



US00D358616S

United States Patent [19]

Chung-Po

[11] Patent Number: Des. 358,616
[45] Date of Patent: ** May 23, 1995

[54] VIDEO GAME MACHINE

[76] Inventor: Yang Chung-Po, P.O. Box 82-144,
Taiepi, Taiwan, Prov. of China

[**] Term: 14 Years

[21] Appl. No.: 15,837

[22] Filed: Nov. 29, 1993

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

[58] Field of Search D21/13, 1, 48;
273/148 B, 433-438, DIG. 28; D14/125, 126

[56] References Cited

U.S. PATENT DOCUMENTS

D. 272,163	1/1984	Takizawa		D21/13
D. 297,655	9/1988	Daugherty		D21/13
D. 333,164	2/1993	Kraft et al.		D21/13
4,521,014	6/1985	Sitrick		273/434
4,850,591	7/1989	Takezawa et al.		273/438 X

OTHER PUBLICATIONS

Playthings, Feb.-1983, p. 104.
Vending Times, Mar.-1978, p. 56.
Vending Times, Mar.-1976, p. 52.

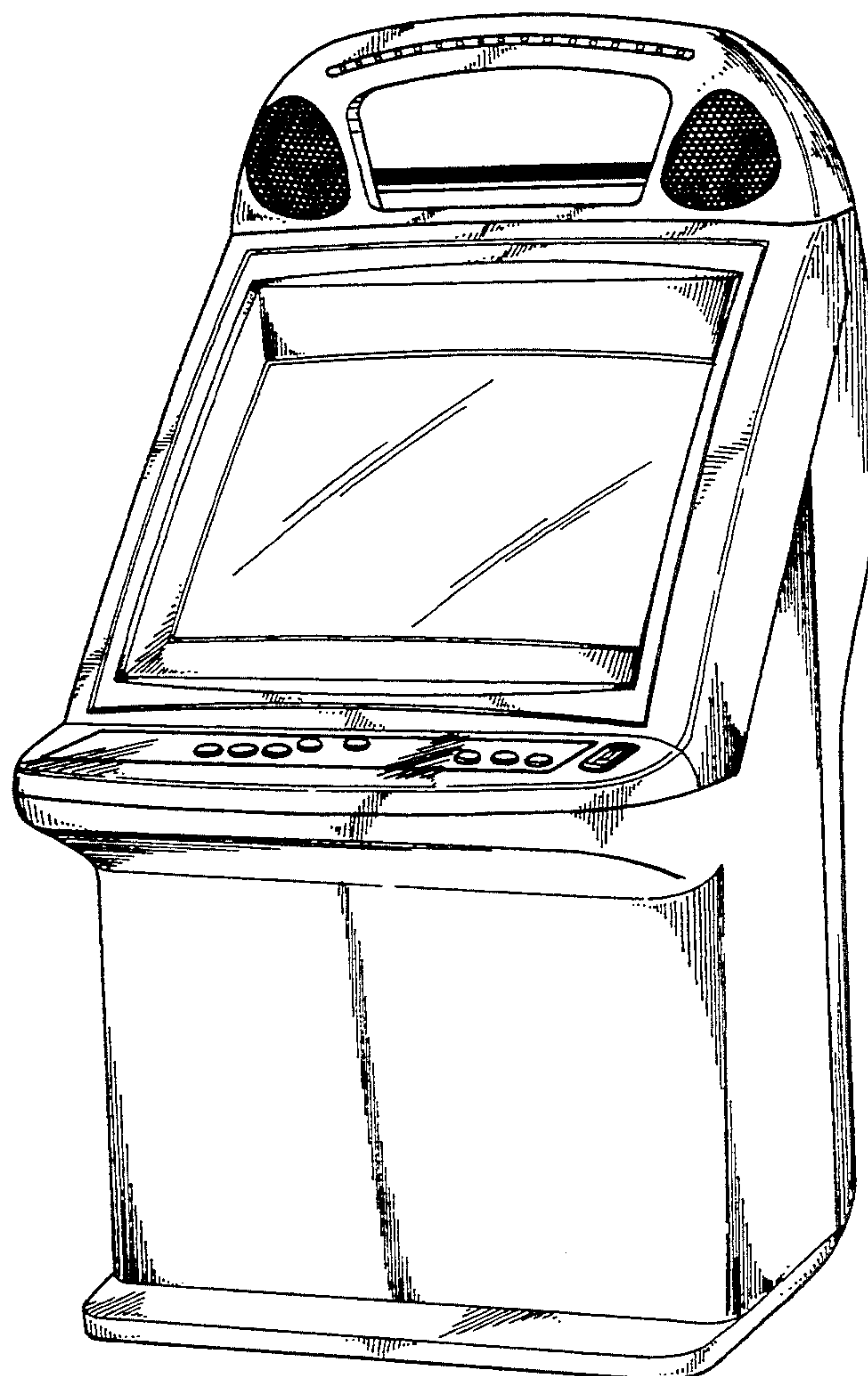
Primary Examiner—Prabhakar G. Deshmukh
Attorney, Agent, or Firm—Alfred Lei

