



US00D526025S

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

(10) **Patent No.:** **US D526,025 S**

(45) **Date of Patent:** **** Aug. 1, 2006**

(54) **PORTABLE LIQUID CRYSTAL GAME MACHINE**

(75) Inventor: **Kenji Watanabe**, Tokyo (JP)

(73) Assignee: **Wiz Co. Ltd.** (JP)

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

(21) Appl. No.: **29/201,390**

(22) Filed: **Mar. 16, 2004**

(30) **Foreign Application Priority Data**

Sep. 17, 2003 (JP) 2003-027171

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

(52) **U.S. Cl.** **D21/324; D21/328**

(58) **Field of Classification Search** D21/300,
D21/439, 324-333, 440, 403, 478; D14/496;
273/148 B, 457, DIG. 14, DIG. 24; 463/1,
463/29-35, 46, 47; 252/299.01, 582, 586,
252/301.16; 349/1, 16, 58, 61, 190; 359/616,
359/617, 894.895

See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

D212,771 S * 11/1968 Gordon D21/403
4,776,653 A * 10/1988 Kaplan 359/616

D319,852 S * 9/1991 Sorensen et al. D21/403
5,180,222 A * 1/1993 Robinson 362/125
D378,677 S * 4/1997 Matsumoto et al. D14/496
5,822,520 A * 10/1998 Parker 709/230
6,055,098 A * 4/2000 Lett 359/402
6,092,698 A * 7/2000 Bayer 222/402.25
6,310,730 B1 * 10/2001 Knapp et al. 359/642
6,491,216 B1 * 12/2002 May 235/375
D481,397 S * 10/2003 Ashida et al. D14/496
6,692,001 B1 * 2/2004 Romano 273/157 A
6,737,631 B1 * 5/2004 Martens et al. 250/221

