



US00D445459S

(12) **United States Design Patent**  
**Laurent**

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(45) **Date of Patent:** **\*\* Jul. 24, 2001**

(54) **GAME ELEMENT**

5,074,593 \* 12/1991 Grosso ..... 283/77  
5,201,525 \* 4/1993 Castro ..... 273/293

(75) **Inventor:** **Jacques Laurent**, Montpellier (FR)

**OTHER PUBLICATIONS**

(73) **Assignee:** **NCC-Novos Conceitos em  
Comunicacao Servicos LTDA**, Tres  
Rios/RJ (BR)

John Ladell Co. 1977 Games Catalog. p. 5, Buddy-Up  
game.\*

(\*\*) **Term:** **14 Years**

\* cited by examiner

(21) **Appl. No.:** **29/115,314**

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(51) **LOC (7) Cl.** ..... **21-01**

(52) **U.S. Cl.** ..... **D21/386**

(58) **Field of Search** ..... D20/11, 22, 27,  
D20/28; D21/334-368, 385, 386; 273/236-288,  
293, 148 A; 40/461; D19/12

(57) **CLAIM**

An ornamental design for a game element, as shown and  
described.

(56) **References Cited**

**DESCRIPTION**

**U.S. PATENT DOCUMENTS**

D. 379,642 \* 6/1997 Pearson ..... D20/11  
D. 411,252 \* 6/1999 Mittelstrass ..... D20/11

The sole FIGURE is a front fragmentary perspective view of  
the game element, being substantially flat.

The broken lines around the periphery represents the bounds  
of the claimed design. All other broken lines are claimed  
subject matter.

**1 Claim, 1 Drawing Sheet**



