



US00D401631S

**United States Patent** [19]  
**Okumura**

[11] **Patent Number: Des. 401,631**

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

[54] **COMBINED SET OF CONTROL PANEL AND JOY STICKS FOR A VIDEO GAME MACHINE**

FOREIGN PATENT DOCUMENTS

7-4313 2/1995 Japan .

[75] Inventor: **Yutaka Okumura**, Tokyo, Japan

OTHER PUBLICATIONS

[73] Assignee: **Sega Enterprises, Ltd.**, Tokyo, Japan

Vending Times; p. 47; M-4 video game; Dec. 1977.

[\*] Notice: The term of this patent shall not extend beyond the expiration date of Pat. No. Des. 373,809.

Vending Times; p. 100; Atari, Battle Zone game, Oct. 1980.

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

Vending Times; p. 59; Atari, Jet Fighter game, Dec. 1975.

[21] Appl. No.: **61,207**

*Primary Examiner*—Ted Shooman

*Assistant Examiner*—Mitchell I. Siegel

[22] Filed: **Oct. 17, 1996**

*Attorney, Agent, or Firm*—Michael N. Meller

[30] **Foreign Application Priority Data**

[57] **CLAIM**

Apr. 18, 1996 [JP] Japan ..... 8-11293

The ornamental design for a combined set of control panel and joy sticks for a video game machine, as shown and described.

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

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

[58] **Field of Search** ..... D21/38, 13, 48,  
D21/240; 273/138 R, 143 R, 85 CP, 85 R,  
86 R, 86 B, 85 G, 85 D; 463/30, 46, 1,  
31

**DESCRIPTION**

[56] **References Cited**

FIG. 1 is a perspective view of a combined set of control panel and joy sticks for a video game machine showing my new design;

U.S. PATENT DOCUMENTS

FIG. 2 is a front view thereof;

- D. 251,395 3/1979 Kula ..... D21/37
- D. 284,592 7/1986 Drews et al. .... D21/38
- D. 306,464 3/1990 Axtell ..... D21/13 X
- D. 316,117 4/1991 Irwin ..... D20/4
- D. 333,164 2/1993 Kraft et al. .... D21/13
- D. 351,866 10/1994 Freels et al. .... D21/13
- D. 352,738 11/1994 Anghelo et al. .... D21/13
- D. 363,090 10/1995 Chung-Po ..... D21/13
- D. 370,941 6/1996 Couch et al. .... D21/48
- D. 373,809 9/1996 Hirato ..... D21/13
- 1,706,465 3/1929 Rosenblatt ..... 273/145 A
- 4,536,164 8/1985 Klawitter ..... D21/13 X
- 4,614,342 9/1986 Takashima ..... 273/85 CP
- 5,114,157 5/1992 Kita ..... 463/46 X
- 5,221,083 6/1993 Dote ..... 273/85 CP

FIG. 3 is a rear view thereof;

