

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

(10) **Patent No.:** **US D1,025,101 S**

(45) **Date of Patent:** **** Apr. 30, 2024**

- (54) **DISPLAY SCREEN OR PORTION THEREOF WITH A TRANSITIONAL GAMING MACHINE INTERFACE**
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- (**) Term: **15 Years**
- (21) Appl. No.: **29/897,931**
- (22) Filed: **Jul. 20, 2023**

Related U.S. Application Data

- (62) Division of application No. 29/869,446, filed on Dec. 30, 2022, now Pat. No. Des. 997,192, which is a division of application No. 29/701,488, filed on Aug. 12, 2019, now Pat. No. Des. 976,267.
- (51) **LOC (14) Cl.** **14-04**
- (52) **U.S. Cl.**
USPC **D14/485**
- (58) **Field of Classification Search**
USPC D14/485–495
CPC G06F 3/048–04897; G06F 2203/04802; A63F 13/53; H04M 1/72547; G01C 21/36; G06K 9/00671
See application file for complete search history.

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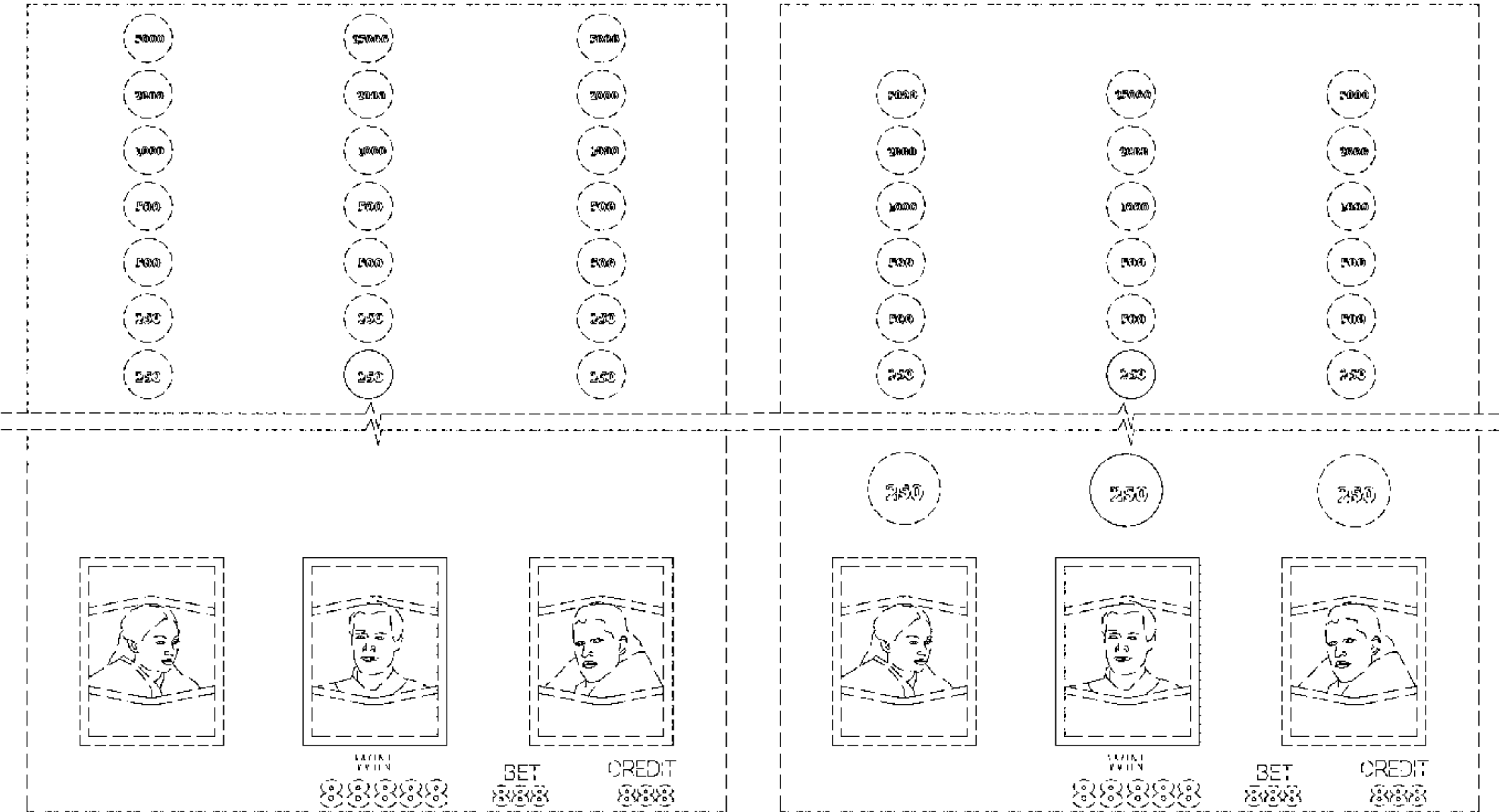
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(57) CLAIM

We claim the ornamental design for a display screen or portion thereof with a transitional gaming machine interface, as shown and described.

DESCRIPTION

The present application is also related to U.S. patent application Ser. No. 16/557,178, now U.S. Pat. No. 10,867,483, filed Aug. 30, 2019, entitled “Systems and Methods for Providing a Feature Game,” the disclosure of which is hereby incorporated by reference in its entirety.

FIG. 1 is a front view of a display screen or portion thereof with a transitional gaming machine interface showing first image in a sequence according to a first embodiment of our new design;

FIG. 2 is a front view thereof showing a second image in the sequence;

FIG. 3 is a front view thereof showing a third image in the sequence;

FIG. 4 is a front view thereof showing a fourth image in the sequence;

FIG. 5 is a front view thereof showing a fifth image in the sequence;

FIG. 6 is a front view thereof showing a sixth image in the sequence;

FIG. 7 is a front view thereof showing a seventh image in the sequence;

FIG. 8 is a front view thereof showing an eighth image in the sequence;

FIG. 9 is a front view of a display screen or portion thereof with a transitional gaming machine interface showing a first image in a sequence according to a second embodiment of our new design;

FIG. 10 is a front view thereof showing a second image in the sequence;

FIG. 11 is a front view thereof showing a third image in the sequence;

FIG. 12 is a front view thereof showing a fourth image in the sequence;

FIG. 13 is a front view thereof showing a fifth image in the sequence;

FIG. 14 is a front view thereof showing a sixth image in the sequence;

FIG. 15 is a front view thereof showing a seventh image in the sequence;

FIG. 16 is a front view thereof showing an eighth image in the sequence;

FIG. 17 is a front view of a display screen or portion thereof with a transitional gaming machine interface showing a first image in a sequence according to a third embodiment of our new design;

FIG. 18 is a front view thereof showing a second image in the sequence;

FIG. 19 is a front view thereof showing a third image in the sequence;

FIG. 20 is a front view thereof showing a fourth image in the sequence;

FIG. 21 is a front view thereof showing a fifth image in the sequence;

FIG. 22 is a front view thereof showing a sixth image in the sequence;

FIG. 23 is a front view thereof showing a seventh image in the sequence; and,

FIG. 24 is a front view thereof showing an eighth image in the sequence.

The appearance of the transitional image sequentially transitions between the images shown in FIGS. 1 through 8 in the first embodiment, FIGS. 9 through 16 in the second embodiment, and FIGS. 17 through 24 in the third embodiment. The process or period in which one image transitions to another image forms no part of the claimed design. The rectangular broken-line perimeter illustrates a display screen or portion thereof and forms no part of the claimed design. The horizontal jagged broken lines indicate a symbolic break in the display screen or portion thereof, and form no part of the claimed design. The appearance of any portion of the article between the break lines forms no part of the claimed design. The remaining broken lines represent elements of the transitional gaming machine interface that form no part of the claimed design.

