



US00D345994S

# United States Patent [19]

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Shian

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[54] **JOYSTICK CONSOLE FOR VIDEO GAME**

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4,924,216 5/1990 Leung ..... 273/148 BX

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

[21] Appl. No.: **937,206**

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[52] U.S. Cl. .... **D21/48**

[58] Field of Search ..... 273/148 B, 432-438, 273/DIG. 28; D21/48, 13; D14/114, 121, 218, 239

### OTHER PUBLICATIONS

Playthings, 1988, p. 49, Nintendo Game, shown by arrow.

*Primary Examiner*—Prabhakar G. Deshmukh

### [57] CLAIM

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

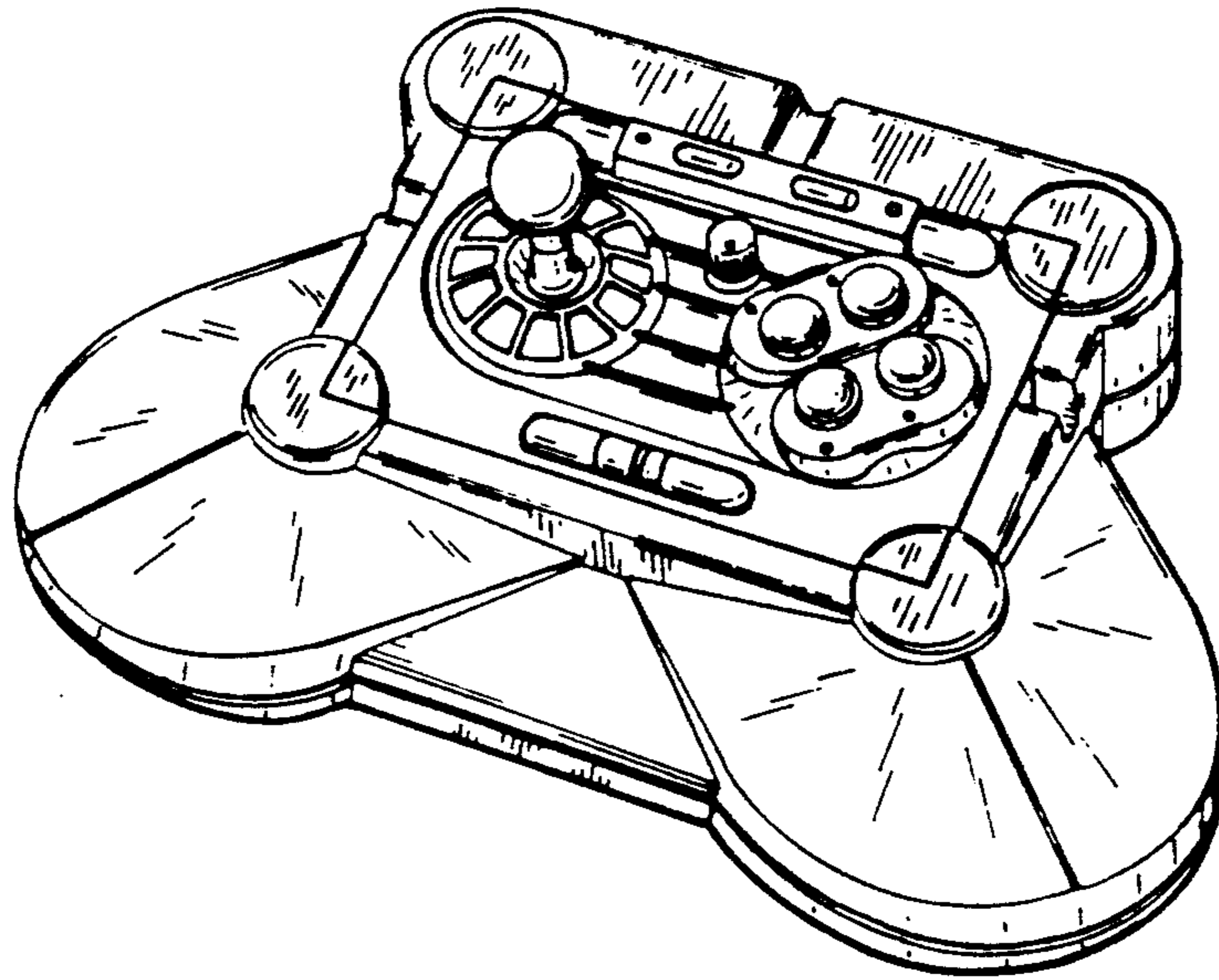
### DESCRIPTION

FIG. 1 is a top plan view of a joystick console for video game showing my new design; FIG. 2 is a bottom plan view thereof; FIG. 3 is a left side elevational view thereof; FIG. 4 is a right side elevational view thereof; FIG. 5 is a rear elevational view thereof; FIG. 6 is a front elevational view thereof; and, FIG. 7 is a perspective view thereof.

