



US00D527054S

(12) **United States Design Patent**
Brase et al.

(10) **Patent No.:** **US D527,054 S**

(45) **Date of Patent:** **** Aug. 22, 2006**

(54) **APPARATUS FOR A VIDEO GAME SYSTEM**

(76) Inventors: **Kevin Brase**, 1808 Goshawk La.,
Corinth, TX (US) 76210; **Michael
Hammond**, 2401 Sommers Ave.,
Madison, WI (US) 53704

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

(21) Appl. No.: **29/205,268**

(22) Filed: **May 12, 2004**

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

(52) **U.S. Cl.** **D21/326**

(58) **Field of Classification Search** D21/324-328,
D21/333, 662, 686, 690, 695; 273/148 B,
273/148 A; 463/46, 47, 51, 29-35
See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

- 2,269,444 A * 1/1942 Durham et al. 434/64
- D188,376 S * 7/1960 Hotkins D21/326
- 4,418,911 A * 12/1983 Bowers et al. 463/47
- 5,054,771 A * 10/1991 Mansfield 463/36
- 5,195,746 A * 3/1993 Boyd et al. 463/37
- 5,290,034 A 3/1994 Hineman
- 5,299,810 A * 4/1994 Pierce et al. 463/2
- 5,437,453 A 8/1995 Hineman
- D384,705 S * 10/1997 Muraki et al. D21/326
- 5,713,794 A * 2/1998 Shimojima et al. 463/36
- D407,759 S * 4/1999 Isetani et al. D21/326
- 5,911,634 A 6/1999 Nidata et al.
- 6,033,014 A 3/2000 Nightengale
- 6,044,772 A 4/2000 Gaudette et al.
- 6,083,106 A 7/2000 McDowell
- D446,263 S * 8/2001 Heys D21/477

- 6,283,546 B1 9/2001 Hill
- D471,594 S * 3/2003 Nojo D21/326
- 6,568,334 B1 5/2003 Gaudette et al.
- 6,663,058 B1 12/2003 Peterson et al.
- D493,843 S * 8/2004 Jackson et al. D21/327
- 2003/0171190 A1 9/2003 Rice

FOREIGN PATENT DOCUMENTS

JP 11-179051 7/1999

OTHER PUBLICATIONS

www.game-revolution.com/games/hardware/intensor.htm,
printed on Jan. 6, 2004.

* cited by examiner

Primary Examiner—Prabhakar Deshmukh
(74) *Attorney, Agent, or Firm*—Bell, Boyd & Lloyd

(57) **CLAIM**

The ornamental design for an apparatus for a video game system, as shown and described.

DESCRIPTION

FIG. 1 is a front perspective view of an apparatus for a video game system of the claimed design.
FIG. 2 is a front elevation view of the apparatus for a video game system of FIG. 1.
FIG. 3 is a rear elevation view of the apparatus for a video game system of FIG. 1.
FIG. 4 is a top view of the apparatus for a video game system of FIG. 1; and,
FIG. 5 is a right side view of the apparatus for a video game system of FIG. 1, and the left side view is a mirror image thereof.

