



US00D569443S

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

(10) **Patent No.:** **US D569,443 S**

(45) **Date of Patent:** **** May 20, 2008**

(54) **COMBINED SUDOKU GAME BOARD AND GAME PIECES FOR VISUALLY IMPAIRED USERS**

(76) Inventor: **Elizabeth R. Whitney**, 137 Kuakolu Pl., Hilo, HI (US) 96720-1323

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

(21) Appl. No.: **29/249,359**

(22) Filed: **Oct. 3, 2006**

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

(52) **U.S. Cl.** **D21/341; D21/393**

(58) **Field of Classification Search** D21/334–368,
D21/385, 392–396; D19/59–60; 273/236–288,
273/148 R

See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

3,746,343	A *	7/1973	Shapiro	273/239
4,226,420	A *	10/1980	Corday	273/269
4,327,919	A *	5/1982	Vennor	273/236
4,884,819	A *	12/1989	Lambert	273/261
D345,383	S *	3/1994	Lehoux	D21/340
D421,776	S *	3/2000	Borg	D21/336
6,162,059	A *	12/2000	Murphy et al.	434/112
6,267,374	B1 *	7/2001	Bourbeau	273/236
D467,980	S *	12/2002	Creech	D21/335
D522,067	S *	5/2006	Allen	D21/321
2006/0022407	A1 *	2/2006	Jensen	273/272
2007/0145681	A1 *	6/2007	Terbush et al.	273/148 R
2007/0210516	A1 *	9/2007	Bohac	273/236

OTHER PUBLICATIONS

World Wide Games 1990-91 Catalog. p. 7, "Clean Sweep" game, lower left.*

* cited by examiner

Primary Examiner—Sandra L. Morris

(74) *Attorney, Agent, or Firm*—Leighton K. Chong

(57) **CLAIM**

The ornamental design for the combined sudoku game board and game pieces for visually impaired users, as shown and described.

DESCRIPTION

FIG. 1 is a perspective view of a combined sudoku game board and game pieces for visually impaired users, the broken line showing is for illustrative purposes only, and forms no part of the claimed design;

FIG. 2 is a top view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 1;

FIG. 3 is a bottom view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 1;

FIG. 4 is a left side view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 1;

FIG. 5 is a right side view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 1;

FIG. 6 is a front view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 1; and

FIG. 7 is a rear view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 1.

FIG. 8 is a perspective view of a storage rack for holding numbered-cube game pieces to be used on the combined sudoku game board and game pieces for visually users in a carrying case (which is not part of my design and shown in phantom line);

FIG. 9 is a top view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 8;

FIG. 10 is a bottom view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 8;

FIG. 11 is a left side view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 8;

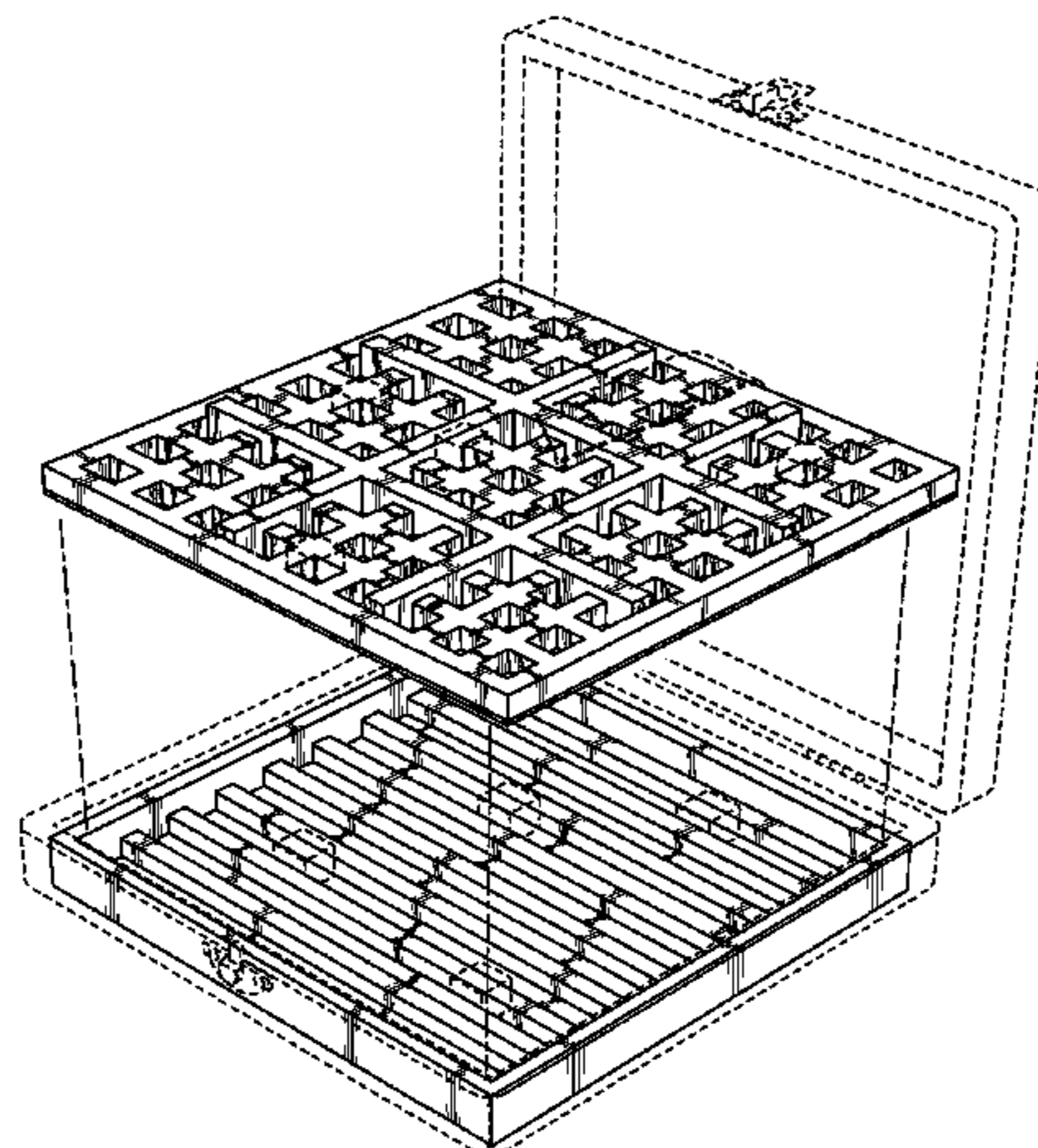


FIG. 12 is a right side view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 8;

FIG. 13 is a front view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 8; and

FIG. 14 is a rear view of the combined sudoku game board and game pieces for visually impaired users shown in FIG. 8.

FIG. 15 is a perspective view of assembly of the combined sudoku game board and game pieces for visually impaired users to sit on top of the storage rack for the game pieces in the carrying case;

FIG. 16 is a perspective view showing one side of the game pieces to be used on the game sudoku game board and game

pieces for visually impaired users, each having a number in a first color on a contrasting, second color background to indicate starting Sudoku numbers for visually sighted users, and Braille dots symbolizing “letters”, indicating starting Sudoku numbers, alongside Braille dots for the number for visually impaired users; and,

FIG. 17 is a perspective view showing the opposite side of the game pieces to be used on the game sudoku game board and game pieces for visually impaired users, each having a number in the contrasting second color on the first color background to indicate entered sudoku numbers for visually sighted users, and Braille dots symbolizing “numbers”, indicating entered sudoku numbers, alongside Braille dots for the number for visually impaired users.

