



US00D803944S

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

(10) **Patent No.:** **US D803,944 S**

(45) **Date of Patent:** **\*\* Nov. 28, 2017**

(54) **GAME DEVICE**

(71) Applicants: **BANDAI CO., LTD.**, Tokyo (JP); **WIZ CO., LTD.**, Tokyo (JP)

(72) Inventors: **Kaori Kitsugi**, Tokyo (JP); **Daisuke Yanachi**, Tokyo (JP)

(73) Assignees: **BANDAI CO., LTD.**, Tokyo (JP); **WIZ CO., LTD.**, Tokyo (JP)

(\*\*) Term: **15 Years**

(21) Appl. No.: **29/579,888**

(22) Filed: **Oct. 4, 2016**

(30) **Foreign Application Priority Data**

Apr. 5, 2016 (JP) ..... 2016-007520

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

(52) **U.S. Cl.**  
USPC ..... **D21/329**

(58) **Field of Classification Search**  
USPC ..... D14/496, 401, 435, 474, 483, 217, 137, D14/138, 160, 168, 356, 203.1-203.8, D14/507; 345/156, 169, 173-179, 905; 715/727-729, 864, 700, 706, 719; 710/1, 710/5, 8; 713/1, 600; 455/1.1, 1.7, 73, 455/344-347, 93, 95, 3.01-3.06, 550.1, 455/573.1; 370/342-344; 369/1, 2, 369/6-12; 463/51-57, 40-47, 1, 29-35; D21/324-328, 333; 273/148 B  
CPC .. A63F 13/00; A63F 13/02; A63F 9/00; G06F 17/00; G06F 19/00

See application file for complete search history.

(56) **References Cited**

**U.S. PATENT DOCUMENTS**

D407,760 S \* 4/1999 Yokoi ..... D21/329  
D421,775 S \* 3/2000 Goto ..... D21/329

D425,571 S \* 5/2000 Goto ..... D21/329  
6,227,966 B1 \* 5/2001 Yokoi ..... A63F 13/005  
446/143  
6,287,193 B1 \* 9/2001 Rehkemper ..... A63H 1/30  
273/142 H  
D449,655 S \* 10/2001 Yamanaka ..... D21/329  
D478,887 S \* 8/2003 Jerome ..... D14/168  
6,652,383 B1 \* 11/2003 Sonoda ..... A63F 13/12  
463/40  
7,018,294 B2 \* 3/2006 Silverbrook ..... A63F 13/00  
463/30  
7,104,884 B2 \* 9/2006 Yokoi ..... A63F 13/005  
463/7  
D546,397 S \* 7/2007 Sakurai ..... D21/329  
D623,700 S \* 9/2010 Murase ..... D21/329  
D627,830 S \* 11/2010 Araki ..... D21/329

\* cited by examiner

*Primary Examiner* — Prabhakar Deshmukh

(74) *Attorney, Agent, or Firm* — Rabin & Berdo, P.C.

