



US00D408803S

United States Patent [19]

[11] **Patent Number: Des. 408,803**

Tyler et al.

[45] **Date of Patent: **Apr. 27, 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.: **29/092,907**

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

[51] **LOC (6) Cl. 14-02**

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

[58] **Field of Search** D14/105, 107, D14/114, 299; 235/454, 462, 470, 382, 382.5, 476, 482, 483, 441; 382/59; 283/68-70, 74, 75, 78; 345/167, 168, 169; 200/5 A, 5 R, 6 A, 6 R

[56] **References Cited**

U.S. PATENT DOCUMENTS

D. 288,930	3/1987	Barbera et al.	D14/114
D. 339,807	9/1993	Tattari et al.	D14/240
D. 368,721	4/1996	Howell et al.	D14/240
D. 379,975	6/1997	Grewe et al.	D14/105
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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 rear elevation view thereof;

FIG. 4 is a bottom plan view thereof;

FIG. 5 is a left side elevational view thereof and the right side elevation view thereof is identical but reversed;

FIG. 6 is a front elevation view thereof;

FIG. 7 is a rear perspective view of a second embodiment of the memory card for computer video games;

FIG. 8 is a top plan view of FIG. 7;

FIG. 9 is a rear elevational view of FIG. 7;

FIG. 10 is a bottom plan view of FIG. 7;

FIG. 11 is a left side elevational view of FIG. 7, the right side view is identical but reversed;

FIG. 12 is a front elevational view of FIG. 7;

FIG. 13 is a rear perspective view of a third embodiment of the memory card for computer video games;

FIG. 14 is a top plan view of FIG. 13;

FIG. 15 is a rear elevational view of FIG. 13;

FIG. 16 is a bottom plan view of FIG. 13;

FIG. 17 is a left side elevational view of FIG. 13, the right side view is identical but reversed;

FIG. 18 is a front elevational view of FIG. 13;

FIG. 19 is a rear perspective view of a fourth embodiment of the memory card for computer video games;

FIG. 20 is a top plan view of FIG. 19;

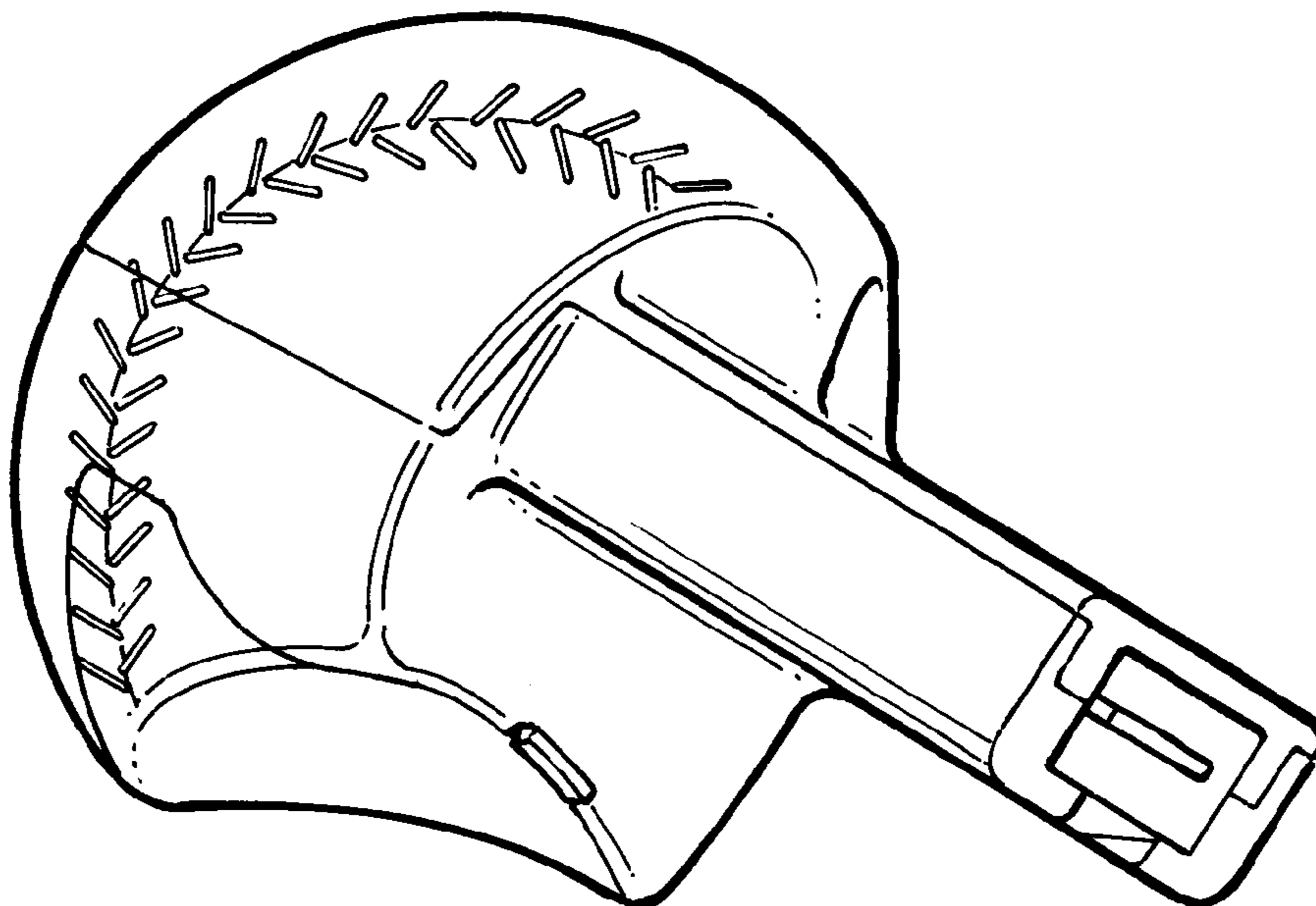
FIG. 21 is a rear elevational view of FIG. 19;

FIG. 22 is a right side elevational view of FIG. 19, the left side view is identical but reversed;

FIG. 23 is a bottom plan view of FIG. 19; and,

FIG. 24 is a front elevational view of FIG. 19.

