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

(10) **Patent No.:** **US D553,693 S**

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(54) **MAGNET GAME**

(57) **CLAIM**

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The ornamental design for a magnet game, as shown.

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

DESCRIPTION

(21) Appl. No.: **29/262,963**

The present invention relates to the features of ornamentation, pattern and shape of a game using magnetic and metallic components. A game apparatus enables a plurality of magnetic components to be placed therein, so as to provide unpredictable gaming entertainment. A spherical projectile is rolled from each tossing end with the goal of magnetically attracting said projectile to said magnetic components. The first player to incrementally reach the higher number wins.

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(51) **LOC (8) Cl.** **21-01**

(52) **U.S. Cl.** **D21/366**

(58) **Field of Classification Search** D21/300,
D21/321, 334-368; 273/236-288, 126 R,
273/126 A, 127 R, 118 R, 309

See application file for complete search history.

FIG. 1 is a perspective view from above of the magnet game of the present design.

(56) **References Cited**

U.S. PATENT DOCUMENTS

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FIG. 2 is a perspective view from below of the magnet game of the present design.

FIG. 3 is a top plan view of the magnet game of the present design.

FIG. 4 is a side elevation view of the magnet game of the present design.

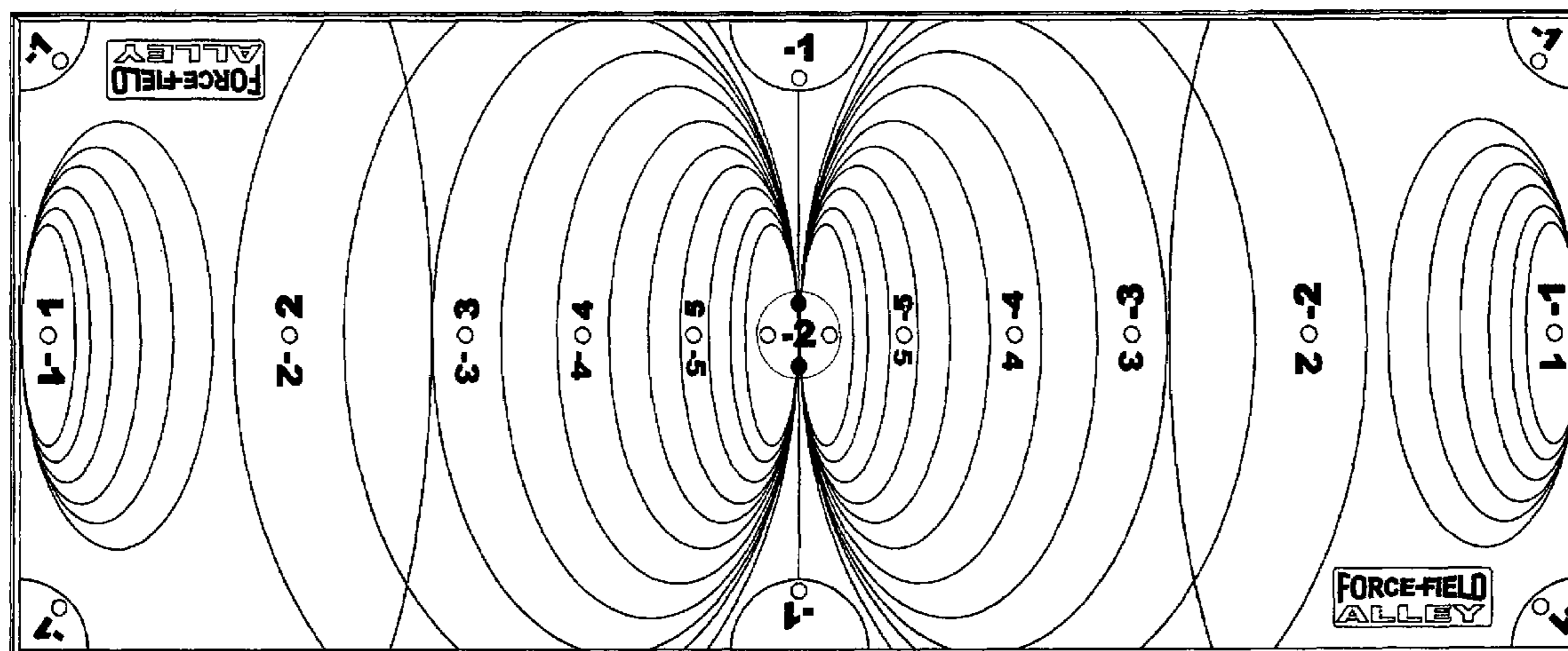
FIG. 5 is an end elevation view of the magnet game of the present design; and,

FIG. 6 is a bottom plan view of the magnet game of the present design.

