

[54] ELECTRONIC CABINET FOR A VIDEO GAME

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[**] Term: 14 Years

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[52] U.S. Cl. D34/5 R; D13/32

[58] Field of Search D34/5 R, 5 L; 273/1 E, 273/DIG. 28, 85 R; D14/40; D13/32, 35, 99, 40

[56] References Cited

U.S. PATENT DOCUMENTS

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Time, May 22, 1972, page unknown, electronic hockey.

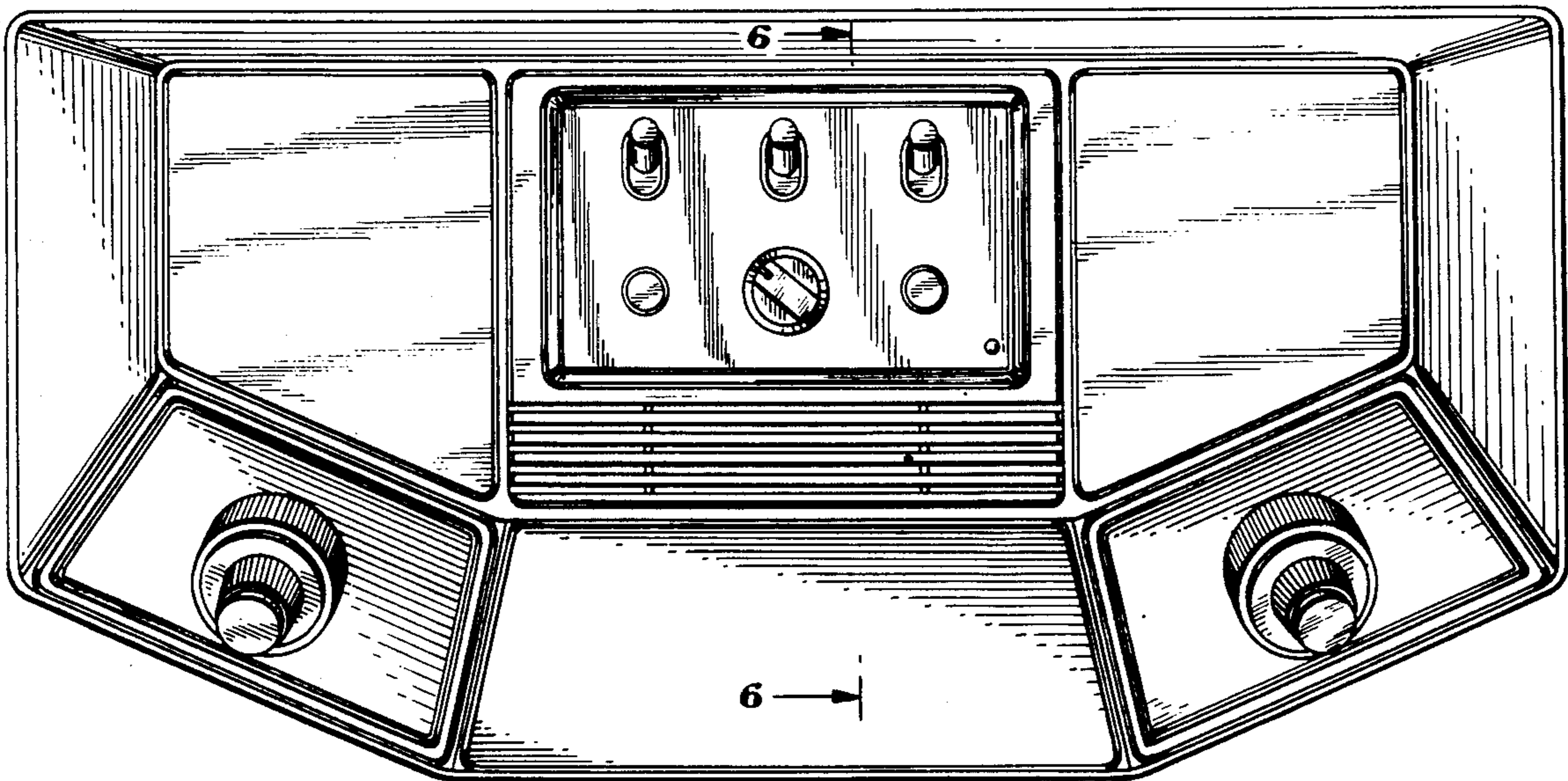
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[57] CLAIM

The ornamental design for an electronic cabinet for a video game, as shown.

