



US00D338513S

United States Patent [19]
O'Neill

[11] **Patent Number: Des. 338,513**

[45] **Date of Patent: ** Aug. 17, 1993**

[54] **VIDEO GAME BOOTH**

[76] **Inventor: Michael O'Neill, 2092 23rd St., Wyndotte, Mich. 48192**

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

[21] **Appl. No.: 881,560**

[22] **Filed: May 14, 1992**

[52] **U.S. Cl. D21/240; D21/13**

[58] **Field of Search D21/13, 1, 48, 240, D21/115; 273/433-438, 148 B, DIG. 28**

FOREIGN PATENT DOCUMENTS

2095377 9/1982 United Kingdom 273/311

OTHER PUBLICATIONS

Vending Times, Apr. 1977, p. 48, shown by arrow.
Vending Times, Jan. 1984, p. 57, as shown.

Primary Examiner—Bernard Ansher
Assistant Examiner—Prabhakar Deshmukh
Attorney, Agent, or Firm—Terry M. Gernstein

[57] **CLAIM**

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

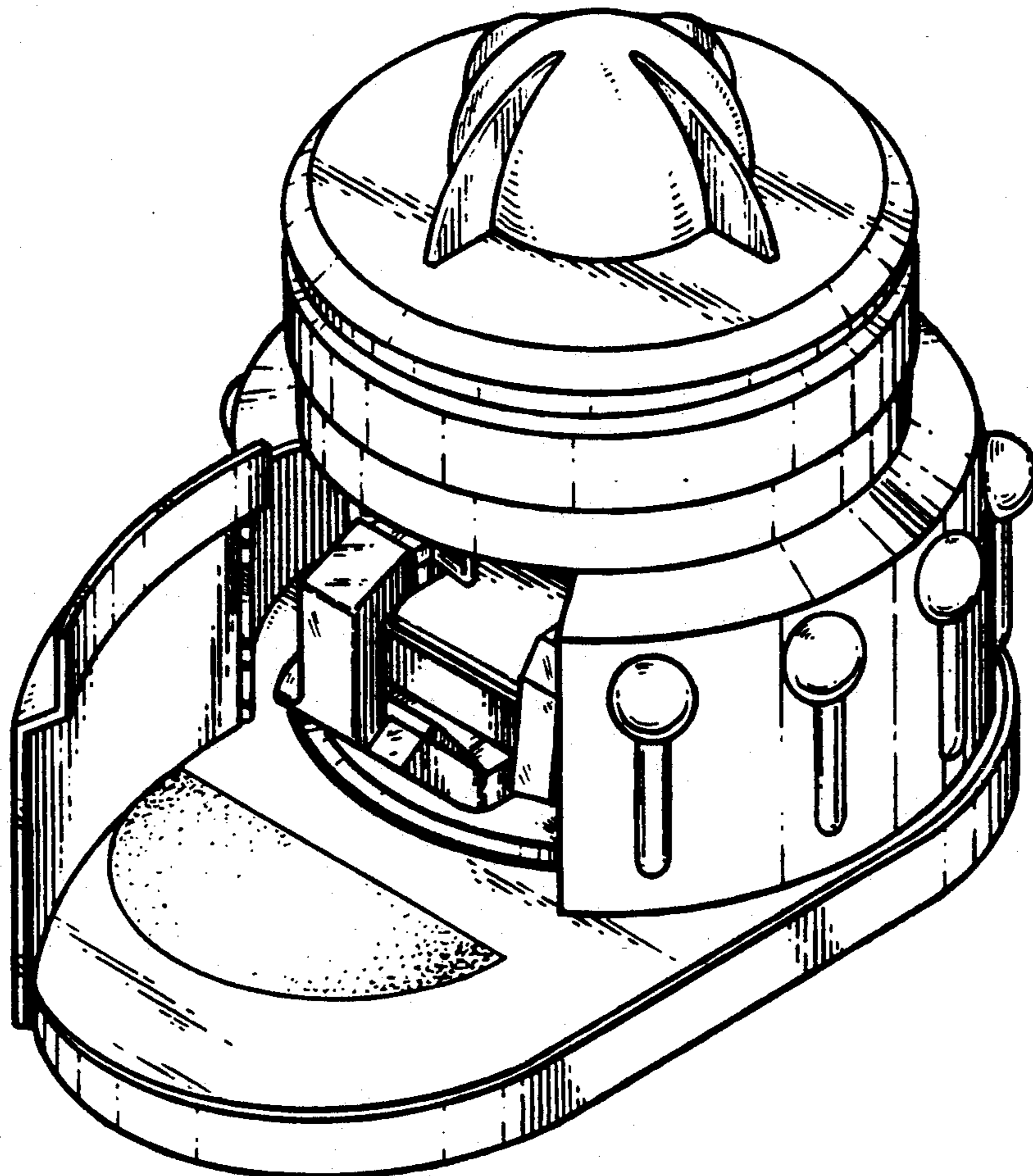
DESCRIPTION

FIG. 1 is a perspective view of a video game booth showing my new design;
FIG. 2 is a front elevational view thereof; in closed configuration;
FIG. 3 is a rear elevational view of FIG. 2;
FIG. 4 is a right side elevational view of FIG. 2; the left side elevational view being a mirror image thereof;
FIG. 5 is a top plan view of FIG. 2; and,
FIG. 6 is a bottom plan view of FIG. 2.

[56] **References Cited**

U.S. PATENT DOCUMENTS

D. 287,032	12/1986	Funai	D21/240 X
D. 305,936	2/1990	Sigalov et al.	D21/240 X
4,477,069	10/1984	Crudginton, Jr.	273/DIG. 28 X
4,695,903	9/1987	Serap et al.	273/DIG. 28 X
4,710,129	12/1987	Newman et al.	273/DIG. 28 X
4,960,117	10/1990	Moncrief et al. .	
4,973,056	11/1990	Nutting .	
4,976,435	12/1990	Shatford et al. .	