### [56] References Cited

#### U.S. PATENT DOCUMENTS

D. 297,952	10/1988	Ishiwata	.....	D21/48
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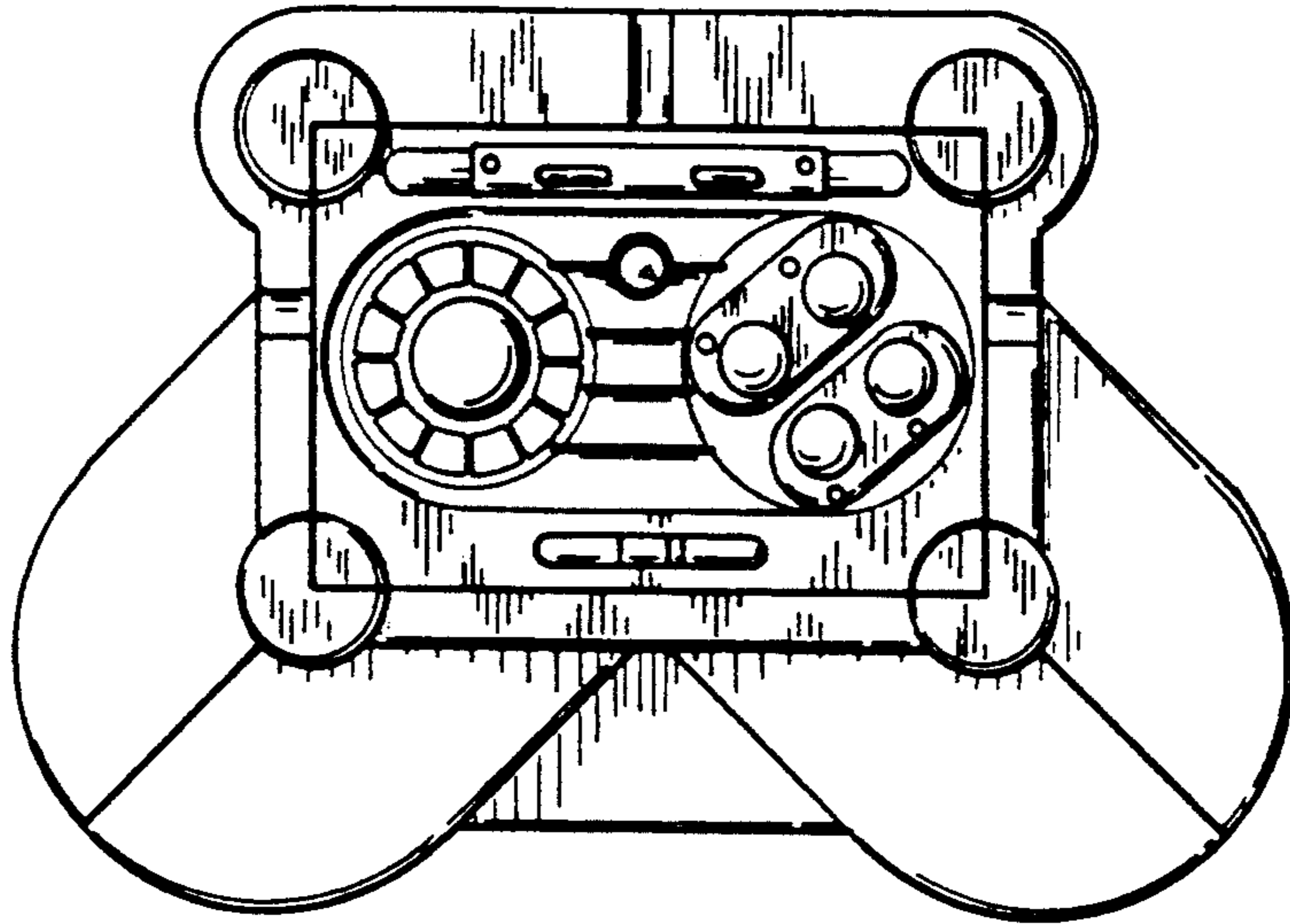