1 Claim, 24 Drawing Sheets

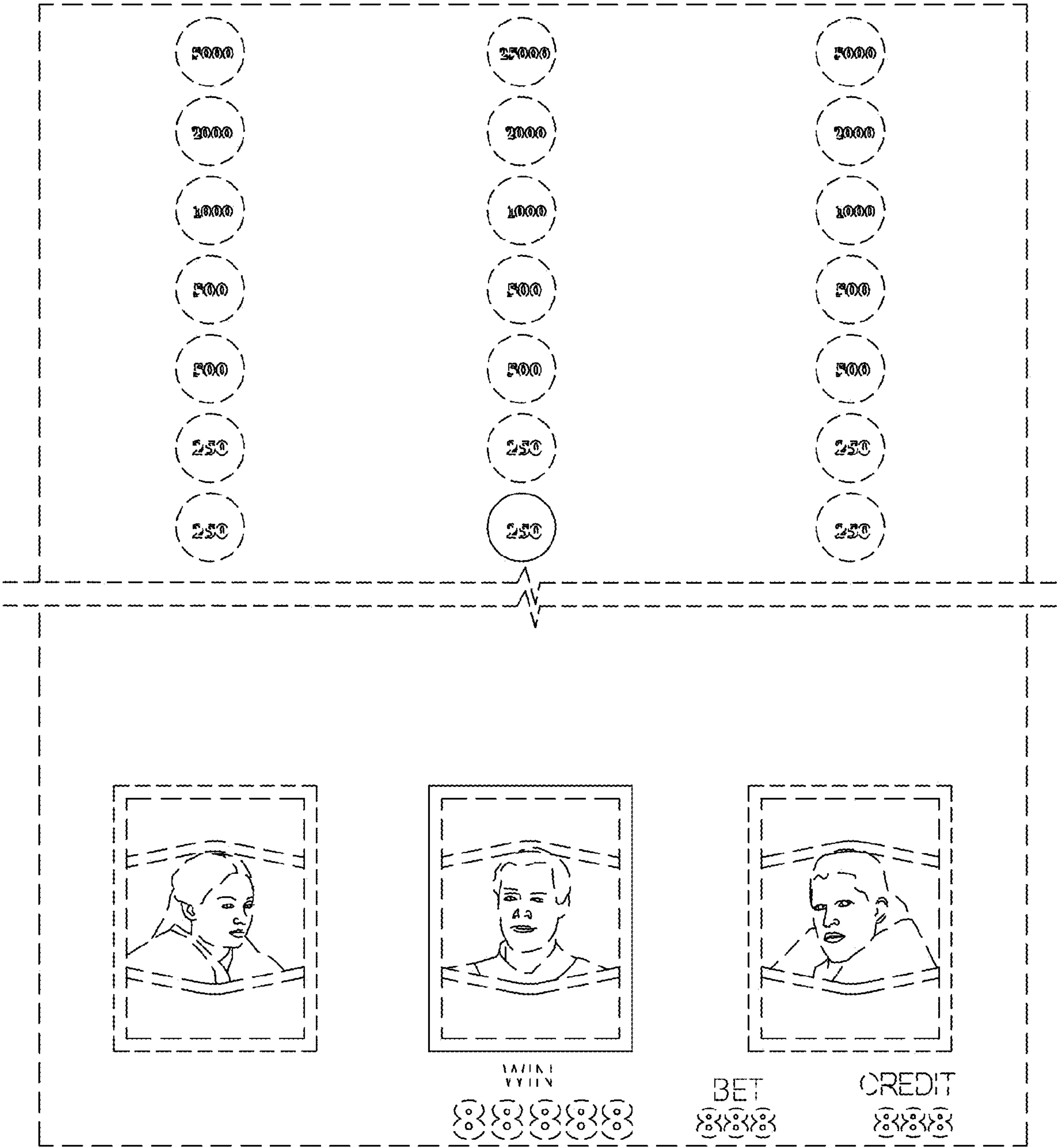


FIG. 1

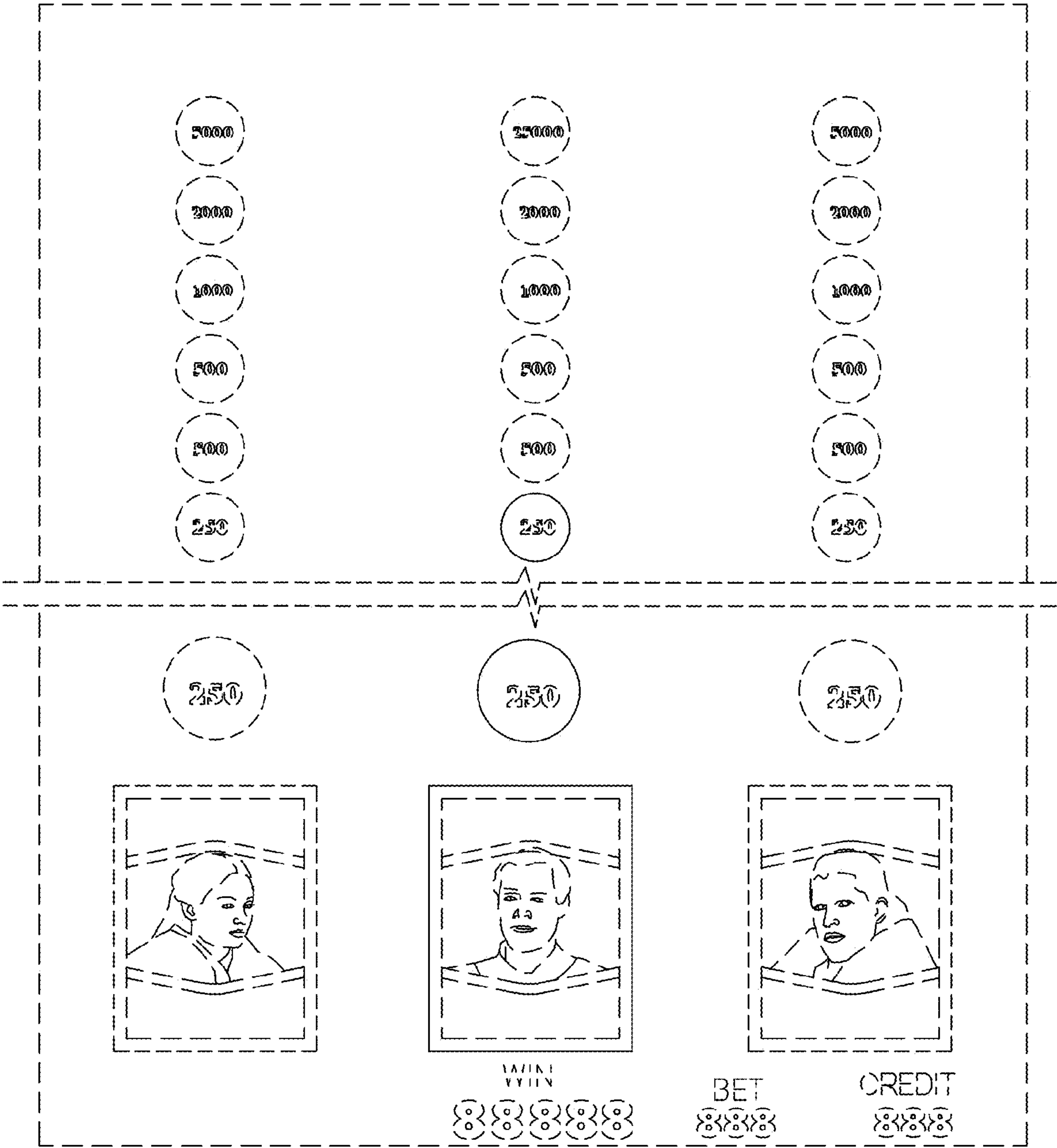


FIG. 2

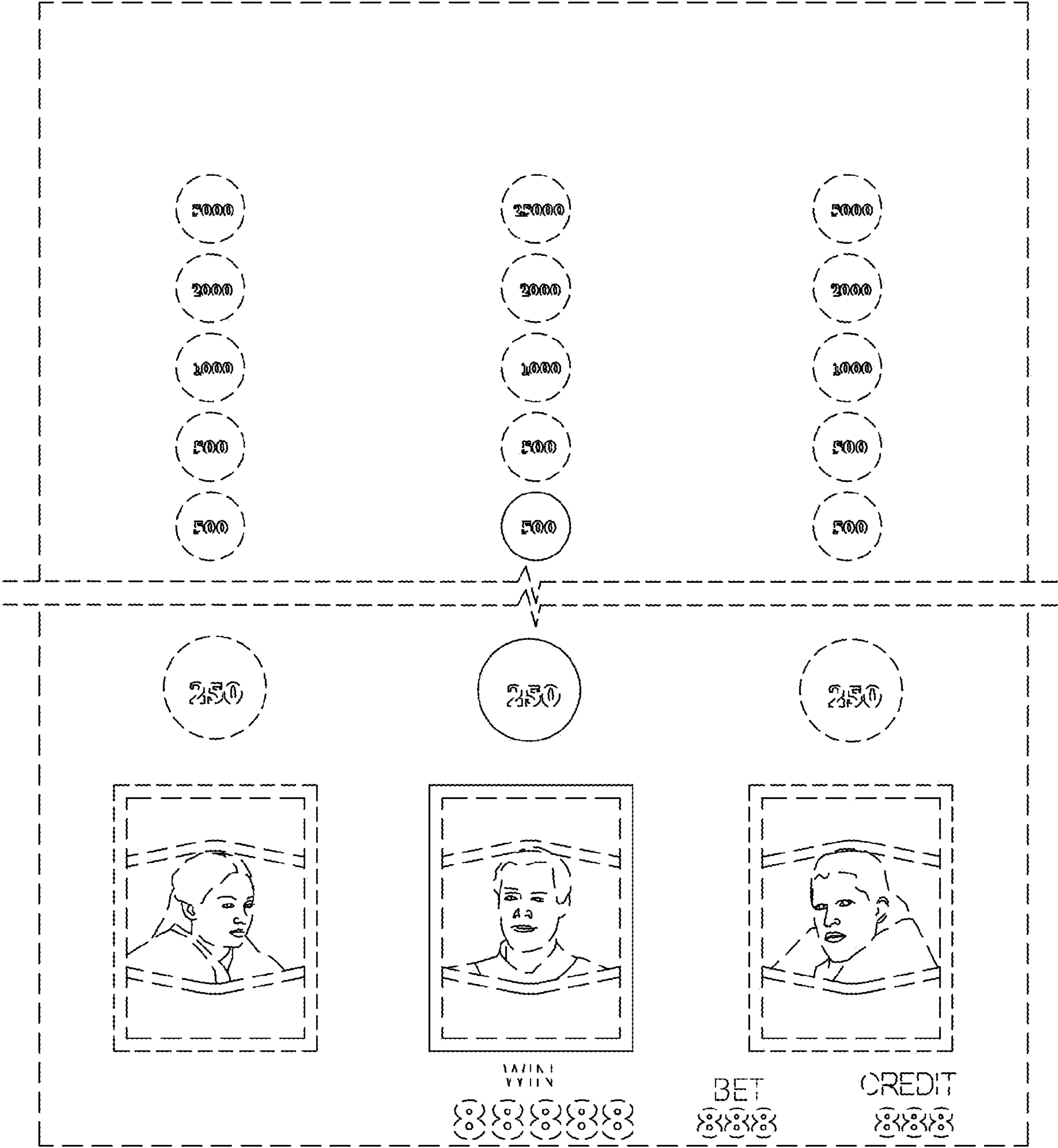


FIG. 3

