



US00D508541S

(12) **United States Design Patent** (10) **Patent No.:** **US D508,541 S**  
**Tsujino et al.** (45) **Date of Patent:** **\*\* Aug. 16, 2005**

- (54) **ARCADE GAME MACHINE** 4,643,421 A \* 2/1987 Meyer et al. .... 463/1
- (75) Inventors: **Hiroshi Tsujino**, Tokyo (JP); **Takahide Sato**, Tokyo (JP) 4,850,591 A \* 7/1989 Takezawa et al. .... 463/37
- (73) Assignee: **Sammy Corporation**, Tokyo (JP) 5,584,763 A \* 12/1996 Kelly et al. .... 463/16
- (\*\*) Term: **14 Years** 5,951,397 A \* 9/1999 Dickinson ..... 463/36
- 4,435,068 S \* 12/2000 Muraki et al. .... D21/325
- D463,502 S \* 9/2002 Ishii et al. .... D21/325
- D465,243 S \* 11/2002 Isetani et al. .... D21/325
- D468,363 S \* 1/2003 Nojo ..... D21/325
- D472,936 S \* 4/2003 Ohtomi et al. .... D21/325

(21) Appl. No.: **29/217,588**

(22) Filed: **Nov. 18, 2004**

**Related U.S. Application Data**

(62) Division of application No. 29/177,951, filed on Mar. 18, 2003.

(30) **Foreign Application Priority Data**

- Sep. 18, 2002 (JP) ..... 2002-25428
- Sep. 18, 2002 (JP) ..... 2002-25429
- Sep. 18, 2002 (JP) ..... 2002-25430
- Sep. 18, 2002 (JP) ..... 2002-25431
- Sep. 18, 2002 (JP) ..... 2002-25432

(51) **LOC (8) Cl.** ..... **21-01**

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

(58) **Field of Search** ..... D21/324-327,  
D21/333, 369-375; 273/148 B, 138.1, 138.2,  
139, 148 R; 463/1, 16-22, 29, 30, 36, 46,  
47

(56) **References Cited**

**U.S. PATENT DOCUMENTS**

D187,283 S \* 2/1960 Hullman ..... D21/325

\* cited by examiner

*Primary Examiner*—Prabhakar Deshmukh  
(74) *Attorney, Agent, or Firm*—McCormick, Paulding & Huber LLP

(57) **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a front perspective view of the arcade game machine.

FIG. 2 is a front view of the arcade game machine.

FIG. 3 is a rear view of the arcade game machine.

FIG. 4 is a right side view of the arcade game machine.

FIG. 5 is a plan view of the arcade game machine; and,

FIG. 6 is the right side view with one of the guns in a use position.

FIGS. 1-6 illustrate a game machine with a “gun” type control panel.

