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

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(54) **TIERED GAME**

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(US)

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

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(51) **LOC (10) Cl.** **21-01**

(52) **U.S. Cl.**
USPC **D21/302; D21/303**

(58) **Field of Classification Search**
CPC A63B 63/00; A63B 65/06; A63B 65/08;
A63B 65/10; A63B 67/02
USPC D21/330, 302, 303, 305; 273/317, 348,
273/389, 398, 400-402, 407
See application file for complete search history.

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Primary Examiner — Prabhakar Deshmukh

(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a perspective view of the tiered game of my new design.

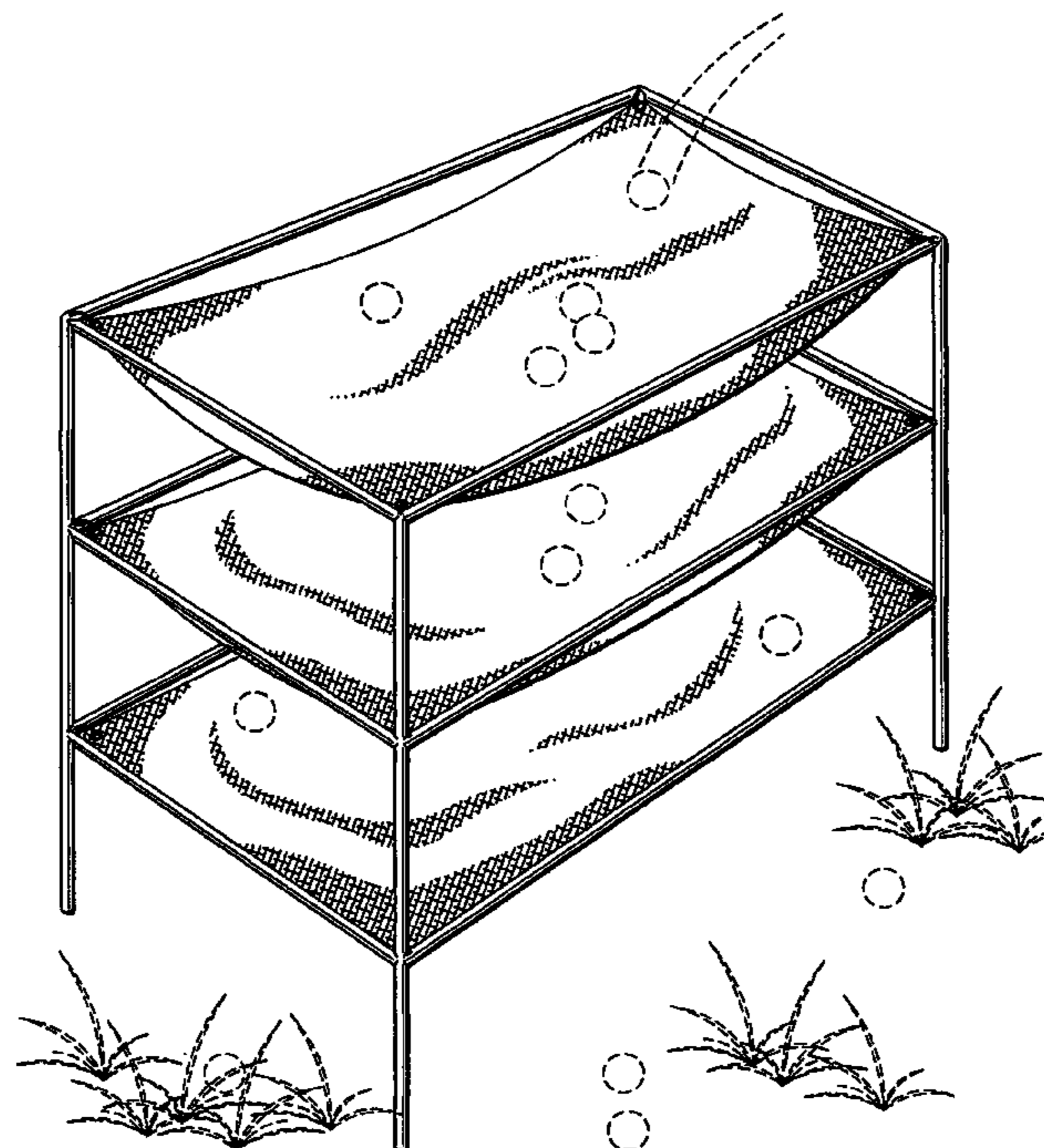
FIG. 2 is an elevational view of the front side thereof. The elevational view of the rear side is a mirror image thereof.

