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Zkusím štěstí

Zuzana Čapková, ÚPV
Brno, MZK 2014

Game-boardwww.google.com/patents/US748626

Vystavení - Podáno 23. březen 1903

[Mag-ie](#)

2 SHEETB-SHBET 1. PATENTED J

GAME BOARD. APPLICATION FILED

12 w: who.

[Přehled](#) - [Související](#) - [Diskuze](#)**Board game apparatus**www.google.com/patents/US2026082 - [Přeložit tuto stránku](#)

Vystavení - Podáno 31. srpen 1935 - Vydáno dne 31. prosinec 1935 -

[Charles B Darrow](#) - [Parker Brothers Inc](#)

Dec.'31, 19375. u C, B DARROW 2,026,082. 4 BOARD GAME

APPARATUS I f Filed Aug. 51, 1935 7 Sheets-Sheet 1 a 29 ws/ a2 63 54

65 I v (59 I IVNIAV luana ...

[Přehled](#) - [Související](#) - [Diskuze](#)**Creative comparison card-game w/board-game variant**www.google.com/patents/US6328308 - [Přeložit tuto stránku](#)

Vystavení - Podáno 13. říjen 1998 - Vydáno dne 11. prosinec 2001 -

[Matthew A. Kirby](#) - [Matthew A. Kirby](#)

An enhanced 2nd/iteration referred to as MindReader™-game, employs interspersed surprise Mindreader-cards, whereby a player acting as Judge for a round ...

[Přehled](#) - [Související](#) - [Diskuze](#)**Apparatus for playing a game wherein the players ...**www.google.com/patents/US3454279 - [Přeložit tuto stránku](#)

Vystavení - Podáno 14. duben 1966 - Vydáno dne 8. červenec 1969 -

[Foley Charles F](#) - [Milton Bradley Co](#)

July 8, 1969 v I c, FOLEY ET AL 3,454,279. APPARATUS FOR PLAYING

A GAME WHEREIN THE PLAYERS coun'ruwm THE GAME PIECES

Filed April 14.

[Přehled](#) - [Související](#) - [Diskuze](#)**Game**www.google.com/patents/US2199719 - [Přeložit tuto stránku](#)Vystavení - Podáno 21. srpen 1939 - Vydáno dne 7. květen 1940 - [James T. Brothers](#) - [James T. Brothers](#)

Patenty USA jsou k dispozici od roku 1790, evropské od roku 1978.

Toothbrush with electronic-game apparatus

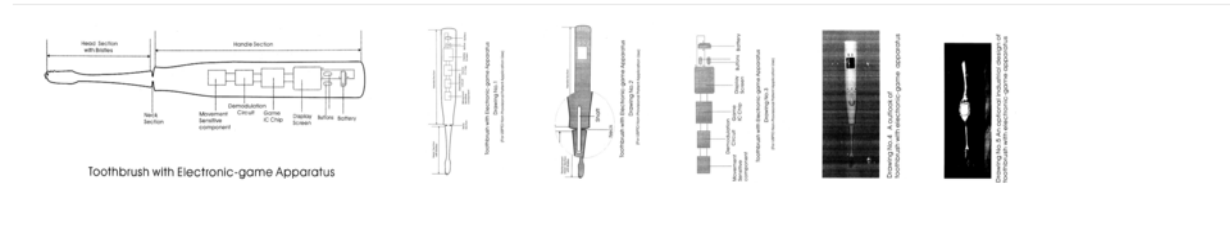
US 20030017874 A1

ABSTRAKT

"Toothbrush with electronic-game apparatus", as its alias "gamebrush", has an electronic-gamer combined and turns boring daily tooth-cleaning into charming electronic-games. The toothbrush can detect what time user brush his teeth and for how long, it requests user do tooth-cleaning upon a regular daily timetable, morning and evening, twice a day. A good oral-care habit is the key factor for user to win in the electronic-game. The game model can be vast of kinds. The toothbrush use charming games to "bind" user with a regular daily timetable of tooth-cleaning. It encourages those people without good oral-care habit, especially kids and youngster, brush their teeth regularly. At the meantime, tooth-cleaning history records can be stored in the electronic-game IC chip, so user can check this history record. An advanced model of this toothbrush can communicate with each other and invert its game into multi-player model, another advanced model of this invention allows these toothbrush can speak with each other by voice, for example in a family pack son's toothbrush can speak with dad's toothbrush by voice, just like conversations between real family members. To contact inventor for licensing or other opportunities, please send email to: bizants_jeff@hotmail.com

