



US00D408378S

United States Patent [19]
Tyler et al.

[11] **Patent Number:** **Des. 408,378**
[45] **Date of Patent:** ****Apr. 20, 1999**

[54] **MEMORY CARD FOR COMPUTER VIDEO GAMES**

[75] **Inventors:** **Kelly D. Tyler; Tom Roberts**, both of El Cajon, Calif.

[73] **Assignee:** **Mad Catz, Inc.**, Santee, Calif.

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

[21] **Appl. No.:** **29/092,906**

[22] **Filed:** **Aug. 28, 1998**

[51] **LOC (6) CL** **14-02**

[52] **U.S. Cl.** **D14/105; D14/114**

[58] **Field of Search** **D14/100-117, D14/240; D21/324; 235/454, 462, 470, 380, 382, 382.5, 476, 482, 483; 354/80-82; 74/471 XY; 345/161-167; 200/5 A, 5 R, 6 A, 6 R; D13/147**

[56] **References Cited**

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Primary Examiner—**Kay H. Chin**
Attorney, Agent, or Firm—**Charles C. Logan, II**

[57] **CLAIM**

The ornamental design for a memory card for computer video games, as shown and described.

DESCRIPTION

FIG. 1 is a rear perspective view of a memory card for computer video games, showing our new design;

FIG. 2 is a top plan view thereof;
FIG. 3 is a front elevation view thereof;
FIG. 4 is a rear elevation view thereof;
FIG. 5 is a left side elevation view thereof;
FIG. 6 is a right side elevation view thereof;
FIG. 7 is a bottom plan view thereof;
FIG. 8 is a rear perspective view of a second embodiment of the memory card for computer video games;
FIG. 9 is a top plan view of FIG. 8;
FIG. 10 is a front elevational view of FIG. 8;
FIG. 11 is a rear elevational view of FIG. 8;
FIG. 12 is a left side elevational view of FIG. 8;
FIG. 13 is a right side elevational view of FIG. 8;
FIG. 14 is a bottom plan view of FIG. 8;
FIG. 15 is a rear perspective view of a third embodiment of the memory card for computer video games;
FIG. 16 is a top plan view of FIG. 15;
FIG. 17 is a front elevational view of FIG. 15;
FIG. 18 is a rear elevational view of FIG. 15;
FIG. 19 is a left side elevational view of FIG. 15;
FIG. 20 is a right side elevational view of FIG. 15;
FIG. 21 is a bottom plan view of FIG. 15;
FIG. 22 is a rear perspective view of a fourth embodiment of the memory card for computer video games;
FIG. 23 is a top plan view of FIG. 22;
FIG. 24 is a front elevational view of FIG. 22;
FIG. 25 is a rear elevational view of FIG. 22;
FIG. 26 is a left side elevational view of FIG. 22;
FIG. 27 is a right side elevational view of FIG. 22;
FIG. 28 is a bottom plan view of FIG. 22;
FIG. 29 is a rear perspective view of a fifth embodiment of the memory card for computer video games;
FIG. 30 is a top plan view of FIG. 29;
FIG. 31 is a front elevational view of FIG. 29;
FIG. 32 is a rear elevational view of FIG. 29;
FIG. 33 is a left side elevational view of FIG. 29;
FIG. 34 is a right side elevational view of FIG. 29; and,
FIG. 35 is a bottom plan view of FIG. 29.

