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United States Patent [19]

[11] Patent Number: **Des. 362,869**

Oikawa

[45] Date of Patent: ****Oct. 3, 1995**

[54] VIDEO GAME MACHINE

4,359,220	11/1982	Morrison et al.	273/433 X
5,059,958	10/1991	Jacobs et al.	273/148 B X
5,161,803	11/1992	Ohara	273/DIG. 28 X
5,184,830	2/1993	Okada et al.	273/433

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[73] Assignee: **Sega Enterprises, Ltd.**, Tokyo, Japan

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

OTHER PUBLICATIONS

Hong Kong Enterprise, Oct. 1992, p. 424.

[21] Appl. No.: **19,676**

Primary Examiner—Prabhakar G. Deshmukh
Attorney, Agent, or Firm—Michael N. Meller

[22] Filed: **Mar. 8, 1994**

[57] CLAIM

[30] Foreign Application Priority Data

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

Oct. 8, 1993 [JP] Japan 5-30631

[52] U.S. Cl. **D21/13; D21/48**

[58] Field of Search D21/13, 48, 1;
273/148 B, 433-438, DIG. 28; D14/124,
125

DESCRIPTION

FIG. 1 is a perspective view of video game machine showing our new design;

FIG. 2 is a front view thereof;

FIG. 3 is a rear view thereof;

FIG. 4 is a right side view thereof;

FIG. 5 is a left side view thereof;

FIG. 6 is a top view thereof; and,

FIG. 7 is a bottom view thereof.

[56] References Cited

U.S. PATENT DOCUMENTS

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D. 342,289	12/1993	Hara	D21/13
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D. 352,329	11/1994	Takiya	D21/13