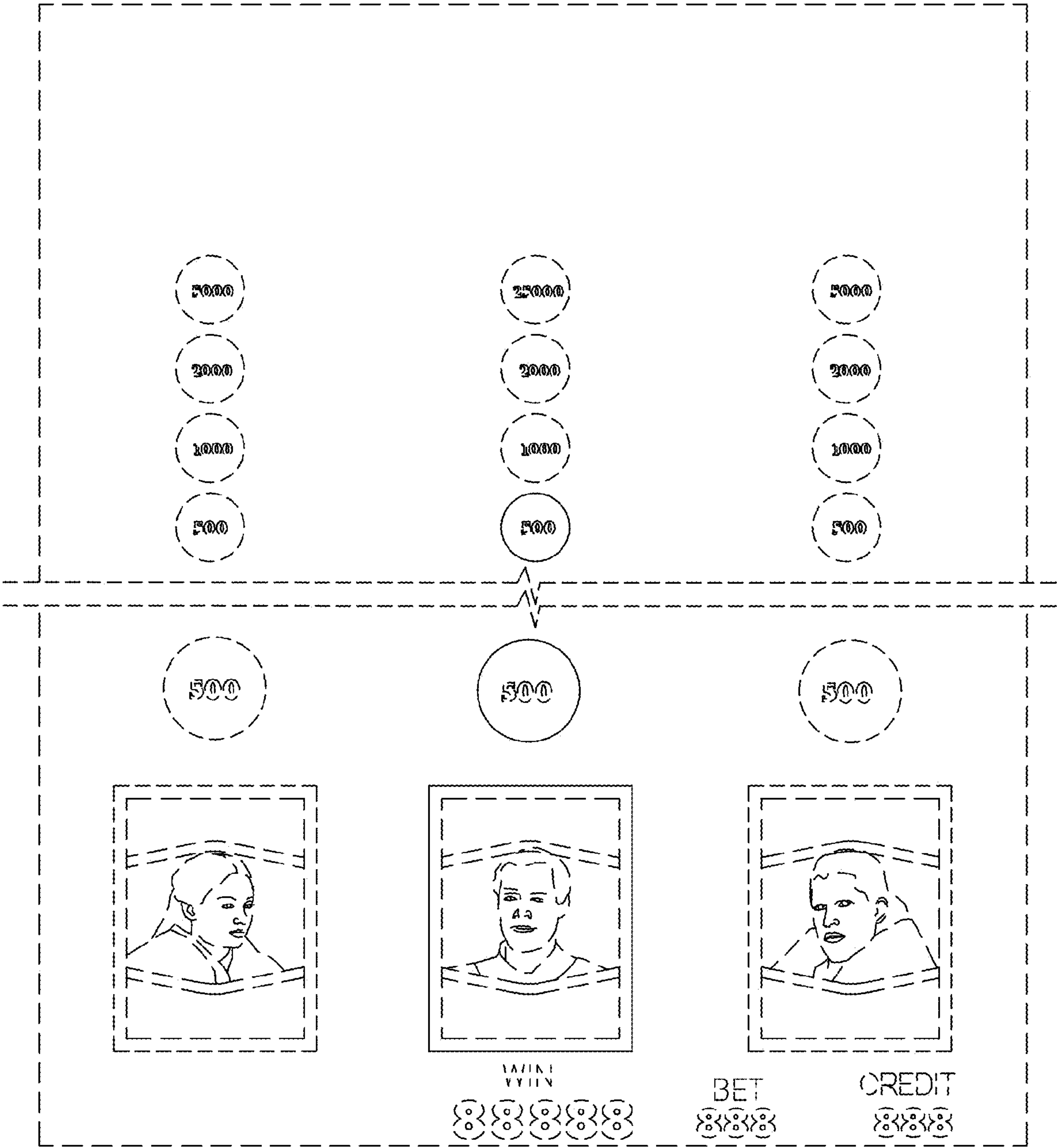


FIG. 4

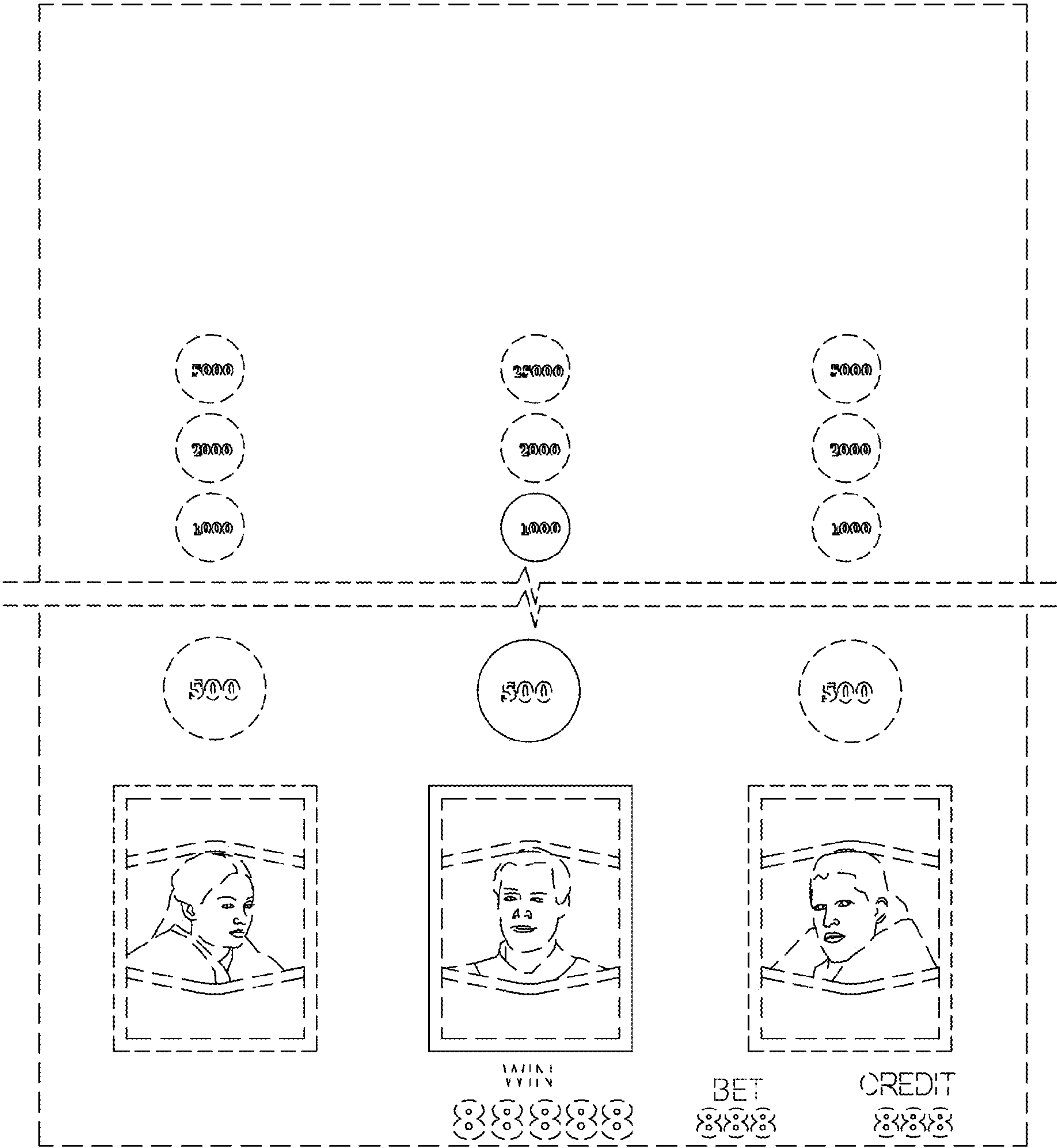


FIG. 5

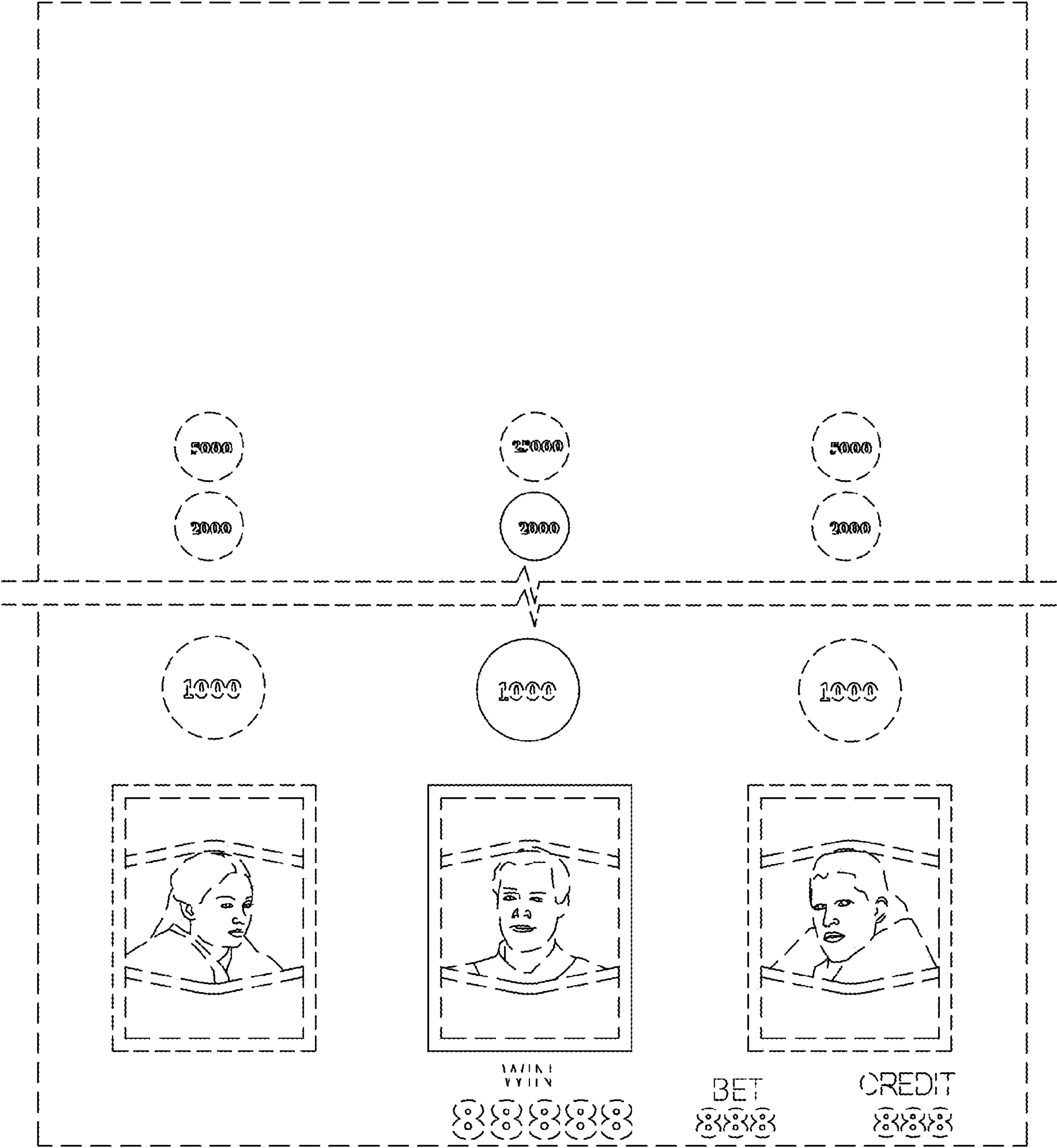


FIG. 6

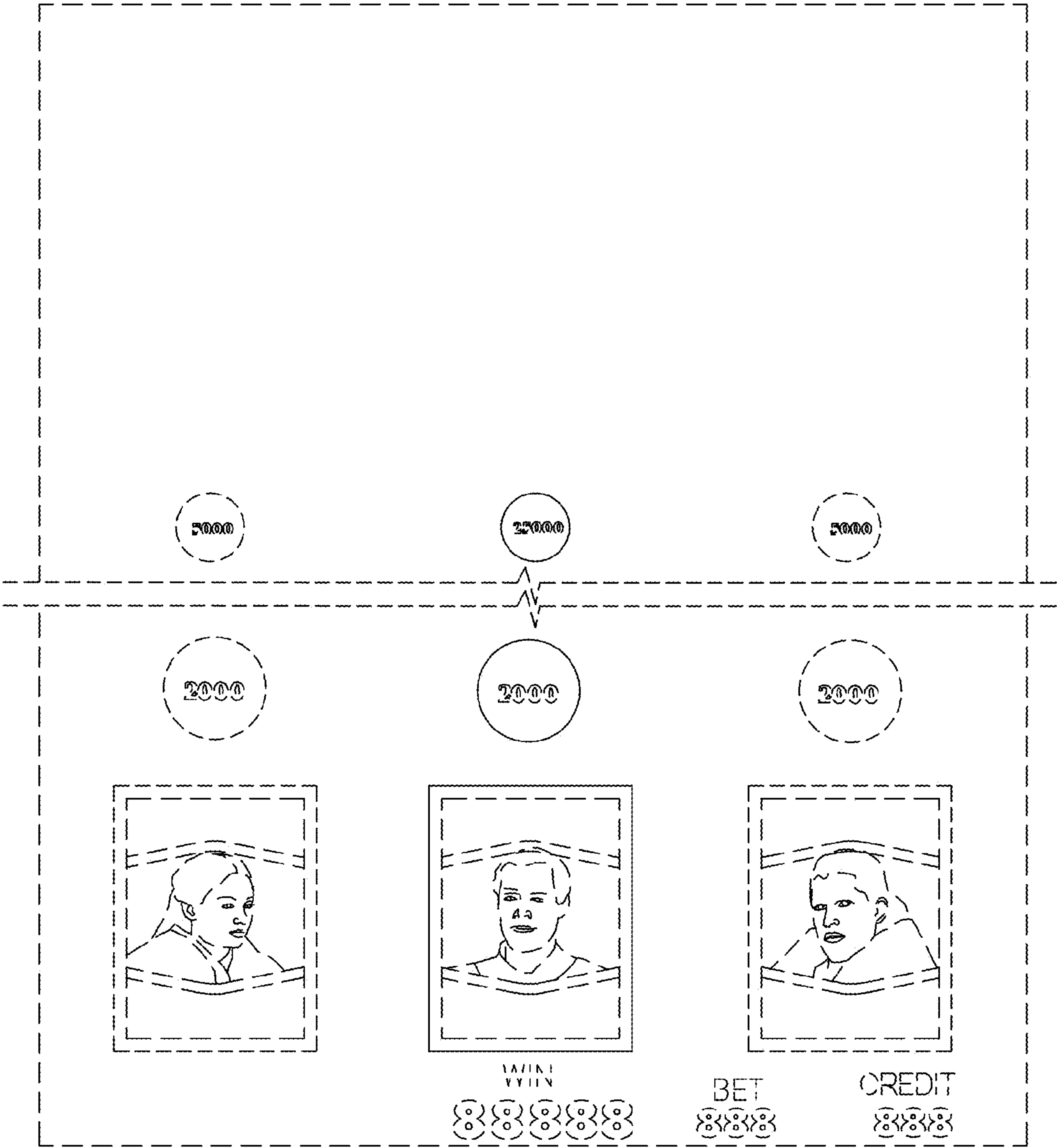


FIG. 7

