



US00D850464S

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

(10) **Patent No.:** **US D850,464 S**

(45) **Date of Patent:** **** Jun. 4, 2019**

(54) **DISPLAY SCREEN OR PORTION THEREOF WITH TRANSITIONAL GRAPHICAL USER INTERFACE**

Primary Examiner — Jack Reickel

(74) *Attorney, Agent, or Firm* — McAndrews, Held & Malloy, Ltd.

(71) Applicant: **Aristocrat Technologies Australia Pty Limited**, North Ryde, NSW (AU)

(57) **CLAIM**

(72) Inventors: **Eric Satterlie**, Las Vegas, NV (US);
Eric Yan, Las Vegas, NV (US);
Chantrelle Pryor, Las Vegas, NV (US);
Natalie Bugel, Las Vegas, NV (US);
Jaden Minix, Las Vegas, NV (US);
Sarah Dooley, Las Vegas, NV (US)

The ornamental design for a display screen or portion thereof with transitional graphical user interface, as shown and described.

(73) Assignee: **ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LIMITED** (AU)

DESCRIPTION

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

FIG. 1 is the first image in a sequence of a display screen or portion thereof with transitional graphical user interface showing our new design according to a first embodiment; FIG. 2 is the second image thereof; FIG. 3 is the third image thereof; FIG. 4 is the fourth image thereof; FIG. 5 is the fifth image thereof; FIG. 6 is the sixth image thereof; FIG. 7 is the seventh image thereof; FIG. 8 is the first image in a sequence of a display screen or portion thereof with transitional graphical user interface showing our new design according to a second embodiment; FIG. 9 is the second image thereof; FIG. 10 is the third image thereof; FIG. 11 is the fourth image thereof; FIG. 12 is the fifth image thereof; FIG. 13 is the sixth image thereof; and, FIG. 14 is the seventh image thereof.

(21) Appl. No.: **29/615,917**

(22) Filed: **Aug. 31, 2017**

(51) **LOC (11) Cl.** **14-04**

(52) **U.S. Cl.**
USPC **D14/485**

(58) **Field of Classification Search**
USPC D14/485–495

(Continued)

(56) **References Cited**

U.S. PATENT DOCUMENTS

D594,468 S * 6/2009 Bamford D14/488

D610,161 S * 2/2010 Matas D14/486

(Continued)

OTHER PUBLICATIONS

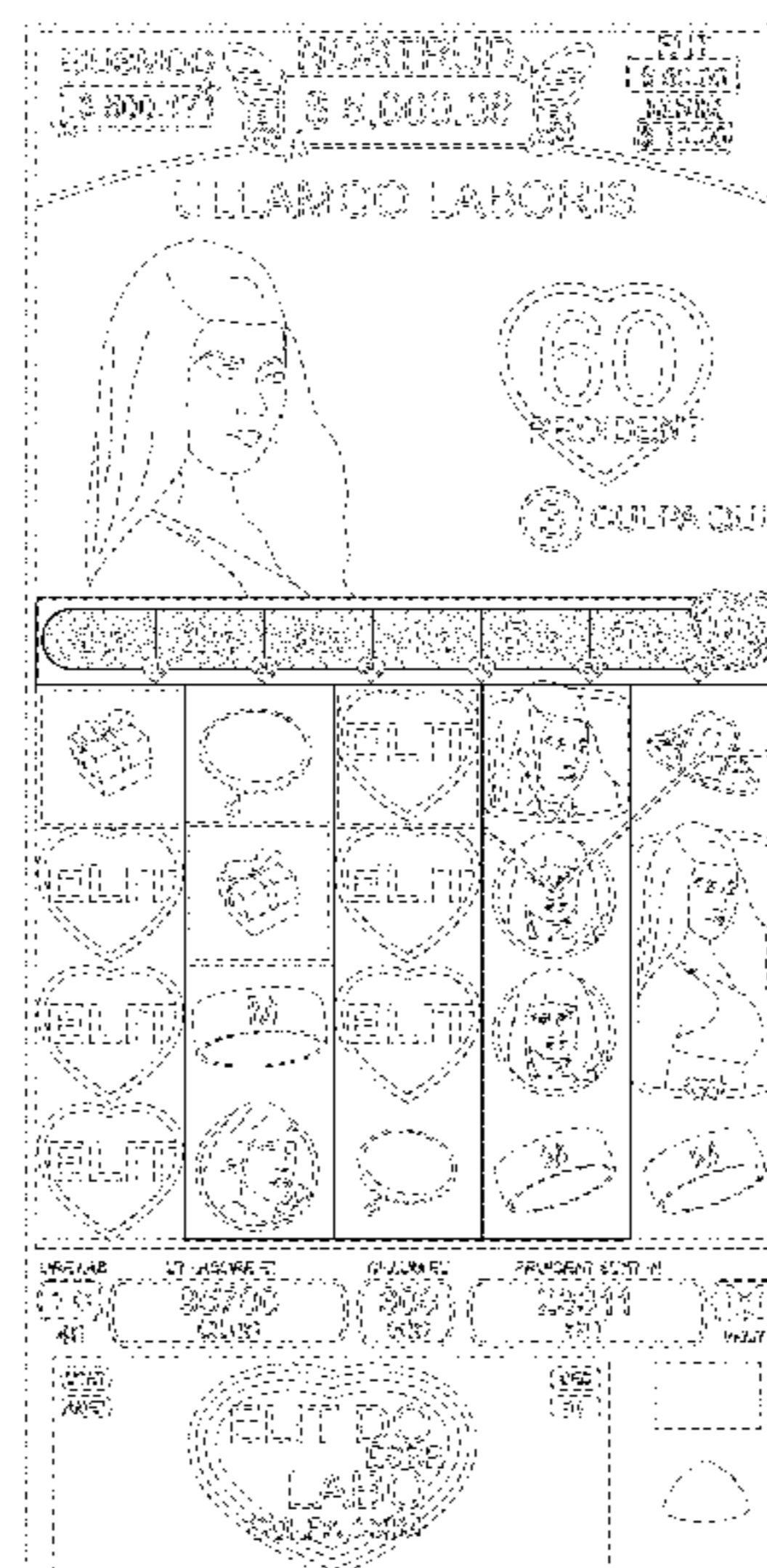
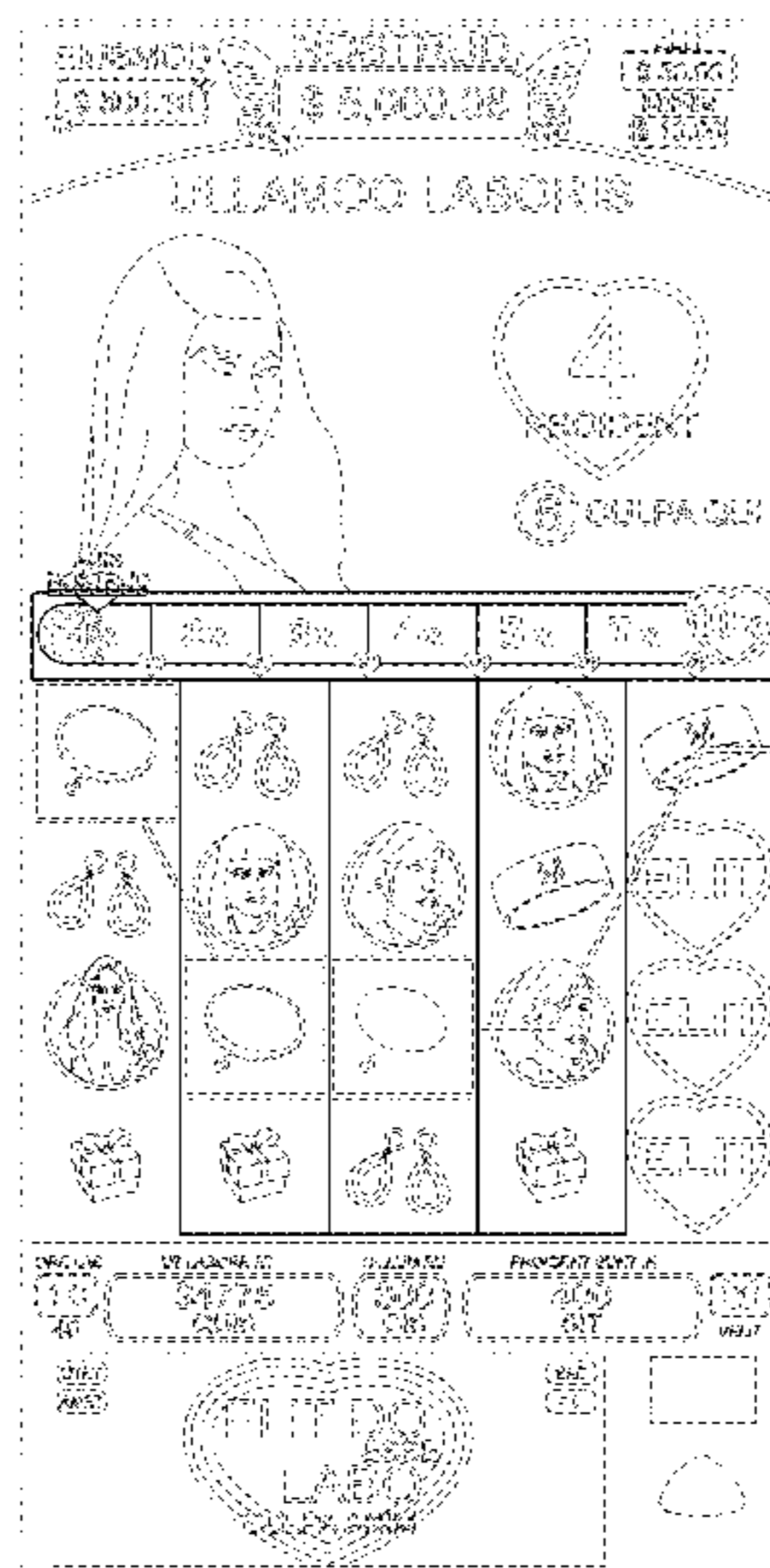
“More Hearts : Max Bet—Big Win—Aristocrat Slot Machine” Dec. 20, 2013, YouTube, site visited Dec. 21, 2018: https://www.youtube.com/watch?v=V6KRQGr_-al.*

