



US00D468363S

(12) **United States Design Patent**
Nojo

(10) **Patent No.:** **US D468,363 S**

(45) **Date of Patent:** **** Jan. 7, 2003**

(54) **VIDEO GAME MACHINE**
(75) Inventor: **Kazuhiro Nojo**, Tokyo (JP)
(73) Assignee: **Sega Corporation**, Tokyo (JP)
(**) Term: **14 Years**

D333,164 S * 2/1993 Kraft et al. D21/325
5,413,357 A * 5/1995 Schulze et al. 463/23
D388,469 S * 12/1997 Dickenson et al. D21/325
D413,635 S * 9/1999 Taylor D21/369
5,951,397 A * 9/1999 Dickinson 463/16
5,967,892 A * 10/1999 Shoemaker, Jr. 273/448
6,227,970 B1 * 5/2001 Shimozu et al. 463/20

* cited by examiner

(21) Appl. No.: **29/149,799**
(22) Filed: **Oct. 16, 2001**

Primary Examiner—Prabhakar Deshmukh
(74) *Attorney, Agent, or Firm*—Ladas & Parry

(30) **Foreign Application Priority Data**

Apr. 16, 2001 (JP) 2001-014822

(57) **CLAIM**

(51) **LOC (7) Cl.** **09-03**
(52) **U.S. Cl.** **D21/325**
(58) **Field of Search** D21/324, 325–329,
D21/331, 332, 369–371; 273/138.1, 139,
138.2, 118 R, 141 A, 460, 461; 463/13,
16–22, 29–35

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

DESCRIPTION

(56) **References Cited**

U.S. PATENT DOCUMENTS

4,643,421 A * 2/1987 Meyer et al. 463/1
4,710,873 A * 12/1987 Breslow et al. 463/31
D311,428 S * 10/1990 Sears D21/325