1 Claim, 5 Drawing Sheets



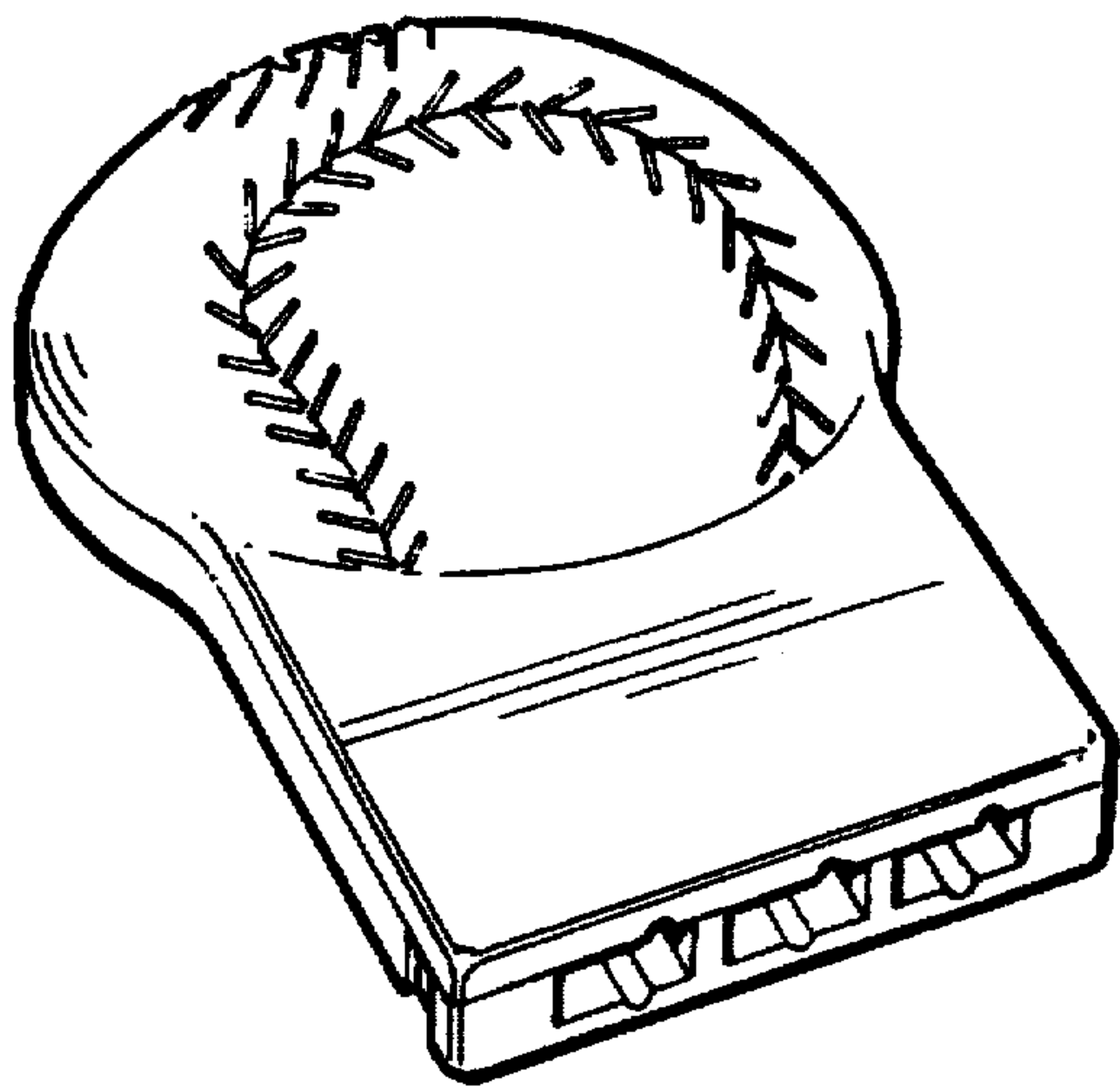


FIG. 1

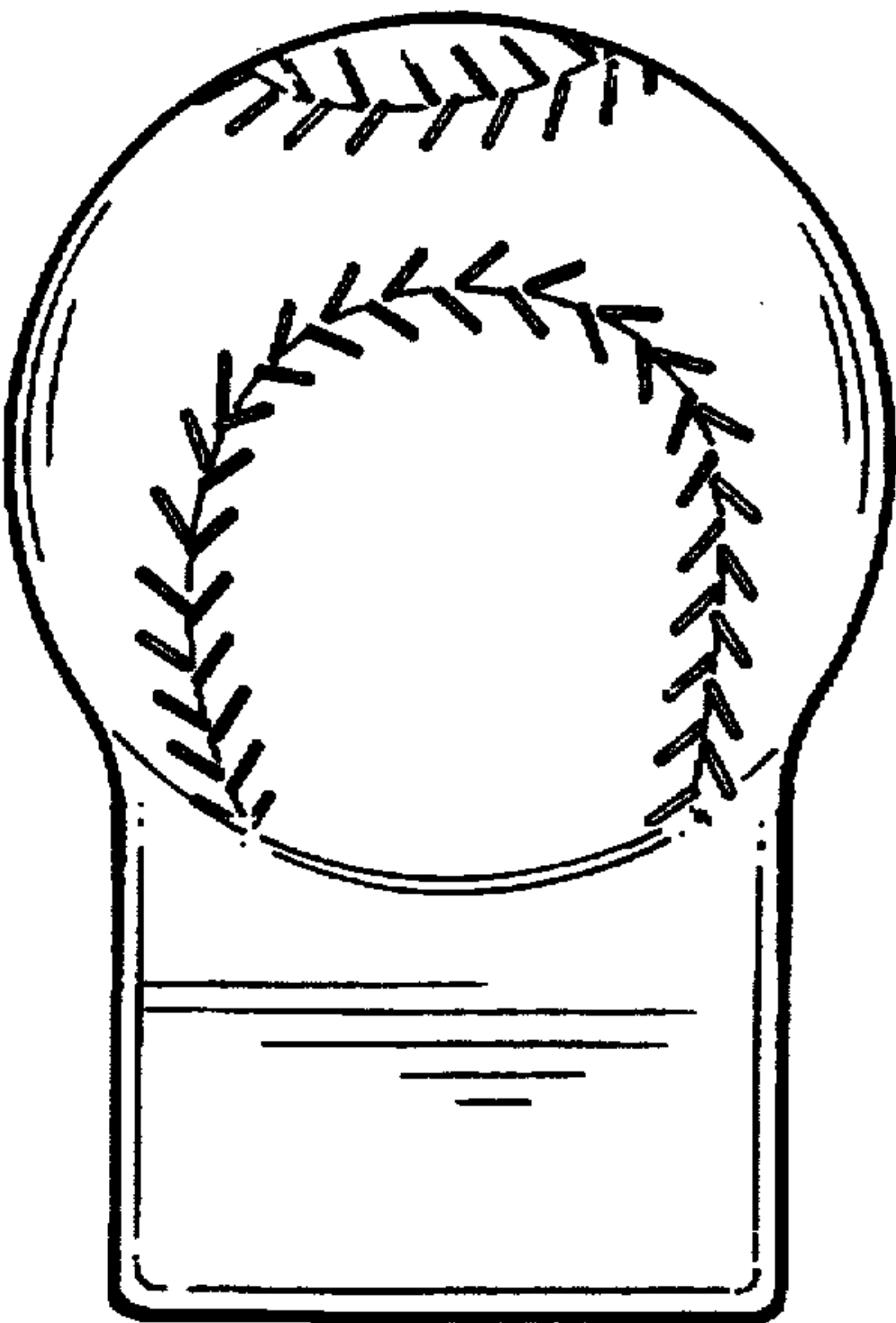


FIG. 2

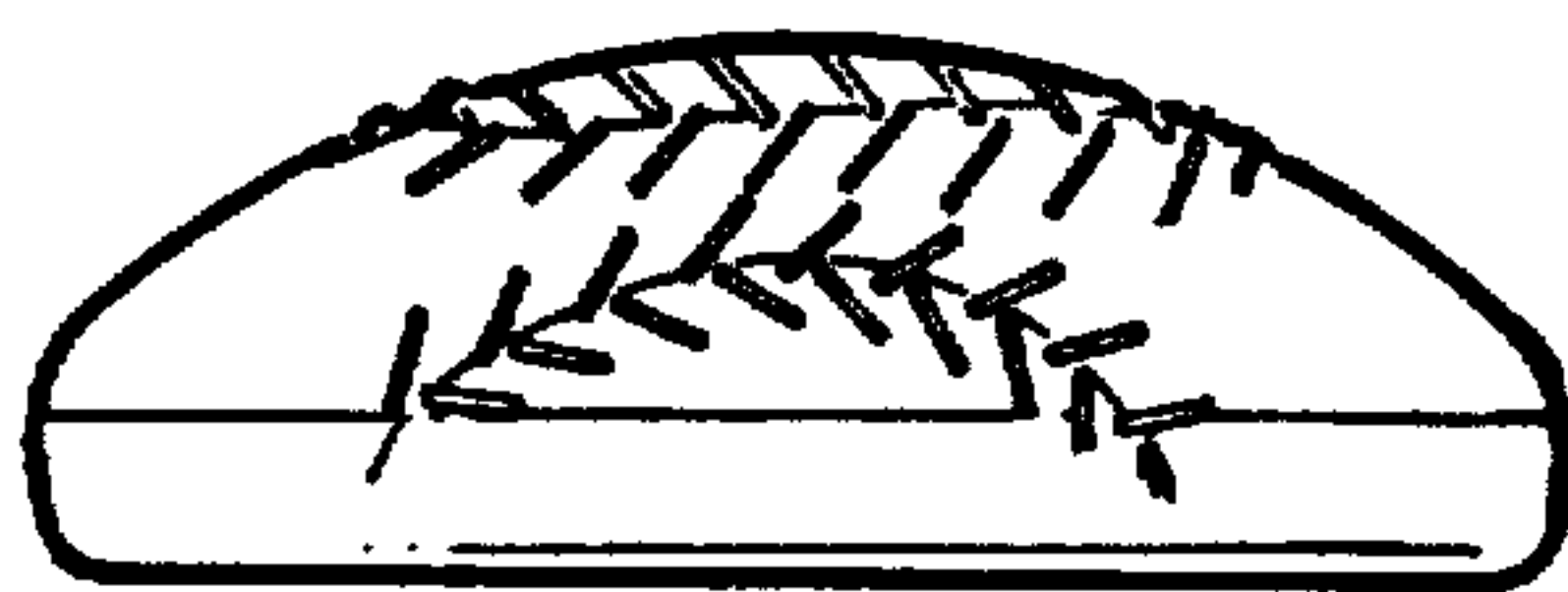


FIG. 3

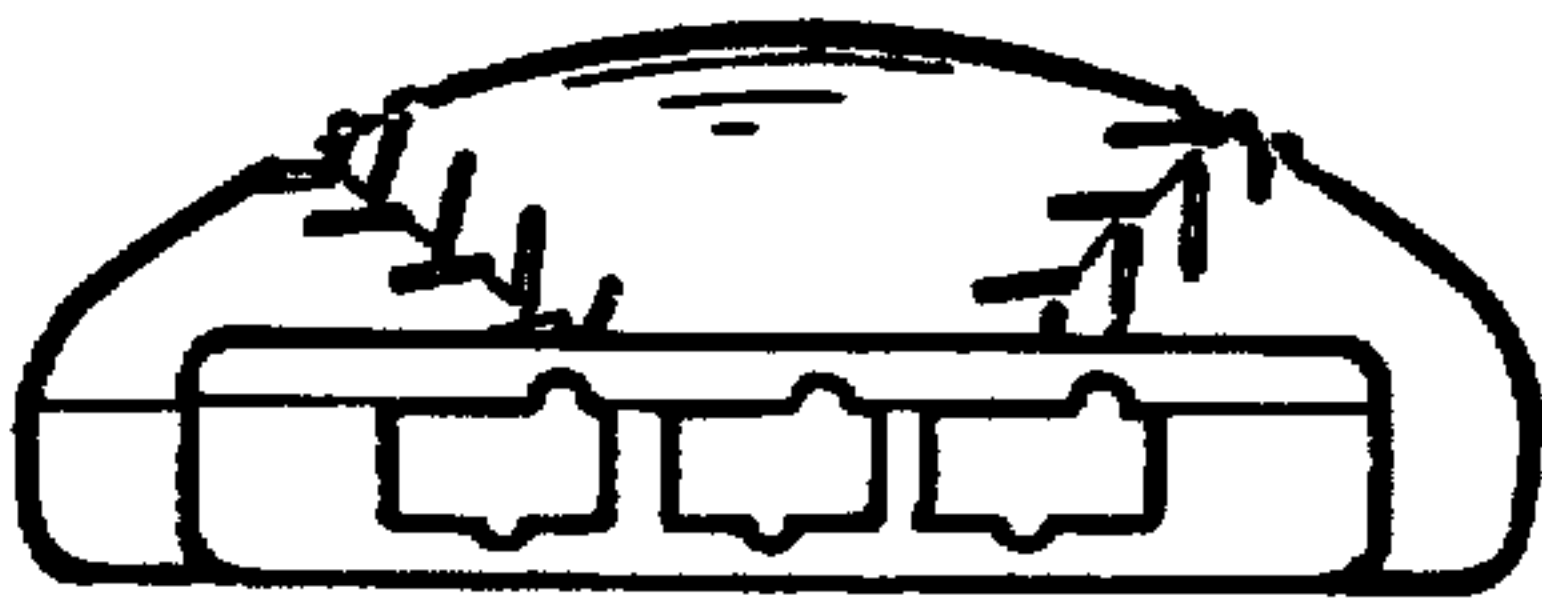


FIG. 4

