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United States Patent [19]

Pemberton

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[54] INTERFACE FOR CONNECTING A
COMPUTER GAME CARTRIDGE TO A
COMPUTER GAME MACHINE

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[73] Assignee: The Codemasters Software Company Limited, London, England

[**] Term: 14 Years

[21] Appl. No.: 2,454

[22] Filed: Dec. 10, 1992

[30] Foreign Application Priority Data

Jun. 10, 1992 [GB] United Kingdom 2023404

Nov. 20, 1992 [GB] United Kingdom 2027252

[52] U.S. Cl. D14/114

[58] Field of Search 273/148 B;
361/390-395, 415, 399; 174/50, 52.4;
360/132-133, 97.01-99.12; 206/312, 444;
D14/100, 114, 116-117, 121; D13/184

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Assistant Examiner—M. H. Tung

Attorney, Agent, or Firm—Leydig, Voit & Mayer

[57] CLAIM

The ornamental design for an interface for connecting a computer game cartridge to a computer game machine, as shown.

DESCRIPTION

FIG. 1 is a perspective view from above of one embodi-

ment of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 2 is a perspective view from below of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 3 is a front view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 4 is a plan view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 5 is a rear view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 6 is an underneath view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 7 is a view of one side of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 8 is a view of the opposite side of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 9 is a perspective view from above of another embodiment of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 10 is a perspective view from below of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 11 is a front view of the interface for connecting a computer game cartridge to a computer game machine;

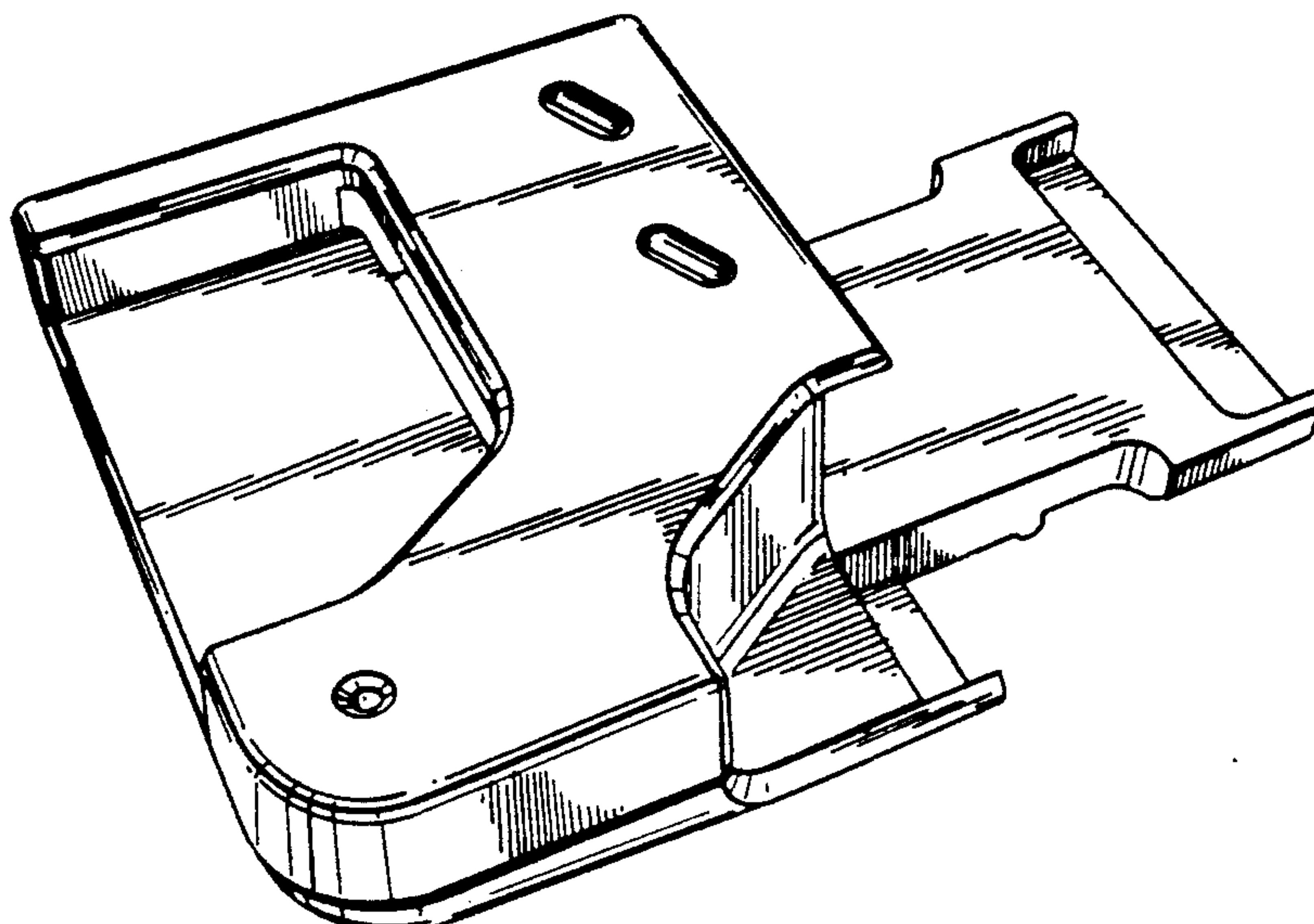
FIG. 12 is a plan view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 13 is a rear view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 14 is an underneath view of the interface for connecting a computer game cartridge to a computer game machine;

FIG. 15 is a view of one side of the interface for connecting a computer game cartridge to a computer game machine; and,

FIG. 16 is a view of the opposite side of the interface for connecting a computer cartridge to a computer game machine.



