

(12)

United States Design Patent

Wang

(10)

Patent No.:

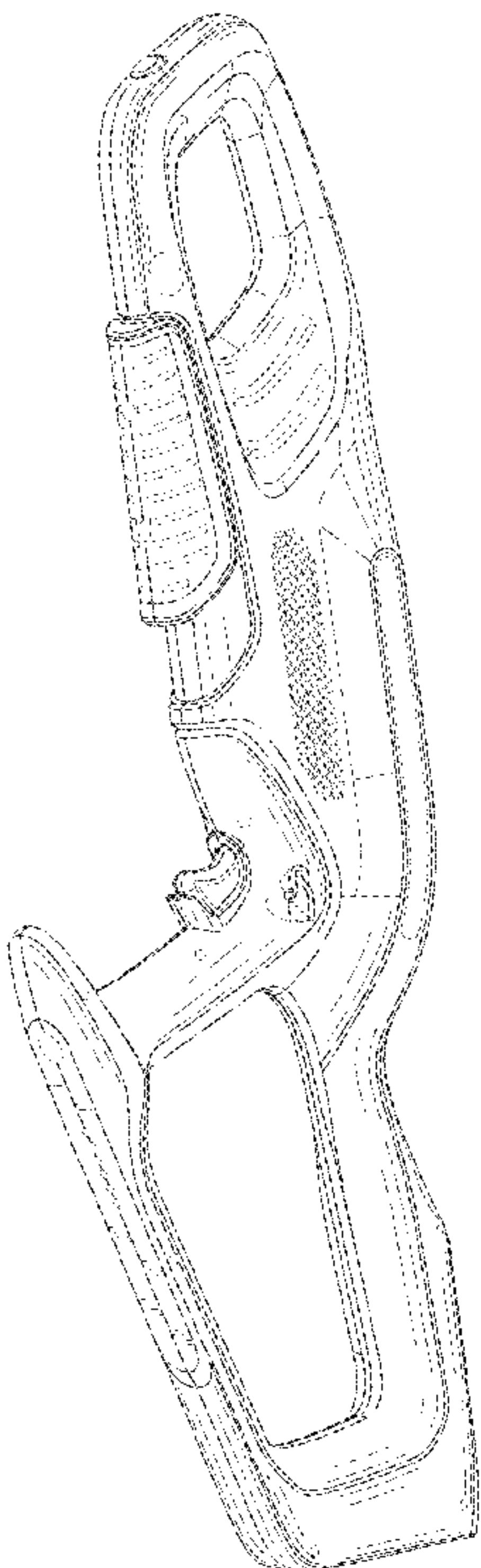
US D1,023,153 S

(45)

Date of Patent:

** Apr. 16, 2024

(54)	VIRTUAL REALITY GAME GUN	D847,137 S *	4/2019	Monti		D21/333
		D877,281 S *	3/2020	Jones		D22/108
(71)	Applicant: Mira Technology Limited, Dover, DE (US)	D895,015 S *	9/2020	Zhang		D21/333
		D905,061 S *	12/2020	Fuchs		D21/333
		D905,062 S *	12/2020	Fuchs		D21/333
(72)	Inventor: Lei Wang, Shandong (CN)	D905,170 S *	12/2020	Fuchs		D21/333
		D905,692 S *	12/2020	Fuchs		D21/333
		D954,711 S *	6/2022	Monti		D21/333
(73)	Assignee: MIRA TECHNOLOGY LIMITED, Dover, DE (US)	D971,215 S *	11/2022	Su		D21/333
		D977,594 S *	2/2023	Chen		D21/572
		D979,665 S *	2/2023	Liu		D21/572
(**)	Term: 15 Years	D1,009,181 S *	12/2023	Jiang		D21/570
		2019/0184280 A1 *	6/2019	Jones		A63F 13/211
(21)	Appl. No.: 29/856,939	* cited by examiner				
(22)	Filed: Oct. 18, 2022	Primary Examiner — Mehri F Bajoul				
(51)	LOC (14) Cl.	(57) CLAIM				
(52)	U.S. Cl.	The ornamental design for a virtual reality game gun, as shown and described.				
	USPC D21/333	DESCRIPTION				
(58)	Field of Classification Search	FIG. 1 is a front and top perspective view of a virtual reality game gun, showing my new design;				
	USPC D21/324, 328, 332, 333, 337, 556, D21/572–574; D14/217, 218, 356, 387, D14/389, 400, 415, 418, 426, 421, 443, D14/447, 449, 450, 454, 455, 471, 474, D14/483; D13/103, 108	FIG. 2 is a rear and bottom perspective view thereof;				
	CPC A63F 13/00; A63F 13/98; A63F 13/24; A63F 9/0291; A63F 9/02; A63F 9/00	FIG. 3 is a front elevation view thereof;				
	See application file for complete search history.	FIG. 4 is a rear elevation view thereof;				
(56)	References Cited	FIG. 5 is a left side elevation view thereof;				
	U.S. PATENT DOCUMENTS	FIG. 6 is a right side elevation view thereof;				
	D693,420 S * 11/2013 Abbott D22/103	FIG. 7 is a top plan view thereof; and,				
	D754,258 S * 4/2016 Sakai D21/333	FIG. 8 is a bottom plan view thereof.				
	D754,796 S * 4/2016 Sakai D21/333	The broken lines in the figures illustrate portions of the virtual reality game gun that form no part of the claimed design.				
	D826,204 S * 8/2018 OZkaner D22/103	1 Claim, 8 Drawing Sheets				
	D847,136 S * 4/2019 Tenbrink D21/333					



