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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.

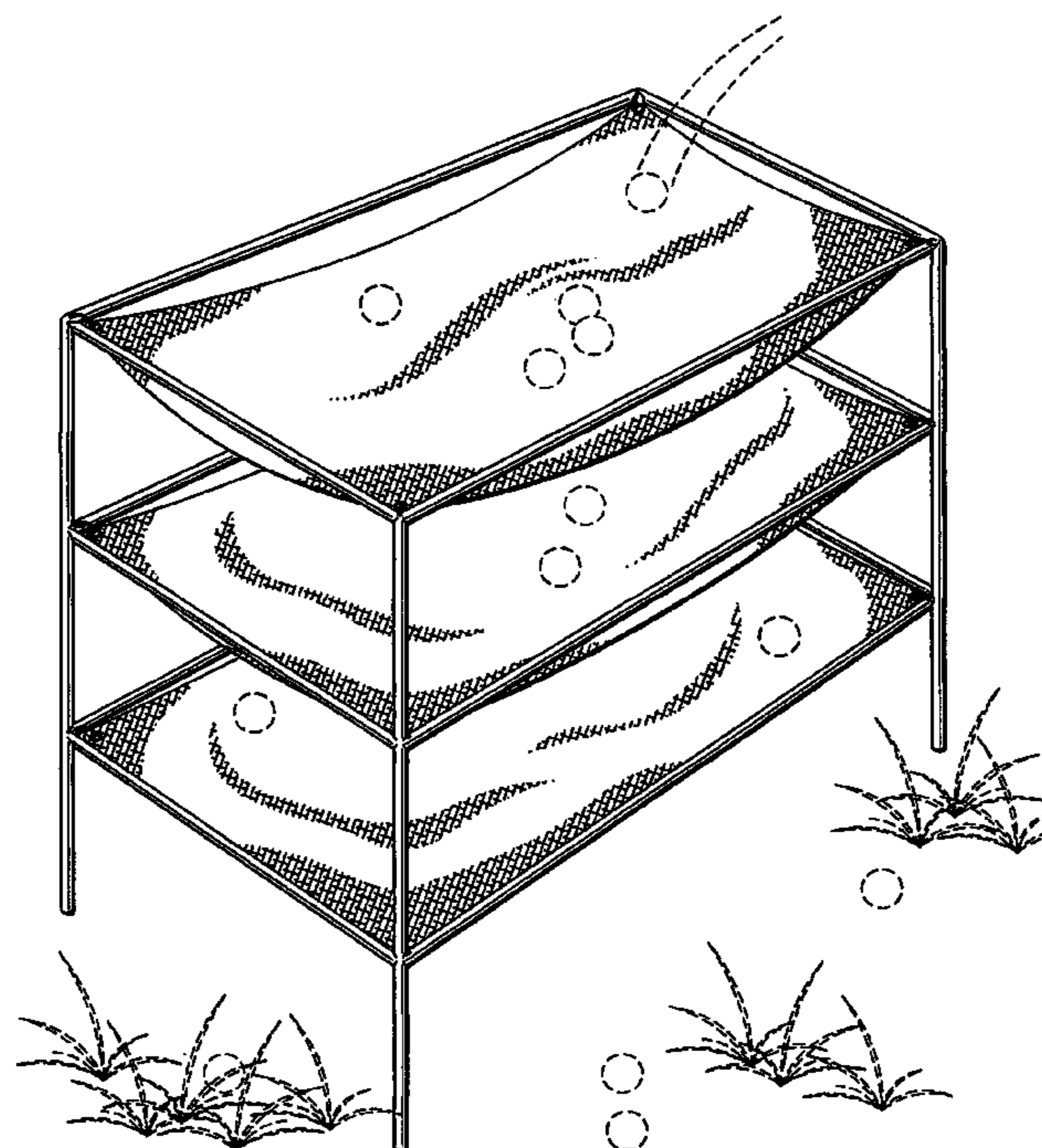
FIG. 3 is an elevational view of the left end thereof, with reference to FIG. 2. An elevational view of the opposite end is a mirror image thereof.