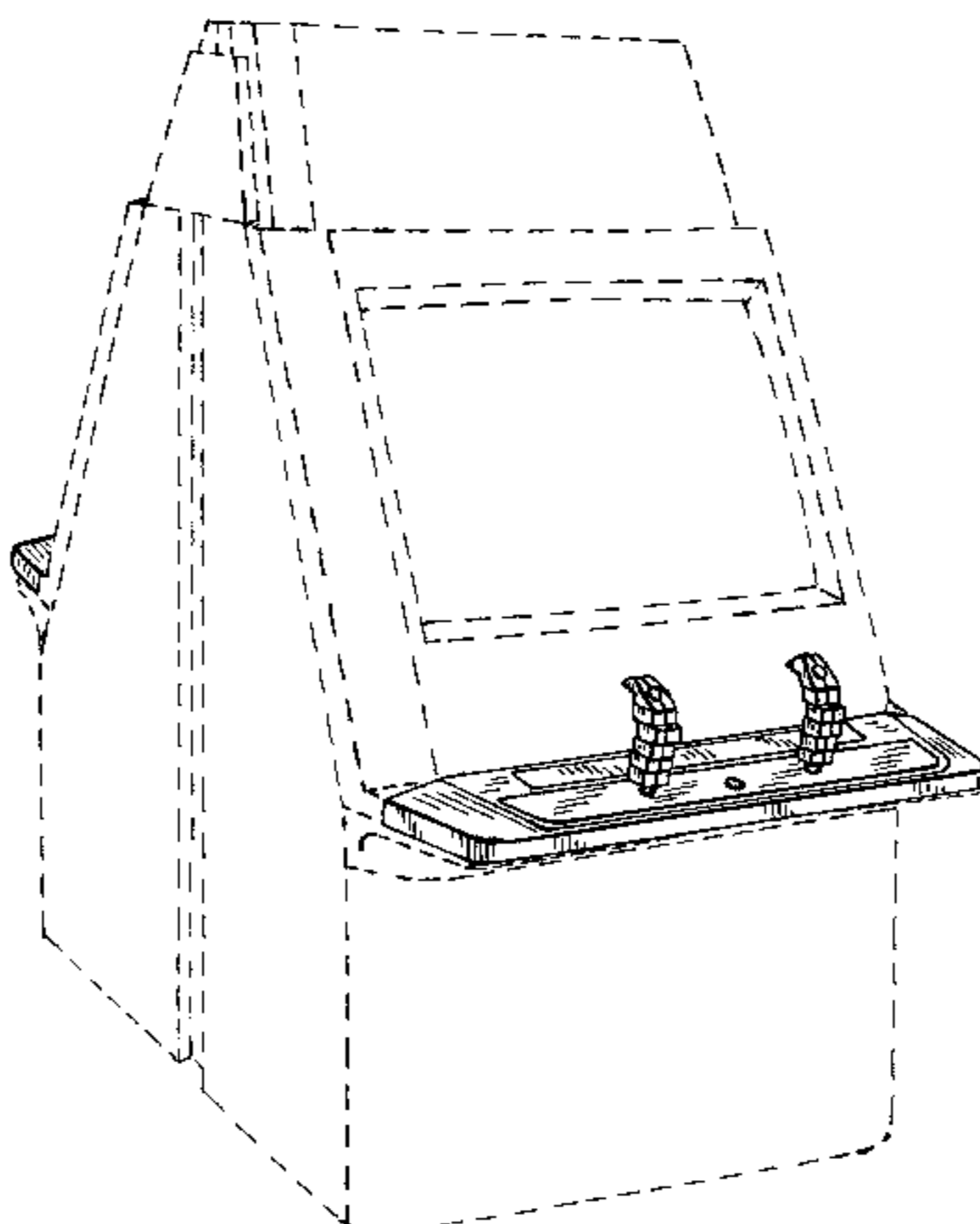
FIG. 4 is a top view thereof;