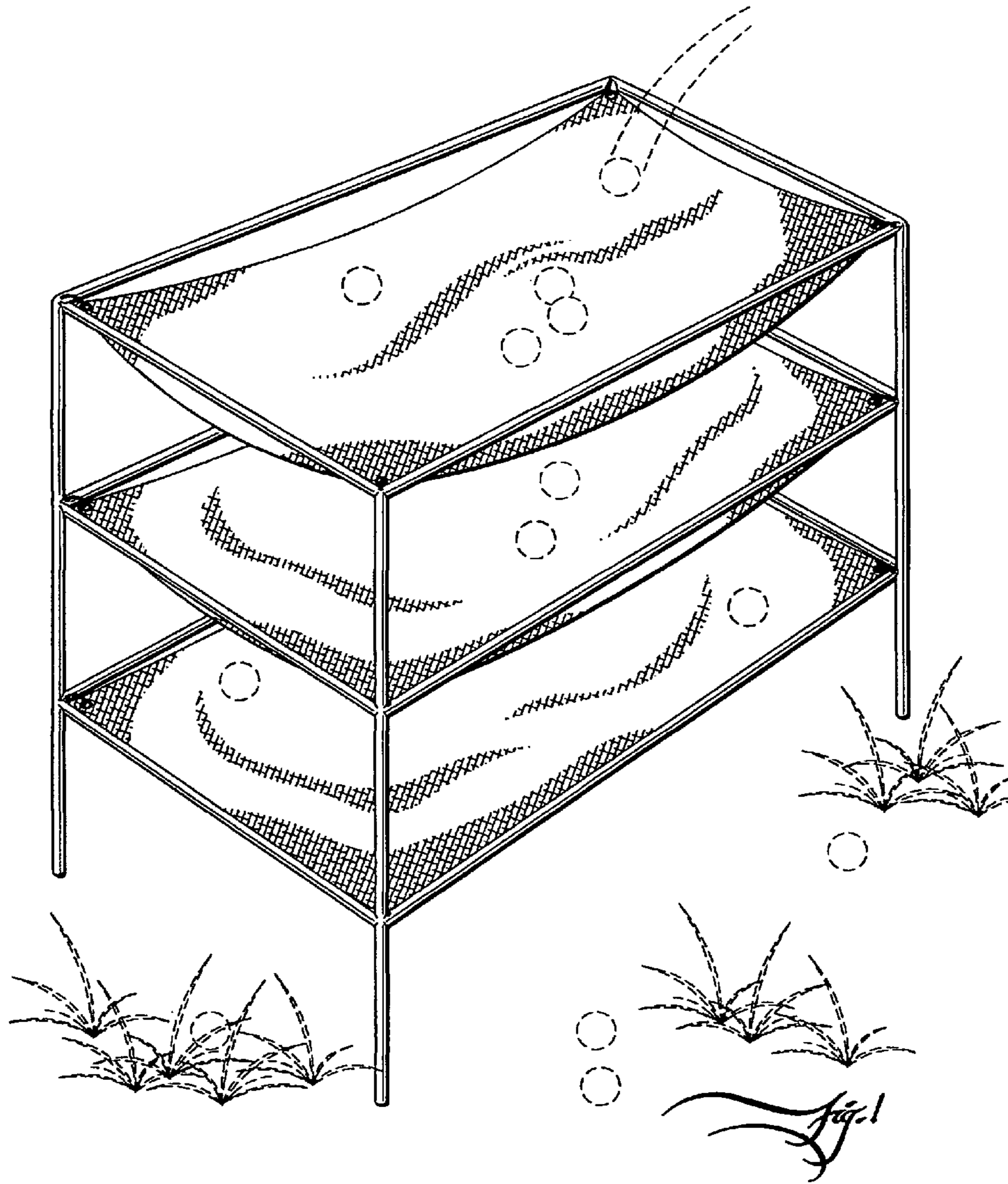
FIG. 3 is an elevational view of the left end thereof, with reference to FIG. 2. An elevational view of the opposite end is a mirror image thereof.

