



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

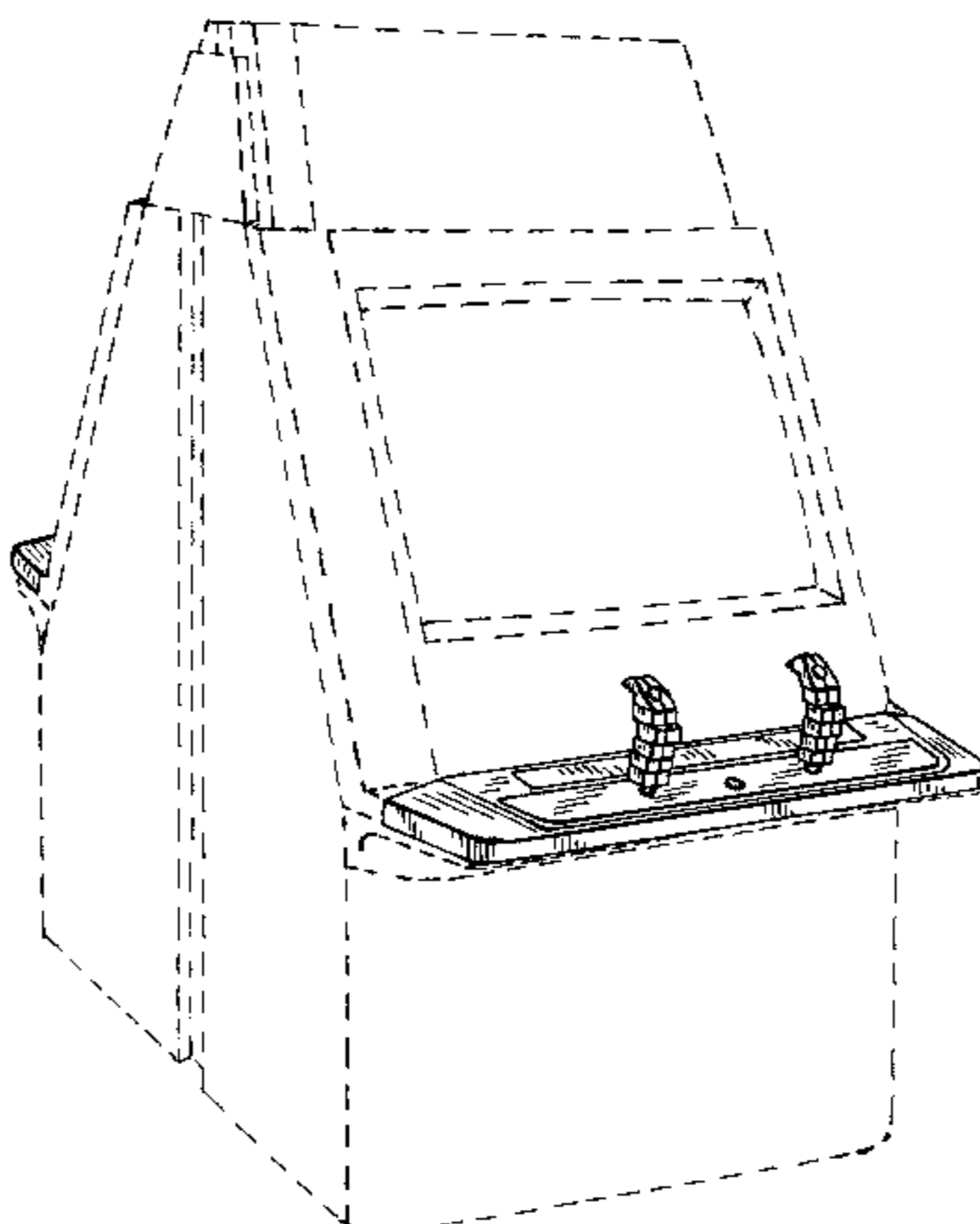


FIG. 1

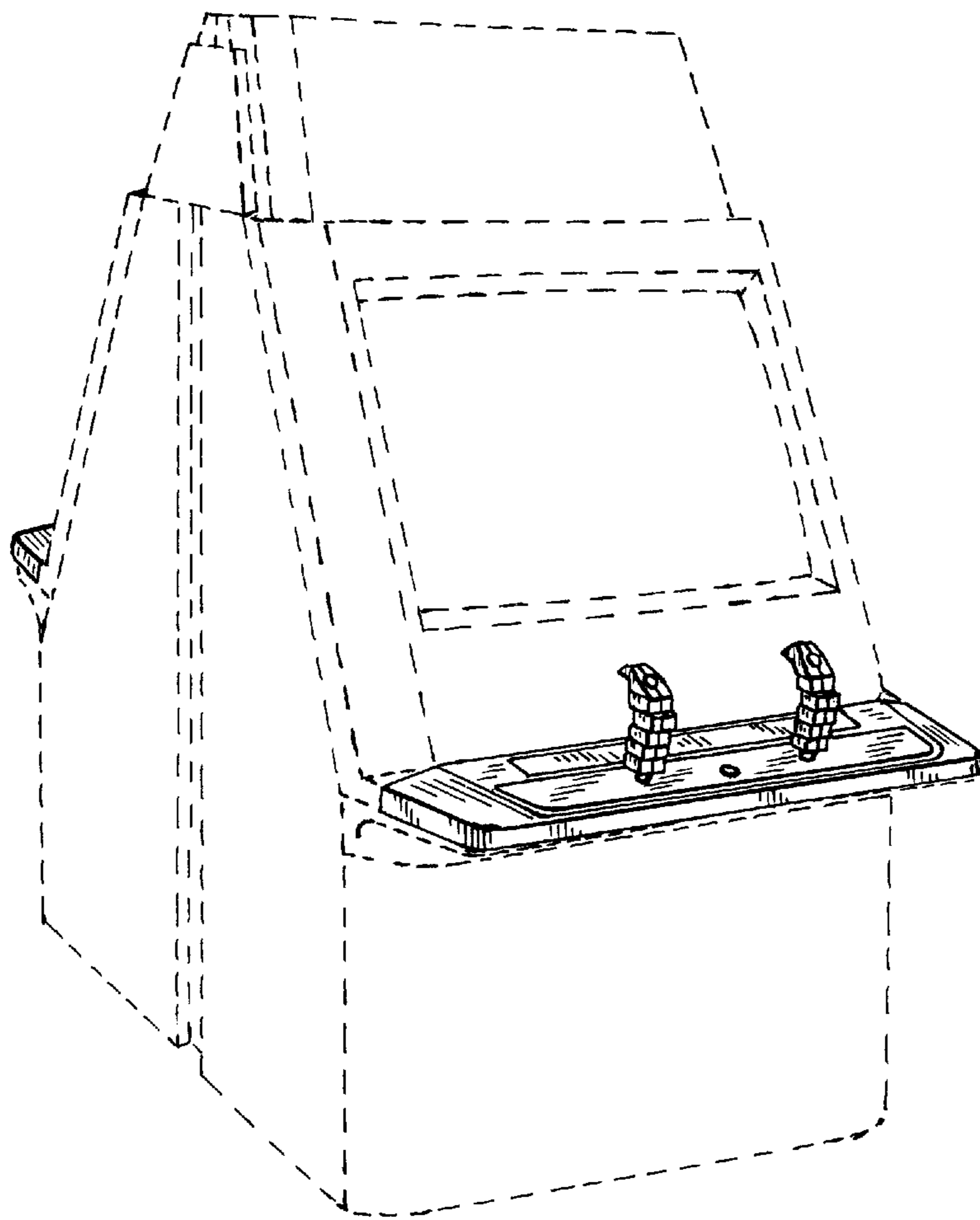