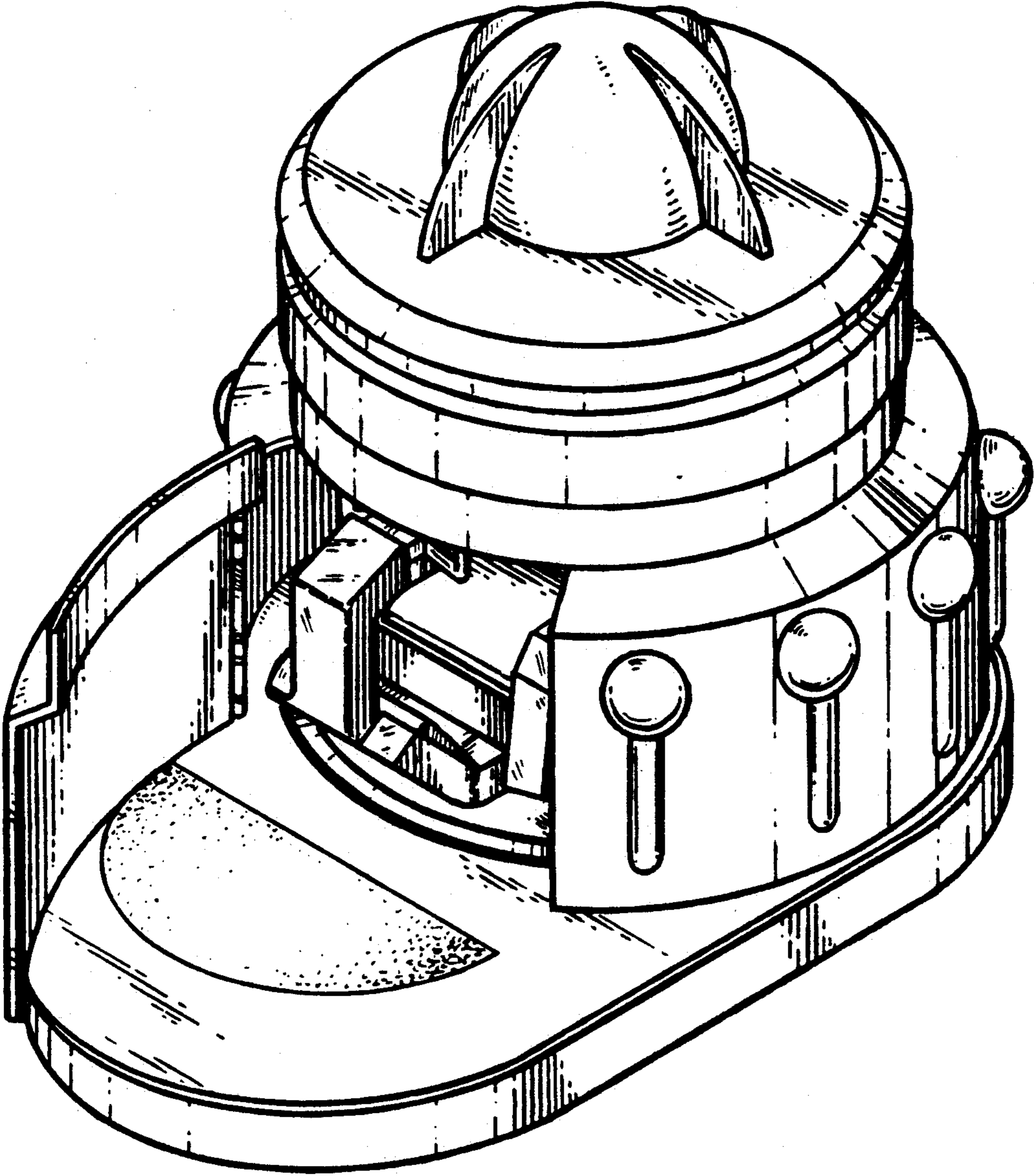


FIG. 1

