



US00D363090S

# United States Patent [19]

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**Chung-Po**

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## [54] VIDEO GAME CABINET

## OTHER PUBLICATIONS

[76] Inventor: **Yang Chung-Po**, P.O. Box 82-144,  
Taipei, Taiwan

Vending Times, Mar. 1978, p. 56.

Vending Times, 1984, p. 103.

Vending Times, 1982, p. 50.

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

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*Attorney, Agent, or Firm*—Alfred Lei

[21] Appl. No.: **29,596**

## [57] CLAIM

[22] Filed: **Oct. 11, 1994**

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

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

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

## DESCRIPTION

## [56] References Cited

FIG. 1 is a perspective view of video game cabinet 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;

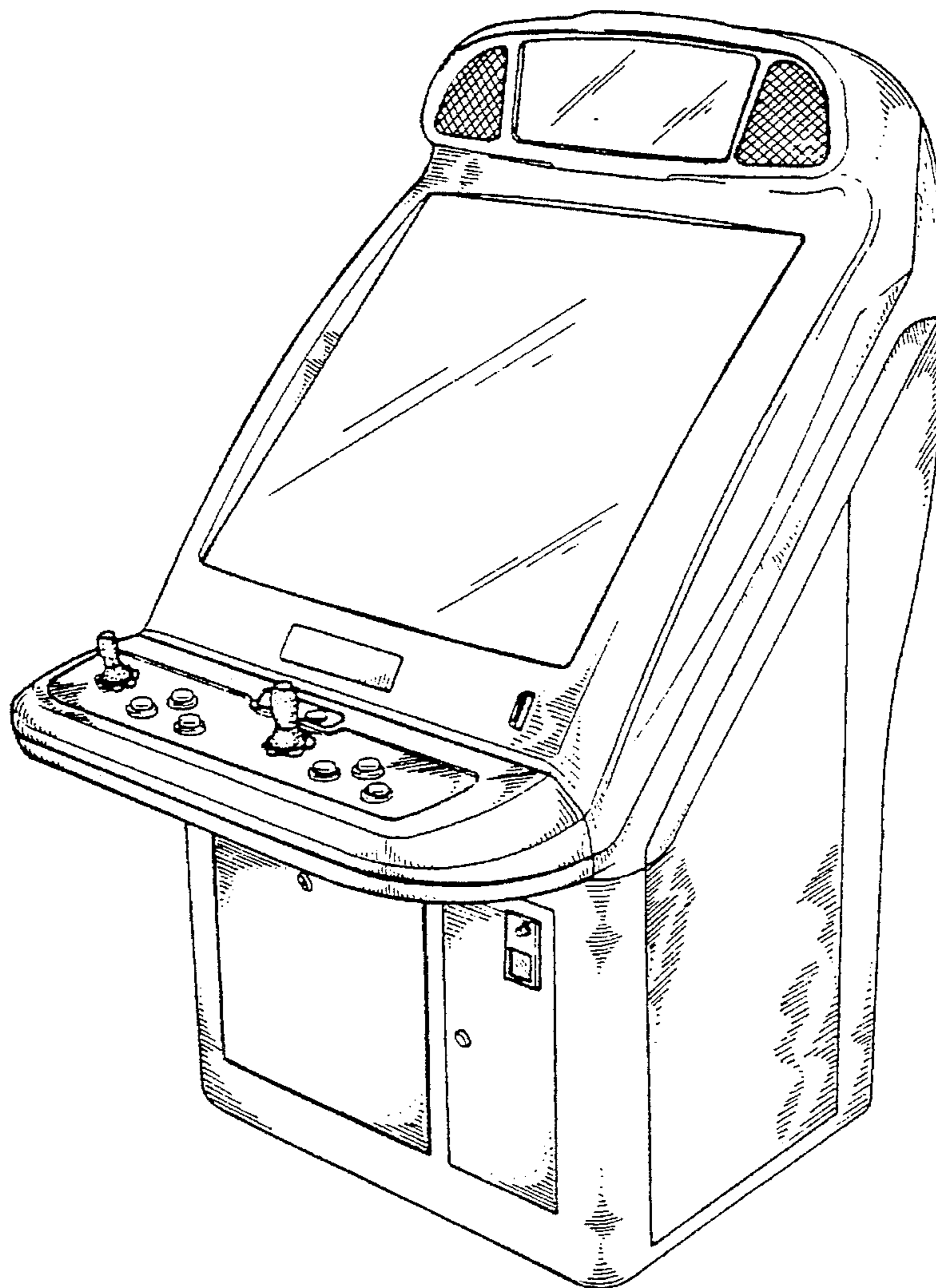
FIG. 6 is a top plan view thereof; and,

FIG. 7 is a bottom plan view thereof.

### U.S. PATENT DOCUMENTS

D. 297,655	9/1988	Daugherty	.....	D21/13
D. 327,508	6/1992	Mirando et al.	.....	D21/13
D. 333,164	2/1993	Kraft et al.	.....	D21/13
D. 339,828	9/1993	Calabro et al.	.....	D21/13
D. 351,866	10/1994	Freels et al.	.....	D21/13
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**1 Claim, 4 Drawing Sheets**