1 Claim, 5 Drawing Sheets



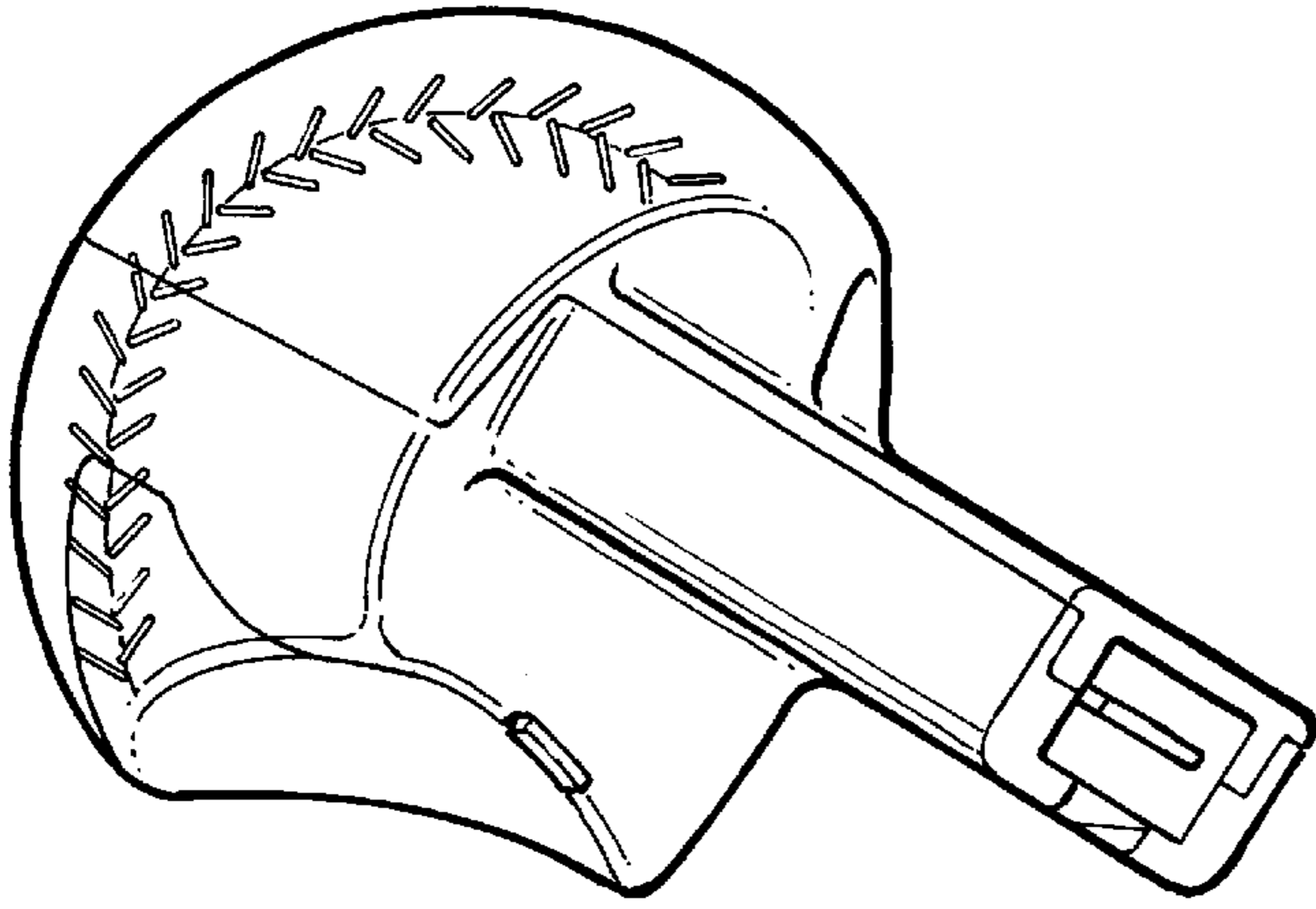


FIG. 1

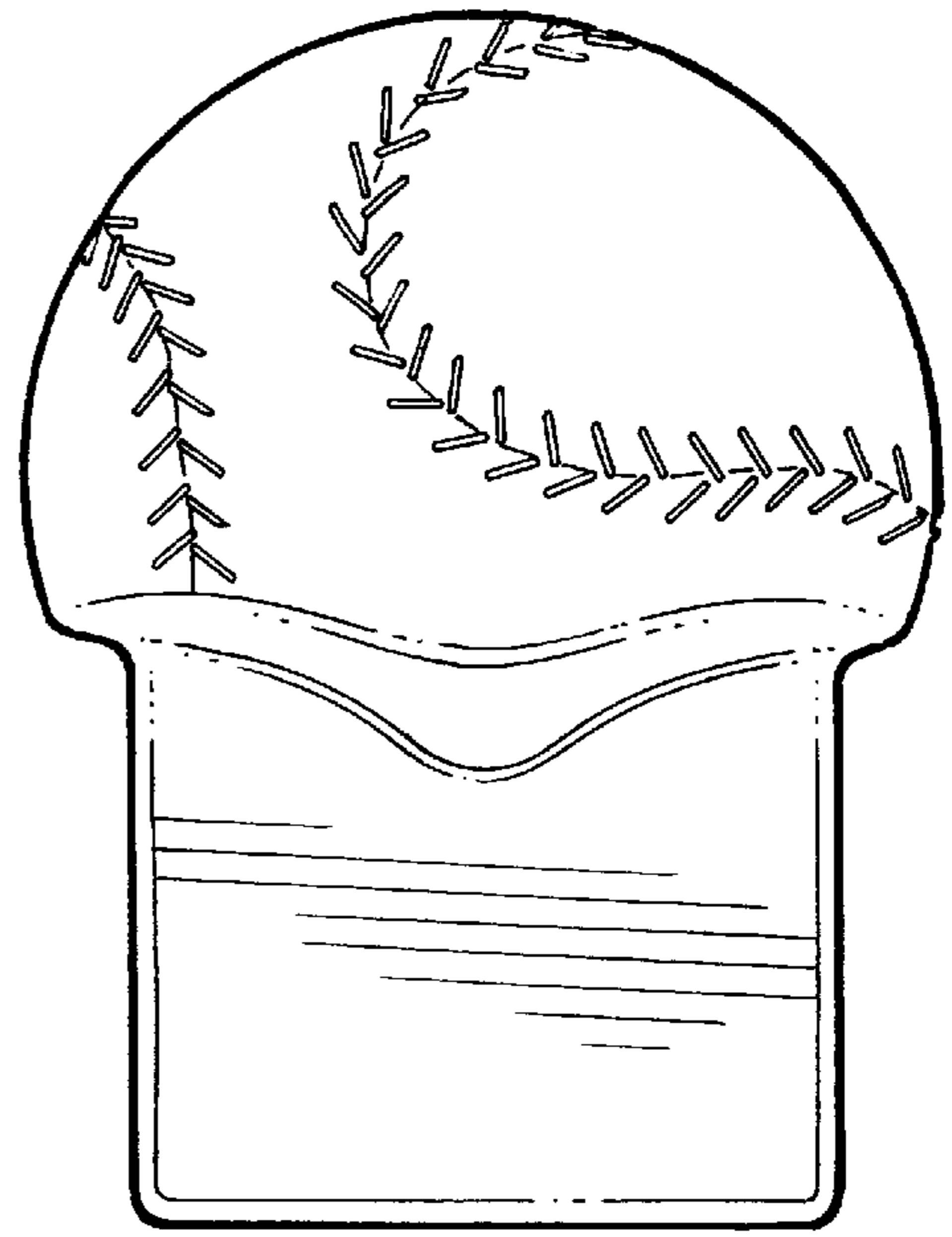


FIG. 2

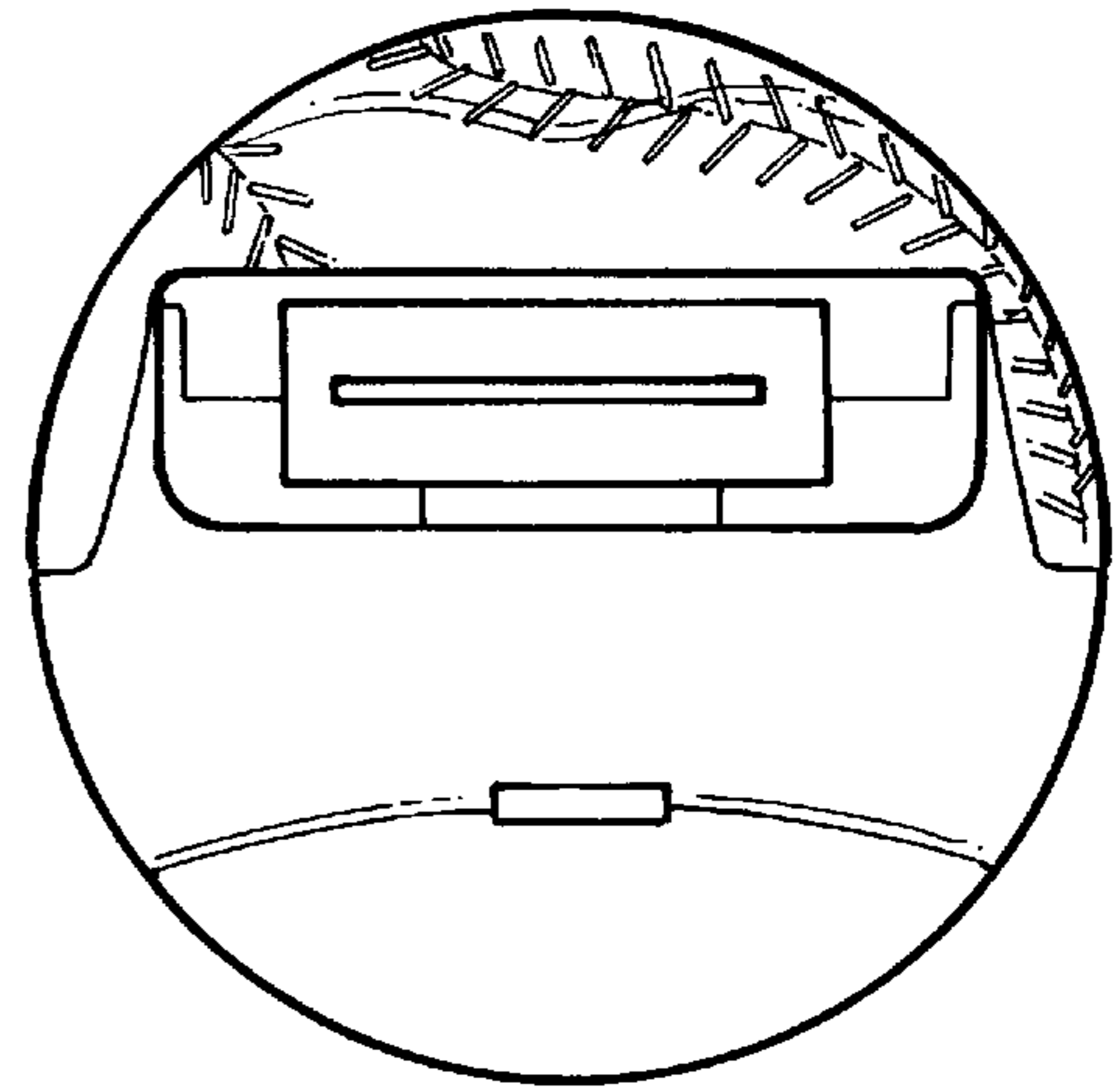


FIG. 3

