



US00D399268S

United States Patent [19]
Liu

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[45] **Date of Patent: **Oct. 6, 1998**

[54] **VIDEO GAME**

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HongKong Enterprise, p. 133, Oct. 1994.
HongKong Enterprise, p. 461, Oct. 1994.

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

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Attorney, Agent, or Firm—Jacobson, Price, Holman & Stern, PLLC

[21] Appl. No.: **79,891**

[22] Filed: **Nov. 25, 1997**

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

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

[58] **Field of Search** D21/1, 13, 48;
273/148 B; 463/1, 30-35, 46, 47, 48

[57] **CLAIM**

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

DESCRIPTION

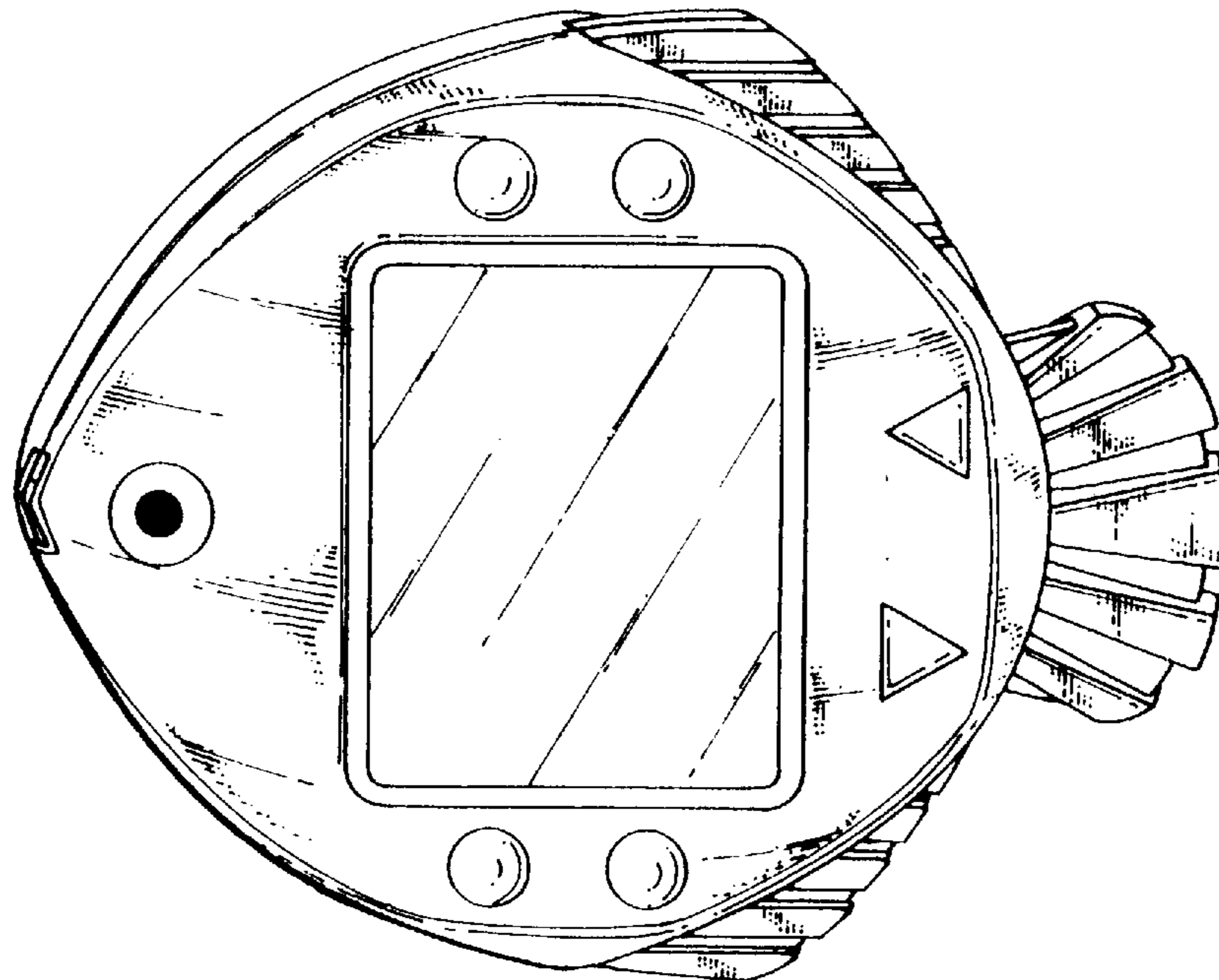
FIG. 1 is a perspective view of video game showing my new design;
FIG. 2 is a front elevational view thereof;
FIG. 3 is a rear elevational view thereof;
FIG. 4 is a left side elevational view thereof;
FIG. 5 is a right side elevational view thereof; and,
FIG. 6 is a top plan view thereof; the bottom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