Číslo publikace	US20030017874 A1
Typ publikace	Přihláška
Číslo žádosti	US 09/985,697
Datum publikování	23. leden 2003
Datum podání	18. říjen 2001
Datum priority	23. červenec 2001
Vynálezci	Ye Jianfei, Nicholas Negroponte
Původní nabyvatel	Ye Jianfei, Nicholas Negroponte
Exportovat citaci	BiBTeX, EndNote, RefMan
Citováno v patentech (24) , Klasifikace (12)	
Externí odkazy: Databáze patentů USPTO , Databáze postoupených patentů USPTO , Espacenet	

OBRÁZKY (6)



POPIS

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims benefit of U.S. Provisional Patent No. 601306,891, filing/receipt date: Jul. 23, 2001, processing team in USPTO: OIPE titled "Toothbrush with electronic-game apparatus" by inventors Ye Jianfei and

NÁROKY (10)

What is claimed is:

1. A toothbrush combining with an electronic-game apparatus. The electronic-game apparatus offers electronic-game for playing. The game's proceeding is demonstrated by image and/or sound and/or voice.

Pomocí naší služby
„Prior Art Finder“ můžete najít
odkazy související s konkrétní
žádostí o patent.

Prior Art Finder

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Search Terms

Add your own

- ☒ toothbrush x
- ☒ advanced model x
- ☒ head section x
- ☐ voice x
- ☐ game model x
- ☐ conversations x
- ☐ youngster x
- ☐ history record x
- ☐ kids x
- ☐ teeth x

Custom Date Range

Start date: MM/DD/YYYY

End date: 10/18/2001

[Nursology of mouth care: preventing, comforting related to mouth care](#)

G Speedie - Journal of advanced nursing, 1983

... SPEEDIE G. (1983) Journal of Advanced Nursings, 33-40 Nursology of mouth care: preventing, comforting ... Electric toothbrushes for long-stay wards would be useful if only they had less expensive ... if they had disposable heads or would accept a standard toothbrush handle into ...

[Abrasion and stain removal by different manual toothbrushes and brush actions: studies in vitro](#)

D Dyer, E MacDonald, RG Newcombe, C Scratcher... - Journal of clinical ..., 2001

... Whilst the model may not be predictive of clinical differences, it could find use to establish ... Whatever, toothbrush manufacturers have attempted to design toothbrushes to optimise cleaning efficiency whilst minimising trauma. ... The toothbrushes used in this study were as follows: ...

[SAMUEL L YANKELL](#)

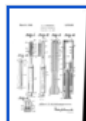
UR SAXER - Primary Preventive Dentistry, 1999

[Bone formation and reosseointegration in peri-implantitis defects following surgical implantation of rhBMP-2.](#)

O Hanisch, DN Tatakis, MM Boskovic, MD Rohrer... - International Journal of Oral ..., 1997

... Three times weekly, teeth and healing abutments were brushed with a soft toothbrush, and were exposed to a 2 ... 2 has a strong potential to promote bone formation and reosseointegration in advanced peri-implantitis defects in a demanding nonhuman primate model. ...