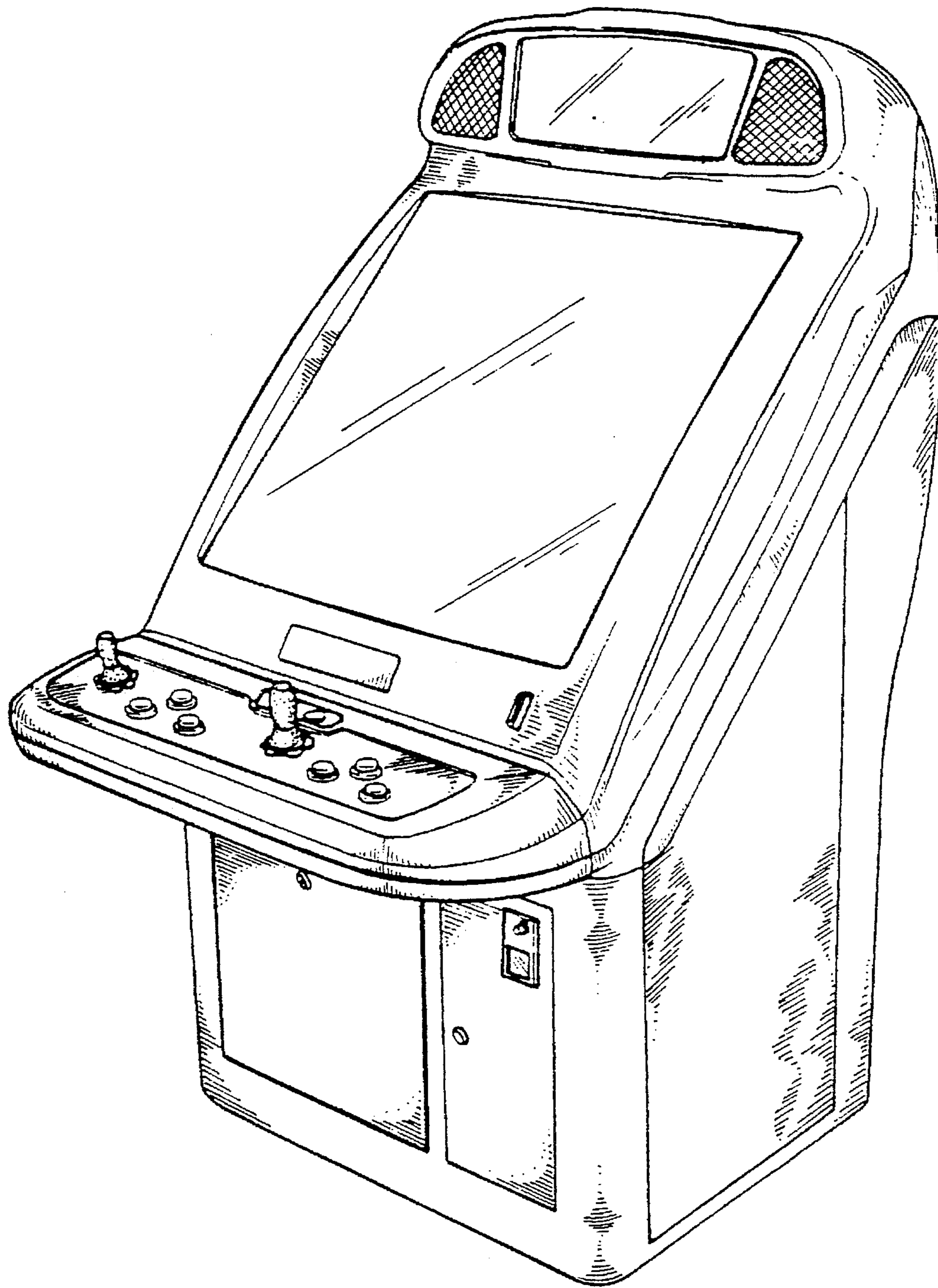


FIG. 1

