



US00D380014S

# United States Patent [19] Yang

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[45] Date of Patent: **\*\*Jun. 17, 1997**

[54] VIDEO GAME

5,318,295 6/1994 Hofer ..... 463/30 X

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### OTHER PUBLICATIONS

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

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[21] Appl. No.: **56,031**

### [57] CLAIM

[22] Filed: **Jun. 2, 1996**

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

[51] LOC (6) Cl. .... **21-01**

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

[58] Field of Search ..... D21/13, 48, 1;  
463/30-35, 46, 47; 273/148 B; D14/124,  
114, 217

### DESCRIPTION

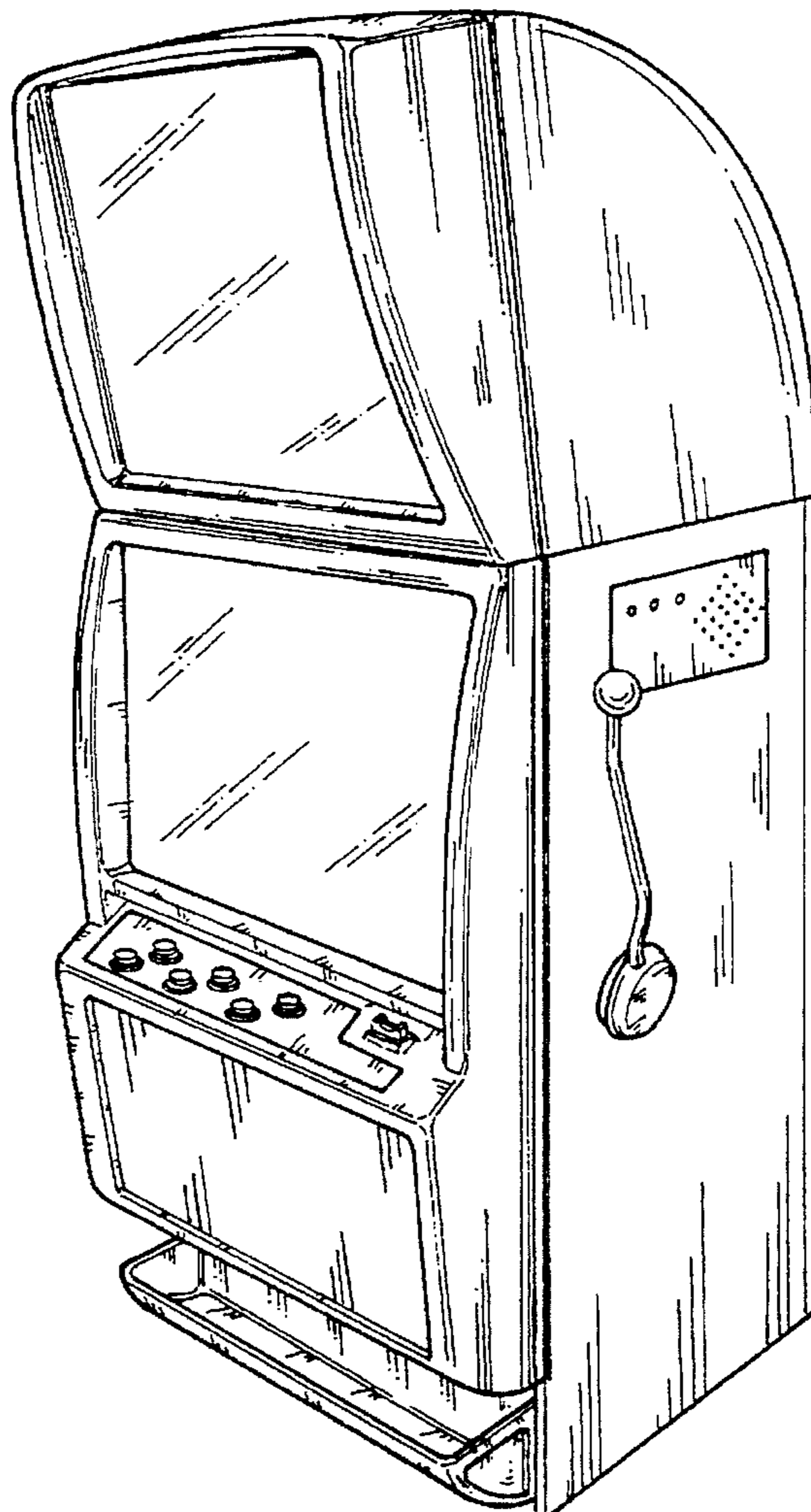
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FIG. 1 is a perspective view of a video game showing my new design;  
FIG. 2 is a front elevational view thereof;  
FIG. 3 is a rear elevational view thereof;  
FIG. 4 is a top plan view thereof;  
FIG. 5 is a bottom plan view thereof;  
FIG. 6 is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