1 Claim, 5 Drawing Sheets

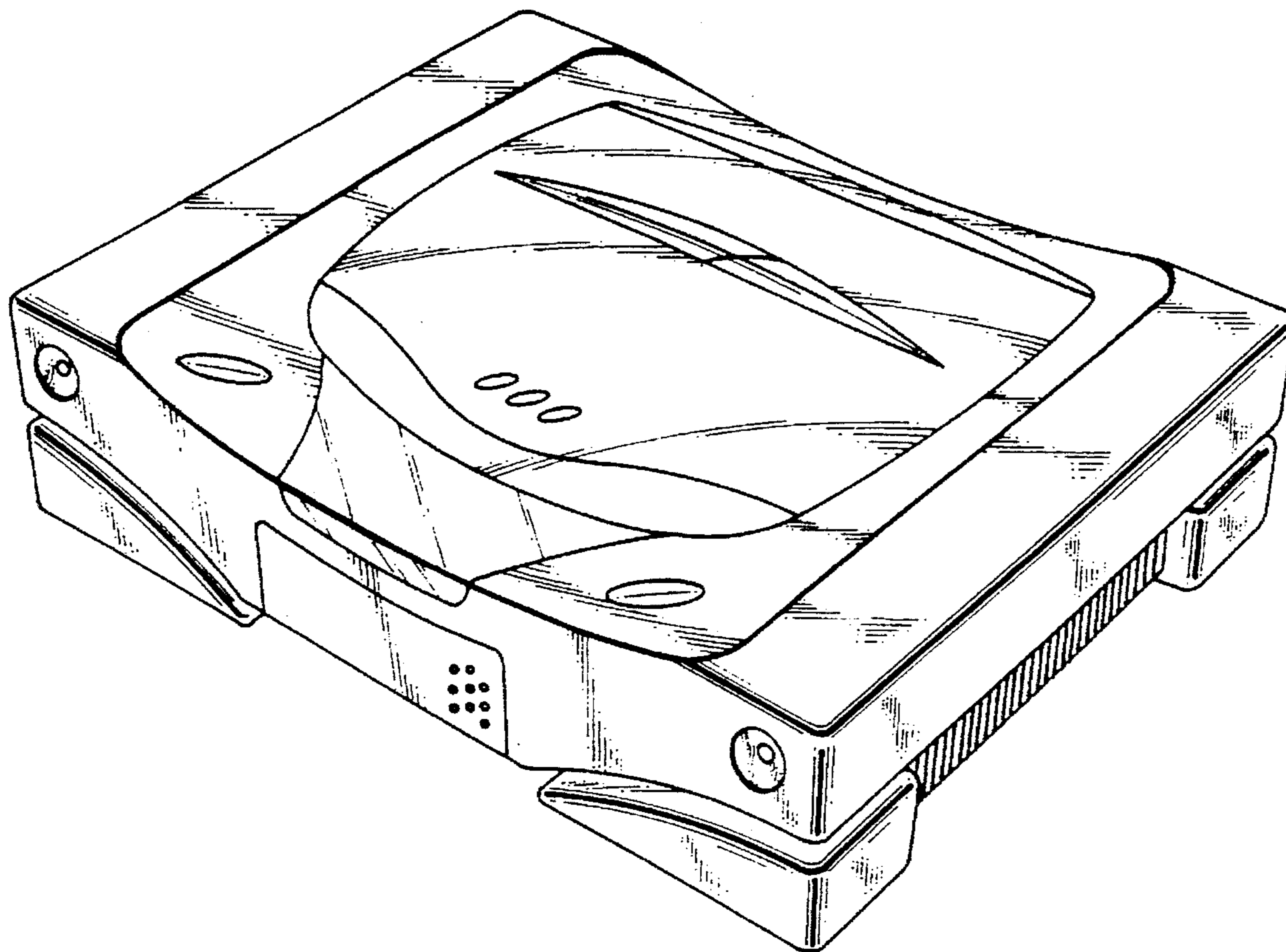


FIG. 1

