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(12) **United States Design Patent** (10) **Patent No.:** **US D939,633 S**  
**Staes** (45) **Date of Patent:** **\*\* Dec. 28, 2021**

(54) **GAME CONDITION MARKER**

D905,173 S \* 12/2020 Kuepper ..... D21/385  
D910,764 S \* 2/2021 Berman ..... D21/386

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\* cited by examiner

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

(57) **CLAIM**

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

(21) Appl. No.: **29/771,726**

**DESCRIPTION**

(22) Filed: **Feb. 25, 2021**

(51) **LOC (13) Cl.** ..... **21-01**

FIG. 1 is a first perspective view of a game condition marker placed on a figurine, according to a first embodiment of the claimed design;

(52) **U.S. Cl.**

USPC ..... **D21/385**

FIG. 2 is a second perspective view of the game condition marker, according to the first embodiment of the claimed design;

(58) **Field of Classification Search**

USPC ..... D21/385, 386, 378–382, 383, 376

See application file for complete search history.

FIG. 3 is a front view thereof;

FIG. 4 is a rear view thereof;

FIG. 5 is a first side view thereof; and,

FIG. 6 is a second side view thereof.

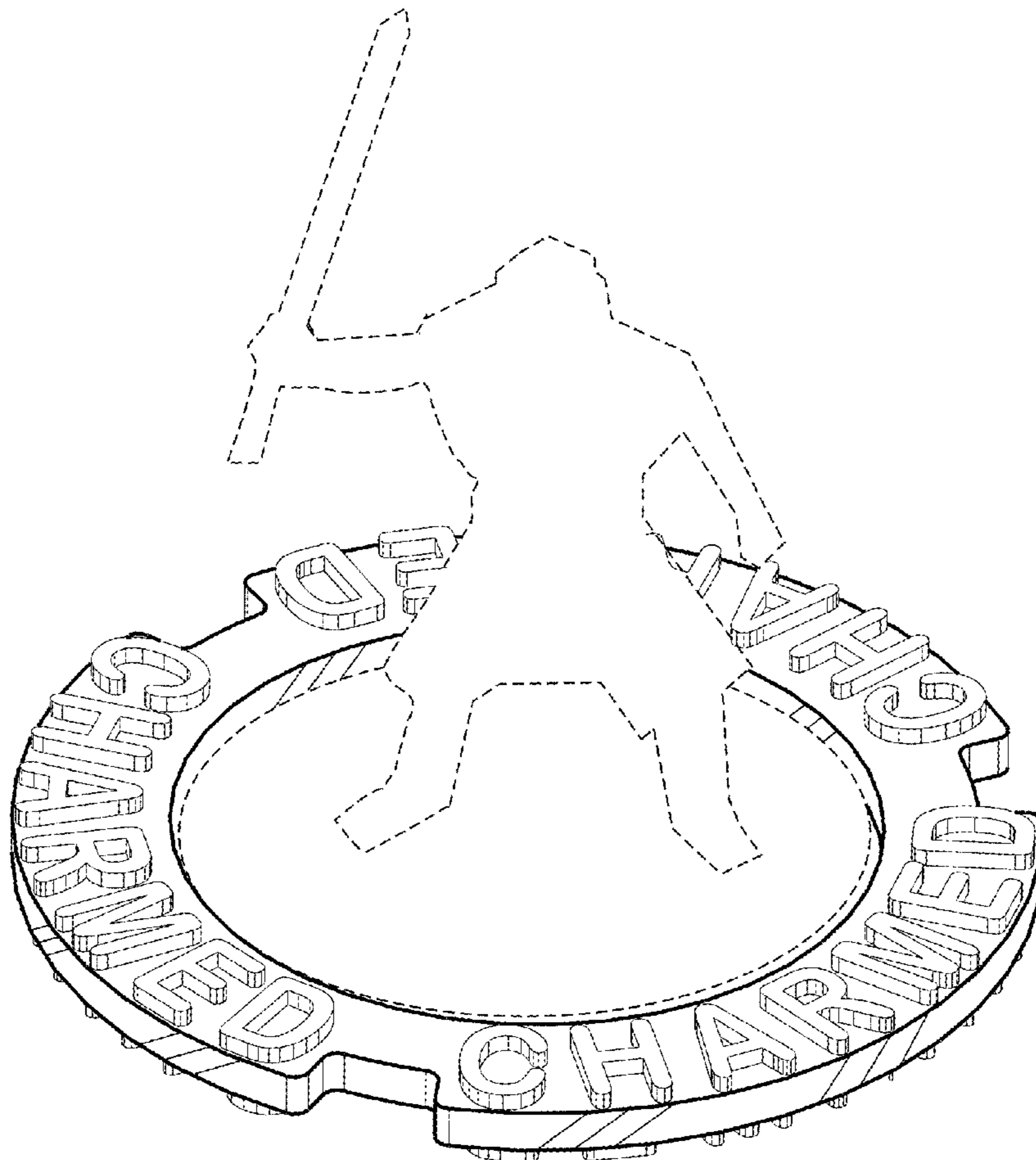
The broken line showing of a figure is included for the purpose of illustrating portions of the “article” and forms no part of the claimed design.