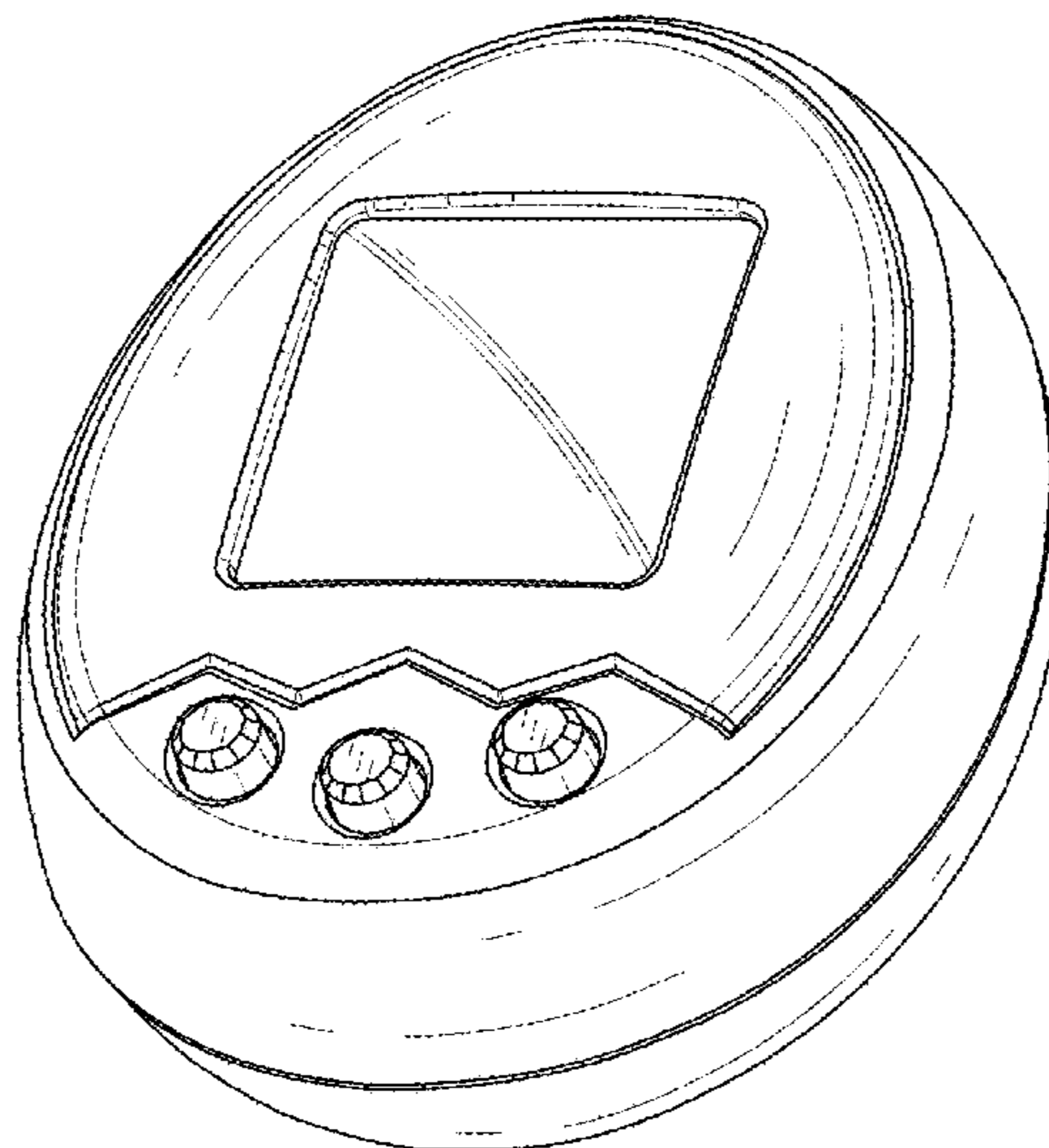
(57) **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a front perspective view of a game device;  
FIG. 2 is a rear perspective view thereof;  
FIG. 3 is a front view thereof;  
FIG. 4 is a rear view thereof;  
FIG. 5 is a top view thereof;  
FIG. 6 is a bottom view thereof;  
FIG. 7 is a left side view thereof; and,  
FIG. 8 is a right side view thereof.