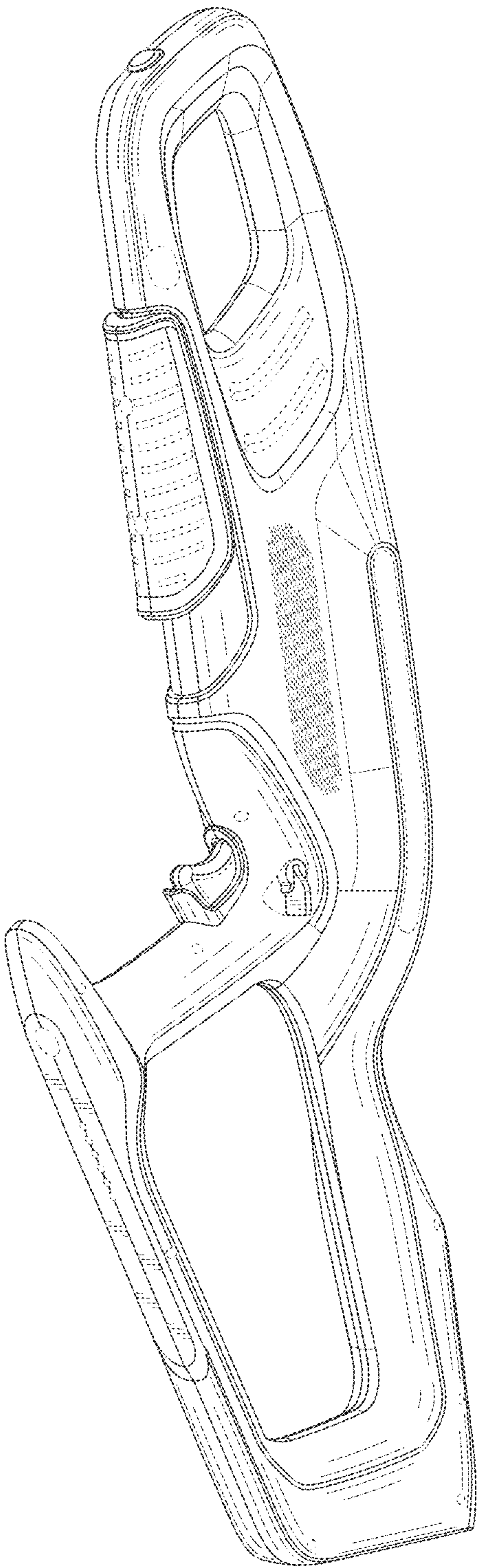


FIG. 1

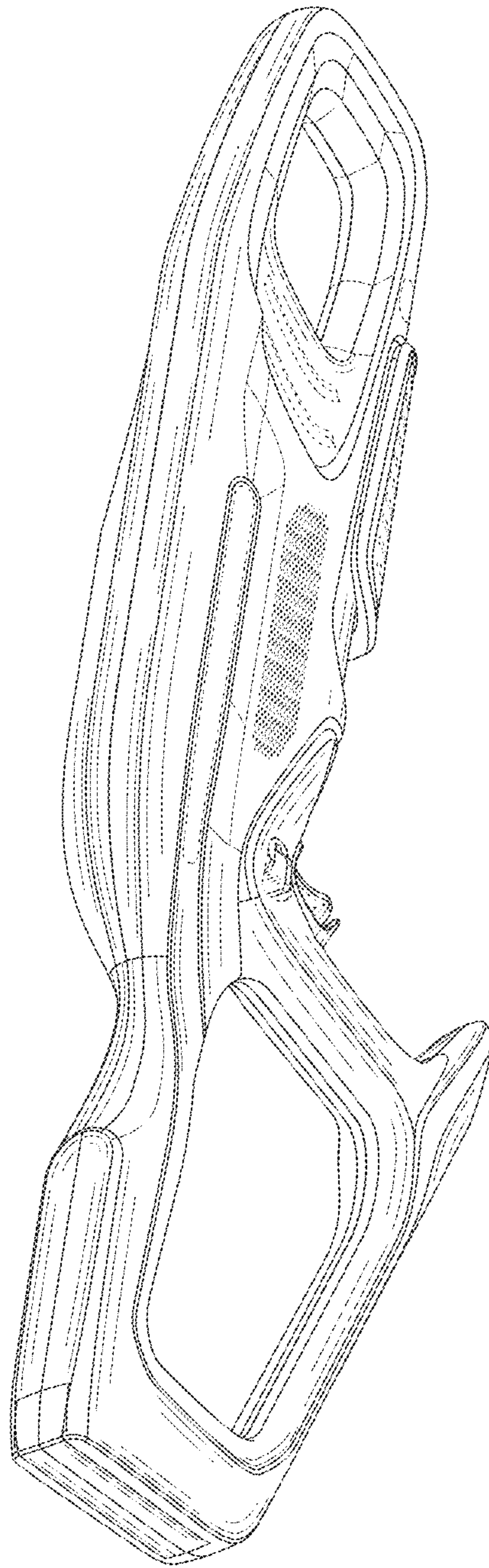


FIG. 2

