



US00D366285S

United States Patent [19] Tada

[11] Patent Number: **Des. 366,285**

[45] Date of Patent: ****Jan. 16, 1996**

[54] VIDEO GAME MACHINE

5,259,626 11/1993 Ho 273/148 B X

[75] Inventor: **Chikako Tada**, Osaka, Japan

OTHER PUBLICATIONS

Hong Kong Enterprise, Oct. 1992, p. 174.

[73] Assignee: **Matsushita Electric Industrial Co., Ltd.**, Osaka, Japan

Primary Examiner—Prabhakar G. Deshmukh
Attorney, Agent, or Firm—Sughrue, Mion, Zinn, Macpeak & Seas

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

[21] Appl. No.: **31,912**

[57] CLAIM

[22] Filed: **Dec. 1, 1994**

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

[30] Foreign Application Priority Data

DESCRIPTION

Jun. 1, 1994 [JP] Japan 6-16136

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

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

FIG. 1 is a perspective view of the top, front and right side of a video game machine showing my new design;
FIG. 2 is a front elevational view thereof;
FIG. 3 is a rear elevational 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;
FIG. 7 is a bottom plan view thereof; and,
FIG. 8 is a perspective view of the video game machine shown in FIG. 1 with the cover in the open position.

[56] References Cited

U.S. PATENT DOCUMENTS

D. 333,493	2/1993	Sato	D21/13
D. 343,202	1/1994	Peersmann	D21/13
D. 347,856	1/1994	Marfori et al.	D21/13 X
D. 350,992	9/1994	Barr	D21/48

