

[54] ELECTRONIC EDUCATIONAL GAME
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D. 245,341 8/1977 Kitai D18/7
D. 249,390 9/1978 Ohie D18/7
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D. 279,688 7/1985 Kitai et al. D18/7
D. 289,396 4/1987 Wilson et al. D18/7 X
4,690,645 9/1987 Ukisu 434/321 X

[**] Term: 14 Years

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[57] CLAIM

[52] U.S. Cl. D19/60; D18/7

The ornamental design for an electronic educational game, as shown and described.

[58] Field of Search D19/59, 60, 61, 62, D19/63, 64; D14/100, 101, 151, 150, 140, 130, 125, 124, 144, 142; D10/46.1; D28/76, 77, 83, 99; D18/11, 7; D24/31; 40/533; 434/224, 227, 308, 195, 228, 365, 190, 207, 337, 232, 170, 320, 321, 314, 315, 173, 322, 172, 327, 335, 316, 319, 324, 230, 326, 231

DESCRIPTION

FIG. 1 is a perspective view of an electronic educational game showing my new design; FIG. 2 is a front elevational view thereof; FIG. 3 is a rear elevational view thereof; FIG. 4 is a top plan view thereof; FIG. 5 is a bottom view thereof; and FIG. 6 is a right side elevational view thereof, the undisclosed left side being a mirror image.

[56] References Cited
U.S. PATENT DOCUMENTS

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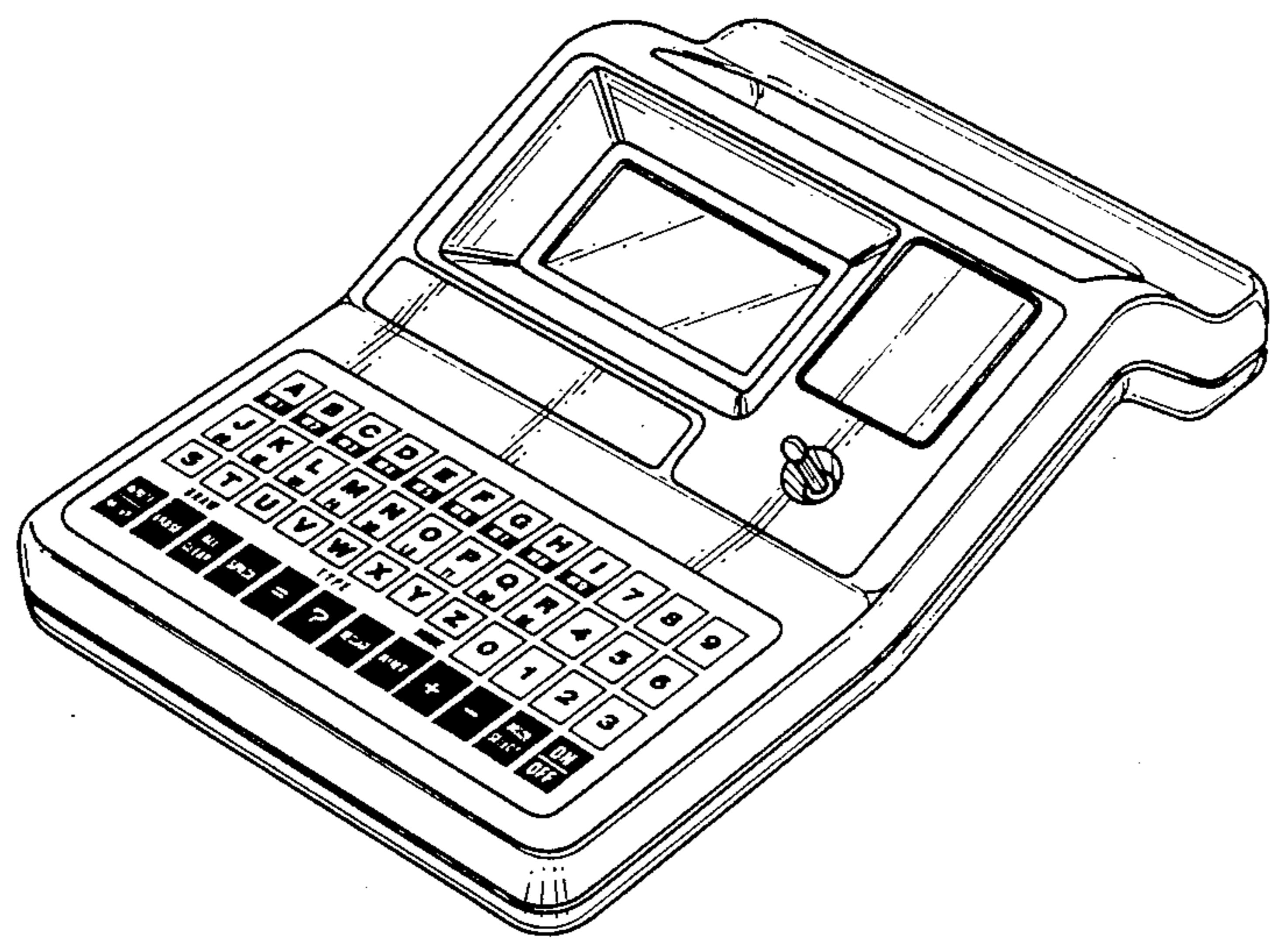