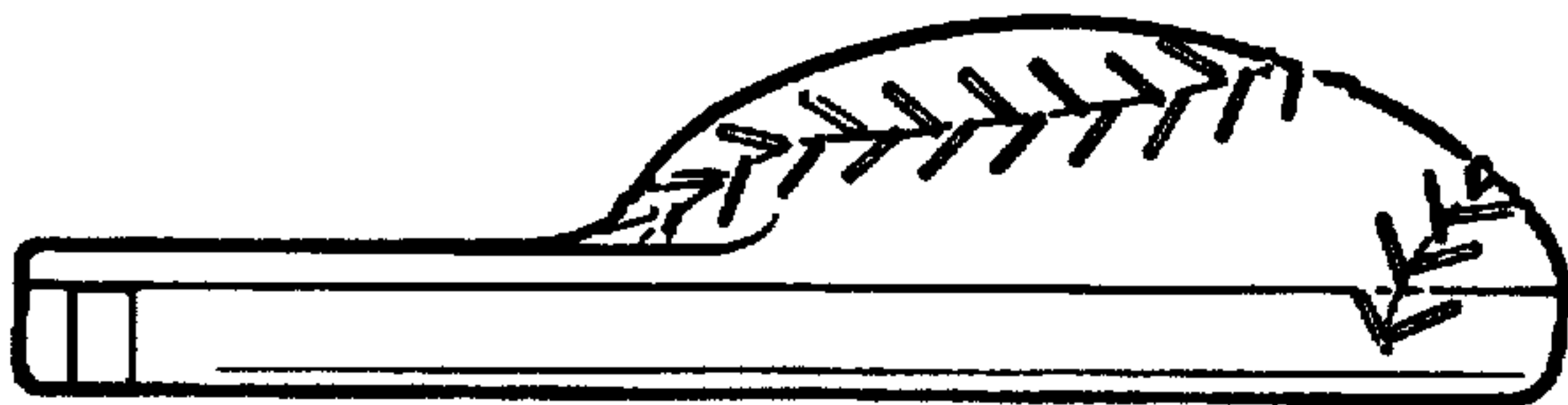


FIG. 5

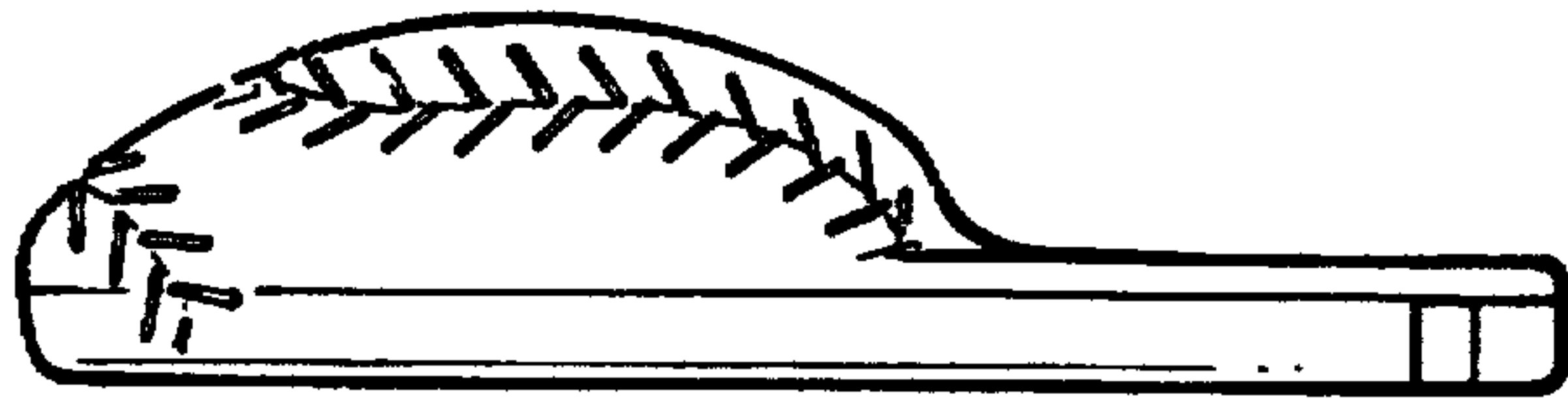


FIG. 6

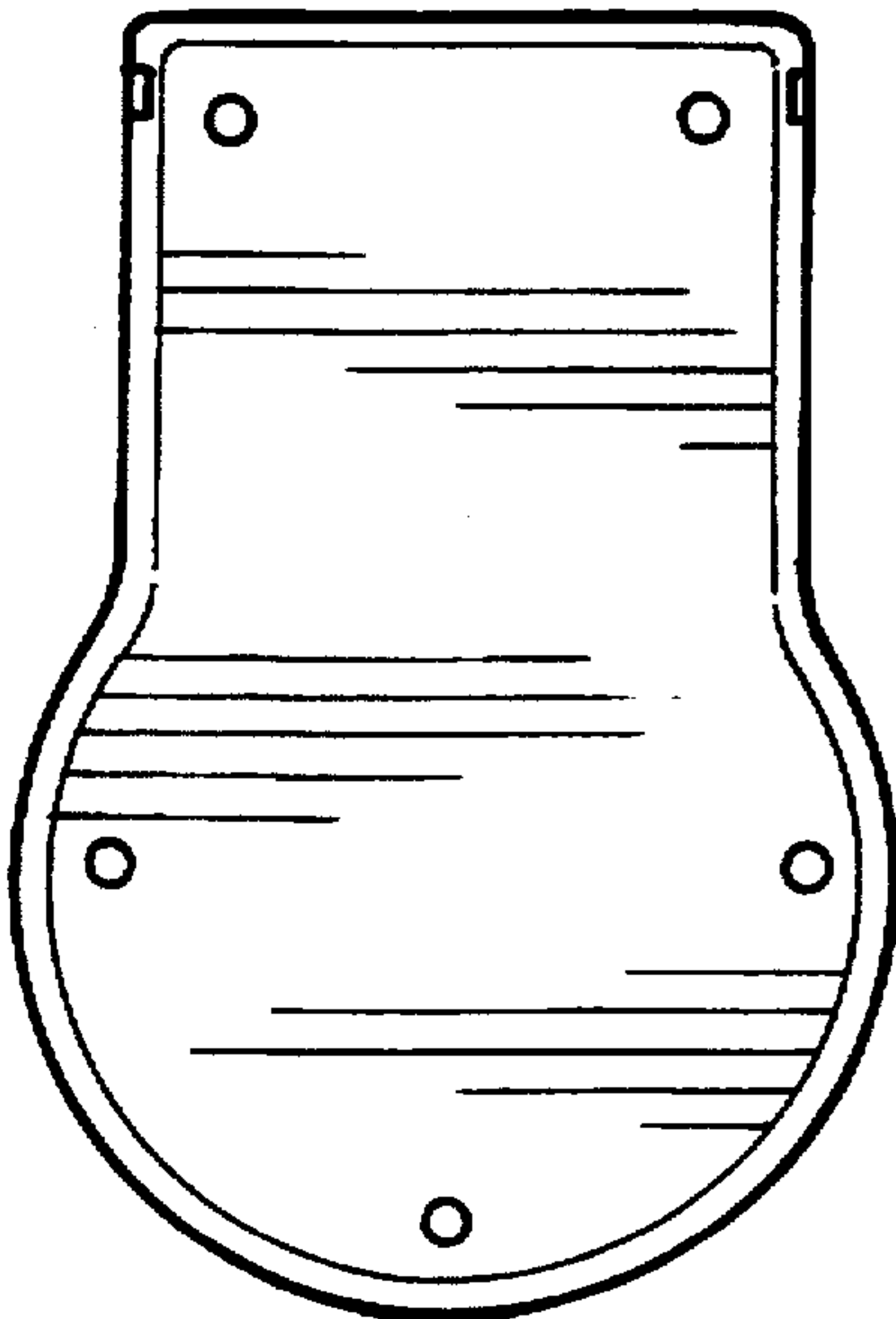


FIG. 7

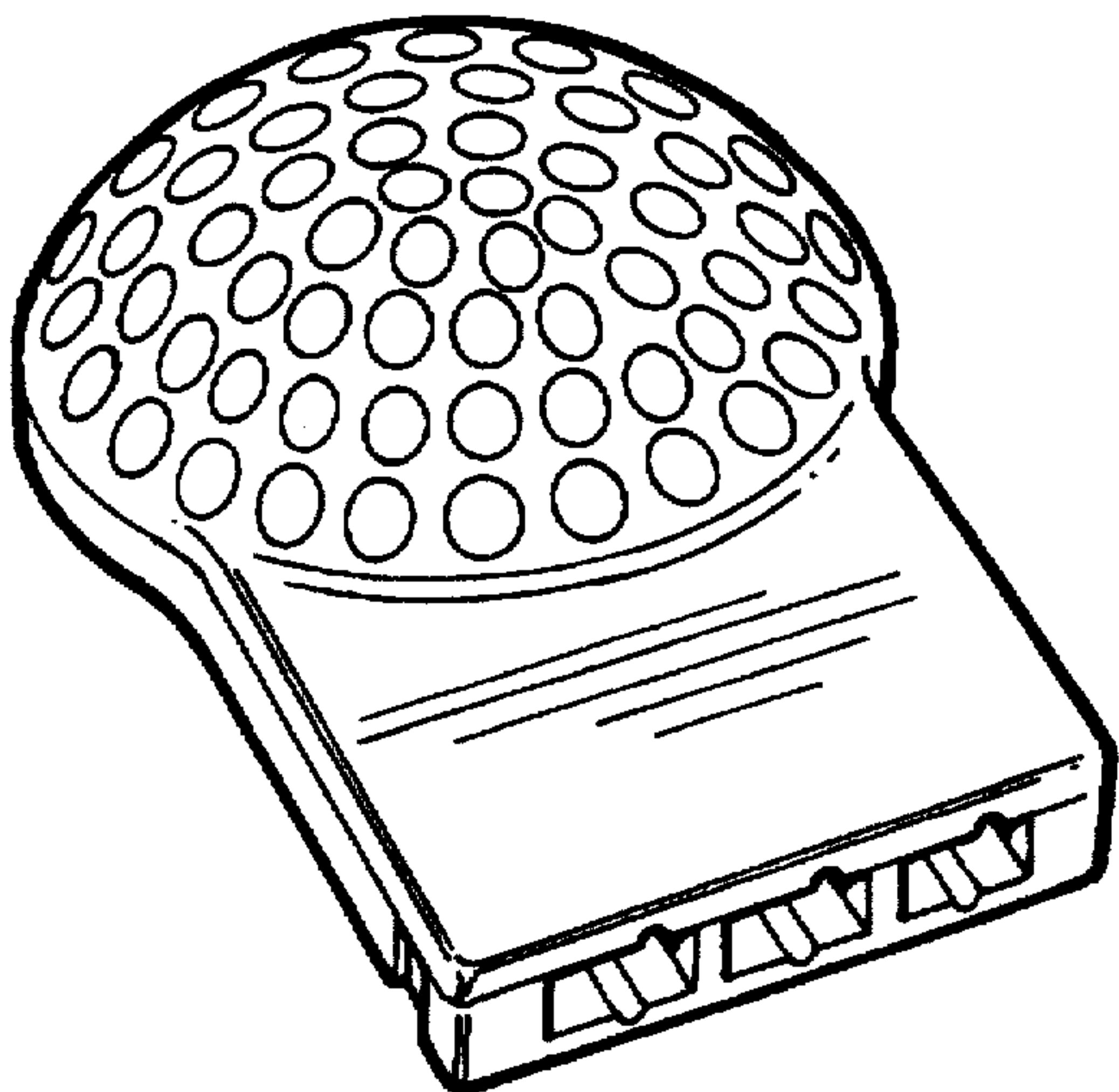


FIG. 8

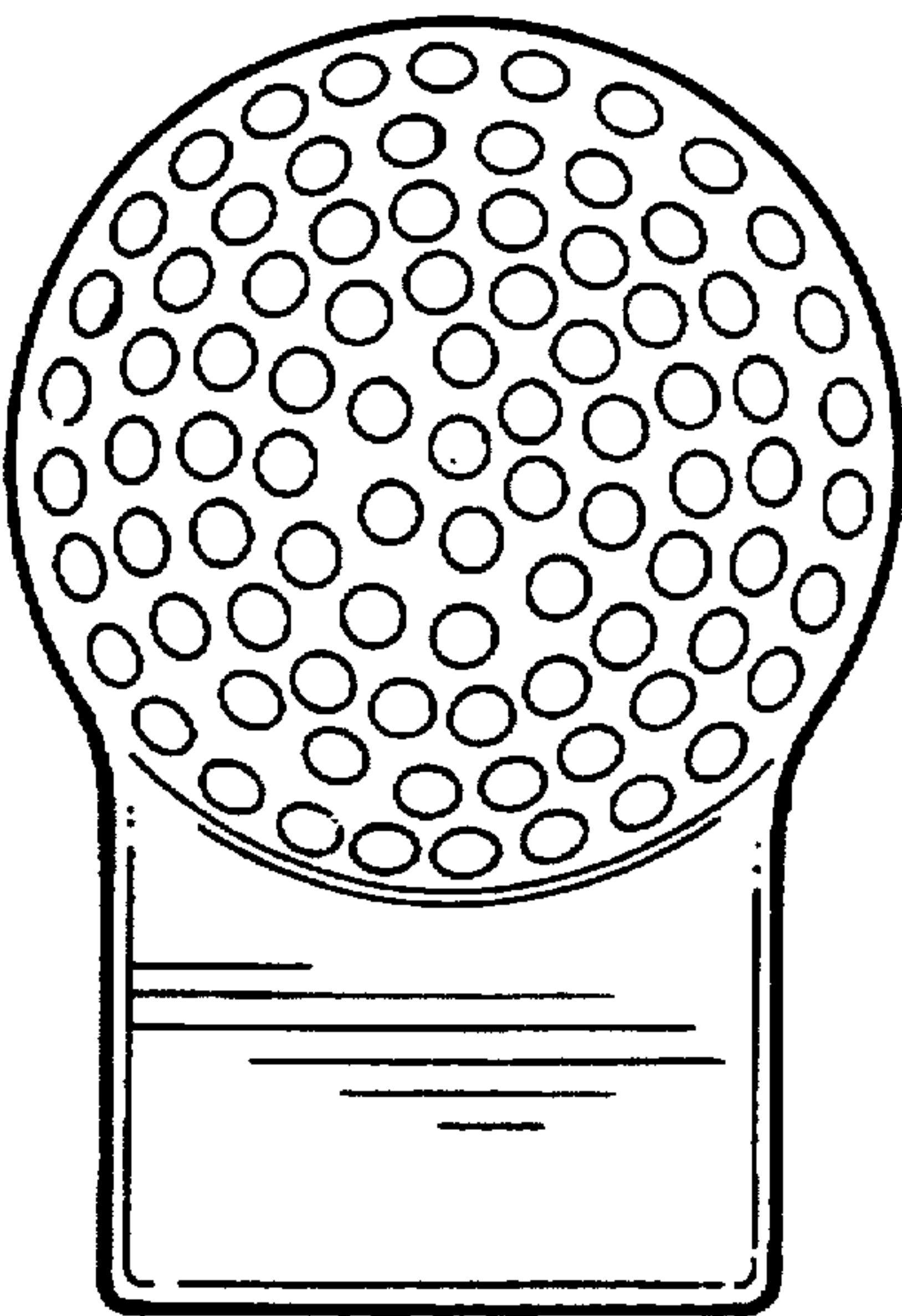


FIG. 9