1 Claim, 6 Drawing Sheets

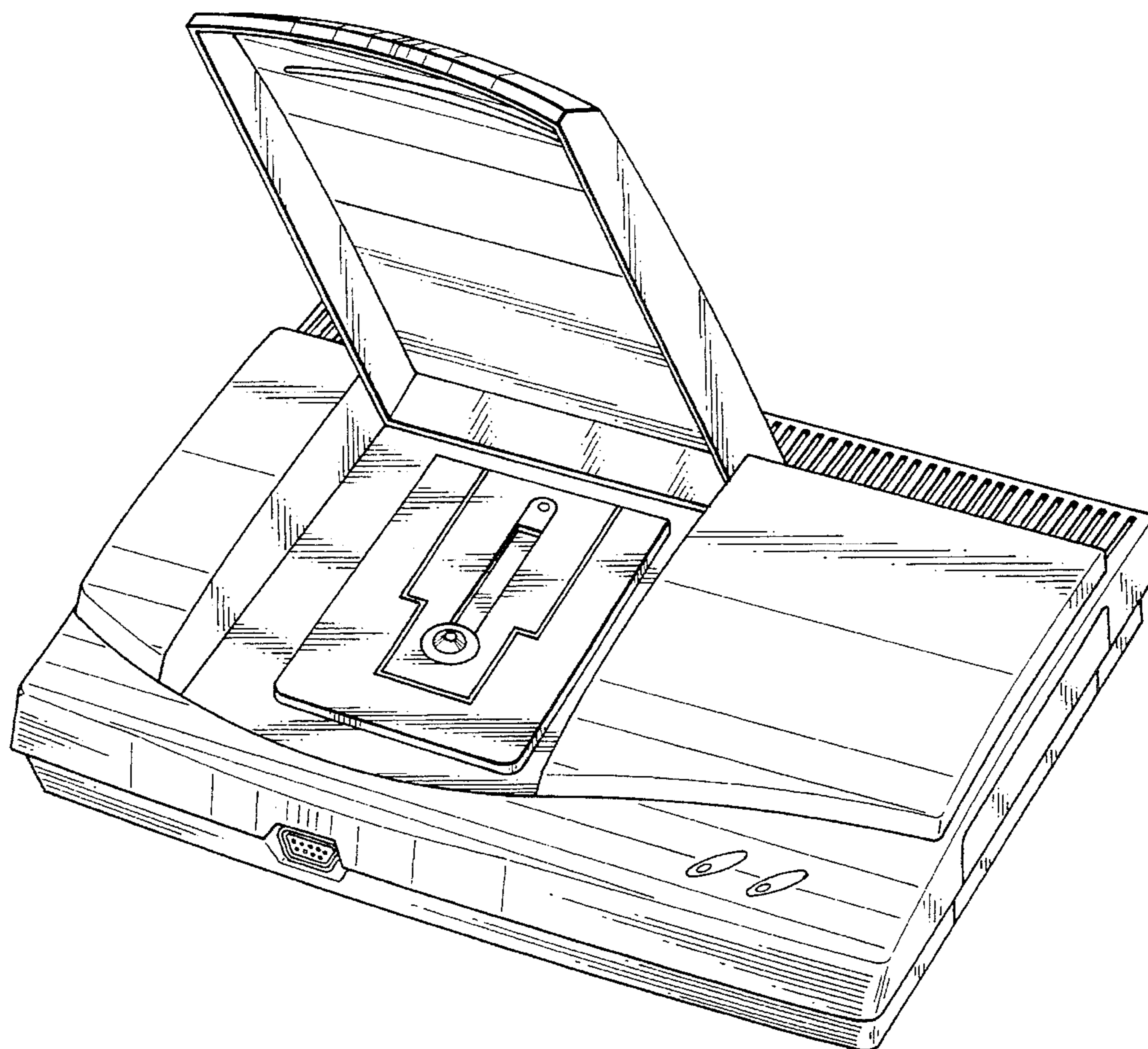


Fig. 1

