



US00D498265S

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

(10) **Patent No.:** **US D498,265 S**

(45) **Date of Patent:** **** Nov. 9, 2004**

(54) **GAME**

6,305,685 B1 * 10/2001 Motosko D21/313

(76) **Inventor:** **Matthias Mauser**, Eichenstrasse 6,
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* cited by examiner

Primary Examiner—Sandra L. Morris

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

(74) *Attorney, Agent, or Firm*—O'Melveny & Myers LLP

(21) **Appl. No.:** **29/174,408**

(57) **CLAIM**

(22) **Filed:** **Jan. 17, 2003**

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

(30) **Foreign Application Priority Data**

DESCRIPTION

Jul. 18, 2002 (DE) 402 06 005
Sep. 16, 2002 (DE) 402 07 802

FIG. 1 is a perspective view of the game comprising three stacked components.

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

FIG. 2 is a perspective view showing a first one of the three stacked components making up the game.

(52) **U.S. Cl.** **D21/313**

FIG. 3 is a perspective view showing a second one of the three stacked components making up the game; and,

(58) **Field of Search** D21/300, 312–314,
D21/320, 322, 334, 359, 336–346

FIG. 4 is a perspective view showing a third one of the three stacked components making up the game.

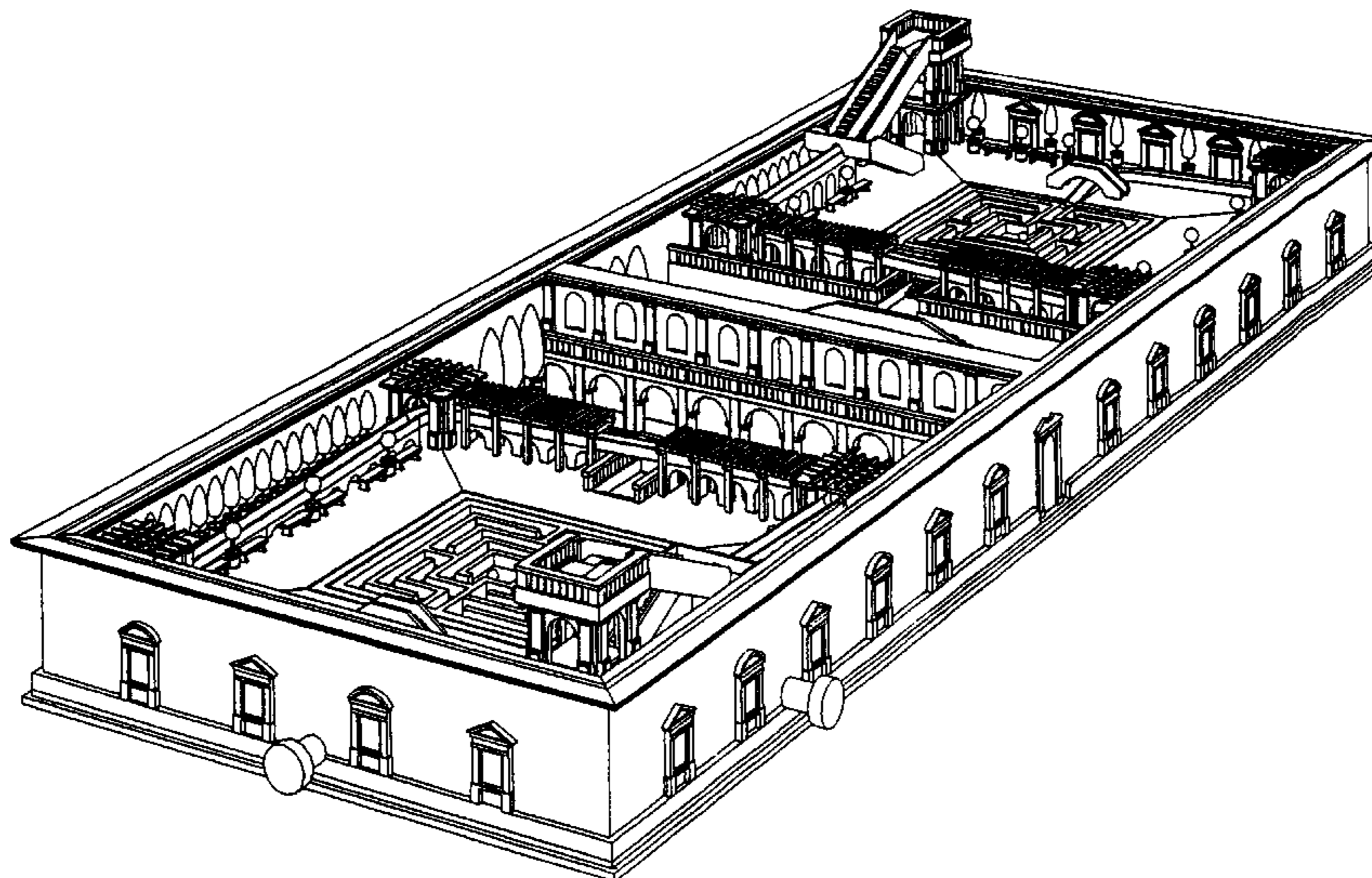
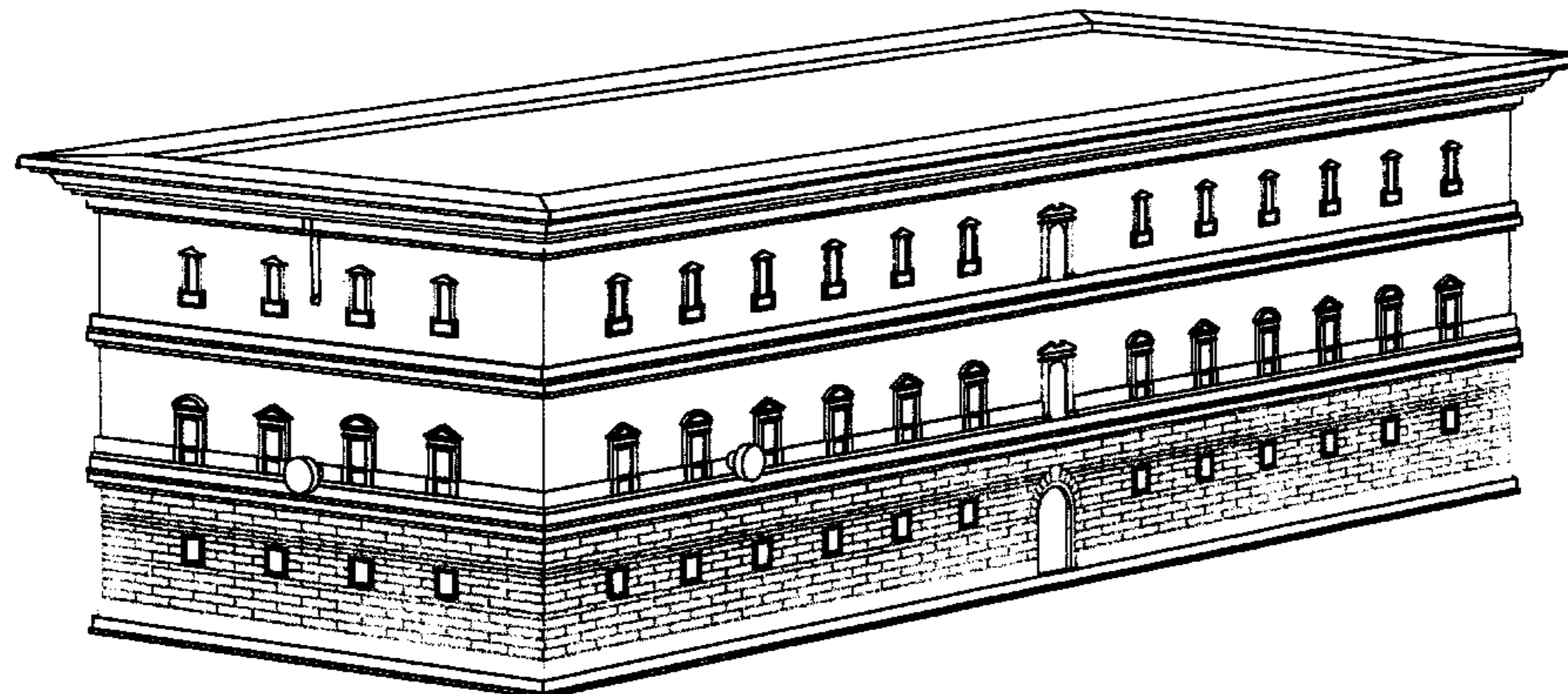
(56) **References Cited**