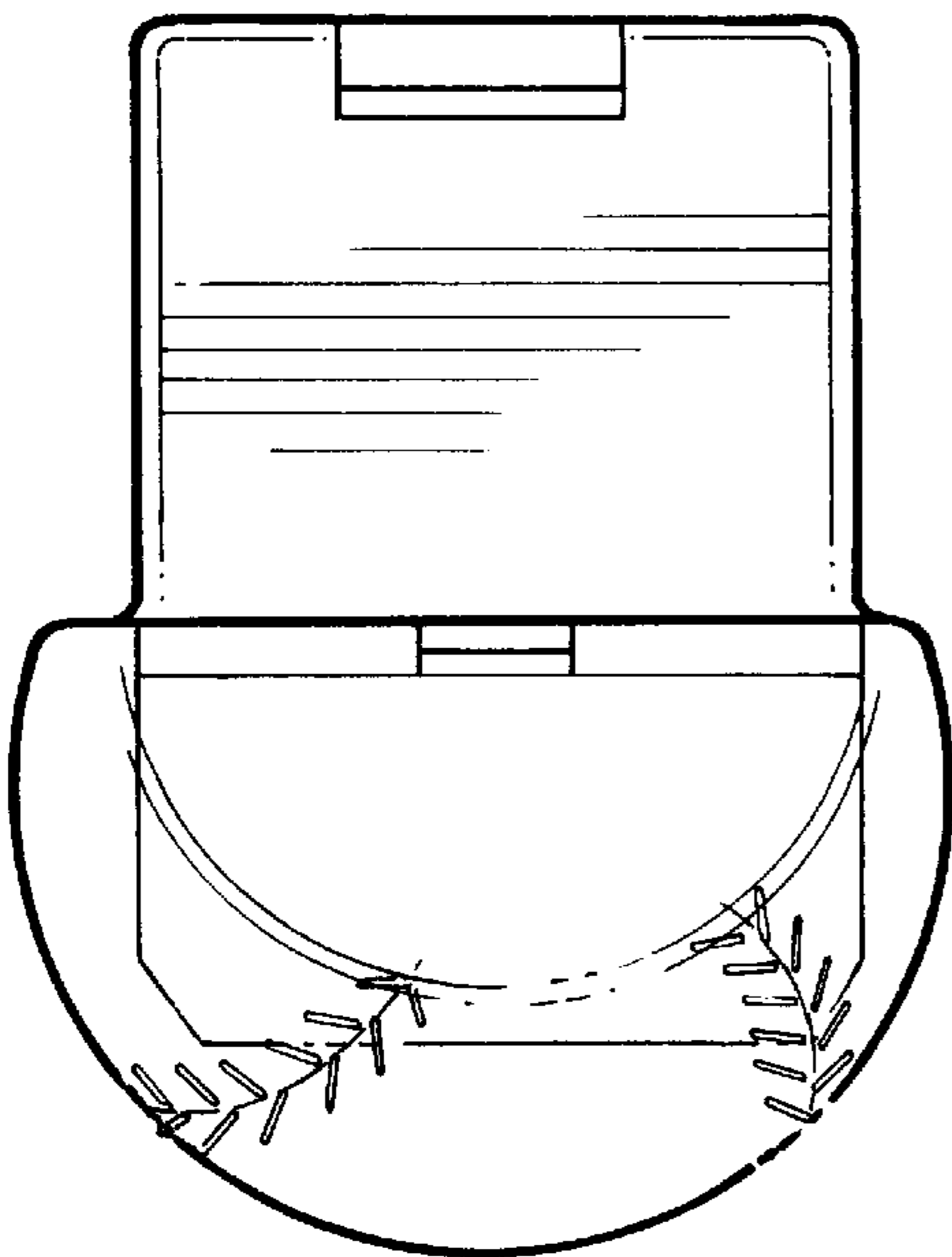


FIG. 4

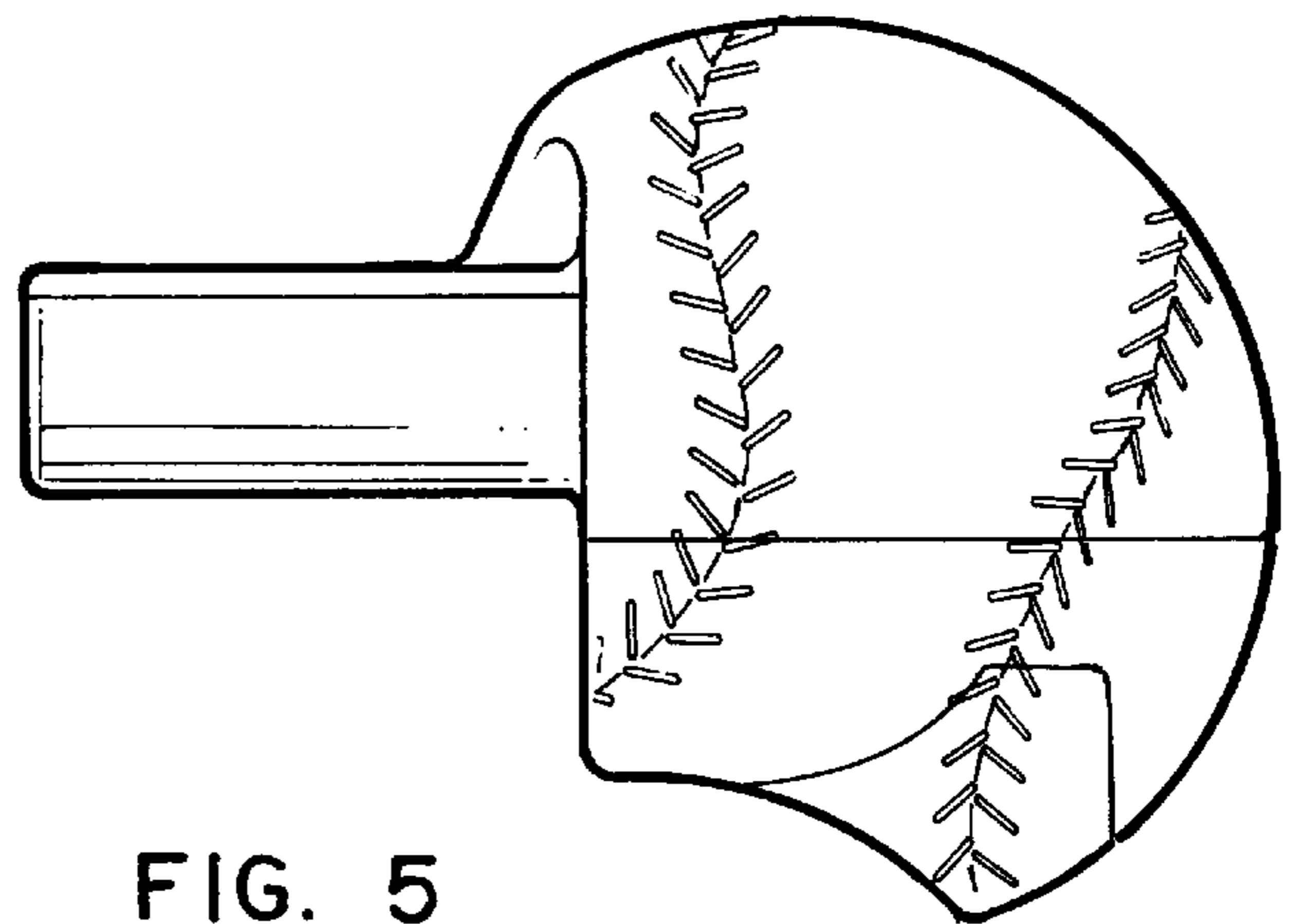


FIG. 5

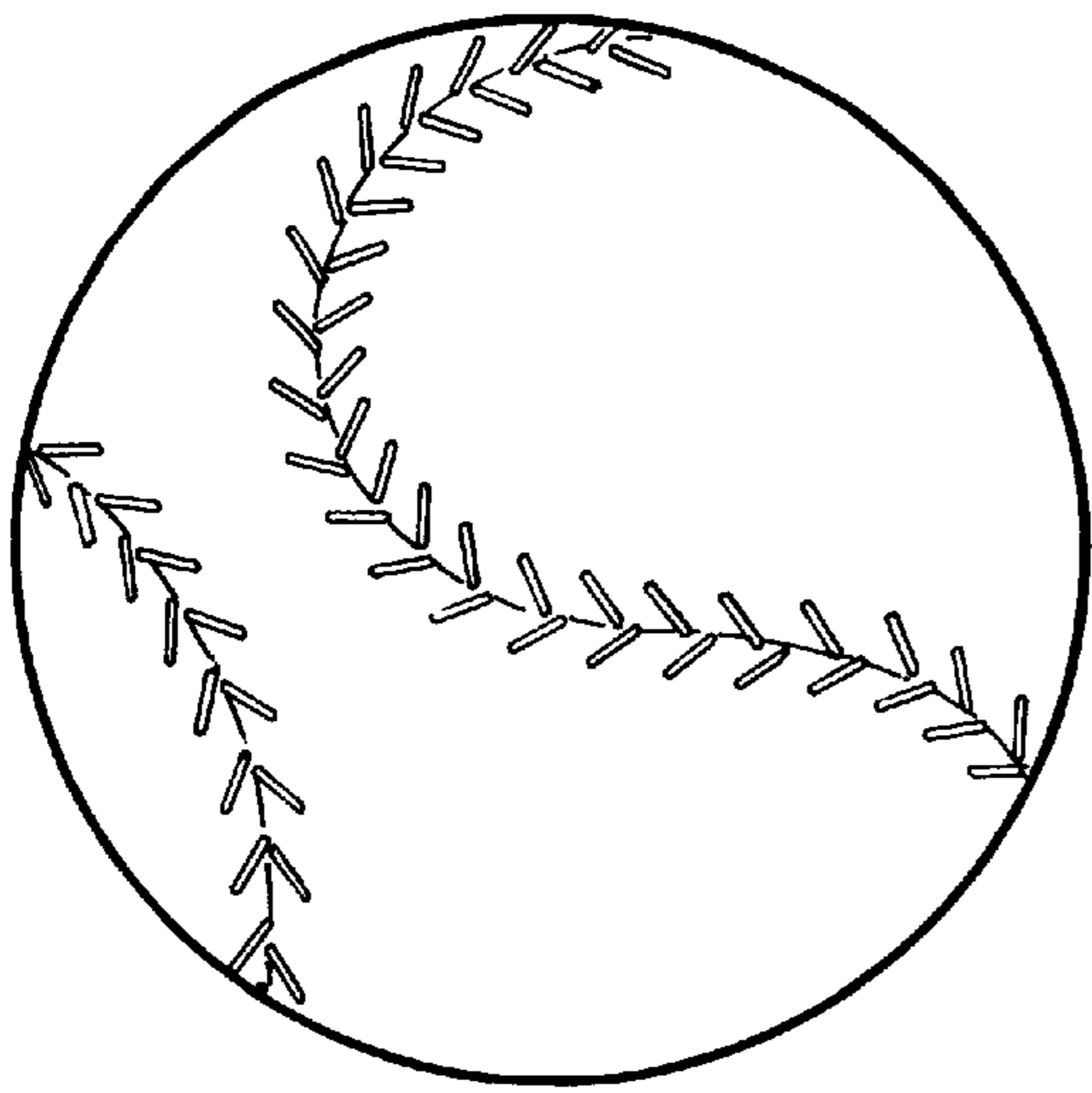


FIG. 6

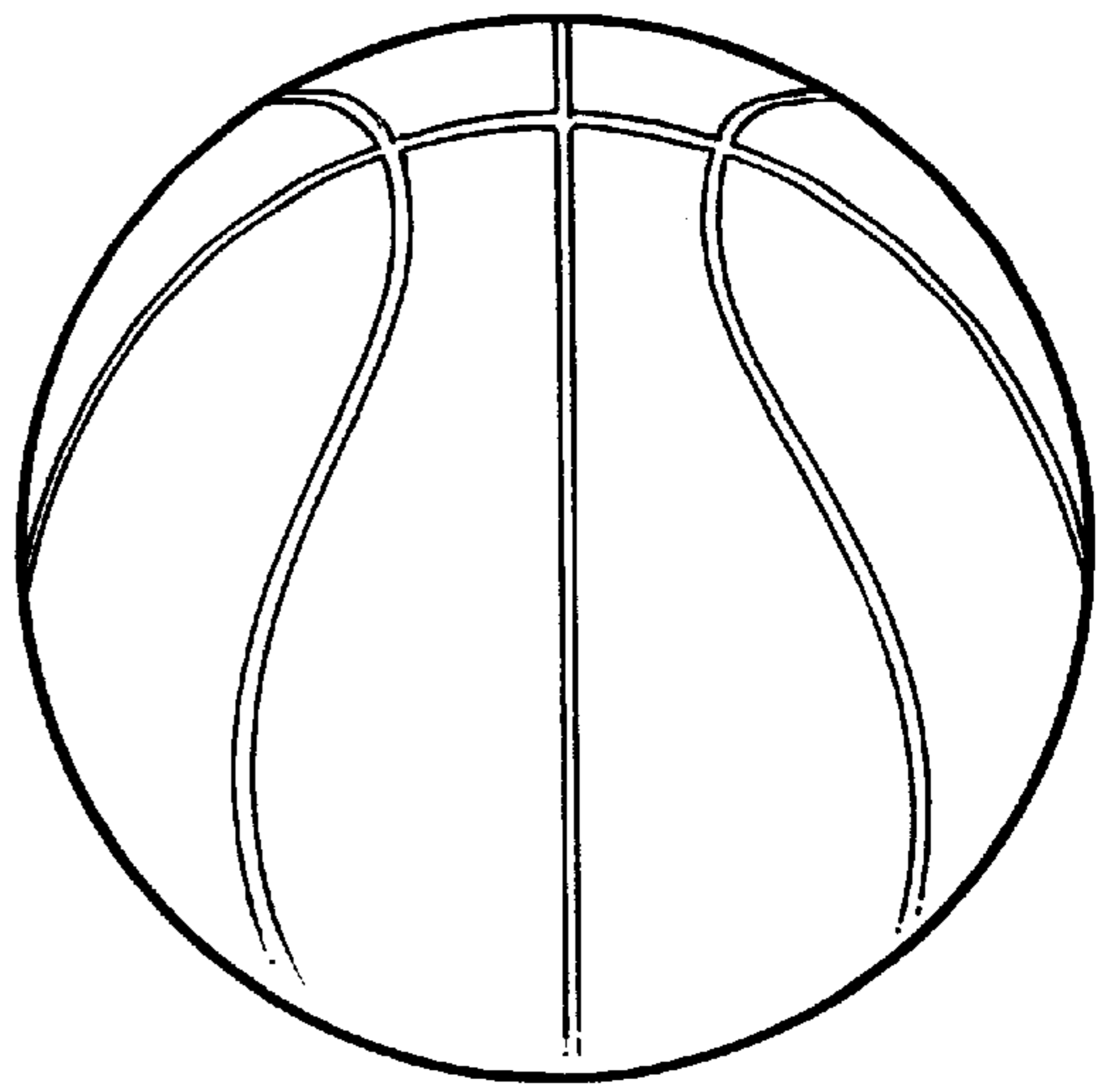


