

US00D662993S

(12) **United States Design Patent**
McGinnis et al.

(10) **Patent No.:** **US D662,993 S**
(45) **Date of Patent:** **** Jul. 3, 2012**

(54) **THREE DIMENSIONAL MAZE GAME**

(74) *Attorney, Agent, or Firm* — Haverstock & Owens LLP

(75) Inventors: **Michael McGinnis**, Santa Rosa, CA
(US); **Dan Klitsner**, Larkspur, CA (US)

(57) **CLAIM**
We claim the ornamental design for a three dimensional maze game, as shown and described.

(73) Assignee: **KID Group, LLC**, San Francisco, CA
(US)

DESCRIPTION

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

(21) Appl. No.: **29/390,560**

(22) Filed: **Apr. 26, 2011**

(51) **LOC (9) Cl.** **21-01**

(52) **U.S. Cl.** **D21/300; D21/478**

(58) **Field of Classification Search** D21/300,
D21/310, 311, 322, 338, 478–480, 463, 488,
D21/498, 811; 273/138.3, 138.4, 138.5,
273/148 R, 156, 440, 459; 472/62, 57, 66,
472/75

See application file for complete search history.

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* cited by examiner

Primary Examiner — Prabhakar Deshmukh

FIG. 1 is a top orthogonal view of a three dimensional maze game;

FIG. 2 is a bottom orthogonal view of FIG. 1;

FIG. 3 is a front orthogonal view of FIG. 1;

FIG. 4 is a back orthogonal view of FIG. 1;

FIG. 5 is a left orthogonal view of FIG. 1;

FIG. 6 is a right orthogonal view of FIG. 1;

FIG. 7 is a top-front-left isometric view of FIG. 1;

FIG. 8 is a bottom-front-right isometric view of FIG. 1;

FIG. 9 is a top-back-left isometric view of FIG. 1;

FIG. 10 is a bottom-back-left isometric view of FIG. 1;

FIG. 11 is a top orthogonal view of a banana component of the three dimensional maze game of FIG. 1;

FIG. 12 is a bottom orthogonal view of FIG. 11;

FIG. 13 is a front orthogonal view of FIG. 11;

FIG. 14 is a back orthogonal view of FIG. 11;

FIG. 15 is a left orthogonal view of FIG. 11;

FIG. 16 is a right orthogonal view of FIG. 11;

FIG. 17 is a top-front isometric view of FIG. 11;

FIG. 18 is a bottom-back isometric view of FIG. 11;

FIG. 19 is a top orthogonal view of a big staircase component of the three dimensional maze game of FIG. 1;

FIG. 20 is a bottom orthogonal view of FIG. 19;

FIG. 21 is a front orthogonal view of FIG. 19;

FIG. 22 is a back orthogonal view of FIG. 19;

FIG. 23 is a left orthogonal view of FIG. 19;

FIG. 24 is a right orthogonal view of FIG. 19;

FIG. 25 is a front-right isometric view of FIG. 19;

FIG. 26 is a back-right isometric view of FIG. 19;

FIG. 27 is a top orthogonal view of a center element component of the three dimensional maze game of FIG. 1;

FIG. 28 is a bottom orthogonal view of FIG. 27;

FIG. 29 is a front orthogonal view of FIG. 27;

FIG. 30 is a back orthogonal view of FIG. 27;

FIG. 31 is a left orthogonal view of FIG. 27;

FIG. 32 is a right orthogonal view of FIG. 27;

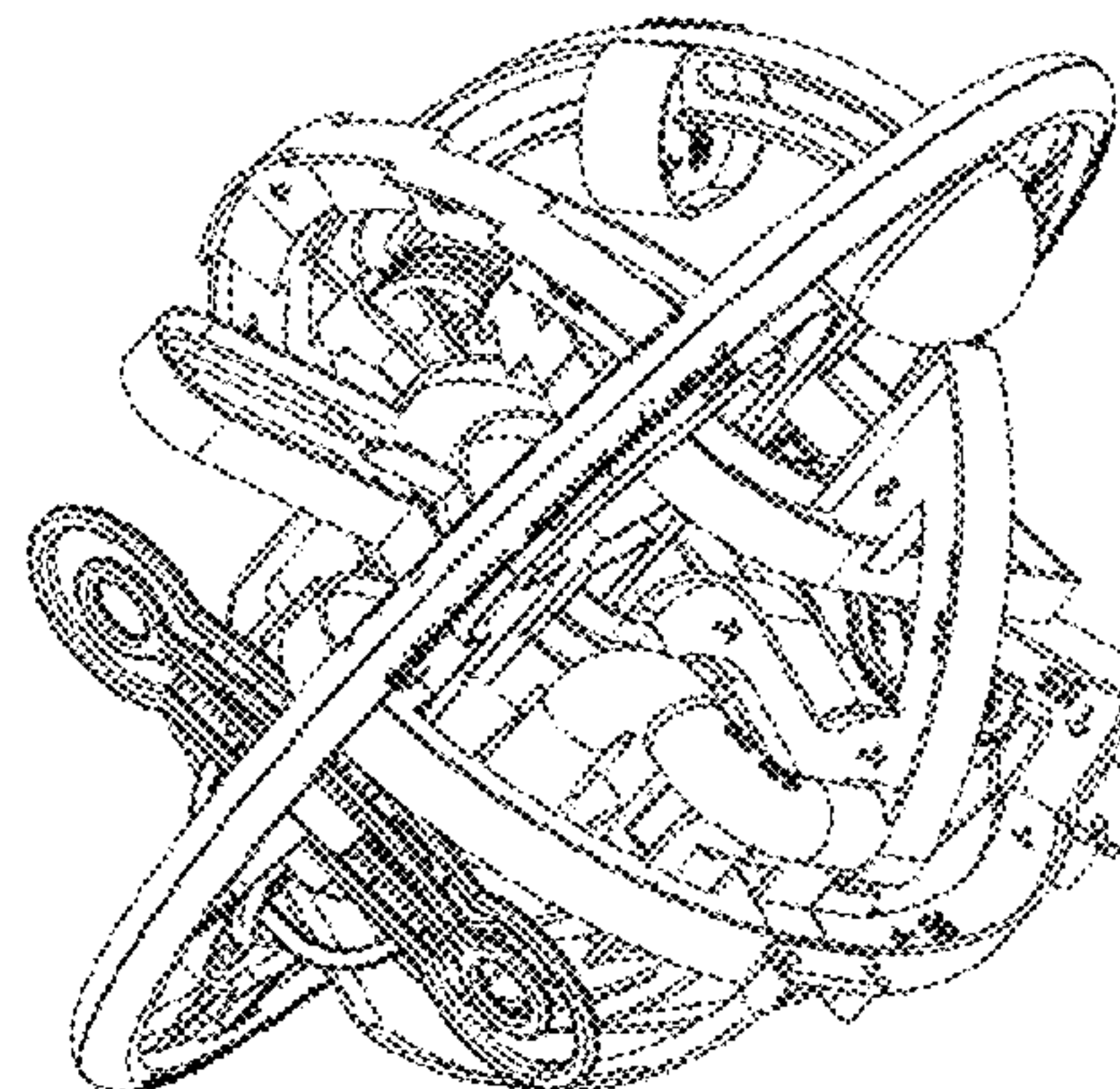
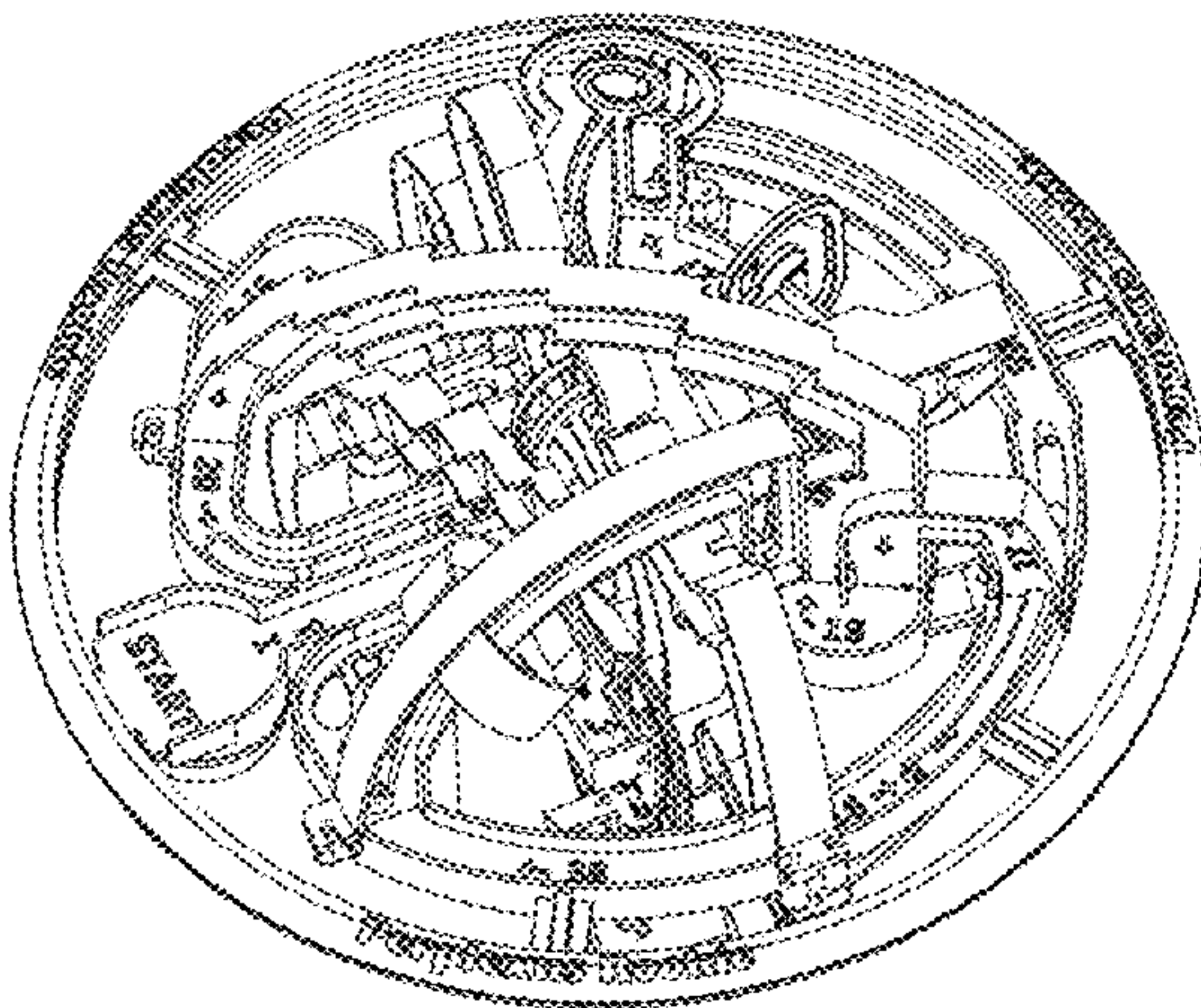


FIG. 33 is a bottom-front isometric view of FIG. 27;
 FIG. 34 is a bottom-back isometric view of FIG. 27;
 FIG. 35 is a top orthogonal view of a complex component of the three dimensional maze game of FIG. 1;
 FIG. 36 is a bottom orthogonal view of FIG. 35;
 FIG. 37 is a front orthogonal view of FIG. 35;
 FIG. 38 is a back orthogonal view of FIG. 35;
 FIG. 39 is a left orthogonal view of FIG. 35;
 FIG. 40 is a right orthogonal view of FIG. 35;
 FIG. 41 is a top-back isometric view of FIG. 35;
 FIG. 42 is a bottom-front isometric view of FIG. 35;
 FIG. 43 is a top orthogonal view of a disk turnaround component of the three dimensional maze game of FIG. 1;
 FIG. 44 is a bottom orthogonal view of FIG. 43;
 FIG. 45 is a front orthogonal view of FIG. 43;
 FIG. 46 is a back orthogonal view of FIG. 43;
 FIG. 47 is a left orthogonal view of FIG. 43; the right orthogonal view is a mirror image of the left orthogonal view;
 FIG. 48 is a front-left isometric view of FIG. 43;
 FIG. 49 is a back-right isometric view of FIG. 43;
 FIG. 50 is a top orthogonal view of a down ramp component of the three dimensional maze game of FIG. 1;
 FIG. 51 is a bottom orthogonal view of FIG. 50;
 FIG. 52 is a front orthogonal view of FIG. 50;
 FIG. 53 is a back orthogonal view of FIG. 50;
 FIG. 54 is a left orthogonal view of FIG. 50;
 FIG. 55 is a right orthogonal view of FIG. 50;
 FIG. 56 is a top-front isometric view of FIG. 50;
 FIG. 57 is a bottom-back isometric view of FIG. 50;
 FIG. 58 is a top orthogonal view of an equatorial plane component of the three dimensional maze game of FIG. 1;
 FIG. 59 is a bottom orthogonal view of FIG. 58;
 FIG. 60 is a front orthogonal view of FIG. 58;
 FIG. 61 is a back orthogonal view of FIG. 58;
 FIG. 62 is a left orthogonal view of FIG. 58;
 FIG. 63 is a right orthogonal view of FIG. 58;
 FIG. 64 is a front-right isometric view of FIG. 58;
 FIG. 65 is a back-left isometric view of FIG. 58;
 FIG. 66 is a top orthogonal view of an igloo component of the three dimensional maze game of FIG. 1;
 FIG. 67 is a bottom orthogonal view of FIG. 66;
 FIG. 68 is a front orthogonal view of FIG. 66;
 FIG. 69 is a back orthogonal view of FIG. 66;
 FIG. 70 is a left orthogonal view of FIG. 66;
 FIG. 71 is a right orthogonal view of FIG. 66;
 FIG. 72 is a top-back isometric view of FIG. 66;
 FIG. 73 is a bottom-back isometric view of FIG. 66;
 FIG. 74 is a top orthogonal view of a happy face component of the three dimensional maze game of FIG. 1;
 FIG. 75 is a bottom orthogonal view of FIG. 74;
 FIG. 76 is a front orthogonal view of FIG. 74;
 FIG. 77 is a back orthogonal view of FIG. 74;
 FIG. 78 is a left orthogonal view of FIG. 74;
 FIG. 79 is a right orthogonal view of FIG. 74;
 FIG. 80 is a front-left isometric view of FIG. 74;
 FIG. 81 is a back-right isometric view of FIG. 74;
 FIG. 82 is a top orthogonal view of a little staircase component of the three dimensional maze game of FIG. 1;

FIG. 83 is a bottom orthogonal view of FIG. 82;
 FIG. 84 is a front orthogonal view of FIG. 82;
 FIG. 85 is a back orthogonal view of FIG. 82;
 FIG. 86 is a left orthogonal view of FIG. 82;
 FIG. 87 is a right orthogonal view of FIG. 82;
 FIG. 88 is a front-right isometric view of FIG. 82;
 FIG. 89 is a back-left isometric view of FIG. 82;
 FIG. 90 is a top orthogonal view of a ring component of the three dimensional maze game of FIG. 1;
 FIG. 91 is a bottom orthogonal view of FIG. 90;
 FIG. 92 is a front orthogonal view of FIG. 90;
 FIG. 93 is a back orthogonal view of FIG. 90;
 FIG. 94 is a left orthogonal view of FIG. 90;
 FIG. 95 is a right orthogonal view of FIG. 90;
 FIG. 96 is a front isometric view of FIG. 90;
 FIG. 97 is a back isometric view of FIG. 90;
 FIG. 98 is a top orthogonal view of a ringed turnaround component of the three dimensional maze game of FIG. 1;
 FIG. 99 is a bottom orthogonal view of FIG. 98;
 FIG. 100 is a front orthogonal view of FIG. 98;
 FIG. 101 is a back orthogonal view of FIG. 98;
 FIG. 102 is a left orthogonal view of FIG. 98;
 FIG. 103 is a right orthogonal view of FIG. 98;
 FIG. 104 is a bottom-front isometric view of FIG. 98;
 FIG. 105 is a bottom-back isometric view of FIG. 98;
 FIG. 106 is a top orthogonal view of a simple jag component of the three dimensional maze game of FIG. 1;
 FIG. 107 is a bottom orthogonal view of FIG. 106;
 FIG. 108 is a front orthogonal view of FIG. 106;
 FIG. 109 is a back orthogonal view of FIG. 106;
 FIG. 110 is a left orthogonal view of FIG. 106;
 FIG. 111 is a right orthogonal view of FIG. 106;
 FIG. 112 is a bottom-front isometric view of FIG. 106;
 FIG. 113 is a bottom-back isometric view of FIG. 106;
 FIG. 114 is a top orthogonal view of a target component of the three dimensional maze game of FIG. 1;
 FIG. 115 is a bottom orthogonal view of FIG. 114;
 FIG. 116 is a front orthogonal view of FIG. 114;
 FIG. 117 is a back orthogonal view of FIG. 114;
 FIG. 118 is a left orthogonal view of FIG. 114;
 FIG. 119 is a right orthogonal view of FIG. 114;
 FIG. 120 is a front isometric view of FIG. 114;
 FIG. 121 is a back isometric view of FIG. 114;
 FIG. 122 is a top orthogonal view of a tube component of the three dimensional maze game of FIG. 1;
 FIG. 123 is a bottom orthogonal view of FIG. 122;
 FIG. 124 is a front orthogonal view of FIG. 122;
 FIG. 125 is a back orthogonal view of FIG. 122;
 FIG. 126 is a left orthogonal view of FIG. 122;
 FIG. 127 is a right orthogonal view of FIG. 122;
 FIG. 128 is a top-front isometric view of FIG. 122;
 FIG. 129 is a top-back isometric view of FIG. 122; and,
 FIG. 130 is a bottom-front isometric view of FIG. 122.
 The design is directed to the game as shown in FIGS. 1-10.
 The components of the assembled game are shown separately in FIGS. 11-130 to show aspects of the game which are not apparent in FIGS. 1-10.

