

THE EFFECT OF GAMEPLAY PATENTS BY NINTENDO ON THE GAME INDUSTRY BASED ON A STUDY OF GRANTED PATENT US12403397

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Abstract

The phenomenon of Intellectual Property Rights has grown rapidly, currently the separate grouping of IPR is no longer considered able to protect innovative works, so the idea emerged by including or mixing elements of IPR categories with others, such as computer programs can be objects for patent registration because they have met the requirements for patents, namely new, have inventive steps and are applied in the Industry. Currently, patents registered by Nintendo and the Pokemon Company are a concern for video game makers and gamers, this is because there are issues of patents that have been granted or legally protected by patents and there are already certificates that include ownership of gameplay or how to play video games related to Pokemon games in the form of how to catch monsters, ride monsters and issue or summon monsters (monster summoning). This will force game companies to change the game play system to avoid patent lawsuits from Pokemon and Nintendo companies. For gamers and game makers, this is a concern because it is assumed that it will affect other games, especially indie games and gamer satisfaction in playing games will be reduced due to patents from Nintendo and Pokemon.

Keywords: Patents: intellectual property rights: Pokemon: Nintendo: exclusive rights

Abstrak

Fenomena Hak kekayaan intelektual telah berkembang pesat, saat ini pengelompokan HKI secara terpisah tidak lagi dianggap dapat melindungi karya yang inovatif, sehingga muncul ide dengan memasukkan atau mencampurkan unsur kategori HKI dengan yang lain, seperti pada program computer dapat menjadi objek untuk didaftarkan paten karena telah memenuhi syarat paten yaity baru, memiliki langkah inventif dan diterapkan di Industri. Saat ini paten yang didaftarkan Nintendo dan Perusahaan Pokemon, menjadi kekhawatiran para pembuat video game dan gamer, hal ini karena terdapat isu paten yang sudah granted atau yang dilindungi paten secara sah dan sudah ada sertifikat tersebut mencantumkan kepemilikan gameplay atau cara memainkan video game terkait dengan game pokemon berupa cara menangkap monster, menunggangi monster dan mengeluarkan atau memanggil monster (monster summoning). Hal ini akan memaksa perusahaan game mengubah sistem permainan game untuk menghindari gugatan paten dari perusahaan pokemon dan nintendo. Bagi gamer dan pembuat game, ini menjadi kekhawatiran karena diasumsikan akan berpengaruh pada game-game lain terutama game indie dan kepuasan gamer dalam memainkan game akan berkurang akibat paten dari nintendo dan pokemon.

Kata Kunci: Paten: hak kekayaan intelektual: Pokemon: Nintendo: hak eksklusif

INTRODUCTION

Video games fall under the copyright category. This is based on Article 10, paragraph 2 of the TRPS Agreement, which specifically regulates copyright protection, which includes computer

programs. This agreement broadly states that data and other forms read by machines that allow objects to be moved and controlled are creations of the creator and must be protected (Riska Hanif Arma 2022).

As a result of the rules outlined above, a public assumption has been formed that all kinds of digital data created by computers and run by computers or other equipment are included in copyright protection. This is reflected in Indonesian copyright law, namely Law No. 28 of 2014 concerning Copyright, starting from articles one and forty regarding computer programs, namely a set of instructions described in the form of code, language, design or in other forms with the aim of the computer being able to function to do or create something, and can also be done with other media. Of course, this definitely includes video games in the copyright category (Mirza Mar'Ali dan Priliyani Nugroho Putri 2021).

In practice, when registering a video game program as copyright, there are complexities that must be considered, including registering the computer program by attaching instructions for running the program, recording the story and characters in a game, and the songs, all of which must be registered for a song usage license. For game developers, this is a complex task, as they must protect each element of the game individually (Galih Dwi Ramadhan 2021).

Meanwhile, patents initially did not provide opportunities for computer programs, because patents always revolve around three inventions: processes,

methods, and products or tools. This seems to close the opportunity for computer programs, especially video game software, to fall under the patent category. In its regulations, Undang-Undang No. 13 Tahun 2016 tentang Paten, computer programs are not included in the patent protection category as stated in Article 4 which states that inventions referred to in patents do not include objects that have aesthetics, designs or schemes, games with rules or methods that involve psychological activities, computer program rules or methods, presentations, new methods for existing products, and new compounds that do not have properties. This article has exceptions related to the rules and methods of computer programs, which can be made the object of a patent if they have a purpose and are connected to the product, meaning the program in question can solve tangible or intangible problems (intangible). (Abdul Atsar 2017).

