



US00D376389S

United States Patent [19]

Suzuki

[11] Patent Number: **Des. 376,389**

[45] Date of Patent: ****Dec. 10, 1996**

[54] **GAME DEVICE**

1,819,932 8/1931 Walden D21/11 X
2,841,398 7/1958 Conner 273/119 R

[75] Inventor: **Naoya Suzuki**, Tokyo, Japan

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[73] Assignee: **Epoch Company Ltd.**, Tokyo, Japan

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5-5692 4/1995 Japan .
5-16093 4/1995 Japan .

[**] Term: **14 Years**

[21] Appl. No.: **48,608**

[22] Filed: **Jan. 5, 1996**

Primary Examiner—Prabhakar G. Deshmukh
Attorney, Agent, or Firm—Staas & Halsey

[30] **Foreign Application Priority Data**

[57] **CLAIM**

Oct. 13, 1995 [JP] Japan 7-30397

[52] **U.S. Cl.** **D21/7**

[58] **Field of Search** D21/7-10, 11,
D21/16, 18; 273/108.1, 108.52, 108.54,
118 R, 119 R, 127 R, 128 A, 236, 241,
281, 287, 126 R, 108.21, 108.5, 286

The ornamental design for a game device, as shown and described.

DESCRIPTION

[56] **References Cited**

U.S. PATENT DOCUMENTS

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D. 277,014 1/1985 Vieira D21/18
D. 327,916 7/1992 Spikes D21/10
D. 343,869 2/1994 Atkinson et al. D21/11
821,881 5/1906 Pell et al. 273/286 X
1,566,057 12/1925 Wilkinson 273/108.21

FIG. 1 is a perspective view of a game device of my new design;
FIG. 2 is a plan view thereof;
FIG. 3 is a bottom view thereof;
FIG. 4 is a front view thereof;
FIG. 5 is a rear view thereof;
FIG. 6 is a left-side view thereof;
FIG. 7 is a right-side view thereof; and,
FIG. 8 is a perspective view showing a state that the game device is used.

