



US00D989877S

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

(10) **Patent No.:** **US D989,877 S**
(45) **Date of Patent:** **** Jun. 20, 2023**

- (54) **GAME**
- (71) Applicant: **Sandstone Media, LLC**, Las Vegas, NV (US)
- (72) Inventors: **James Samson**, Los Angeles, CA (US); **Kyle Rosenblum**, Los Angeles, CA (US); **Jonathan Sanford**, Los Angeles, CA (US); **Mark Manuel**, Los Angeles, CA (US)
- (73) Assignee: **Sandstone Media, LLC**, Las Vegas, NV (US)
- (**) Term: **15 Years**
- (21) Appl. No.: **29/841,736**
- (22) Filed: **Jun. 8, 2022**
- (51) **LOC (14) Cl.** **21-01**
- (52) **U.S. Cl.**
USPC **D21/325**
- (58) **Field of Classification Search**
USPC D21/300, 310, 323, 324, 325, 326, 327, D21/328, 329, 330, 331, 332, 333, 334, D21/335, 336, 337, 342, 350, 369, 370, D21/371, 372, 373, 374, 385; D16/106
CPC A63F 3/00261; A63F 3/00574; A63F 3/0023; A63F 3/0052; A63F 9/06; A63F 9/0073; A63F 3/00634; A63F 9/1044; A63F 9/1204
See application file for complete search history.

D123,900 S *	12/1940	Williams et al.	D21/325
4,375,286 A *	3/1983	Seitz	A63F 7/027 273/121 A
D278,160 S *	3/1985	Nutting	D21/325
4,968,041 A *	11/1990	Calvo	A63F 9/0204 273/401
D316,120 S *	4/1991	Morris	D21/790
D326,481 S *	5/1992	Pritchett	D21/365
D361,795 S *	8/1995	Abrudan	D21/321
5,595,543 A *	1/1997	Wolk	A63B 67/02 473/162
D408,459 S *	4/1999	Schwarz	D21/318
D438,260 S *	2/2001	Isetani	D21/325
D498,266 S *	11/2004	Reeves, Jr.	D21/318
7,294,062 B2 *	11/2007	Ting	A63B 67/02 473/162
8,864,596 B1 *	10/2014	Maranian, Jr.	A63B 67/02 473/162
D773,373 S *	12/2016	Mayes	D21/310
D835,197 S *	12/2018	Inuyama	D21/325
D963,753 S *	9/2022	Samson	D21/338

* cited by examiner

Primary Examiner — Mehri F Bajoul
(74) *Attorney, Agent, or Firm* — Patterson + Sheridan, LLP

(57) **CLAIM**

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

DESCRIPTION

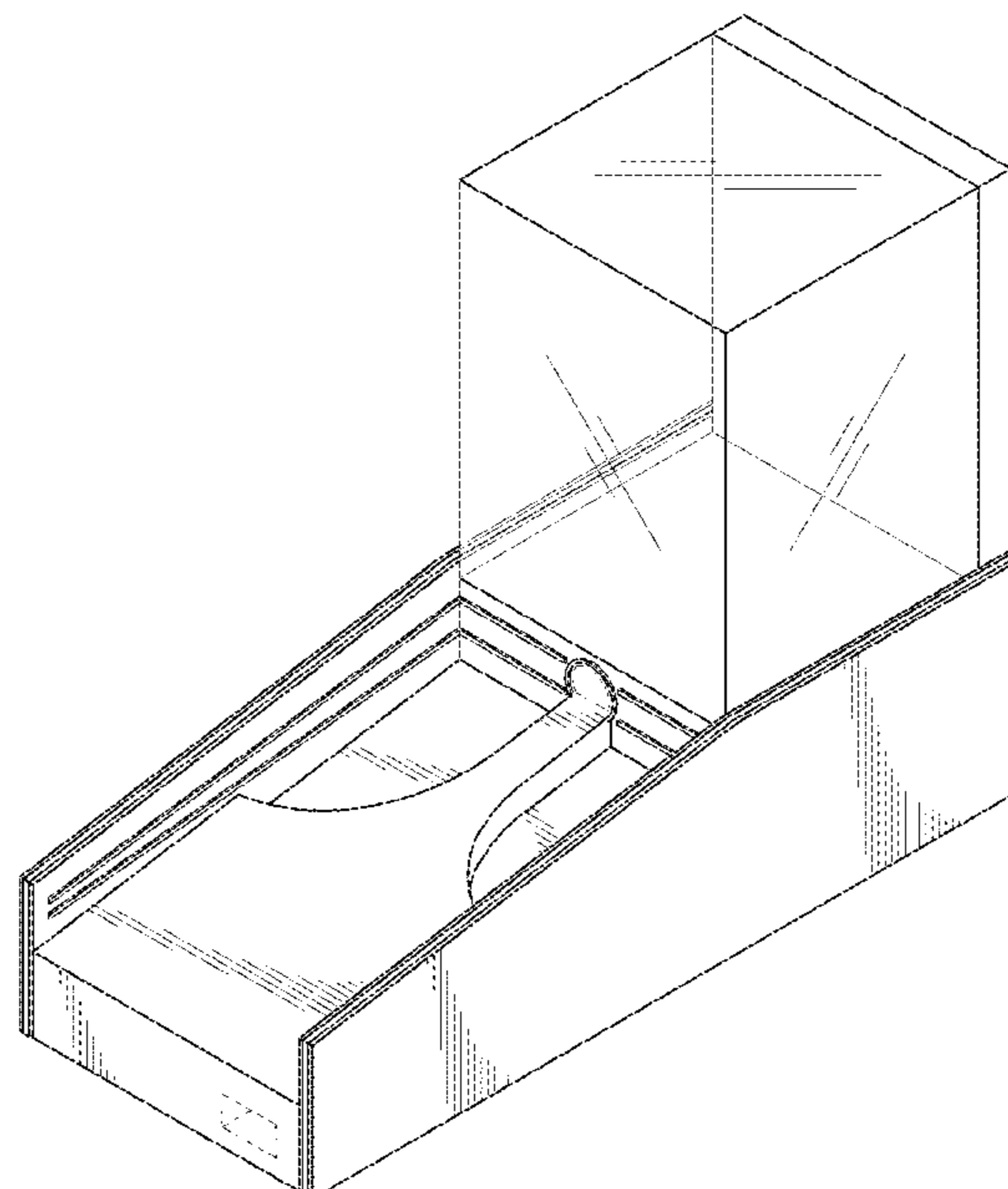
FIG. 1 is a top, front, right perspective view of a game showing our new design; and, FIG. 2 is a top, front, left perspective view thereof. The oblique shade lines in the figures show transparency. The evenly dashed broken lines in the figures show portions of the game that form no part of the claimed design. The dot-dot-dash broken lines illustrate bounds of the claim and form no part of the claimed design.