Although computer programs cannot be included in it, patents can include inventions in the form of games in physical form, such as modified card games with the aim of allowing children to learn to count, or games like Monopoly with the aim of giving players a glimpse of real life (Ruth Valencia Wijaya Valencia Fitri 2023).

The phenomenon of Intellectual Property Rights has developed rapidly.

Currently, the separate grouping of IPR is no longer considered to be able to protect innovative works, so the idea emerged by including or mixing elements of IPR categories with others, such as computer programs can be objects for patent registration because they have met the patent requirements, namely being new, having an inventive step and being applied in Industry. It should be noted that as long as Indonesia still uses UU No.13 Tahun 2016 Tentang Paten, inventions in the form of computer programs must still be followed by inventions in the form of tools or products. In fact, currently brands contain elements of industrial design, which in the definition of brands stated in Article 1 of Undang-Undang No .20 Tahun 2016 tentang Merek Dan Indikasi Geografis has the same elements as the definition of industrial design as in Law No. 31 of 2000 concerning Industrial Design, the same element is located in the element of '2 (two) dimensional and / or 3 (three) dimensional form' which previously the definition of brands in UU No. 15 Tahun 2001 tentang Merek did not have 3-dimensional elements (Junimart Girsang dkk 2021).

Currently, the patents registered by Nintendo and the Pokemon Company are a concern for video game makers and gamers, this is because there are issues with

patents that have been granted or legally protected and the certificate already includes ownership of gameplay or how to play video games related to Pokemon games in the form of how to catch monsters, ride monsters and issue or summon monsters (monster summoning). The patent in question is a patent registered in 2023 and can only be ratified in September 2025 in the United States with the number US Patent No. 12403397 with the title Storage medium, information processing system, information processing apparatus, and game processing method (Lincoln Carpenter 2025).

This patent was triggered by a competitor named Pocketpair, which released a game called Palworld. After its announcement in 2021 and release in 2024, gamers became suspicious, noting that the designs of the monster characters in the game bore similarities to those of Pokémon. After conducting an investigation, the Pokémon company sued the company in the Tokyo District Court in 2024 for intellectual property rights. However, it turned out that the lawsuit was not about character design or copyright, but rather the patent rights to the game made by Pocketpair (Alerts and John H. Wright 2025).

After it was discovered that Nintendo and Pokemon had patents related

to video games, the Pocketpair company was forced to change the Palword game system to avoid patent lawsuits from Pokemon and Nintendo companies. For gamers and game makers, this became a concern because it was assumed that it would affect other games, especially indie games, and gamer satisfaction in playing the game would decrease due to the influence of Nintendo and Pokemon patents, especially the recently completed patent, US Patent No. 12403397.

PROBLEM FORMULATION

Based on the description above, the problem formulation discussed in this paper raises the following issues: What is the legal position of patents regarding gameplay patents?, and How do gameplay patents, specifically US012403397B2, affect innovation and competition in the gaming industry?

RESEARCH METHODS

This research focuses on the description of the US012403397B2 patent, observing its use, and analyzing it based on patent law to answer the problem formulation outlined. This normative legal research compares and analyzes two or more regulations, particularly those related to patents, clearly demonstrating the nature of this research as comparative legal research.

The data sources used by the author include positive legal regulations as primary legal material, including patent descriptions, and secondary legal materials, including legal facts and doctrines contained in legal opinions, journals, research results, documents, the internet, and scientific magazines related to the object of study. To determine patent use, the author observed game streaming broadcasts on YouTube.

PATENT LEGAL POSITION RELATING TO GAME PLAY PATENTS

In general, gameplay in video games is a game that exists in software. Intellectual Property Rights regulations in Indonesia clearly state that software is a work that falls under copyright, as stipulated in UU 28 Tahun 2014 tentang Hak Cipta. In video games, which are software, generally protected by copyright are background music, opening and ending themes, character designs, backgrounds and equipment, game stories, how to run the software, and source code (if necessary). Of course, if it is included in copyright, the owner of the work is not obliged to record/register his work with copyright, because copyright arises automatically when the work has been completed. Of course, if the work is for commercial purposes, announcement to the public is

mandatory.(Syakilah Wanda Ramatasita dkk 2025)