DESCRIPTION

FIG. 1 is a top plan view of the electronic cabinet for a video game showing my new design; FIG. 2 is a left side elevational view thereof; FIG. 3 is a front elevational view thereof; FIG. 4 is a rear elevational view thereof; FIG. 5 is a bottom plan view thereof; and FIG. 6 is a fragmentary sectional view of the central portion of the top of said electronic cabinet taken along lines 6-6 of FIG. 1.



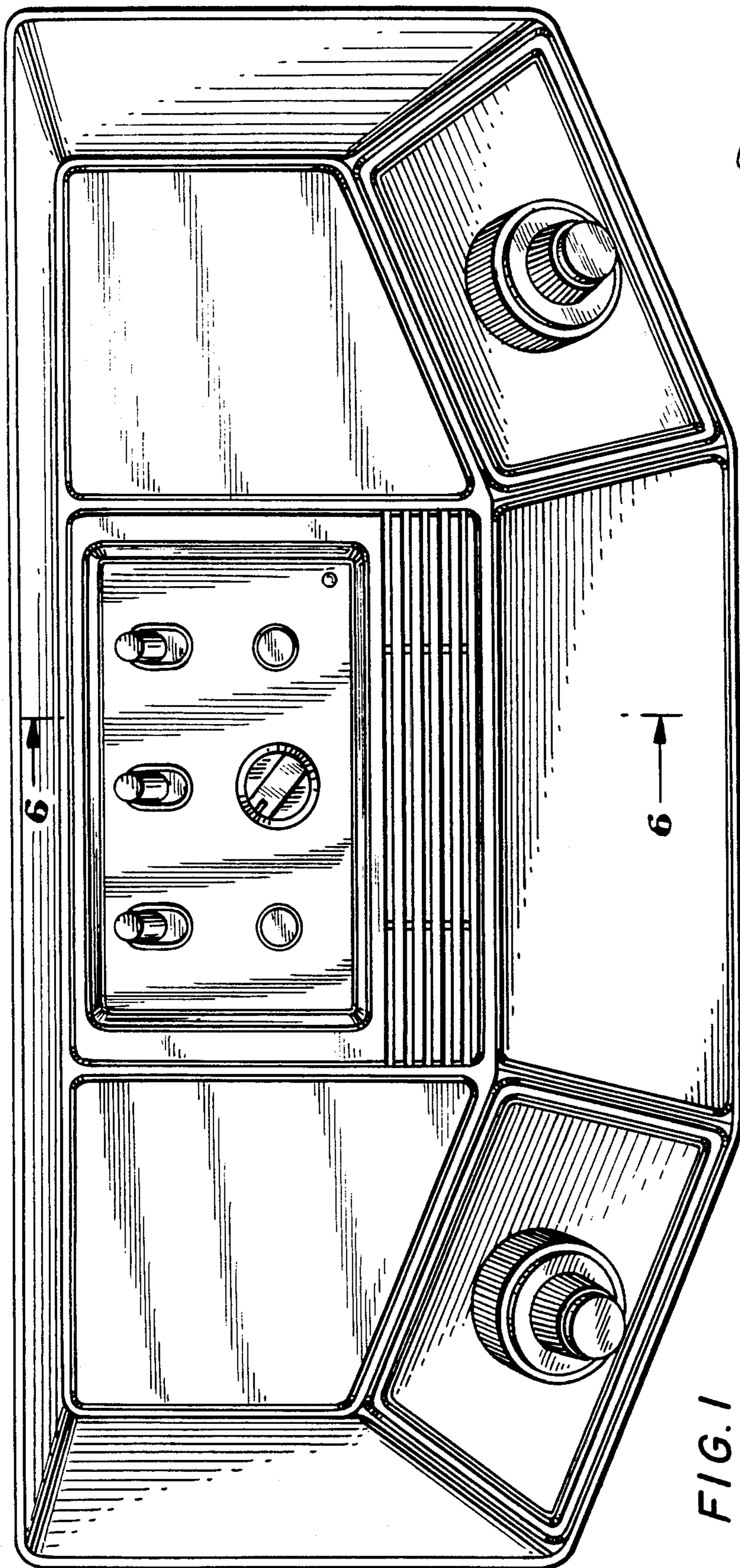


FIG. 1

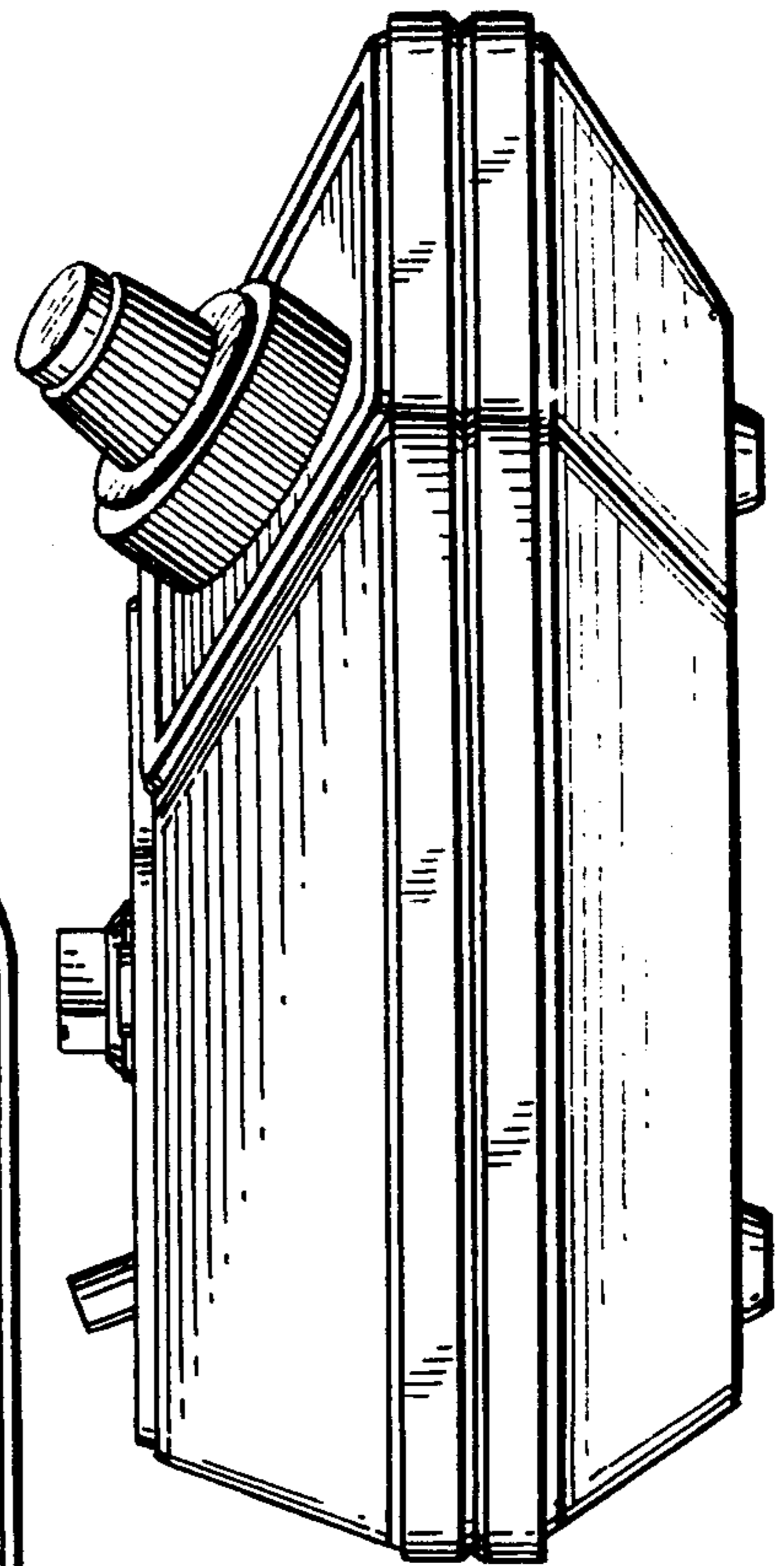


FIG. 2

