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(12) **United States Design Patent** (10) **Patent No.:** **US D451,153 S**
Hedrick et al. (45) **Date of Patent:** **** Nov. 27, 2001**

(54) **PLAYER INTERFACE WITH BOLSTER FOR A GAMING DEVICE**

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(57) **CLAIM**

The ornamental design for a player interface with bolster for a gaming device, as shown and described.

(73) Assignee: **IGT**, Reno, NV (US)

(**) Term: **14 Years**

DESCRIPTION

(21) Appl. No.: **29/130,980**

(22) Filed: **Oct. 12, 2000**

(51) **LOC (7) Cl.** **21-01**

(52) **U.S. Cl.** **D21/385; D21/369; D21/325; D21/333**

(58) **Field of Search** D21/369, 370, D21/371, 324–329, 333, 385, 386; 273/148 B, 148 R, 138.1, 138.2, 278, 288, 143 R, 141 A, 142 B, 139, 459–461, 269; 463/16–22, 13, 29–35

This application is related to the following commonly-owned co-pending design and utility patent applications: “Display and Mask for a Gaming Device,” Ser. No. 29/130,997; “Display and Mask for a Gaming Device,” Ser. No. 29/131,001; “Display and Mask for a Gaming Device,” Ser. No. 29/131,076; “Player Interface and Tray for a Gaming Device,” Ser. No. 29/130,983; “Tray for A Gaming Device,” Ser. No. 29/130,981; “Plate for a Midsection of a Gaming Device,” Ser. No. 29/130,992; “Top Unit and Base for a Gaming Device,” Ser. No. 29/130,979; “Base for a Top Unit of a Gaming Device,” Ser. No. 29/130,982; “Gaming Device,” Ser. No. 29/130,996; and “Gaming Device Having a Door with a Moveable or Removeable Bolster,” Ser. No. 60/239,376.

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FIG. 1 is a front perspective view of a gaming device showing a player interface with bolster of our new design, that portion of the gaming device shown in phantom is not part of the design sought to be patented and is provided for environmental purposes only;

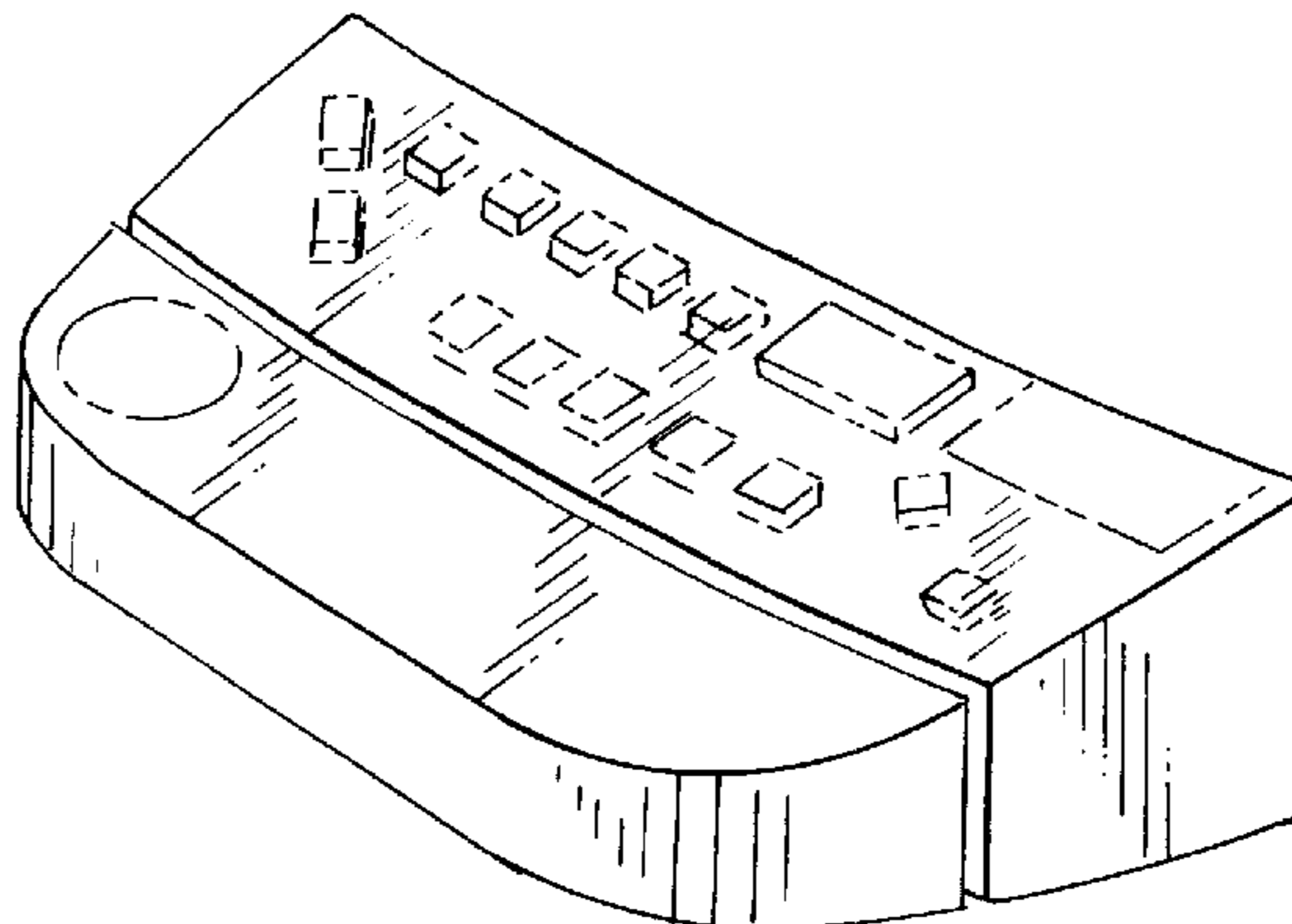
FIG. 2 is an enlarged front perspective view of the player interface with bolster;

