



US00D407122S

**United States Patent** [19]  
**Tsai**

[11] **Patent Number: Des. 407,122**

[45] **Date of Patent: \*\*Mar. 23, 1999**

[54] **VIDEO GAME**

5,184,830 2/1993 Okada et al. .... 463/46 X  
5,213,327 5/1993 Kitaue ..... 463/38

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**OTHER PUBLICATIONS**

Nintendo 64/64 Bit. Jun. 1996.

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

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[21] Appl. No.: **83,623**

[57] **CLAIM**

[22] Filed: **Feb. 13, 1998**

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

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

[52] **U.S. Cl. .... D21/330**

[58] **Field of Search** ..... D21/324, 330,  
D21/329, 331; 273/148 B; D14/117.1, 117.9;  
463/1, 29-35, 37-47

**DESCRIPTION**

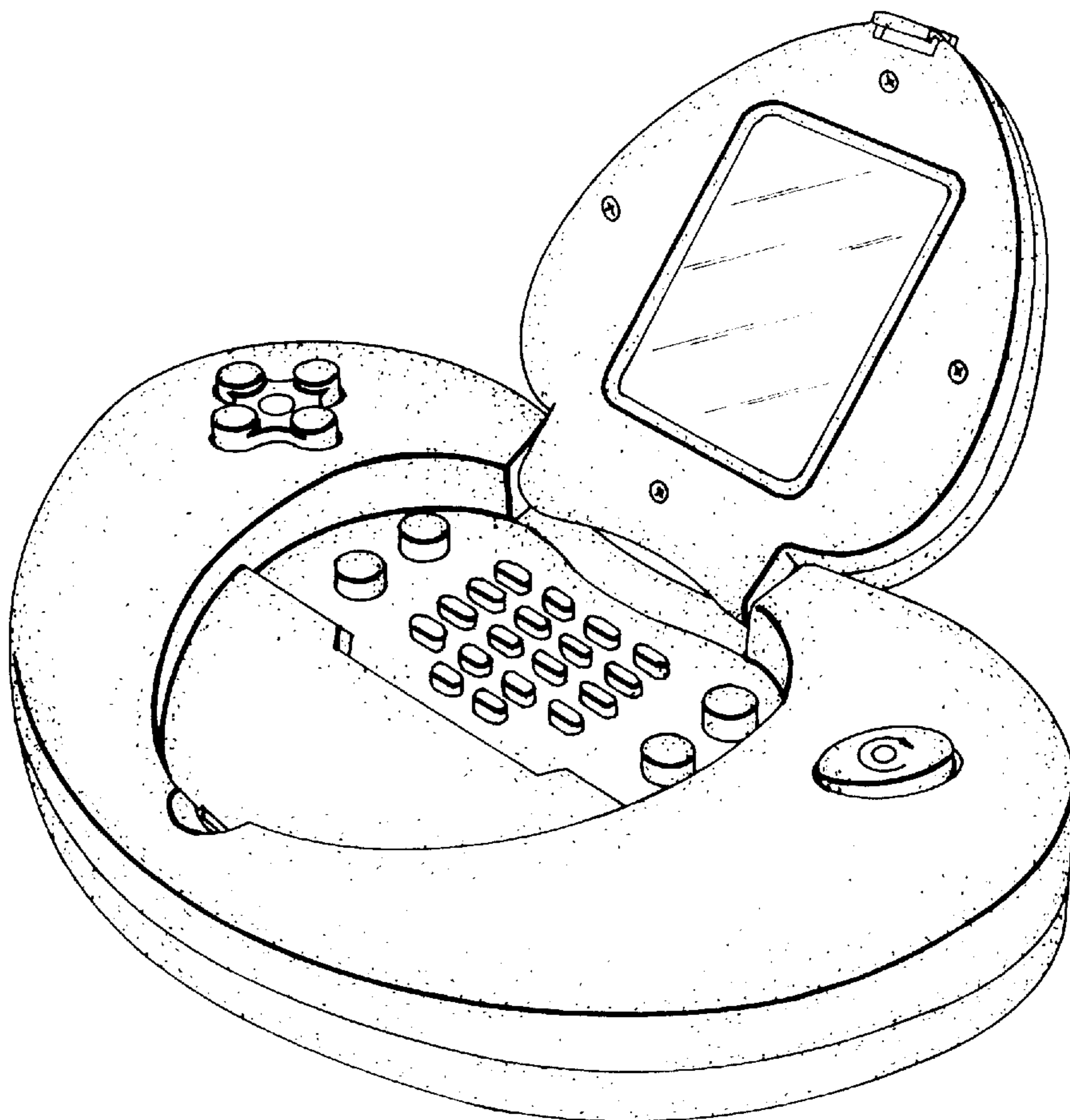
FIG. 1 is a perspective view of video game showing my new design;  
FIG. 2 is a front elevational view thereof;  
FIG. 3 is a rear elevational view thereof;  
FIG. 4 is a left side elevational view thereof;  
FIG. 5 is a right side elevational view thereof;  
FIG. 6 is a top view thereof;  
FIG. 7 is a bottom view thereof; and,  
FIG. 8 is a perspective view showing operation of video game.