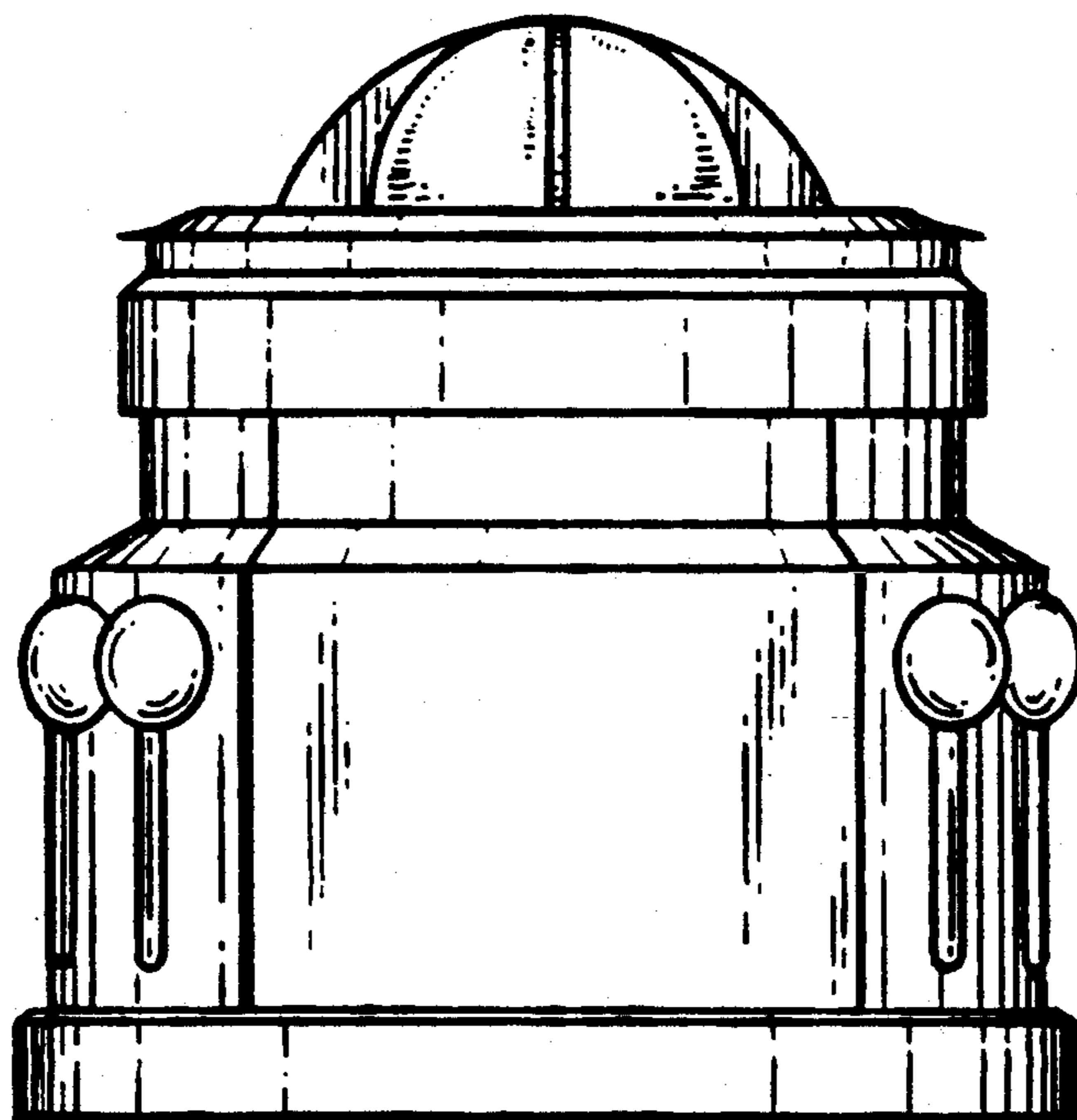


FIG. 2

