

[54] **ELECTRONIC GAME HOUSING**

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[\*\*] Term: **14 Years**

[21] Appl. No.: **294,611**

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[30] **Foreign Application Priority Data**

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[51] Int. Cl. .... **D21-01**

[52] U.S. Cl. .... **D21/13**

[58] Field of Search ..... **D21/13; D14/100, 106, D14/113; 273/1 E, 138 A, 237, DIG. 28, 85 G**

[56] **References Cited**

**U.S. PATENT DOCUMENTS**

D. 220,105 3/1971 Small ..... **D14/106**

D. 262,720 1/1982 Dweck ..... **D21/13**

**OTHER PUBLICATIONS**

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[57] **CLAIM**

The ornamental design for electronic game housing, substantially as shown and described.

**DESCRIPTION**

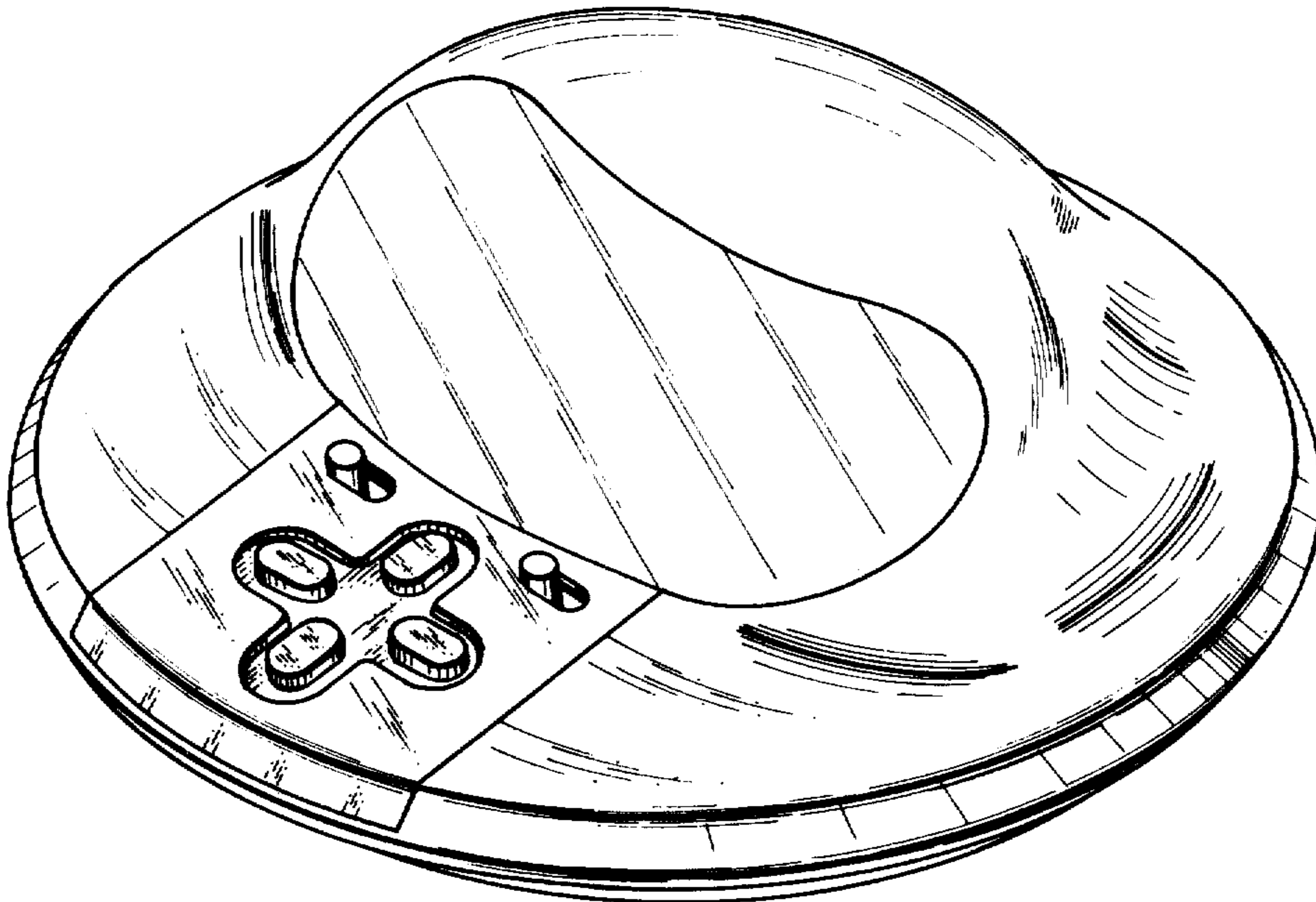
FIG. 1 is an isometric view of an electronic game housing embodying my new design showing the front, the top and the right side thereof;