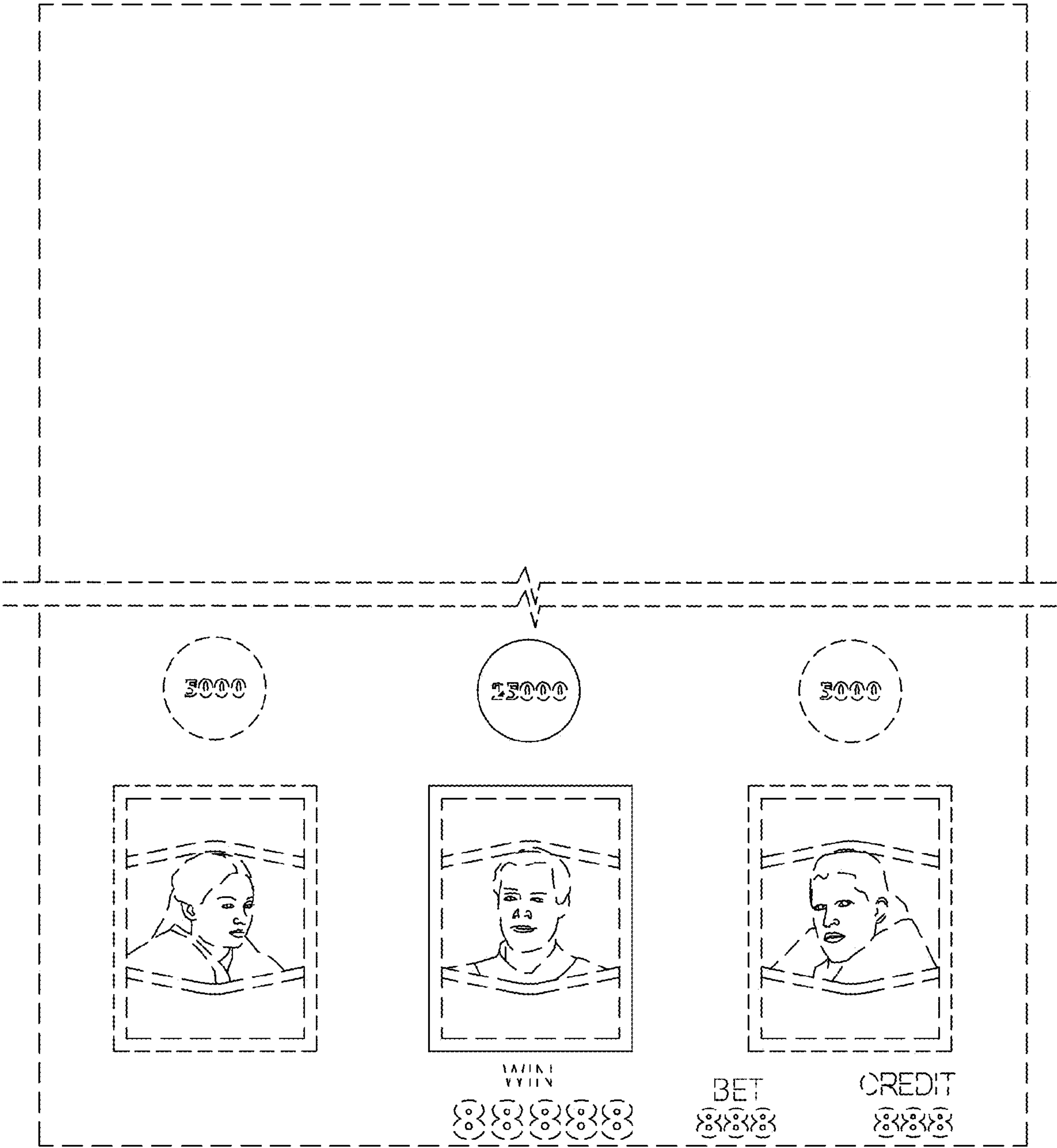


FIG. 8

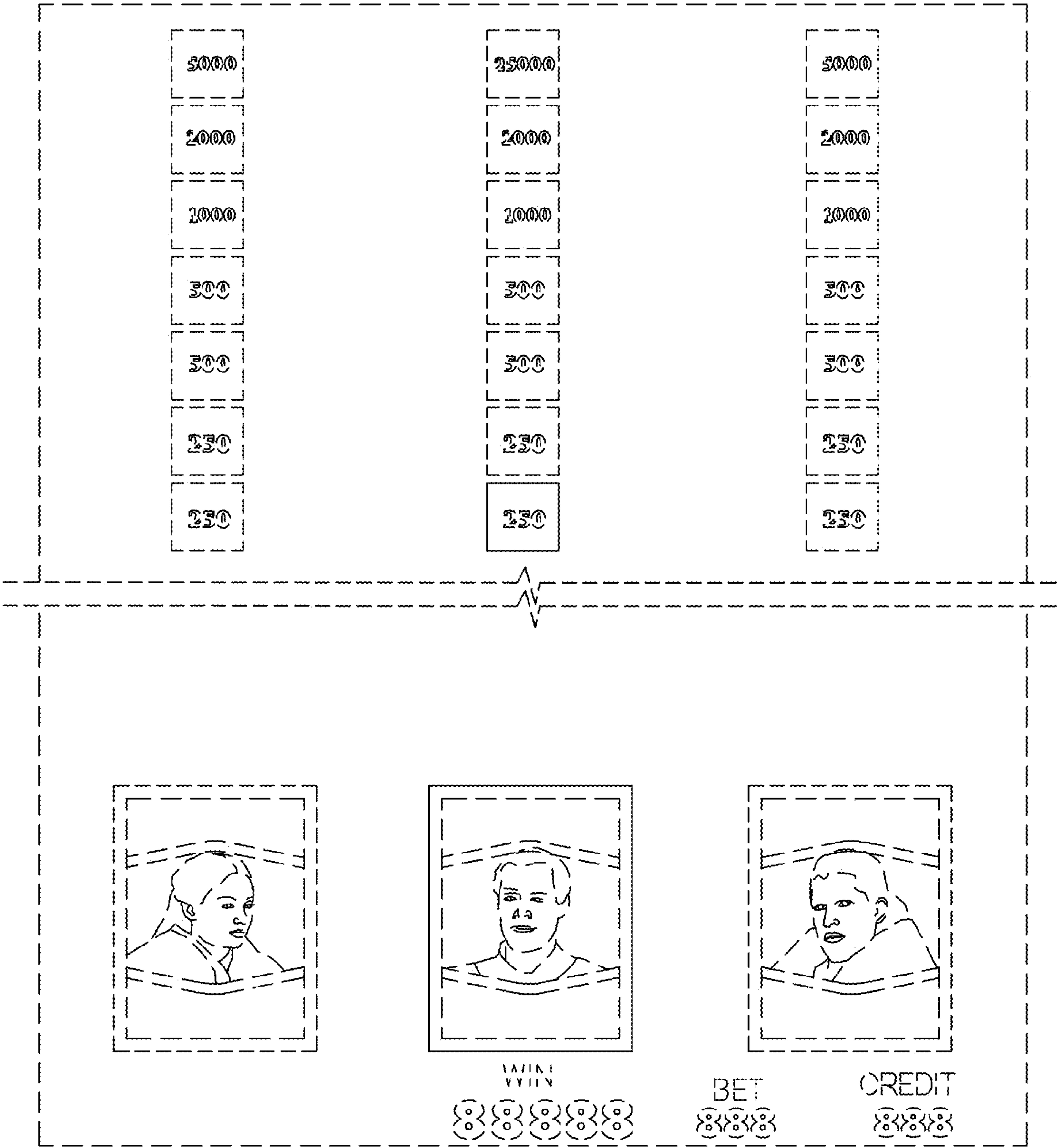


FIG. 9

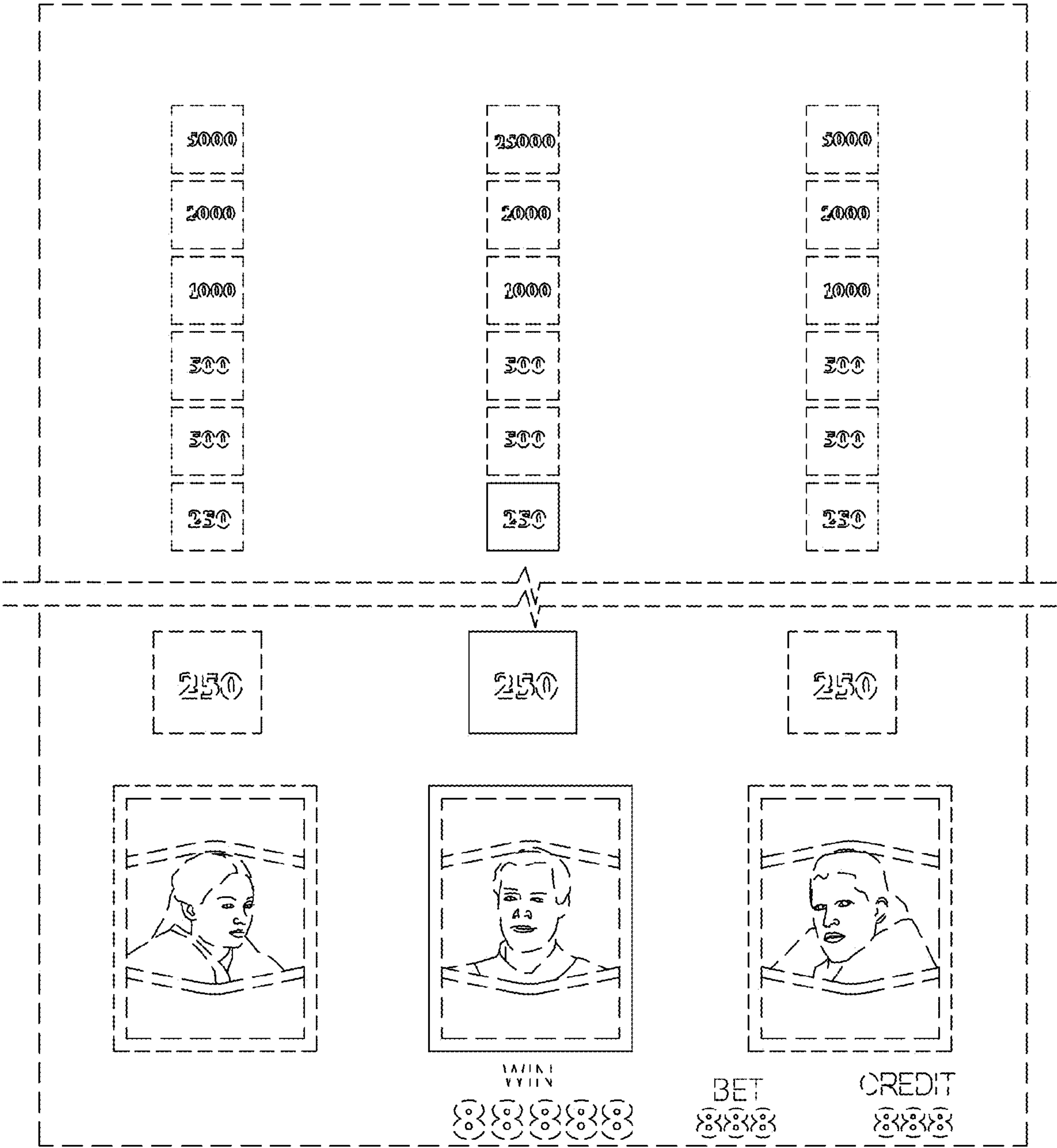


FIG. 10

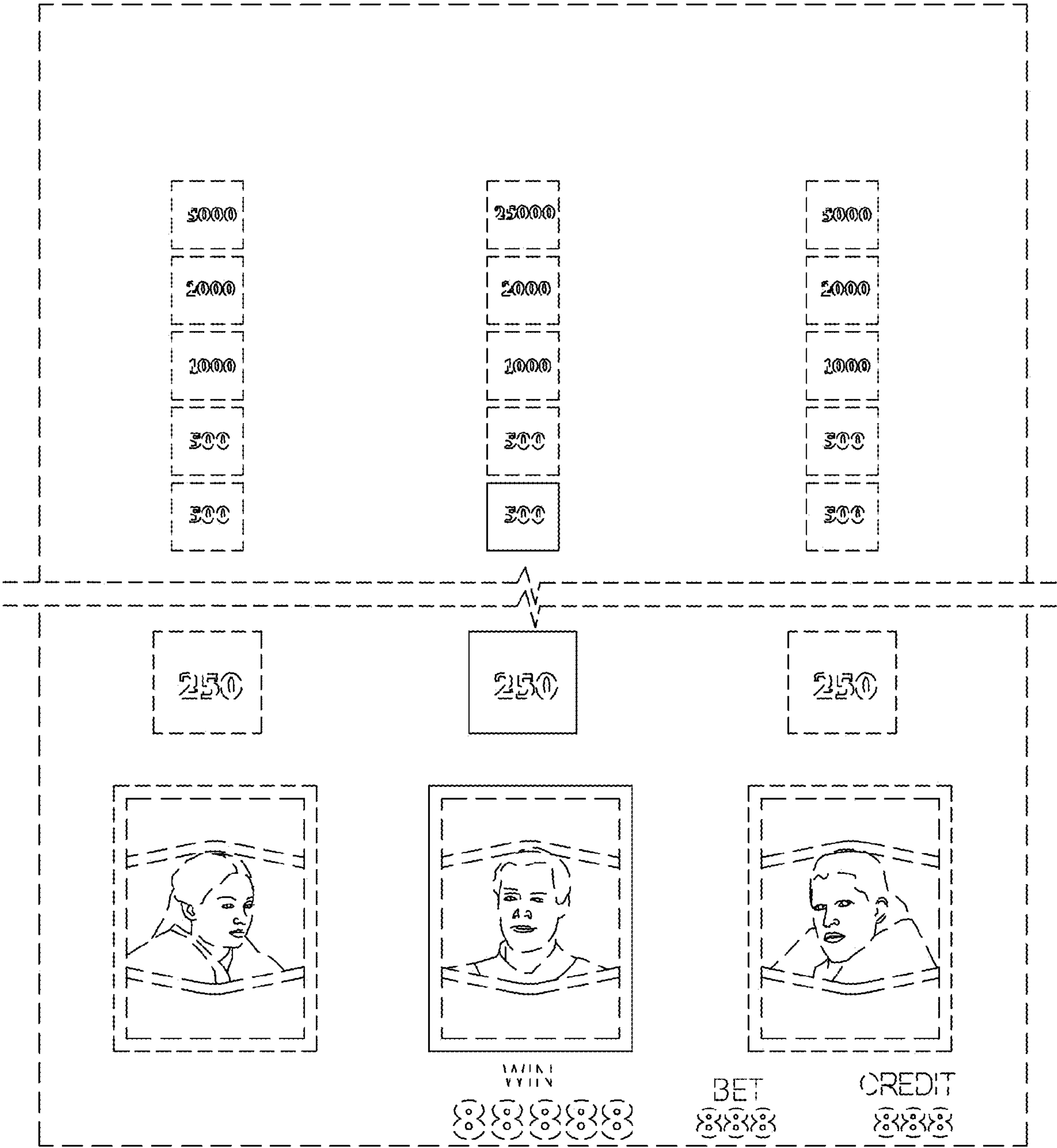


FIG. 11