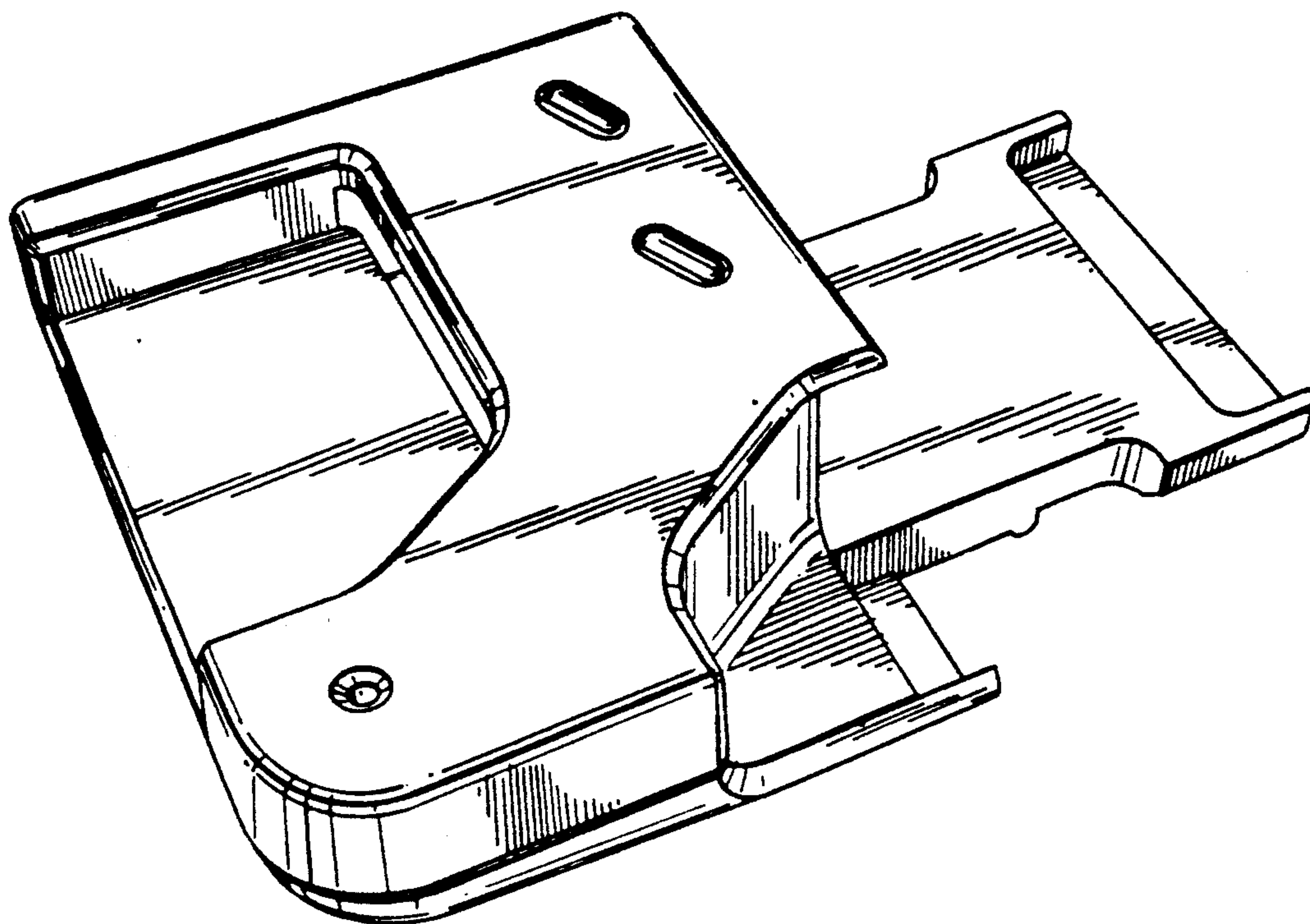


Fig.1.

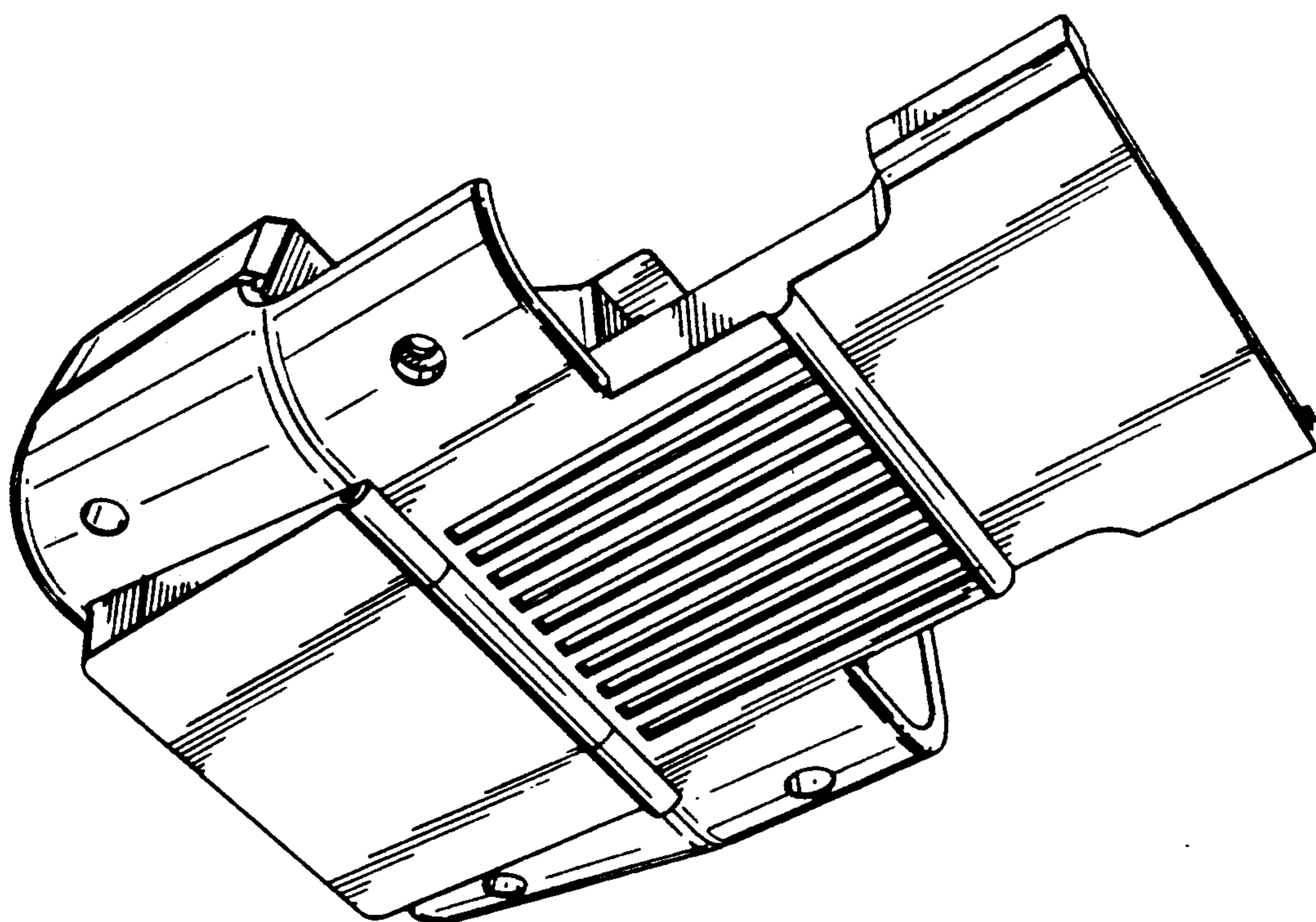


Fig.2.

