



US00D754257S

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

(10) **Patent No.:** **US D754,257 S**
(45) **Date of Patent:** **** Apr. 19, 2016**

(54) **VIDEO GAME DEVICE FOR A MOBILE PHONE REQUIRING A VIDEO GAME CARTRIDGE**

(71) Applicants: **Chris Gallizzi**, South El Monte, CA (US); **Jesse Aragon**, South El Monte, CA (US); **Steven Mar**, South El Monte, CA (US)

(72) Inventors: **Chris Gallizzi**, South El Monte, CA (US); **Jesse Aragon**, South El Monte, CA (US); **Steven Mar**, South El Monte, CA (US)

(73) Assignee: **Hyperkin Inc.**, South El Monte, CA (US)

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

(21) Appl. No.: **29/523,466**

(22) Filed: **Apr. 9, 2015**

(51) **LOC (10) Cl.** **21-01**

(52) **U.S. Cl.**
USPC **D21/332; D21/333**

(58) **Field of Classification Search**
USPC D14/496, 401, 435, 474, 483, 217, 137, D14/138, 160, 168, 356, 203.1–203.8, 507, D14/138 R; 345/156, 169, 173–179, 905; 715/727–729, 864; 710/1, 5, 8; 713/1, 713/600; 455/1.1, 1.7, 73, 344–347, 93, 95, 455/3.01–3.06, 550.1, 573.1; 370/342–344; 369/1, 2, 6–12; 463/43–47; 273/148 B; D21/424–433
CPC H04N 5/00; H04B 10/00; H04J 14/00; G10H 7/00; G11B 7/00
See application file for complete search history.

(56) **References Cited**

U.S. PATENT DOCUMENTS

4,363,321 A * 12/1982 Chittenden A61M 5/16886
604/131
5,362,068 A * 11/1994 Liu A63F 13/02
273/148 B
5,556,108 A * 9/1996 Nagano A63F 13/00
463/45

5,653,638 A * 8/1997 Nagata H01R 12/721
463/44
D405,477 S * 2/1999 Ota D21/332
5,926,438 A * 7/1999 Saito G01S 7/521
273/148 B
D427,245 S * 6/2000 Nagata D21/332
6,075,709 A * 6/2000 Yang H05K 5/0282
361/736
D478,127 S * 8/2003 Nishikawa D14/435
D539,355 S * 3/2007 Fujita D14/435
D550,775 S * 9/2007 Fujita D14/435
D586,864 S * 2/2009 Kamei D21/332
D717,877 S * 11/2014 Cerone D21/333

* cited by examiner

Primary Examiner — Prabhakar Deshmukh

(74) *Attorney, Agent, or Firm* — Edward C. Schewe

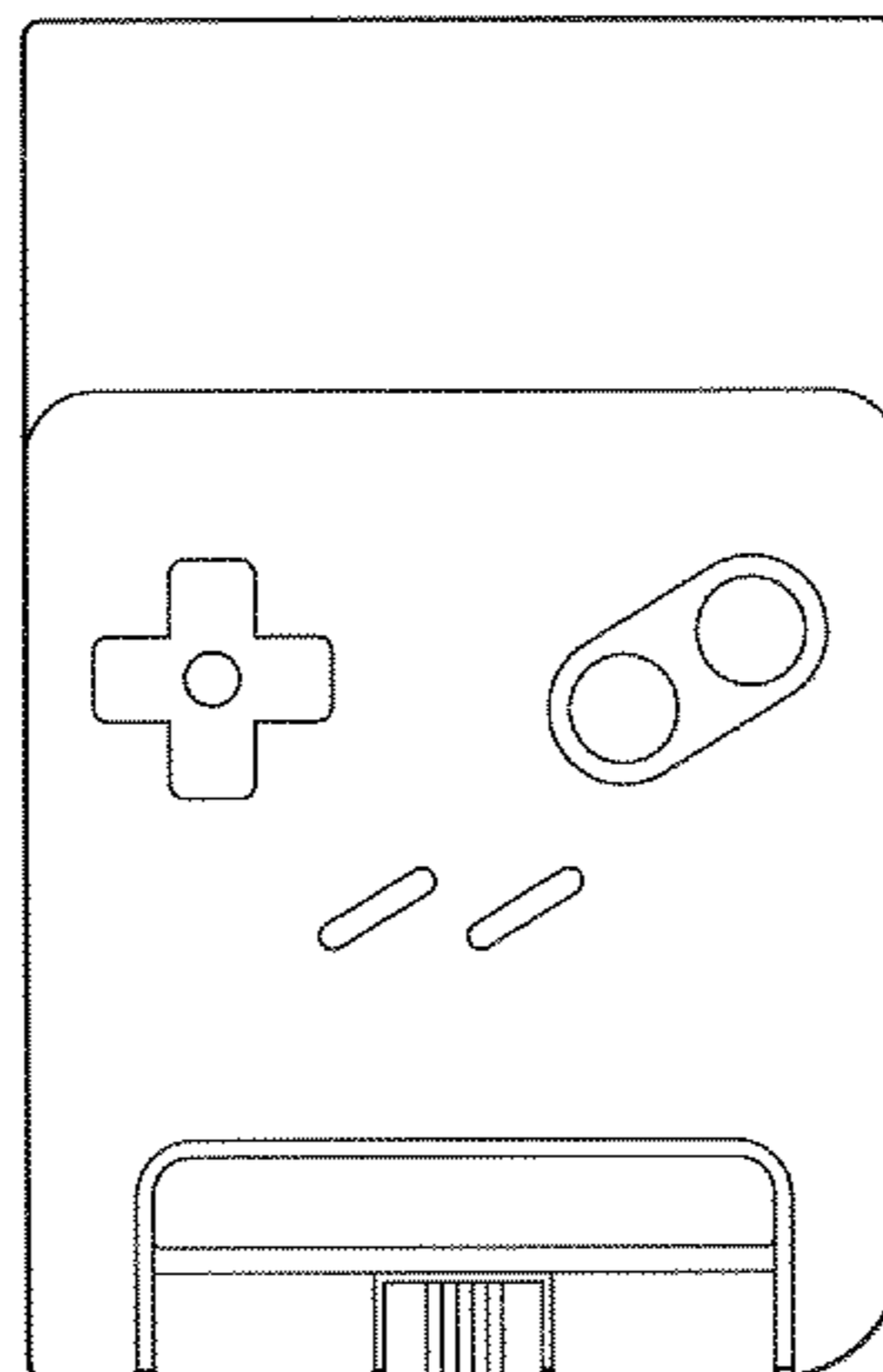
(57) **CLAIM**

The ornamental design for a video game device for a mobile phone requiring a video game cartridge, as shown and described.