FIG. 1

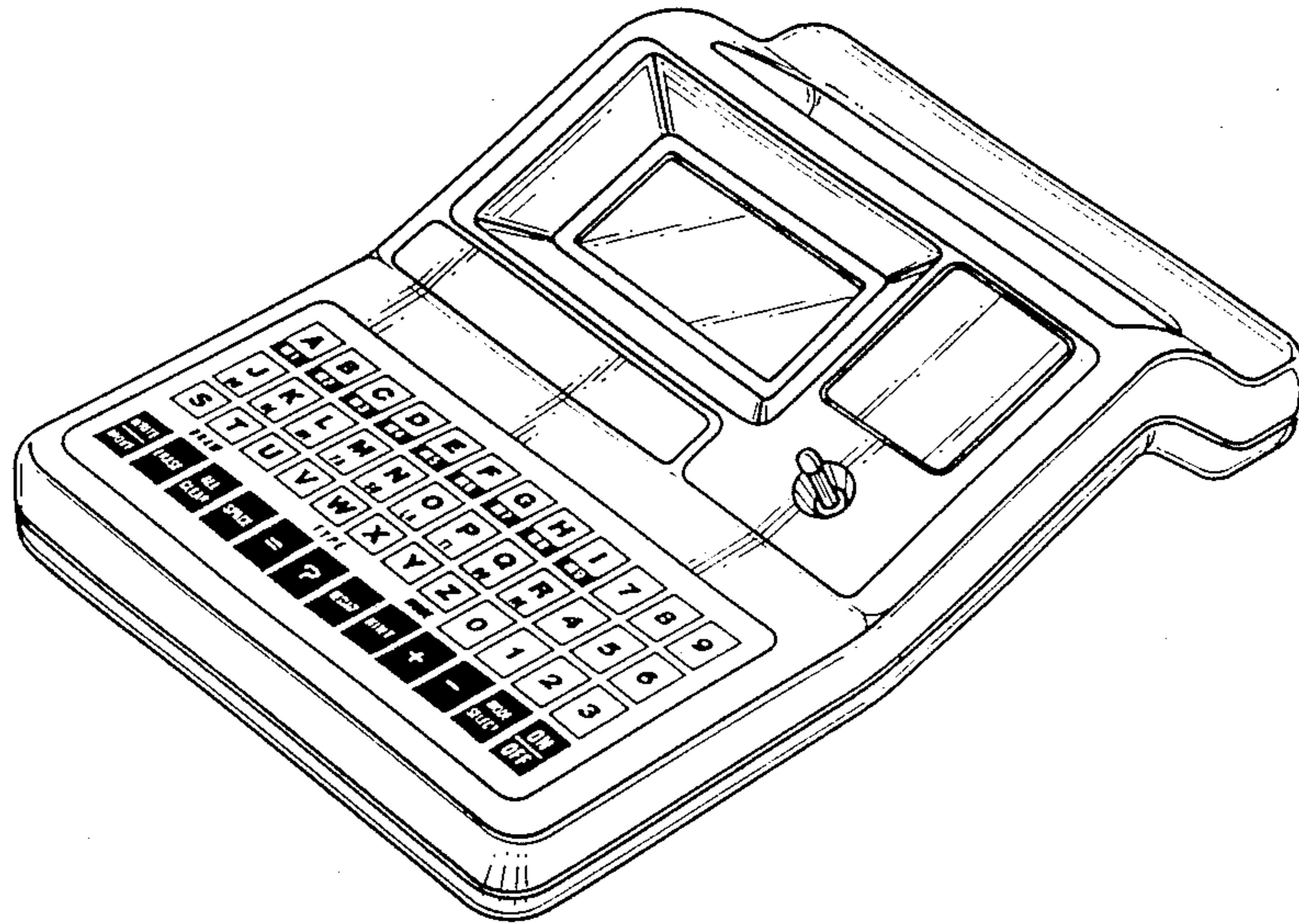