FIG. 5 is a right side view thereof; and,

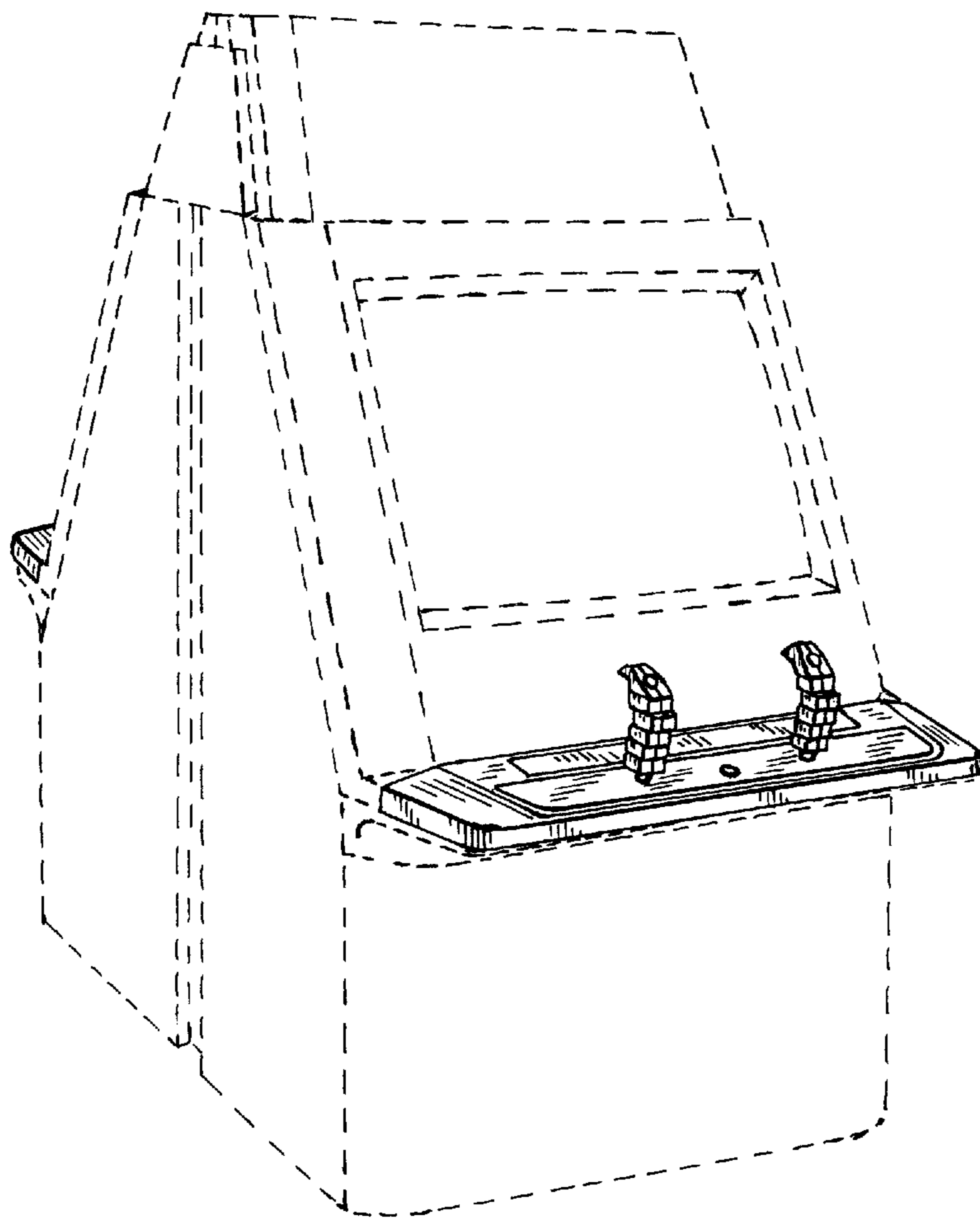
FIG. 6 is a left side view thereof.

The broken line showing of a video game machine is for illustrative purposes only and forms no part of the claimed design.