FIG. 2

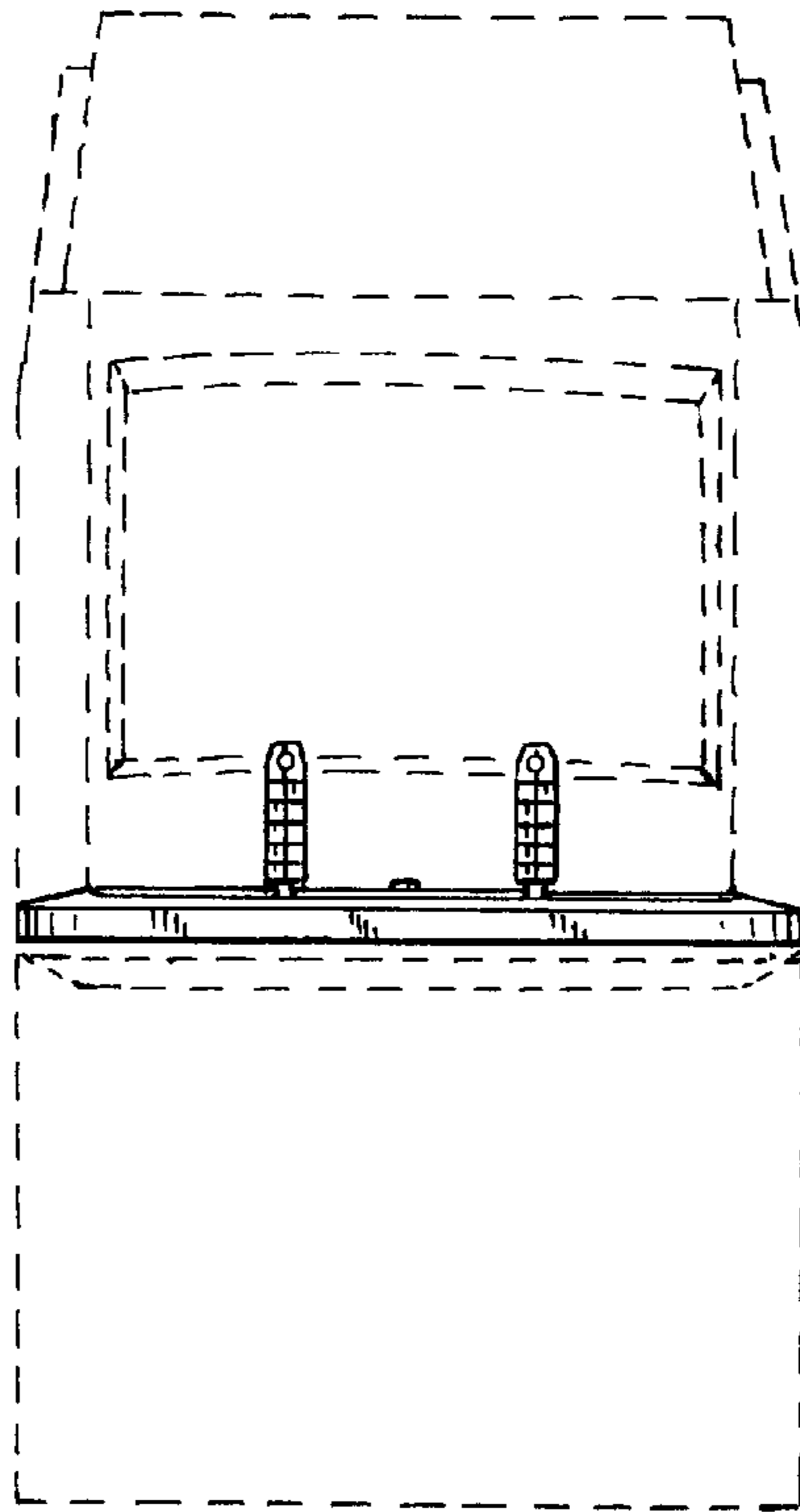


FIG. 3