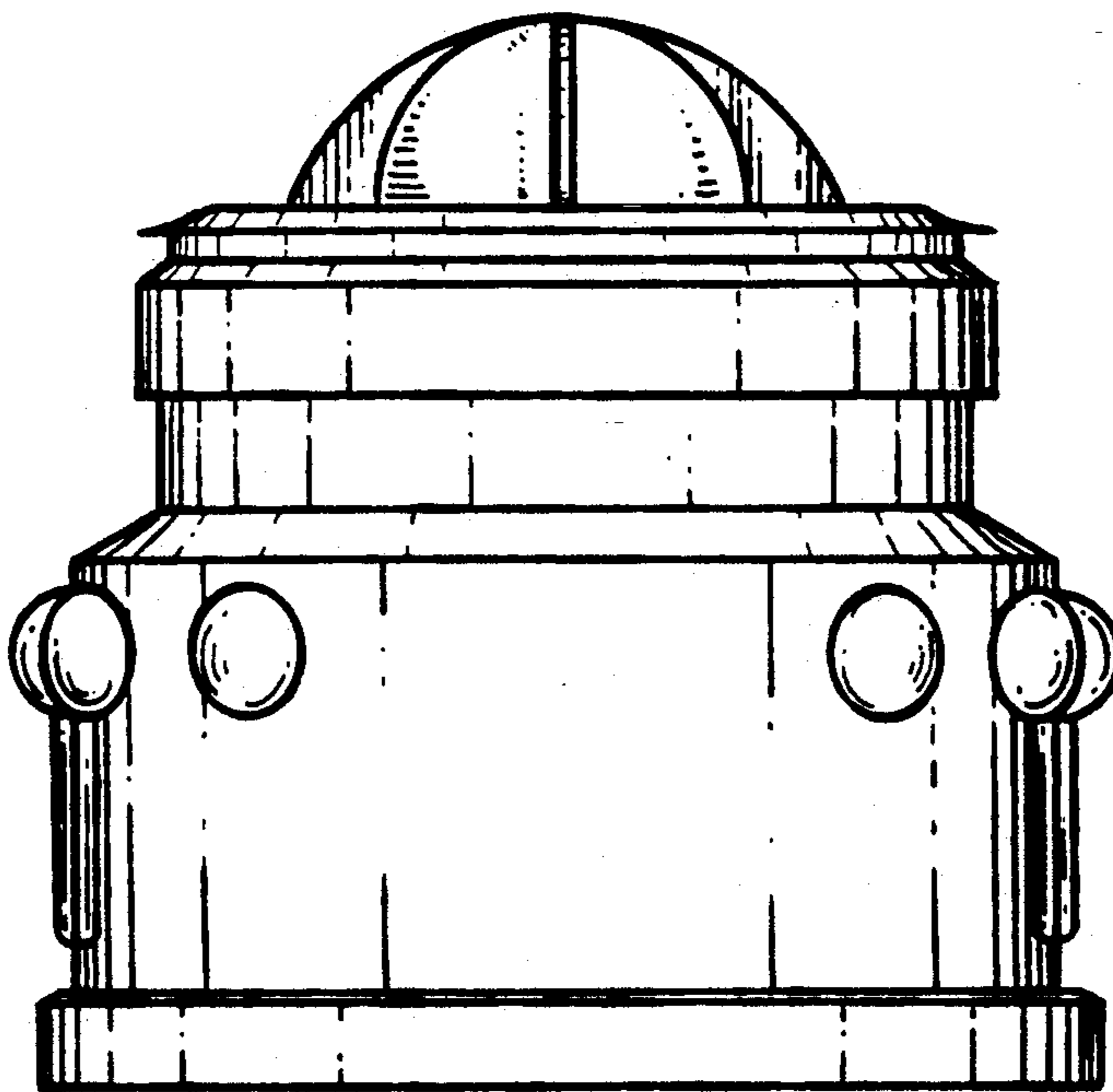


FIG. 3