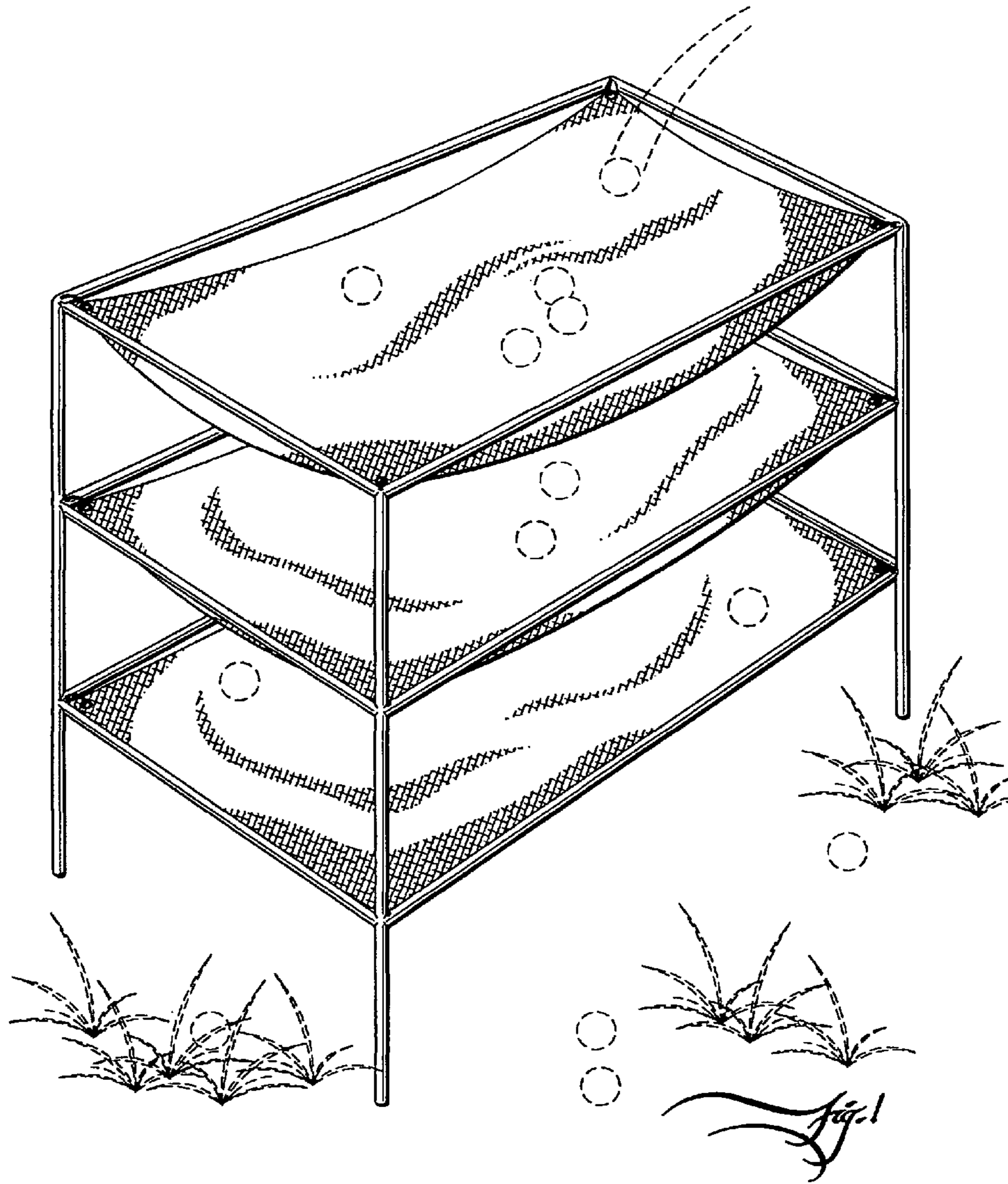
FIG. 4 is an plan view of the top thereof; and,