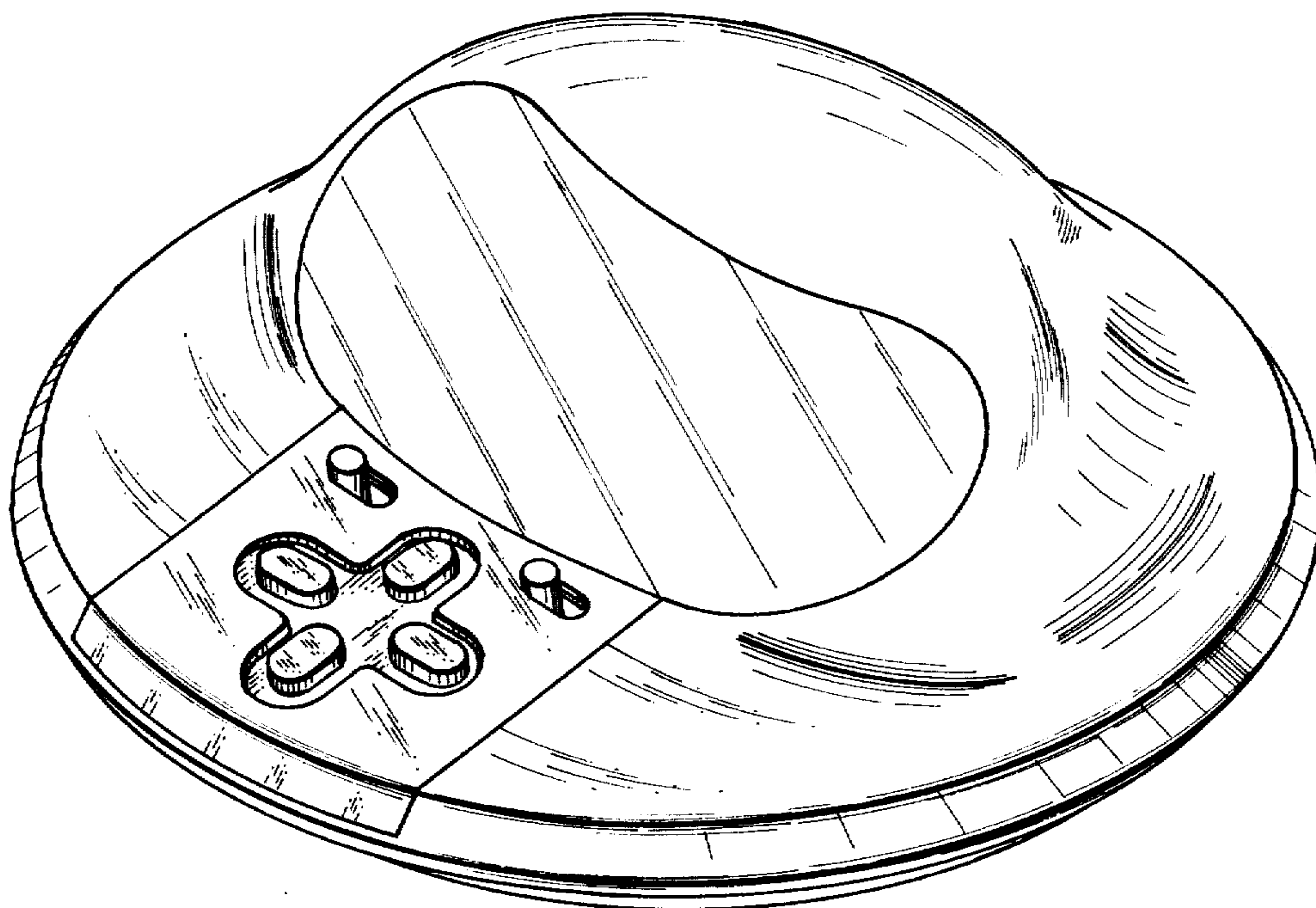
FIG. 2 is a side elevational view showing the left side thereof;