* cited by examiner

Primary Examiner—Prabhakar Deshmukh

(74) *Attorney, Agent, or Firm*—Bingham McCutchen LLP

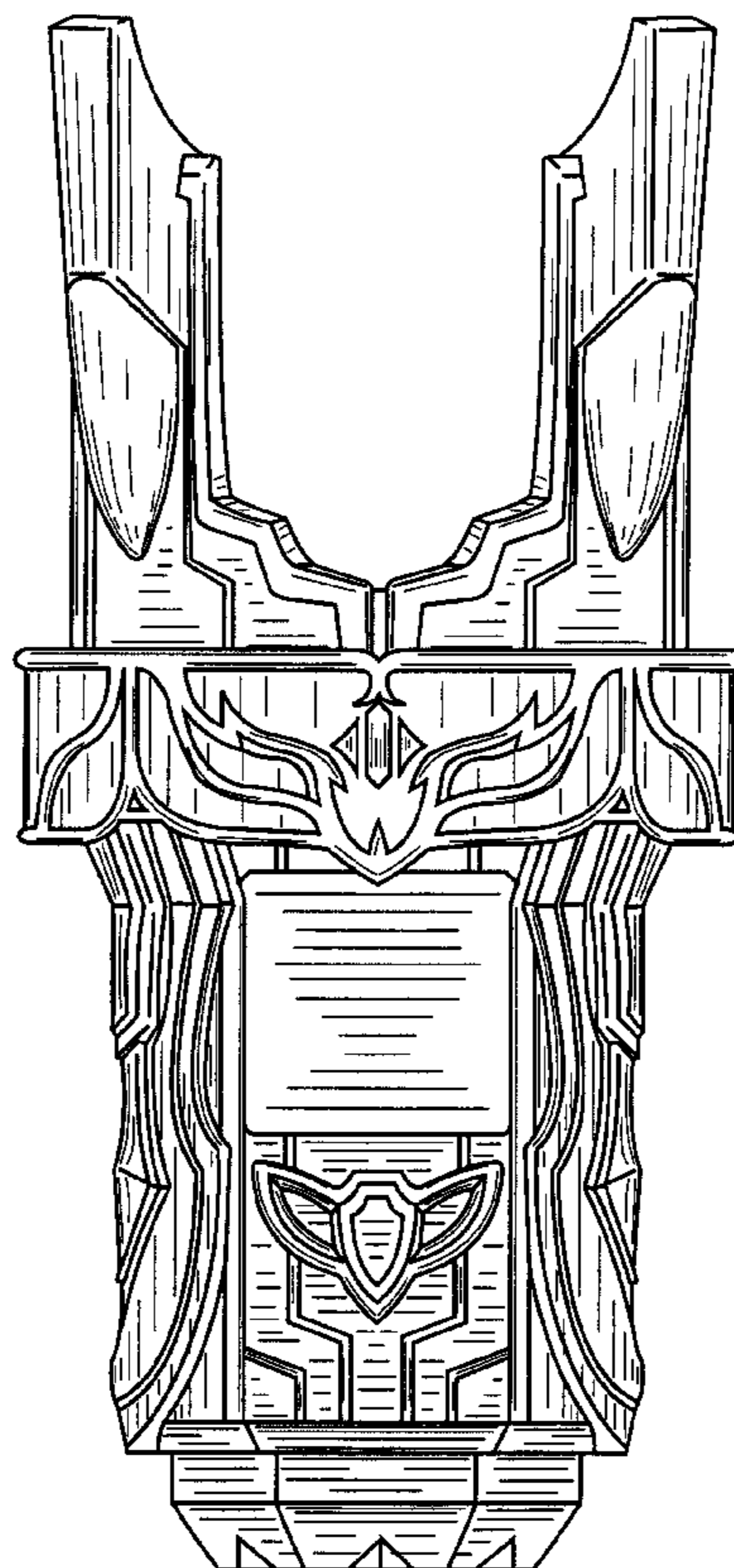
(57) **CLAIM**

The ornamental design for a portable liquid crystal game machine, as shown and described.

DESCRIPTION

FIG. 1 is a front view of a portable liquid crystal game machine showing my new design;
FIG. 2 is a left side view thereof, the right side view being a mirror image thereof;
FIG. 3 is a plan view thereof;
FIG. 4 is a bottom view thereof;
FIG. 5 is a rear view thereof; and,
FIG. 6 is a sectional view taken along line 6—6 of FIG. 3.