[56] **References Cited**

**U.S. PATENT DOCUMENTS**

D. 356,606	3/1995	Feng	.....	D14/117.9
D. 363,321	10/1995	Hsien	.....	D14/117.9
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D. 367,895	3/1996	Goto	.....	D21/332
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D. 376,823	12/1996	Ikenaga	.....	D21/330
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**1 Claim, 7 Drawing Sheets**



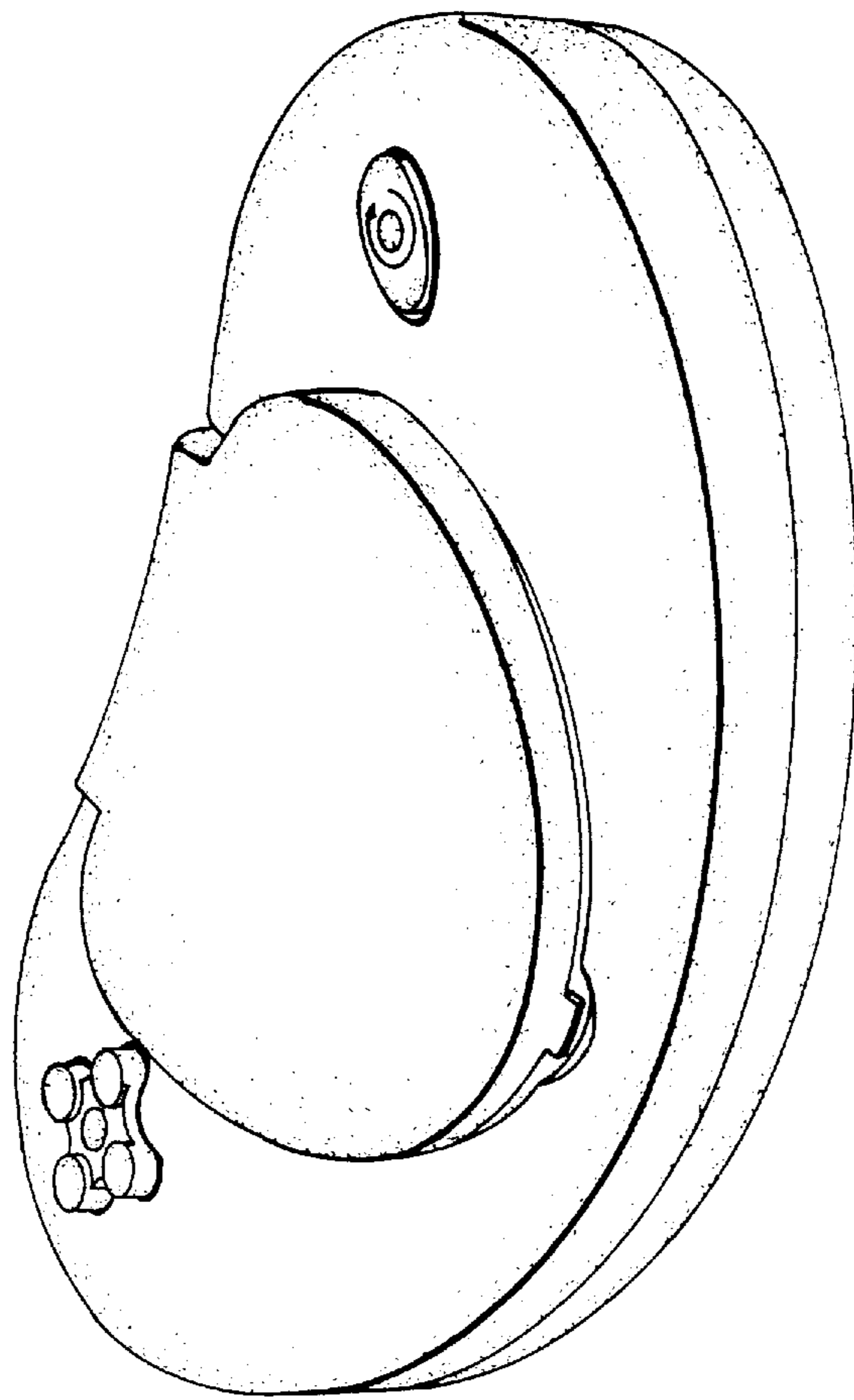


FIG.1

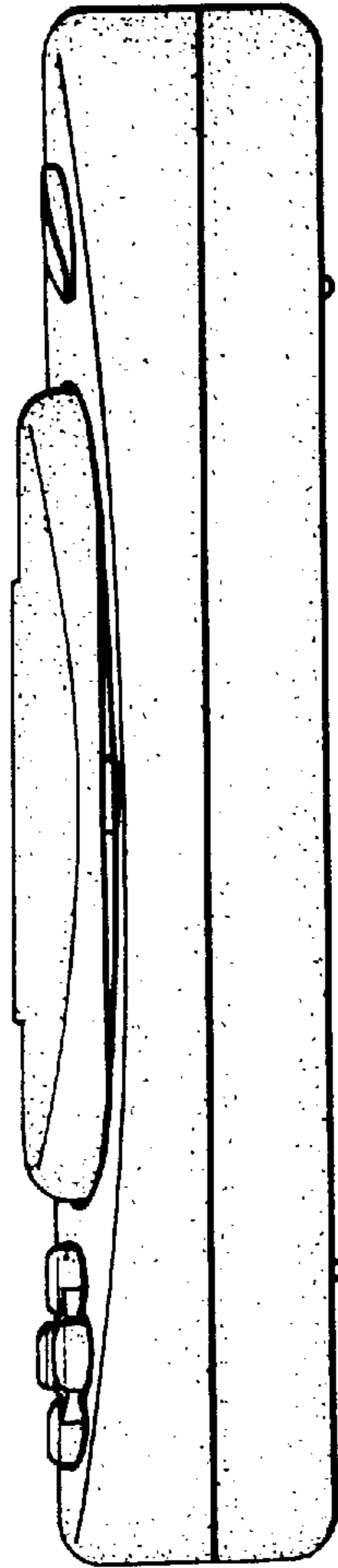


FIG. 2

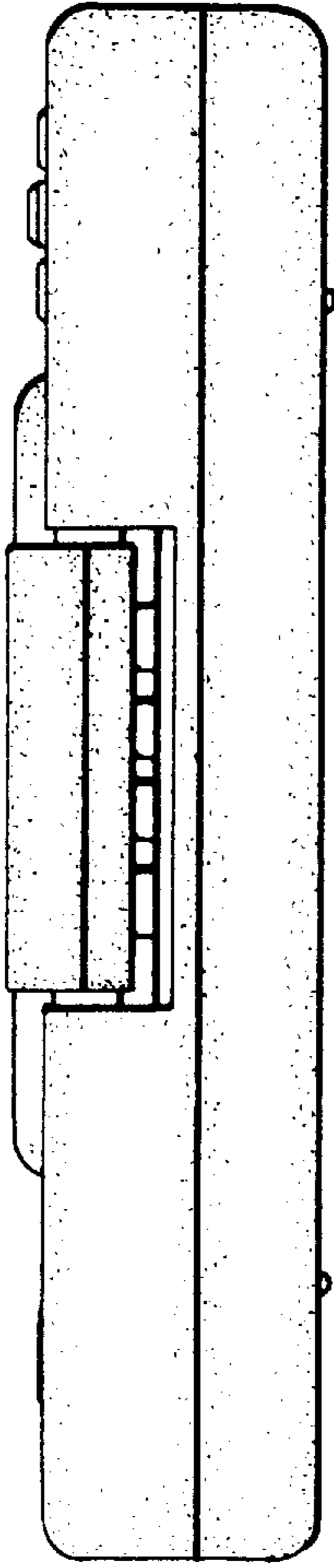