FIG. 2

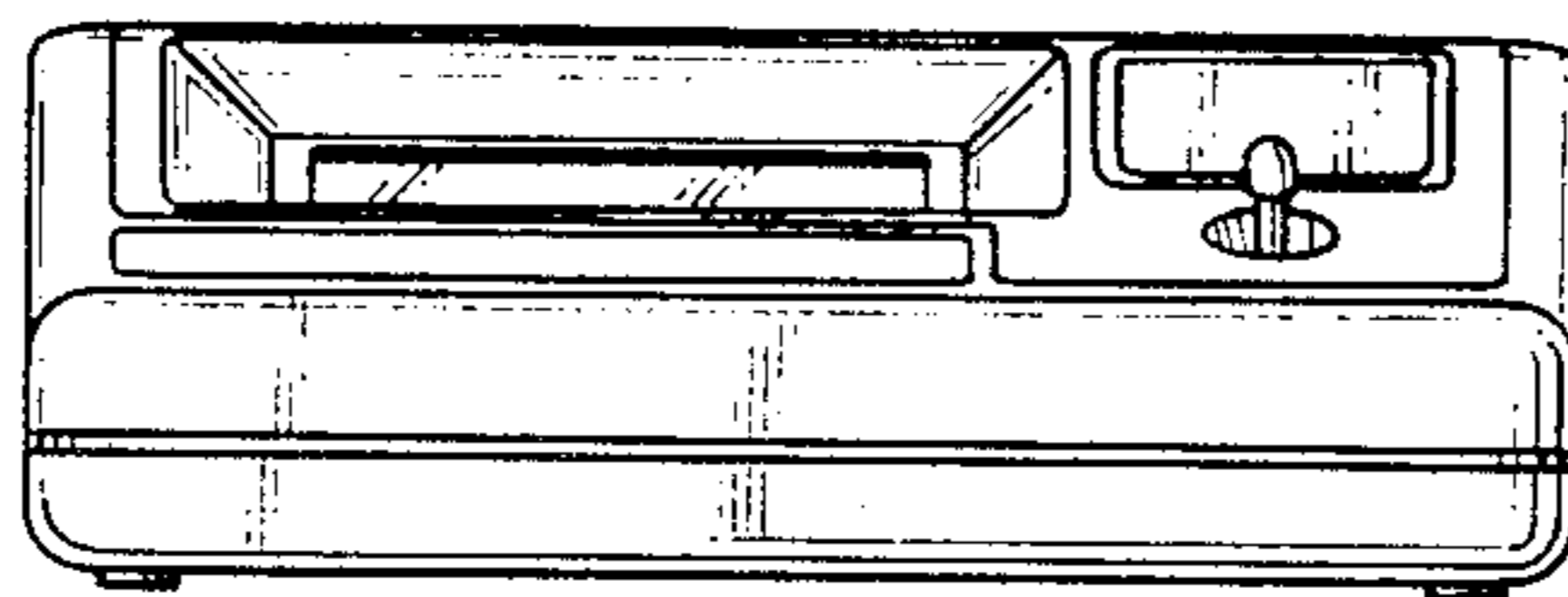


