



US00D976279S

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

(10) **Patent No.:** **US D976,279 S**
(45) **Date of Patent:** **** Jan. 24, 2023**

(54) **PORTION OF A DISPLAY SCREEN WITH A GRAPHICAL USER INTERFACE FOR GAMEPLAY APPLICATION**

(71) Applicant: **Hoffmann-La Roche Inc.**, Little Falls, NJ (US)

(72) Inventor: **Joerg Sprengel**, Basel (CH)

(73) Assignee: **Hoffmann-La Roche Inc.**, Little Falls, NJ (US)

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

(21) Appl. No.: **29/758,080**

(22) Filed: **Nov. 12, 2020**

(30) **Foreign Application Priority Data**

May 19, 2020 (EP) 007955919

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

(52) **U.S. Cl.**
USPC **D14/488**

(58) **Field of Classification Search**
USPC D14/485-95
CPC G06F 3/048; G06F 3/0481; G06F 3/04812; G06F 3/04815; G06F 3/04817; G06F 3/0482; G06F 3/0483; G06F 3/0484; G06F 3/04842; G06F 3/04845; G06F 3/04847; G06F 3/0485; G06F 3/0486; G06F 3/0487; G06F 3/0488; G06F 3/04883; G06F 3/04886
See application file for complete search history.

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Primary Examiner — Melanie H Tung
Assistant Examiner — Darmawan Truong
(74) *Attorney, Agent, or Firm* — Bose McKinney & Evans LLP

(57) **CLAIM**

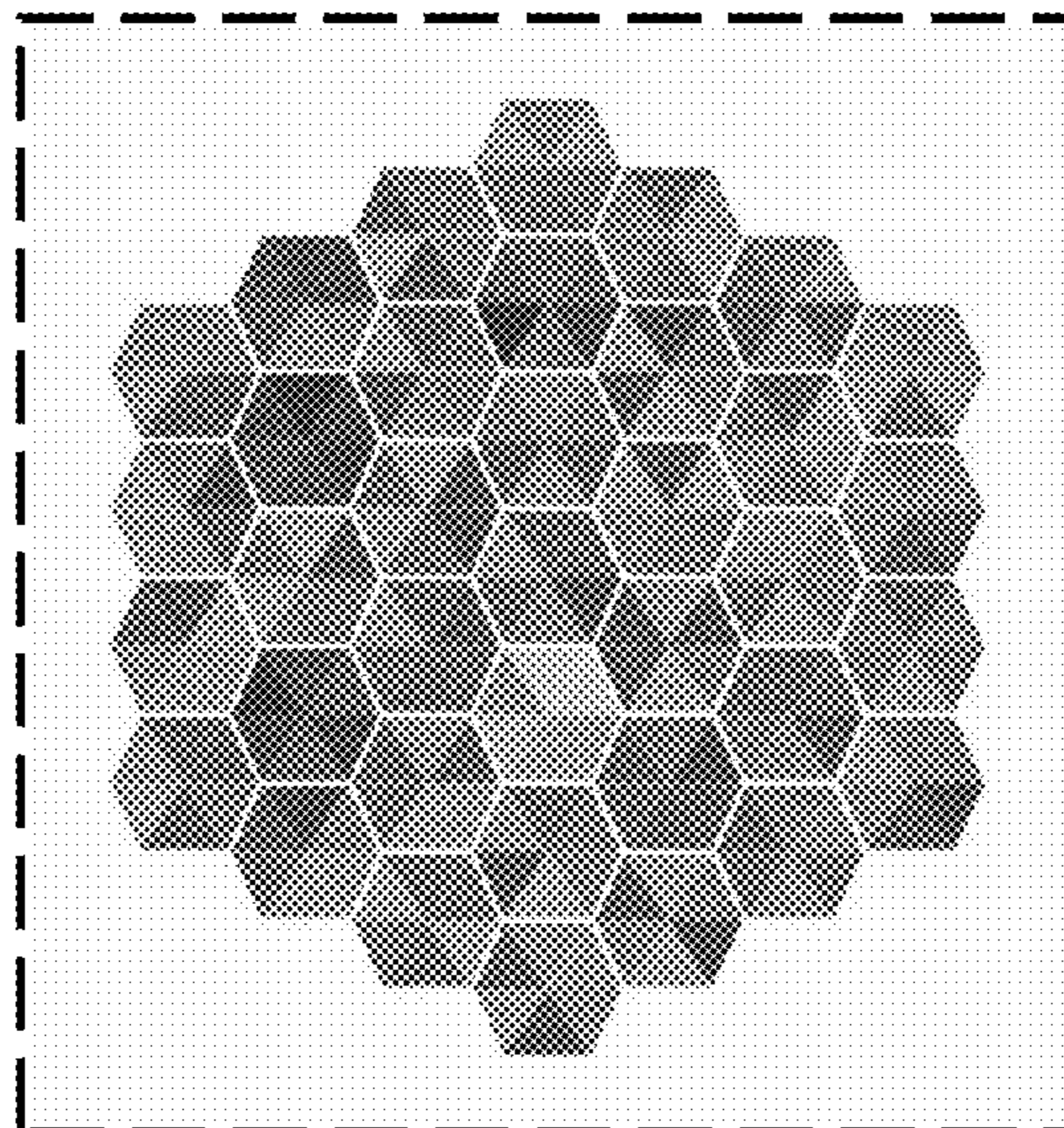
The ornamental design for a portion of a display screen with a graphical user interface for gameplay application, as shown and described.