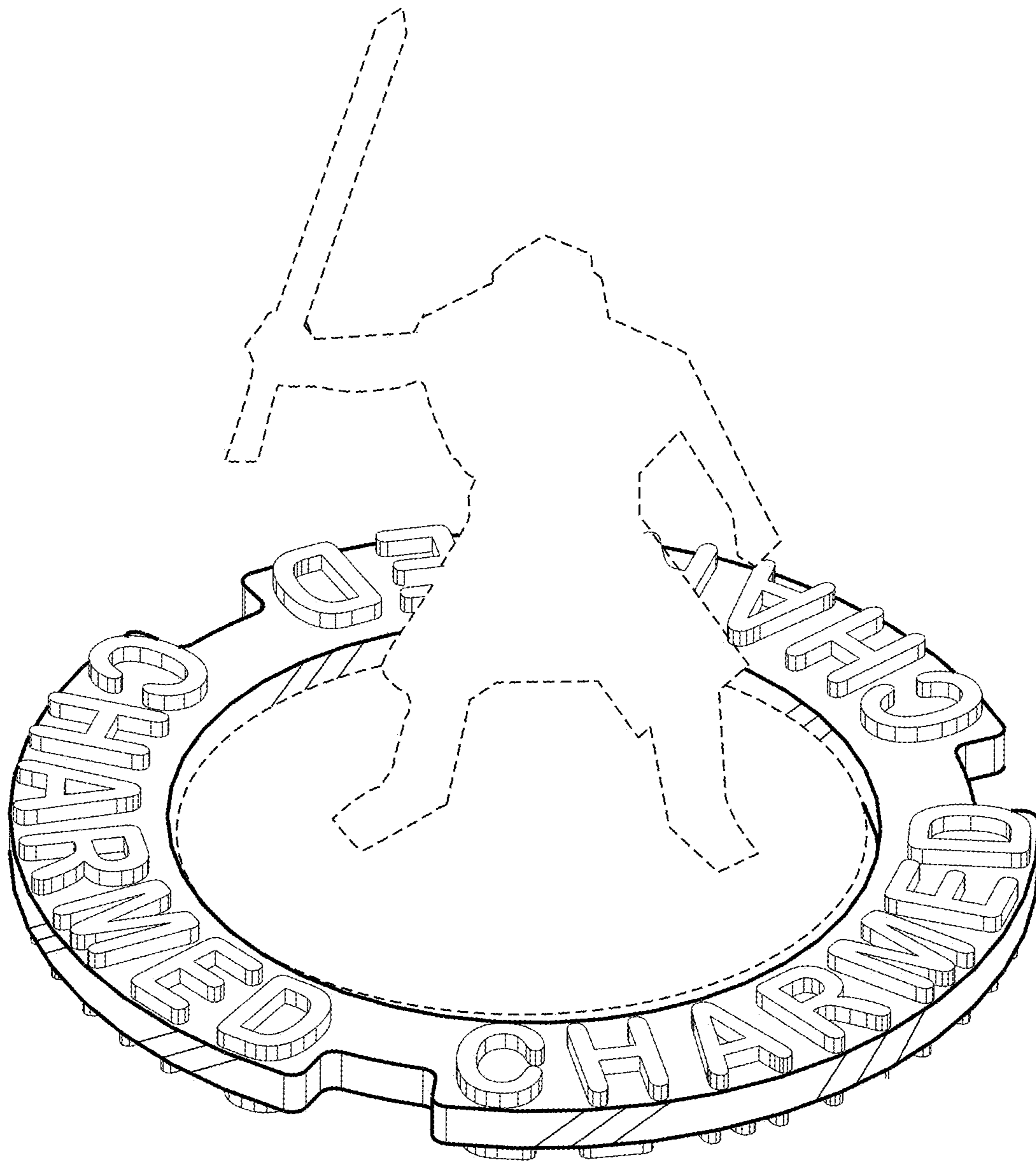
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