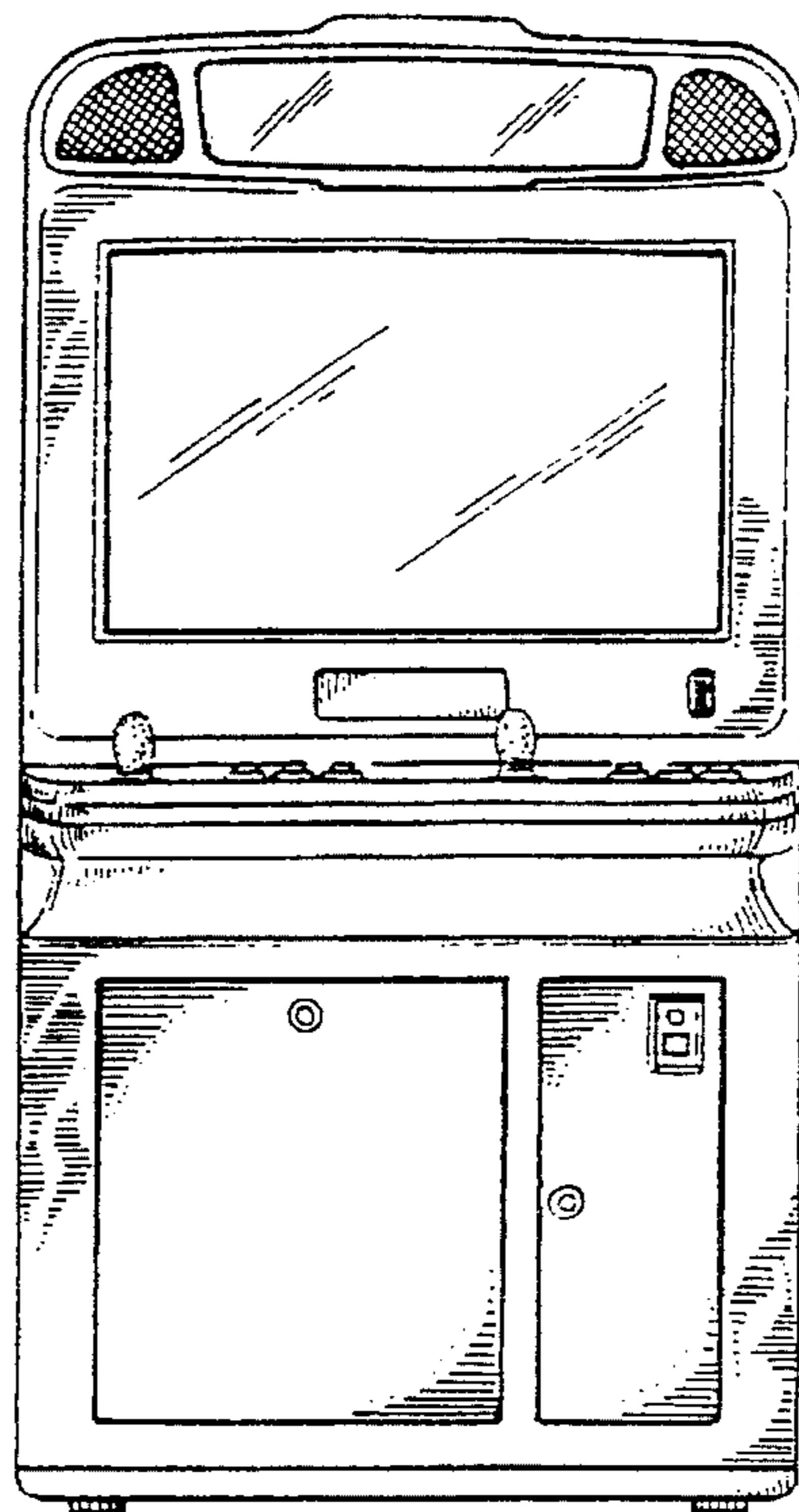


FIG. 2