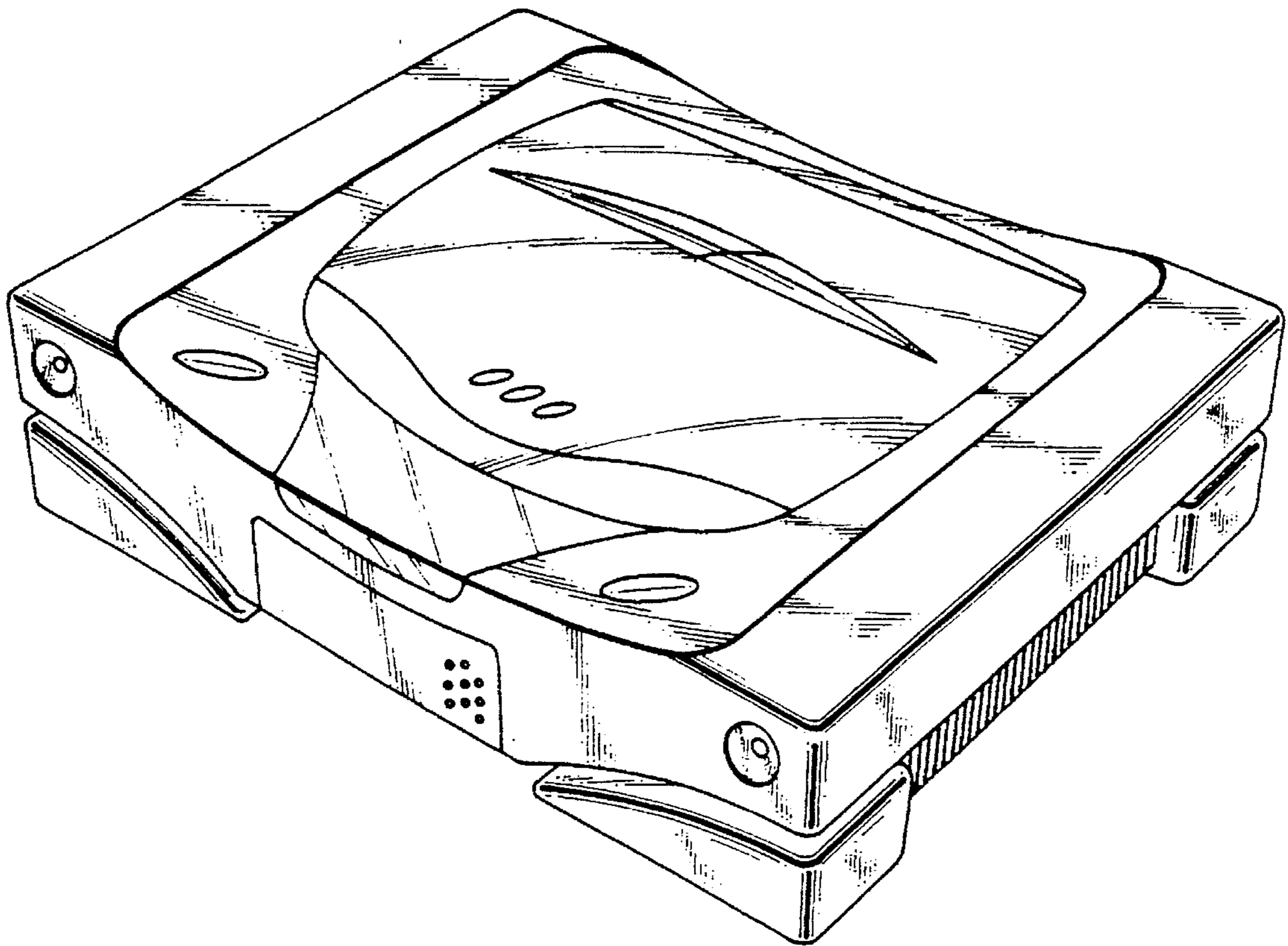


FIG. 2

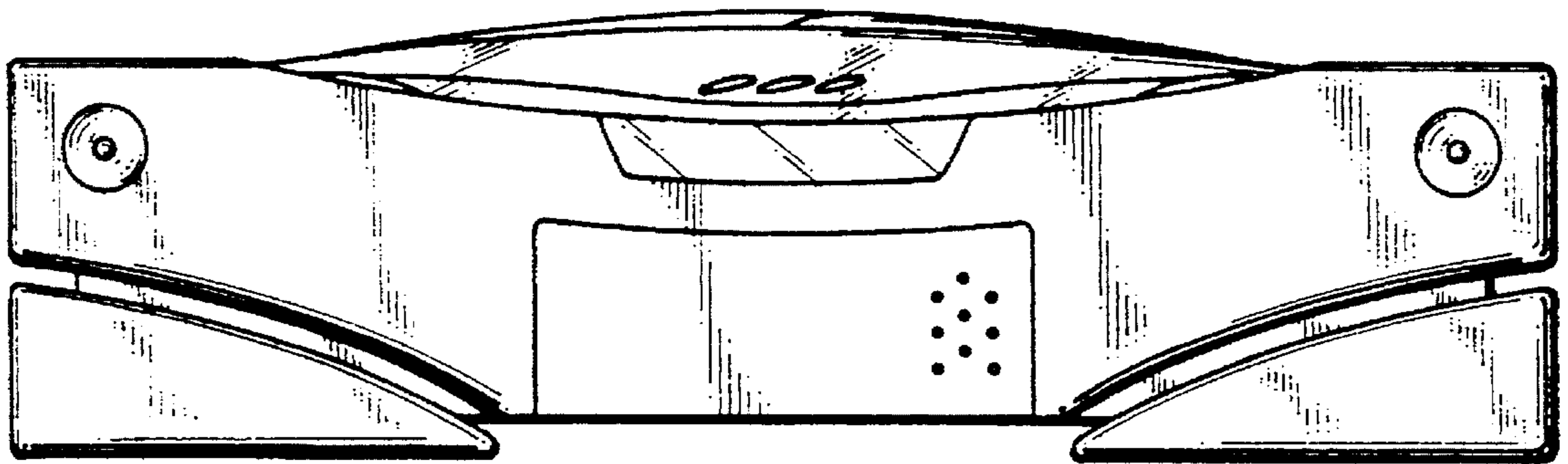