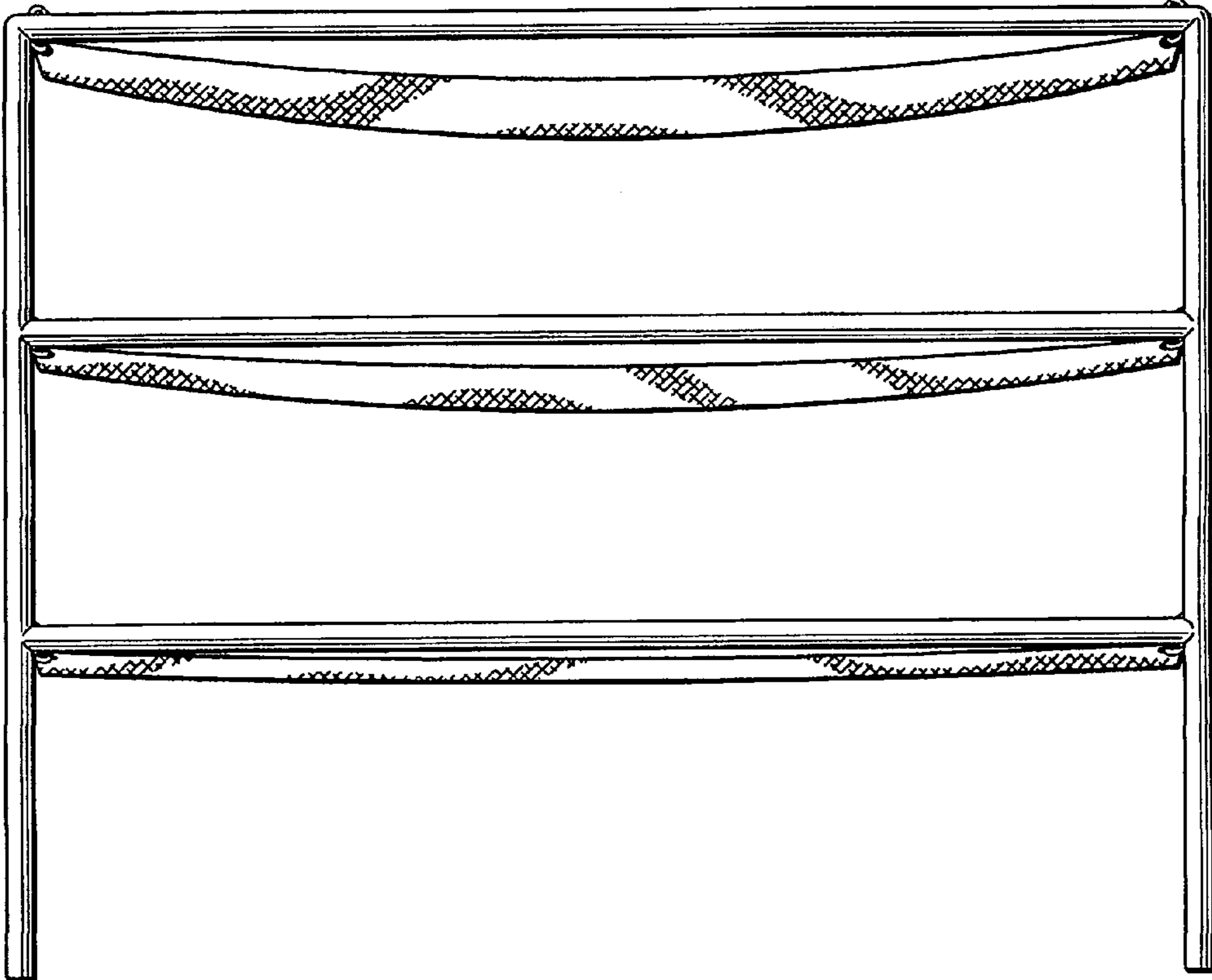
FIG. 5 is a plan view of the bottom thereof.