FIG. 3

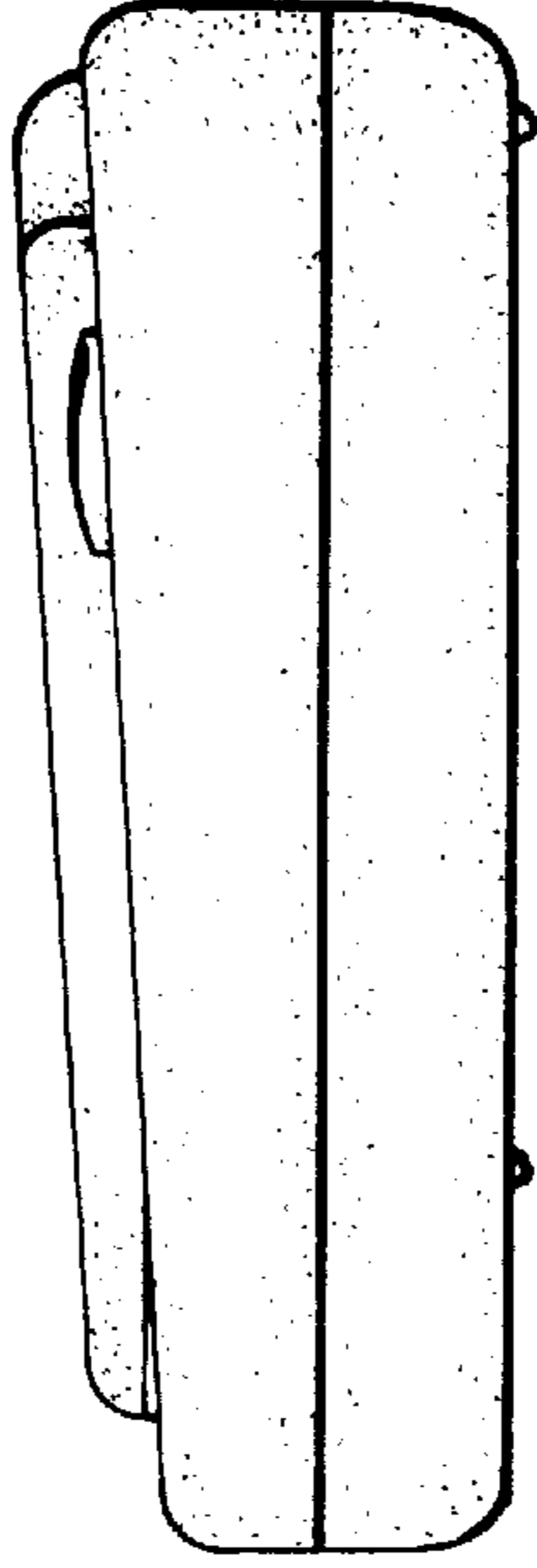


FIG.5

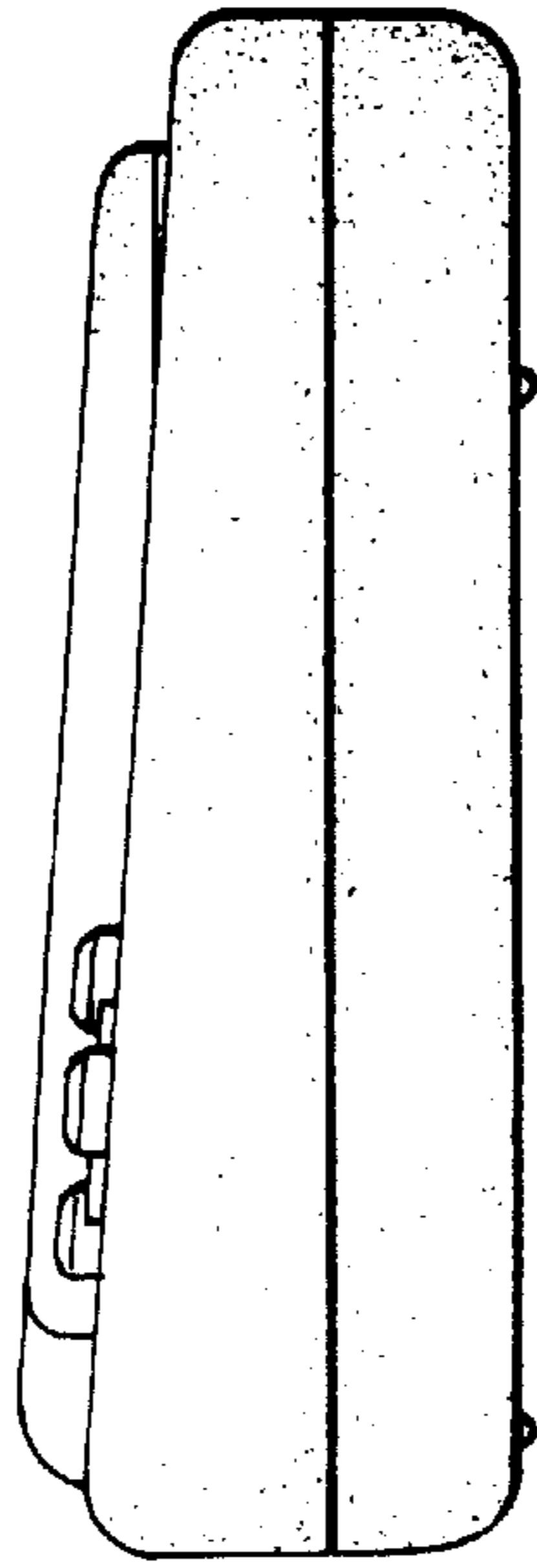


FIG.4