FIG. 3 is a right side elevation view of the player interface with bolster, the left side being a mirror image thereof;

FIG. 4 is a front elevation view thereof, showing the front of the player interface with bolster; and,

FIG. 5 is a top plan view of the player interface with bolster of our design.

1 Claim, 1 Drawing Sheet



US D451,153 S

Page 2

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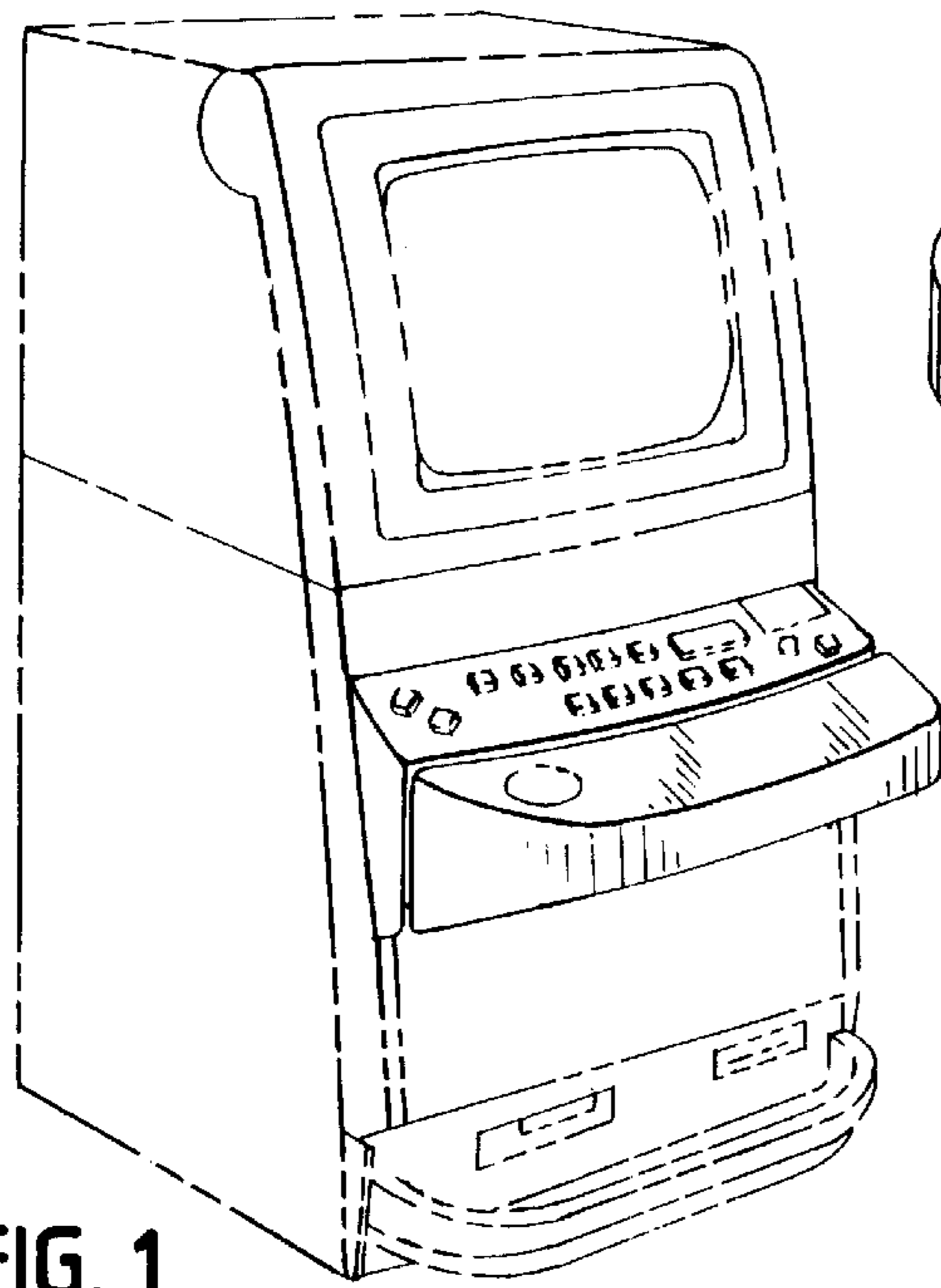


