



US00D359516S

# United States Patent [19]

[11] Patent Number: **Des. 359,516**

**Brettschneider**

[45] Date of Patent: **\*\* Jun. 20, 1995**

[54] **GAMING MACHINE**

D. 344,122 2/1994 McKay et al. .... D21/37  
4,948,134 8/1990 Suttle et al. .... D21/38 X

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**FOREIGN PATENT DOCUMENTS**

[73] Assignee: **adp Gauselmann GmbH**, Lübbecke, Germany

8906437 10/1990 Germany .  
9106375 1/1992 Germany .

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

**OTHER PUBLICATIONS**

[21] Appl. No.: **3,465**

Vending Times, May 1983, p. 64, bottom left—Digital Controls Gaming Machine.  
Leaflet: "Video Gaming Products"—by Yellowhammer, Las Vegas, Sep. 1992.

[22] Filed: **Jan. 7, 1993**

[30] **Foreign Application Priority Data**

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*Attorney, Agent, or Firm*—Horst M. Kasper

Jul. 8, 1992 [DE] Germany ..... M 92 04 905.2

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

[57] **CLAIM**

[58] **Field of Search** ..... **D14/125-134, D14/173, 174; 348/825, 838; 312/7.2; D21/1, 37, 38; 273/138 A, 138 R, 144 A, 144 B, 144 R, 142 R, 143 R**

The ornamental design for a gaming machine, as shown and described.

[56] **References Cited**

**DESCRIPTION**

**U.S. PATENT DOCUMENTS**

D. 154,412 7/1949 Merhar ..... D21/37 X  
D. 184,969 4/1959 Sundberg ..... D14/173  
D. 219,992 2/1971 Belokin, Jr. .... D21/38  
D. 291,887 9/1987 Oscar ..... D14/129

FIG. 1 is a front and left side perspective view of a gaming machine showing my new design;  
FIG. 2 is a front view thereof;  
FIG. 3 is a left side view thereof, the right side being a mirror image;  
FIG. 4 is a rear view thereof; and,  
FIG. 5 is a top plan view thereof.