1 Claim, 4 Drawing Sheets

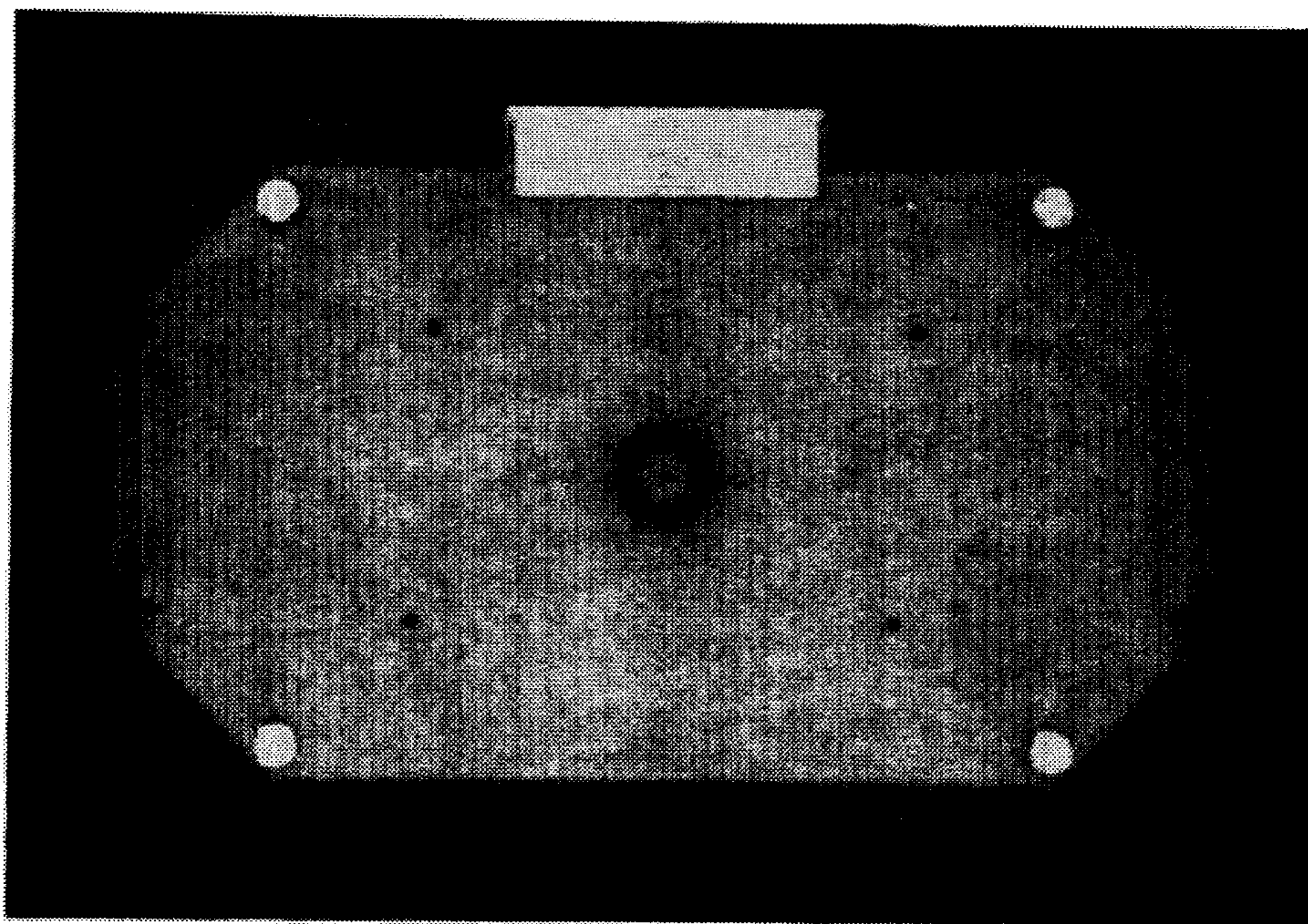