[56] **References Cited**

U.S. PATENT DOCUMENTS

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1 Claim, 4 Drawing Sheets



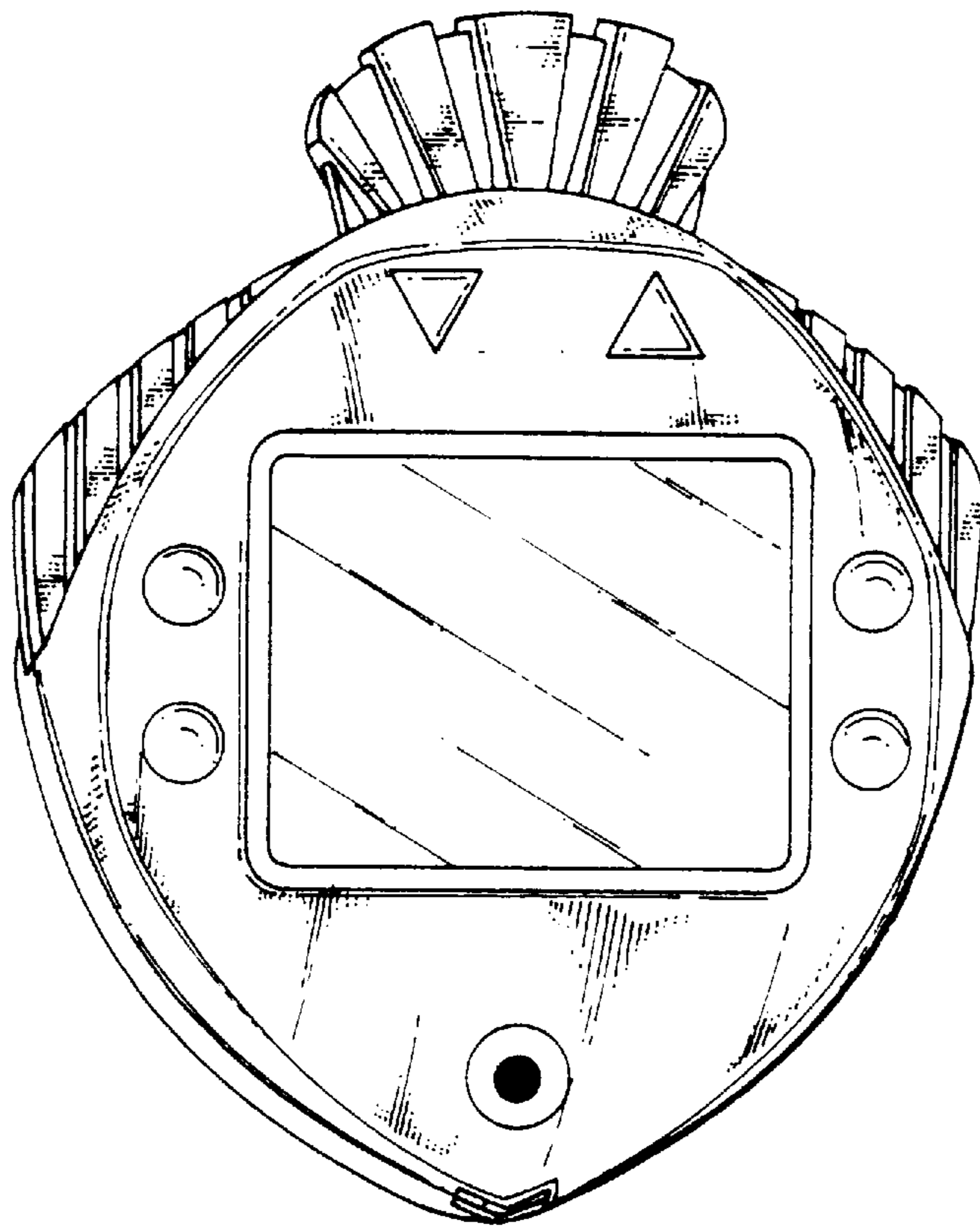