**1 Claim, 4 Drawing Sheets**



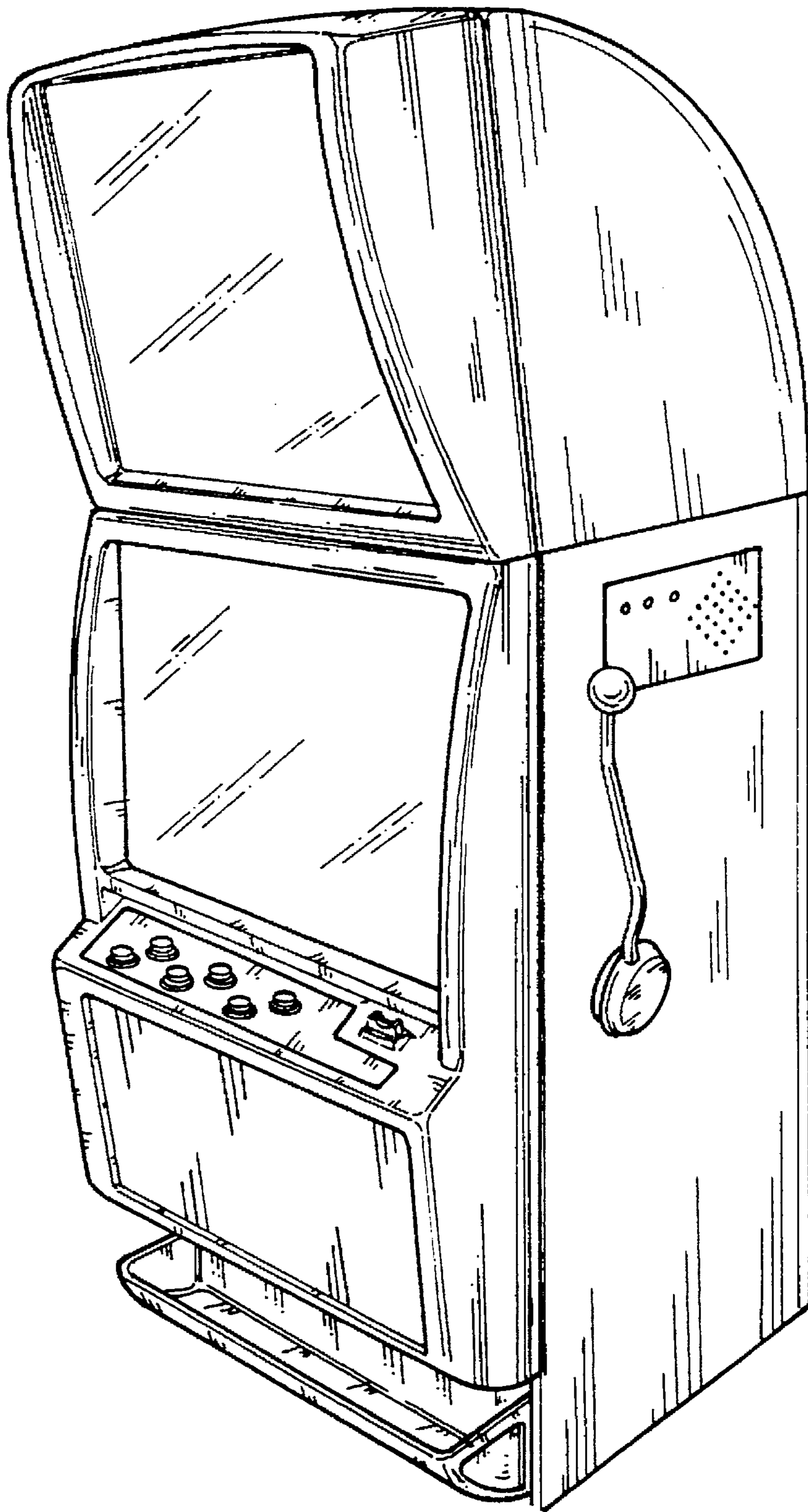