DESCRIPTION

FIG. 1 is a front view of a portion of a display screen with a graphical user interface for gameplay application; and, FIG. 2 is a front view of a second embodiment of a portion of a display screen with a graphical user interface for gameplay application.

The broken lines illustrate a portion of a display screen and form no part of the claimed design.

1 Claim, 2 Drawing Sheets



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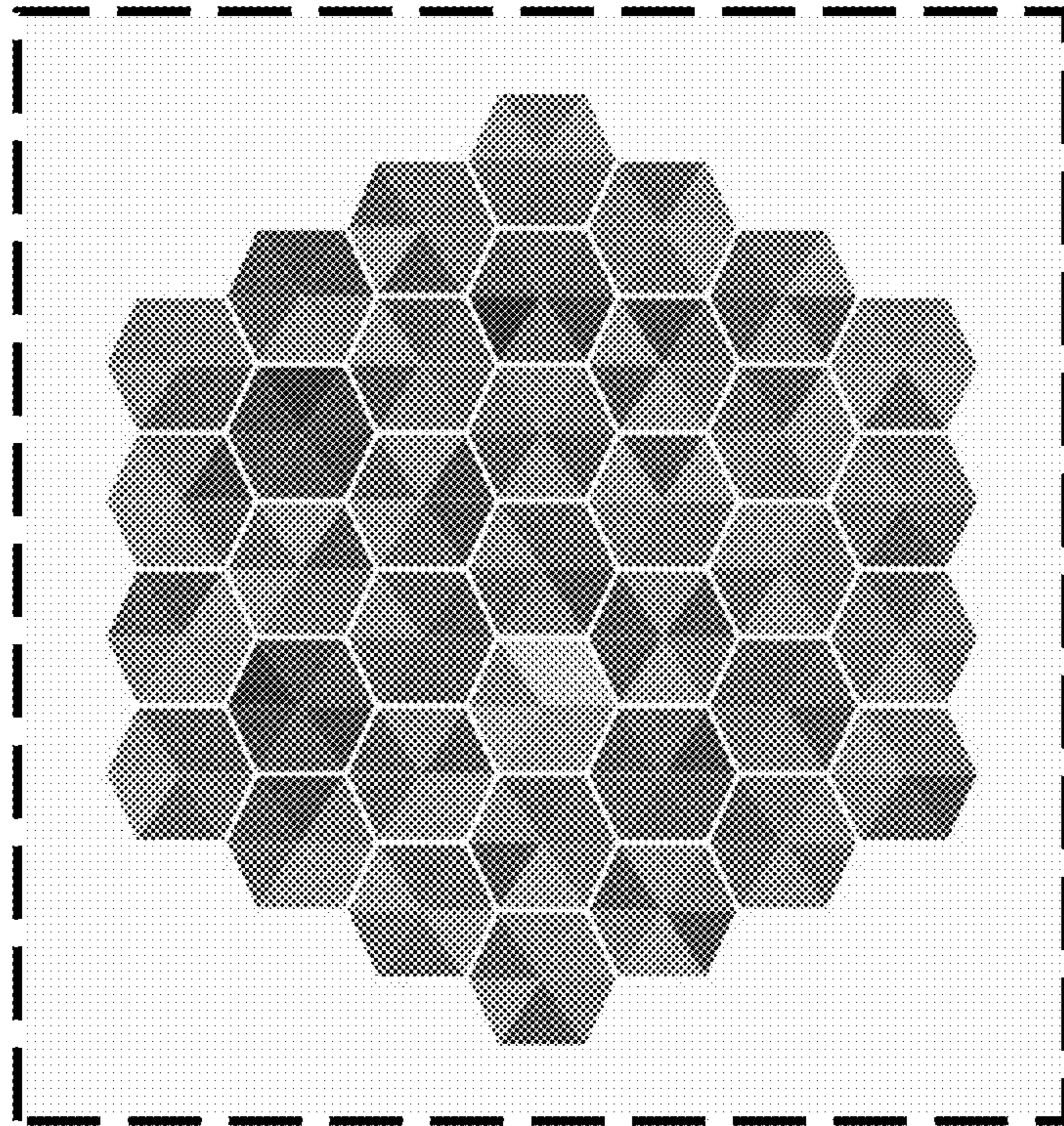