1 Claim, 9 Drawing Sheets

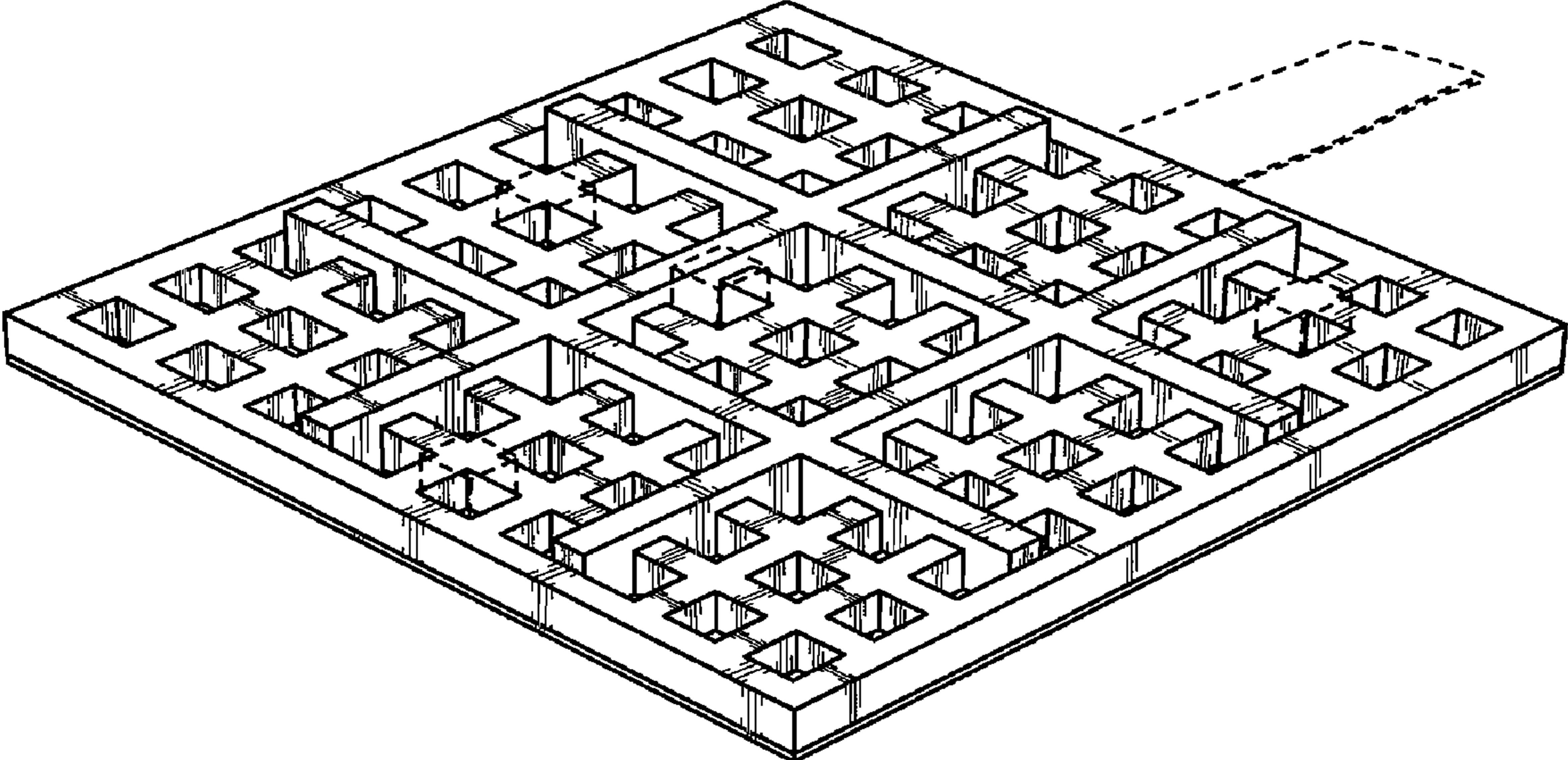


FIG. 1

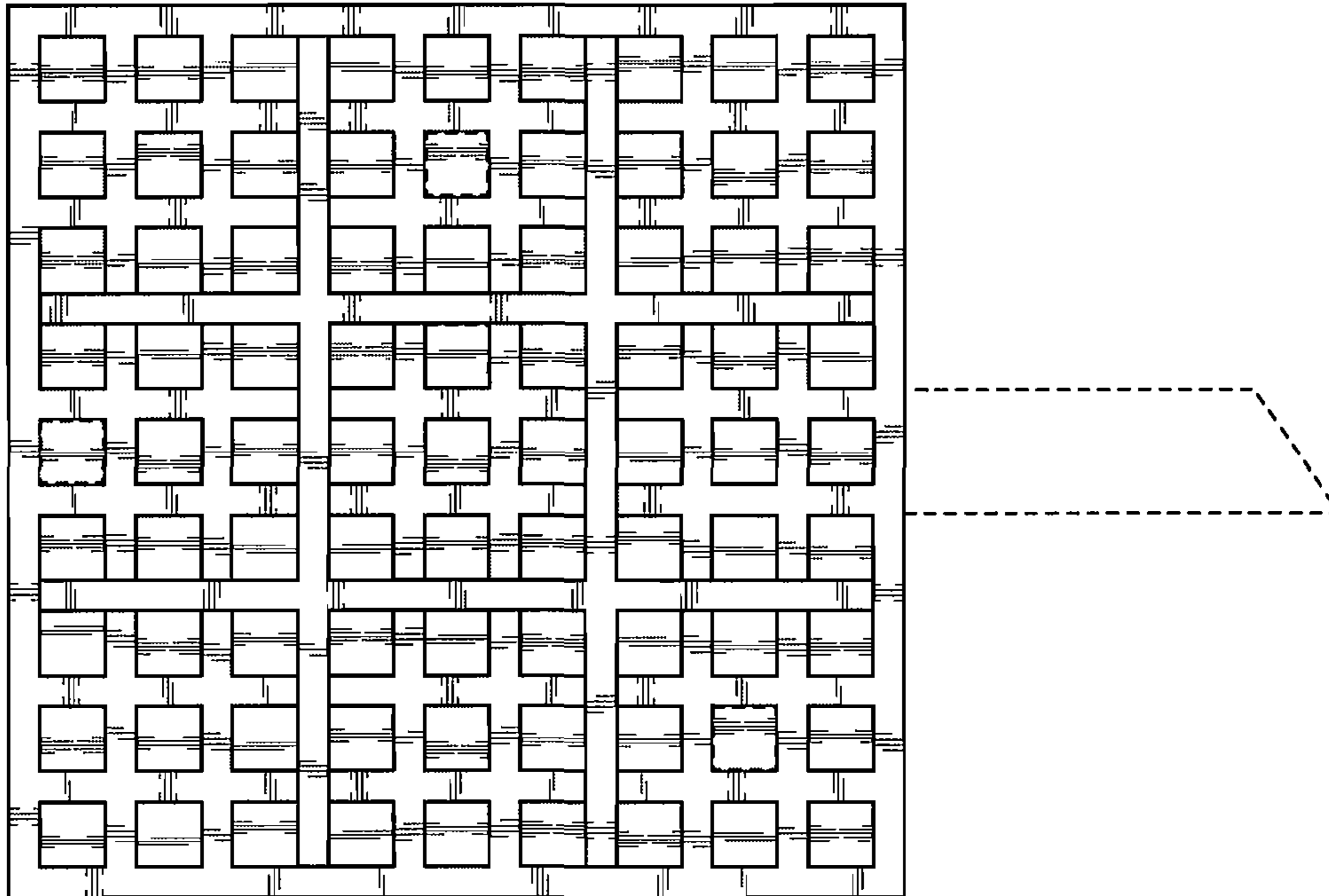


FIG. 2

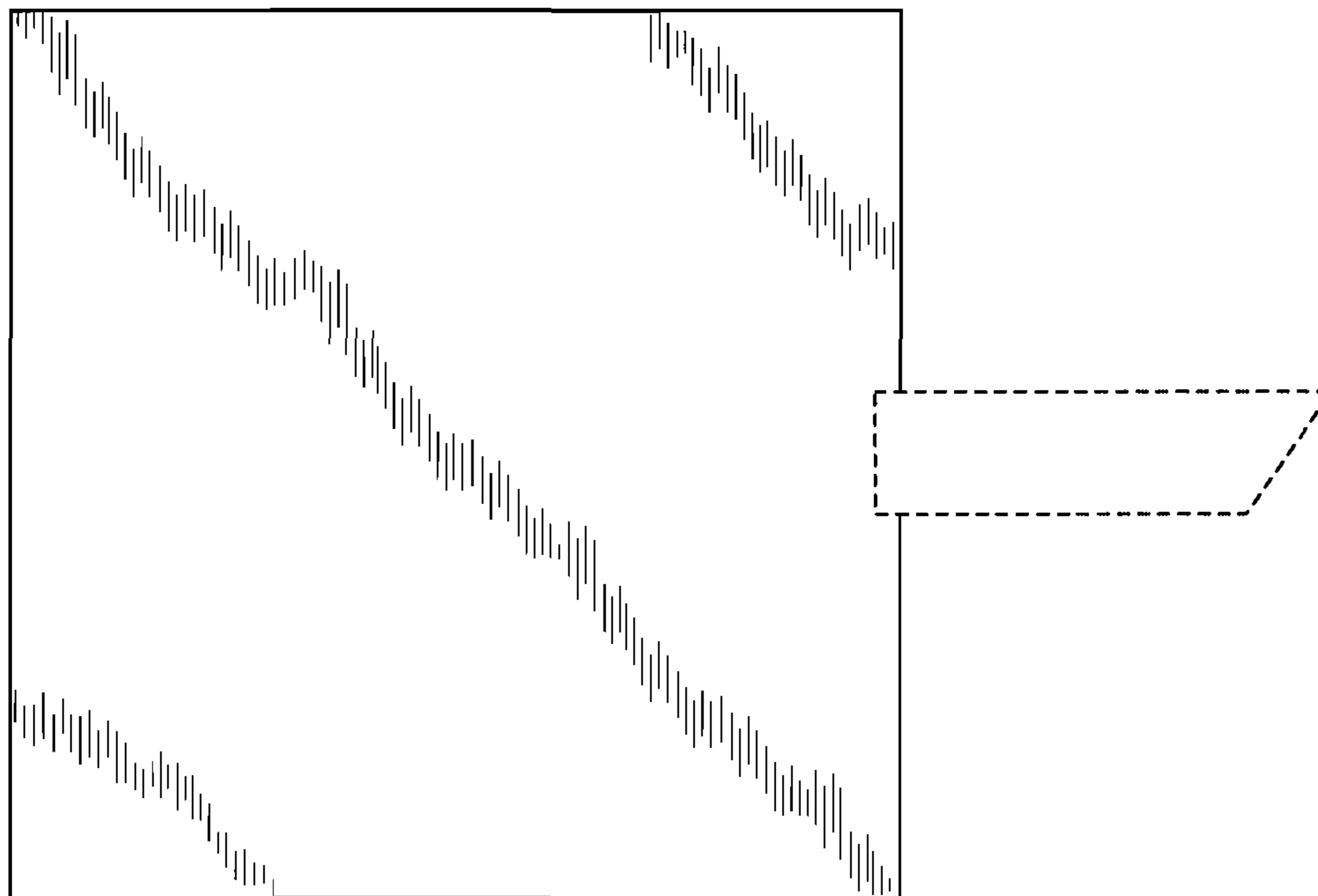