(Continued)

The dashed broken line perimeter in the drawings illustrates a display screen or portion thereof and forms no part of the claimed design. The remaining dashed broken lines in the drawings illustrate portions of the graphical user interface that form no part of the claimed design.

The appearance of the transitional image sequentially transitions between the images shown in FIGS. 1-7 and 8-14. The process or period in which one image transitions to another image forms no part of the claimed design.

1 Claim, 14 Drawing Sheets



(58) **Field of Classification Search**

CPC G06F 3/048; G06F 3/0481; G06F 3/04817;
 G06F 3/0482; G06F 3/0483; G06F
 3/04842; G06F 3/0485; G06F 3/04855;
 G06F 3/0486; G06F 3/0488; G06F
 3/04886; G06F 9/4443; G06F 17/211;
 G06F 17/212

See application file for complete search history.

D759,046 S *	6/2016	Goetz	D14/485
D763,885 S *	8/2016	Liu	D14/486
D774,067 S *	12/2016	Kim	D14/486
D787,537 S *	5/2017	Kim	D14/486
D794,045 S *	8/2017	Akana	D14/485
D804,493 S *	12/2017	Daniel	H04L 51/046 D14/485
D805,094 S *	12/2017	Yang	D14/486
D823,883 S *	7/2018	Stringham	D14/487

(56)

References Cited

U.S. PATENT DOCUMENTS

D614,190 S *	4/2010	Um	D14/486
D616,892 S *	6/2010	Christie	D14/486
D622,283 S *	8/2010	Van Os	D14/486
D627,362 S *	11/2010	Christie	D14/486
D636,398 S *	4/2011	Matas	D14/486
D656,508 S *	3/2012	Makhlouf	D14/486
D701,518 S *	3/2014	Thornton	D14/486
D711,398 S *	8/2014	Safa	G06F 3/04817 D14/486
D728,602 S *	5/2015	Bergher	D14/486
D749,118 S *	2/2016	Wang	D14/487
D751,591 S *	3/2016	Sic	D14/486
D758,407 S *	6/2016	Kim	D14/486

OTHER PUBLICATIONS

“★First Try★ Lock It Link slot machine Diamonds slot ★Full Screen★ Bonus Big Wins!” Mar. 13, 2017, YouTube, site visited Dec. 21, 2018: <https://www.youtube.com/watch?v=v2XdhTiZYpQ>.*

“Why should I choose to design a health bar rather than heart containers?” Mar. 15, 2013, StackExchange, site visited Dec. 21, 2018: <https://gamedev.stackexchange.com/questions/51060/why-should-i-choose-to-design-a-health-bar-rather-than-heart-containers>.*

“#5567054 Vector set of design elements for casual games by Elisanth Stock photo Elisanth” May 7, 2015, Stockfresh, site visited Dec. 21, 2018: <https://stockfresh.com/image/5567054/vector-set-of-design-elements-for-casual-games>.*

