



US00D392689S

# United States Patent [19]

Muraki et al.

[11] Patent Number: **Des. 392,689**

[45] Date of Patent: **\*\*Mar. 24, 1998**

[54] **GAME MACHINE**

[75] Inventors: **Hiroyuki Muraki; Kouichi Nishio,**  
both of Kobe, Japan

[73] Assignee: **Konami Co., Ltd.,** Hyogo-ken, Japan

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

[21] Appl. No.: **65,529**

[22] Filed: **Jan. 28, 1997**

[30] **Foreign Application Priority Data**

Aug. 7, 1996 [JP] Japan ..... 8-023938

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

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

[58] **Field of Search** ..... D21/1, 13, 48,  
D21/240; 273/148 B; 463/30-37, 46, 47,  
50, 51, 52

[56] **References Cited**

**U.S. PATENT DOCUMENTS**

- D. 373,809 9/1996 Hirato ..... D21/13 X
- D. 374,895 10/1996 Mochizuki ..... D21/13
- D. 376,391 12/1996 Okumura ..... D21/13
- D. 380,014 6/1997 Yang ..... D21/13
- D. 380,779 7/1997 Shinzato ..... D21/13

- 4,659,313 4/1987 Kuster et al. .... 463/37 X
- 4,960,117 10/1990 Monerief et al. .... 463/46
- 5,320,351 6/1994 Suzuki ..... 463/33 X

**FOREIGN PATENT DOCUMENTS**

276950 5/1996 Taiwan .

**OTHER PUBLICATIONS**

Vending Times, p. 76, May 1979.  
Vending Times, p. 59, Apr. 1975.

*Primary Examiner*—Prabhakar G. Deshmukh  
*Attorney, Agent, or Firm*—Jordan and Hamburg

[57] **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a front view of a game machine;  
FIG. 2 is a rear view of the game machine;  
FIG. 3 is a left side view of the game machine;  
FIG. 4 is a right side view of the game machine;  
FIG. 5 is a top view of the game machine;  
FIG. 6 is a bottom view of the game machine; and,  
FIG. 7 is a perspective view of the game machine.