**1 Claim, 4 Drawing Sheets**



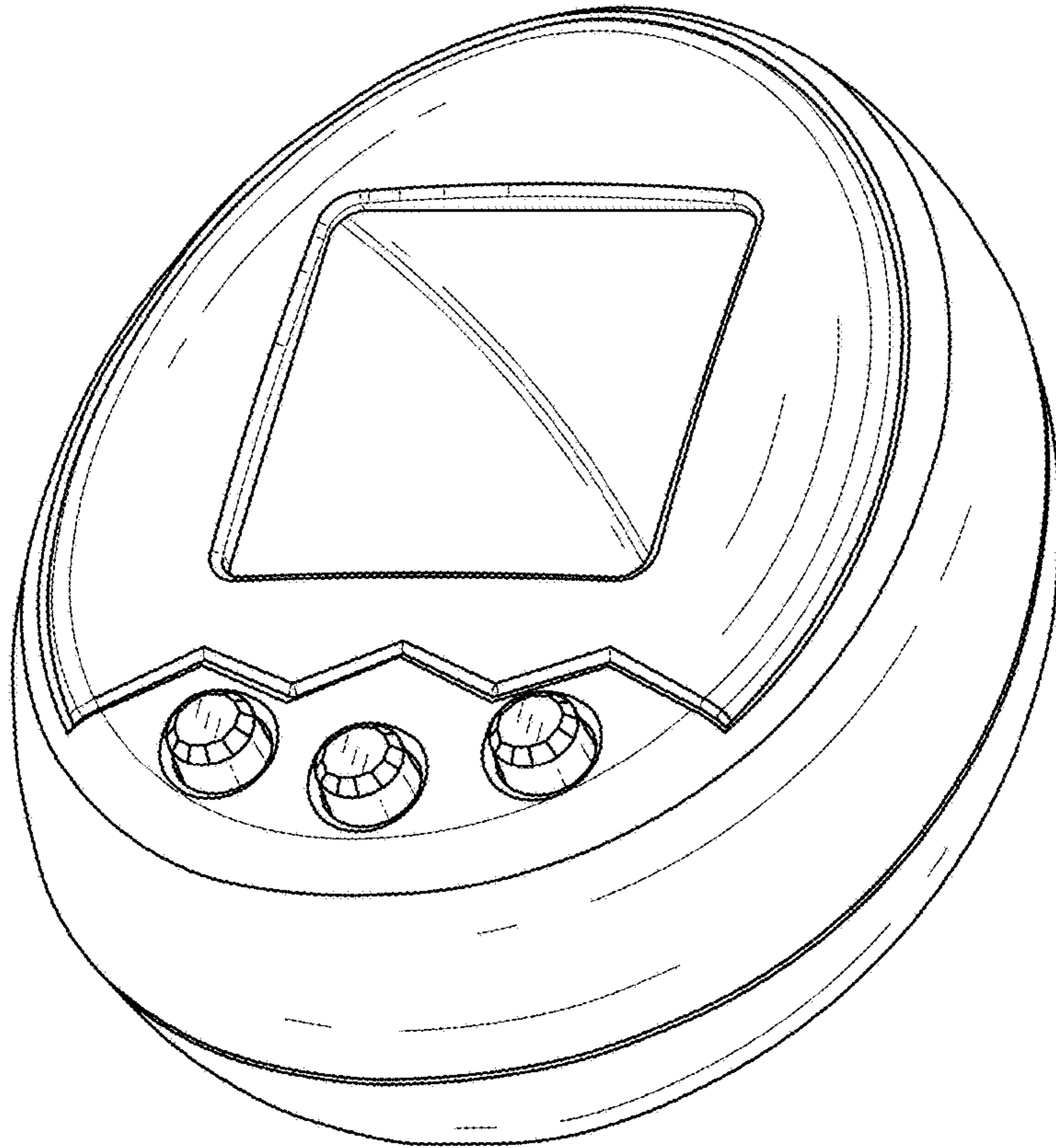