1 Claim, 73 Drawing Sheets

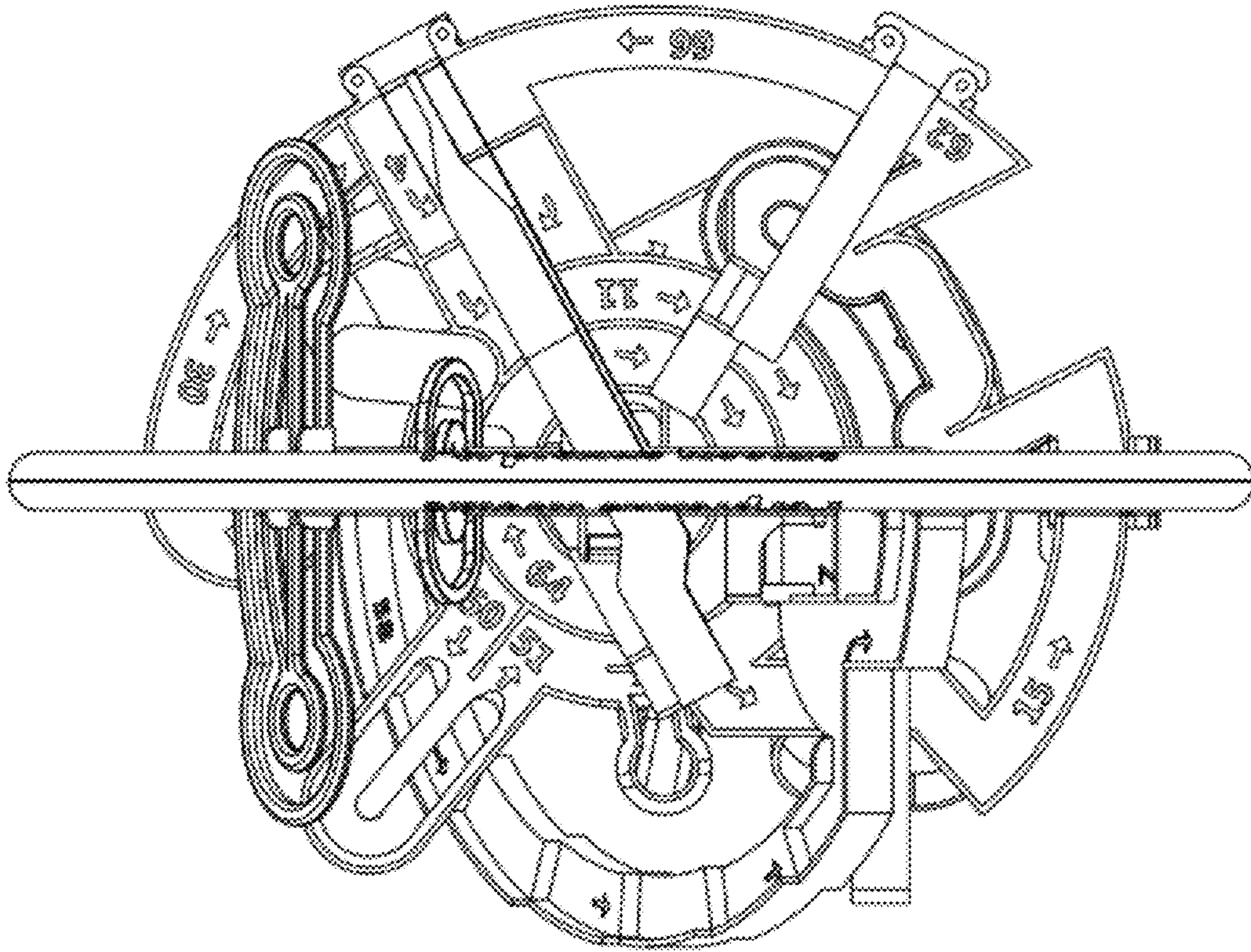


Fig. 1

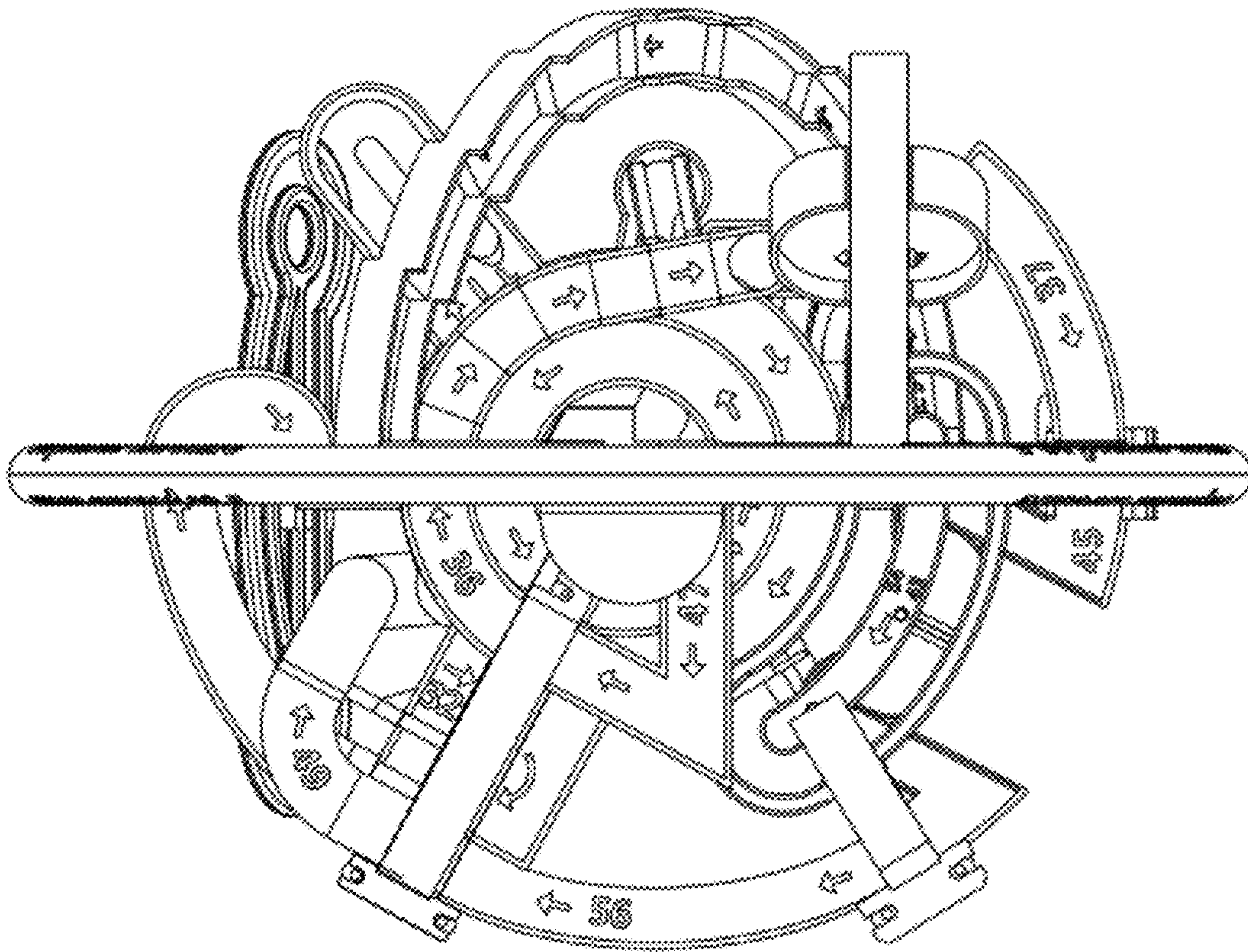


Fig. 2

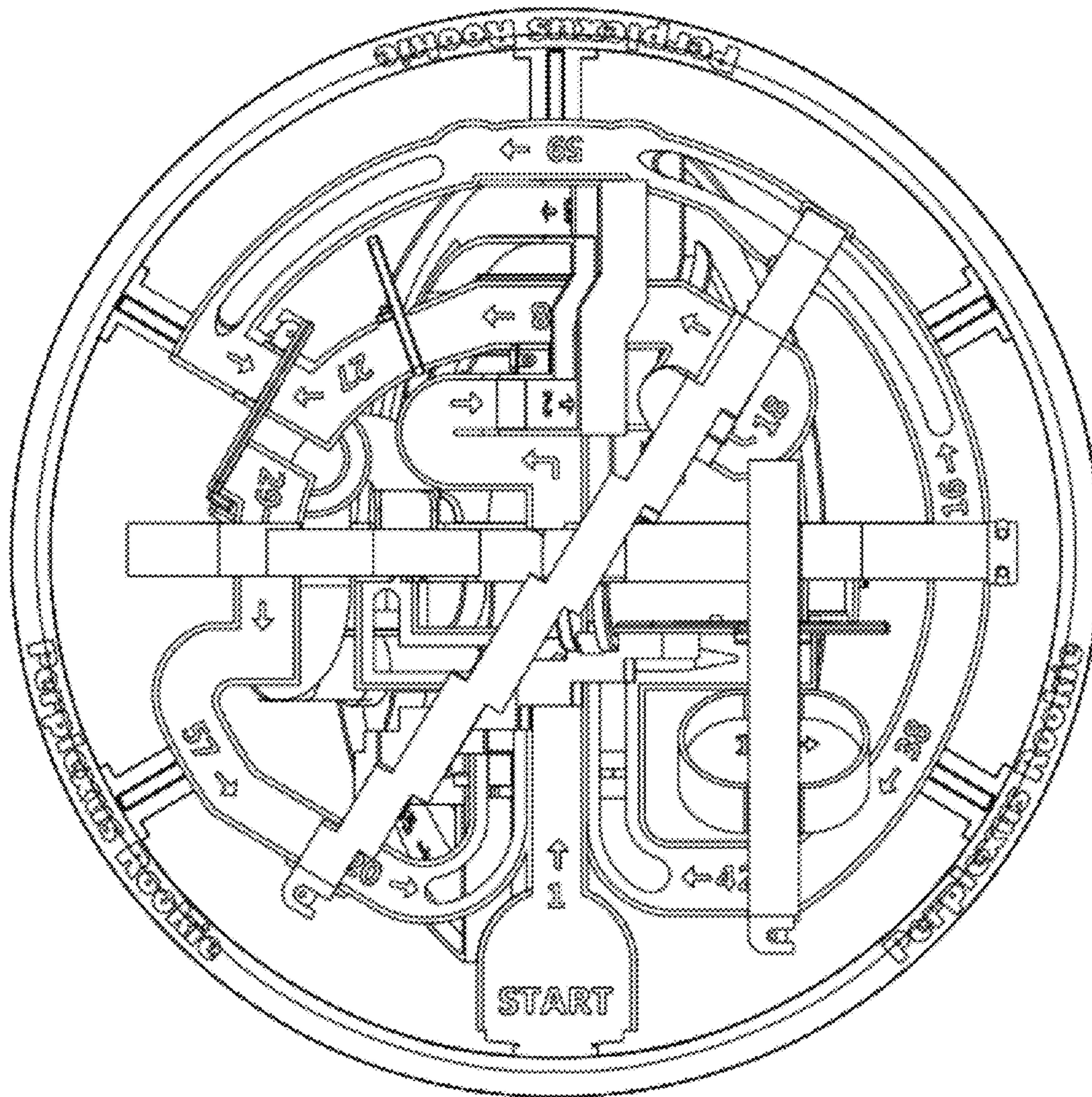


Fig. 3

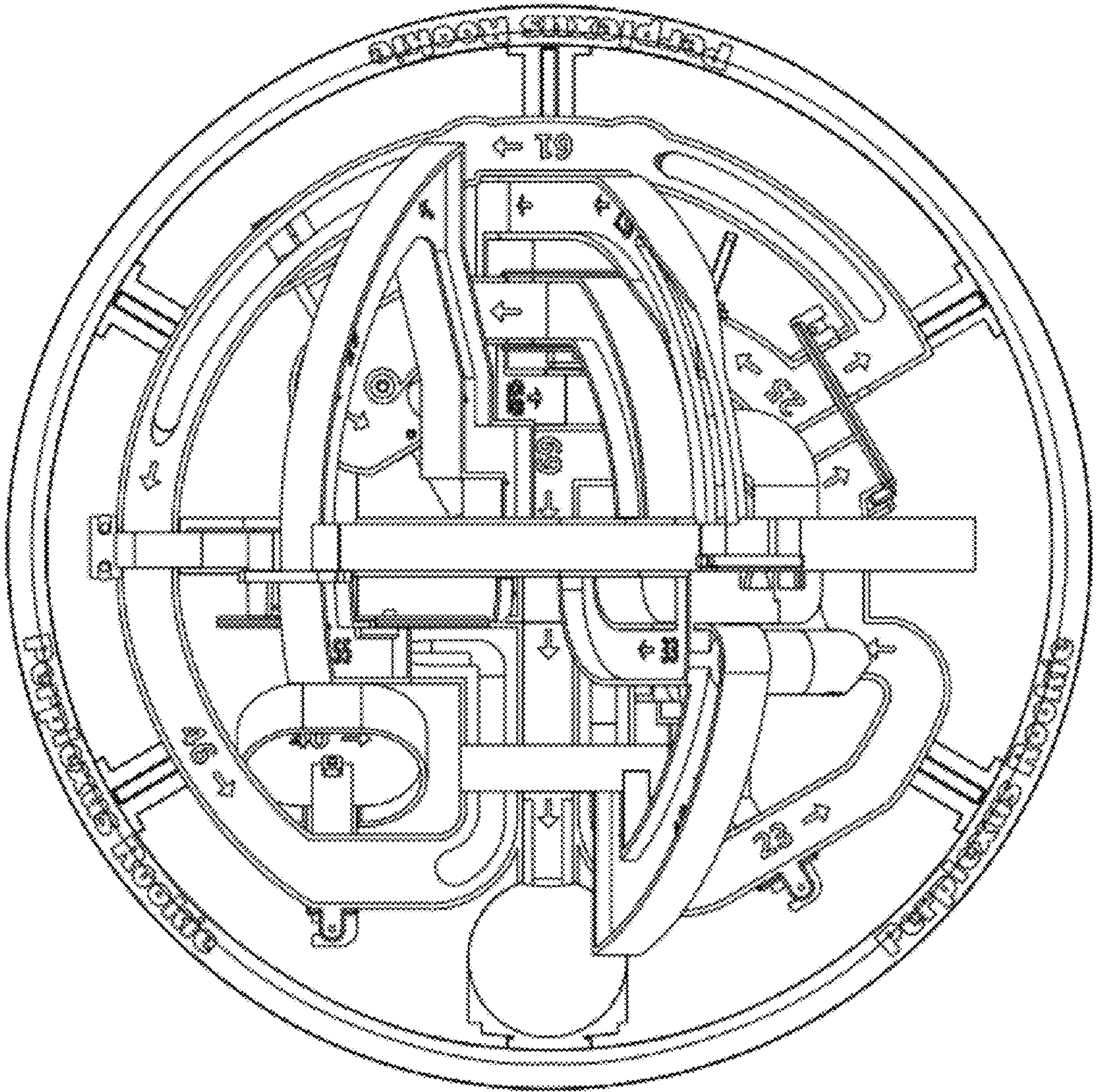


Fig. 4

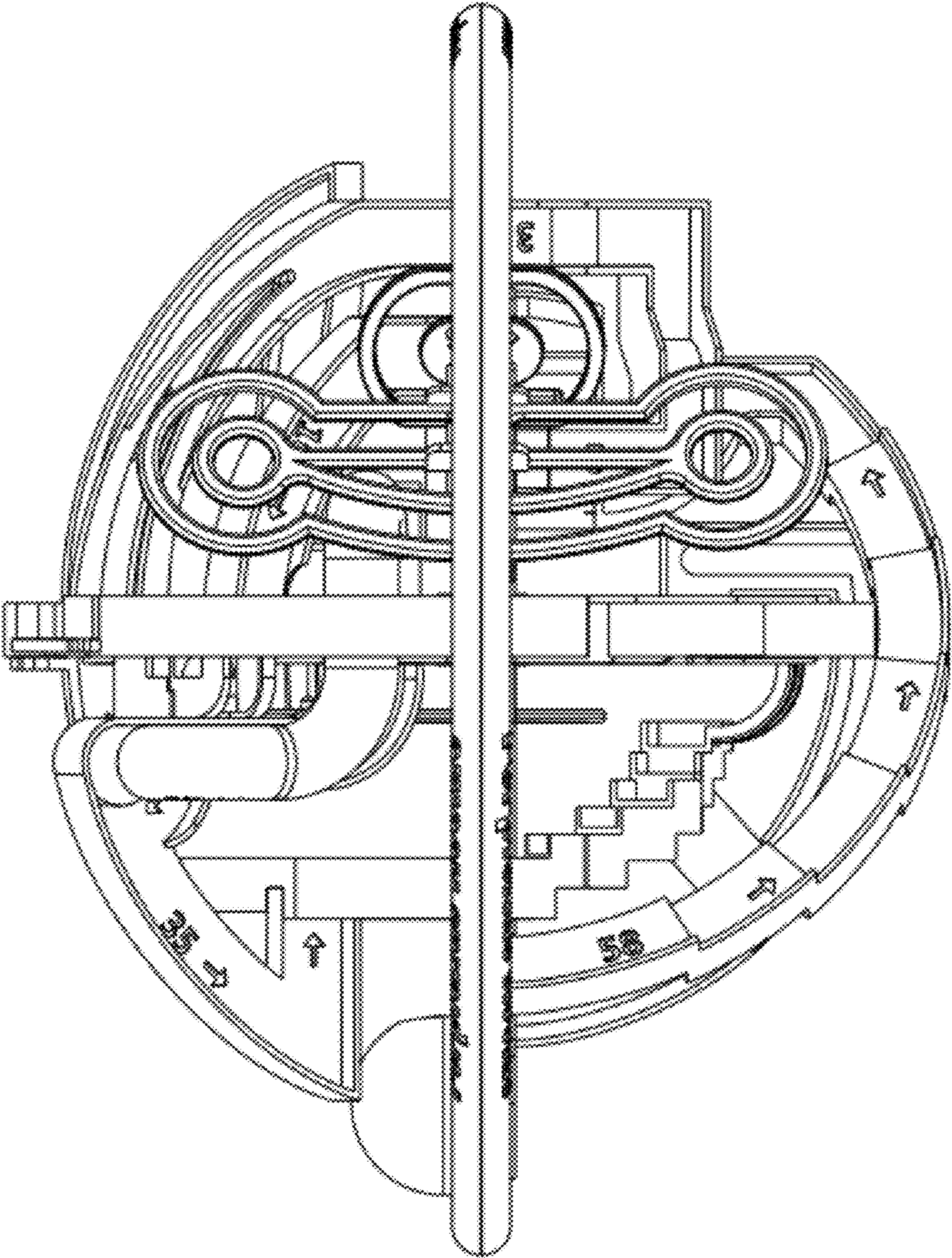


Fig. 5

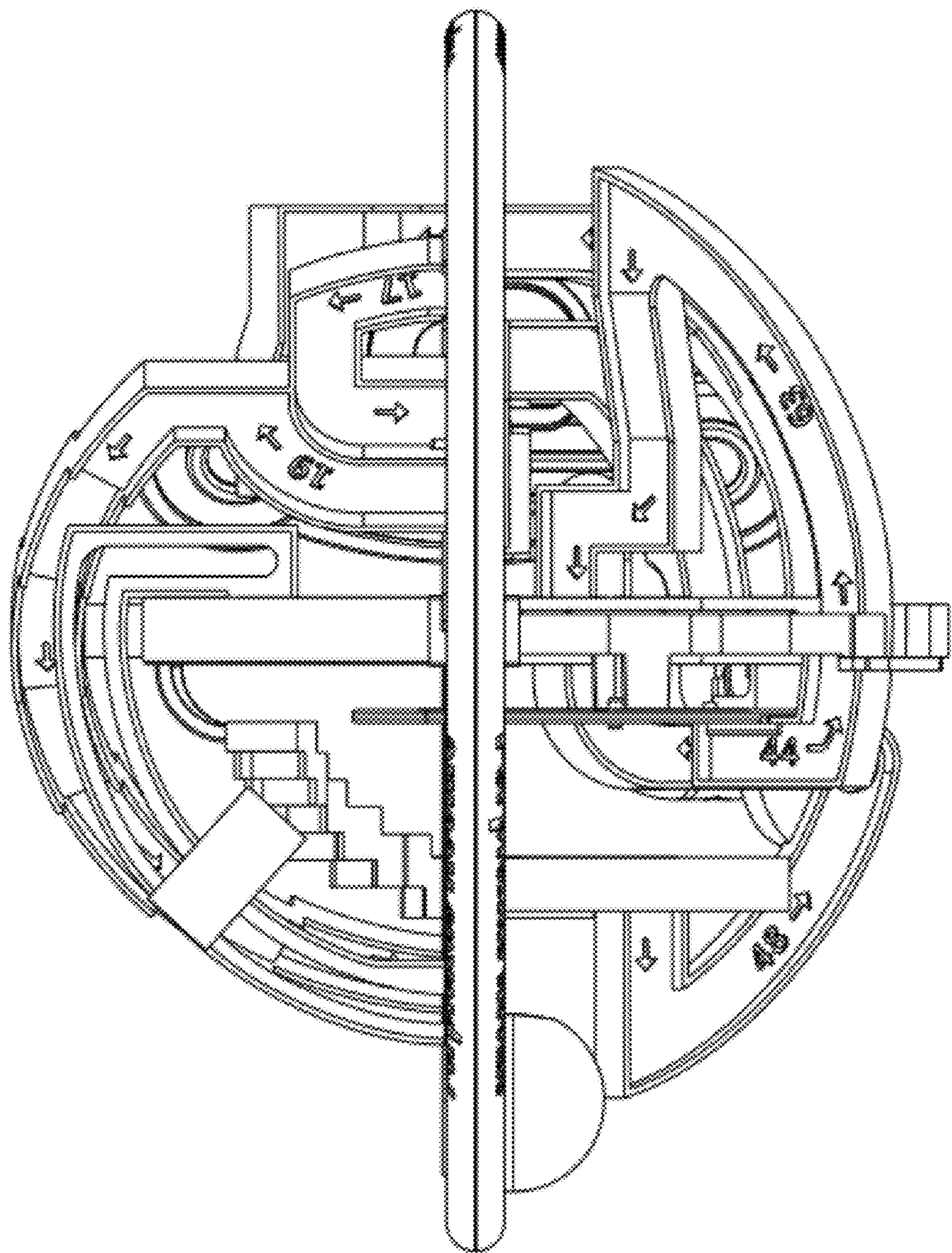


Fig. 6

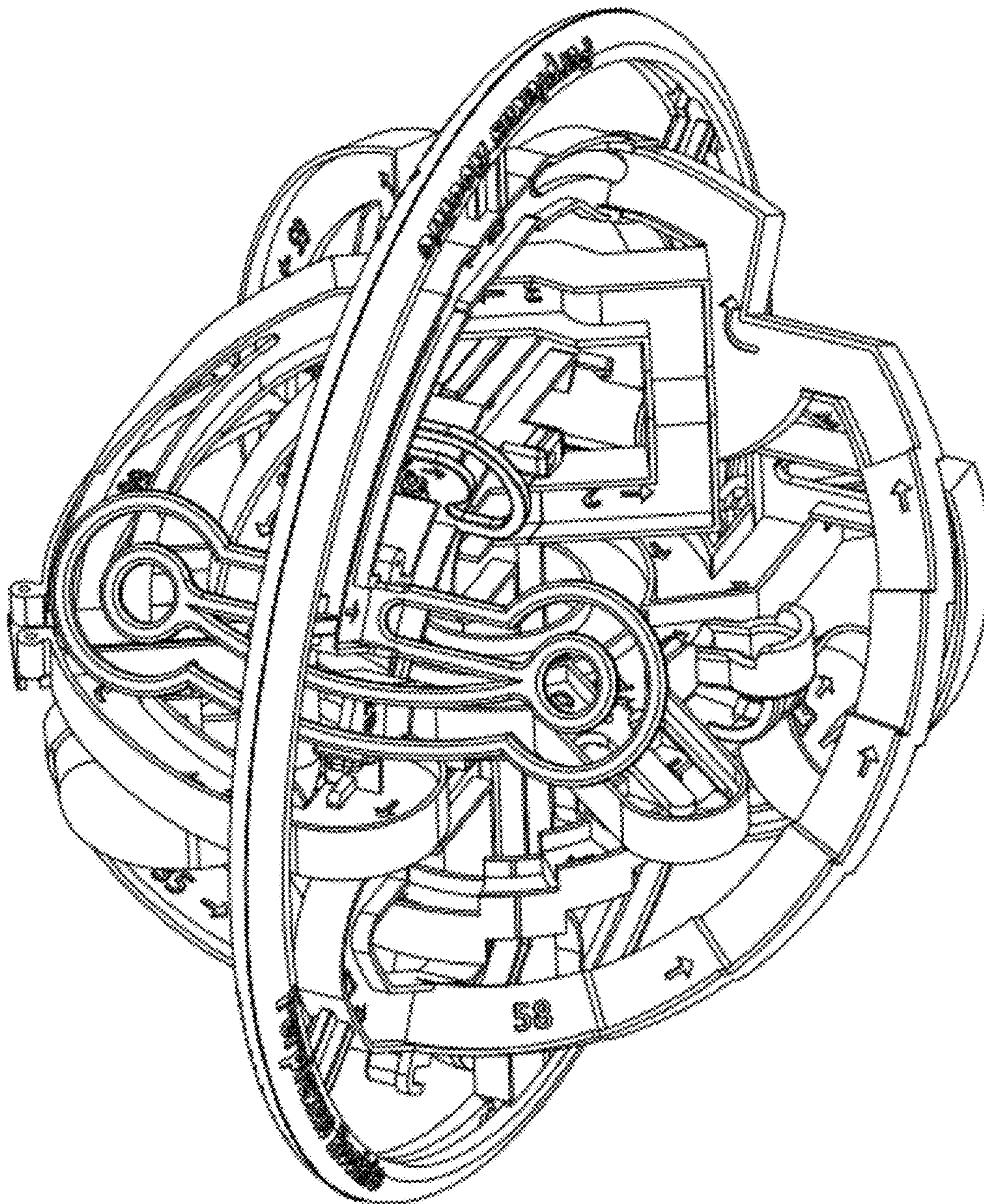


Fig. 7

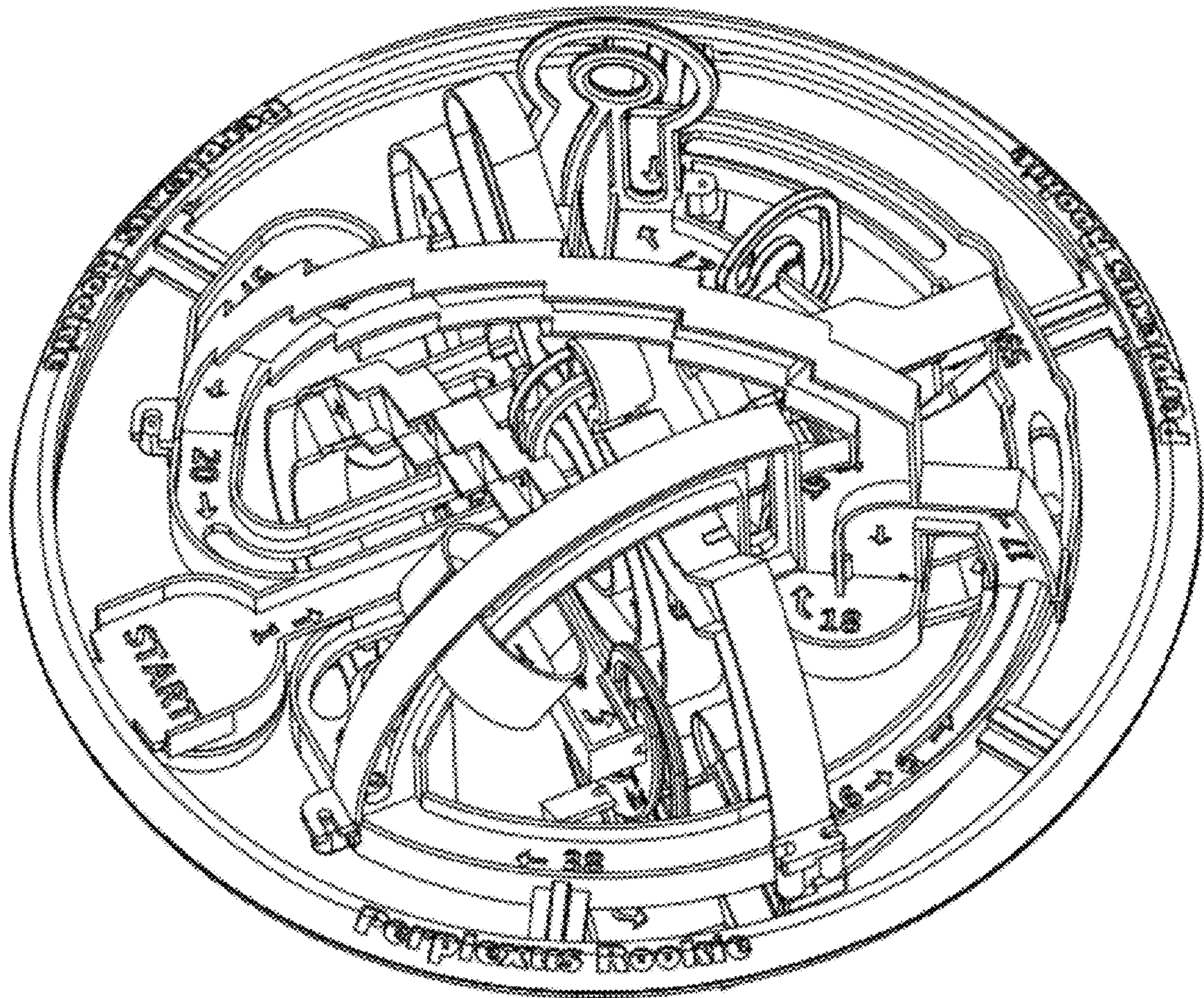


Fig. 8

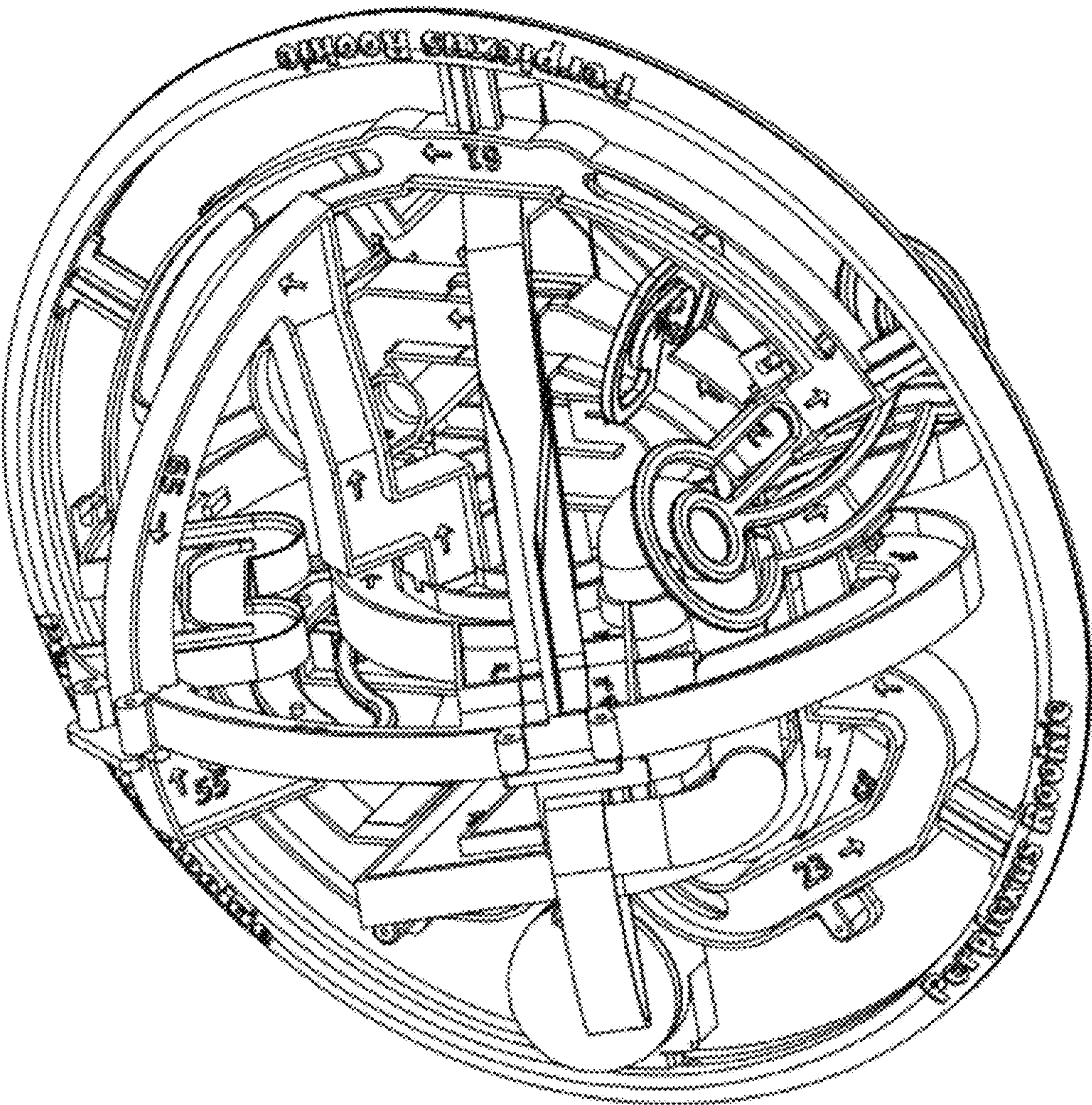


Fig. 9

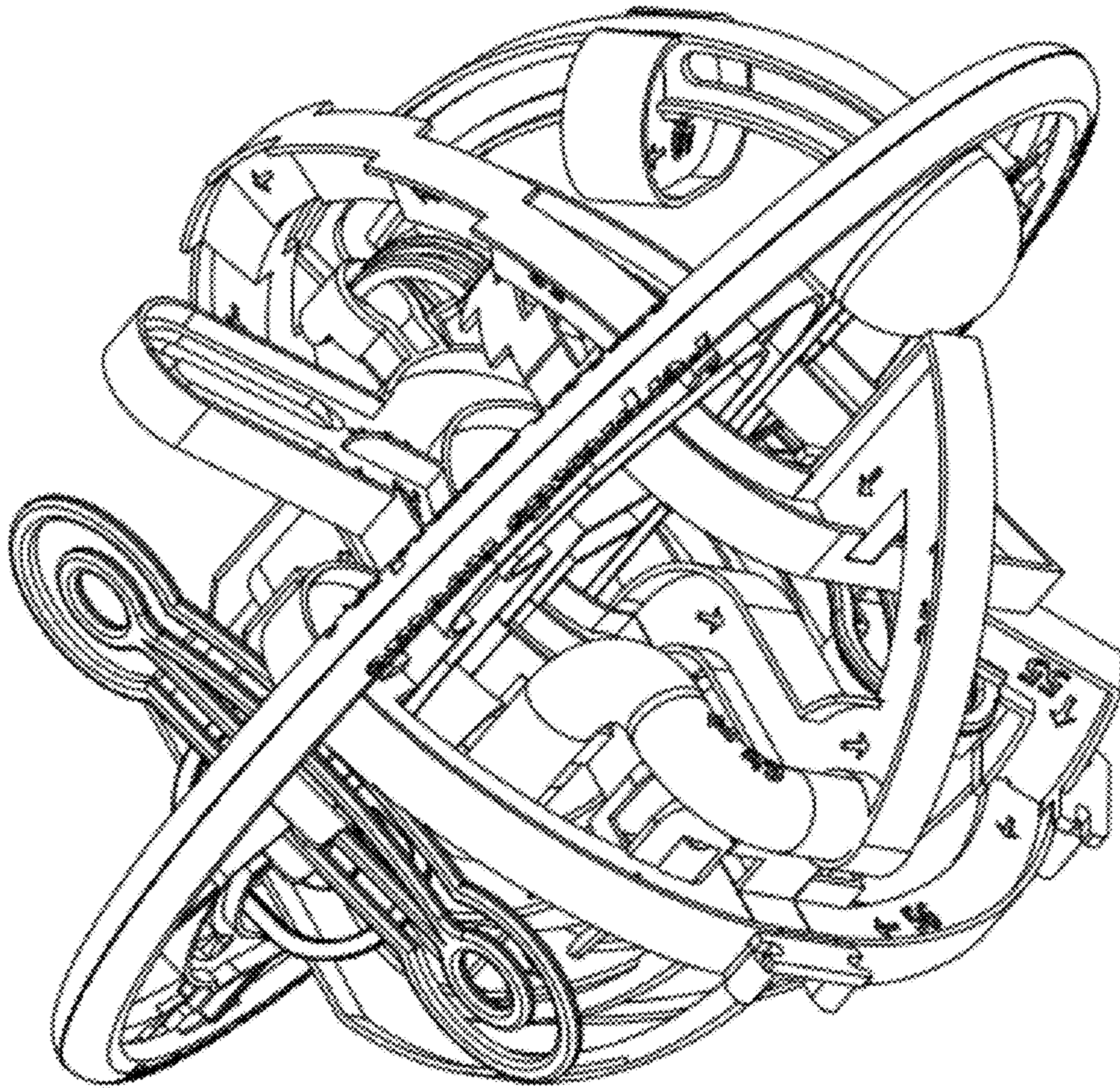


Fig. 10

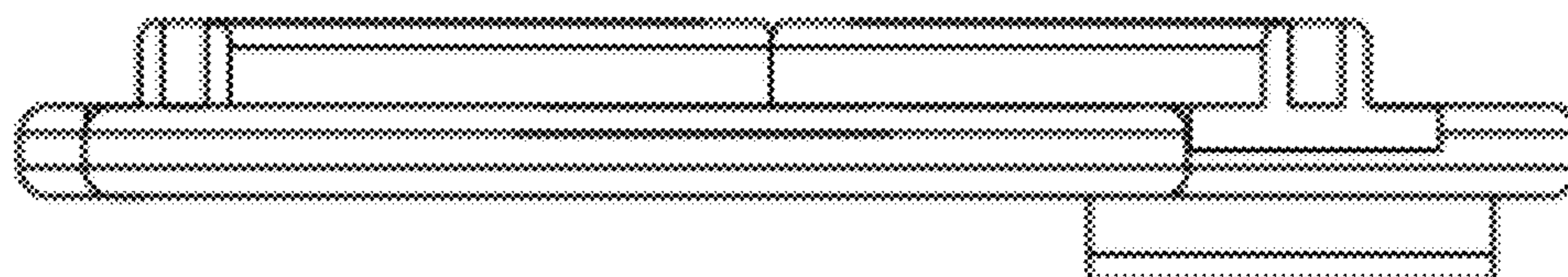


Fig. 11

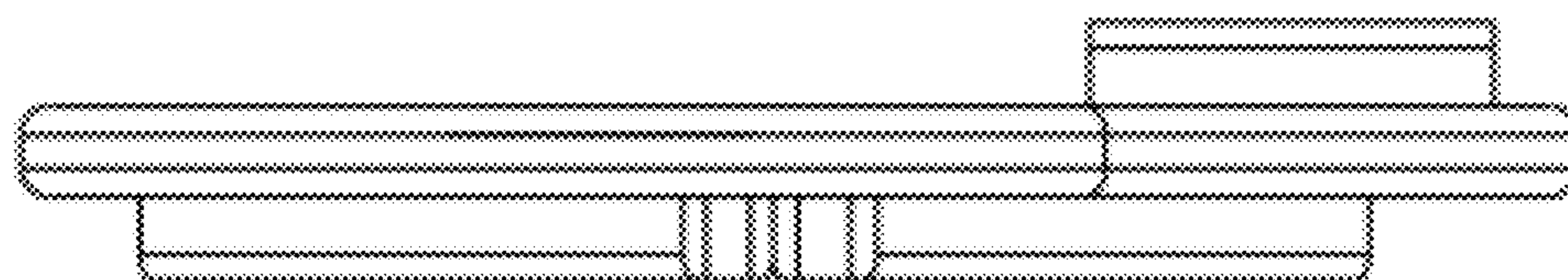


Fig. 12

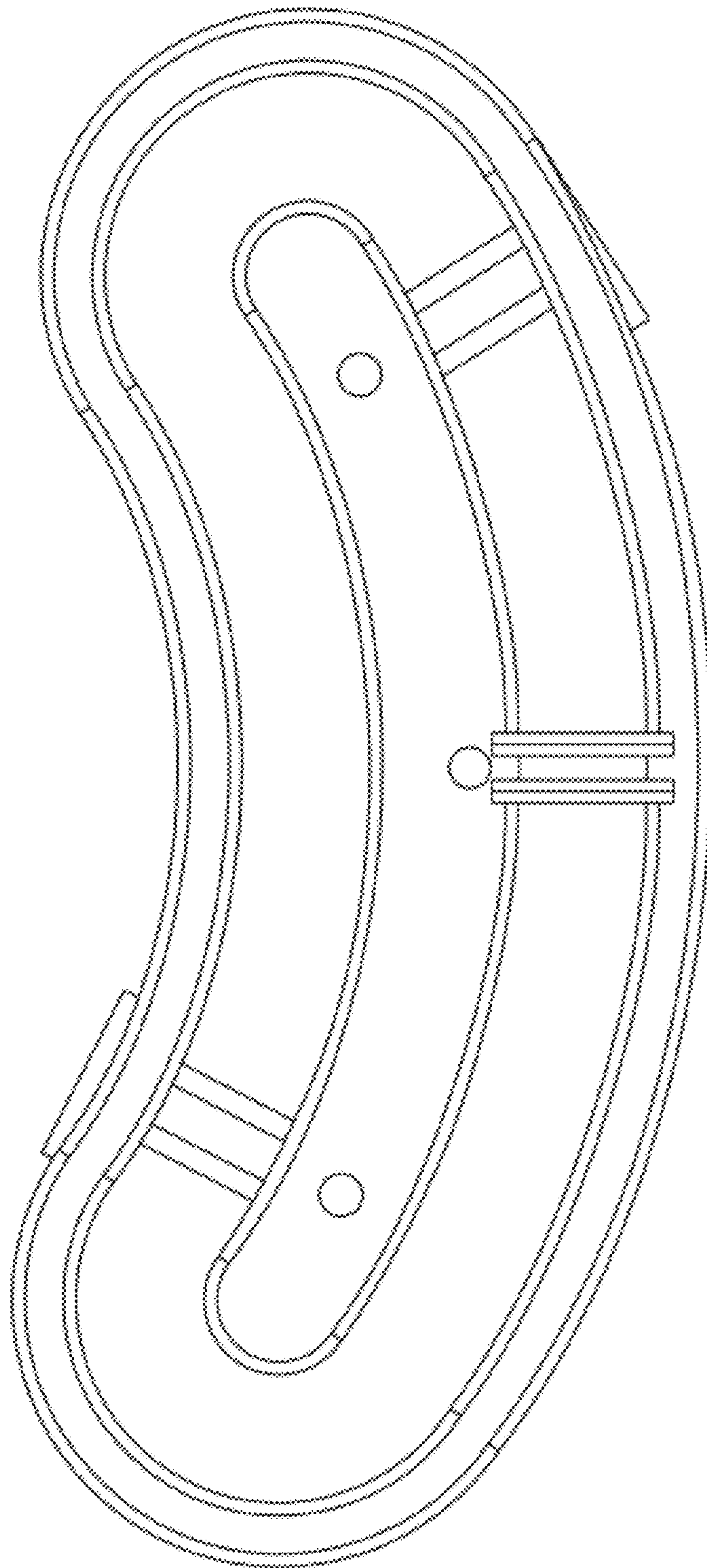


Fig. 13

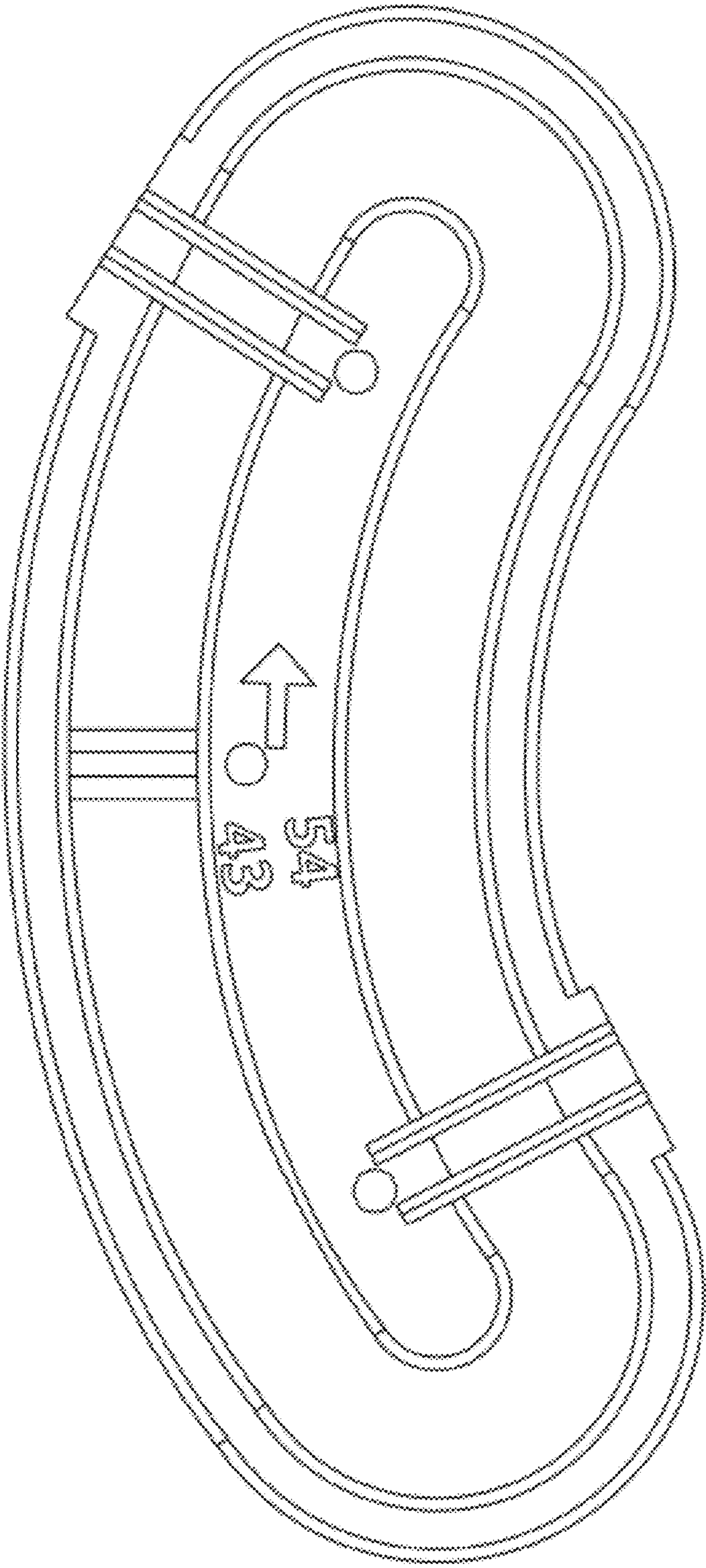


Fig. 14

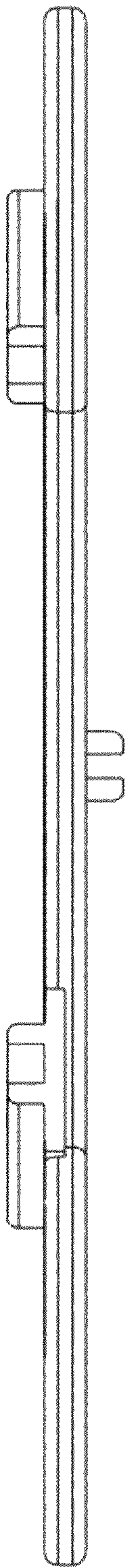


Fig. 15

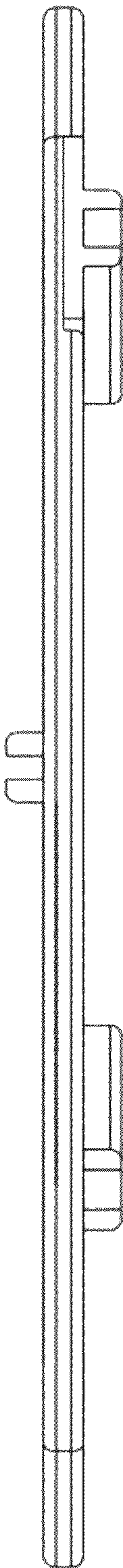


Fig. 16

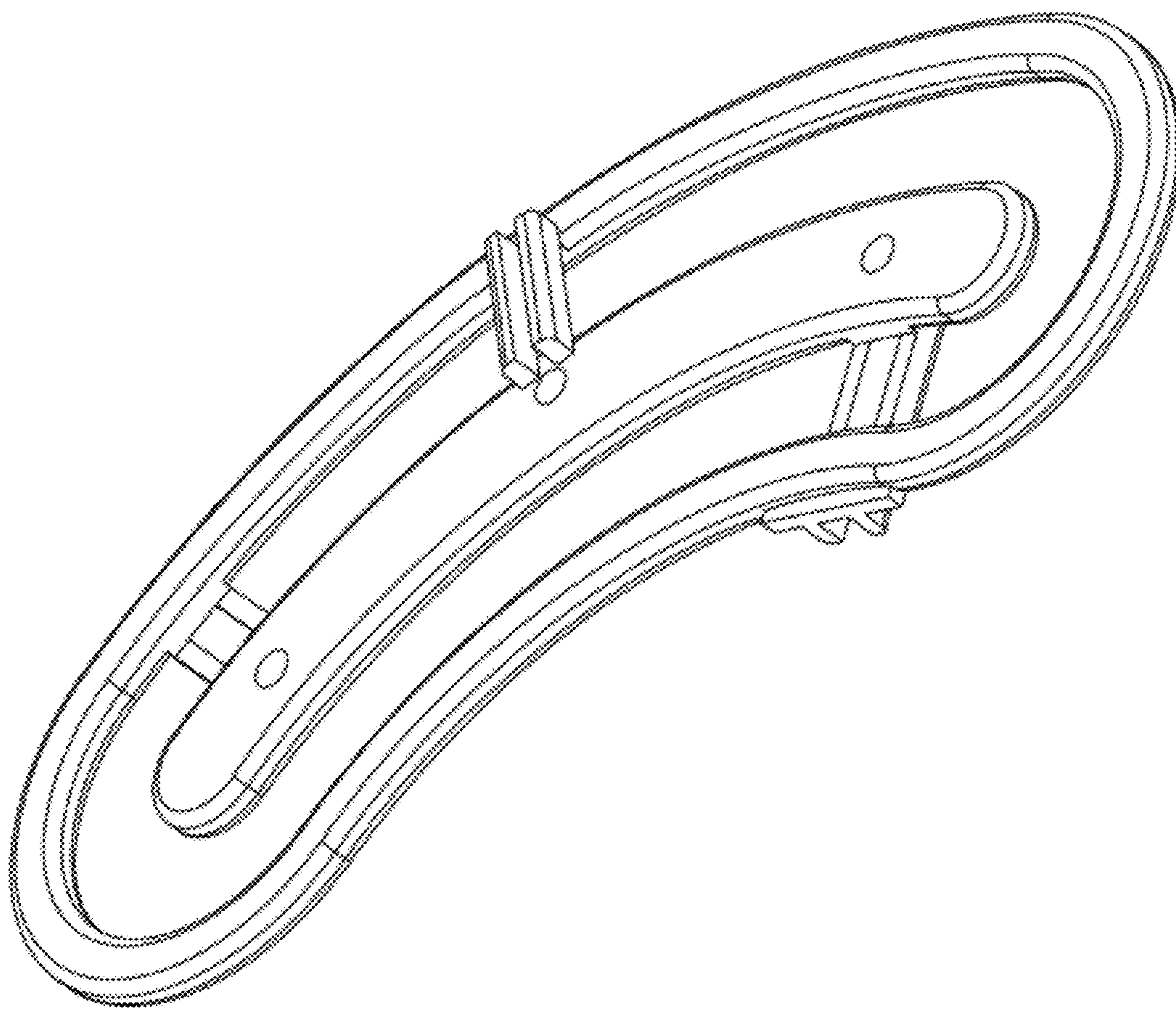


Fig. 17

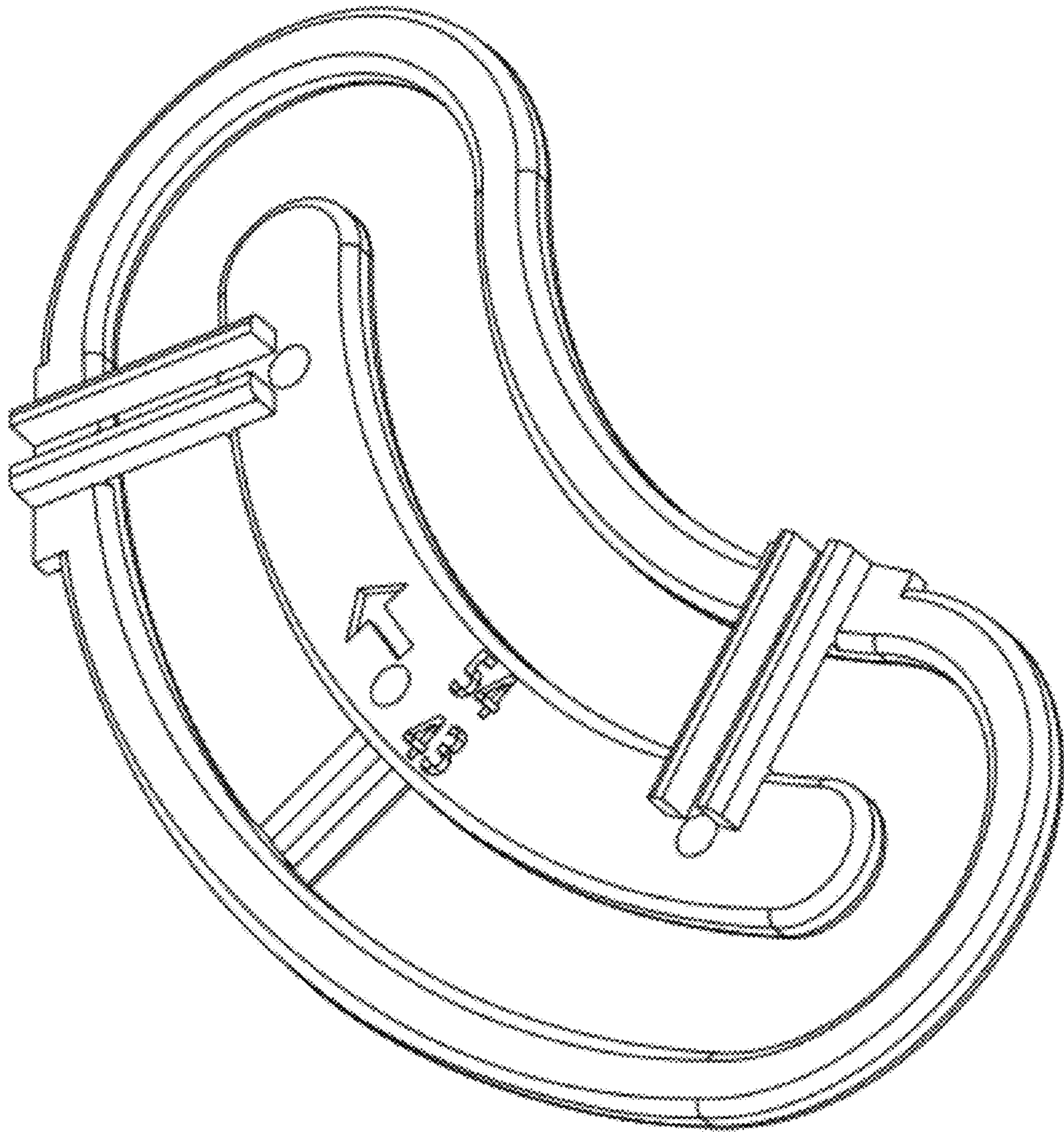


Fig. 18

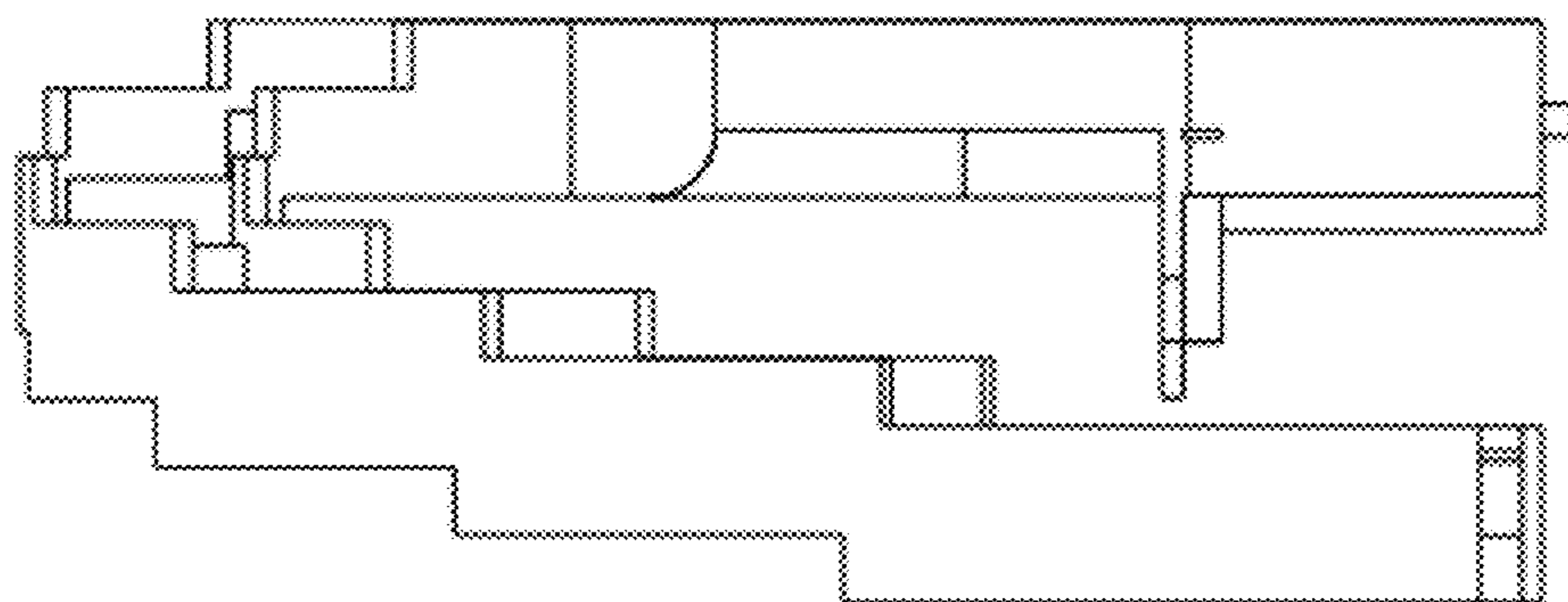


Fig. 19

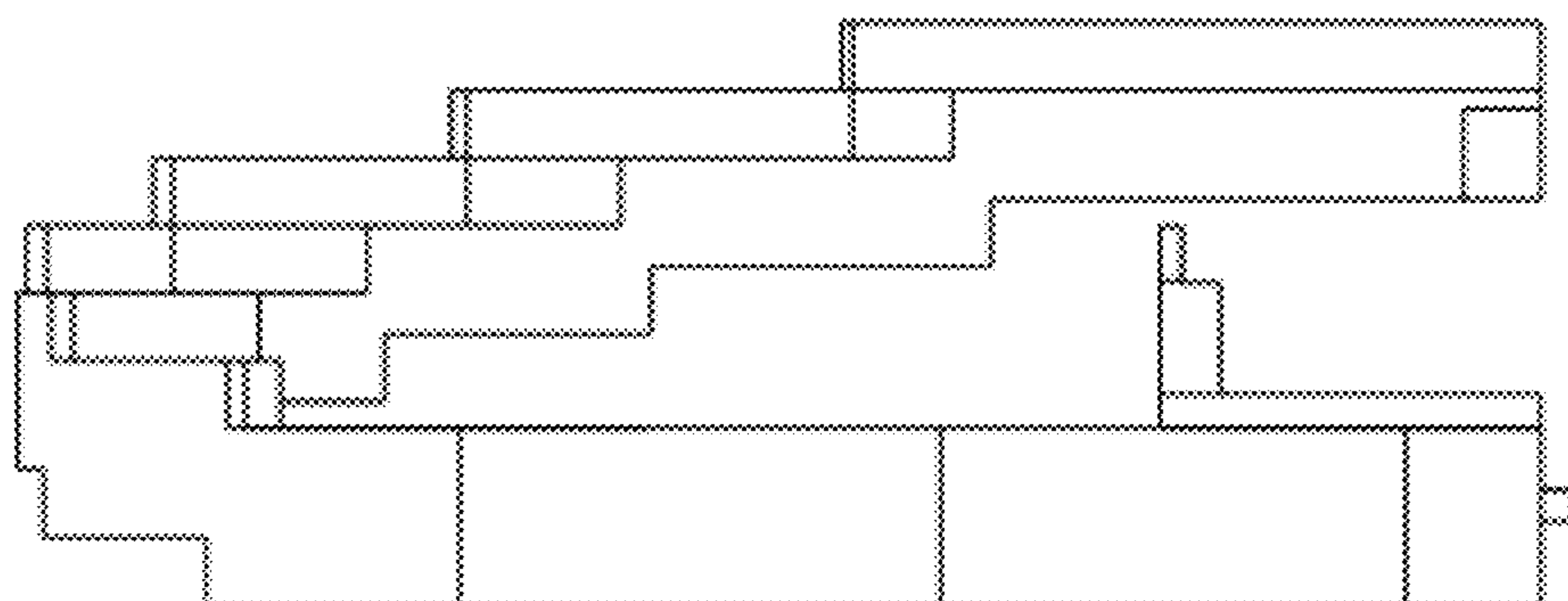


Fig. 20

