



US00D344122S

**United States Patent** [19]  
**McKay et al.**

[11] **Patent Number:** **Des. 344,122**  
[45] **Date of Patent:** **\*\* Feb. 8, 1994**

[54] **UPRIGHT VIDEO GAMING MACHINE**

[75] **Inventors:** **Linn A. McKay, Henderson; Frank C. DeSimone, Las Vegas, both of Nev.**

[73] **Assignee:** **Sigma Game, Inc., Las Vegas, Nev.**

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

[21] **Appl. No.:** **904,522**

[22] **Filed:** **Jun. 18, 1992**

[52] **U.S. Cl.** ..... **D21/37**

[58] **Field of Search** ..... **273/138 A, 138 R, 142 R, 273/143 R, 144 A, 144 B, 144 R; D21/37-38**

[56] **References Cited**

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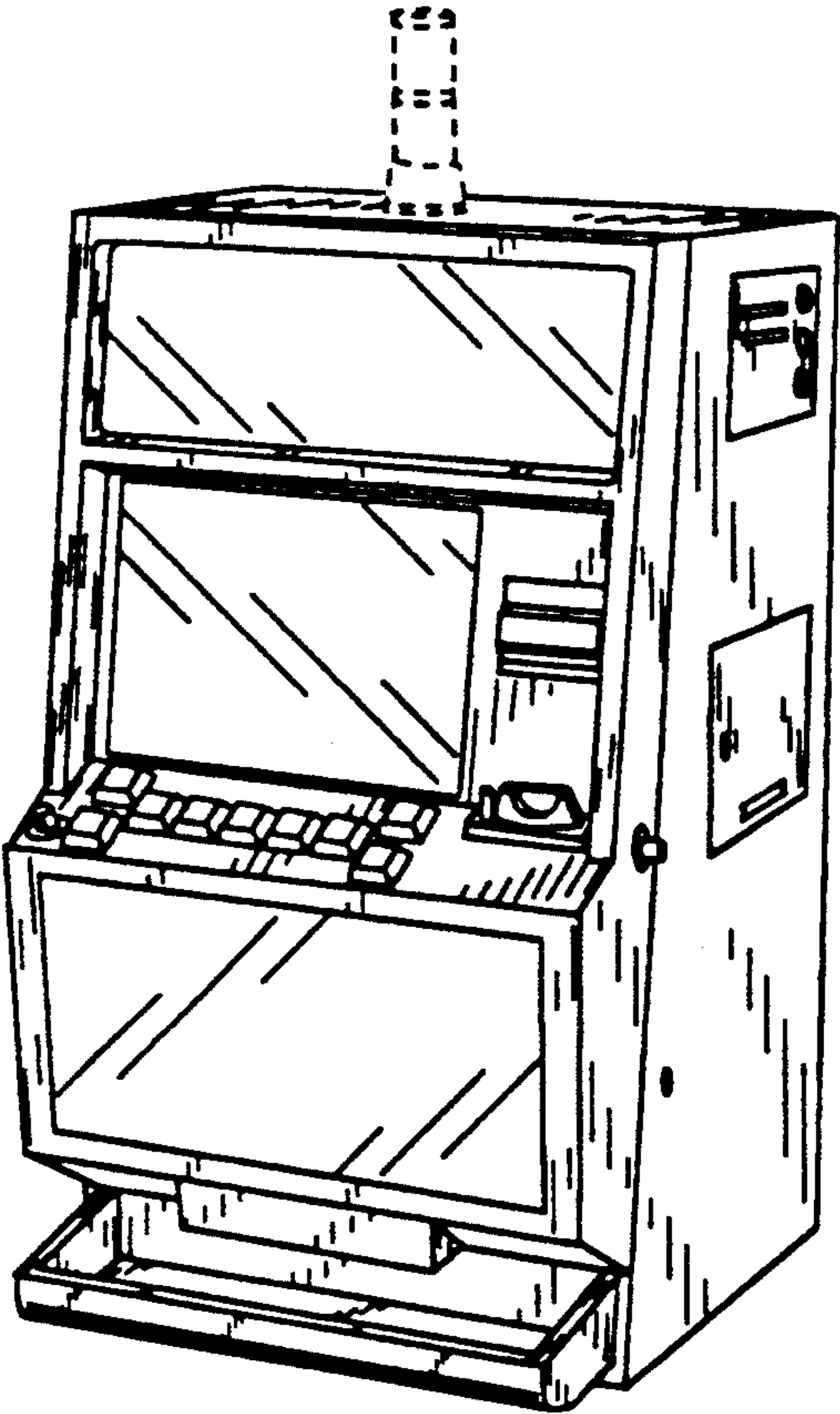
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[57] **CLAIM**