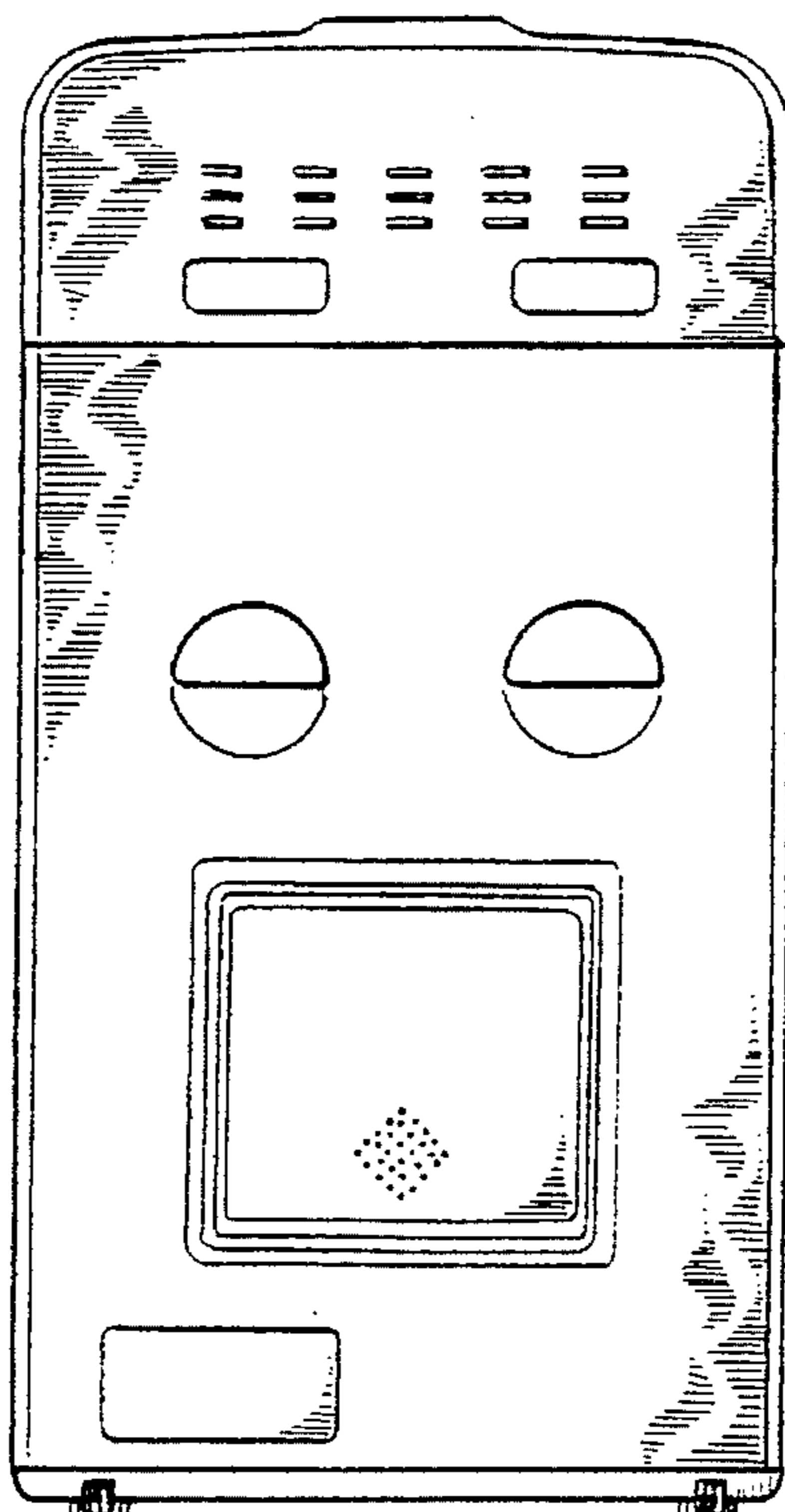


FIG. 3