Unlike copyright, patents require the production and sale of the work, or actual industrial application. Therefore, patents are considered industrial property rights (Adrian Dwirahman Bahri dkk 2025). The Industrial Revolution triggered the proposal for patents in England in the 1500s. The current regulatory frameworks are TRIPS and the Paris Convention (Nurasi 2023), while in Indonesia it is regulated by UU no. 13 Tahun 2016 tentang Paten. The definition of a patent is an exclusive right or special right granted to an inventor and/or patent holder for an invention in the form of a product or tool, process and method. The invention referred to in this sense is the result of technological innovation that has passed patent assessment, namely the novelty that is defined as an invention that is made that is something that has not been thought of before and is not an invention that has been granted a patent either in part or in whole, the inventive step is a stage carried out by the inventor to find an idea or realize an idea either from field observations or from research, and can be industrialized, namely the invention can be a pioneer in the establishment of an industry (Mutia Denti Armala Zuami 2020). Internal Industry has a relationship that must be clarified such as

employees, managers and directors, so that in patents the relationship between inventors and patent holders must also be clear, where inventors are individuals or groups of inventors and creators of inventions by sacrificing time, energy and thoughts until the idea is realized so that the invention can be registered for a patent, while patent holders are inventors or third parties, both individuals and groups as legal subjects who obtain patents from inventors based on ties permitted by law, such as licenses, renting, buying from inventors at a reasonable price and not detrimental to the inventor (Rachmat Arnanda dkk 2024).

If copyright can be obtained automatically, on the other hand, patents are included in one of the industrial property rights, to obtain the right to a patent must be registered by adhering to the first to file principle, which means that the registration that is given priority is the first registrant. The reflection of first to file is stated in the time in the form of the date, hour, minute and second recorded after registration (Imelda Martinelli dkk 2024).

Firstly, what is obtained from a patent, inventor or patent holder, is the right to property or also known as *zaak* as in Article 499 KUHPperdata, which explains that everything that can be an object of property rights is in the form of objects or rights (Indra Rahmatullah 2015). This

description was developed by Prof. Soediman Kartohadiprodjo by providing the understanding that objects can be tangible or intangible (Hari Sutra Disemadi 2023). This aligns with Prof. Subekti's position that *zaak* is something that people can rightfully own. Therefore, with this right, patent rights can be exercised, similar to those of tangible objects, especially if the rights are for commercial purposes (Abbas Abdullah, Kevin Aprio Putra Sugianta 2021).

Individuals or groups who obtain patent rights are the same as obtaining monopoly rights over their invention, so that the patent holder has the right to use, sell, import, deliver, provide, prohibit those who produce the invention except for educational purposes (Elsi Kemala Putri dan Jasman Nazar 2014).

The essence of a patent is a right. Law and rights are closely related, with rights generally being obtained as a result of the law, which gives everyone the opportunity to possess them (Sinaga 2018). For example, if the regulations allow someone to own a firearm, then there are individuals who buy firearms and even collect them on the grounds that someone's right to own a firearm is a right and is protected by law (Firmin DeBrabander 2015). Although there are also those who do not have them. Regarding rights and obligations, they

cannot be separated from the political and legal realms, which aim to create the desired national legal system based on social reality while maintaining traditional values, which is a national and international political reality. (Andrie Irawan 2015).

Patent law that applies due to the industrial revolution, the changes that occur in patents depend on the industry, if the industry that is the *prima donna* is a product, process and method that aims to multiply the product and gain profit from sales, then the technology to produce it must be protected so that no party uses part of the product to reproduce it without any relationship with the inventor. The purpose of a patent is to guarantee protection of technology so that it is not misused or imitated (Abdul Atsar 2017). Patent provisions need to reflect the industry. If the industry changes, the provisions will also change to ensure the guarantee of patent rights. Thus, patent provisions will be more adaptive to the current developing industry. Thus, industrial development will be freer with liberalism as a requirement for foreign investment into the country. The most important element is harmonization between law, industry, and patents, which will trigger the development and exchange of technology and increase technology-based economic growthbn (Slamet

Yuswanto 2019), especially those related to software.