* cited by examiner

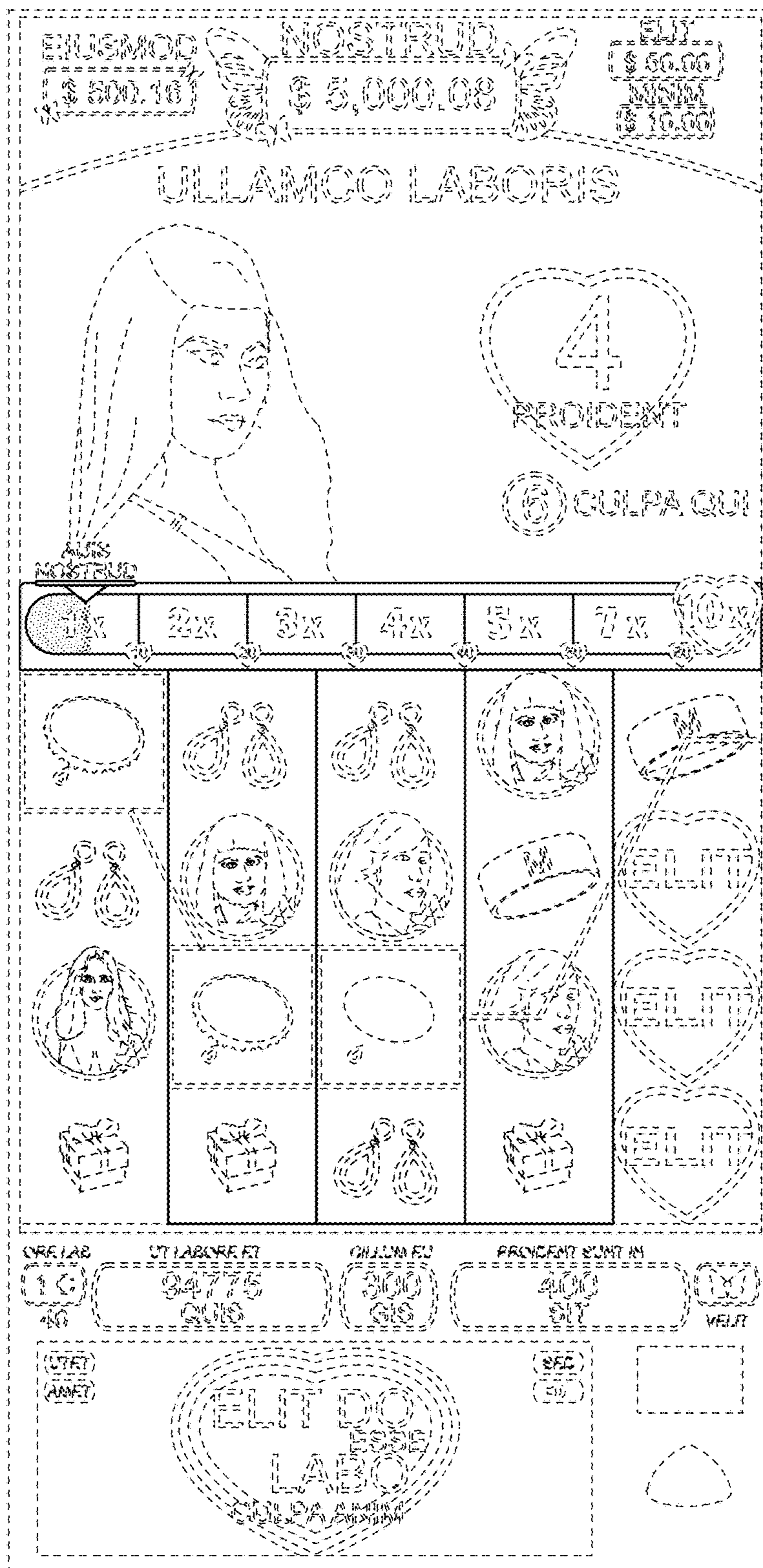


FIG. 1

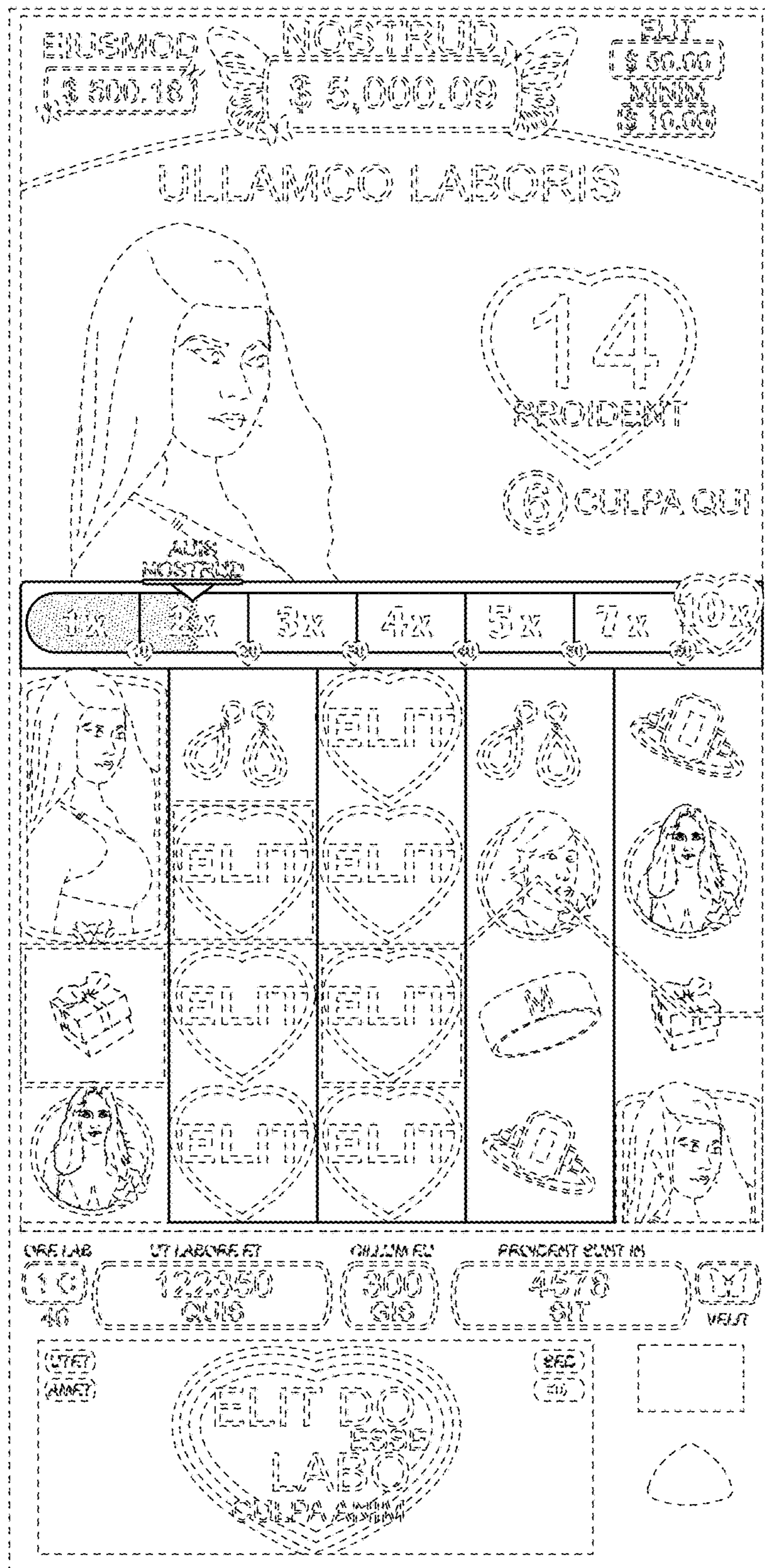