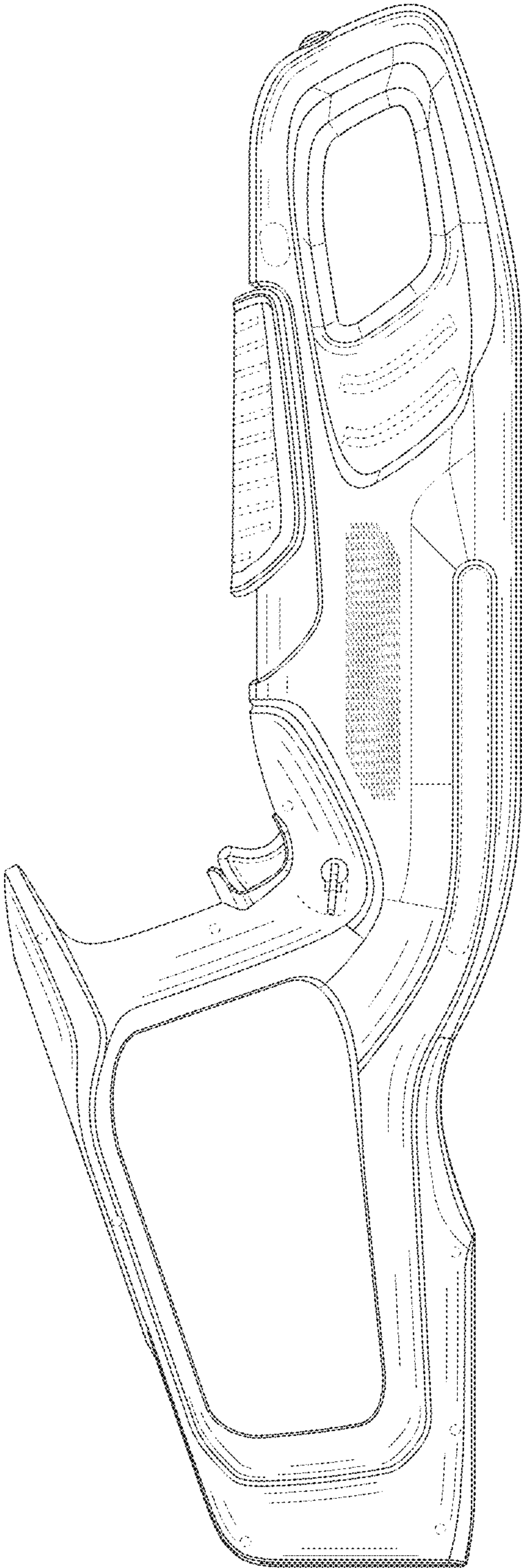


FIG. 3

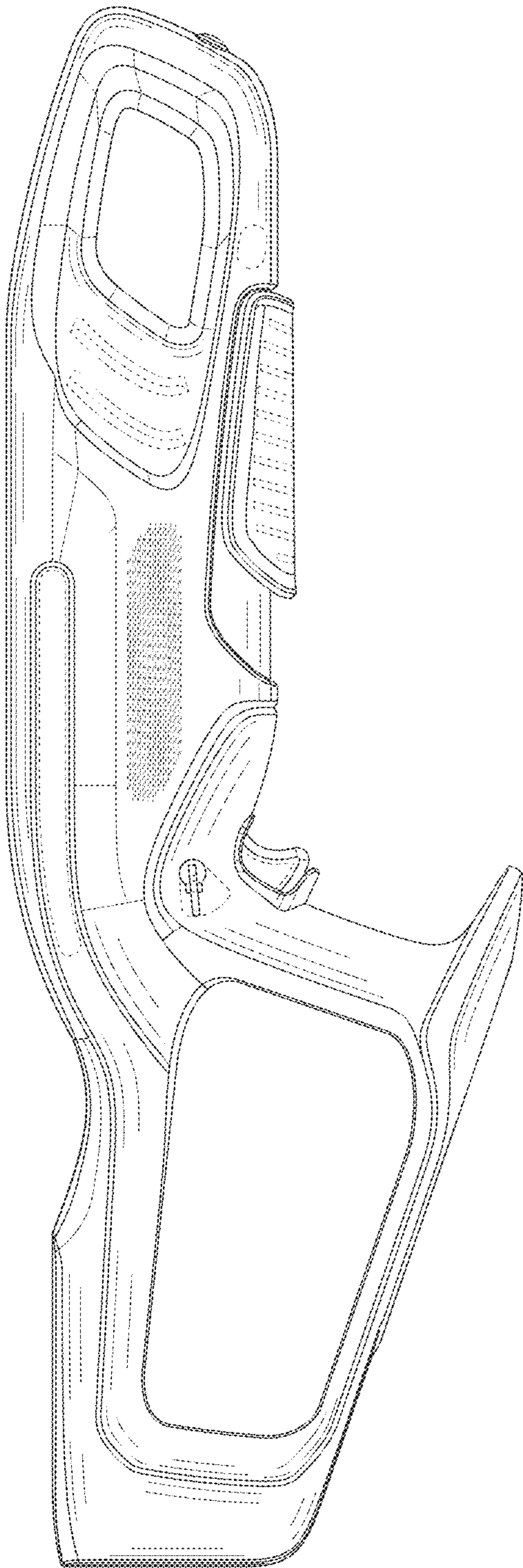


FIG. 4