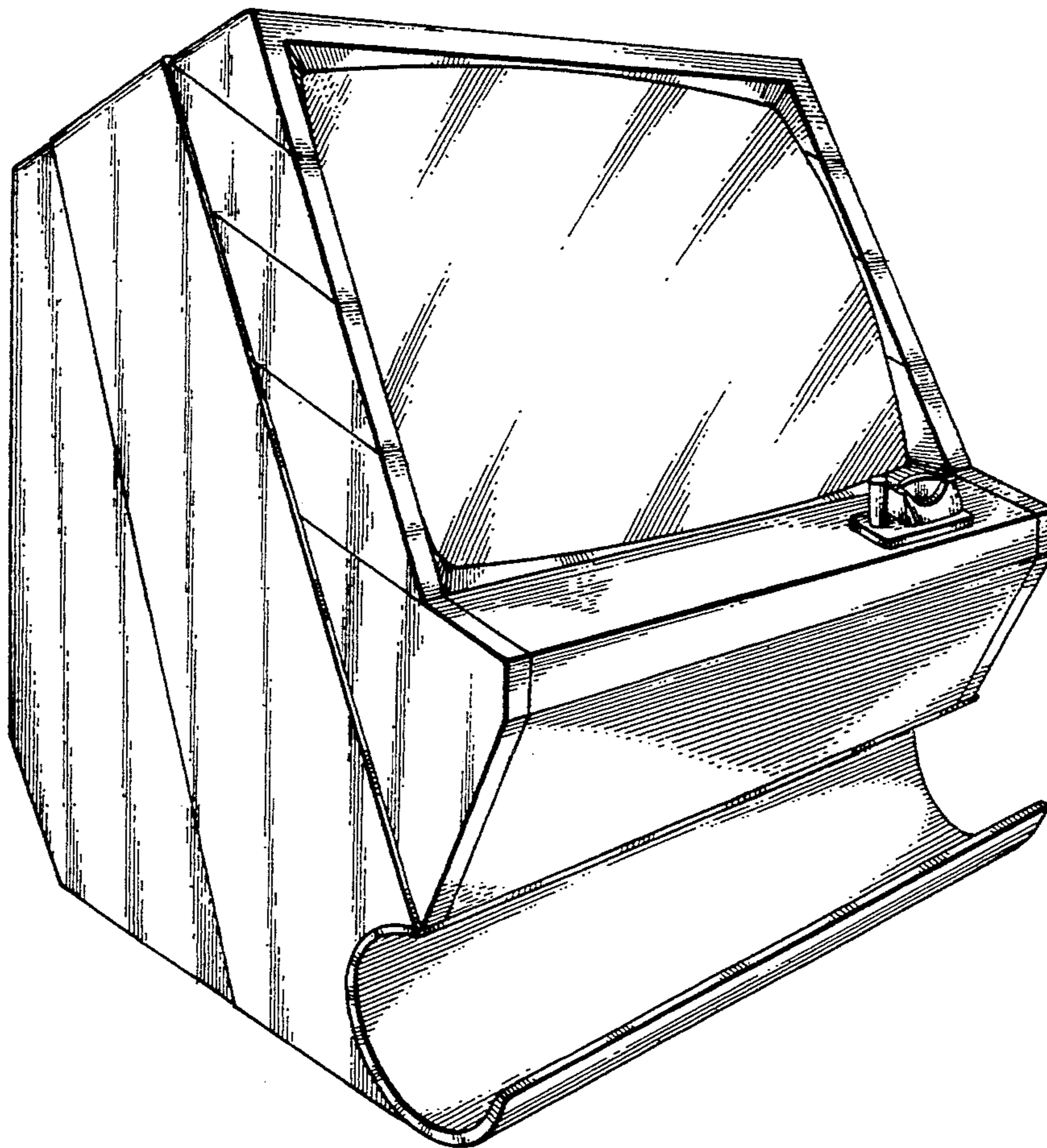


FIG. 1