**1 Claim, 7 Drawing Sheets**

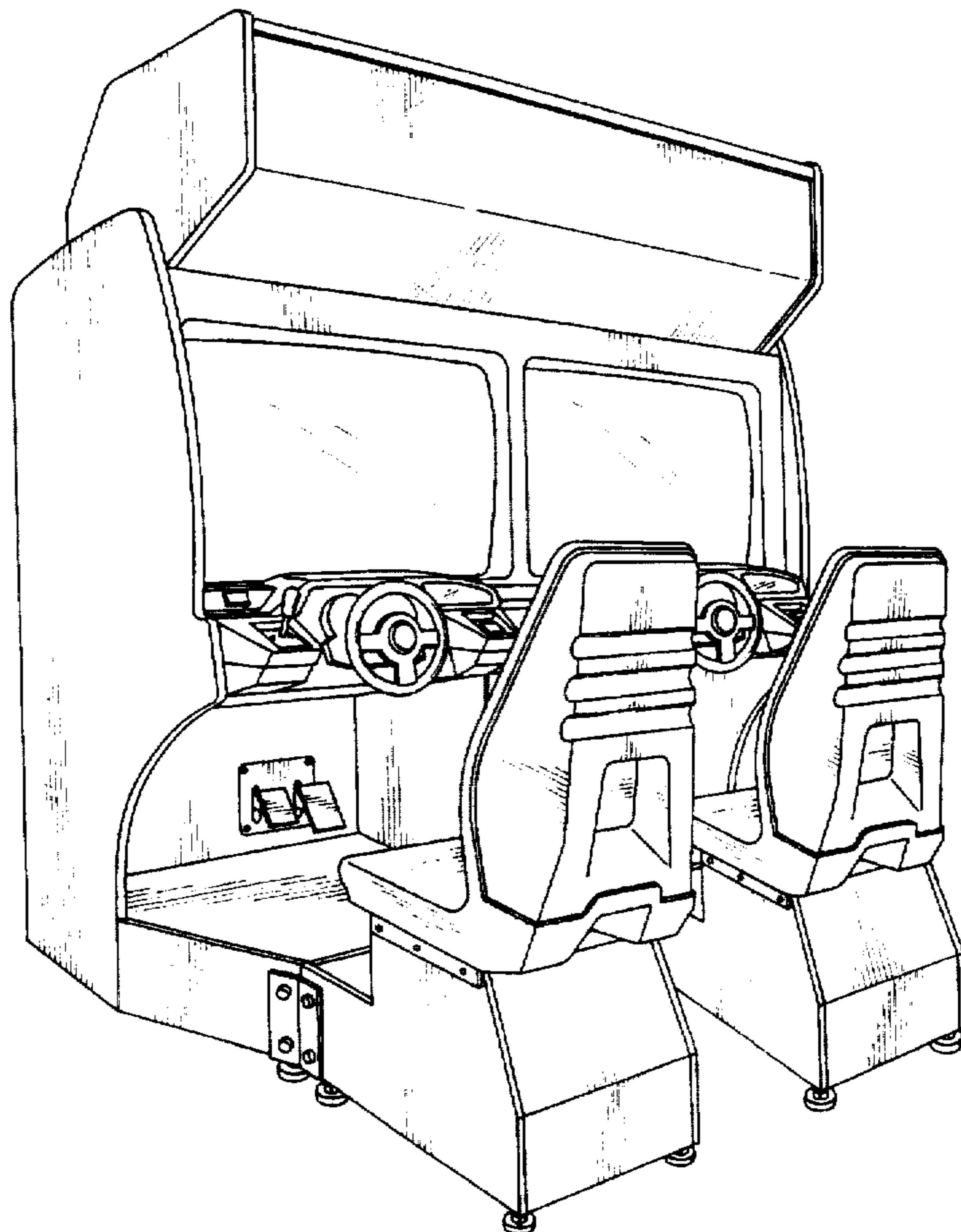