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

1 Claim, 6 Drawing Sheets

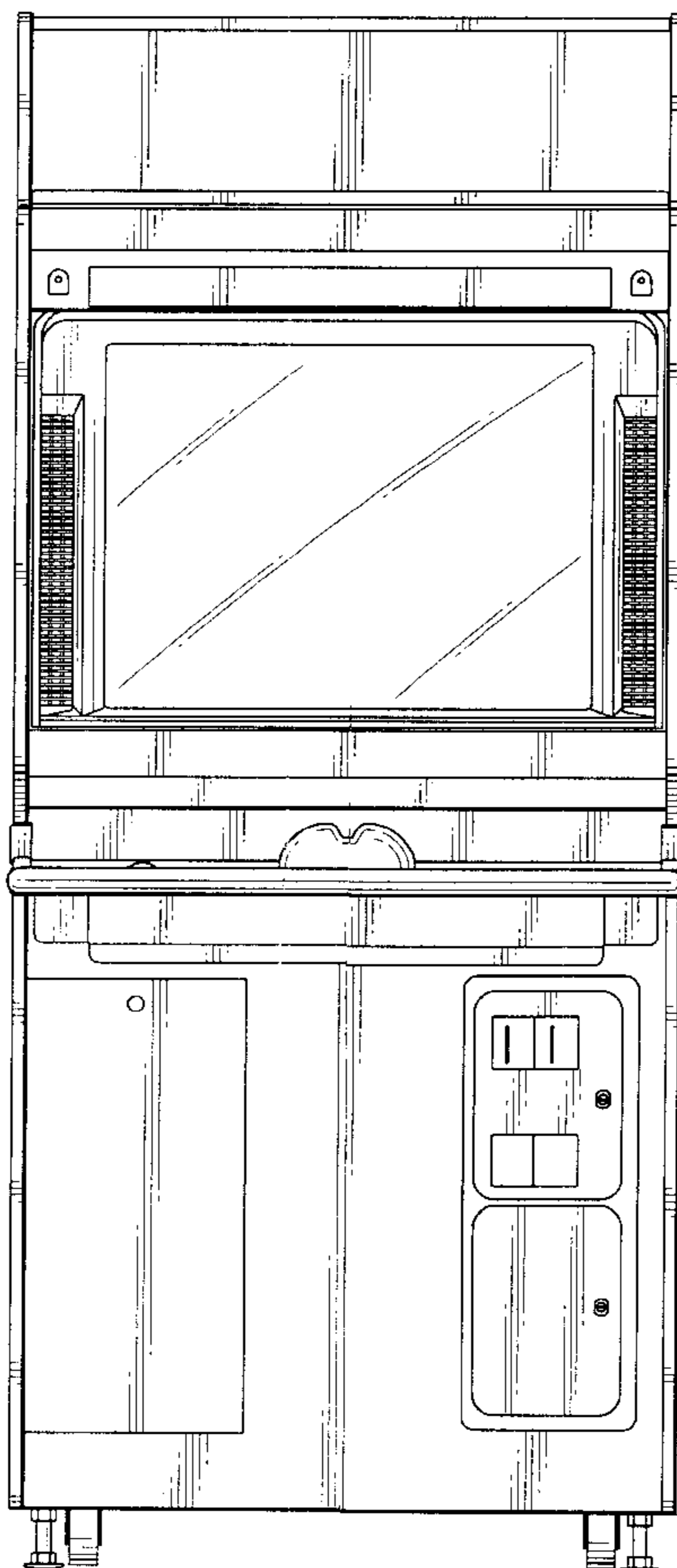


FIG. 1

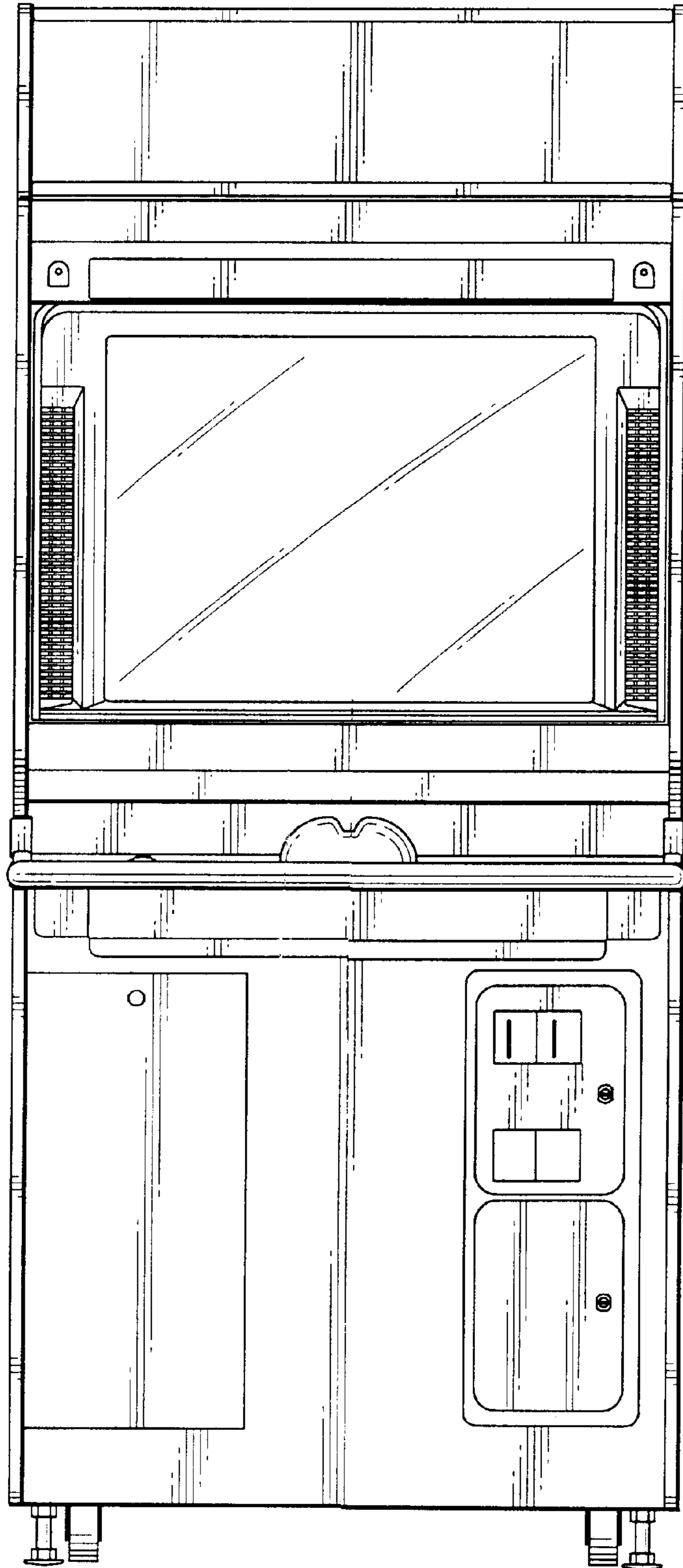