FIG. 3

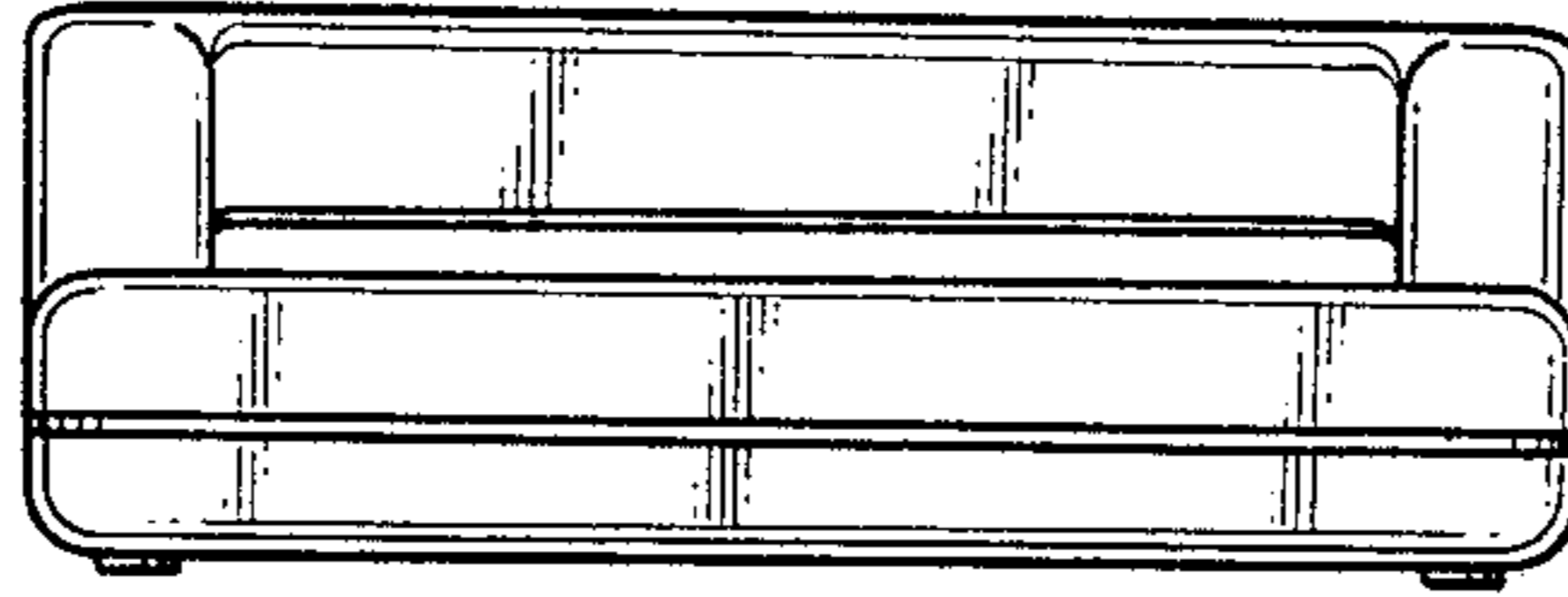


FIG. 4