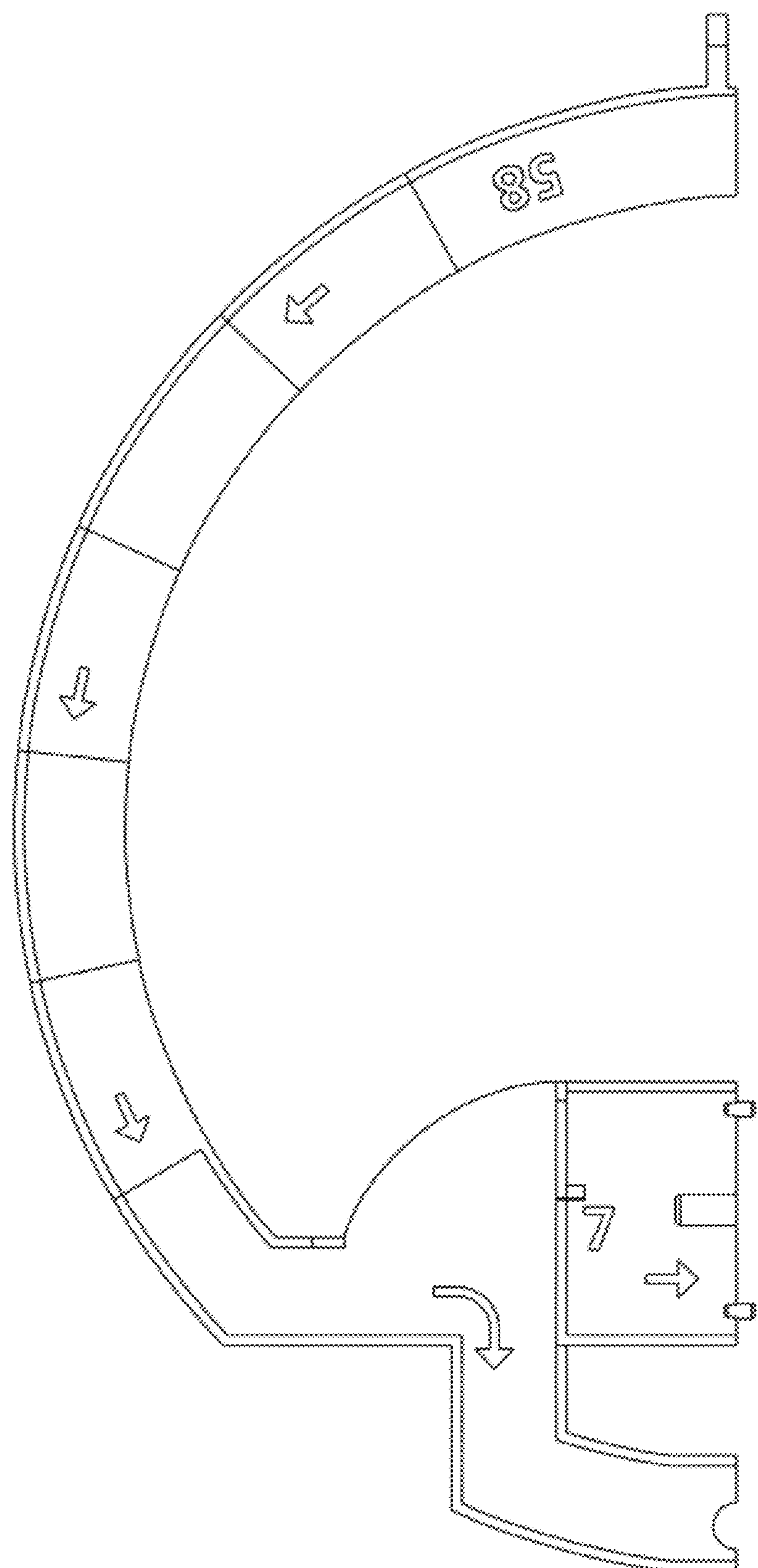


Fig. 21

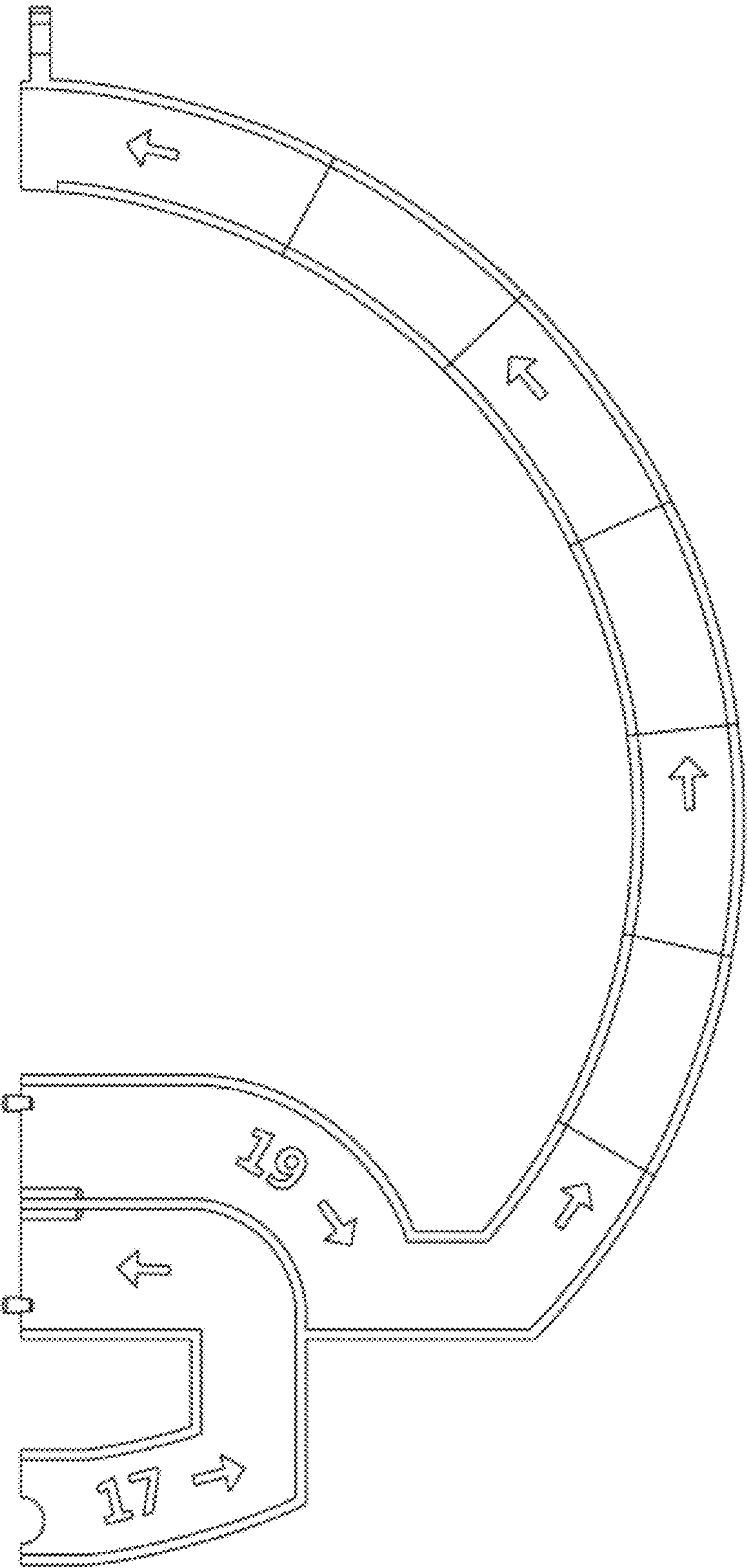


Fig. 22

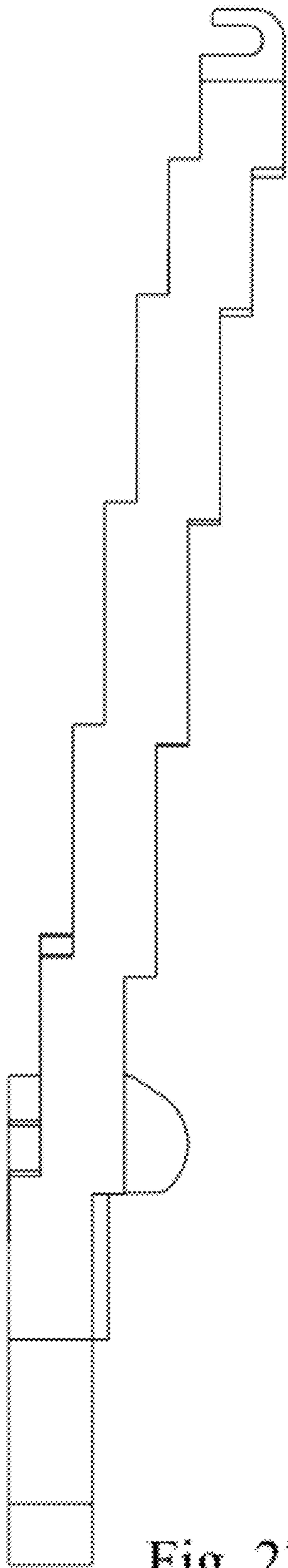


Fig. 23

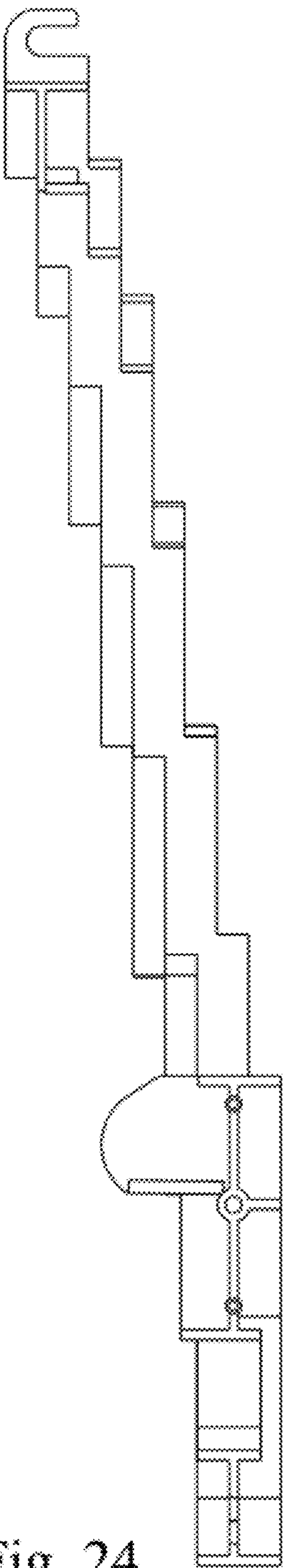


Fig. 24

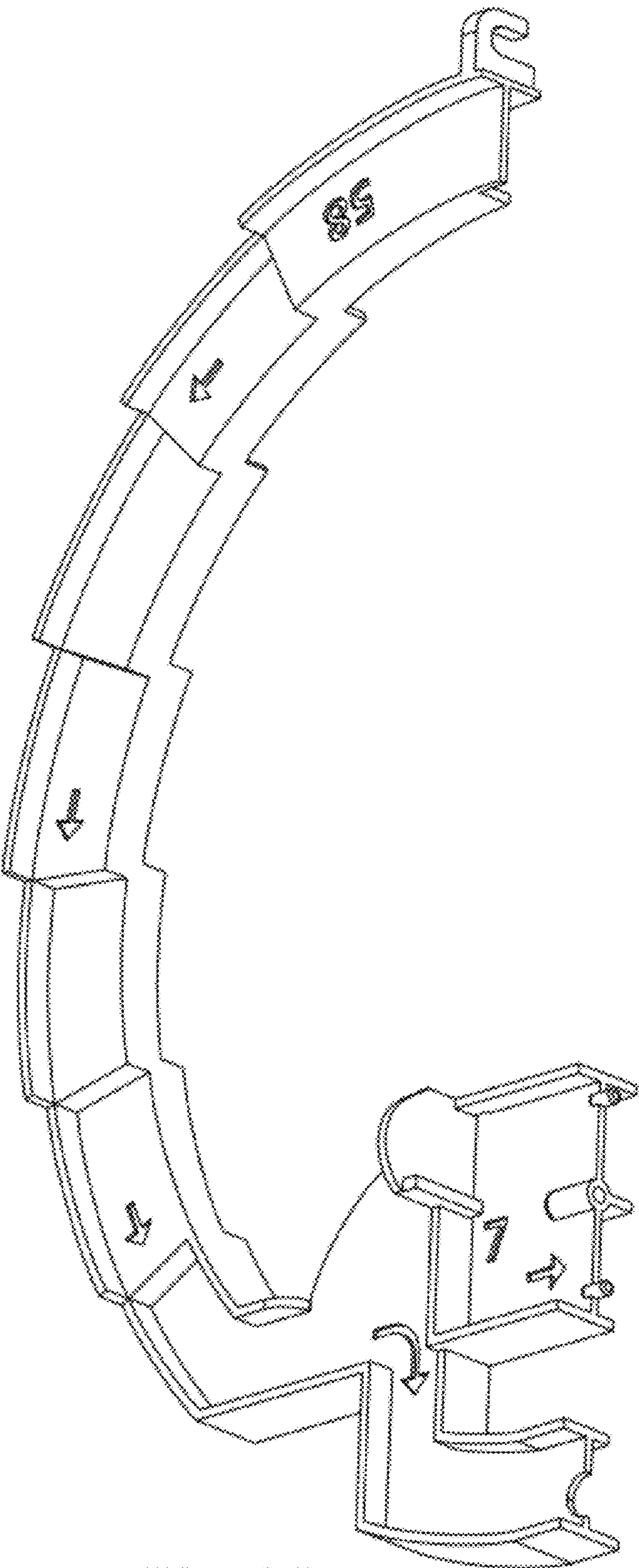


Fig. 25

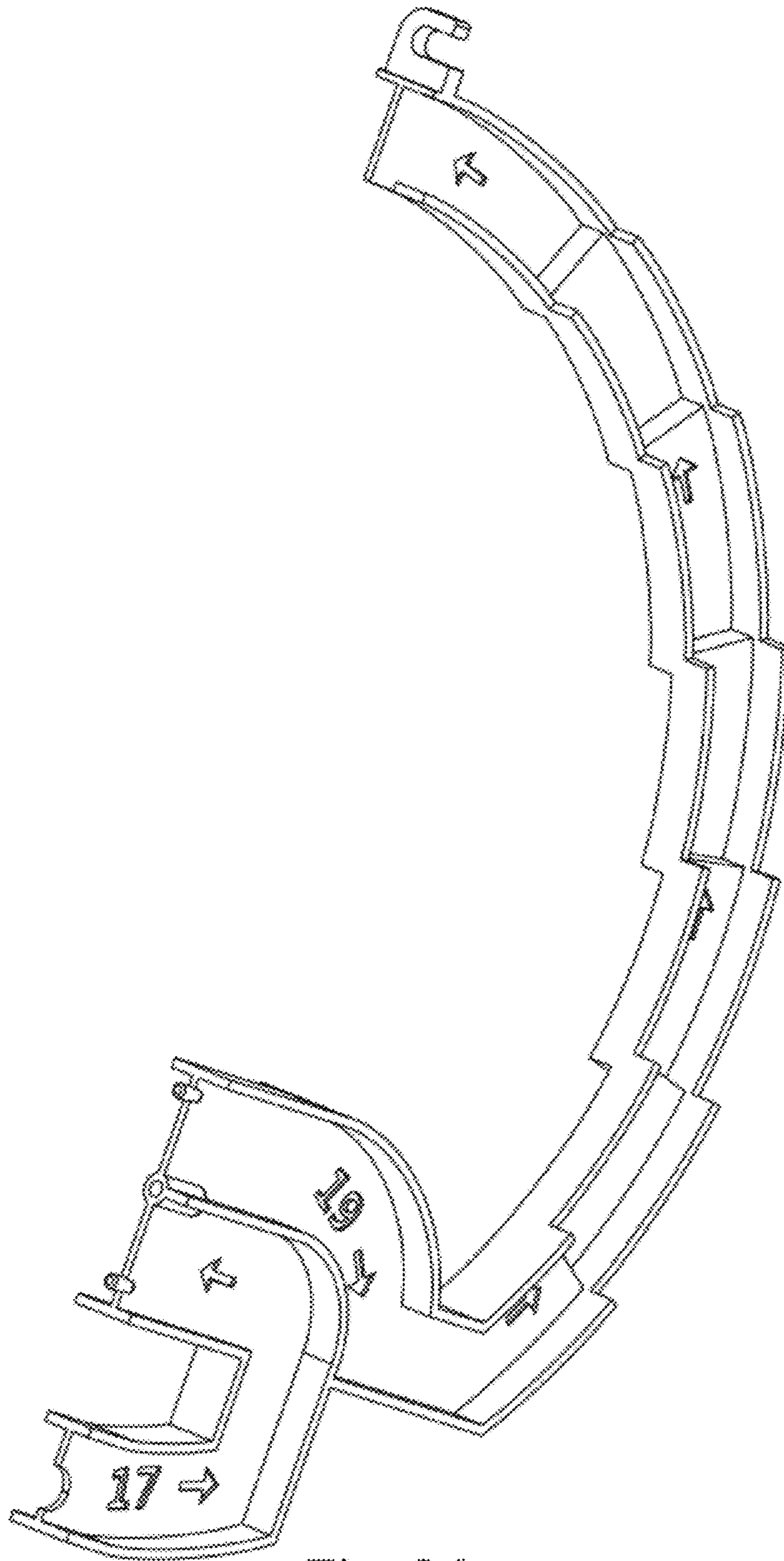


Fig. 26

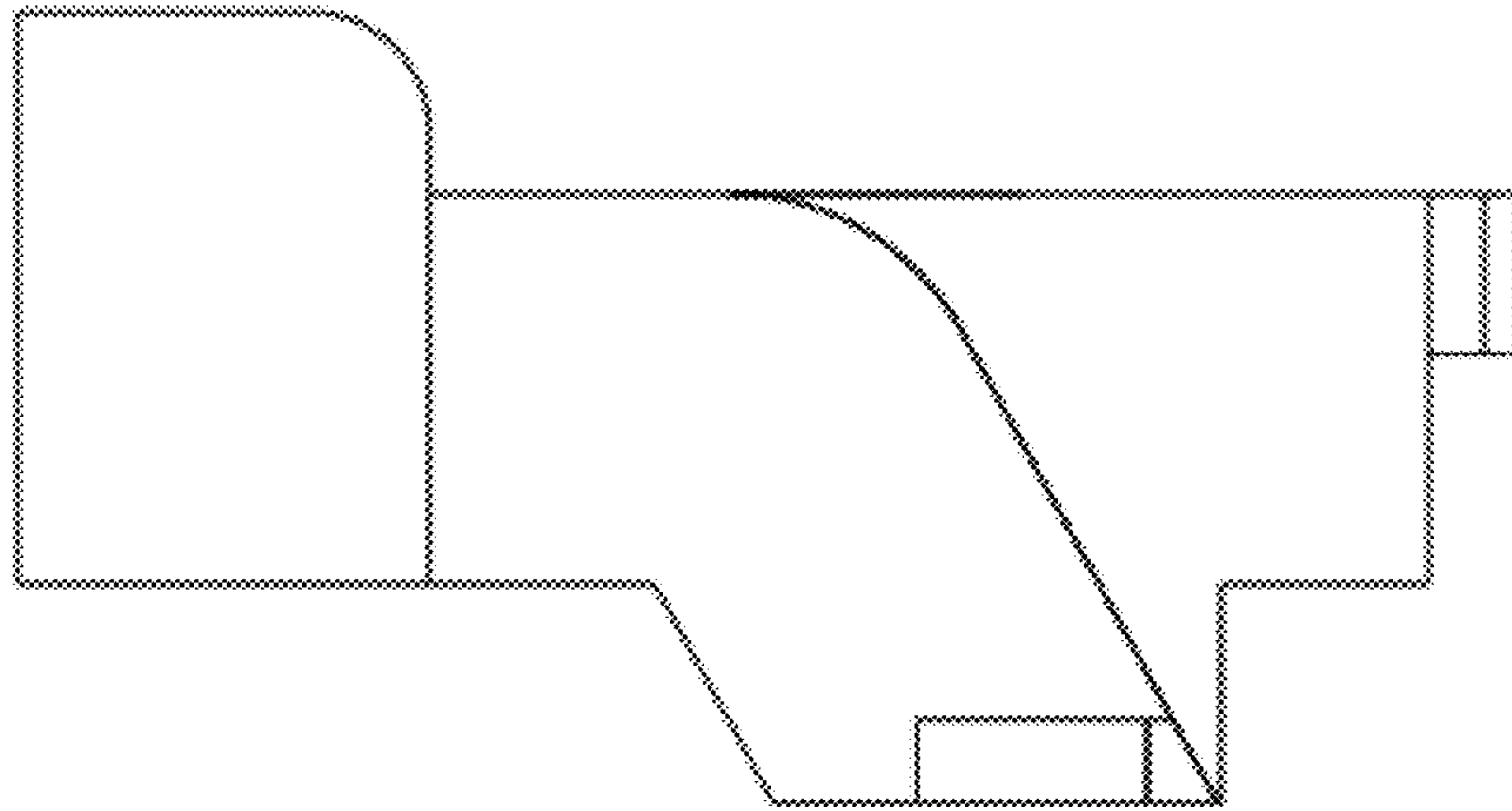


Fig.27

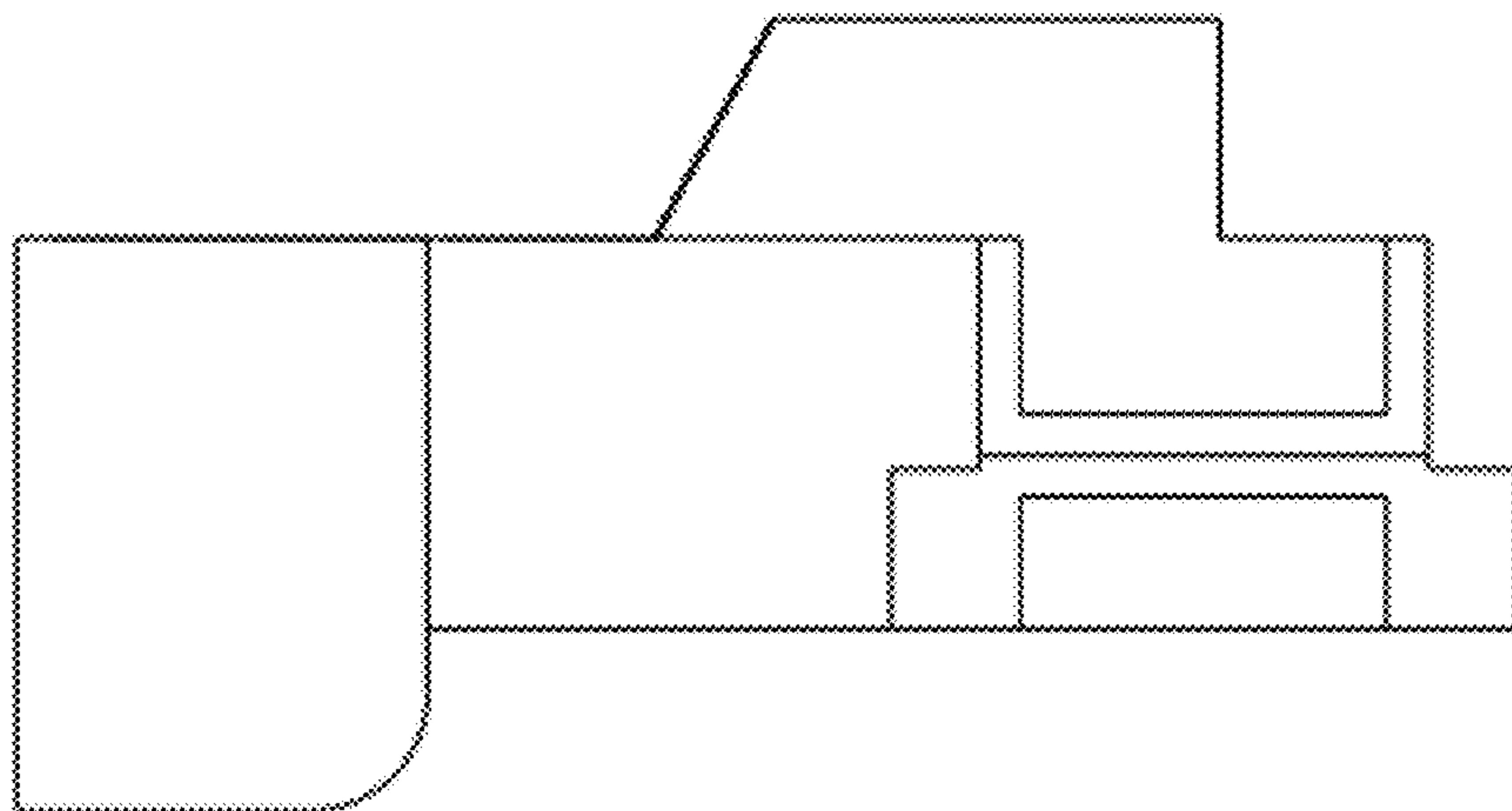


Fig. 28

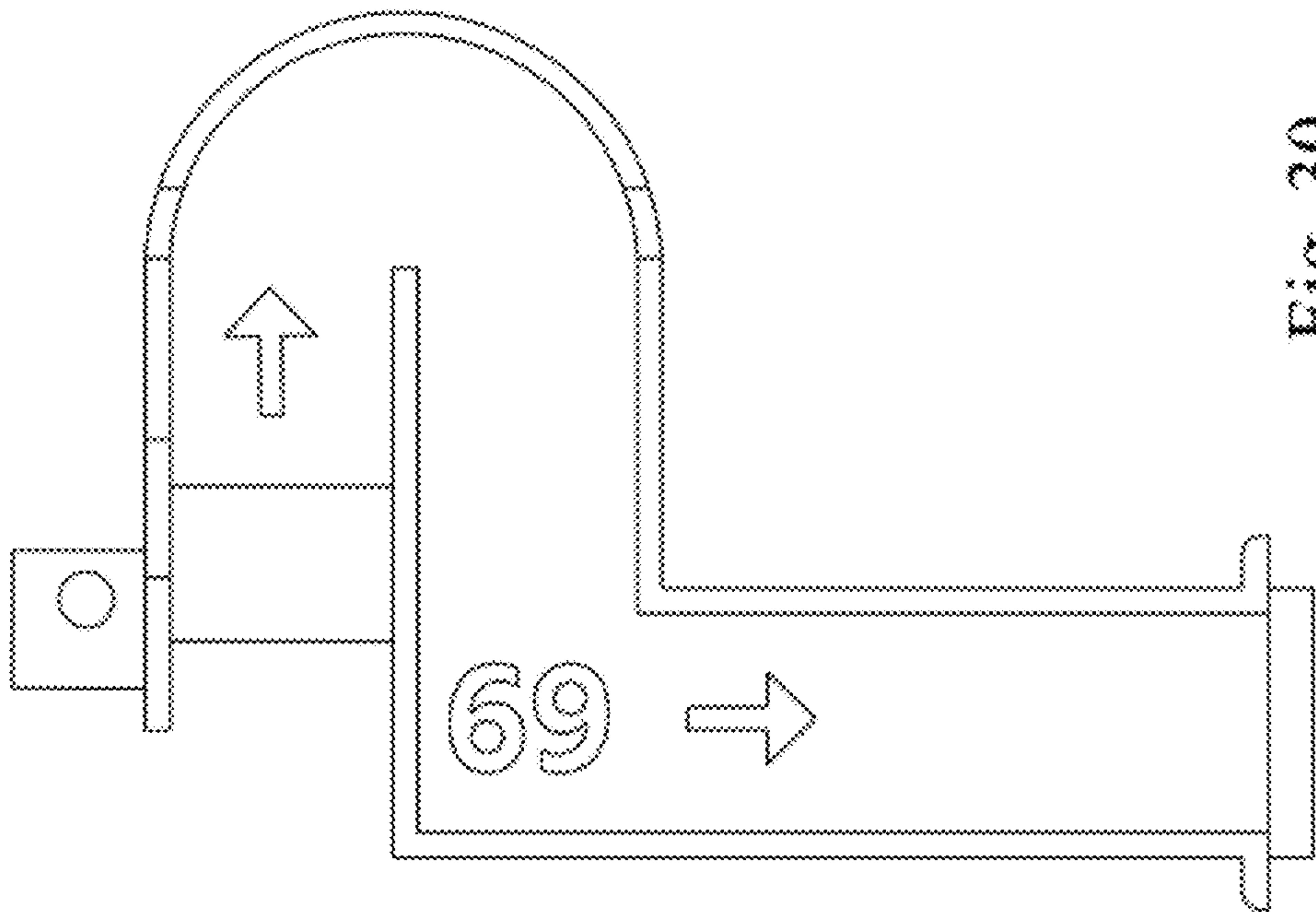


Fig. 30

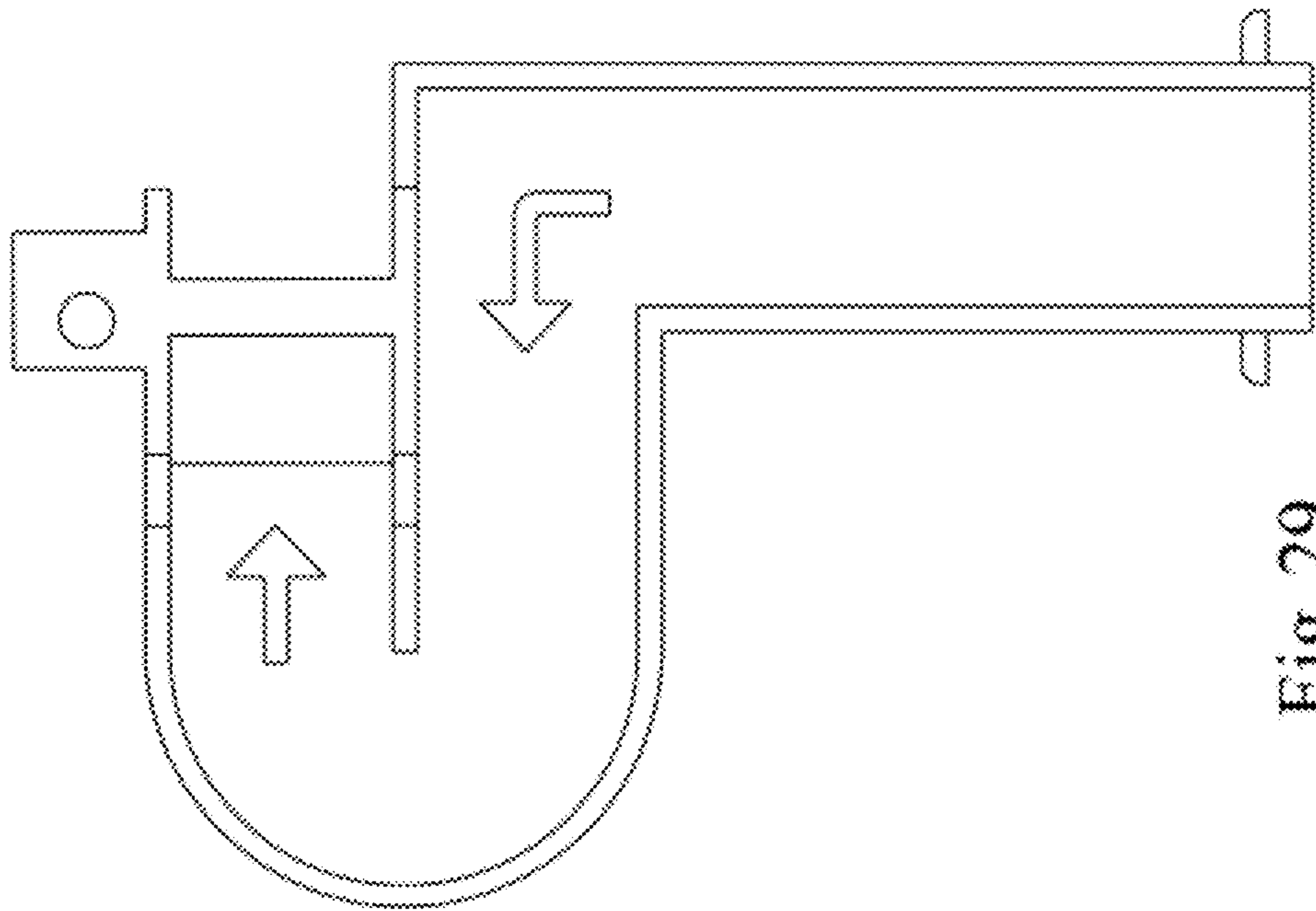


Fig. 29

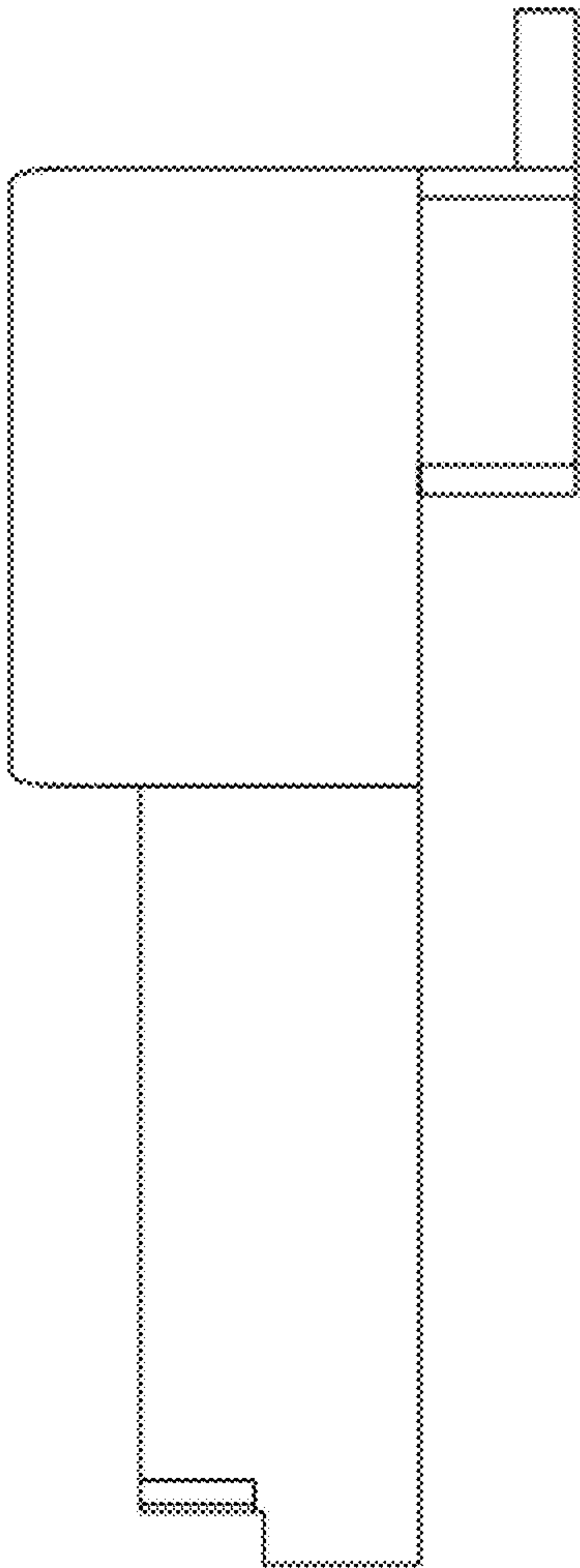


Fig. 31

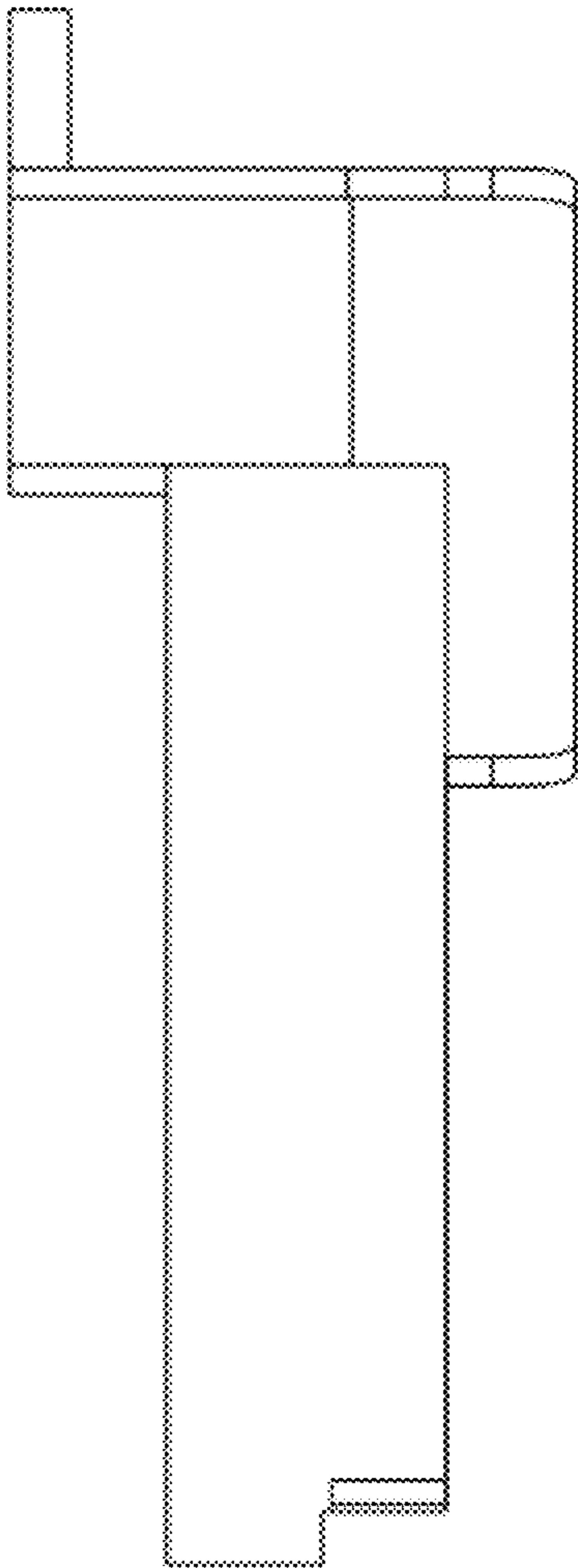


Fig. 32

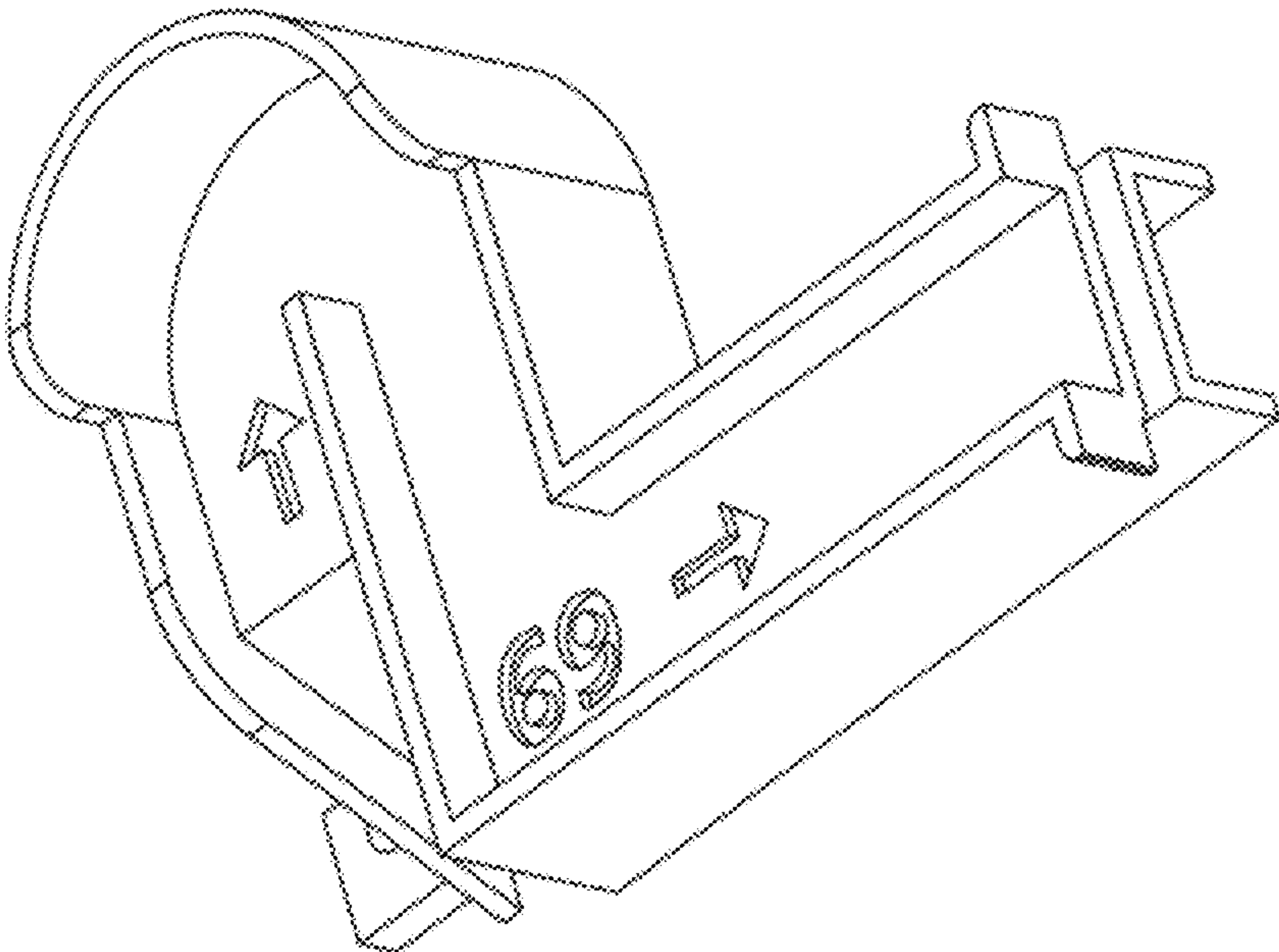


Fig. 34

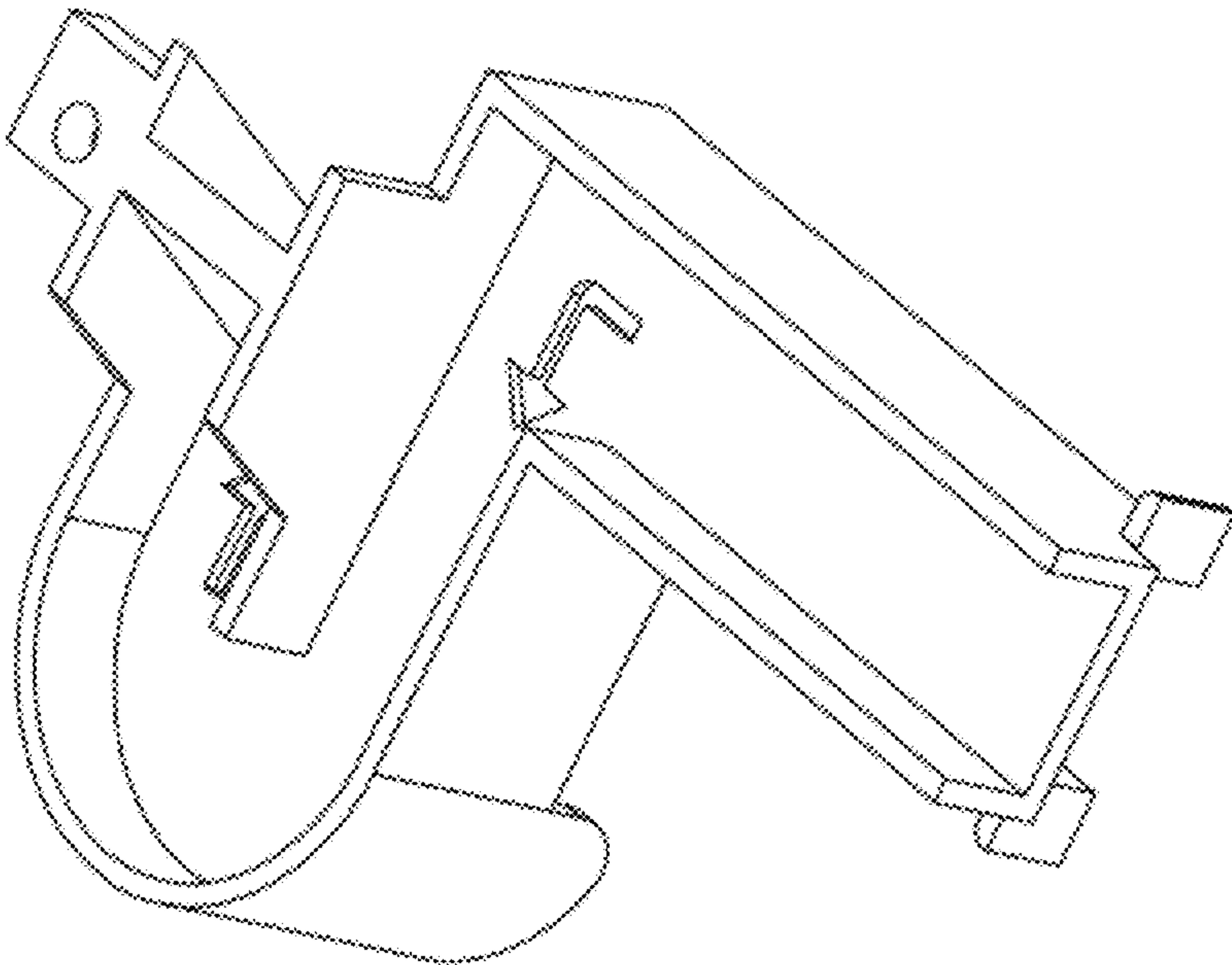


Fig. 33

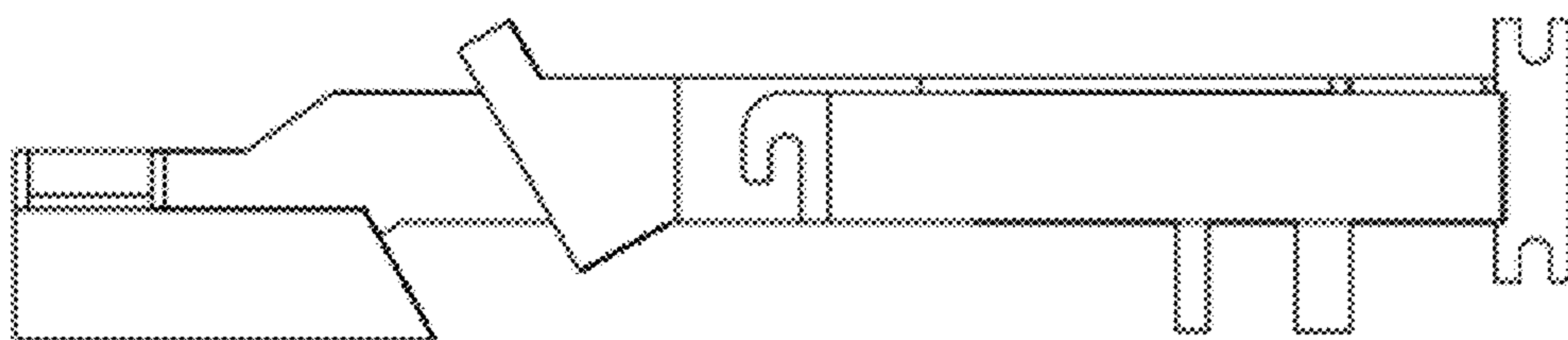


Fig. 35

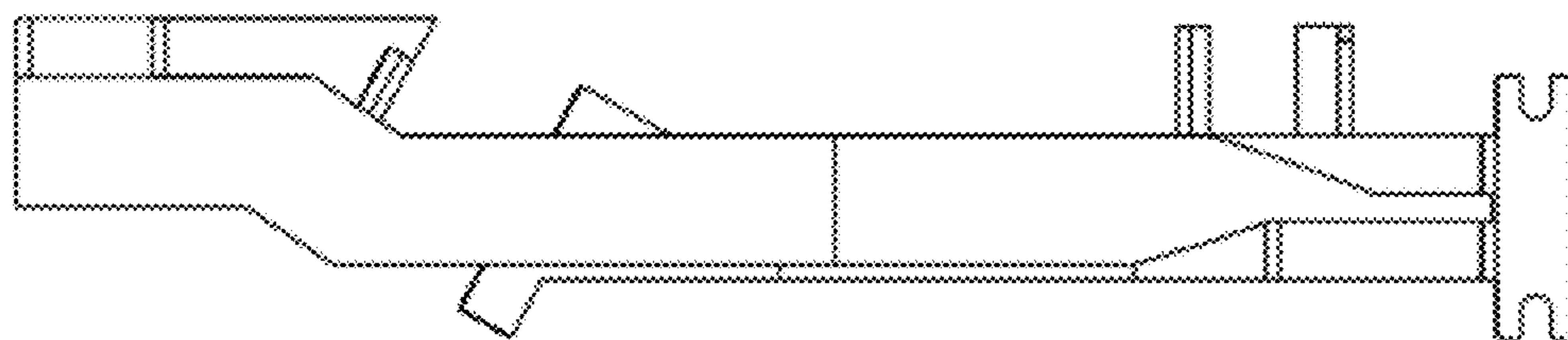


Fig. 36

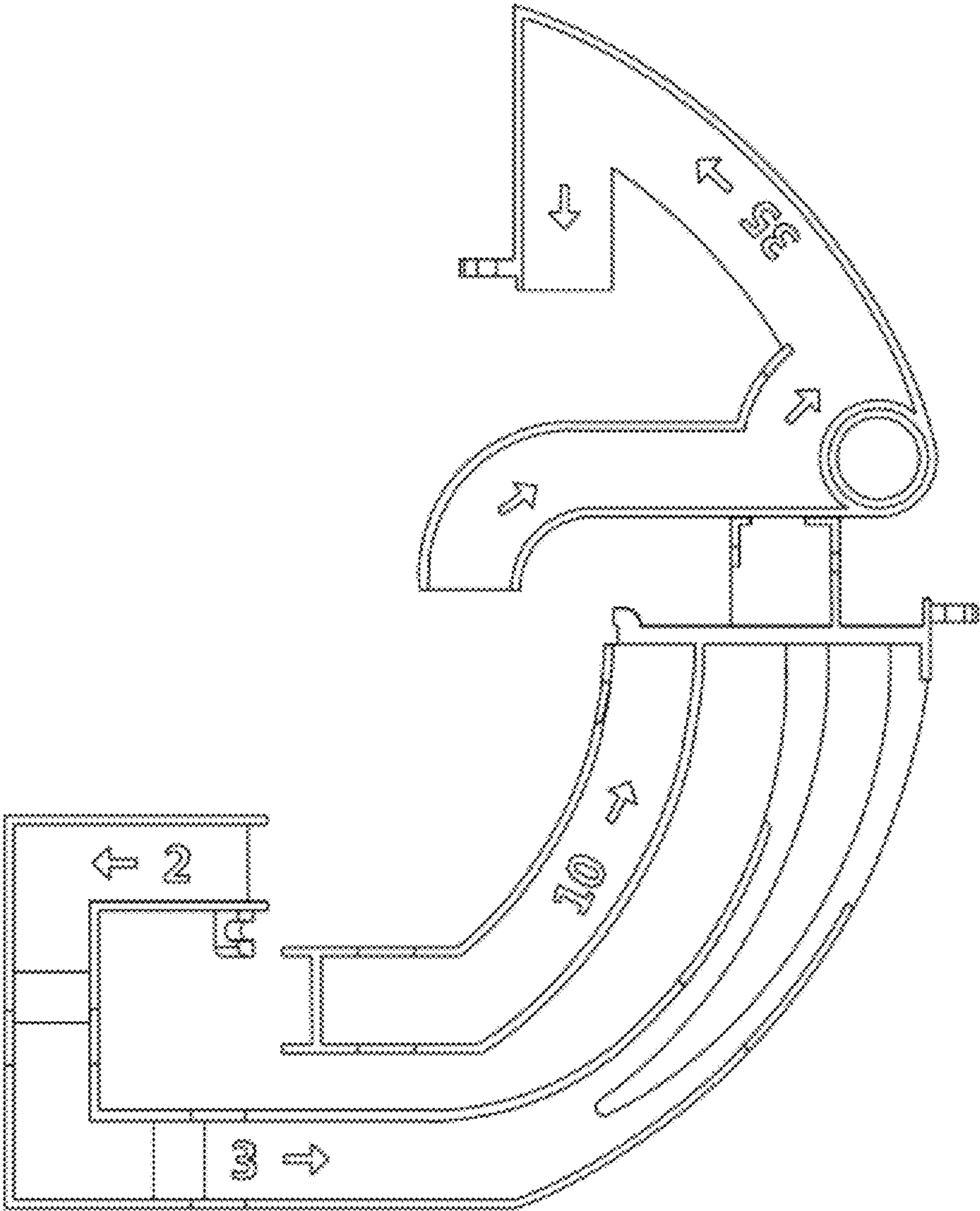


Fig. 37

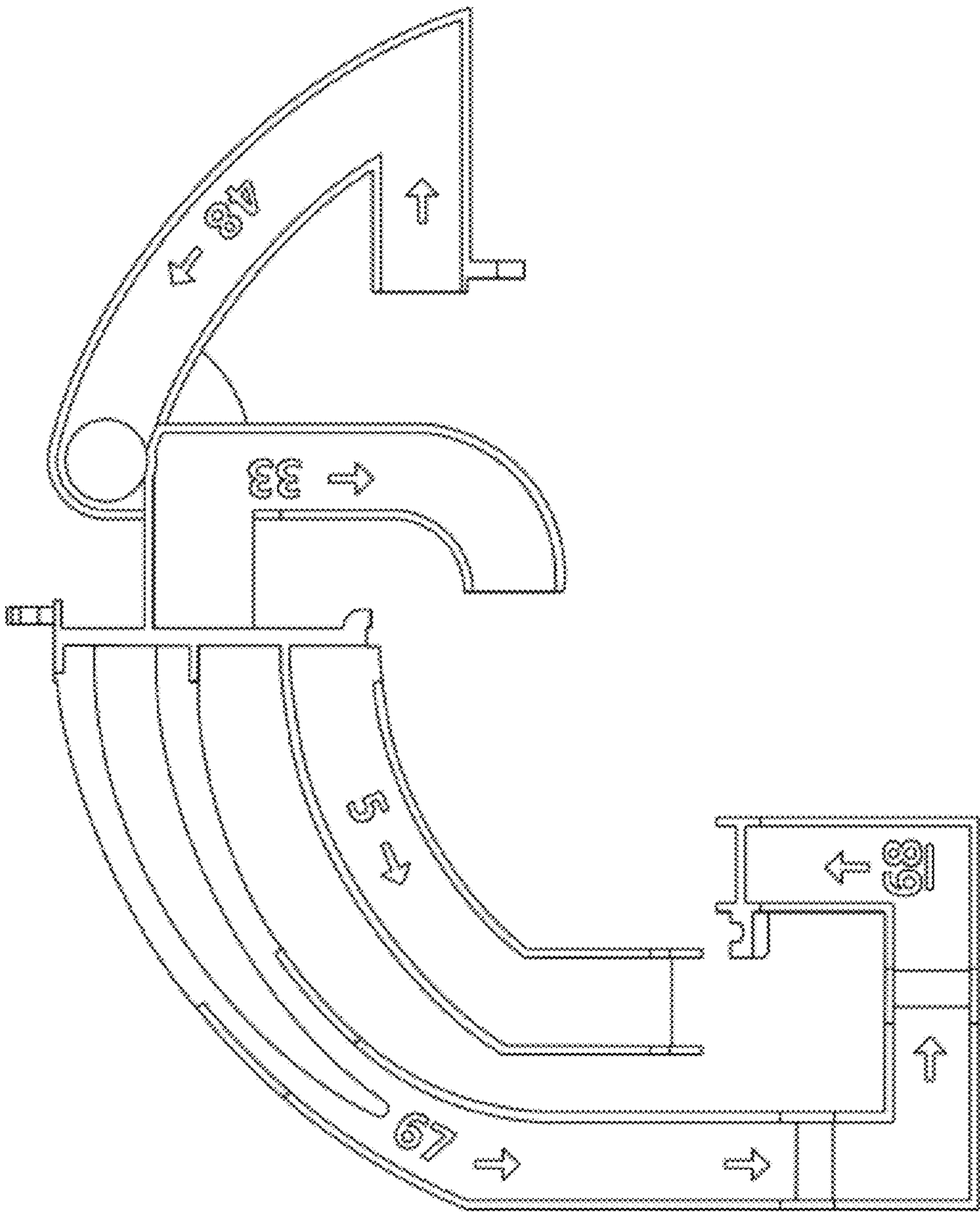


Fig. 38

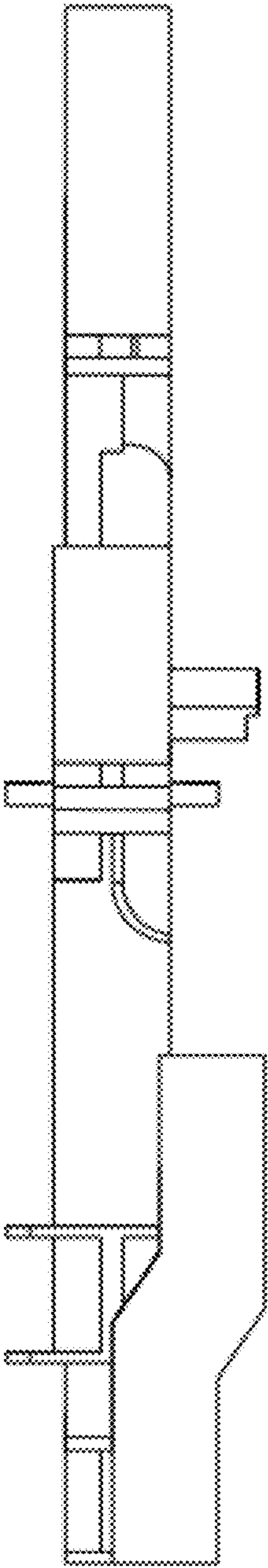


Fig. 39

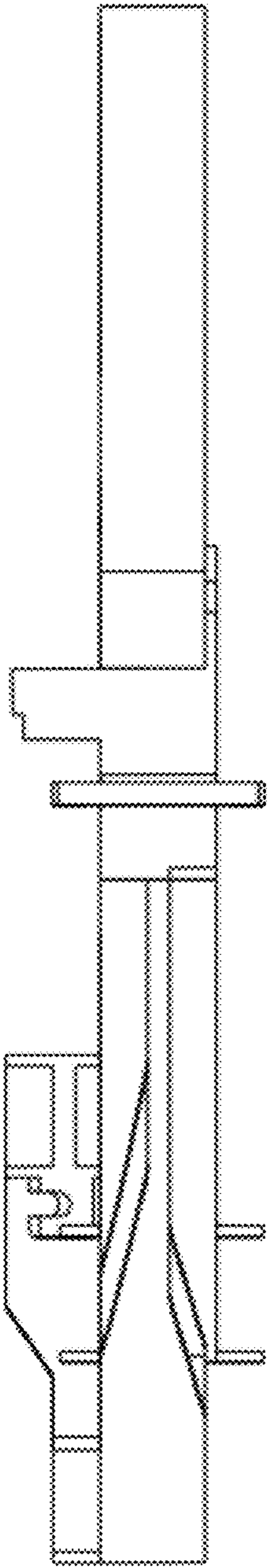


Fig. 40

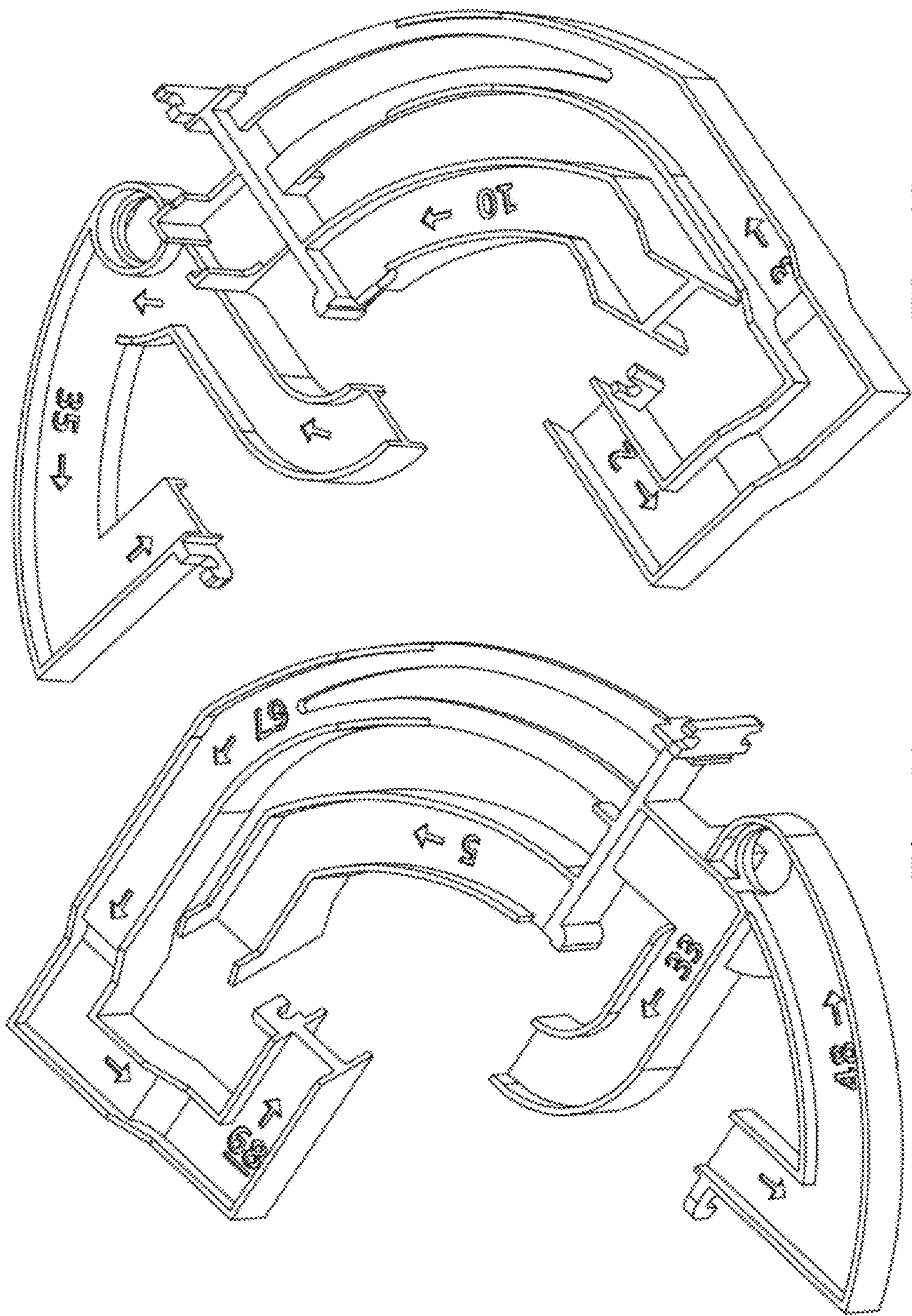