DESCRIPTION

FIG. 1 is a top view of a video game device for a mobile phone requiring a video game cartridge showing our new design with the control pad in the closed position.
FIG. 2 is a bottom view thereof.
FIG. 3 is a left side elevation view thereof.
FIG. 4 is a right side elevation view thereof.
FIG. 5 is a rear elevation view thereof showing the cartridge slot and the shoulder buttons.
FIG. 6 is a front elevation view thereof.
FIG. 7 is a second left side elevation view thereof showing the rotation function of the control pad.
FIG. 8 is third left side elevation view thereof showing the extending function of the control pad.
FIG. 9 is a top, front, left side perspective view thereof.
FIG. 10 is a bottom, rear, left side perspective view thereof showing the cartridge slot and the shoulder buttons; and,
FIG. 11 is a top, front, left side perspective view thereof showing the control pad and the micro USB male connector rotated open.

1 Claim, 11 Drawing Sheets



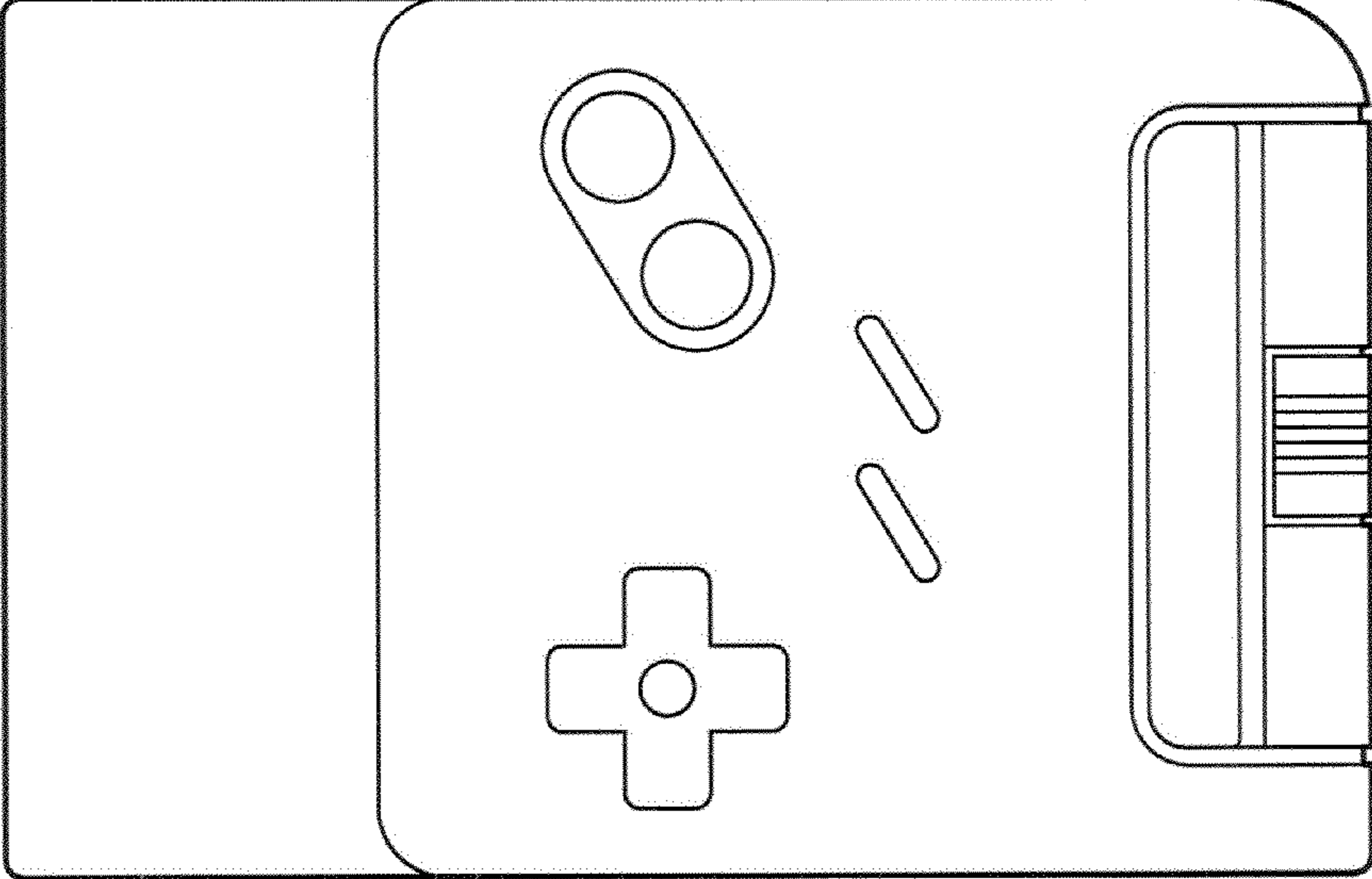


Figure 1

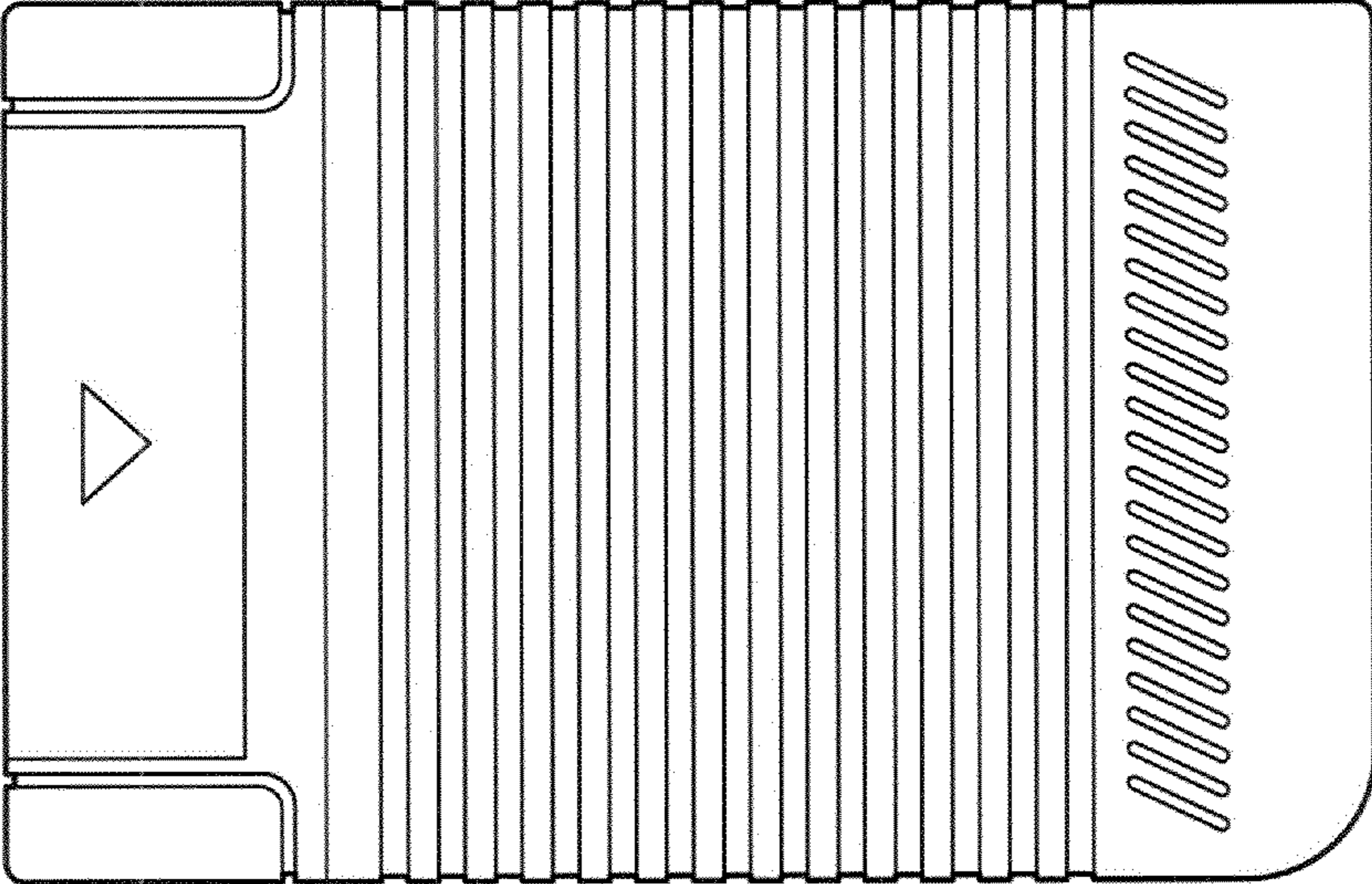


Figure 2

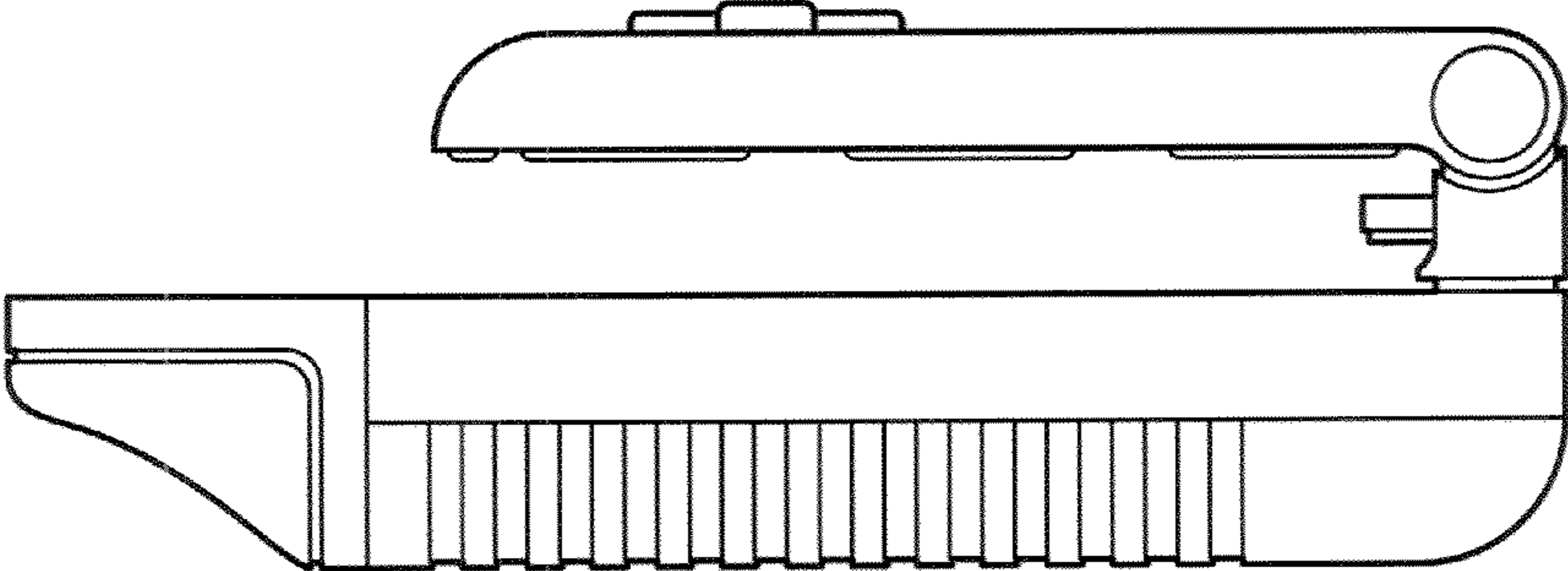