FIG. 3

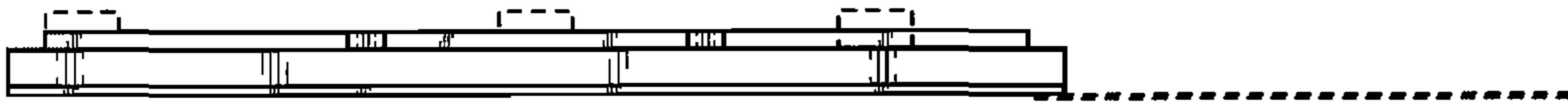


FIG. 4

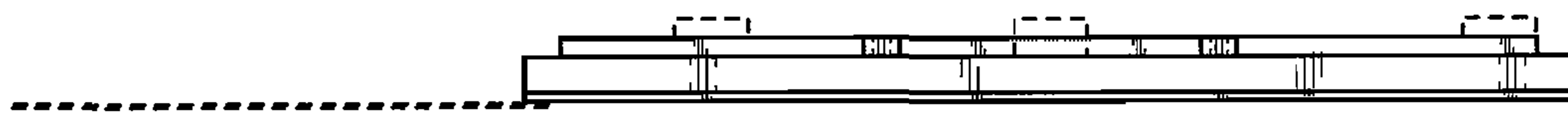


FIG. 5

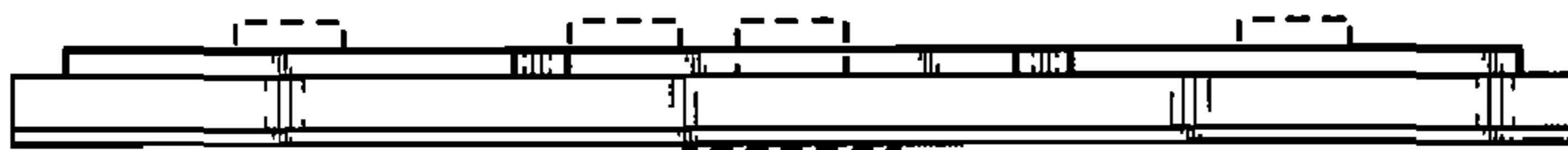