FIG. 2

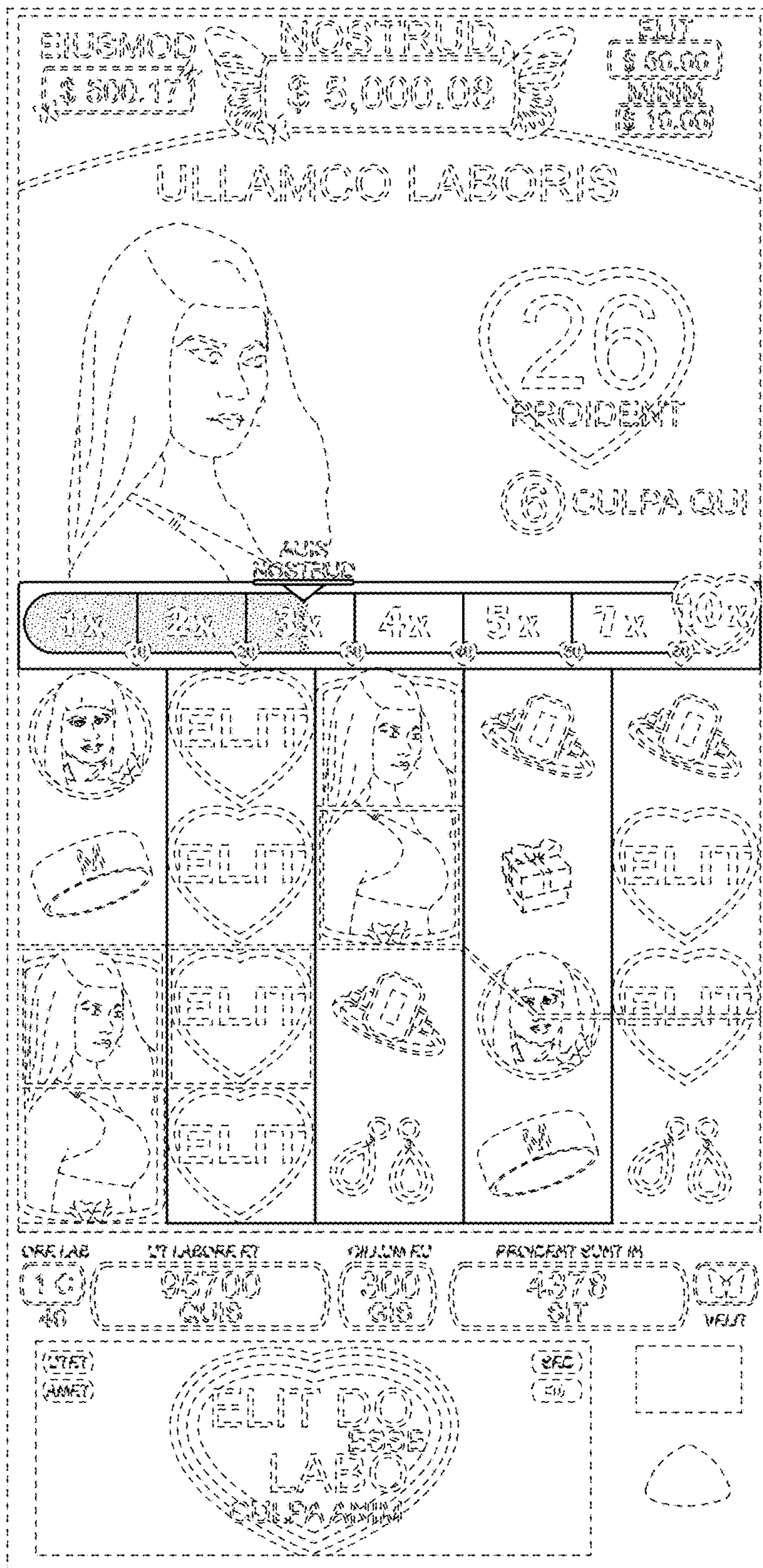
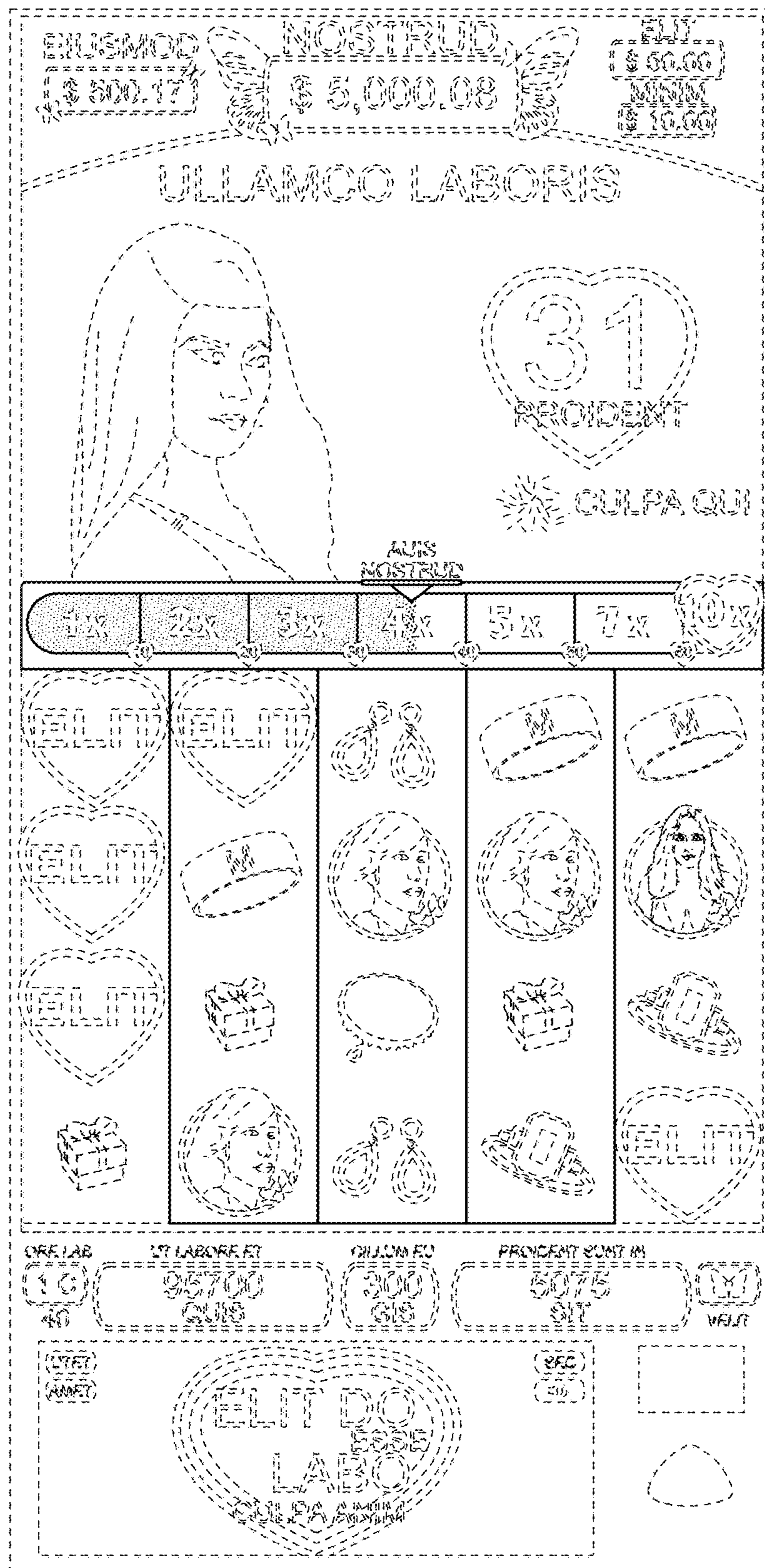


