



US00D382915S

United States Patent [19] Yang

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[45] Date of Patent: **Aug. 26, 1997

[54] VIDEO GAME CABINET

D. 374,895 10/1996 Mochizuki D21/13
5,456,468 10/1995 Stringfellow et al. 273/148 B

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Vending Times, Aug. 1988, p. 77.

[**] Term: 14 Years

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[21] Appl. No.: 56,340

[57] CLAIM

[22] Filed: Jun. 27, 1996

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

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

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

[58] Field of Search D21/1, 13, 48;
273/148 B; 463/30-35, 43-47

DESCRIPTION

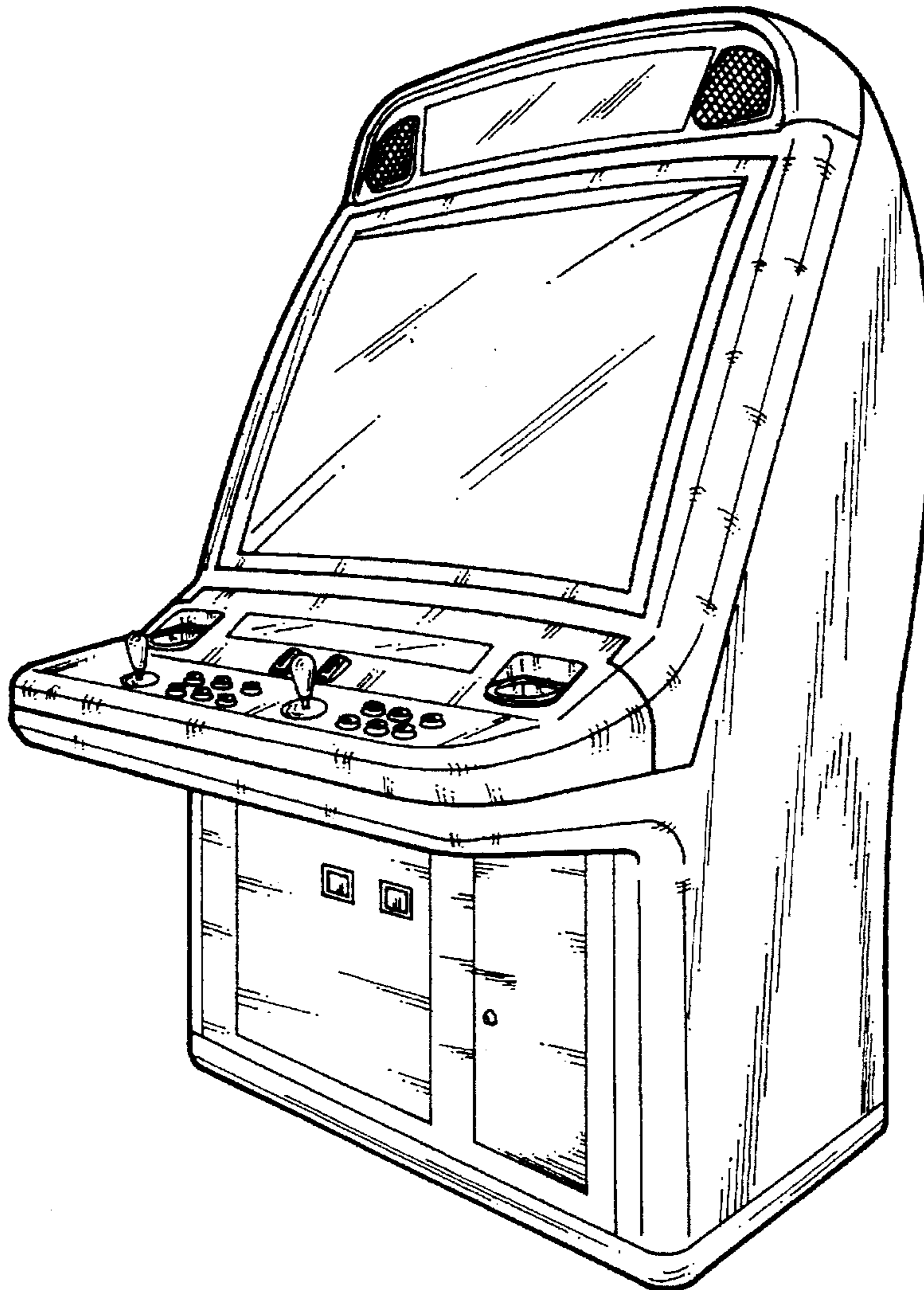
FIG. 1 is a perspective view of a video game cabinet showing my new design;
FIG. 2 is a front elevational view thereof;
FIG. 3 is a rear elevational view thereof;
FIG. 4 is a top plan view thereof;
FIG. 5 is a bottom plan view thereof;
FIG. 6 is a left side elevational view thereof; and,
FIG. 7 is a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