FIG. 6

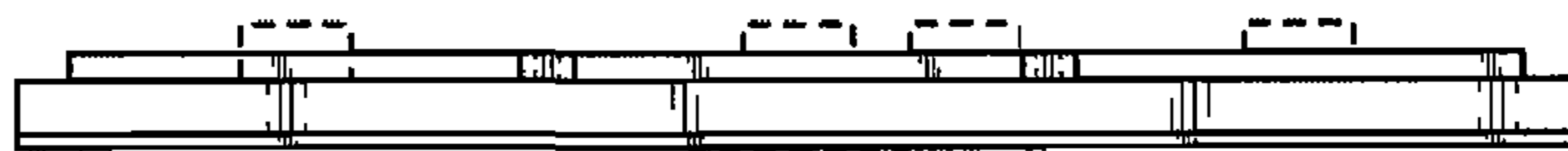


FIG. 7

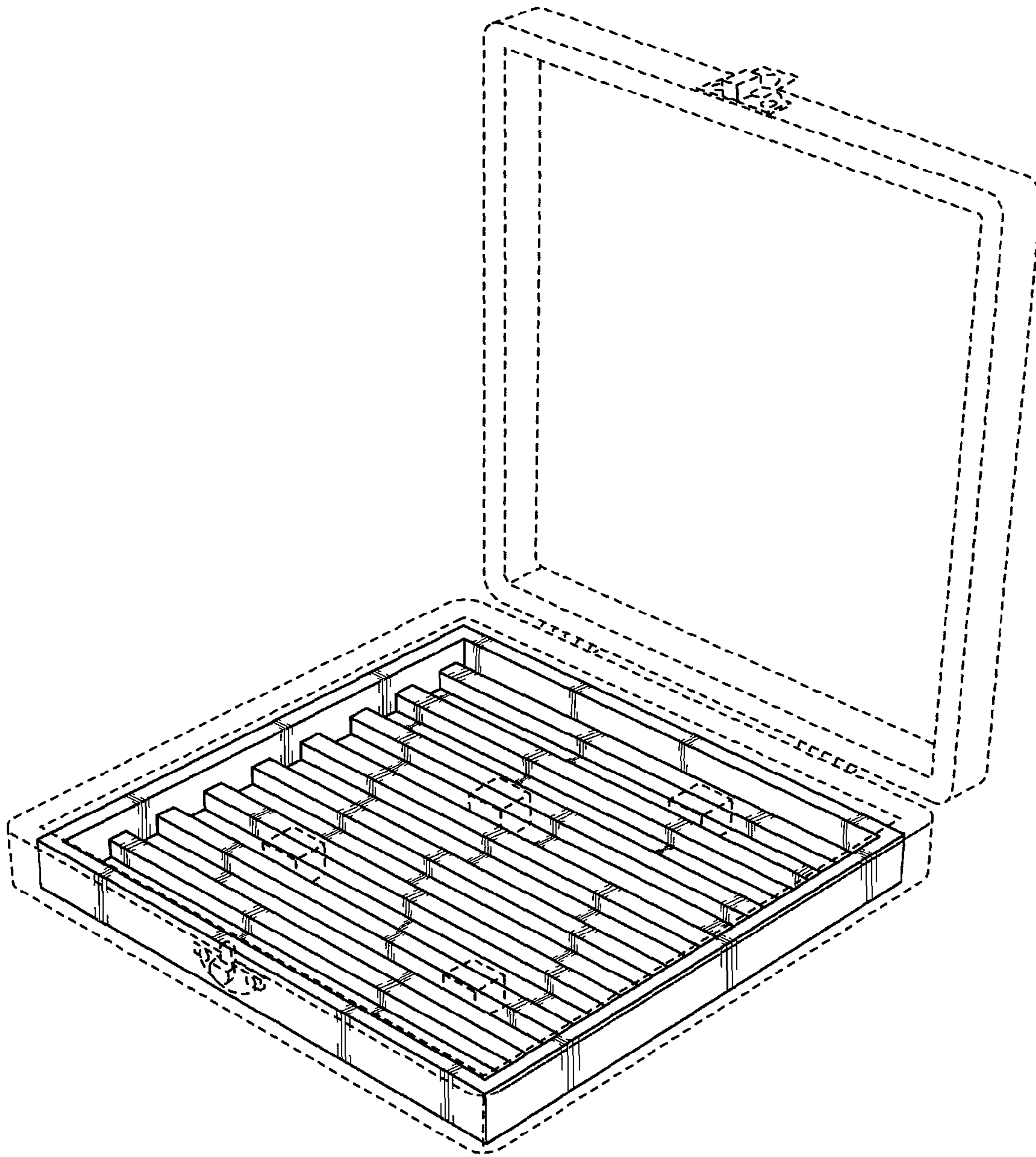


FIG. 8

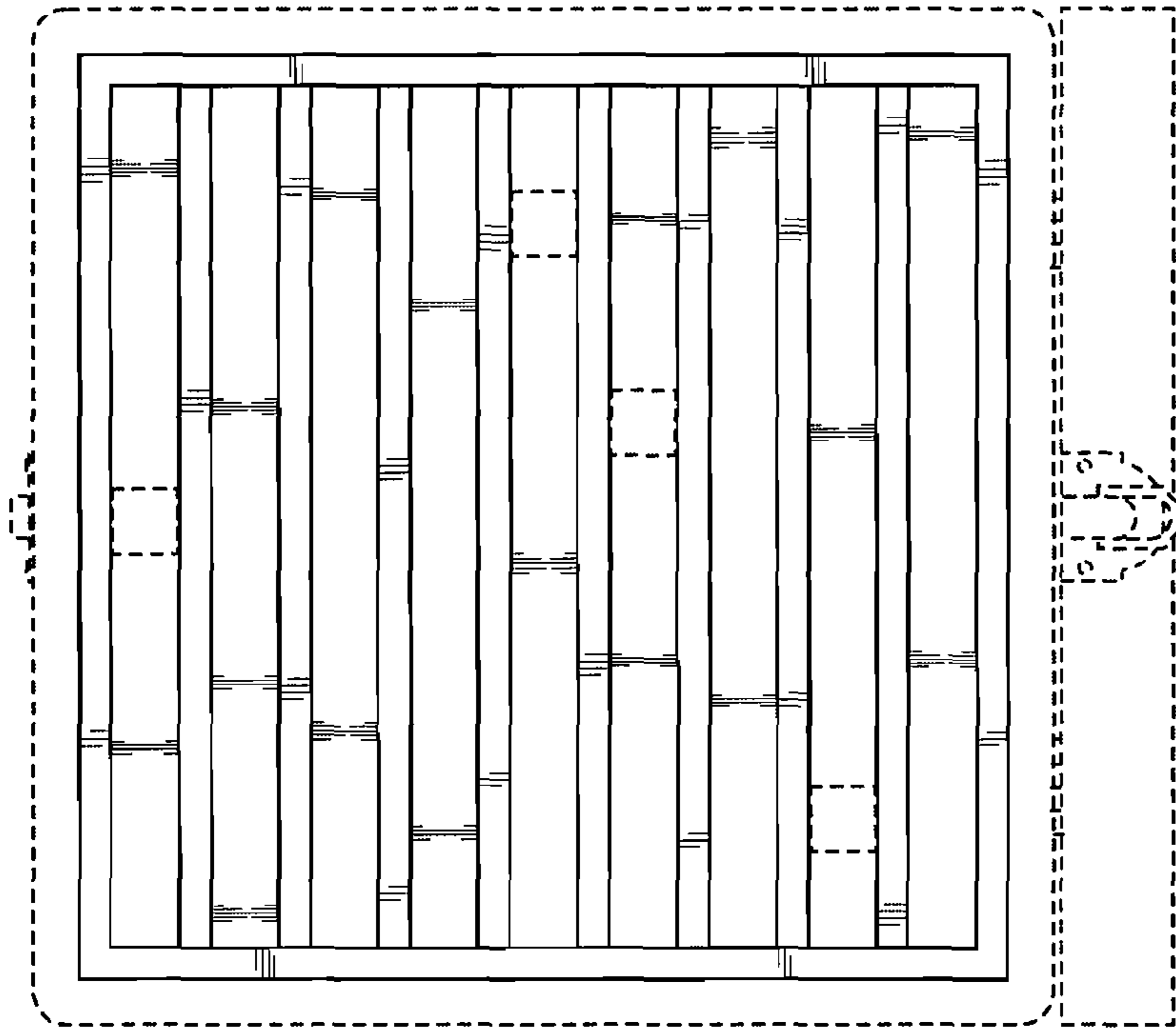