FIG. 12

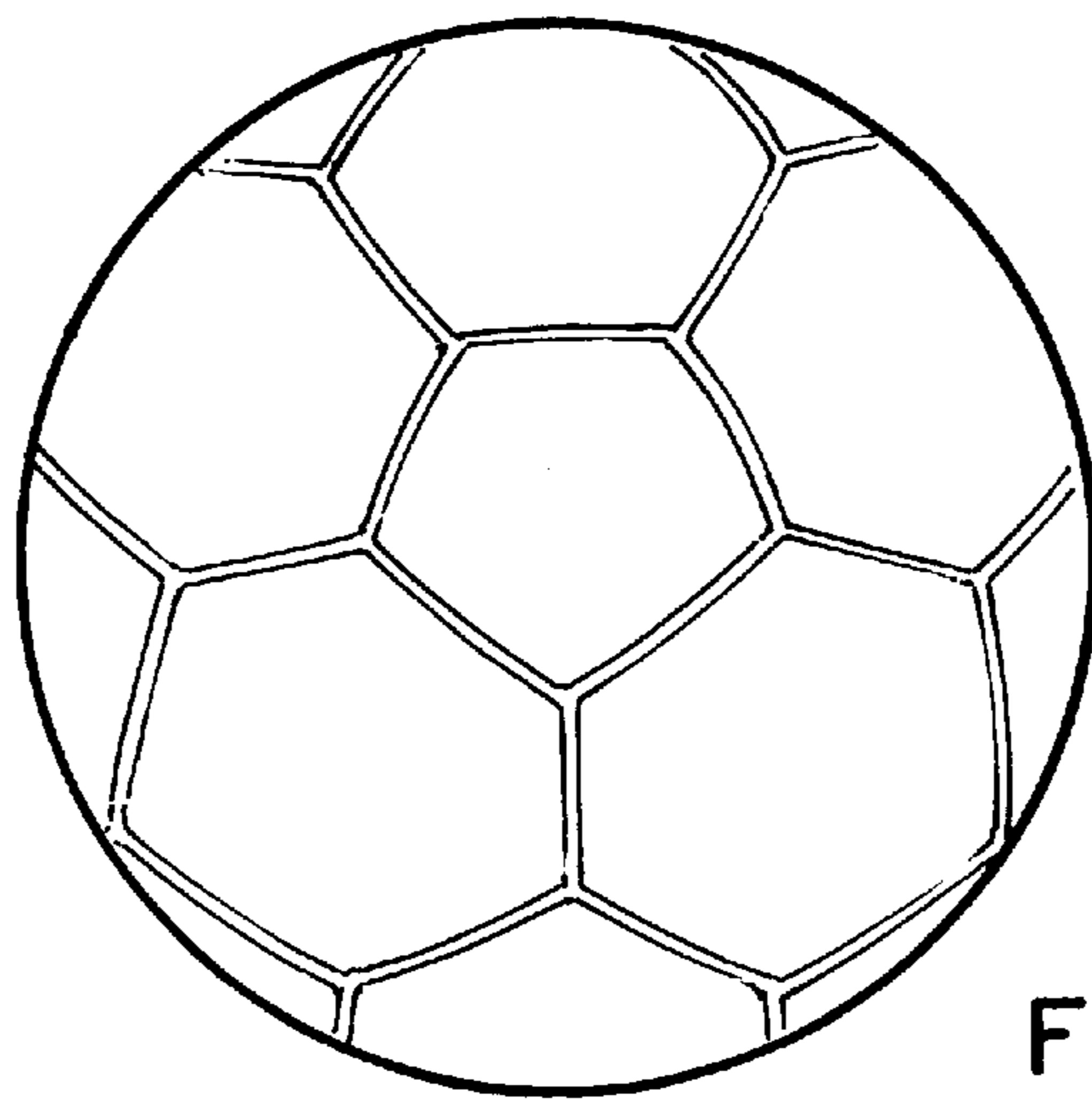


FIG. 18

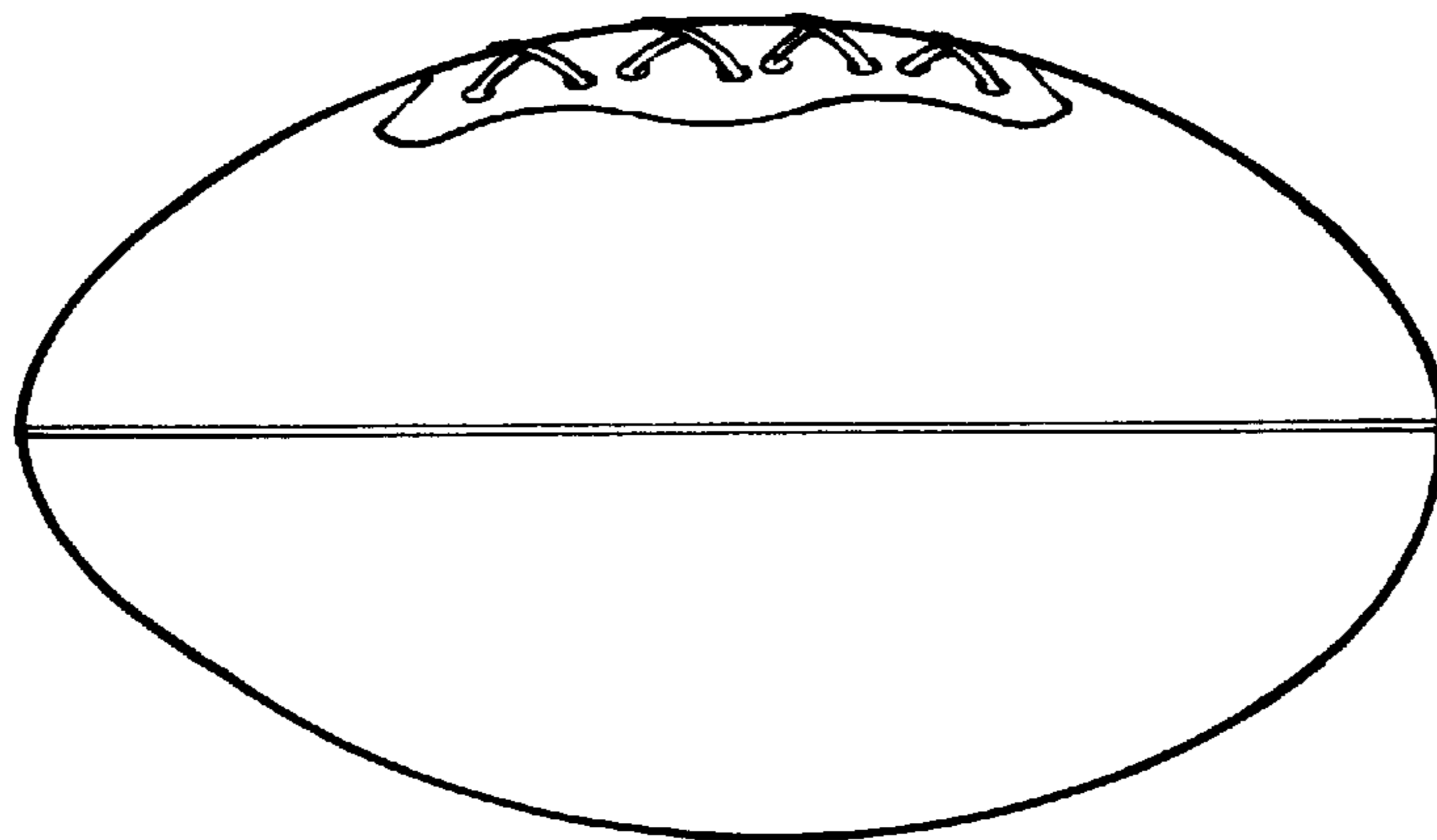


FIG. 24

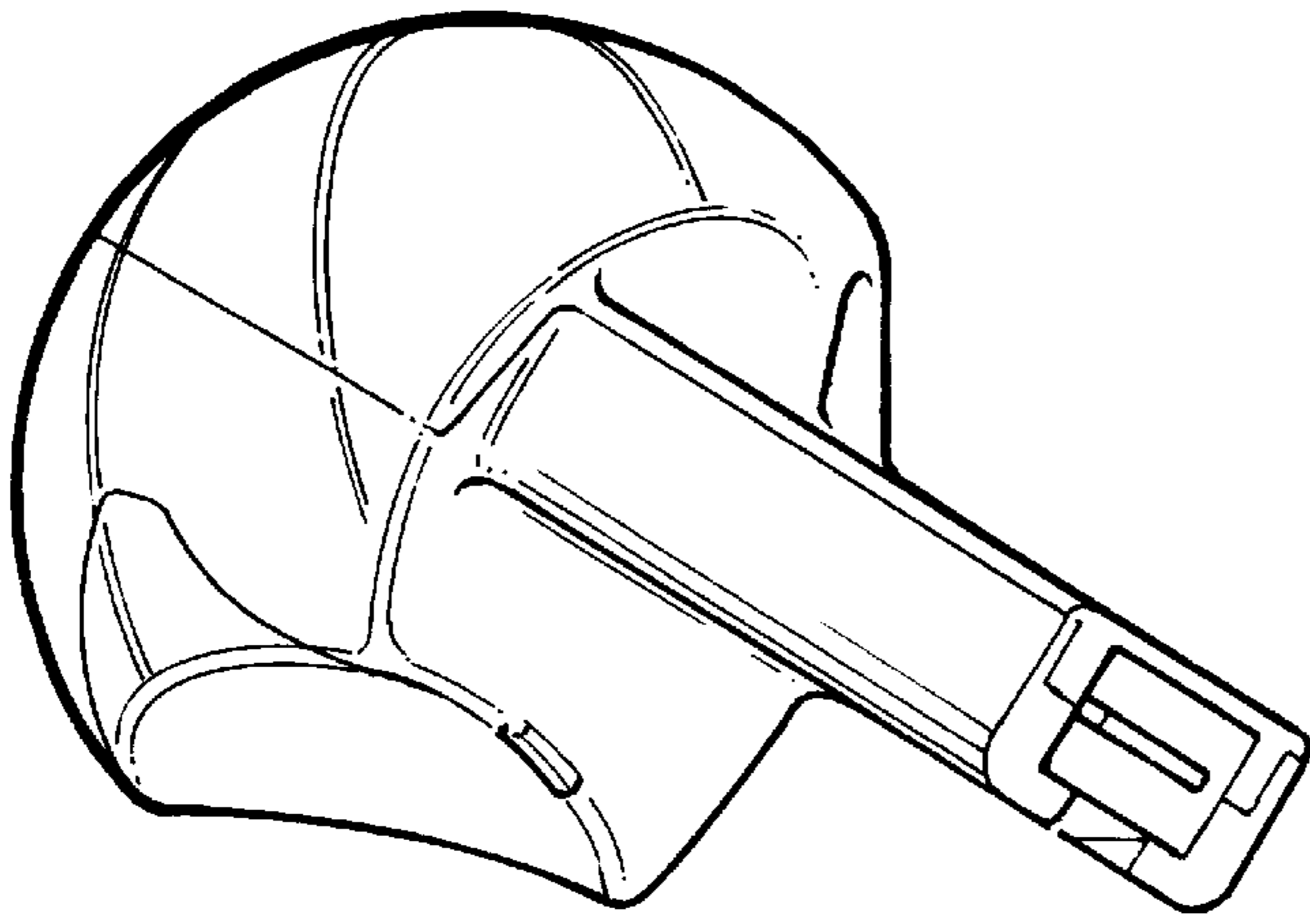


FIG. 7