The current growing industry is the software industry, which was previously included in the copyright category, slowly but surely software has entered the patent field. This is triggered by the development of the software industry, especially when it is related to video games. Seeing the development of 2025, it certainly makes sense that game software has entered the patent realm. The author searched for industry revenue data categorized as the game industry, the smartphone industry, and the automotive industry from the three largest game producing countries, namely Japan, China, and America. This aims to compare game products with smartphone and automotive products as the main technologies needed by the world today. The industry in Japan in 2025 will earn revenue from the global market of \$16 billion from mobile, PC, and console games (Eliza Crichton 2025), the smartphone industry is predicted to earn revenue of \$12 billion (“Smartphones - Japan” 2025) and in the automotive sector, it plans to earn a profit of US\$119.6 billion, but this is considered difficult due to fiscal disruptions which have caused a loss of US\$18 billion (River Akira Davis 2024). Then the industry in China, hopes for revenue of \$50 billion from the gaming

industry which depends on one popular game, namely *Black Myth: Wukong* (“China’s Video Games Market in 2025: A \$50 Billion Opportunity” 2025), The smartphone industry estimates that it will make a profit of \$111.8 billion with many well-known smartphone brands such as Huawei, Xiaomi, Oppo, and Vivo. (“Smartphones - China” 2025) and the automotive industry is estimated to sell 32.3 million cars this year (Friska Yolandha 2025), Unfortunately, Chinese marketing reports do not provide information about income assumptions, so the income obtained is the target income for 2025. America has earned income from the gaming industry, projected at \$85.8 billion, from the smartphone industry, it is expected to earn \$61.37 billion this year. (Michiel Buijsman 2025) and from the automotive industry perspective it is expected to earn \$16.2 billion from the global market (Michael Wayland 2025). The conclusion from this comparison is the projected income of games, smartphones and automotive, in these 3 countries, games have become one of the economic sources, Game income for Japan is very helpful even though it is in second place between the projected income of automotive and smartphones, while China which is still focused on smartphones and automotive, is estimated to have additional income with the viral game from China in 2024-2025,

while America has the highest projection in the game industry to penetrate the global market along with automotive and smartphones.

The gaming industry in 2025 has a positive influence as an industry in terms of income and sales targets are set as one of the highest incomes, along with the smartphone industry which is related to games as part of game consoles and automotive, there is a slight decline due to fiscal policies so that marketing cannot provide certainty regarding income so that it only provides information about the targets to be achieved accompanied by the hope of positive results.

Patents born from the industrial world must adapt to current industrial developments. Indeed, predictions of technological progress have been wrong. Based on the film "Back to the Future," which predicted industrial development would focus on automotive, what has actually evolved is communication devices (Kimmel 2015). Indeed, Indonesia is still not ready to accept software as an invention for patents in its entirety. Consequently, software patents in Indonesia are rejected due to their lack of connection to devices or the lack of approval from patent law. This is due to unstable political turmoil and high inflation resulting from policies focused solely on state profits.

The difference between countries that accept software or software, especially game play, is not in the laws and regulations related to patents, but rather countries accept inventions in the form of software and even game play because they fall under the patent classification. Therefore, countries that have accepted game play patents, especially developed countries, do not make changes to patent laws but rather expand patent classifications. In contrast, countries like Indonesia wait for a statement from the law first. Regarding patent classification, the reference for Indonesian patents is the standard patent classification in the form of the IPC or the International Patent Classification. (Aris Yaman dkk 2020).

In short, the IPC is an administrative system for patents obtained after registration to facilitate information consisting of codes to facilitate the patent registration process. These codes include sections or abstract separation of patent categories and classes or separation of patent classes from categorizations that determine the types of goods in detail, subclasses or divisions of categories based on class. The purpose of this code is as a system that helps search when searching for patent documents so that they can find patent information contained therein for study by researchers or inventors, even. The

general classification in the IPC adopted in Indonesia consists of 8 categories consisting of human needs, performance products for technological operations, chemicals, textiles, heavy equipment for construction work, mechanics, applied physics and electronics (Nurasi 2023) .

The IPC classification is updated annually and published on the WIPO website. Logically, with current industrial developments, a patent classified as game play, which is part of software, should be a separate patent for registration. The author searched the WTO website for game play-related categories and found this type of invention falls under category 'A', which refers to human necessities, Video game patents fall under the 'A63F' category, which includes card, board, or roulette games, indoor games using small moving playing bodies, video games, and other unprovided games. More specifically, the code 'A63F 13/00' covers video games, defined as games that use electronically generated displays that have two or more dimensions. Further exploration of this classification reveals elements related to video games, such as consoles, animated characters, two or more dimensions, displays on a screen, controllers, viewing capabilities, the ability to communicate with other gamers while playing, and so on. Therefore, Indonesian game developers

should be able to apply for patents for their inventions related to gameplay, as the benchmark for Indonesian patents is the IPC (Washington Sales do Monte and Robelius De-Bortoli 2018) .