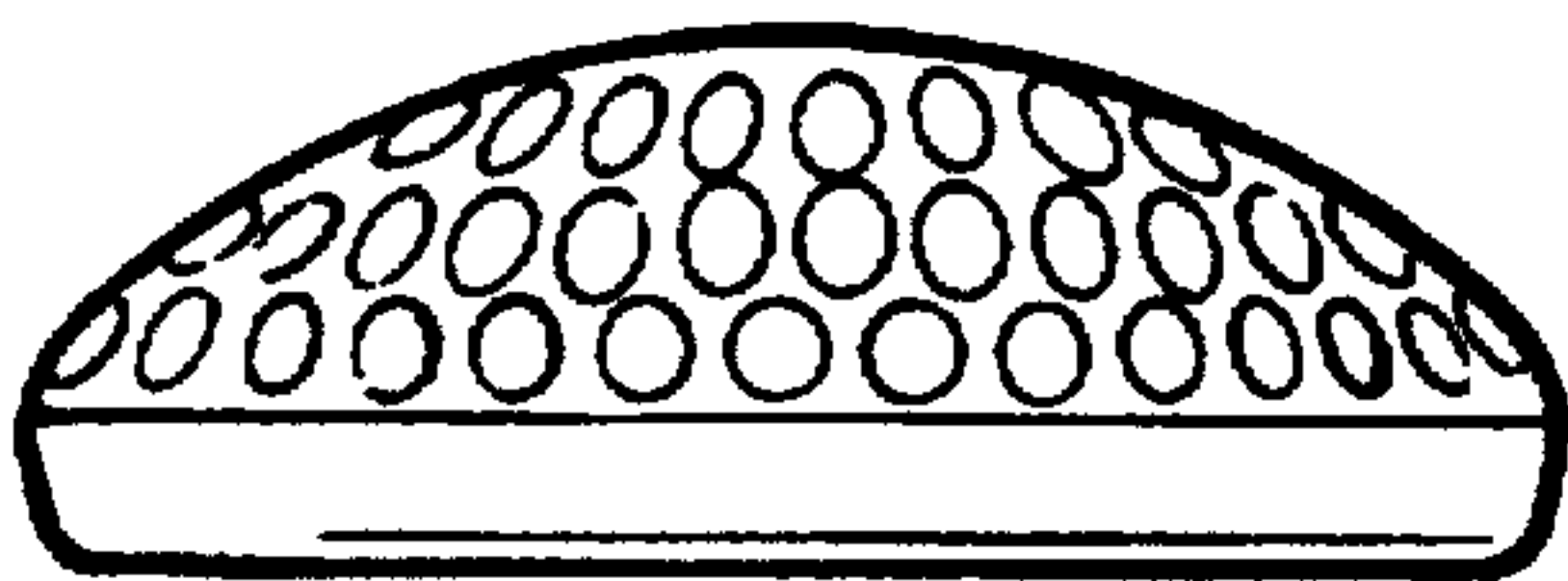


FIG. 10

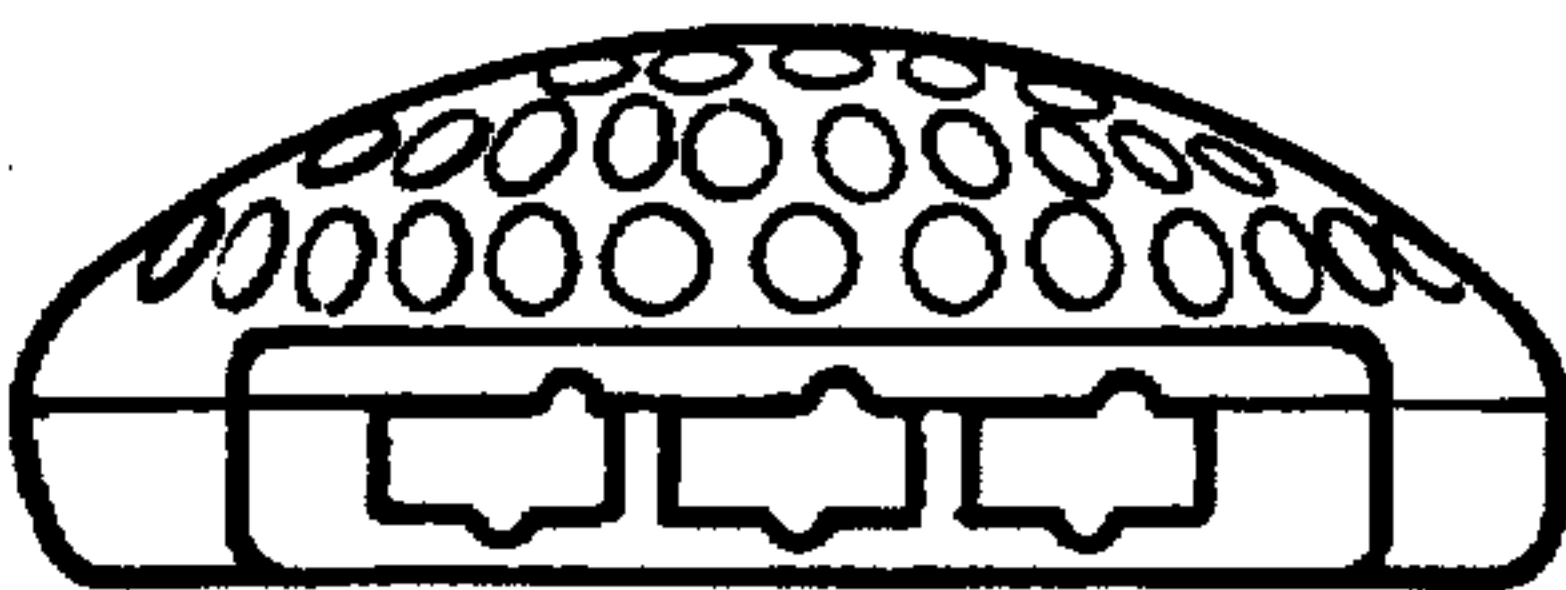


FIG. 11

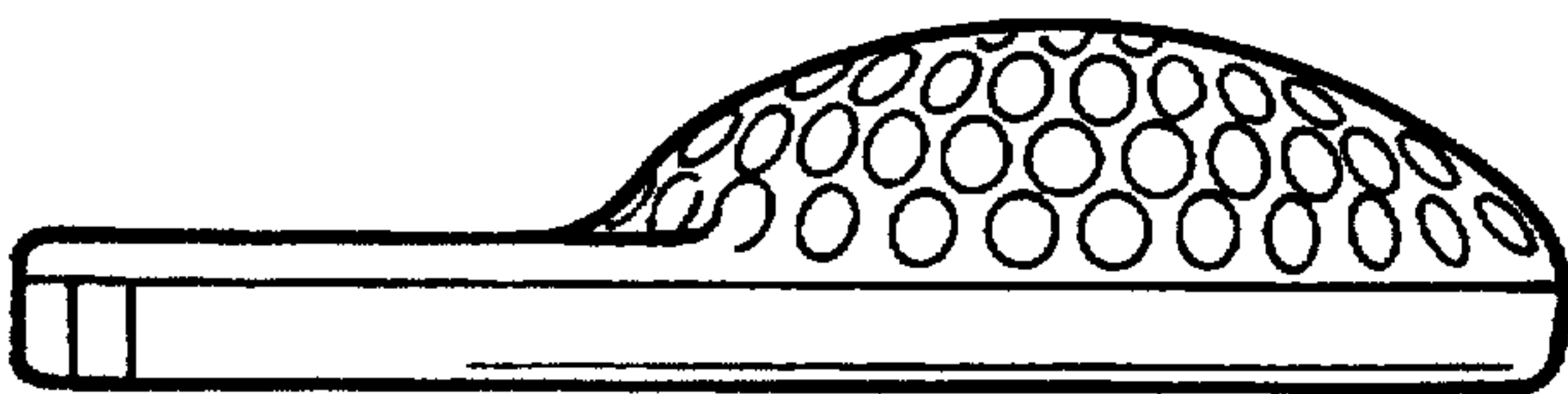


FIG. 12

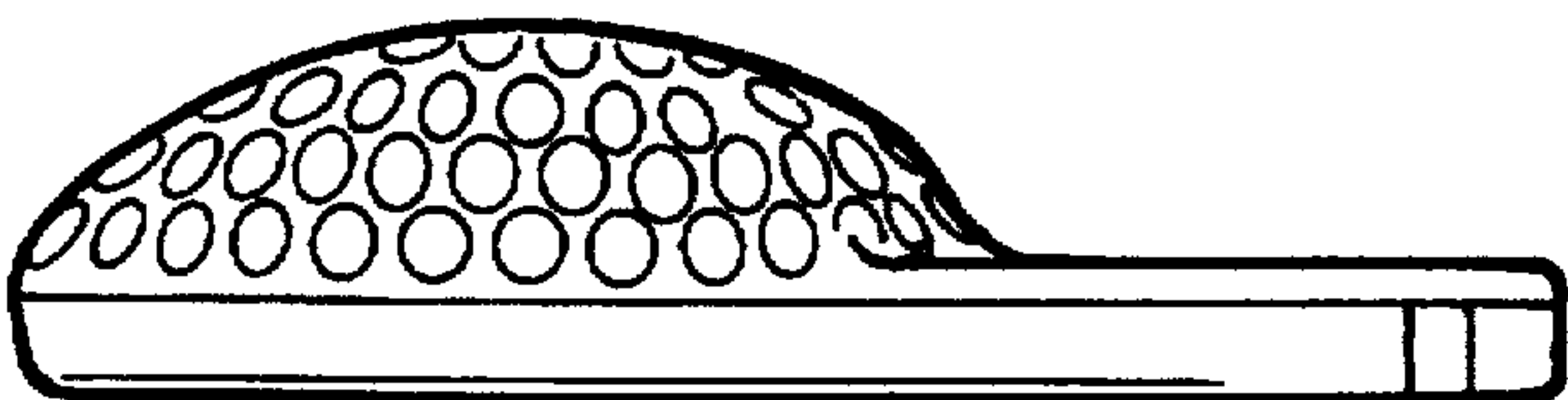


FIG. 13

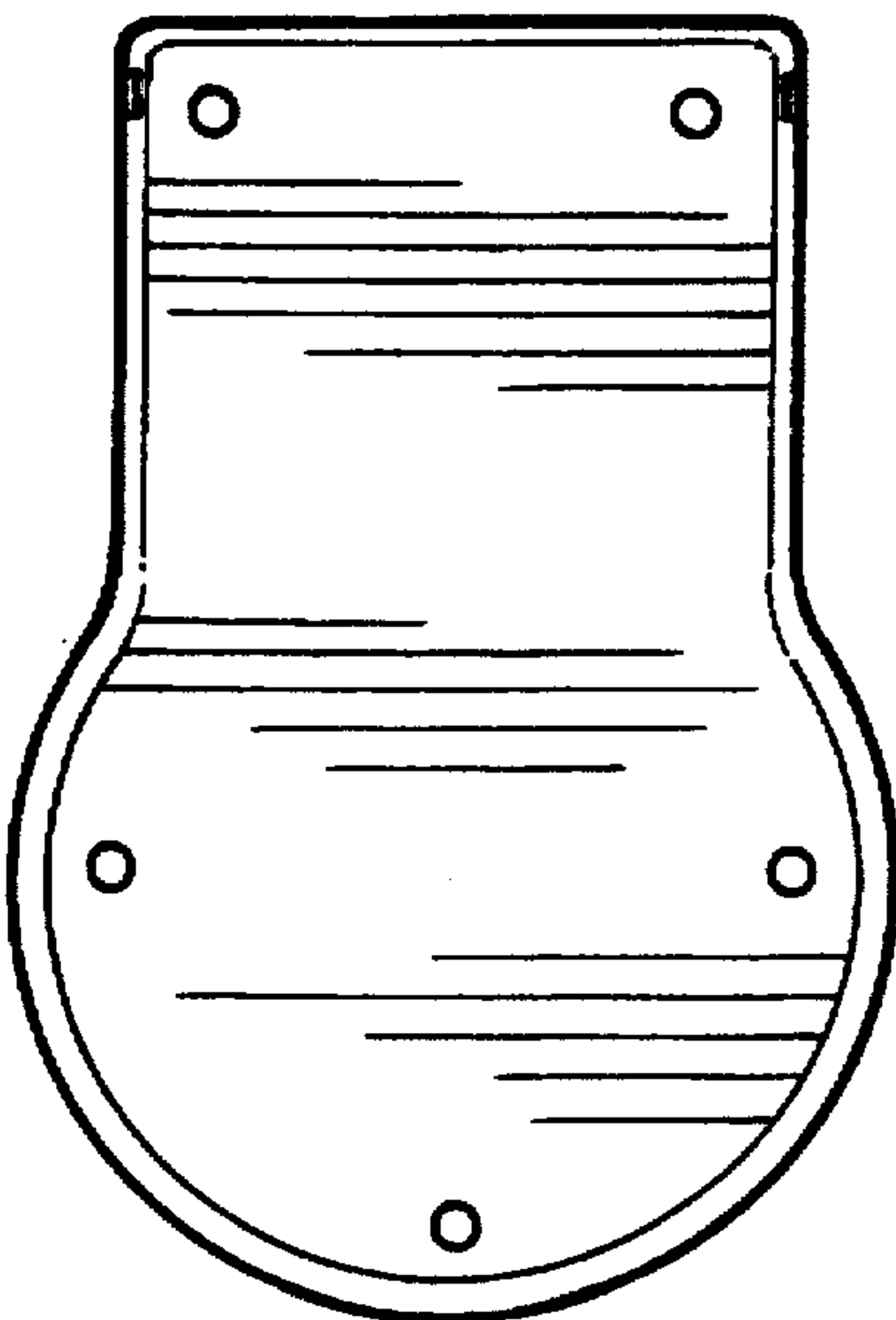