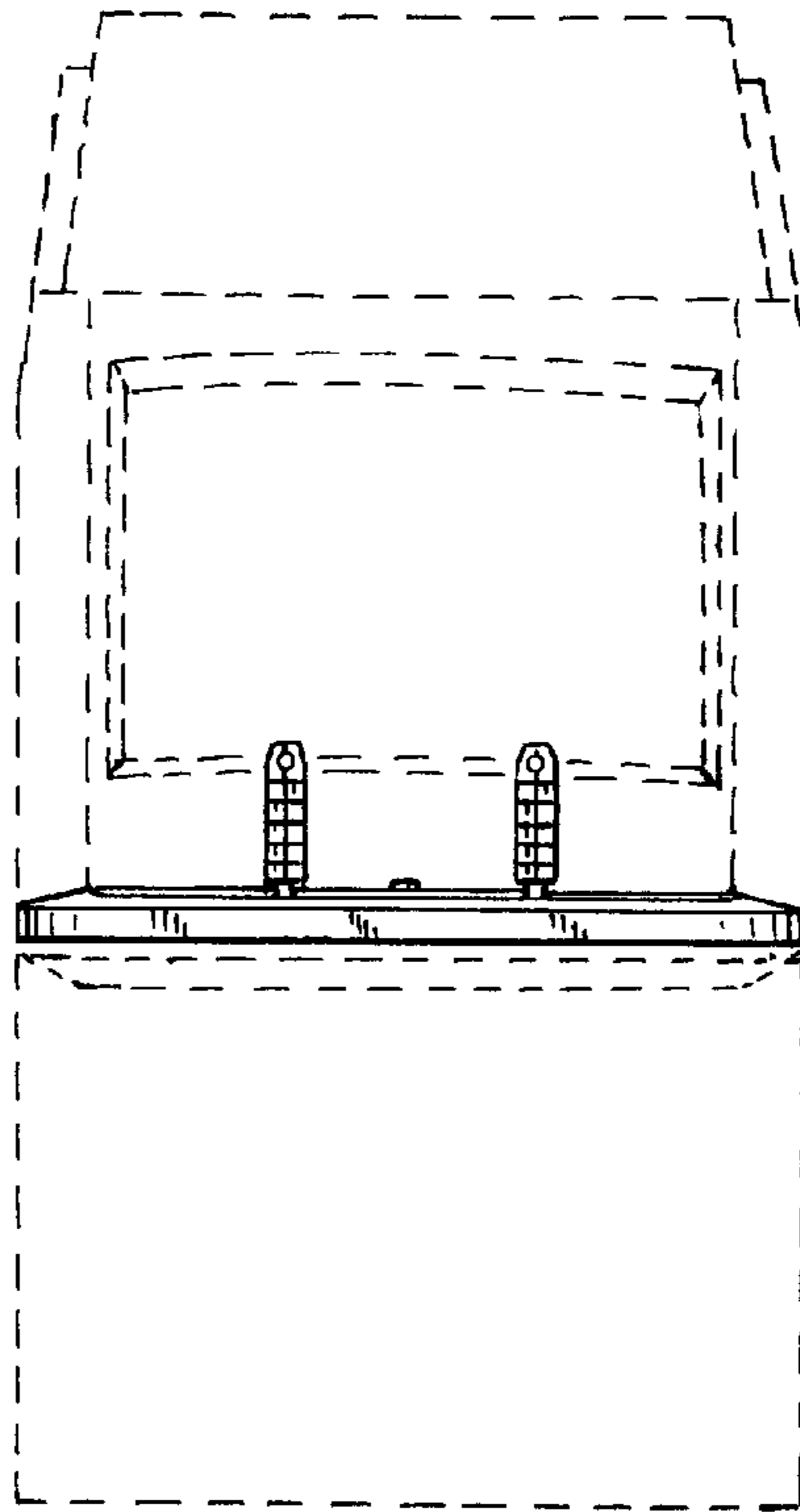
**1 Claim, 4 Drawing Sheets**



