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

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(54) **VIDEO GAME PORTAL**

(56) **References Cited**

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(72) Inventors: **Brent Gibson**, Mechanicville, NY (US);
Jin Young Han, Hacienda Heights, CA (US)

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

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(21) Appl. No.: **29/526,293**

Primary Examiner — Prabhakar Deshmukh

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(74) *Attorney, Agent, or Firm* — Klein, O'Neill & Singh, LLP

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

(57) **CLAIM**

The ornamental design for a video game portal, as shown and described.

(52) **U.S. Cl.**

DESCRIPTION

USPC **D21/329**

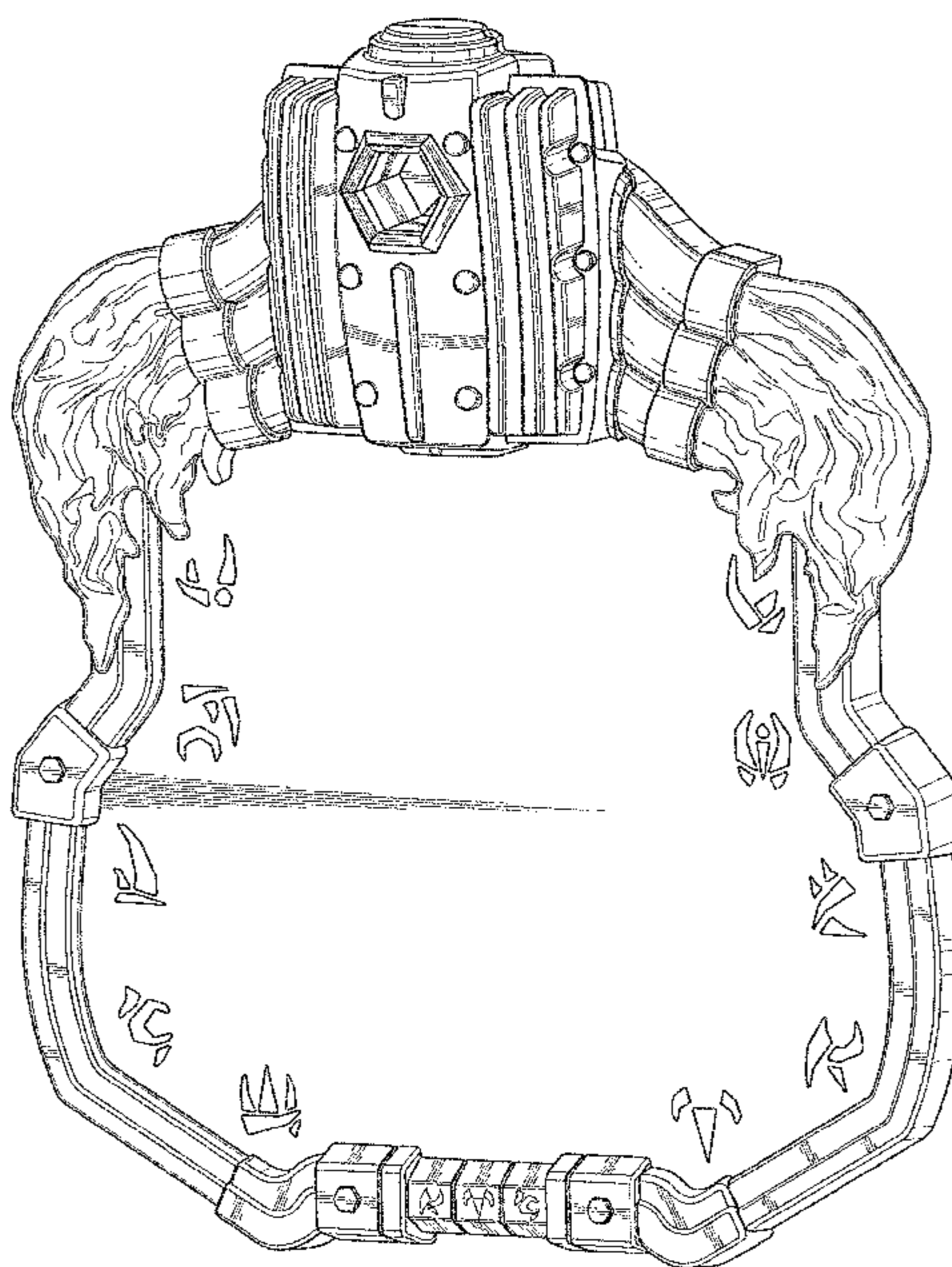
(58) **Field of Classification Search**

USPC D14/496, 401, 435, 474, 483, 217, 137,
D14/138, 160, 168, 356, 203.1–203.8, 507;
345/156, 169, 173–179, 905;
715/727–729, 864, 700, 706, 719;
710/1, 5, 8; 713/1, 600; 455/1.1, 1.7,
455/73, 344–347, 93, 95, 3.01–3.06, 550.1,
455/573.1; 370/342–344; 369/1, 2, 6–12;
463/51–57, 40–47, 1, 29–35; D21/324,
D21/328, 333; 273/148 B
CPC A63F 13/00; A63F 13/02; A63F 9/00;
G06F 17/00; G06F 19/00