[Fountain toothbrush](#)



www.google.com/patents/US2370626

Grant - Filed Oct 19, 1942 - Issued Mar 6, 1945 - Heideman Albert A - Heideman Albert A

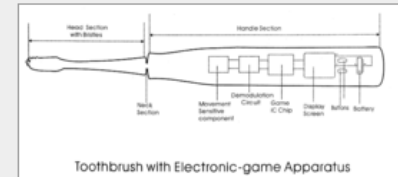
A. A. HEIDEMAN I FOUNTAIN TOOTHBRUSH Patented Mar. 6, 1945 UNITED ... Conventional bristles 18 are anchored in the head 20 of the section it. In Figure 3

[Contouring toothbrush head](#)



www.google.com/patents/US6442787

Grant - Filed Jul 3, 2001 - Issued Sep 3, 2002 - Douglas J. Hohlbein - Colgate-



Toothbrush with electronic-game apparatus

Show Claims

Inventors: Ye Jianfei, Nicholas Negroponte

Assignees: Ye Jianfei, Nicholas Negroponte

Publication number: US20030017874

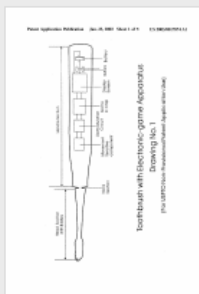
Application number: 09/985,697

Filing date: Oct 18, 2001

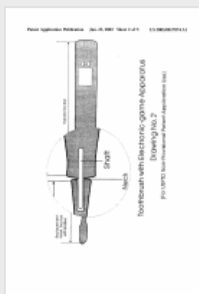
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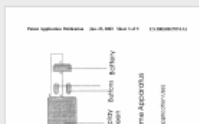
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2



3



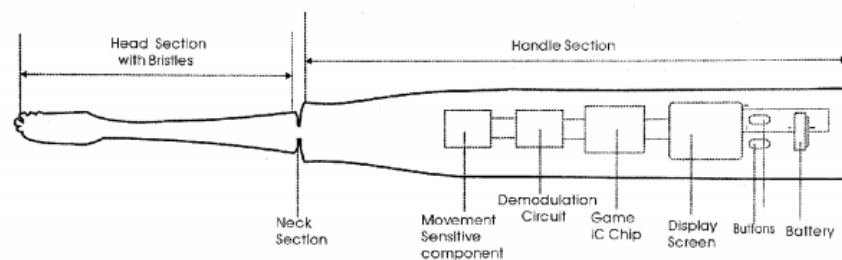
US 20030017874A1

(19) **United States**(12) **Patent Application Publication** (10) Pub. No.: **US 2003/0017874 A1**
(43) Pub. Date: **Jan. 23, 2003**(54) **TOOTHBRUSH WITH ELECTRONIC-GAME APPARATUS**(57) **ABSTRACT**(76) Inventors: **Ye Jianfei**, Hangzhou (CN); **Nicholas Negroponte**, Cambridge, MA (US)Correspondence Address:
YE JIANFEI
ROOM 401, BLDG2, YOUYIXINCUN
SHUGUANG ROAD
HANGZHOU, ZHEJIANG 310007 (CN)(21) Appl. No.: **09/985,697**(22) Filed: **Oct. 18, 2001****Related U.S. Application Data**

(60) Provisional application No. 60/306,891, filed on Jul. 23, 2001, now abandoned.

Publication Classification(51) Int. Cl.⁷ **A63F 13/00; A46B 9/04; A46B 15/00**
(52) U.S. Cl. **463/46; 15/105; 15/22.1; 15/167.1**

"Toothbrush with electronic-game apparatus", as its alias "gamebrush", has an electronic-gamer combined and turns boring daily tooth-cleaning into charming electronic-games. The toothbrush can detect what time user brush his teeth and for how long, it requests user do tooth-cleaning upon a regular daily timetable, morning and evening, twice a day. A good oral-care habit is the key factor for user to win in the electronic-game. The game model can be vast of kinds. The toothbrush use charming games to "bind" user with a regular daily timetable of tooth-cleaning. It encourages those people without good oral-care habit, especially kids and youngster, brush their teeth regularly. At the meantime, tooth-cleaning history records can be stored in the electronic-game IC chip, so user can check this history record. An advanced model of this toothbrush can communicate with each other and invert its game into multi-player model, another advanced model of this invention allows these toothbrush can speak with each other by voice, for example in a family pack son's toothbrush can speak with dad's toothbrush by voice, just like conversations between real family members. To contact inventor for licensing or other opportunities, please send email to: bizants_jeff@hotmail.com