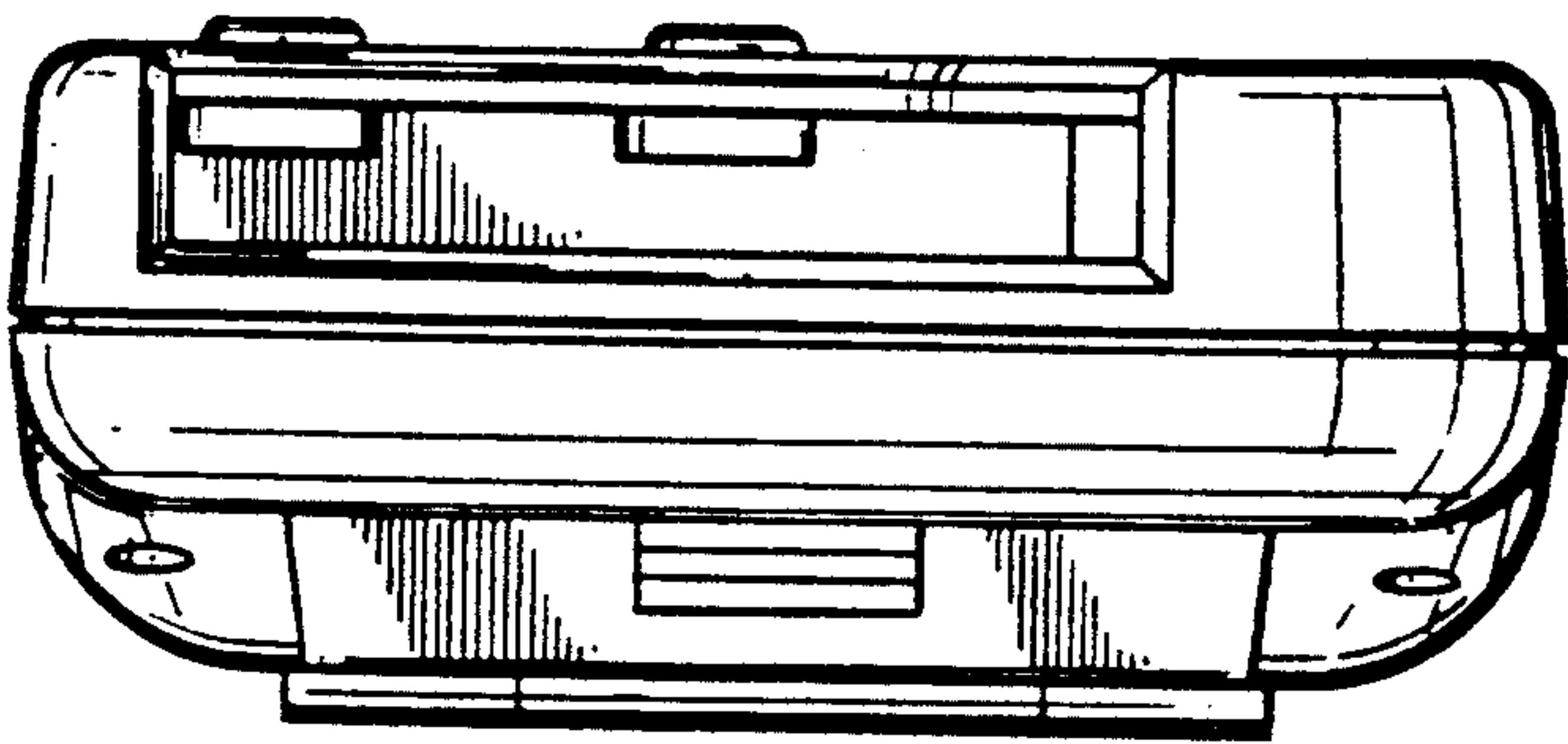


Fig.3.

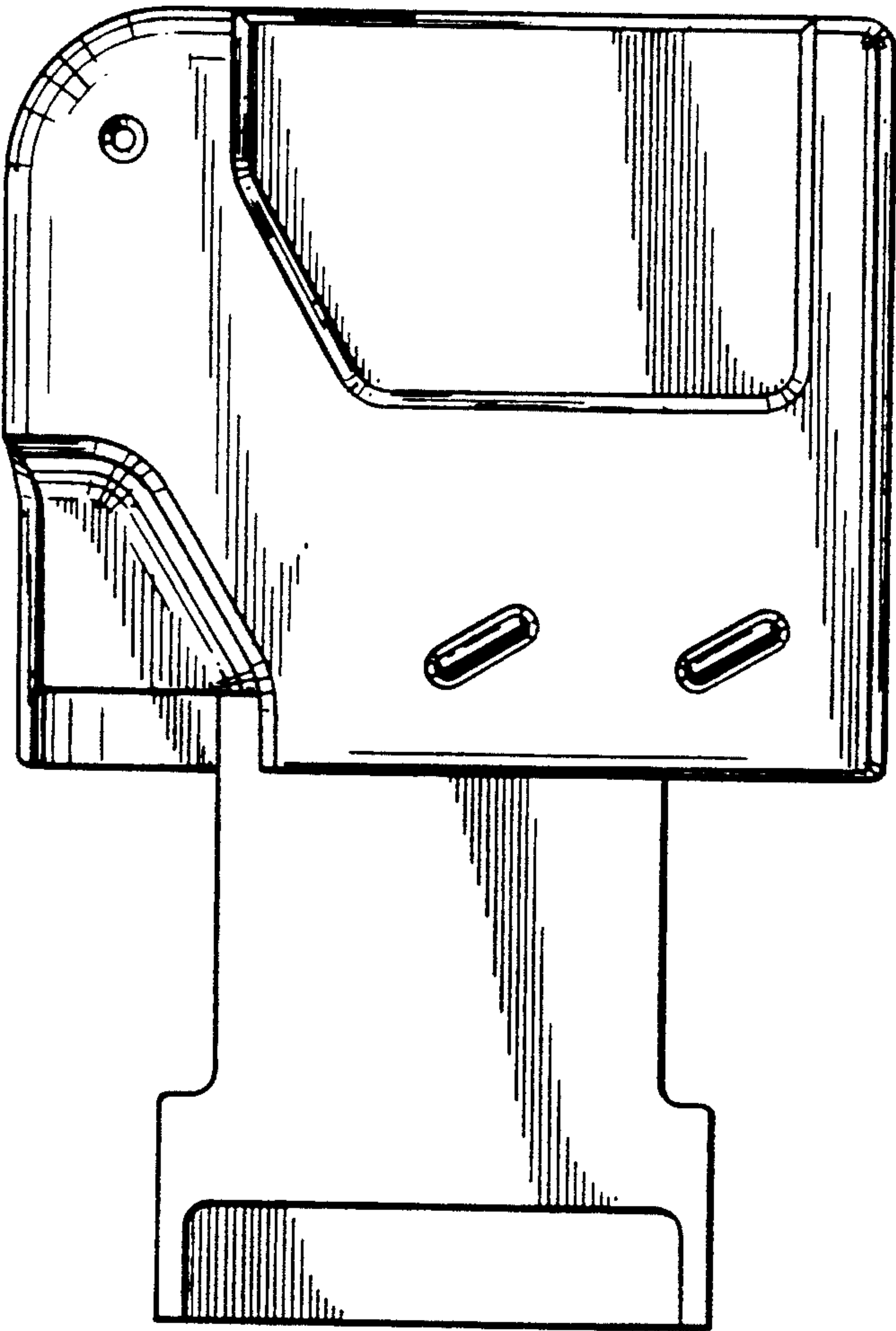


Fig.4.