1 Claim, 4 Drawing Sheets

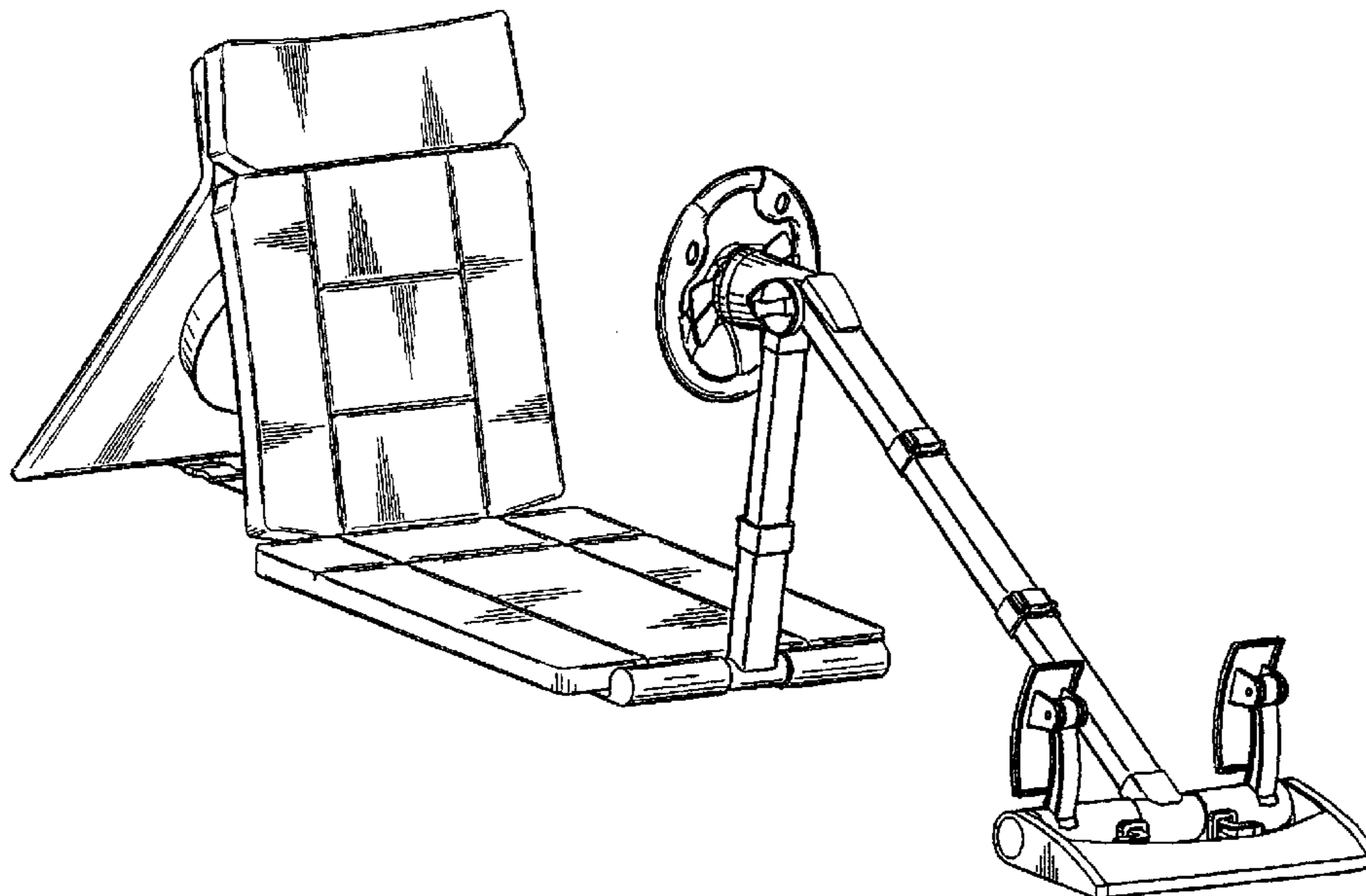