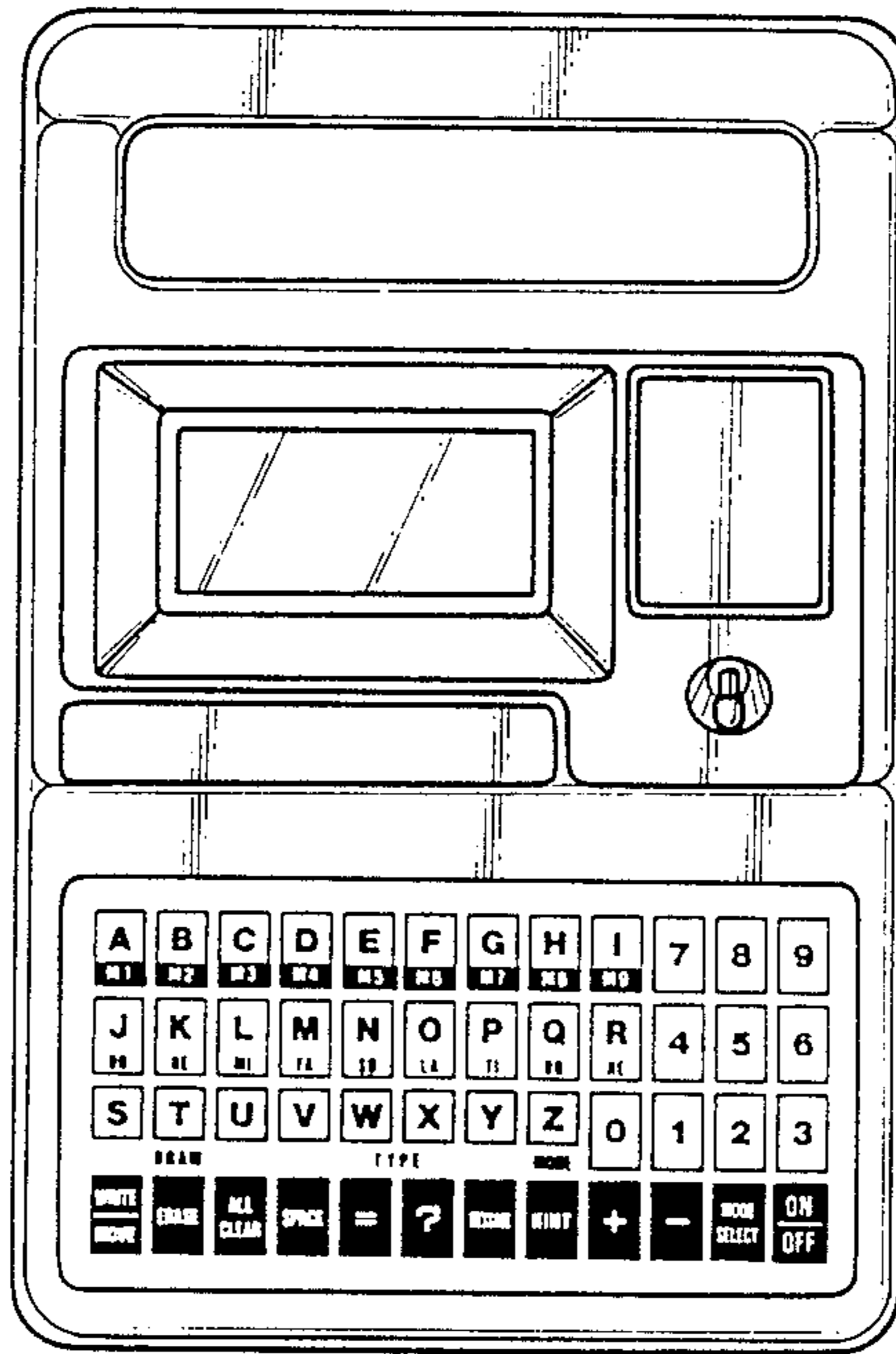


FIG. 5