Figure 3

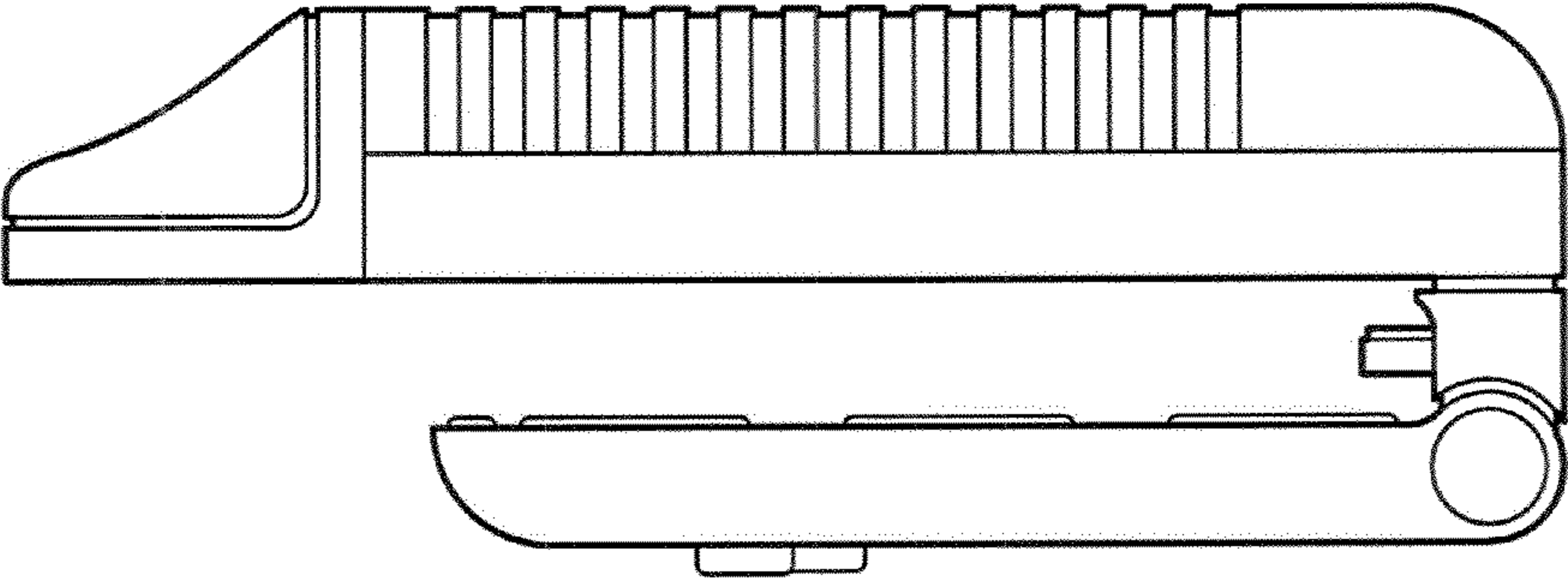


Figure 4

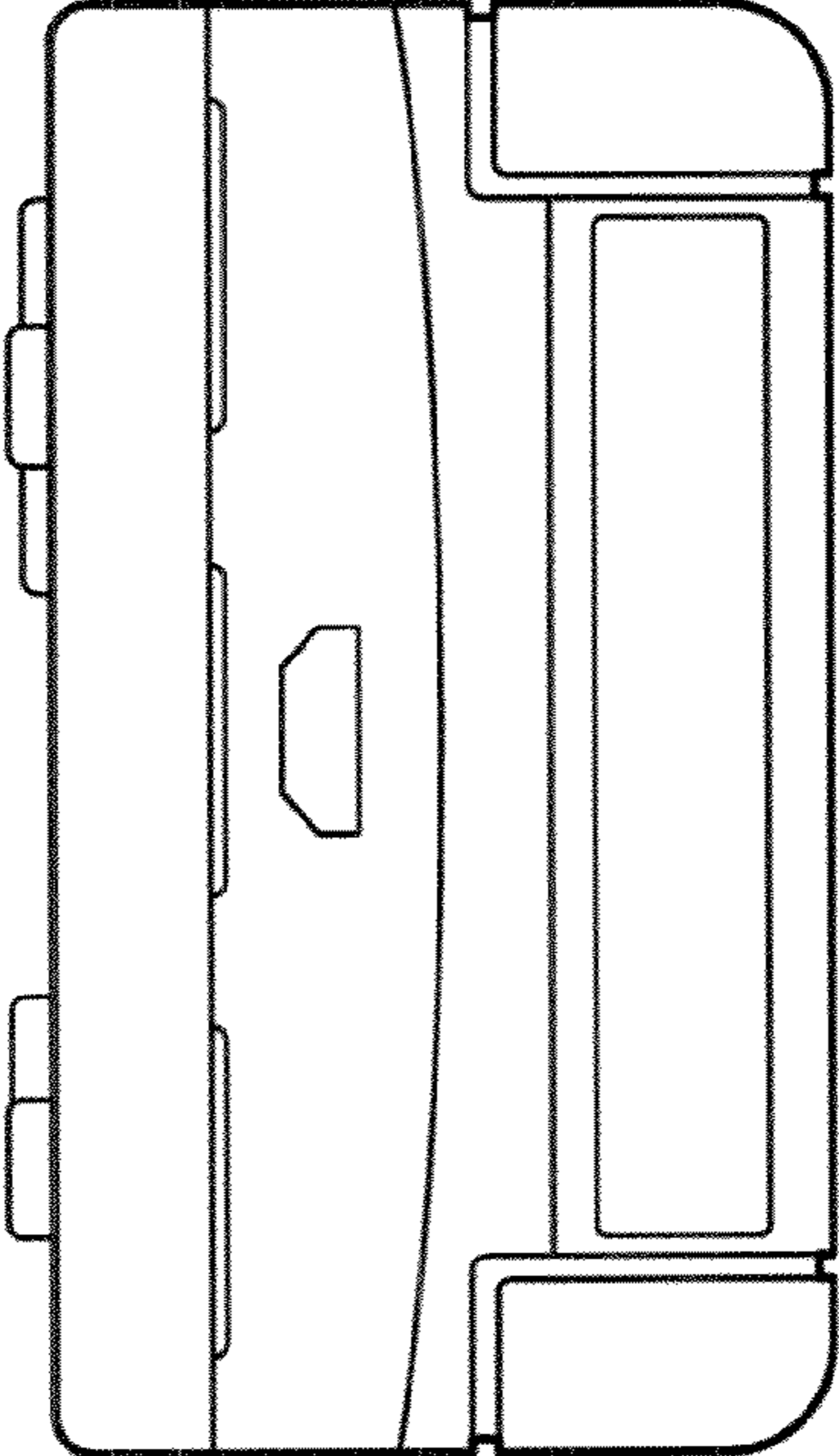


Figure 5

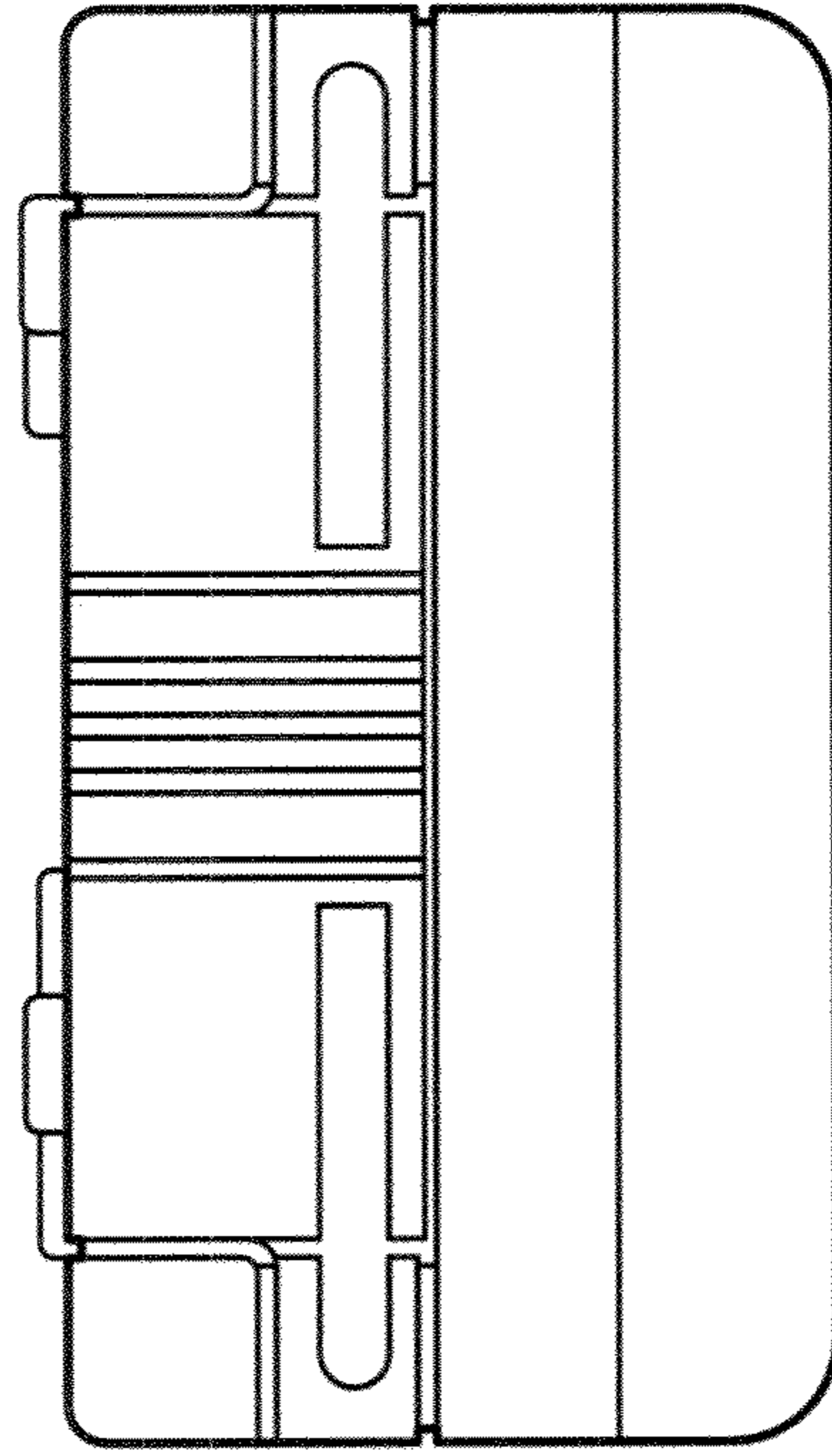


Figure 6

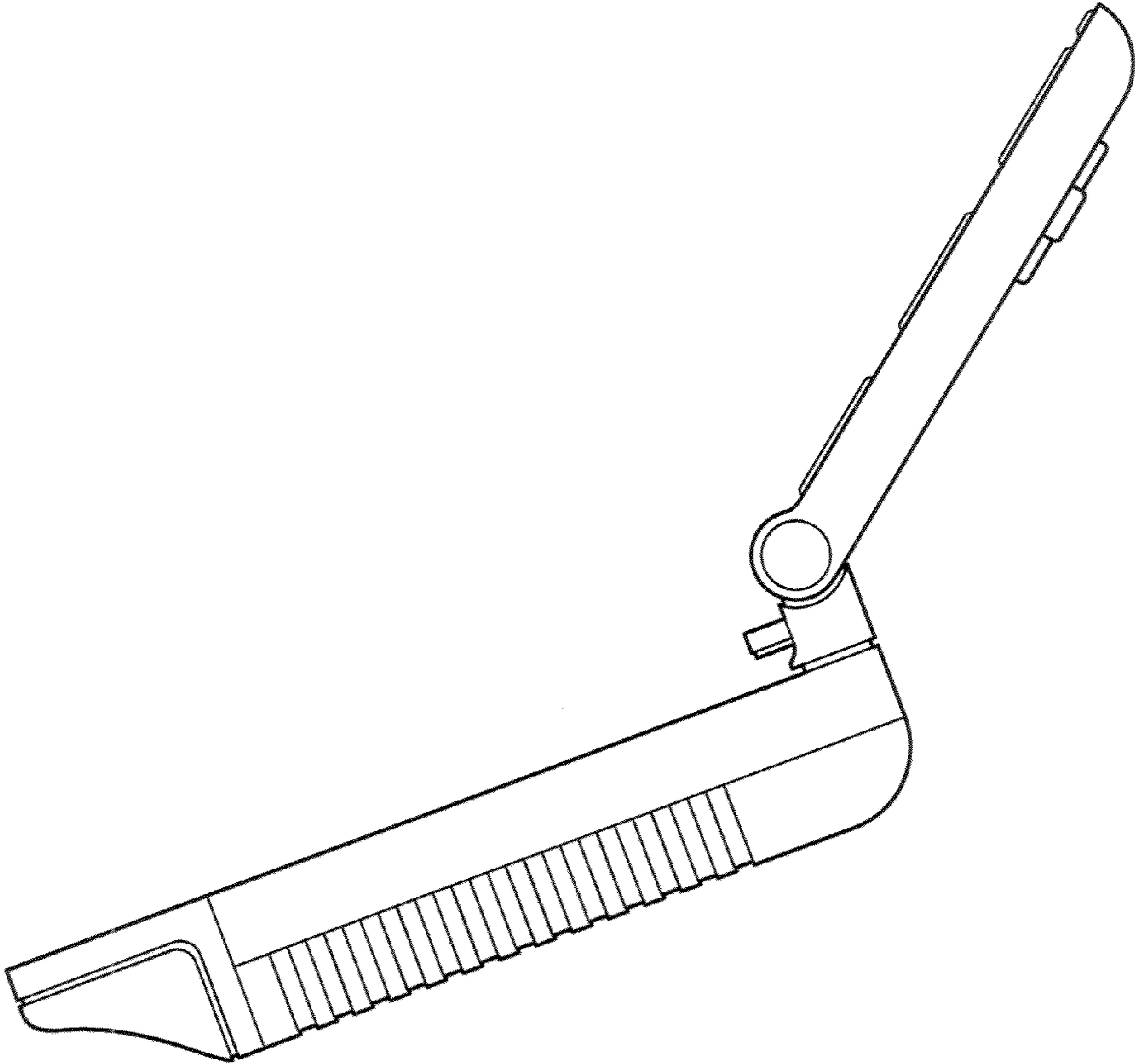