FIG. 1

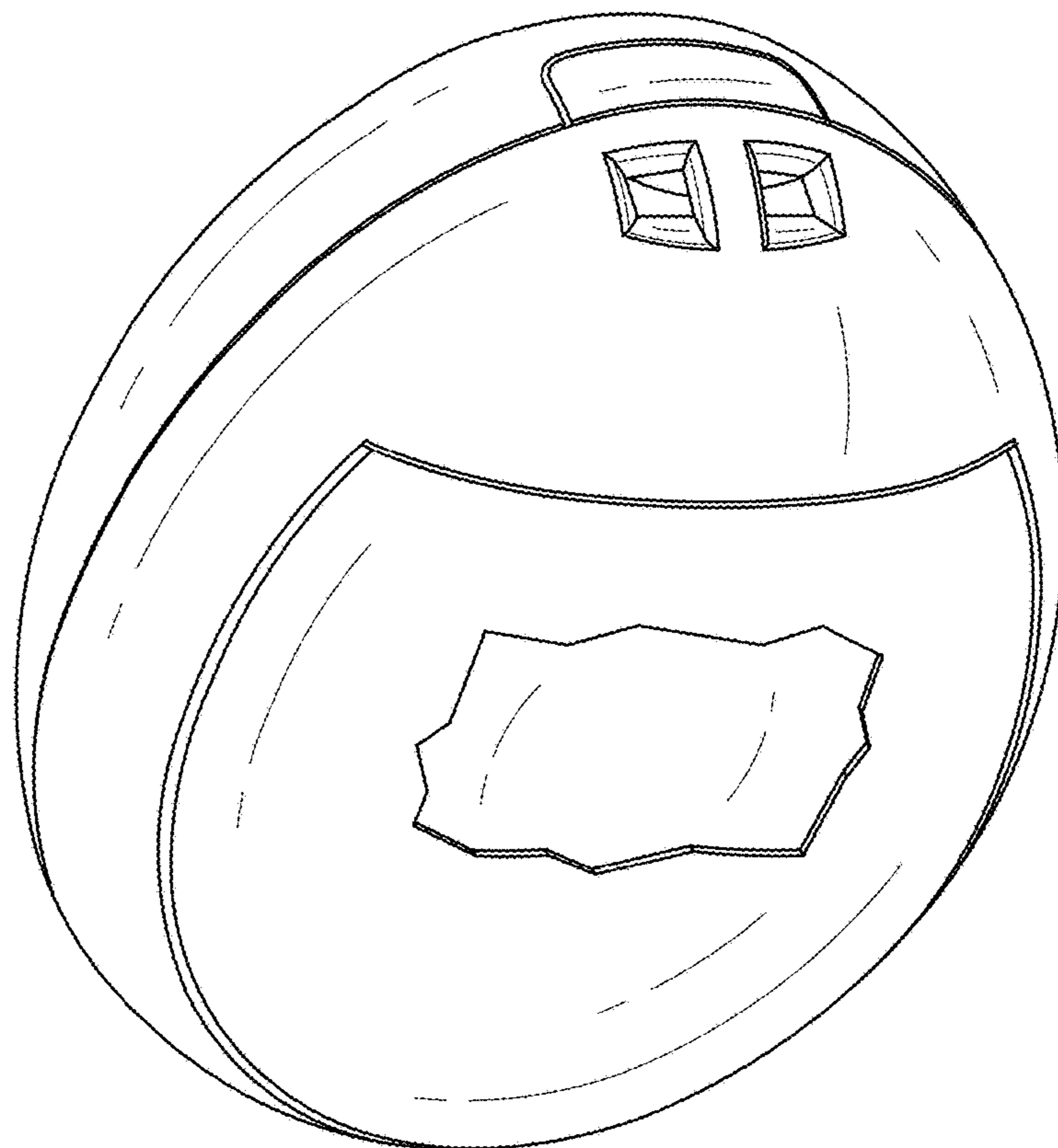


FIG. 2