FIG.1

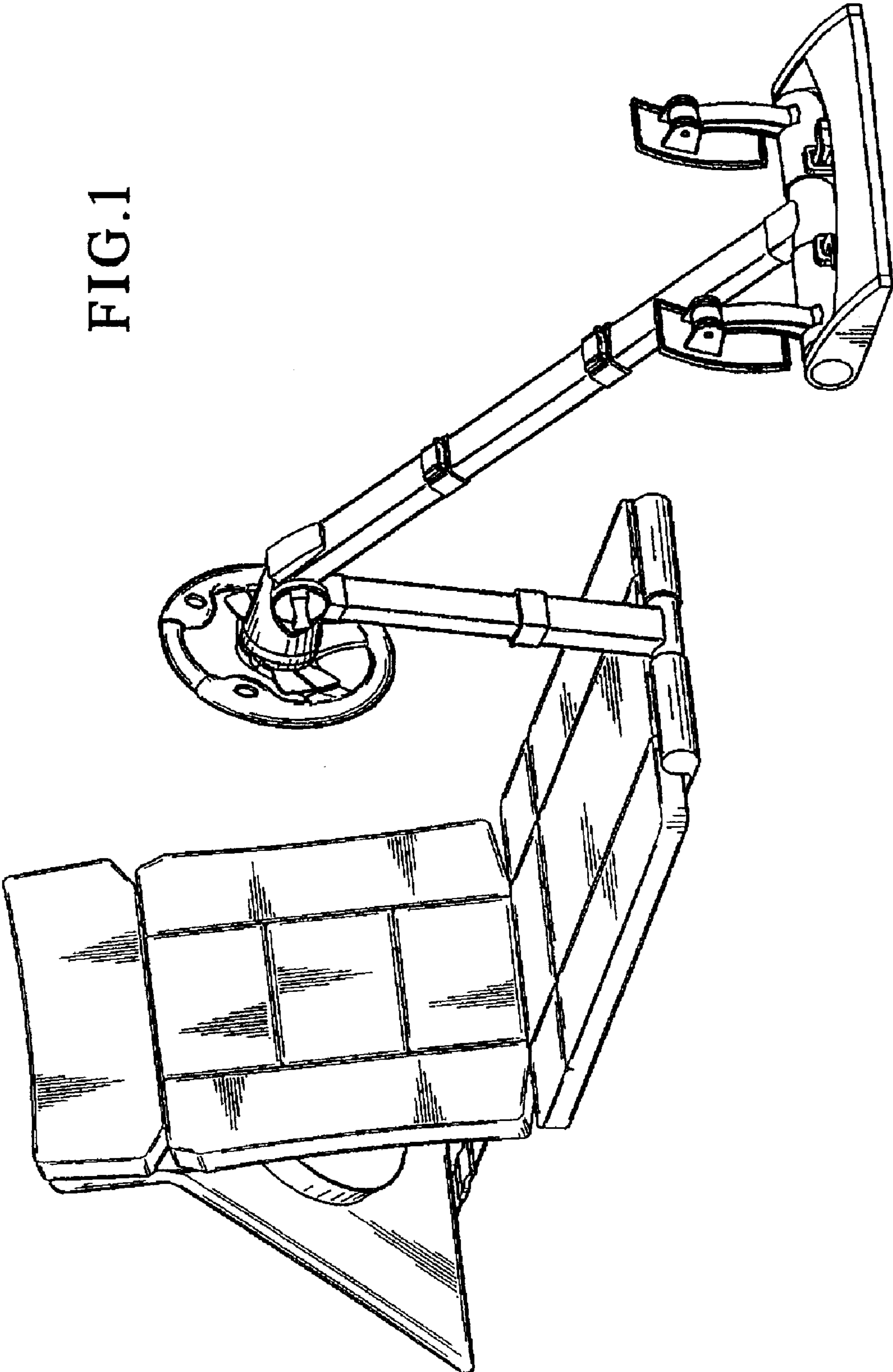


FIG. 2