[56] References Cited

U.S. PATENT DOCUMENTS

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D. 297,655 9/1988 Daugherty D21/13
D. 358,616 5/1995 Chung-Po D21/13
D. 363,090 10/1995 Chung-Po D21/13
D. 373,809 9/1996 Hirato D21/13 X

1 Claim, 4 Drawing Sheets



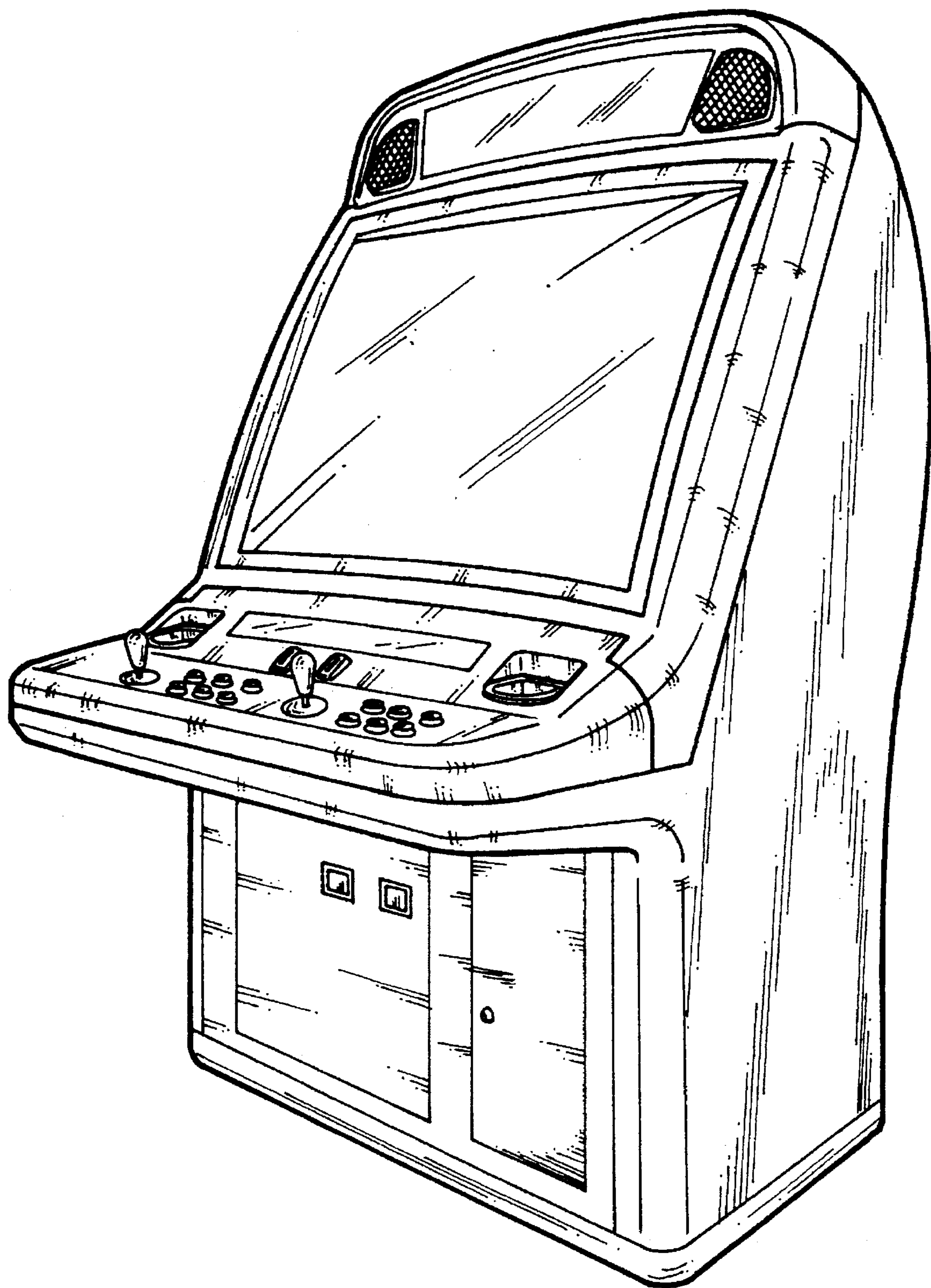


FIG. 1

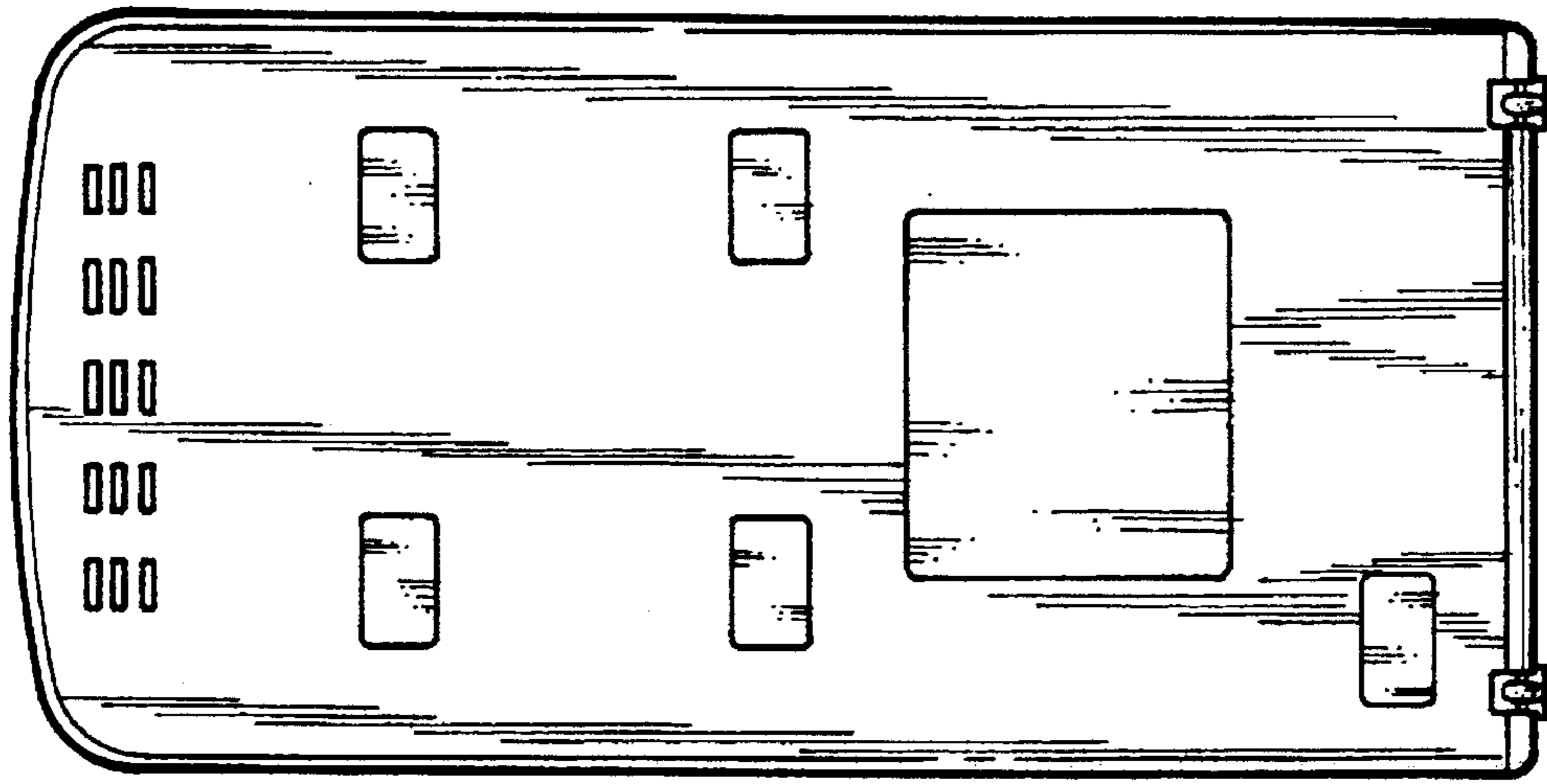