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.

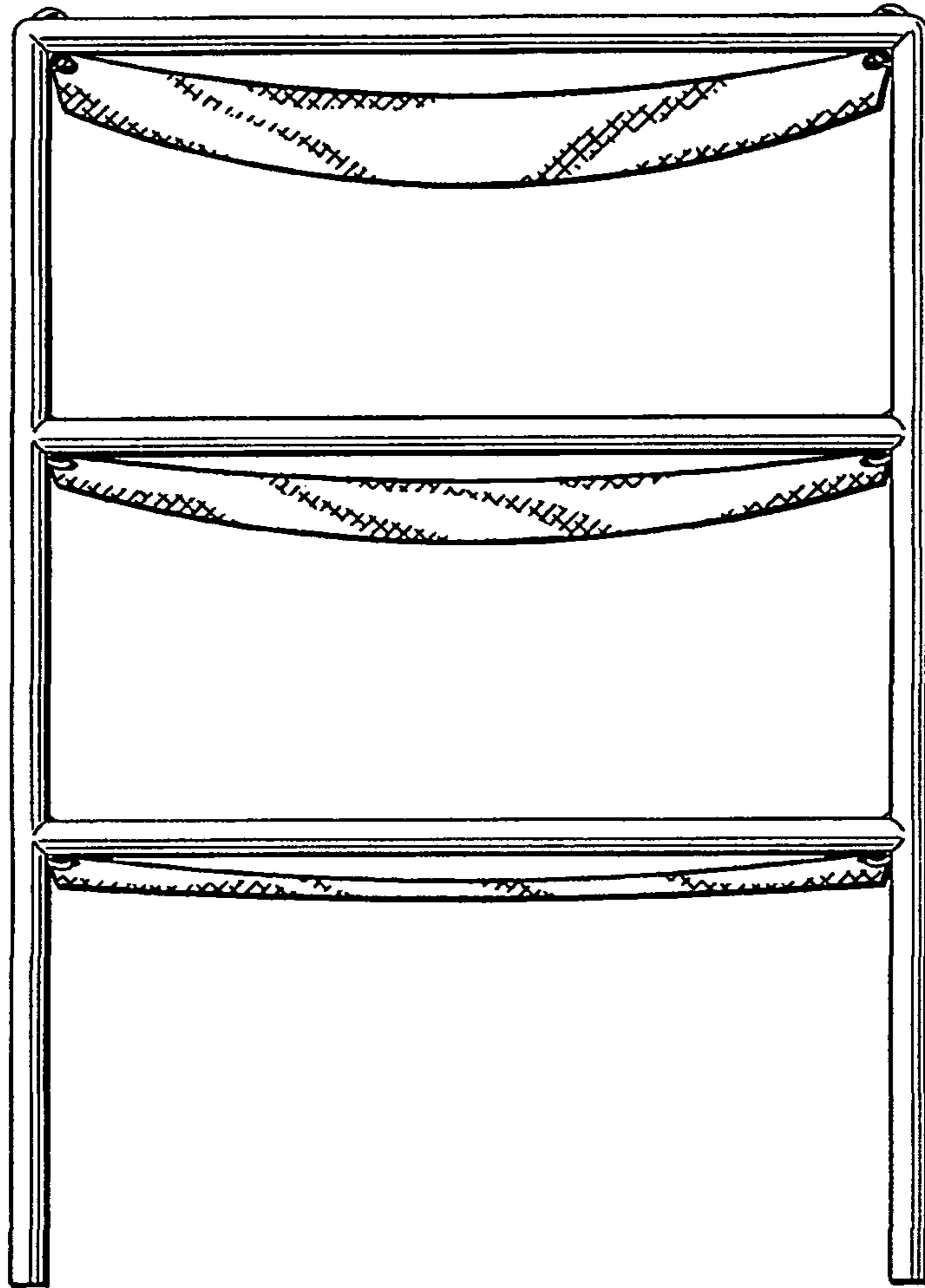