FIG. 1

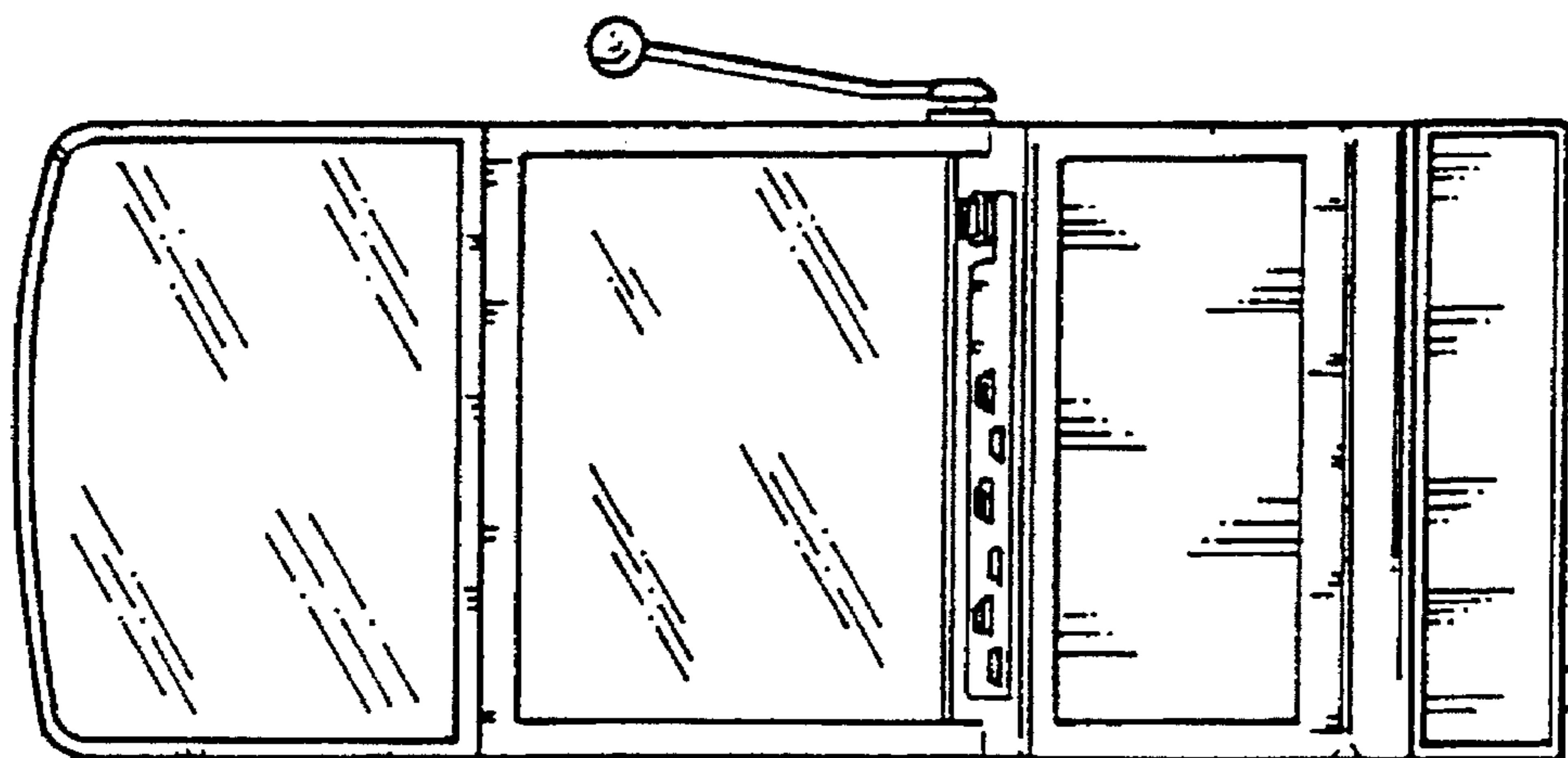