FIG. 9

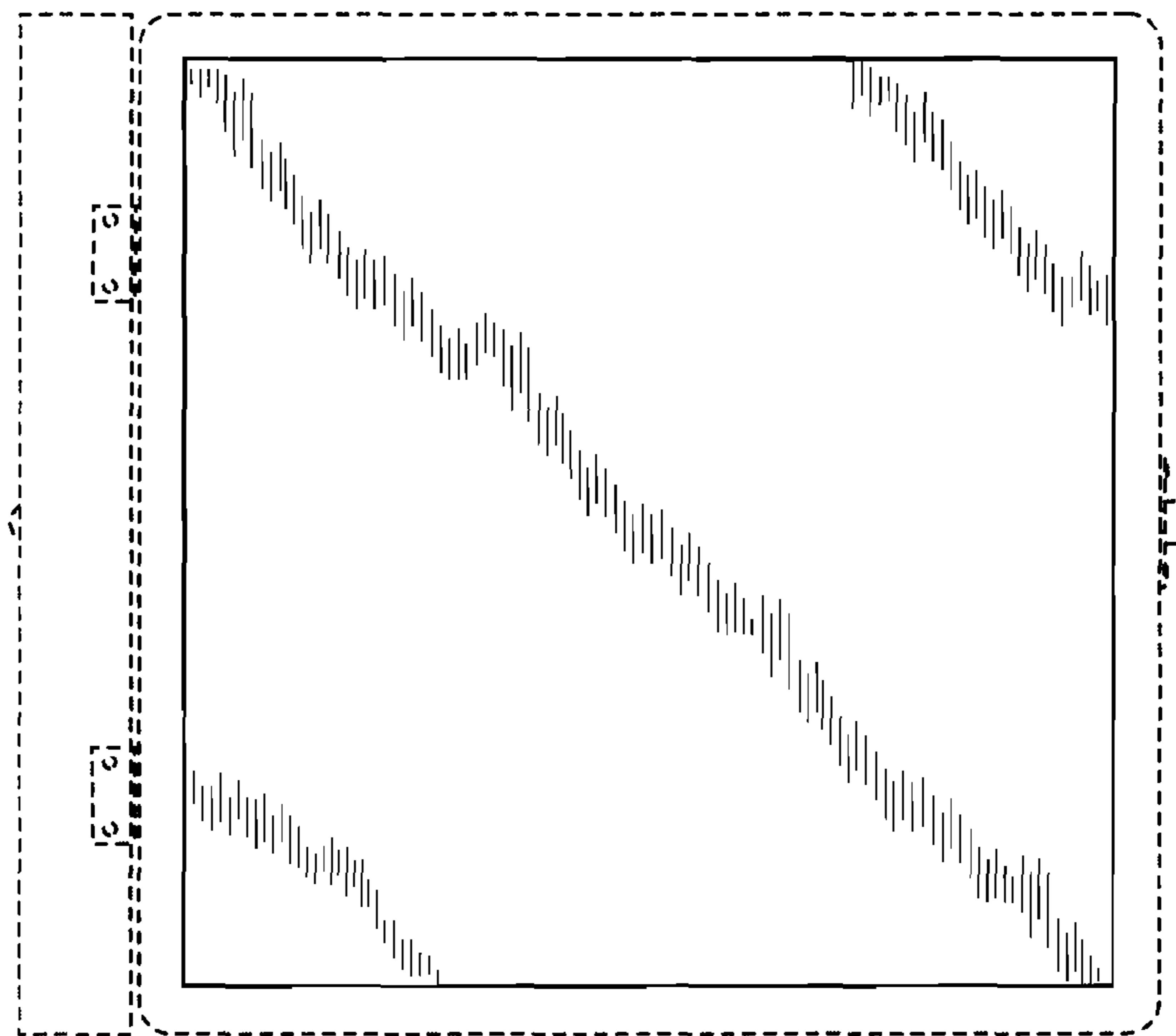


FIG. 10

FIG. 11

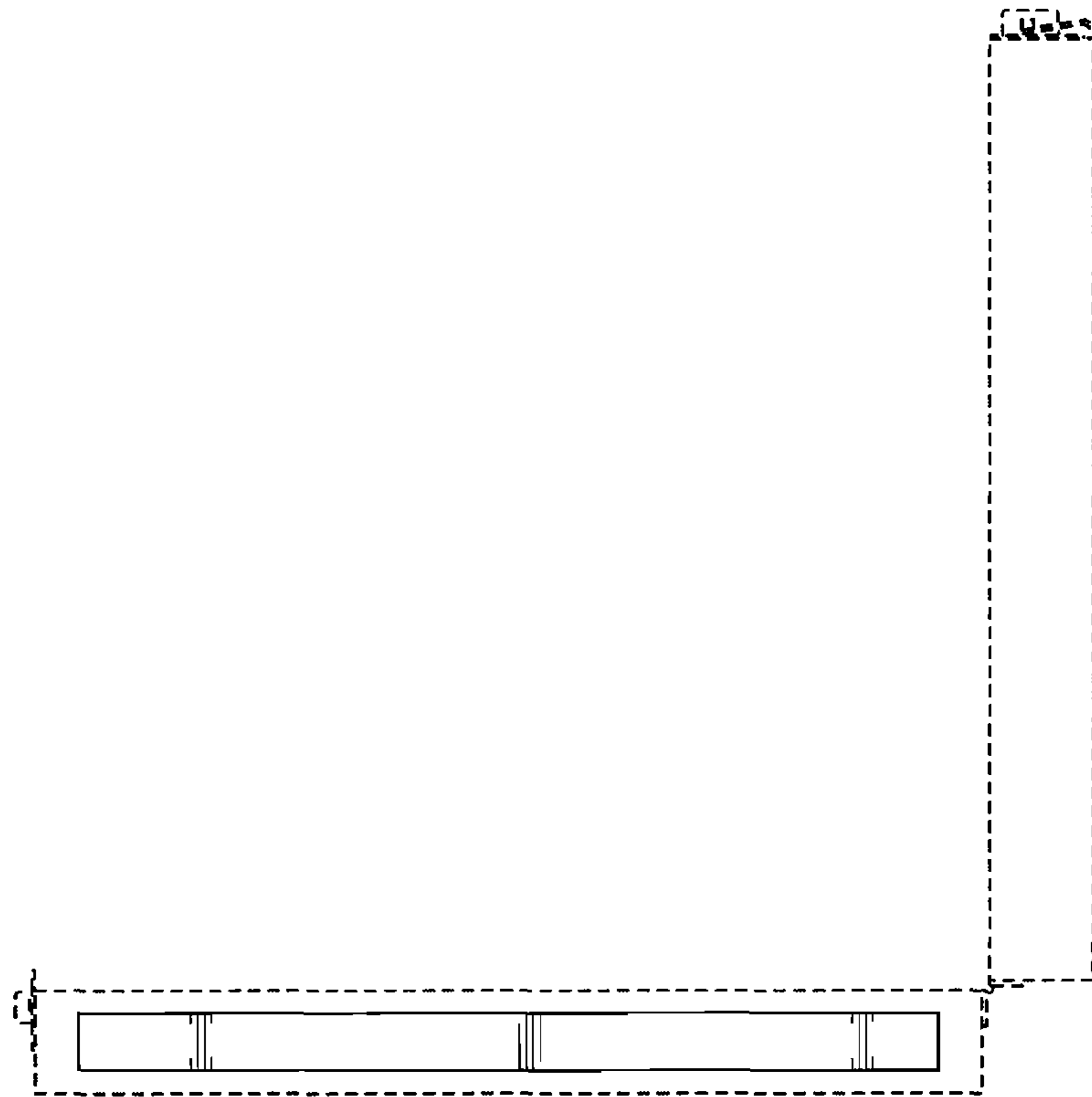
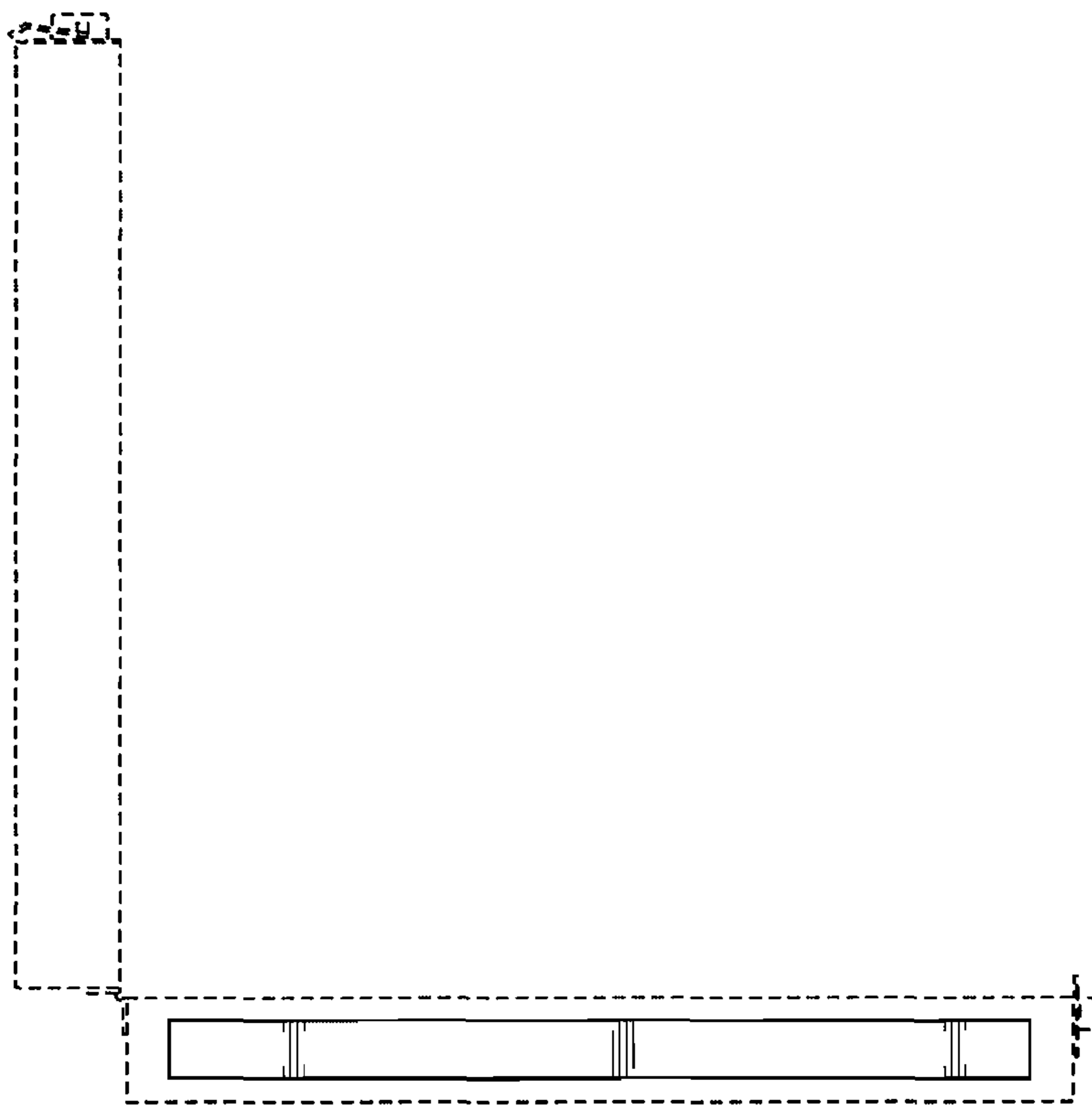