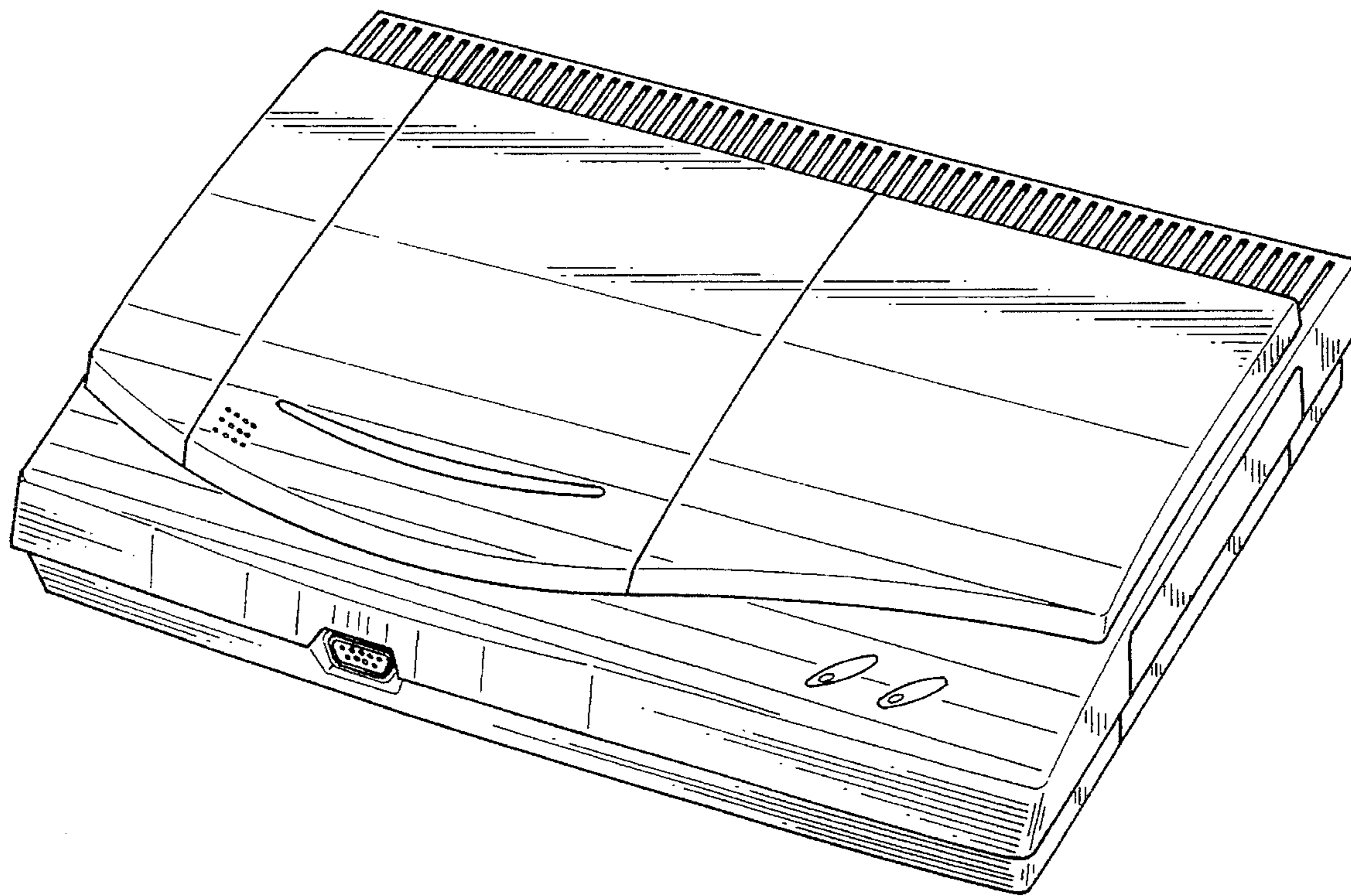


Fig. 2

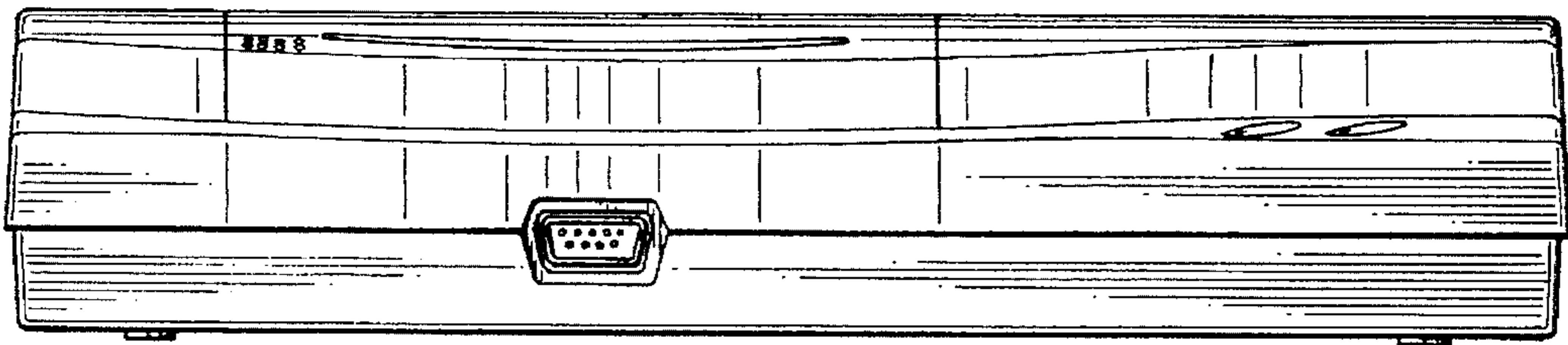