FIG. 2

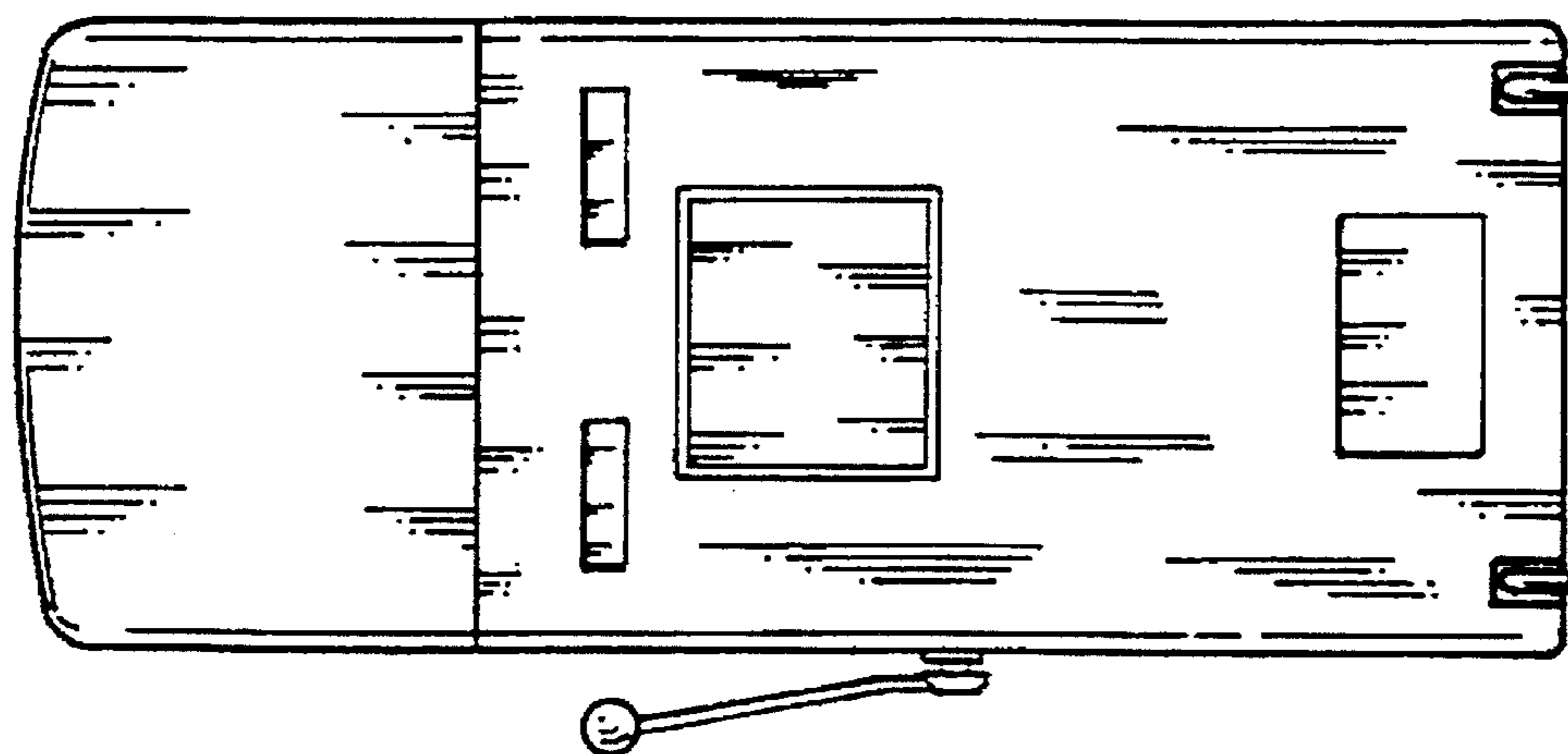