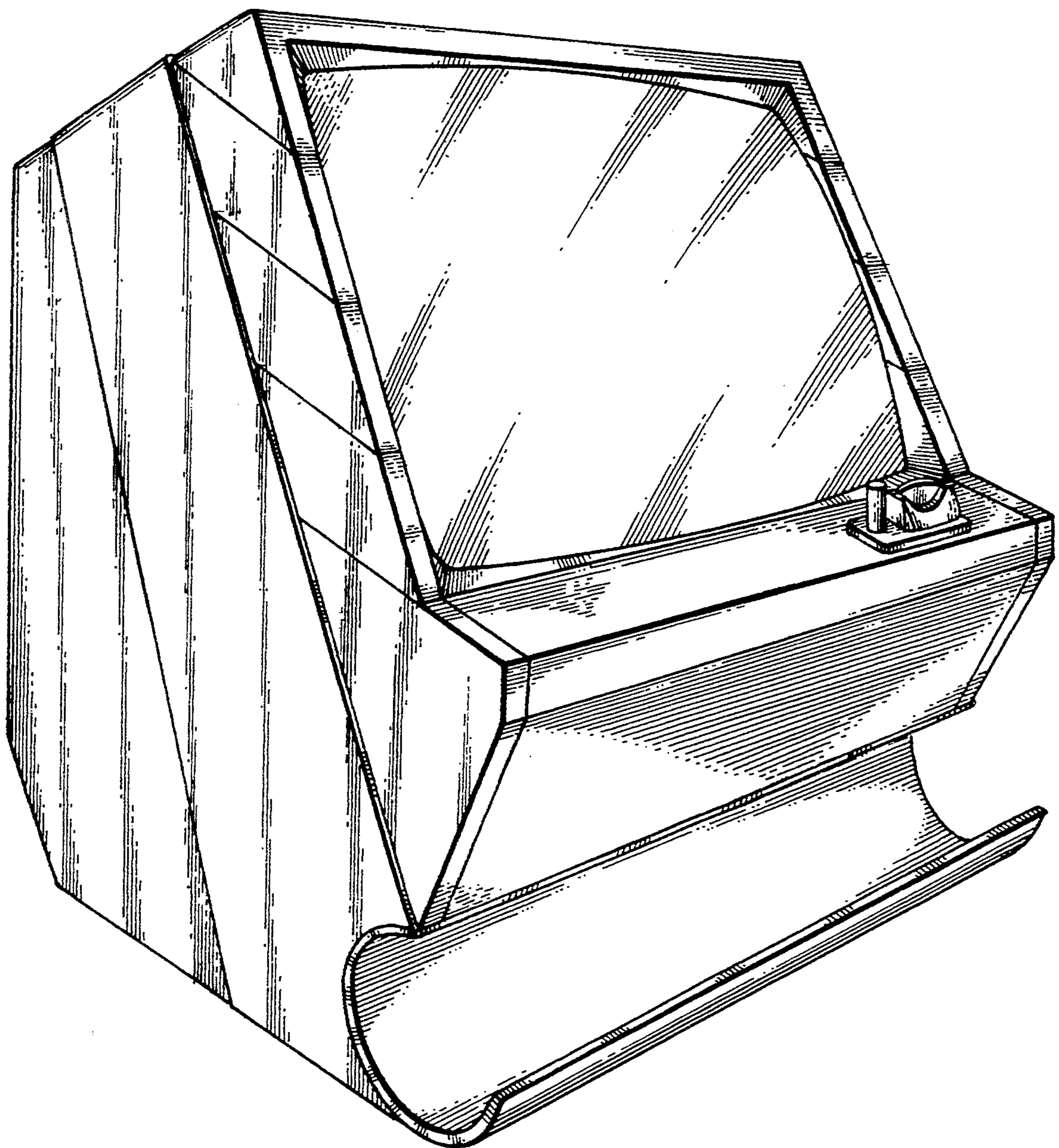


FIG. 2

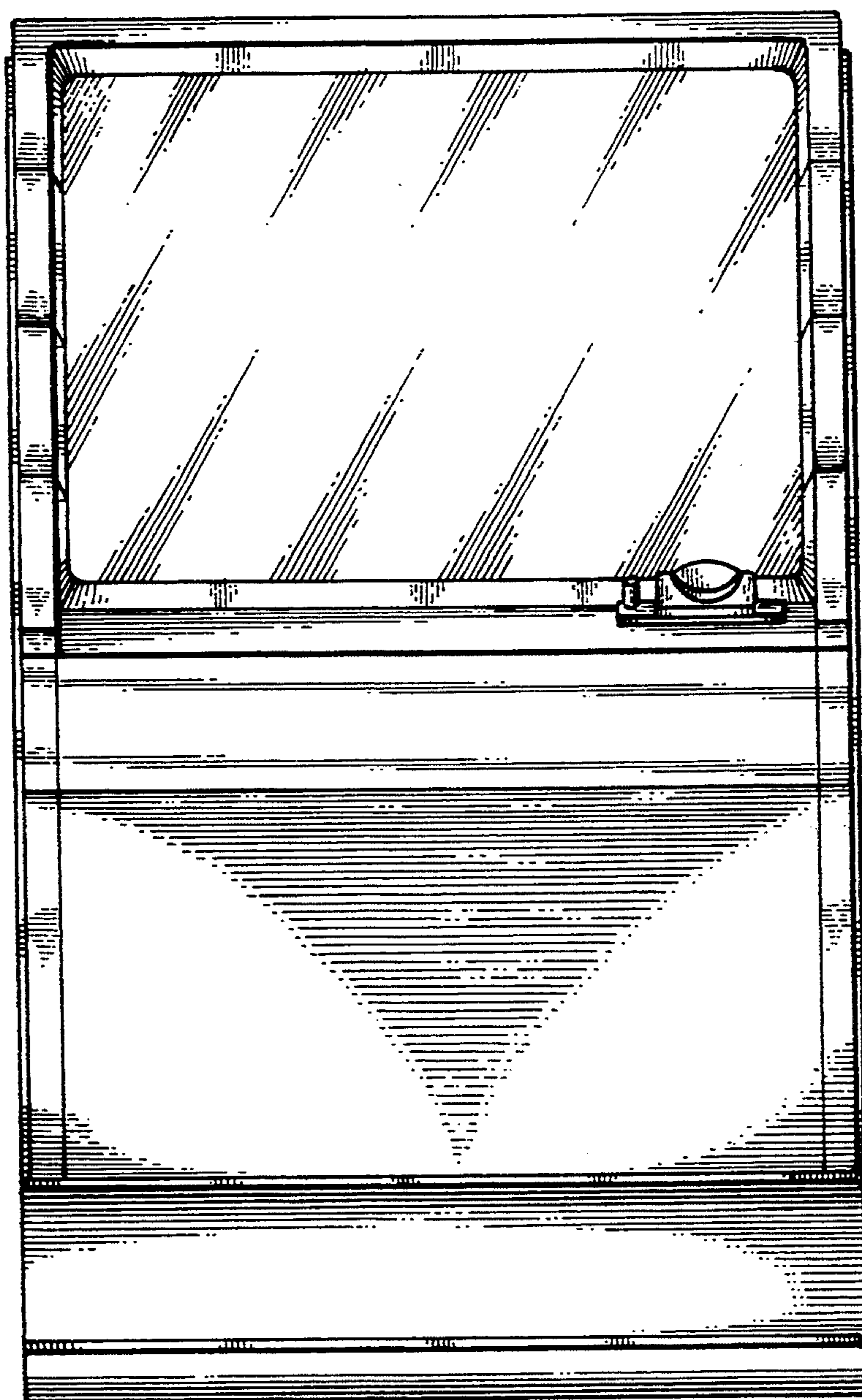