1 Claim, 6 Drawing Sheets



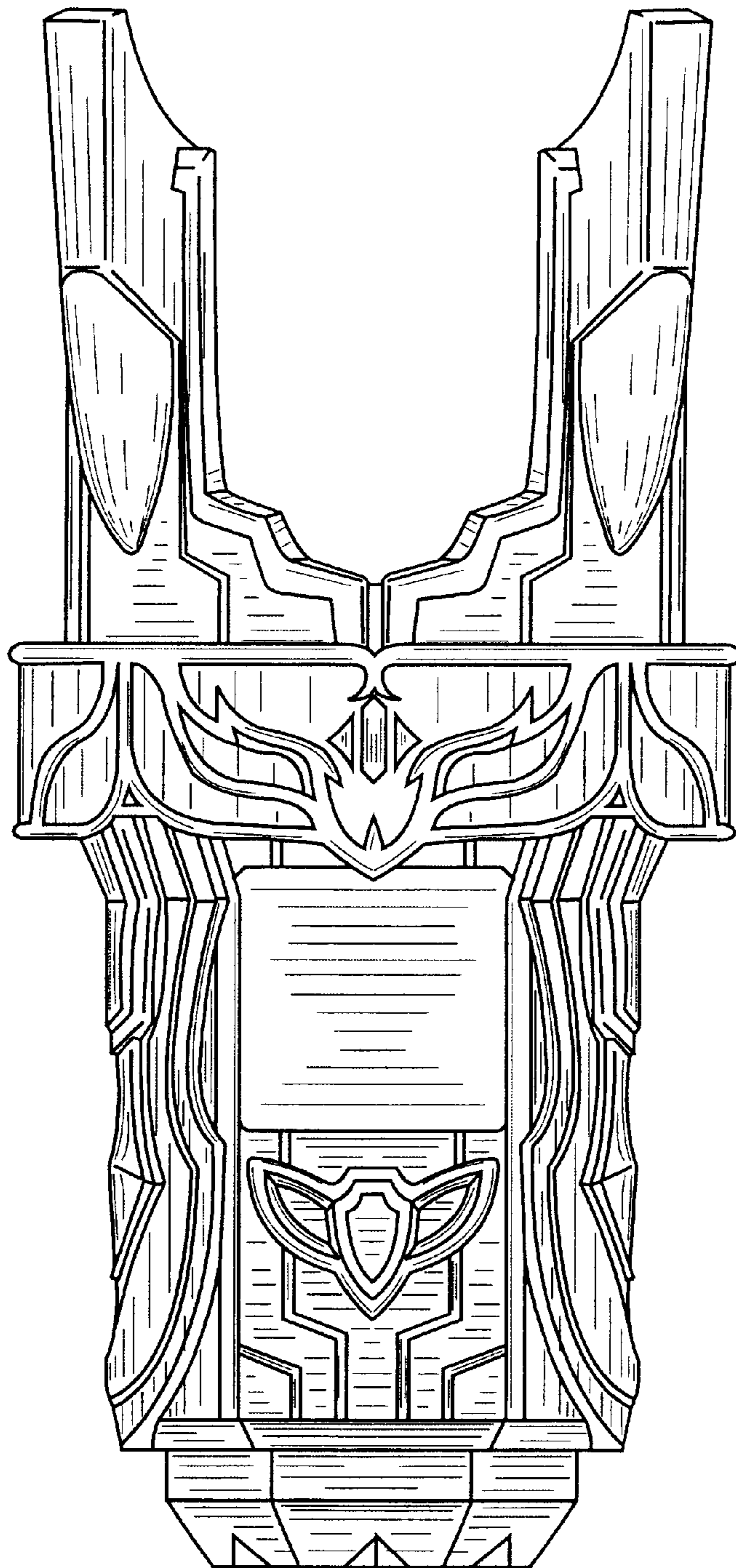