Fig. 42

Fig. 41

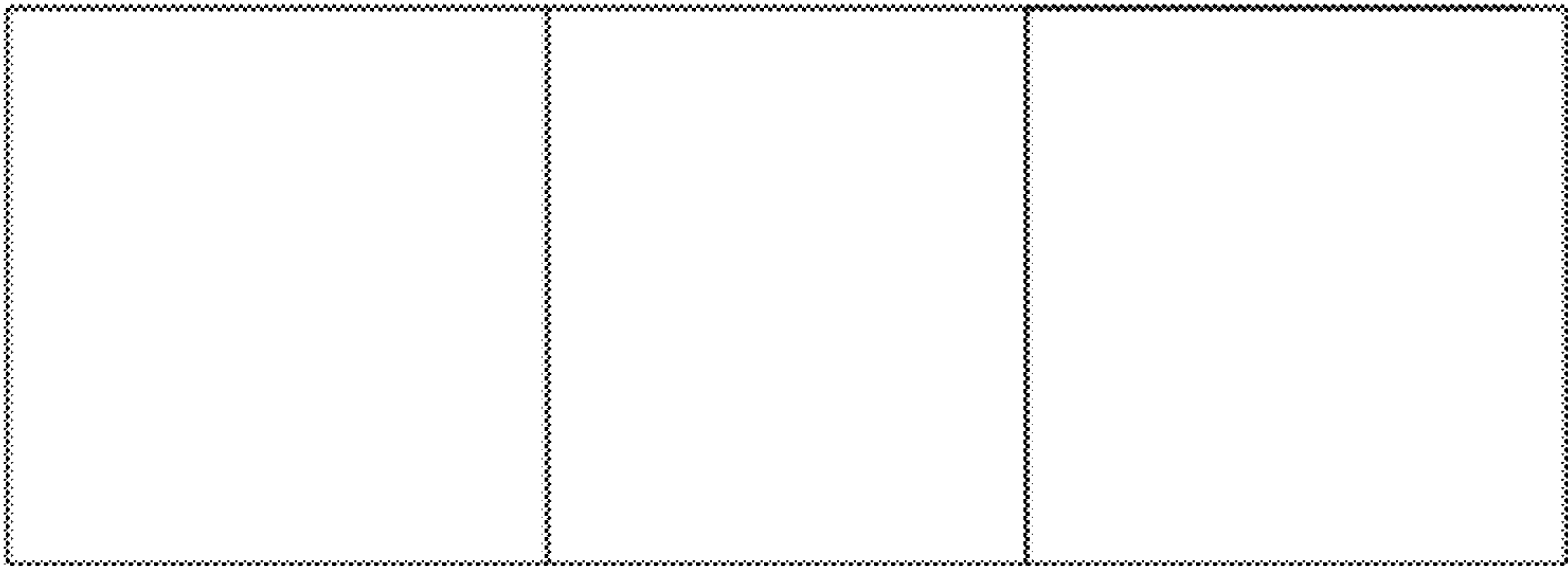


Fig. 43

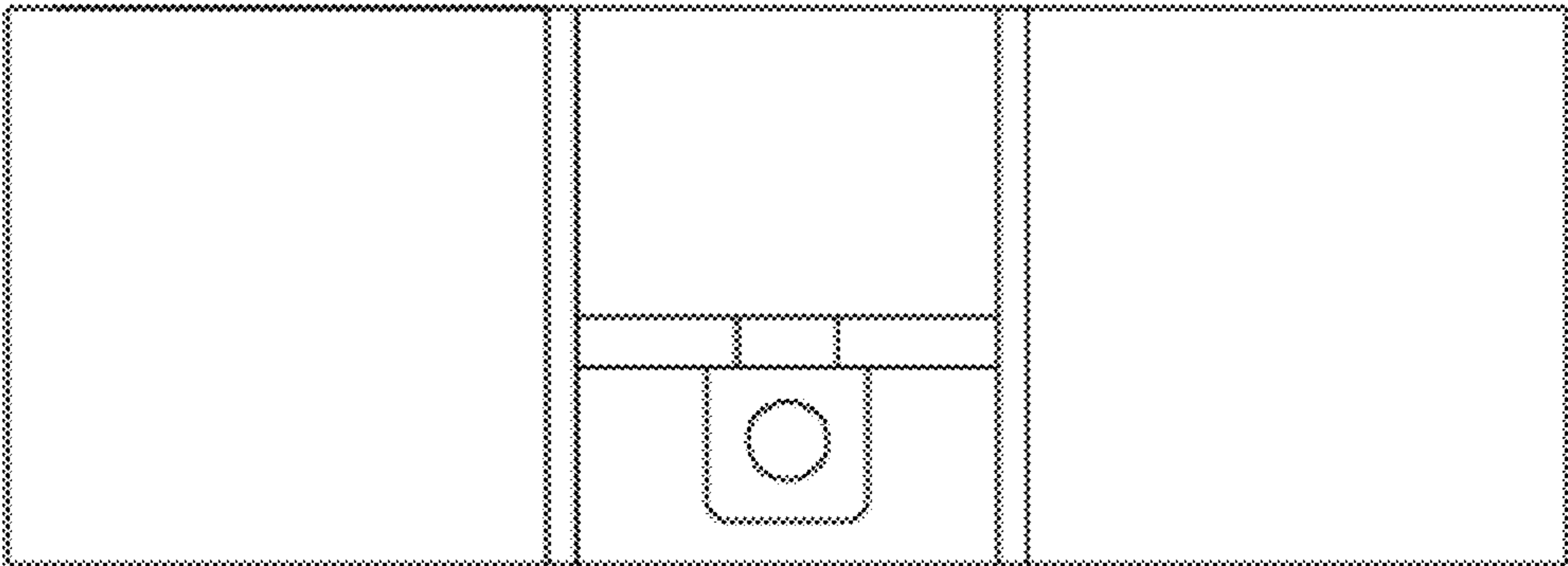


Fig. 44

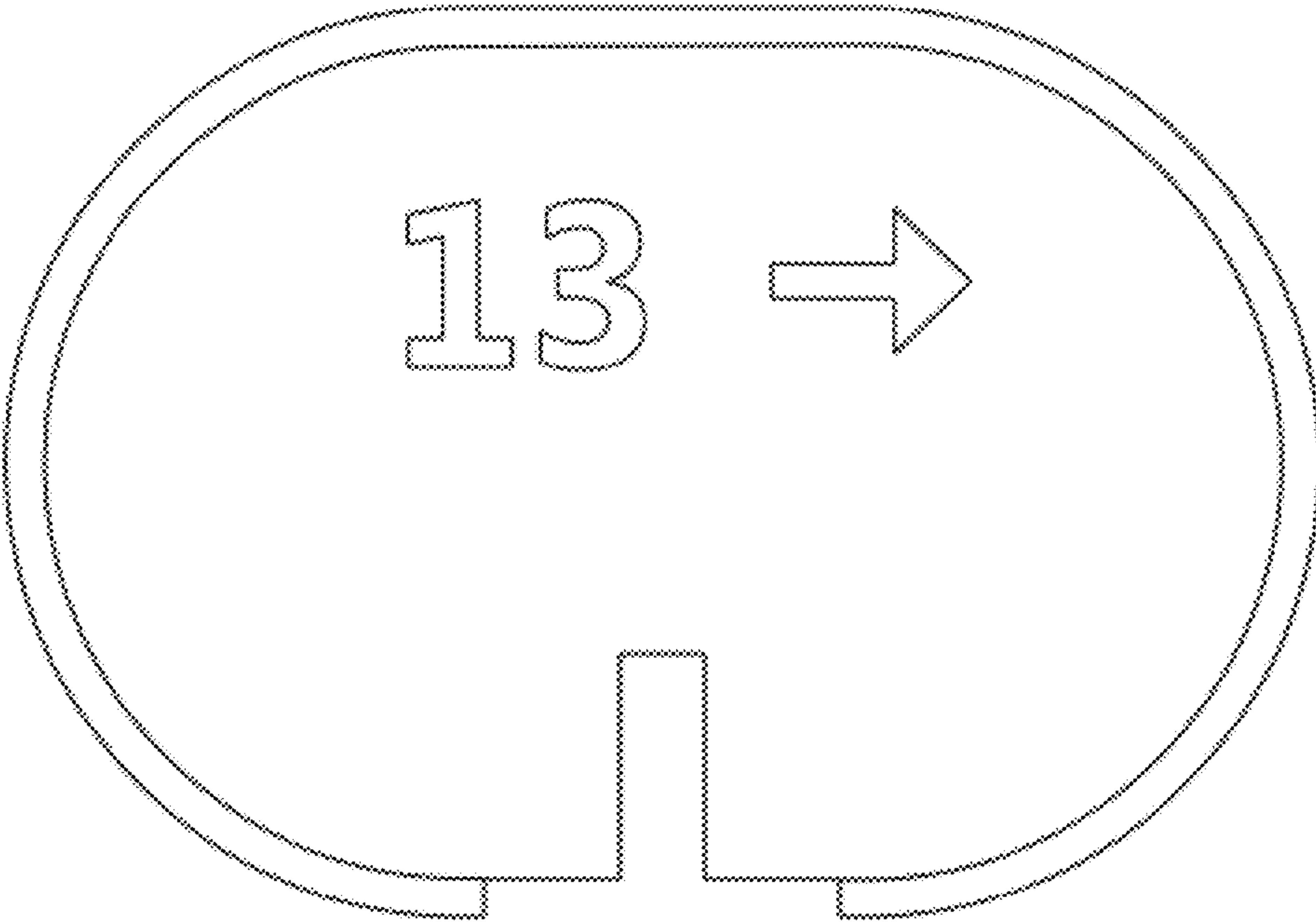


Fig. 45

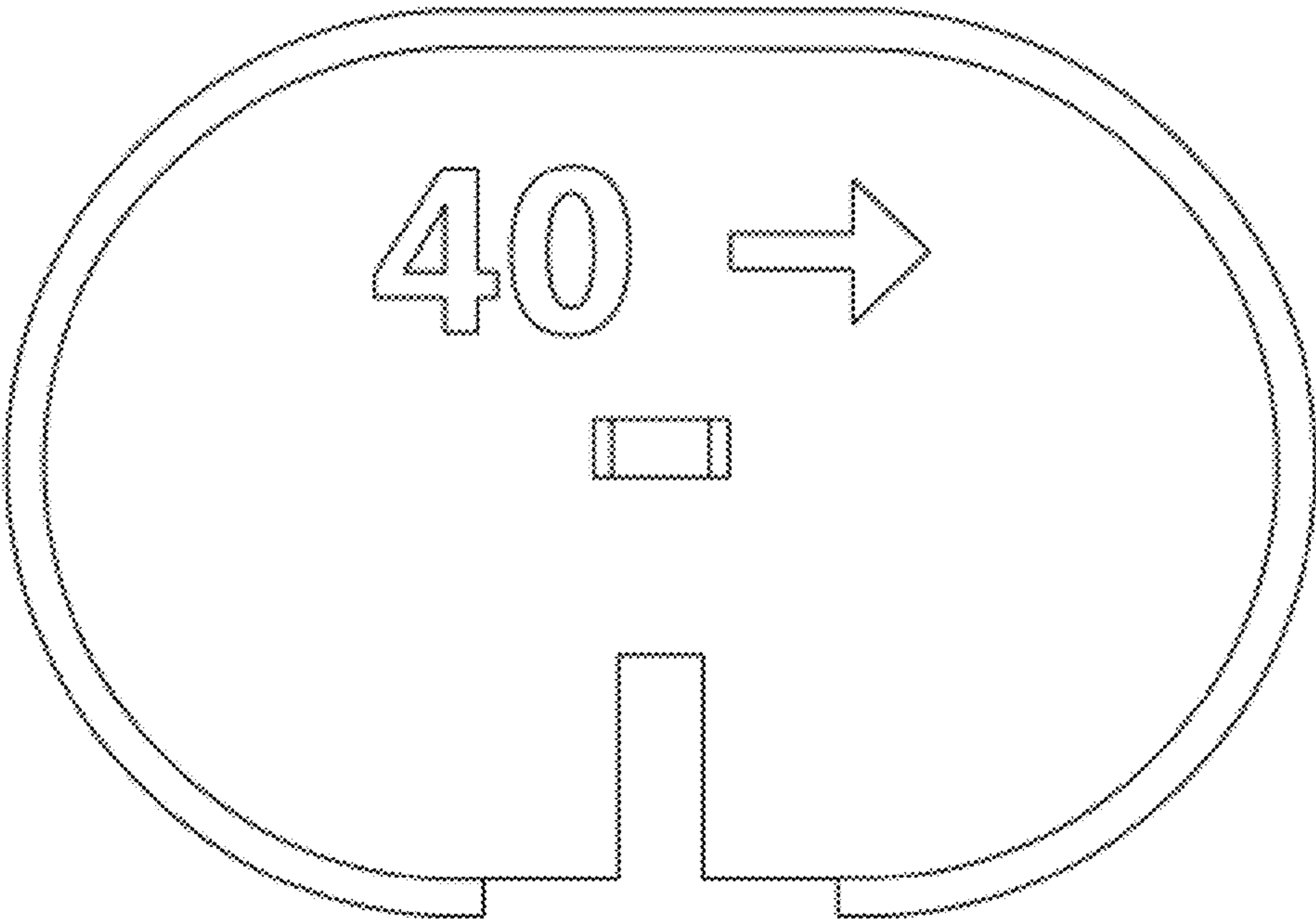


Fig. 46

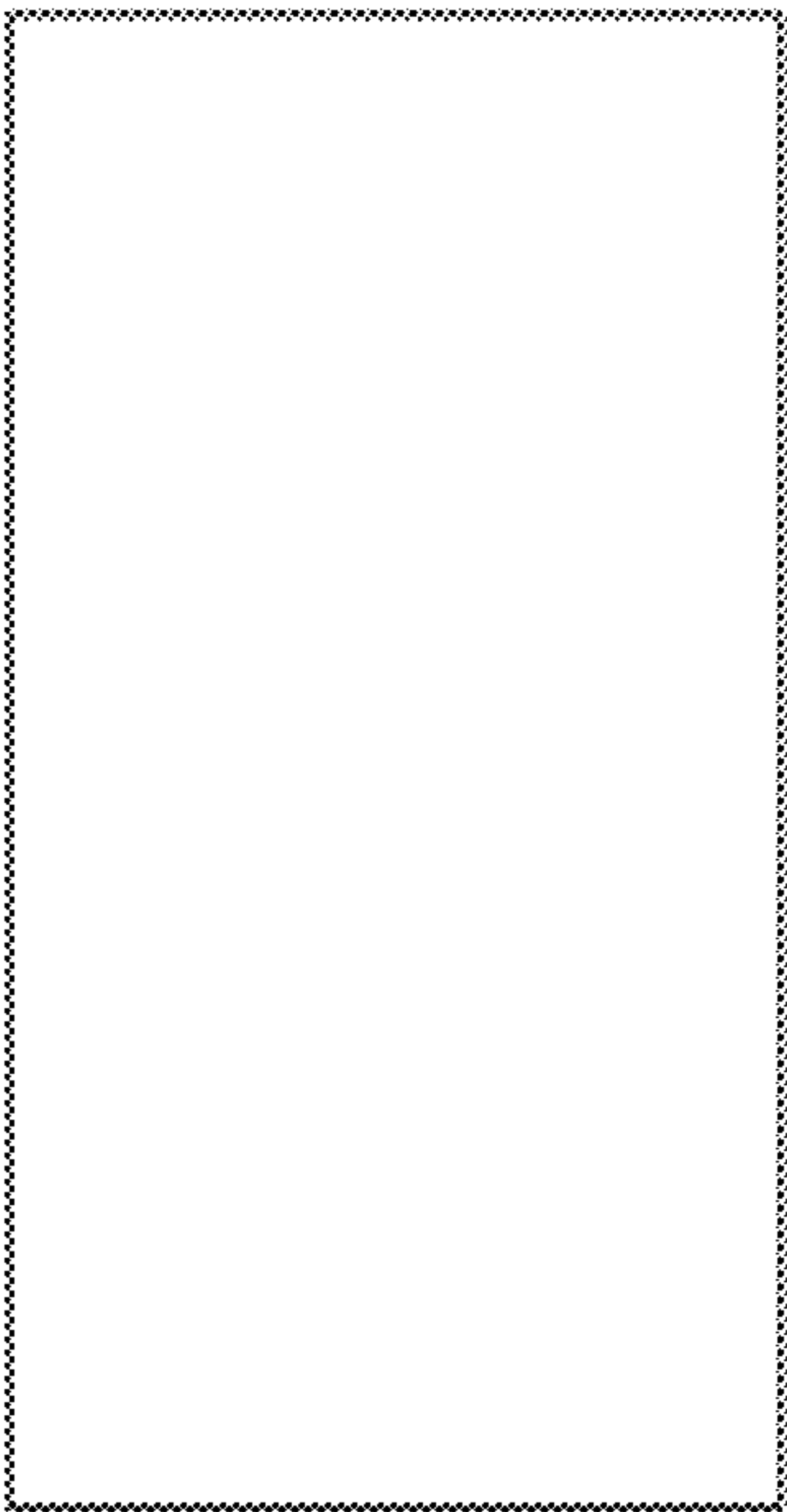


Fig. 47

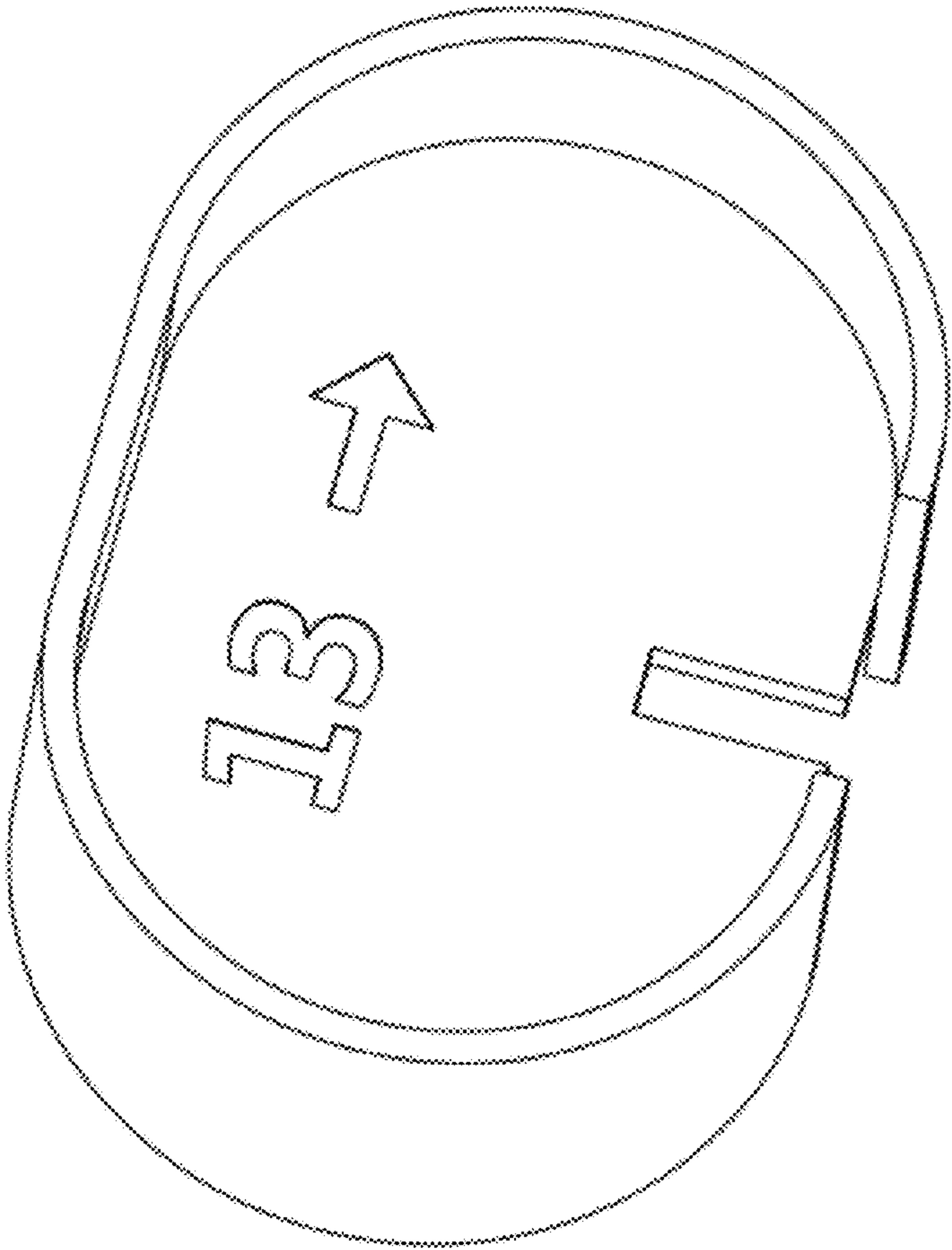


Fig. 48

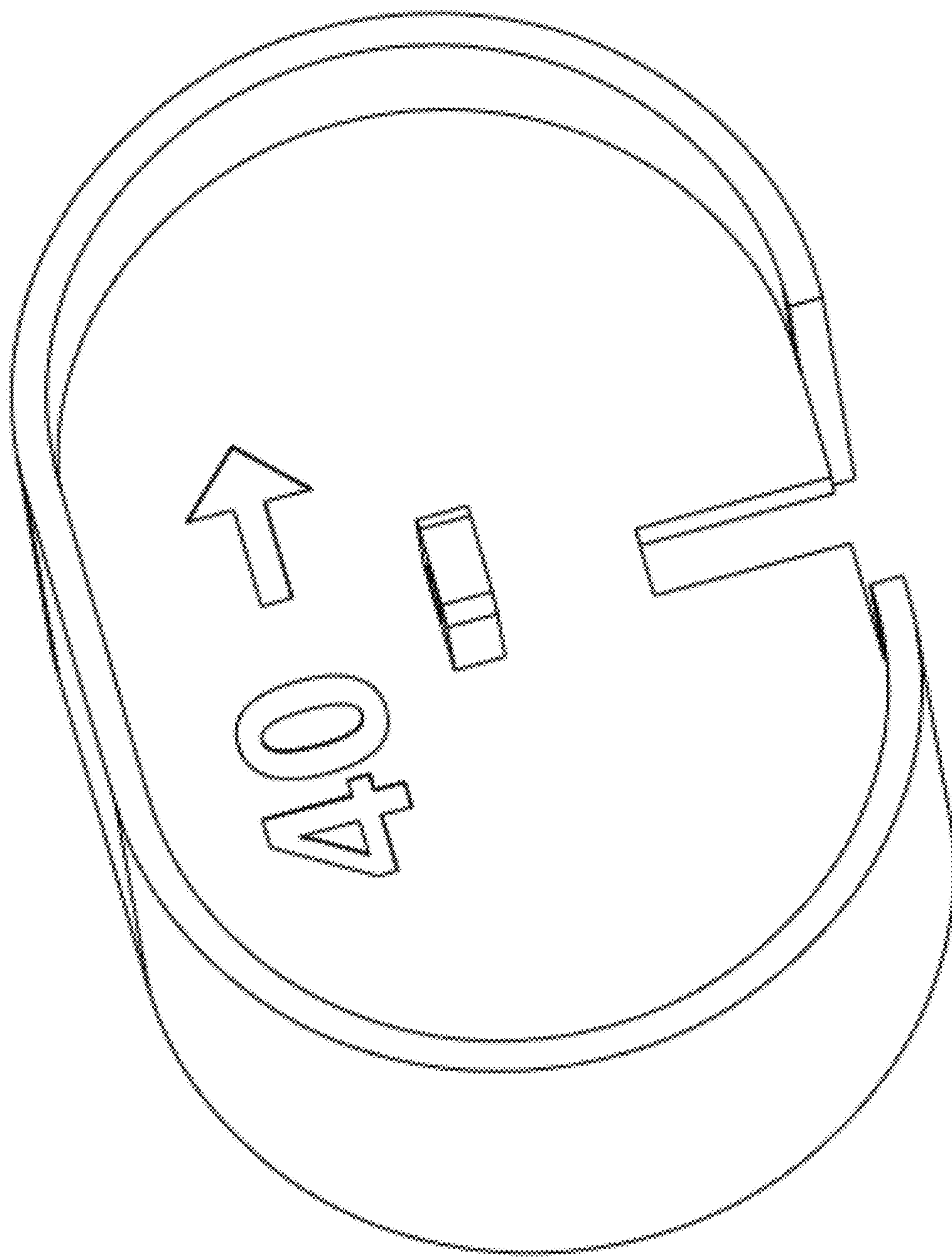


Fig. 49

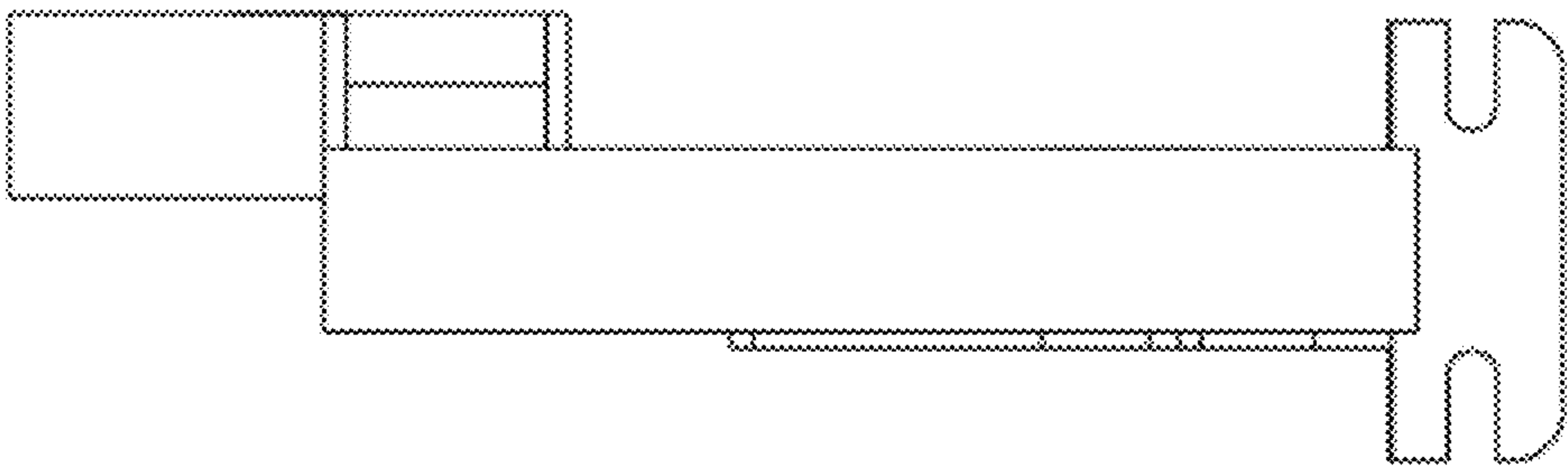


Fig. 50

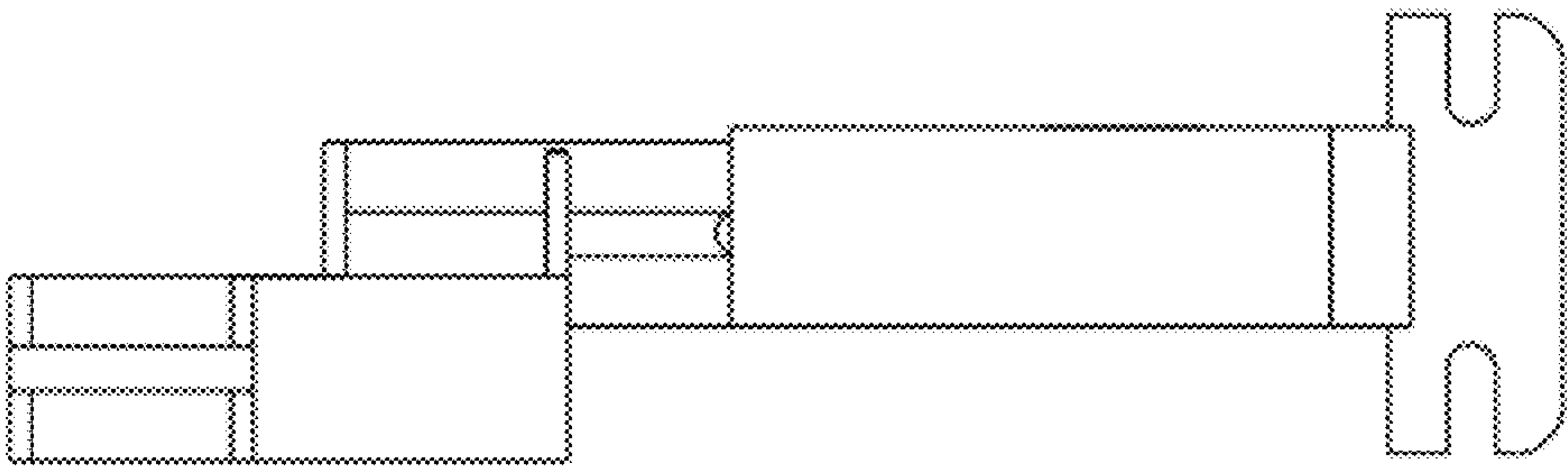


Fig. 51

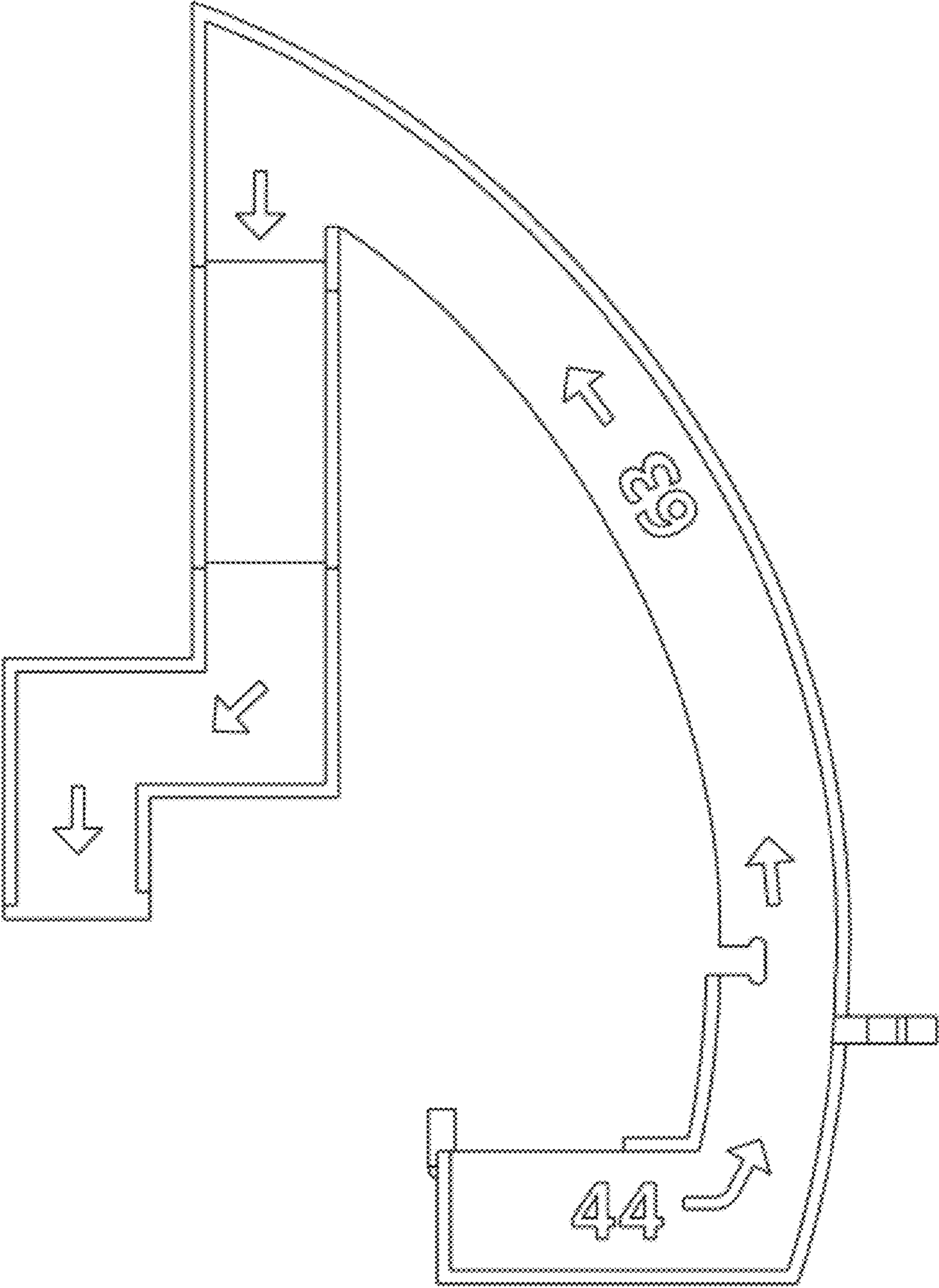


Fig. 52

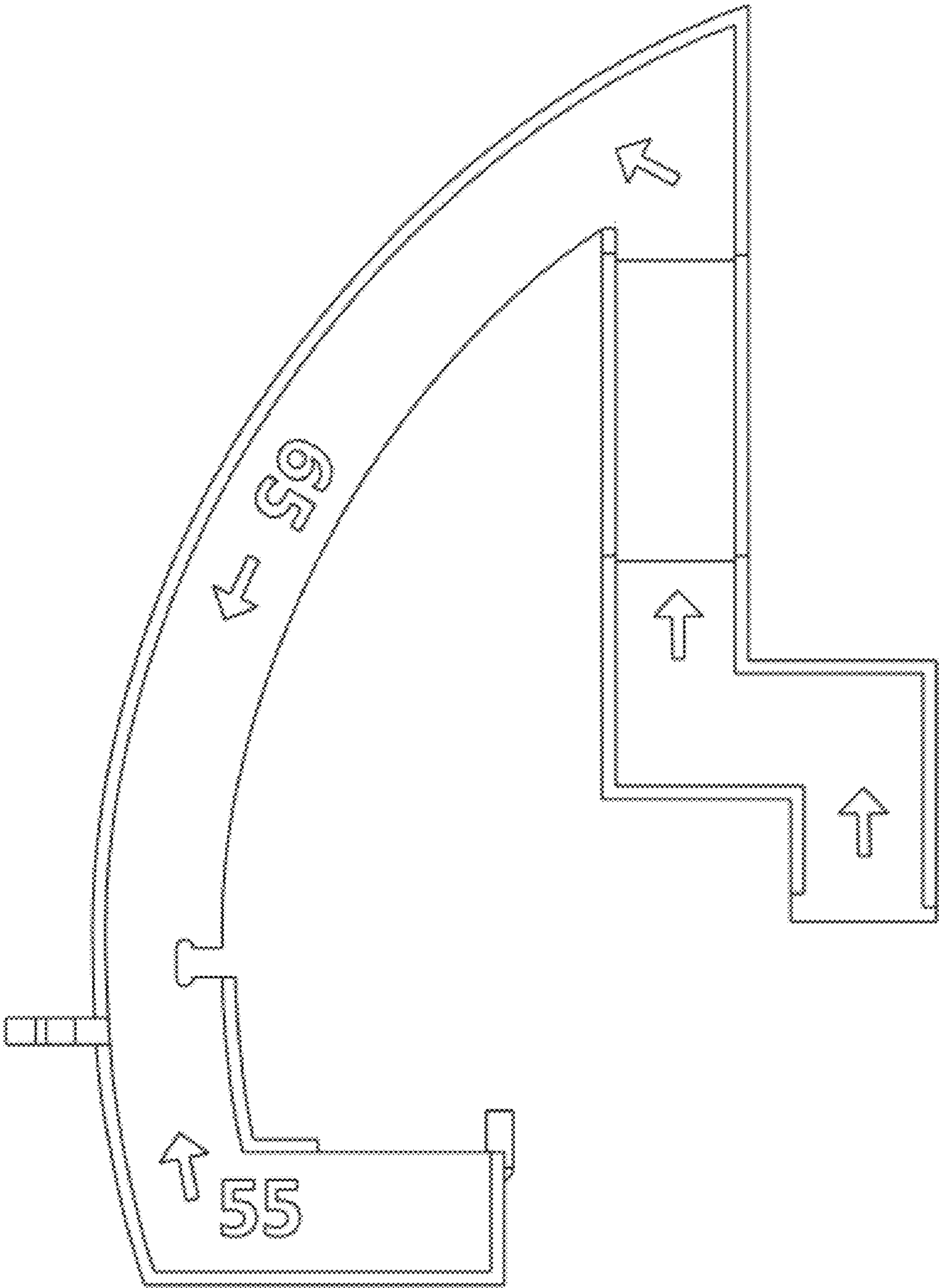


Fig. 53

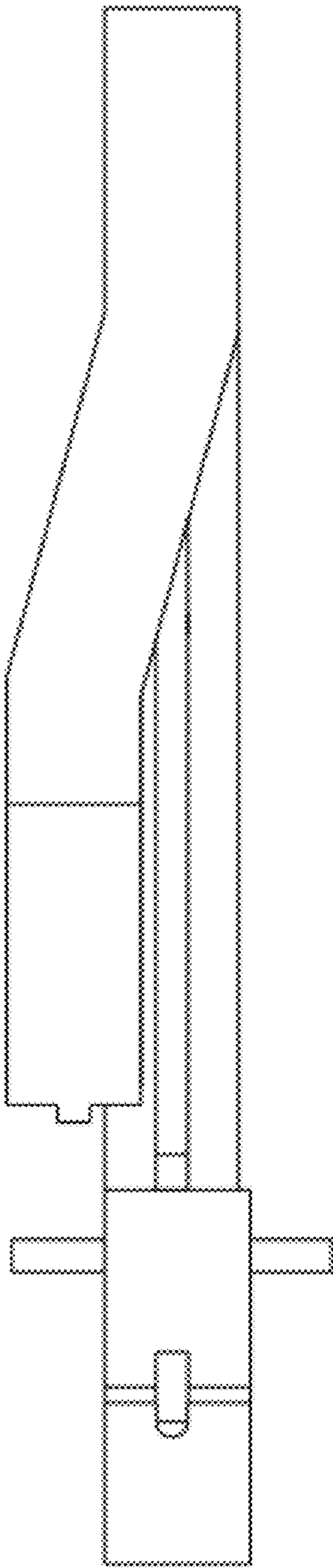


Fig. 54

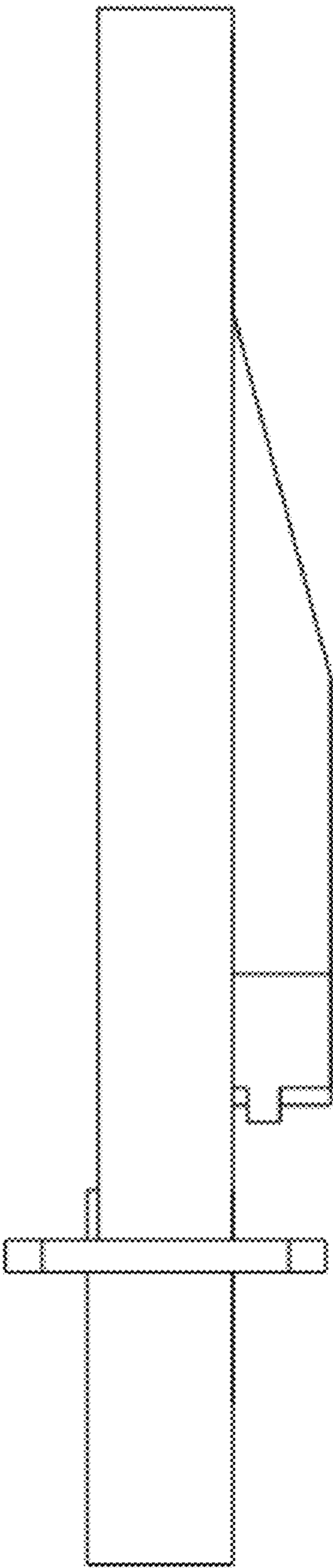


Fig. 55

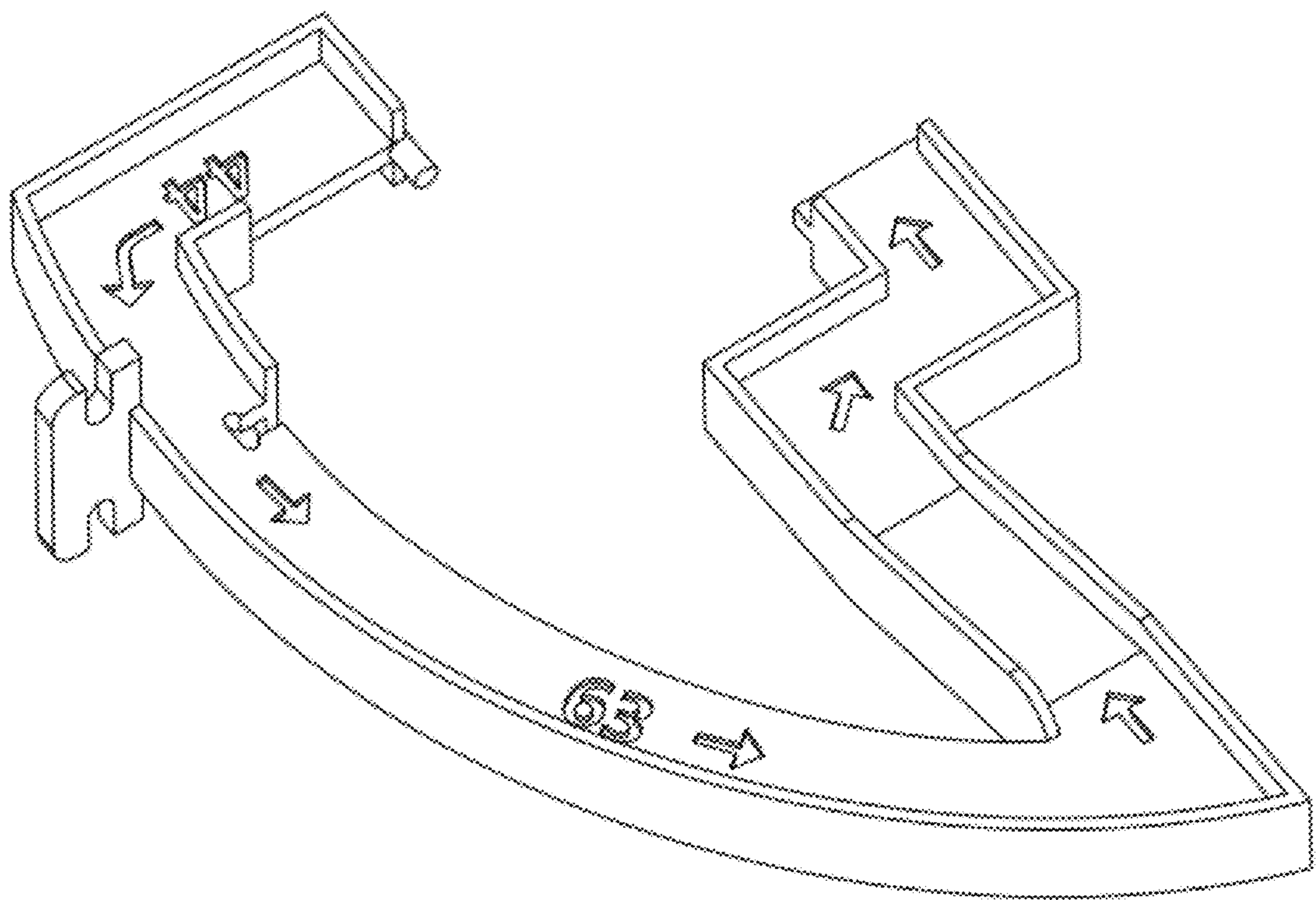


Fig. 56

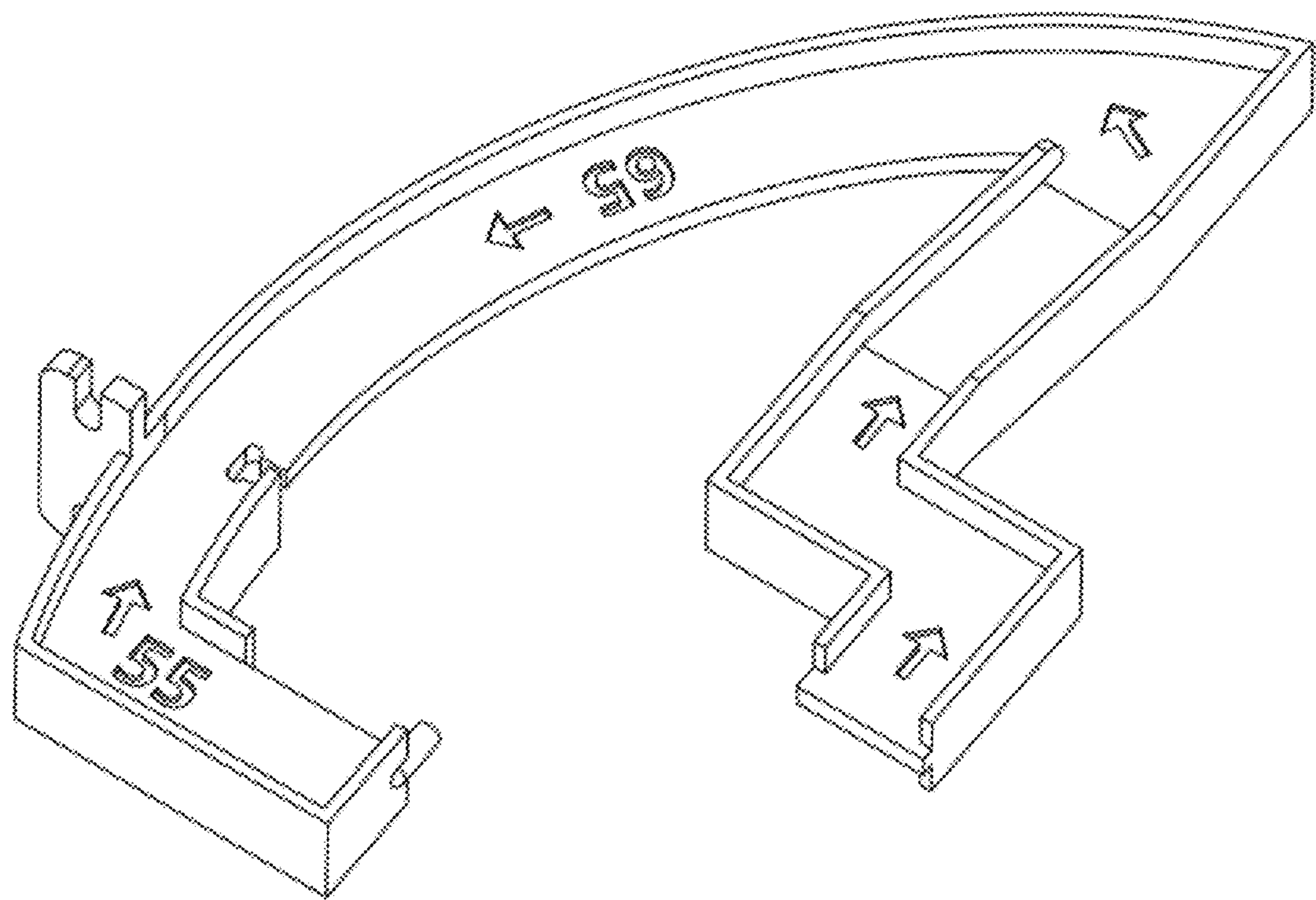


Fig. 57

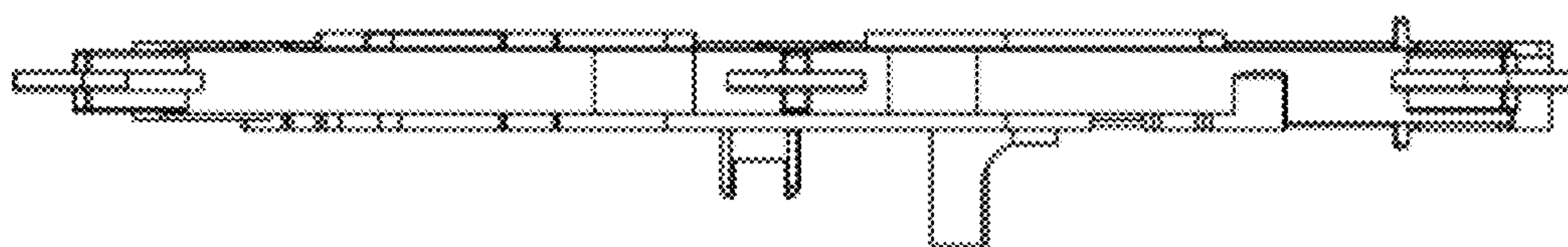


Fig. 58

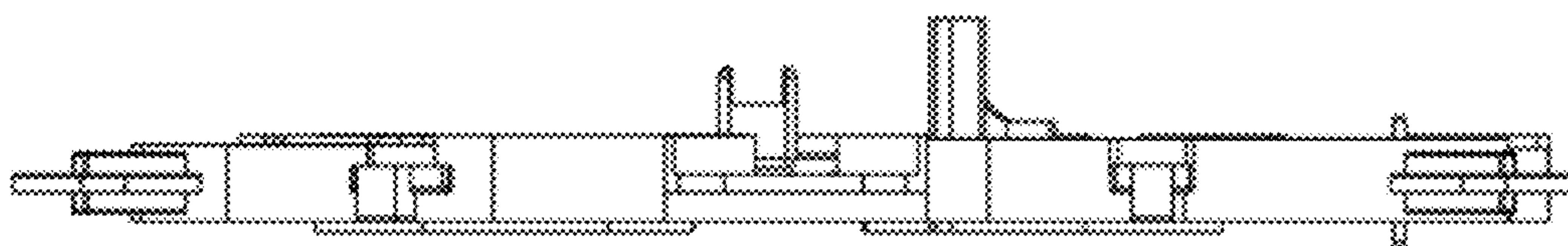


Fig. 59

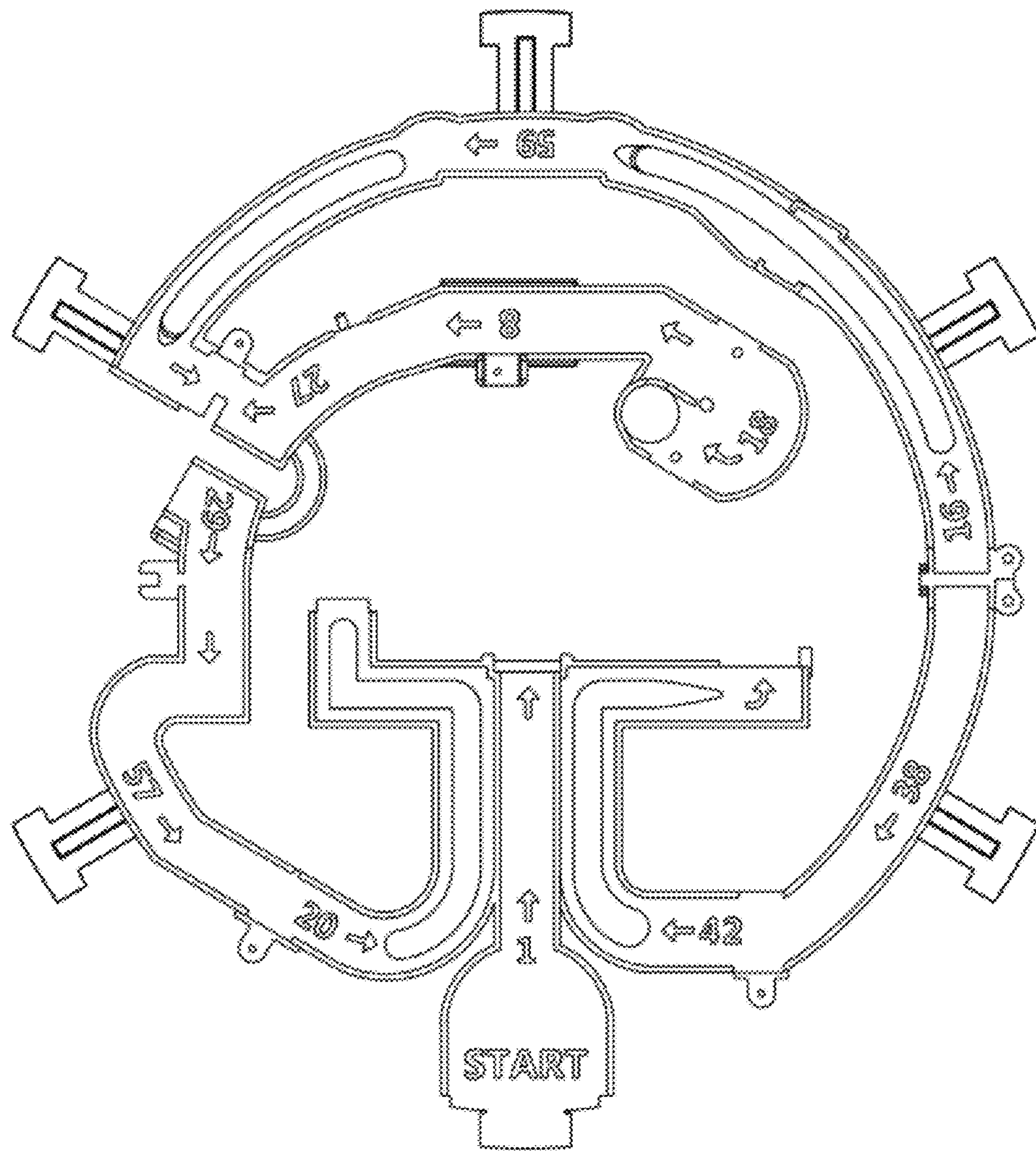


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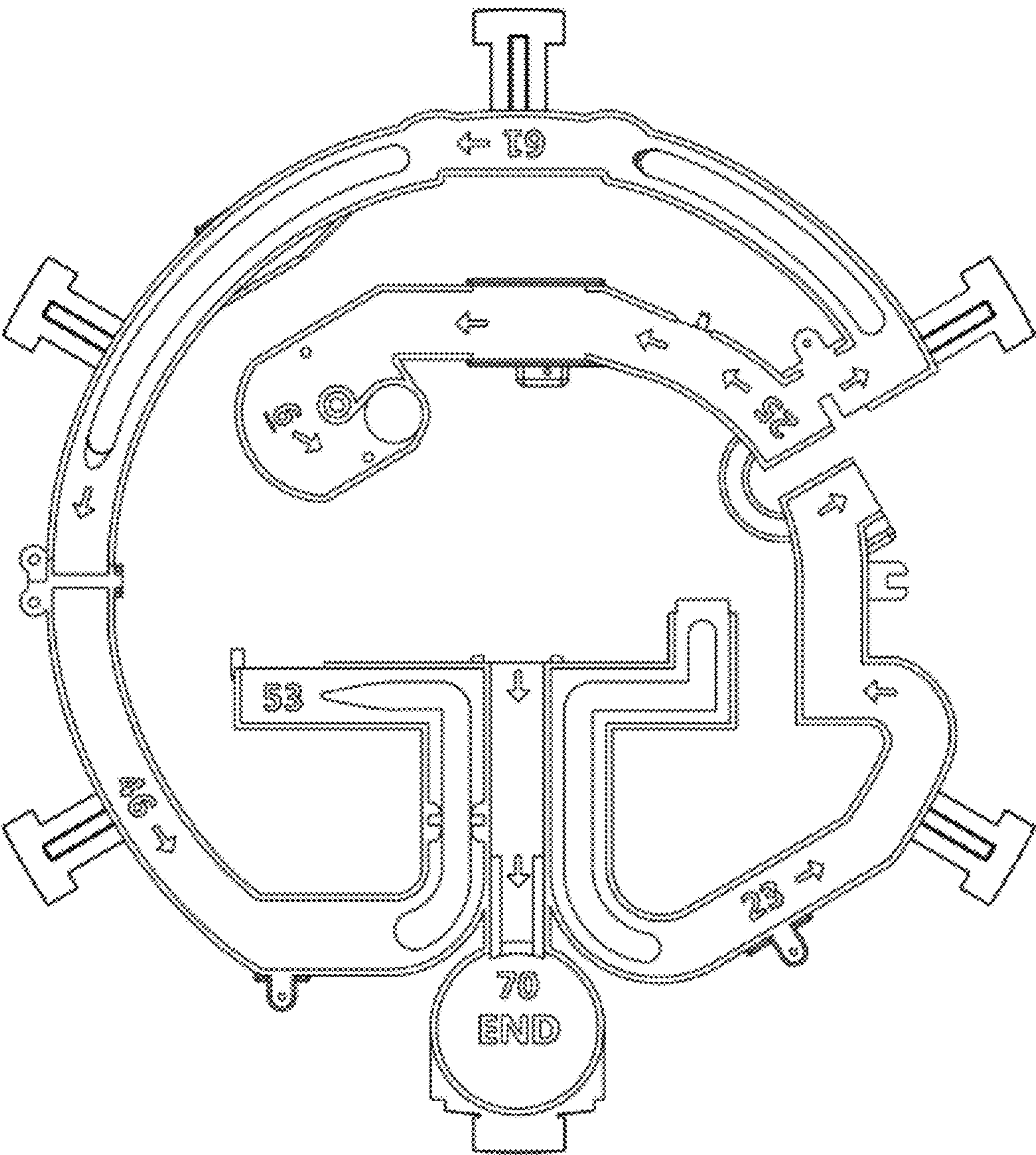