FIG. 3

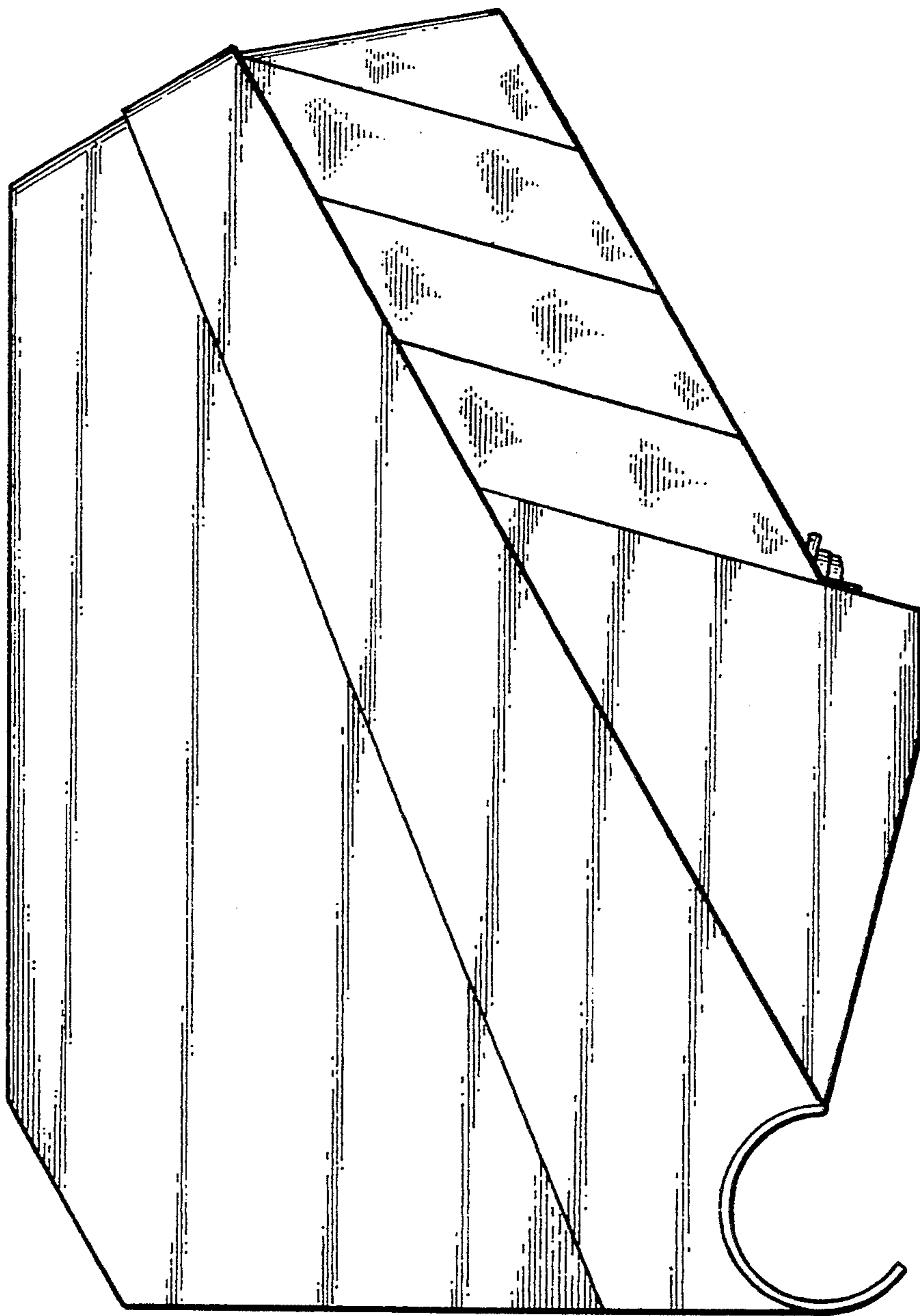