FIG. 1

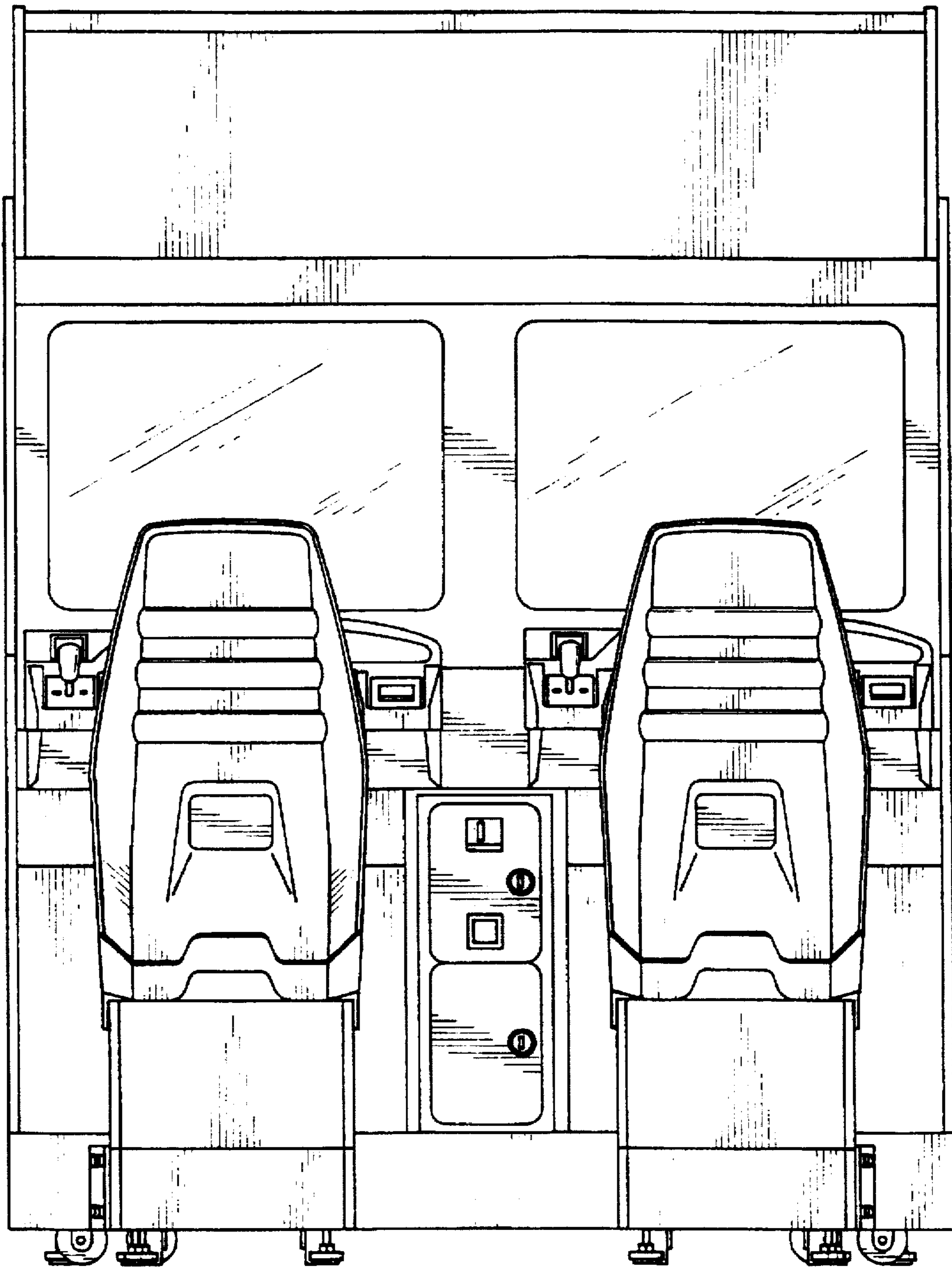


FIG. 2