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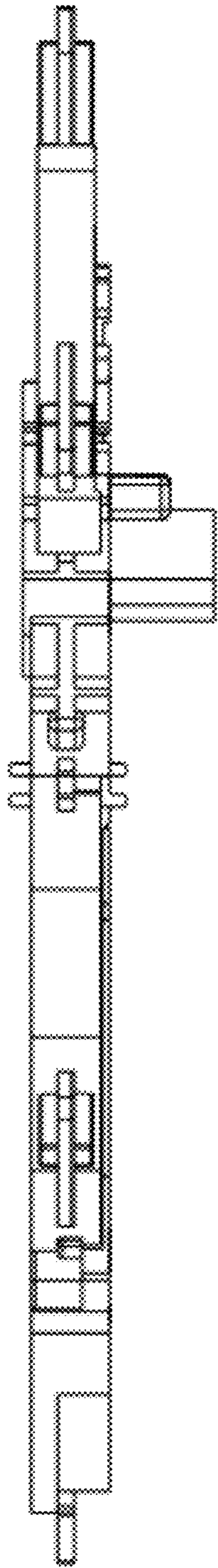


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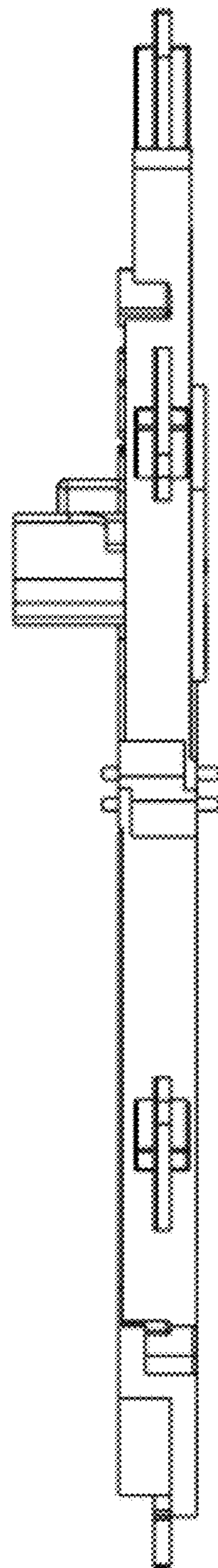


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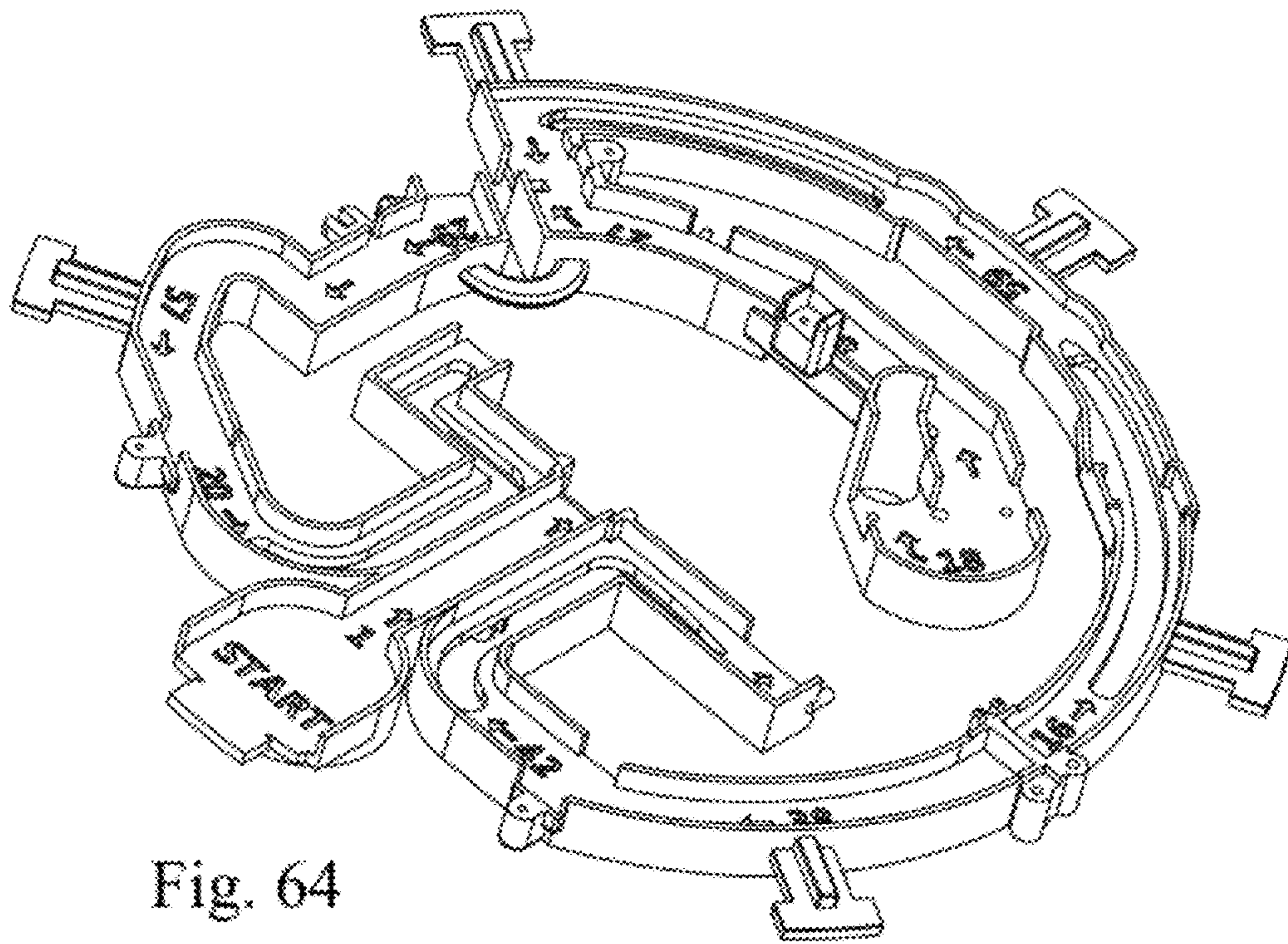


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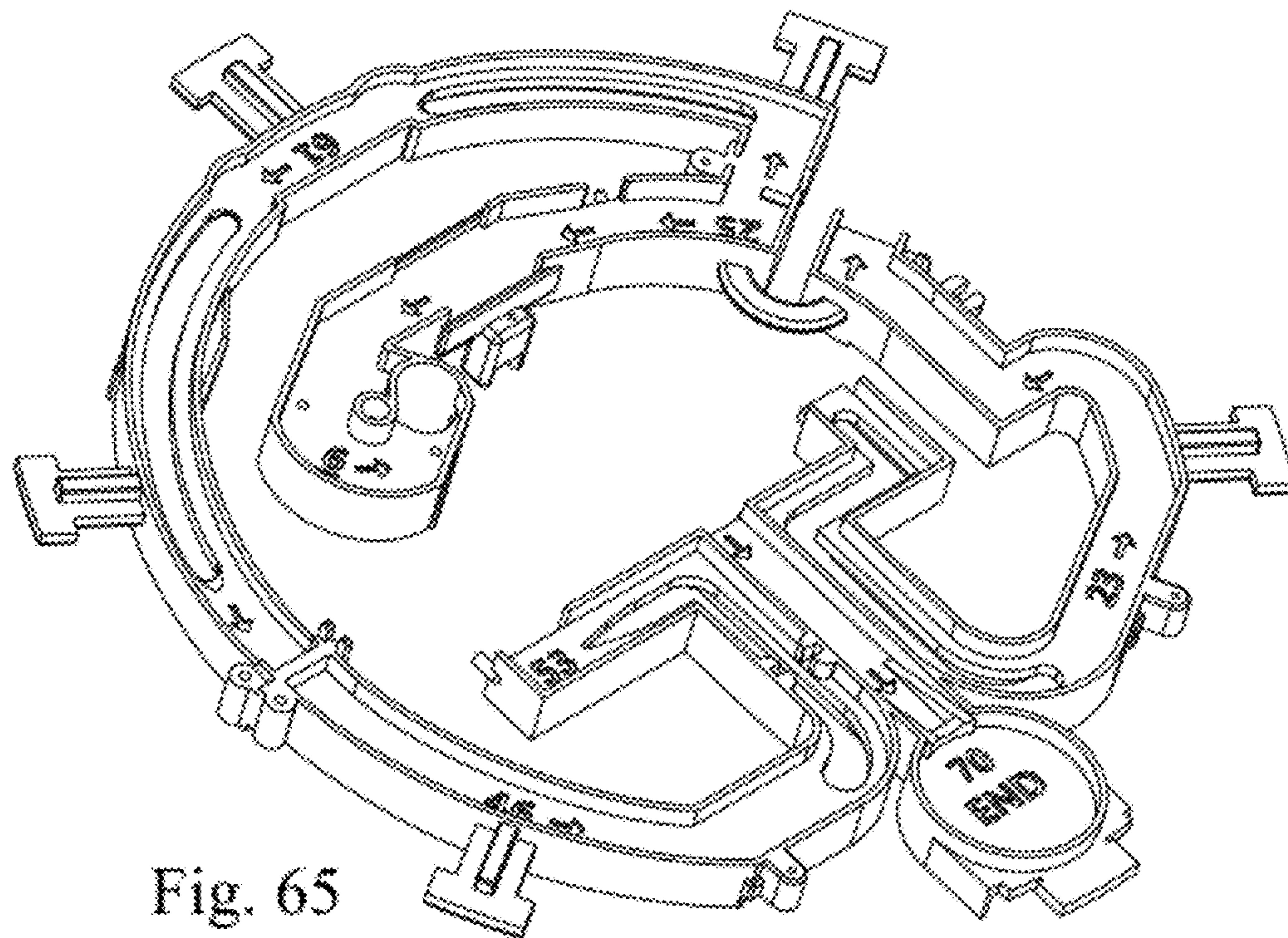


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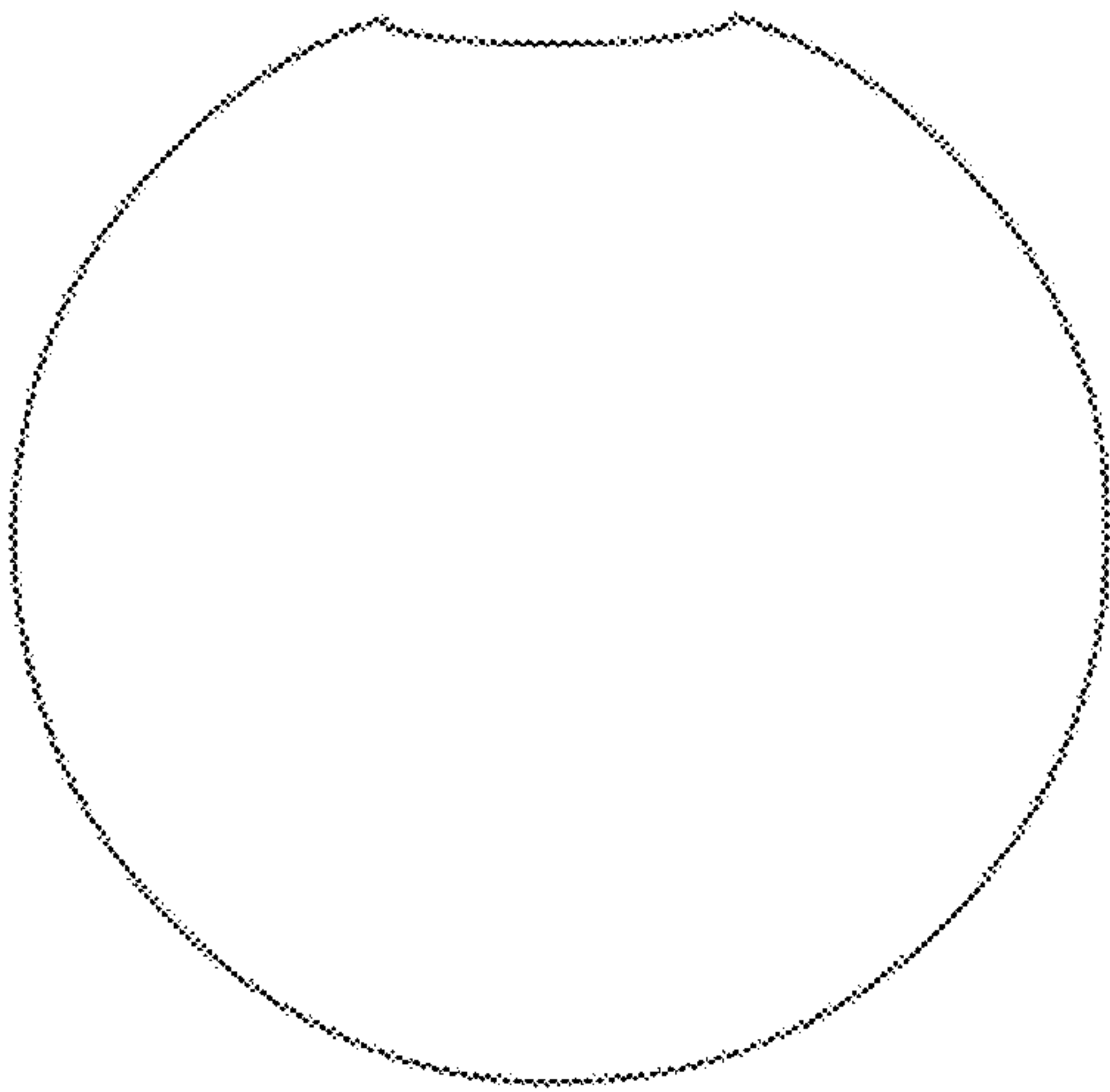


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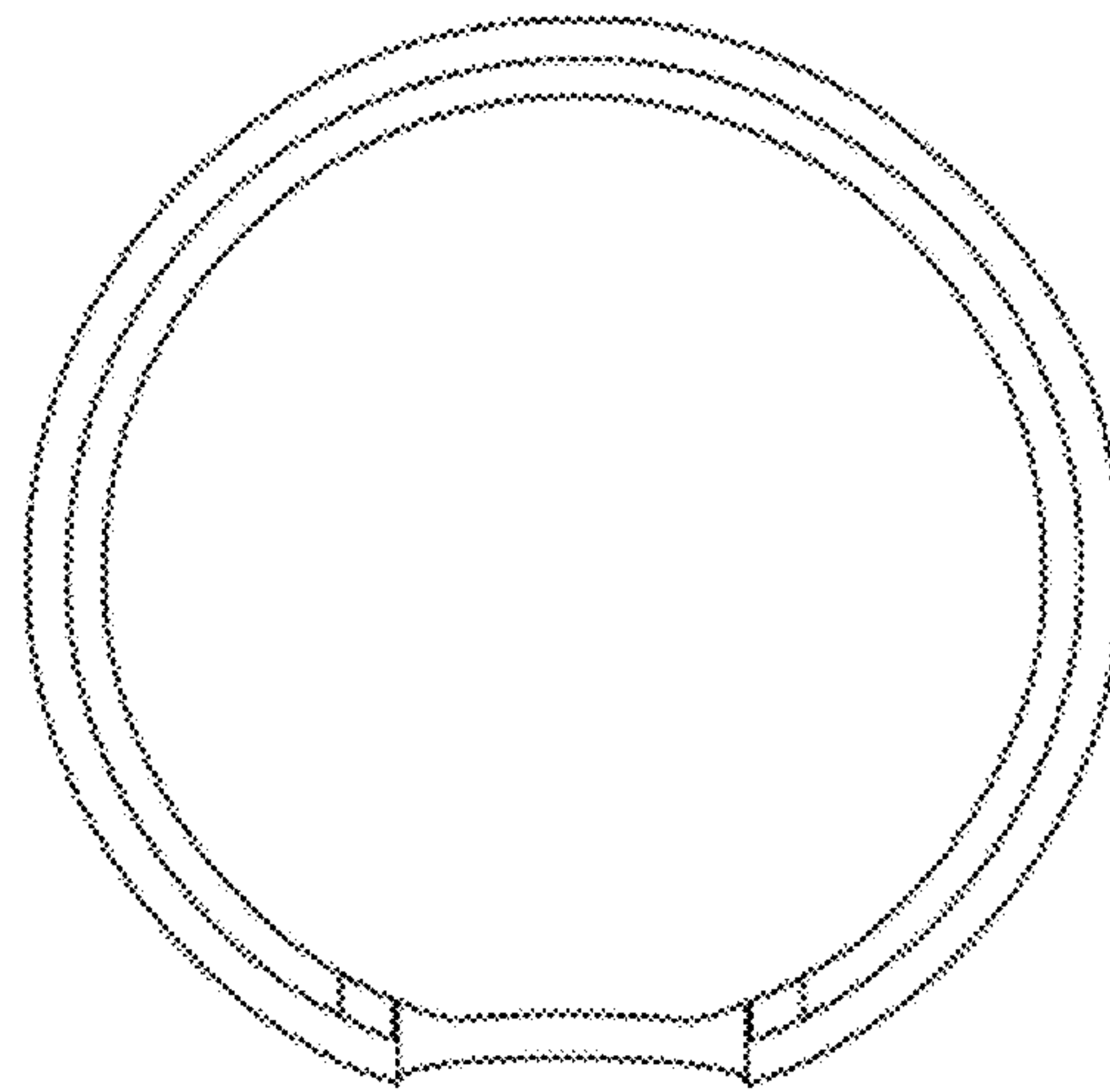


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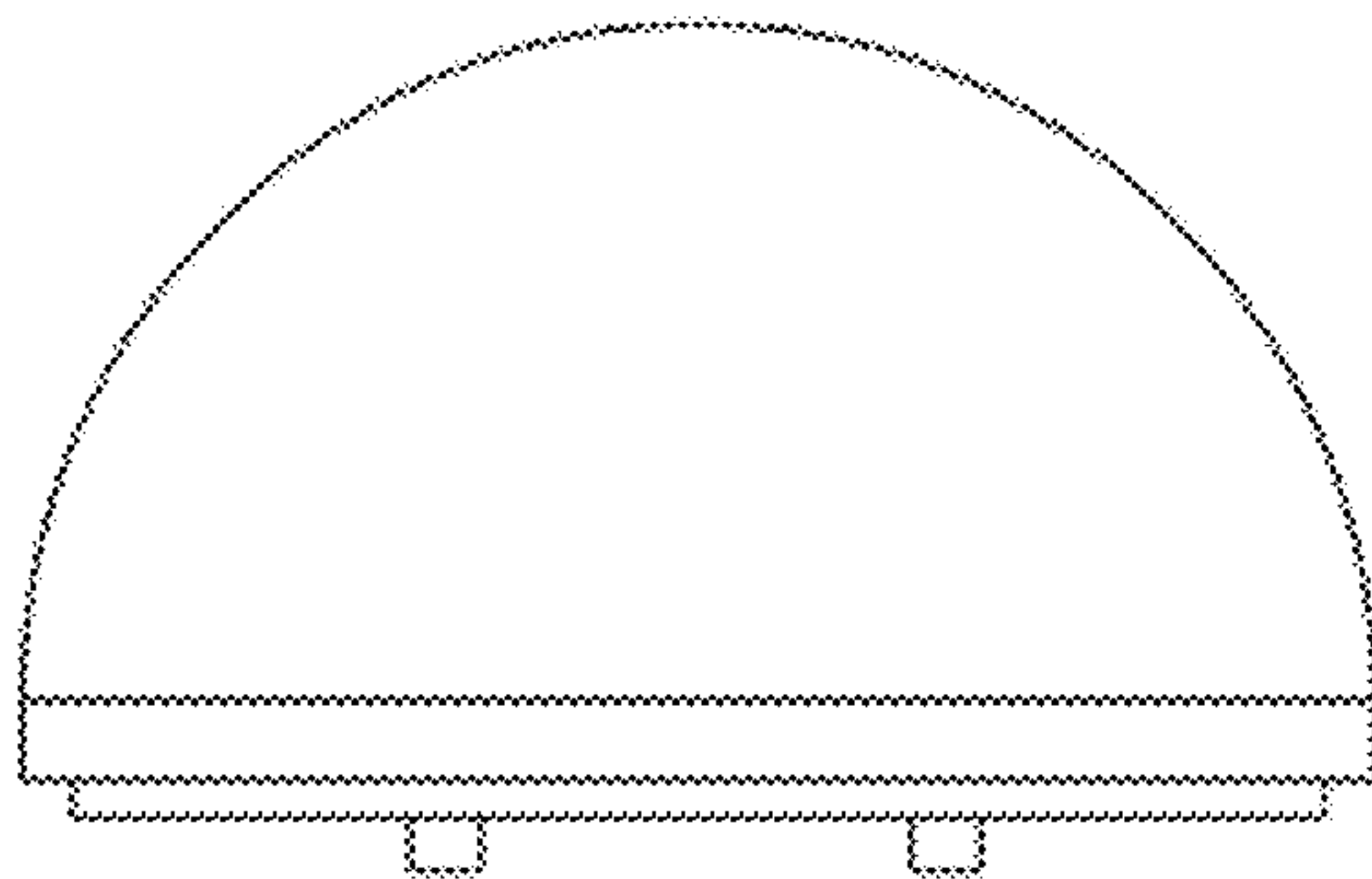


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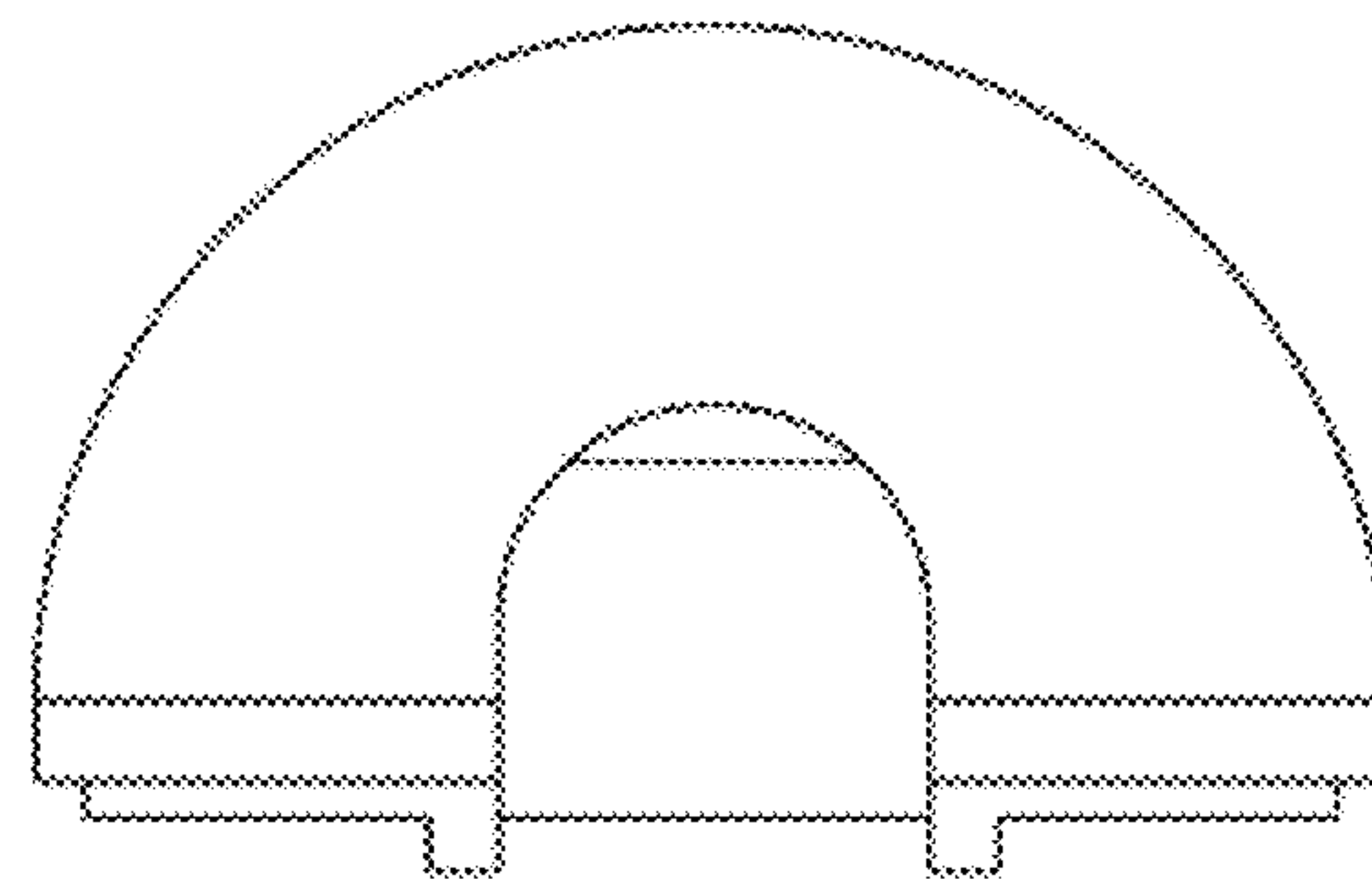


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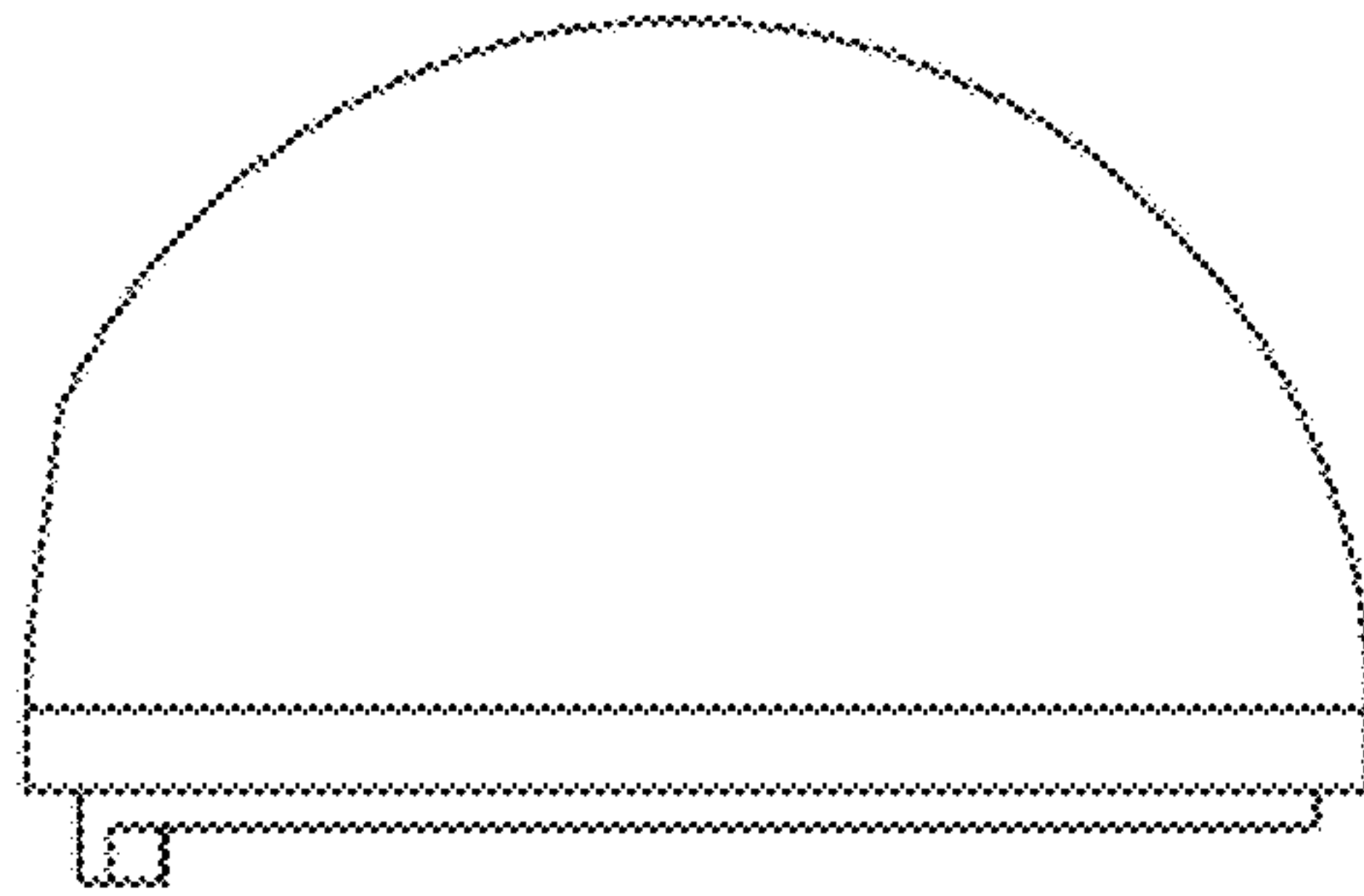


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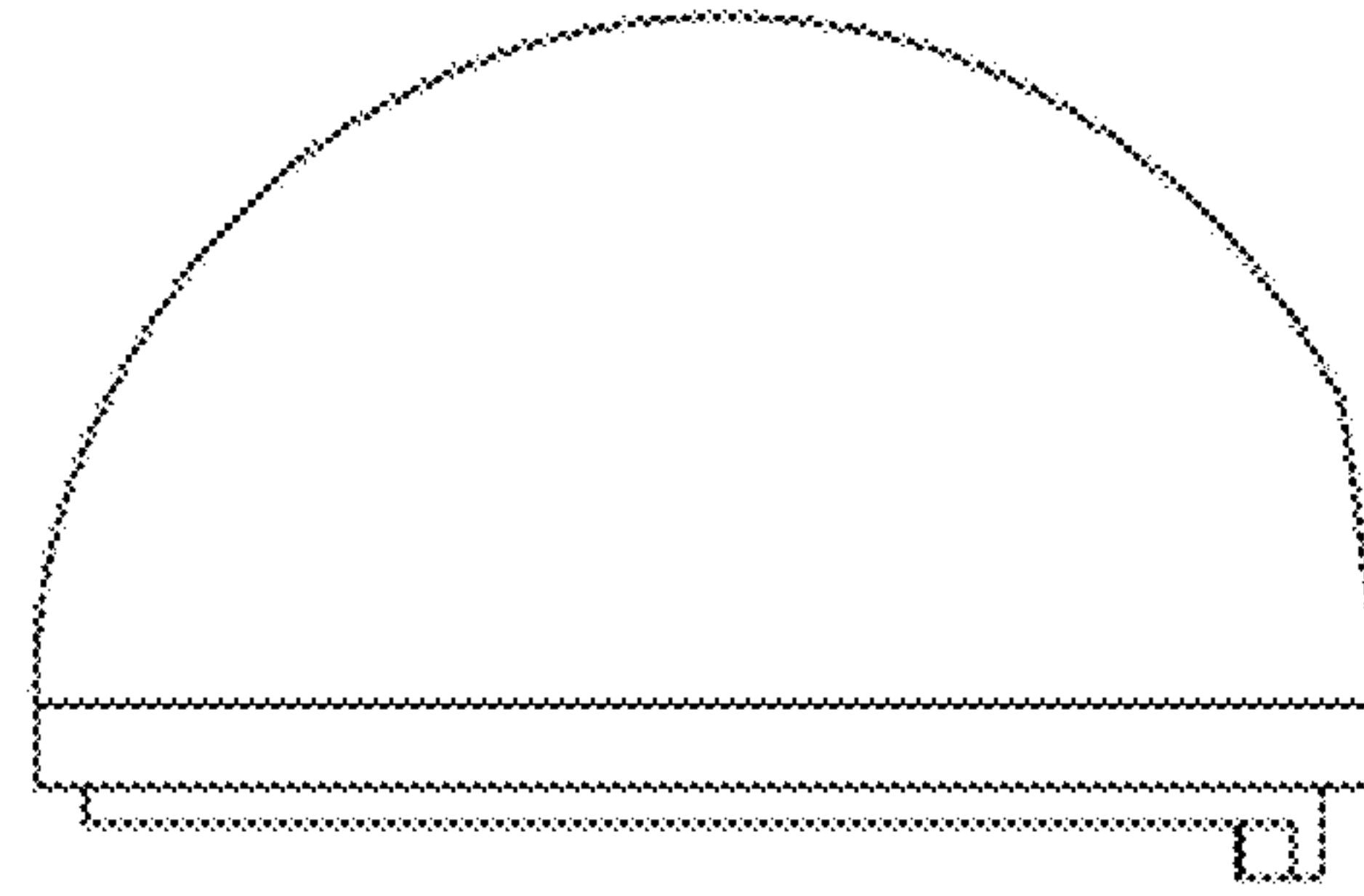


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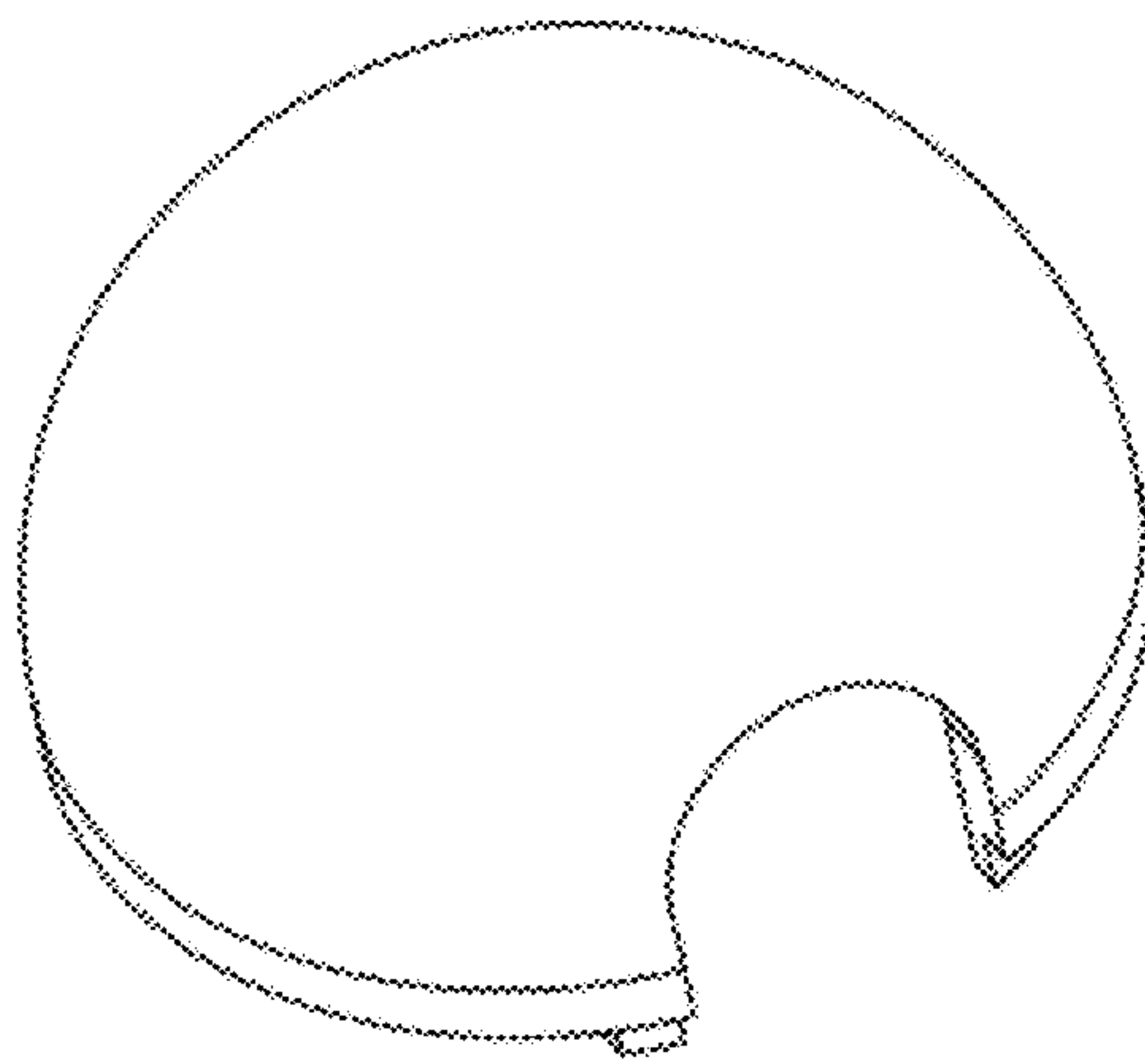


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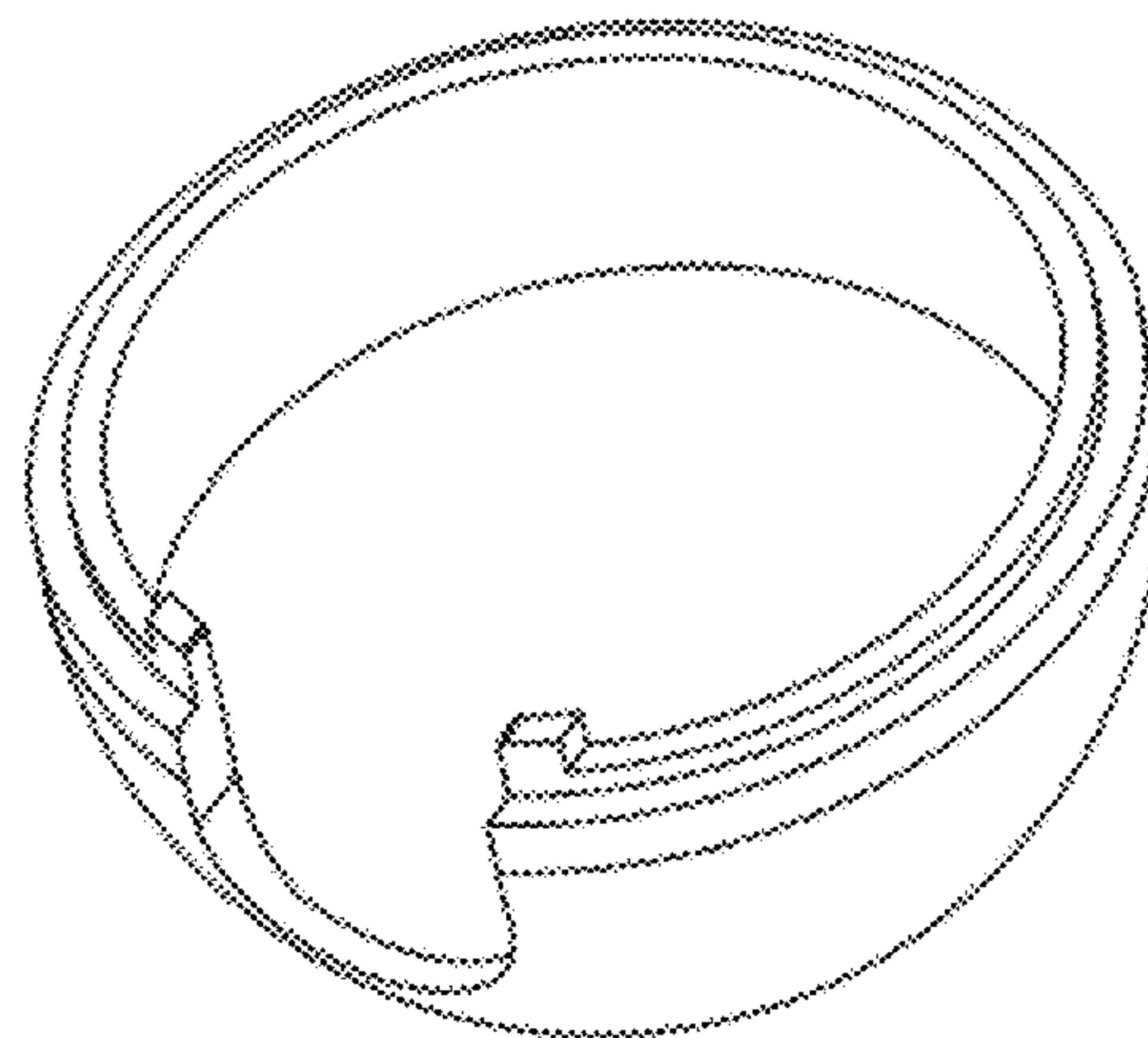


Fig. 73



Fig. 74



Fig. 75

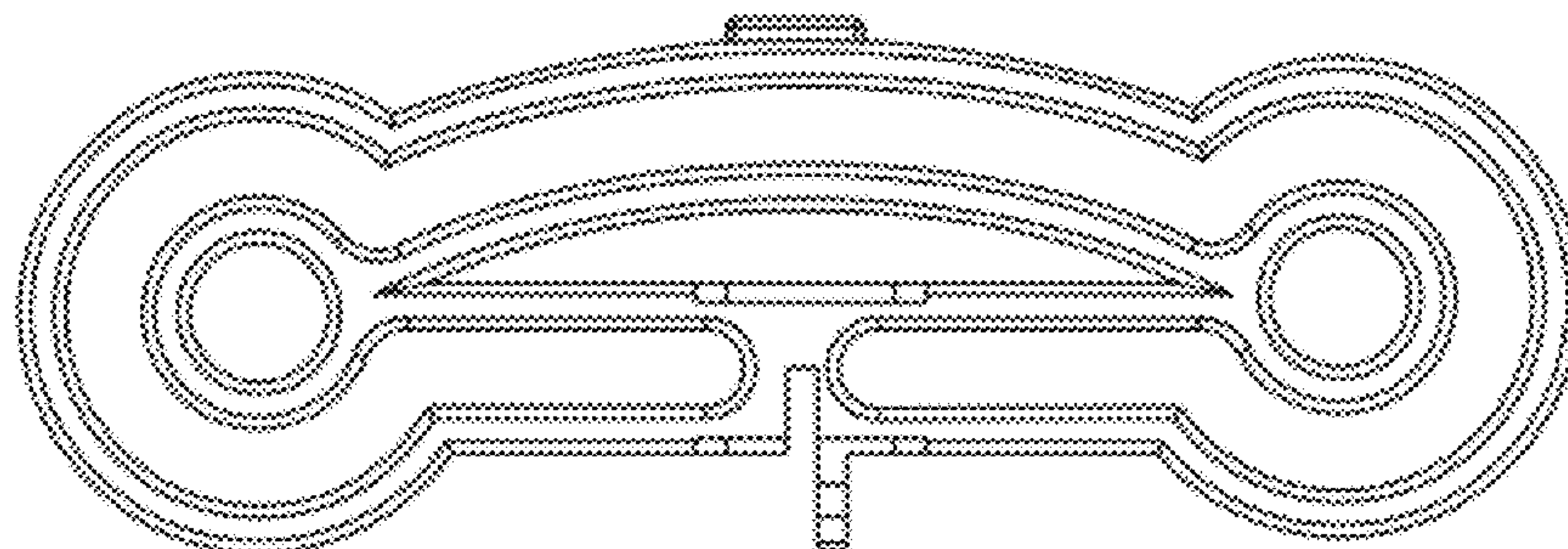


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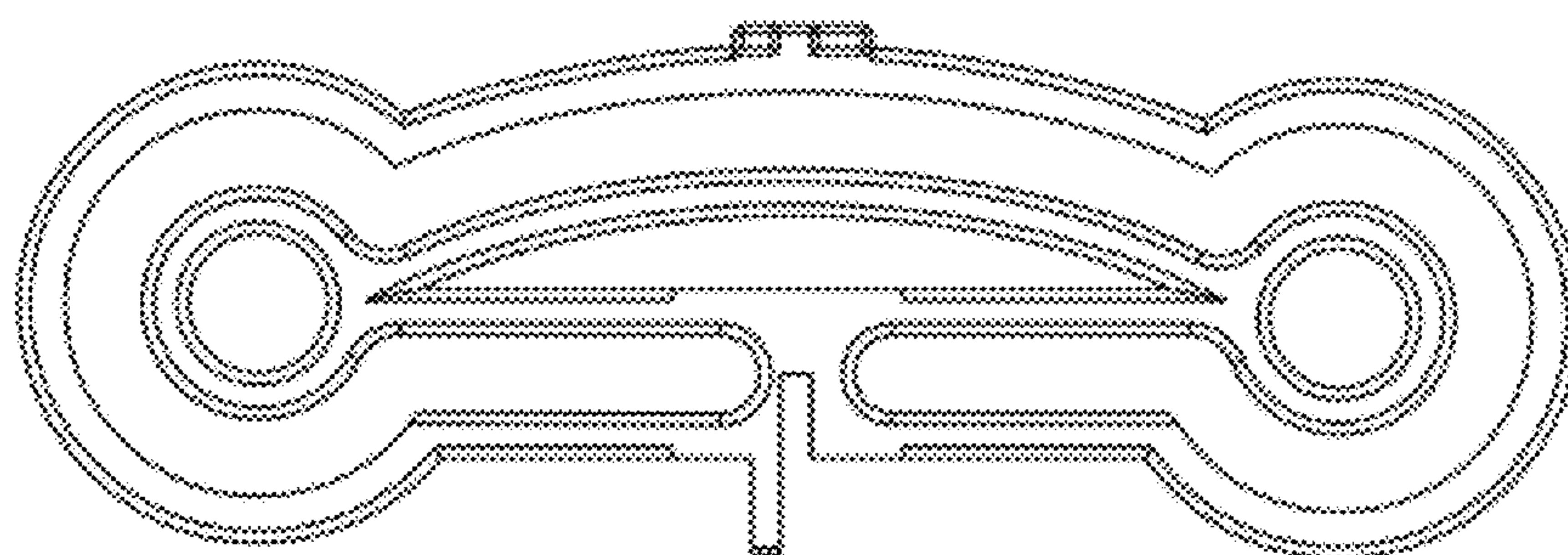