[57] CLAIM

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

DESCRIPTION

FIG. 1 is a perspective view of video game machine showing my new design;
FIG. 2 is a front view thereof;
FIG. 3 is a rear view thereof;
FIG. 4 is a left side elevational view thereof;
FIG. 5 is a right side elevational view thereof;
FIG. 6 is a top plan view thereof; and,
FIG. 7 is a bottom plan view thereof.
FIGS. 2-7 are drawn in reduced scale.



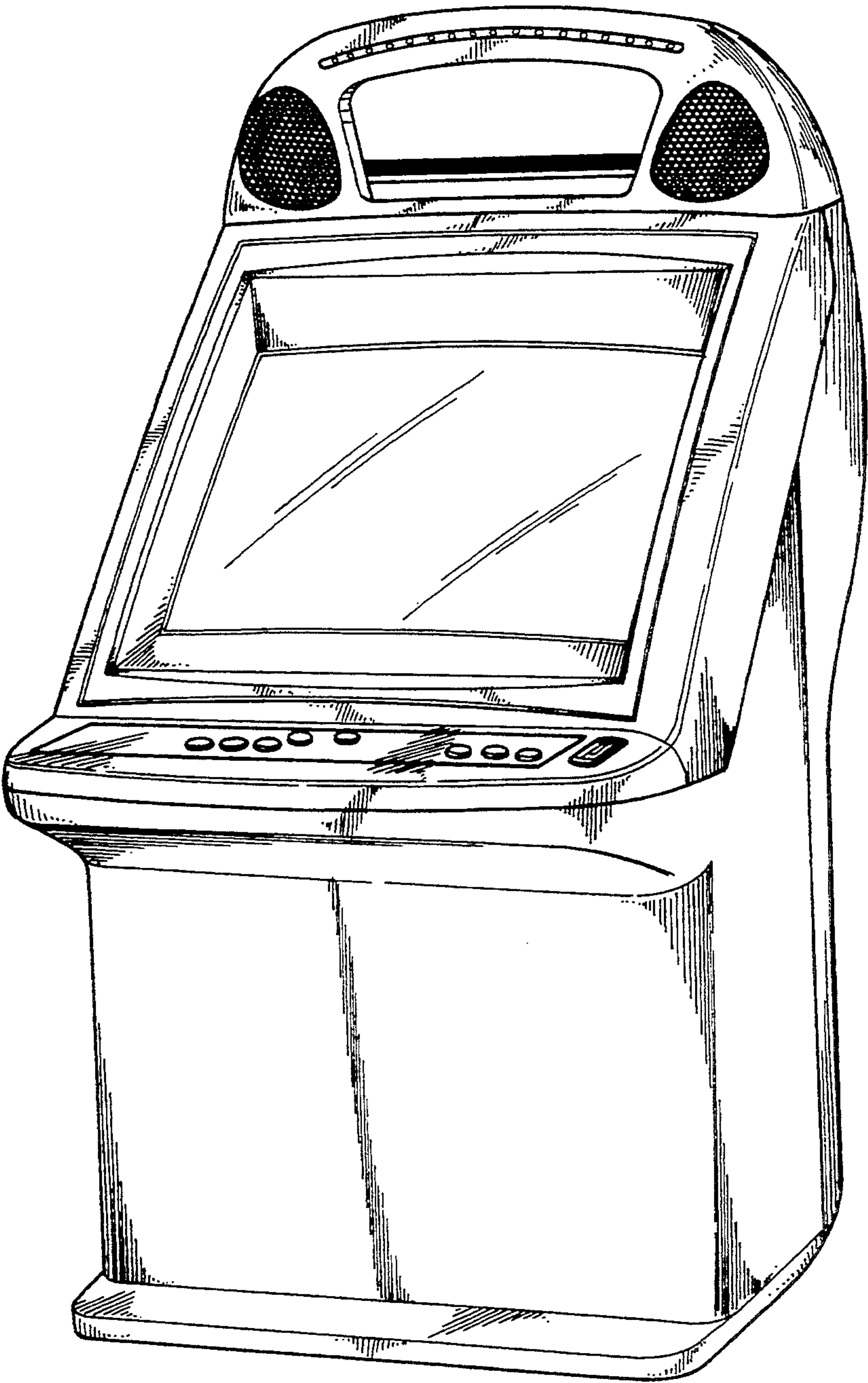


FIG. 1

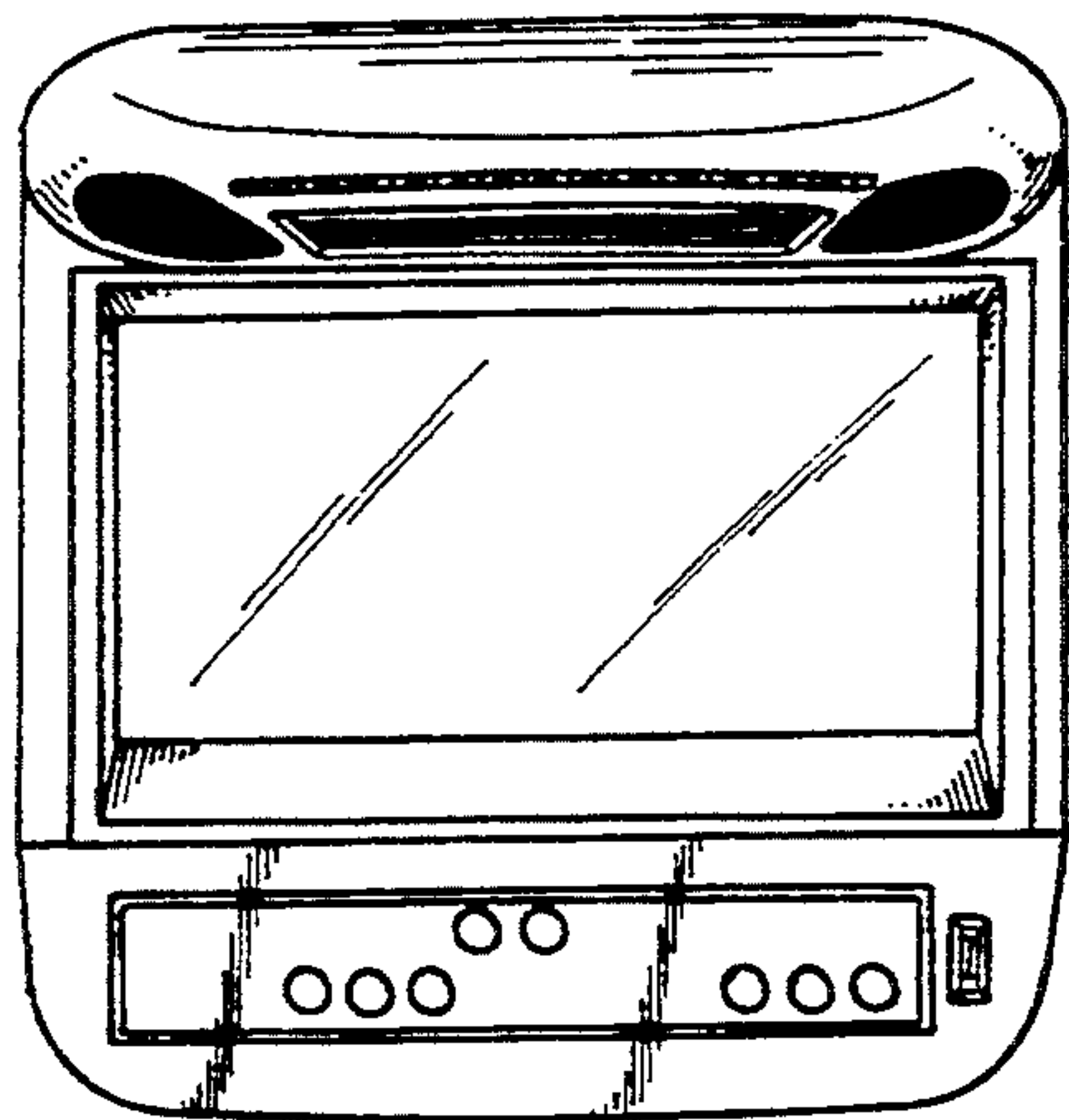


FIG. 2

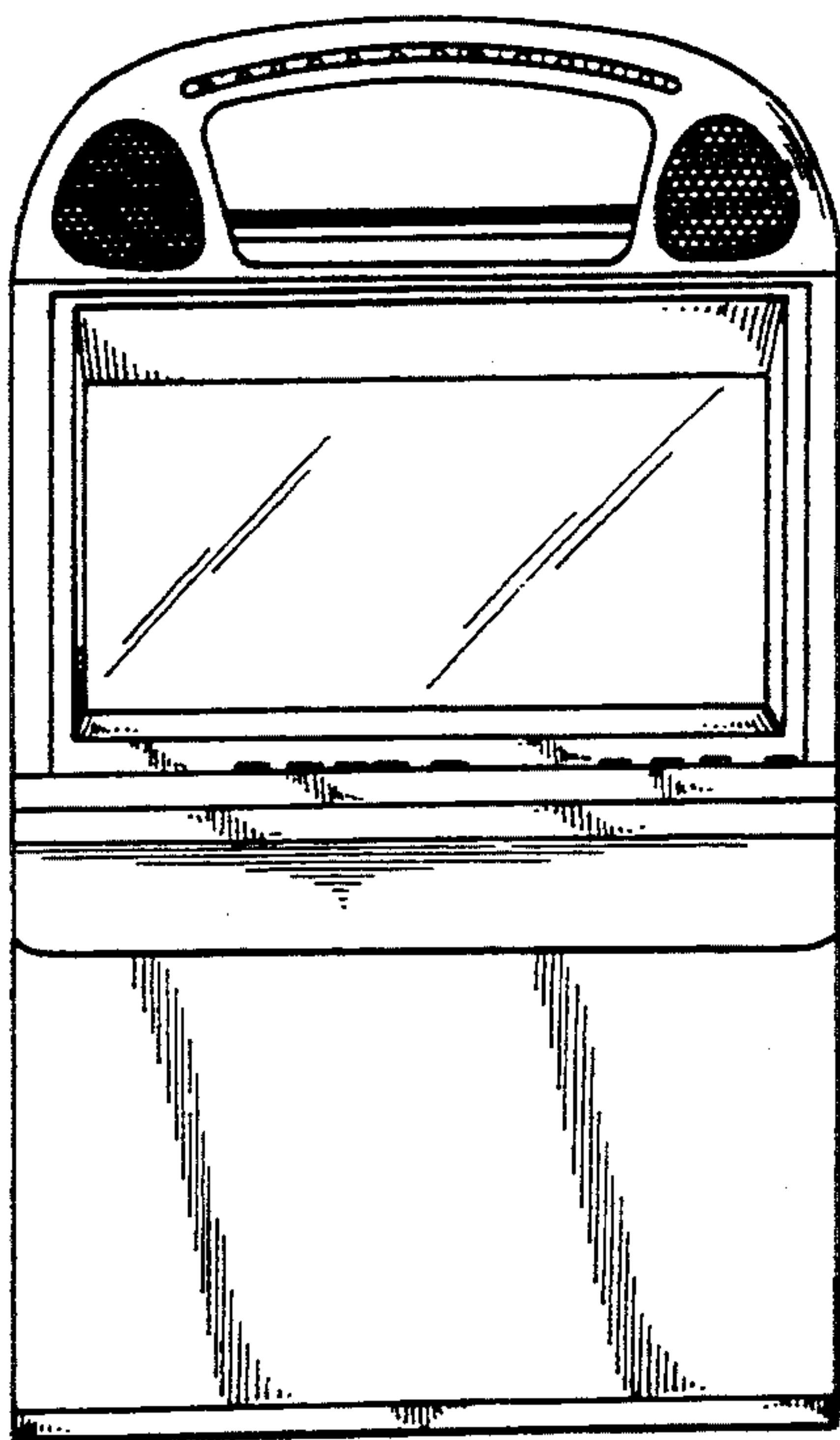