FIG. 1

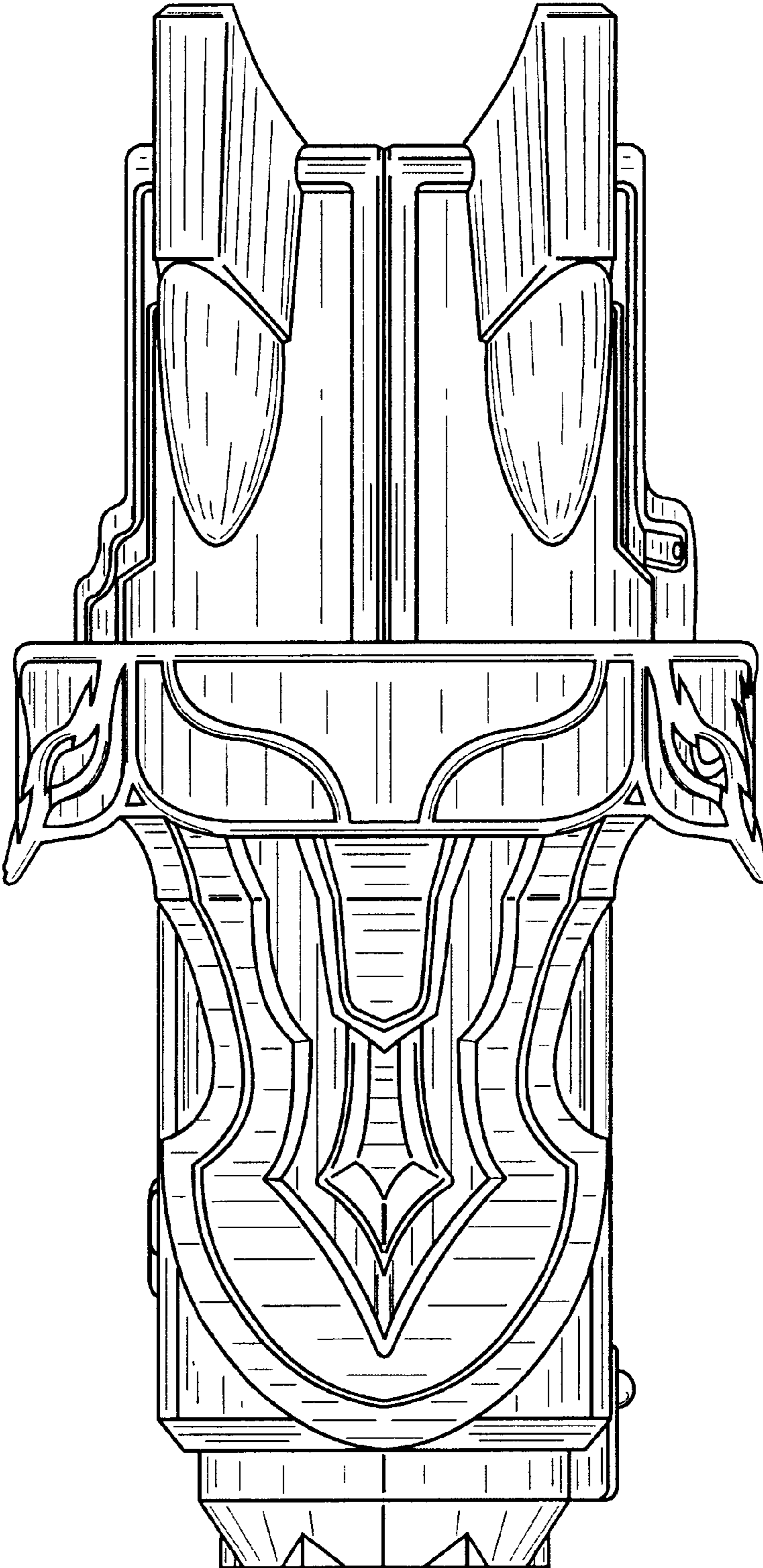


FIG. 2