FIG. 3

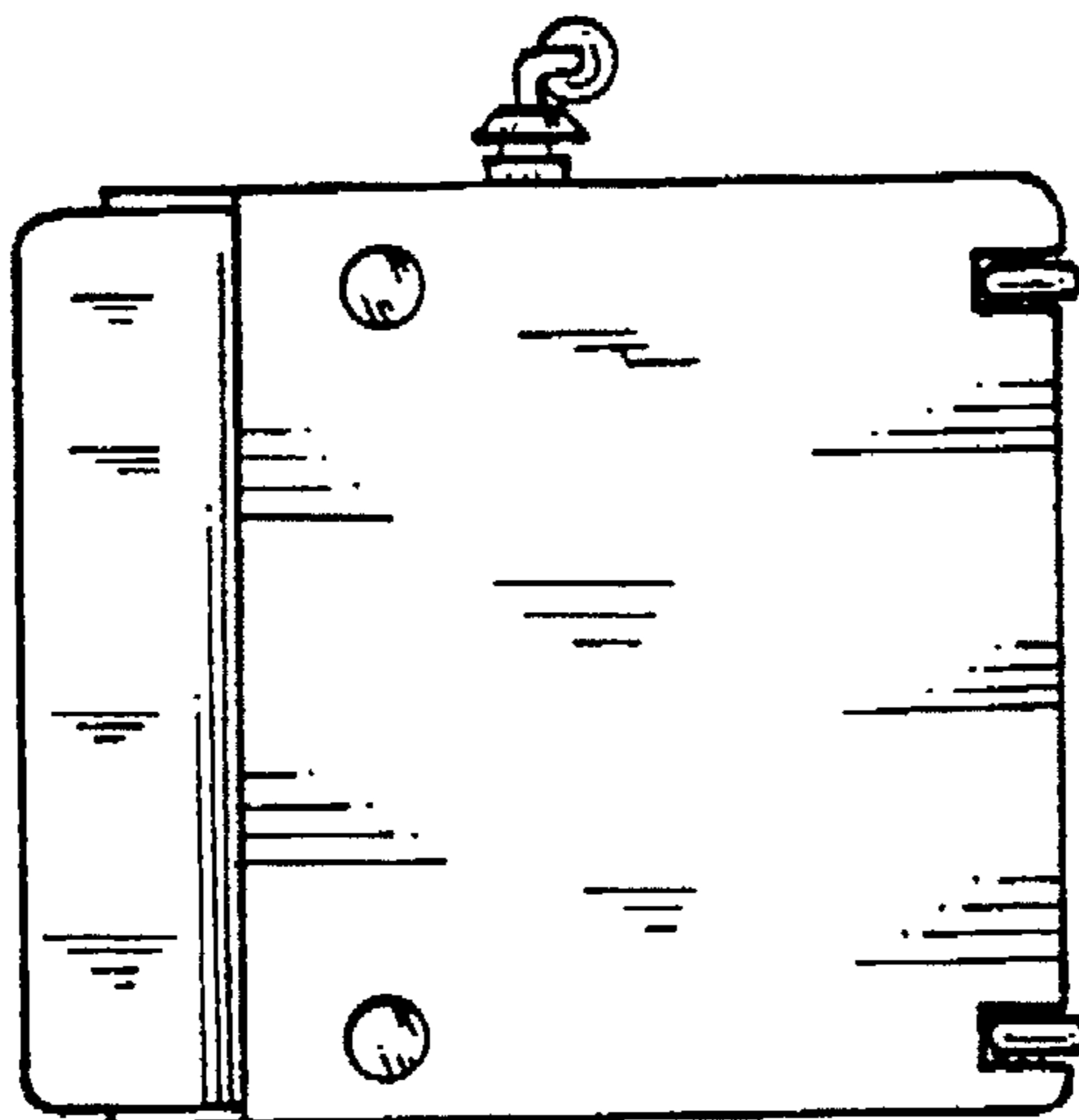