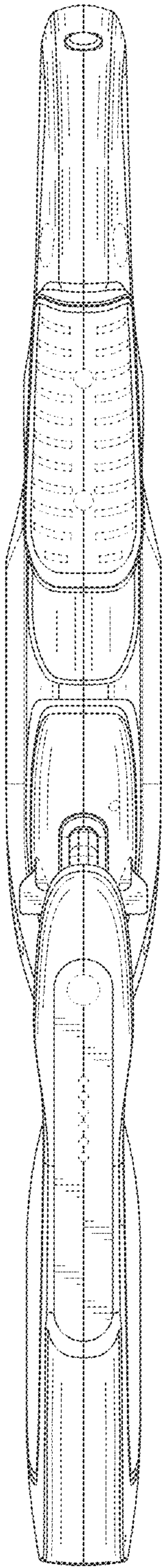


FIG. 5

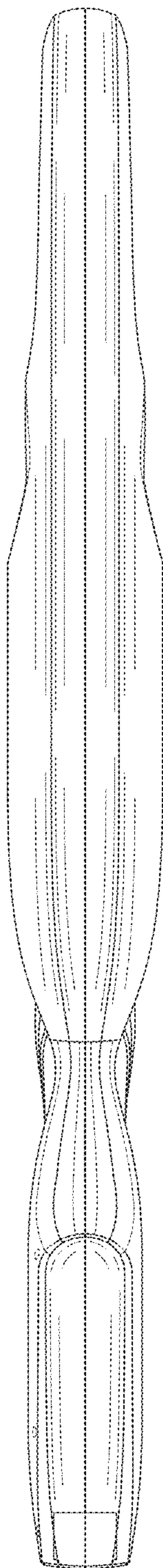


FIG. 6