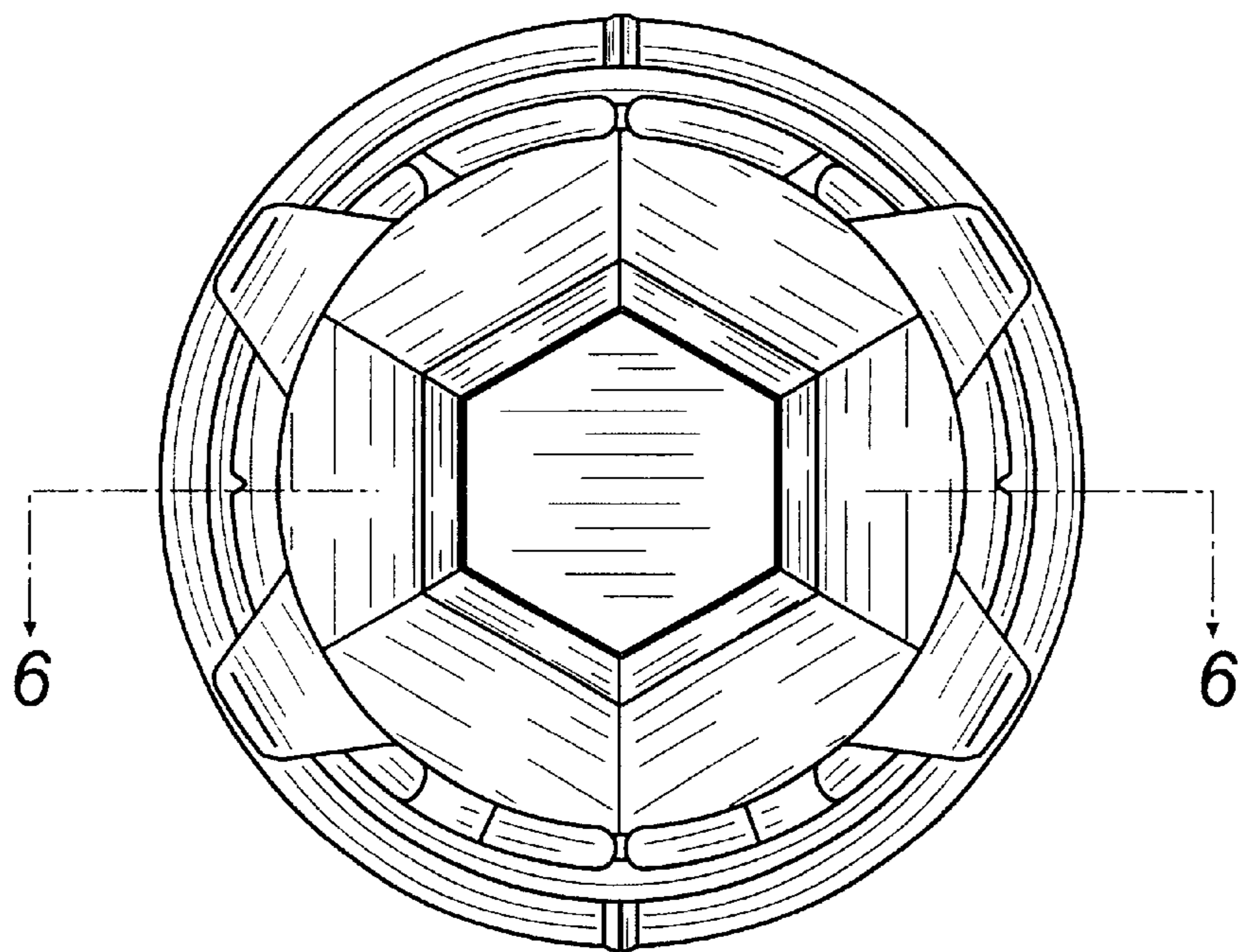


FIG. 3