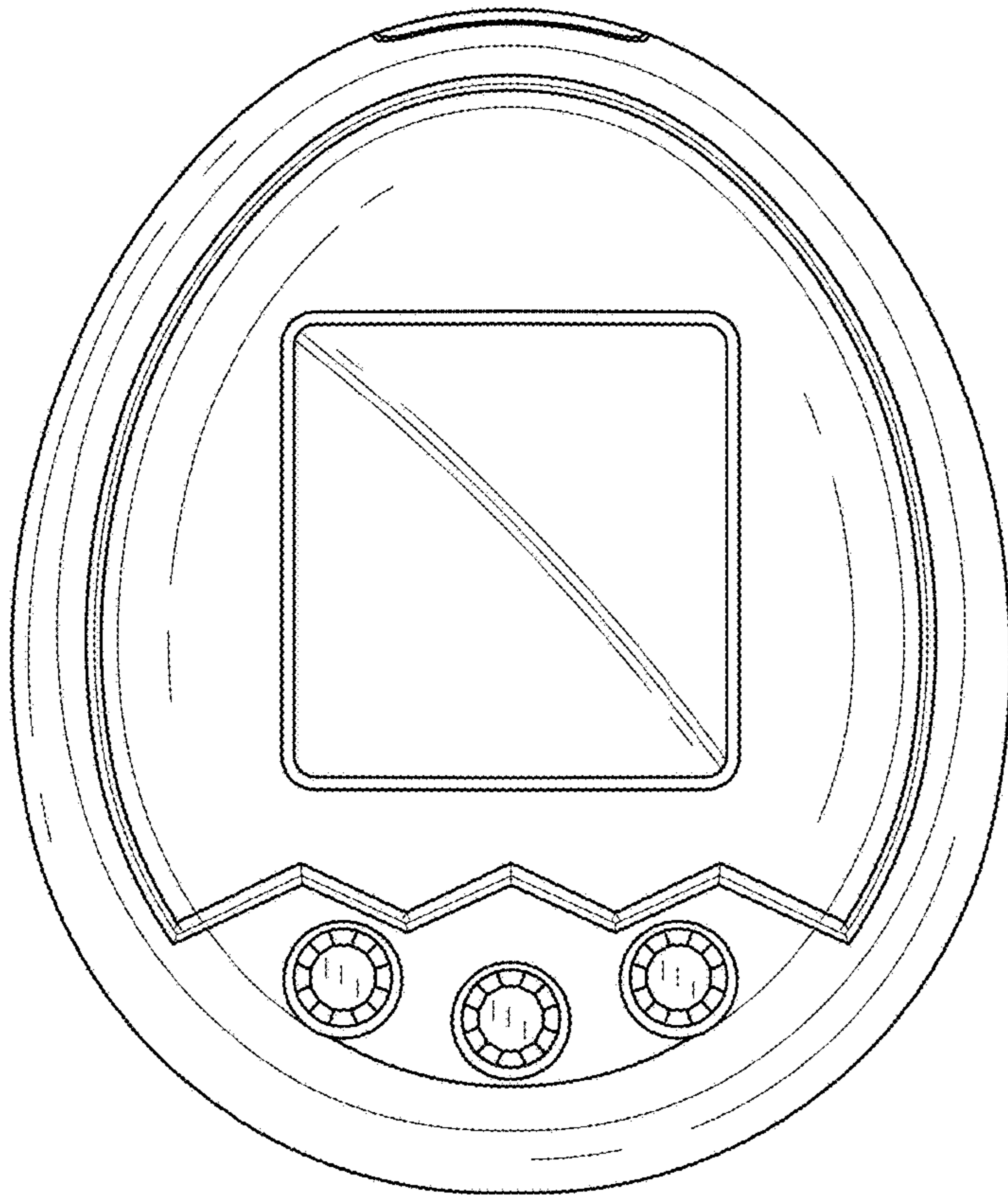


FIG. 3

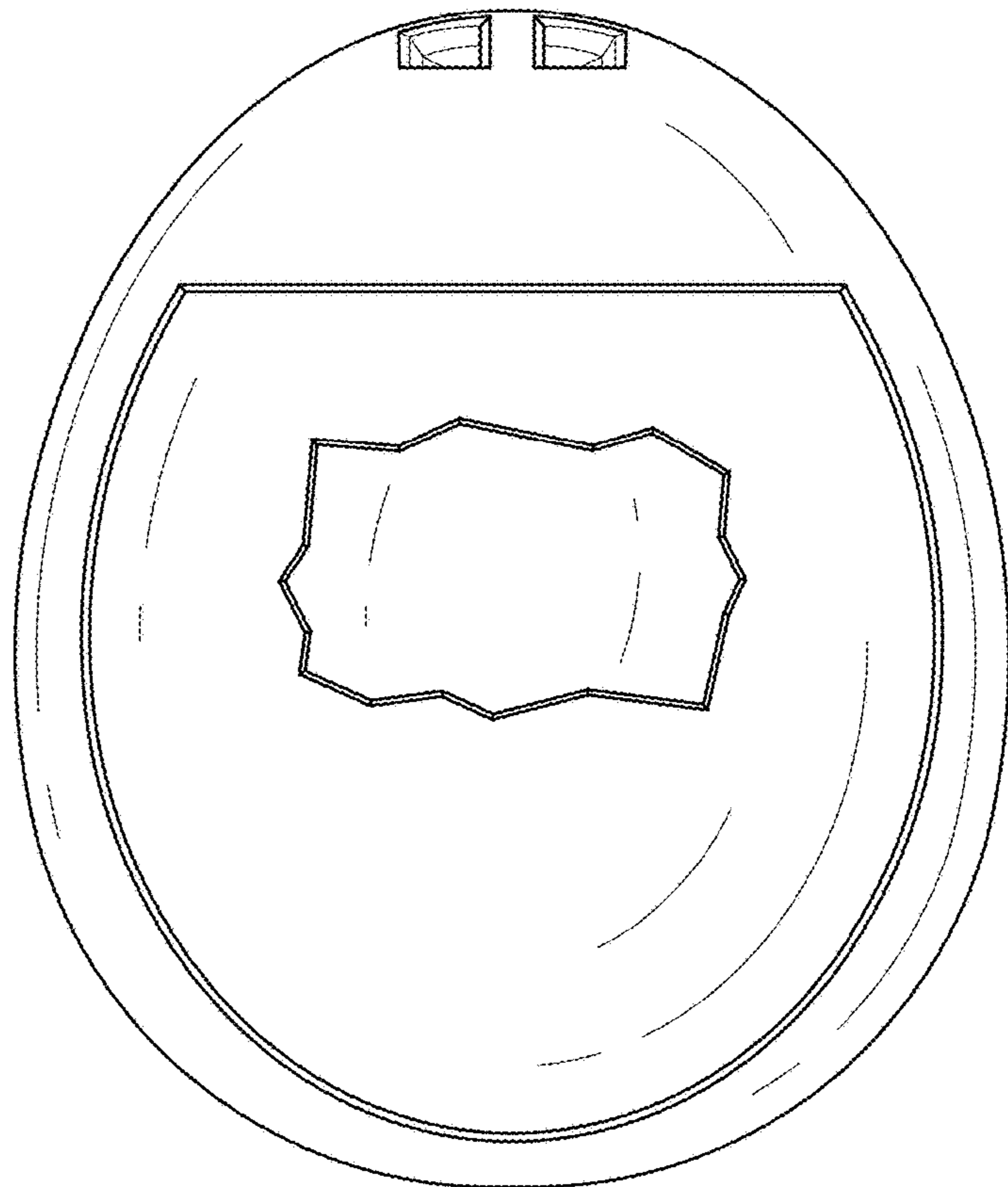