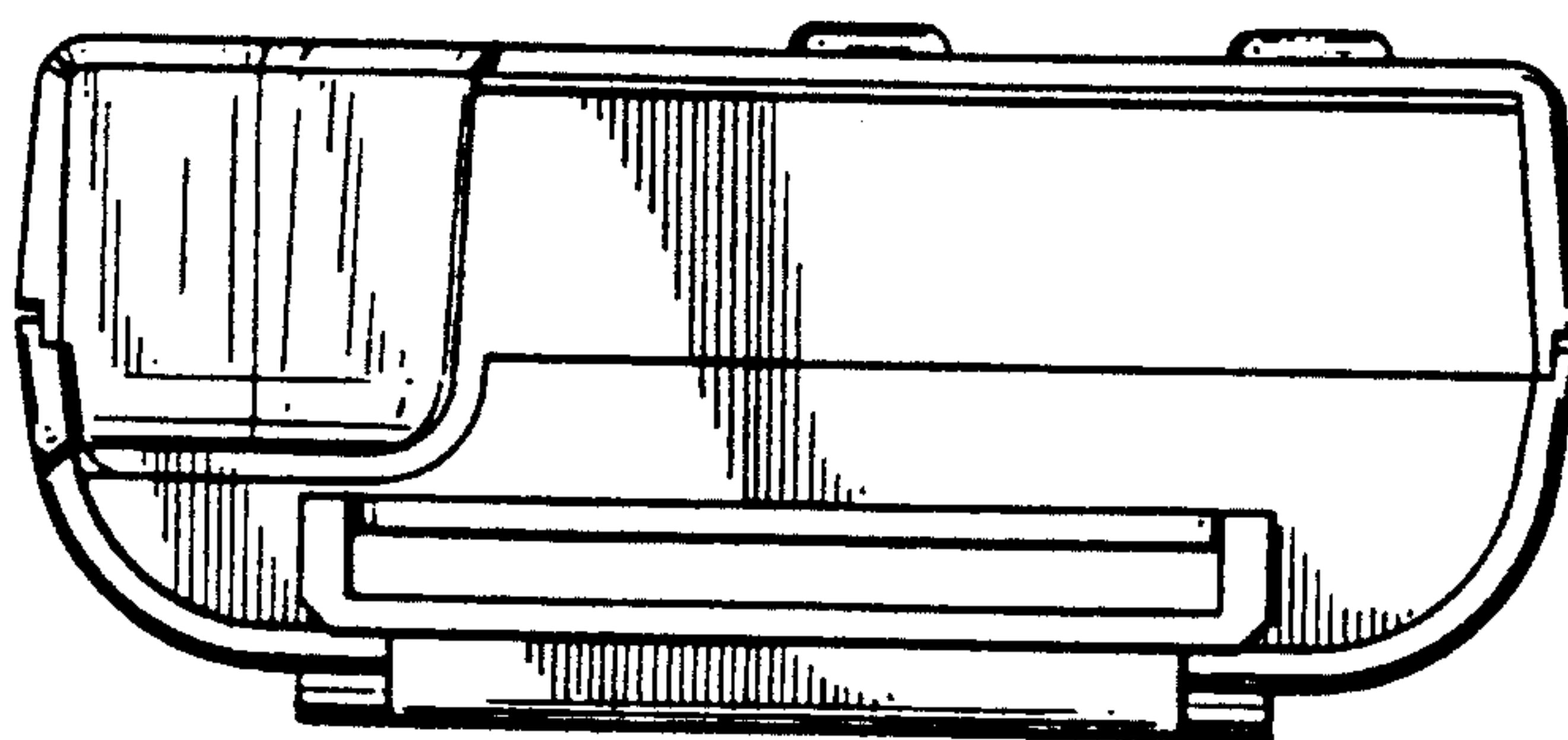


Fig.5.

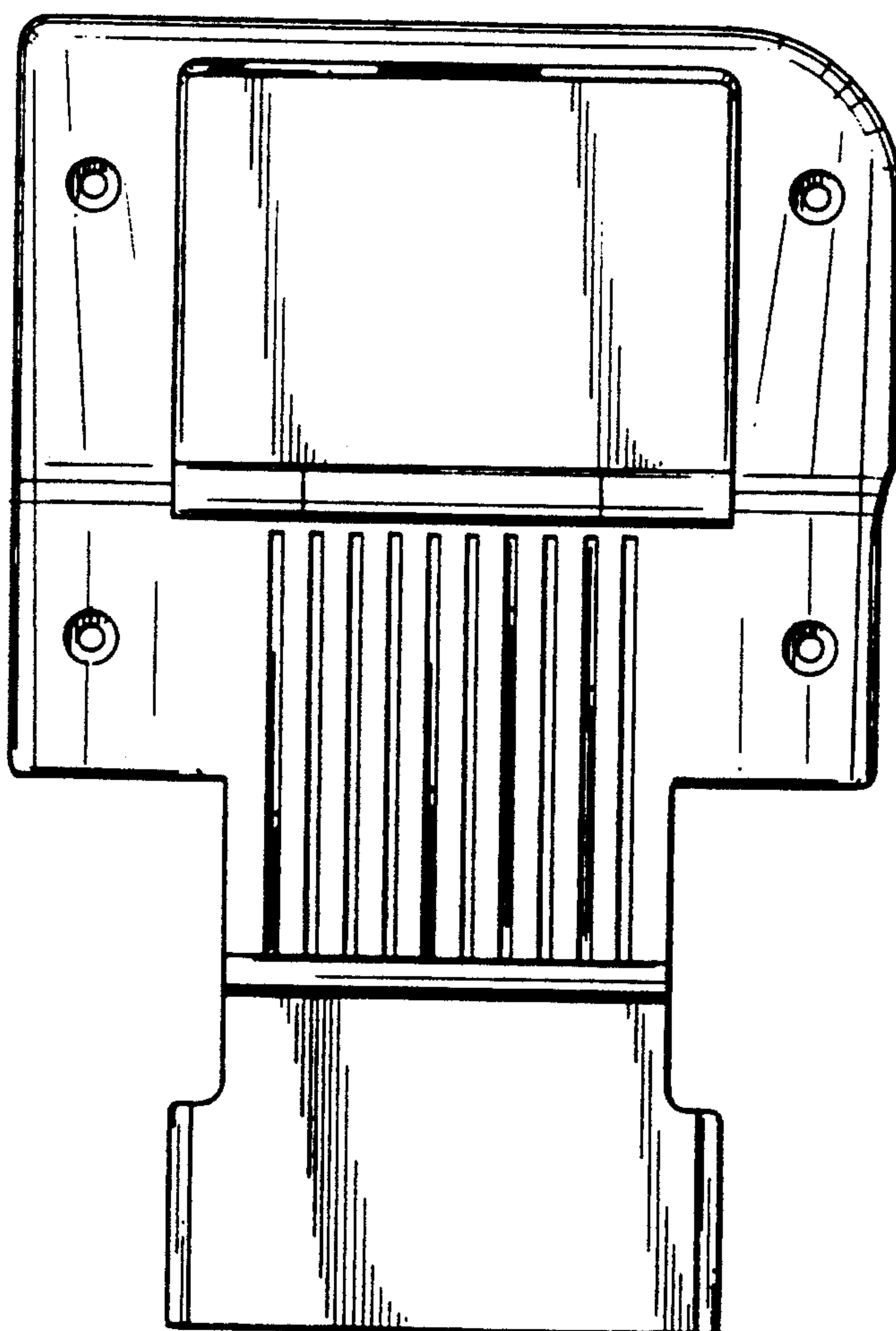


Fig.6.

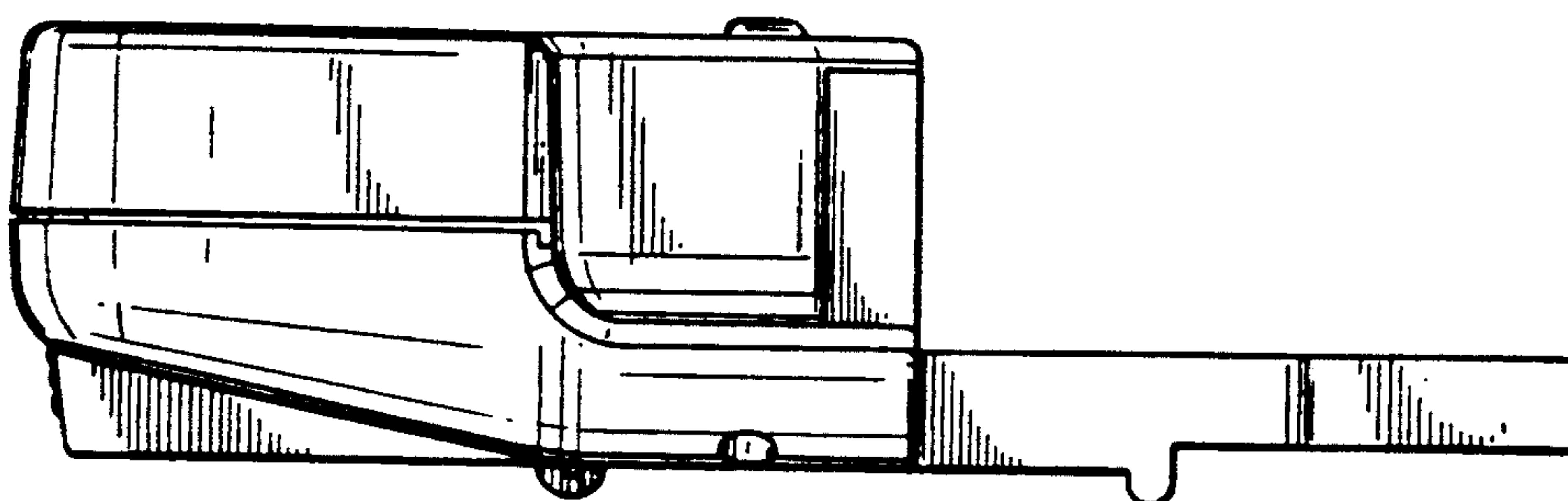


Fig. 7.