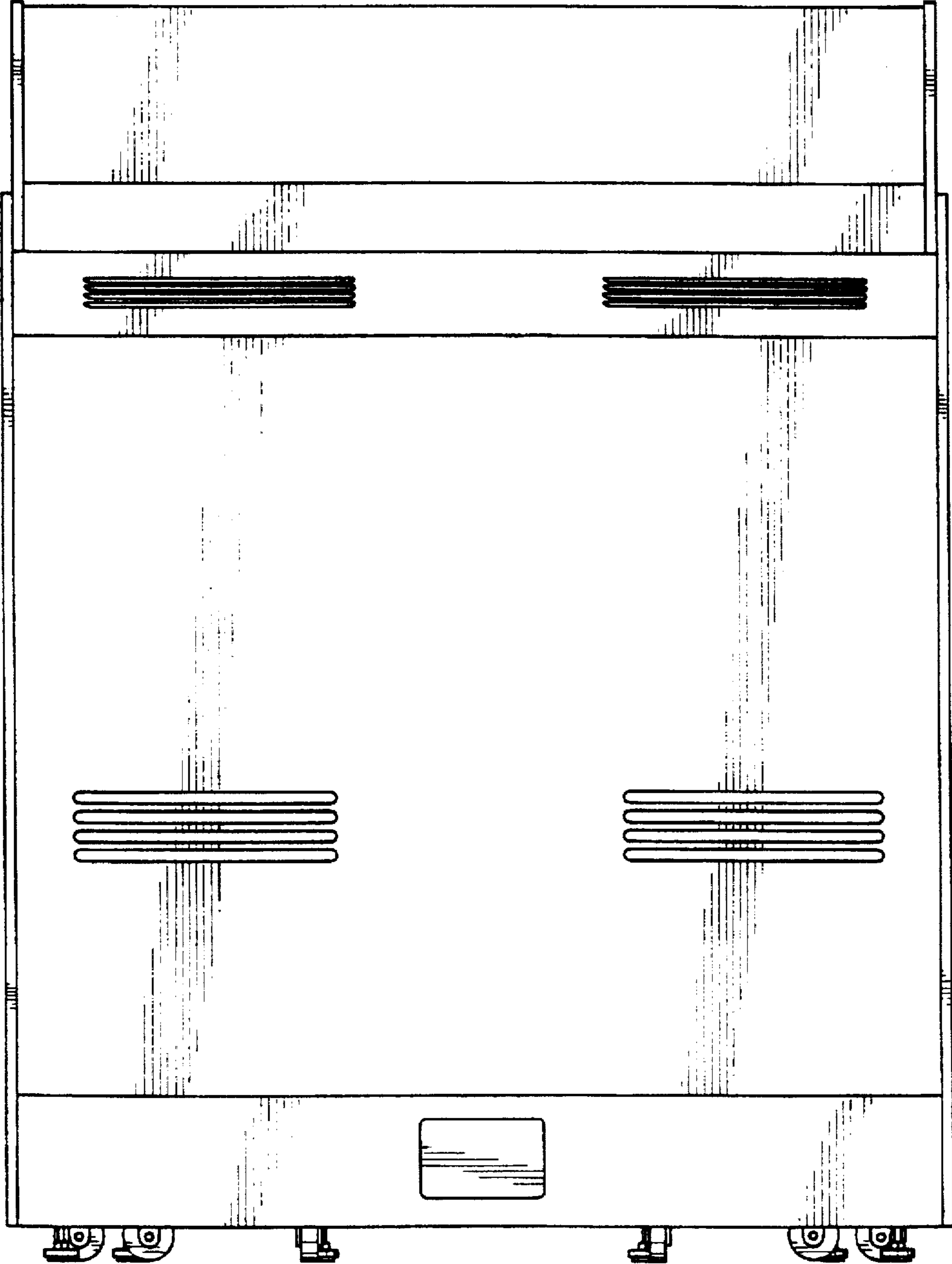


FIG. 3