FIG. 12



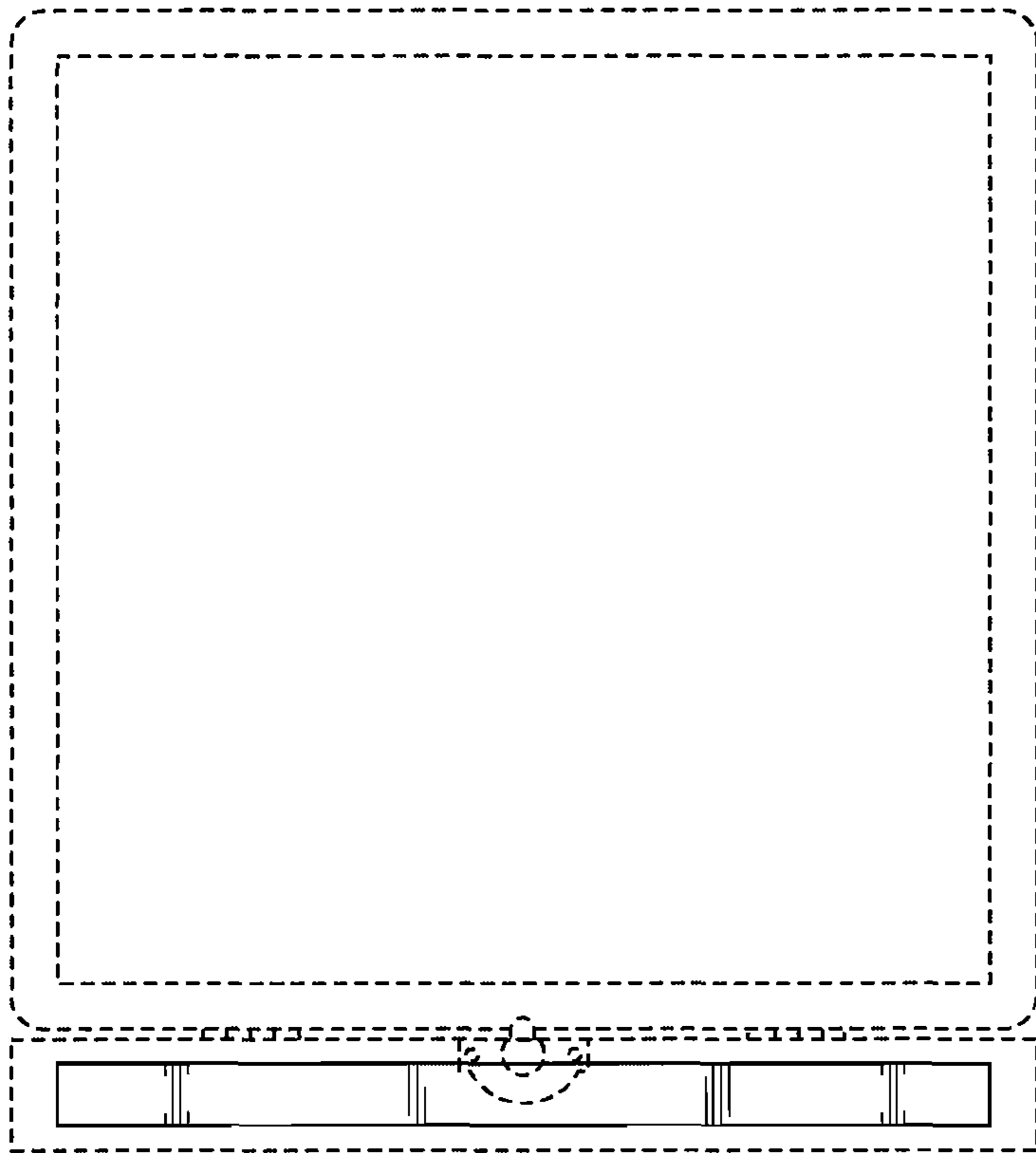


FIG. 13

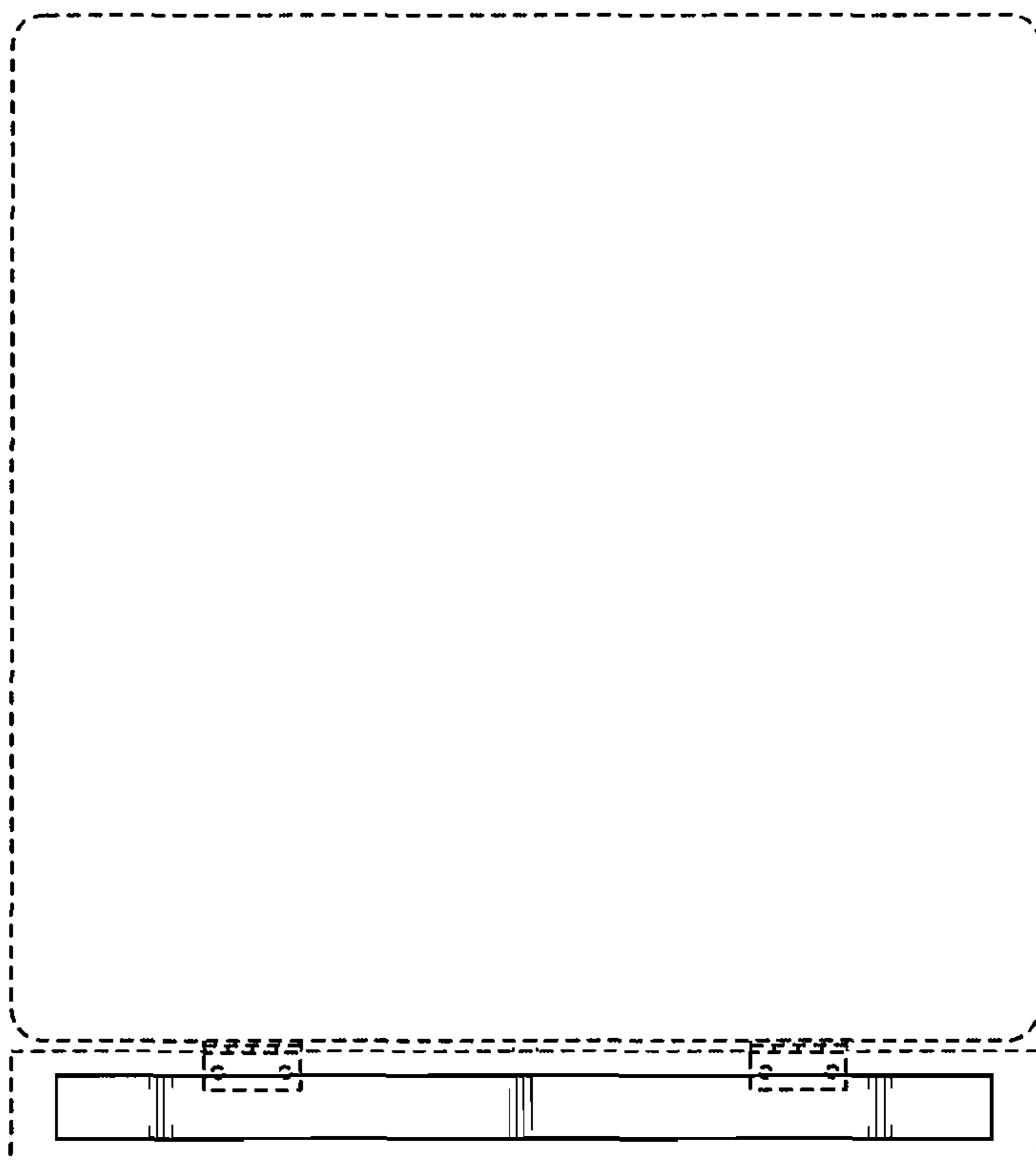