The design consists of the ornamental shape of a game comprising a plurality of stackable components. Each component is removable from the game, and has a symmetrical interior. The underside of each stackable component is not part of the design.

U.S. PATENT DOCUMENTS

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1 Claim, 4 Drawing Sheets



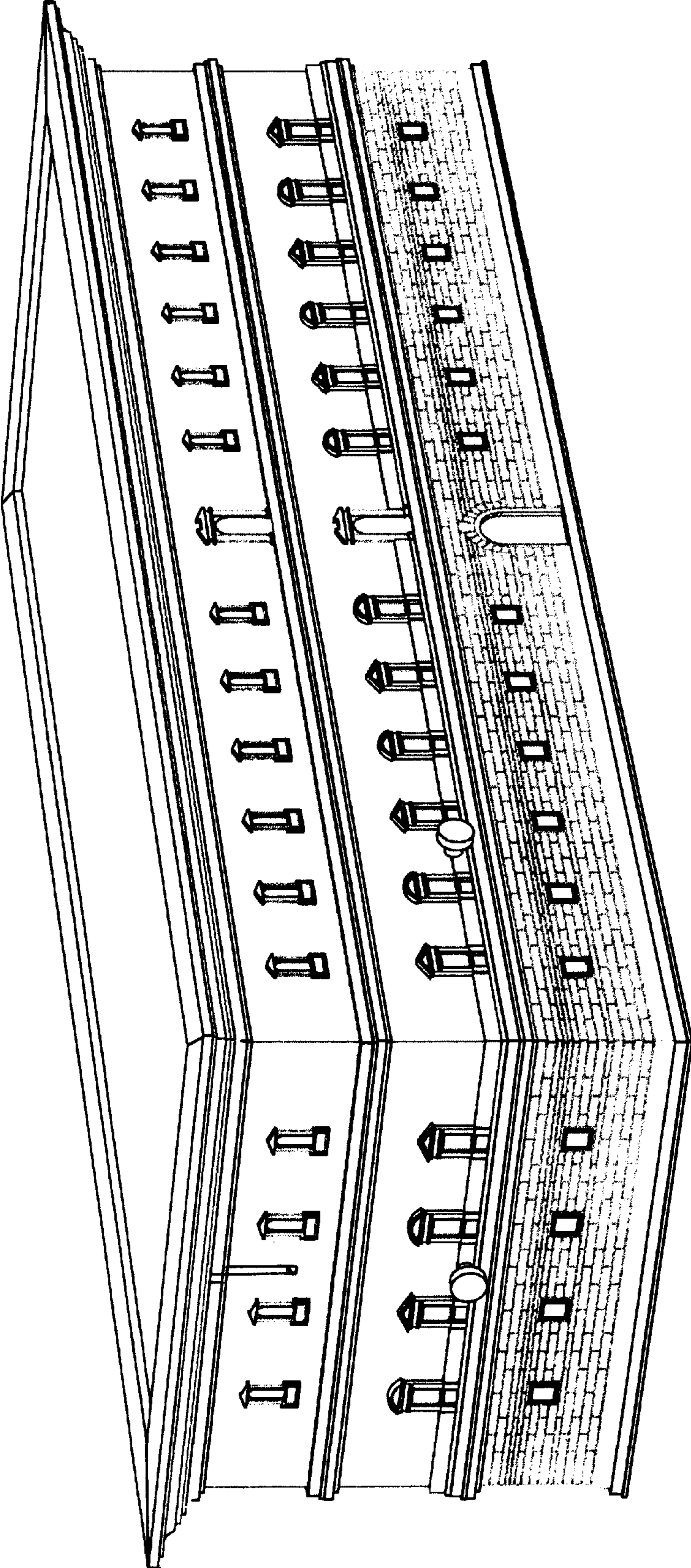


Fig. 1