FIG. 3

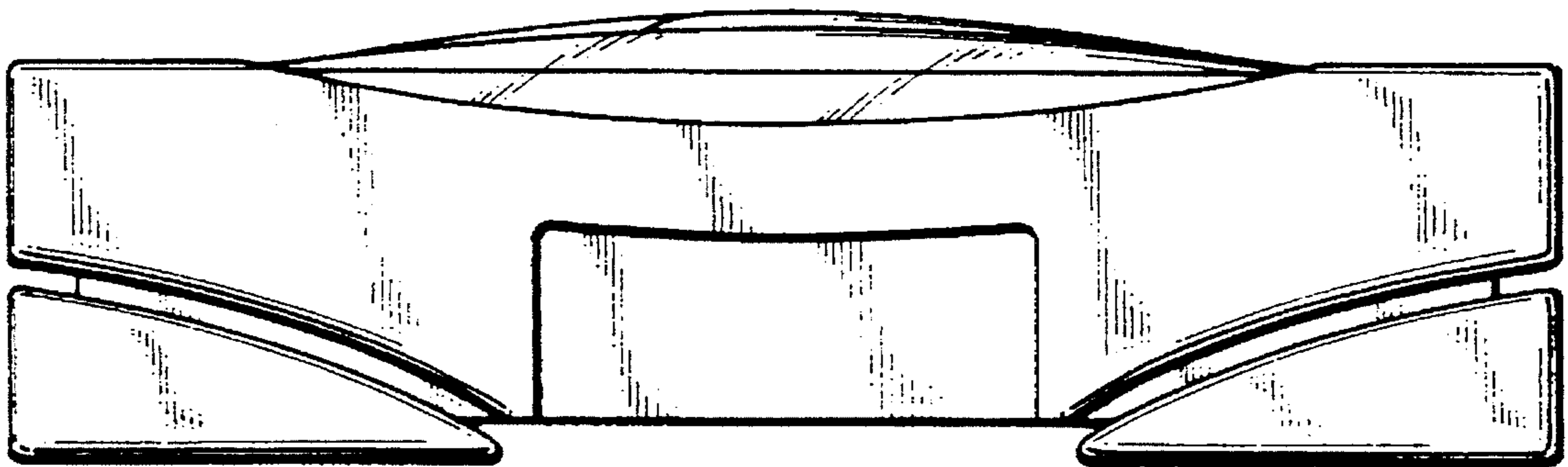


FIG. 4