Fig. 1

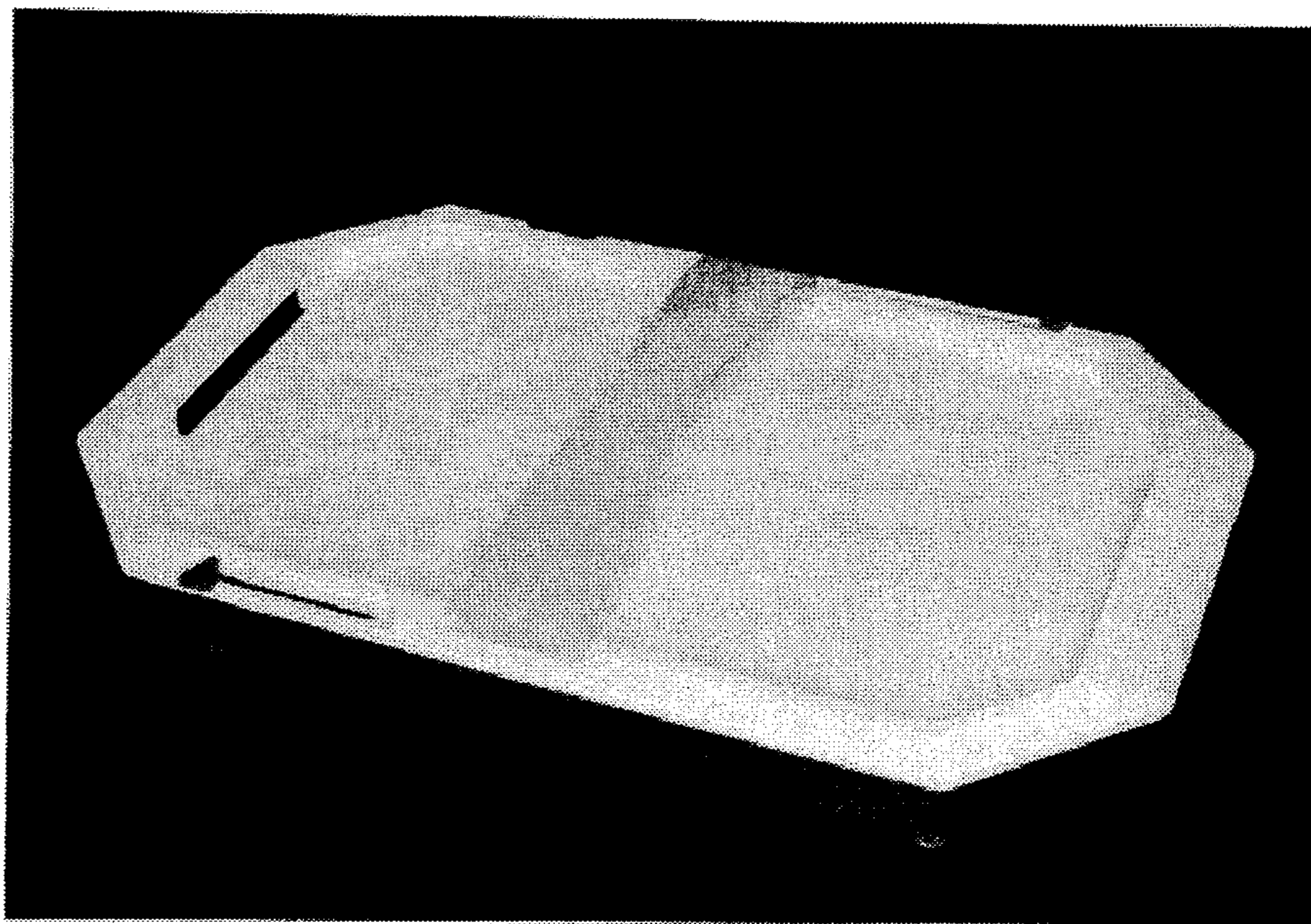