FIG. 3

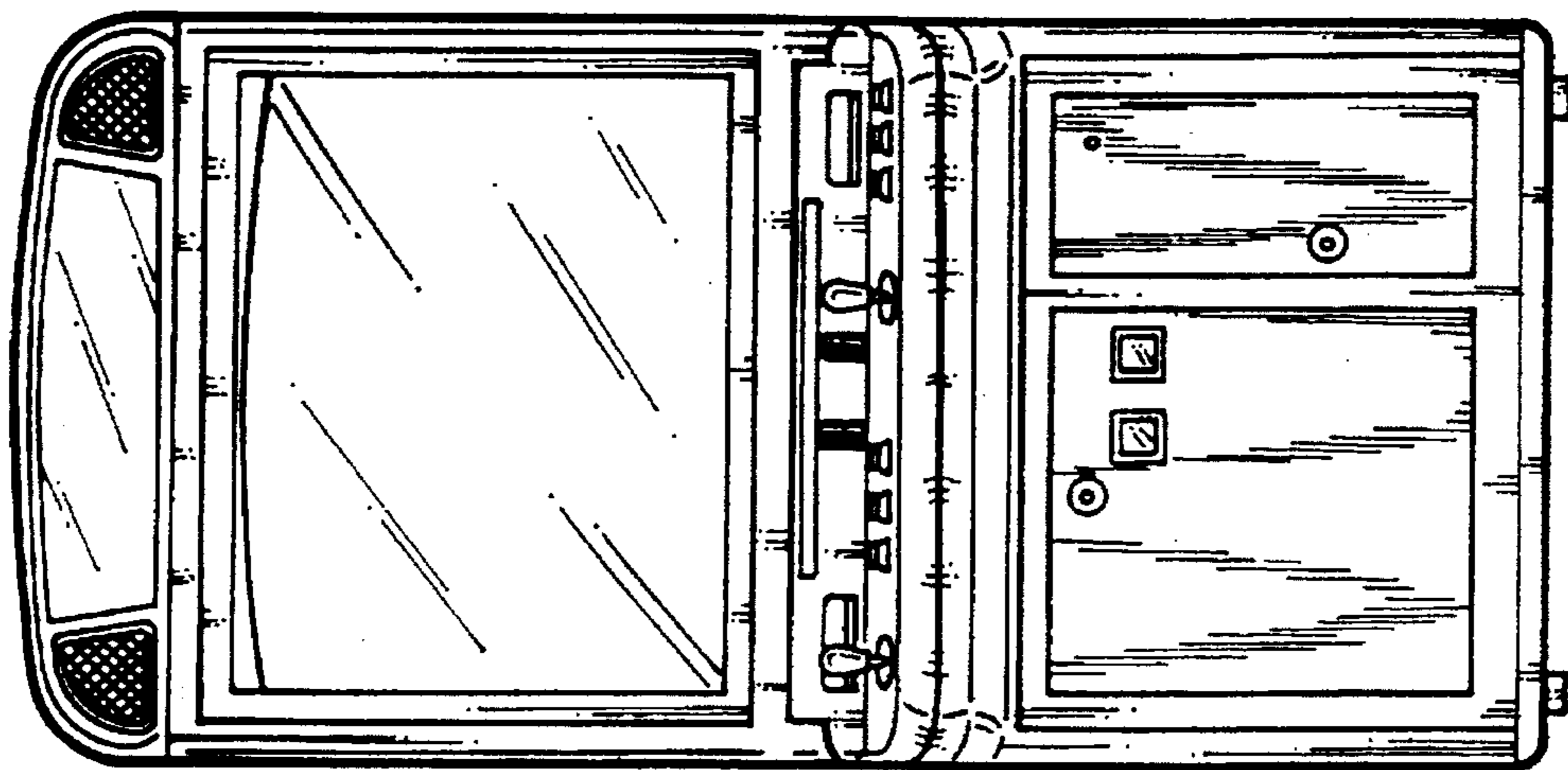


FIG. 2

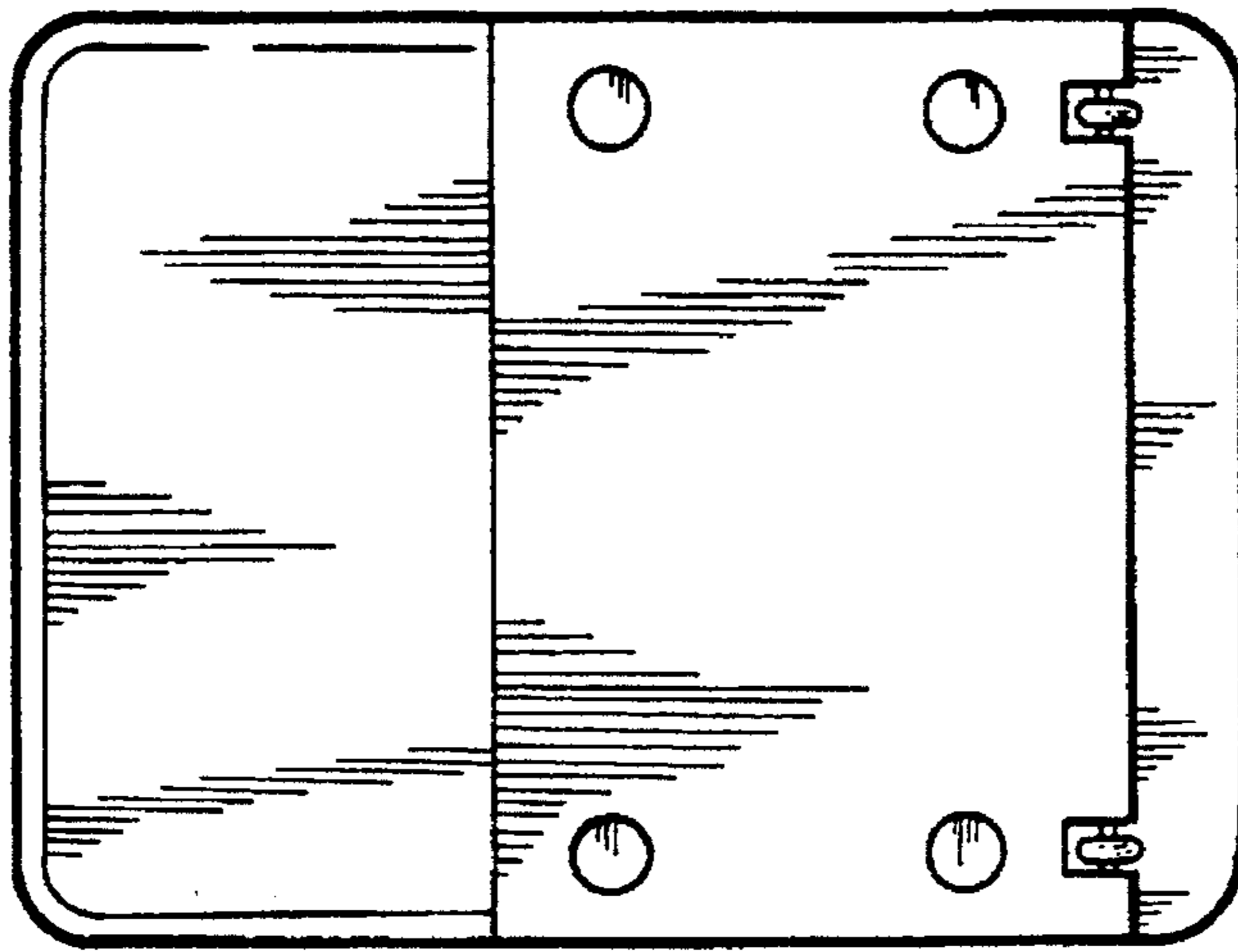