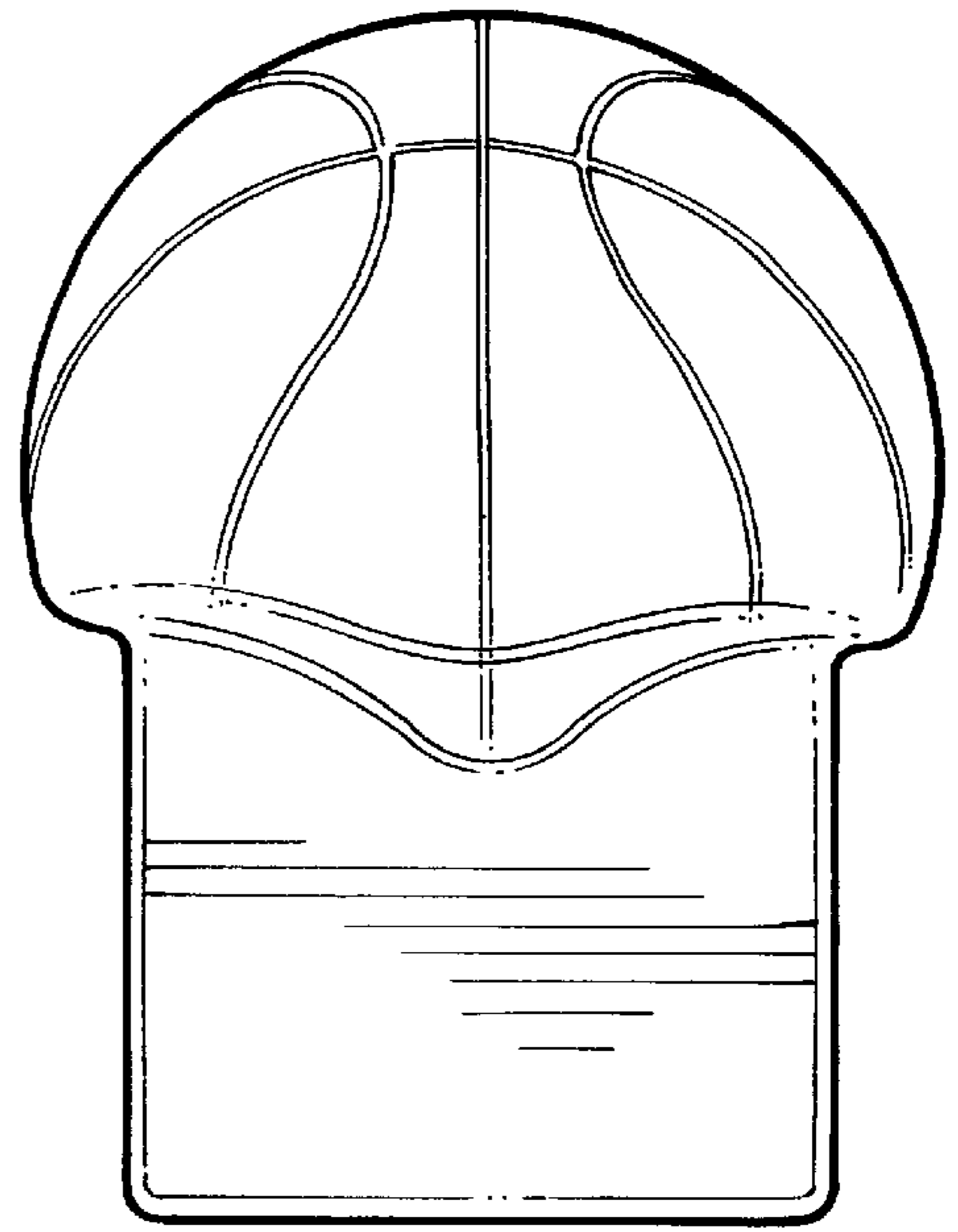


FIG. 8

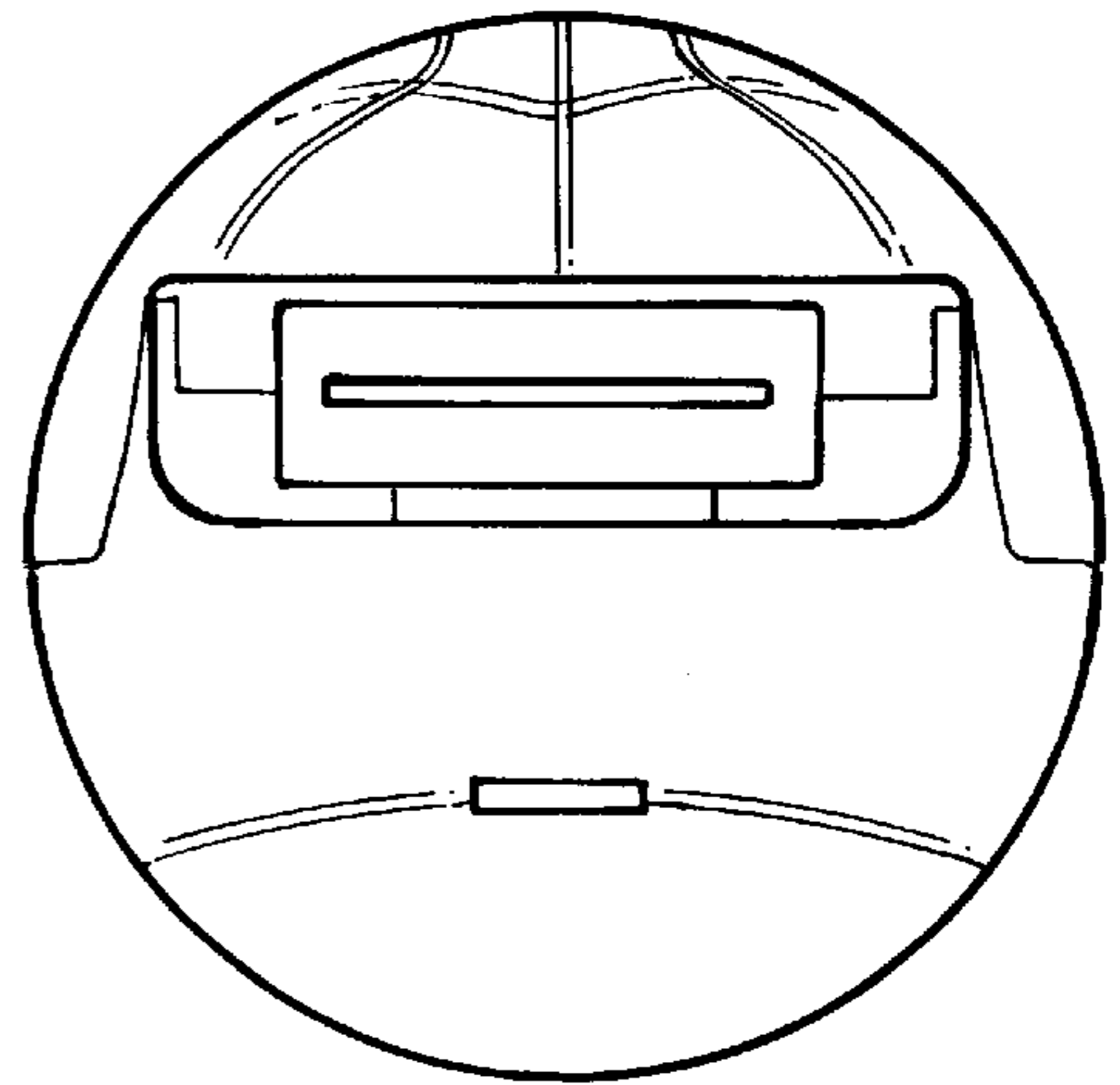


FIG. 9

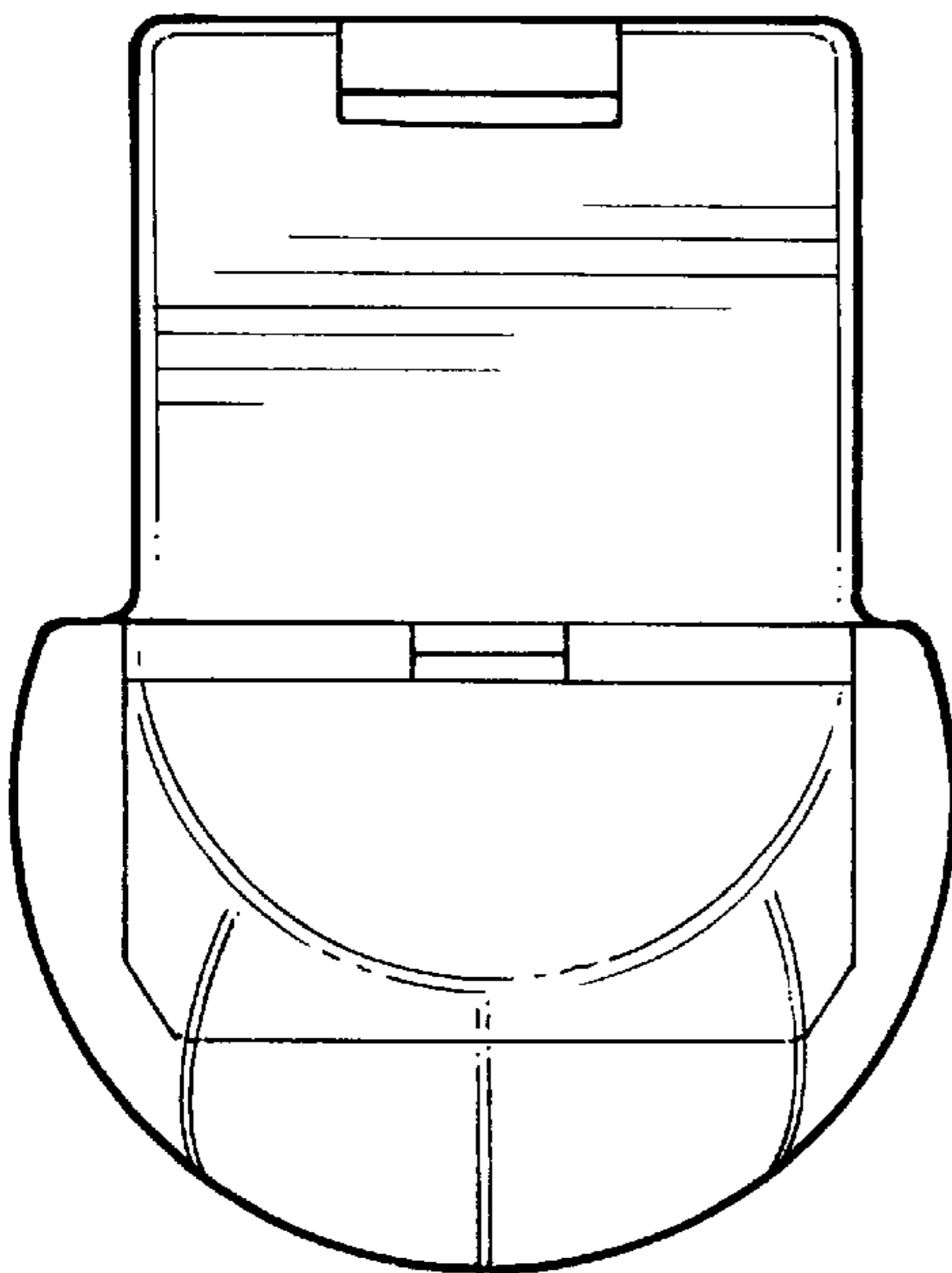


FIG. 10

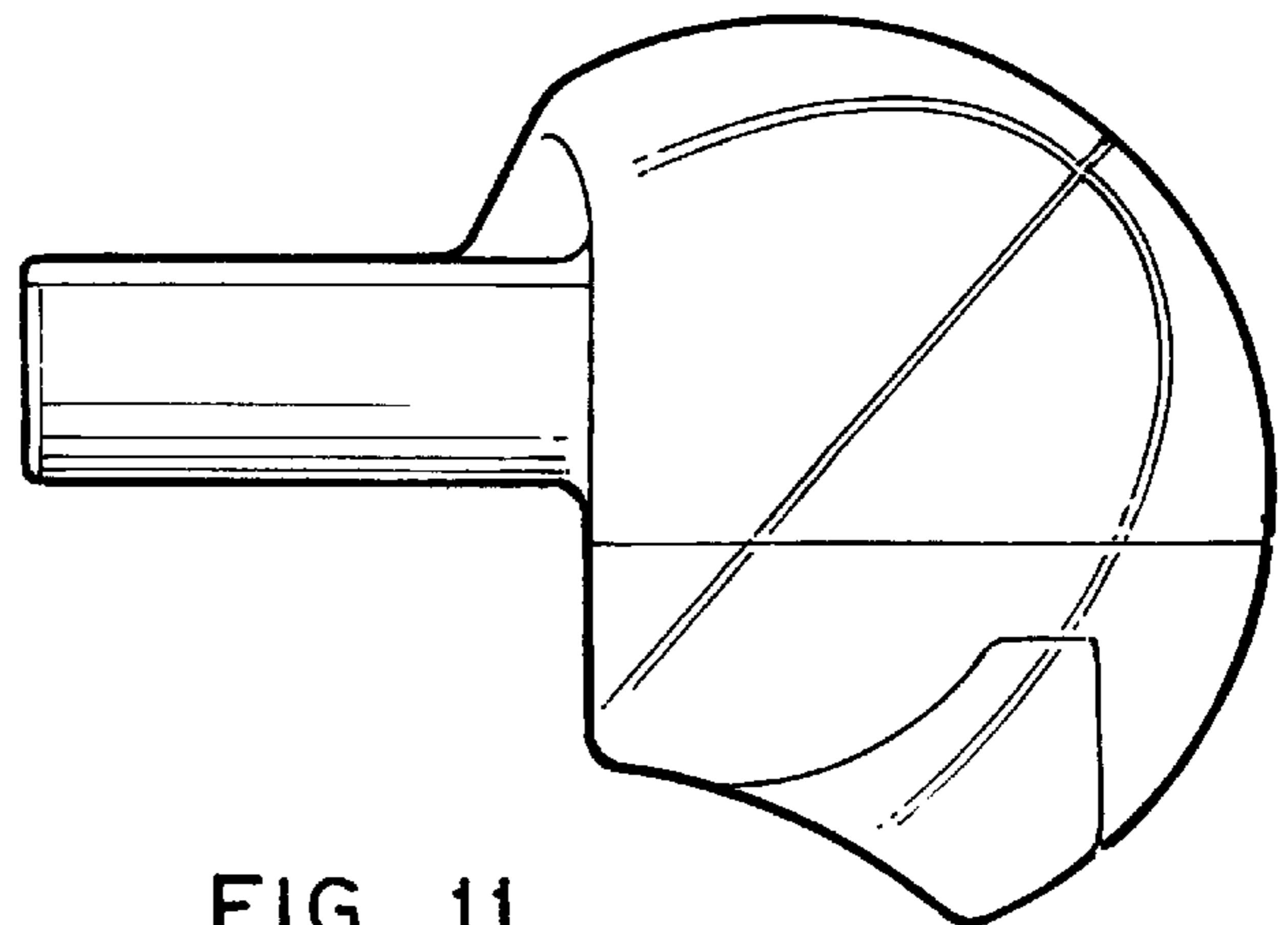