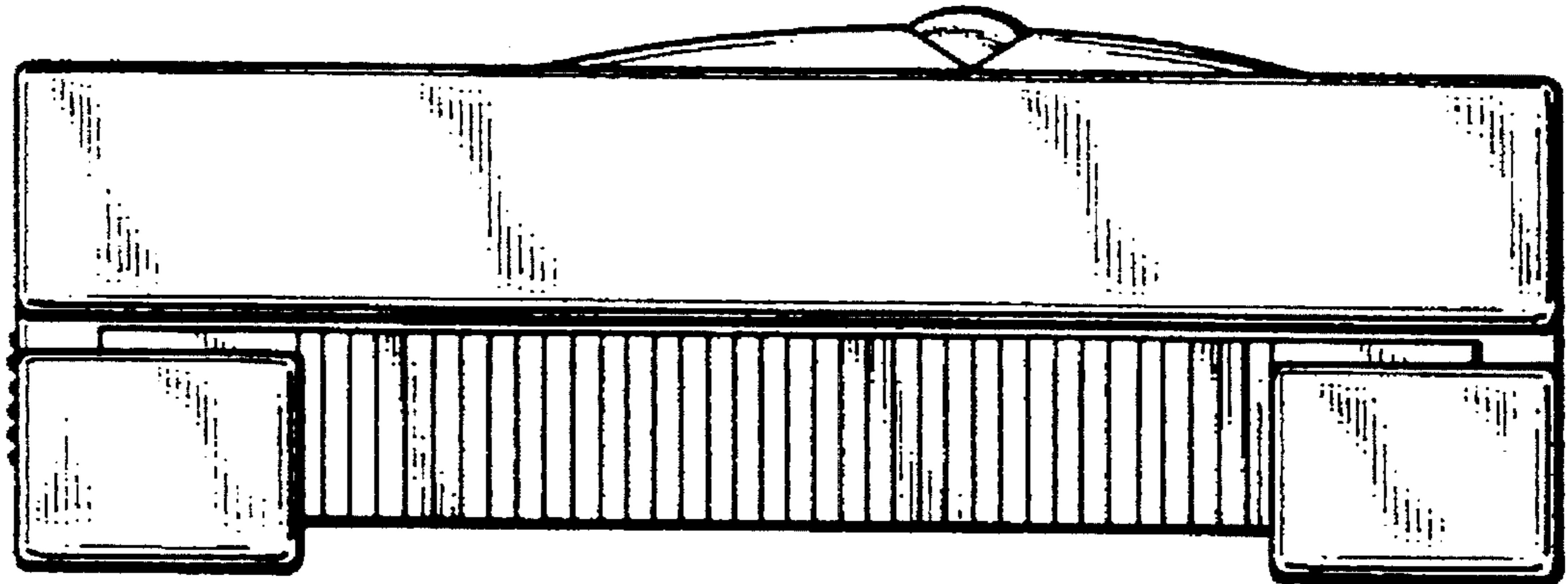


FIG. 5

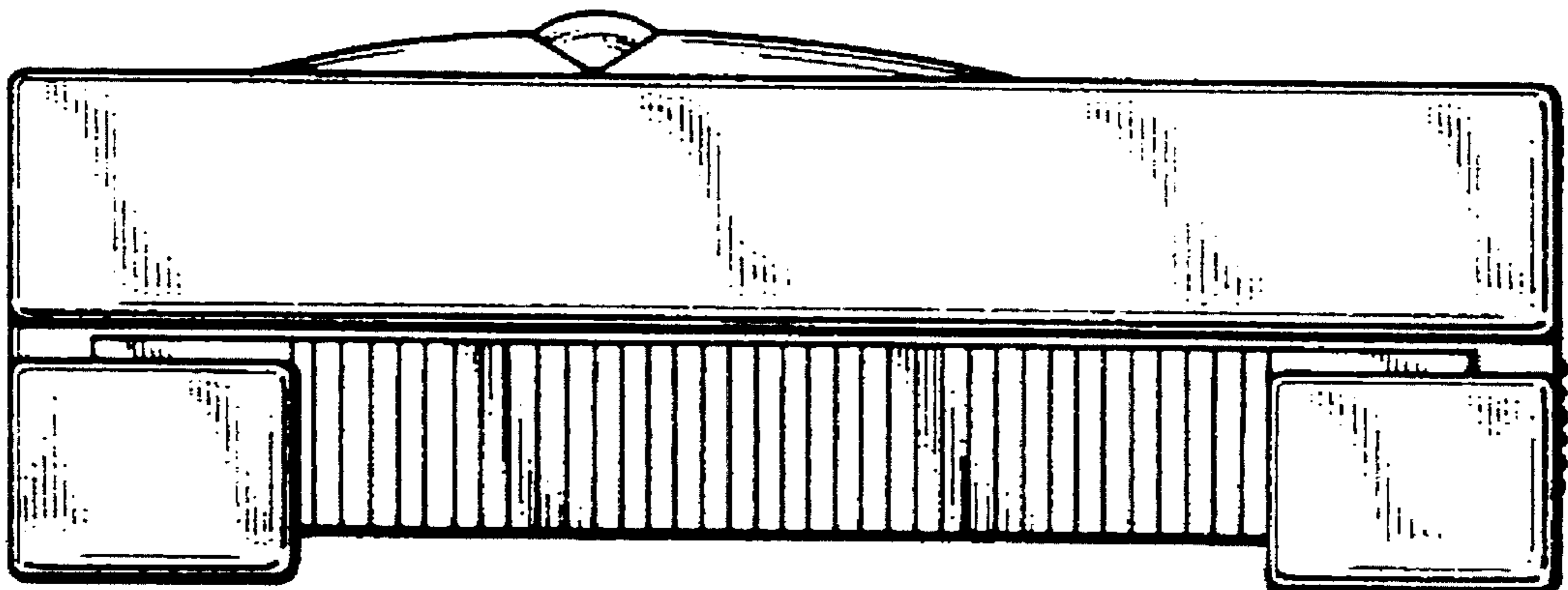