FIG. 3 is a bottom plan view thereof; and

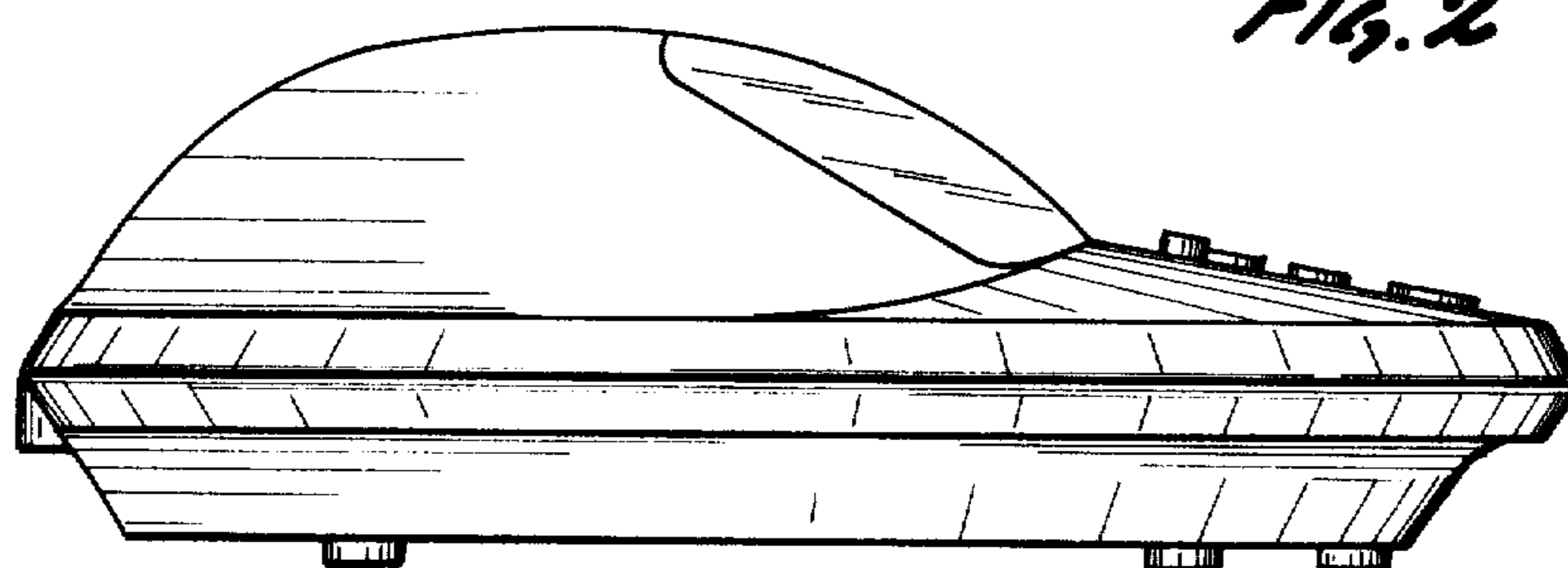
FIG. 4 is a rear elevational view thereof.