**1 Claim, 3 Drawing Sheets**

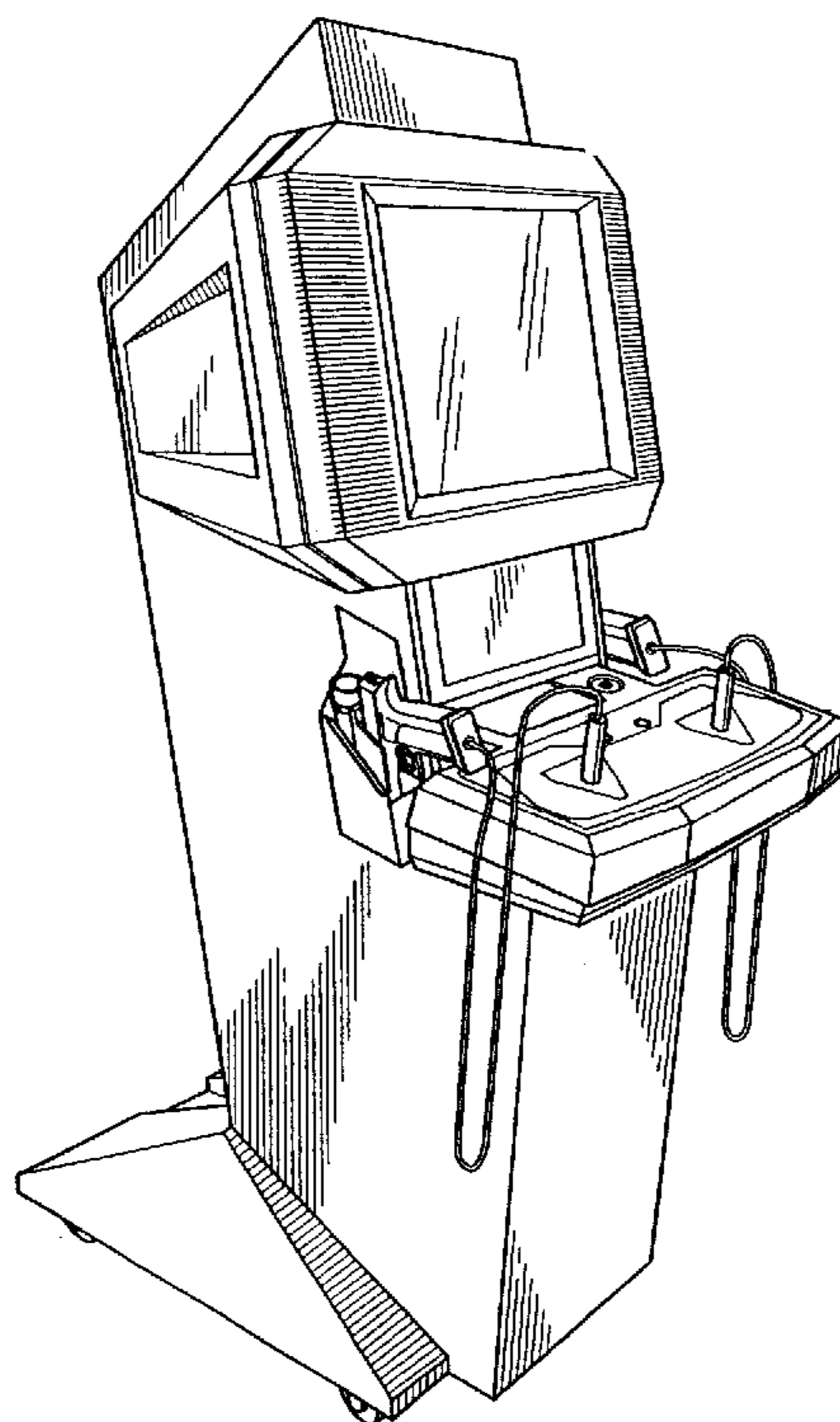