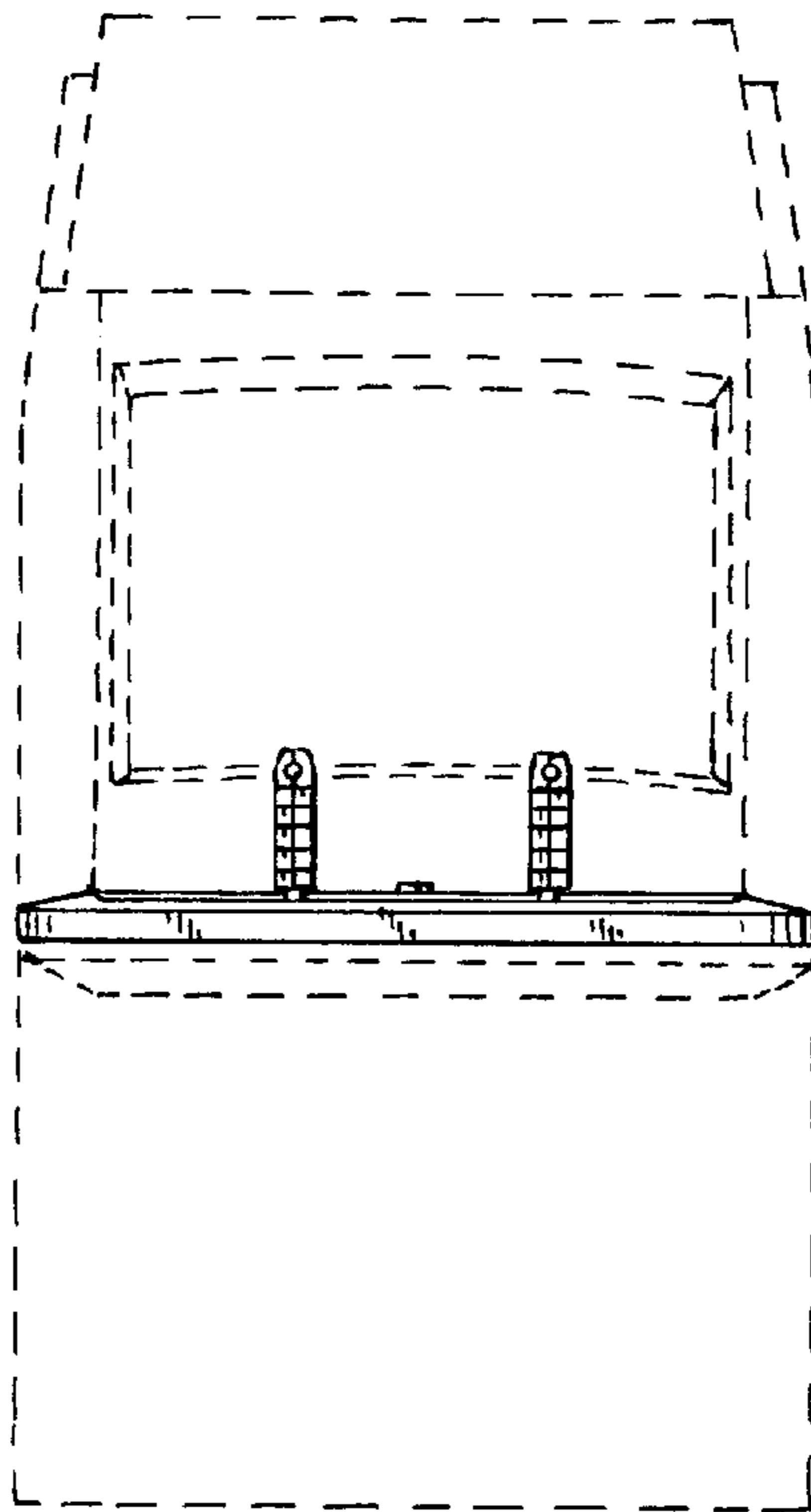


FIG. 4

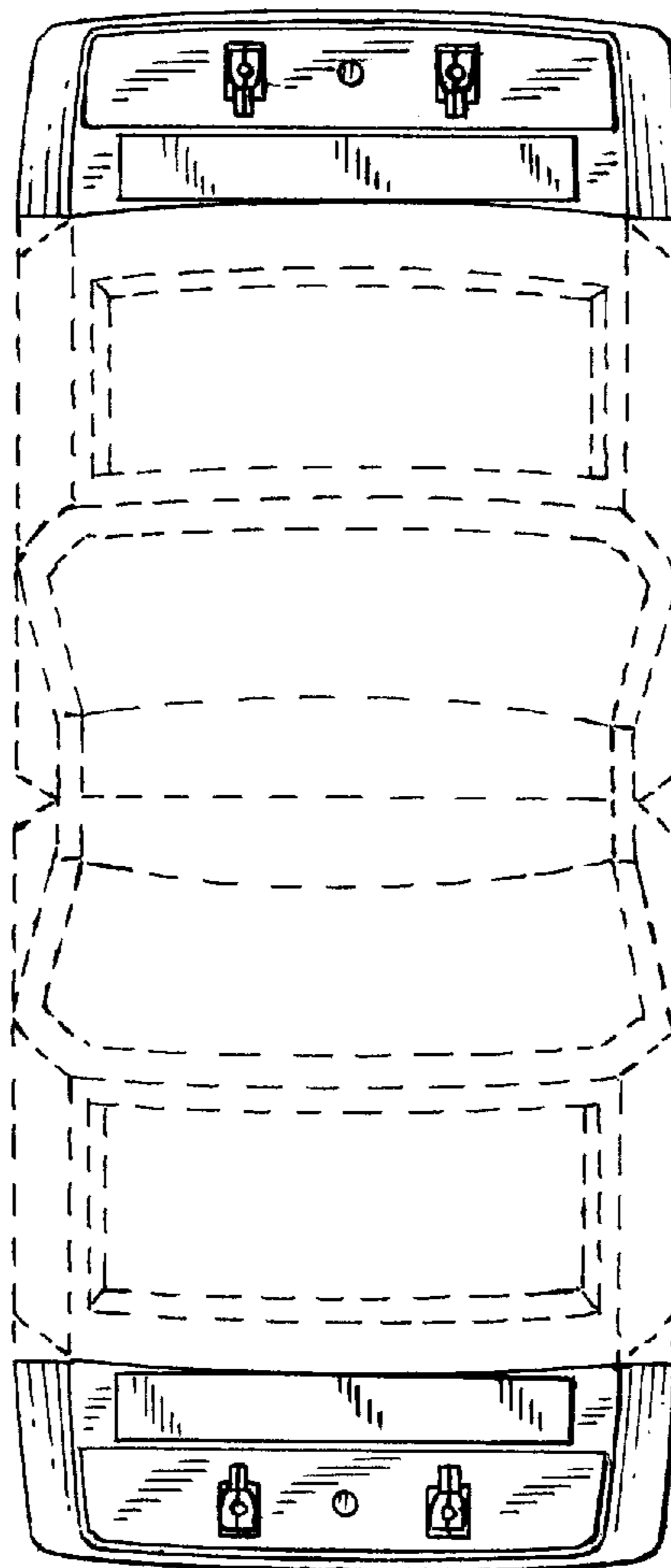


