picture of the personal screen of the present invention.

FIG. 8 is schematic diagram 4 of a personal game picture of the personal screen of the present invention.

Fig. 9 is a schematic diagram 5 of a personal game picture of the personal screen of the present invention.

Detailed Description of the Invention

With respect to the detailed description and technical aspects of the present invention, reference is now made to the following descriptions taken in conjunction with the accompanying drawings:

Referring to figures 1, 2, 4 and 5, the present invention is a shooting game device having a personal screen for at least one player to play a shooting game, the shooting game device comprising a game processing element 10, a table 50, a main screen 20, a plurality of personal operation elements 30, and a plurality of personal screens 40. The game processing element 10 provides a shooting game, controls a game progress of the shooting game and generates a main game picture 21 (shown in figure 4). The table 50 has a central area 51 and a surrounding area 52 surrounding the central area 51, and the main screen 20 is provided at the central area 51 and connected to the game processing element 10 for displaying the main game picture 21.

The plurality of personal operation elements 30 are disposed in the surrounding area 52 and connected to the game processing element 10, and the plurality of personal operation elements 30 are selected by at least one player to play a game and operate to generate an operating signal to

change the game progress. The plurality of personal screens 40 are disposed in the surrounding area 52 and connected to the game processing element 10, the plurality of personal screens 40 are corresponding to the plurality of personal operation elements 30 one by one, and each of the personal screens 40 respectively presents a corresponding personal game picture 41 of the player (shown in figure 5).

As shown in figures 2 and 4, in one embodiment, each of the personal operation elements 30 includes a directional control element 31 and an input interface 32, and the input interface 32 may include a push button 321, which is used for changing a score of a game wager, and an action button 322, which acts as a firing switch for a platform 323. The control platform 323 is controlled to emit bullets to attack any one of a plurality of shot objects 22, and the push button 321 and the personal screen 40 can be combined to become a touch screen. One embodiment of the directional control element 31 is a rocker that allows the player to swing the rocker left and right to rotate the firing direction of the platform 323, or the player can perform a locked firing or switch a locked target on the shot object 22, such as by pushing the rocker down or otherwise operating to lock the firing or switch the locked target.

Referring again to figures 3 and 5, another embodiment of the game table is shown in which each of the personal operation elements 30 includes a directional control element 31 and an input interface 32. In this embodiment, the input interface 32 and the personal screen 40 are combined to form a touch screen that provides both input and display functions. That is, the input interface 32 may display a virtual push button 321A and an action button 322A on the personal screen 40, and may also display a plurality of function buttons 324 providing functions such as language selection, game rules specification, automatic launch, etc. Thus, on the table 50, each player plays a game using the touch screen as both the input interface 32 and the personal screen 40, in conjunction with the directional control element 31.

Referring again to figures 4 and 6, the personal game picture 41 presented to the corresponding player by the personal screen 40 may be changed according to the personal needs of the corresponding player. In one embodiment, the personal game picture 41 is generated by the game processing element 10 through simplifying the main game picture 21 according to the operating signal of the corresponding personal operation element 30. In more detail, as shown in figure 4, the main game picture 21 can display the entire information of the game, such as shot objects 22

of various sizes, in great detail. As shown in figure 6, the personal game picture 41 is simplified according to the operation signal of the corresponding personal operation element 30 in such a manner that it can be changed by the operation signal of the player. For example, the player can control the personal game picture 41 to display only shot objects 22 (such as larger fish) with a certain score or to display only shot objects 22 on which a lock shooting can be performed, or the player designates the shot object 22 to be shot, etc.

Referring again to figure 7, in one embodiment, the personal game picture 41 displays specific information for the game processing element 10 according to the operation signal of the corresponding personal operation element 30, which may be game instructions or instructional guidance, etc. In more detail, when a player needs a game instruction or instruction guide, a corresponding operation signal can be generated by the personal operation element 30 to display information 221 of the shot object 22 including a score of the shot object 22, whether it can be locked, a game instruction or instruction guide, etc. in the personal game picture 41. In order to clearly show the information of the shot object 22, different information 221 of the shot object 22 may be displayed in turn.