FIG. 1

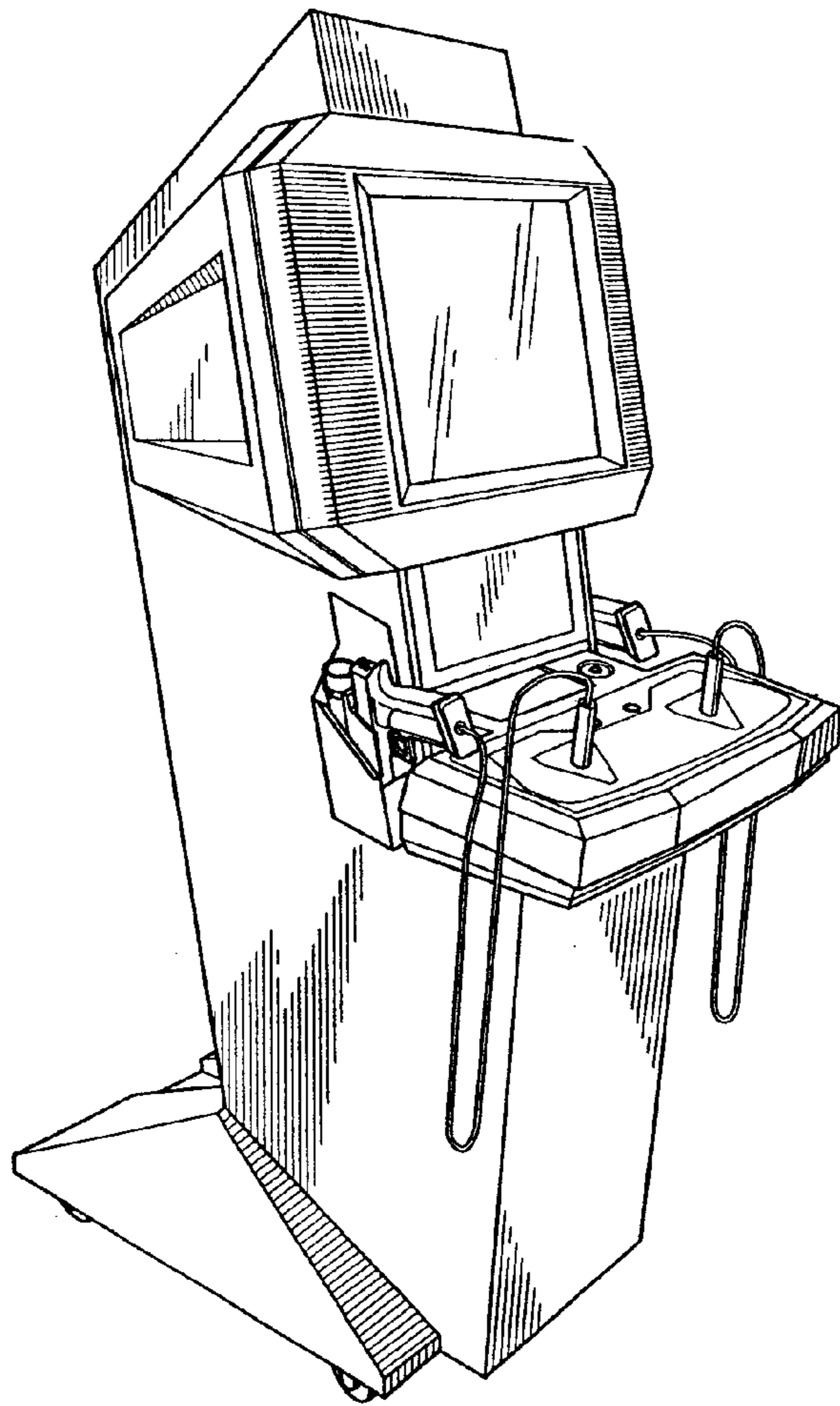


FIG. 2