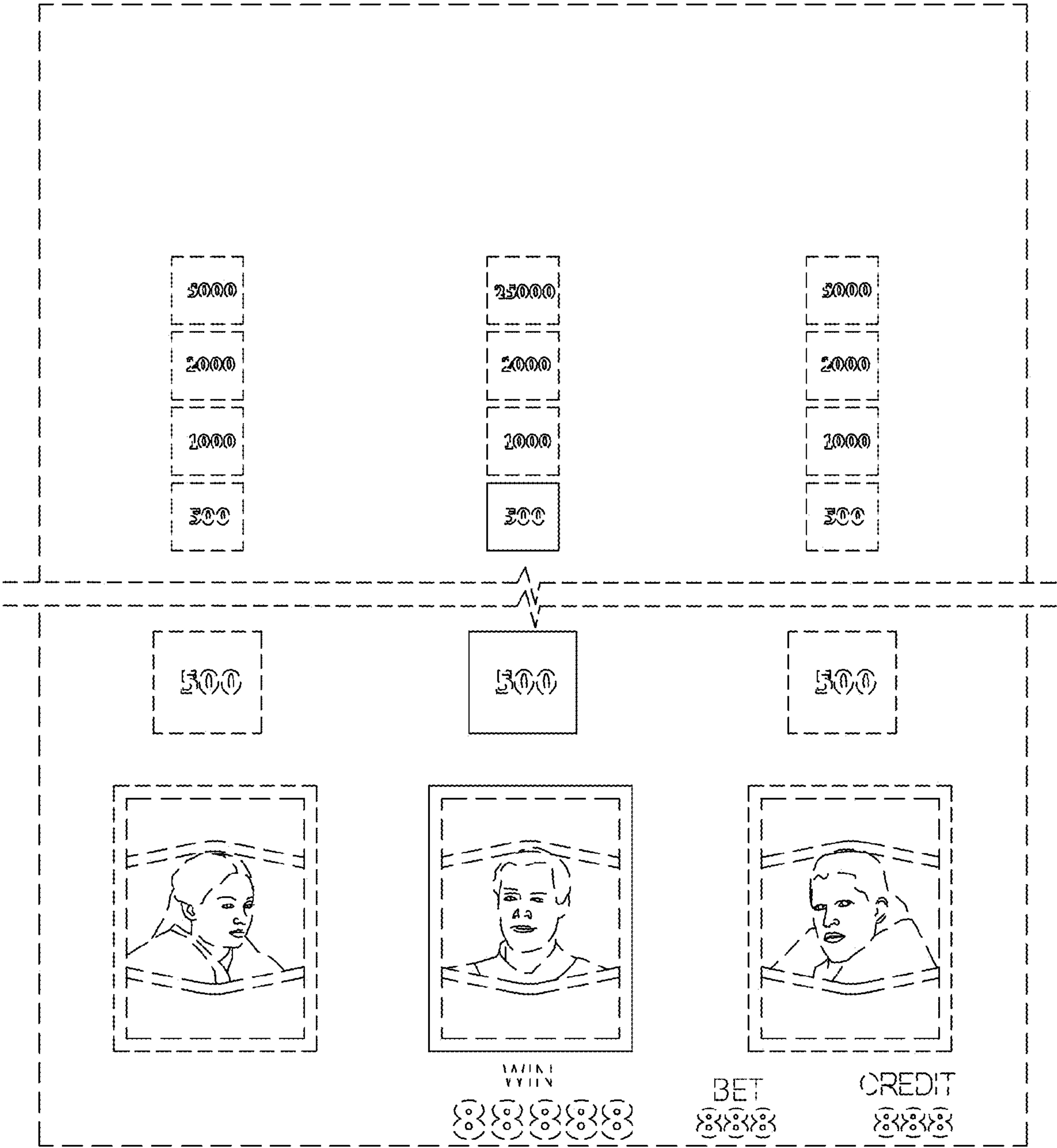


FIG. 12

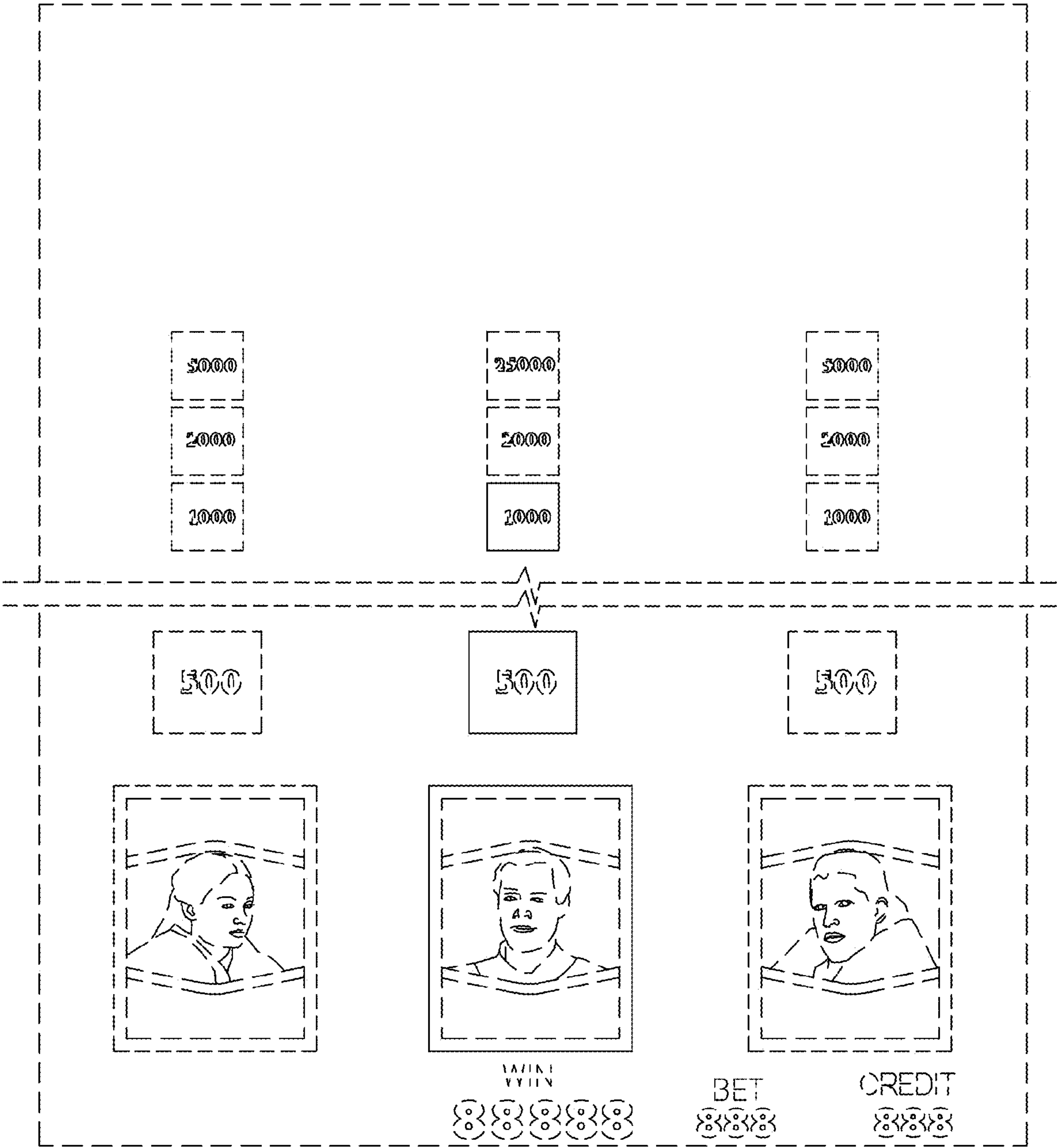


FIG. 13

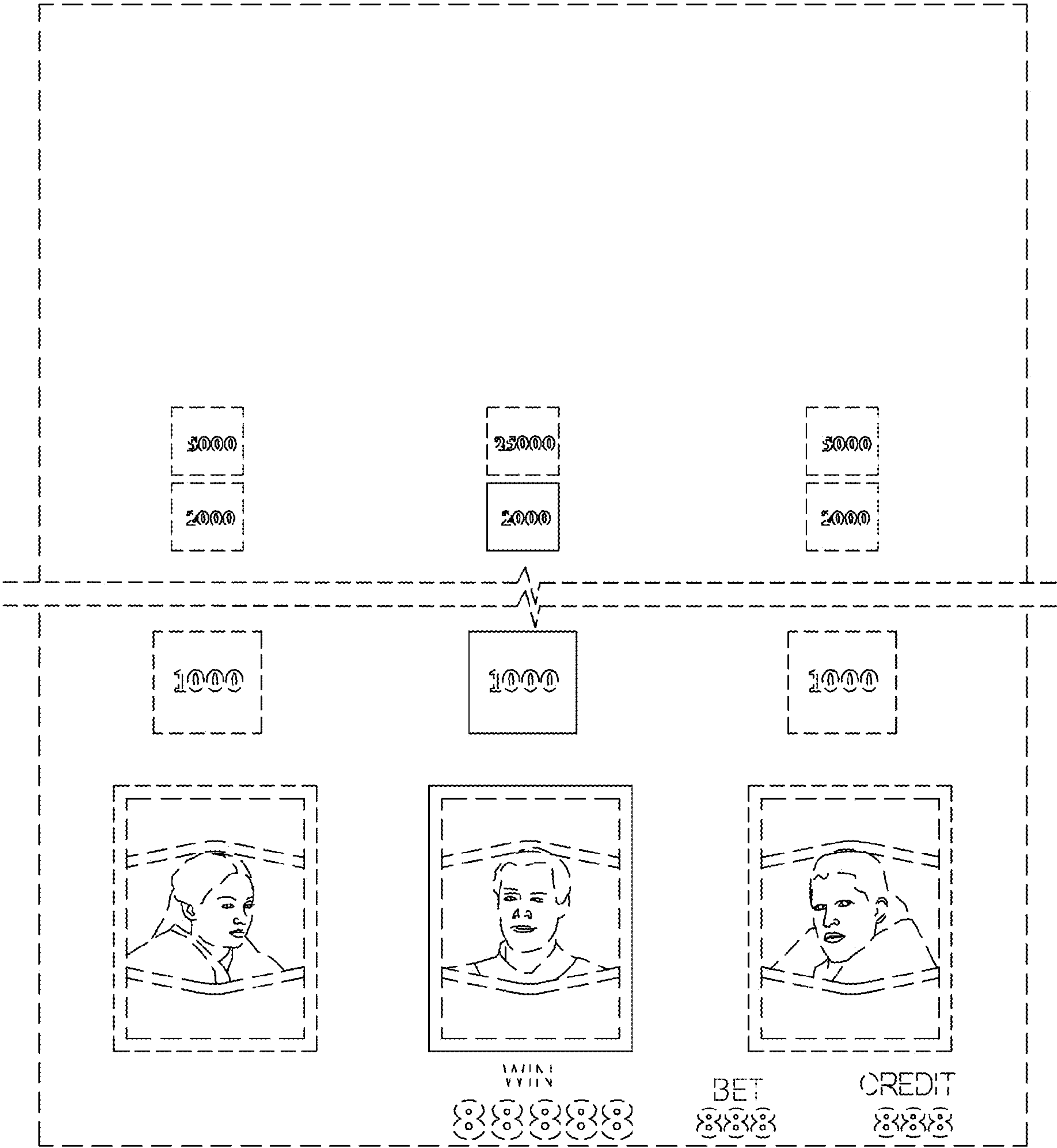


FIG. 14

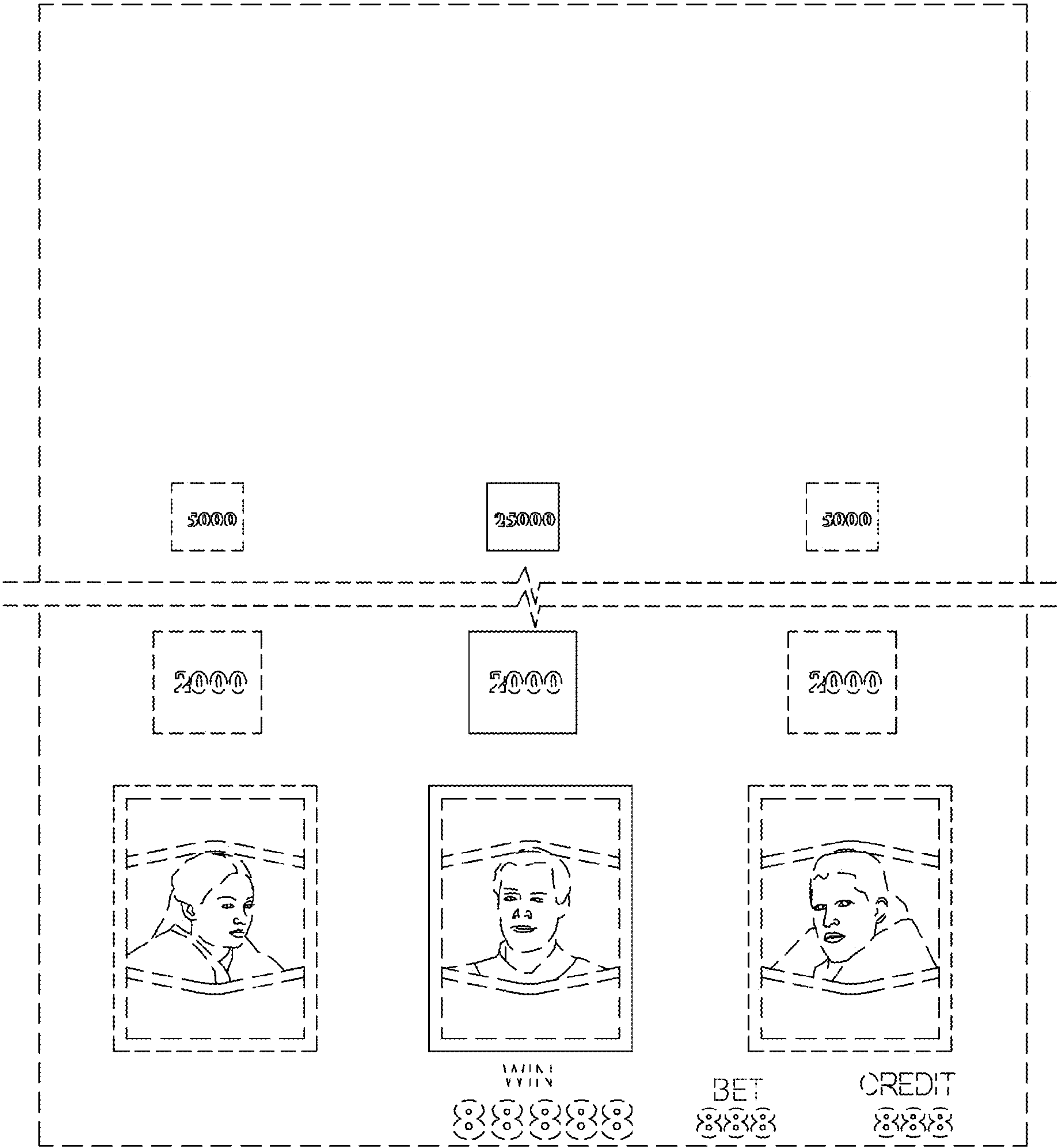