FIG. 1

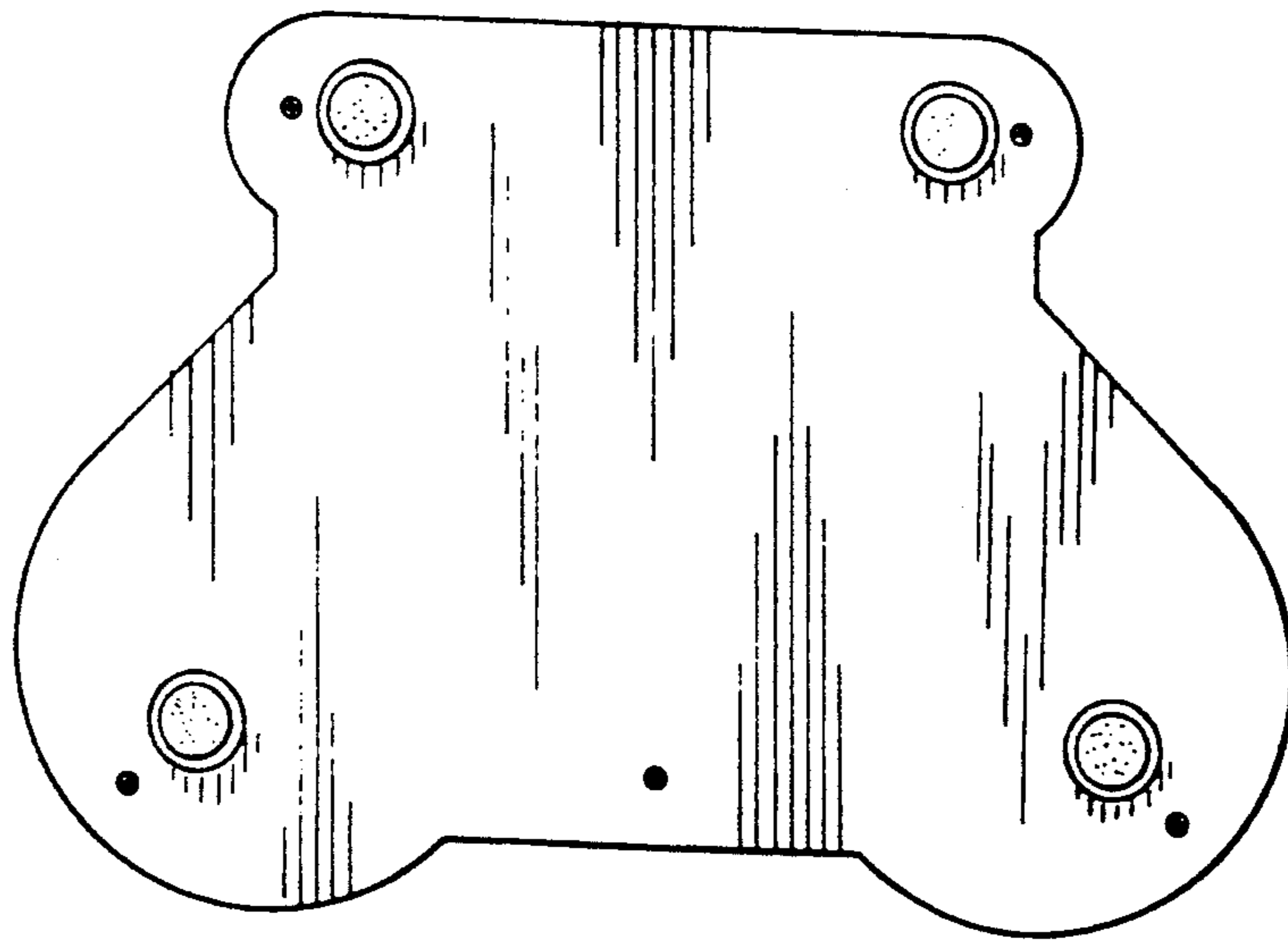


FIG. 2