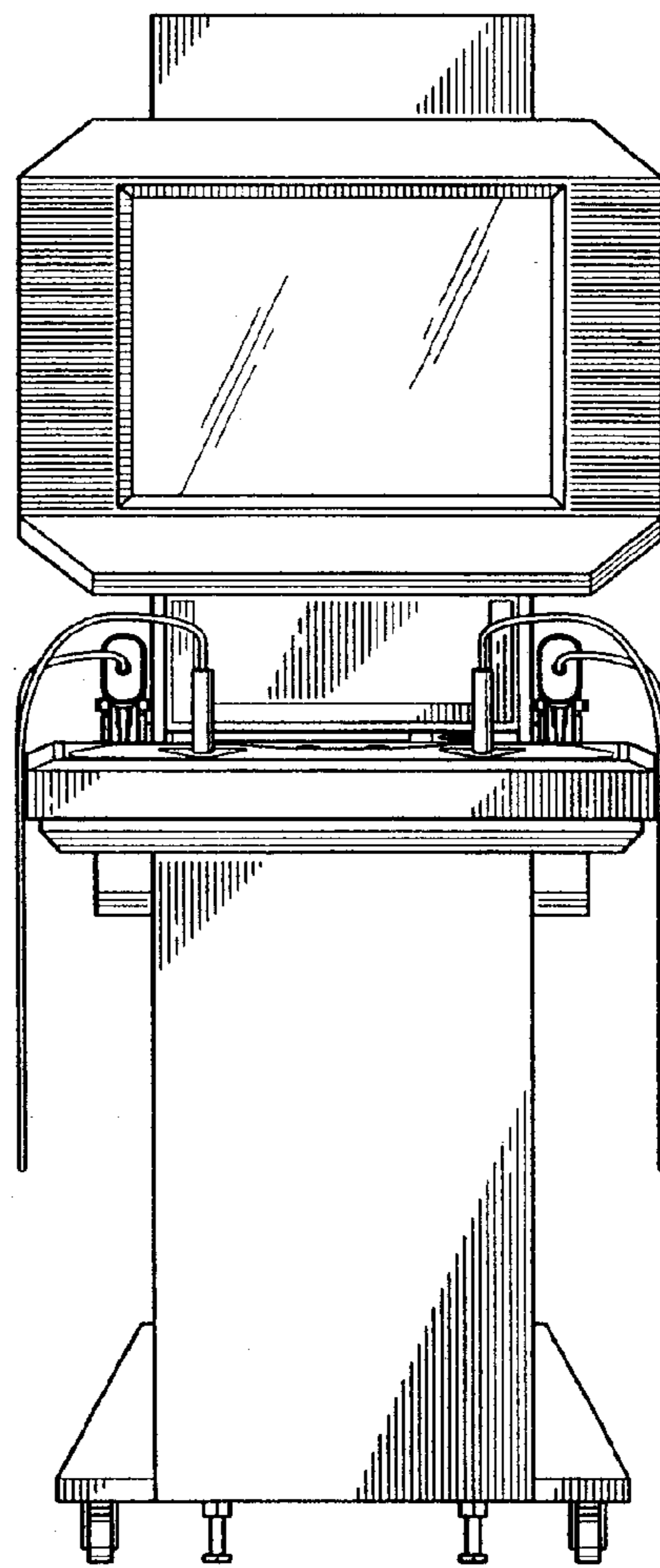


FIG. 3