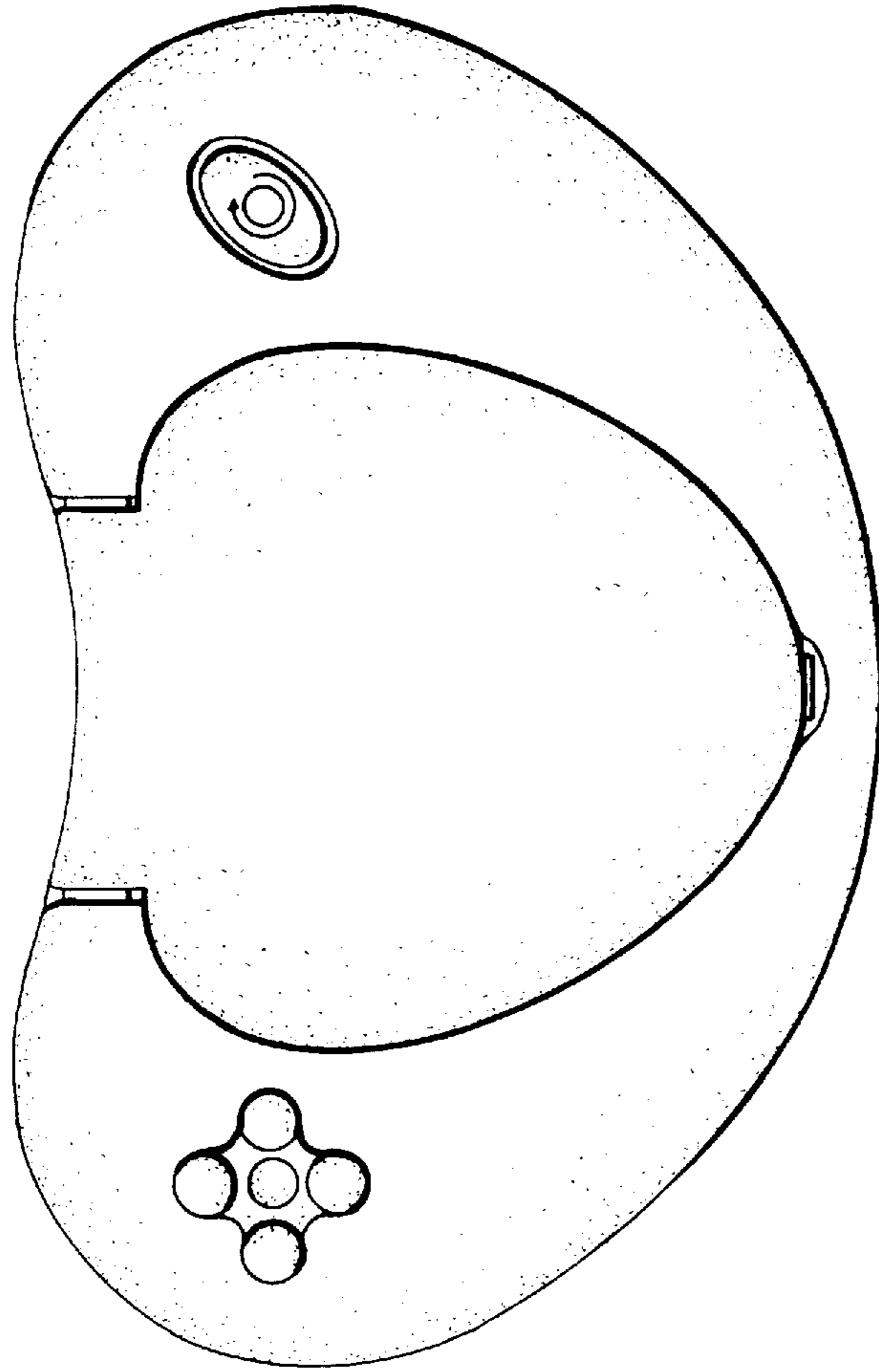


FIG. 6

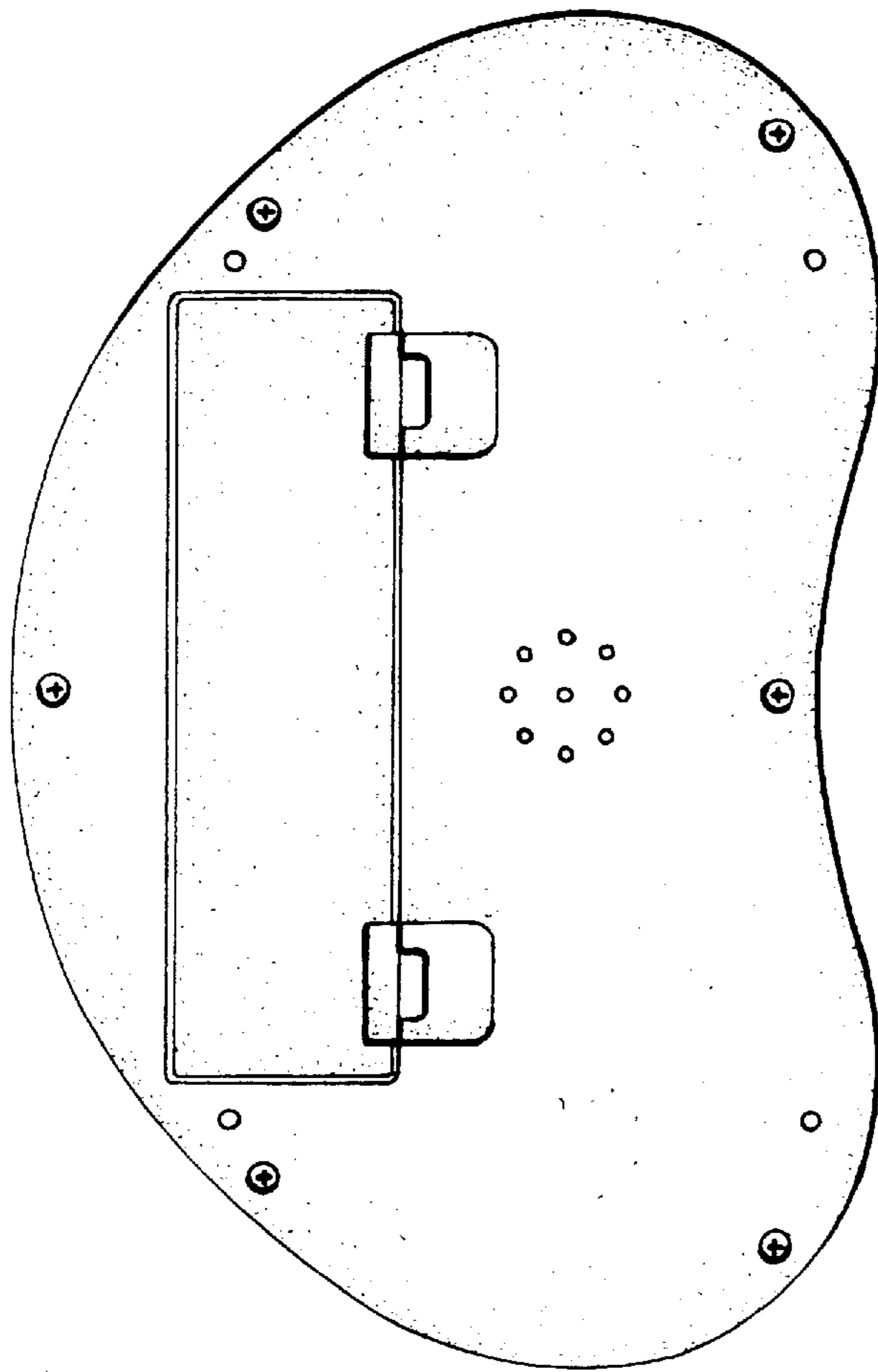


FIG.7

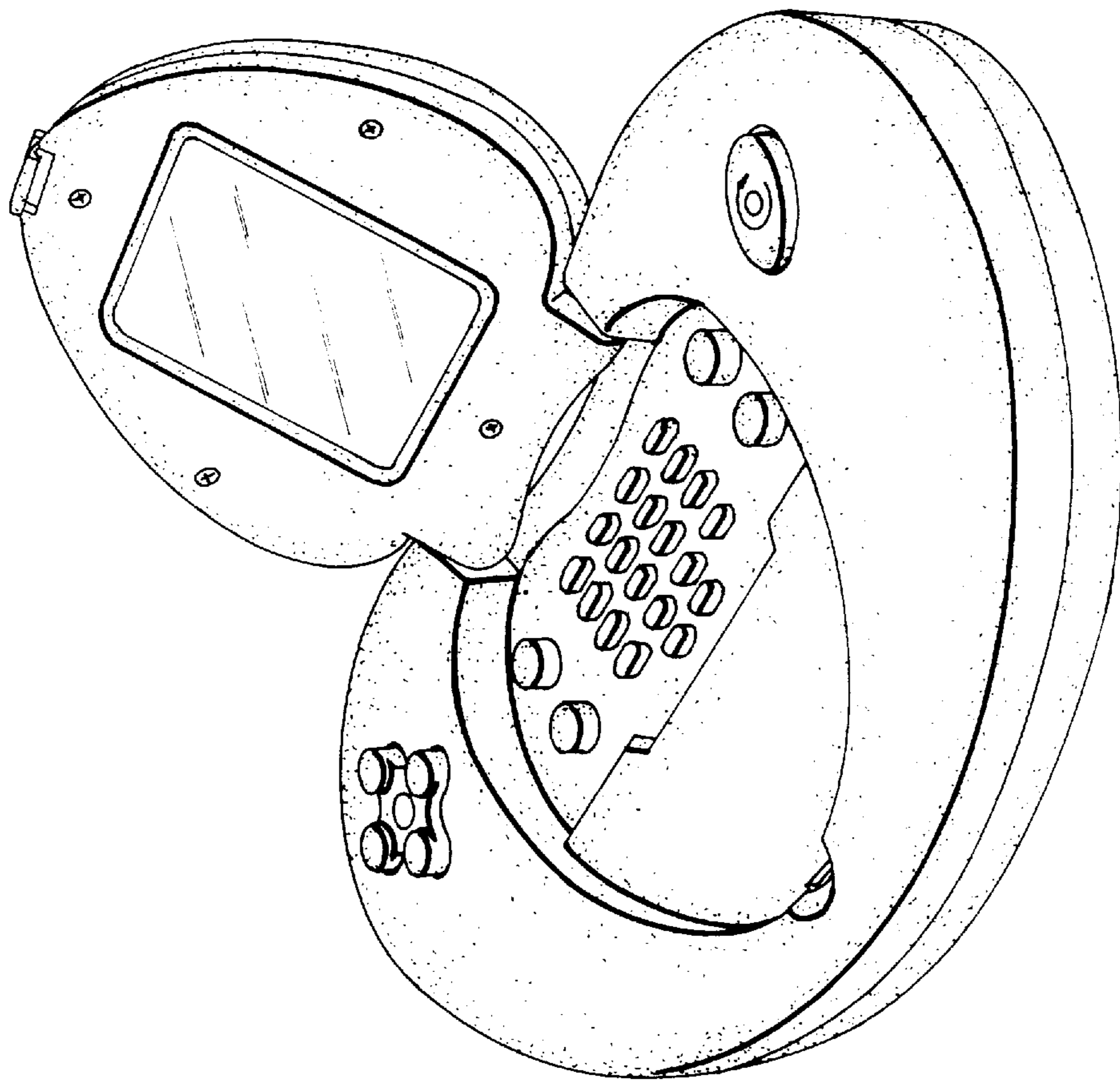


FIG.8