Fig. 2

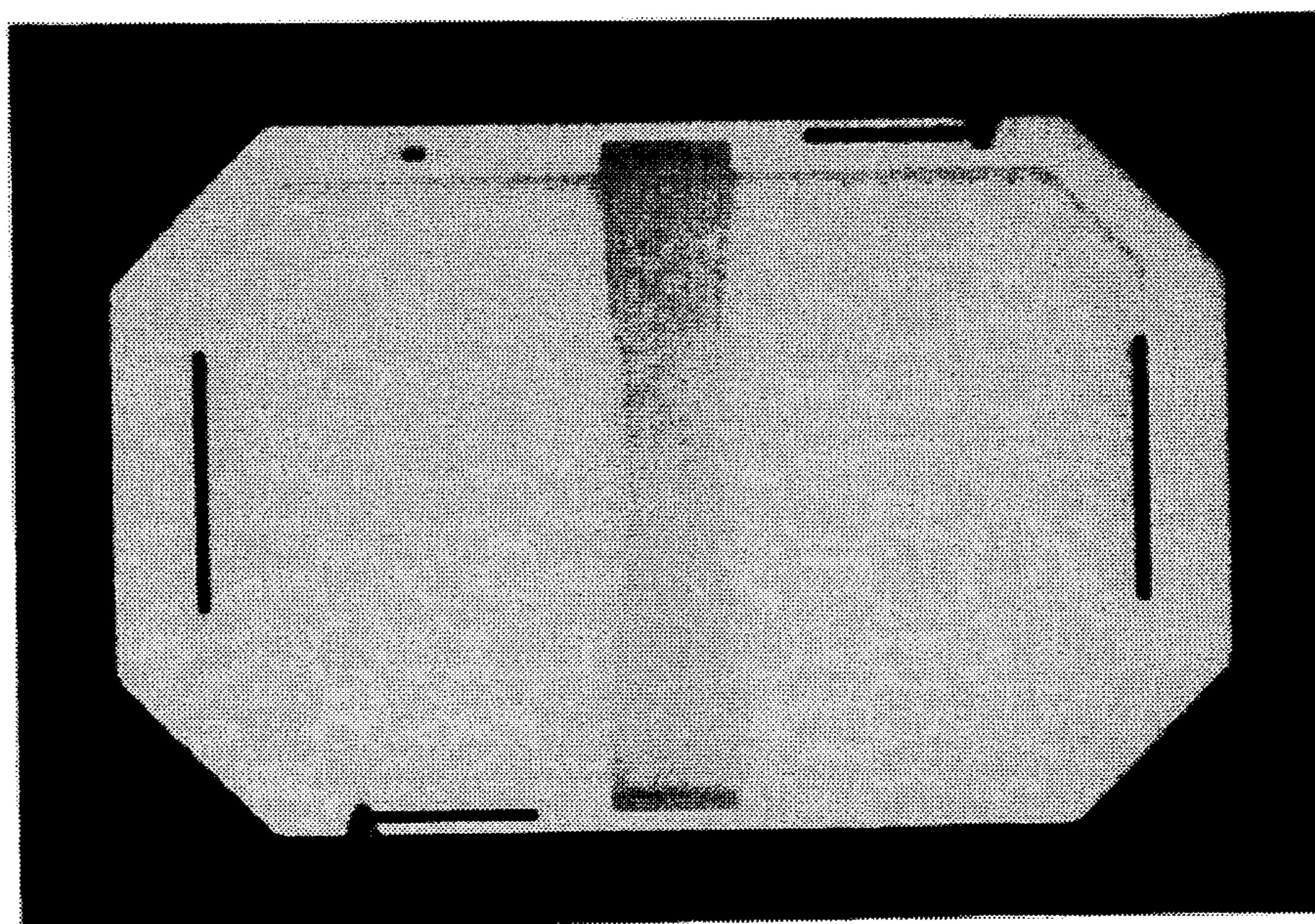


Fig. 3