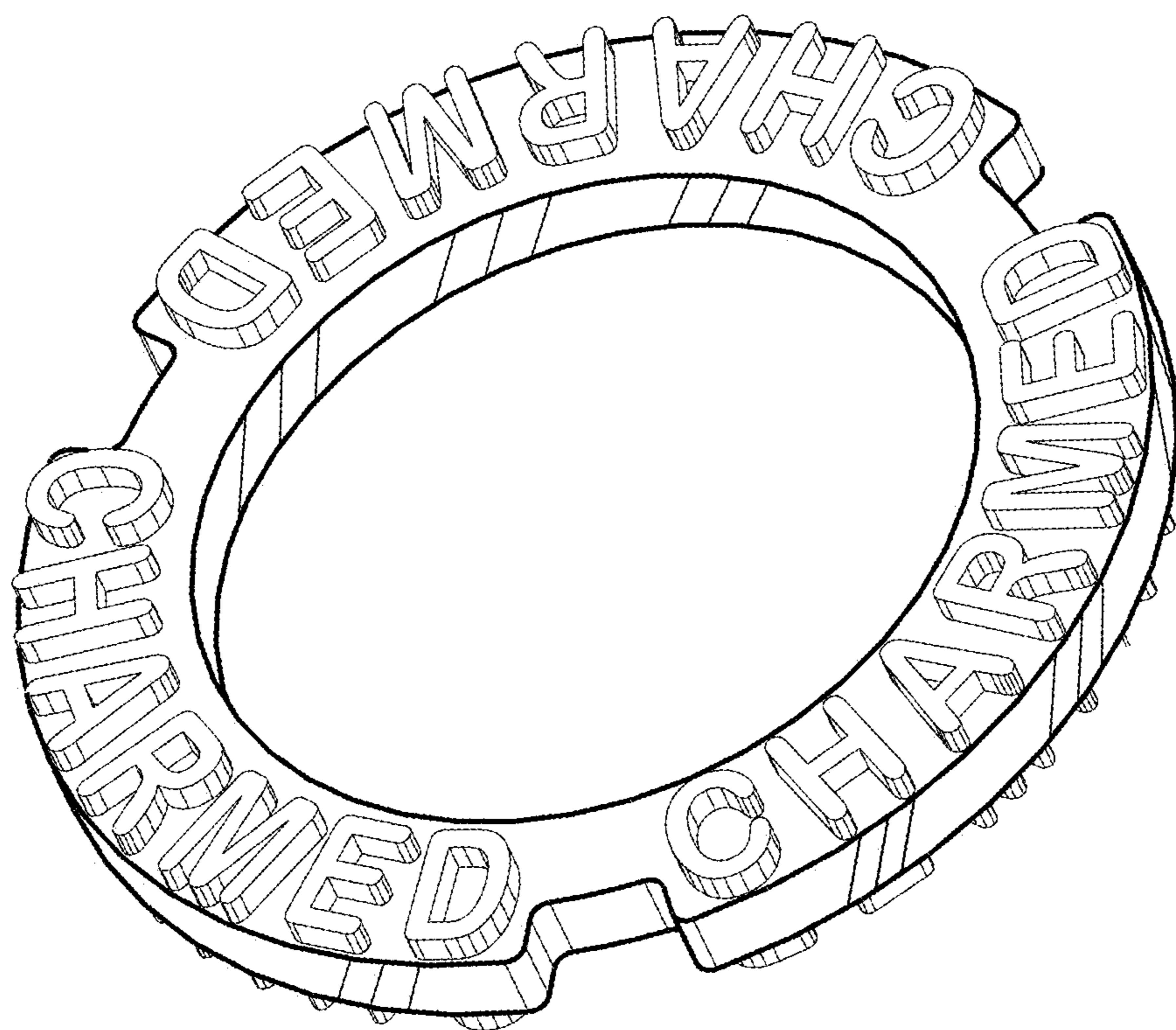
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**1 Claim, 6 Drawing Sheets**