FIG 1

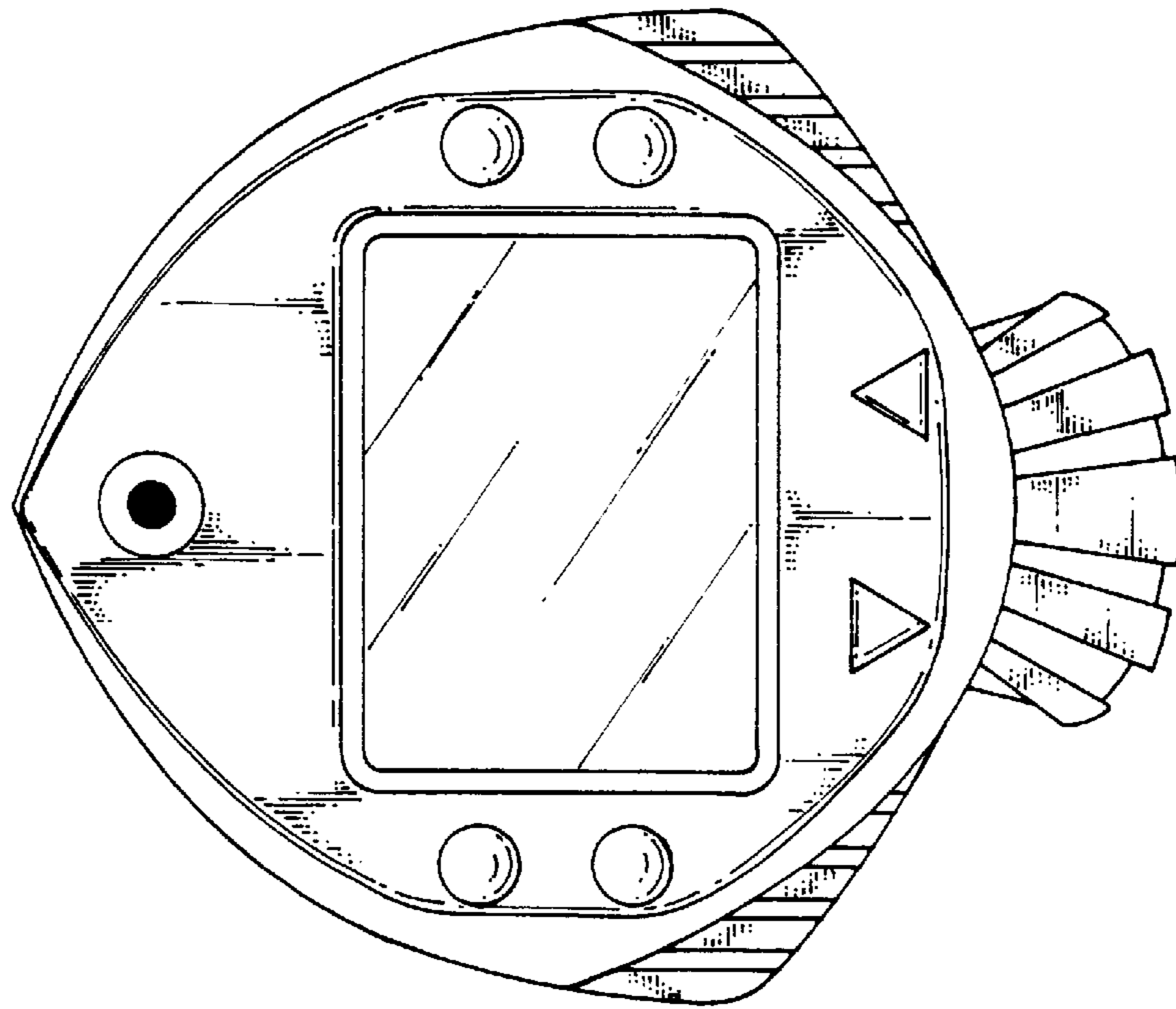


FIG 2

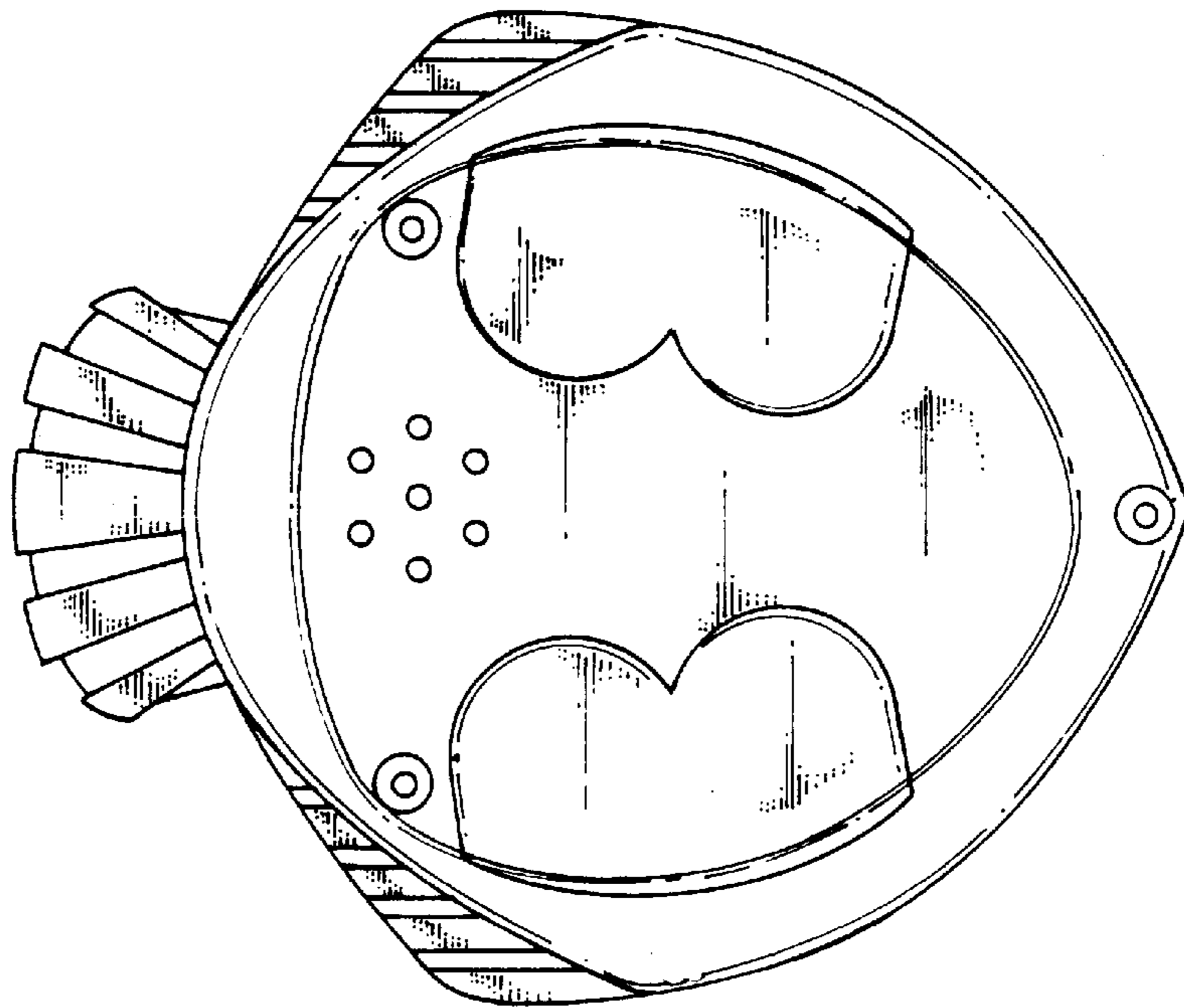