FIG. 4 is an plan view of the top thereof; and, FIG. 5 is a plan view of the bottom thereof.

The broken line elements in FIG. 1, and FIG. 4, depicting a plurality of balls and ground elements in and around the tiered game of my new design, are environmental elements and are not a part of my new design.

1 Claim, 4 Drawing Sheets





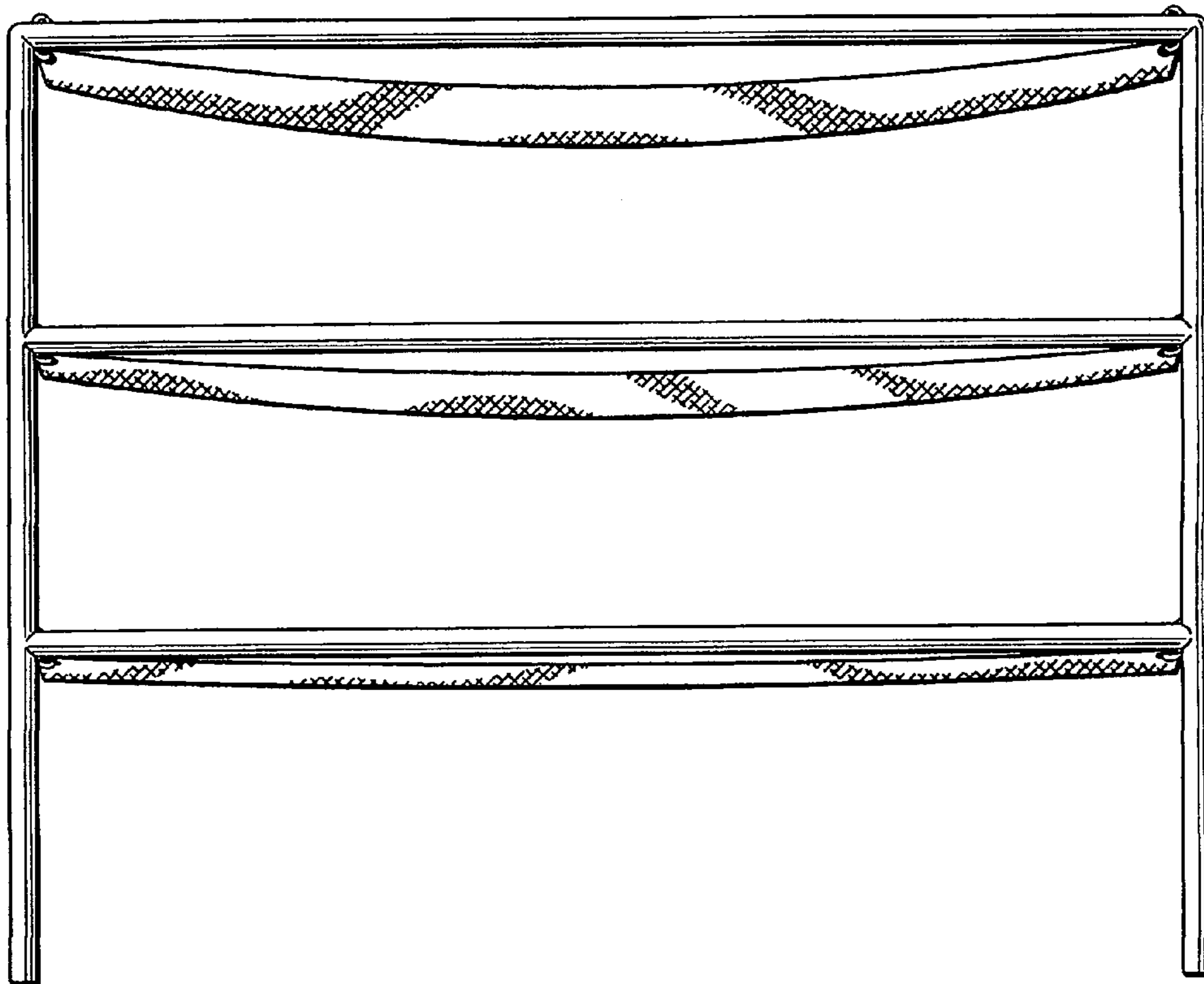


Fig. 2