FIG. 15

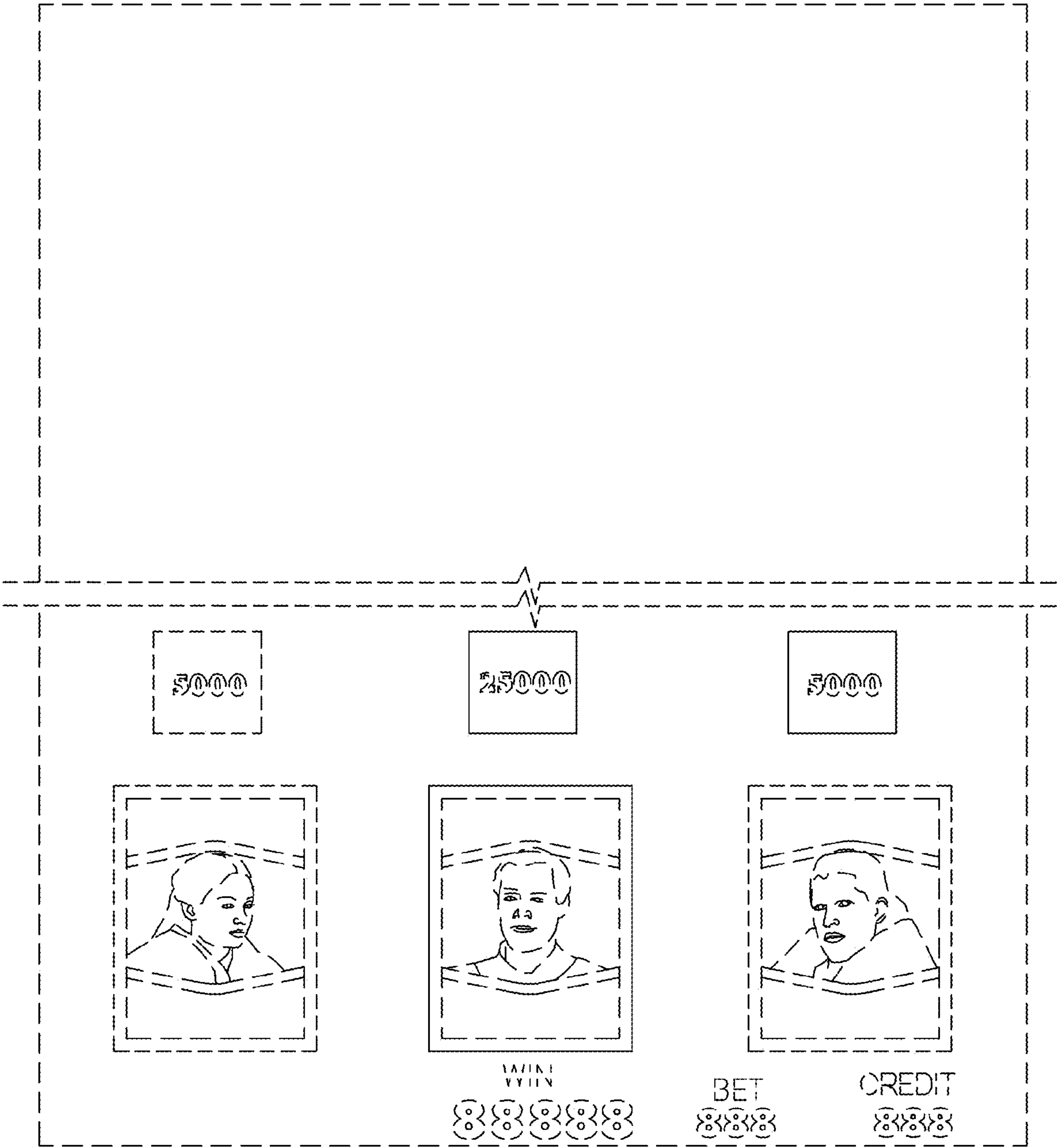


FIG. 16

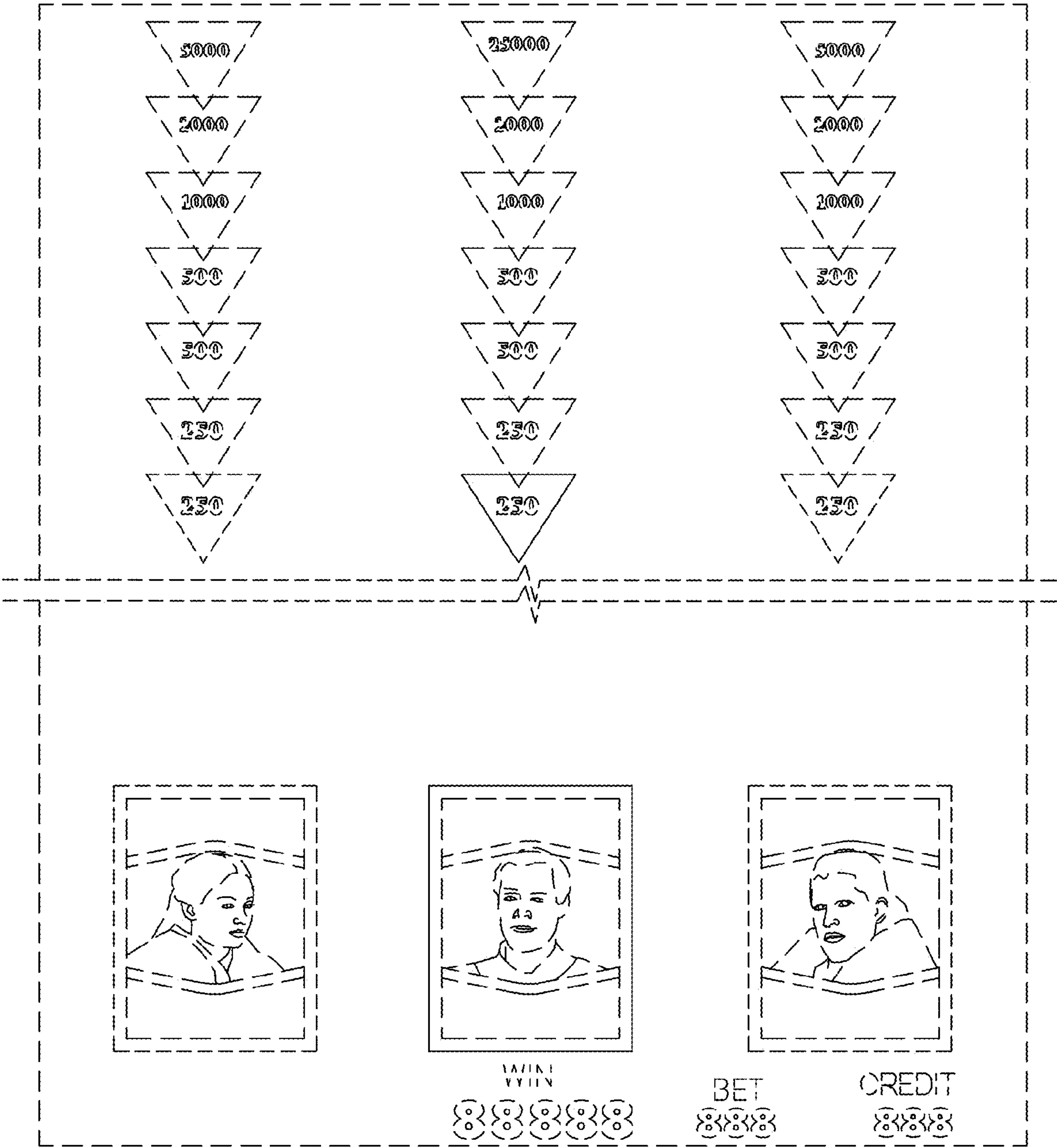


FIG. 17

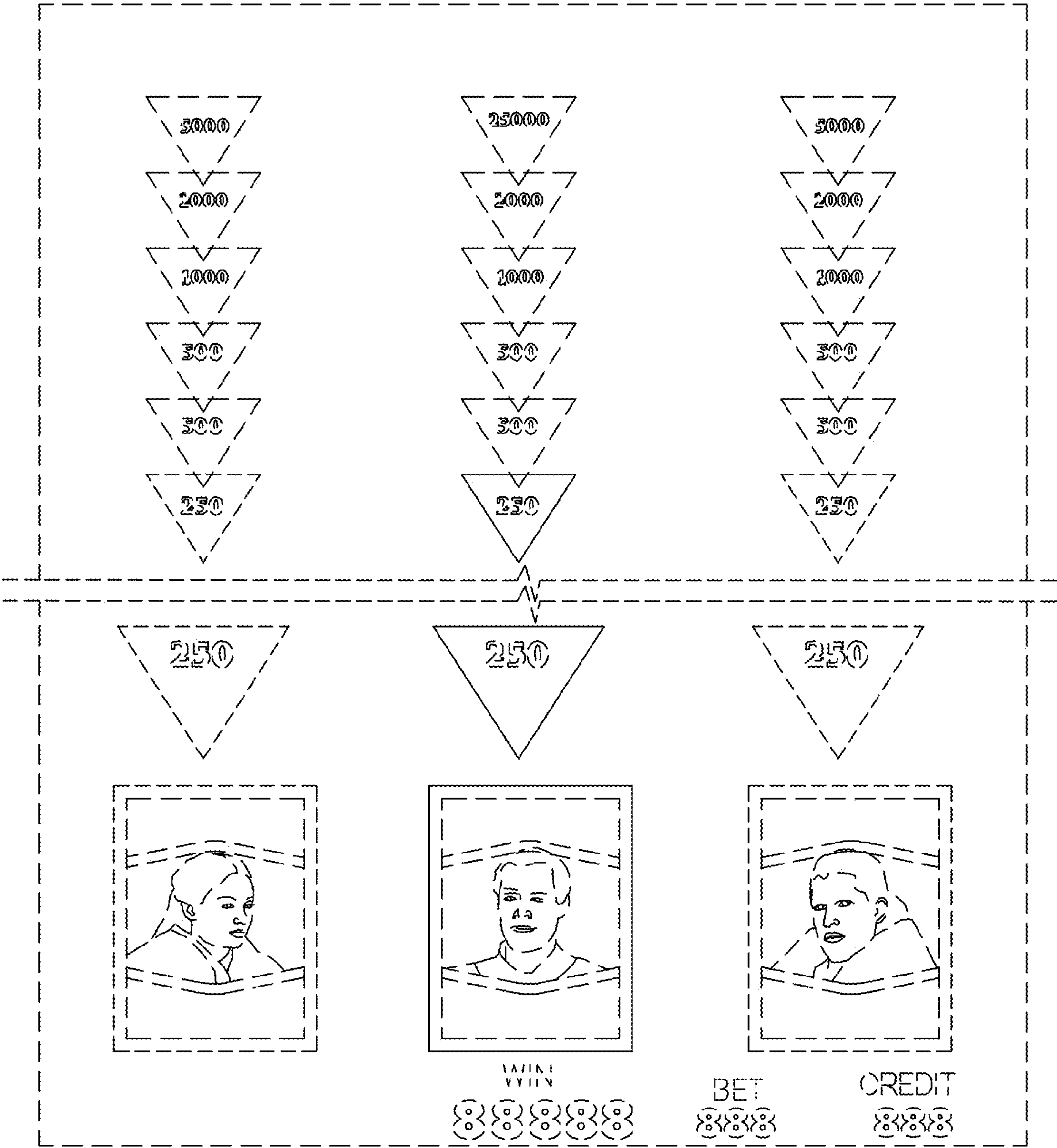


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