FIG. 14

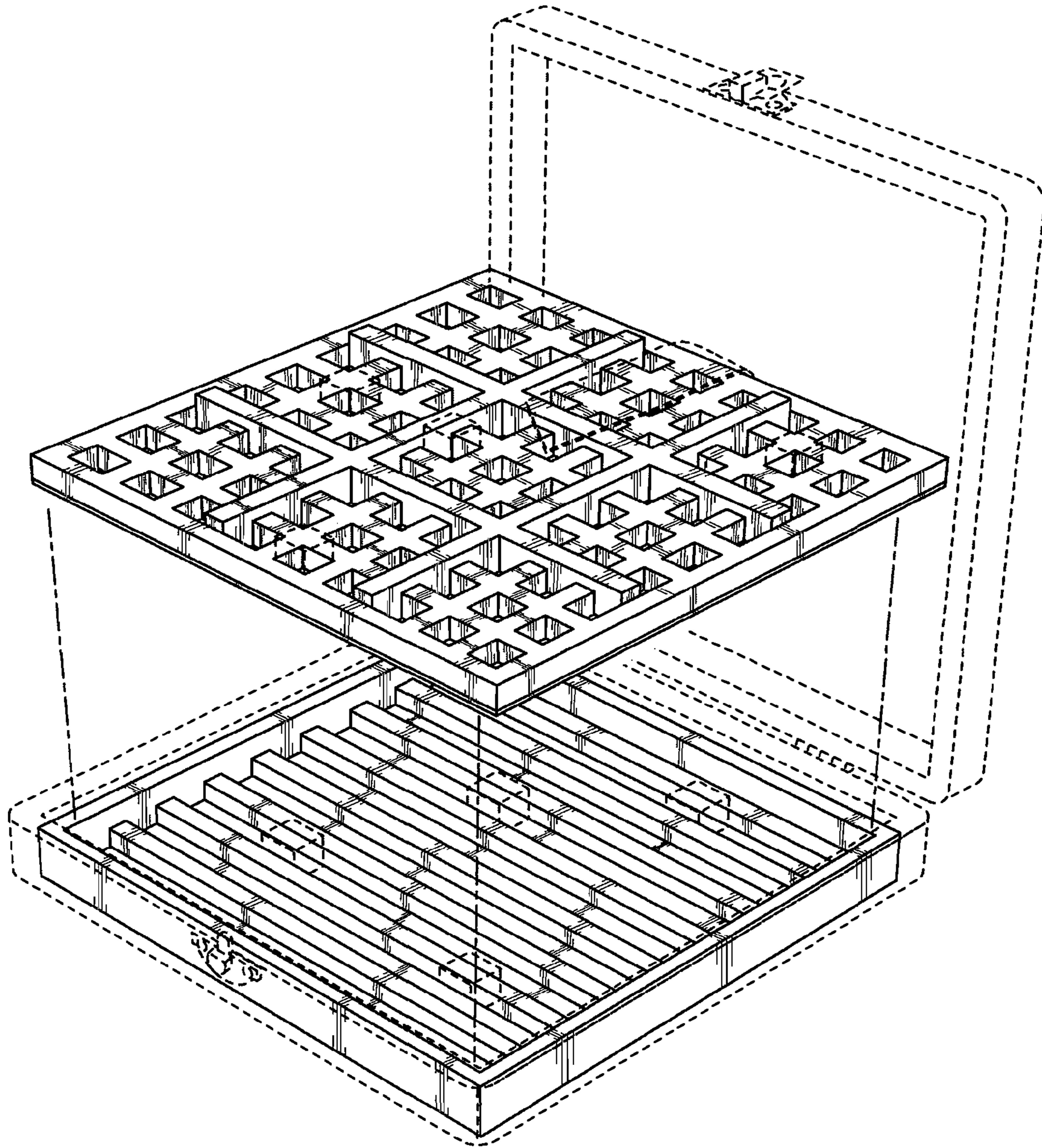


FIG. 15