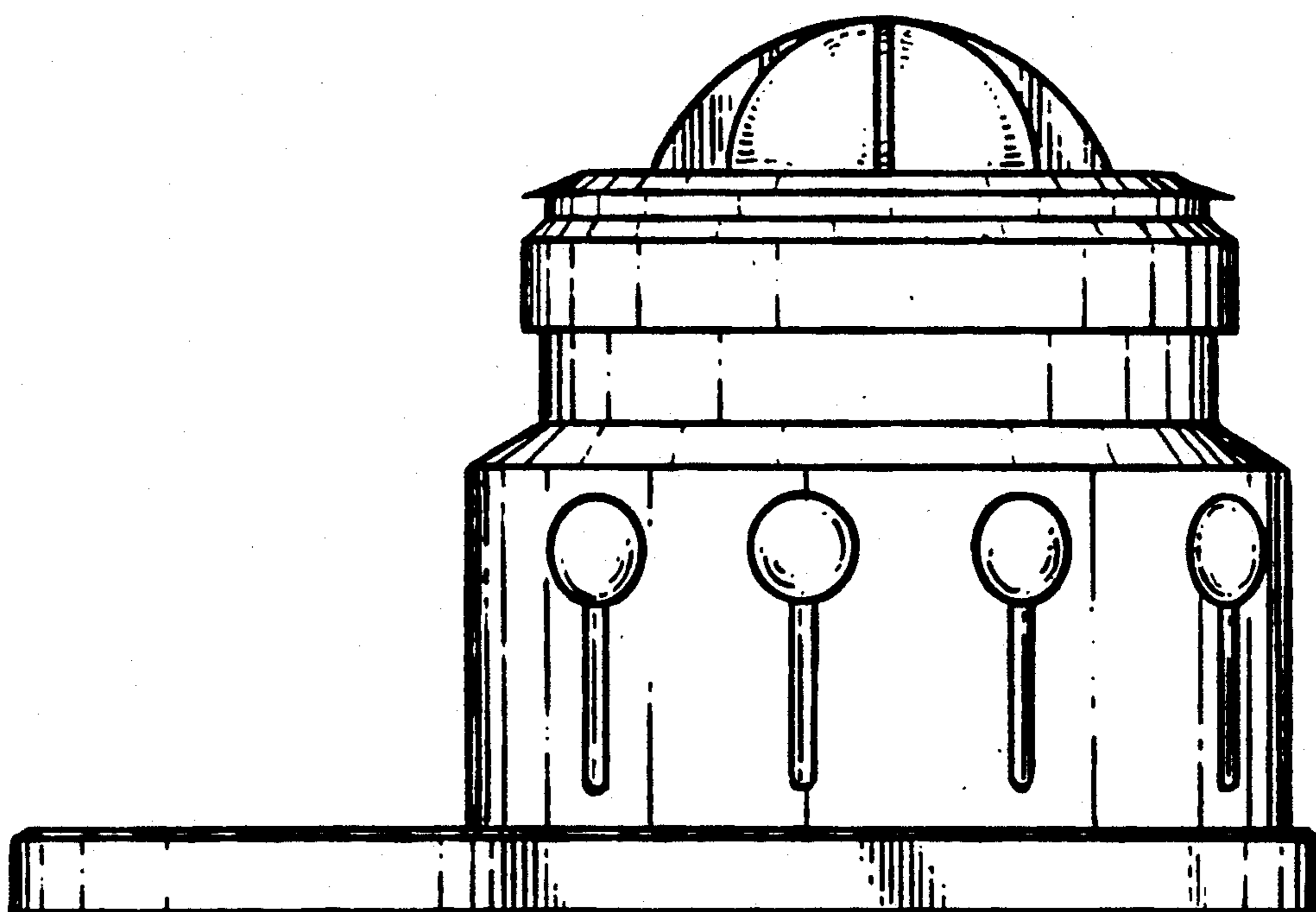


FIG. 4