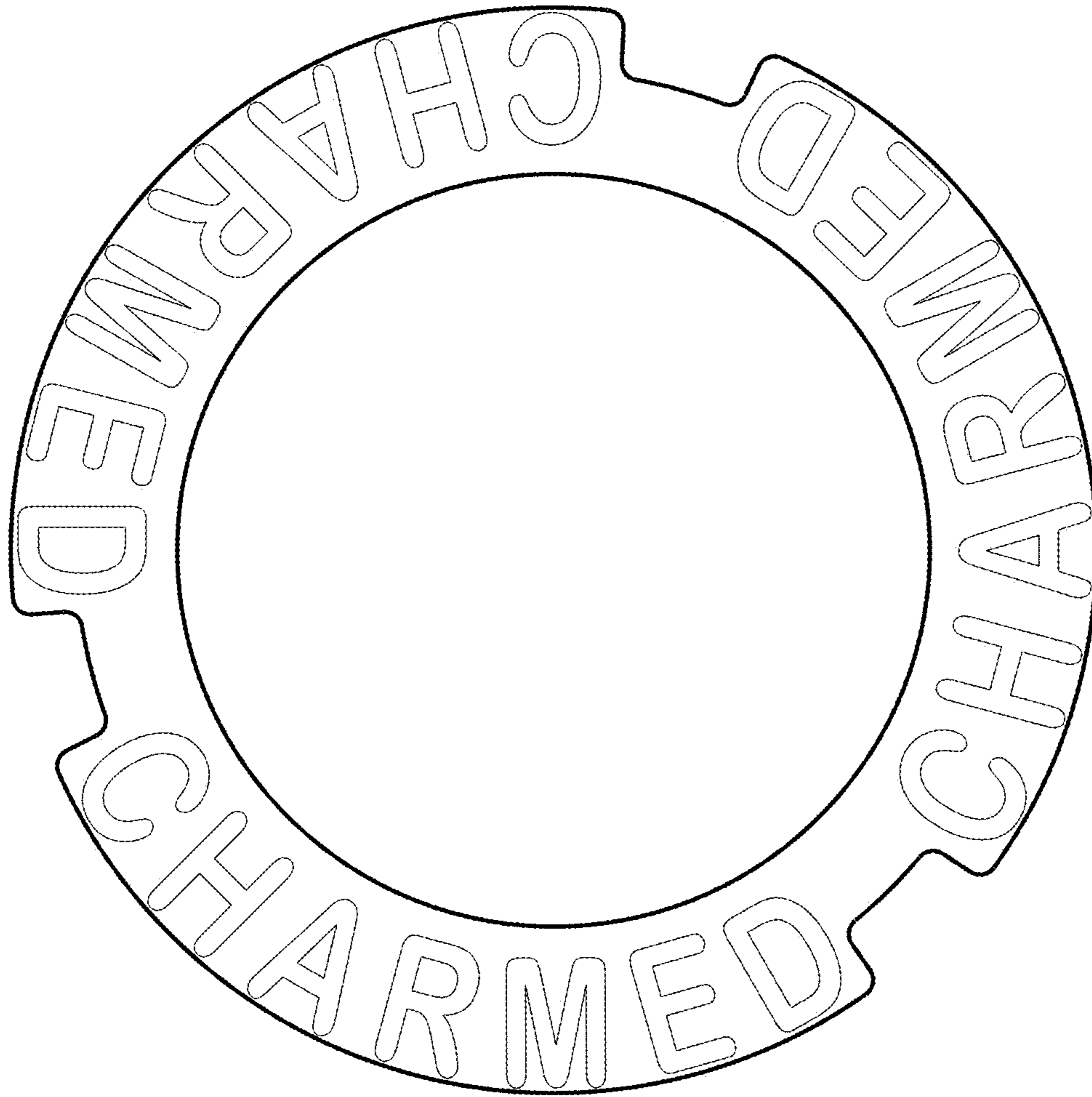




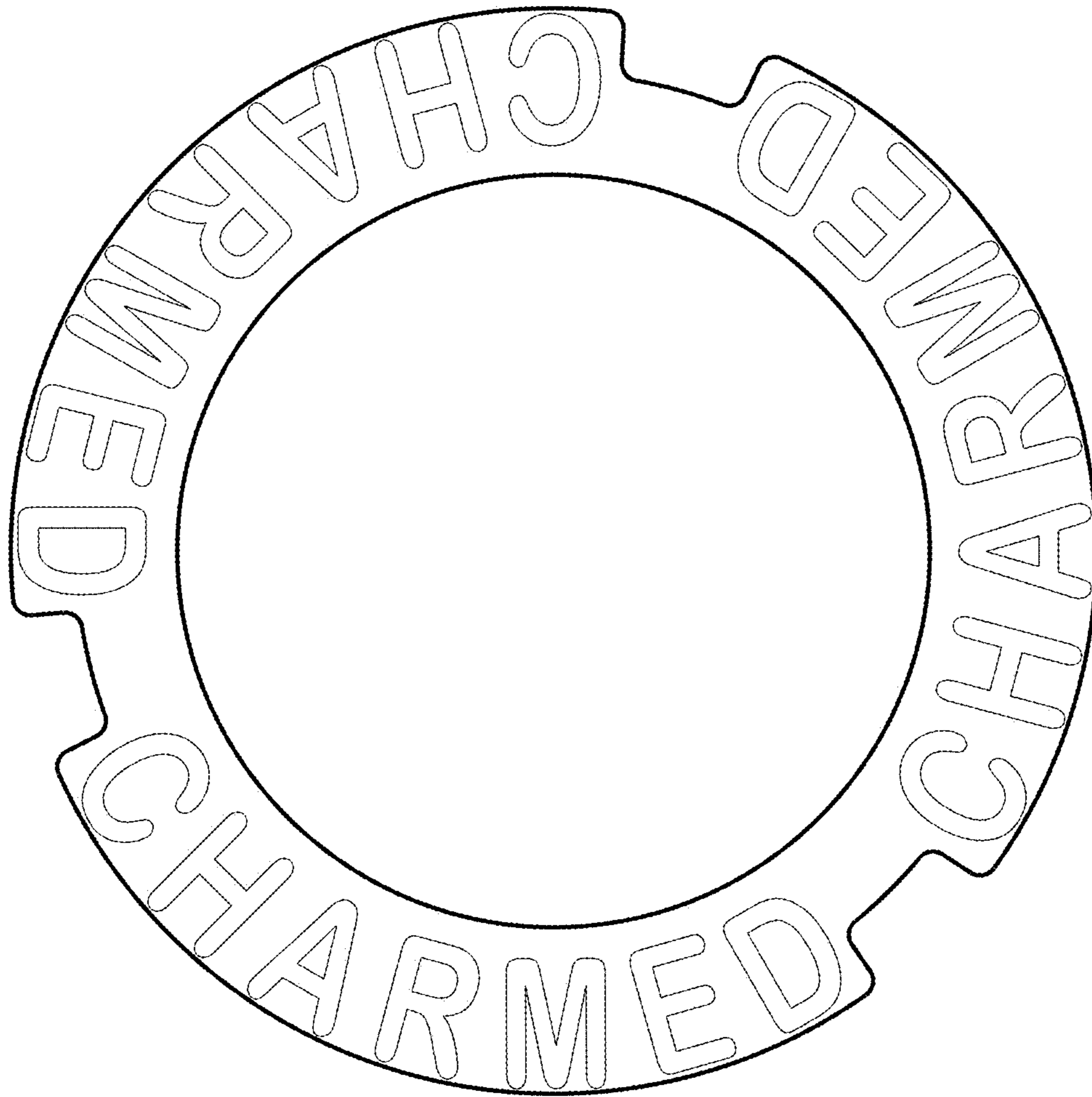
