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Game Idea: New approach to old games

 I would like to apply new technologies for many old and really international games.

 The advantages of this approach are:

we do not need to invent a "bicycle";

we do not need to prove if the game will have a success;

we do not need to create the rules of the game;

we do not need to explain the rules of the game;

we do not need to promote the game;

we have already many future customers;

we have no problems with intellectual properties.

 One of these games is a billiard. This game is very old and it is impossible to say exactly when and where it was invented. We can say only that it is very old and it came from Asia. The origin of this game could be India or China.

 There are many different versions of this game. Only one task is common in all versions: how to count billiard balls in a billiard pocket. The billiard balls have numbers and colors. According to the rules billiard balls in the pockets have different meanings. The application of new technologies helps to count and distinguish billiard balls.

 Standard billiards have six pockets. In some modern billiards all pockets are connected to one place where billiard balls are collected. The RFID tags are placed in the plastic billiard balls.

If we place RFID reader in this collecting place, we can scan tags and get information for further calculation. Every ball has own number and RFID reader scans this number. On the monitor we can have the results of the game.

For different versions of the billiard with different rules we can choose the version on the monitor and computer will apply the rules for this version. Every version has own algorithm for calculations.

This interface is an extension for the existing old and international game.

I hope in future this idea will come to the reality.

Picture from http://www.billi.ru/images/turnirny.jpg