US 20030017874A1

(19) **United States**(12) **Patent Application Publication****Jianfei et al.**(10) **Pub. No.: US 2003/0017874 A1**(43) **Pub. Date: Jan. 23, 2003**(54) **TOOTHBRUSH WITH ELECTRONIC-GAME APPARATUS**

(57)

ABSTRACT(76) Inventors: **Ye Jianfei**, Hangzhou (CN); **Nicholas Negroponte**, Cambridge, MA (US)

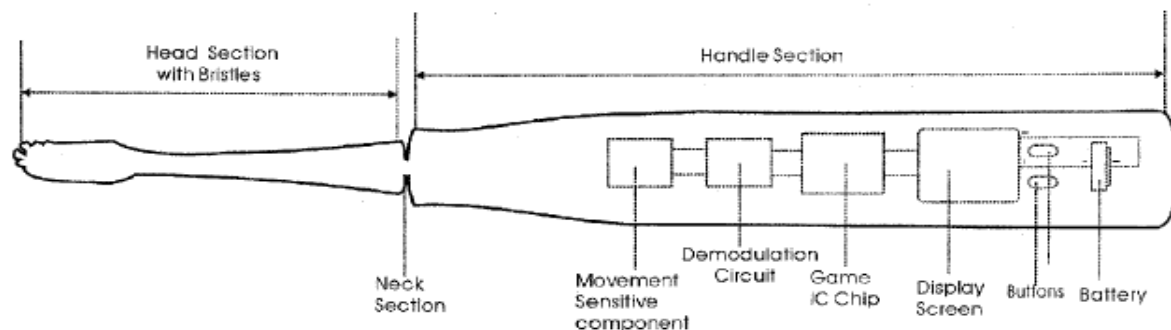
Correspondence Address:

YE JIANFEI**ROOM 401, BLDG2, YOUYIXINCUN****SHUGUANG ROAD****HANGZHOU, ZHEJIANG 310007 (CN)**(21) Appl. No.: **09/985,697**(22) Filed: **Oct. 18, 2001****Related U.S. Application Data**

(60) Provisional application No. 60/306,891, filed on Jul. 23, 2001, now abandoned.

Publication Classification(51) **Int. Cl.⁷** **A63F 13/00**; A46B 9/04;
A46B 15/00(52) **U.S. Cl.** **463/46**; 15/105; 15/22.1; 15/167.1

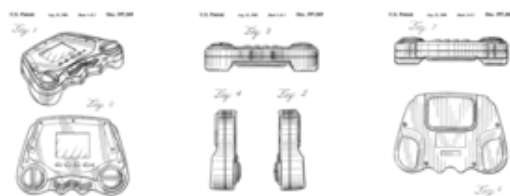
"Toothbrush with electronic-game apparatus", as its alias "gamebrush", has an electronic-gamer combined and turns boring daily tooth-cleaning into charming electronic-games. The toothbrush can detect what time user brush his teeth and for how long, it requests user do tooth-cleaning upon a regular daily timetable, morning and evening, twice a day. A good oral-care habit is the key factor for user to win in the electronic-game. The game model can be vast of kinds. The toothbrush use charming games to "bind" user with a regular daily timetable of tooth-cleaning. It encourages those people without good oral-care habit, especially kids and youngster, brush their teeth regularly. At the meantime, tooth-cleaning history records can be stored in the electronic-game IC chip, so user can check this history record. An advanced model of this toothbrush can communicate with each other and invert its game into multi-player model, another advanced model of this invention allows these toothbrush can speak with each other by voice, for example in a family pack son's toothbrush can speak with dad's toothbrush by voice, just like conversations between real family members. To contact inventor for licensing or other opportunities, please send email to: bizants_jeff@hotmail.com



Cabinet housing for a hand-held electronic game

US D397369 S

IMAGES (3)



DESCRIPTION

FIG. 1 is a perspective view of the cabinet housing for a hand-held electronic game according to our new design;

FIG. 2 is a top plan view of the cabinet housing of FIG. 1;

FIG. 3 is a front elevational view of the cabinet housing of FIG. 1;

FIG. 4 is a left side elevational view of the cabinet housing of FIG. 1;

FIG. 5 is a right side elevational view of the cabinet housing of FIG. 1;

FIG. 6 is a bottom plan view of the cabinet housing of FIG. 1; and,

FIG. 7 is a rear elevational view of the cabinet housing of FIG. 1.