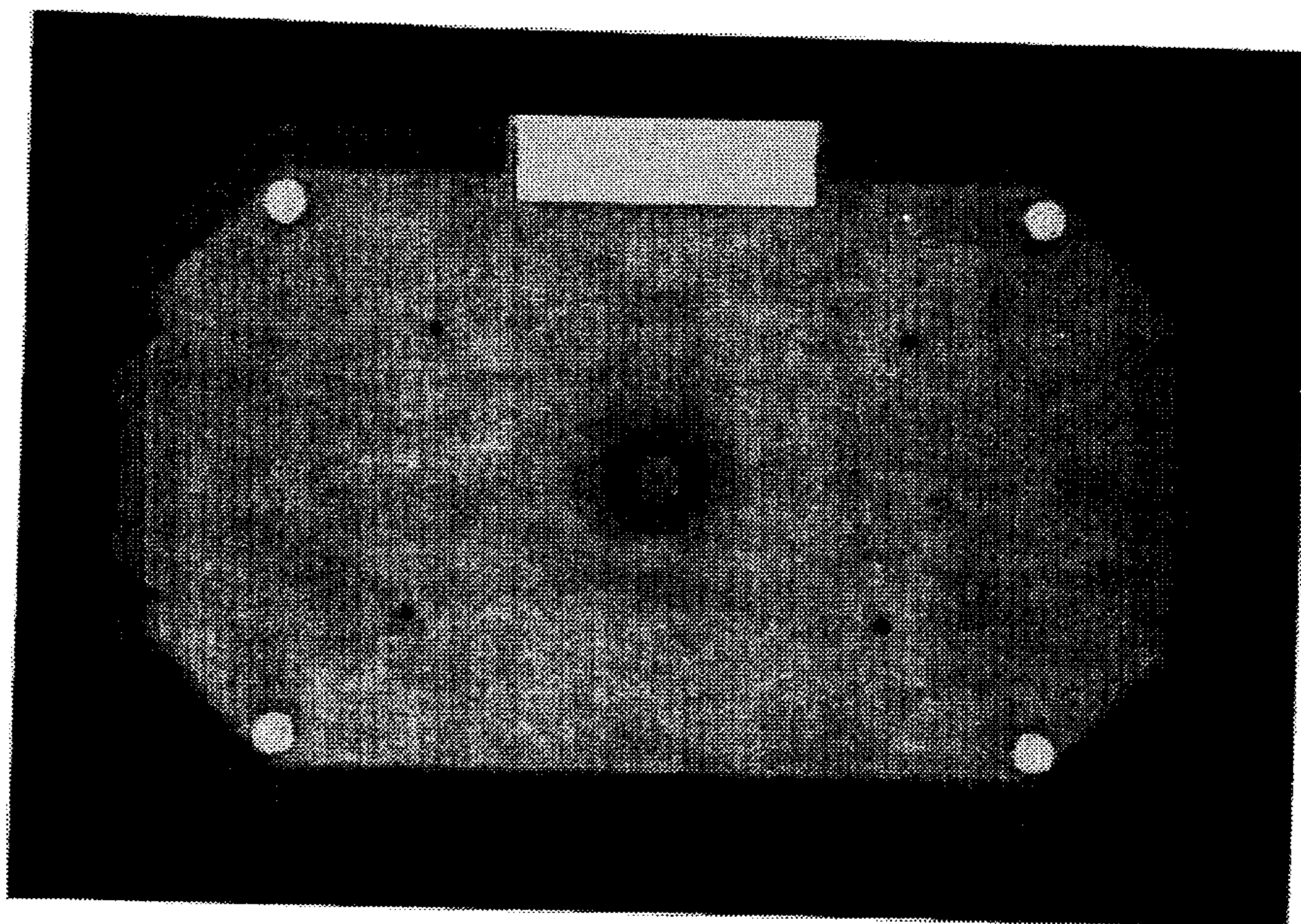


Fig. 4