FIG. 6

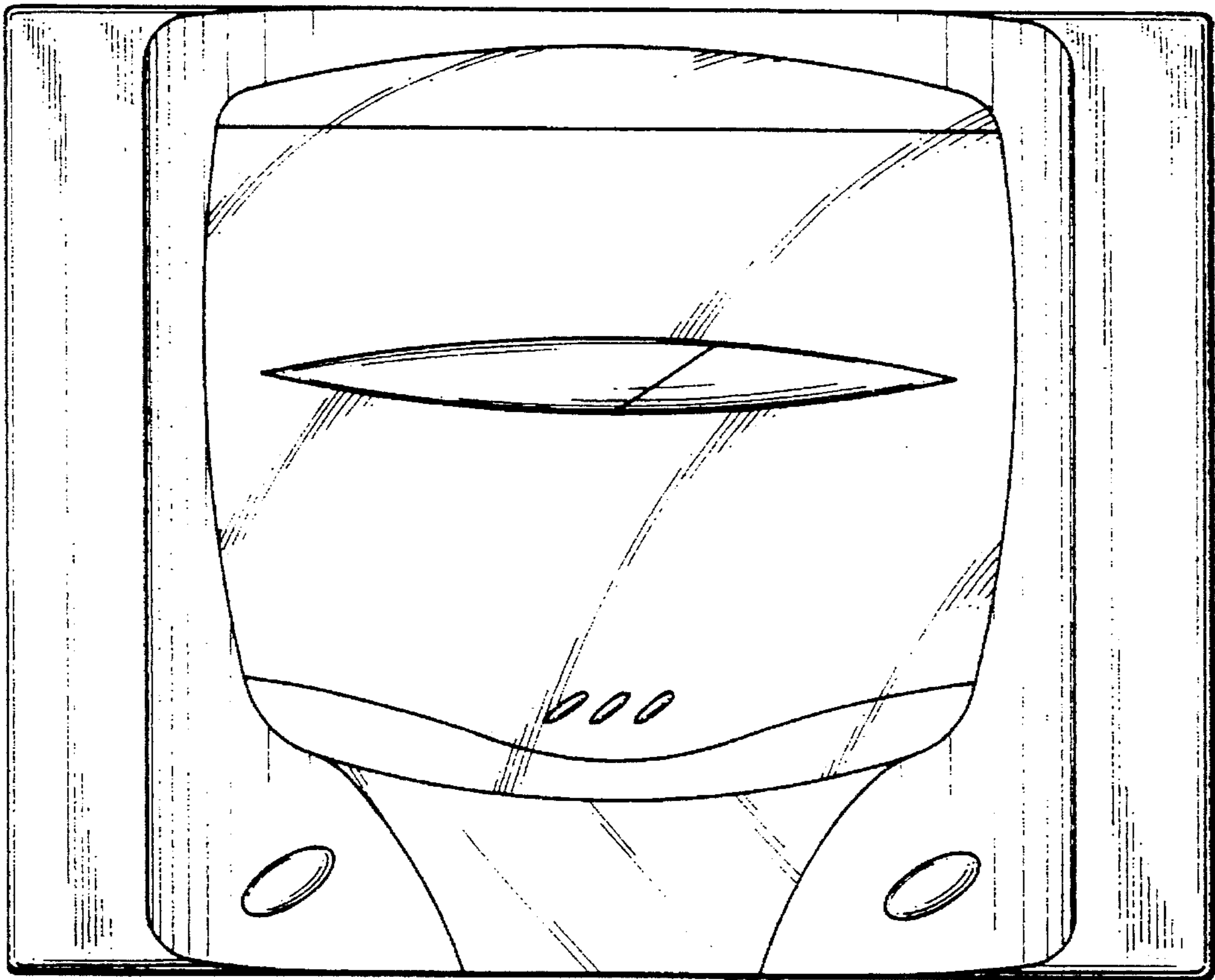


FIG. 7