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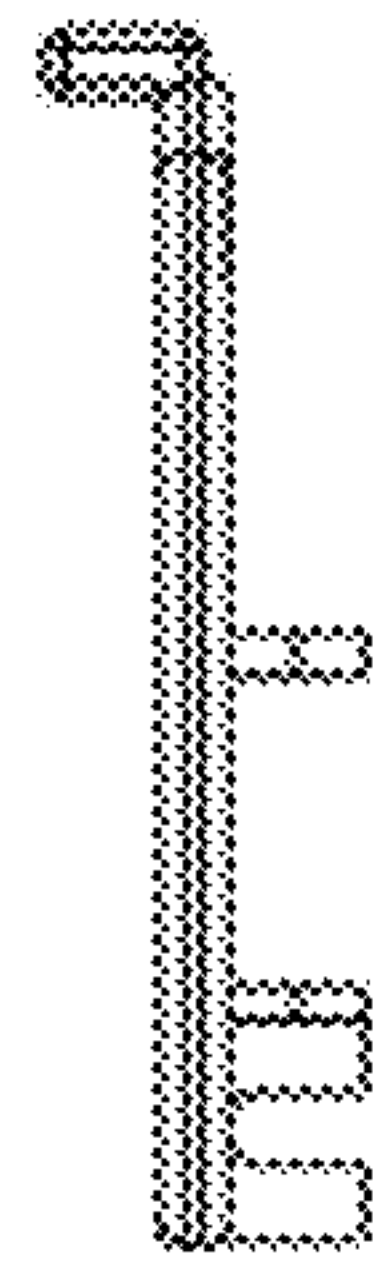


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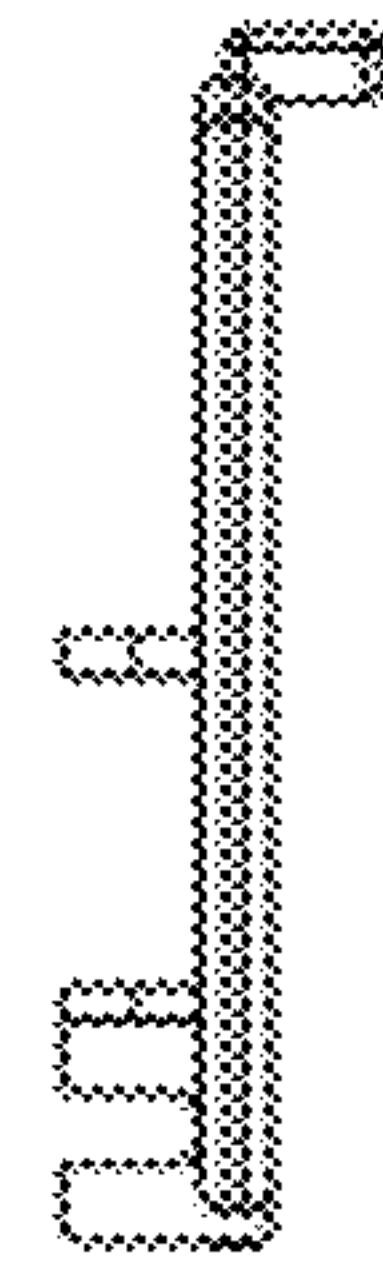


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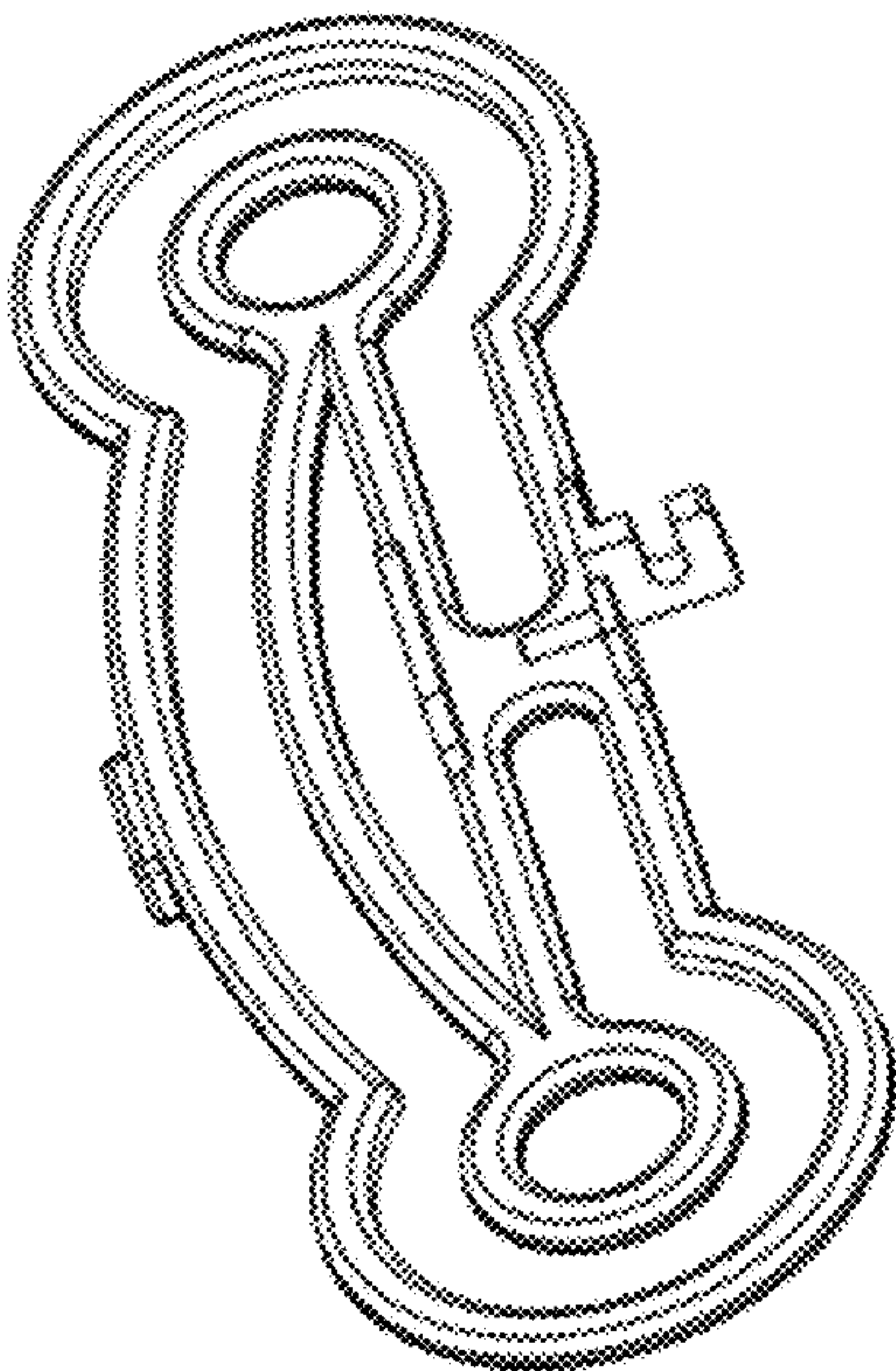


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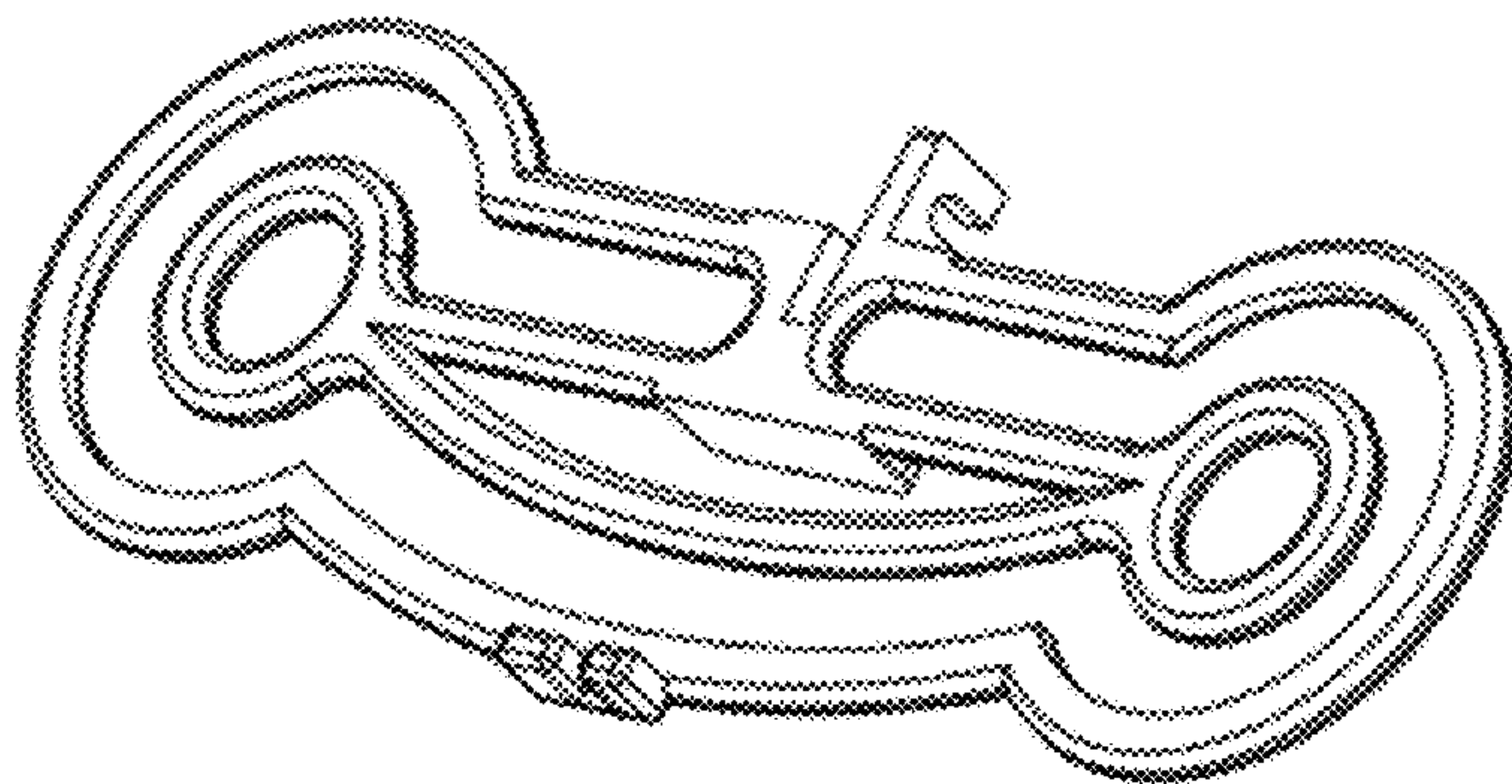


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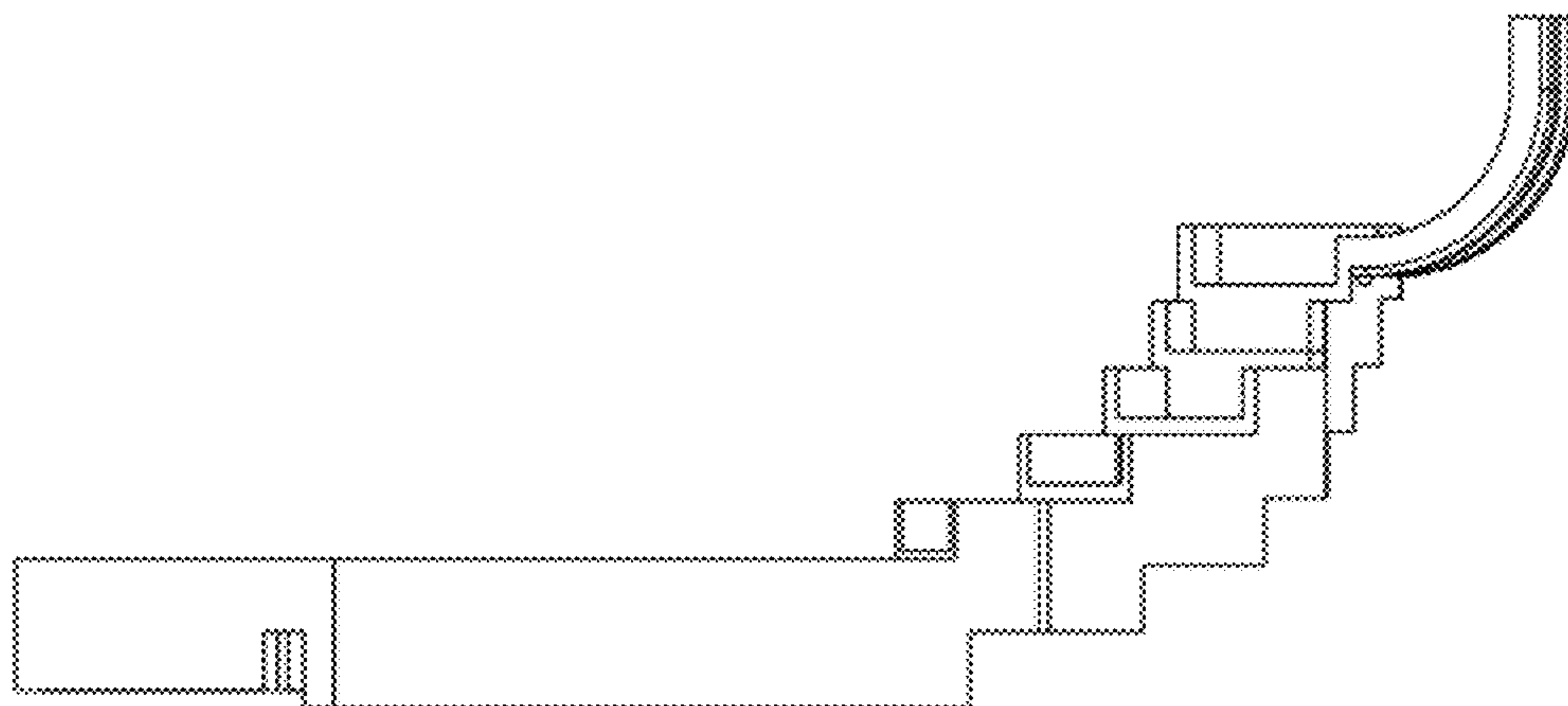


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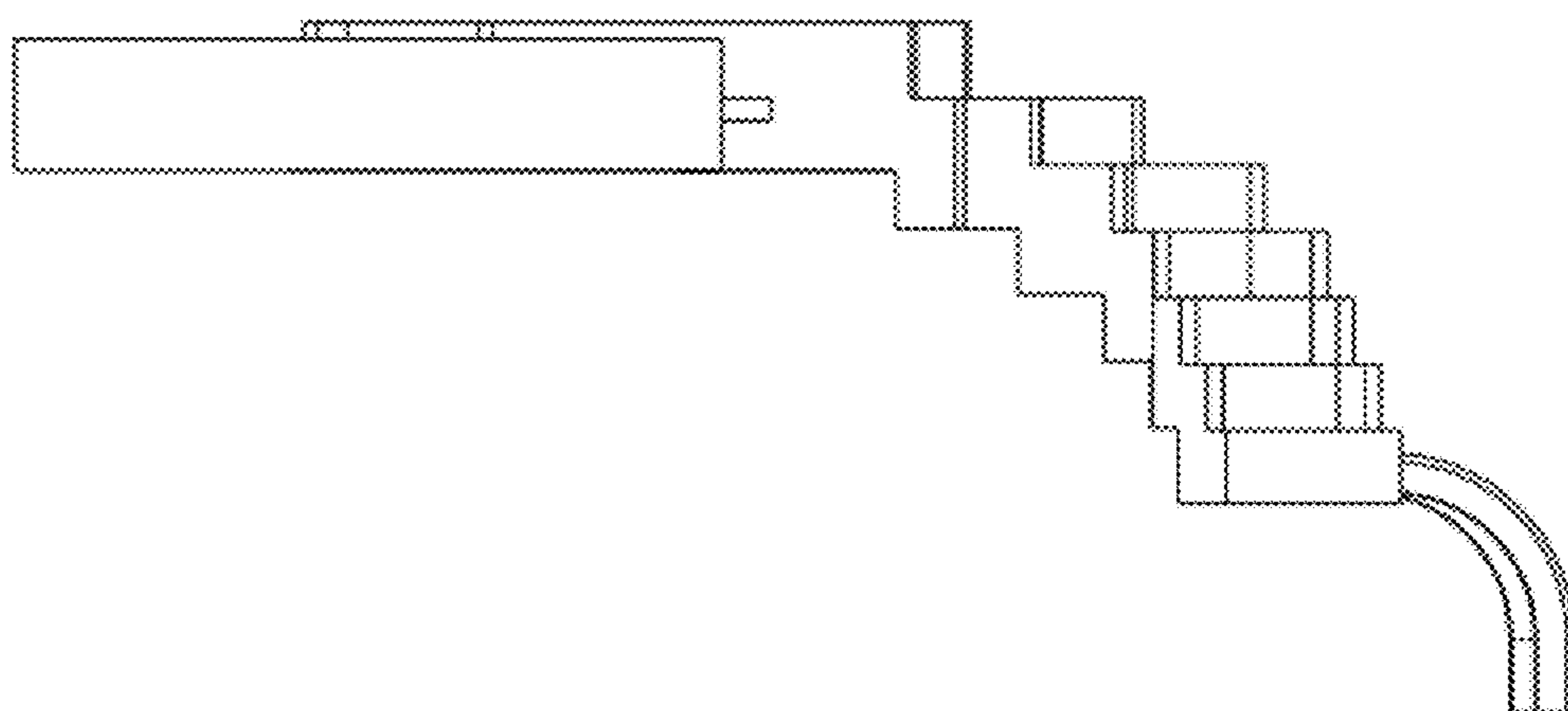


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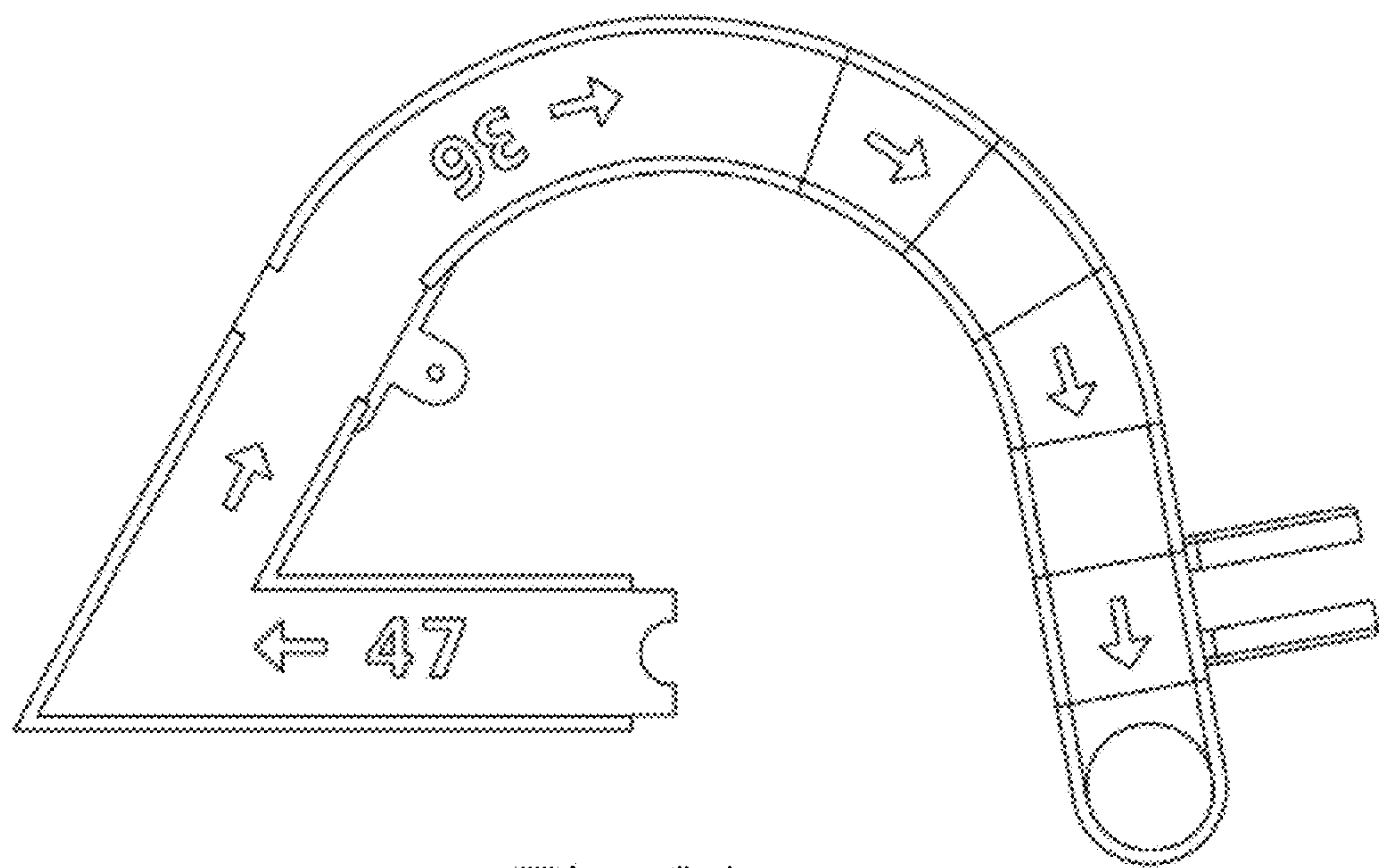


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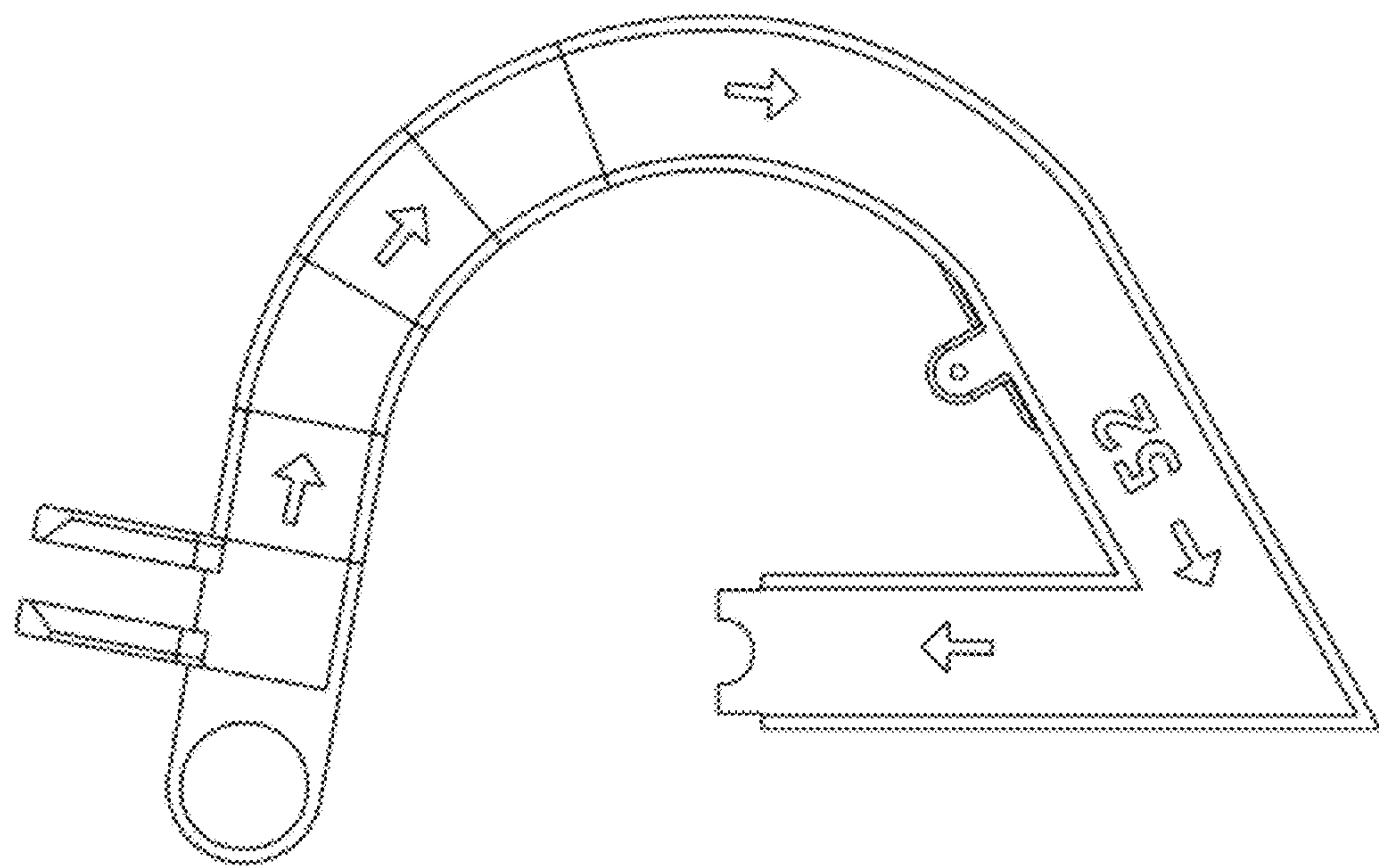


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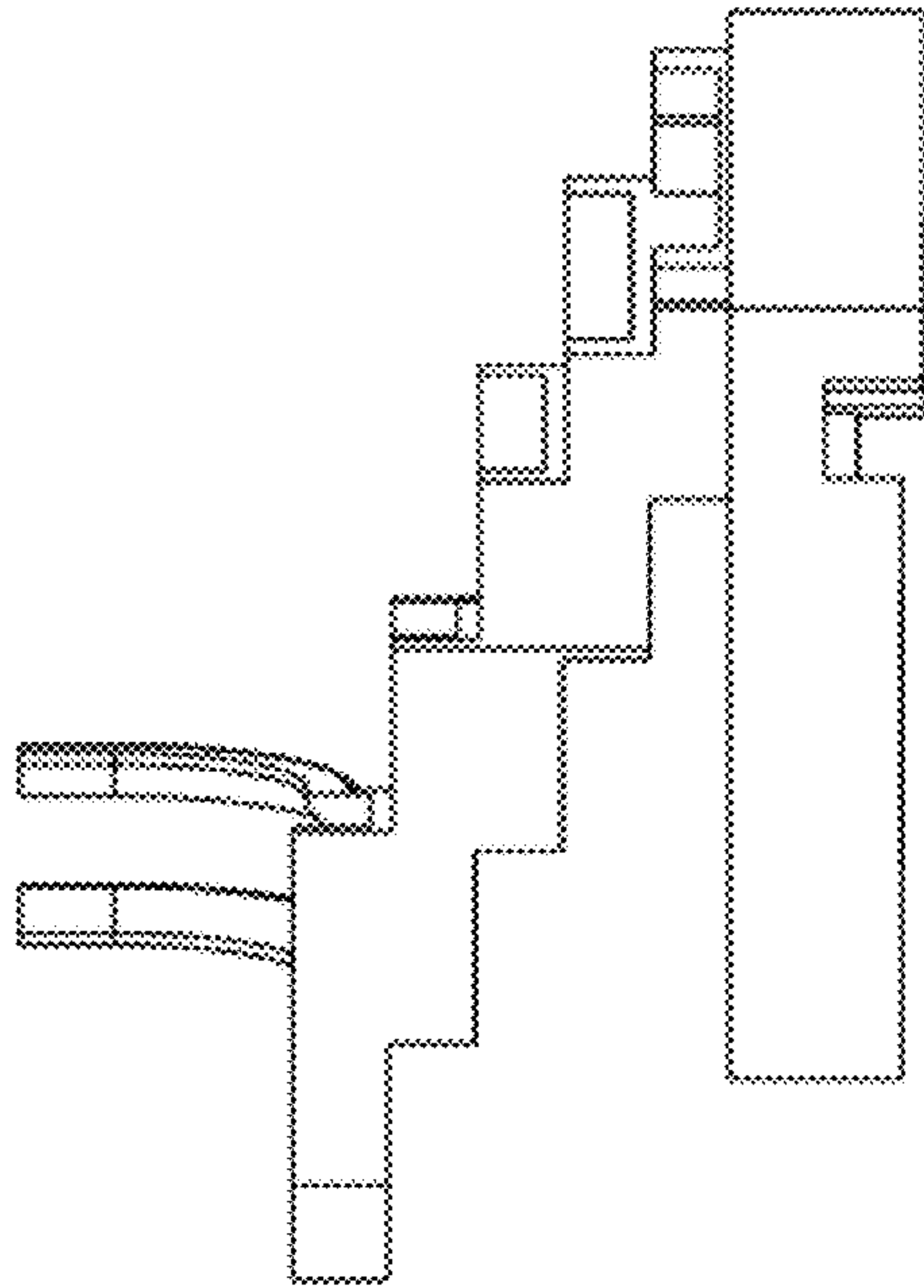


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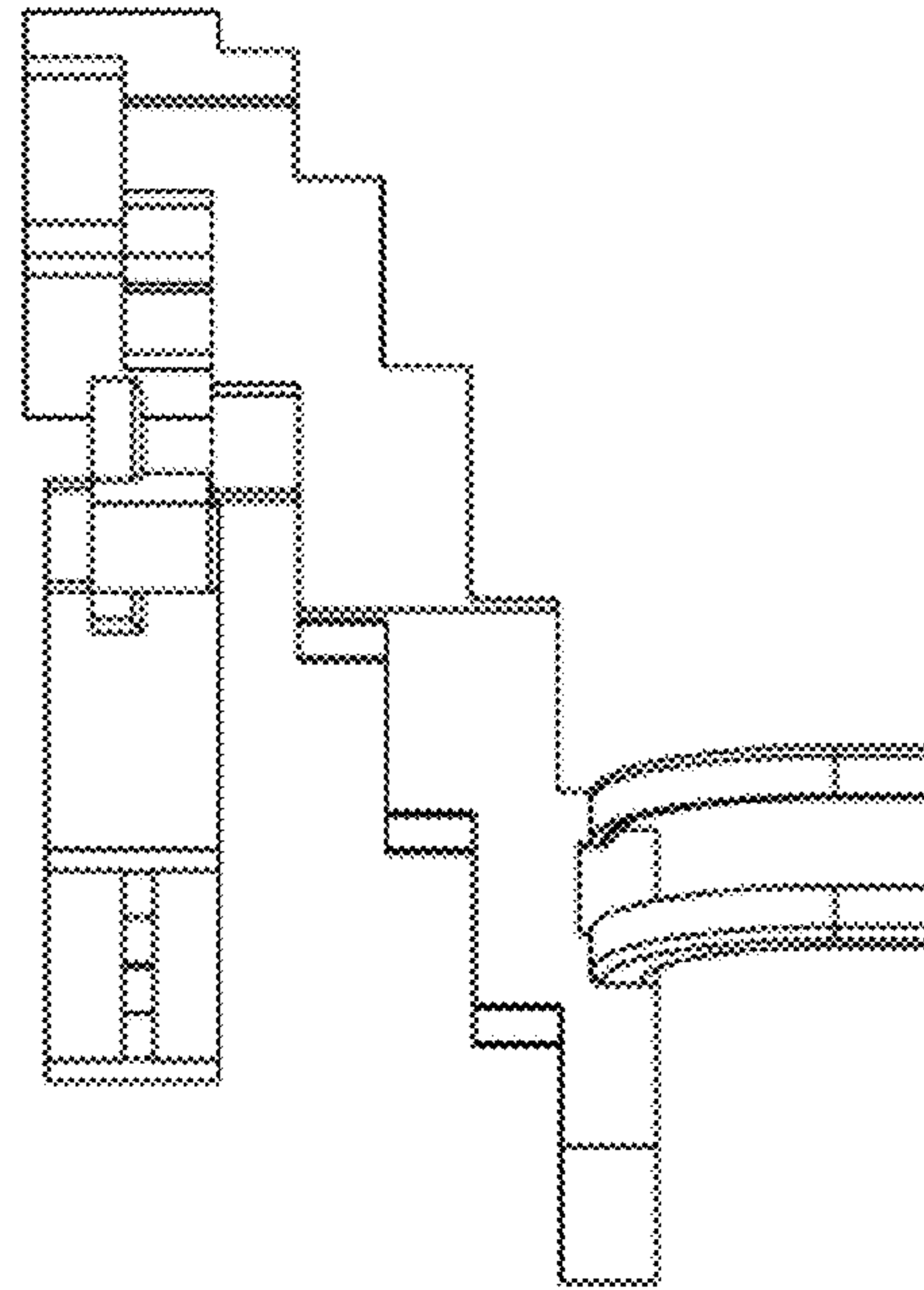


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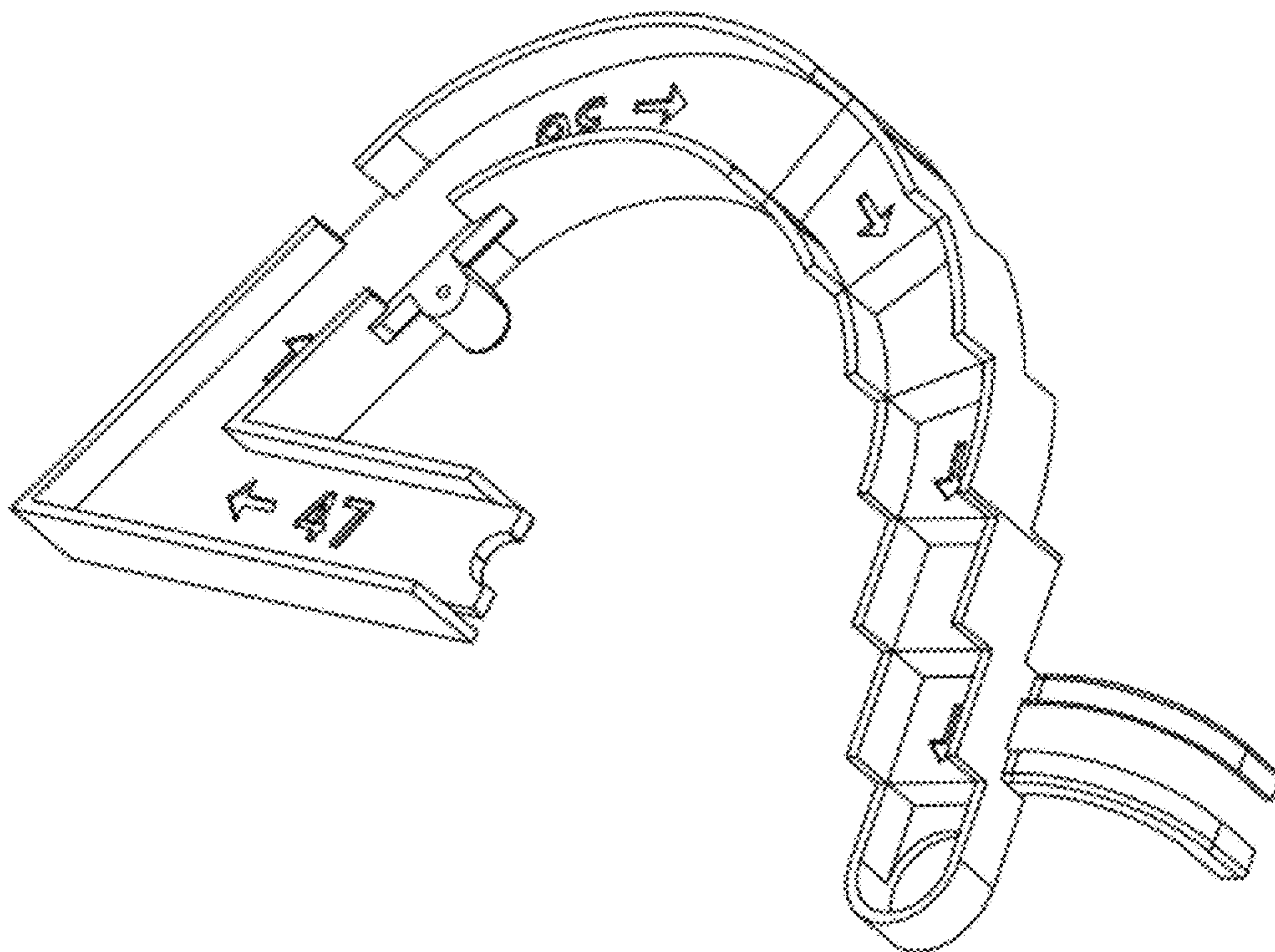


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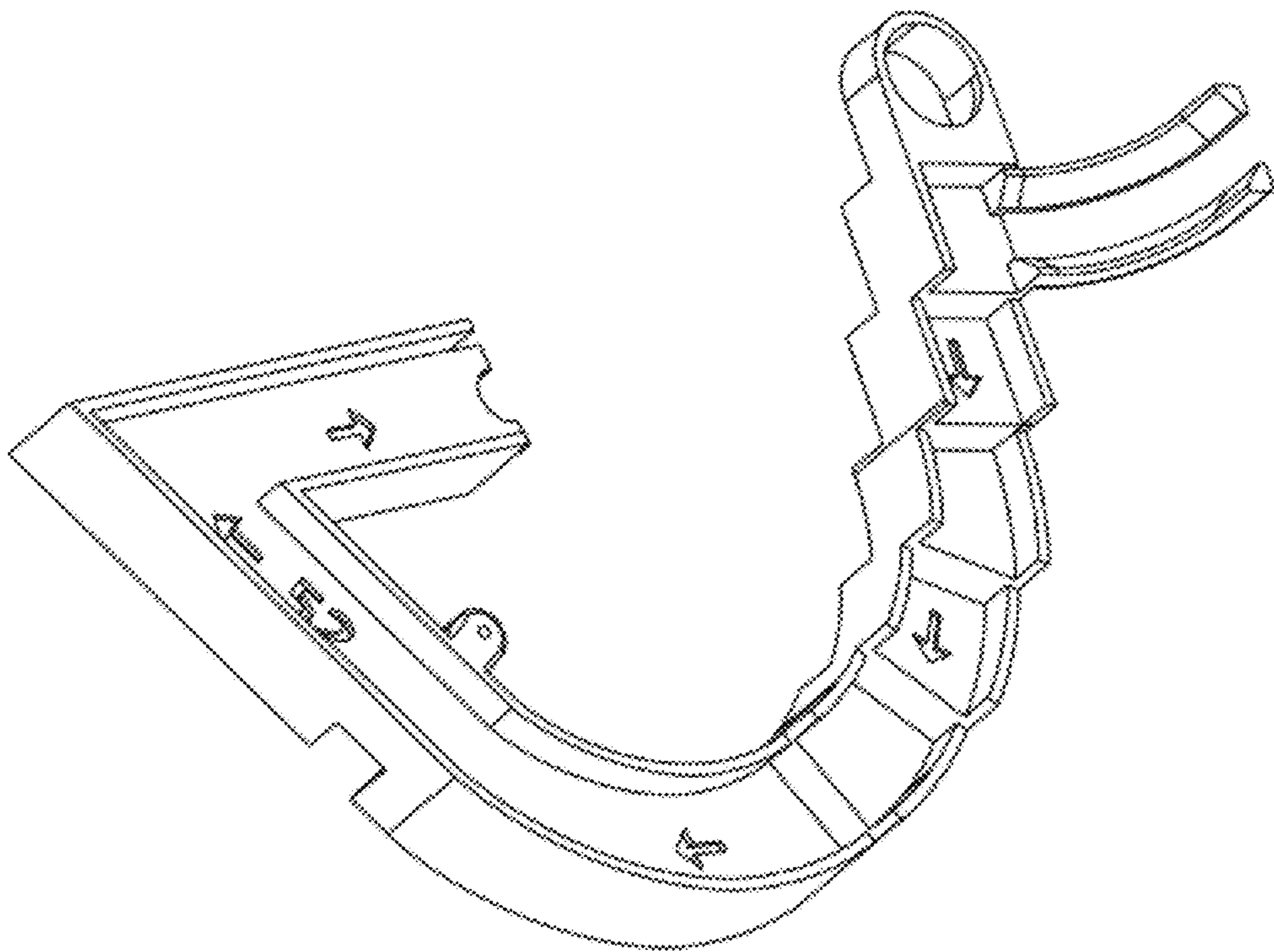


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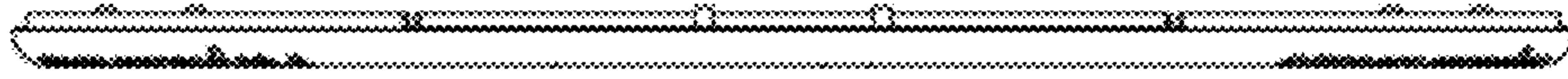


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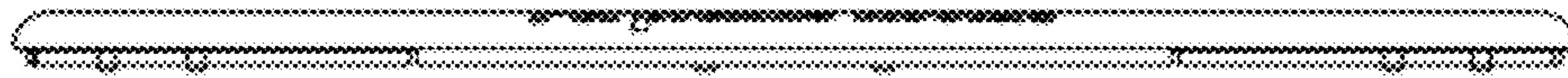


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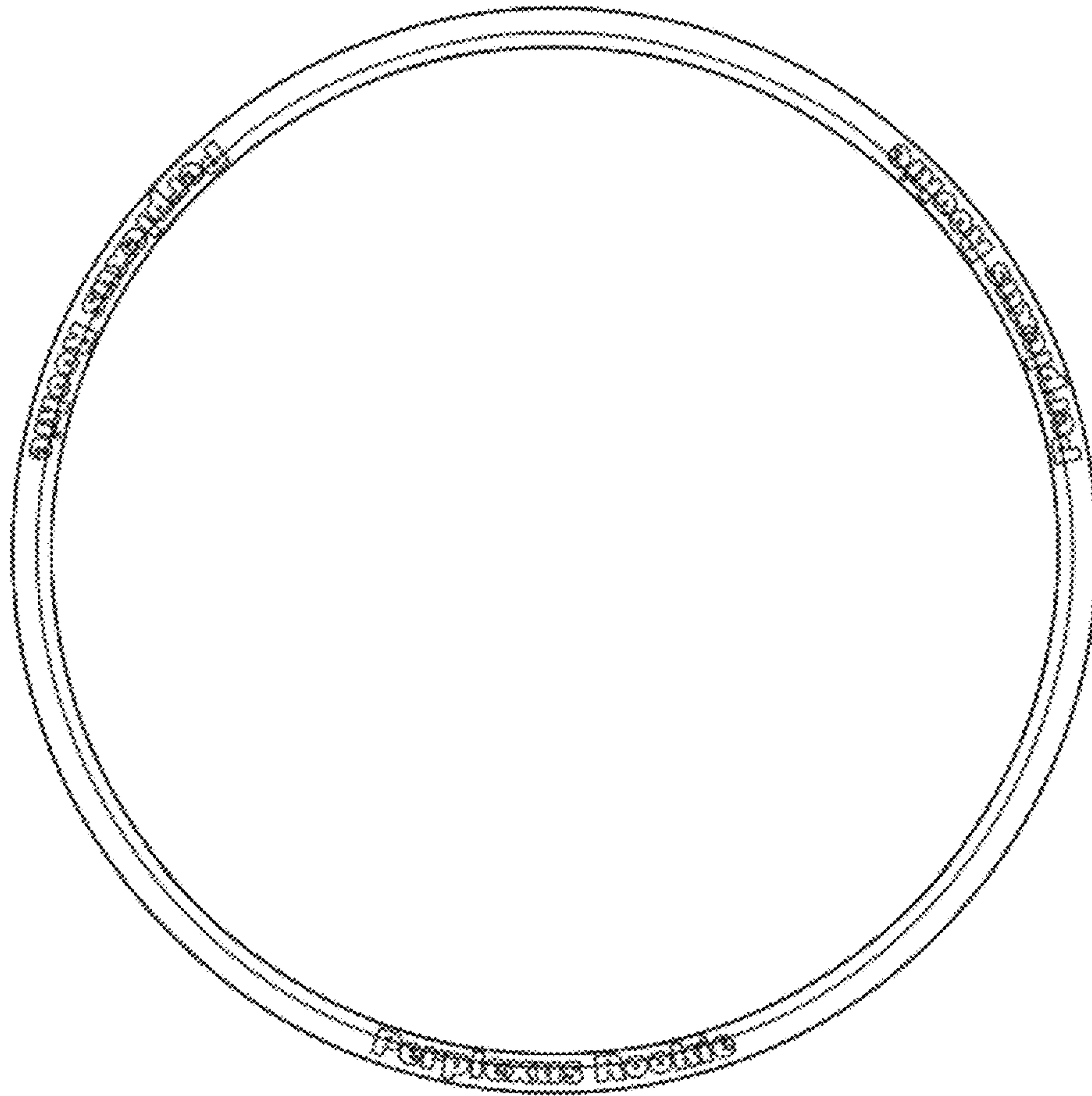


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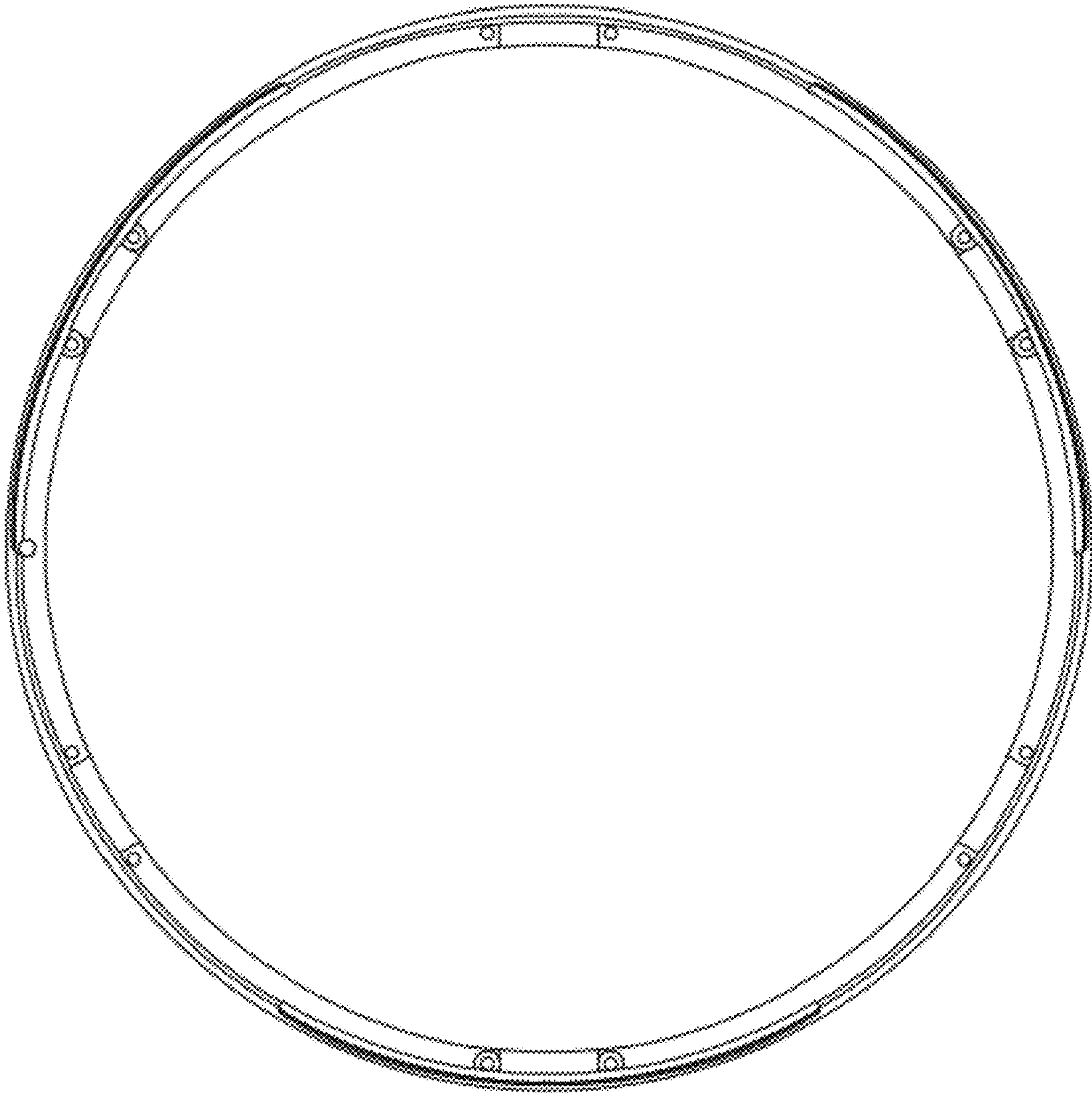


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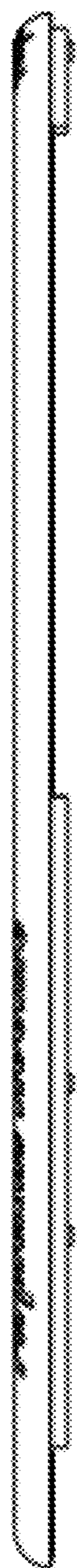


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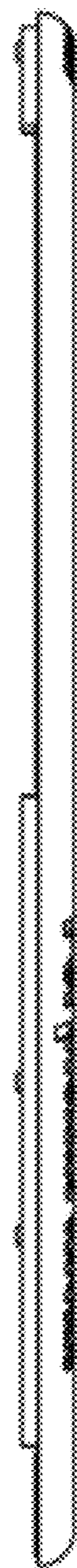