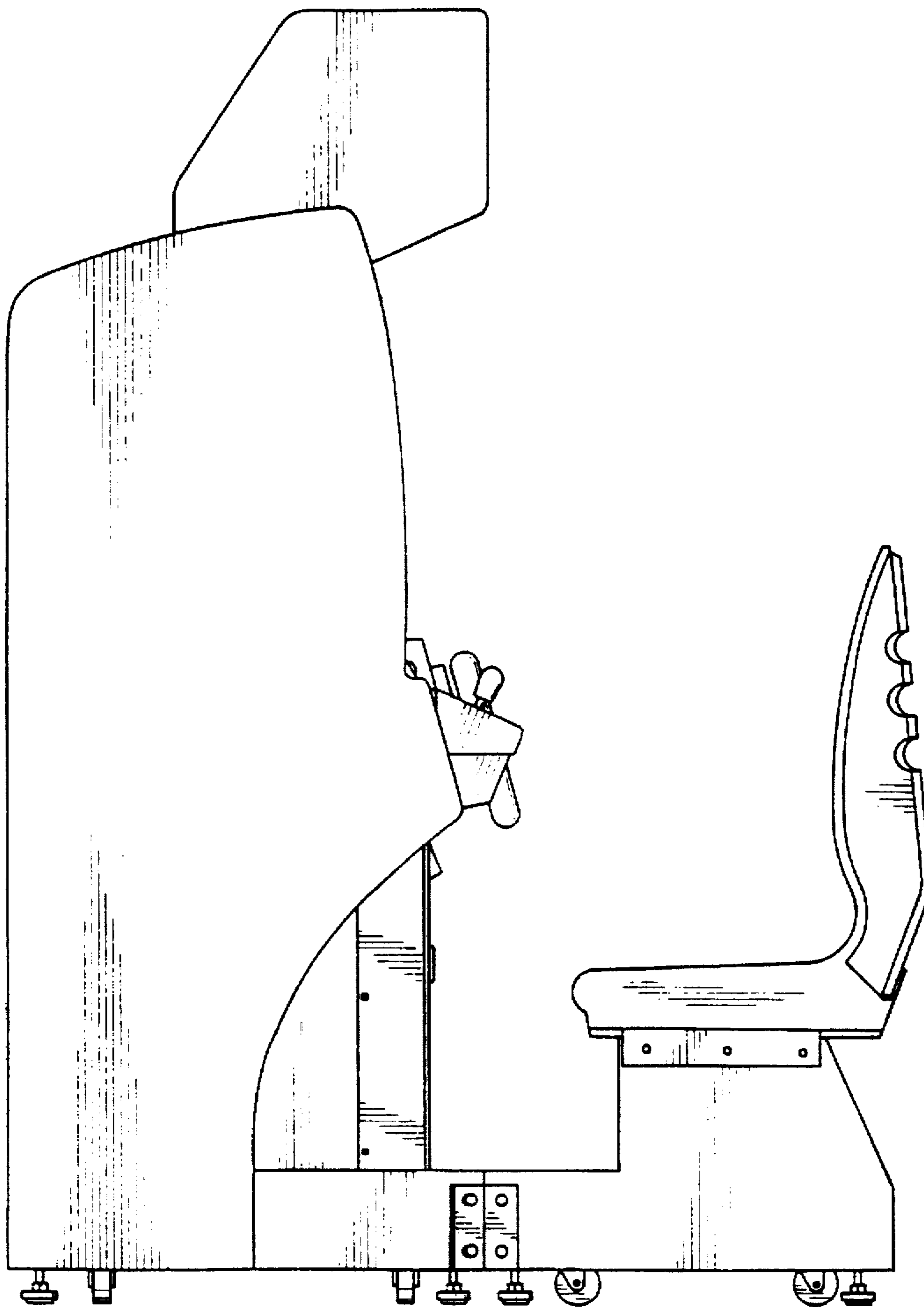


FIG. 4

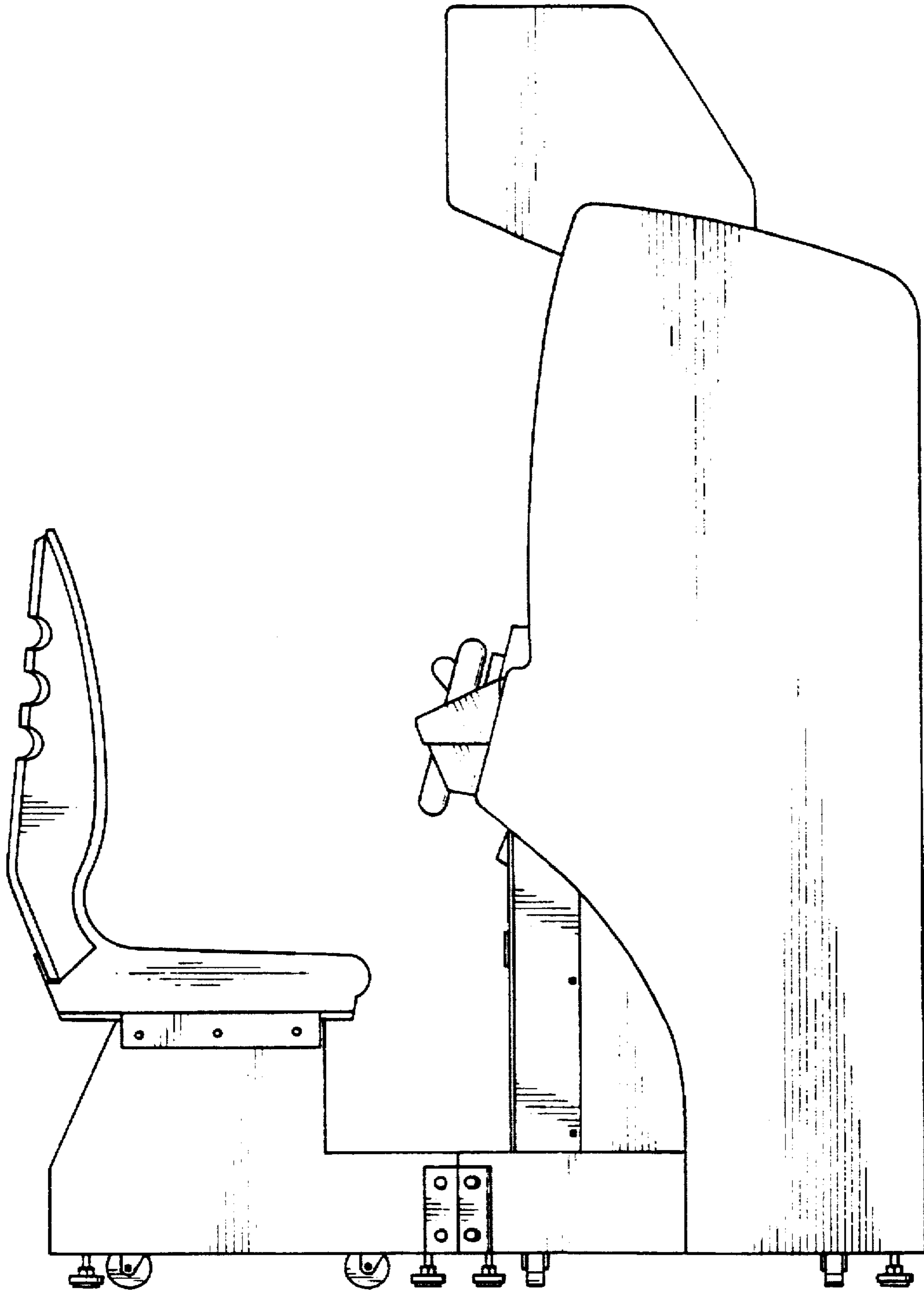