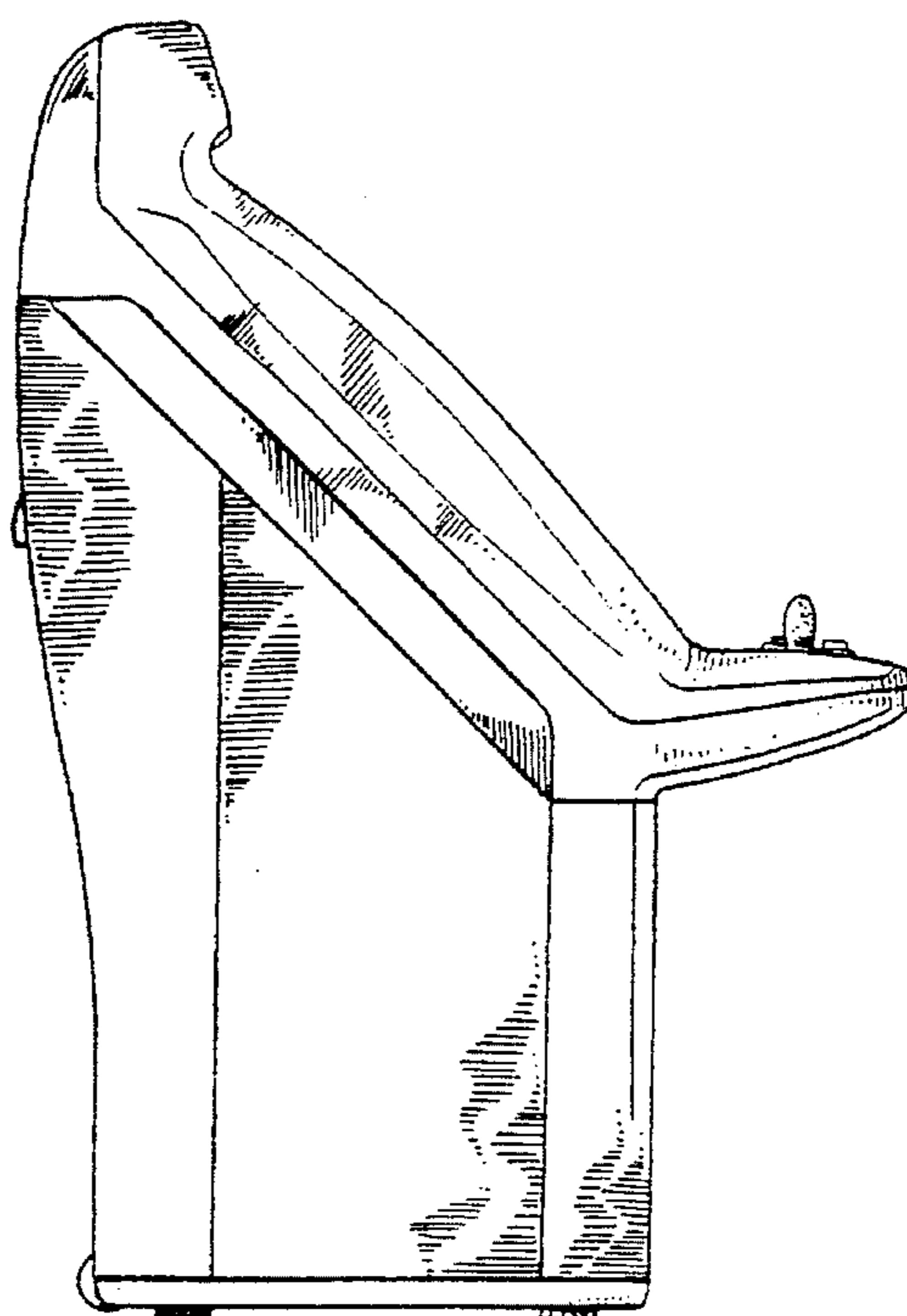


FIG. 4