FIG. 11

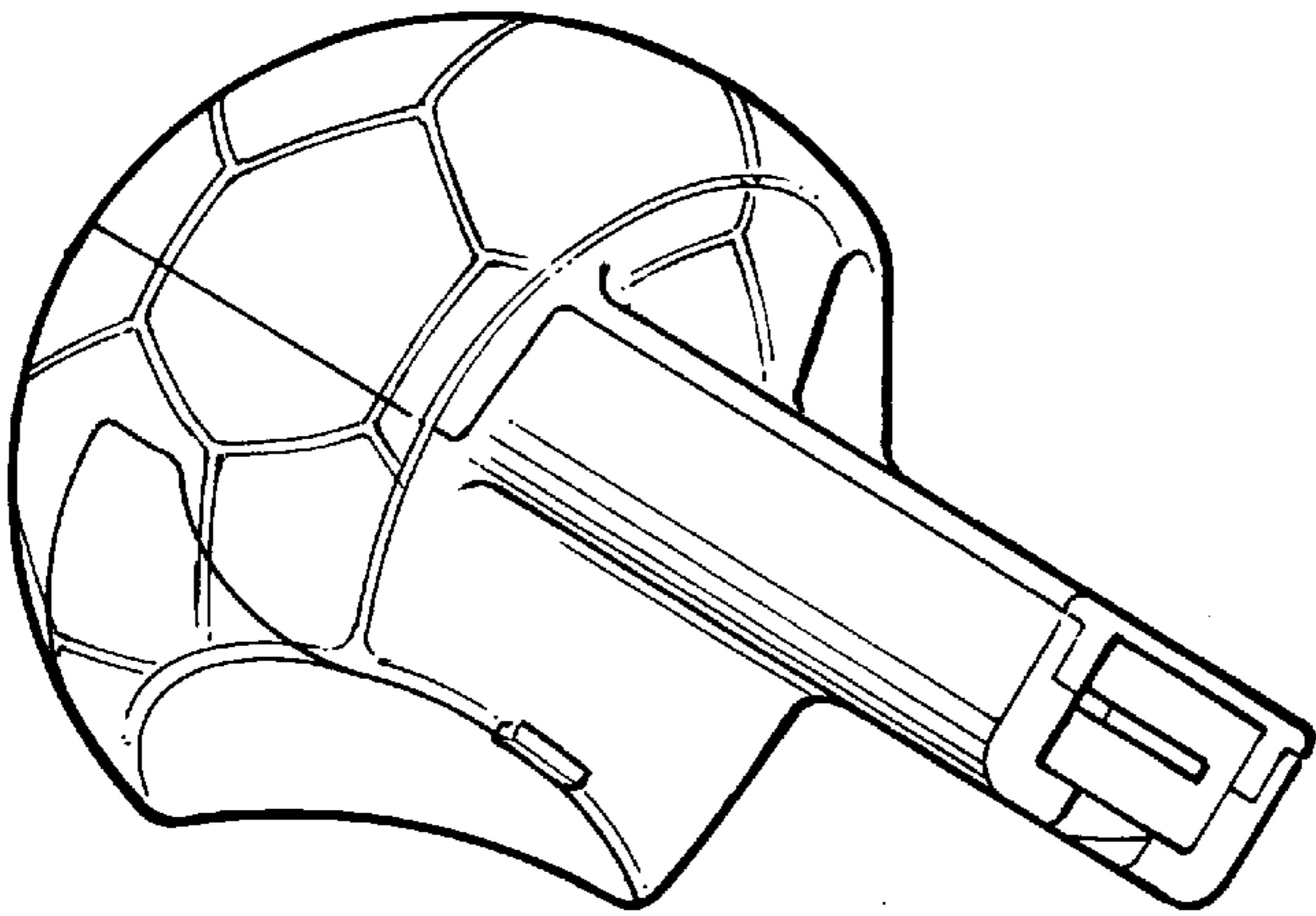


FIG. 13

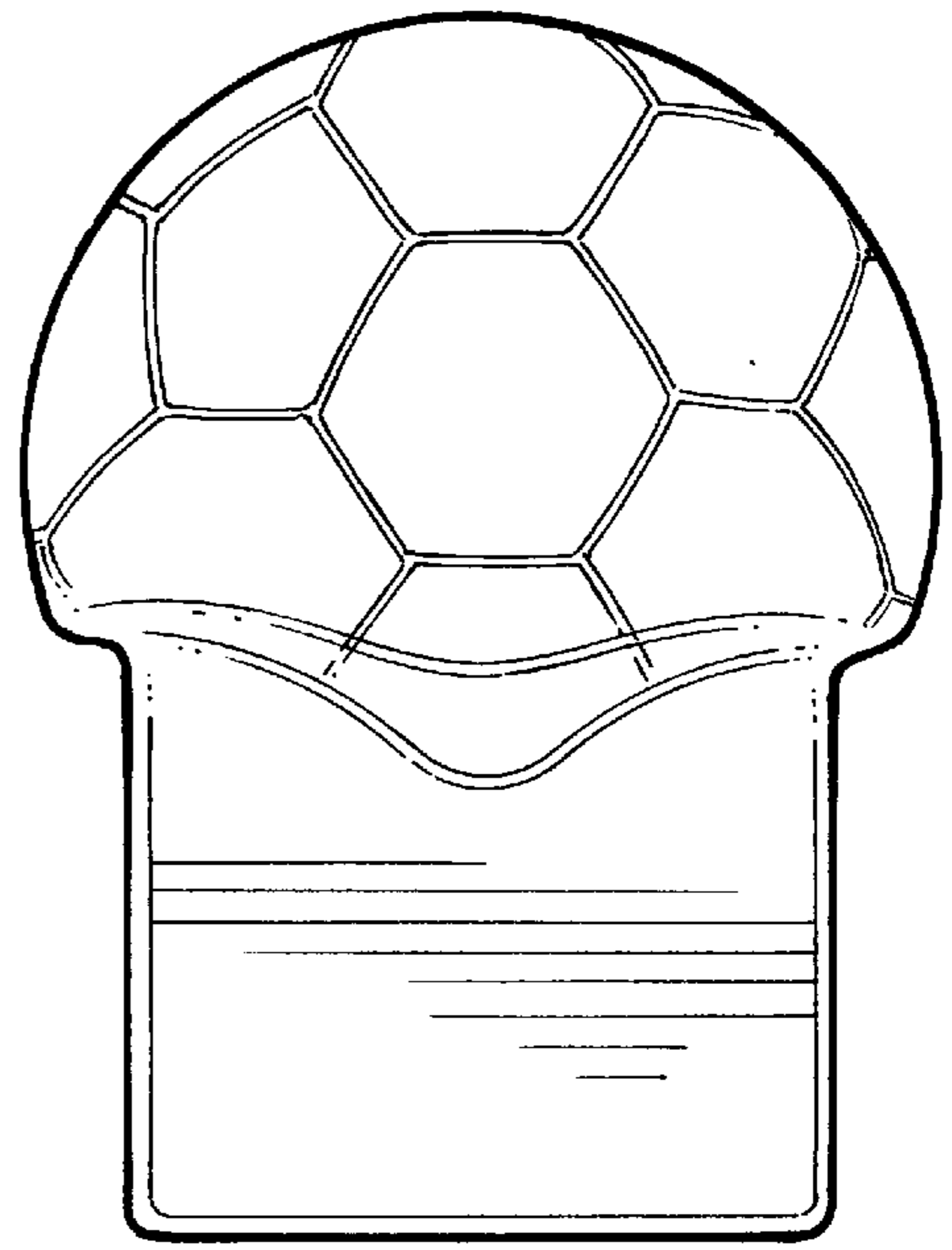


FIG. 14

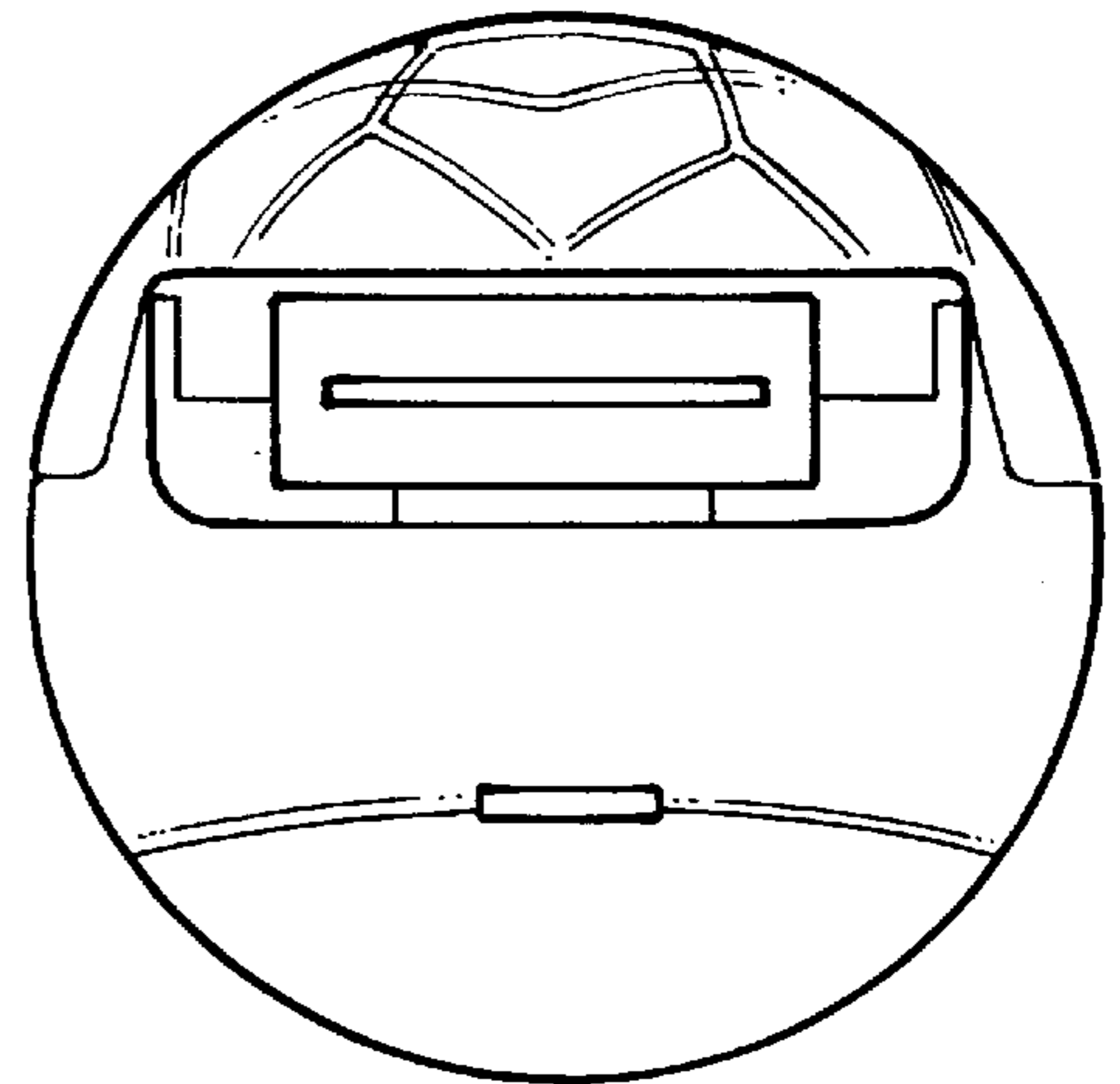


FIG. 15