FIG. 1

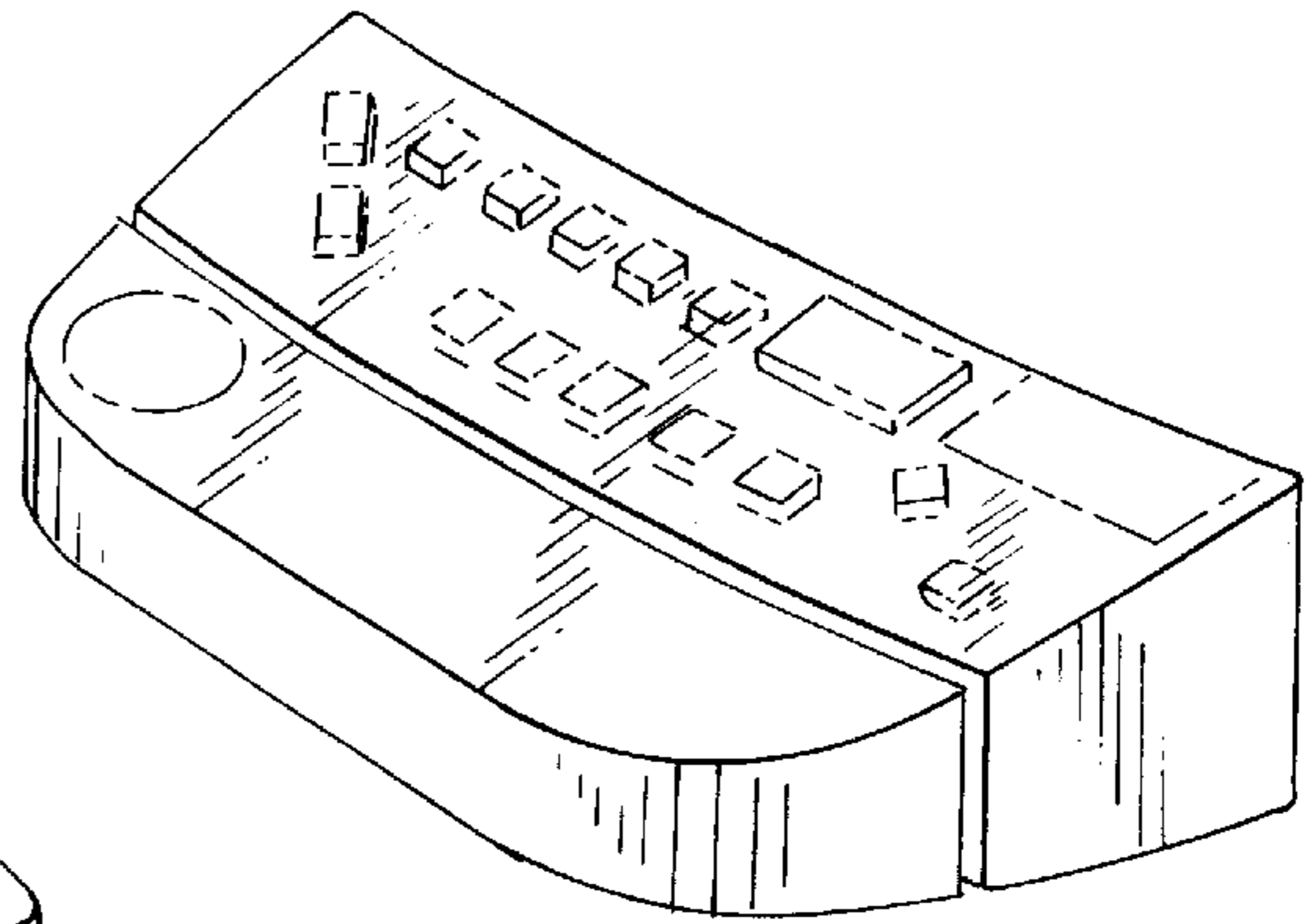