FIG. 5

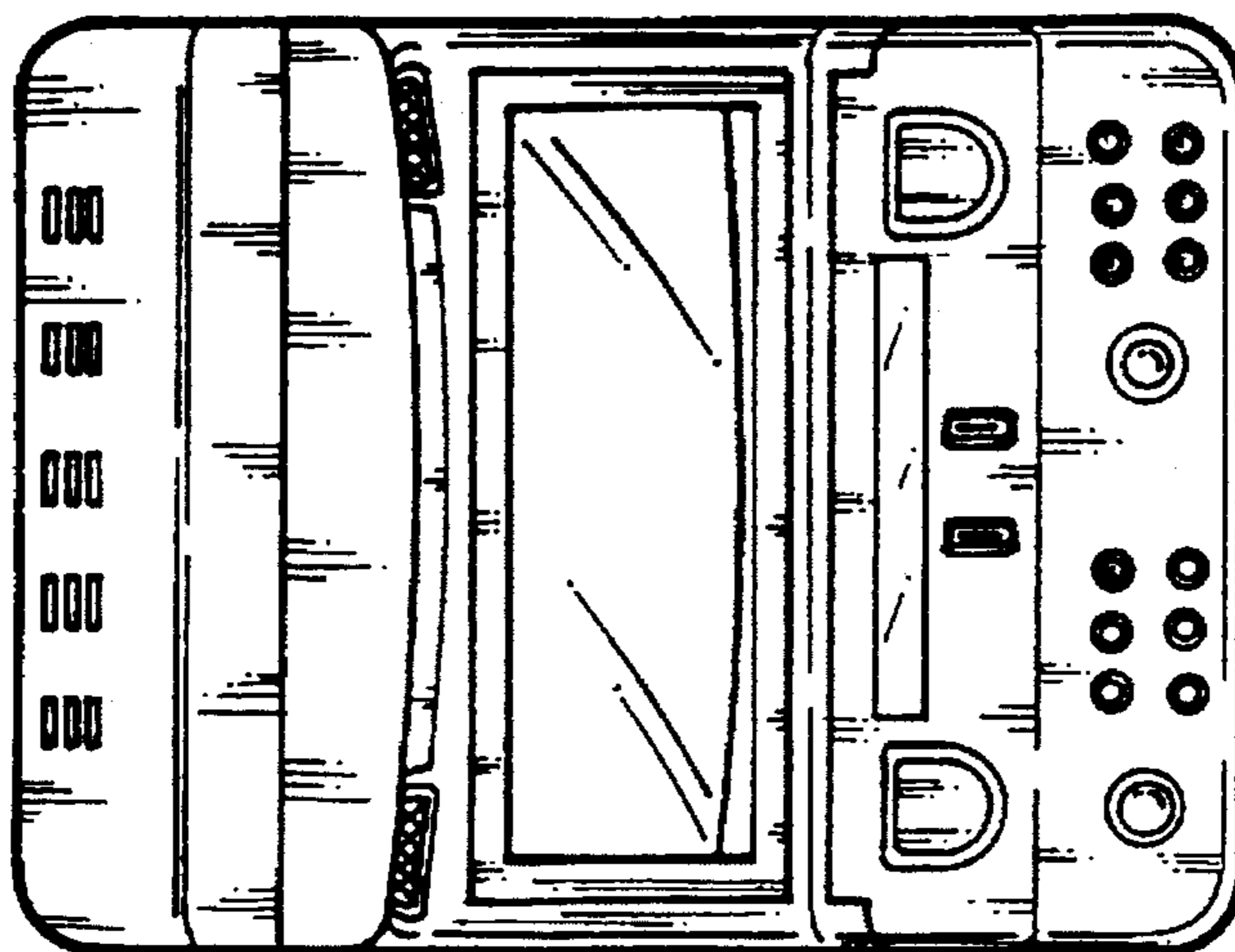


FIG. 4