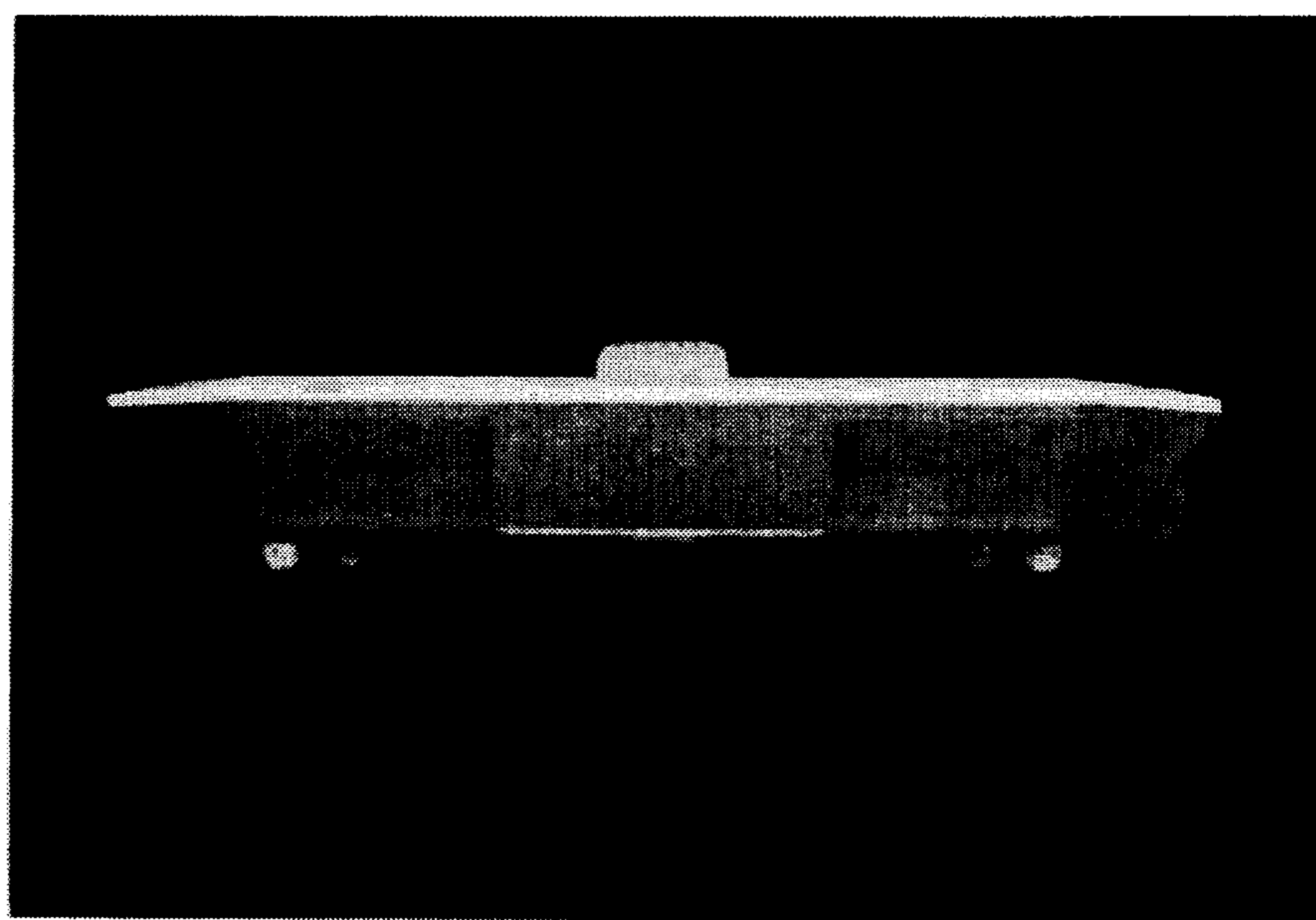


Fig. 5

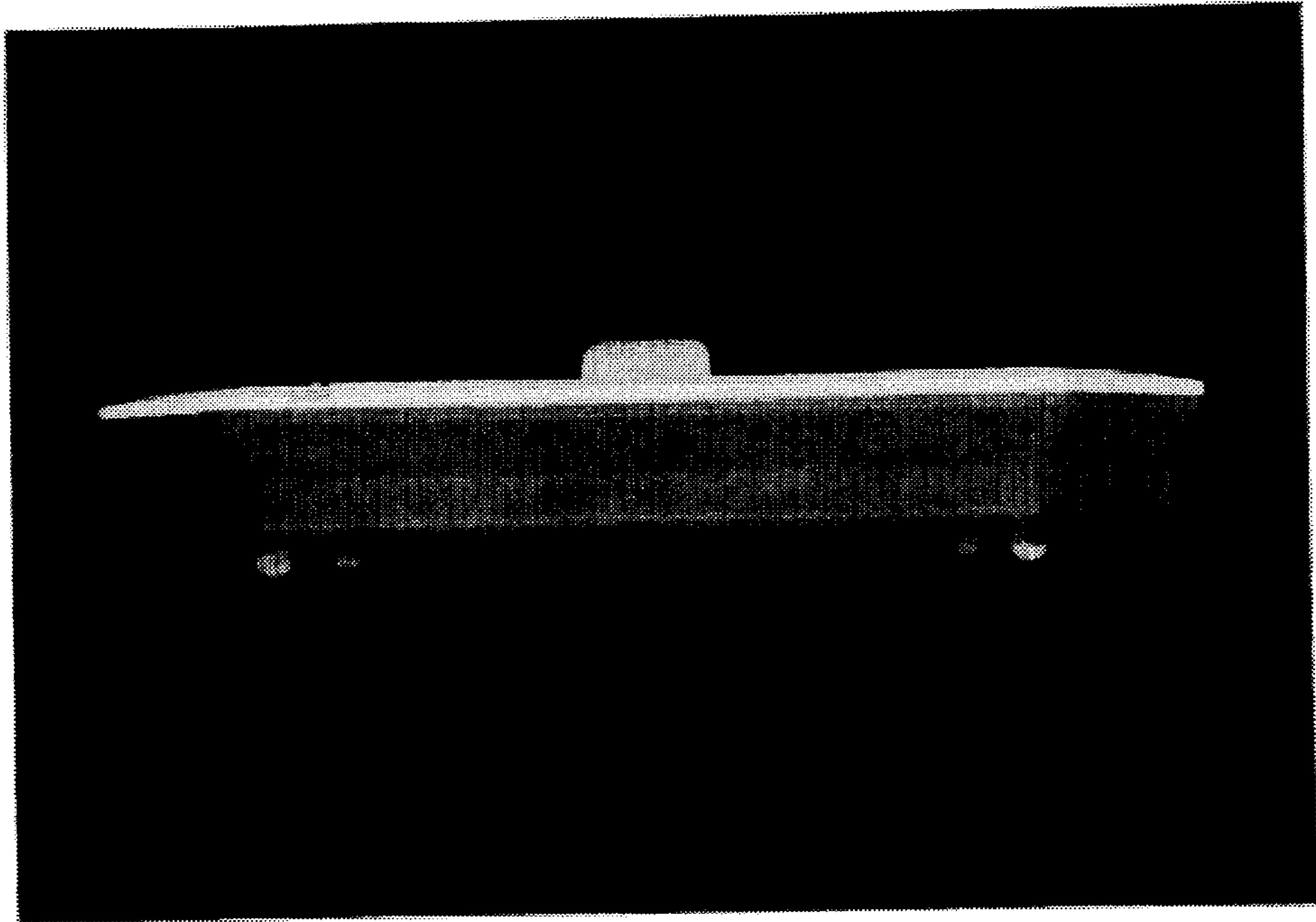


