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(12) **United States Design Patent** (10) **Patent No.:** **US D526,026 S**
Watanabe (45) **Date of Patent:** **** Aug. 1, 2006**

(54) **MEMORY CASE FOR PORTABLE LIQUID CRYSTAL GAME MACHINE**

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

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

(21) Appl. No.: **29/201,391**

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(30) **Foreign Application Priority Data**

Sep. 17, 2003 (JP) 2003-027173

(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.

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(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a front view of a memory case for portable liquid crystal game machine showing my new design;
FIG. 2 is a right side view thereof;
FIG. 3 is a left side view thereof;
FIG. 4 is a plan view thereof;
FIG. 5 is a bottom view thereof;
FIG. 6 is a rear view thereof; and,
FIG. 7 is a sectional view taken along line 7—7 of FIG. 4.

1 Claim, 7 Drawing Sheets

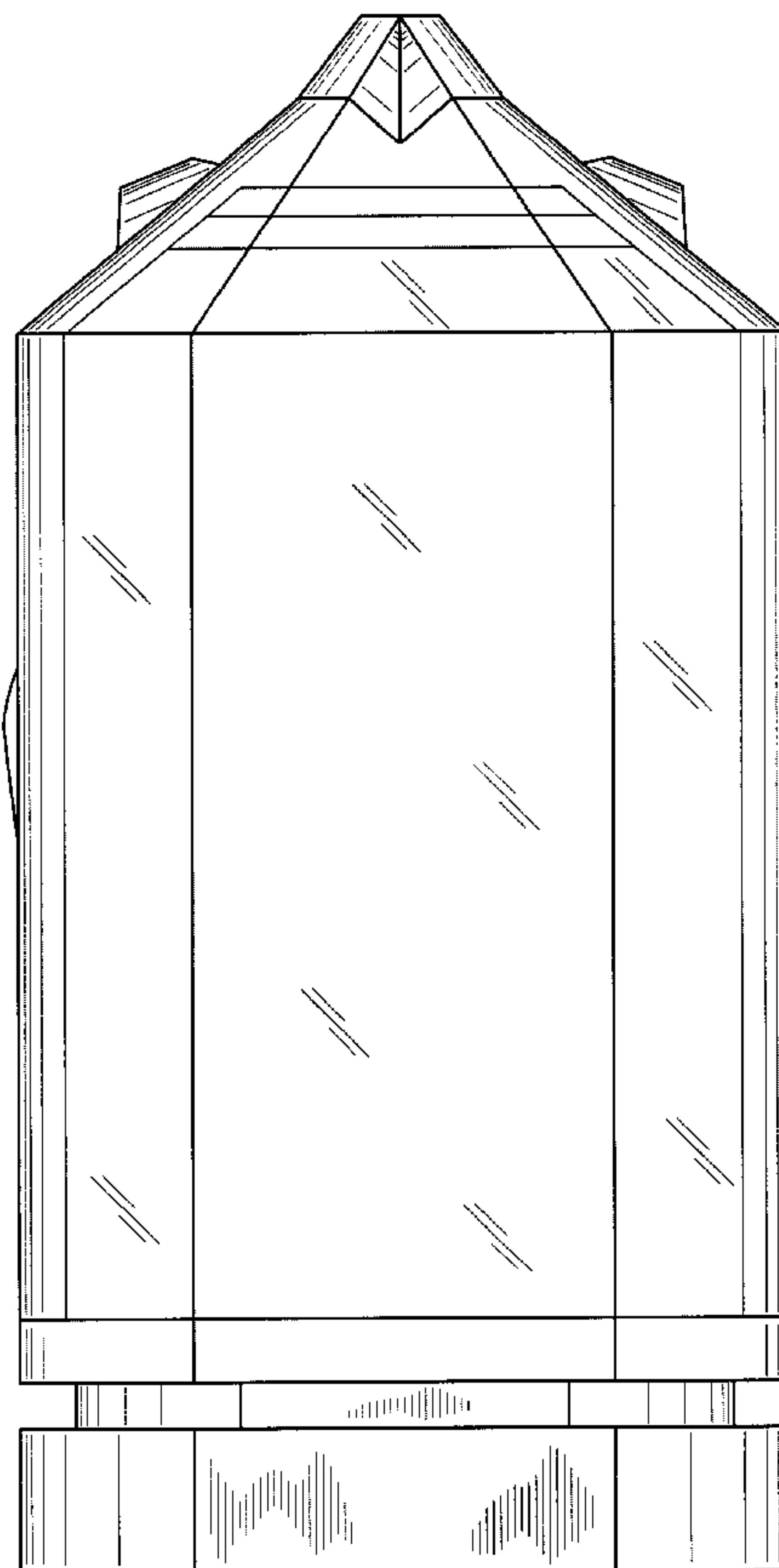




FIG. 2

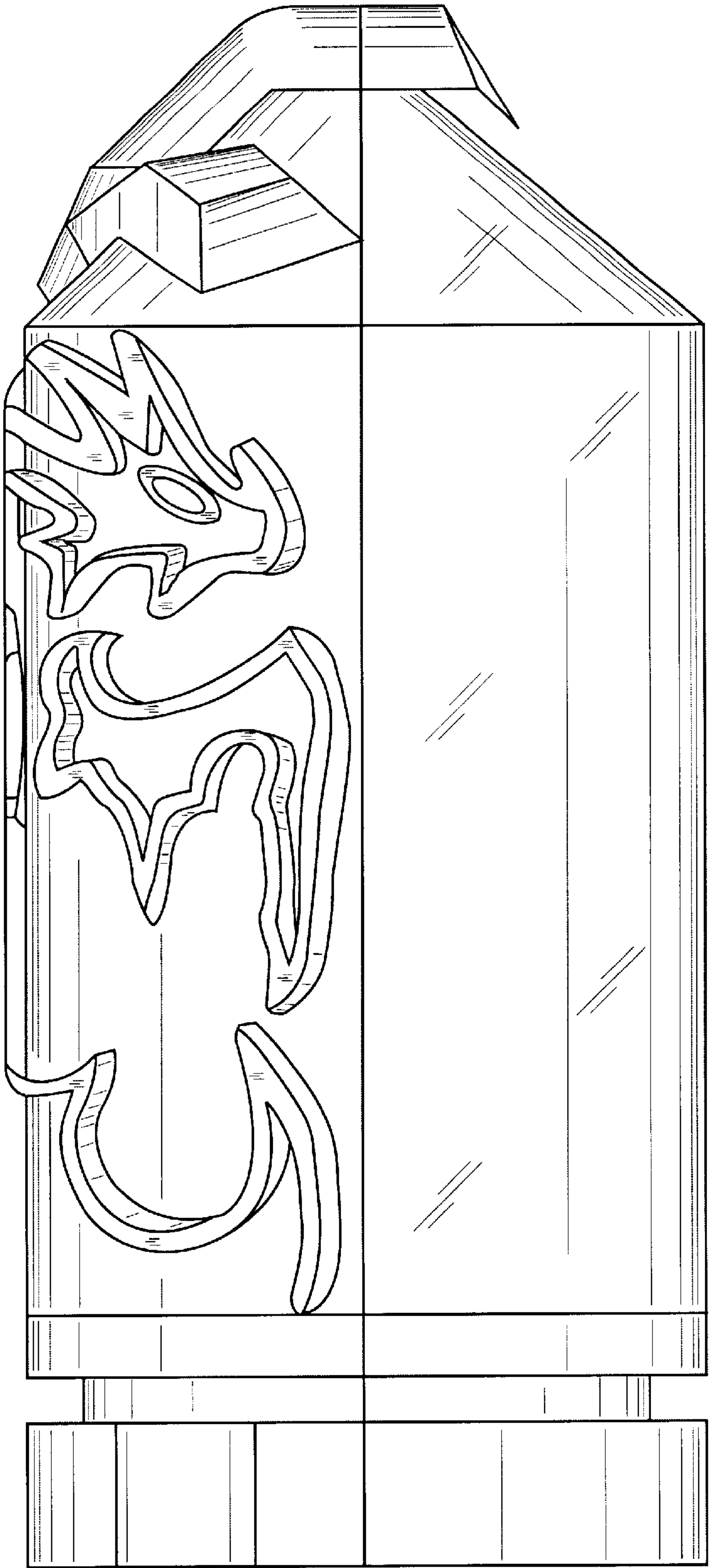