Fig. 3

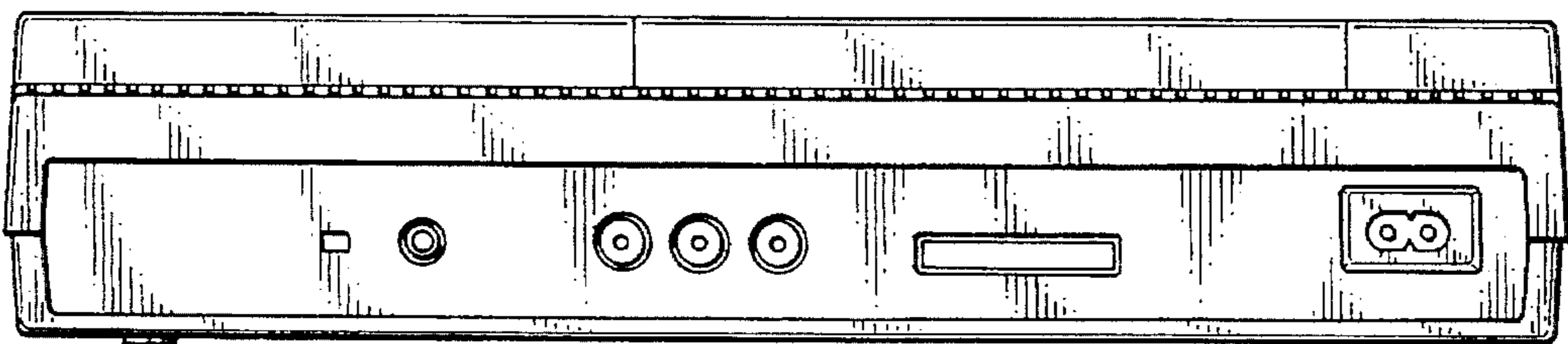


Fig. 4

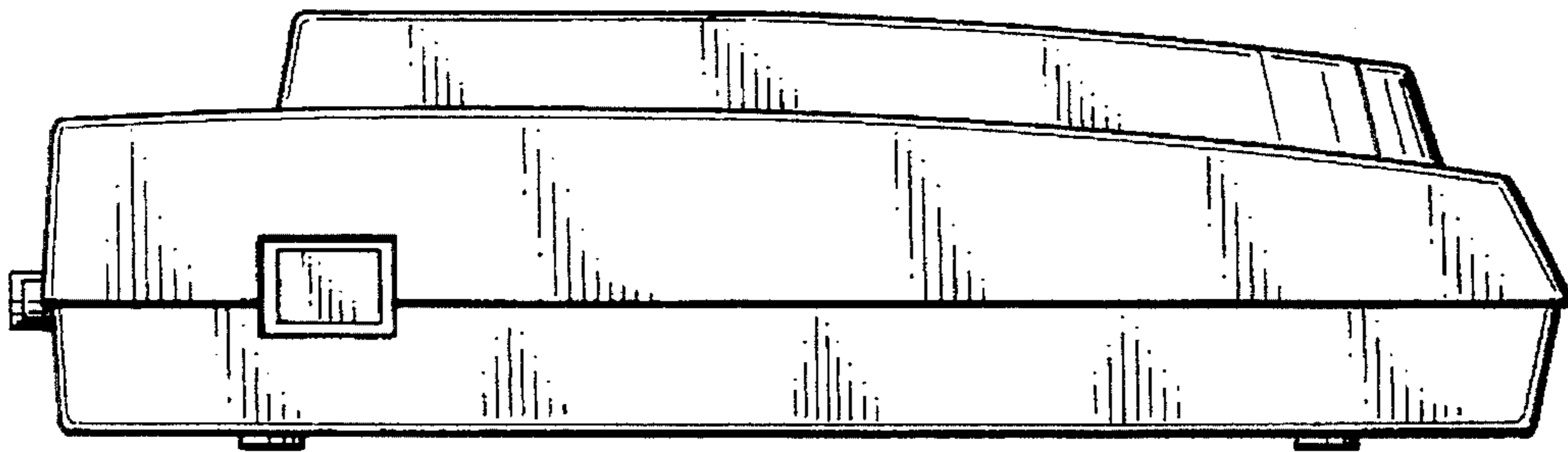