FIG 3

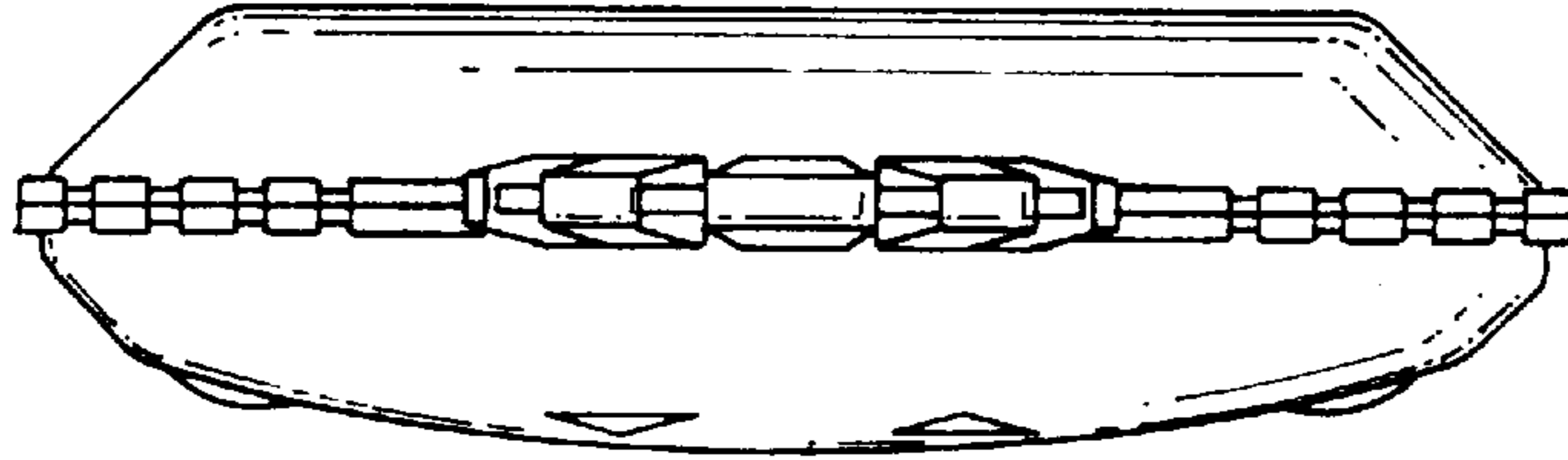


FIG 5