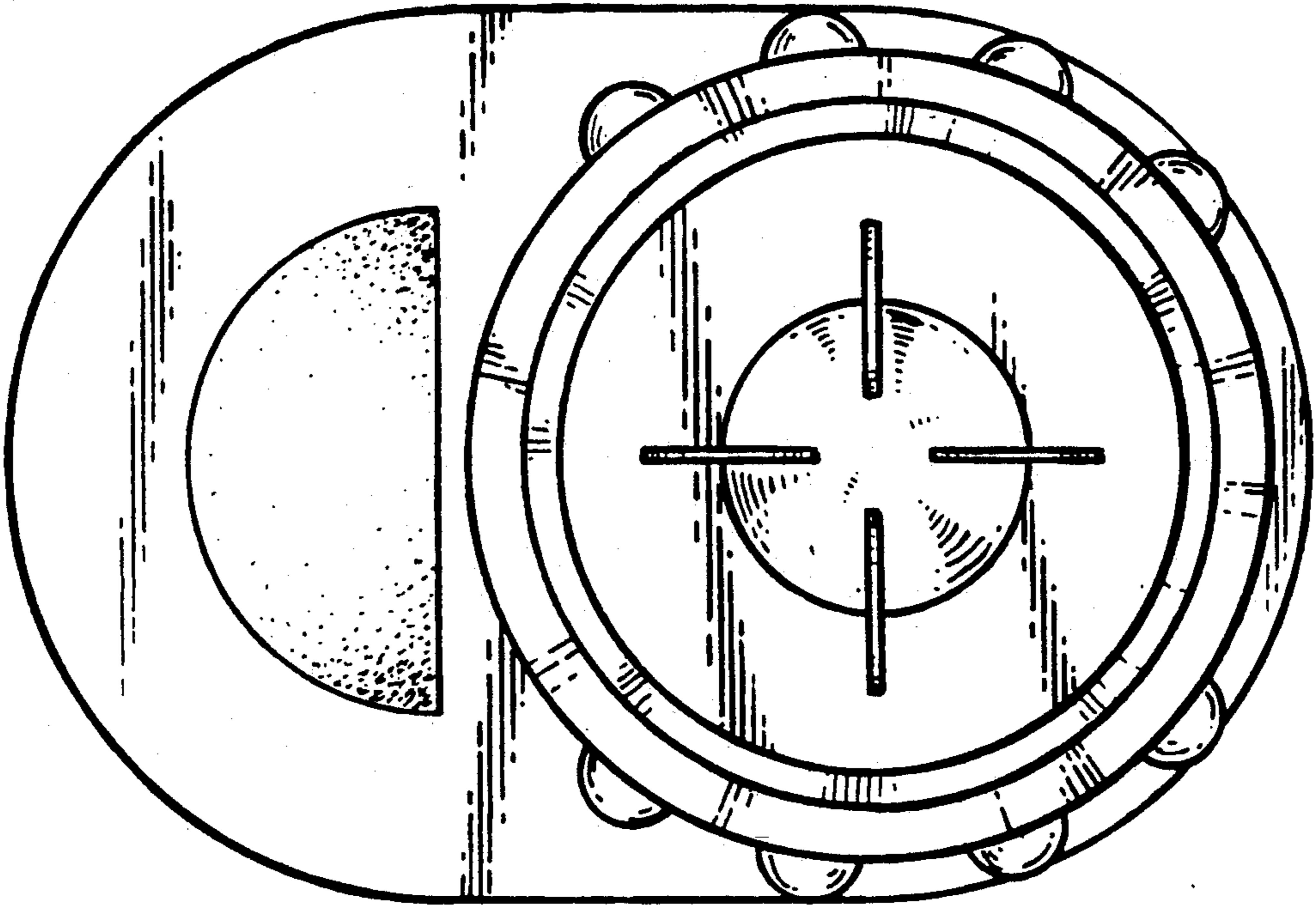


FIG. 5