FIG. 14

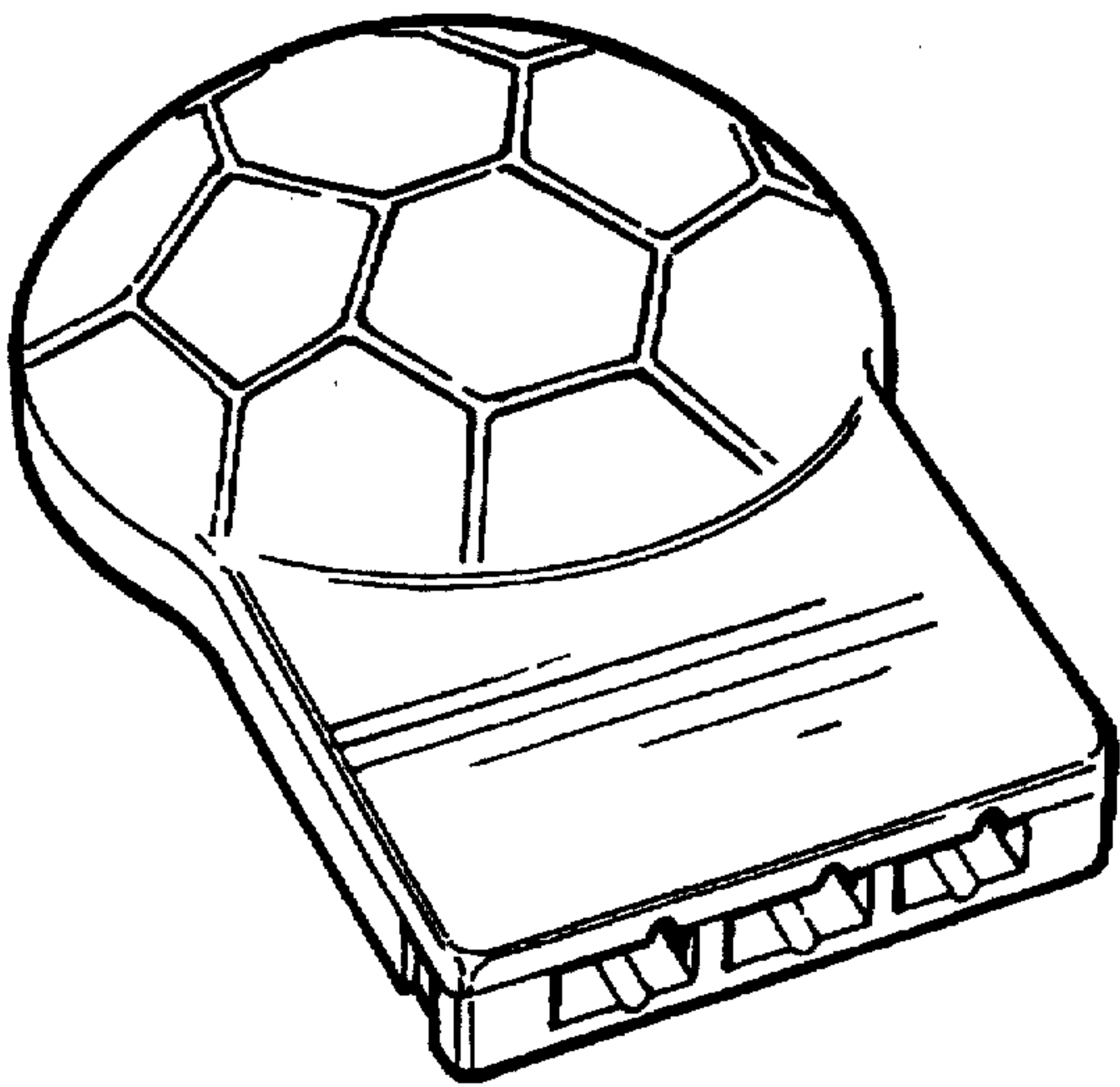


FIG. 15

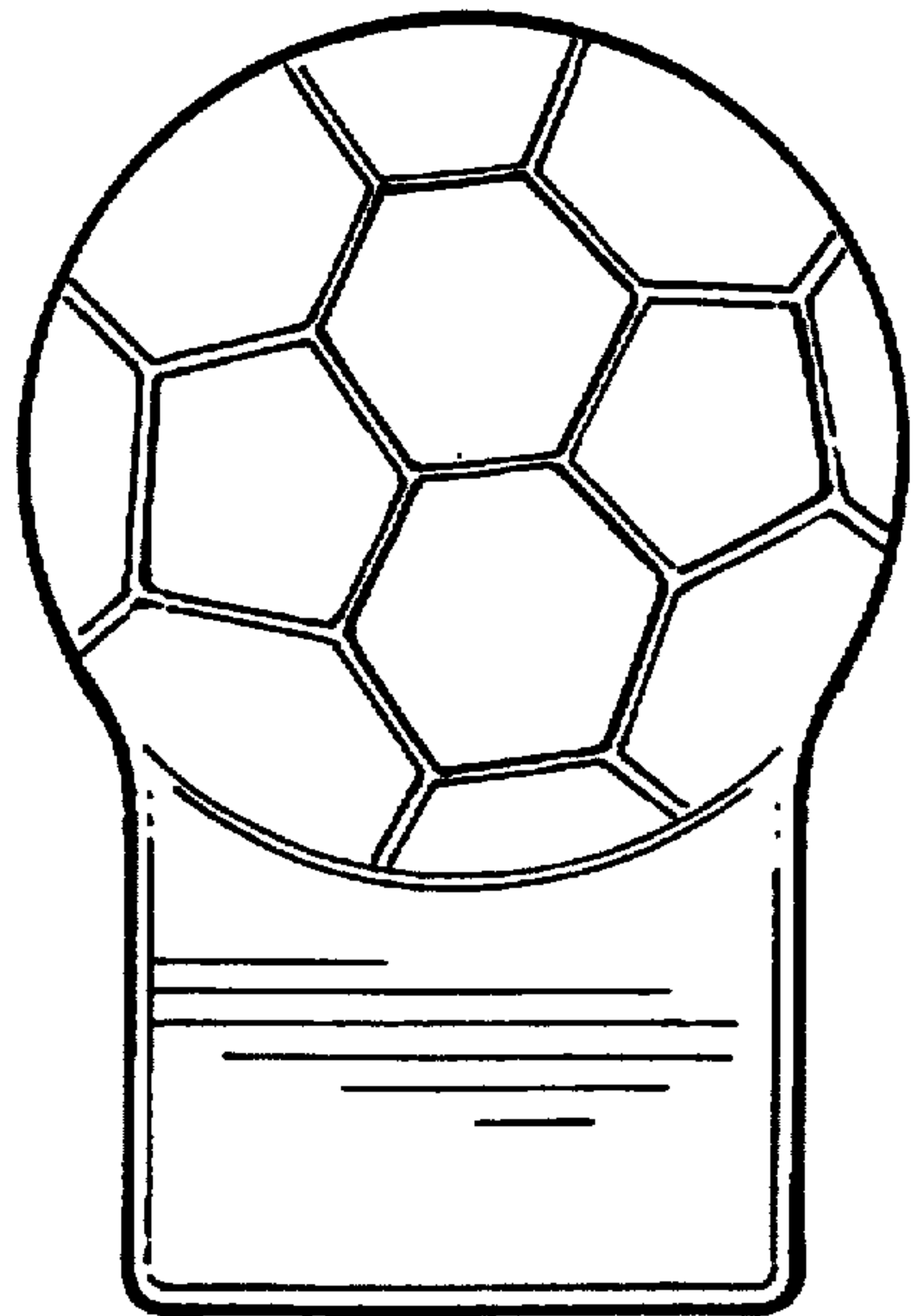


FIG. 16

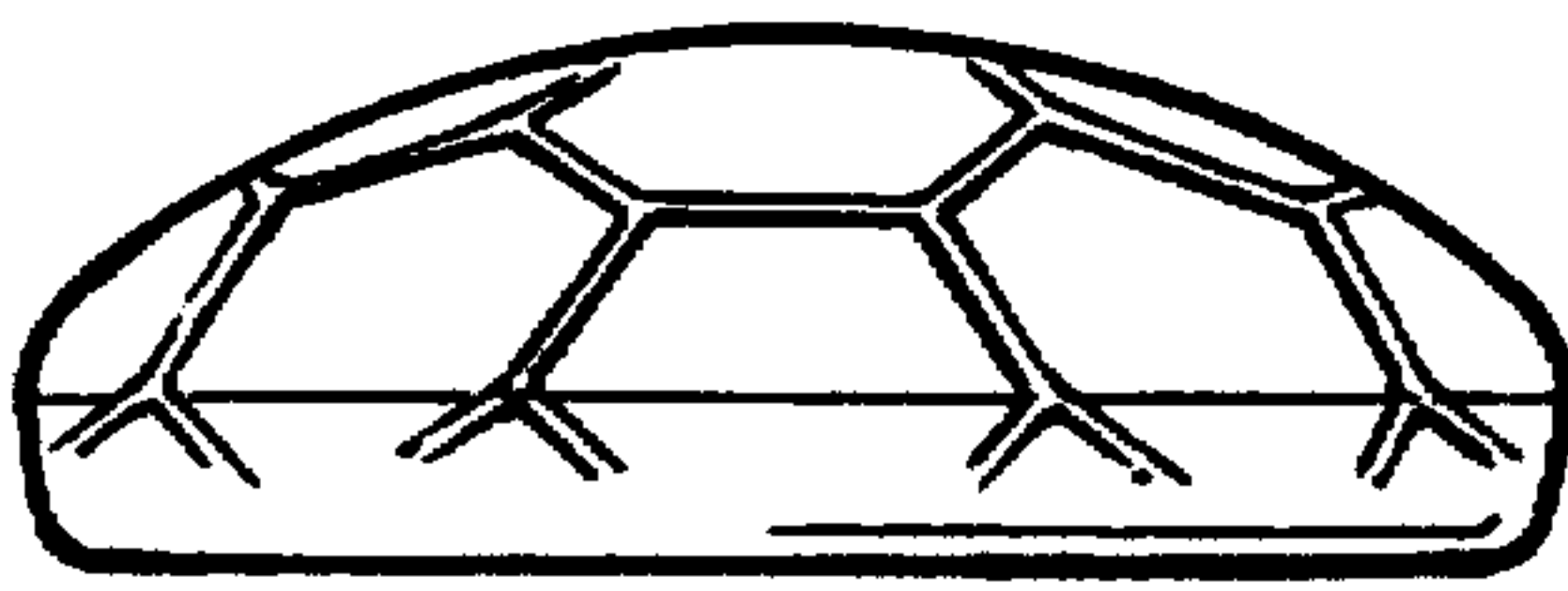


FIG. 17

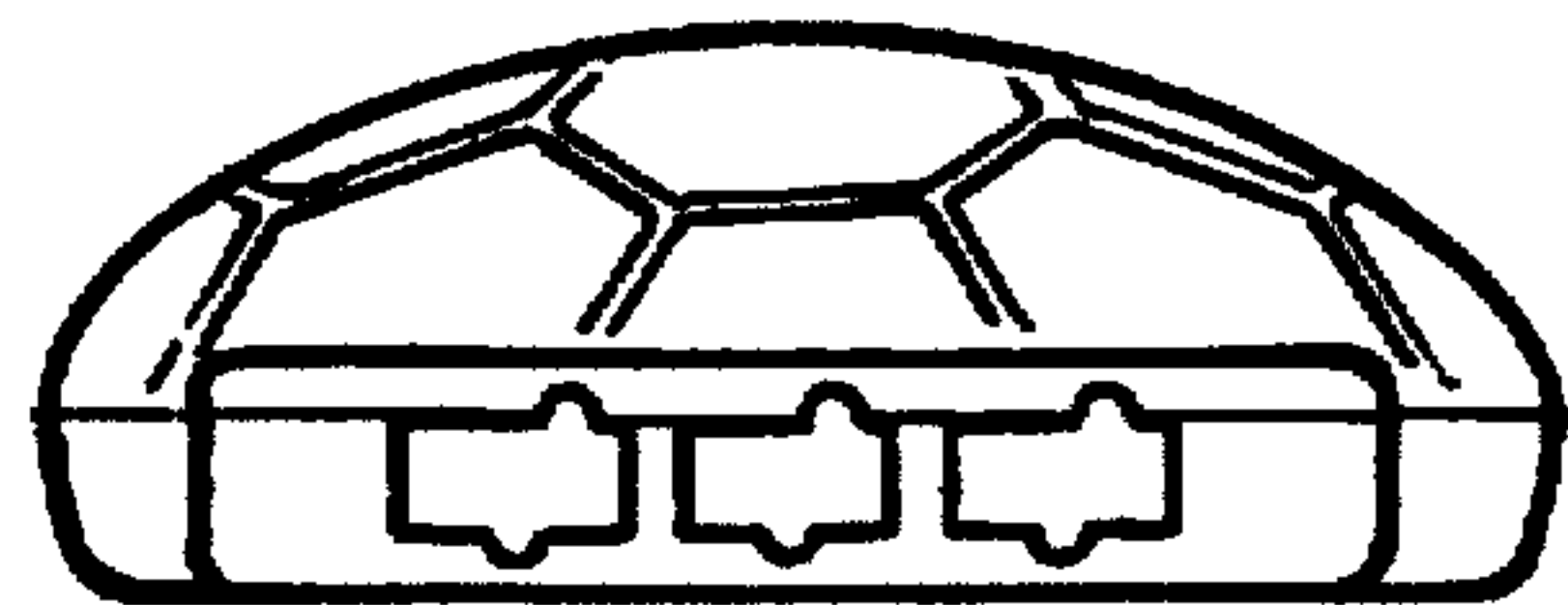


FIG. 18

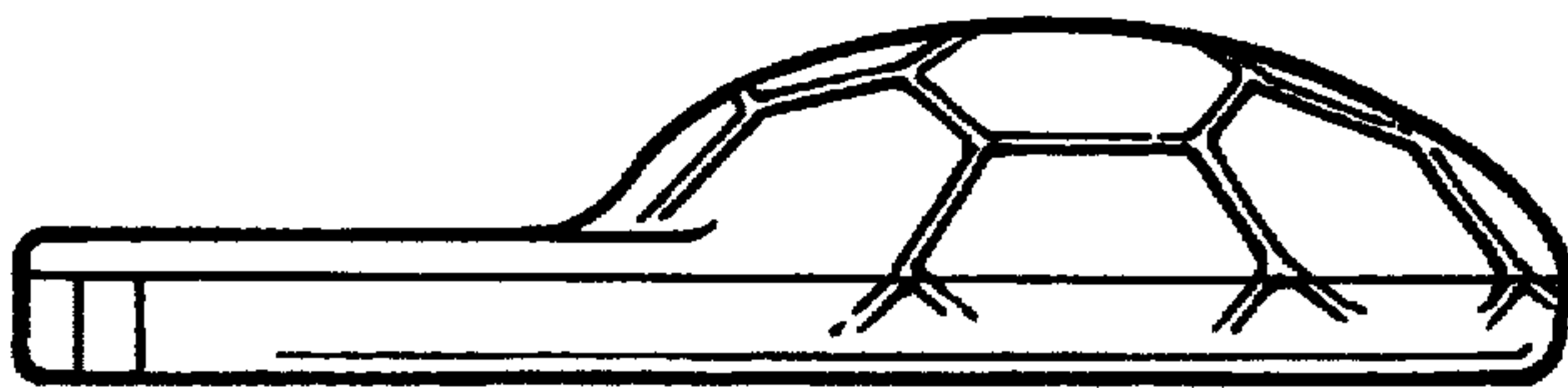