FIG. 3



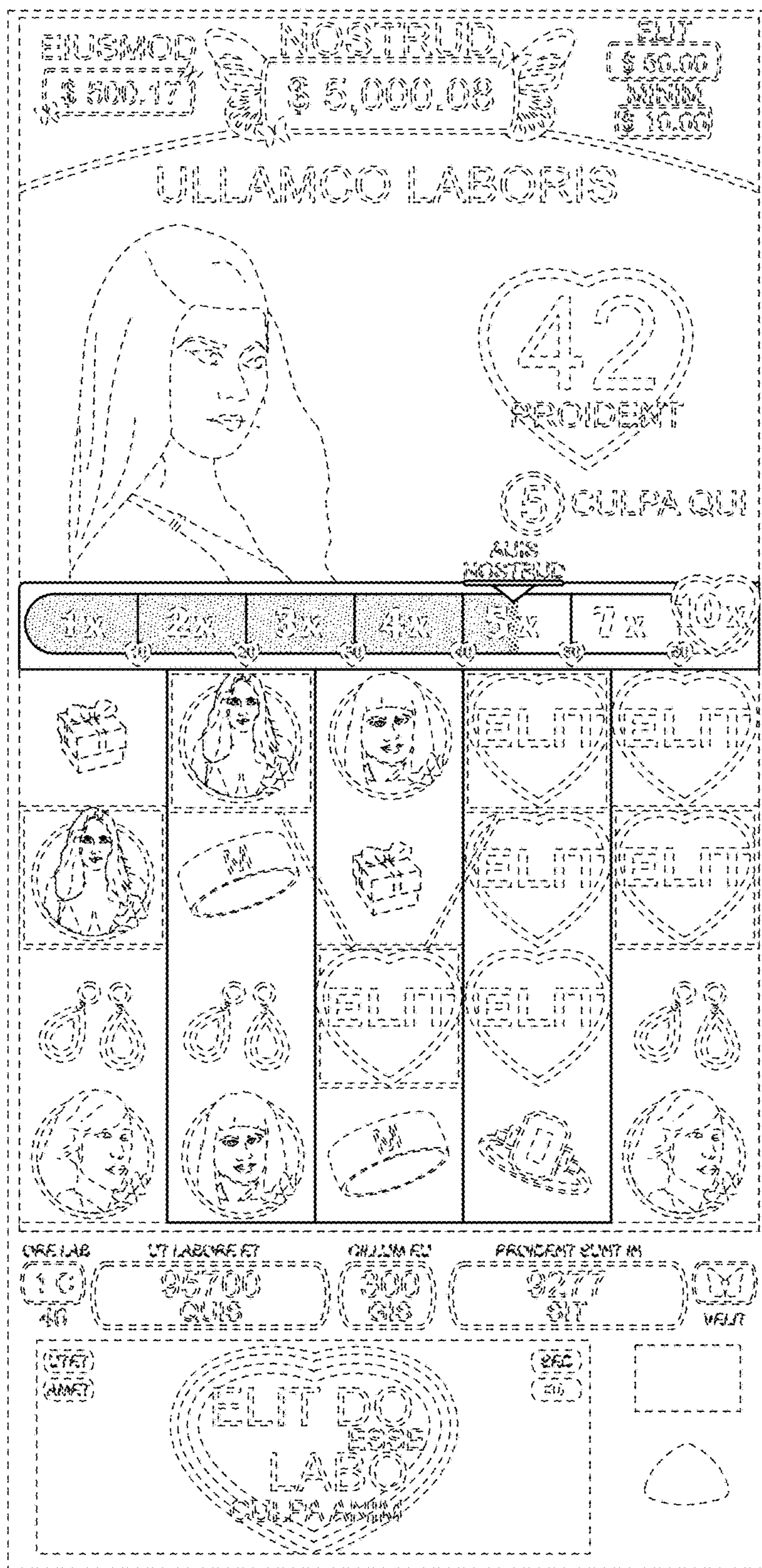


FIG. 5

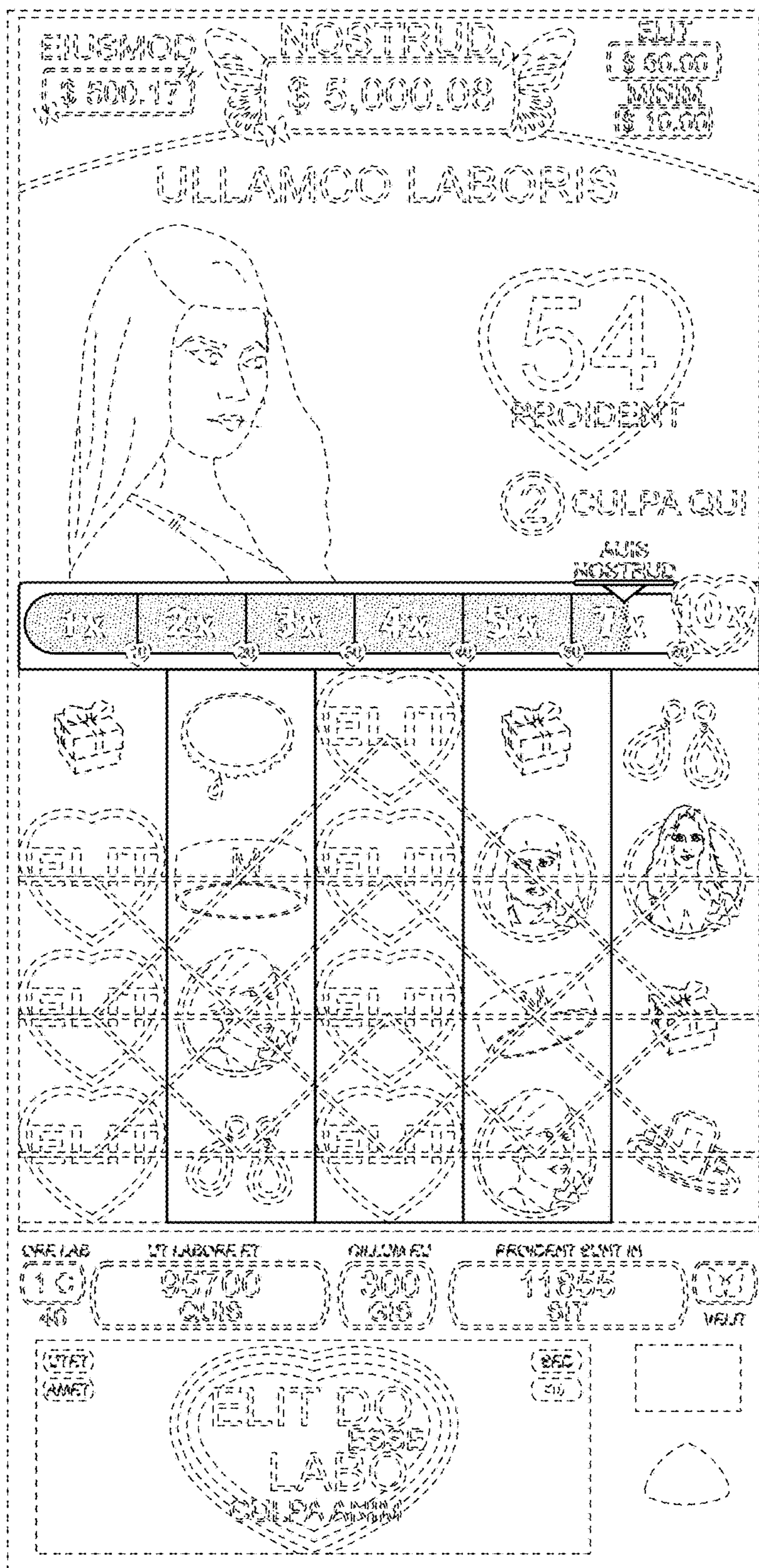


FIG. 6