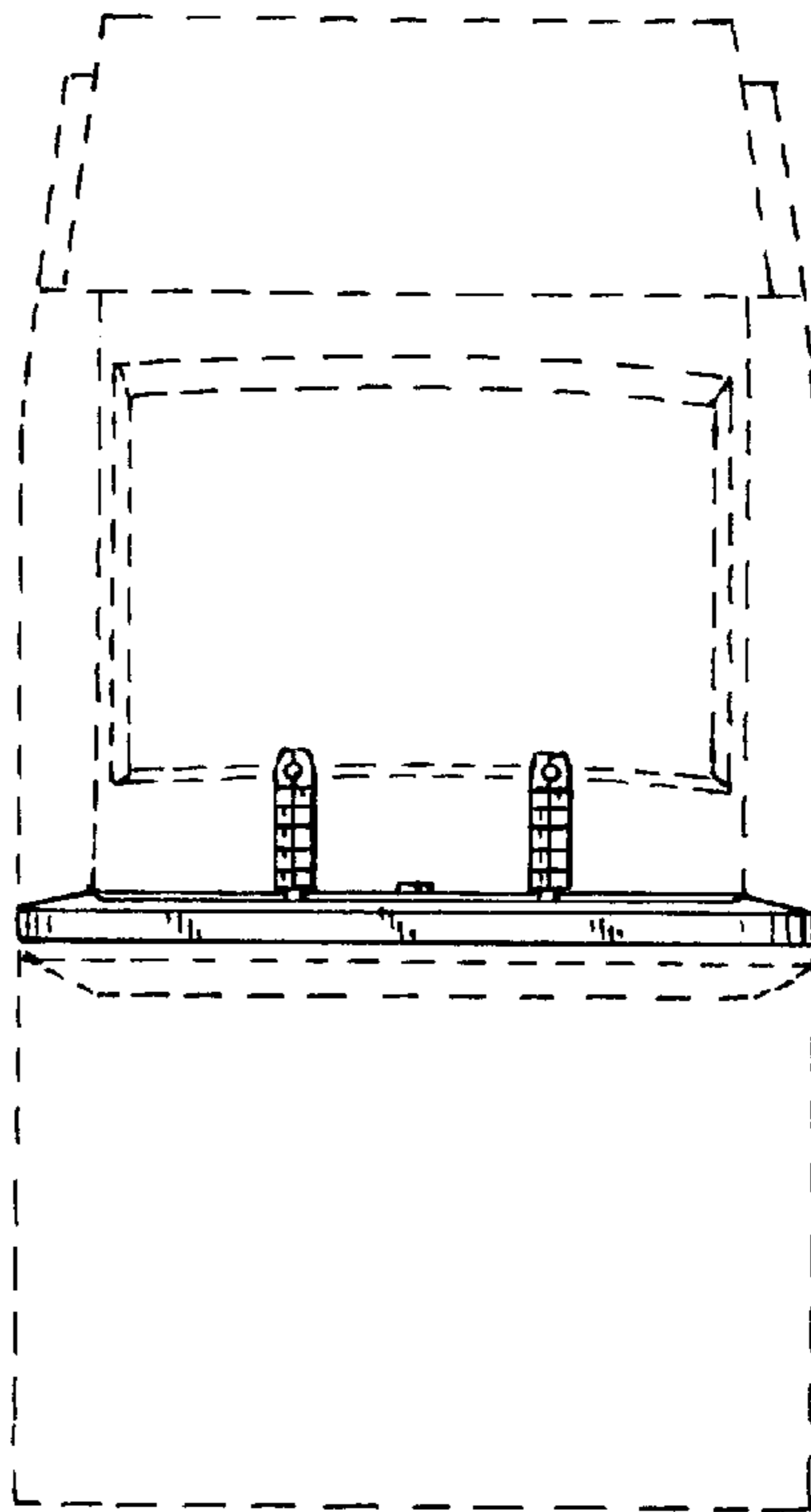
*FIG. 1*



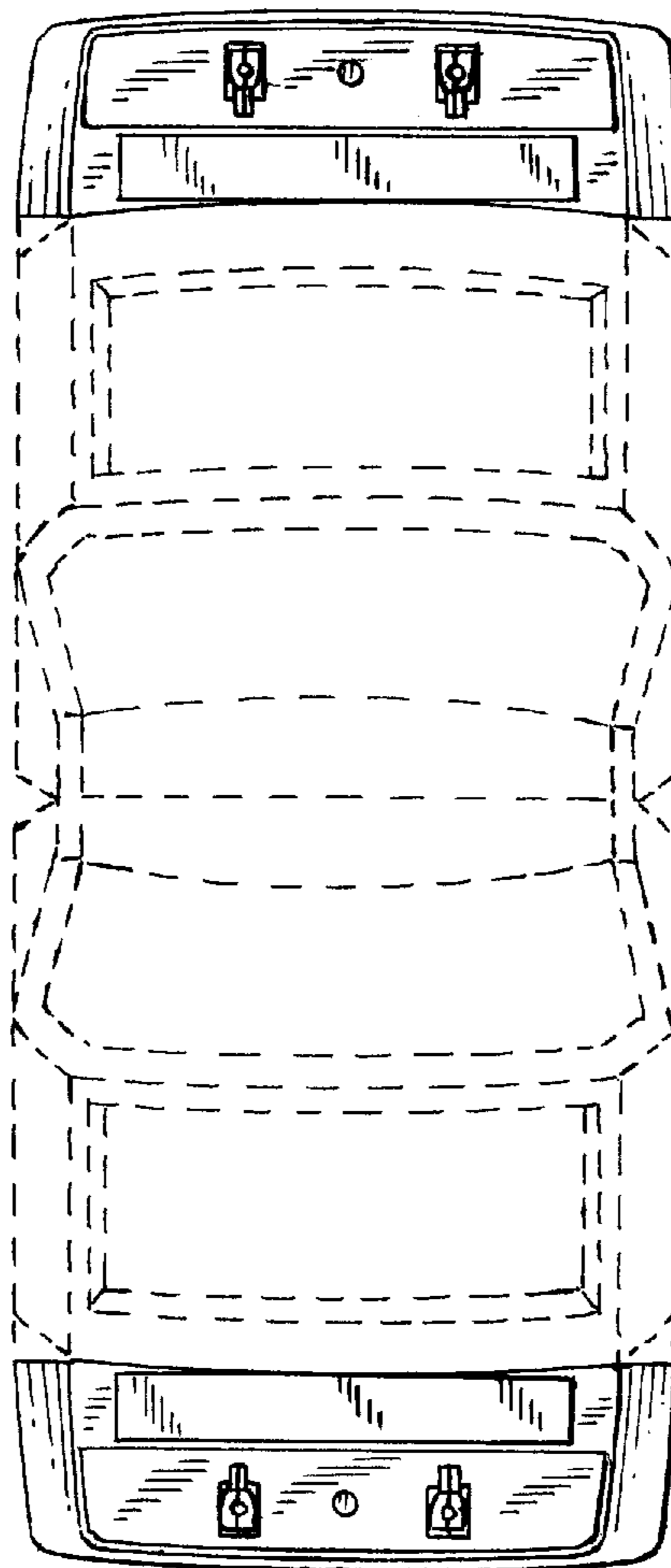
*FIG. 2*