**1 Claim, 4 Drawing Sheets**



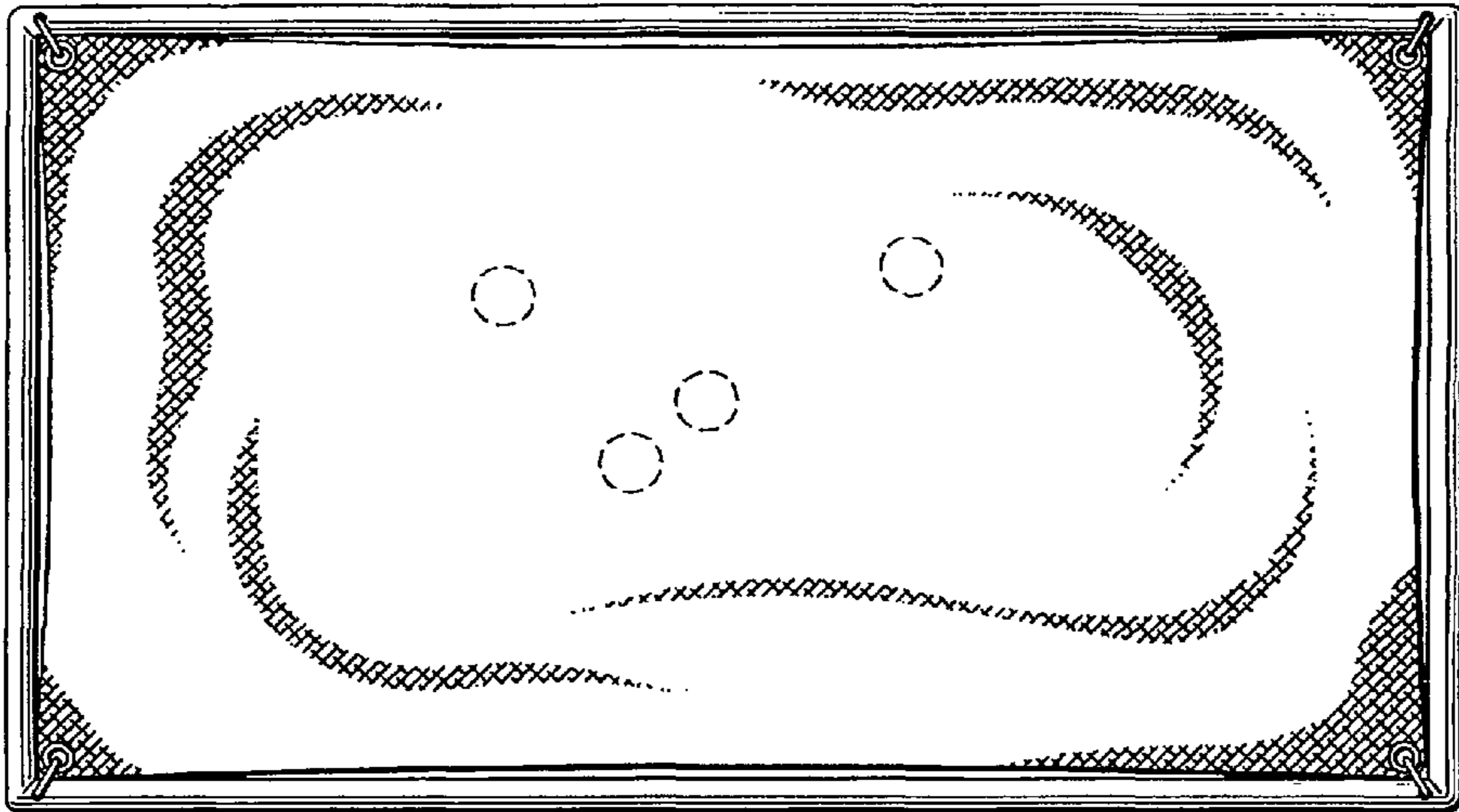