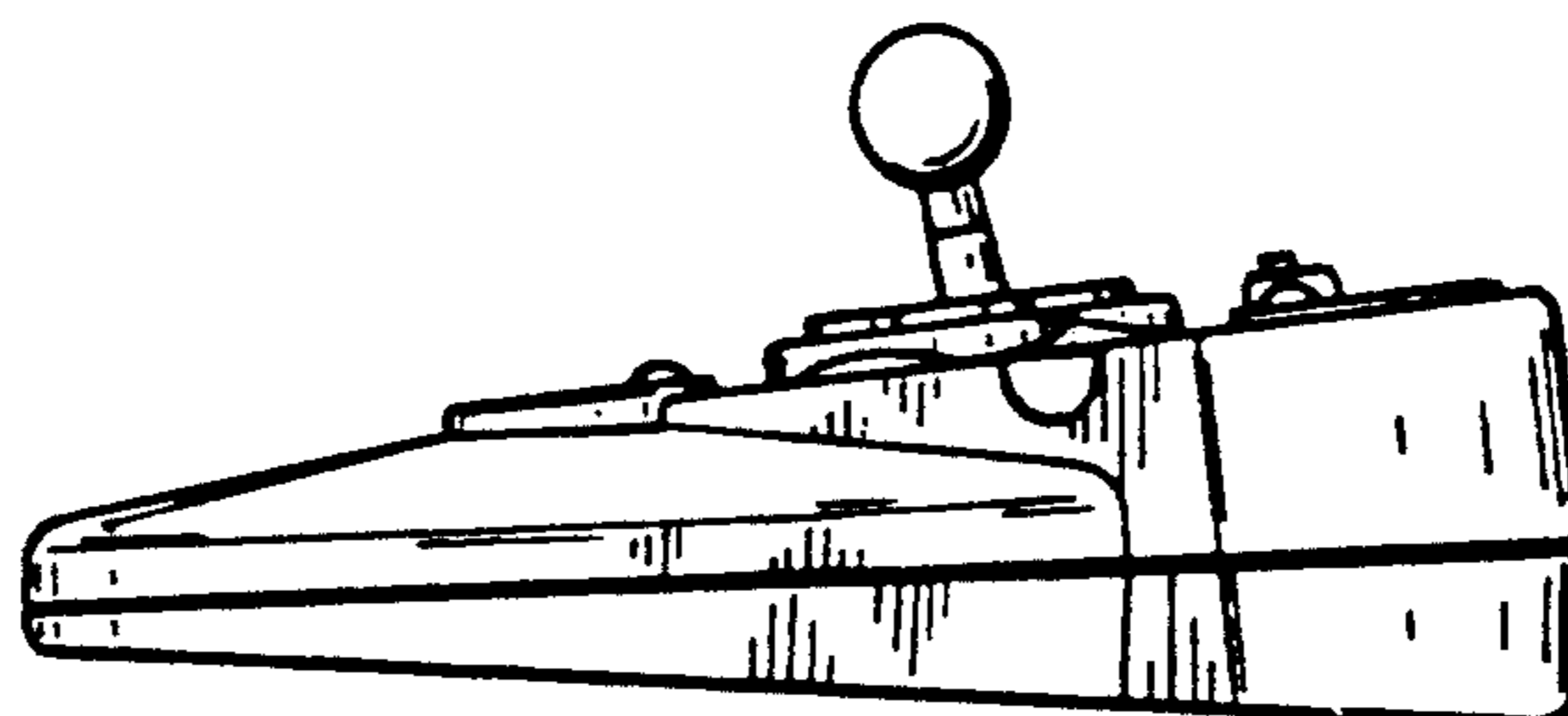


FIG. 4