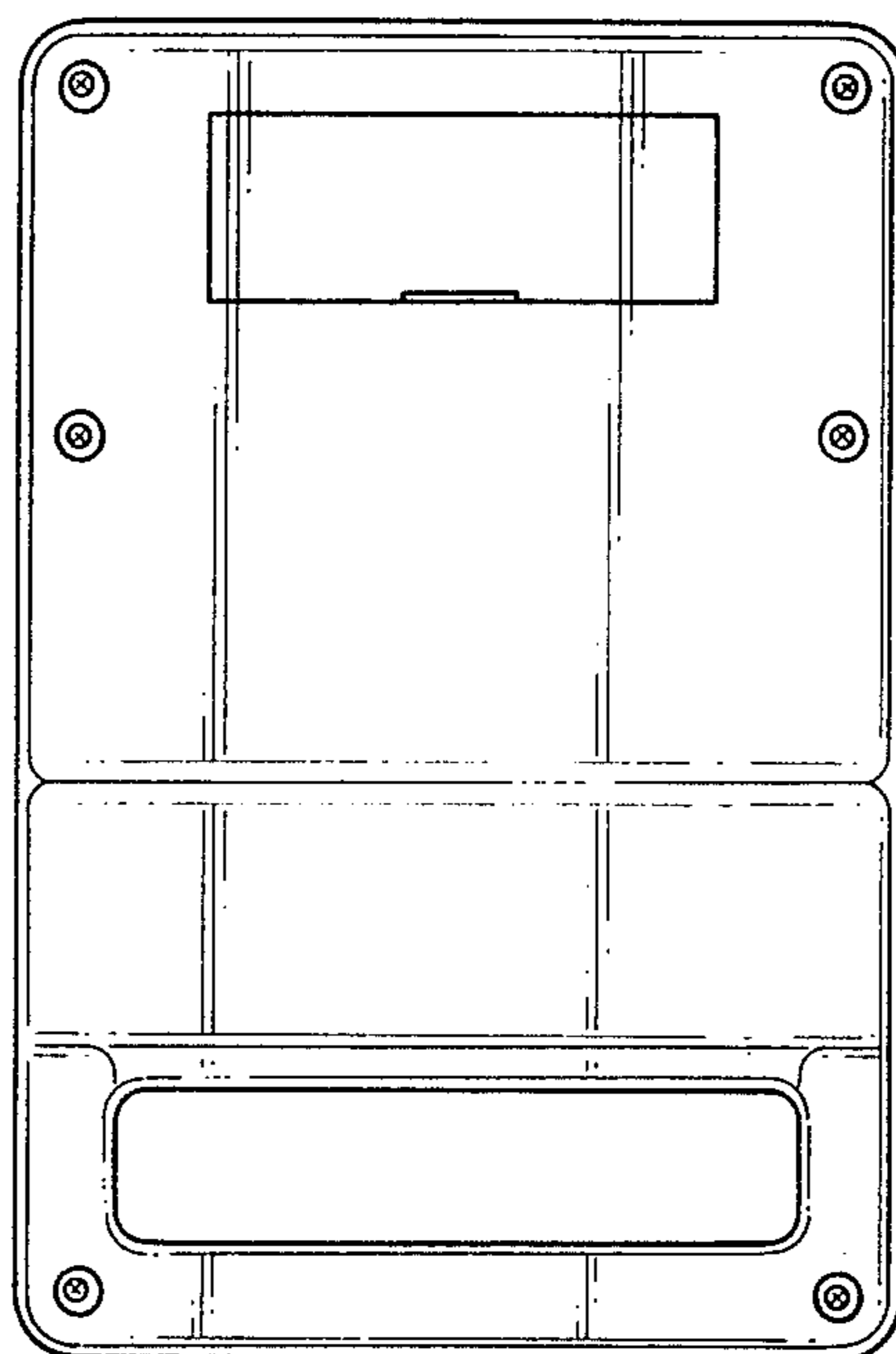


FIG. 6