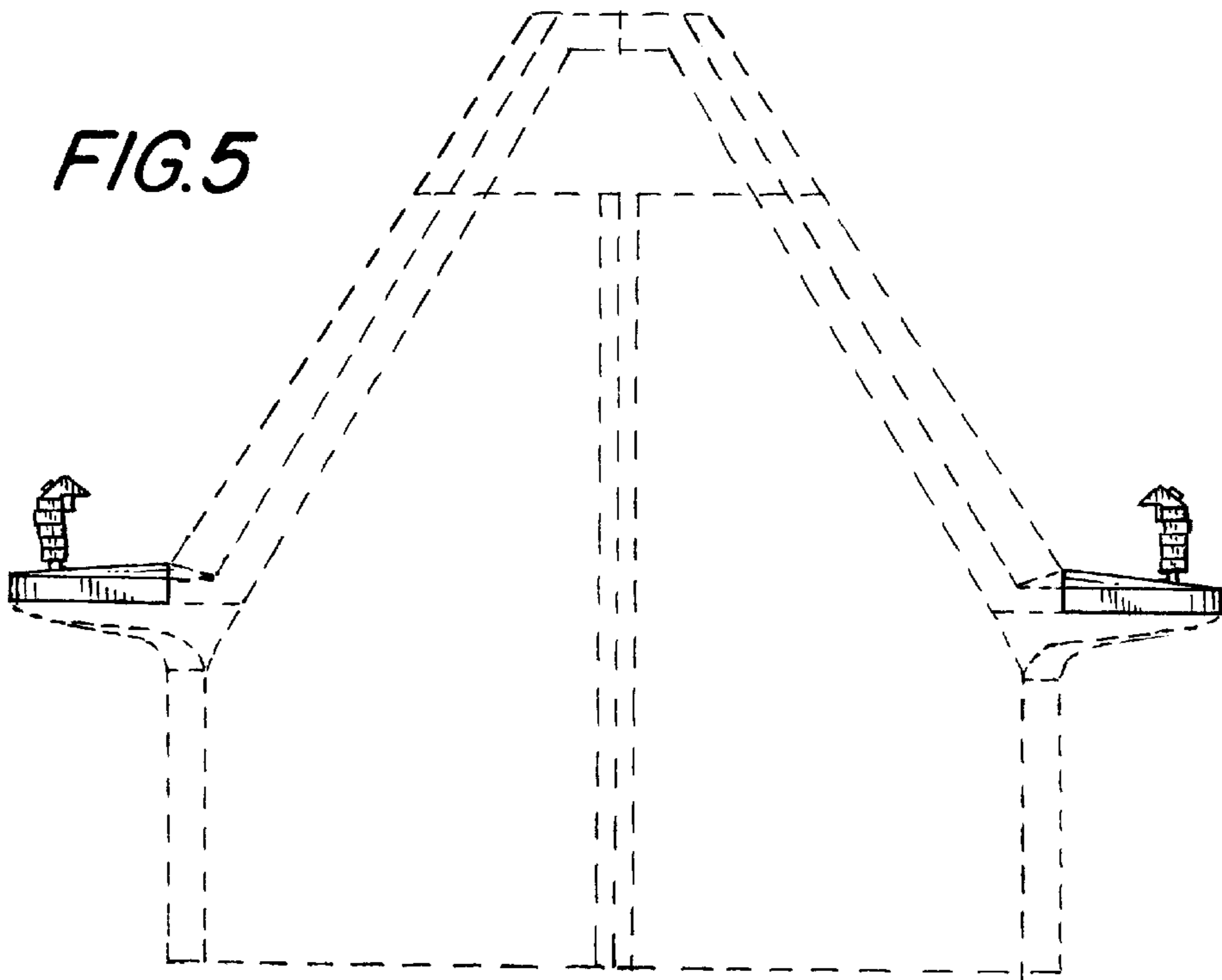
*FIG. 3*



*FIG. 4*



*FIG.5*



*FIG.6*