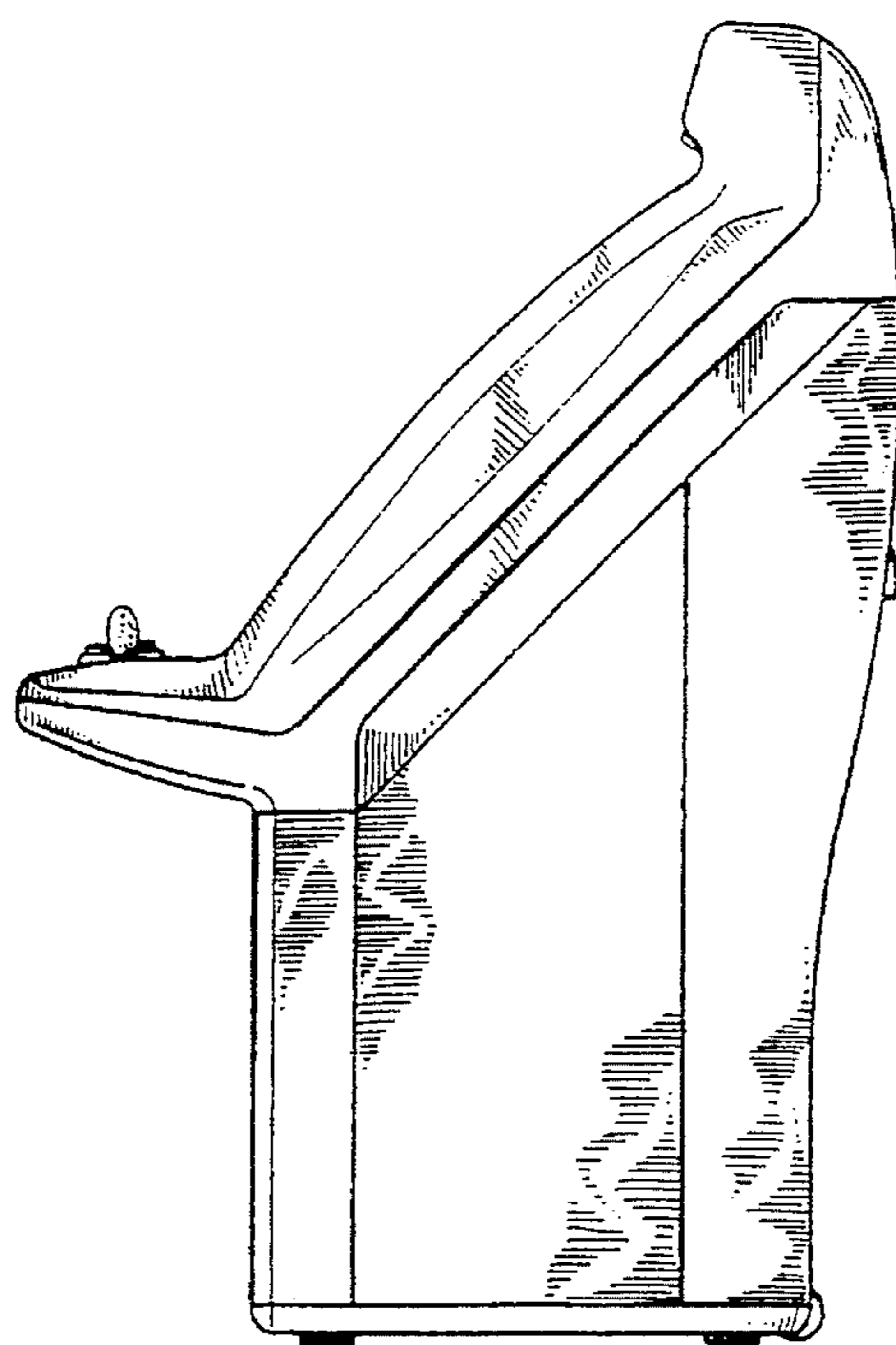


FIG. 5