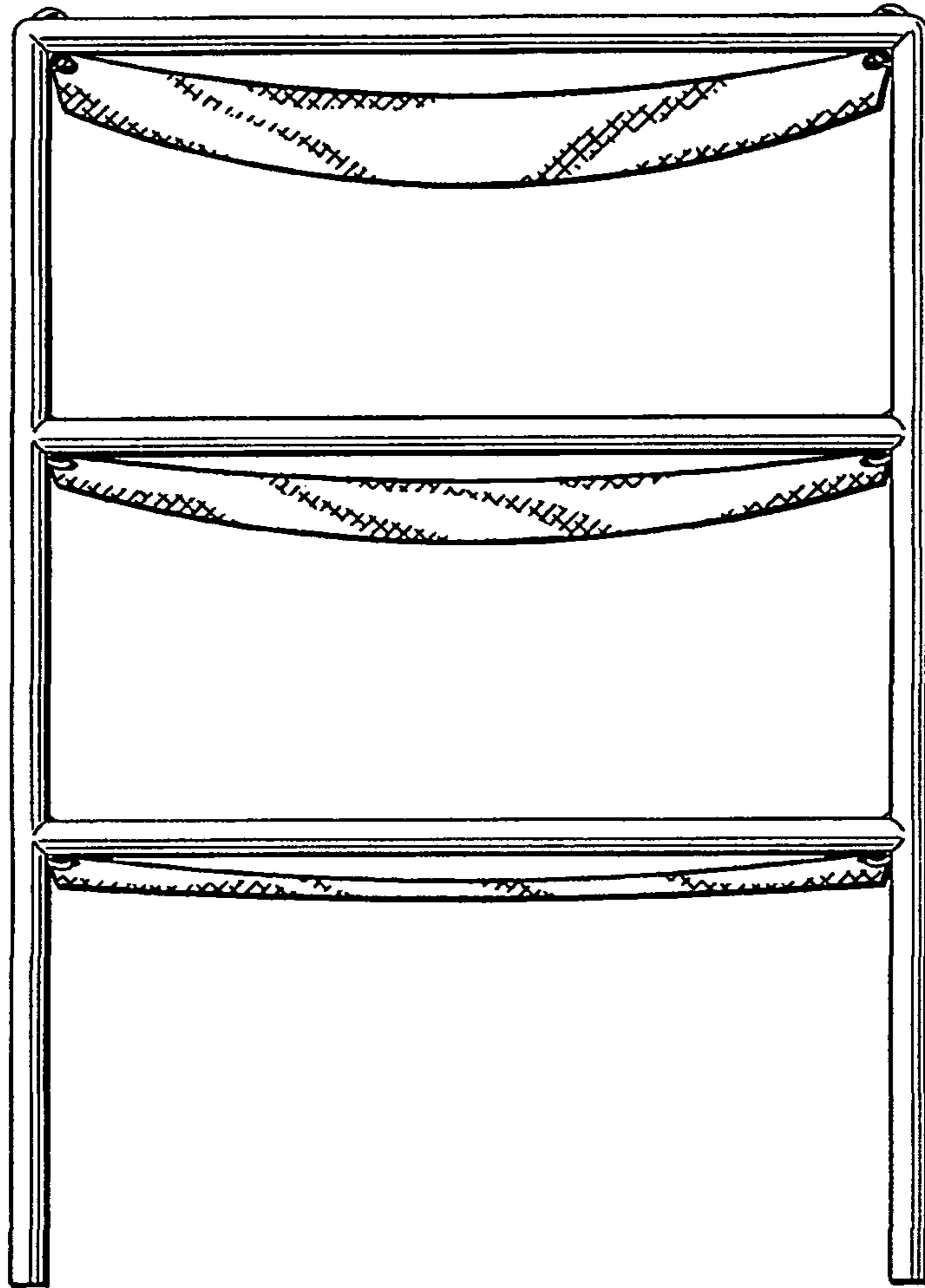


Fig. 3

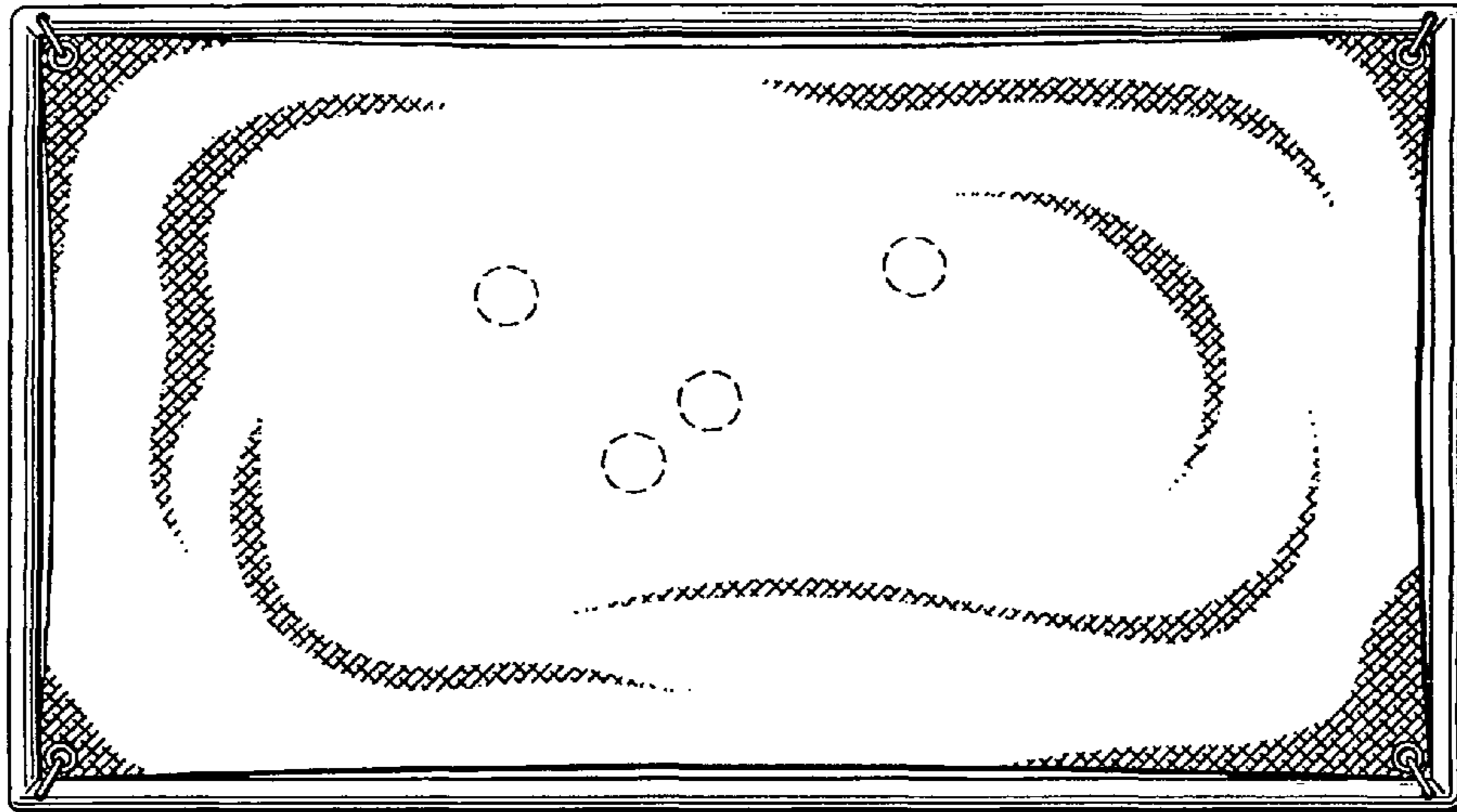


Fig. 4

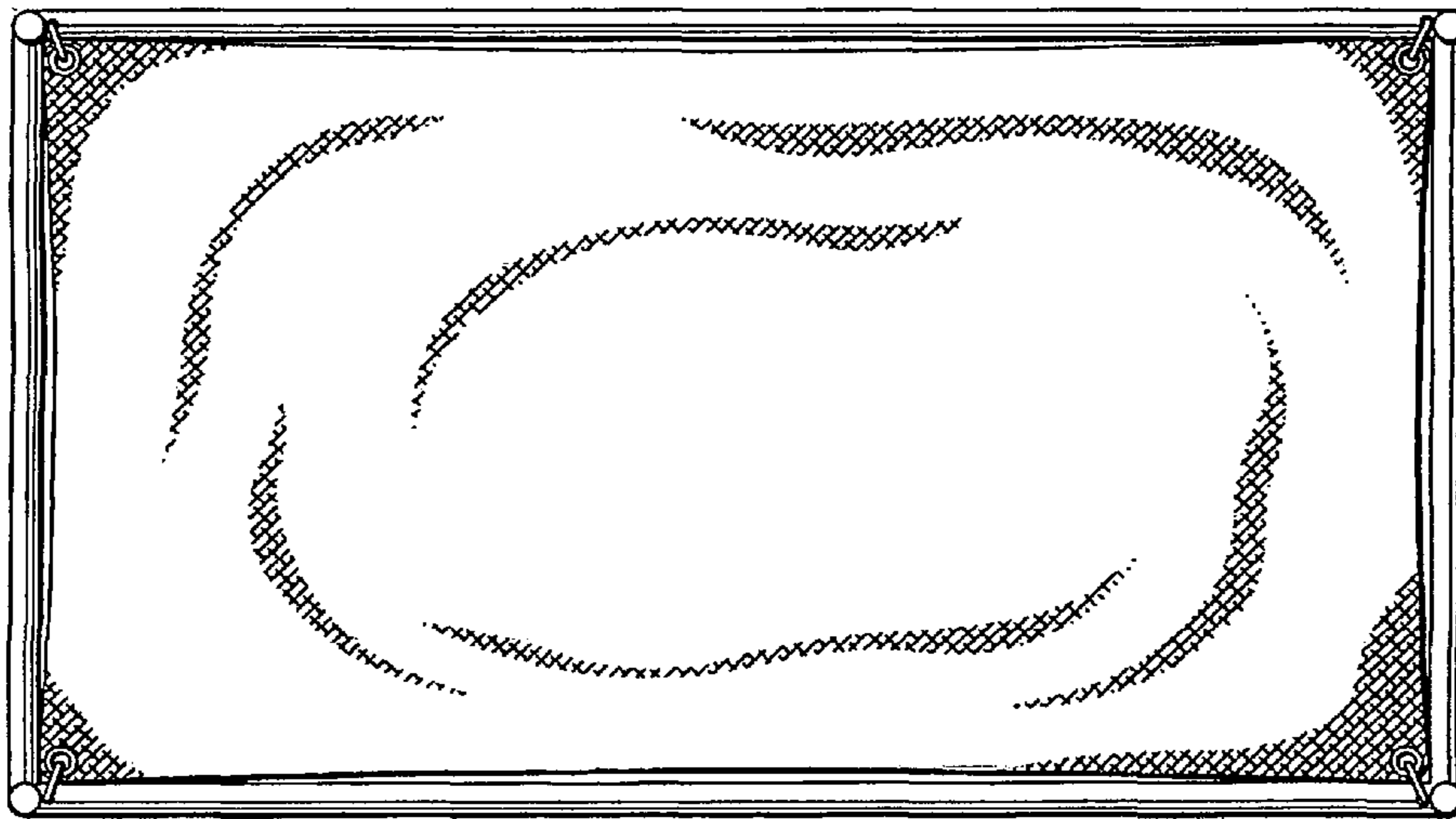


Fig. 5