The ornamental design for an upright video gaming machine, as shown and described.

**DESCRIPTION**

FIG. 1 is a perspective view from the front and right side of an upright video gaming machine showing our new design;  
FIG. 2 is a top plan view thereof;  
FIG. 3 is a bottom view thereof;  
FIG. 4 is a front elevational view thereof;  
FIG. 5 is a left side elevational view thereof;  
FIG. 6 is a rear elevational view thereof; and,  
FIG. 7 is a right side elevational view thereof.  
The broken line drawing of an alarm indicator light on the top of the machine is to show environment only.



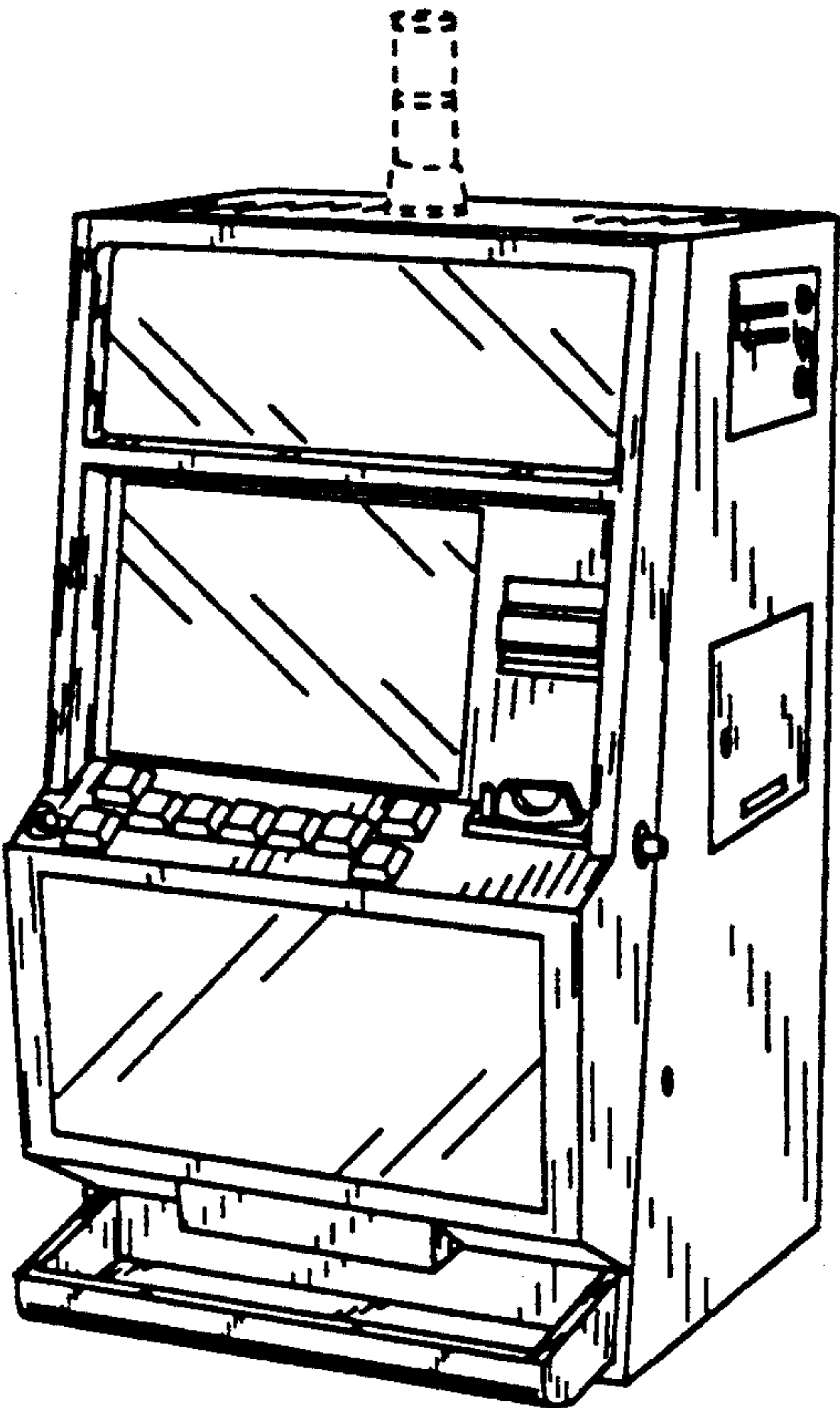


Fig. 1

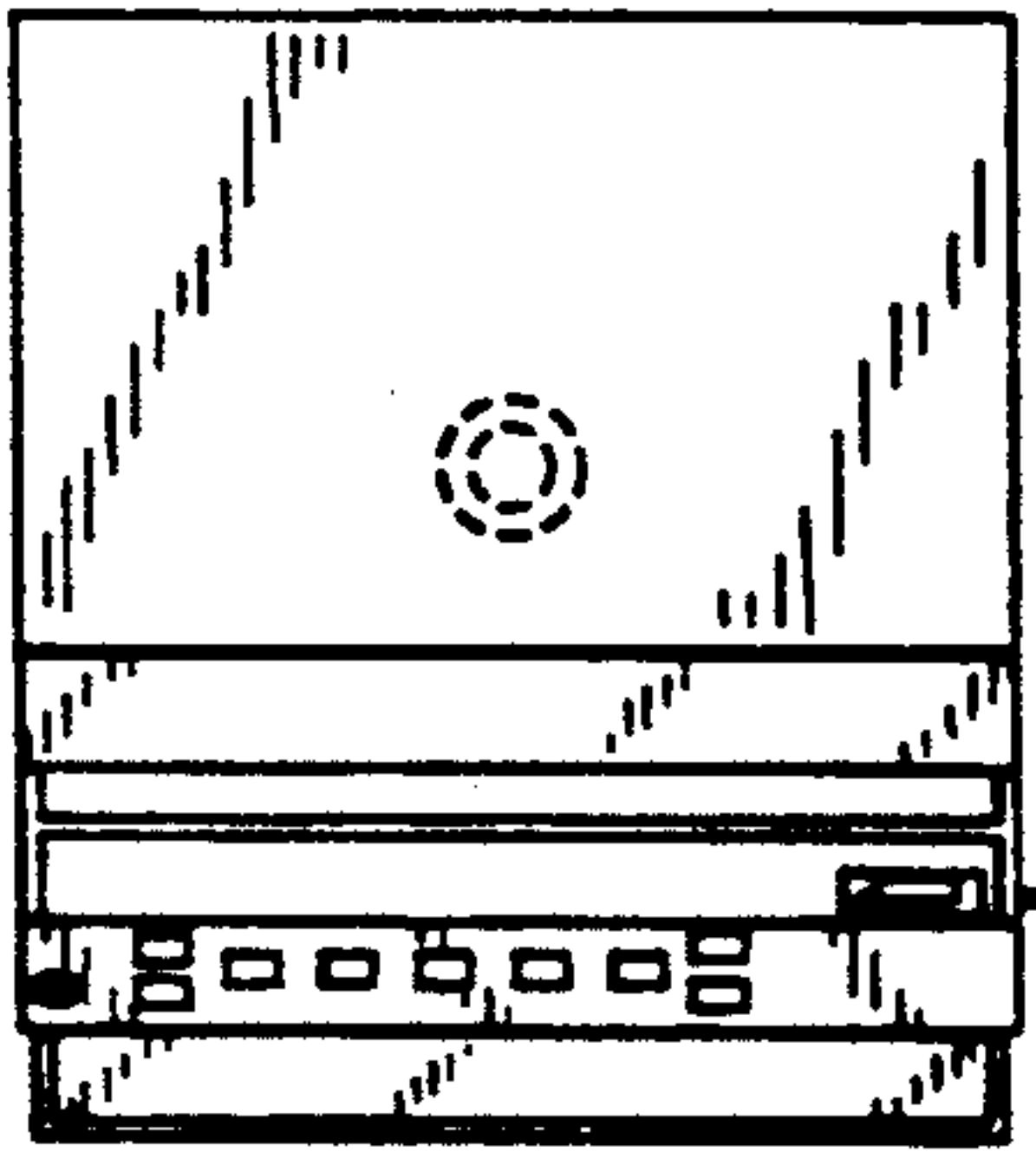