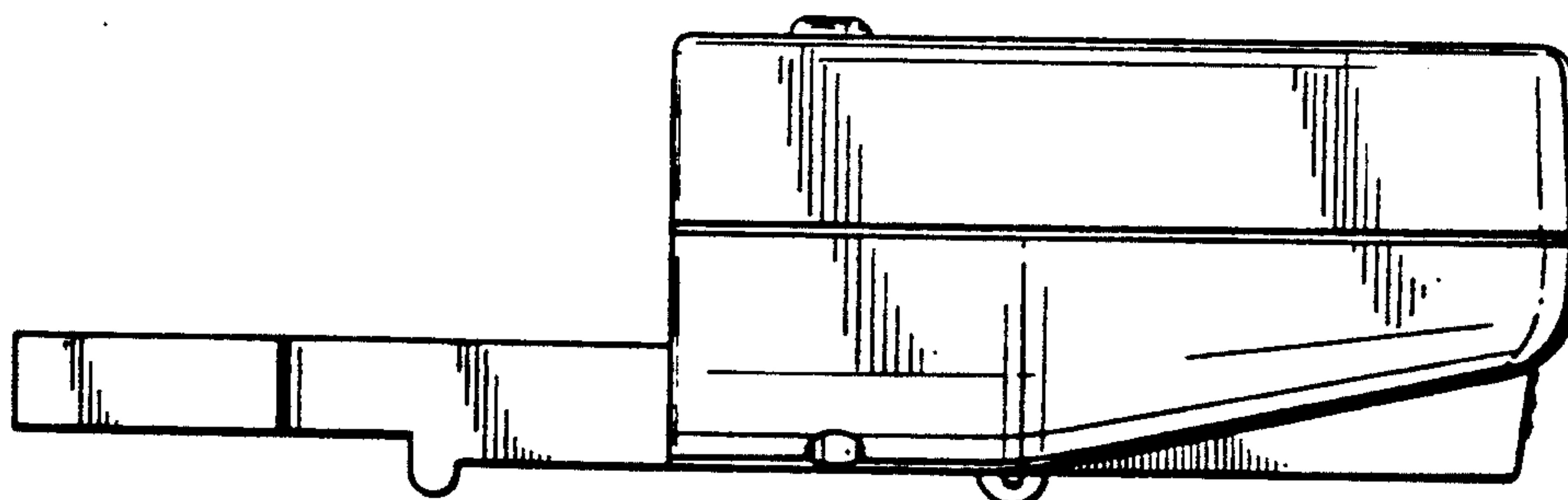


Fig. 8.

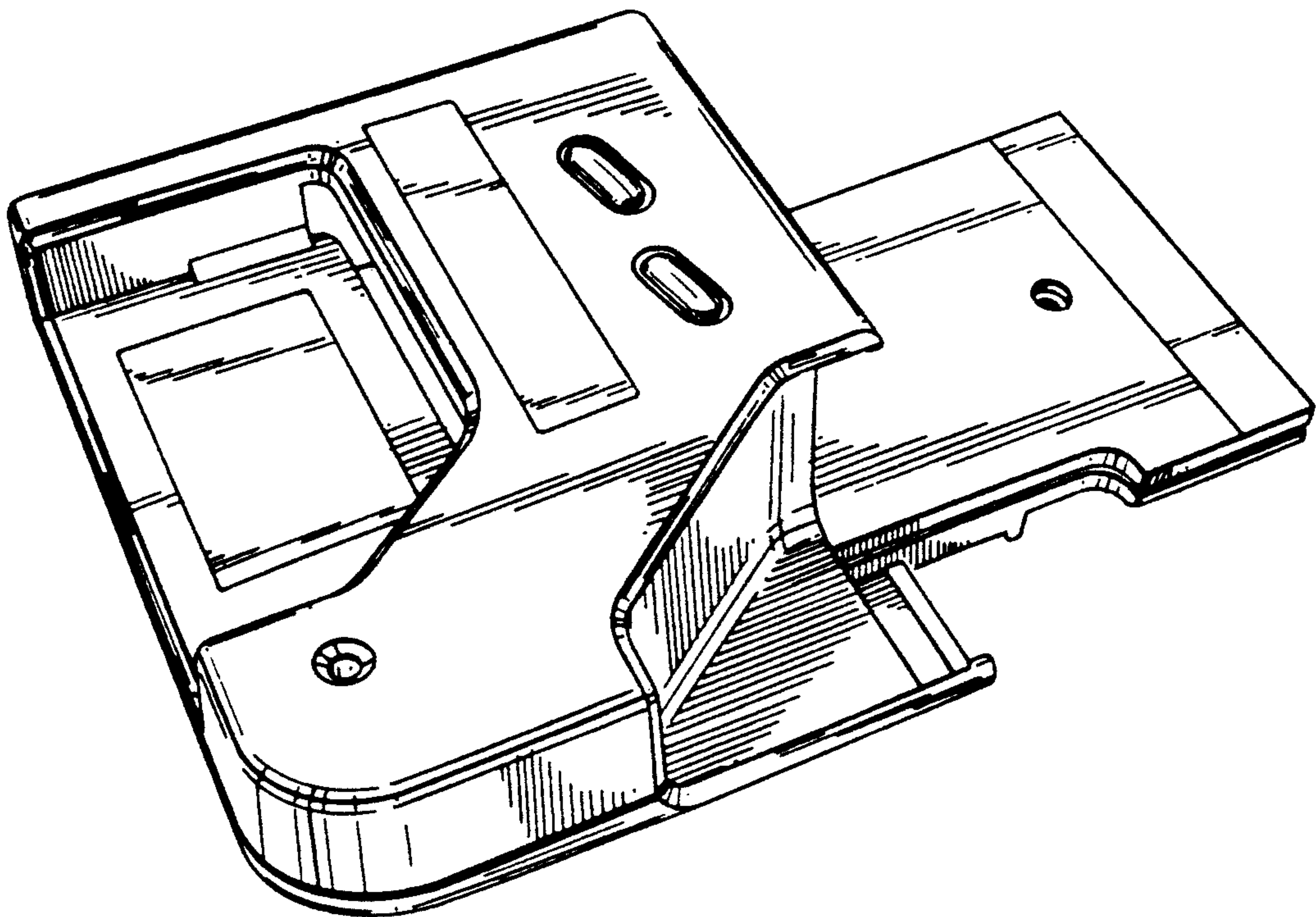


Fig.9.