1 Claim, 2 Drawing Sheets

(56) **References Cited**

U.S. PATENT DOCUMENTS

D109,927 S *	5/1938	Weissmueller	D21/321
D116,677 S *	9/1939	Becker	D21/312
D119,591 S *	3/1940	Koci	D21/322



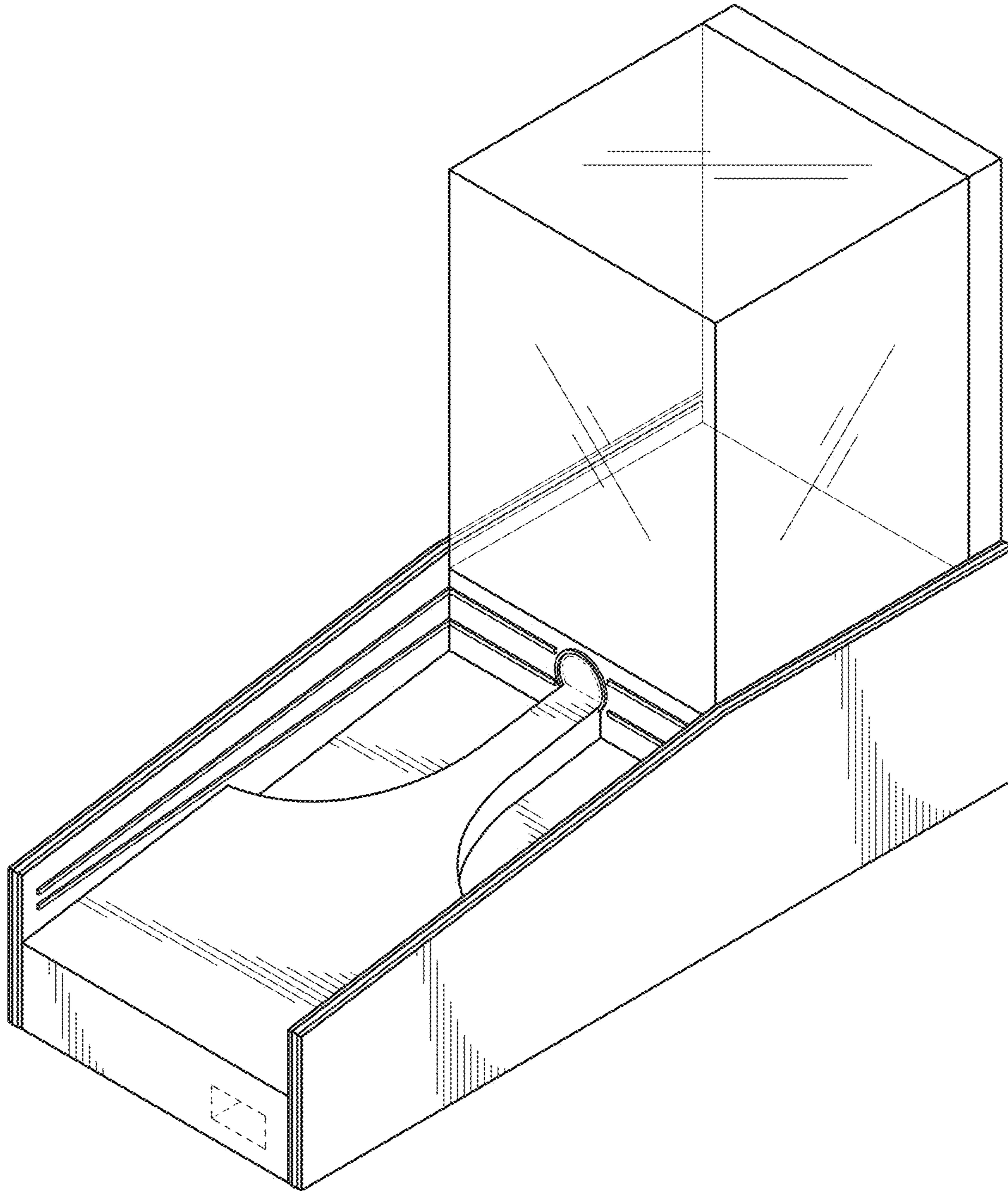


FIG. 1

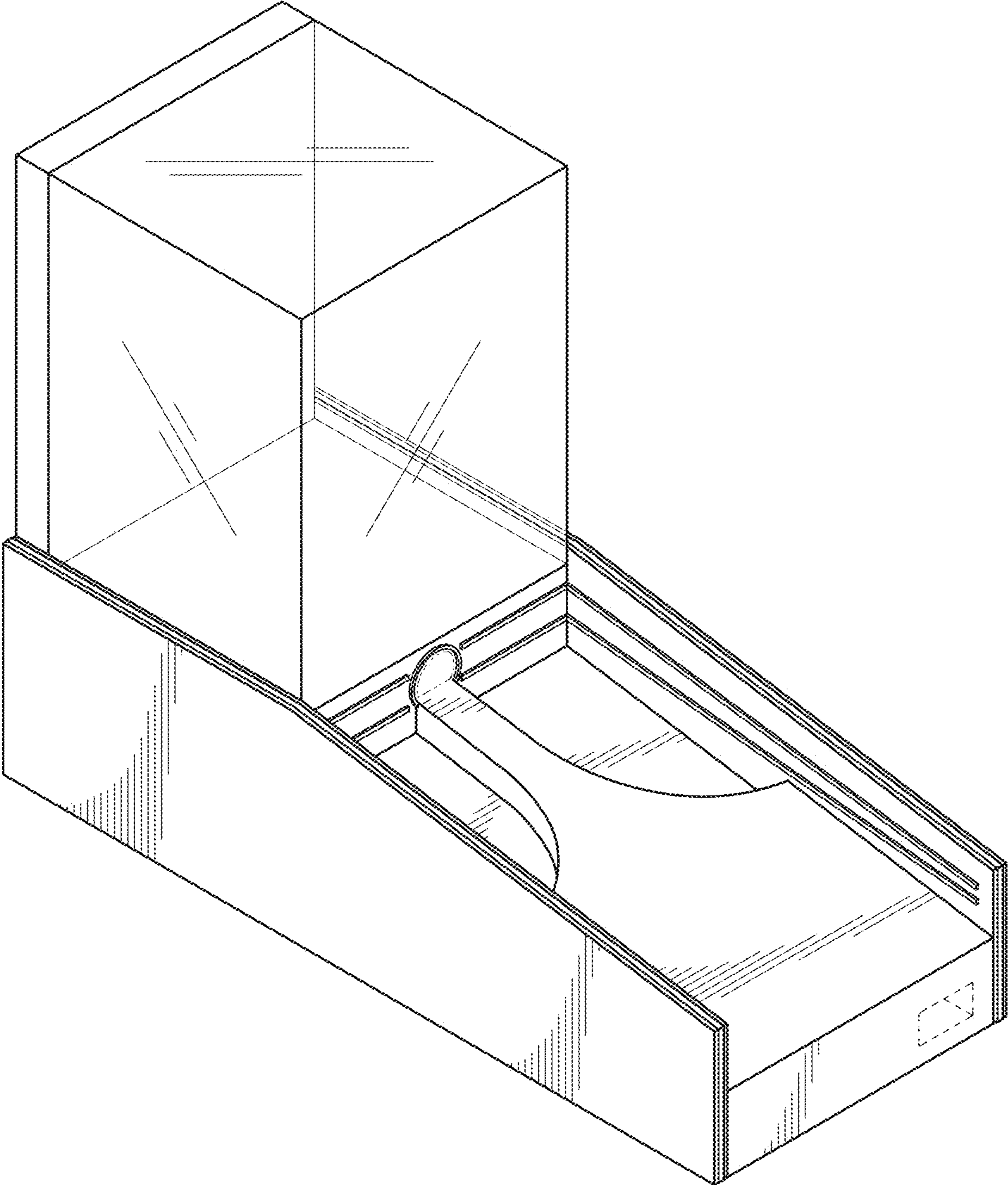


FIG. 2