FIG. 2

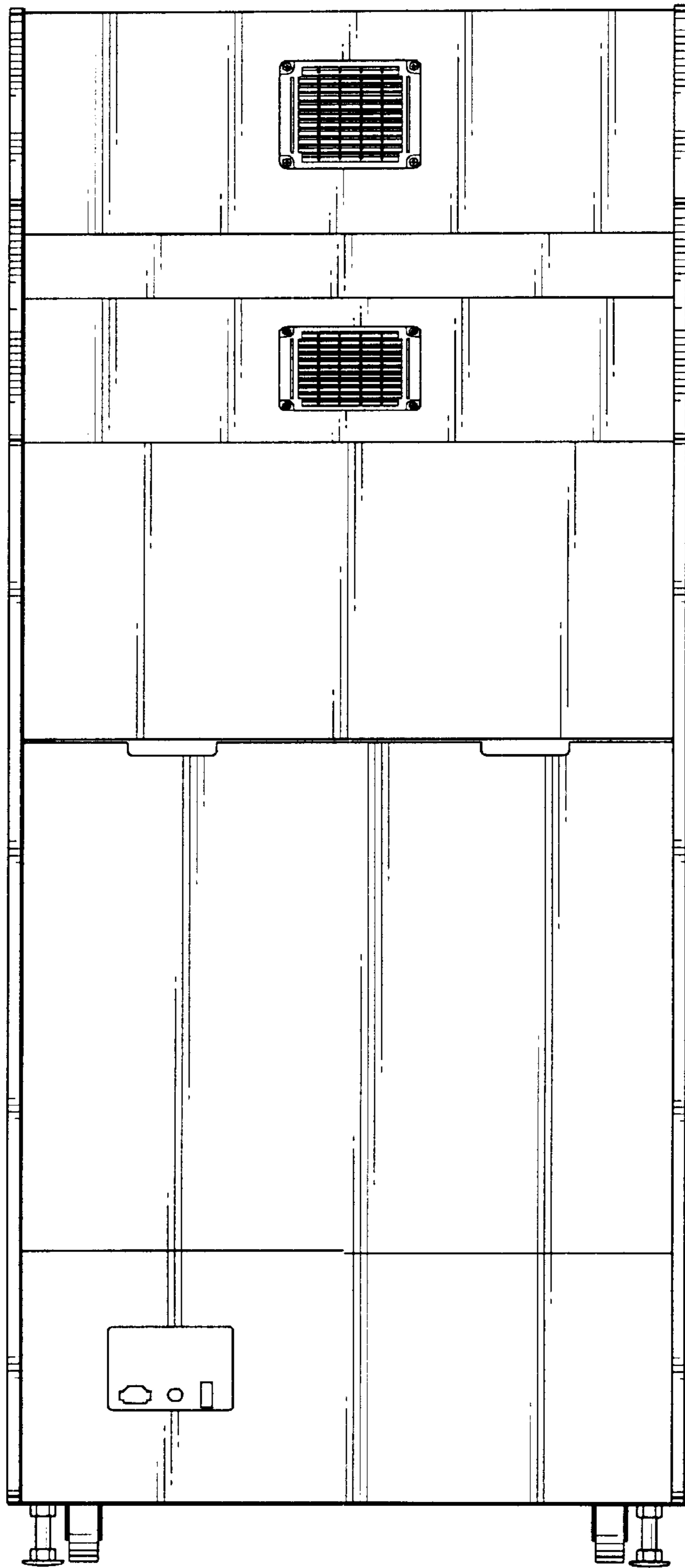


FIG. 3