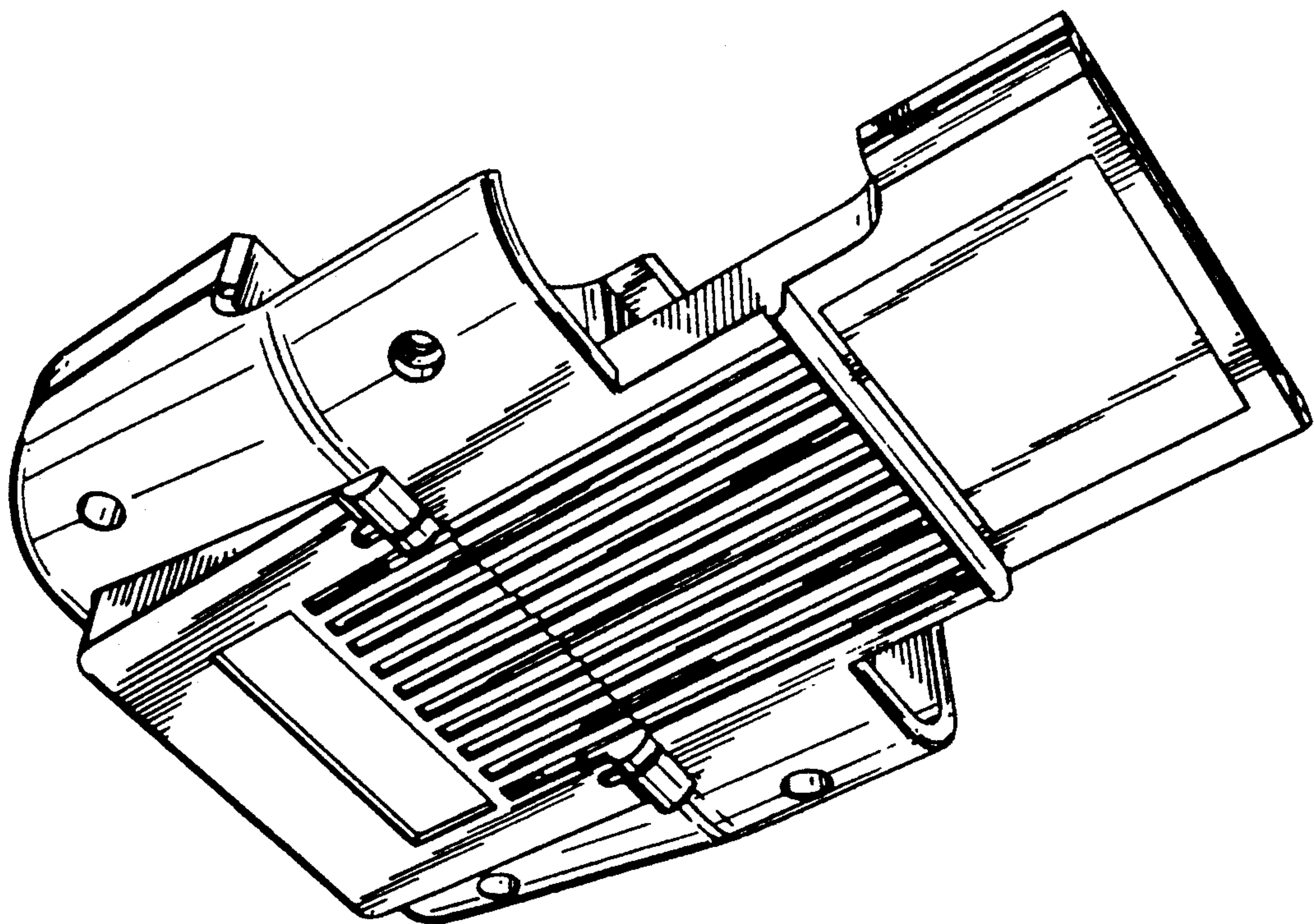


Fig.10.

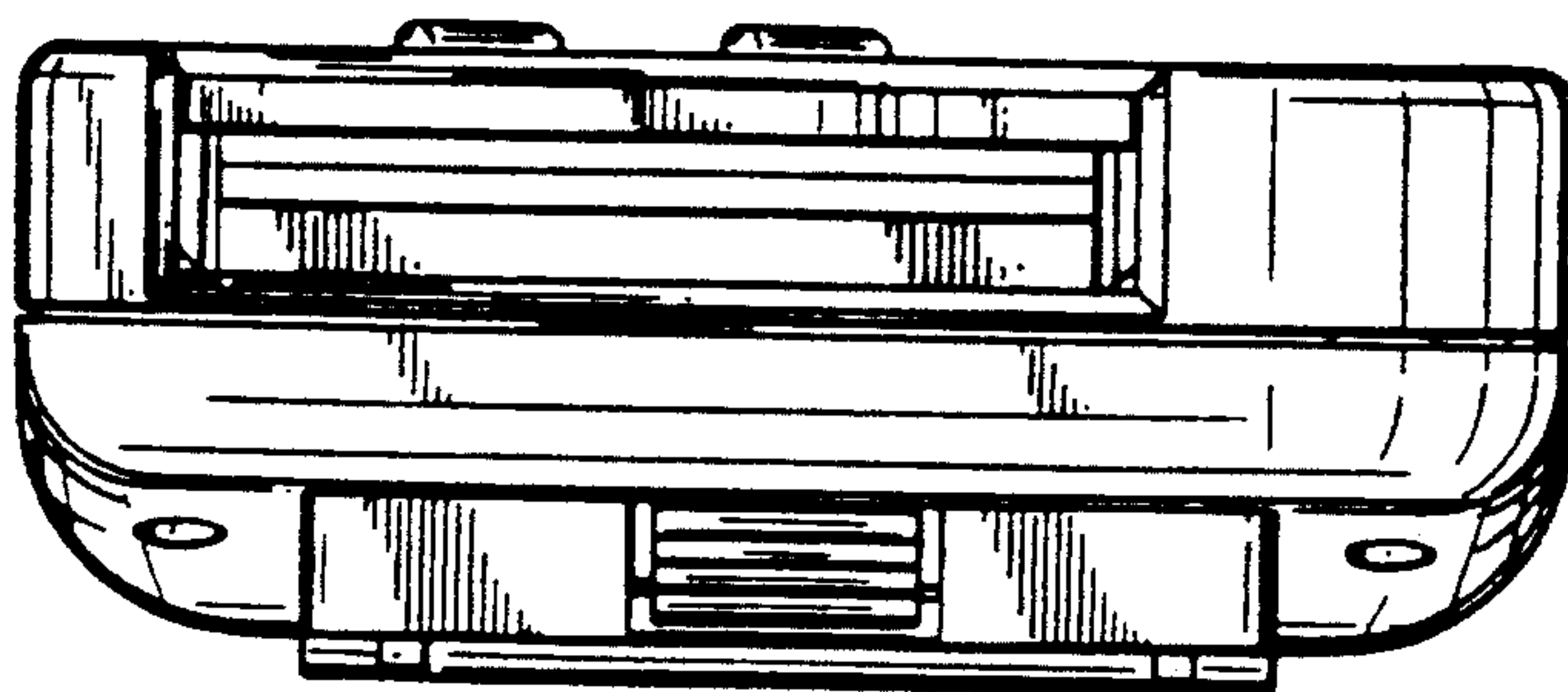


Fig.11.