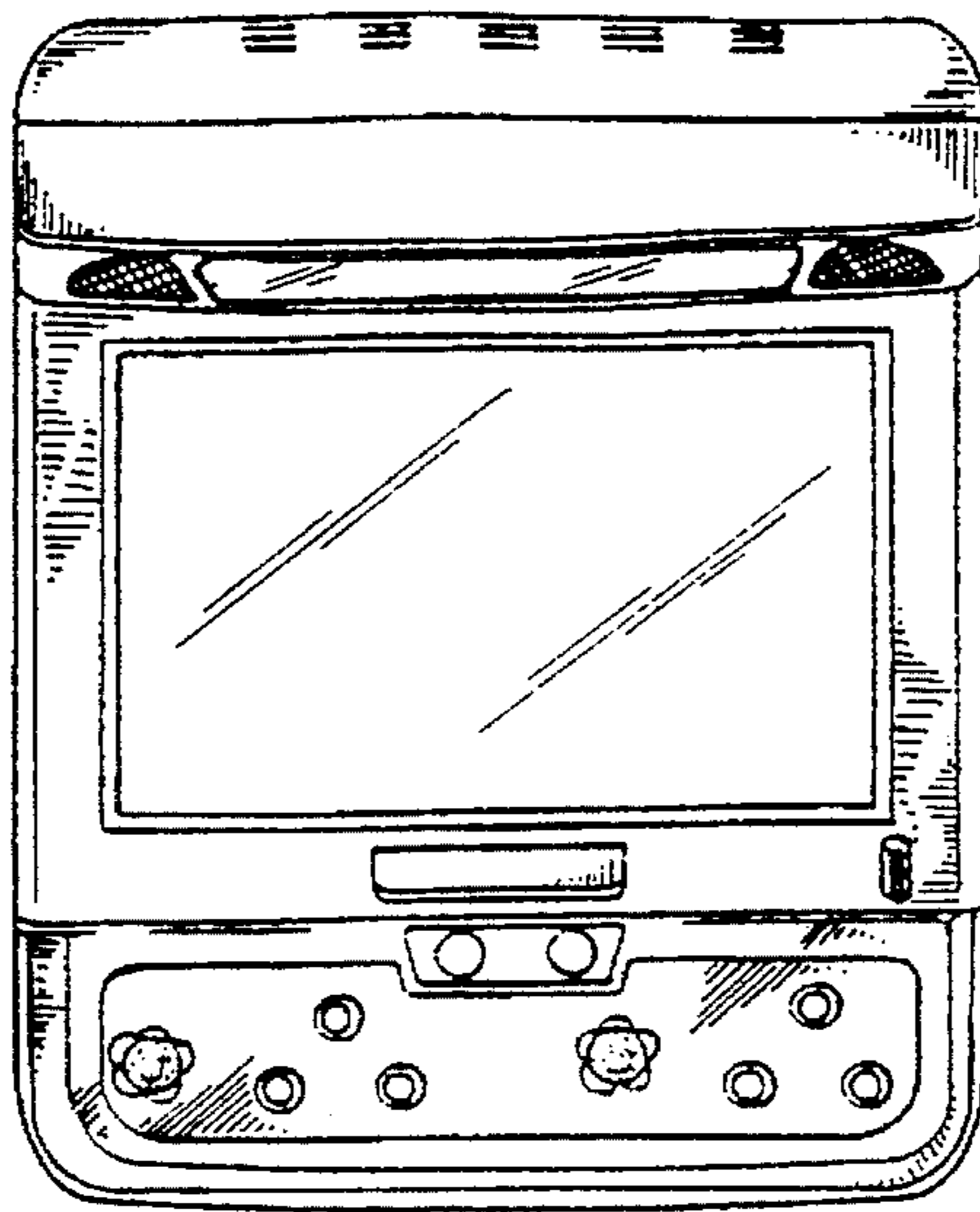


FIG. 6