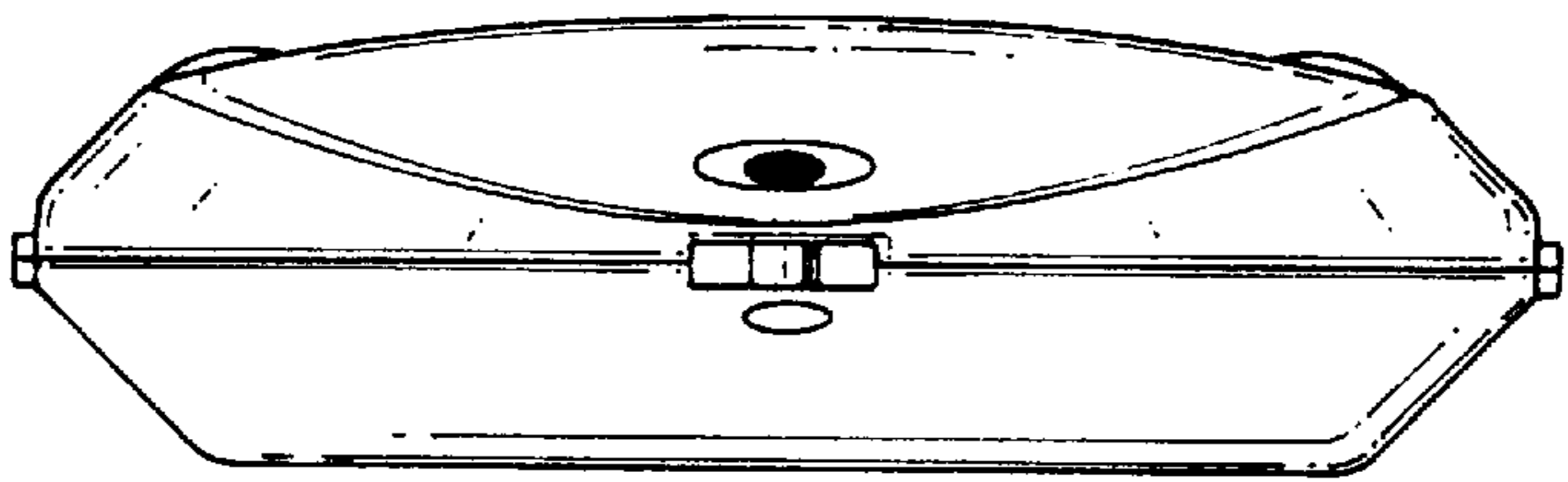


FIG 4

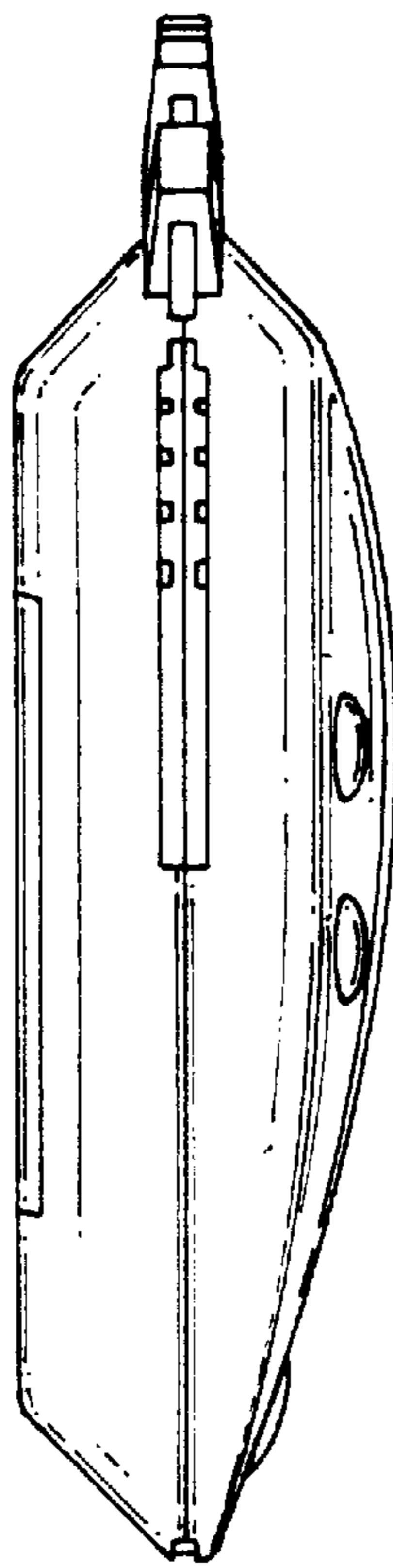


FIG 6