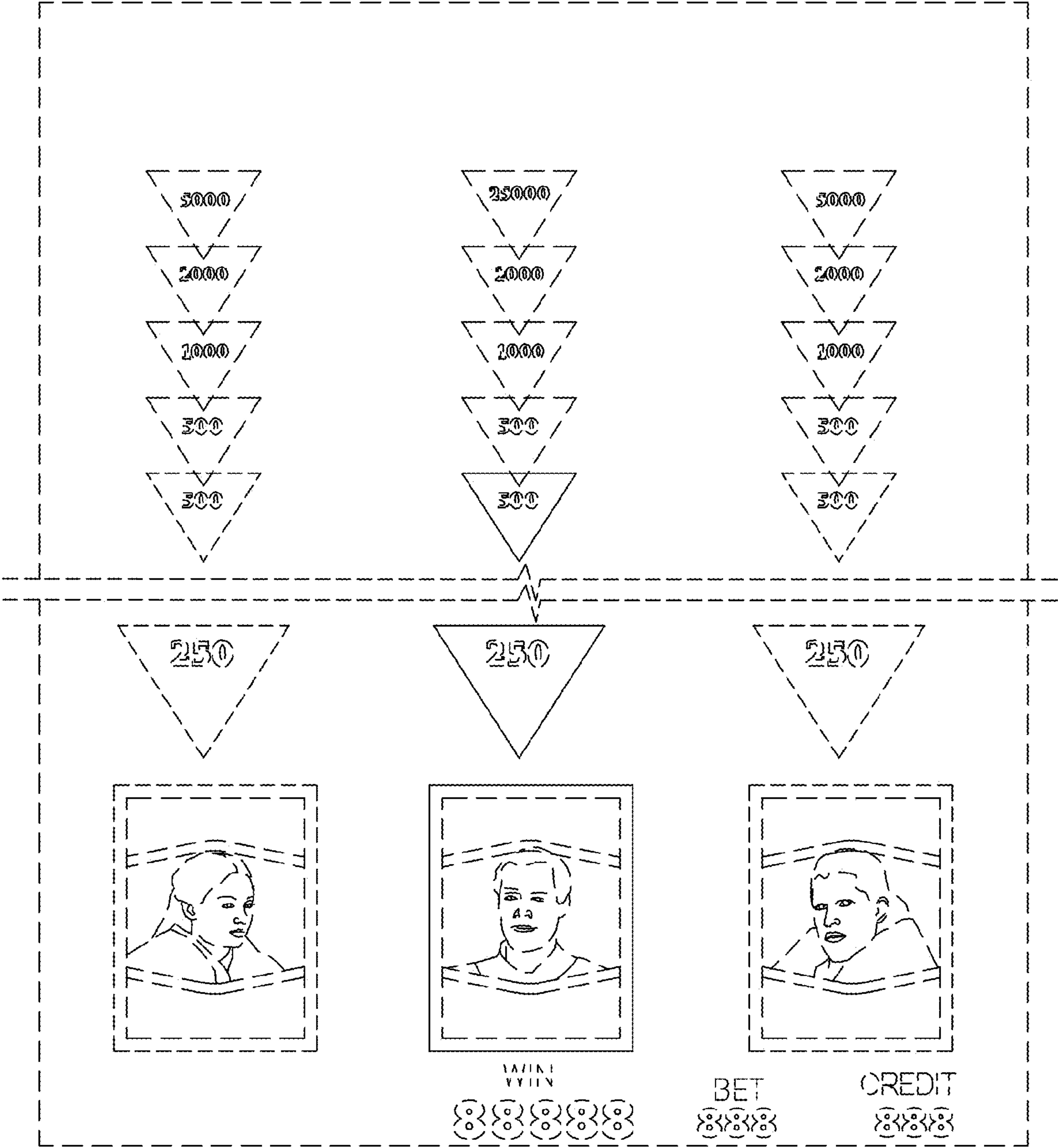


FIG. 19

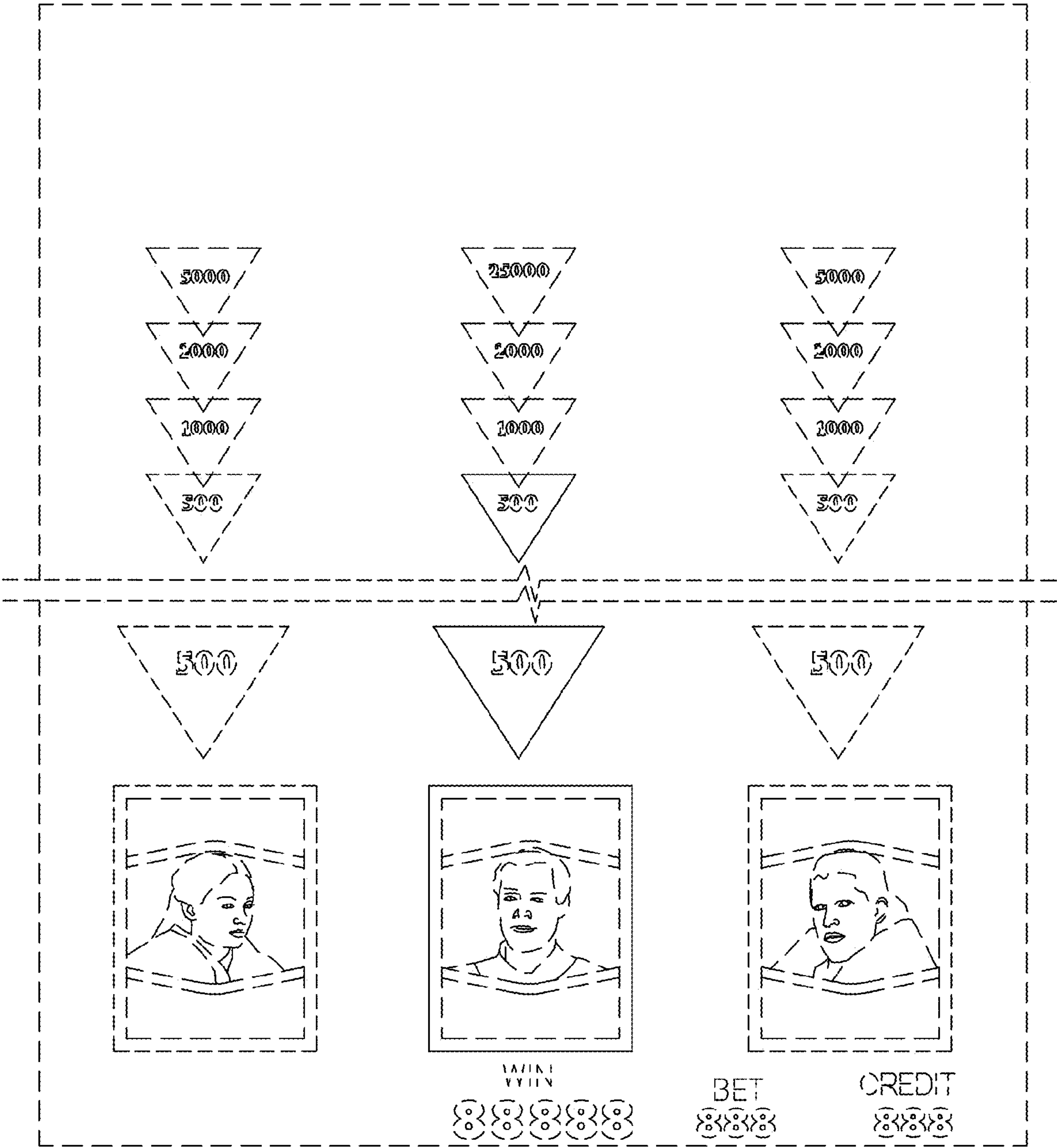


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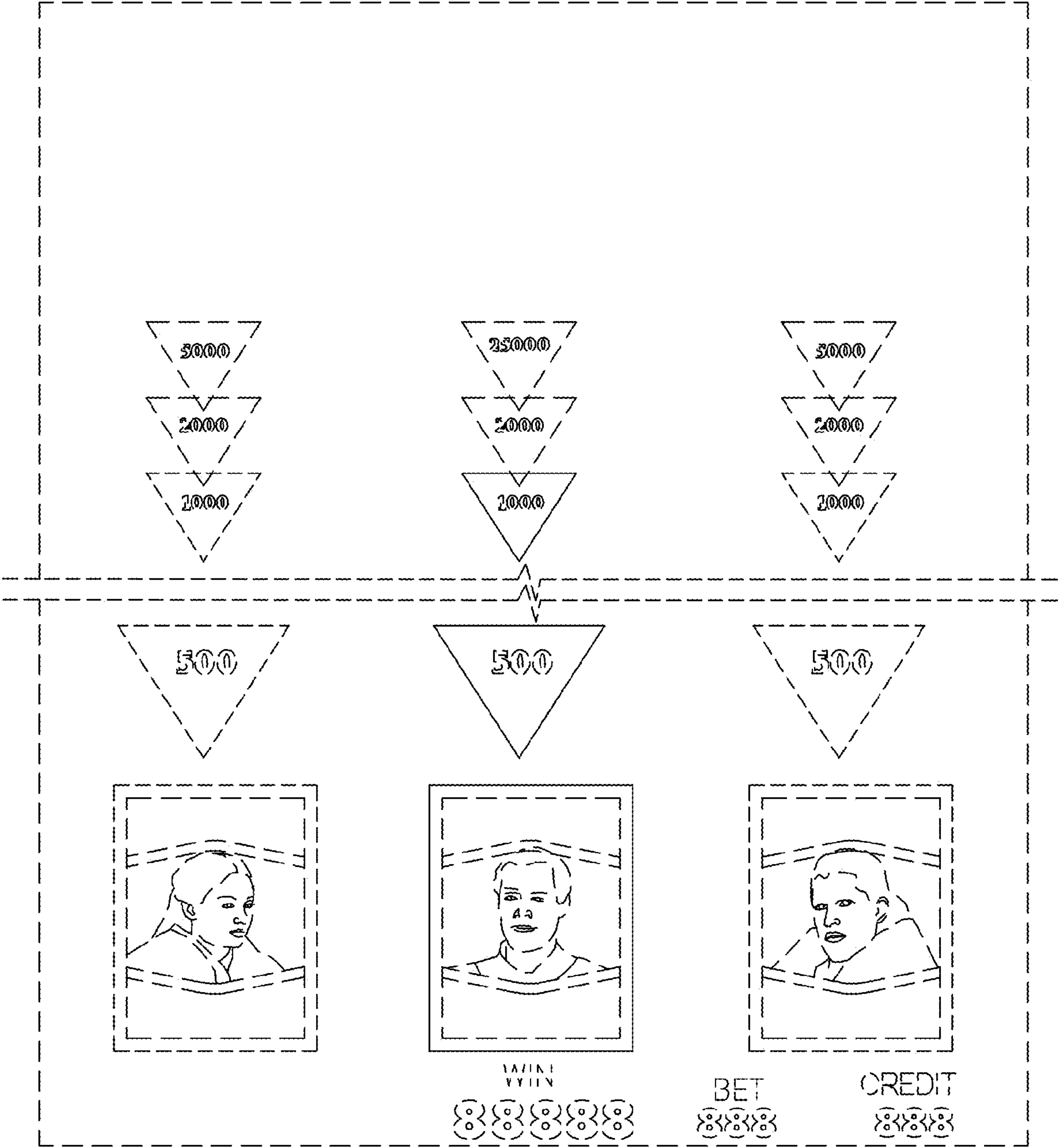