FIG. 7

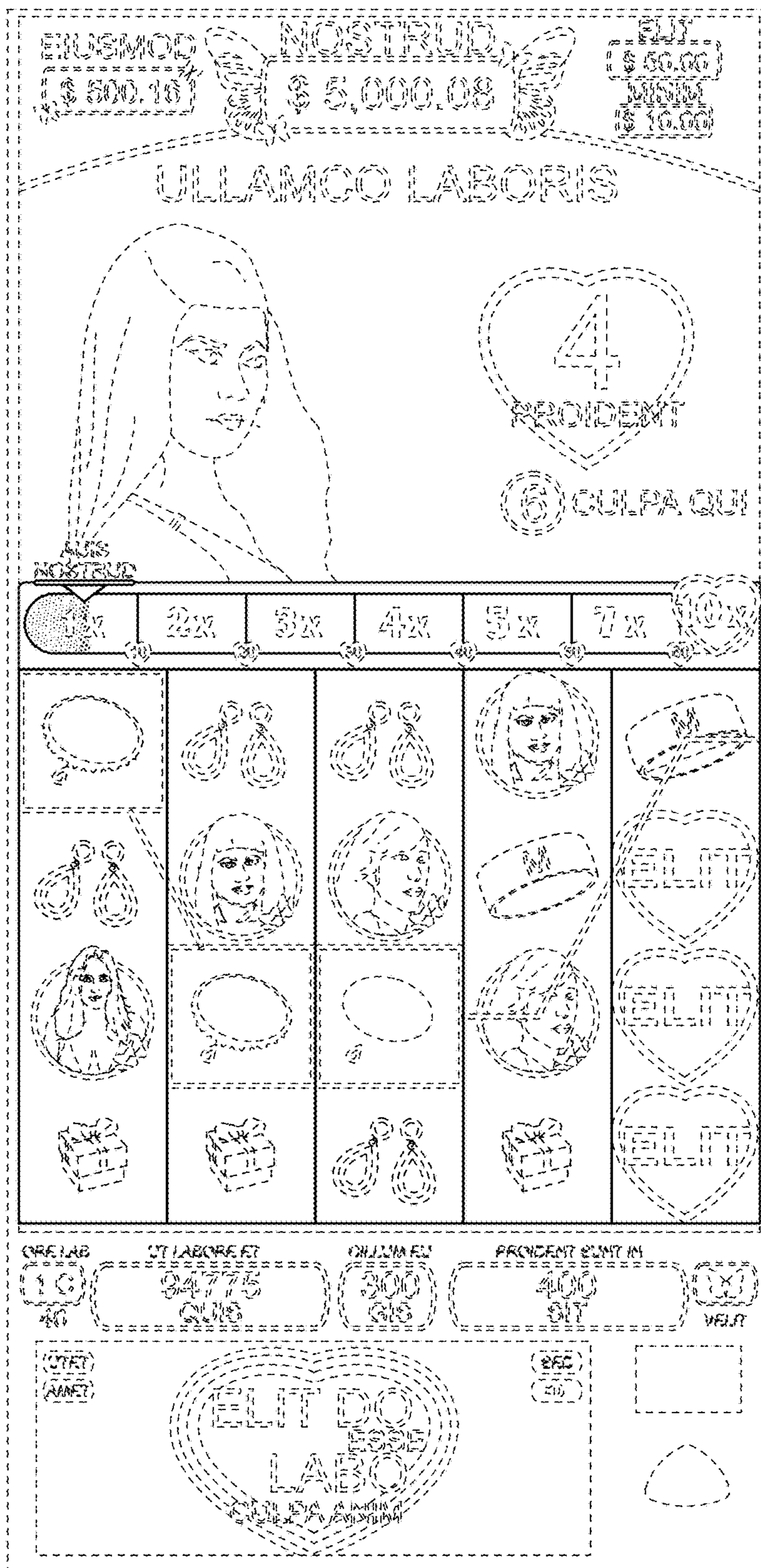


FIG. 8



FIG. 9

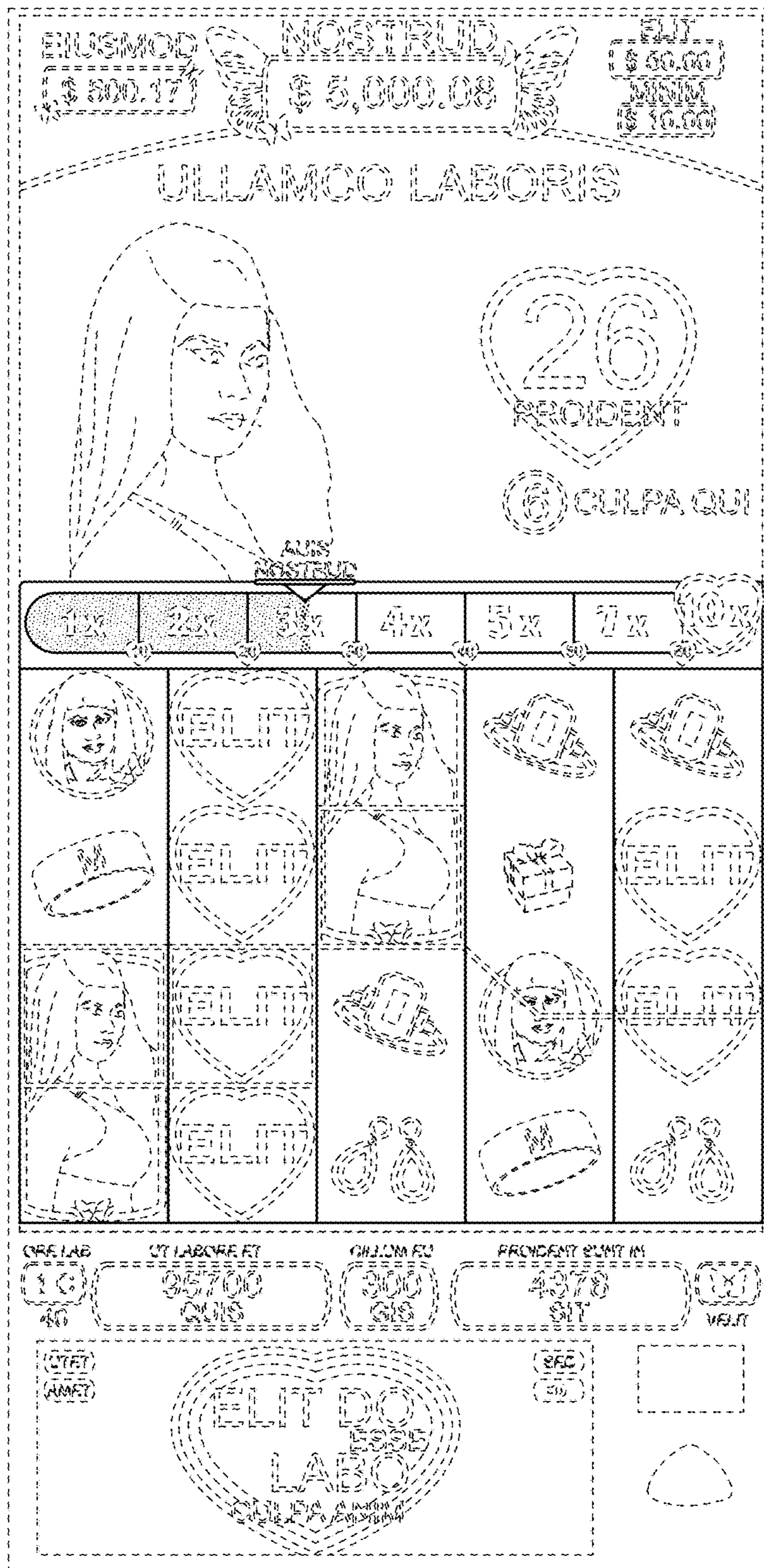