FIG. 4

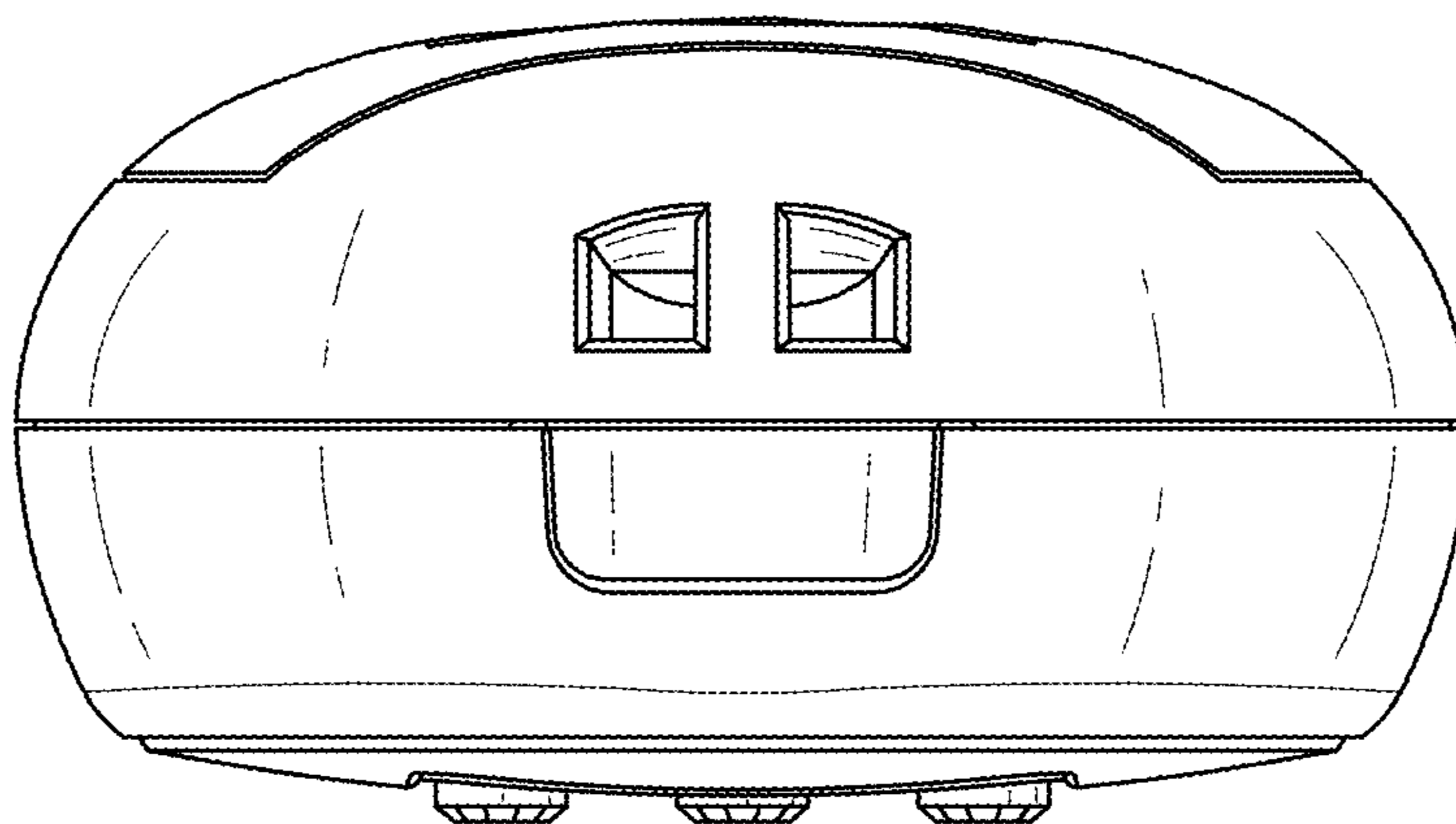


FIG. 5