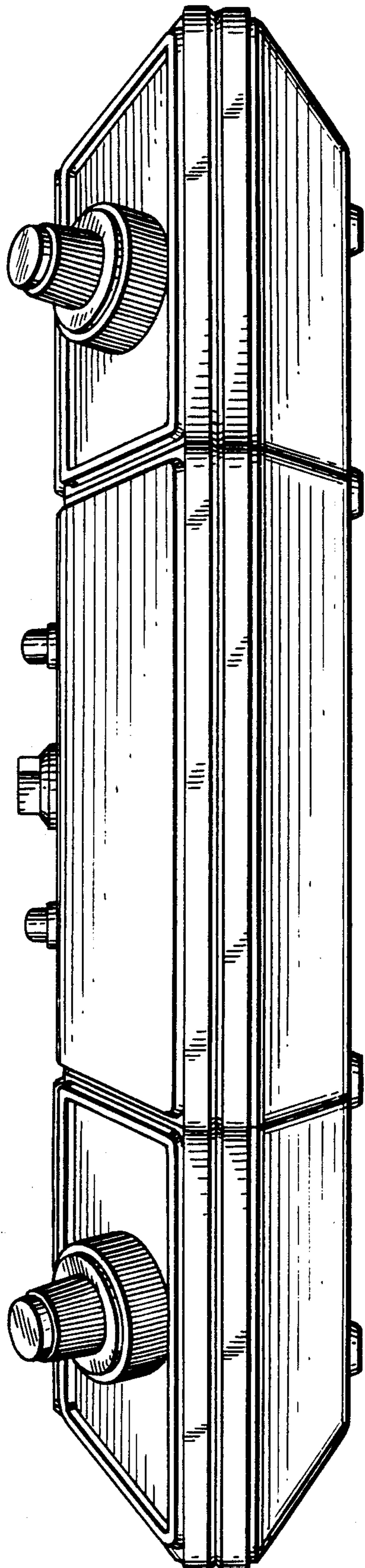


FIG. 3

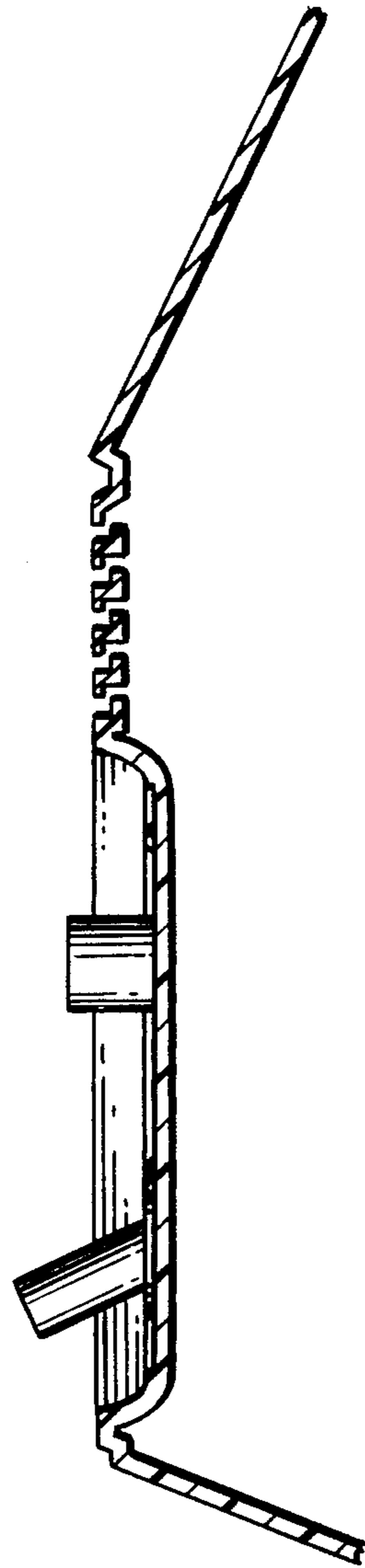


FIG. 6

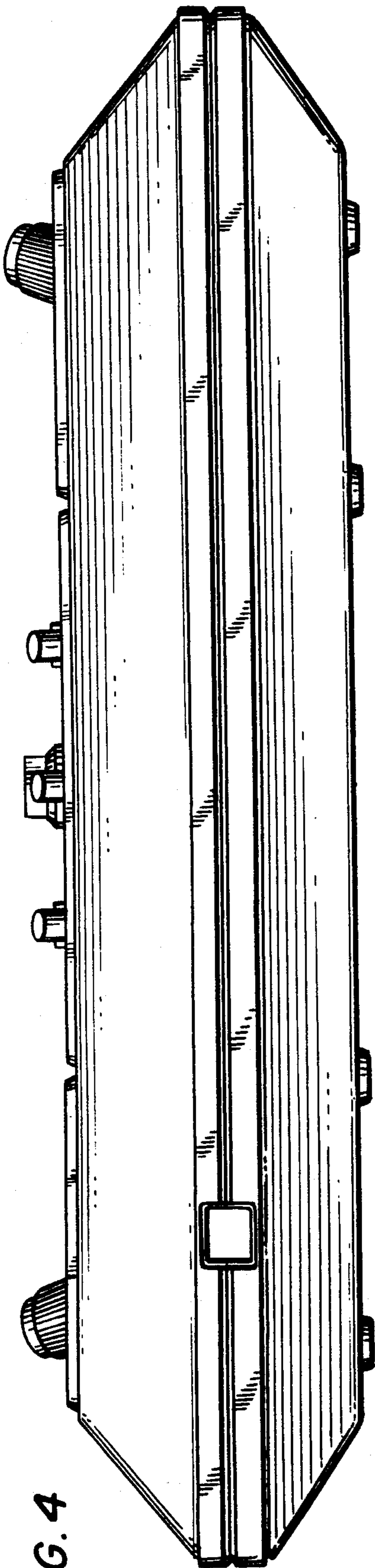


FIG. 4

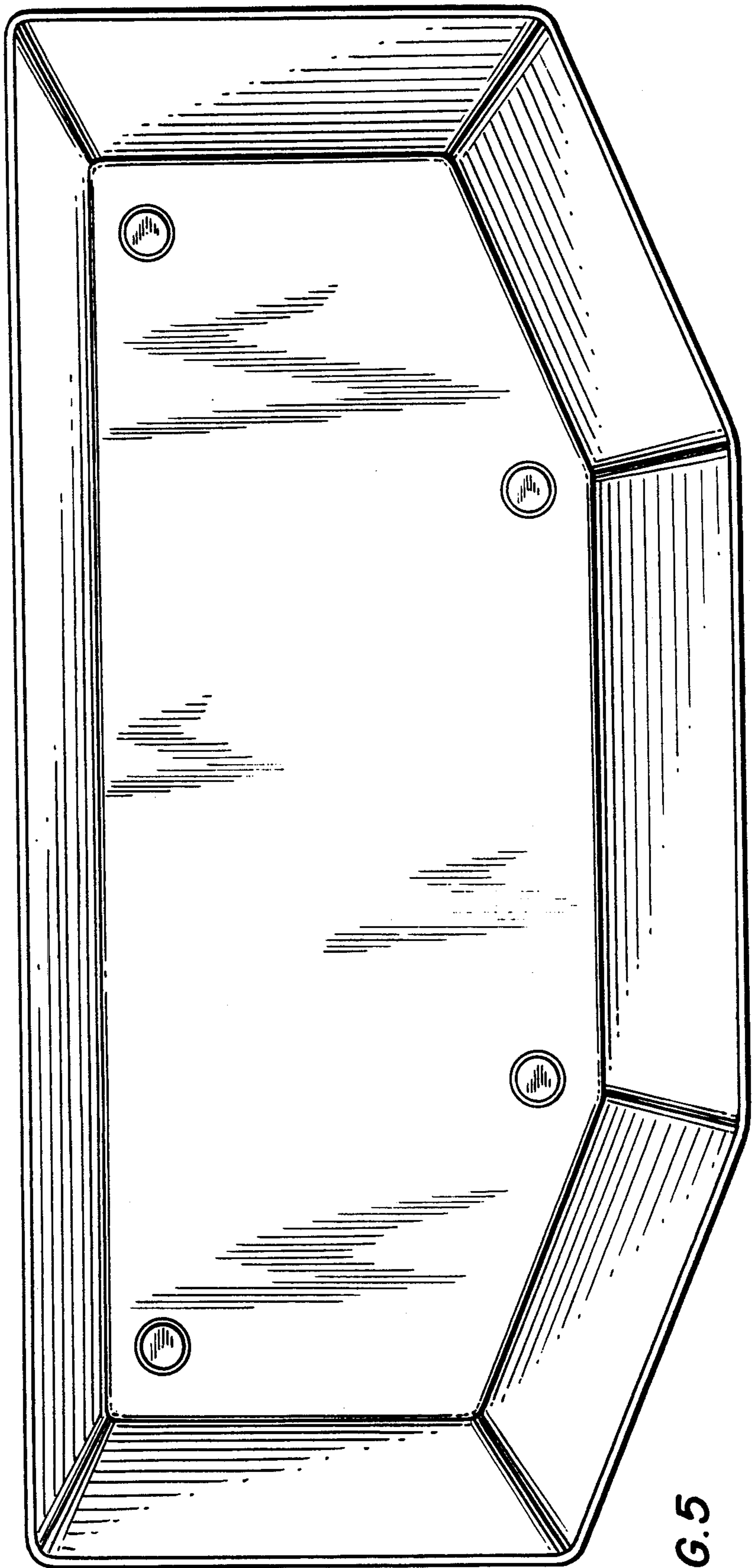


FIG. 5