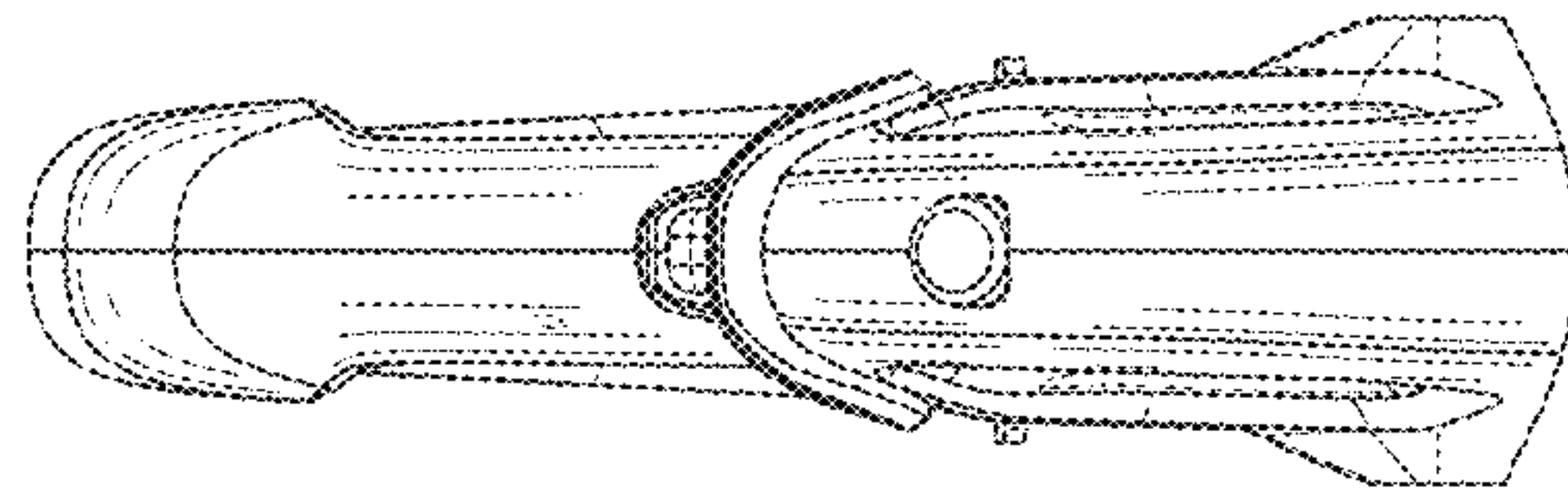


FIG. 7

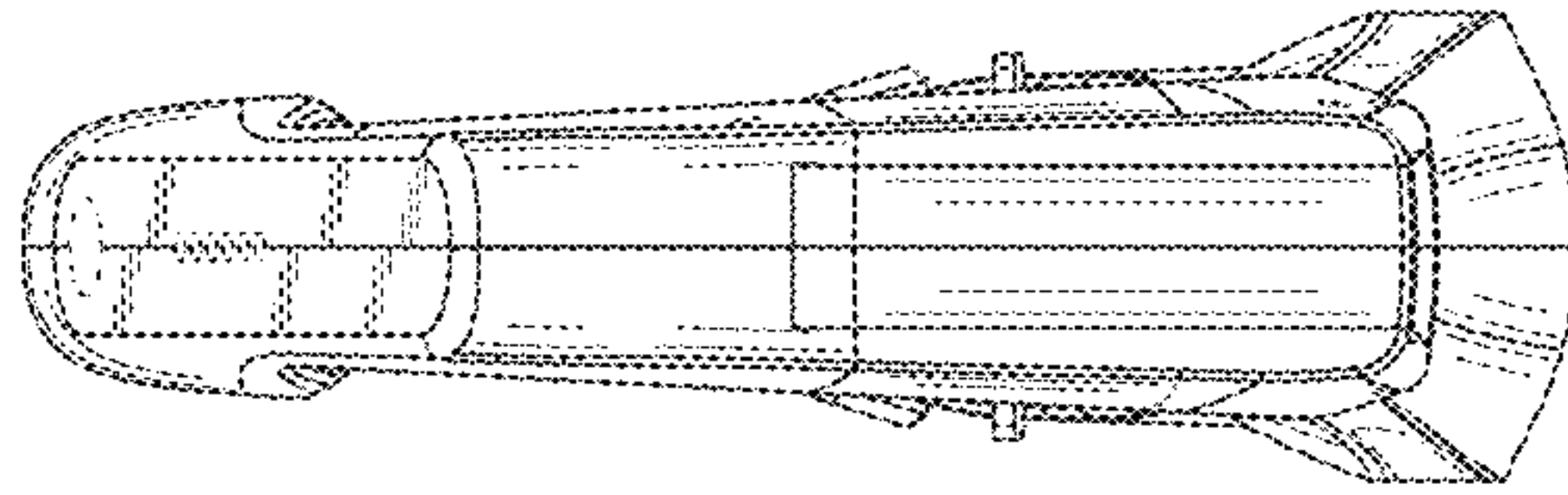


FIG. 8