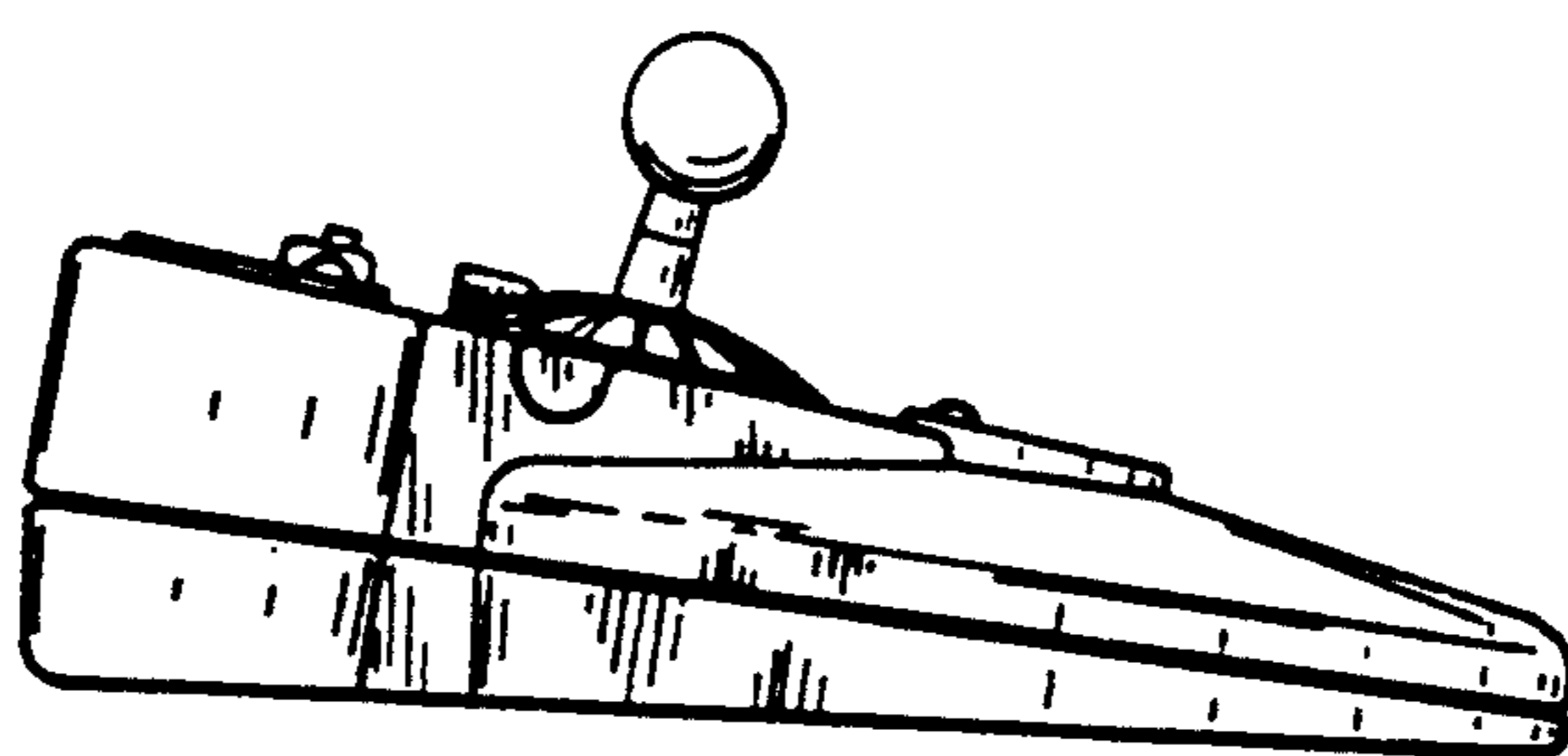


FIG. 3

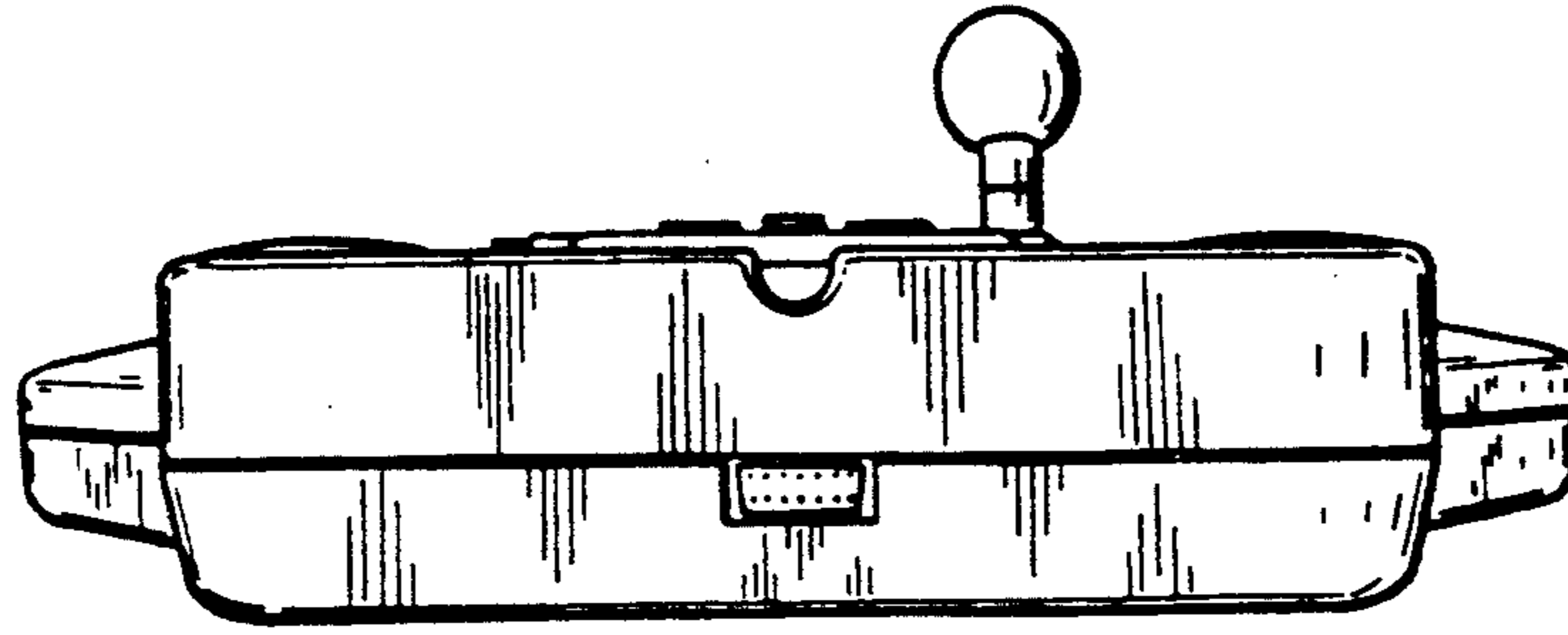