**FIG. 1**



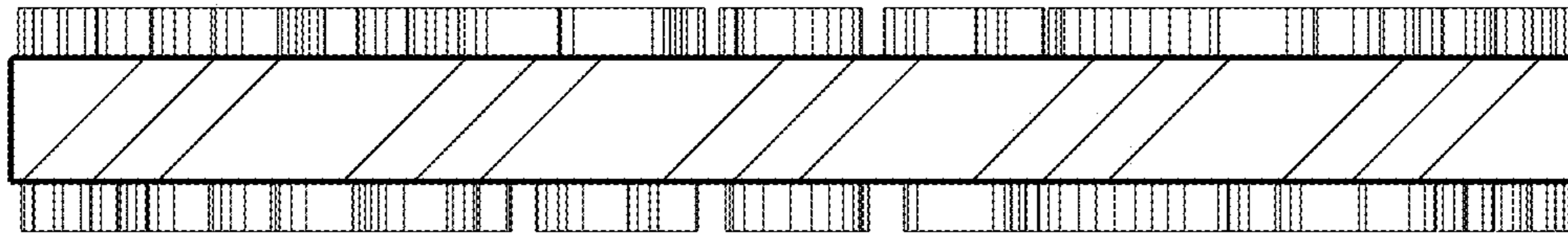
**FIG. 2**