Fig. 5

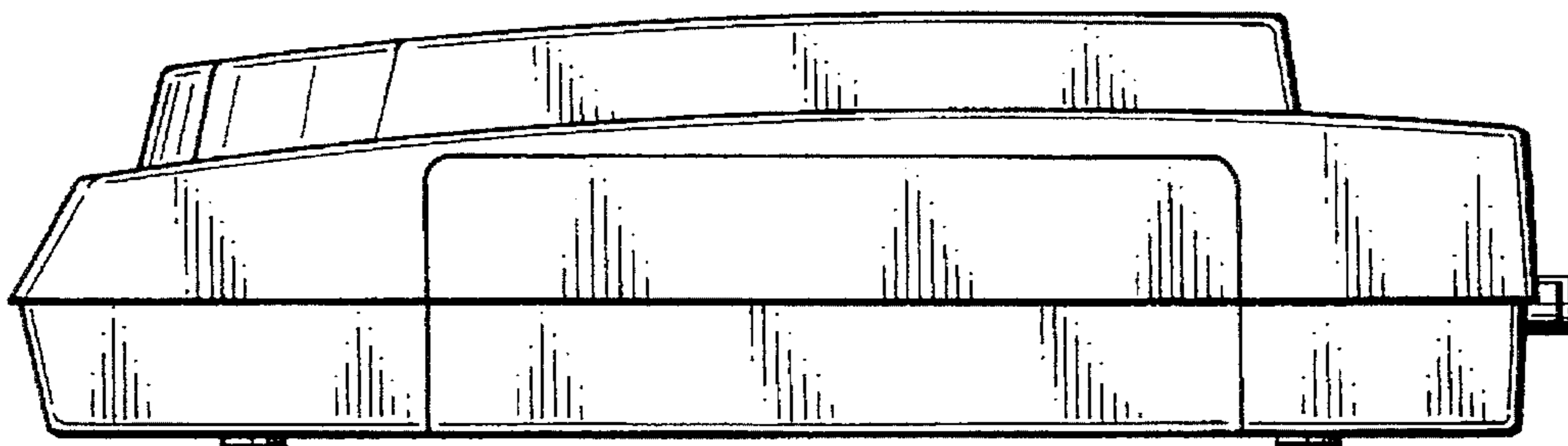


Fig. 6