FIG. 5

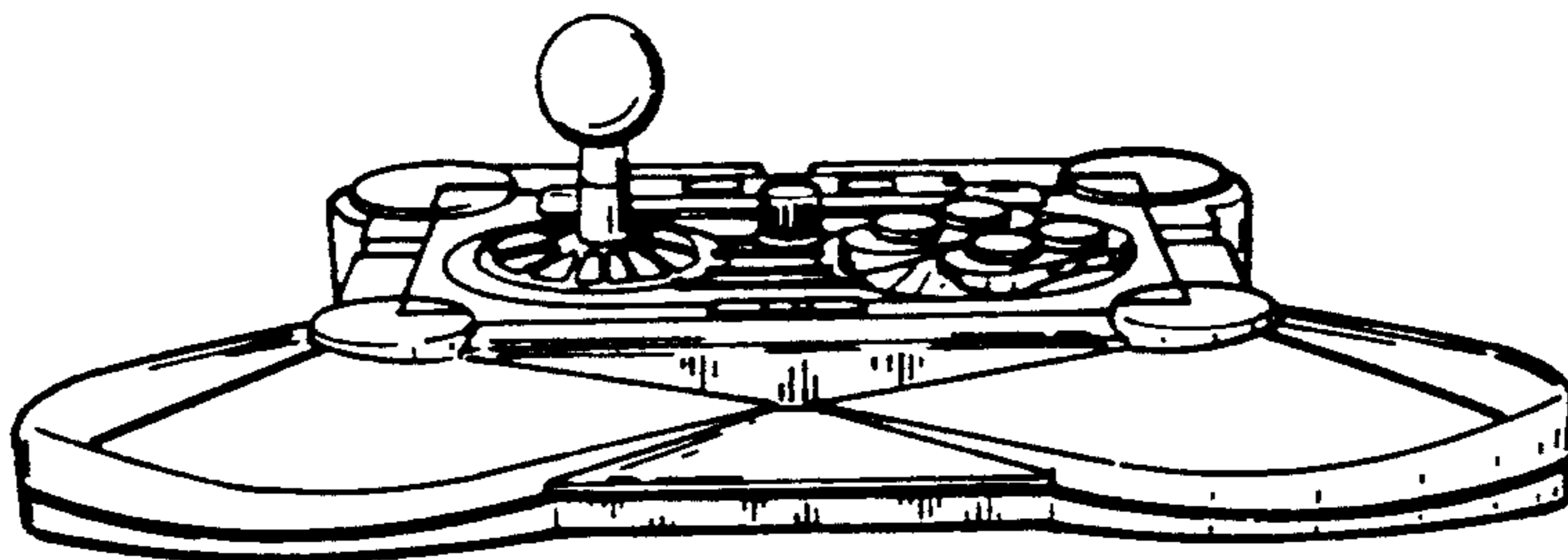