FIG. 5

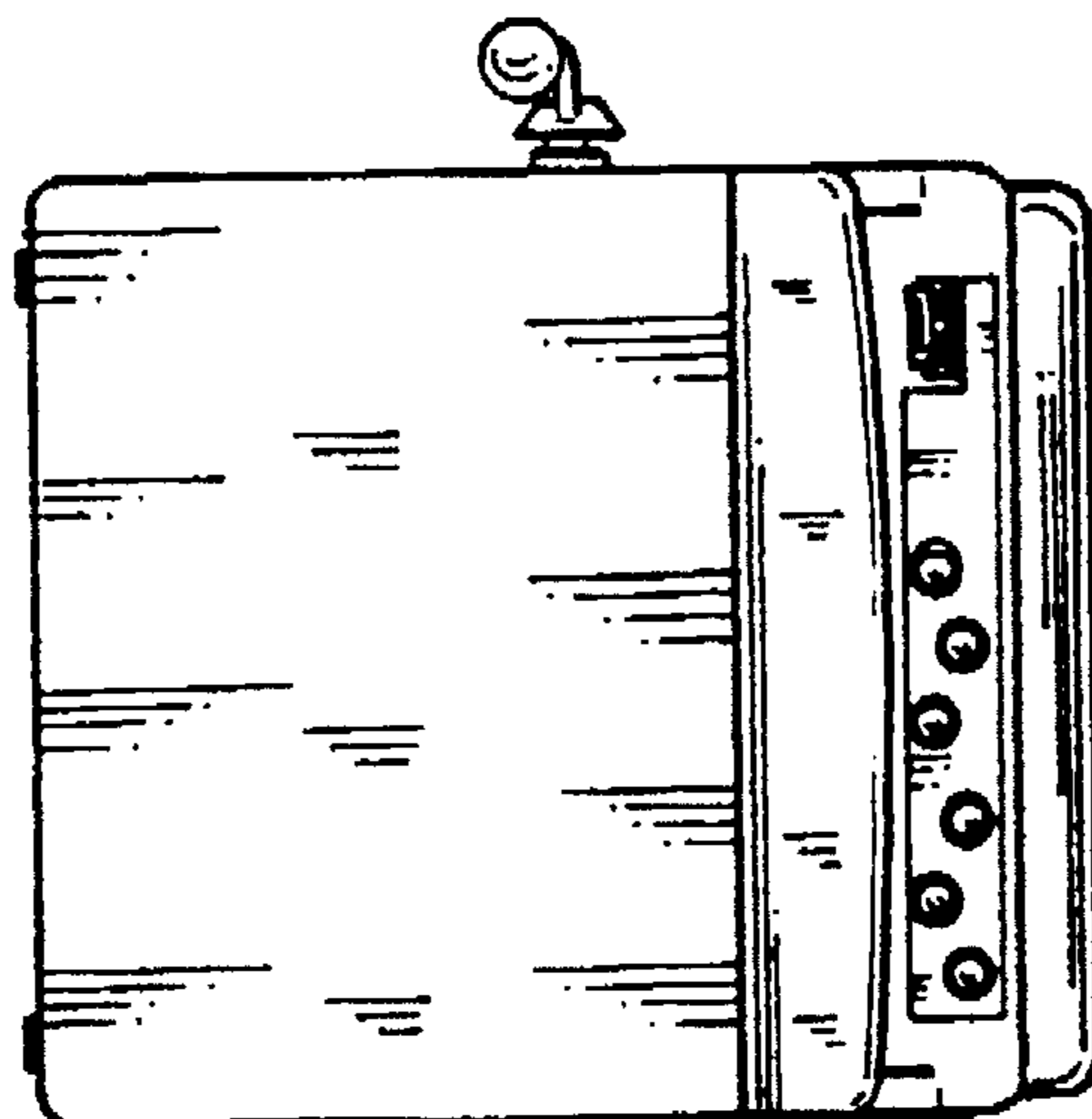