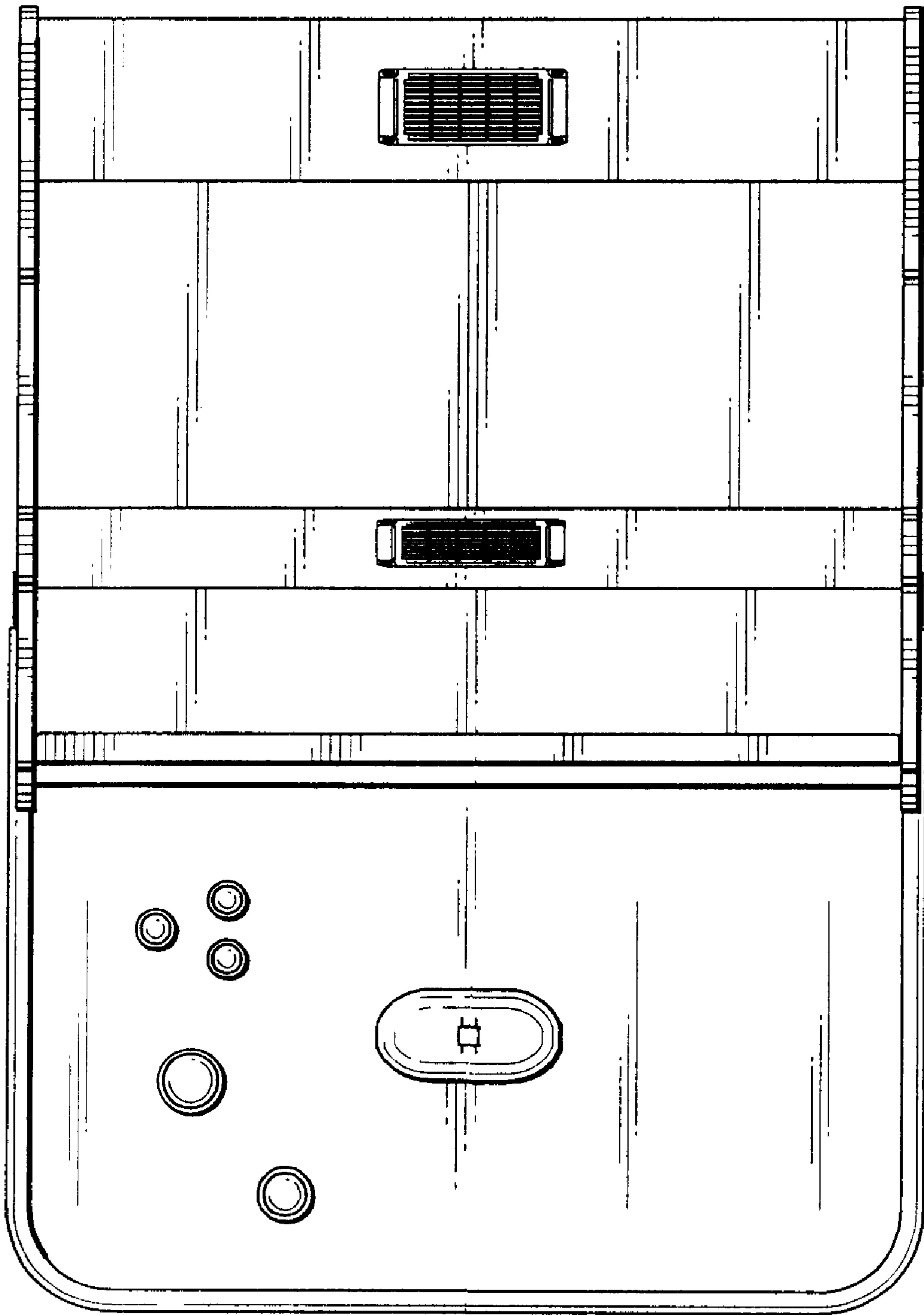


FIG. 4

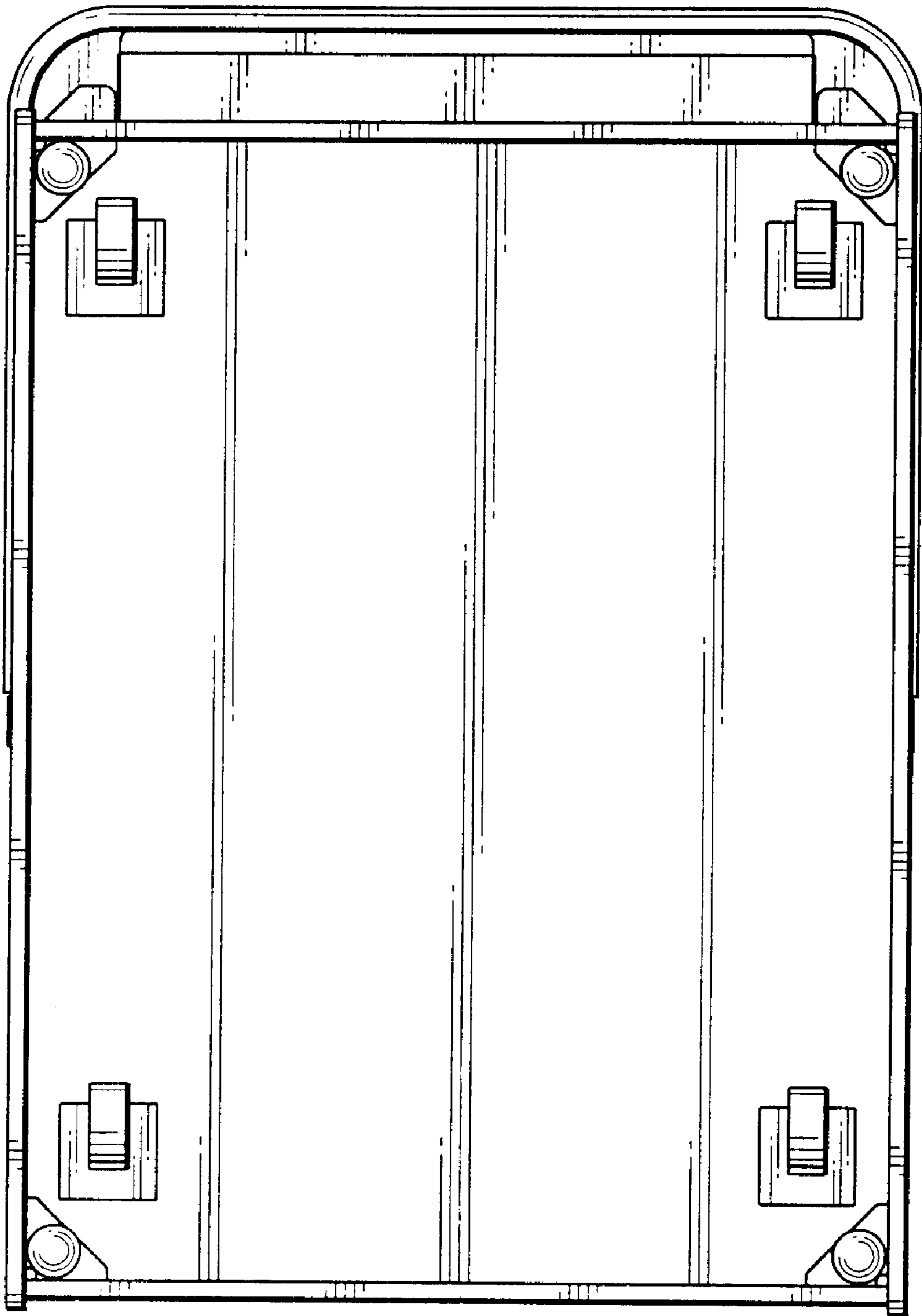