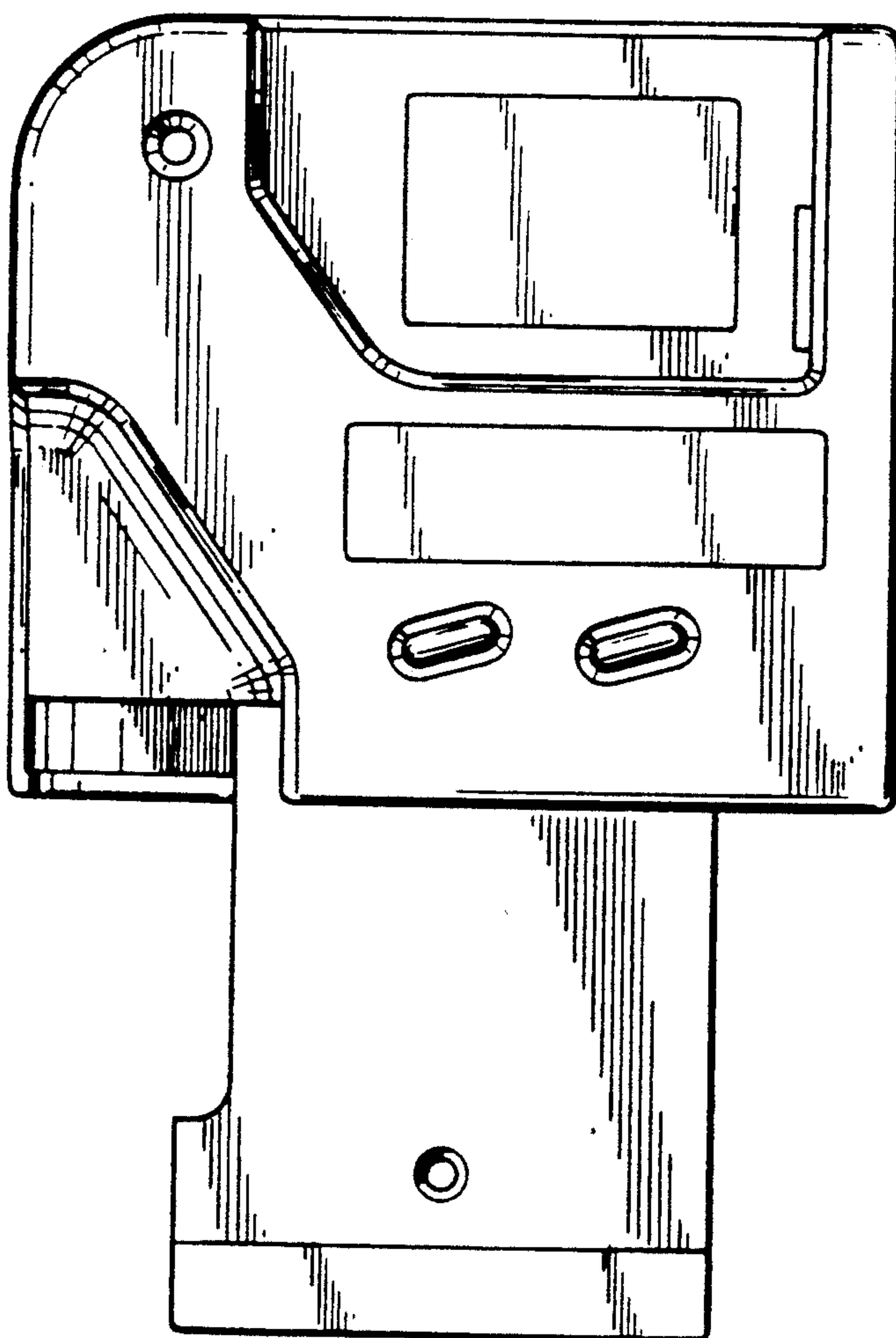


Fig.12.

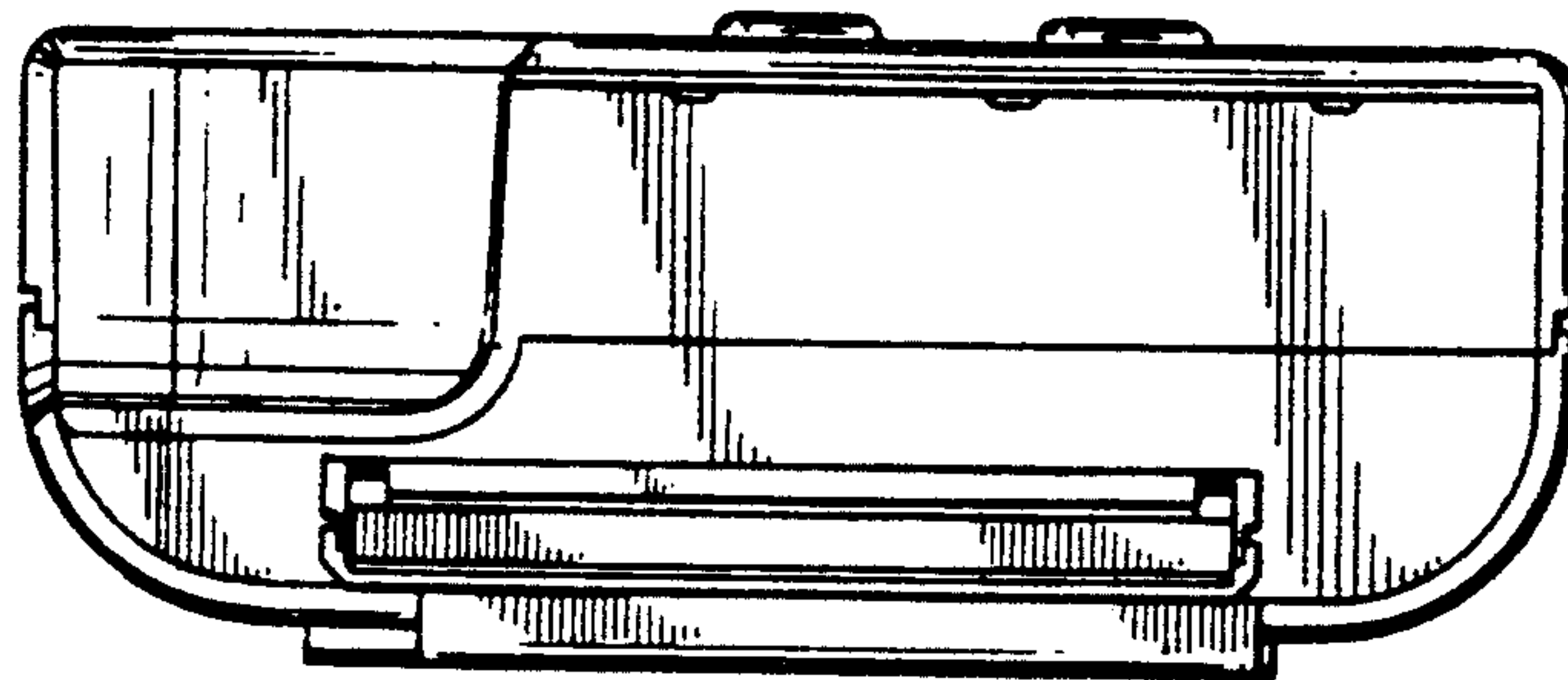


Fig.13.