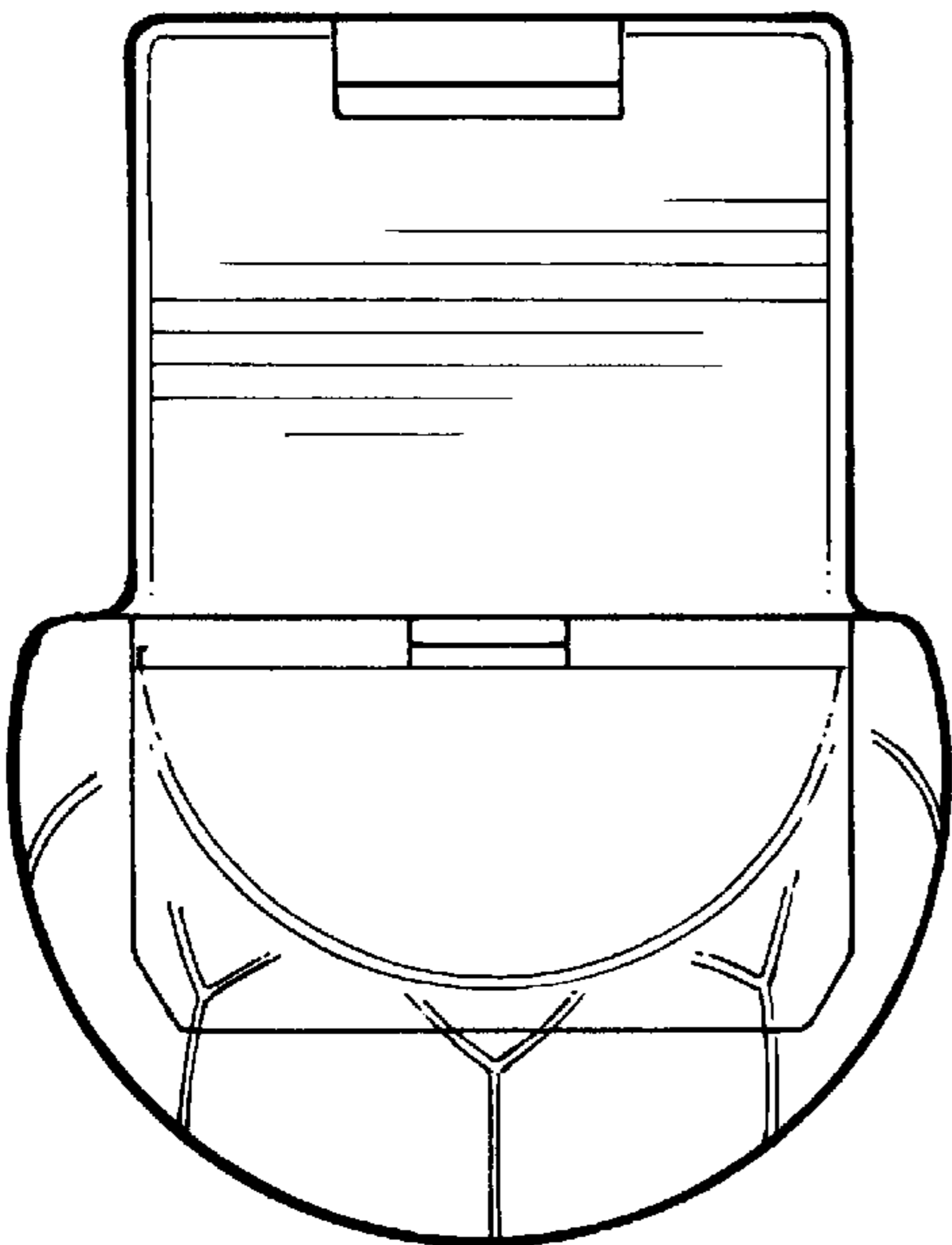


FIG. 16

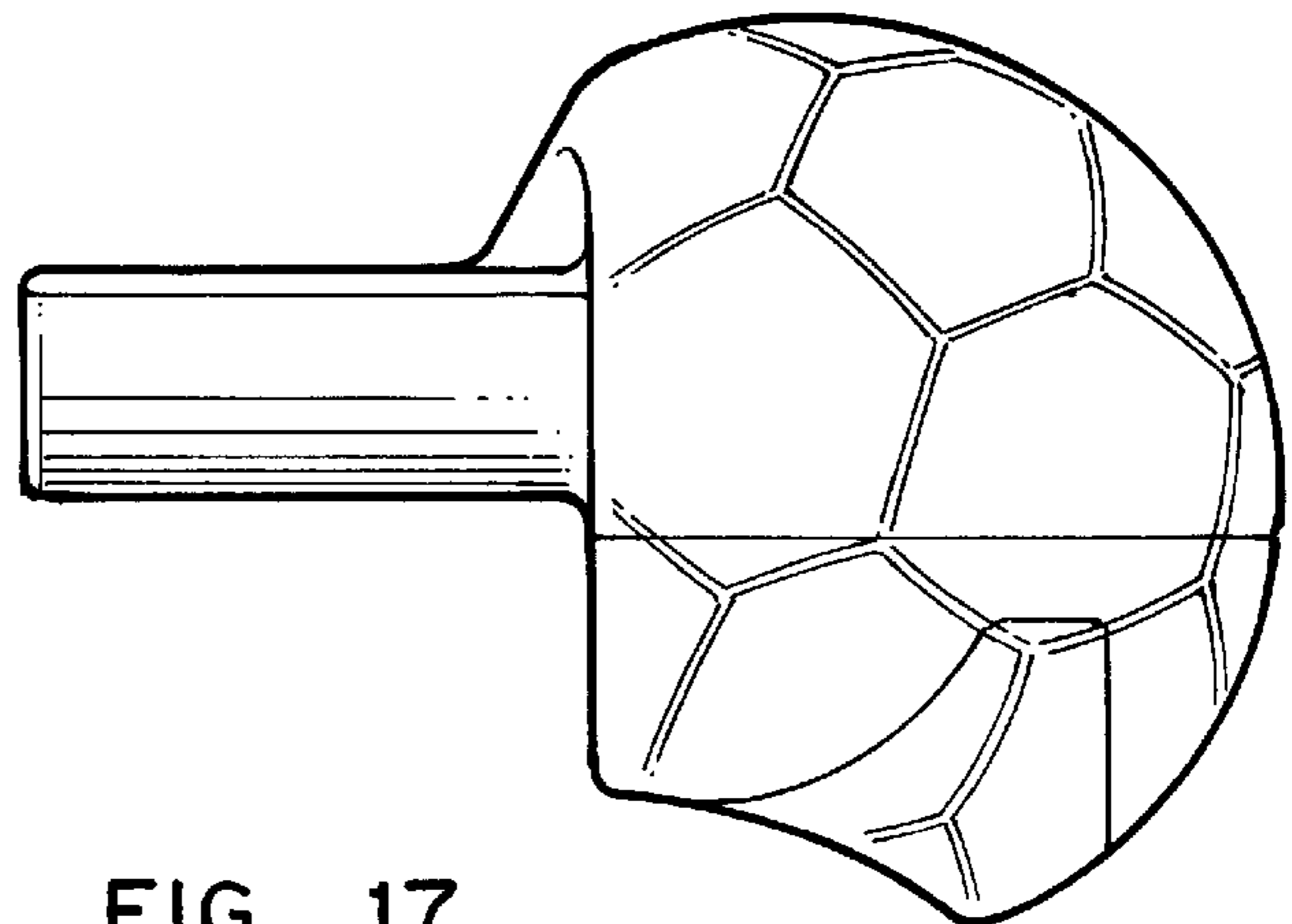


FIG. 17

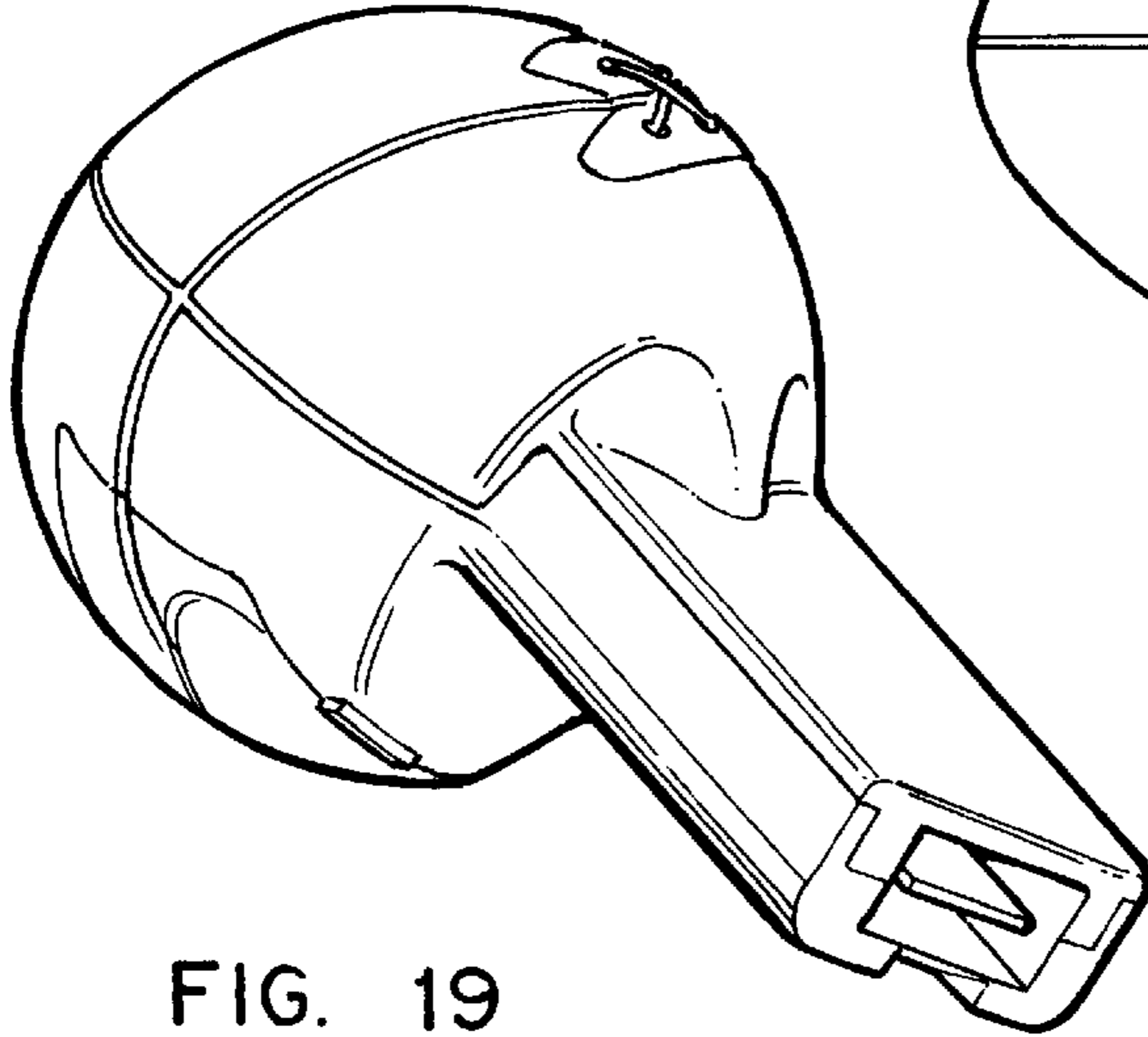


FIG. 19

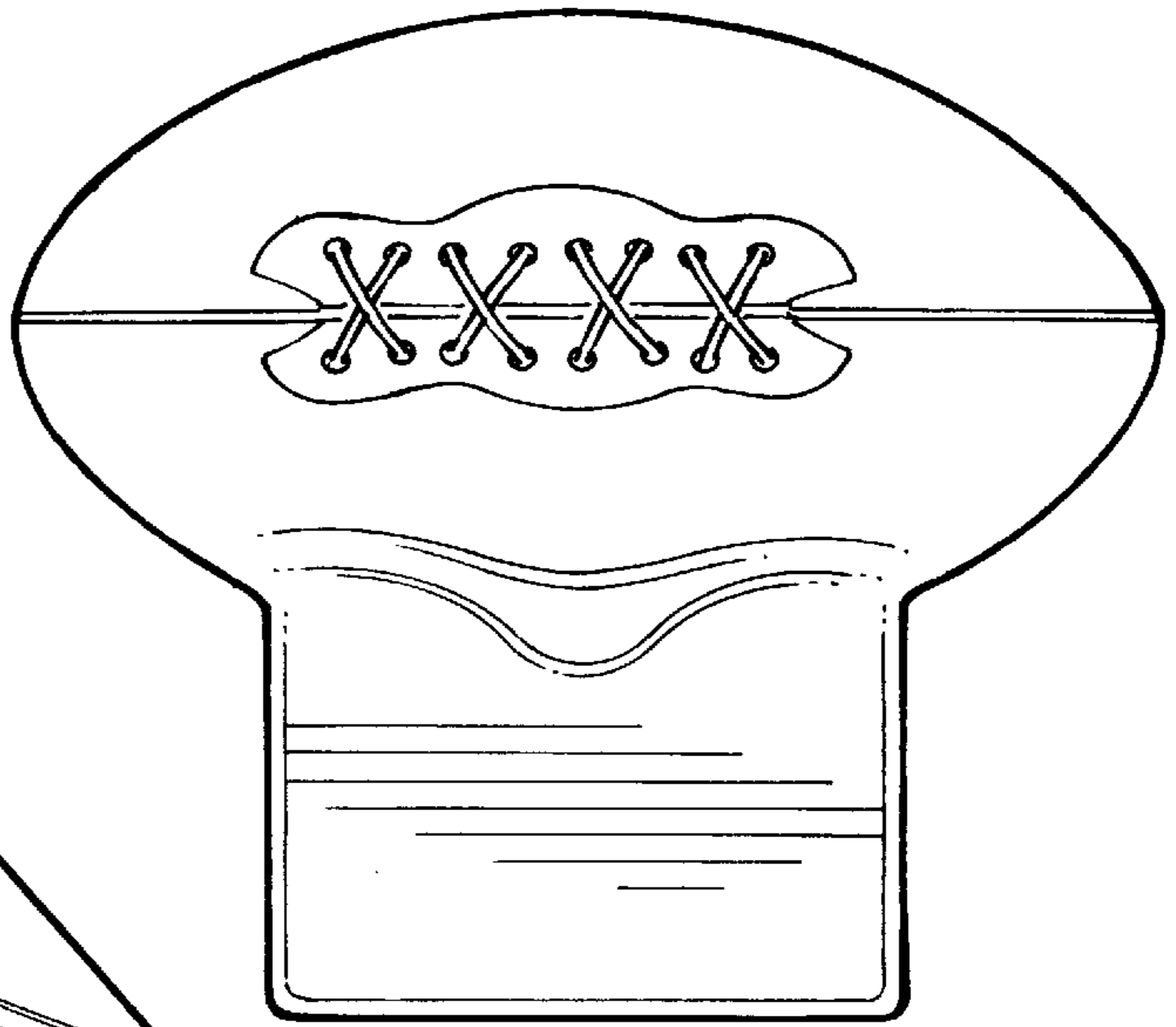