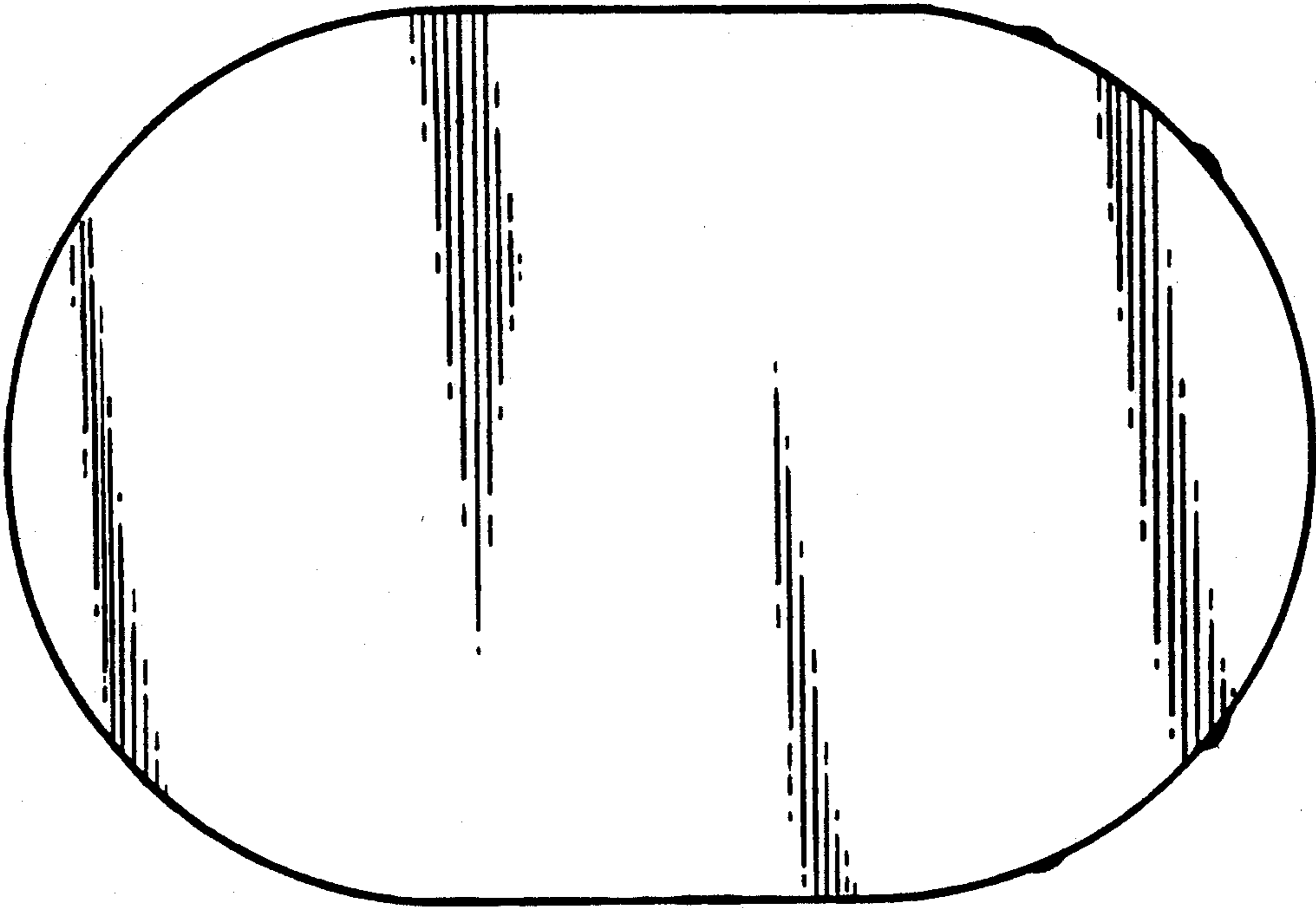


FIG. 6