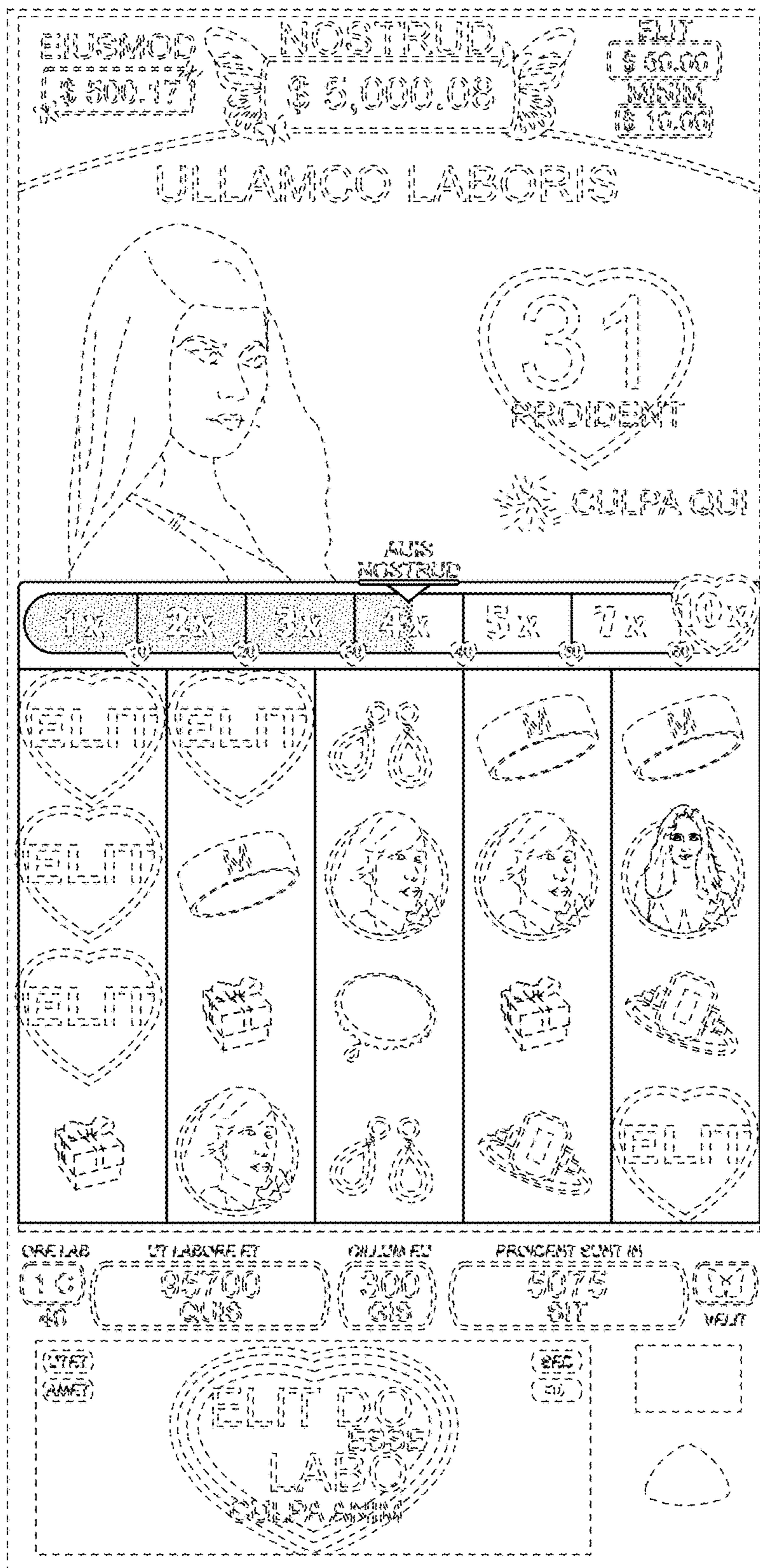
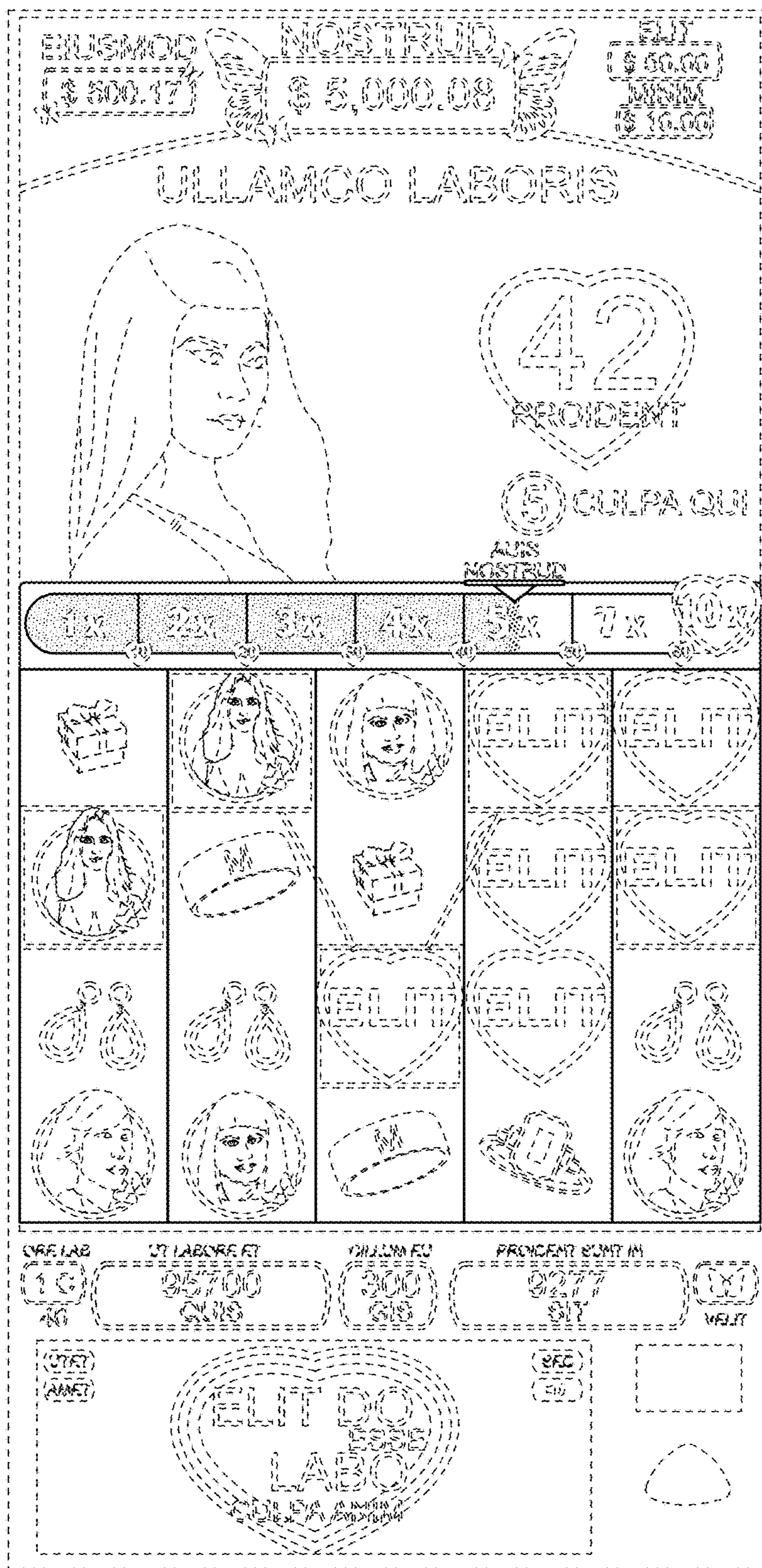
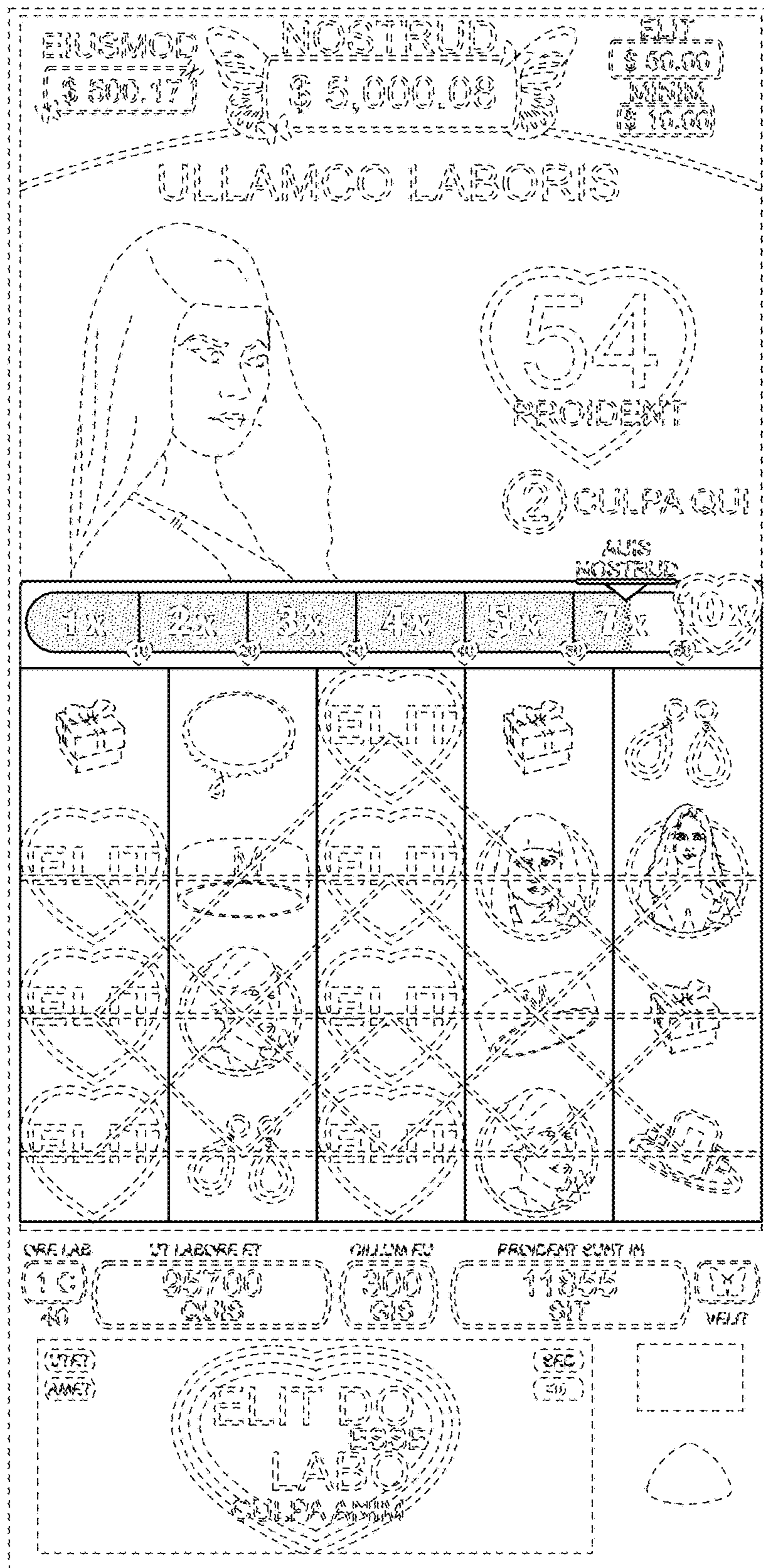