FIG. 6

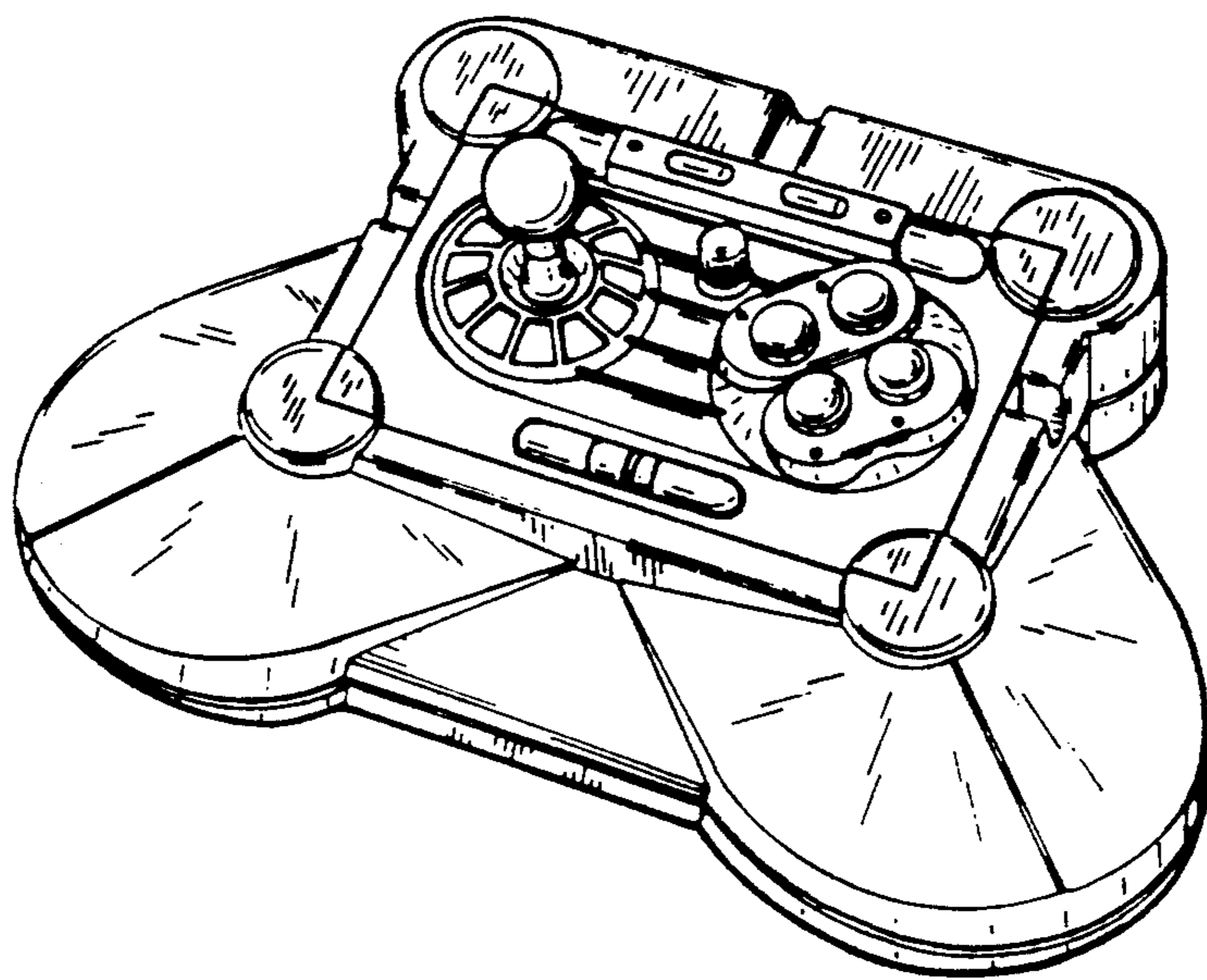


FIG. 7