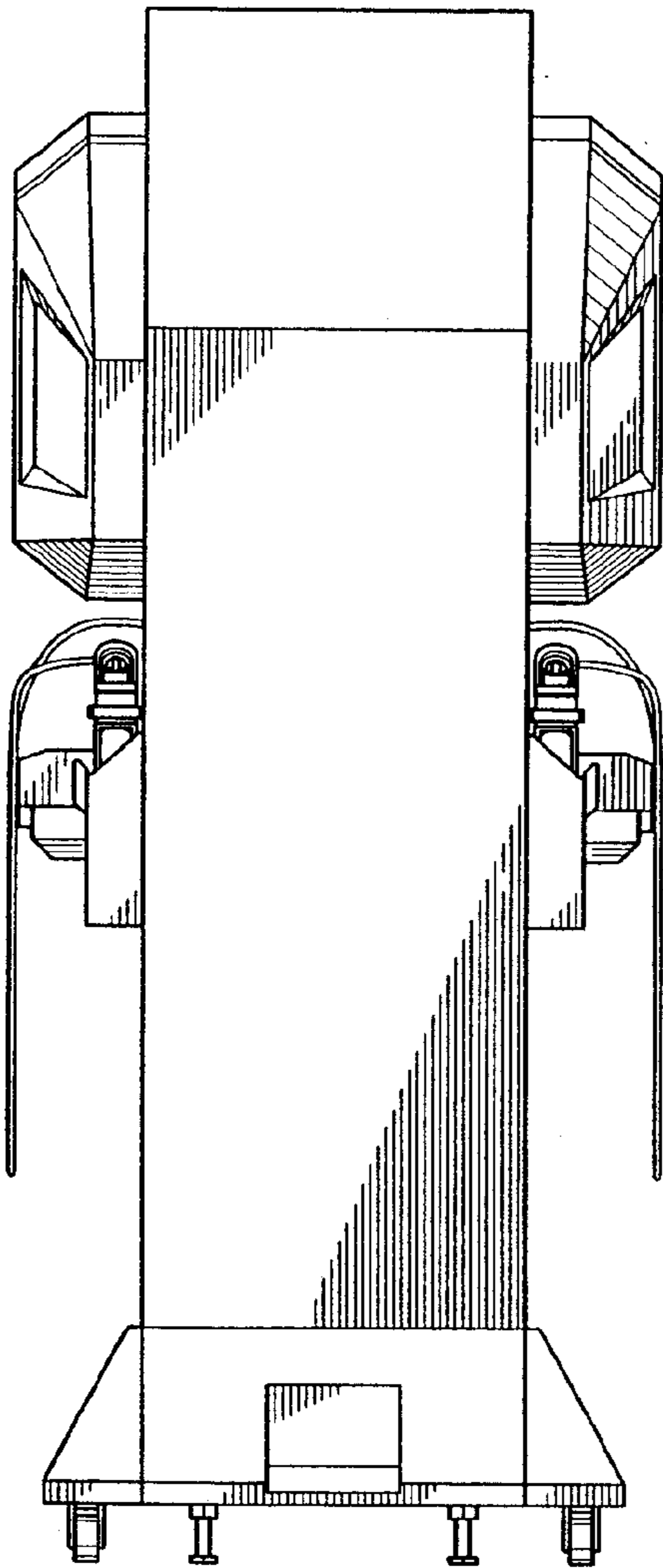


FIG. 4

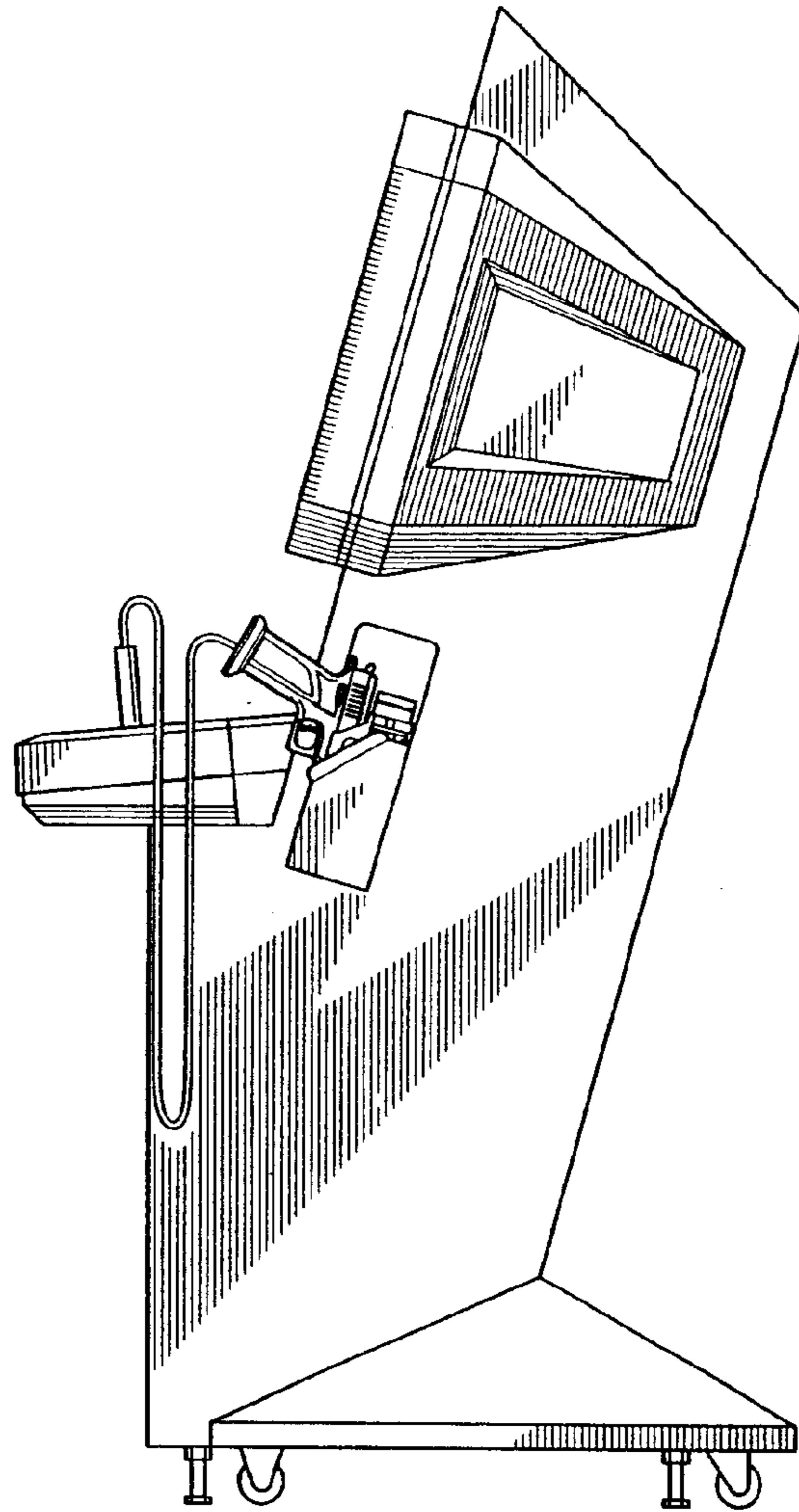