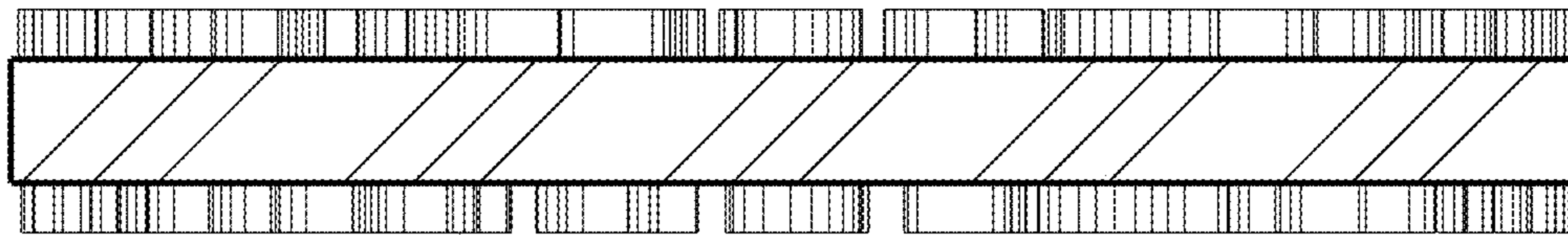
**FIG. 3**



**FIG. 4**



*FIG. 5*



***FIG. 6***