FIG. 19

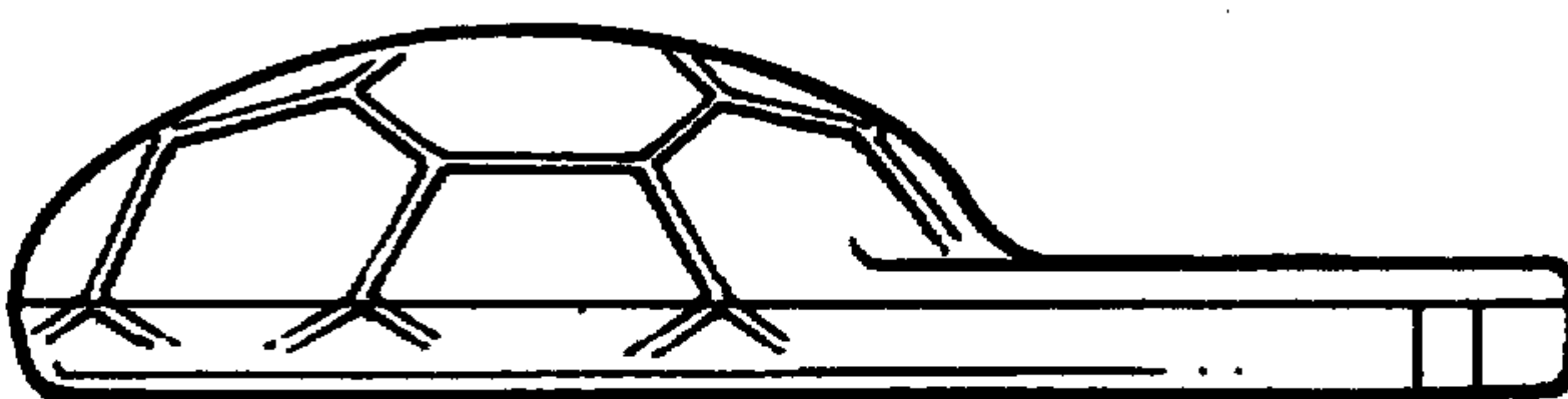


FIG. 20

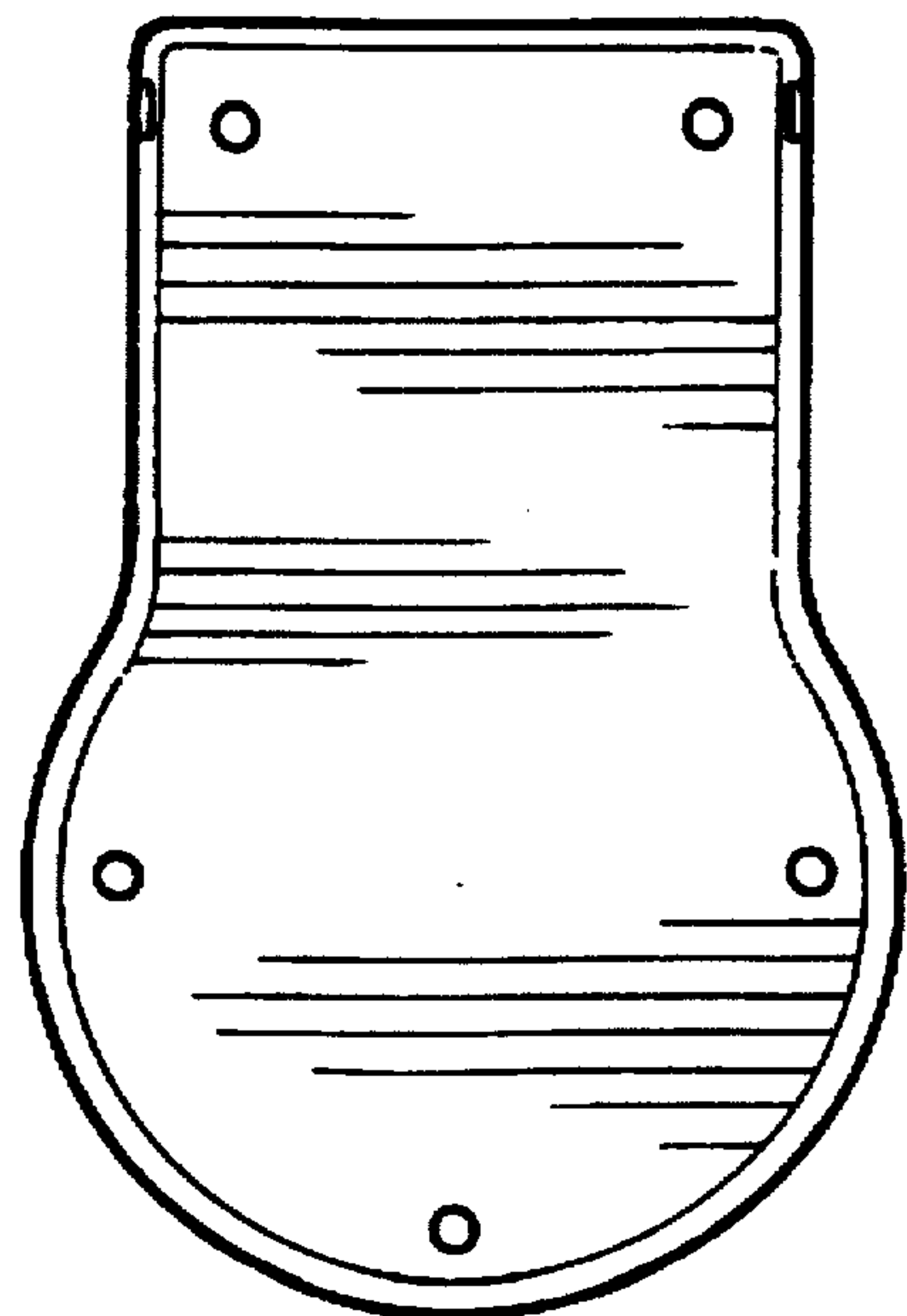


FIG. 21

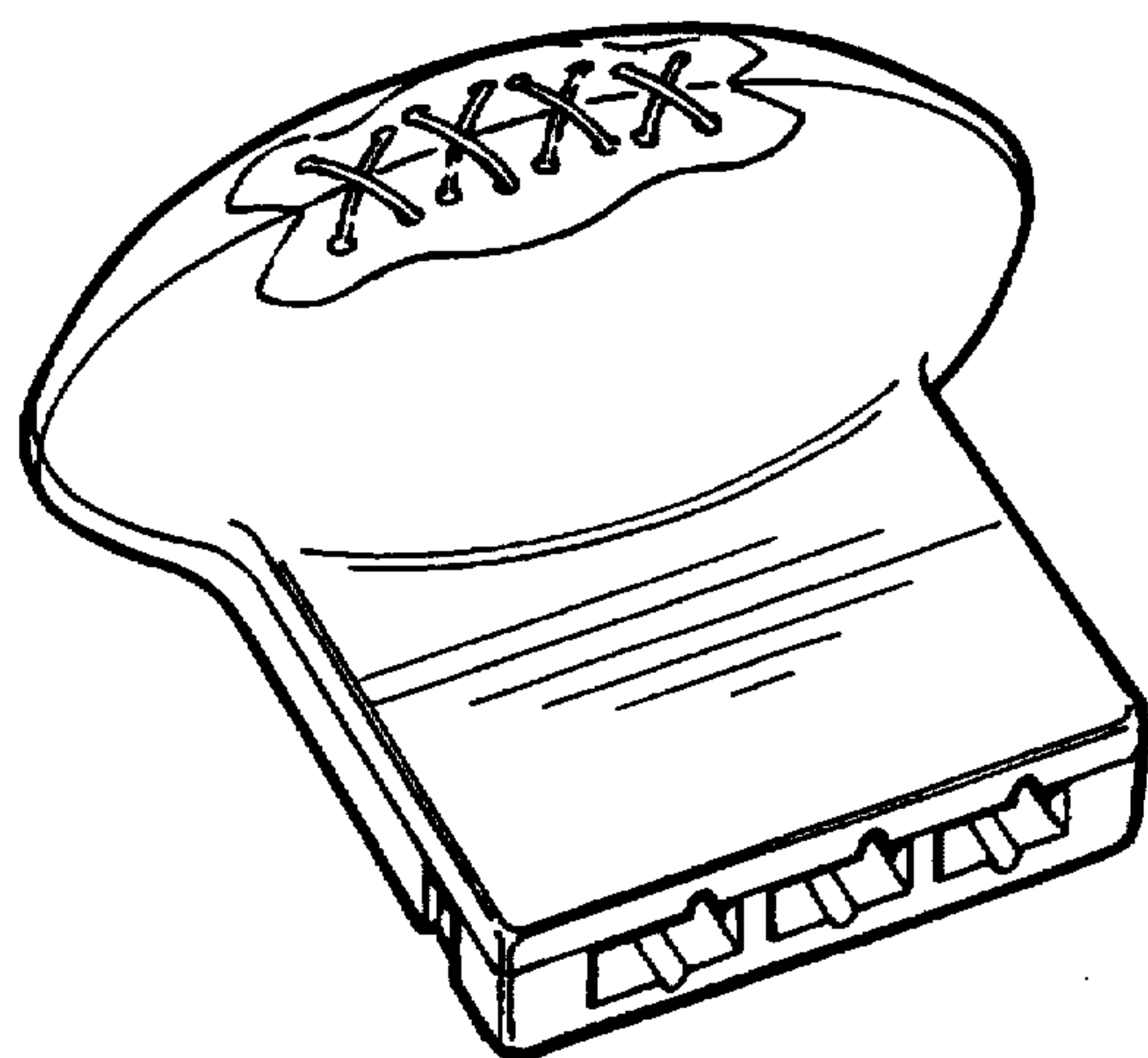


FIG. 22

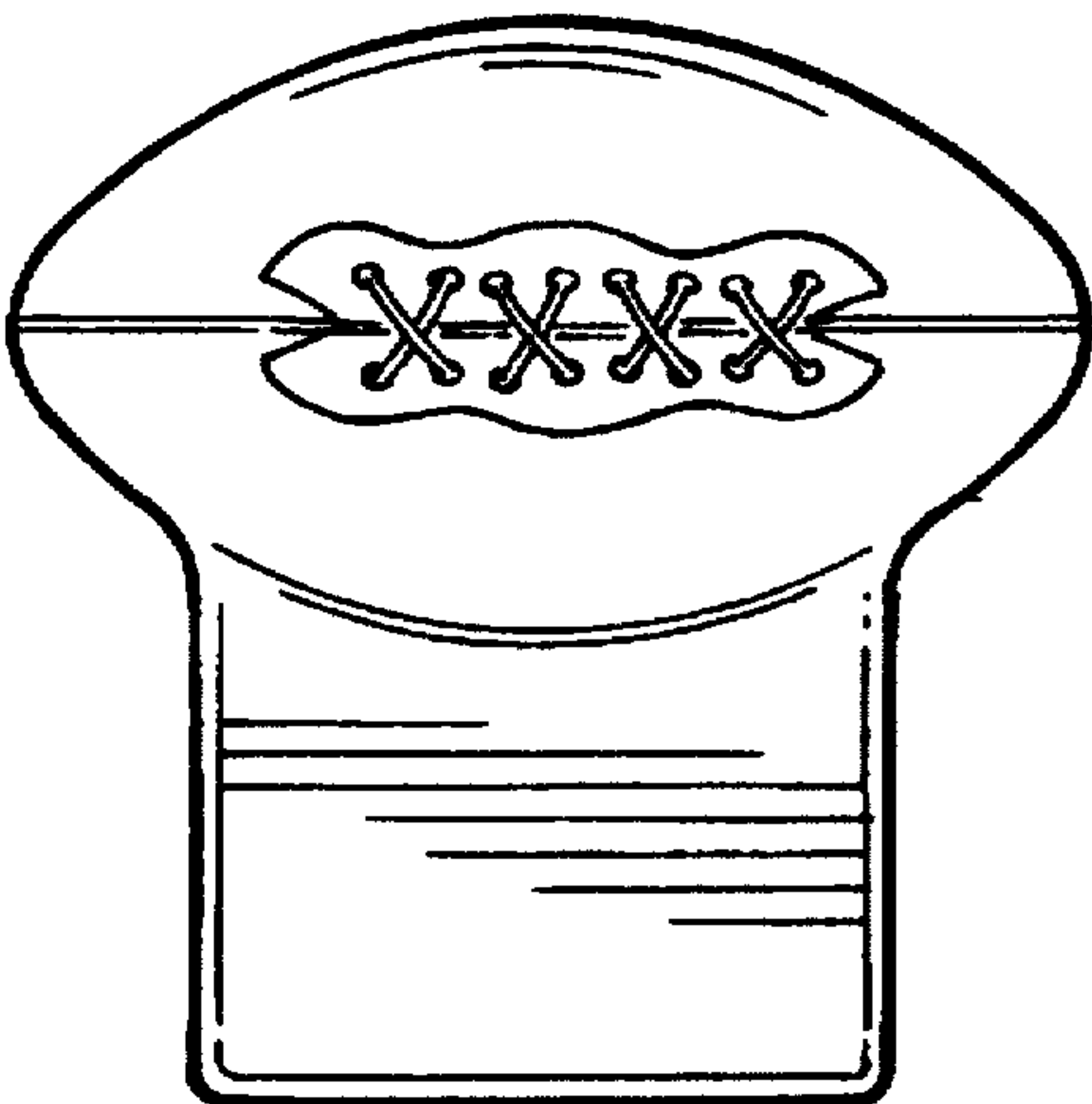


FIG. 23



FIG. 24