Fig. 2

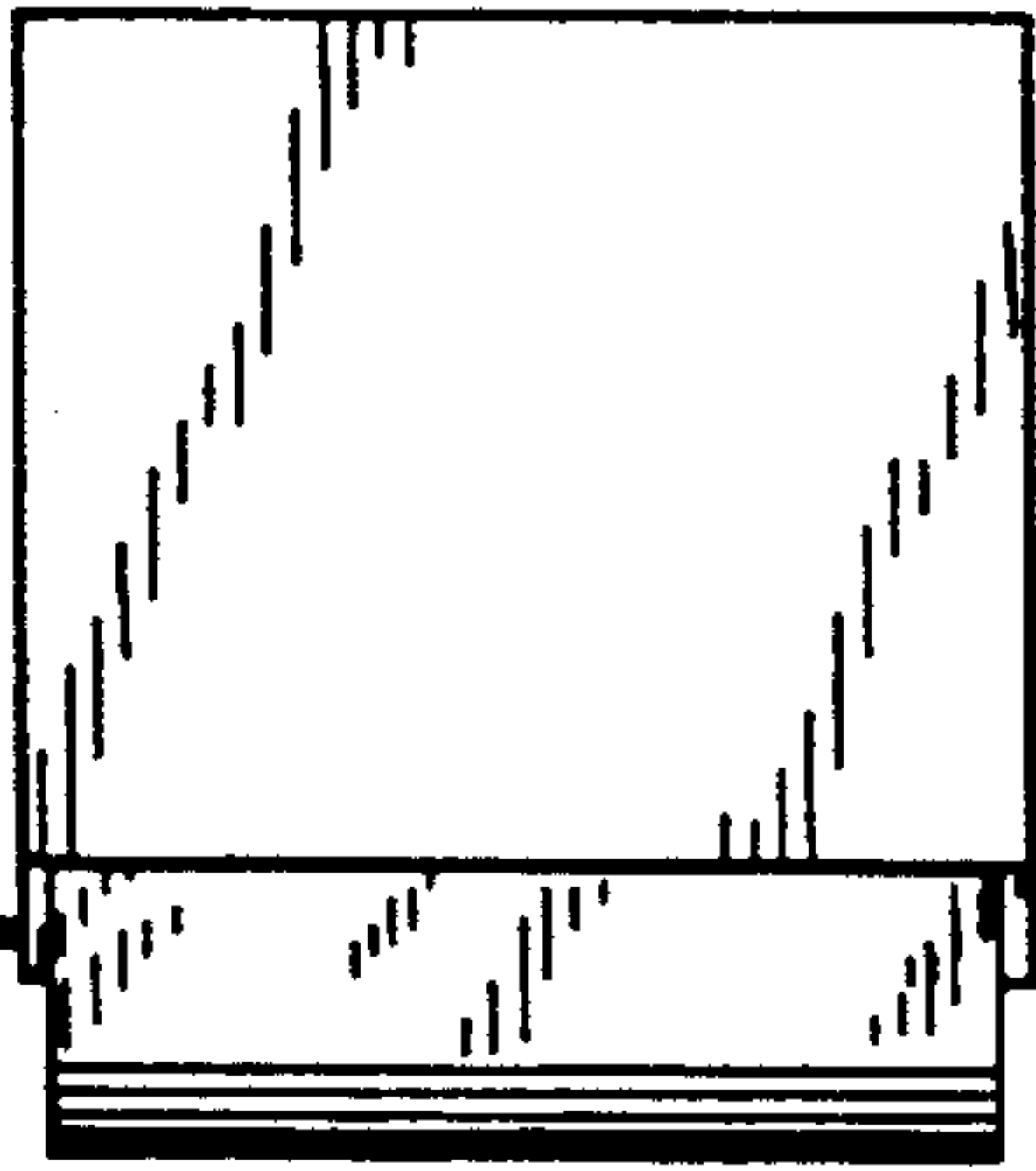


Fig. 3

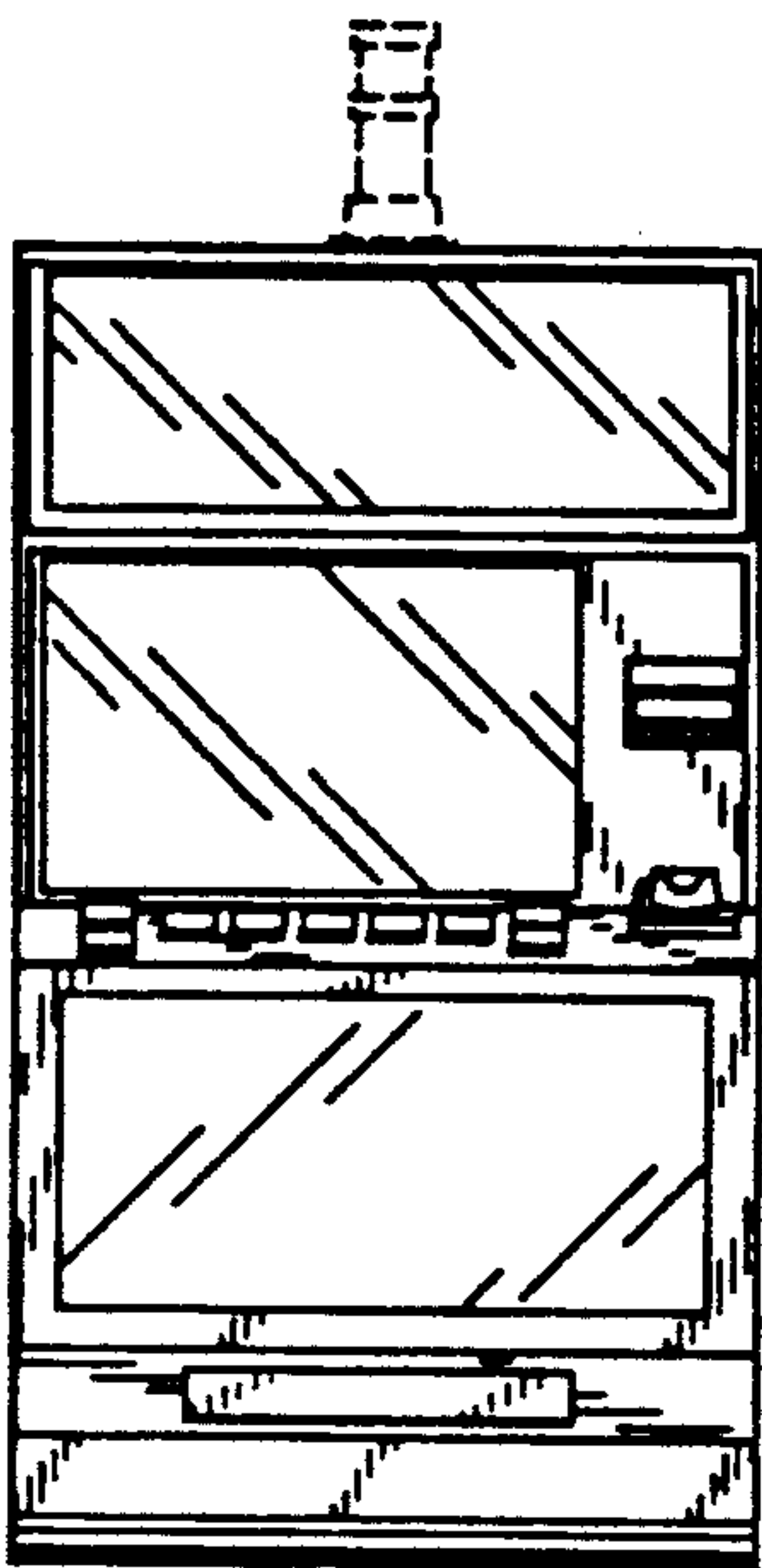


Fig. 4