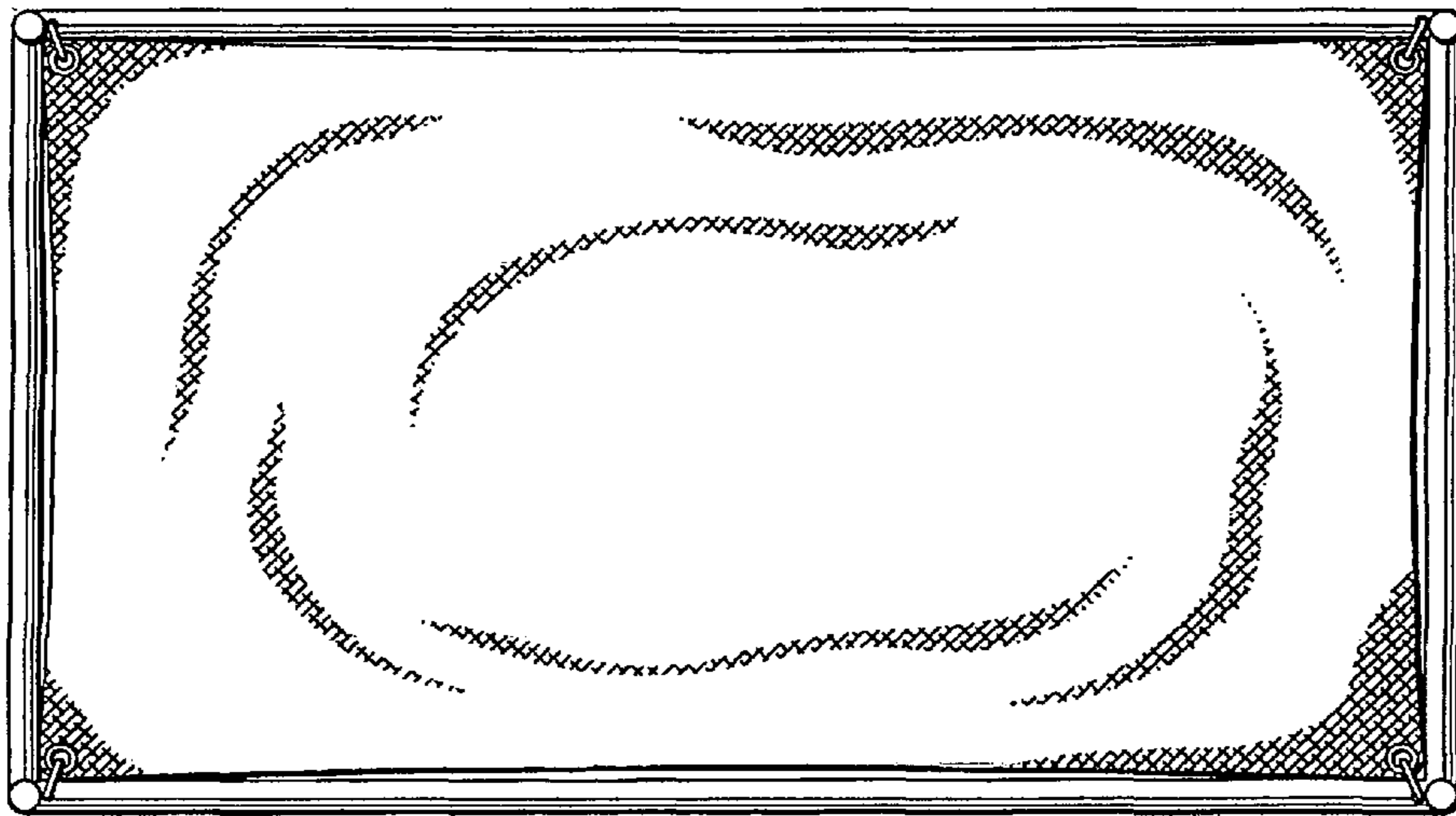
*Fig. 2*



*Fig. 3*



*Fig. 4*



*Fig. 5*