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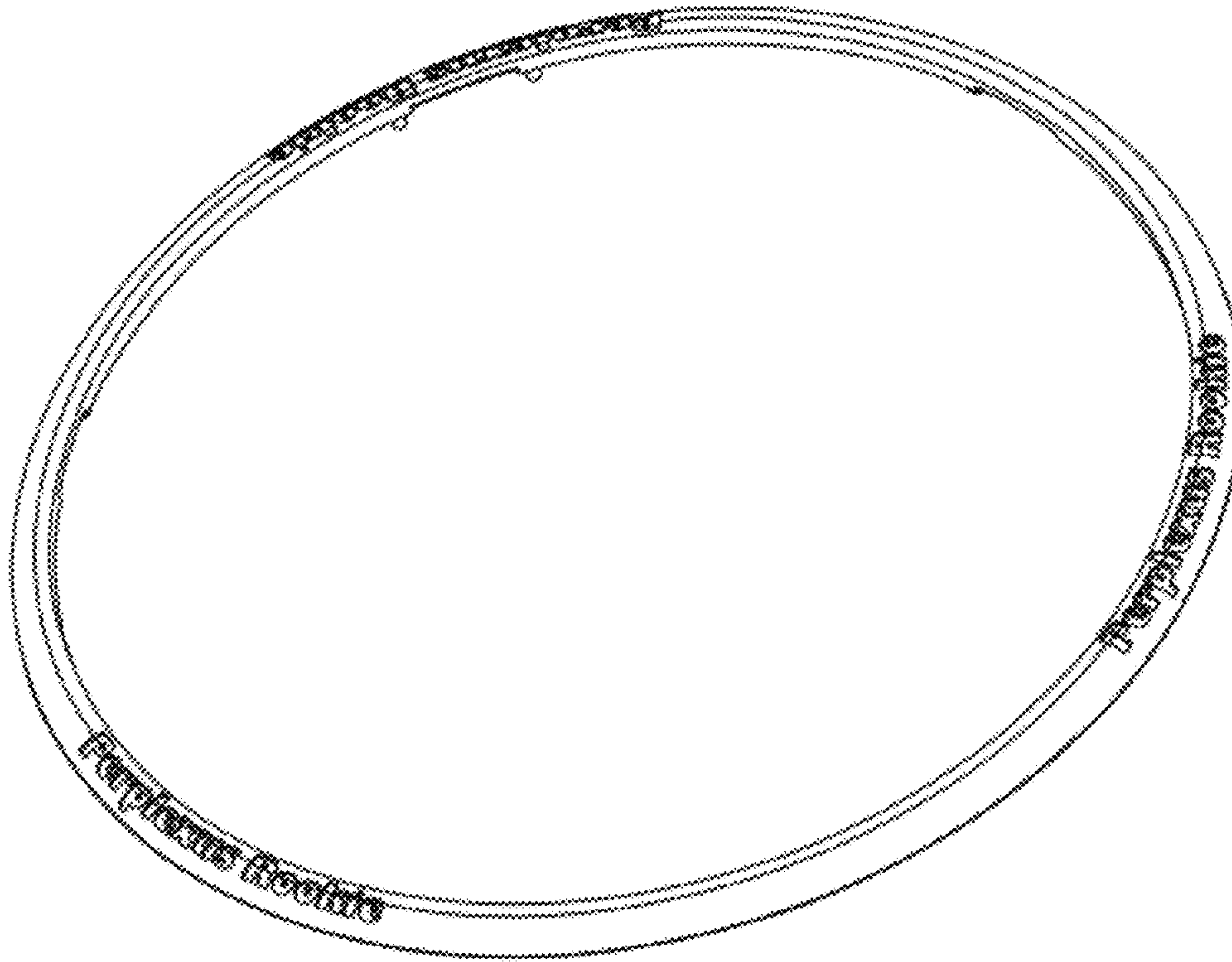


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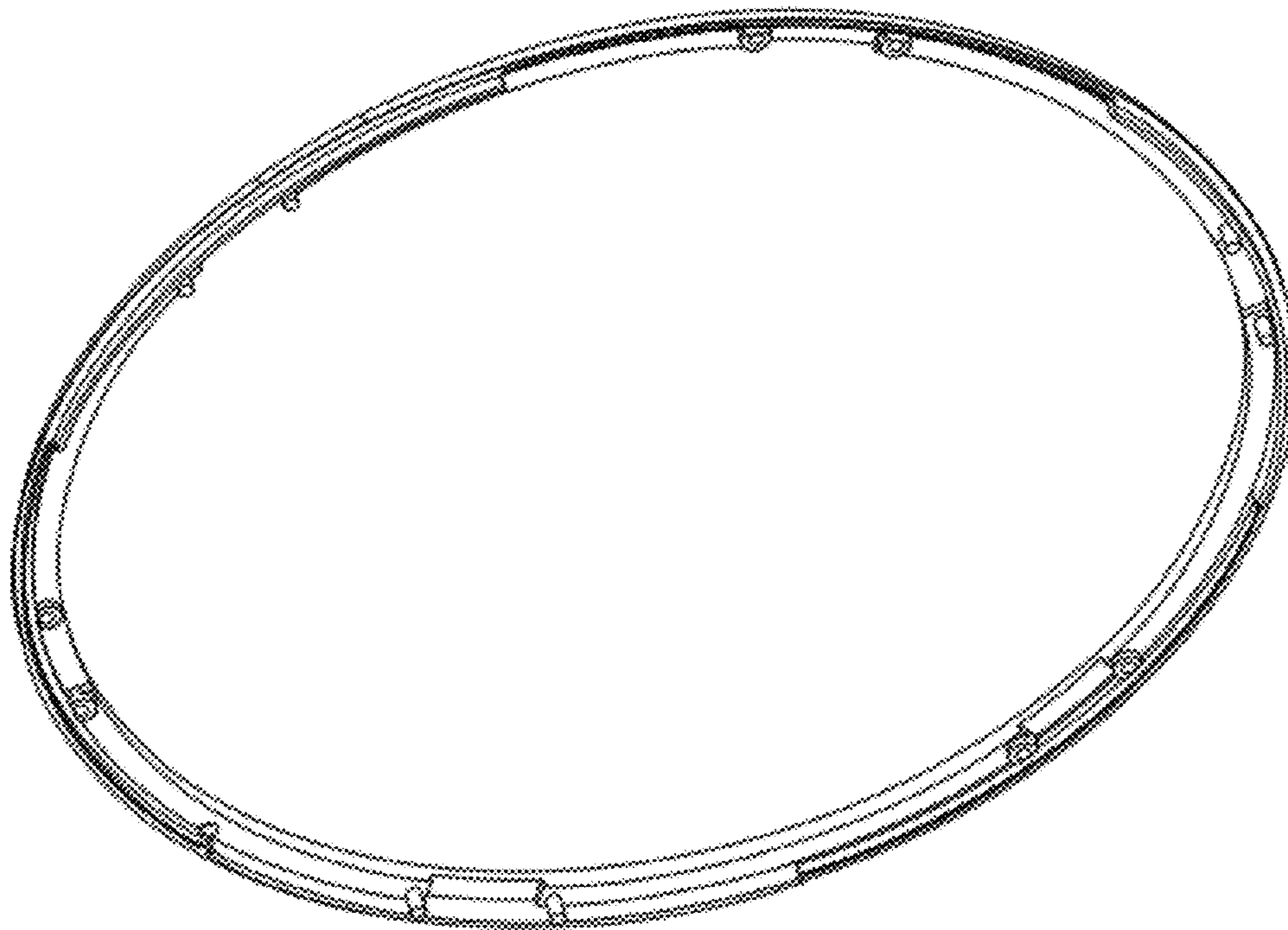


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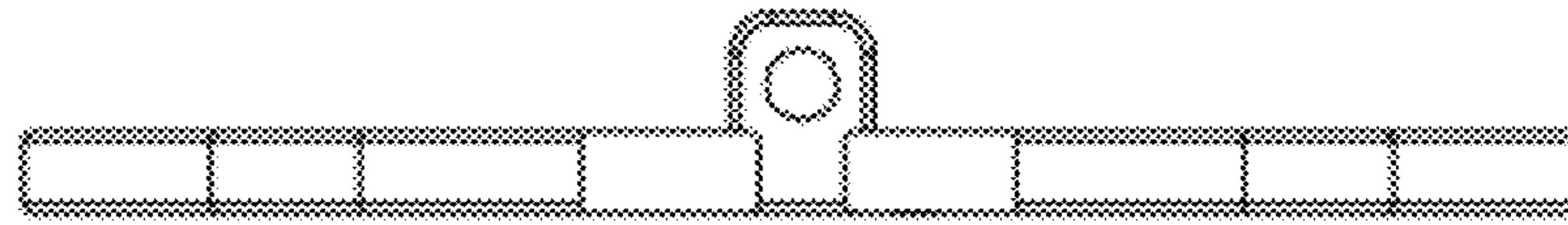


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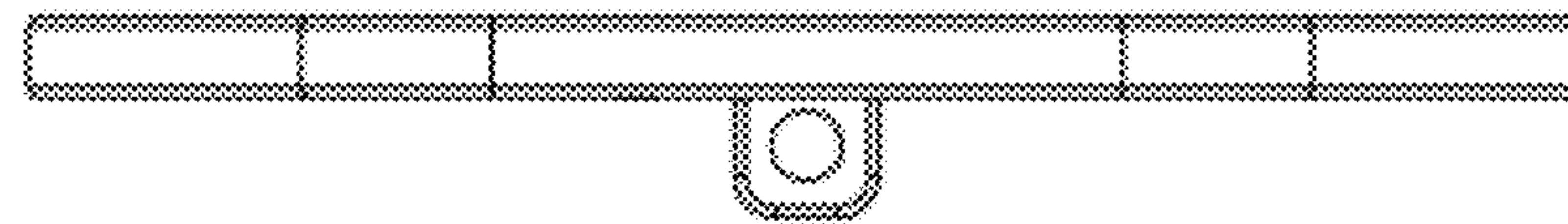


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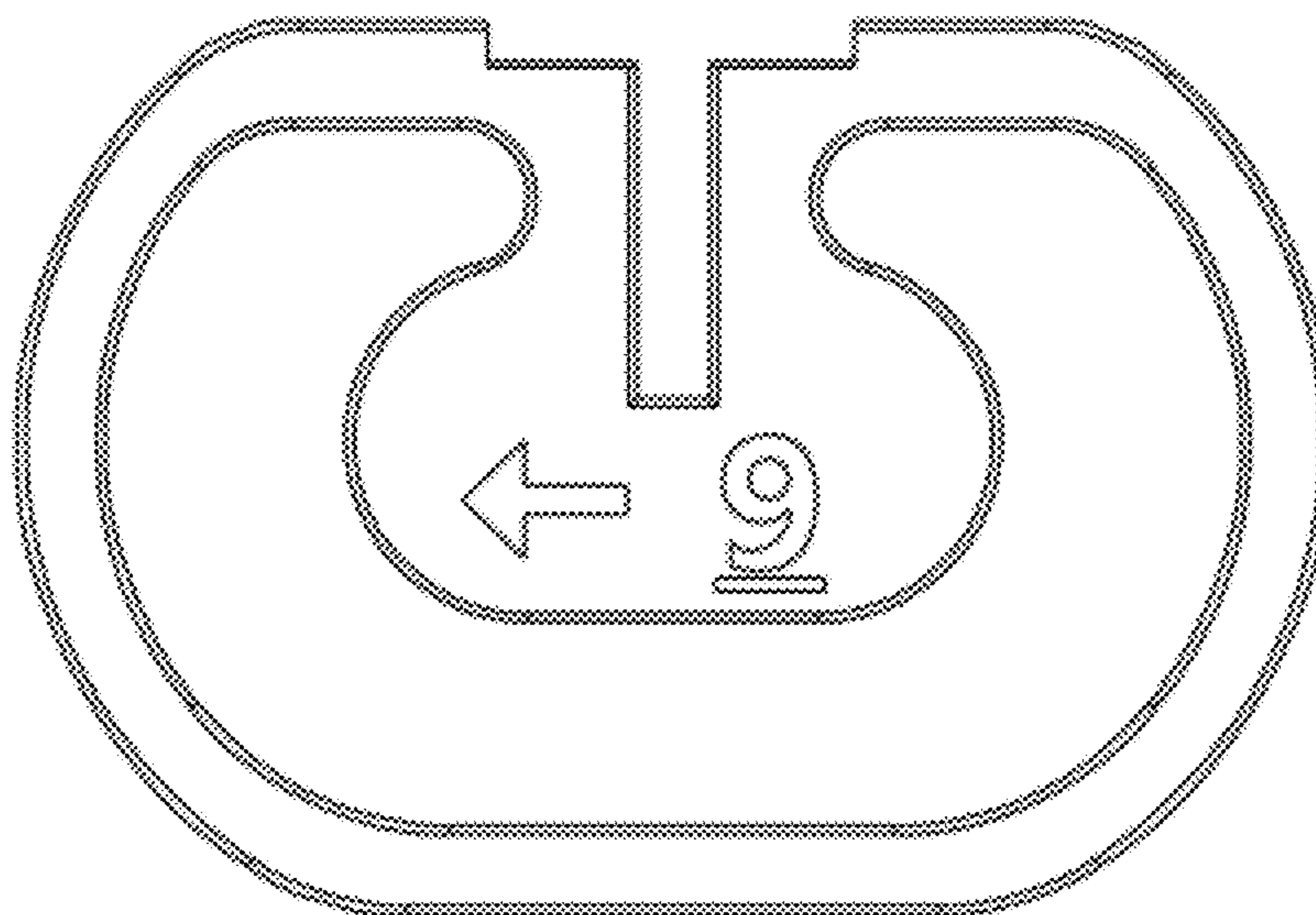


Fig. 100

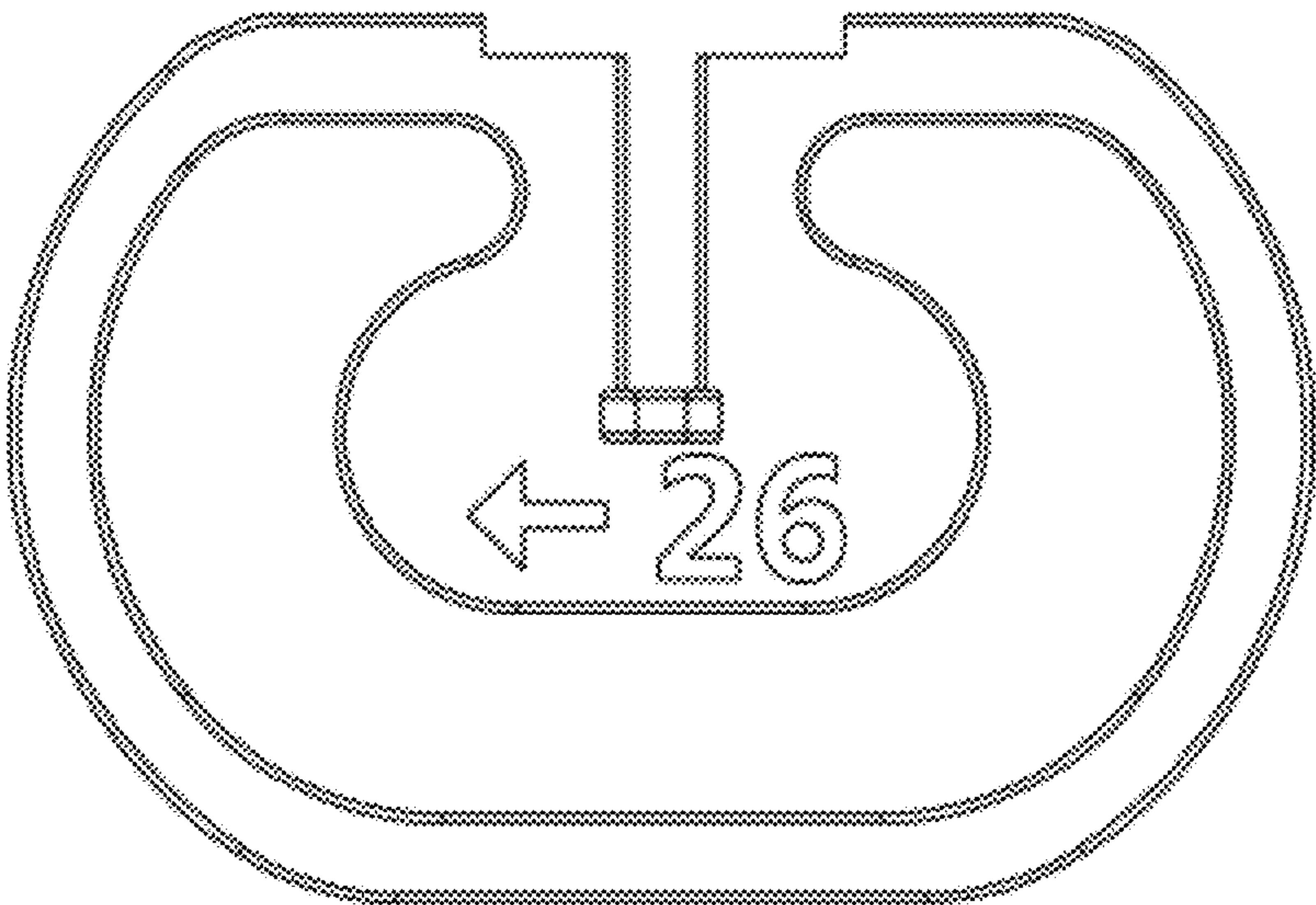


Fig. 101

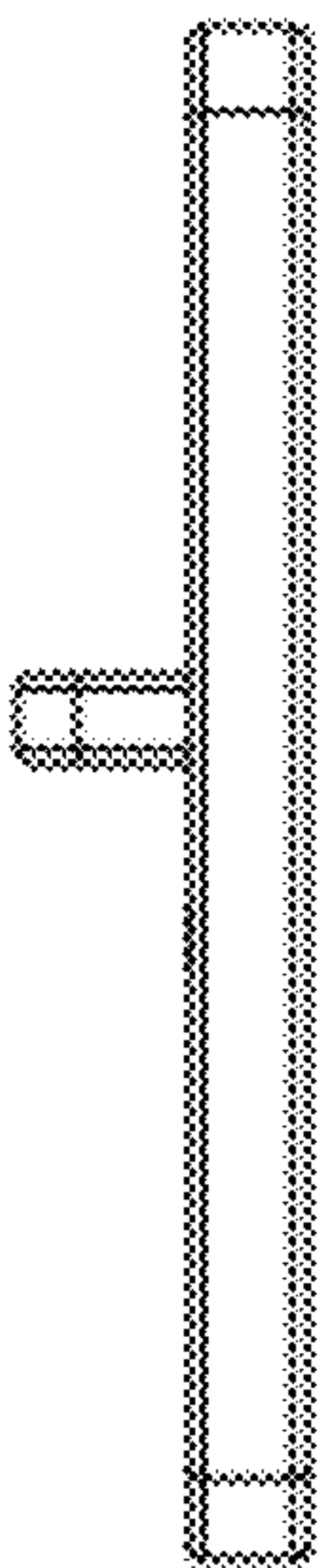


Fig. 102

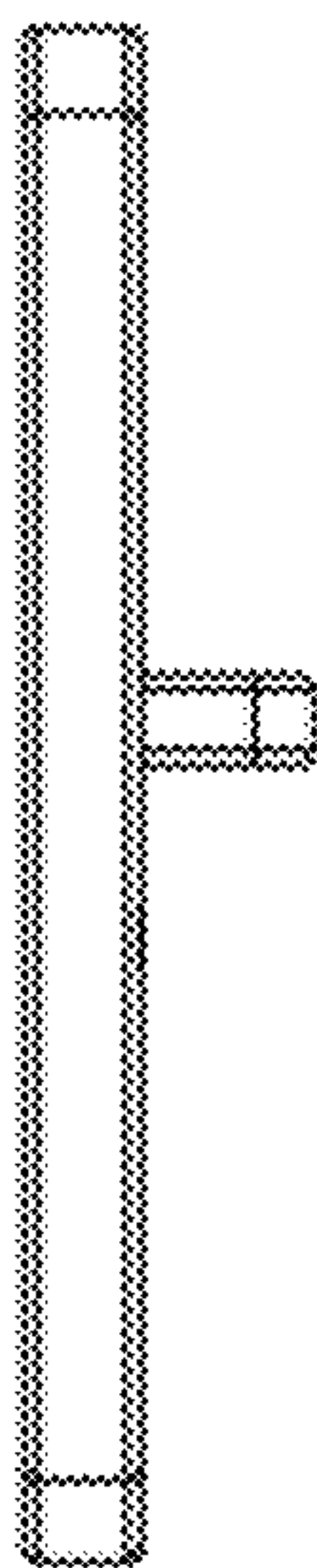


Fig. 103

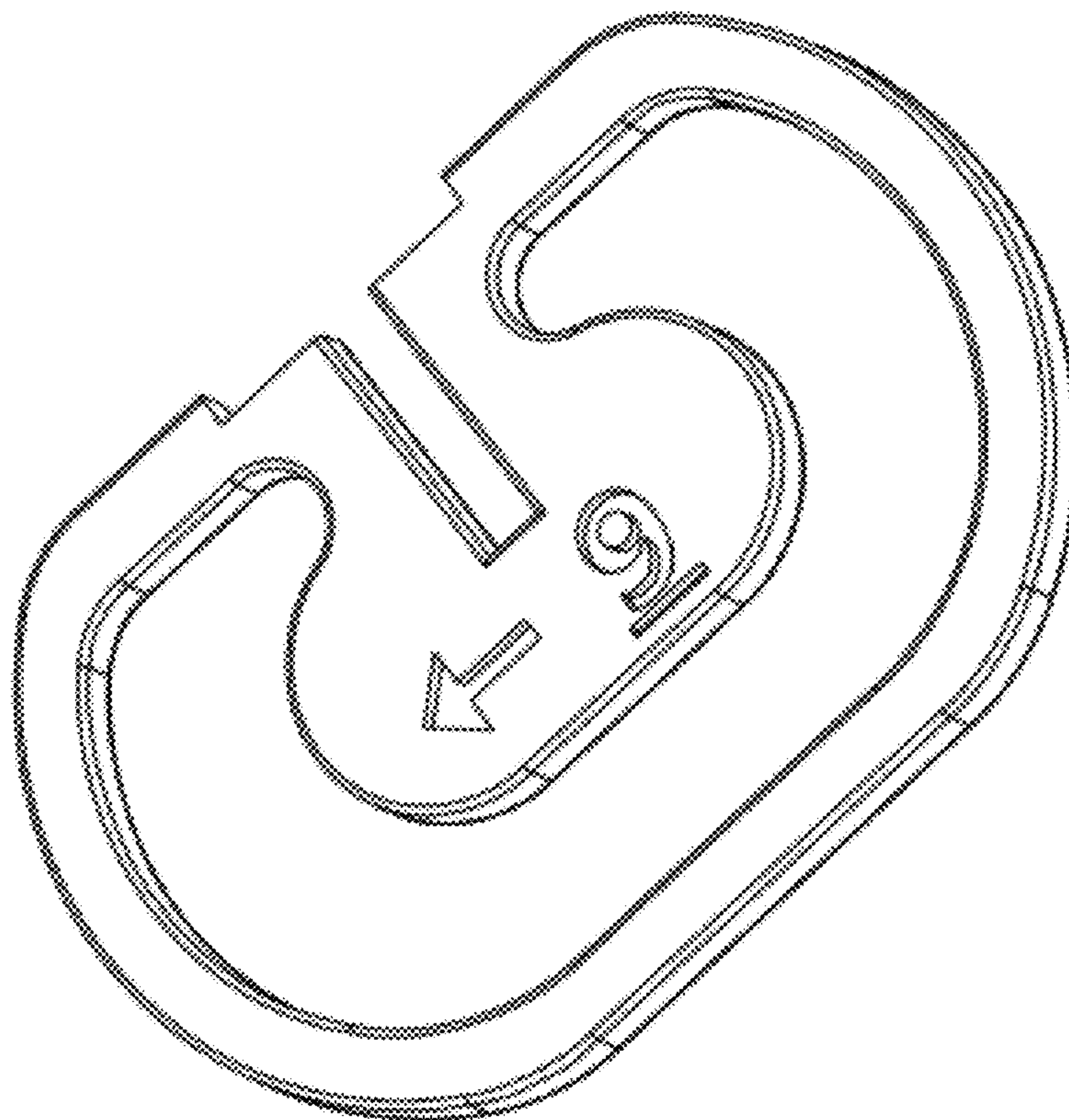


Fig. 104

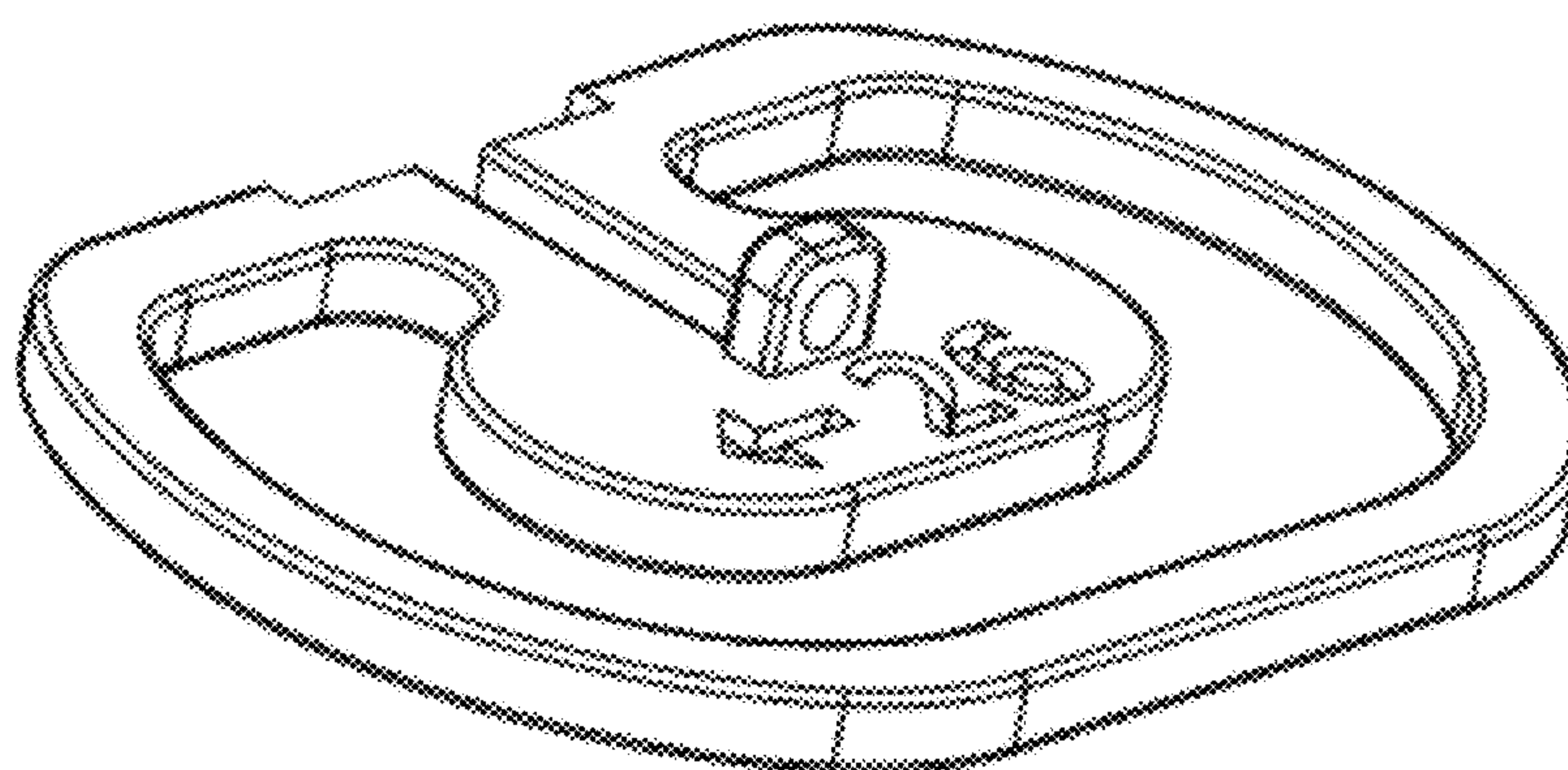


Fig. 105



Fig. 106



Fig. 107

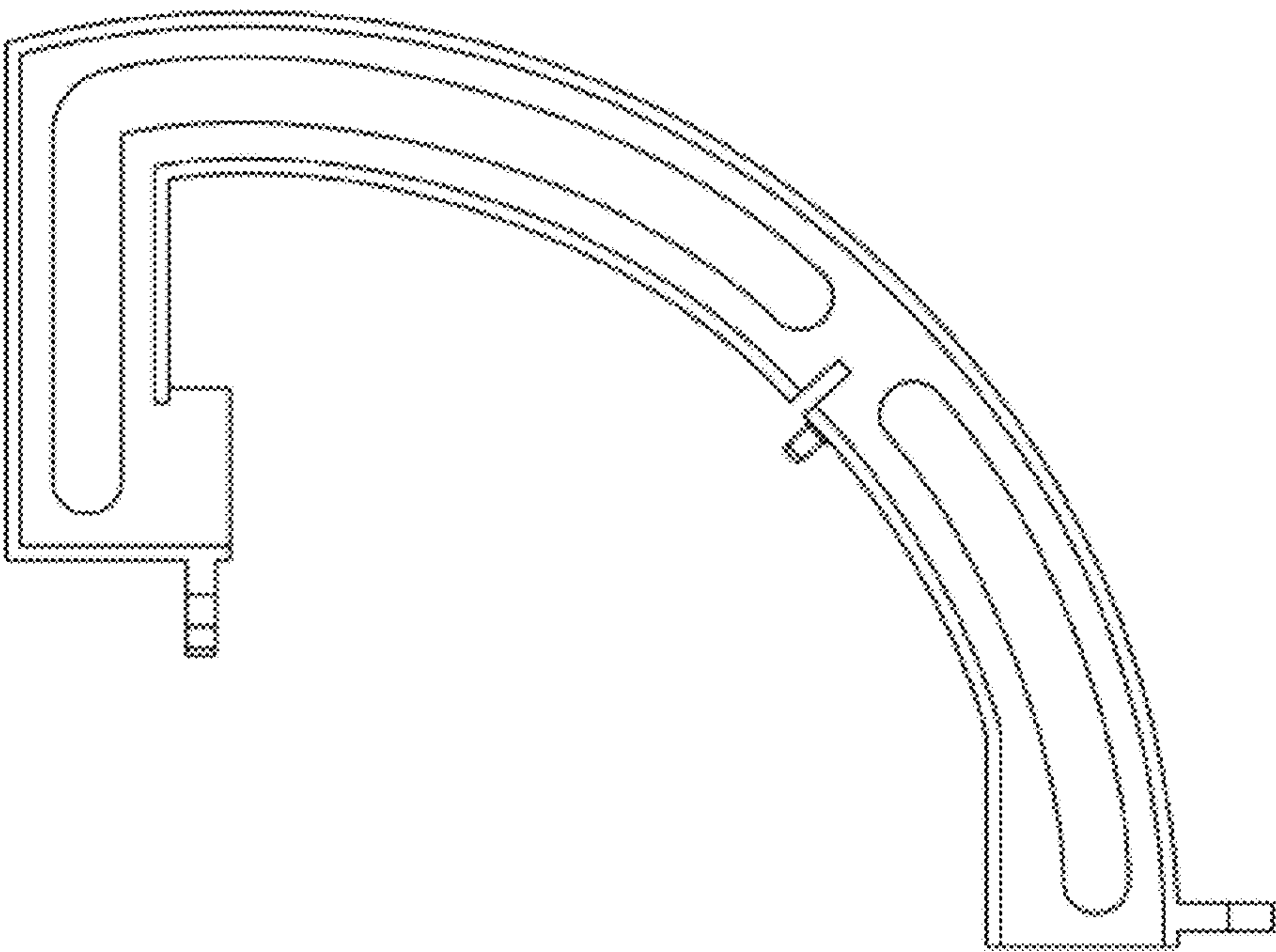


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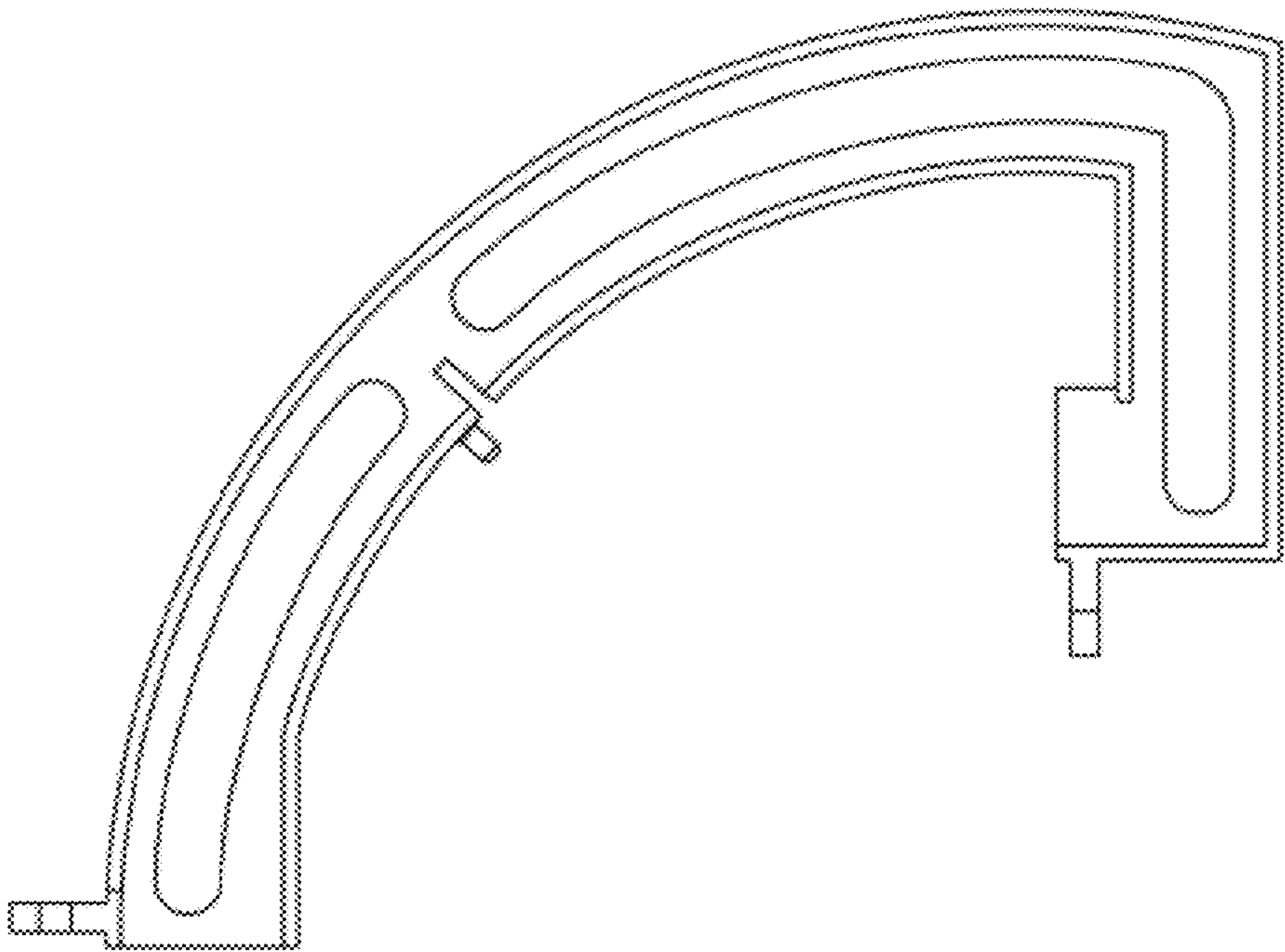


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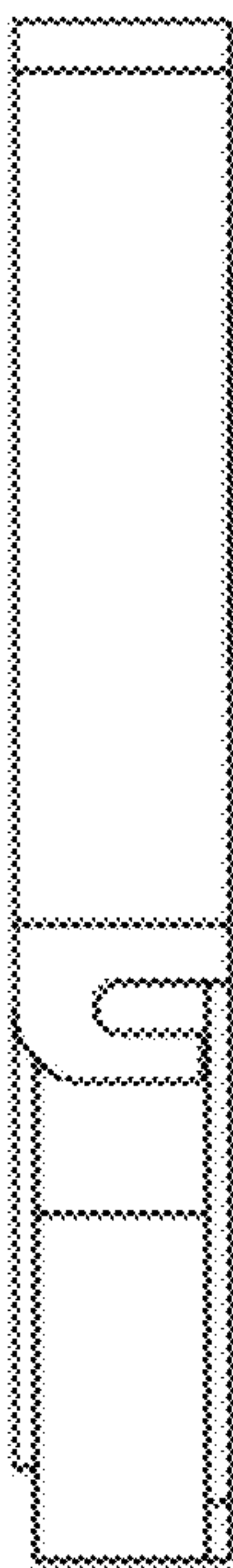


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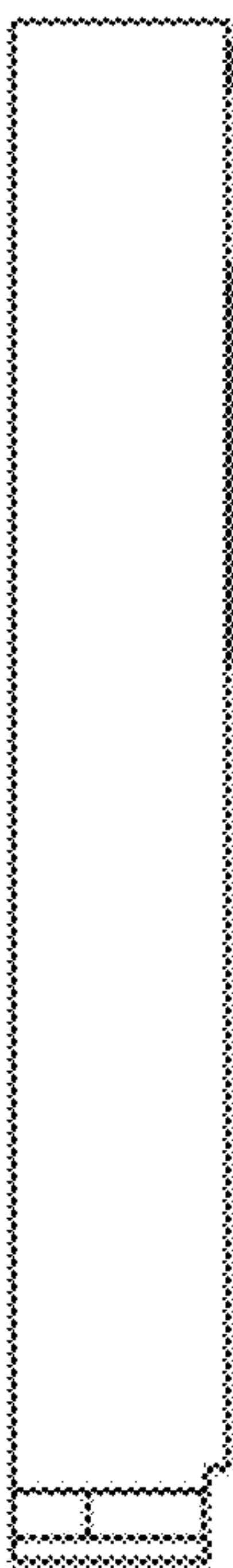


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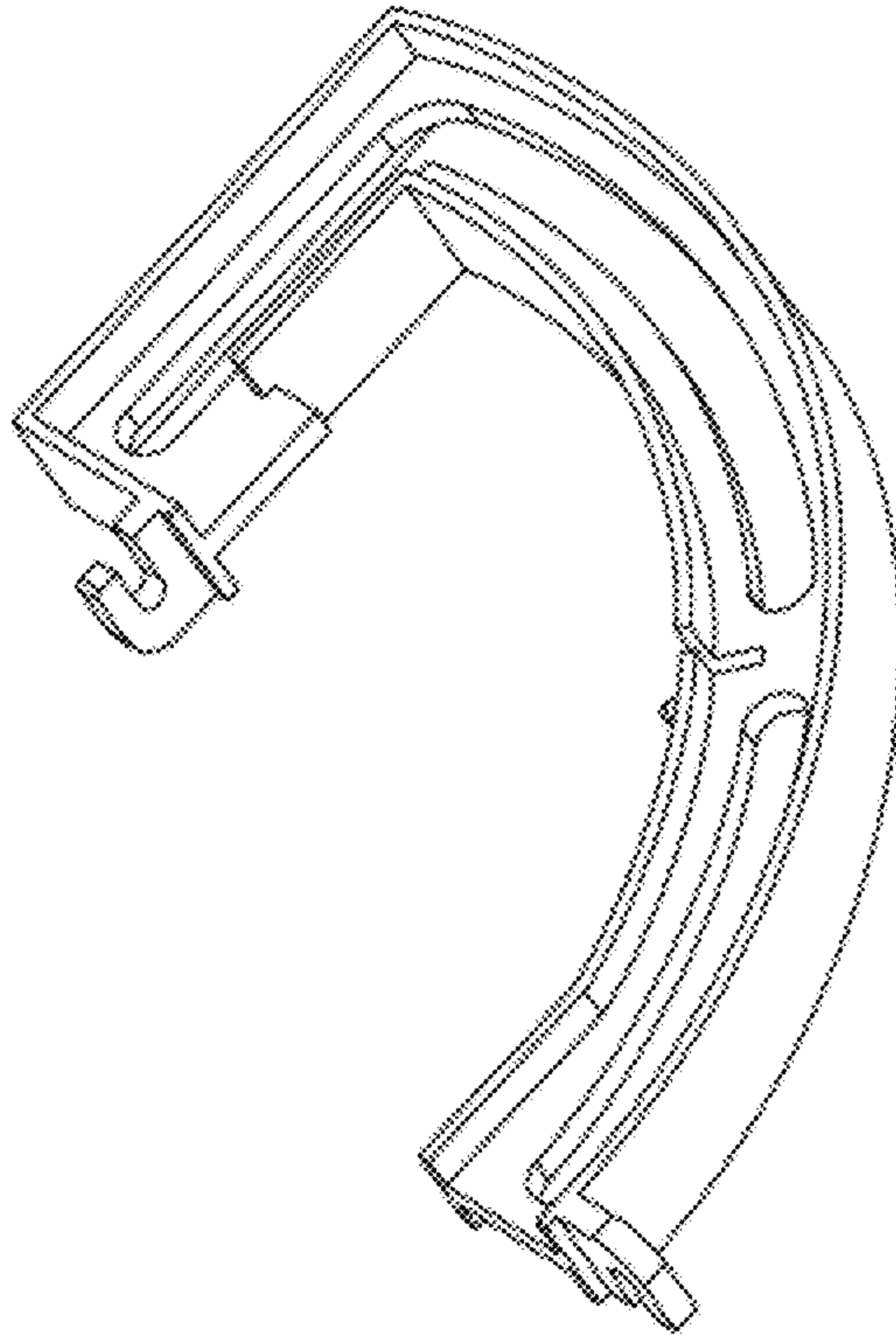


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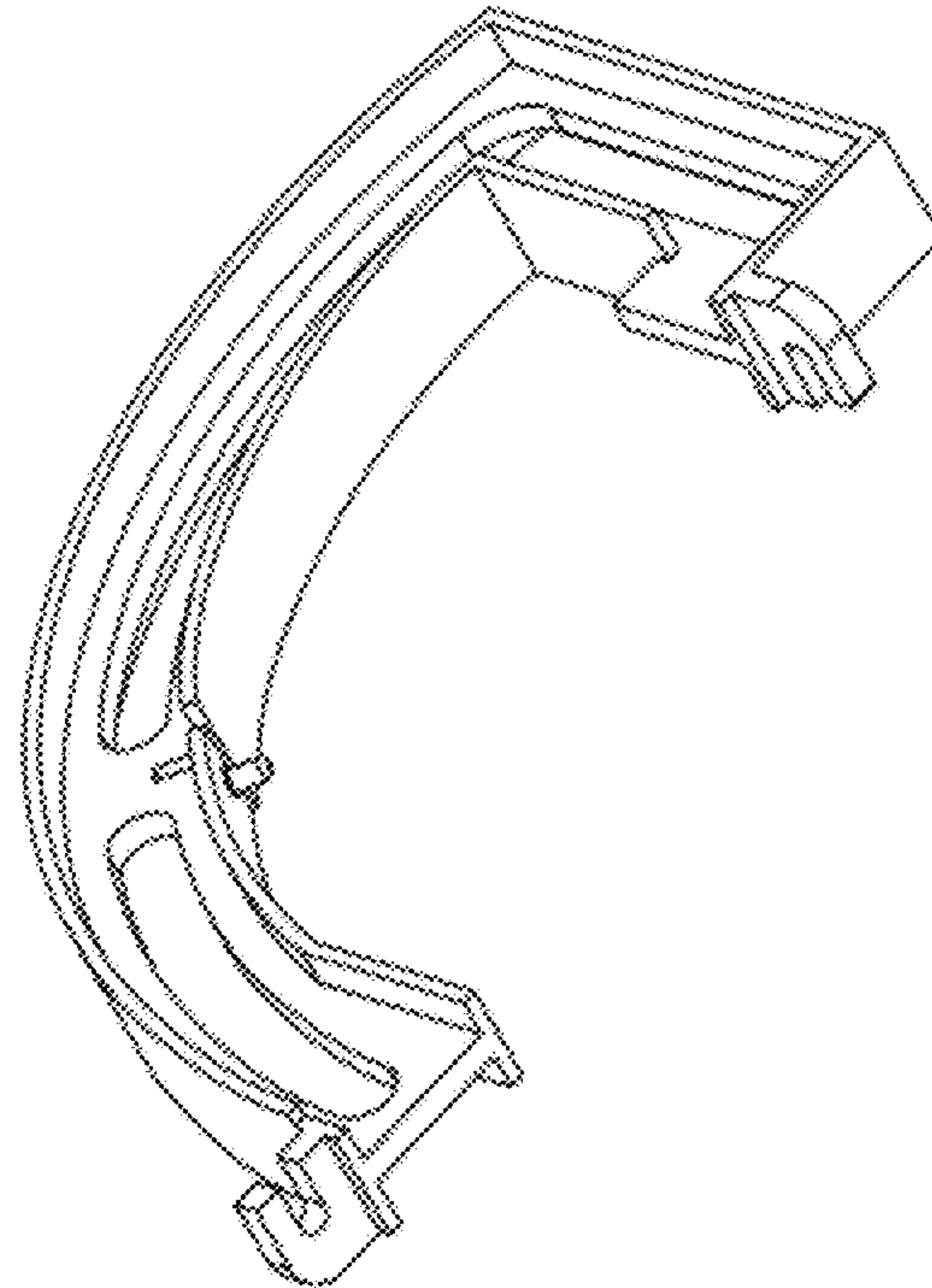


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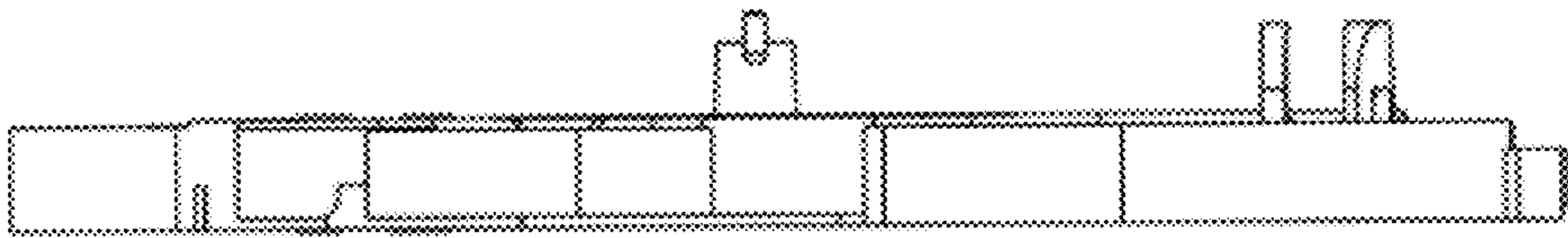


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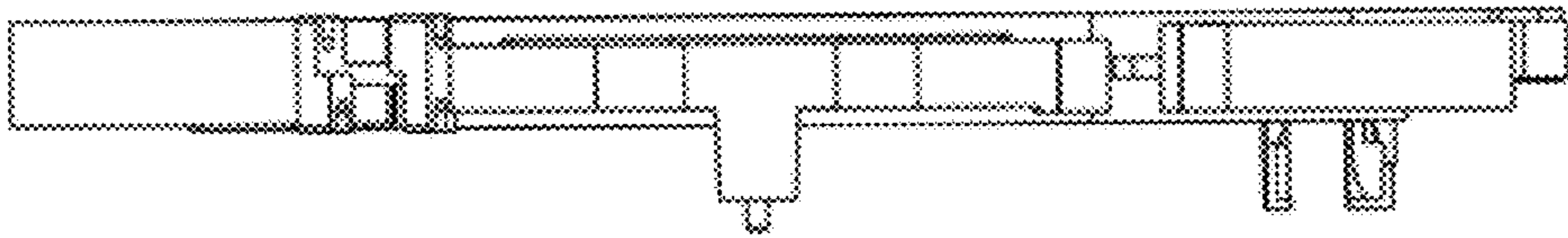


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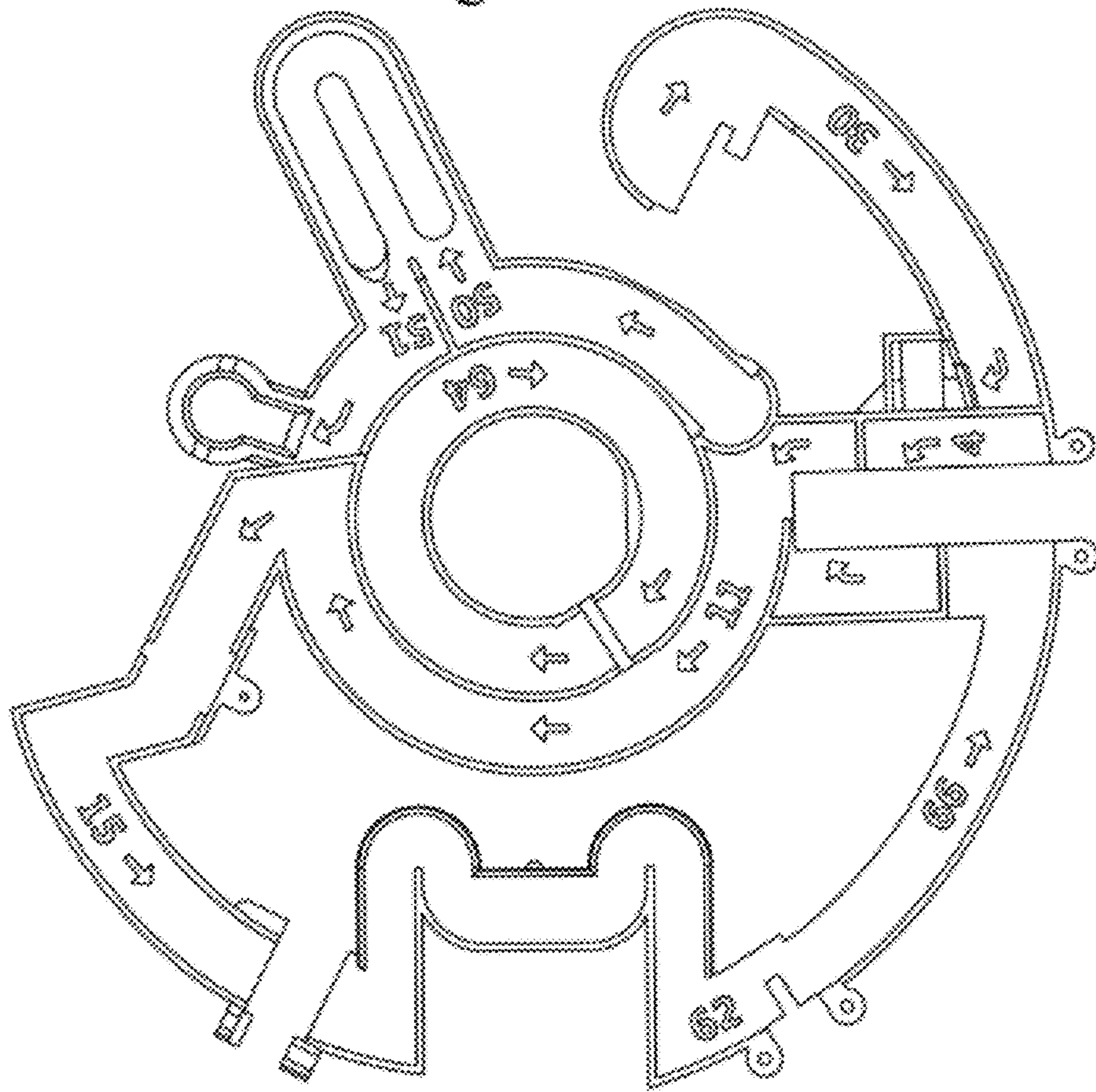