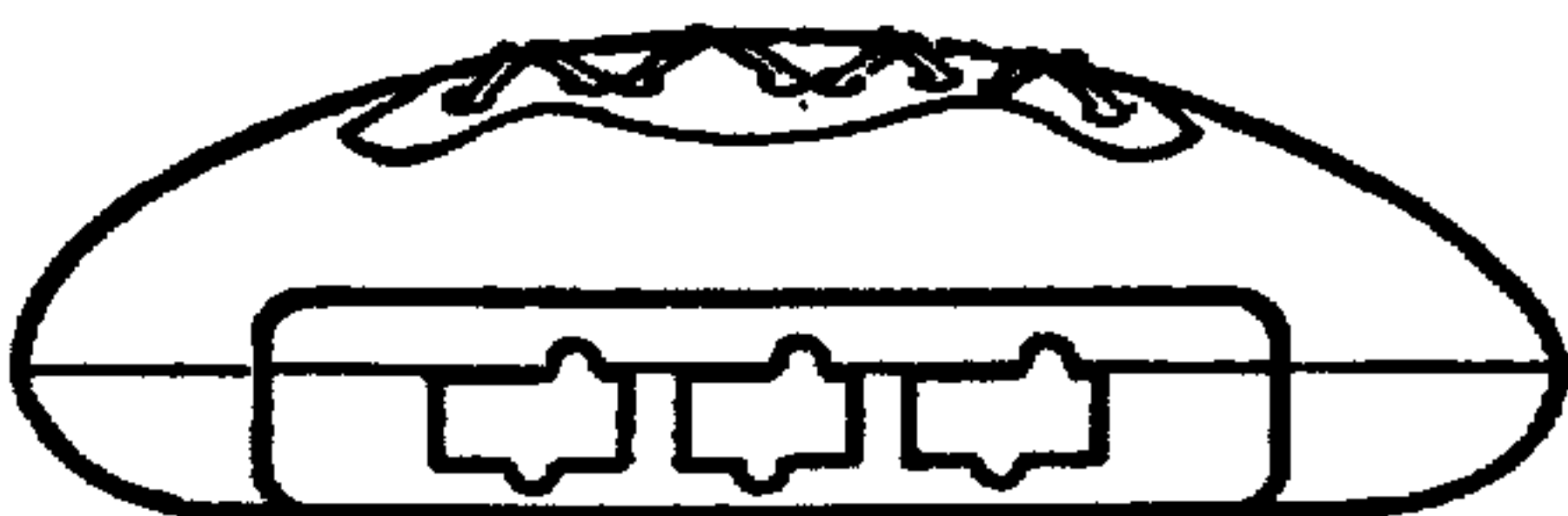


FIG. 25



FIG. 26



FIG. 27

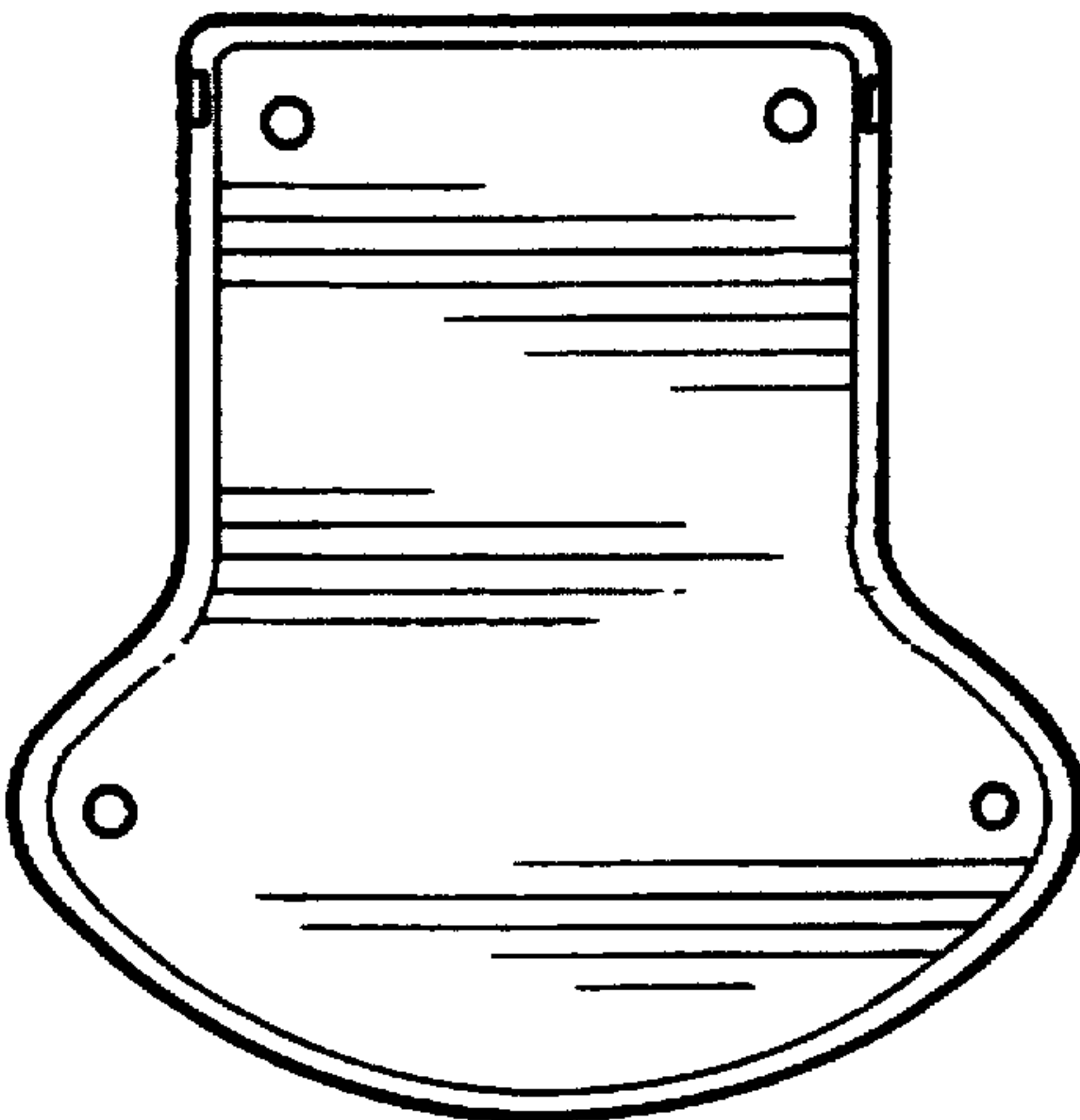


FIG. 28

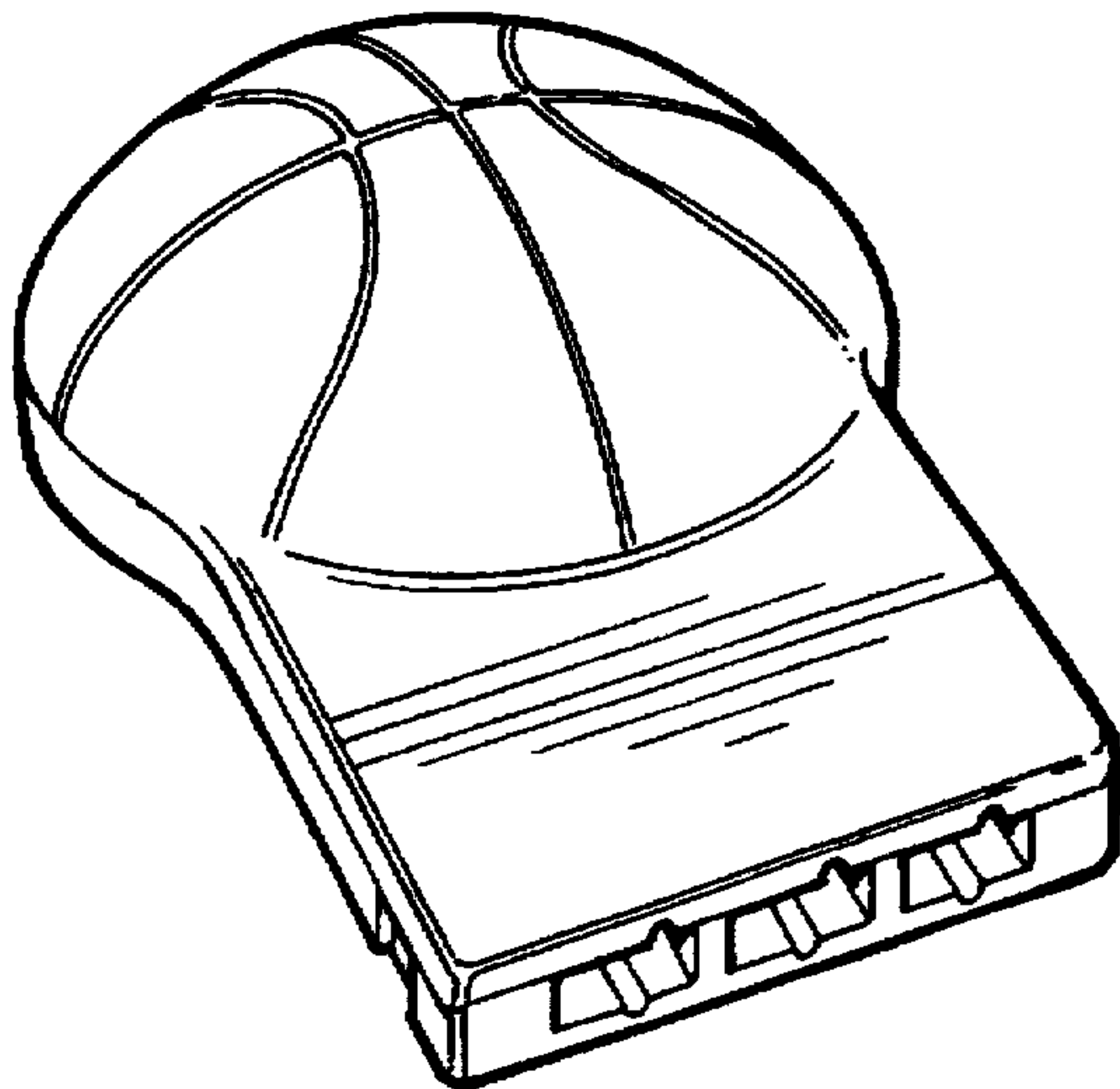


FIG. 29

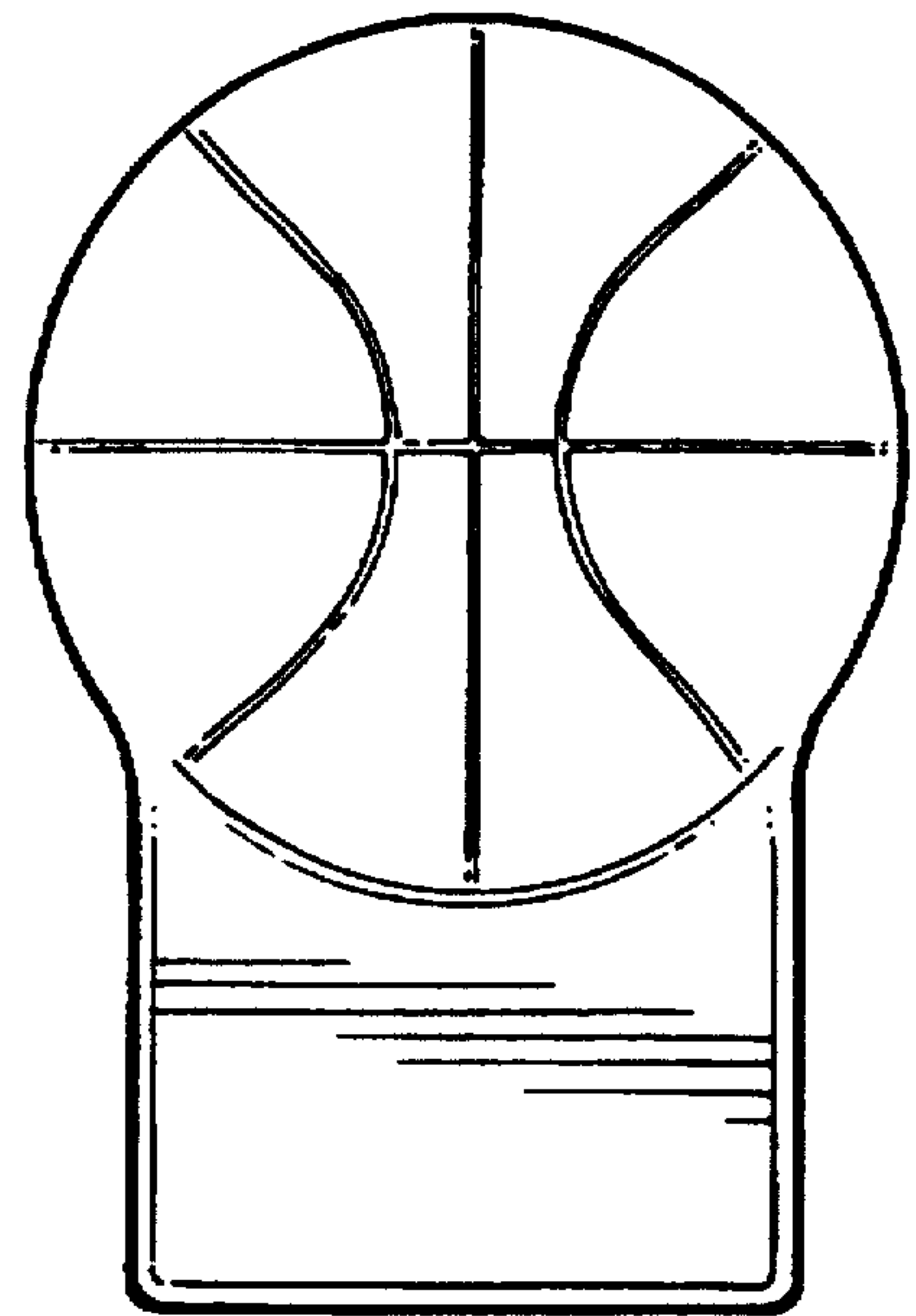


FIG. 30