The right and left sides of the housing are mirror images of one another. The somewhat kidney shaped area extending along the top front portion of the housing generally in a direction between the sides is transparent and is used to cover a display which does not form a part of the design of this invention.

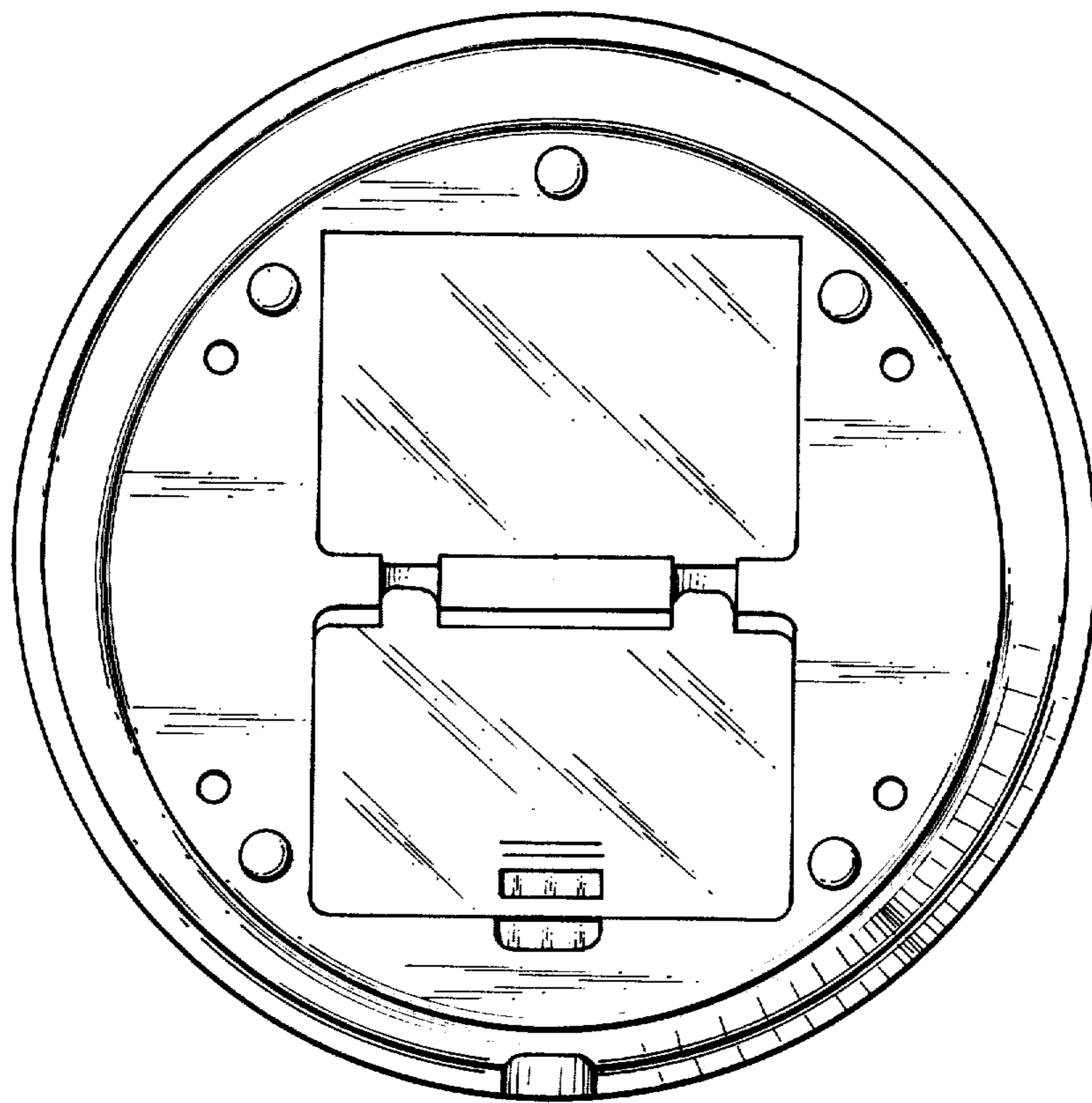




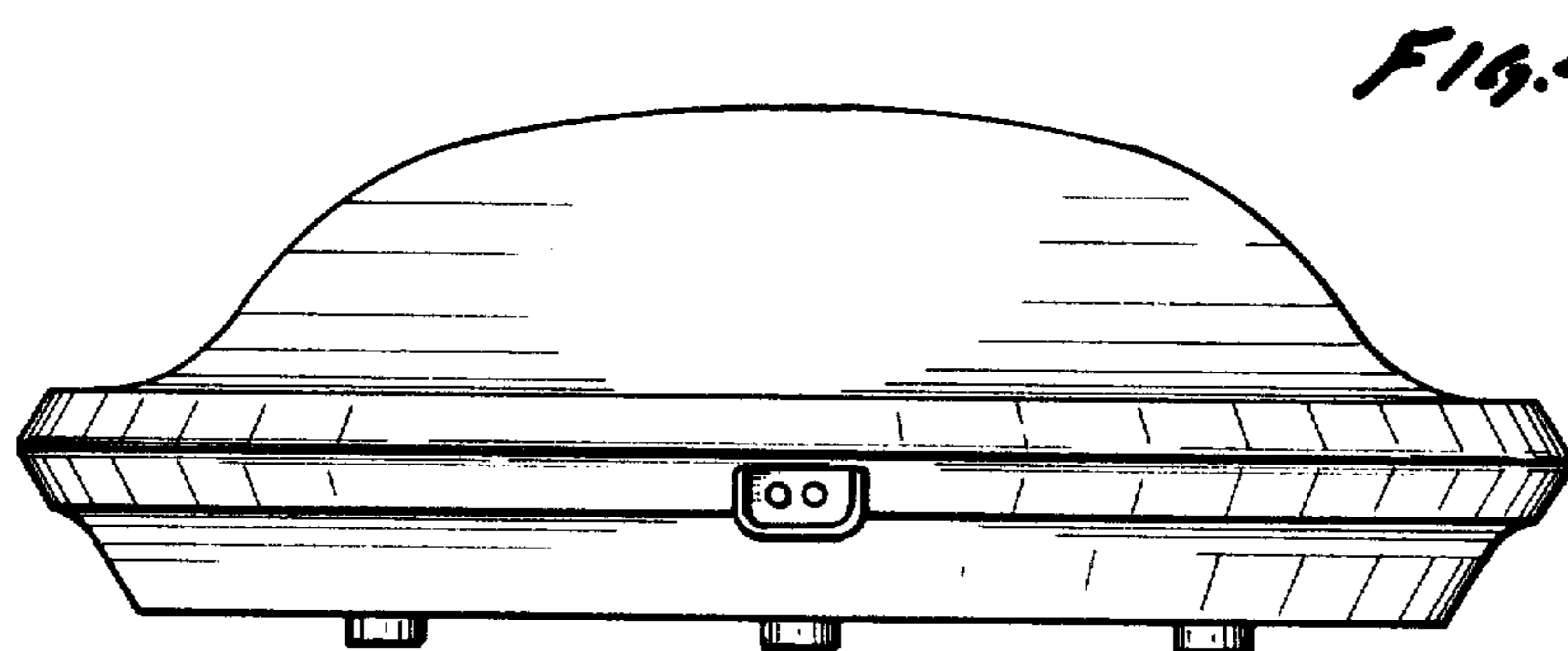
*FIG. 1*



*FIG. 2*



*FIG. 3*



*FIG. 4*