FIG. 5

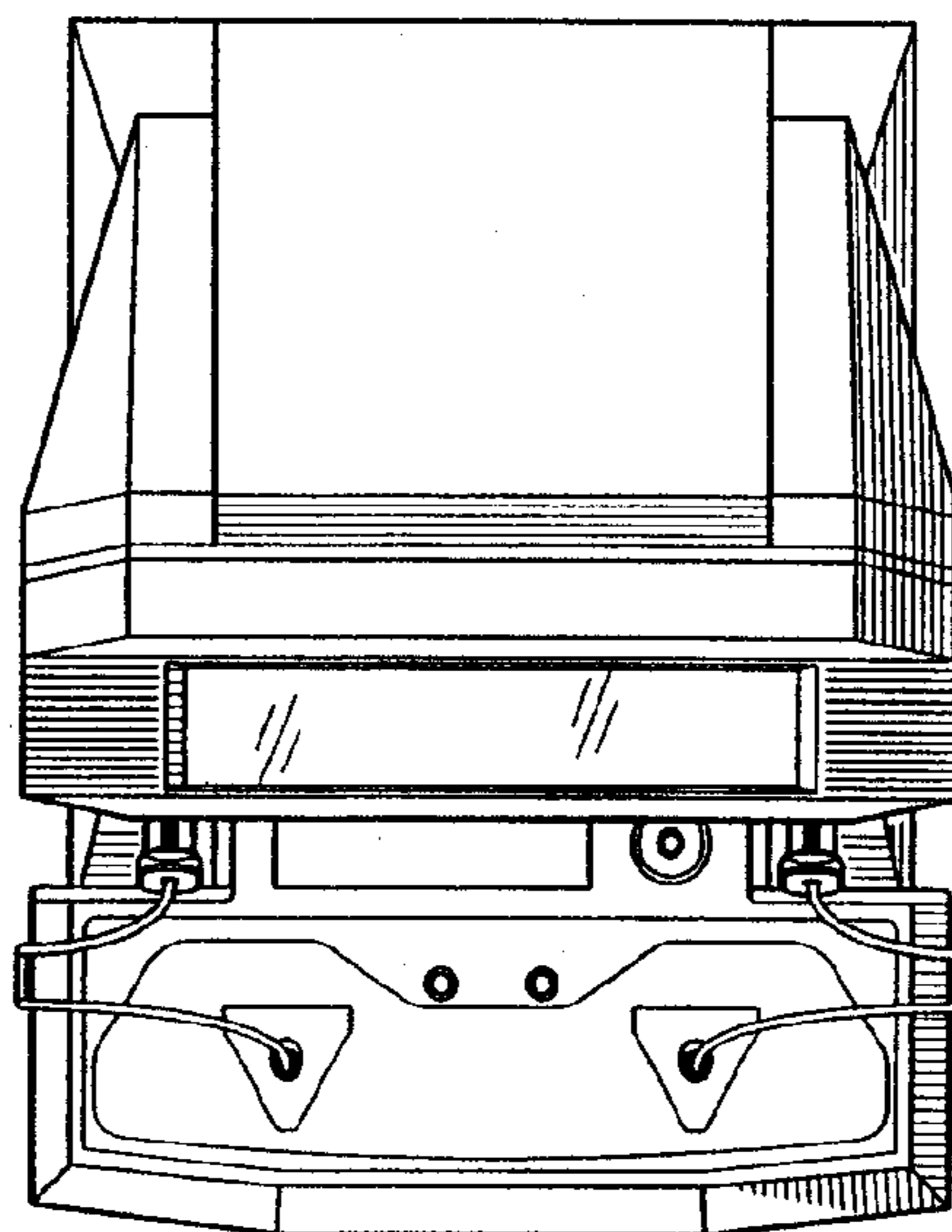


FIG. 6