FIG. 5

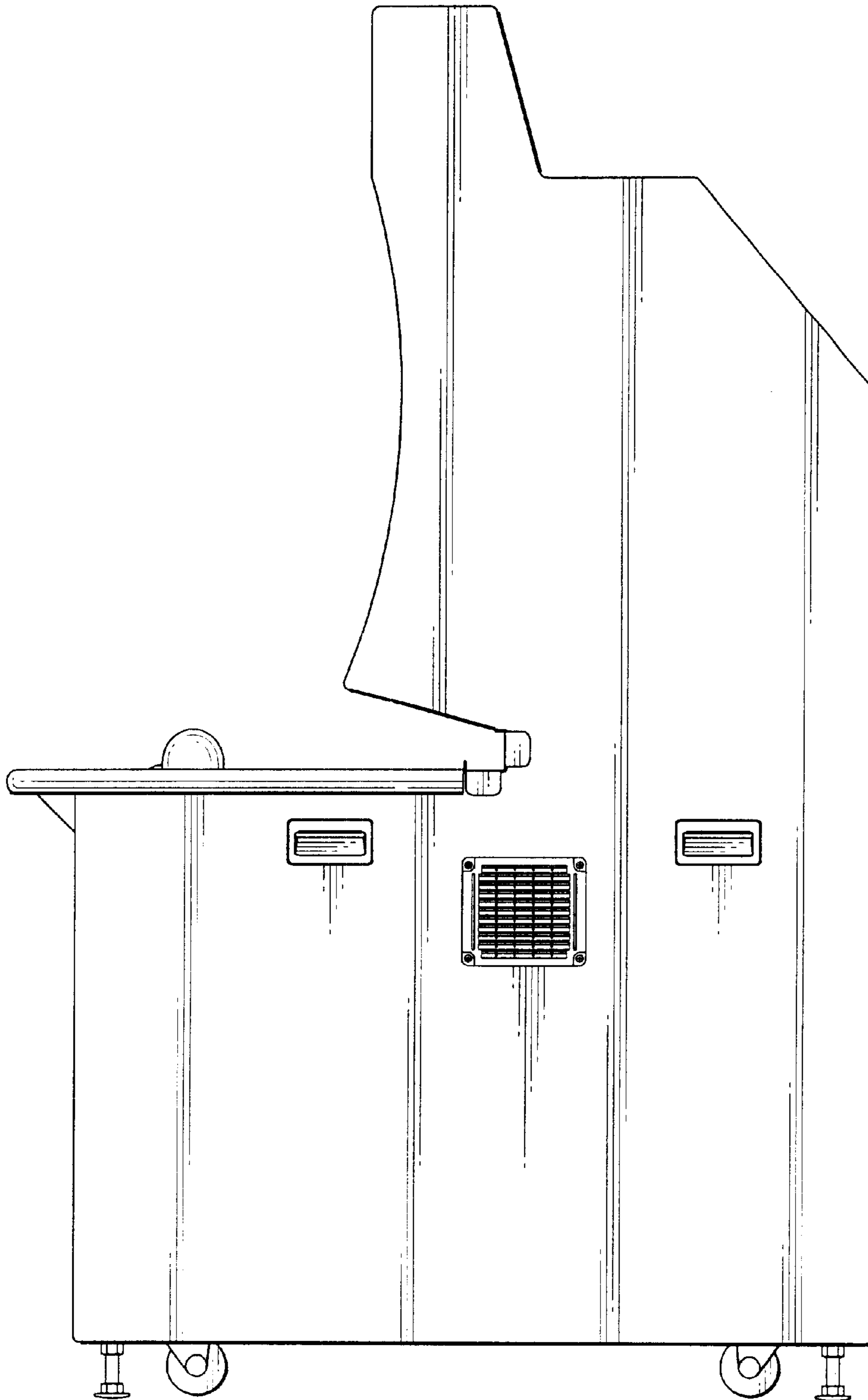


FIG. 6