FIG. 2

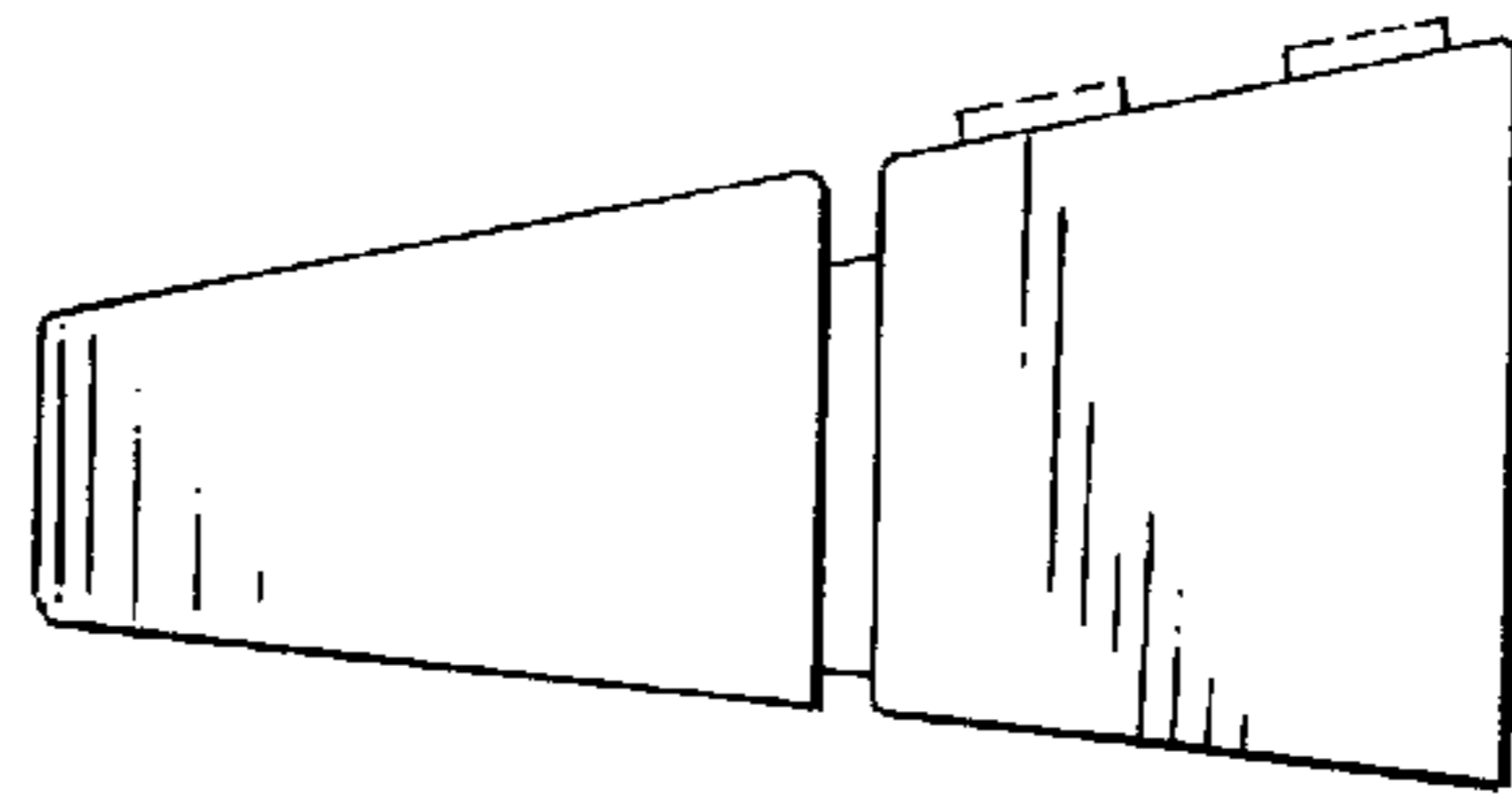