Fig. 6

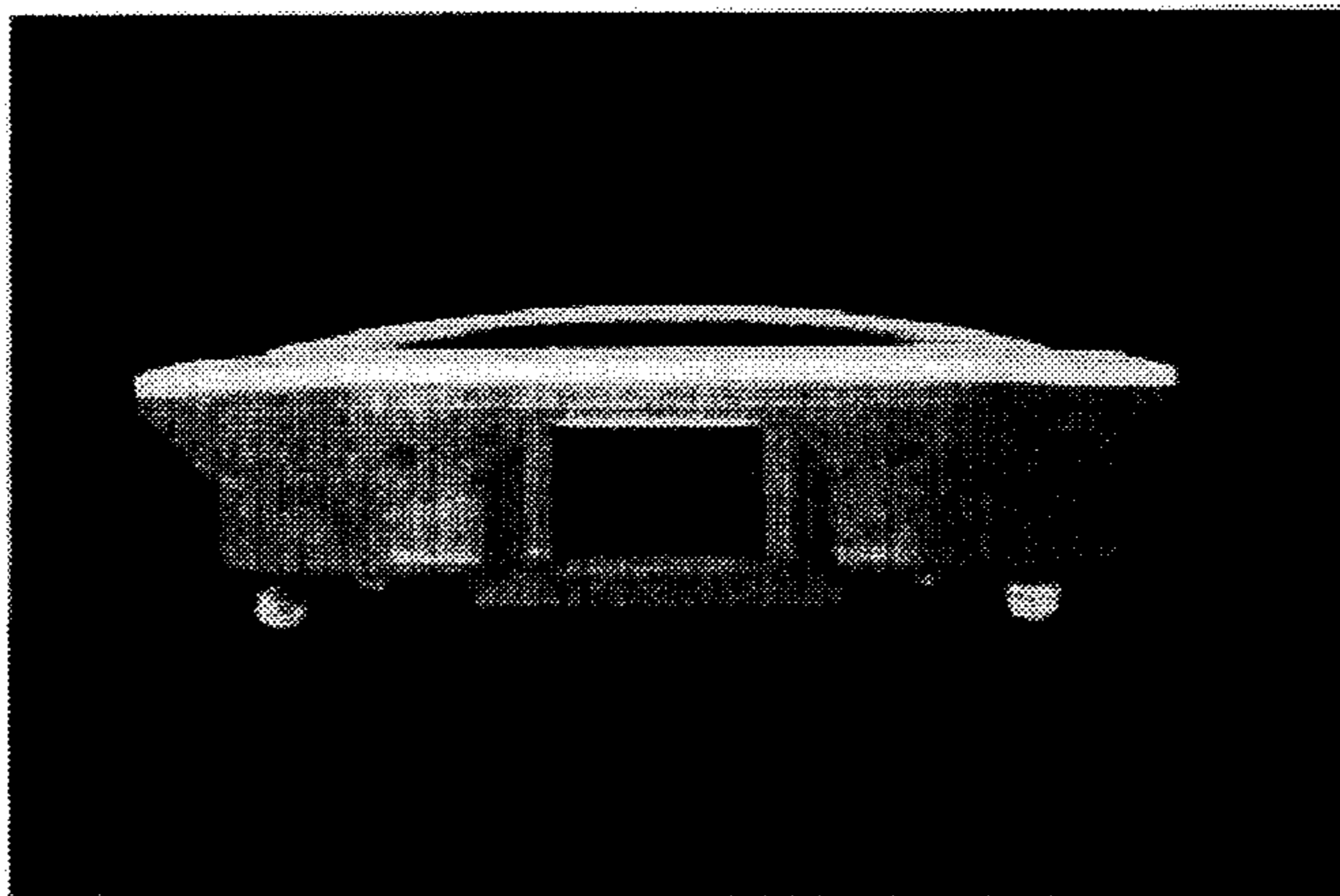