Figure 7

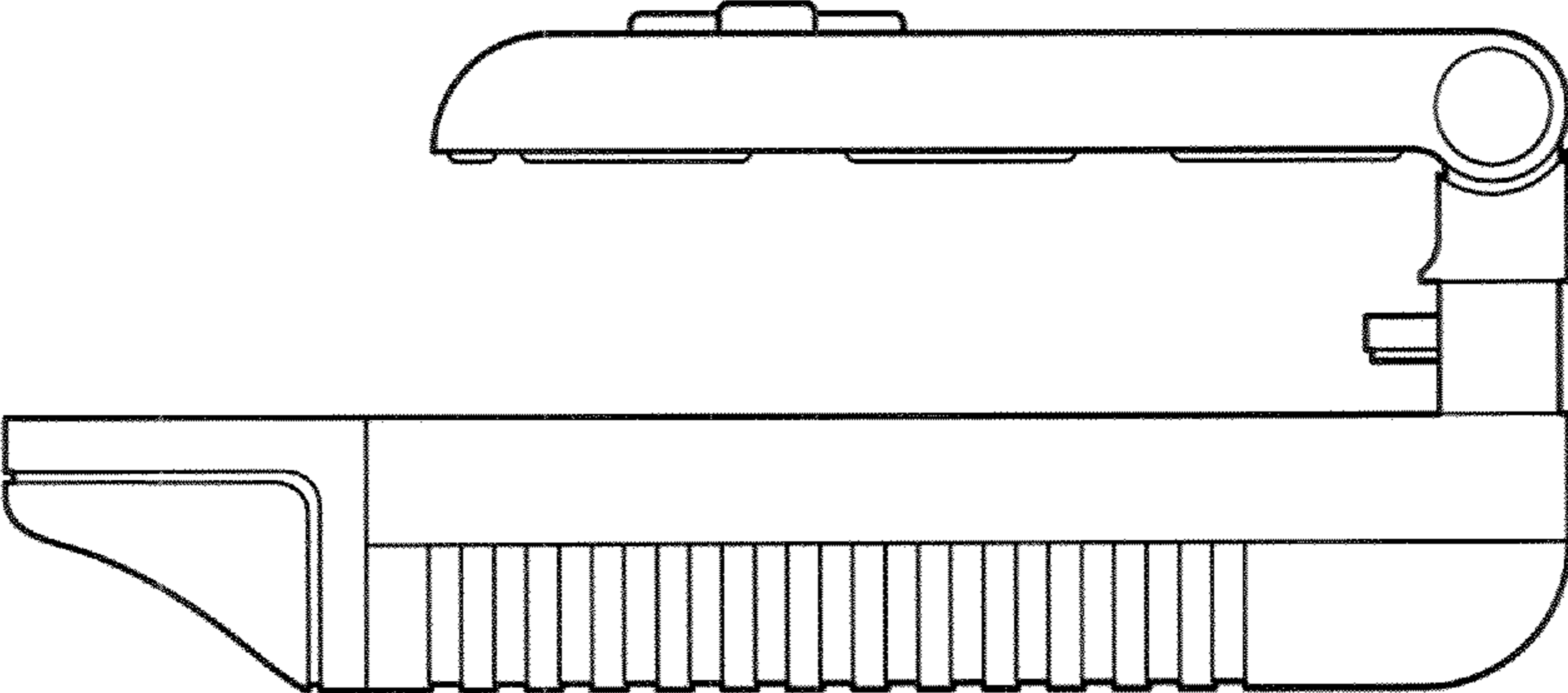


Figure 8

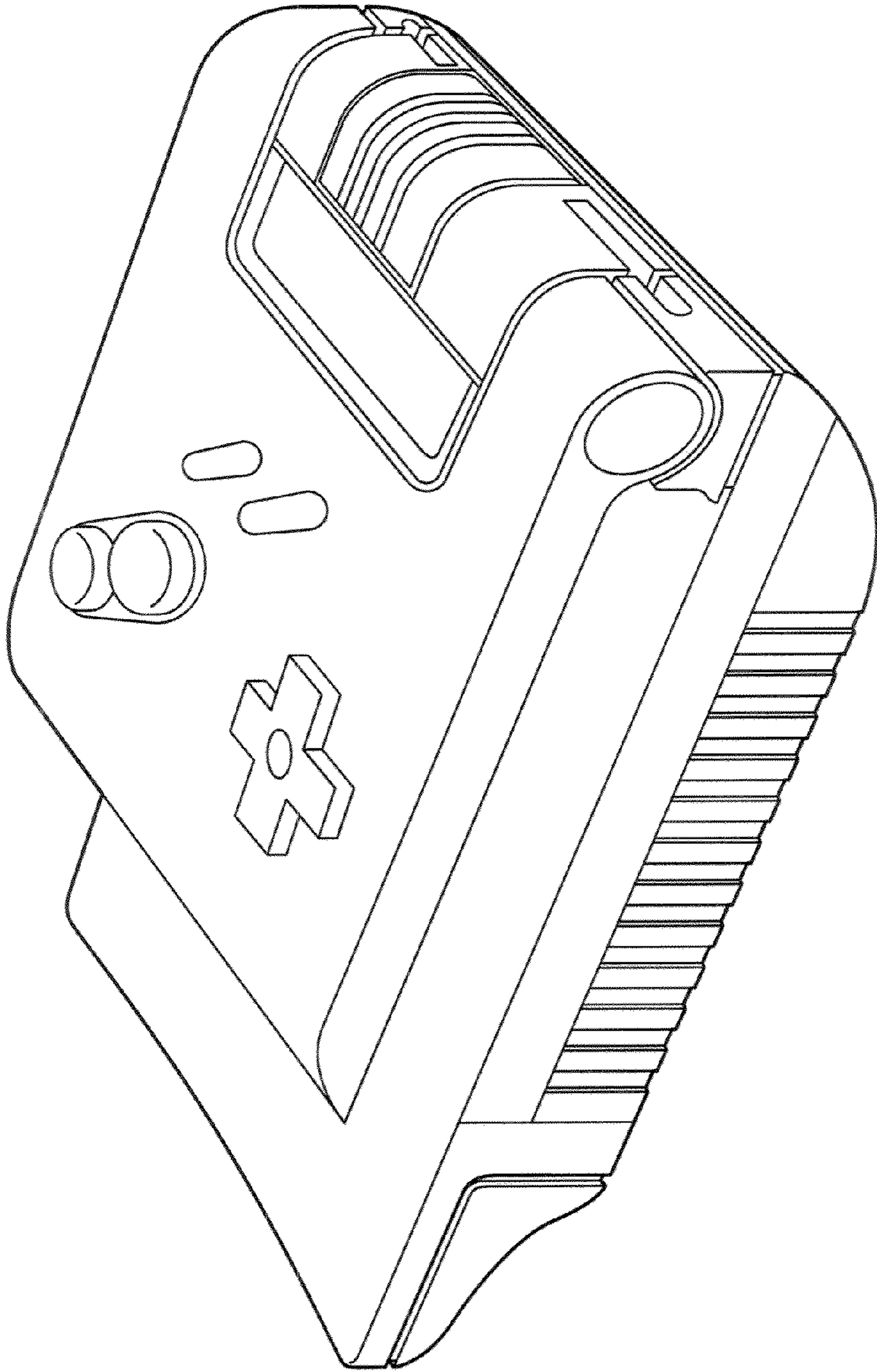


Figure 9

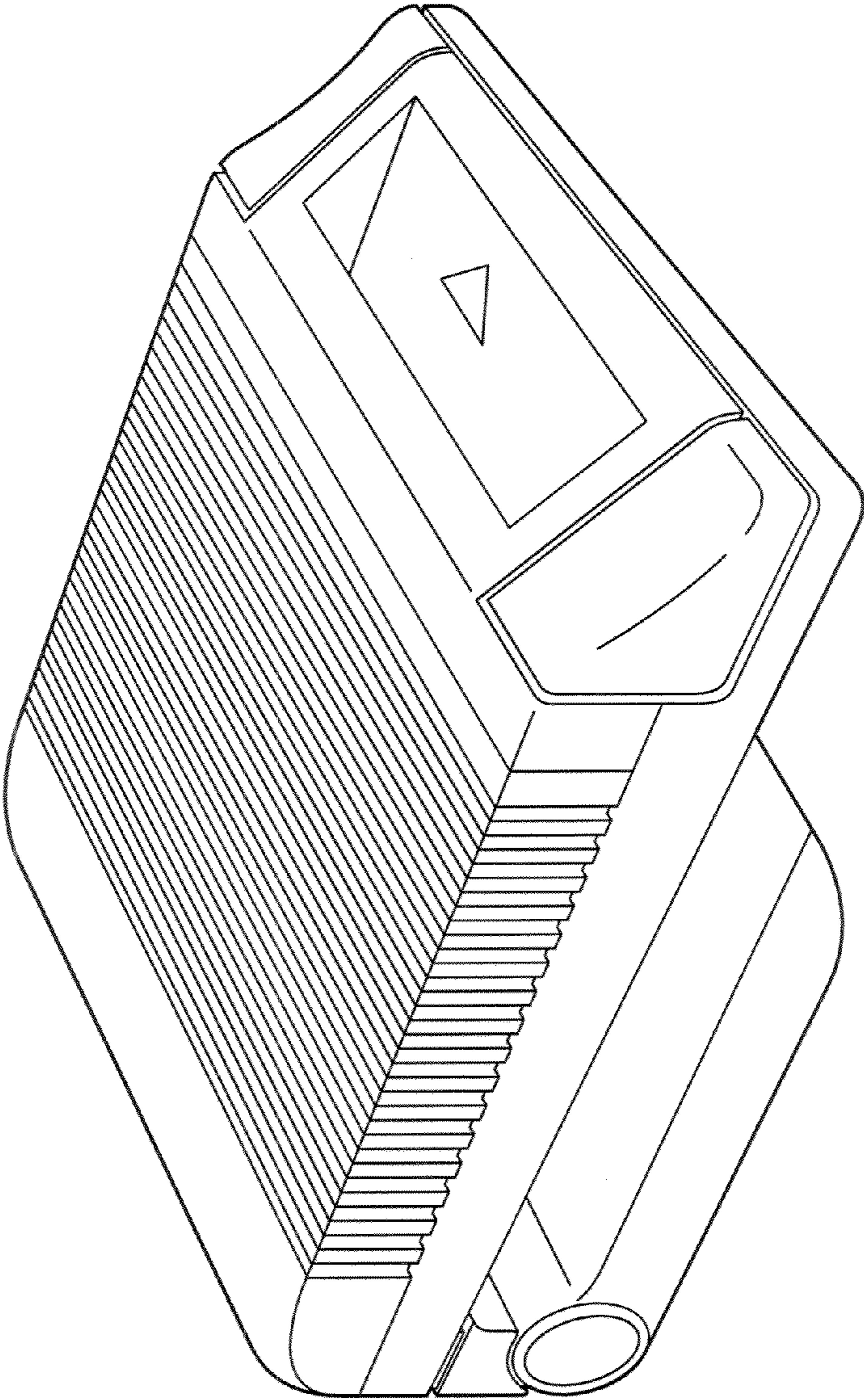


Figure 10

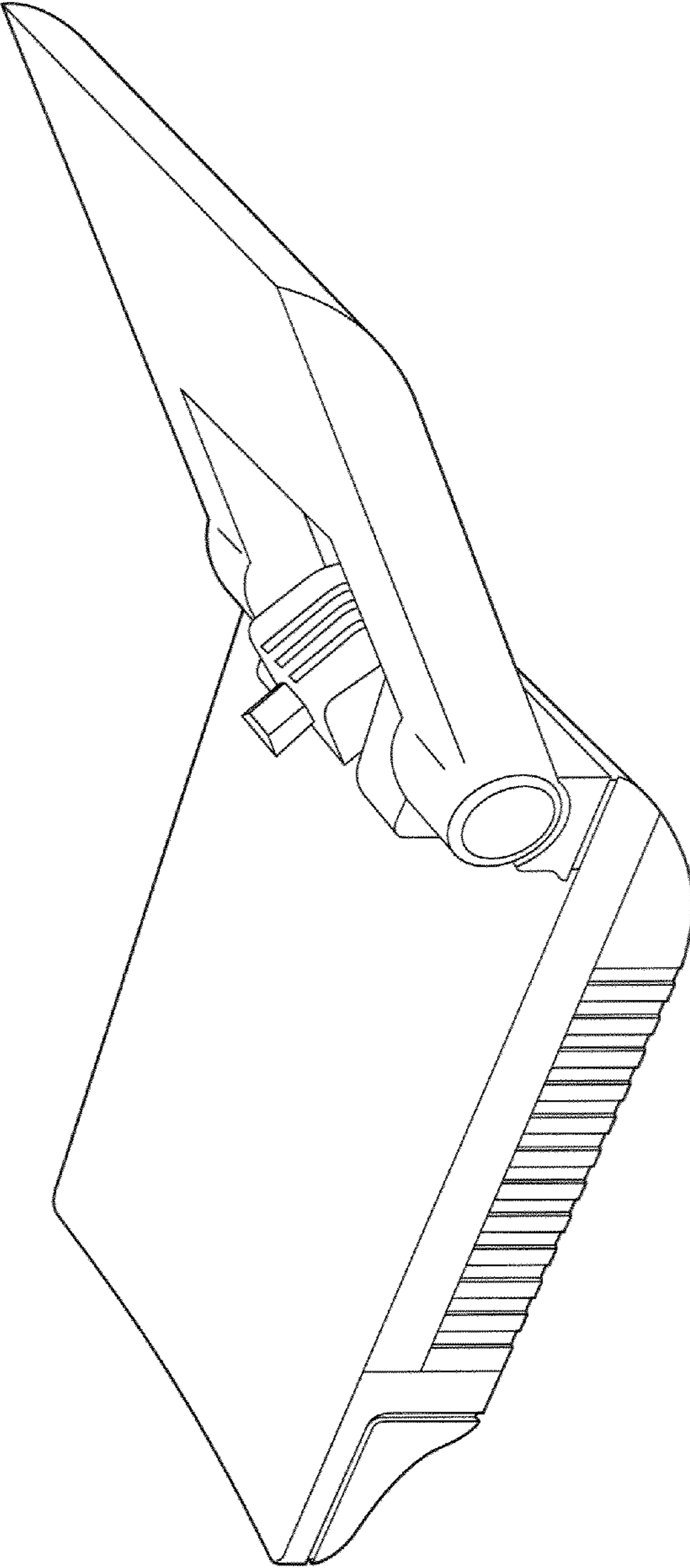


Figure 11