FIG. 5

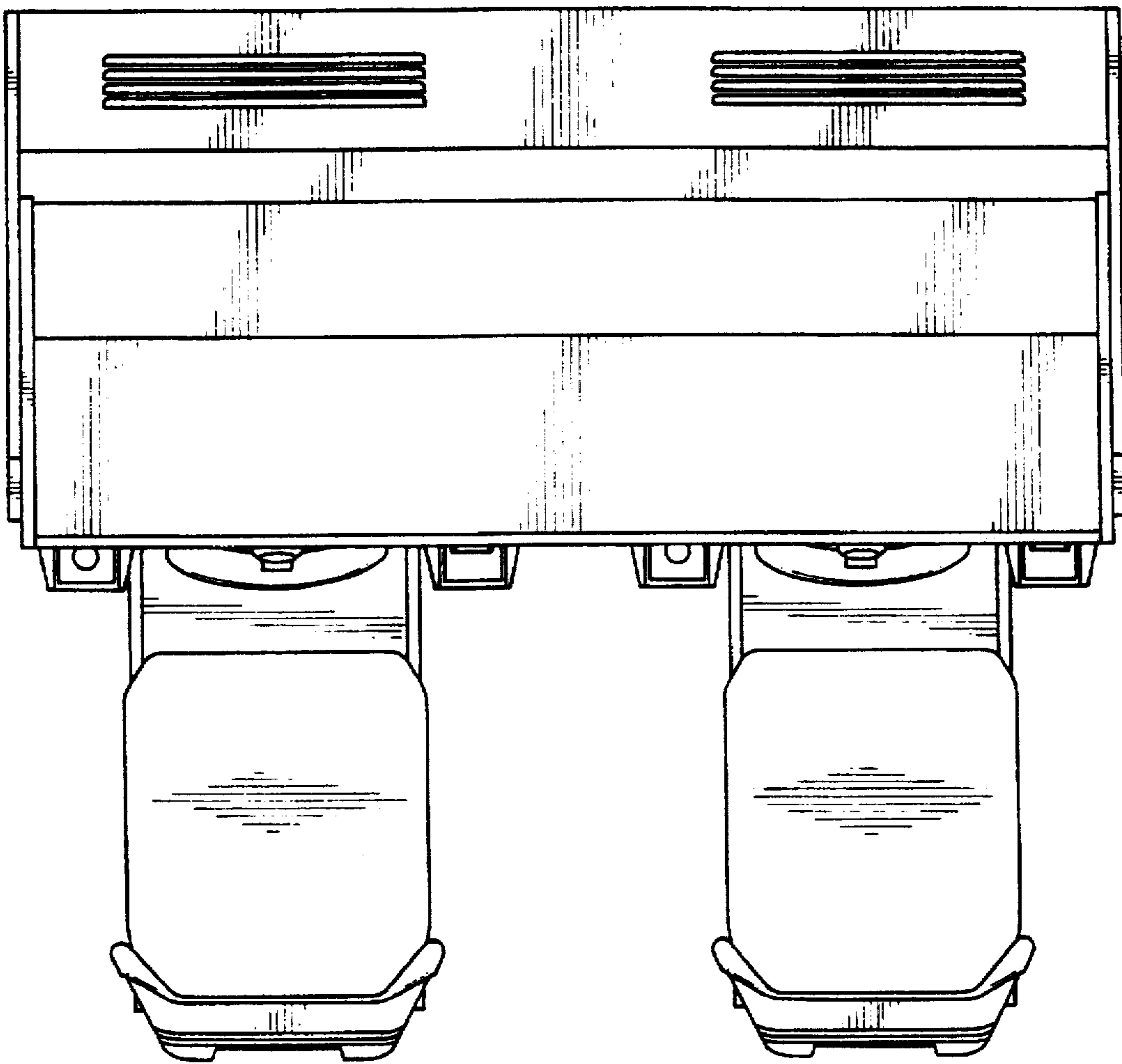