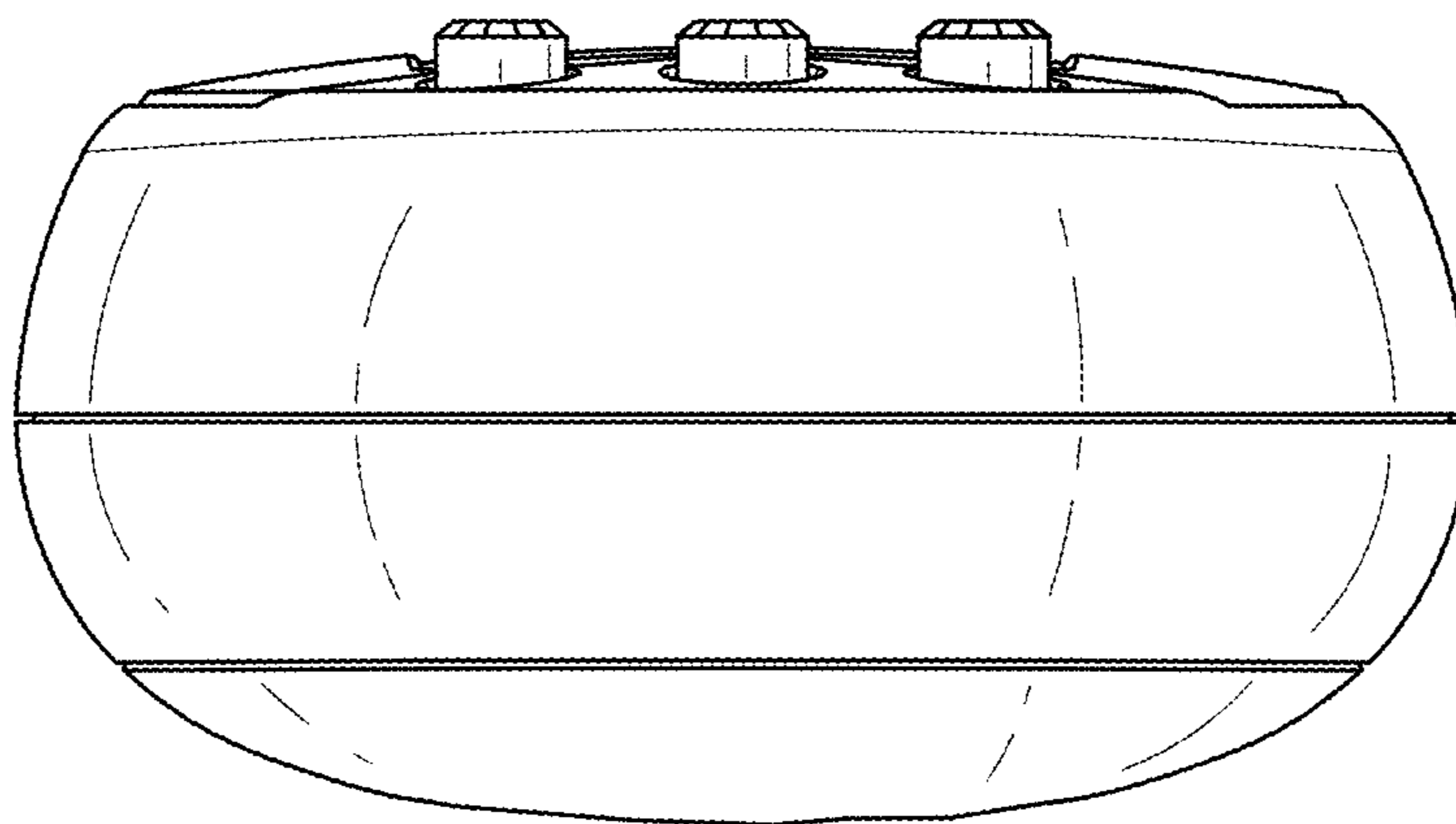


FIG. 6

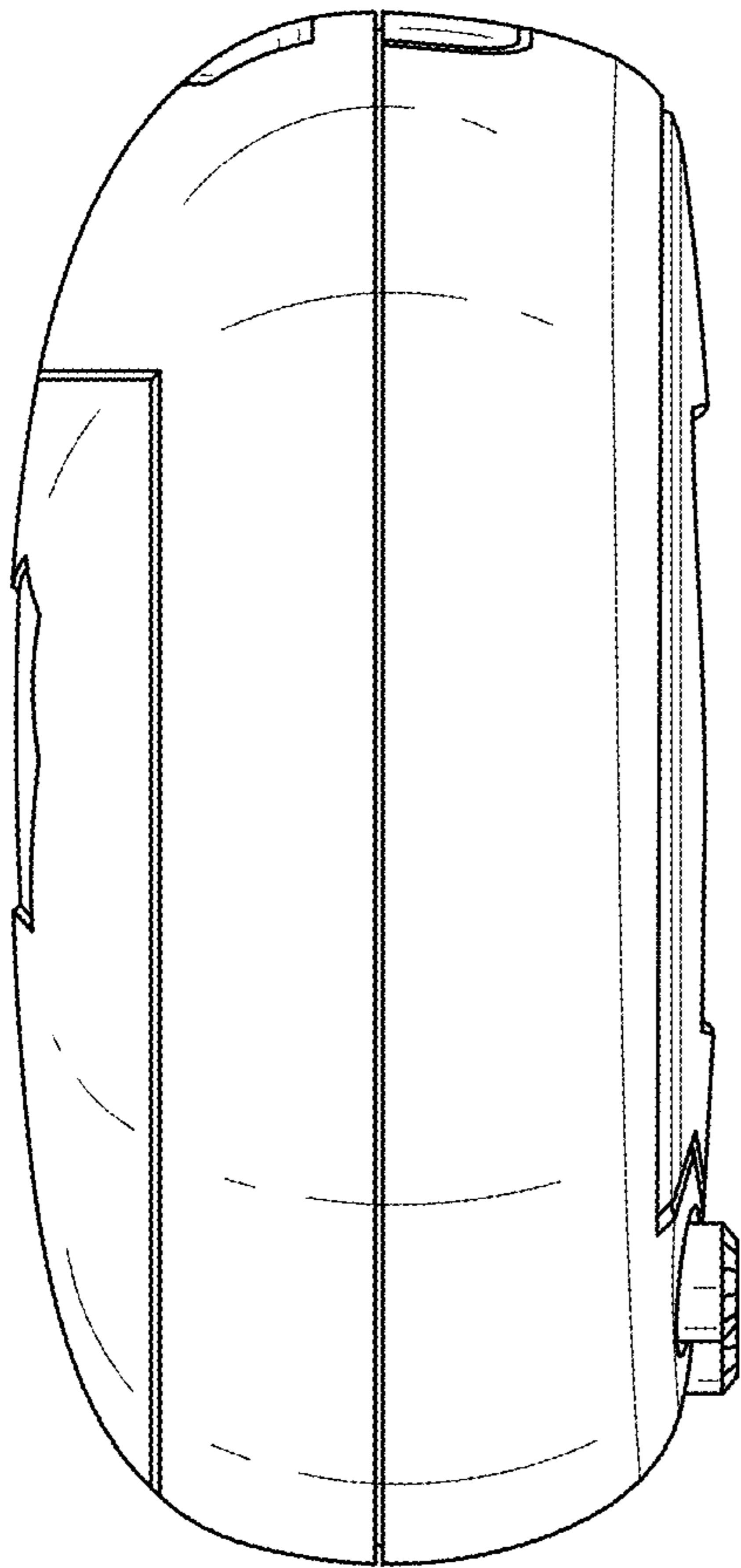