FIG. 4

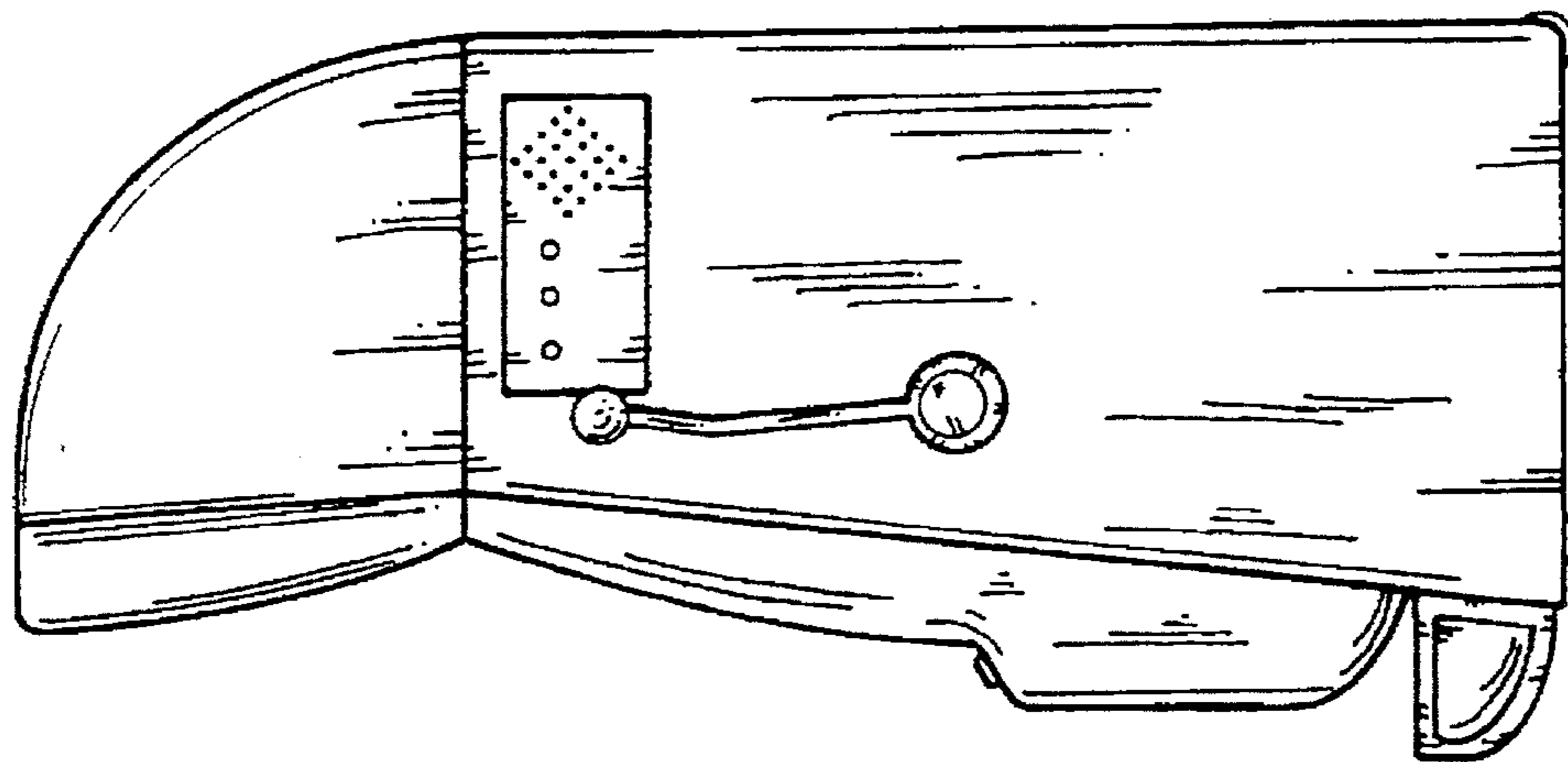