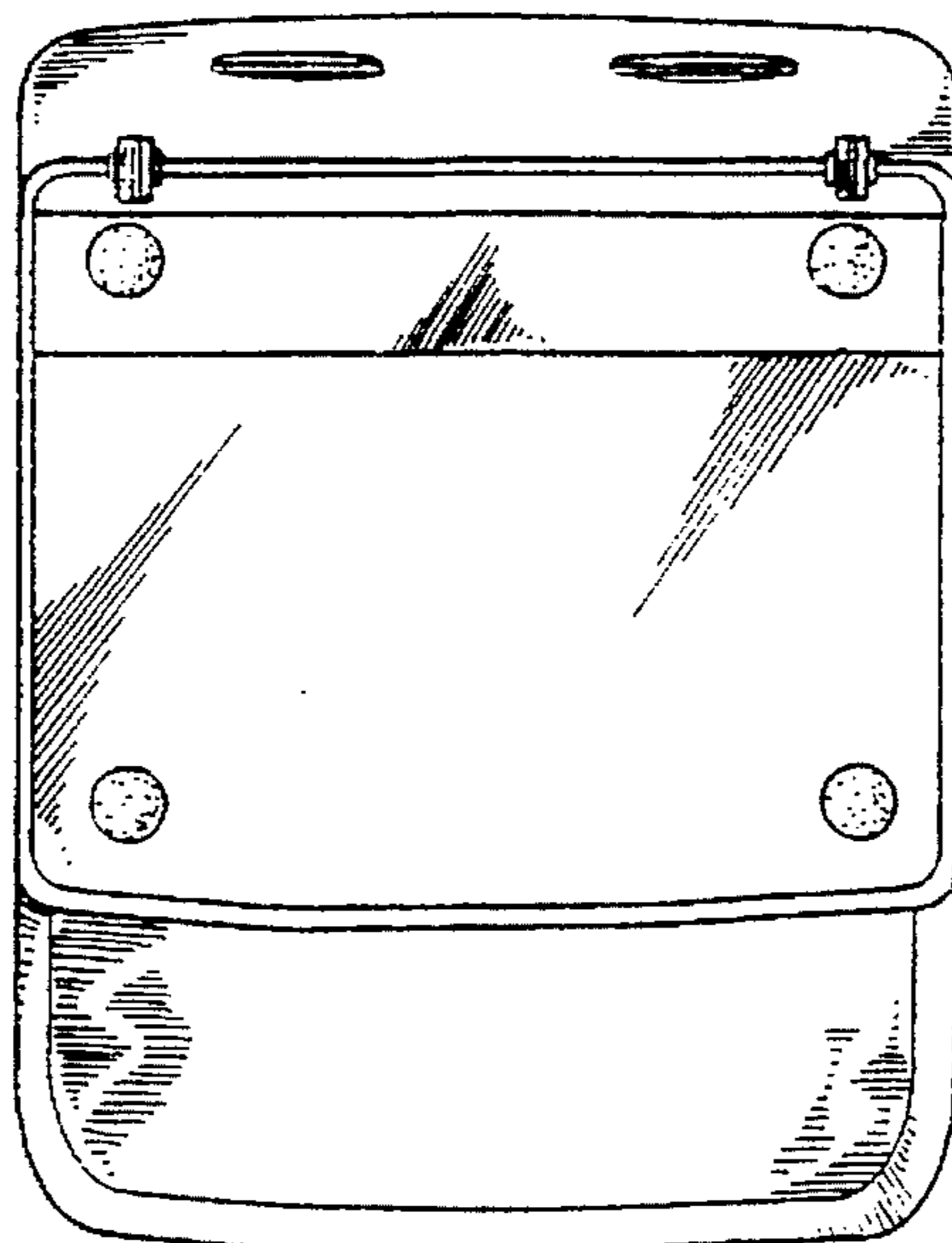


FIG. 7