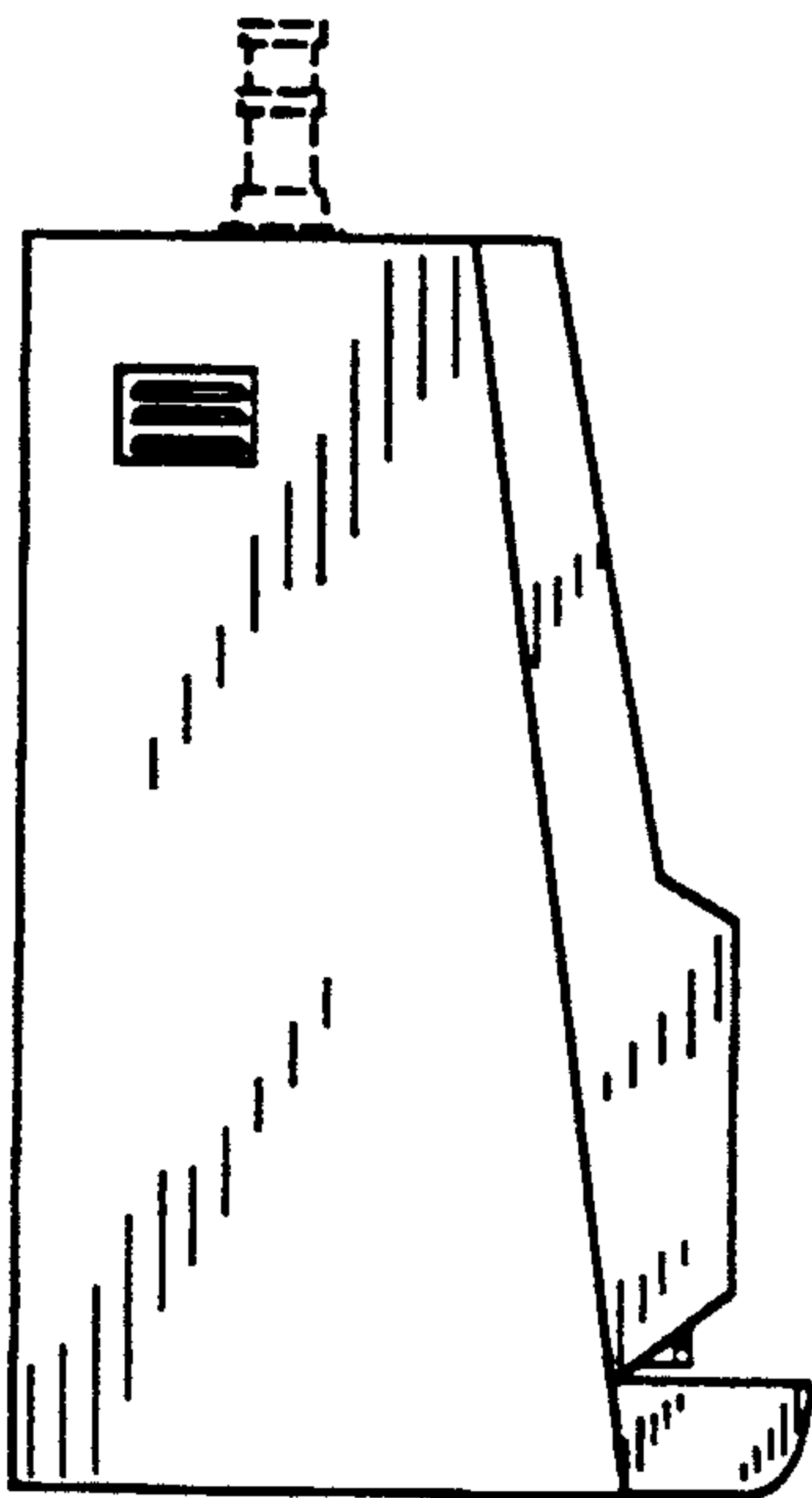


Fig. 5

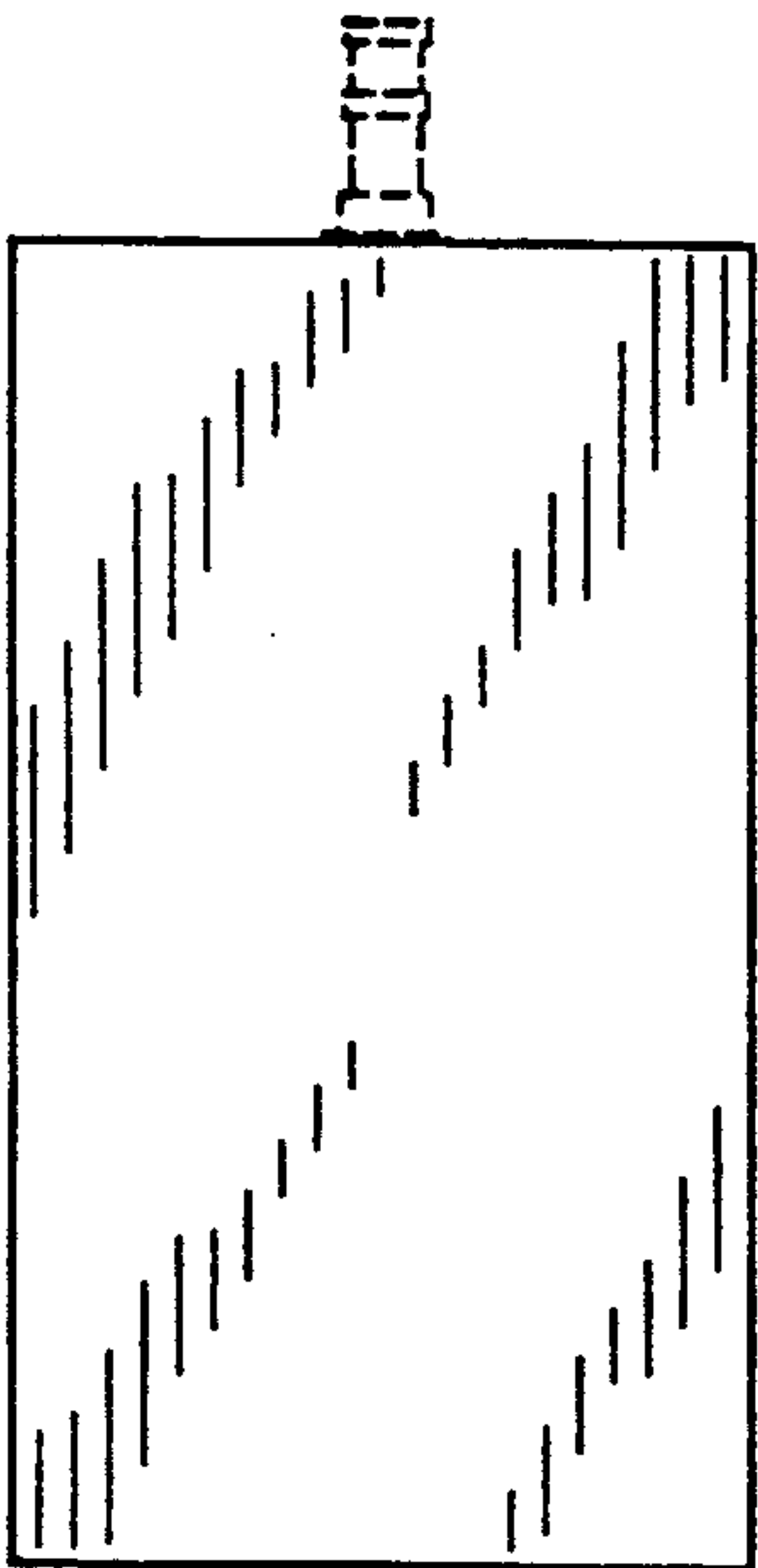


Fig. 6

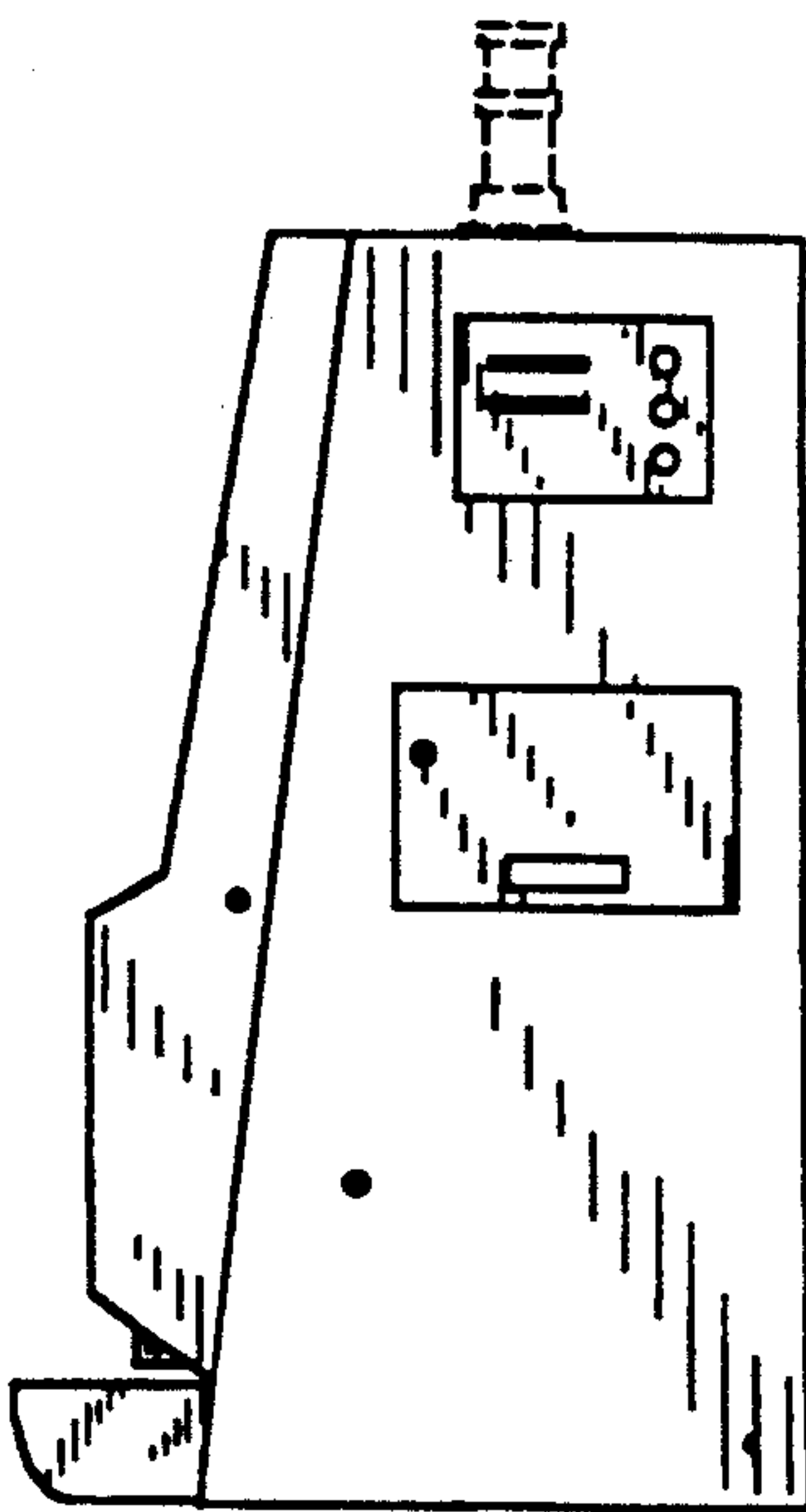


Fig. 7