FIG. 7

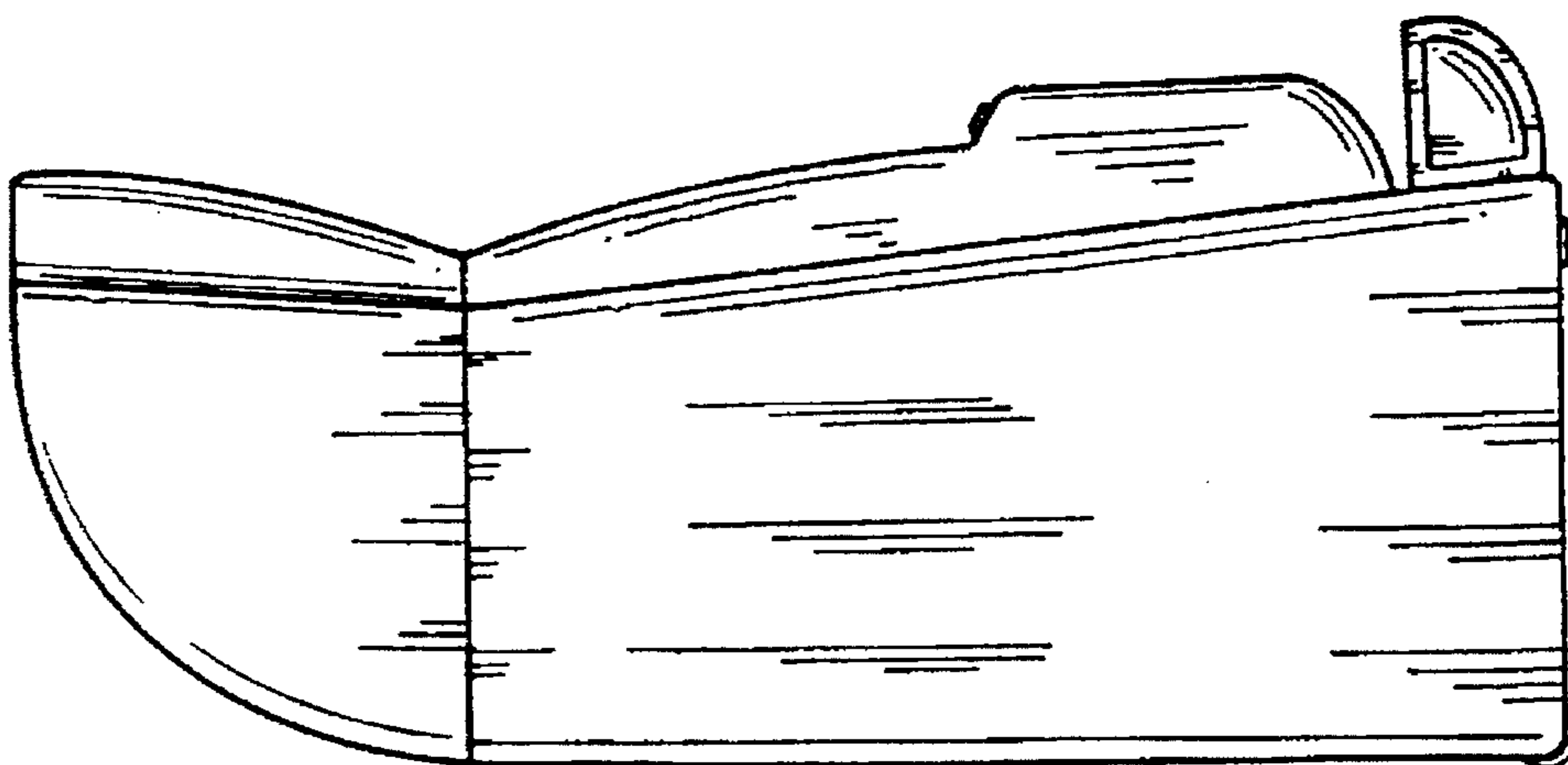


FIG. 6