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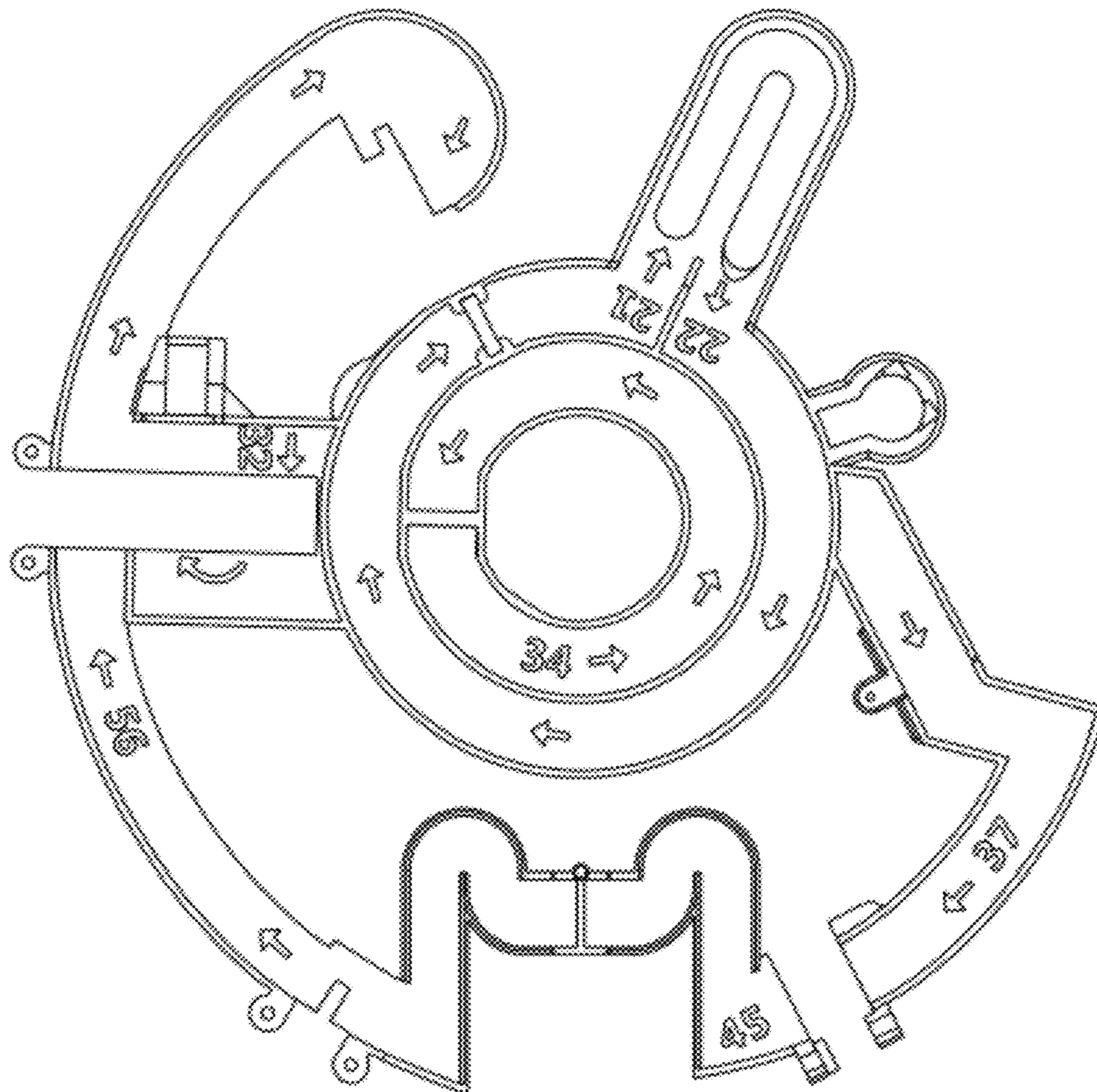


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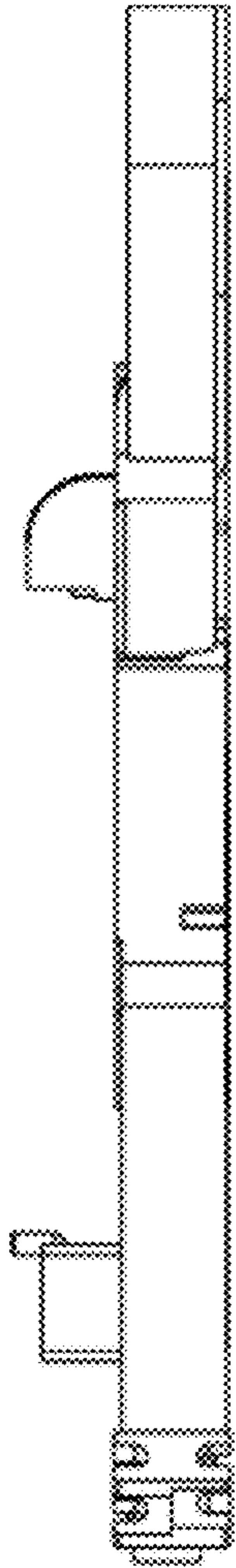


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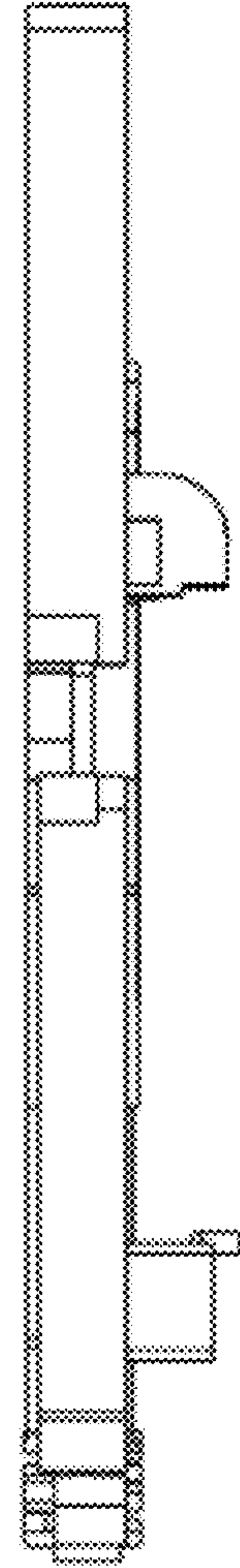


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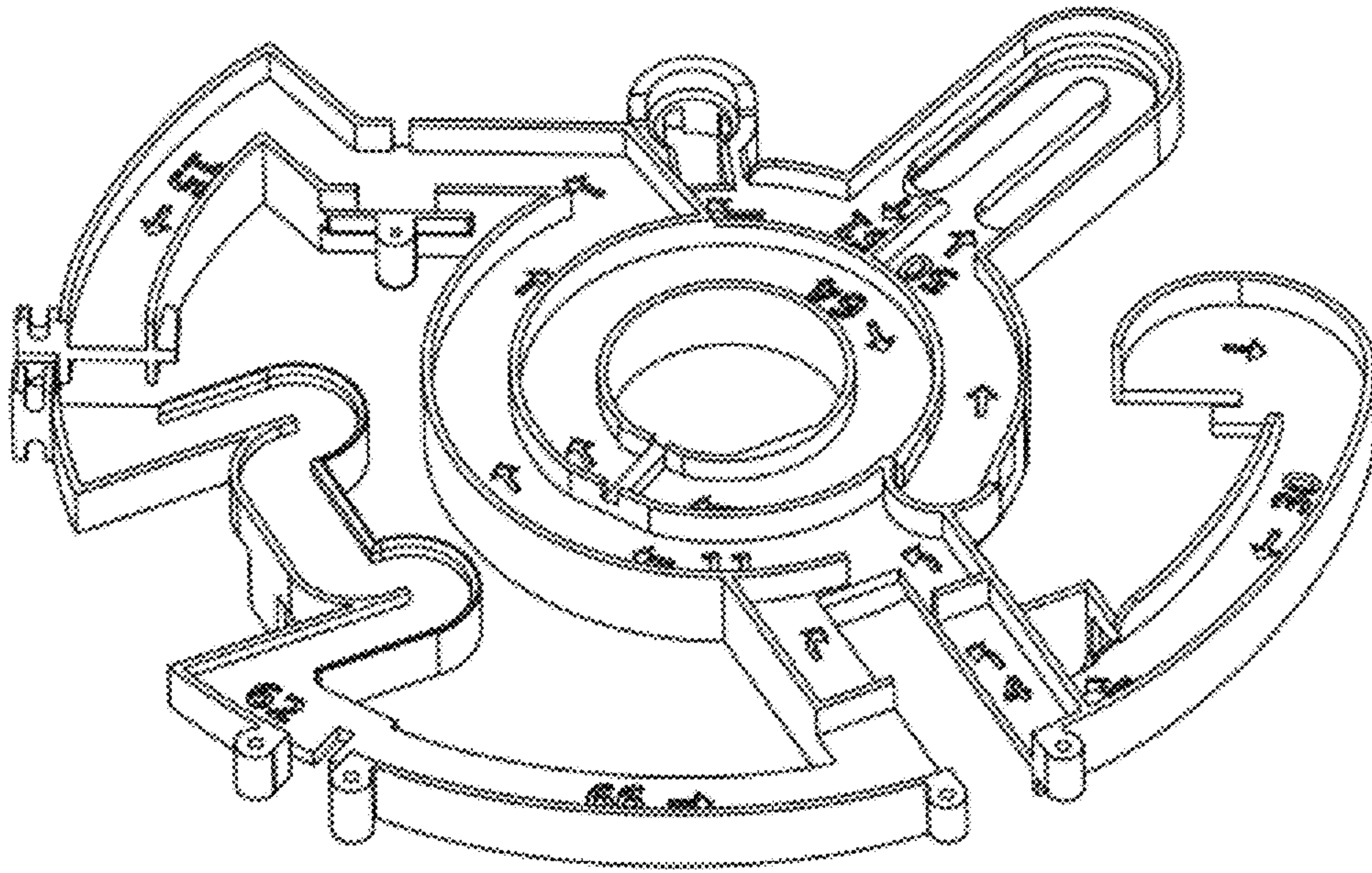


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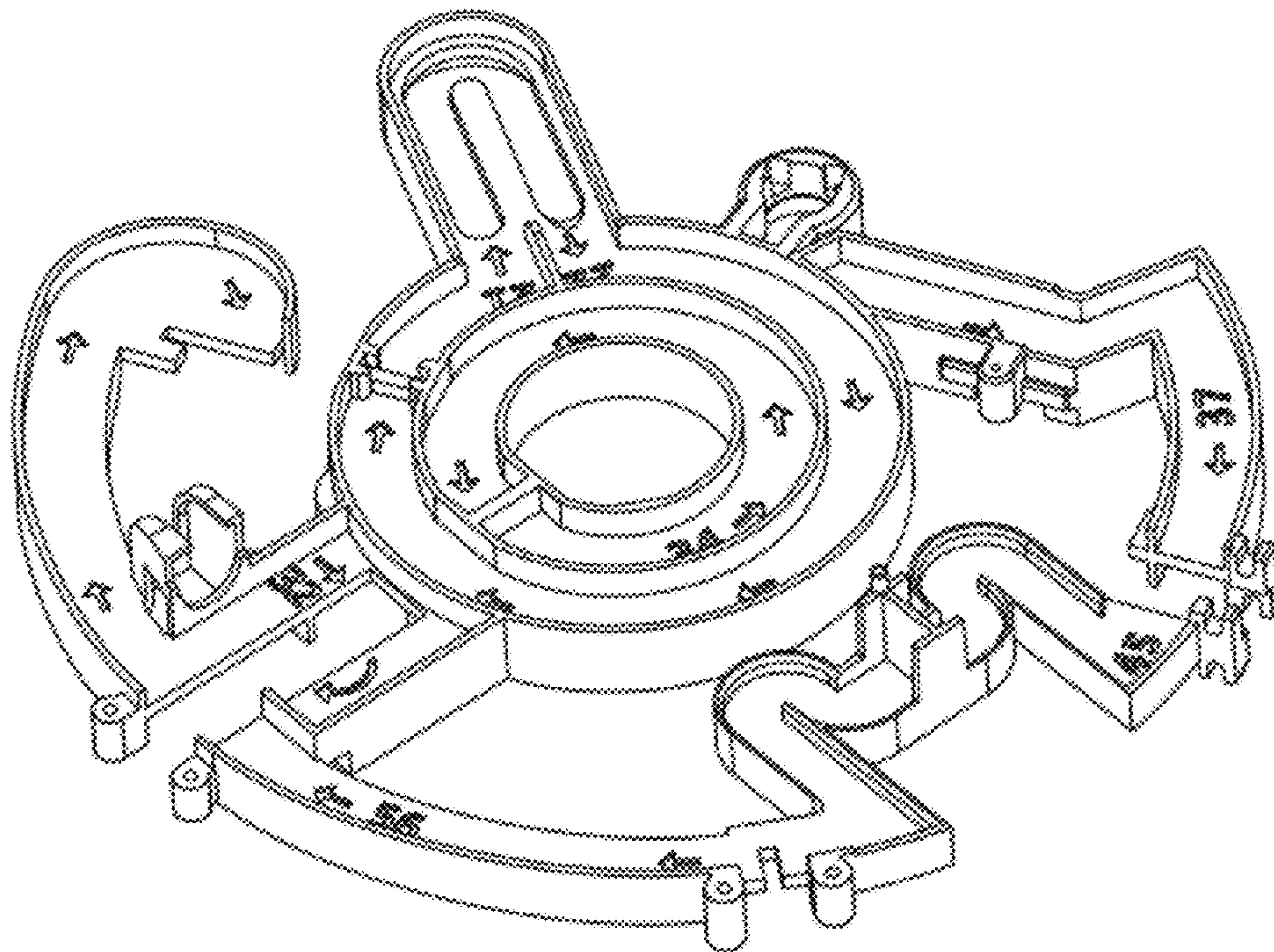


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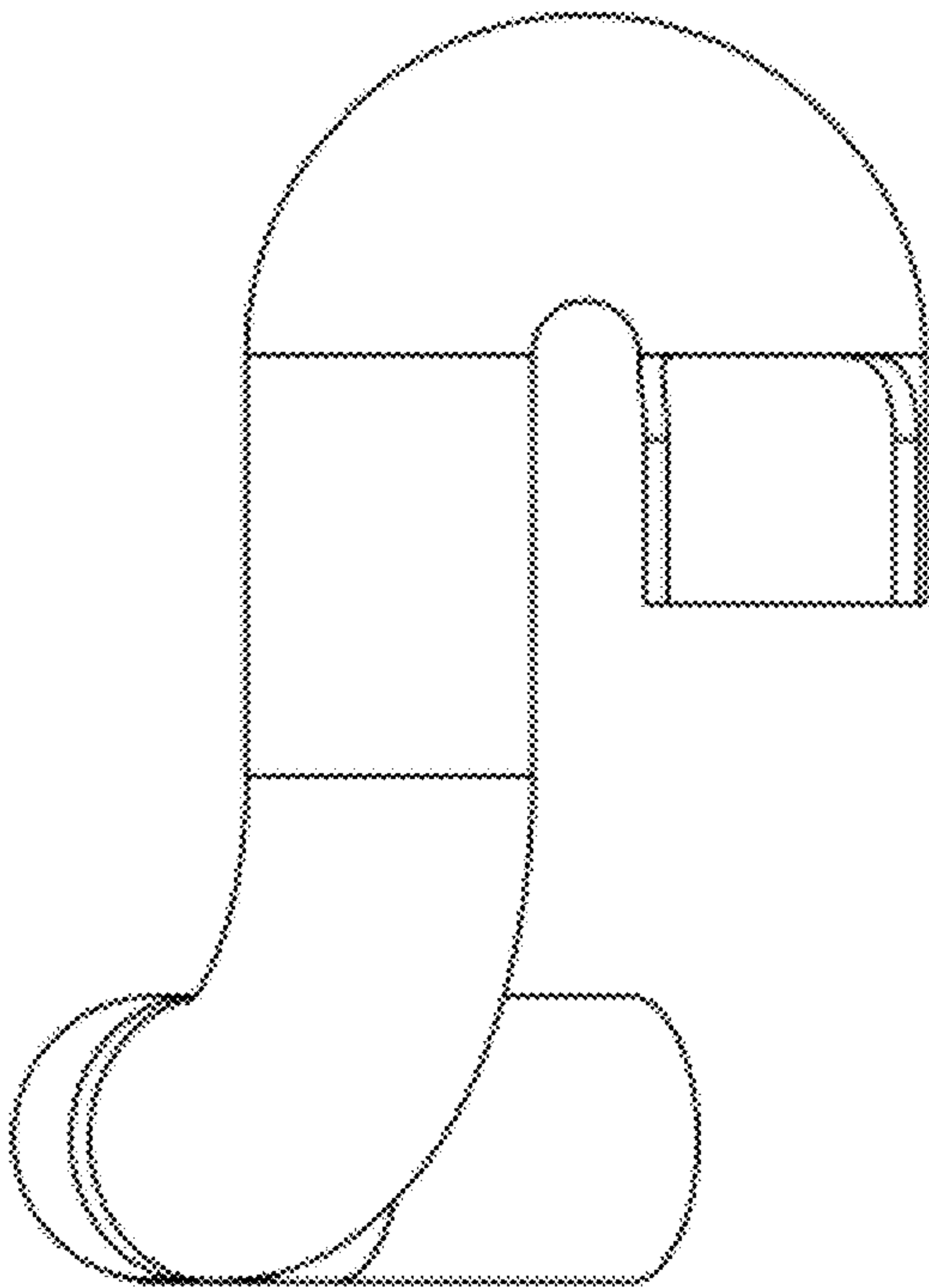


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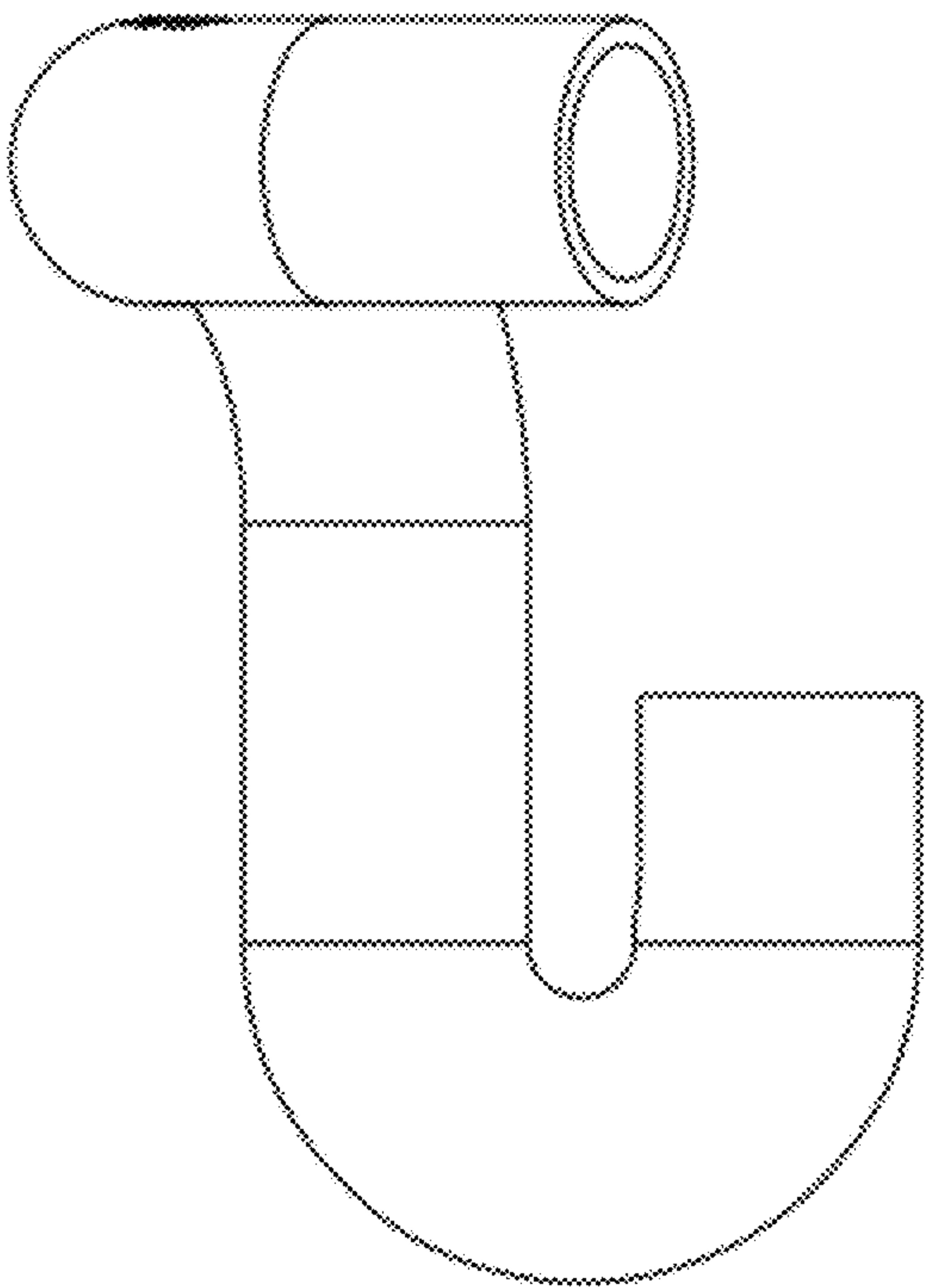


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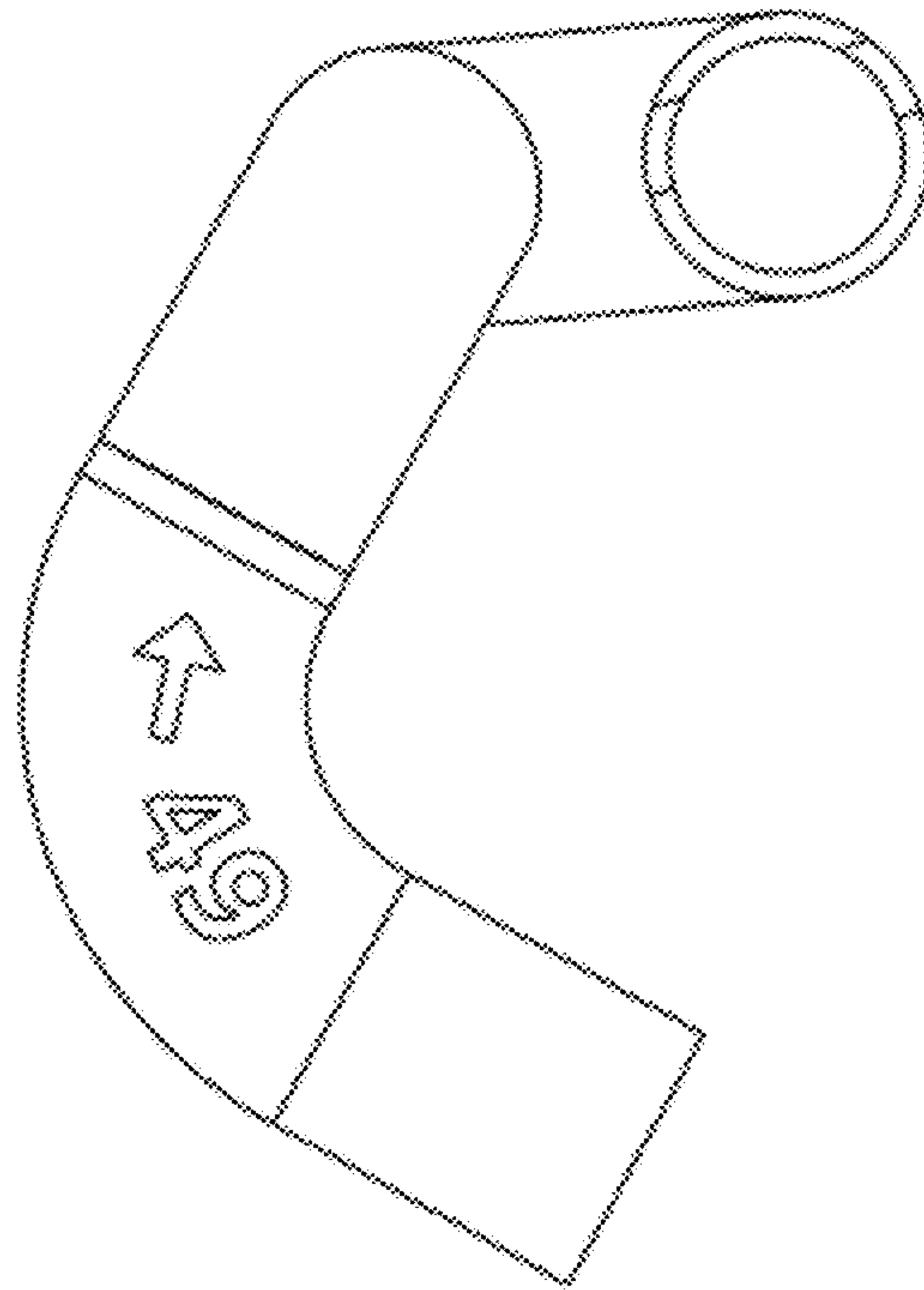


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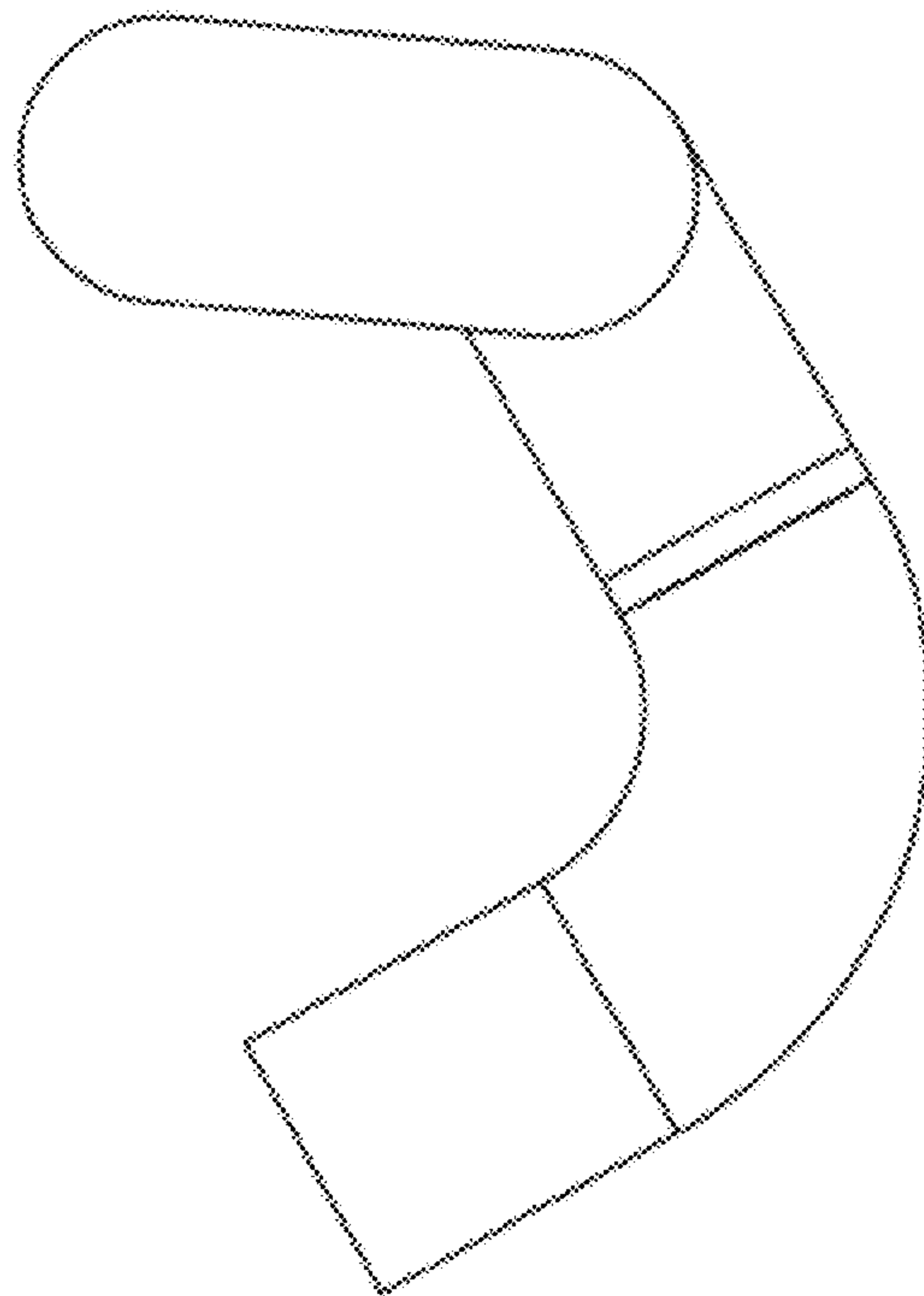


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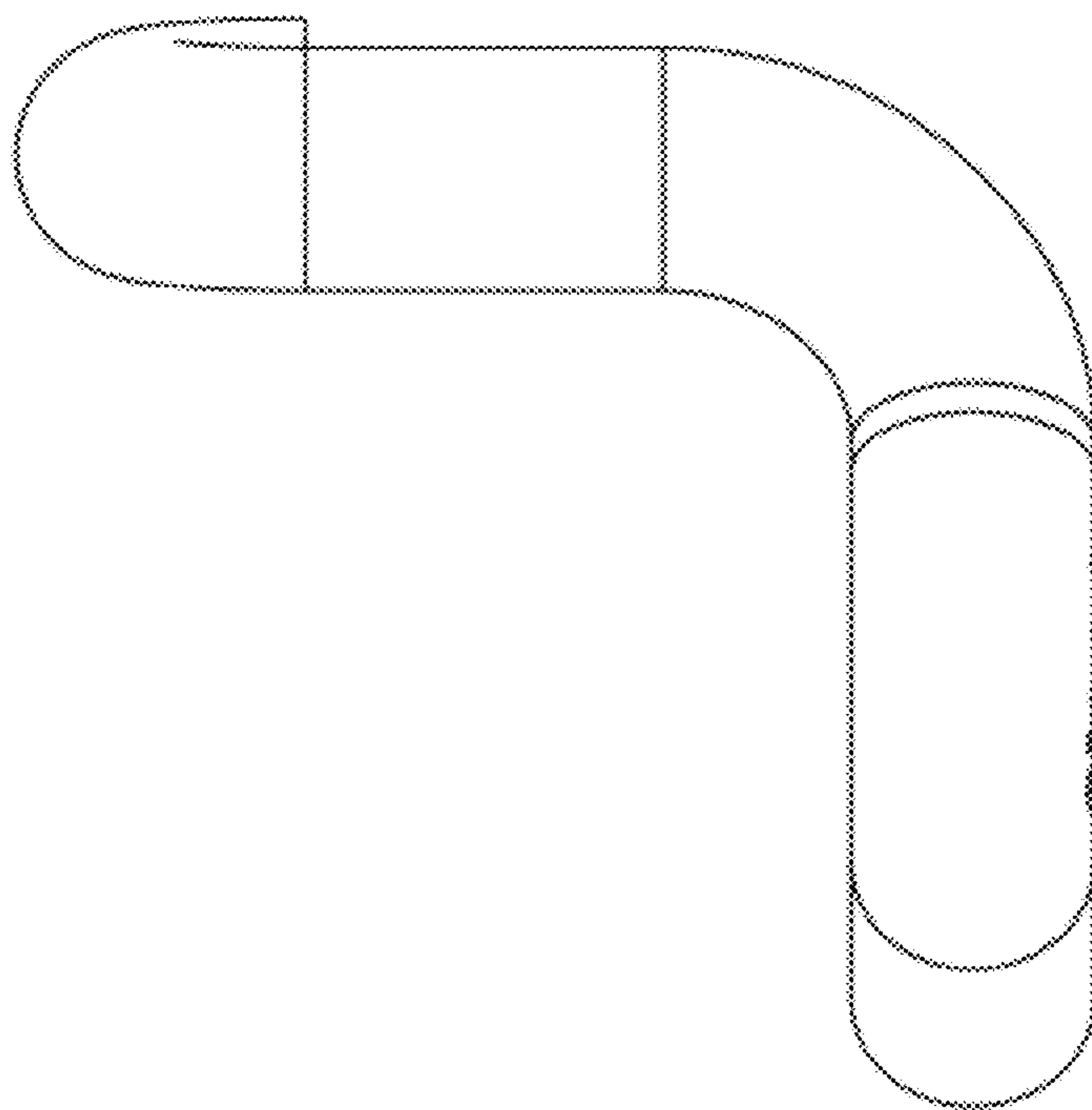


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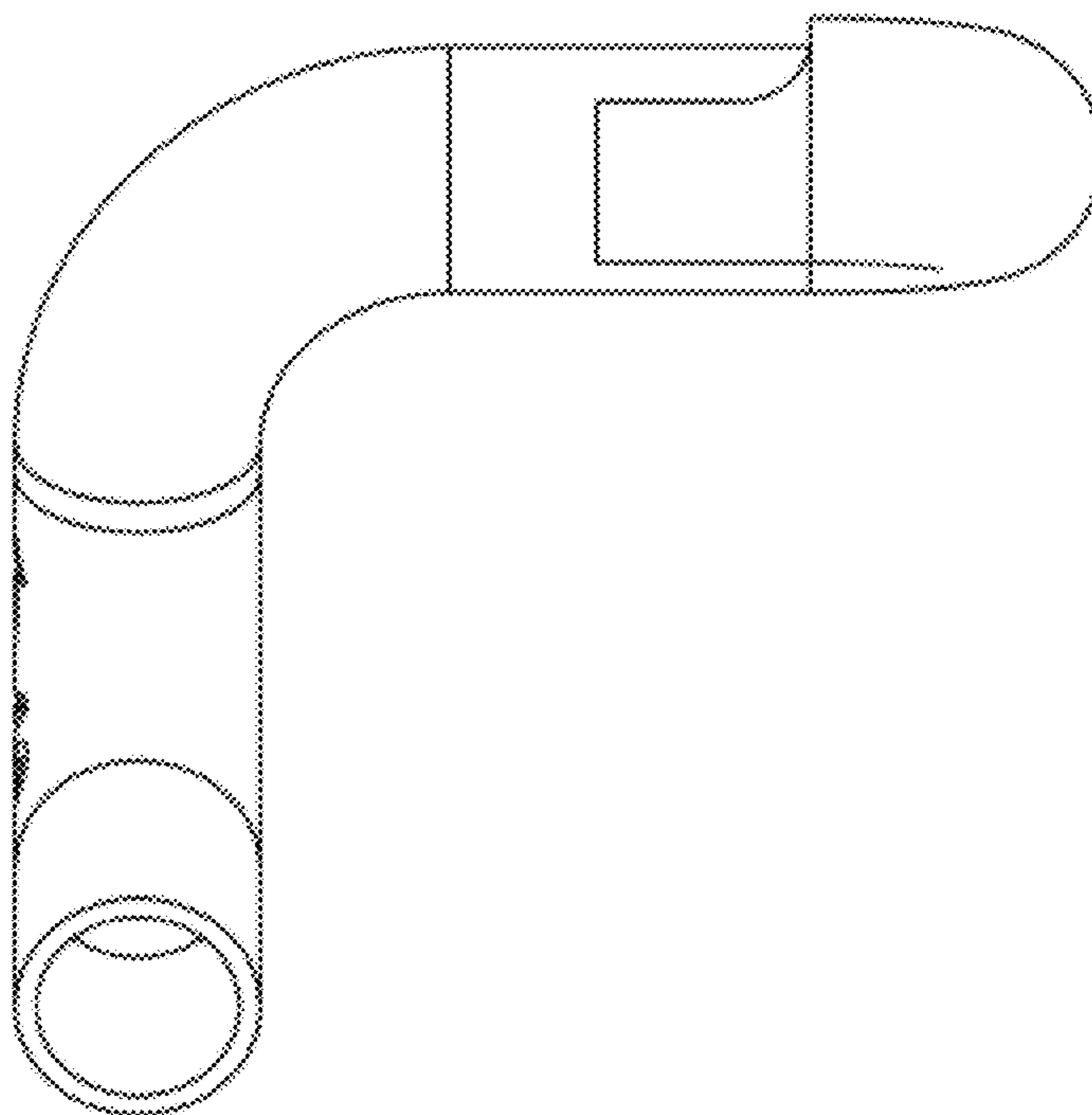


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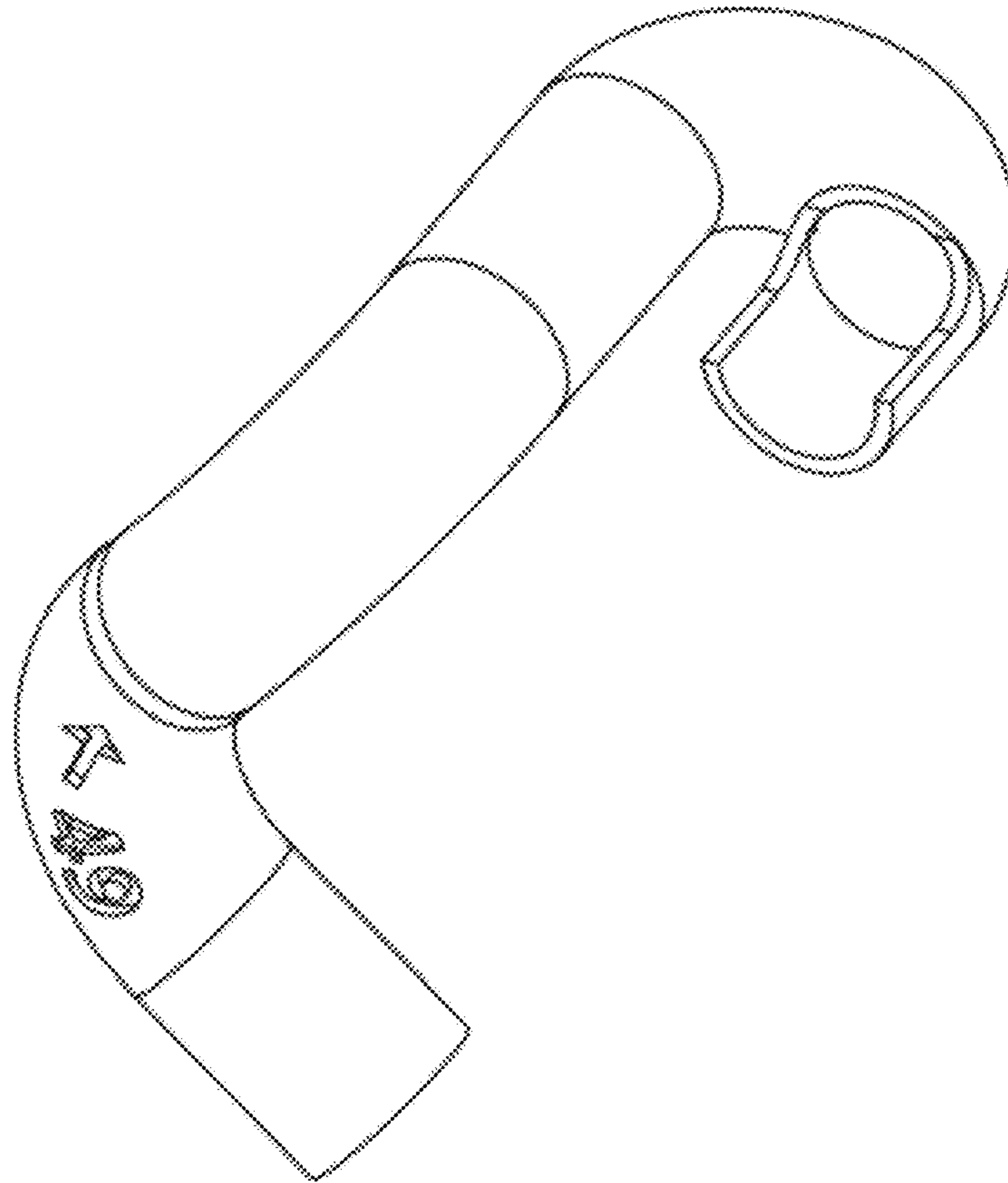


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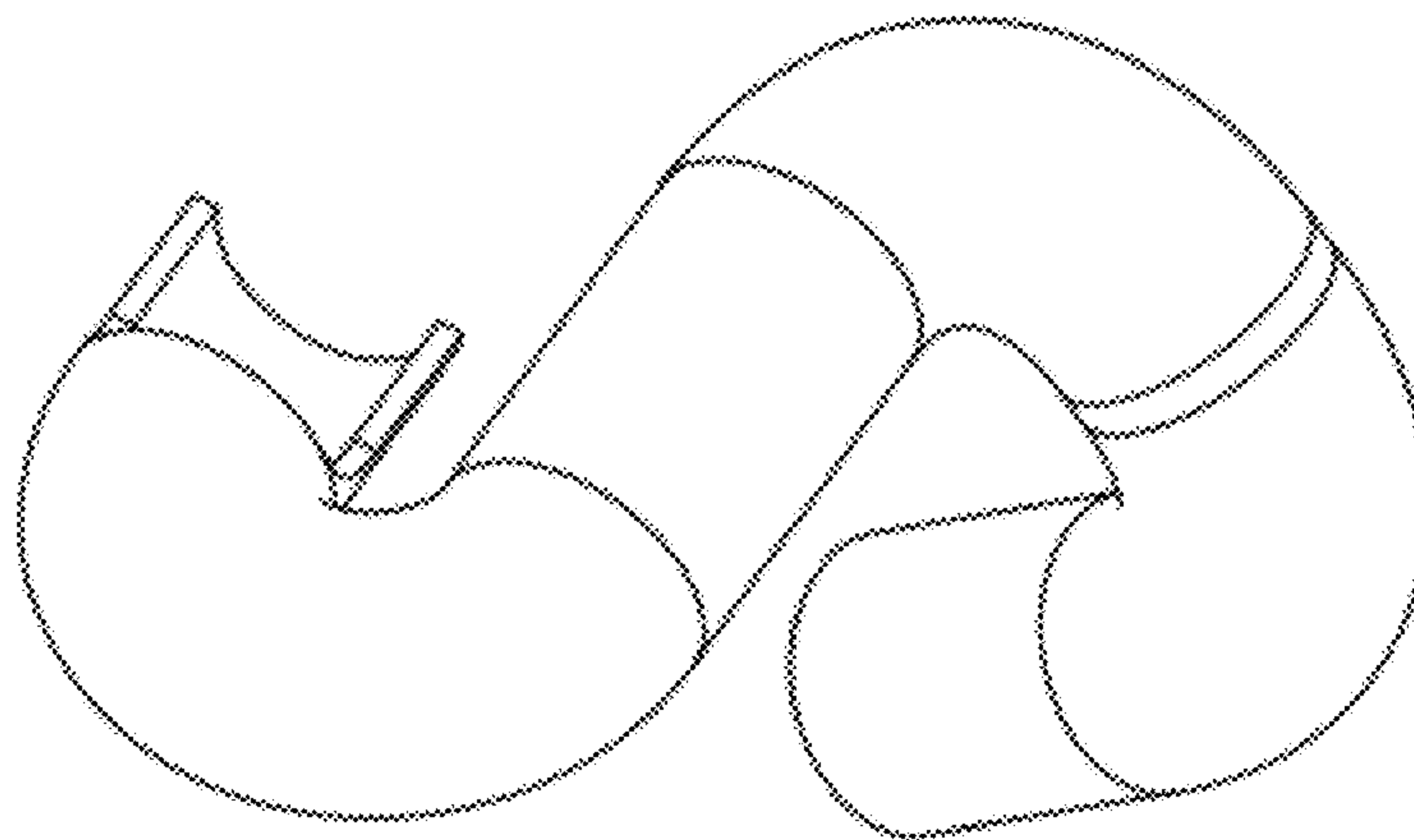


Fig. 129

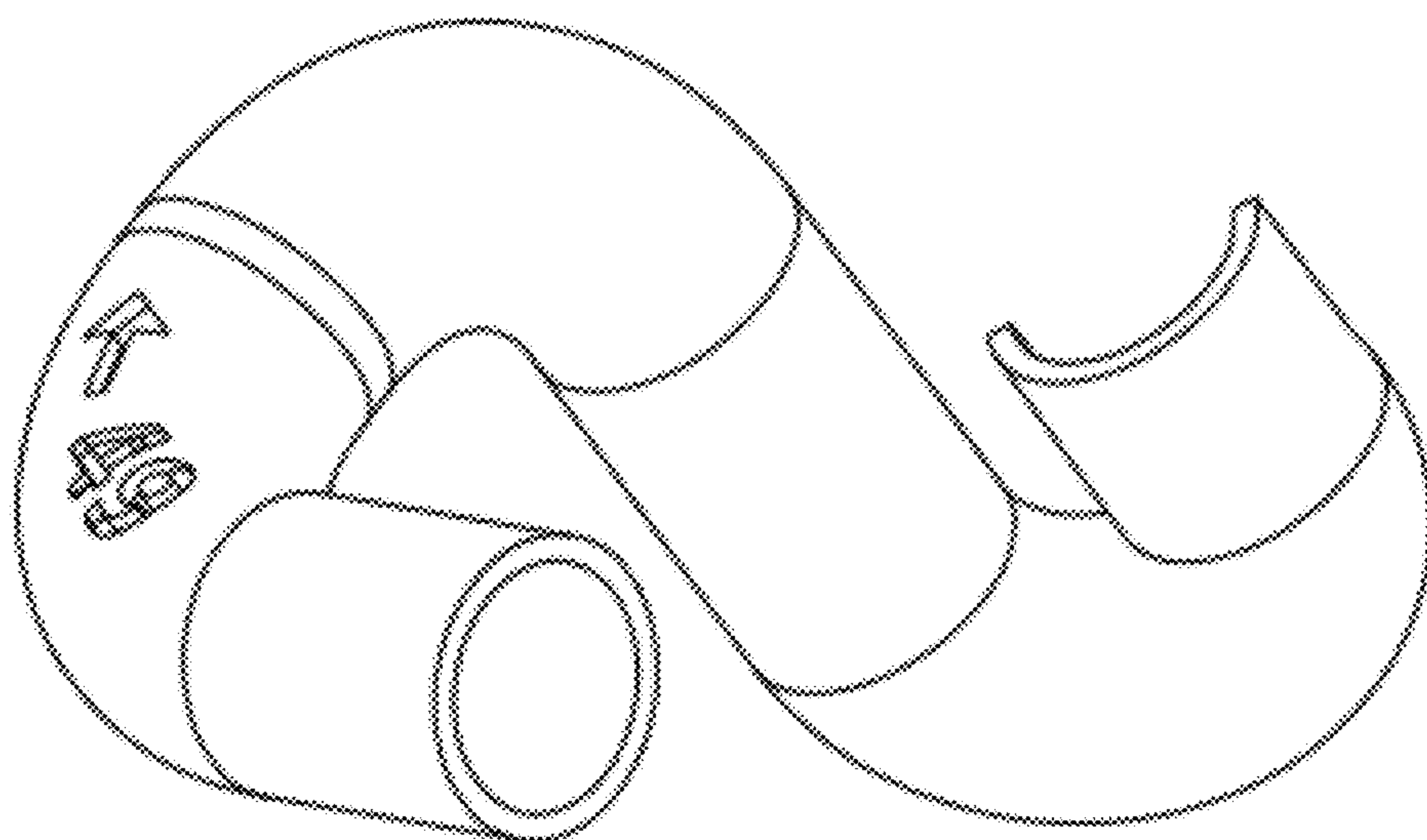


Fig. 130