FIG. 21

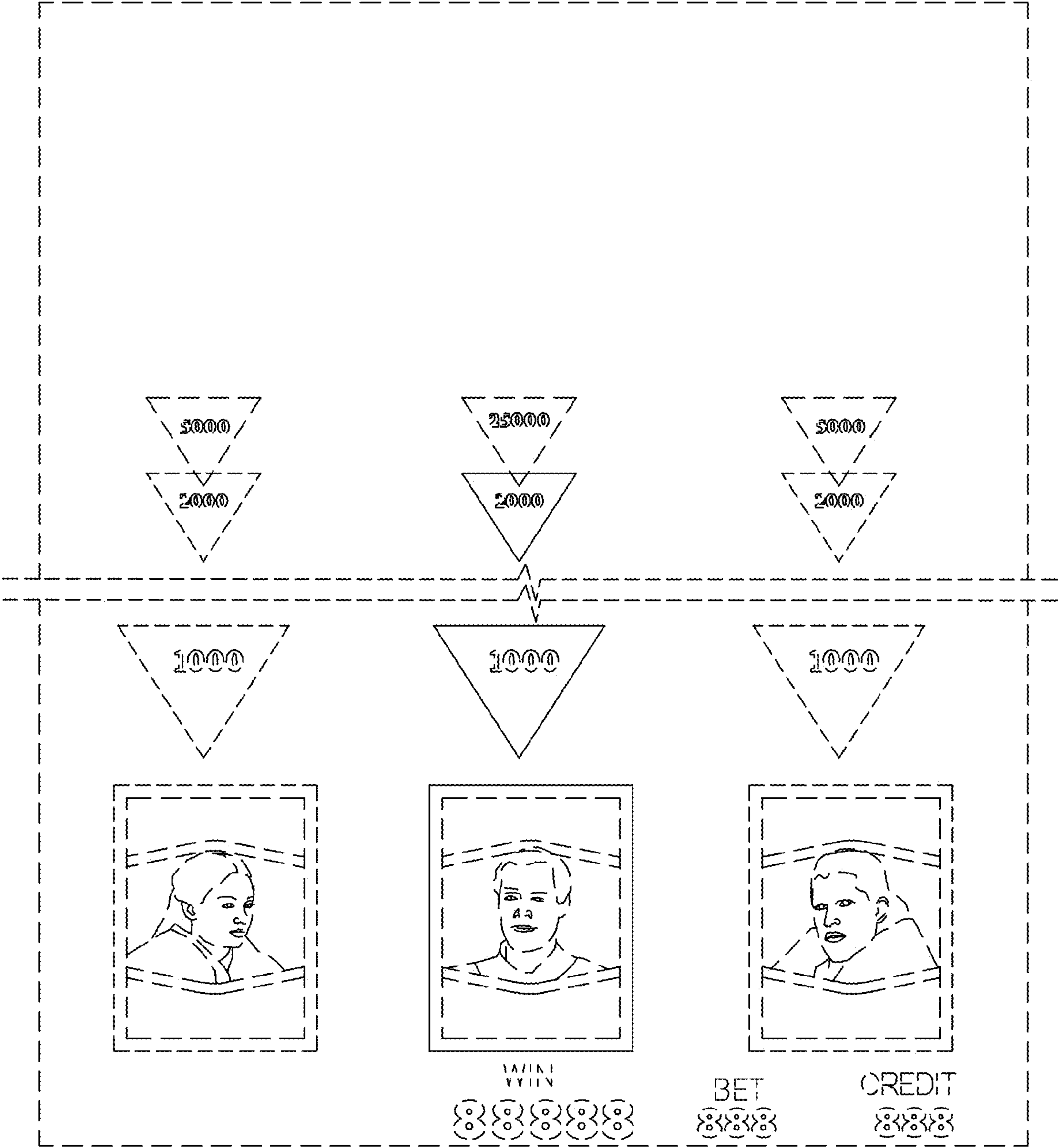


FIG. 22

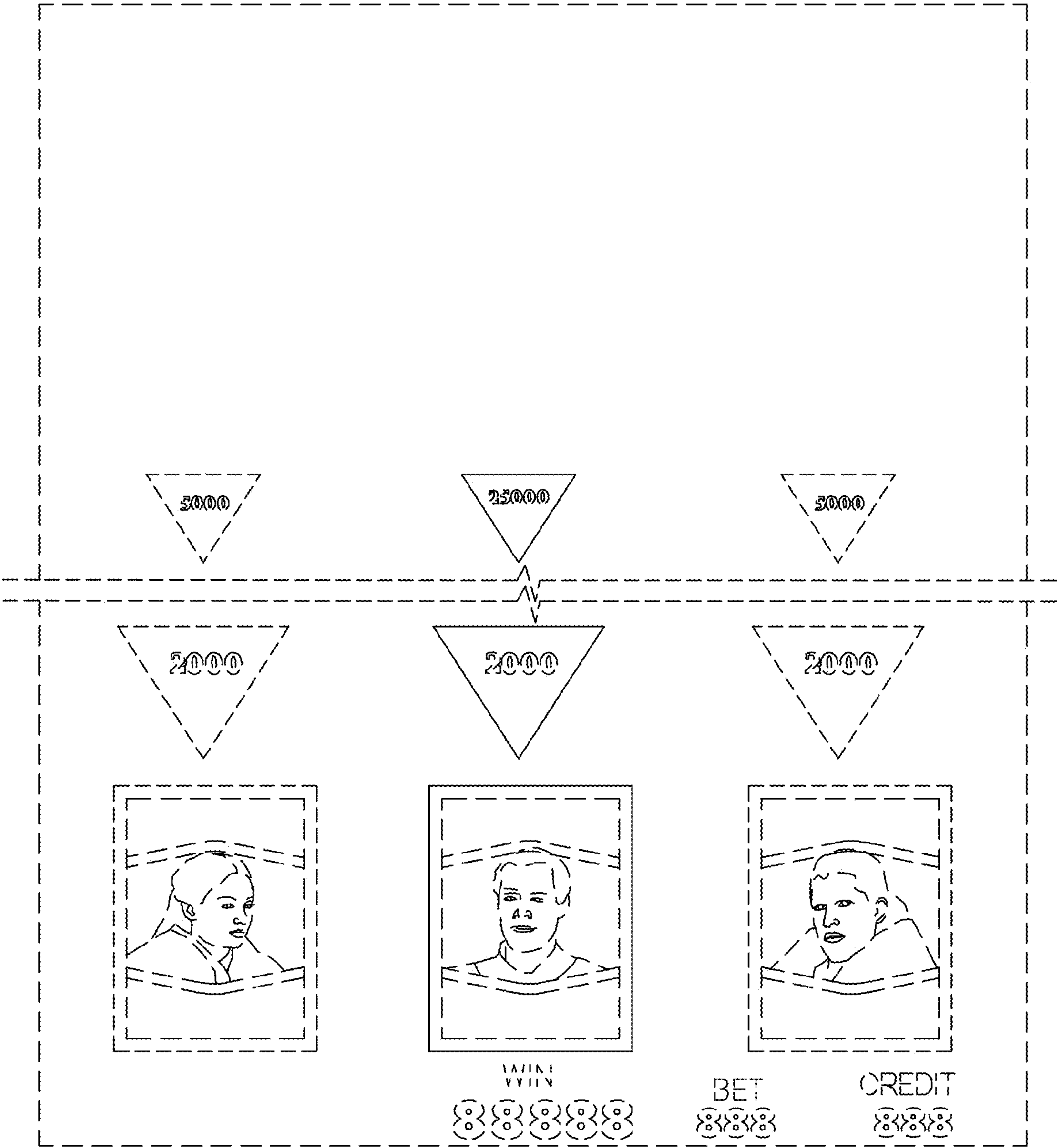


FIG. 23

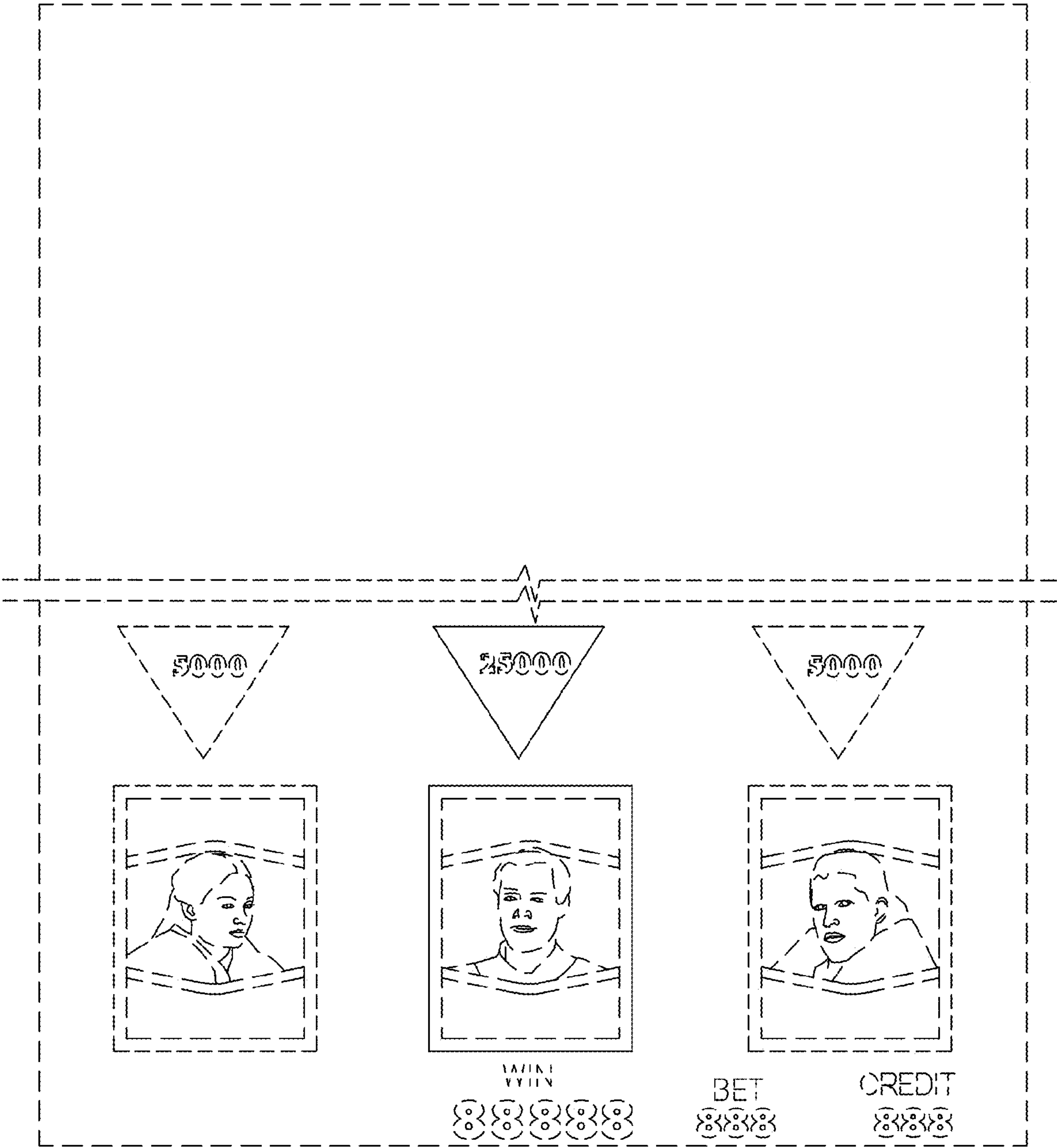


FIG. 24