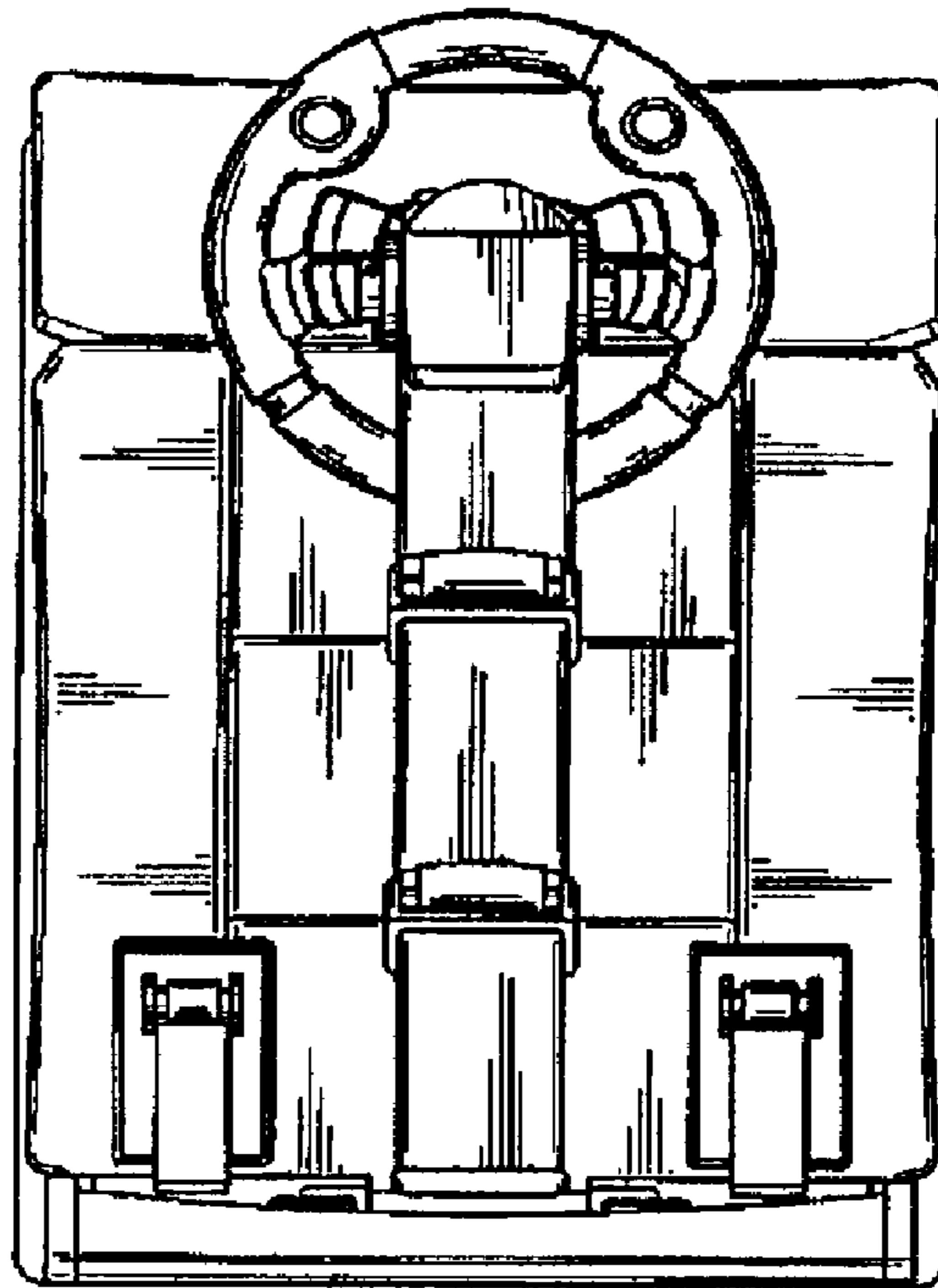


FIG. 3

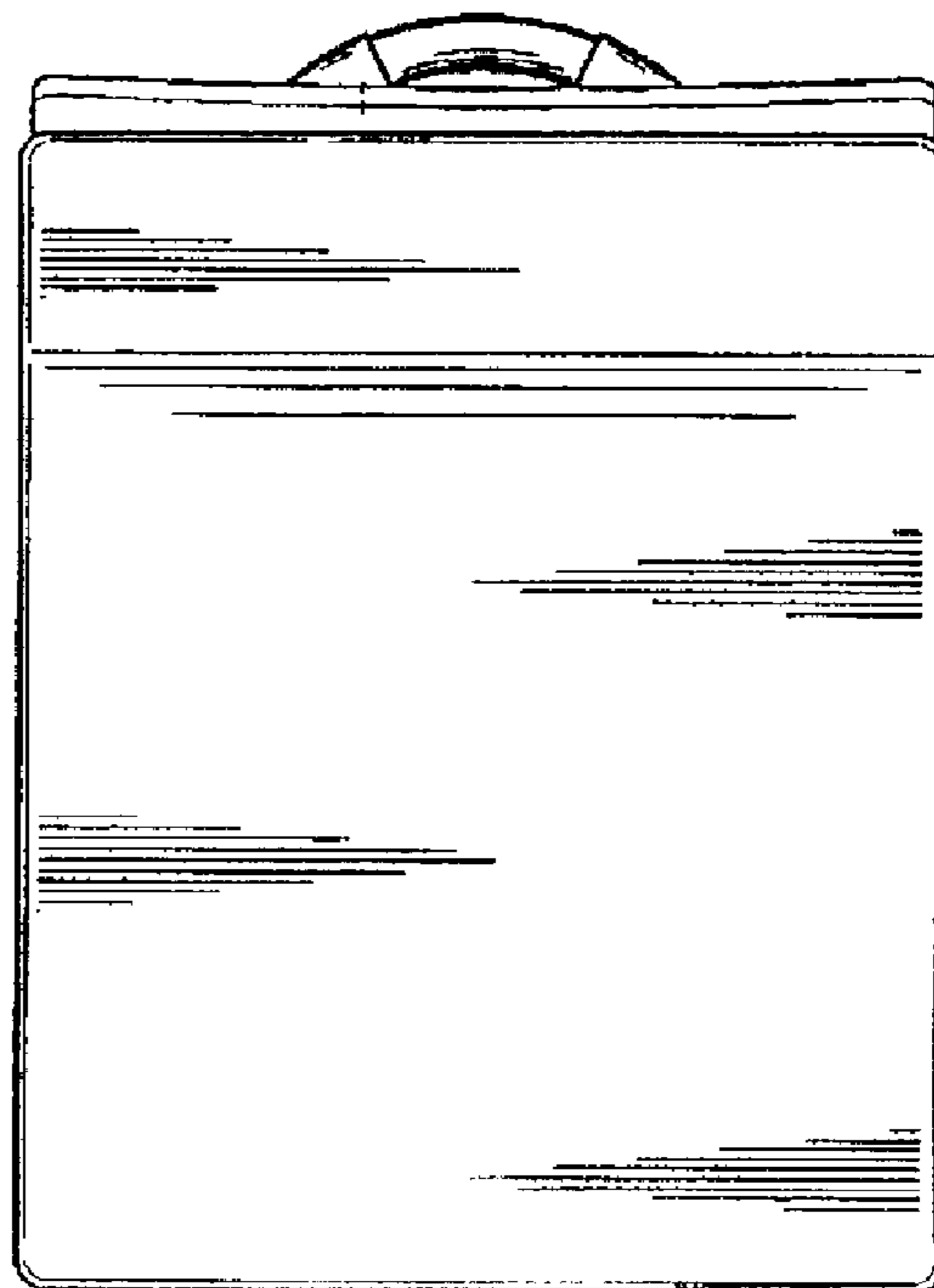