FIG. 3

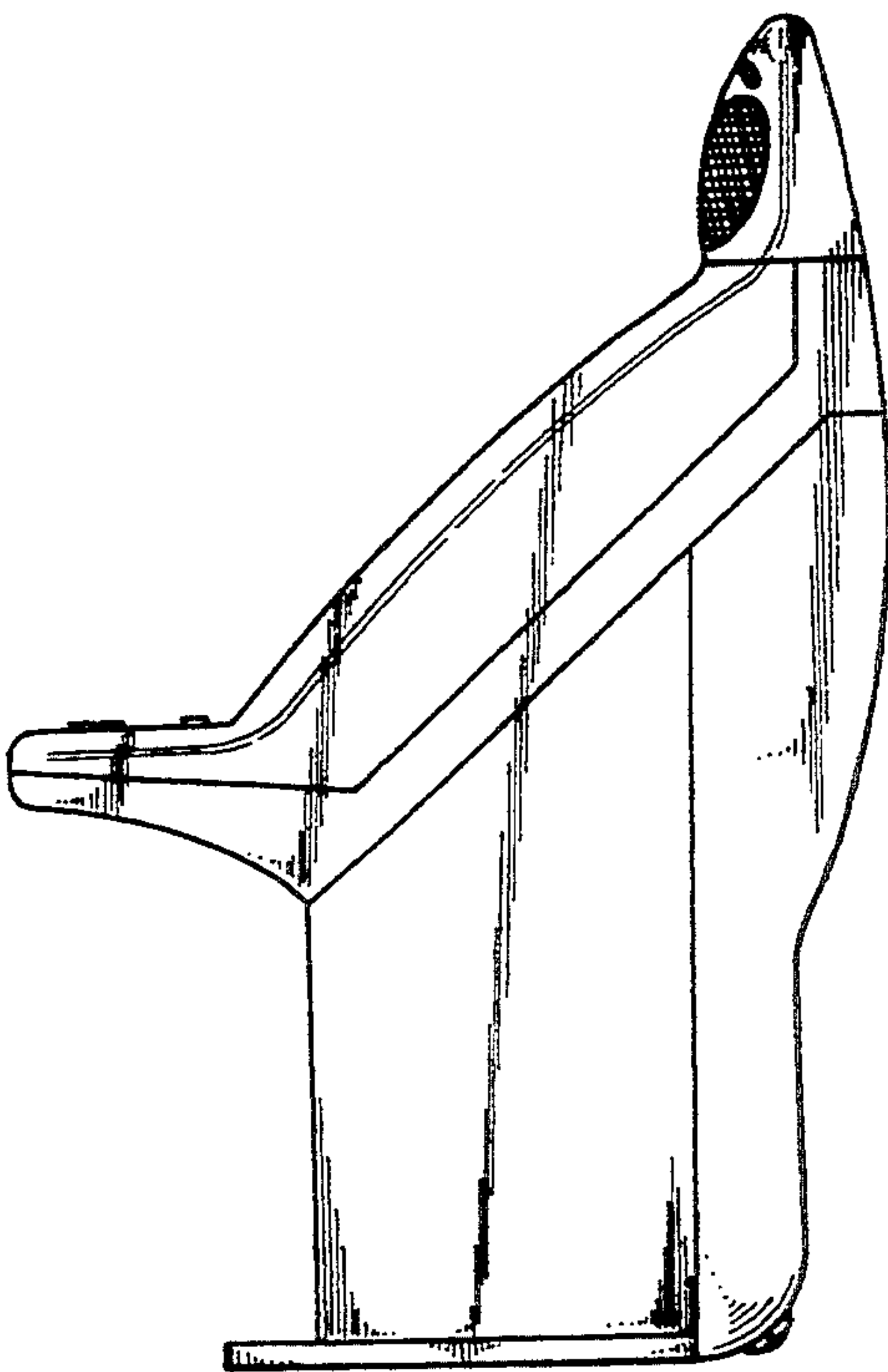


FIG. 4

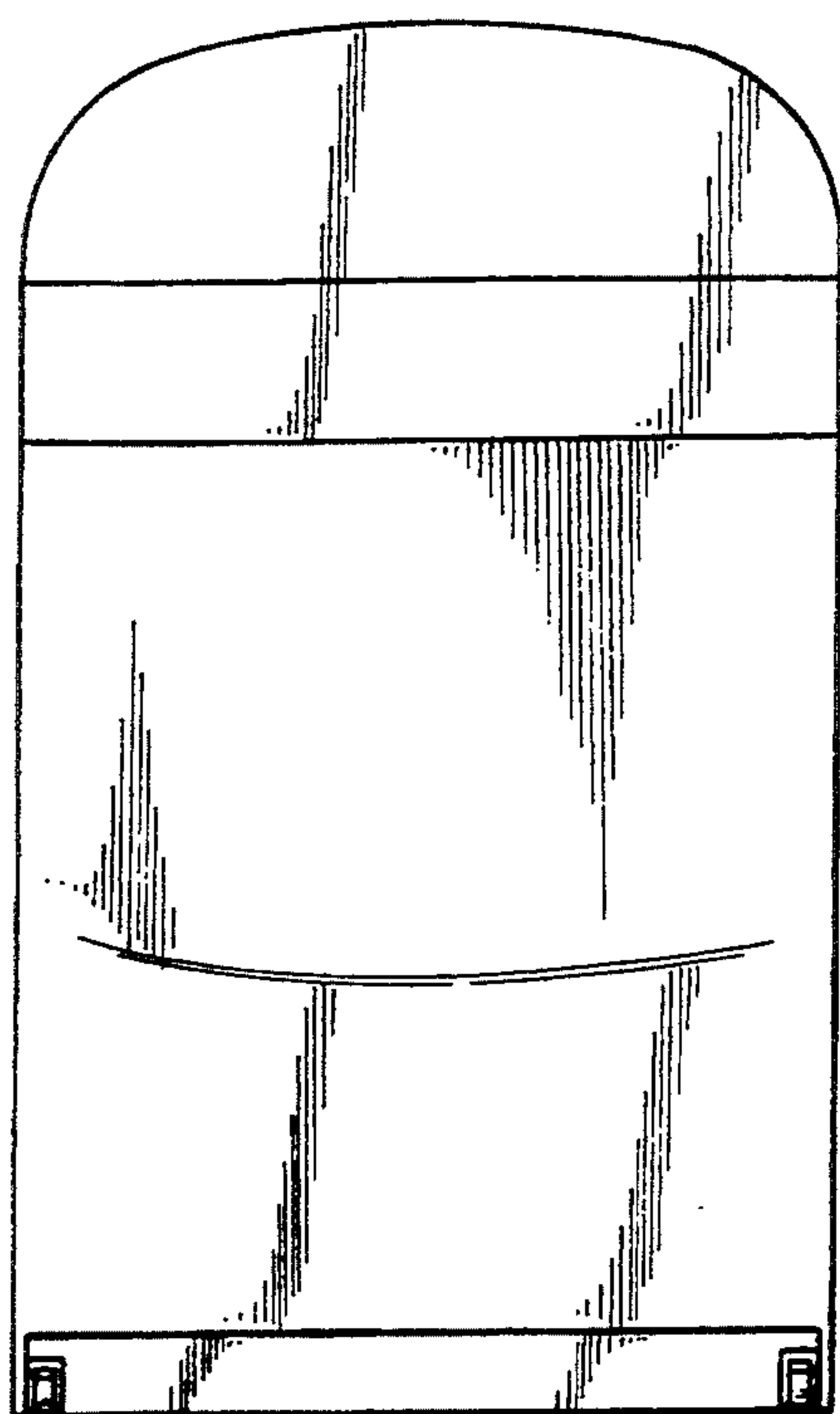