FIG. 3

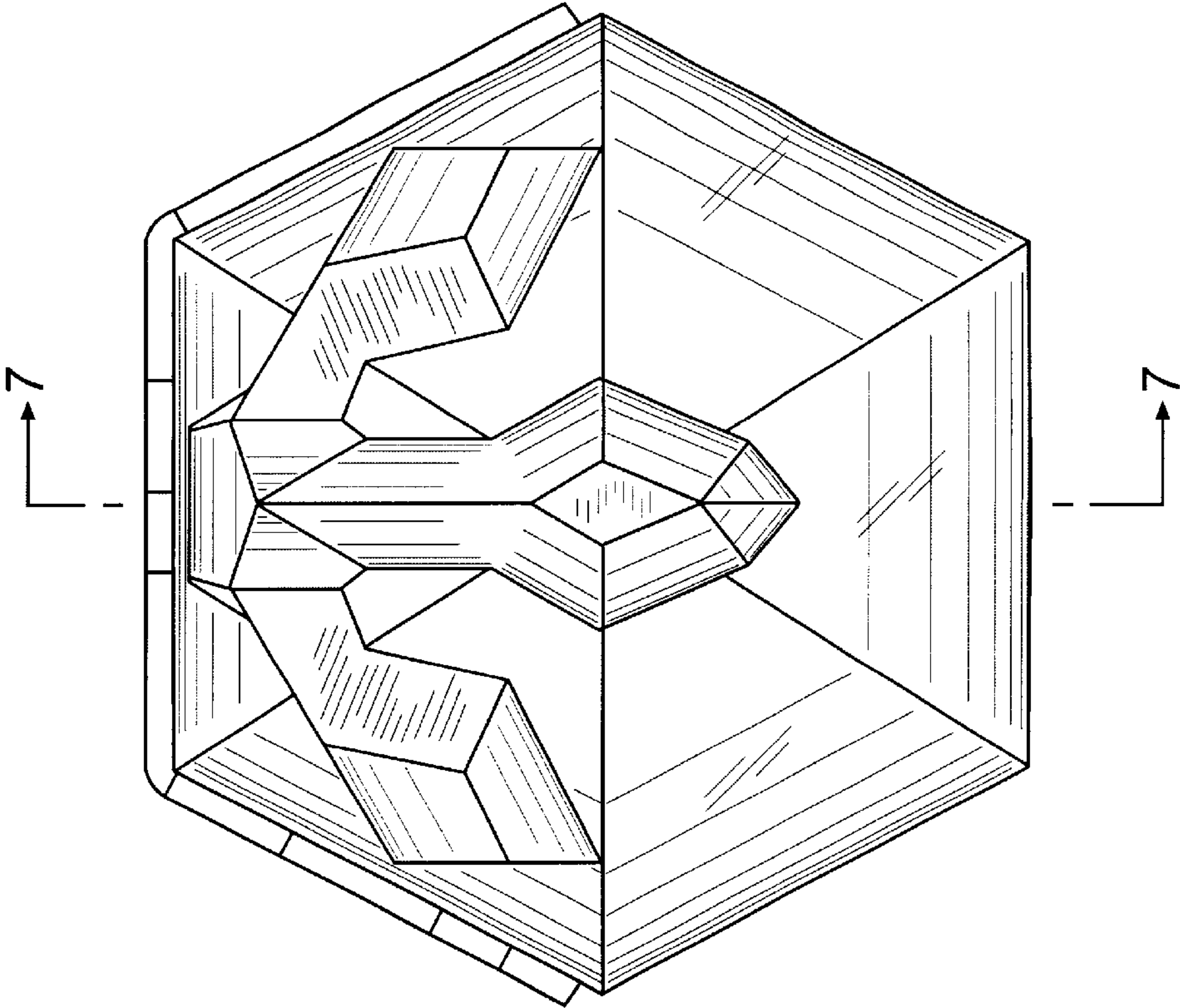


FIG. 4

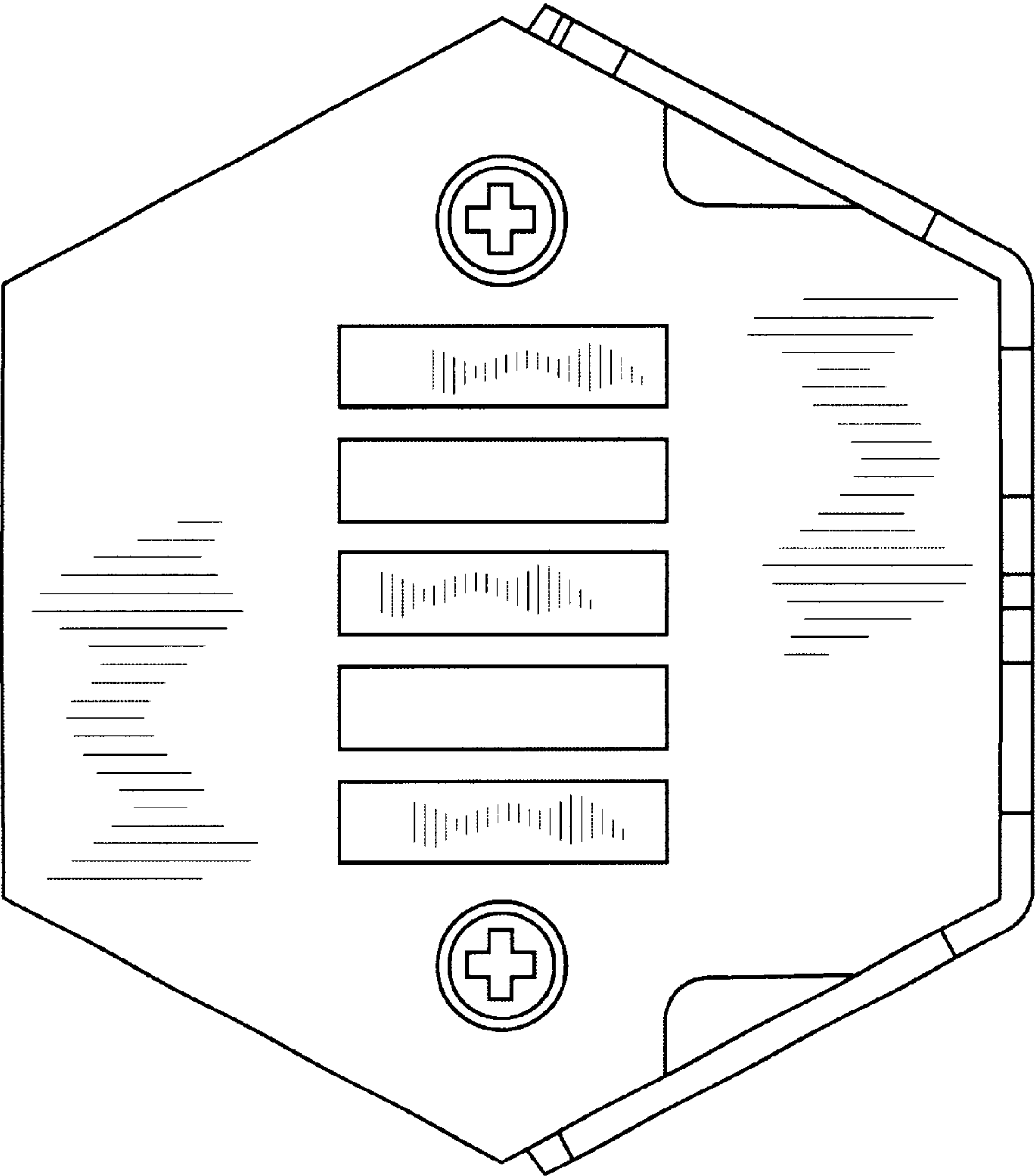


FIG. 5

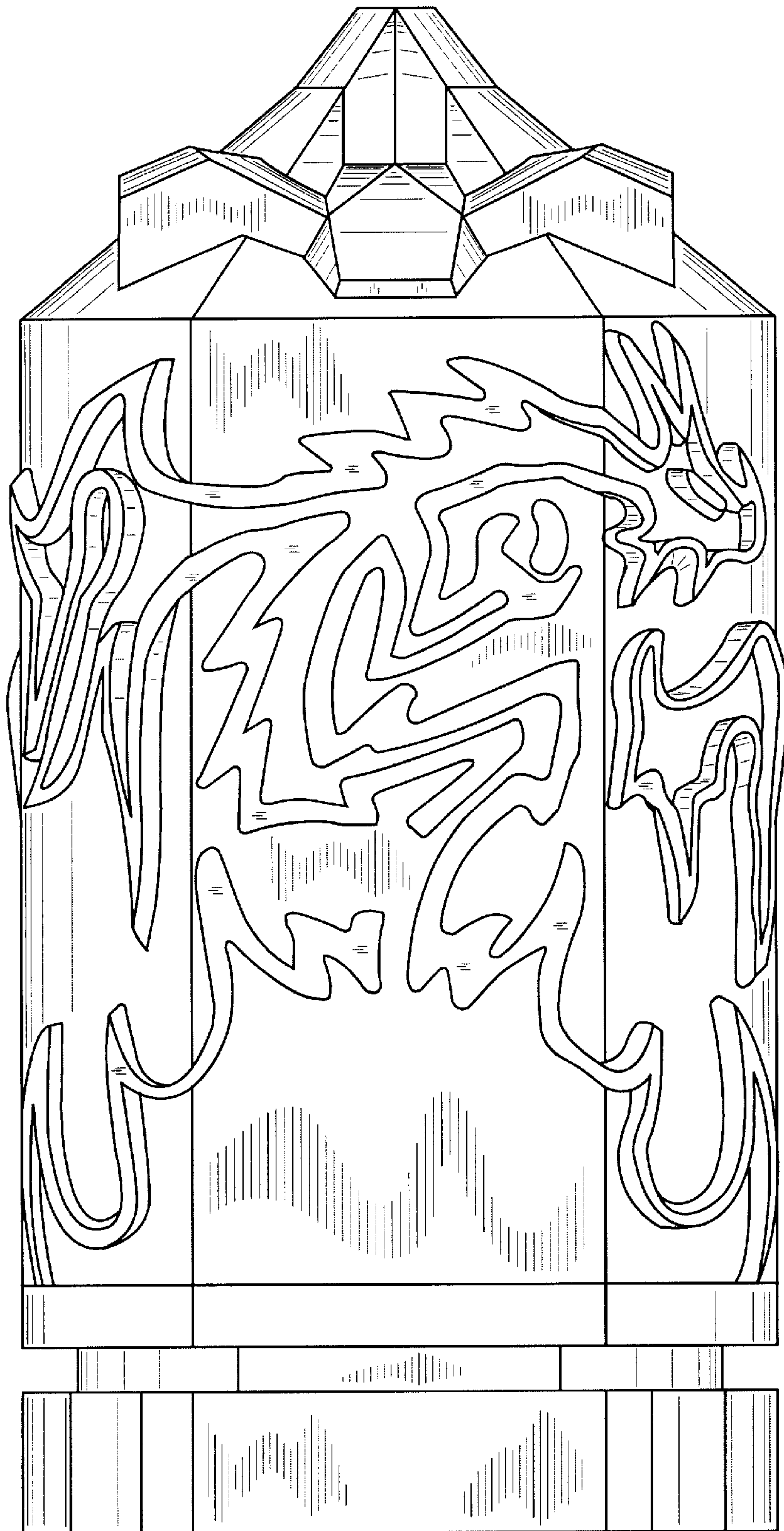


FIG. 6

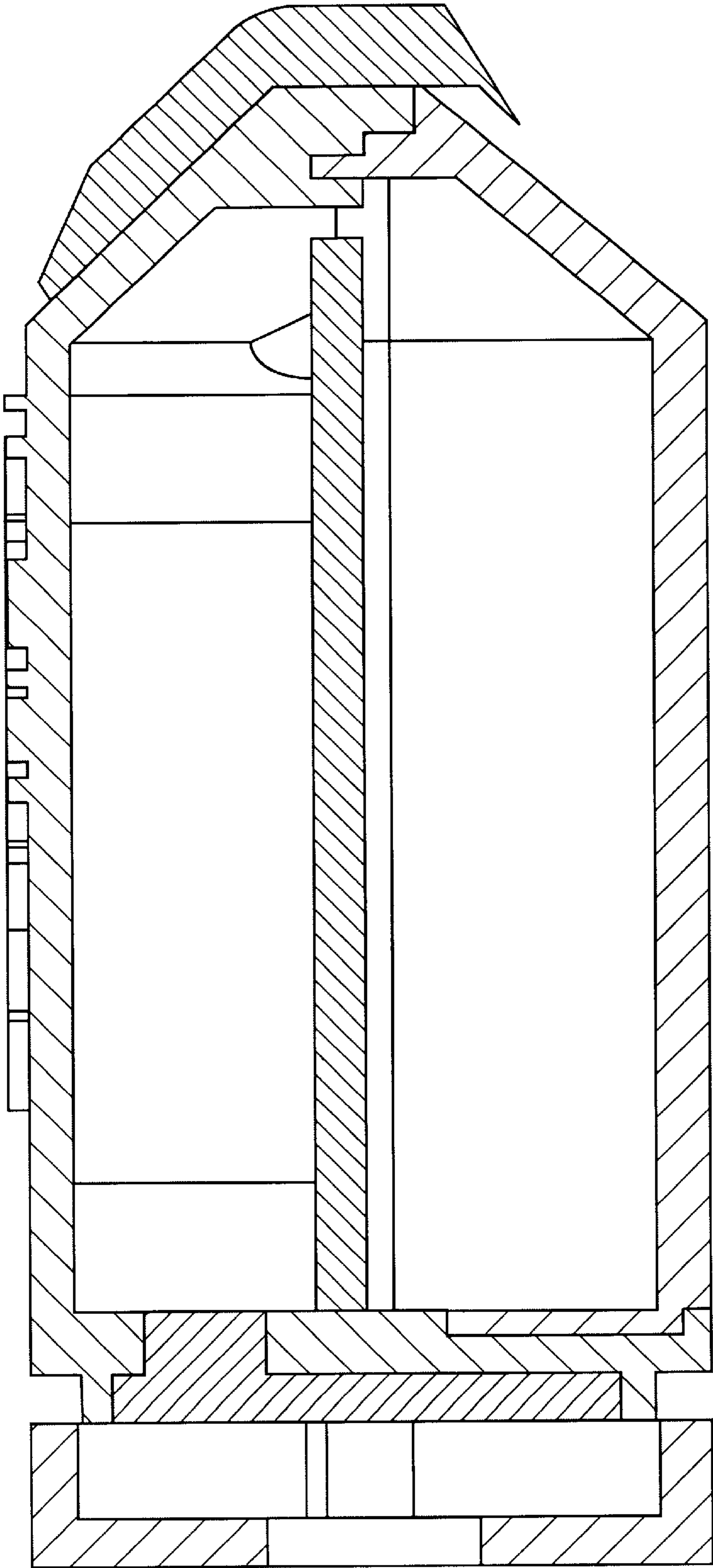


FIG. 7