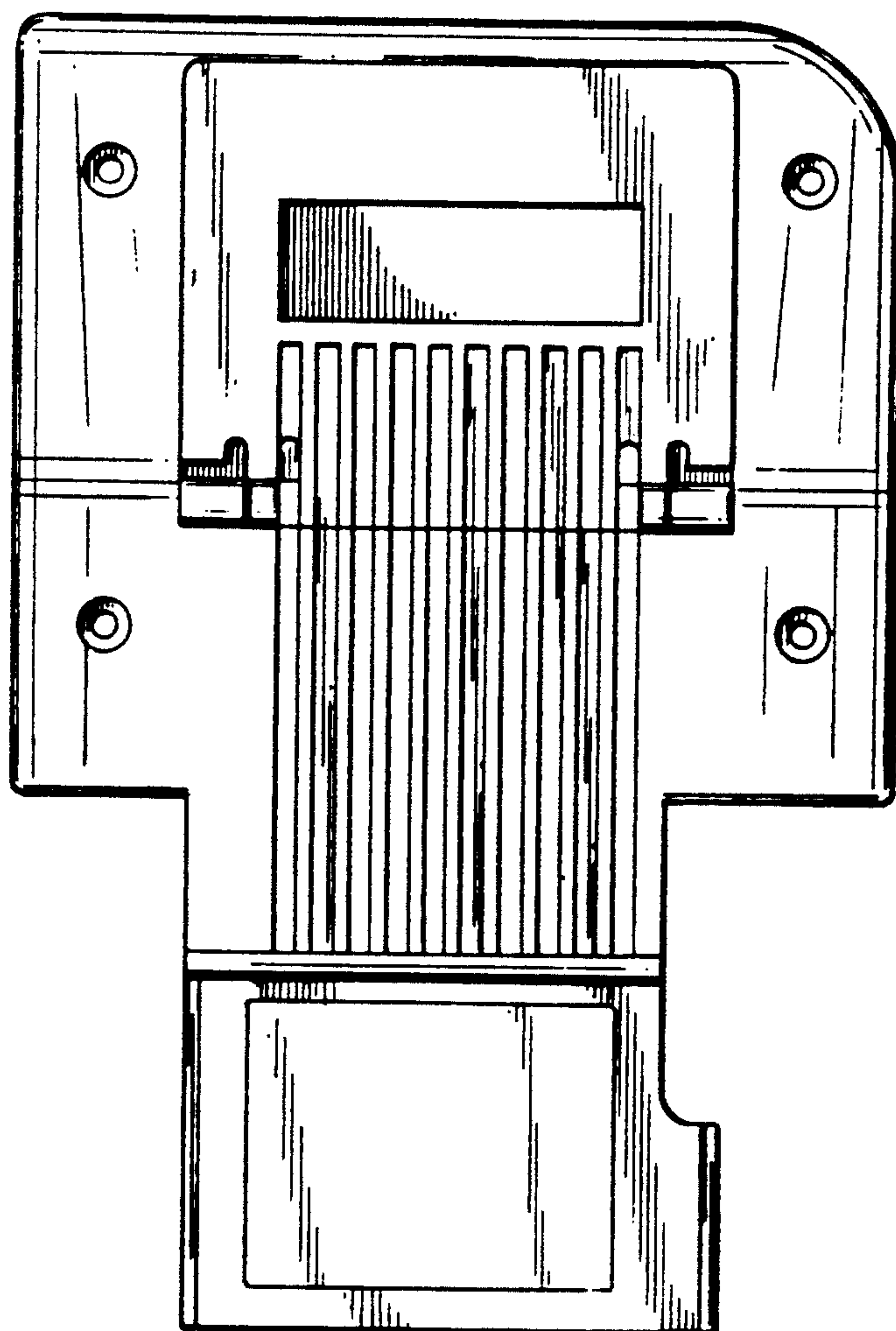


Fig.14.

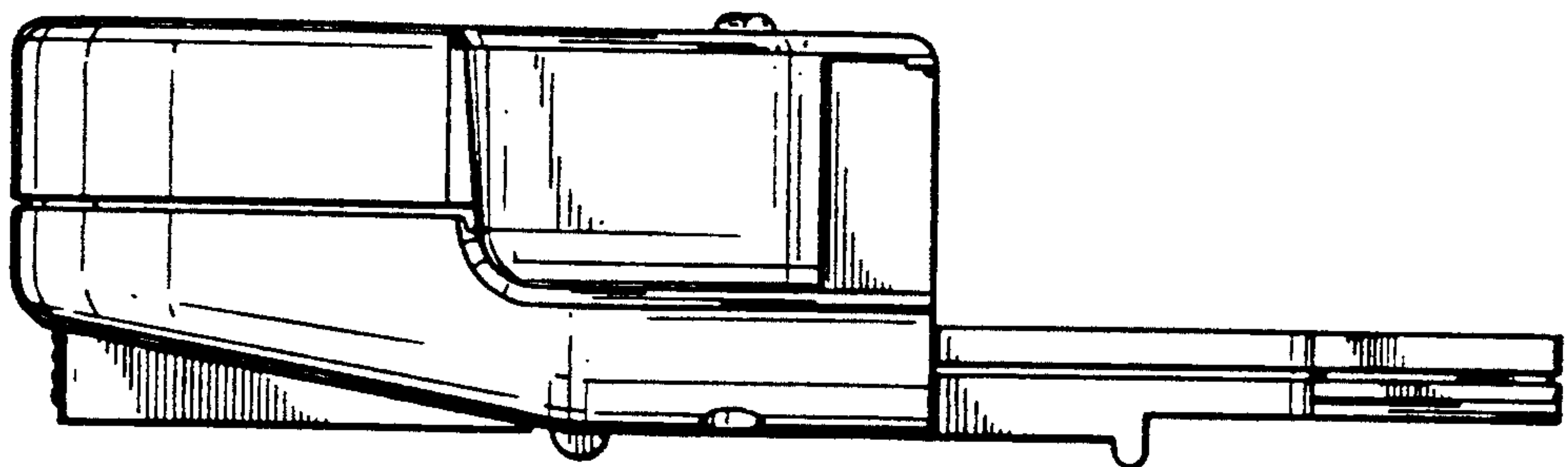


Fig.15.

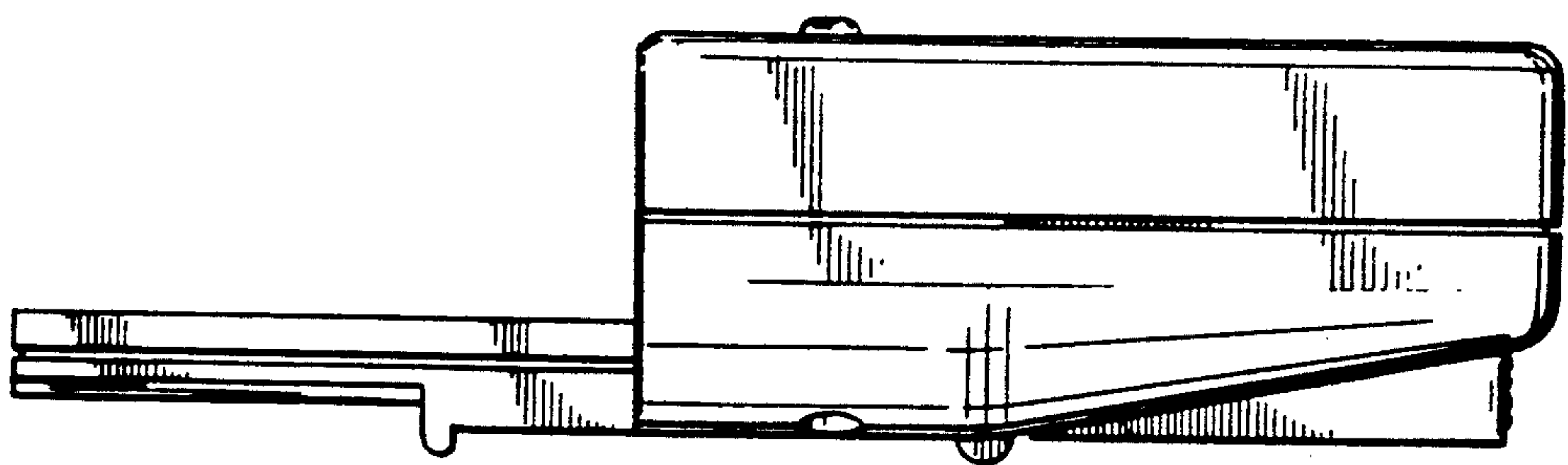


Fig.16.