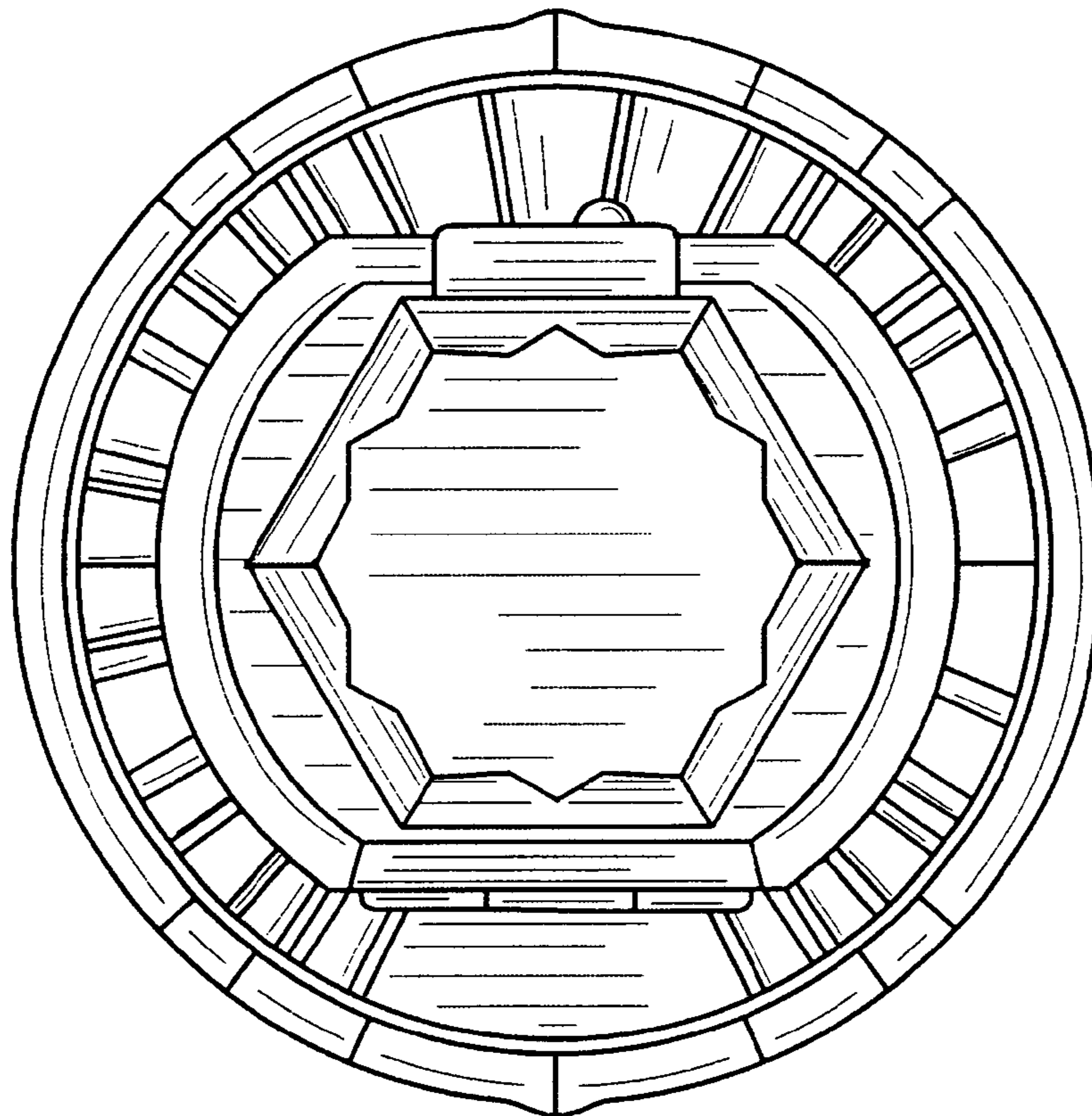


FIG. 4

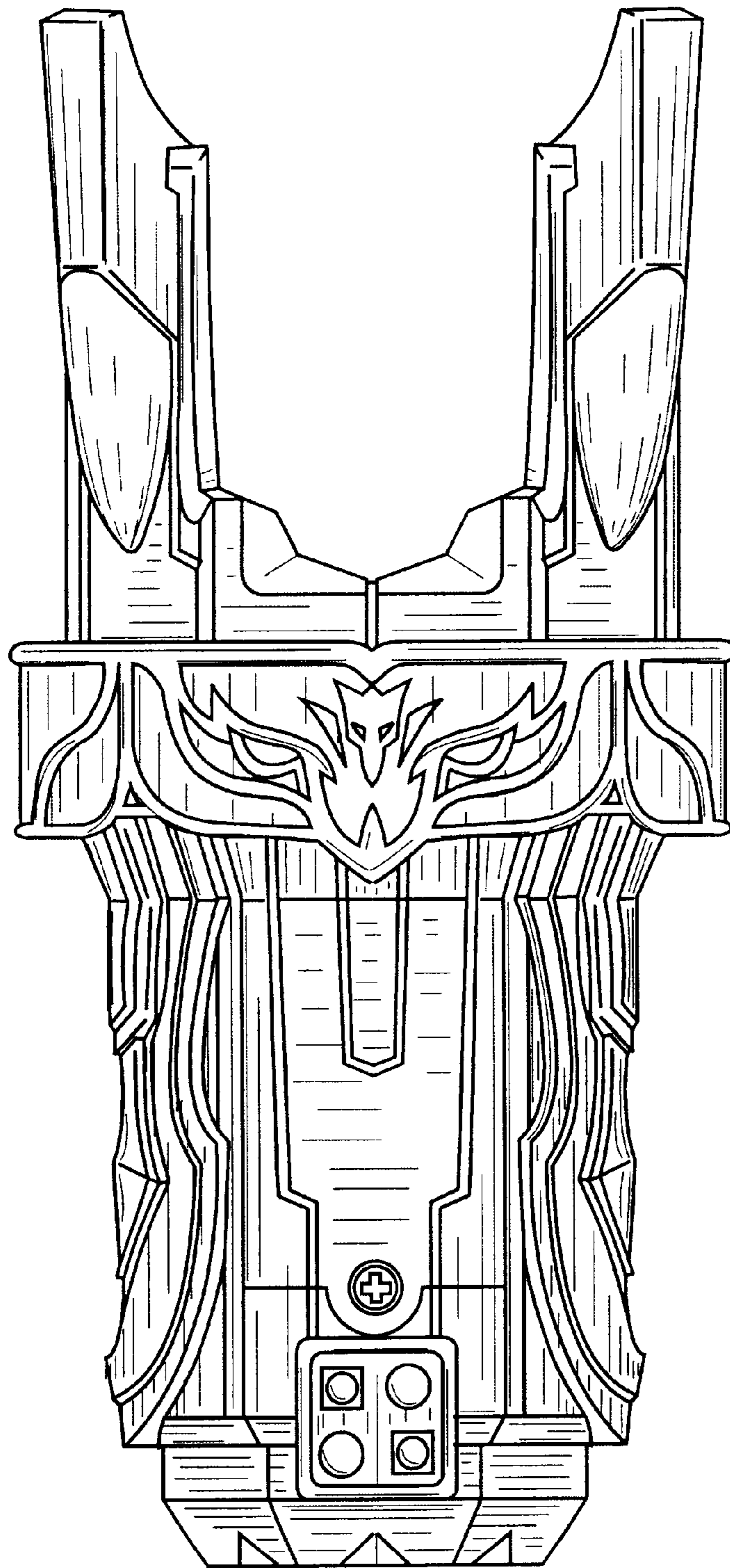