FIG. 7

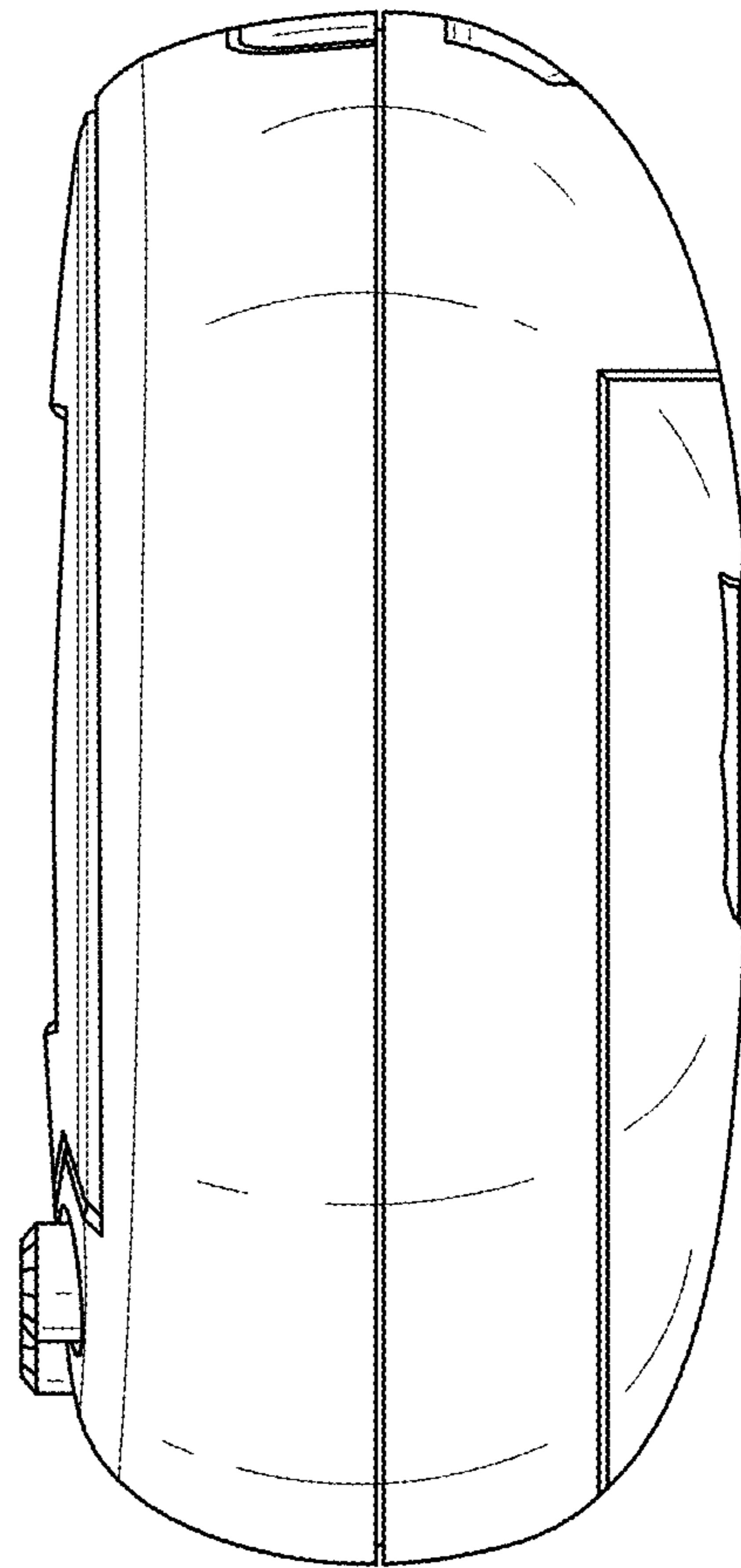


FIG. 8