FIG. 20

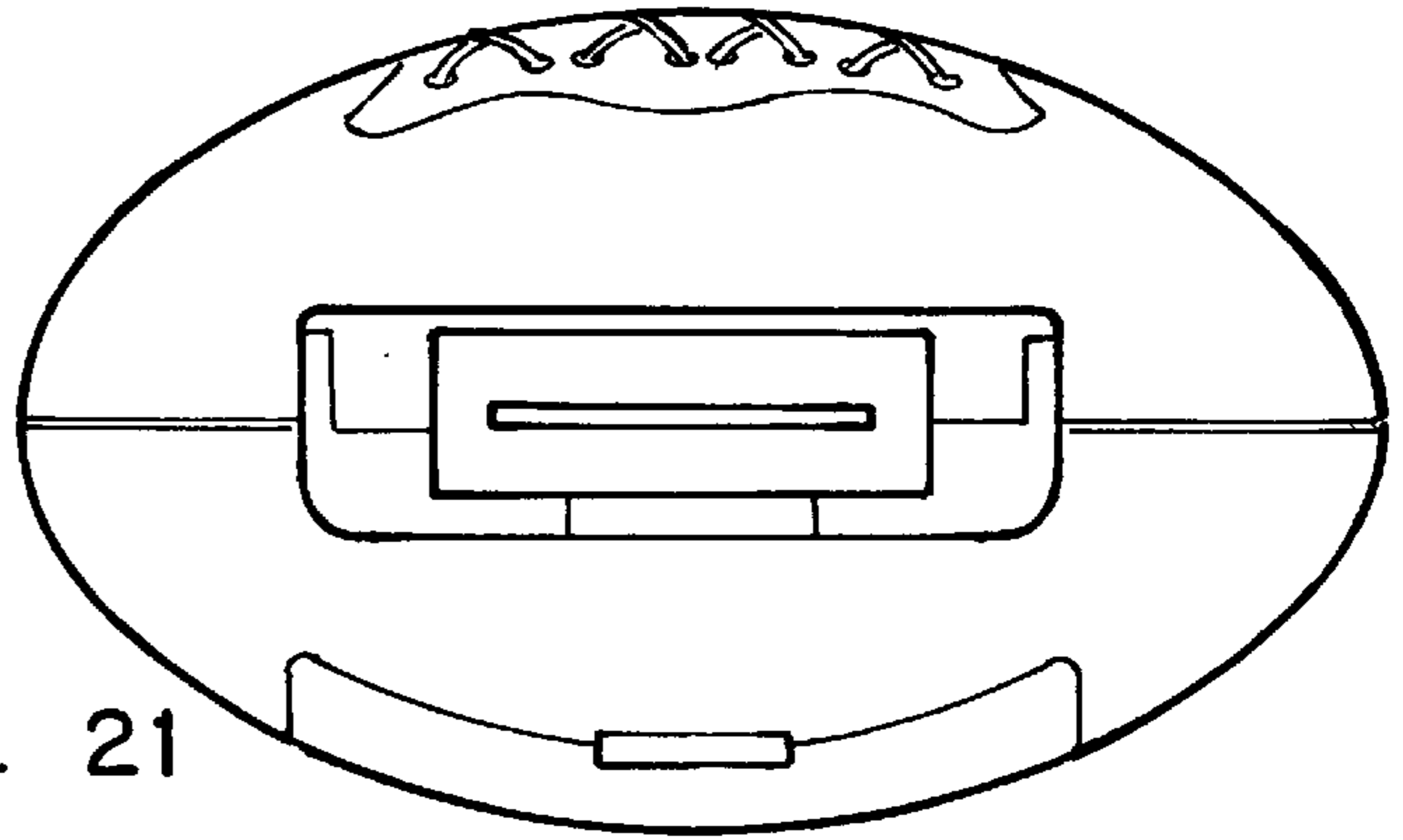


FIG. 21

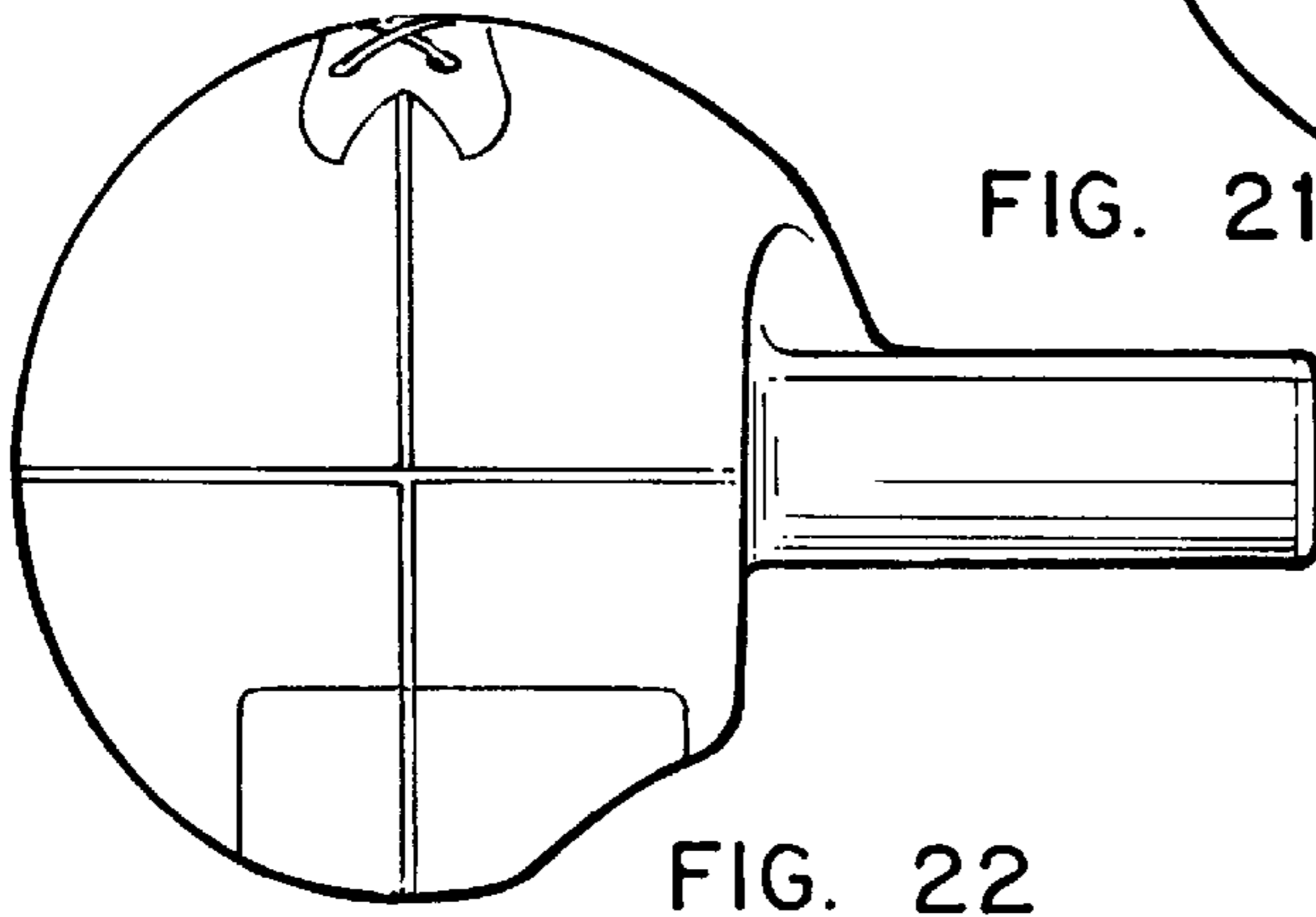


FIG. 22

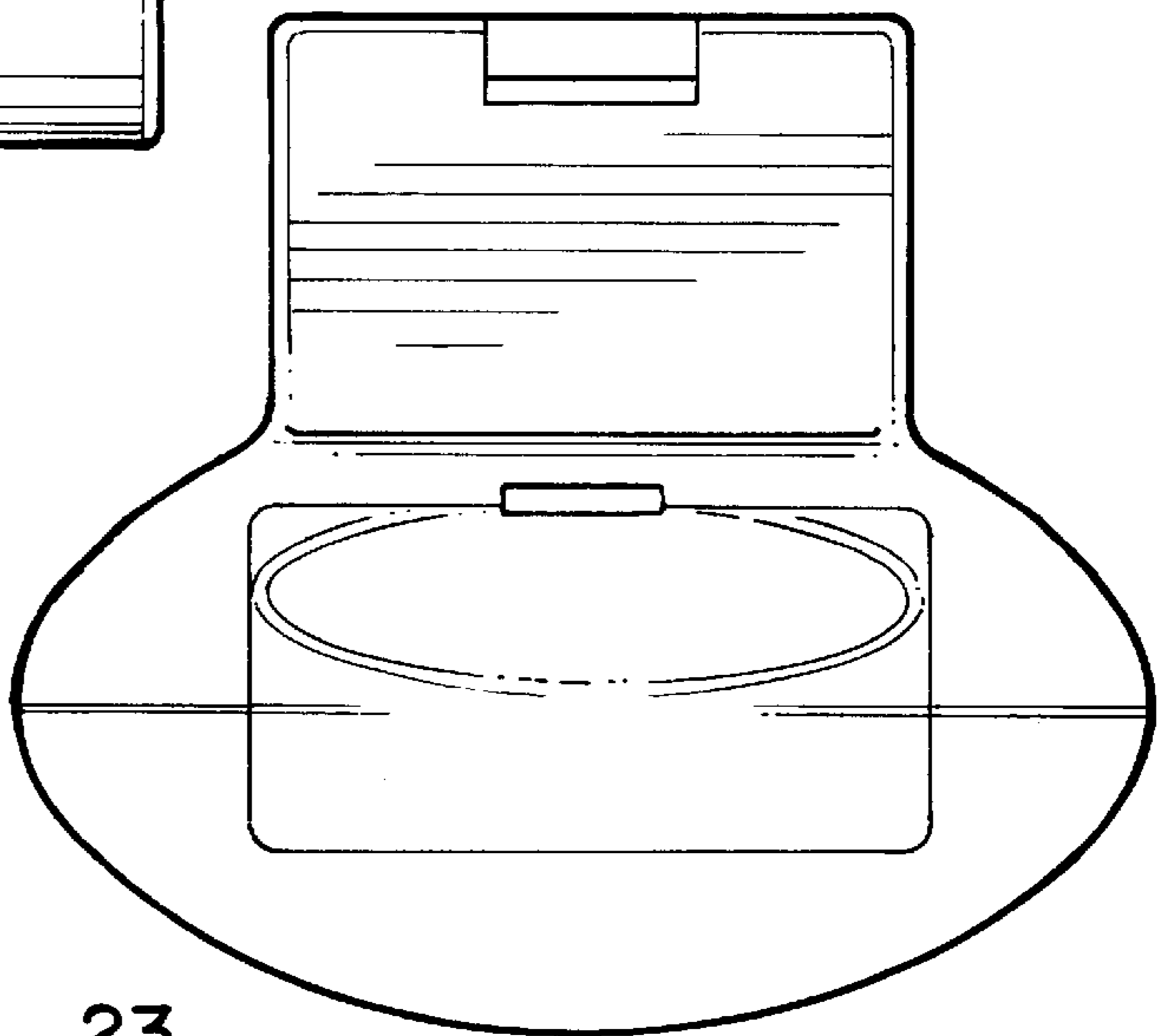


FIG. 23