Fig. 7

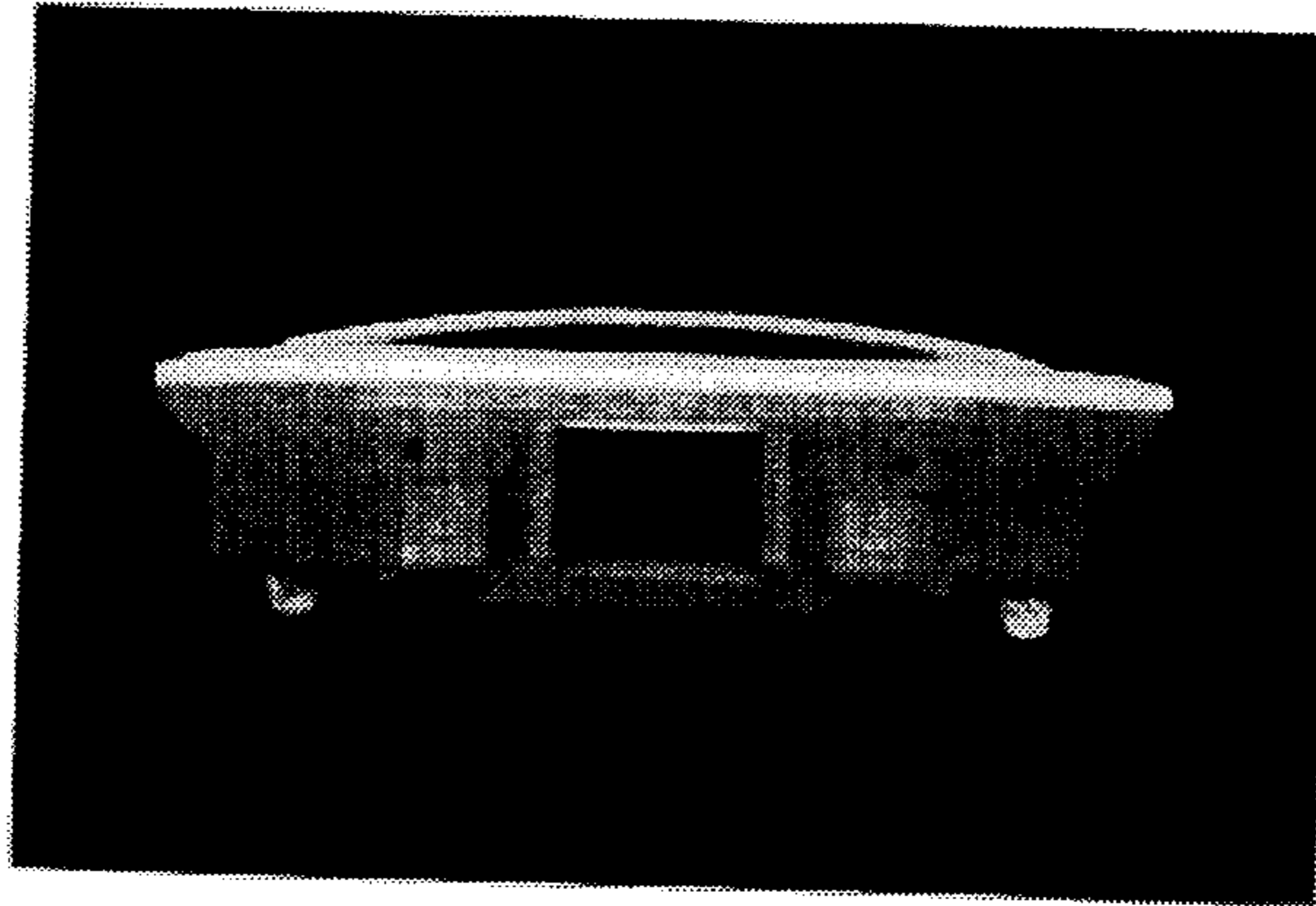


Fig. 8