FIG. 6

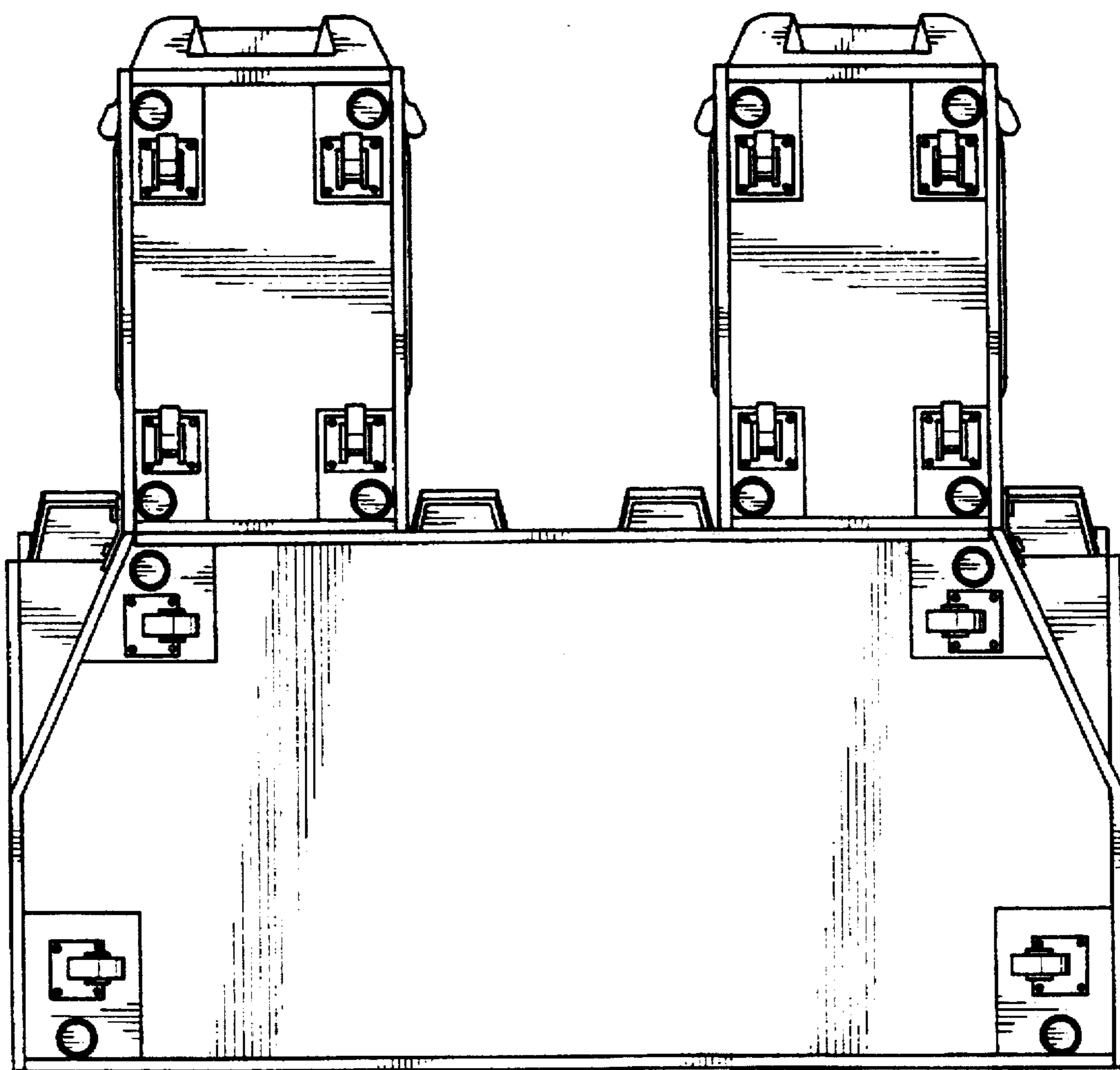


FIG. 7