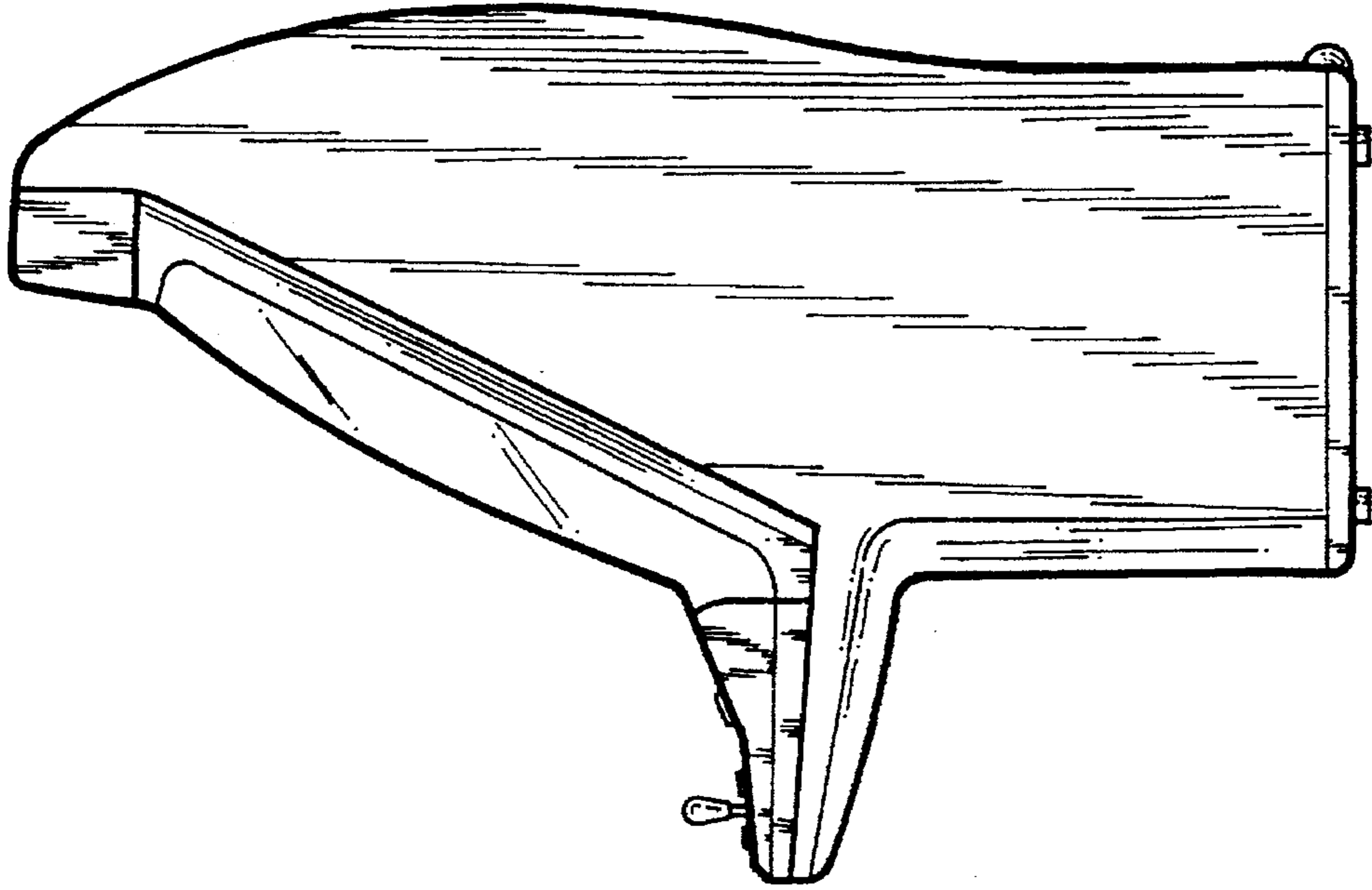


FIG. 7

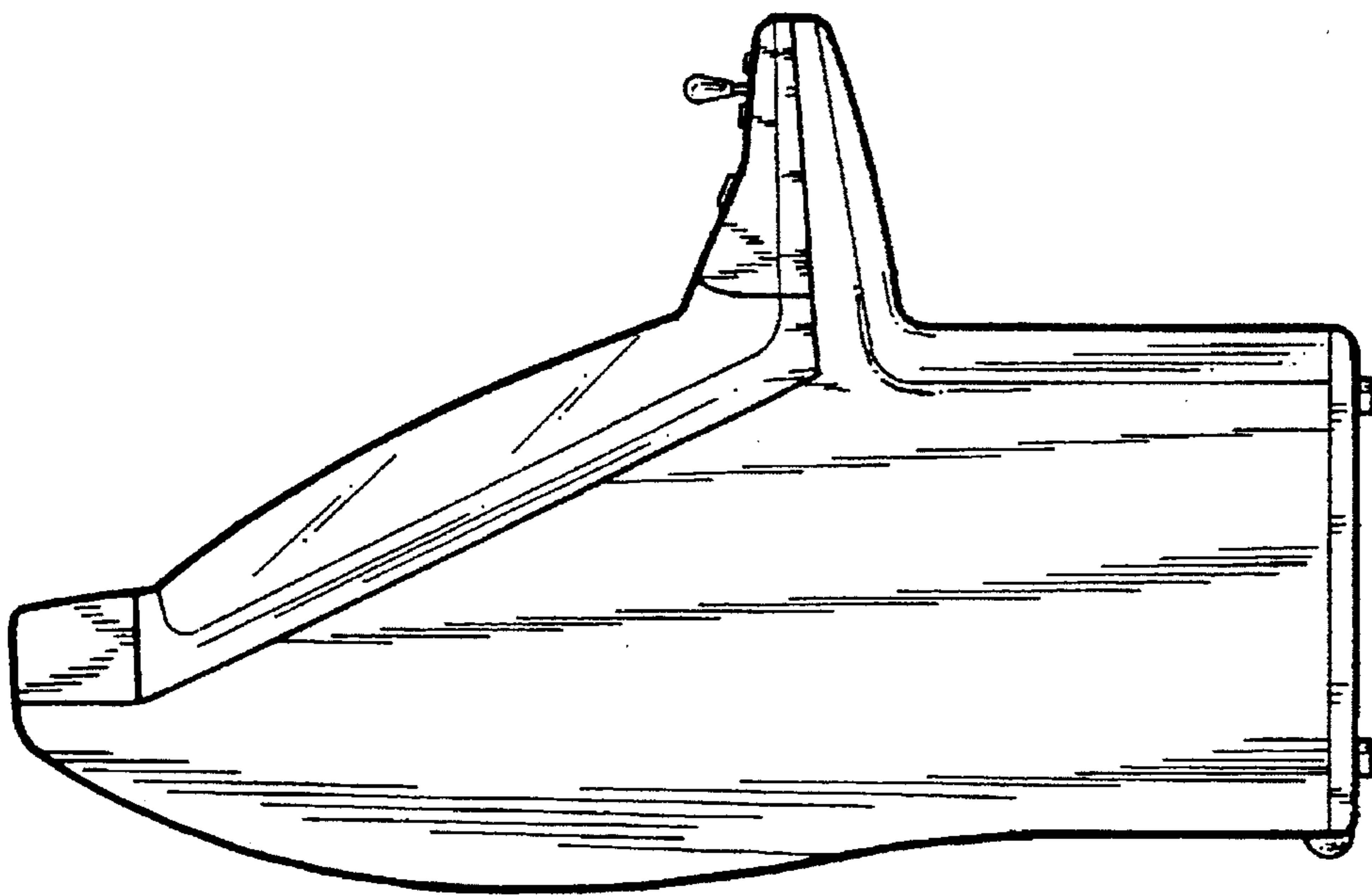


FIG. 6