FIG. 10







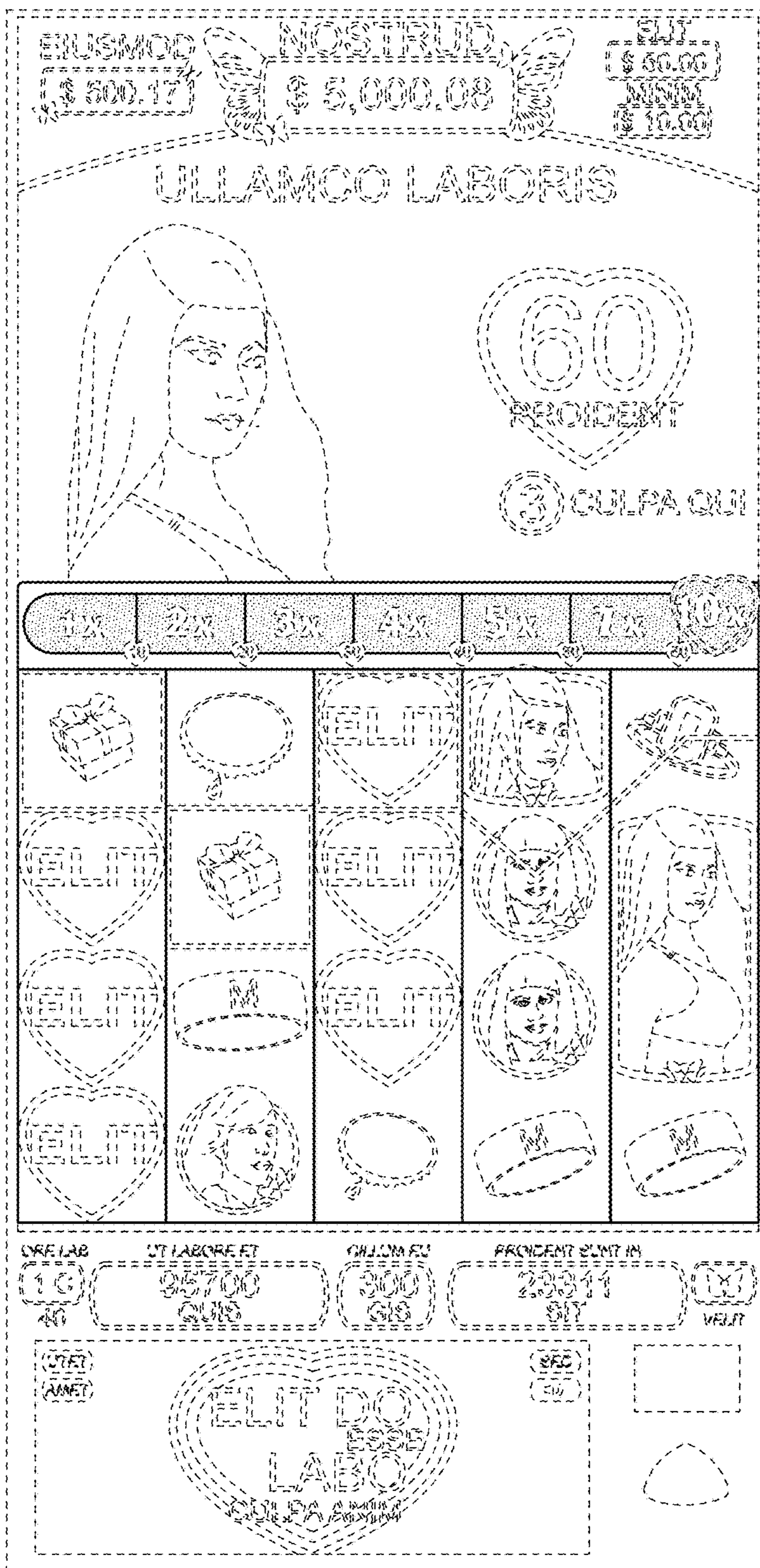


FIG. 14