FIG.4

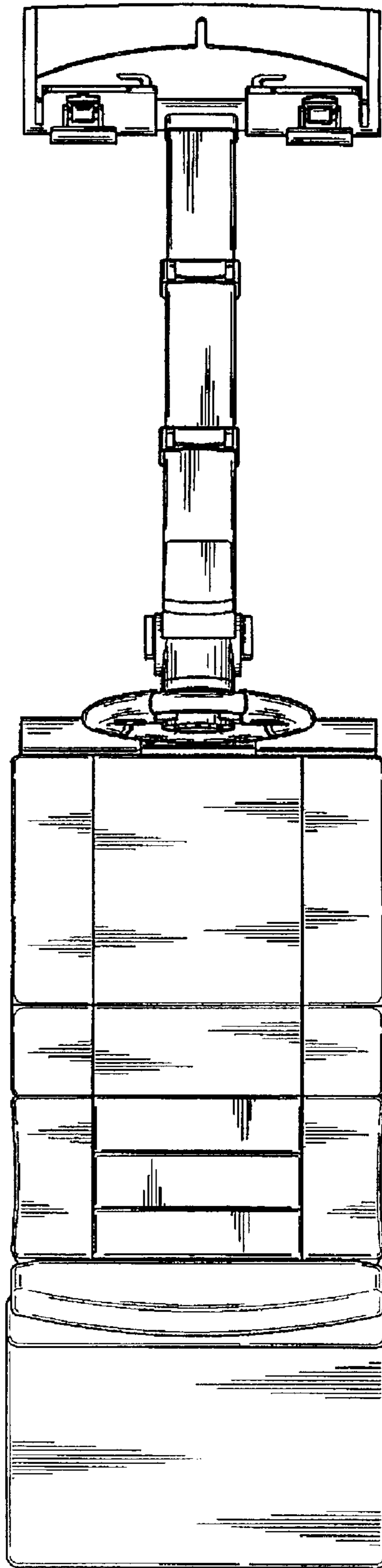


FIG. 5