FIG. 3

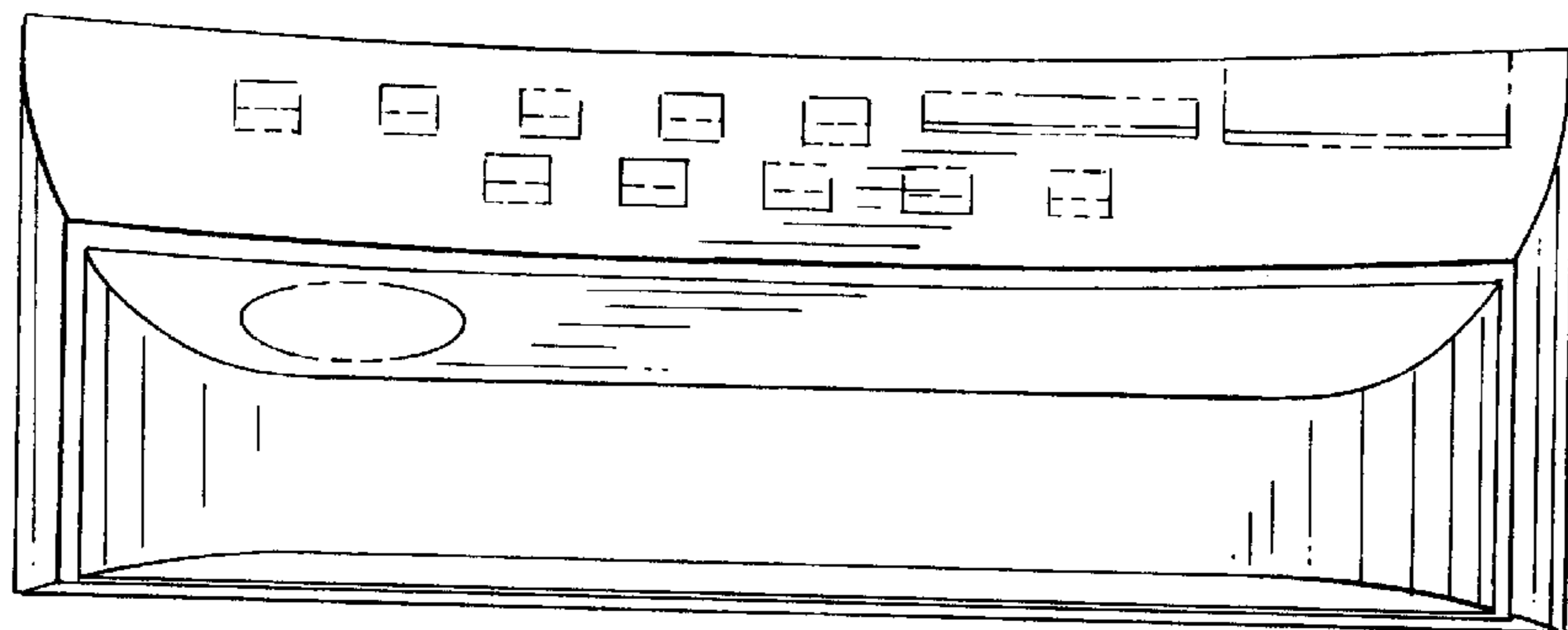


FIG. 4