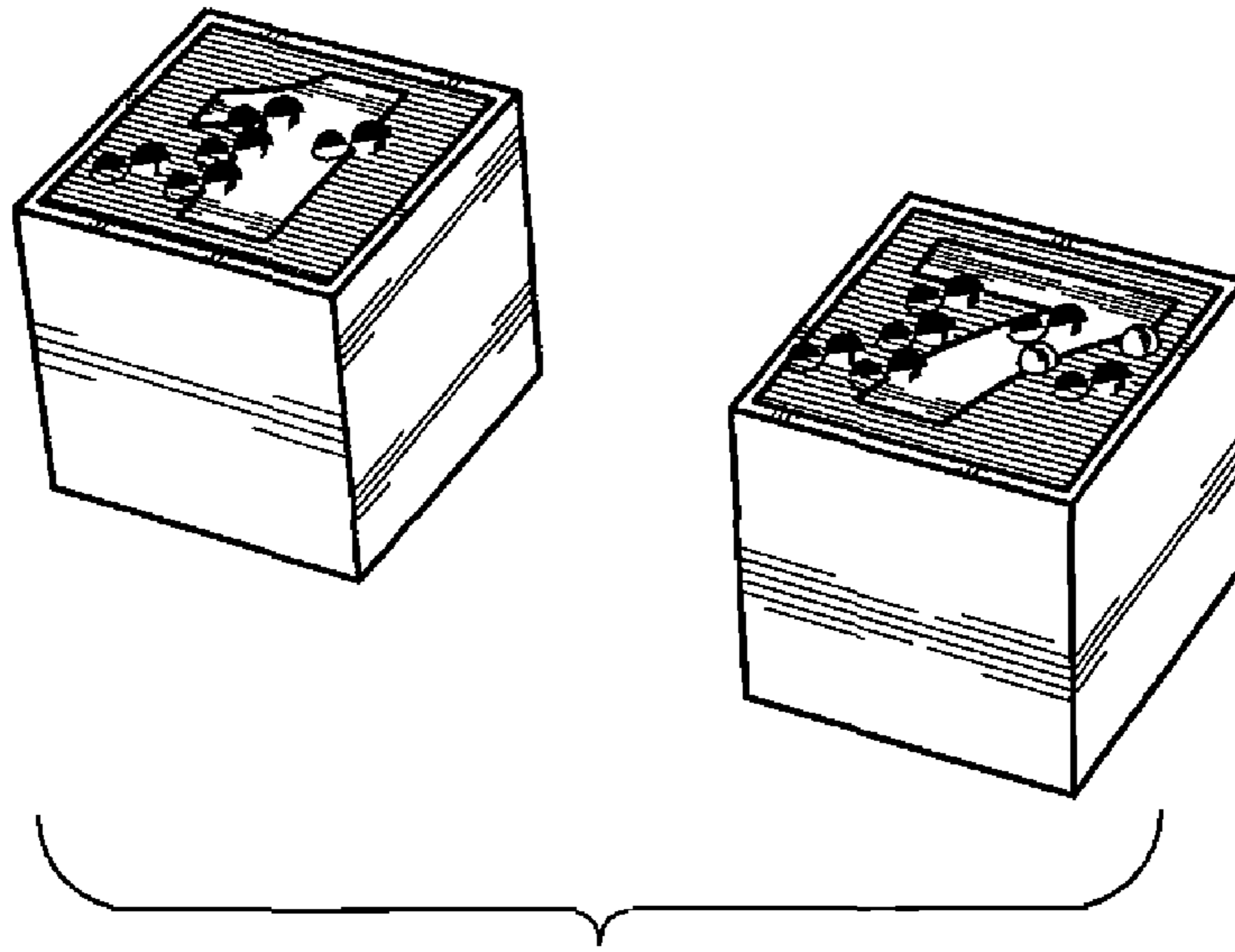


FIG. 16

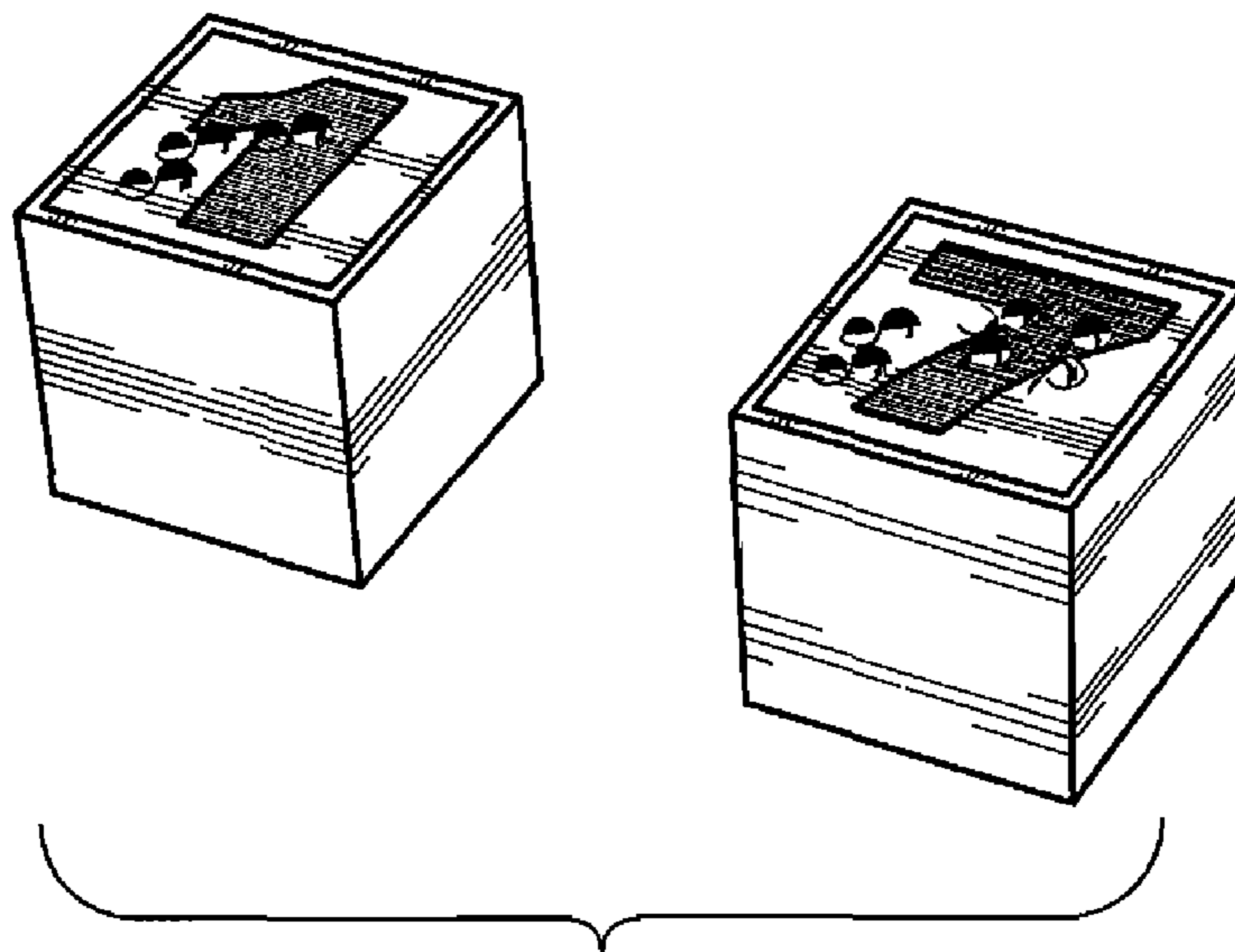


FIG. 17