NON-PATENT CITATIONS

Publication number USD397369 S
Publication type Grant
Application number US 29/076,776
Publication date Aug 25, 1998
Filing date Sep 23, 1997

Inventors Owen R. Rissman

Original Assignee Tiger Electronics, Inc.

Export Citation BiBTeX, EndNote, RefMan

Non-Patent Citations (2), Referenced by (36), Classifications (1)

External Links: USPTO, USPTO Assignment, Espacenet

CLAIMS (1)

1. The ornamental design for a cabinet housing for a hand-held electronic game, as shown and described.

US8463315 Feb 6, 2007 Jun 11, 2013

US8464149 Sep 26, 2011 Jun 11, 2013

US8493322 May 19, 2011 Jul 23, 2013

US8537117 Feb 13, 2007 Sep 17, 2013

US8559622 Jul 29, 2011

CLASSIFICATIONS

U.S. Classification D21/329

[CLASS D21, GAMES, TOYS, AND SPORTS EQUIPMENT](#)

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SECTION I - CLASS DEFINITION

This class provides for design patents claiming ornamental designs for:

1. Game or gambling article
2. Toy
3. Exercise equipment
4. Sports equipment
5. Amusement, playground, equipment or entertainment article not elsewhere specified
6. Tent

(1) Note. Design patents in this class are classified by what is claimed and shown in full lines only. Broken, hatched or stippled lines, environment only.

SECTION II - REFERENCES TO OTHER CLASSES

SEE OR SEARCH CLASS:

- D2,** Apparel and Haberdashery, for doll apparel or costume; subclass **719** for sleeping bag; subclass 904 for ski or skate ty
- D3,** Travel Goods, Personal Belongings and Storage or Carrying Articles, subclasses **213** through **214** for doll carrier; subcla
241 for purse; subclasses 247-253 for wallet or lotto card holder; subclasses 254-262 for case or carrying bag for sport
storage or carrying case.
- D6,** Furnishings, appropriate subclasses for children's furniture; subclass **552** for rack for sport article or equipment storage
- D10,** Measuring, Testing or Signalling Instruments, subclass 46.1 for lap counter or scorekeeper or indicator; subclasses **61**
for designs of range finder instruments; subclass 83 for designs for strength-measuring devices; subclass 119.1 for gam
horns.
- D11,** Jewelry, Symbolic Insignia and Ornaments, subclasses **111** through **120** for artificial plants; subclasses 131-164 for scu
- D12,** Transportation, for motor propelled vehicle; subclasses **6** through **11** for sleigh or sled; subclass 16 for golf cart; subcla
112-113 for tricycle; subclasses 175-177 for steering wheel; subclass 178 for handlebar; subclasses 204-213 for wheel;
tire and tire tread.
- D13,** Equipment for Production, Distribution, or Transformation of Energy, subclass **183** for magnet.



vacuum frying method device



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vacuum frying device and met

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e.g. 1999 and 2000, or Jan 1999 and Dec 2000

Restrict date by

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Vacuum frying device and method for using the same



www.google.com/patents/US20110005403

App. - Filed 30 Jun 2010 - Published 13 Jan 2011 - John Carmen Julian - Conagra Foods Lamb Weston, Inc.

Vacuum frying device and method for using the same. US 20110005403

A1. Abstract. A method of converting a conventional atmospheric ...

[Overview](#) - [Related](#) - [Discuss](#)

Vacuum frying device method for using the same



www.google.com/patents/WO2011006112A1?cl=en

App. - Filed 9 Jul 2010 - Published 13 Jan 2011 - John C. Julian - Conagra Foods Lamb Weston, Inc.

VACUUM FRYING DEVICE AND METHOD FOR USING THE SAME.

CROSS-REFERENCE TO RELATED APPLICATION. [001] This ...