FIG. 4

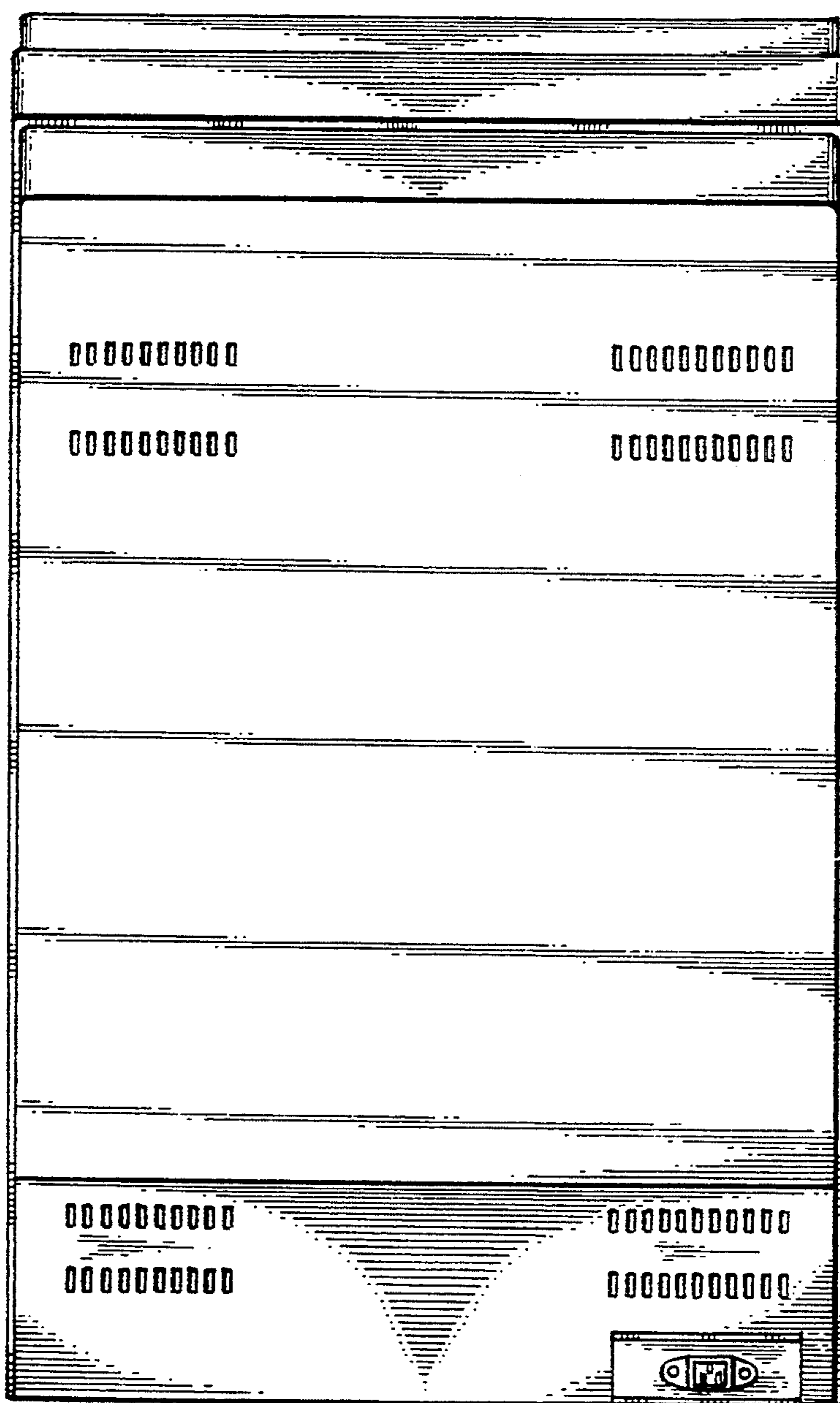


FIG. 5