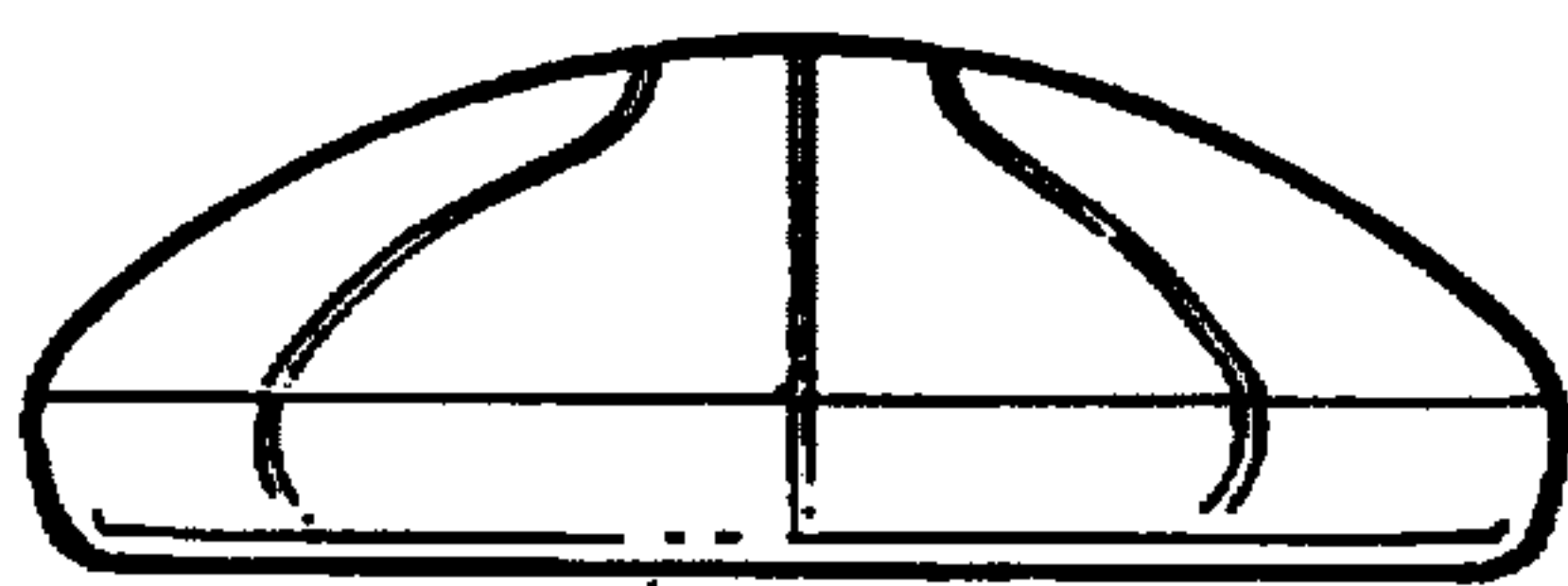


FIG. 31

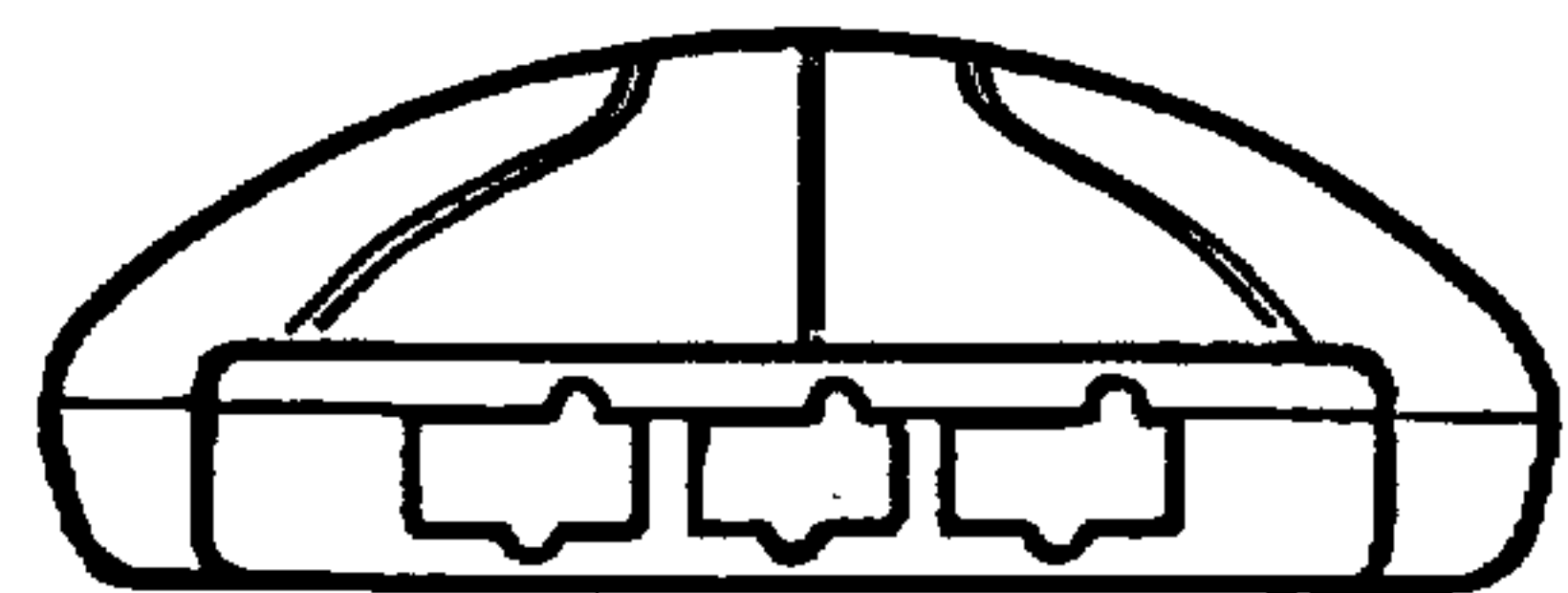


FIG. 32

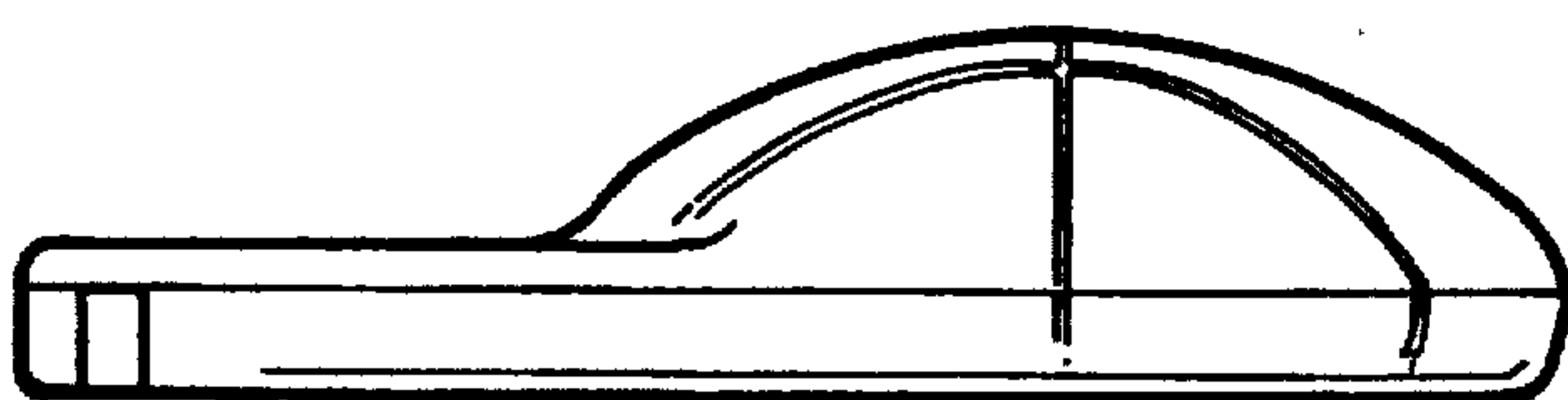


FIG. 33

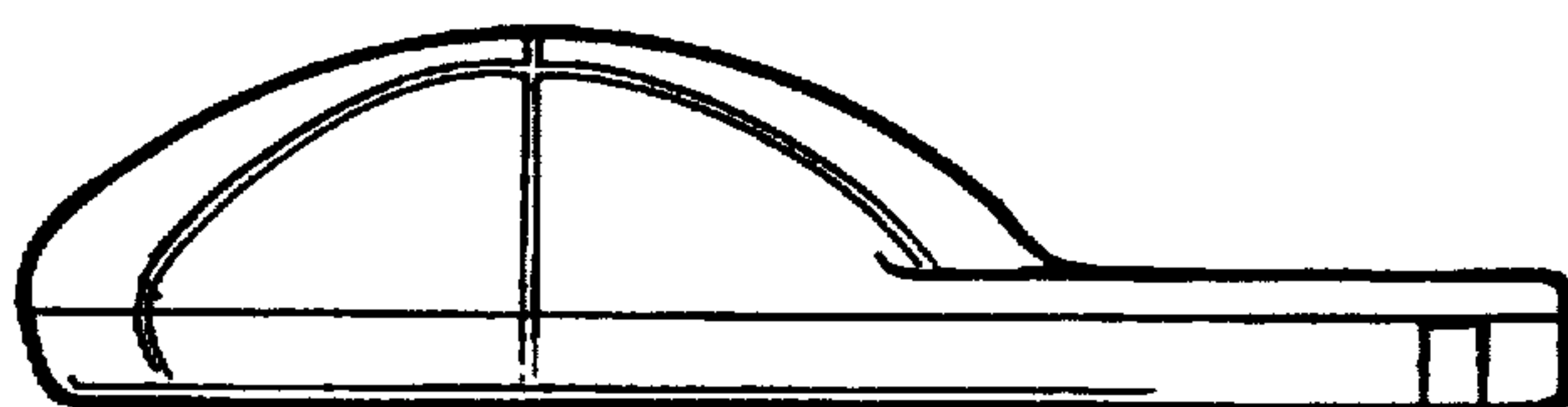


FIG. 34

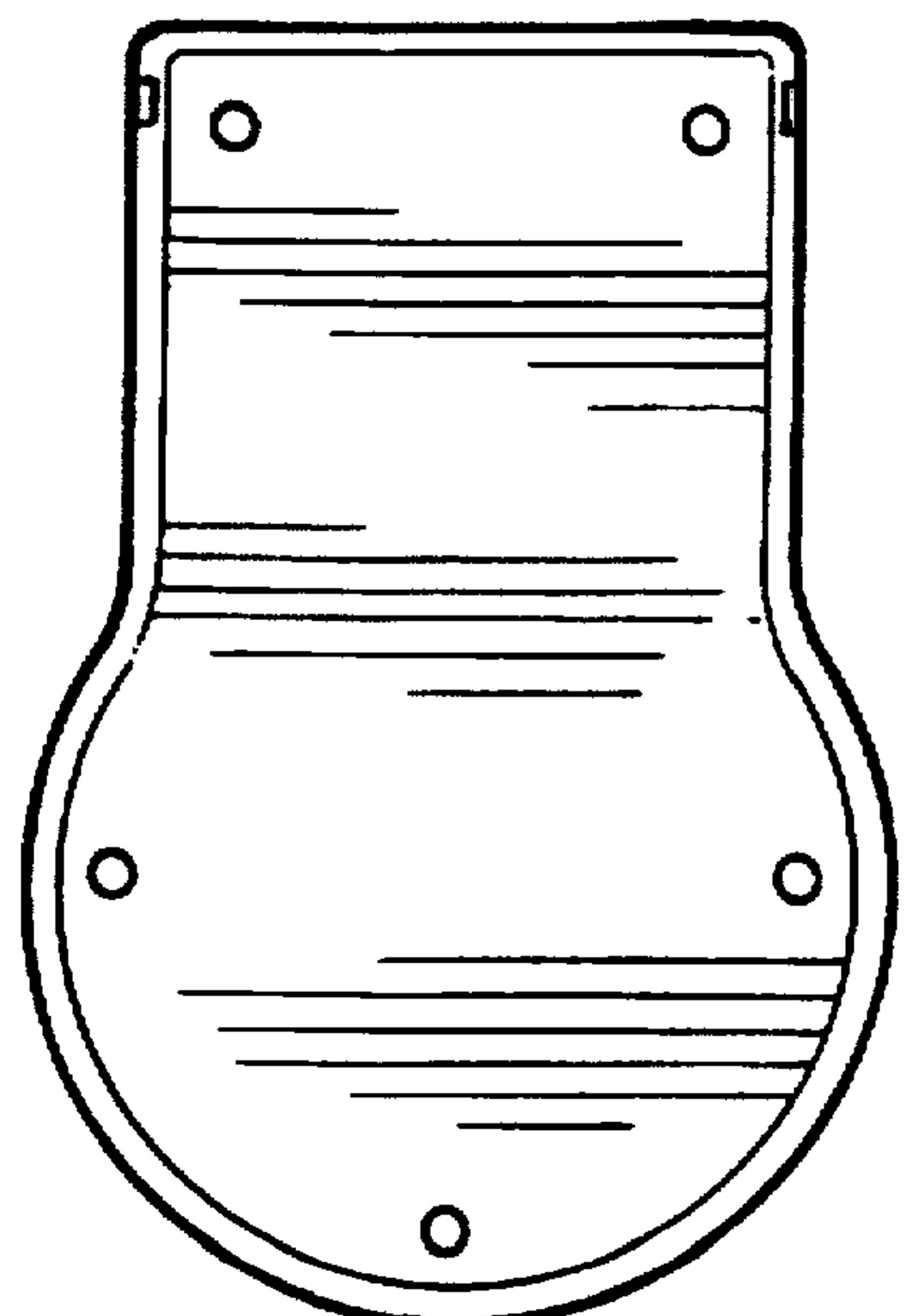


FIG. 35