* cited by examiner

Primary Examiner—Sandra L. Morris

1 Claim, 3 Drawing Sheets



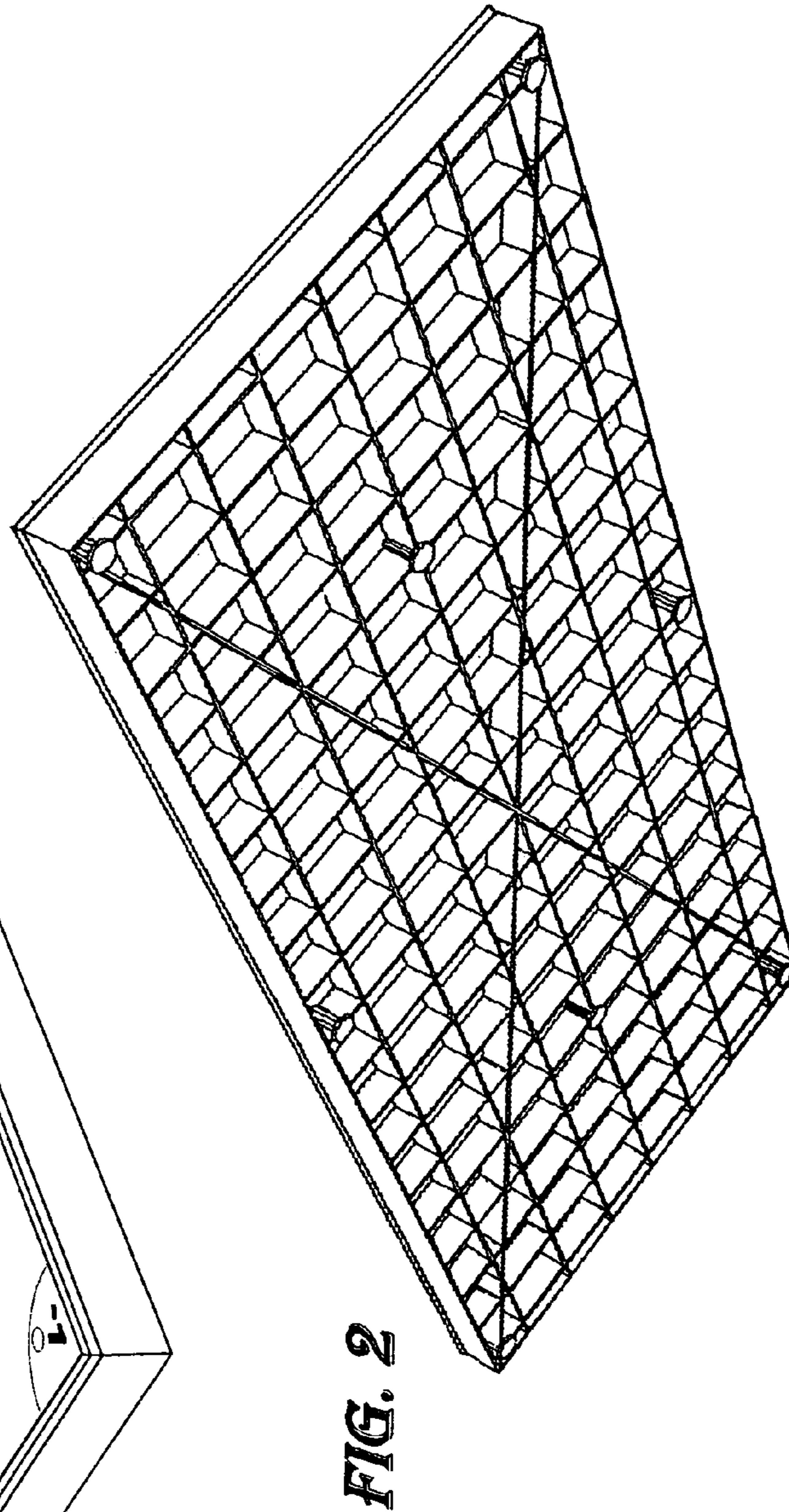
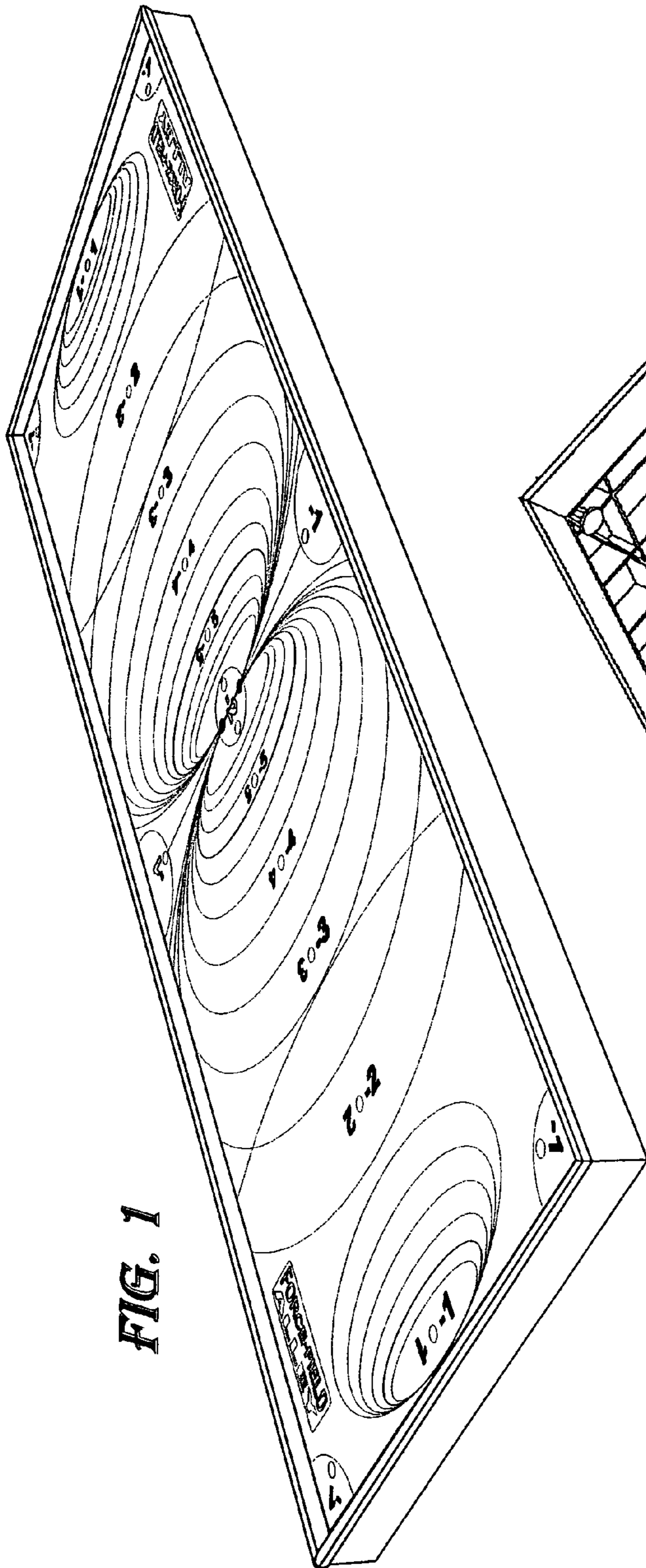