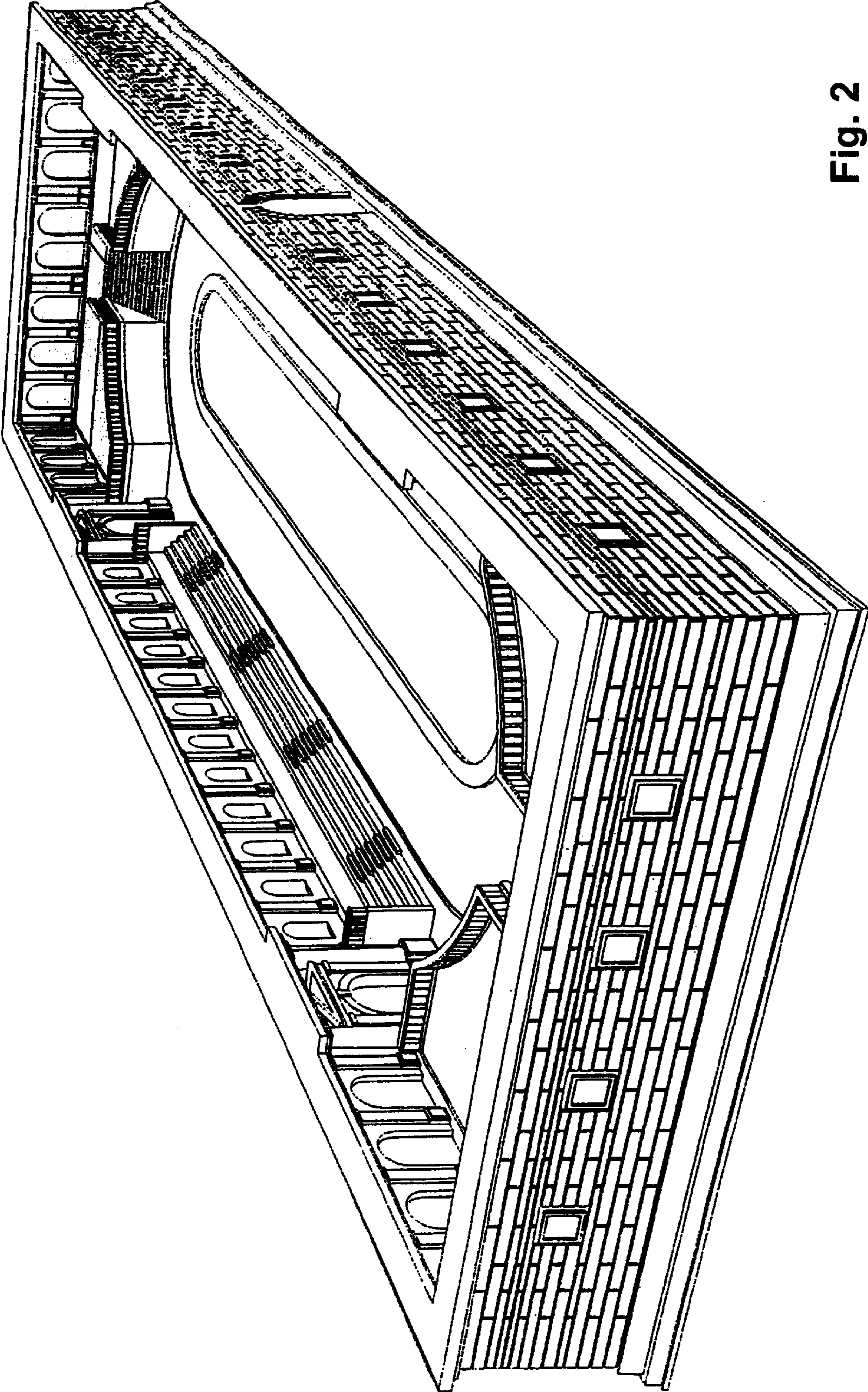


Fig. 2

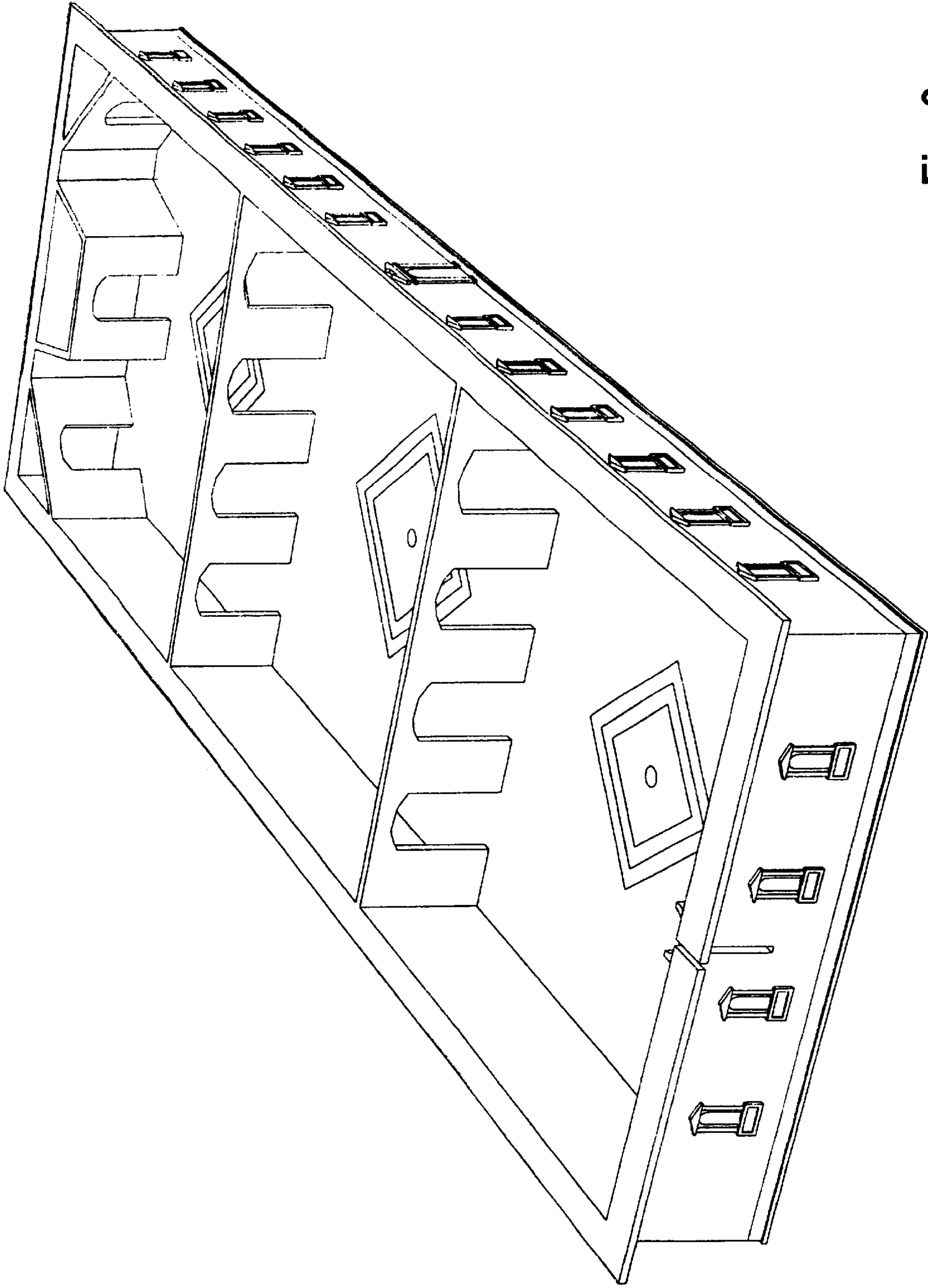


Fig. 3

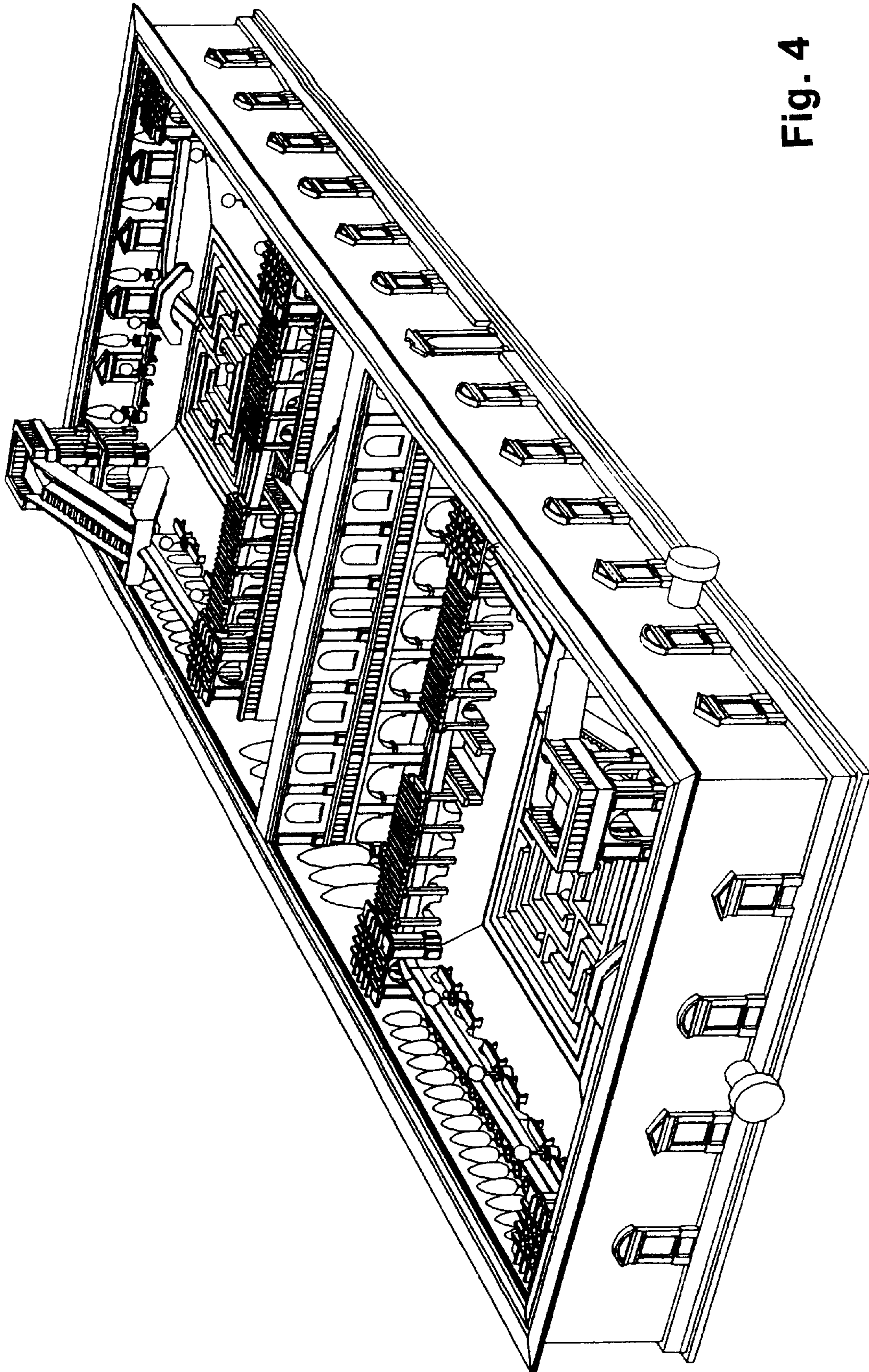


Fig. 4