FIG.5

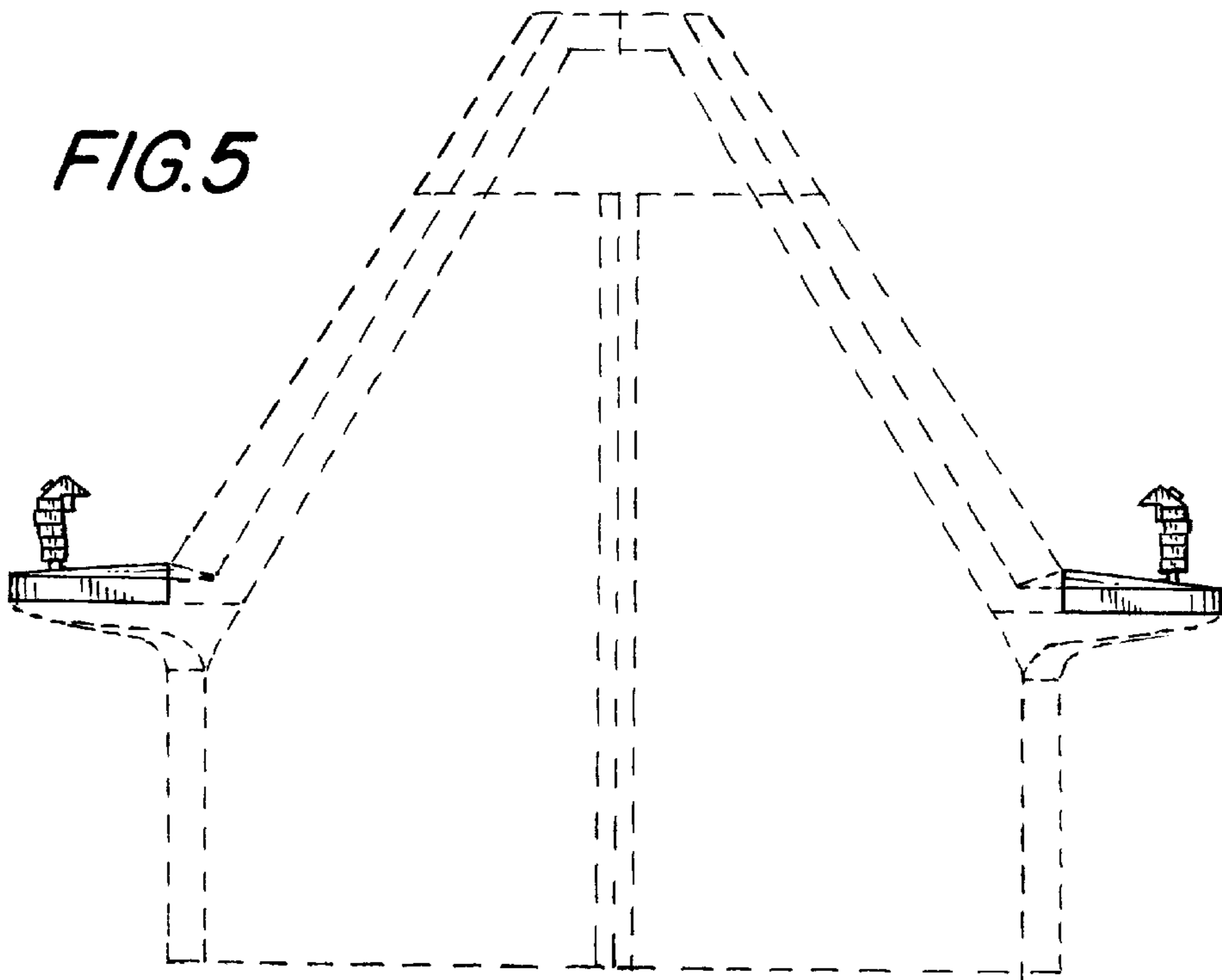


FIG.6