FIG. 5

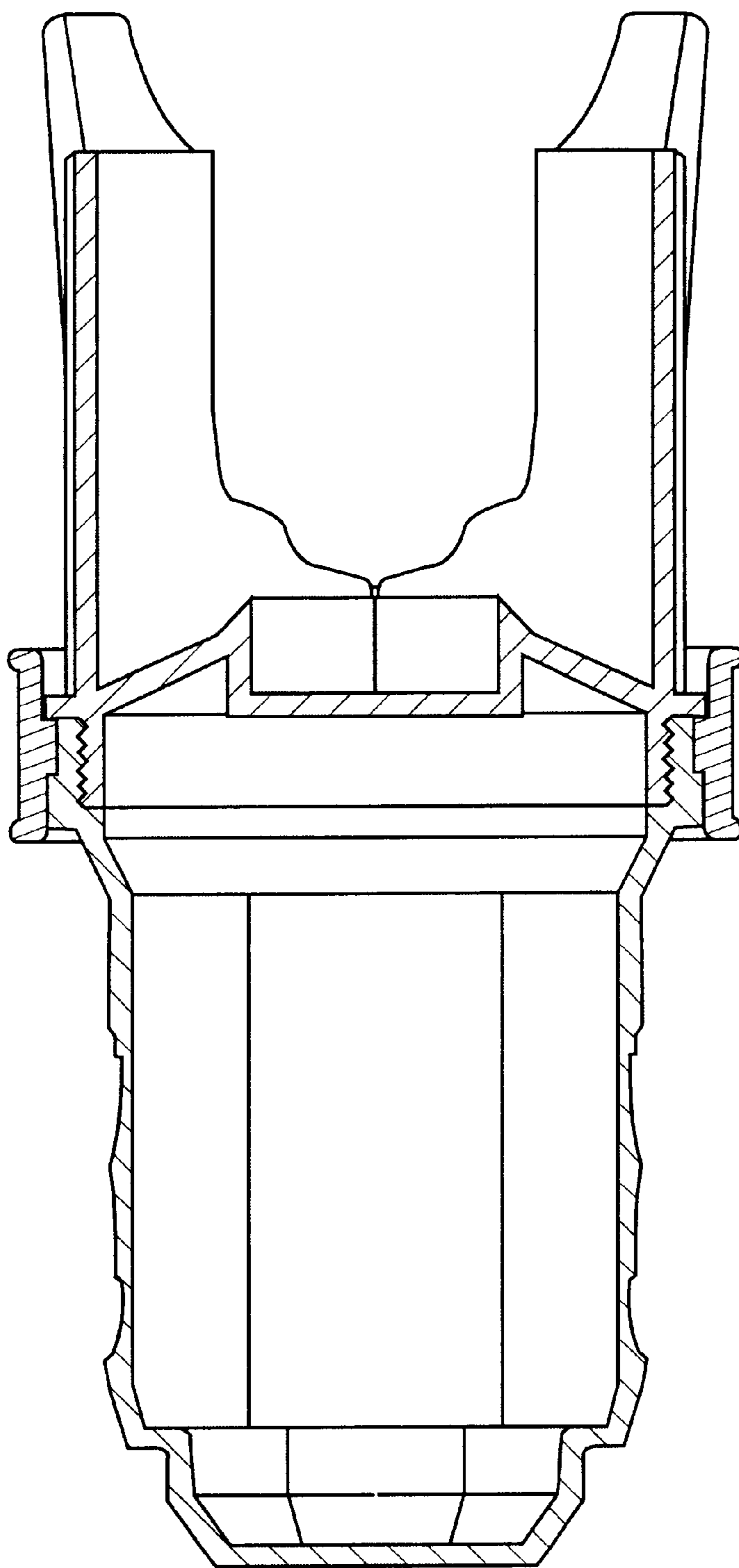


FIG. 6