FIG. 1

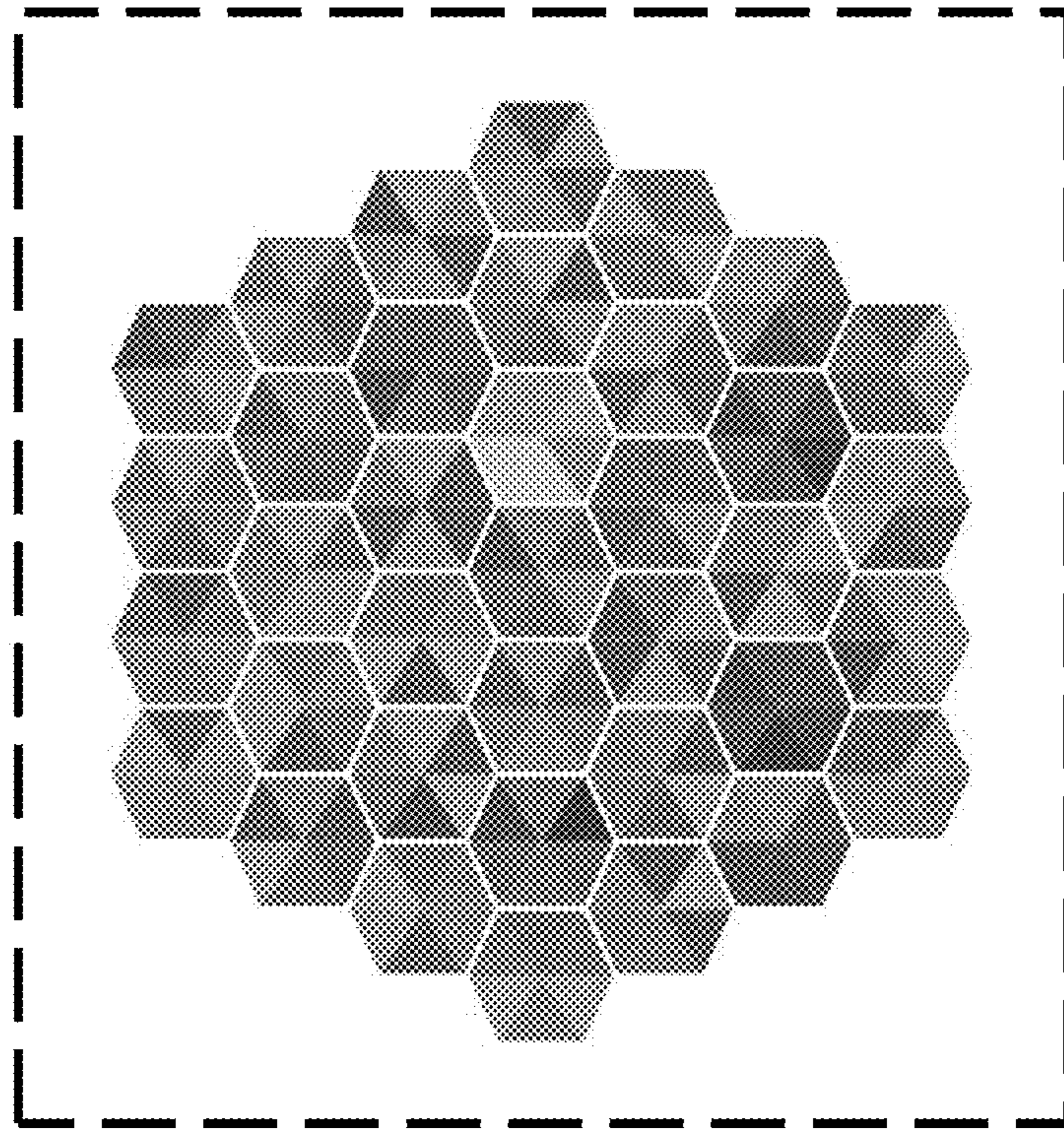


FIG. 2