FIG. 3

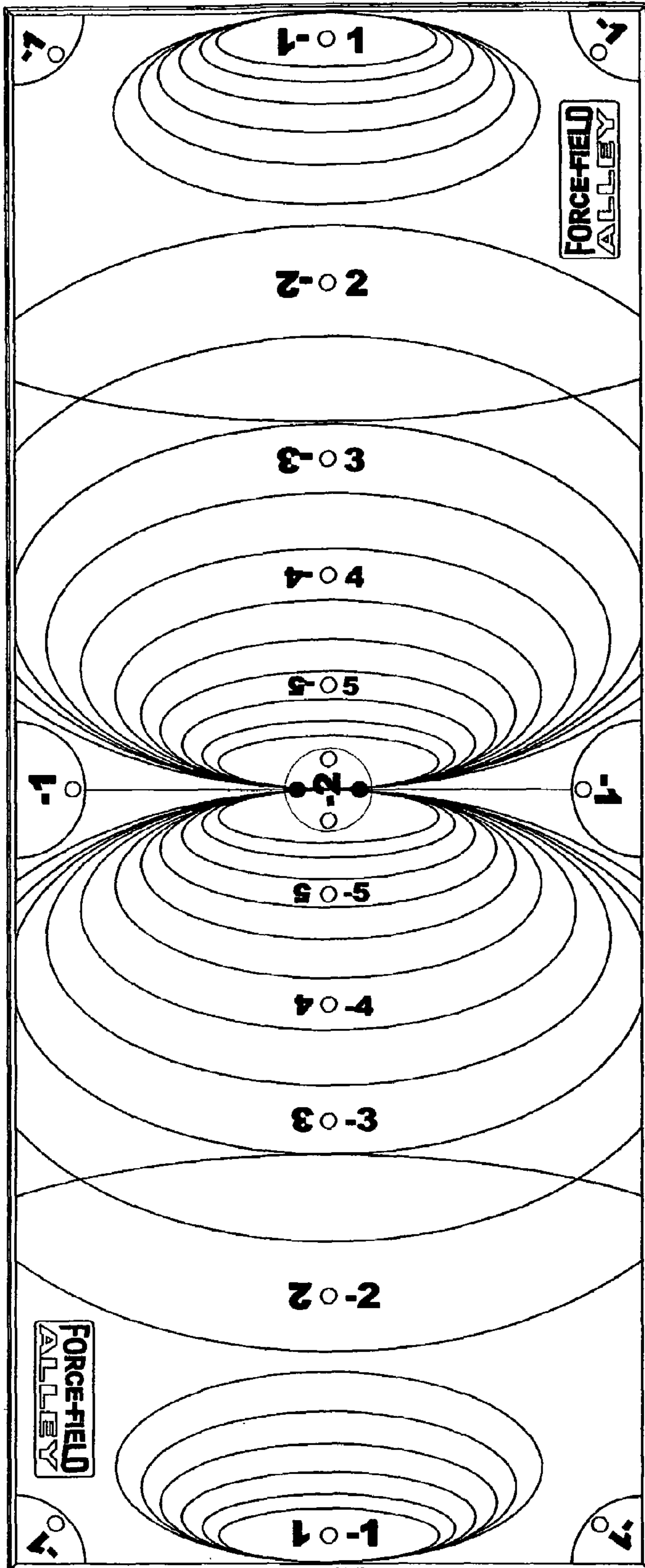


FIG. 4



FIG. 5

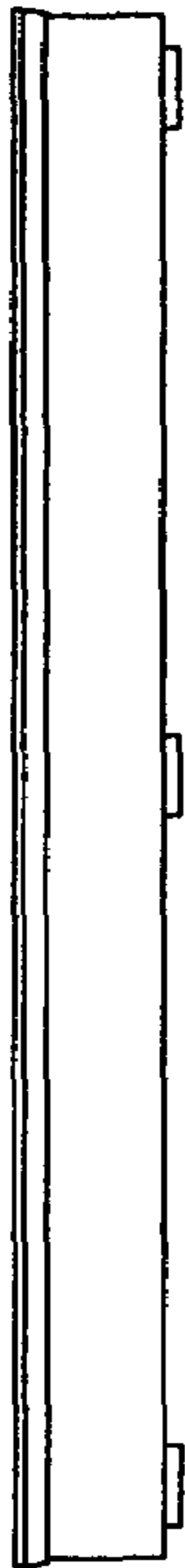


FIG. 6