FIG. 5

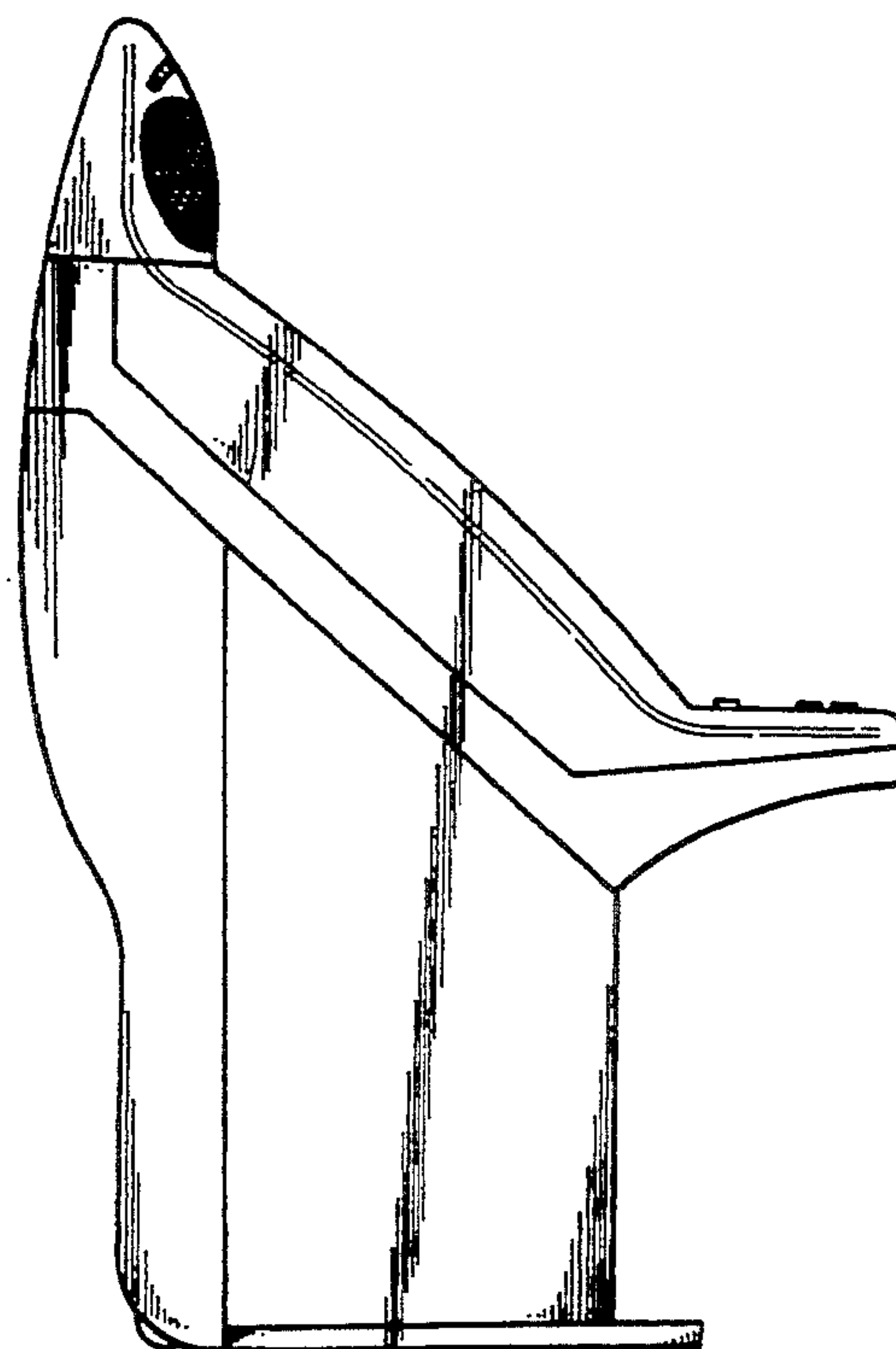


FIG. 6

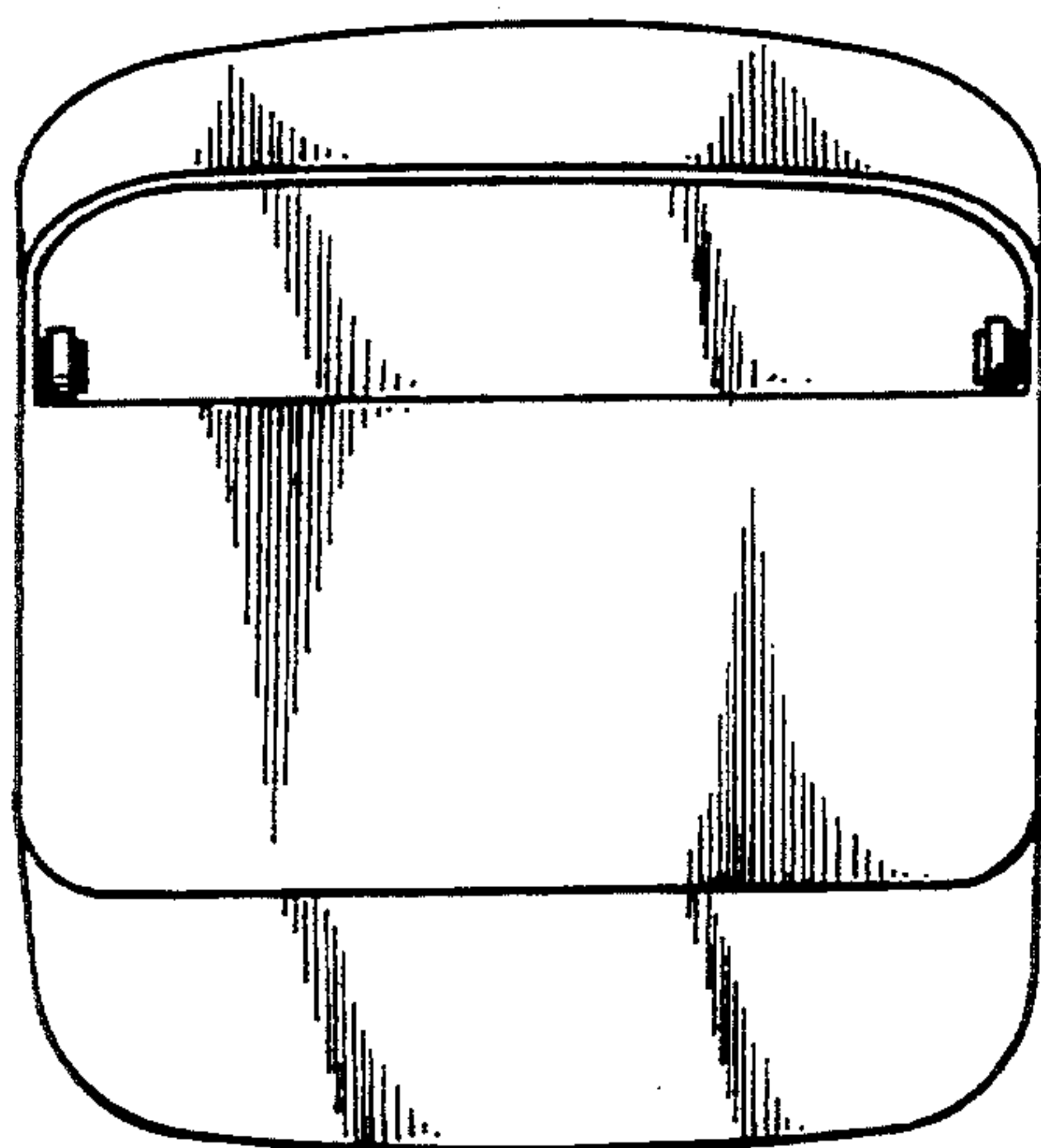


FIG. 7