In one embodiment, the personal game picture 41 displays a specific information corresponding to the player according to the game progress. That is, the specific information may be a game effect, a personal score, etc. For example, when the shooting game has a plurality of lockable shot objects 22, when the shot objects 22 appear on the main screen 20, they may appear simultaneously on the personal game picture 41 (as shown in figure 6).

Referring again to figures 2 and 8, the player may operate the personal operation element 30 to lock and shoot, e.g., the player may push down the directional control element 31 or otherwise operate to lock, e.g., as shown in figure with a dashed circle indicating that the player has locked a particular shot object 22A. When the player strikes the locked particular shot object 22A, a corresponding game effect may appear on the personal game picture 41 so that the game effect does not interfere with other players playing the game.

Referring again to figure 9, in one embodiment, the personal game picture 41 displays a specific information according to the operation signal of the corresponding personal operation element 30 and the game progress. More specifically, the specific information controls the adjustment of the generated personalized game screen by the player on demand. For example, when the shooting

game has a plurality of lockable shot objects 22, the player may operate the personal operation element 30 to generate a locked shooting sequence 222 for the plurality of shot objects 22, the locked shooting sequence 222 being displayed on the personal game picture 41. The player can quickly switch to the target to be performed with locked shooting by pushing down the directional control element 31 for a plurality of times with aid of the locked shooting sequence 222 in the personal game picture 41.

In summary, the present invention

The advantages at least include:

1. The player can obtain personalized specific information through the personal screen so as to meet the personalized use requirement.
2. The game effect obtained by the player can be displayed on the personal screen of the corresponding player, so that the game playing of other players is prevented from being interfered.
3. The personal screen may provide game instructions, locking information of the shot object and operation, etc. to assist the player in playing the game.

CLAIMS:-

1. A shooting game device having a personal screen for at least one player to play a shooting game, the shooting game device comprising:
a game processing element providing a shooting game, controlling a game process of the shooting game and generating a main game picture;
a table provided with a central area and a surrounding area surrounding the central area;
a main screen which is arranged in the central area, connected with the game processing element and used for displaying the main game picture;
a plurality of personal operation elements arranged in the surrounding area, connected with the game processing element and used for being selected by at least one player to play a game and operate to generate an operation signal to change the game process; and
a plurality of personal screens arranged in the surrounding area and connected with the game processing element, the plurality of personal screens corresponding to the plurality of personal operation elements one by one, and each personal screen respectively presenting a corresponding personal game picture of the player.
2. The shooting game device according to claim 1, wherein each of the personal operation elements includes a directional control element and an input interface.
3. The shooting game device according to claim 2, wherein the input interface includes a push button and an action button.
4. The shooting game device according to claim 3, wherein the push button is combined with the personal screen to form a touch screen.
5. The shooting game device according to claim 2, wherein the input interface is combined with the personal screen to form a touch screen.
6. The shooting game device according to claim 1, wherein the personal game picture is generated by simplifying the main game picture by the game processing element according to the operation signal of a corresponding personal operation element.

7. The shooting game device according to claim 1, wherein the personal game picture displays a specific information for the game processing element according to the operation signal of a corresponding personal operation element.
8. The shooting game device according to claim 1, wherein the personal game picture displays a specific information of a corresponding player according to the game progress.
9. The shooting game device according to claim 8, wherein the shooting game has a plurality of lockable shot objects which are simultaneously displayed on the personal game picture when the shot objects appear on the main screen.
10. The shooting game device according to claim 1, wherein the personal game picture displays a specific information according to the operation signal of a corresponding personal operation element and the game progress.
11. The shooting game device according to claim 10, wherein the shooting game has a plurality of lockable shot objects, the player operating the personal operation element to generate a locked shooting sequence for the plurality of shot objects, the locked shooting sequence being displayed on the personal game picture.