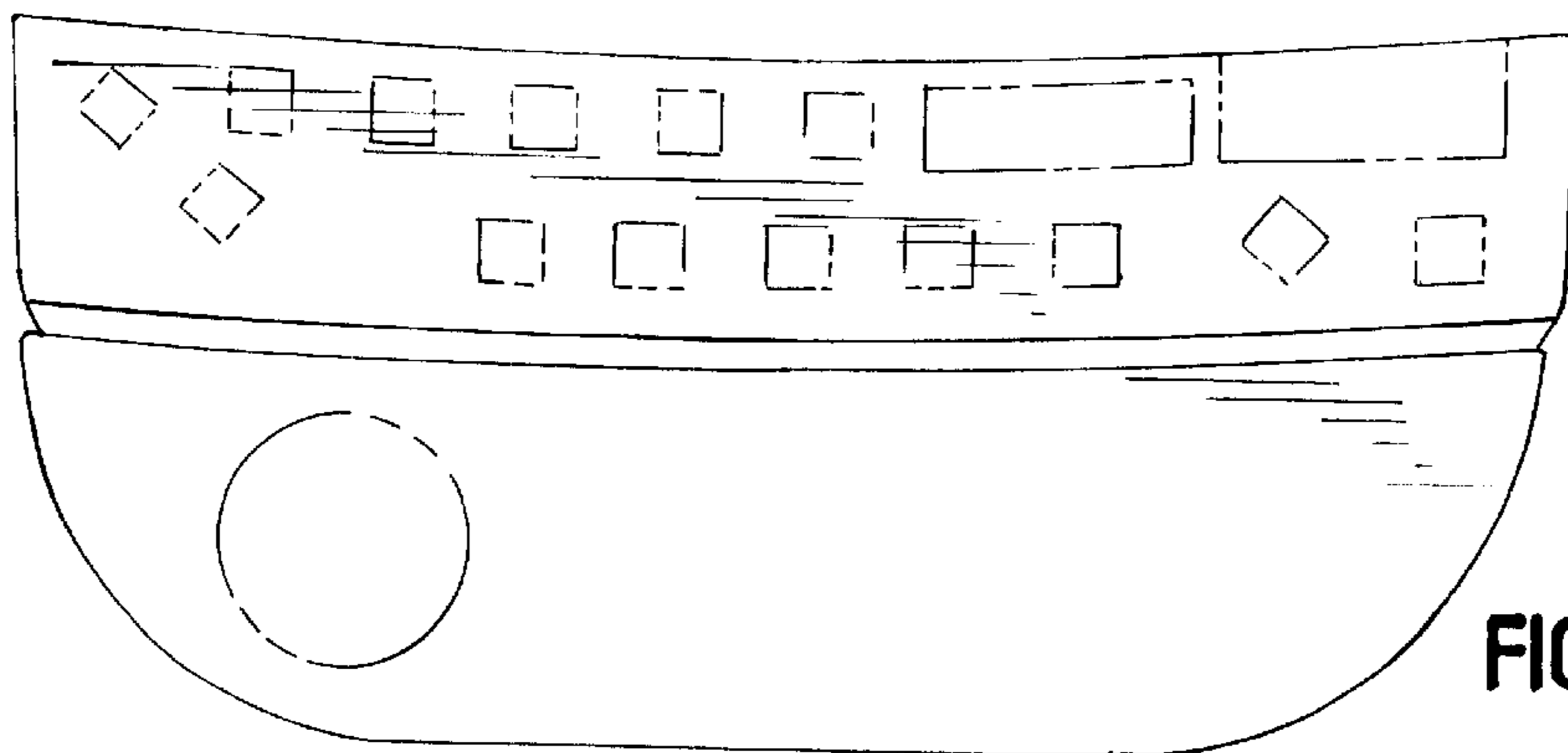


FIG. 5