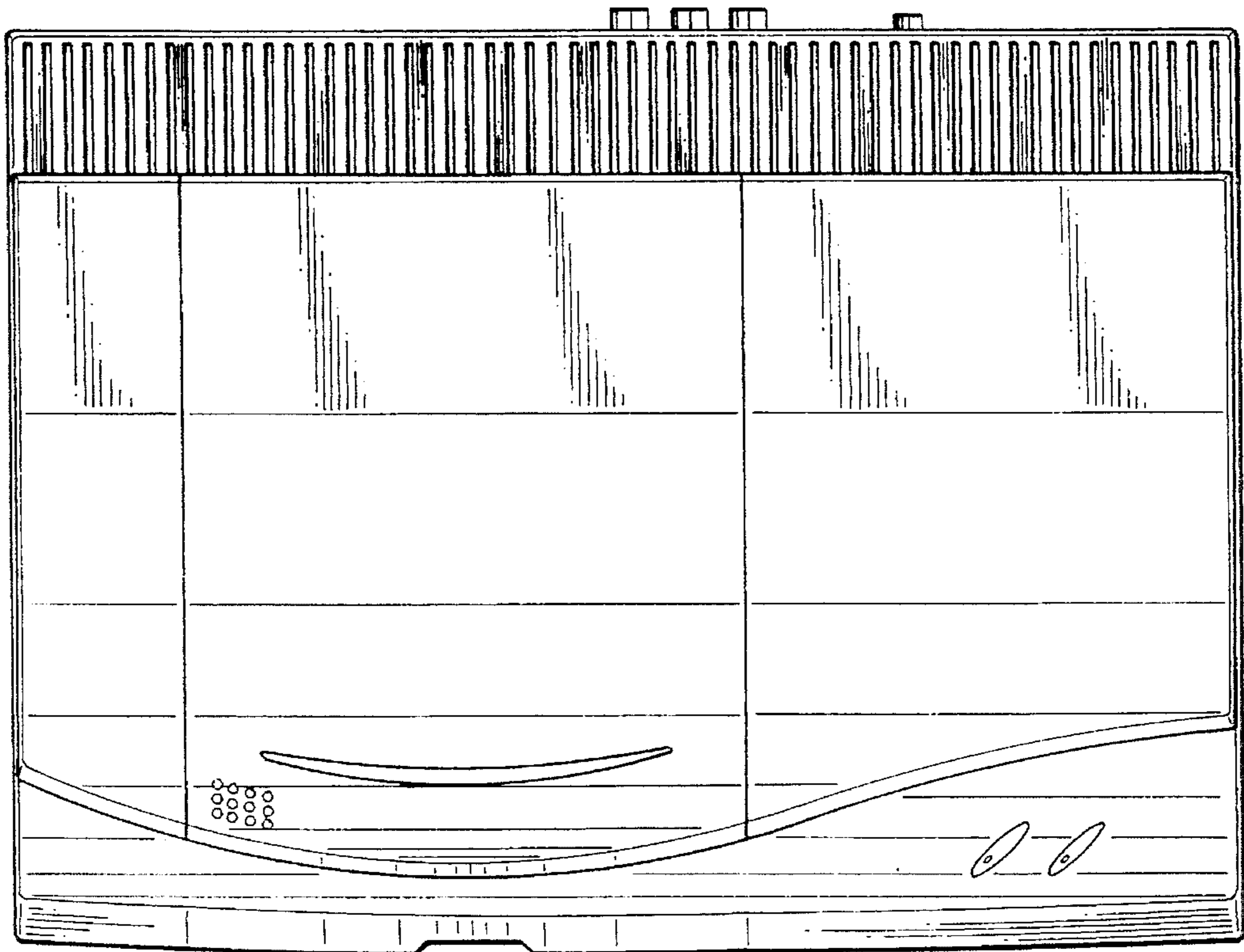


Fig. 7

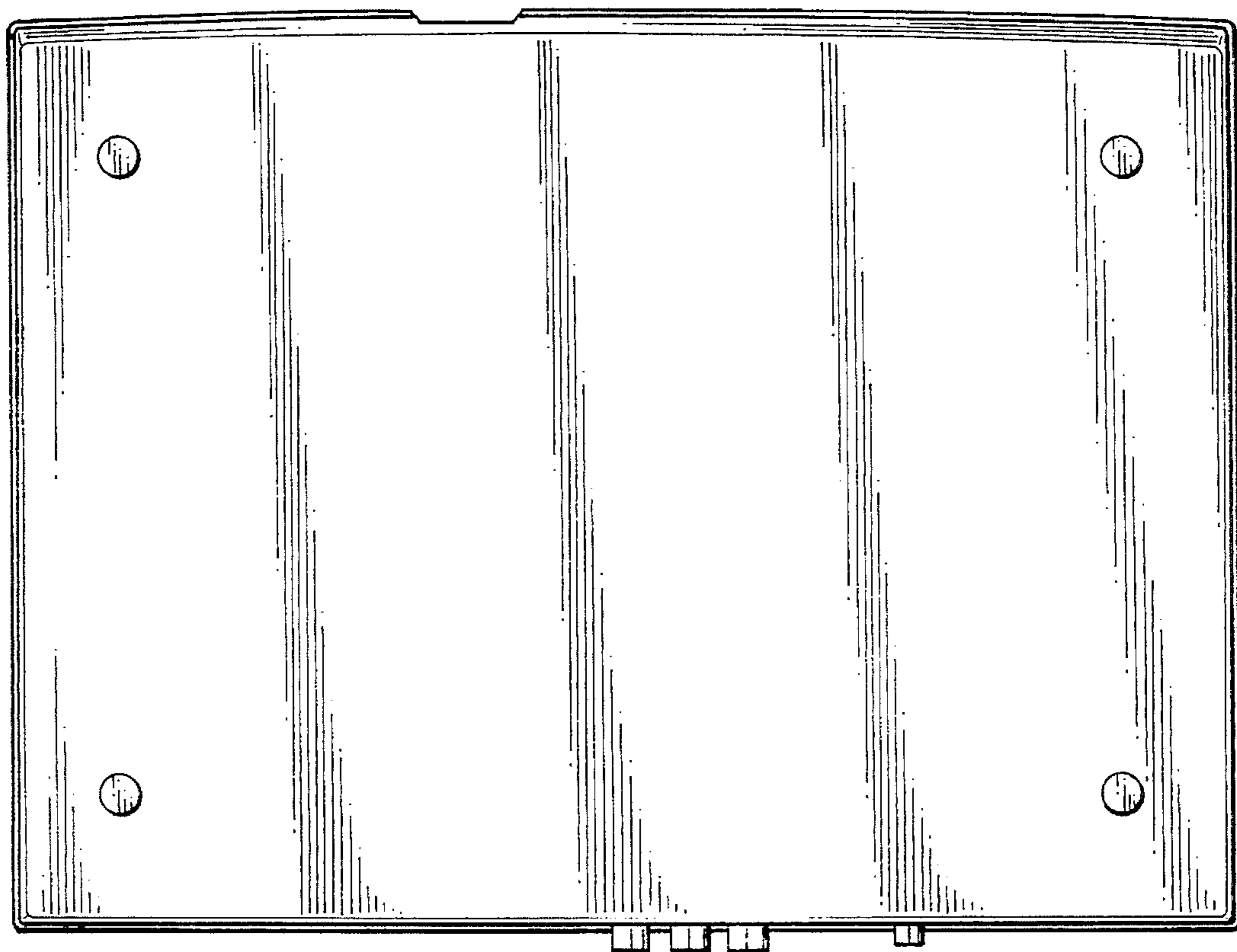


Fig. 8