[Overview](#) - [Related](#) - [Discuss](#)

Vacuum frying device method for using the same



www.google.com/patents/EP2451327A1?cl=en

App. - Filed 9 Jul 2010 - Published 16 May 2012 - John C. Julian - ConAgra Foods Lamb Weston, Inc.

VACUUM FRYING DEVICE AND METHOD FOR USING THE SAME.

CROSS-REFERENCE TO RELATED APPLICATION. [001] This ...

[Overview](#) - [Related](#) - [Discuss](#)

Vacuum frying device and method for using the same



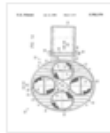
www.google.com/patents/CA2765384A1?cl=en

App. - Filed 9 Jul 2010 - Published 13 Jan 2011 - John C. Julian - Conagra Foods Lamb Weston, Inc.

A method of converting a conventional atmospheric frying device to a vacuum frying device is provided. The method includes positioning a ...

[Overview](#) - [Related](#) - [Discuss](#)

Method and apparatus for automatically frying food products



www.google.com/patents/US5782170

Grant - Filed 4 Sep 1996 - Issued 21 Jul 1998 - Johnny B. Pomara, Jr. - Industrial Catering, Inc.

... Jun 30, 2010, Jan 13, 2011, Conagra Foods Lamb Weston, Inc.

Vacuum frying device and method for using the same.

[Overview](#) - [Related](#) - [Discuss](#)

Fryer device with oil removal and conveyor system

PLATNT patent

Advanced Patent Search - Windows Internet Explorer

http://www.google.com/advanced_patent_search?hl=en&num=10&q=frying+products+vacuum+ininventor:Hendrik+ininventor:Doe

Oblíbené položky Navrhované weby

frying překlad z angličtiny ... Advanced Patent Search Překladač Google

Google Advanced Patent Search About Google

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potatoes potato

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Restrict by filing date Restrict by issue date

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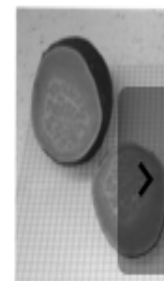
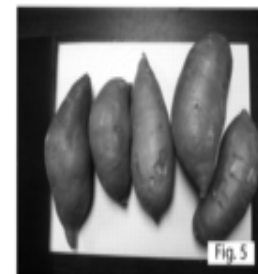
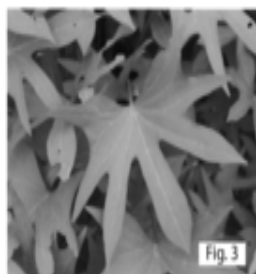
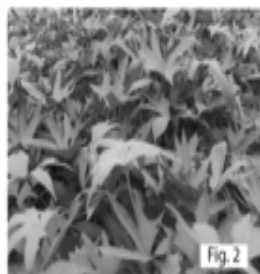
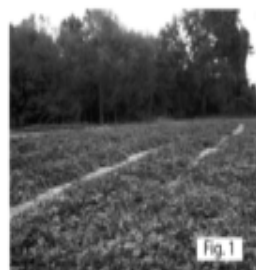
Sweet potato plant named 'Mahon Yam'


US PP20666 P2

ABSTRACT

A new variety of sweetpotato, *Ipomoea batatas*, identified as 'Mahon Yam' is disclosed having superior eating quality. 'Mahon Yam' is characterized by an orange fleshed root that when cooked is sweet, moist and not stringy or fibrous (i.e. creamy). The plant itself is distinguished by unusual leaves for an eating quality sweetpotato, they are seven (7) lobed.

IMAGES (6)



Publication number	USPP20666 P2
Publication type	Grant
Application number	US 12/217,597
Publication date	Jan 19, 2010
Filing date	Jul 7, 2008
Priority date 	Jul 7, 2008
Inventors	John A. Mahon
Original Assignee	Mahon John A
Export Citation	BiBTeX , EndNote , RefMan
Classifications (2)	
<hr/>	
External Links: USPTO , USPTO Assignment , Espacenet	



Děkuji za pozornost

zcapkova@upv.cz