In addition to the IPC, there is also a patent classification that supports game play patents, namely the Cooperative Patent Classification (CPC). This is the result of patent cooperation by harmonizing patent classifications from two countries: the USPTO from America and ECLA from Europe. This agreement began in 2013 (Heather J.E. Simmons 2014). The harmonization of patent classifications between one country and one continent has been approved by WIPO with the aim of making it easier for inventors or other parties to find the desired patent. Related to Game play patents, CPC has had its classification with the CPC code 'A63F13' included in the category of human needs or sports including games; entertainment, card games, board games, or roulette, indoor games that use small, movable playing bodies, video games and other games with the characteristics of having sensors accompanied by motion detection means, using cameras, photodiodes, or infrared cells. More specifically, the CPC code A63F 13/55 is more practical because it contains patents related to controlling game characters or game objects based on the

current game system (Gregory D. Schwartz 2025).

Therefore, the current development of the gaming industry requires the inclusion of video game inventions, especially game play, as one of the inventions that can be patented, of course without ignoring the patent requirements, namely having novelty, having gone through the invention process and being industrially viable, which will certainly have a big effect on game makers and gamers in terms of monopolizing the series of games in video games displayed on the monitor screen.

THE INFLUENCE OF GAMEPLAY PATENT US012403397B2 ON INNOVATION AND COMPETITION IN THE GAME INDUSTRY

US012403397B2 is the code for a patent owned by Nintendo and the Pokemon Company. The patent title is Storage medium, information processing system, information processing apparatus, and game processing method. This patent was completed and granted to Nintendo and the Pokemon Company on September 12, 2025, after having previously been registered on March 1, 2023..

To examine the effects of this patent, the author needs to describe the invention from the patent document, called

the patent description. The outline of the invention explains a method of processing data so that it can move characters and alternate characters or sub-characters through a controller, in a game that takes the concept of pokemon which is known, one of which is through the anime series, known as a battle between monsters that are kept and stored in balls by players called 'trainers' with the aim of defeating other monsters so that they can capture, train and fight with other characters as enemies also called 'trainers' or also called NPCs in the game. It is described that the main character can be moved freely in a virtual field through a controller, then when encountering a monster, control of the character moves from the main character to another character or sub-character, in the form of a monster that comes out of a ball or called a pokeball, owned by the main character, thus creating a situation of monsters against monsters. Then, if the monster belonging to the main character has no more enemies, the sub-character is programmed to move freely (Shigeru Ohmori 2025).

The background to this gameplay patent registration is to adapt it to the newly released Nintendo Switch console, a full-fledged video game device that functions as both a handheld game console and a television-based console. Another trigger is

rival game companies that create games with gameplay and characters that are essentially, if not entirely, similar, such as Pocket Pair's Palworld game. However, the Pokemon gameplay patent registered by Nintendo and the Pokemon Company is the result of the Pokemon Company's performance since 1998 (Lars Thiess 2025), almost 20 years the Pokemon game play has used only one battle model, namely the command model, namely the main character gives orders to the sub-characters when fighting, even though in reality the player selects the command via the controller which is then passed on to the main character in the form of a command carried out by the sub-characters in the form of controlled monsters.

In the patented gameplay used in this new Pokémon game specifically for the Nintendo Switch, one more mode is added as an option for battles between monsters, so that in the game there are two game modes that can be played: command battle mode and auto battle mode. The first mode is the old mode, where control shifts from the main character to the sub-character and it looks like the main character is giving commands to the monster, but in reality the main character's movements are limited so that the player controls the sub-character to move when fighting enemies. Meanwhile, the second mode or auto mode, is a battle

mode that frees the sub-character in the form of a monster to move when there are no enemies and the main character can also move freely when the auto mode is activated. Of course, the battle between monsters begins when the monster as a sub-character touches another monster where the battle is also done automatically. The main character is also equipped with options even though the auto mode is activated, where the target intrusion option functions to direct attacks to enemies and the selection option to choose enemies when facing many monsters as well as the 'exit' option or exit the battle.

Based on the description contained in the patent description above, the concern that the Pokemon company will prohibit or limit the game model of summoning monsters or what is called 'sumoning' is not proven, but rather provides a variety of battle models between monsters with the usual only using command mode can be replaced with an automatic model that can also fight alone with other monsters.

Based on the author's observations after paying attention to several games with a Pokemon theme such as Pokemon AZ Legend which was released in 2025 and Pokemon Scarlet and Violet in 2023. These two games more or less use a patent in game play, namely the US012403397B2 patent where the patent emphasizes 2 game modes

consisting of a battle mode by moving control to the sub-character and an automatic battle mode where the sub-character can move freely during the battle.

In Pokemon Scarlet and Violet, being a prime example of a registered patent, this was motivated by a dispute between Nintendo and the Pokemon company against Palworld, so that by registering a game play patent, Palworld had to change their game play system. In accordance with the claims in the patent, there are 2 battle modes in Pokemon Scarlet and Violet, for old Pokemon game players, the game system in the battle section by transferring control from the main character to the sub-character has become something familiar, while the new one in this game, can give Pokemon freedom as a sub-character to move and fight with other Pokemon automatically which is not controlled by the game player, with the option 'let's go' on condition that there is no enemy when calling Pokemon (Danny 2022).

Meanwhile, in Pokemon AZ Legend, it no longer uses a battle mode using sub-characters, but instead there is a 'target option' when fighting enemies even though the main character can move freely and the sub-characters in the form of Pokemon can also move freely when fighting in the arena area (Jaret Fajrianto

2025). However, while not comprehensive, this new Pokemon game still uses the system described in the patent, only partially. It is important for the author to observe these two games to ensure the implementation of the patent principles as outlined in Article 3 UU N0. 13 Tahun 2016 tentang Paten, which explains that the conditions for an invention to be registered for a patent are that it must be novel, contain an inventive step, and most importantly, its implementation in the form of application of the patent in industry, with additions in whole or in part. The patent term of 10 to 20 years for simple patents and (regular) patents is a short time for industry, where in the midst of patent protection there will certainly be improvements in the same field. Therefore, the invention must have continuity and not stop just because the patent is granted.

The impact of patents on their owners, especially in this digital industrial era. The drive to create inventions in the digital economy creates new creativity for companies that also develop information technology. The continuation of inventions in the form of information technology is a product ready to be bought and sold. This product is not a tangible object that can be touched, but rather the hope of buyers who will see and play digital products, thus requiring an efficient sales strategy. Patent

owners can grant permission to others to implement their patents through licensing agreements, so that the patent owner receives income in the form of royalties.

By owning patents, companies can protect their investments, encourage healthy competition, and provide a foundation for ecosystem growth. Patents can also increase investor confidence, encourage investment in research and development, and accelerate the pace of innovation in the digital industry environment. The role of technological innovation in driving economic growth is crucial and can have a significant impact. Technological innovation, especially in terms of promotion, plays a key role in creating new opportunities, increasing efficiency, and driving sustainable economic development. (Raka Aditya Firmansyah dkk 2023).

In business competition, patents provide a competitive advantage because patented products cannot be used by competitors without permission. This situation will create a healthy competitive atmosphere where companies compete to produce innovation, not just copy competitors' products. Concerns caused by patents in business competition, when large companies often abuse patent rights to create barriers to market entry through patent hoarding or patent trolling strategies.

This condition can hinder technological development by small companies. In addition, long protection periods can cause a slowdown in the exchange of technology that is beneficial to the public. This is reflected in the case of the competition between Apple and Samsung, which has the effect of maintaining market dominance through intellectual property rights by limiting the space for its competitors to move, thereby reducing resources that should be used for research and development activities for new products.

Specifically, for those who successfully win a competition by using intellectual property rights, especially through the courts, this will have a deterrent effect on other manufacturers, who will then be more careful in designing products to avoid being considered to have infringed patent rights. However, this caution also has consequences such as increased design and production costs because they must avoid certain patented technologies. As a result, product prices tend to be higher (Yuhanna Putri Wahyu Ningrum dkk 2025), and requires a strategic market strategy with a monopoly originating from patents.

CONCLUSION

US012403397B2 is a patent owned by Nintendo and the Pokemon Company entitled "Storage medium, information

processing system, information processing apparatus, and game processing method." Gamers are concerned that the patent will emphasize the company's uniqueness in summoning monsters when battling enemies or other monsters.

The patent emphasizes the invention of gameplay, which consists of two game modes: the first, which transfers control from the main character to a sub-character, and the second, which is an automatic mode that allows the sub-character to move freely when there are no enemies. Battles between monsters can begin automatically when the sub-character touches another monster.

Gameplay should be subject to patents, as this is not a matter of lack of regulation but rather recognition, which the government agency administering the patent must recognize and be prepared to accept, based on the applicable patent clarification, namely the International Patent Classification.

The patent hoarding or patent trolling strategy is a strategy Nintendo and the Pokemon Company employ to hinder competitors, namely pocket pairs, who actually use monster characters that bear essential similarities to Pokémon.

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