FIG. 1 is a perspective view of a video game portal embodying our new design;
FIG. 2 is a top view of the video game portal of FIG. 1;
FIG. 3 is a bottom view of the video game portal of FIG. 1;
FIG. 4 is a left side view of the video game portal of FIG. 1;
FIG. 5 is a right side view of the video game portal of FIG. 1;
FIG. 6 is a rear view of the video game portal of FIG. 1;
and,
FIG. 7 is a front view of the video game portal of FIG. 1.
The broken lines environment is for illustrative purpose only and forms no part of the claimed design.

See application file for complete search history.

1 Claim, 5 Drawing Sheets



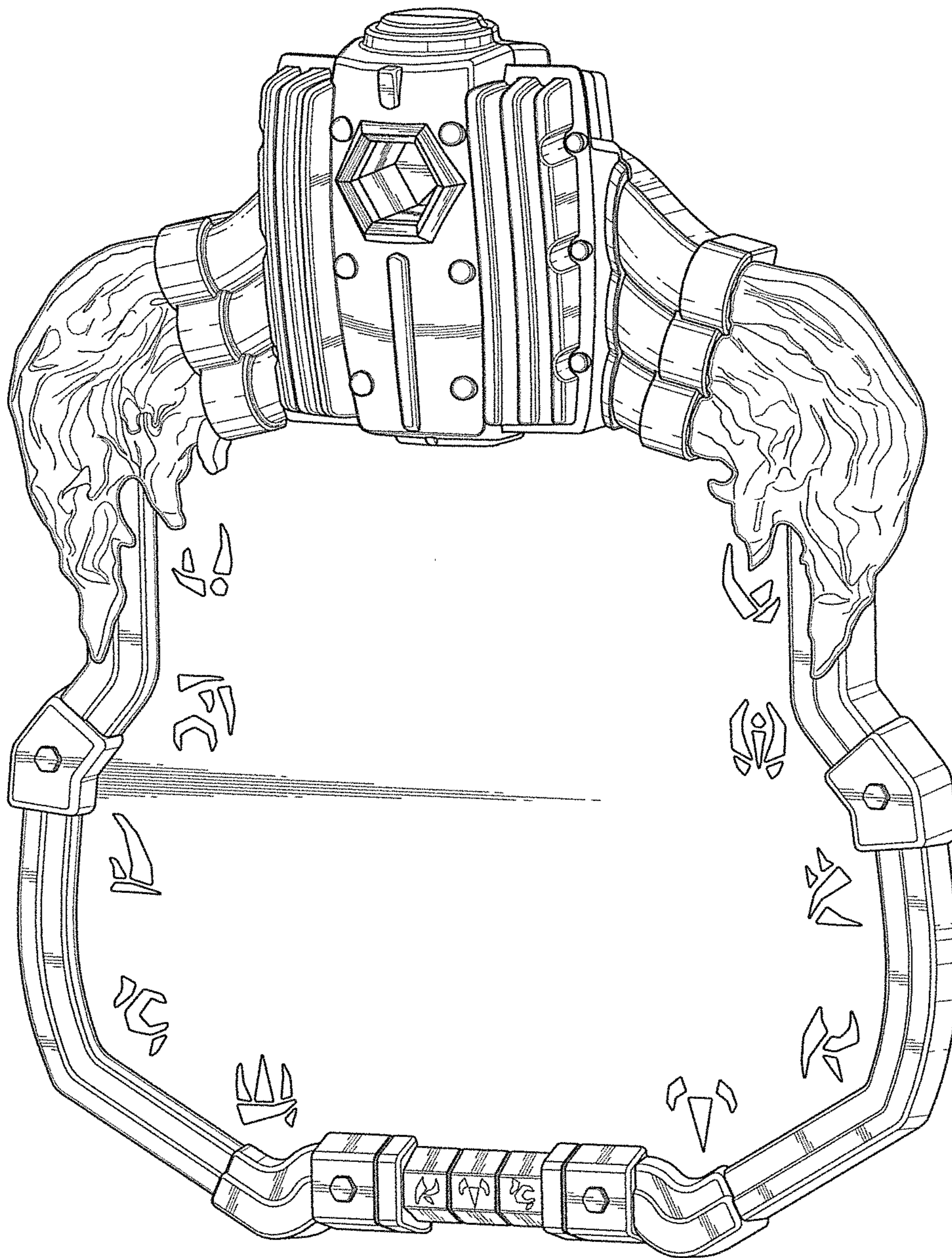


FIG. 1

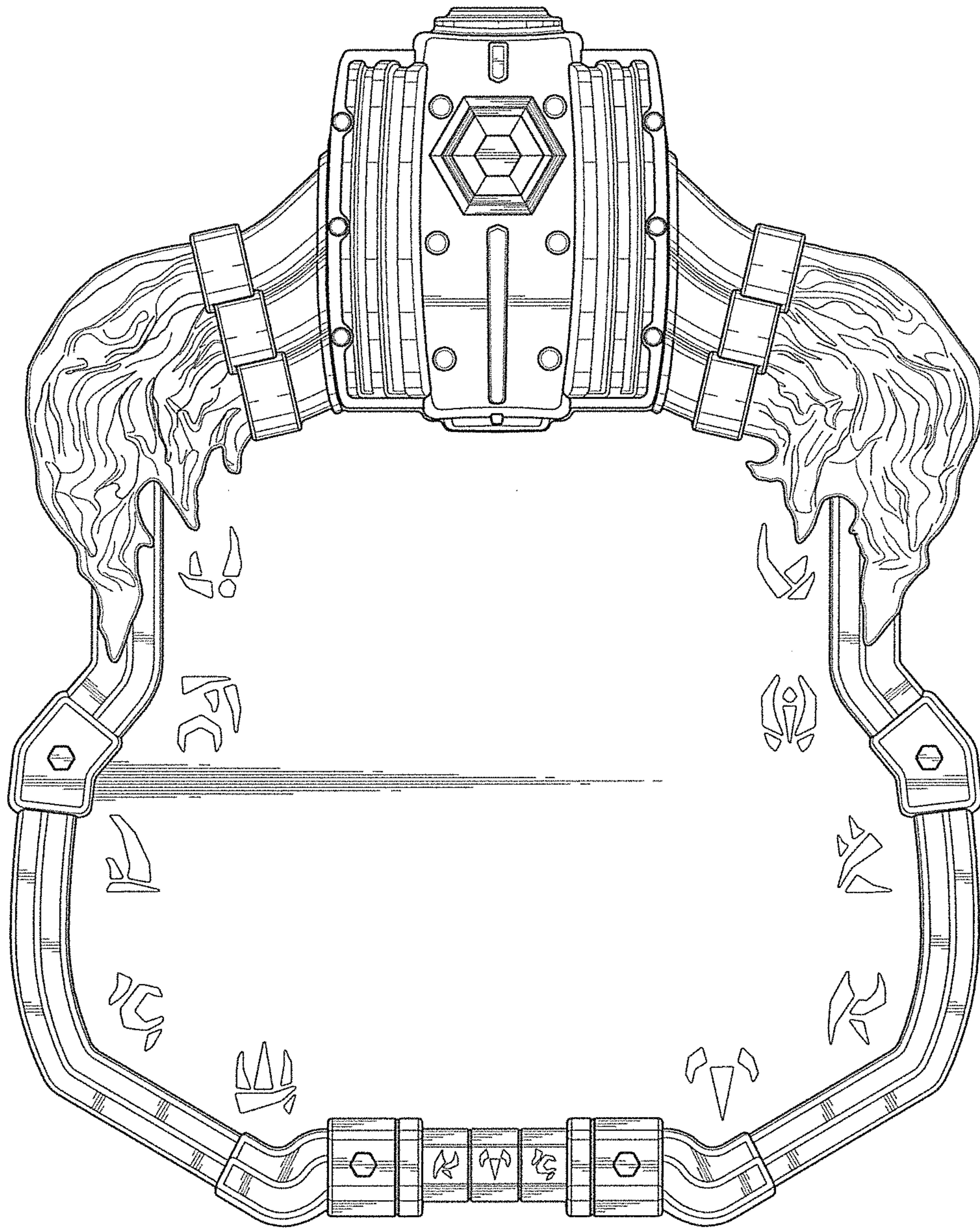


FIG. 2

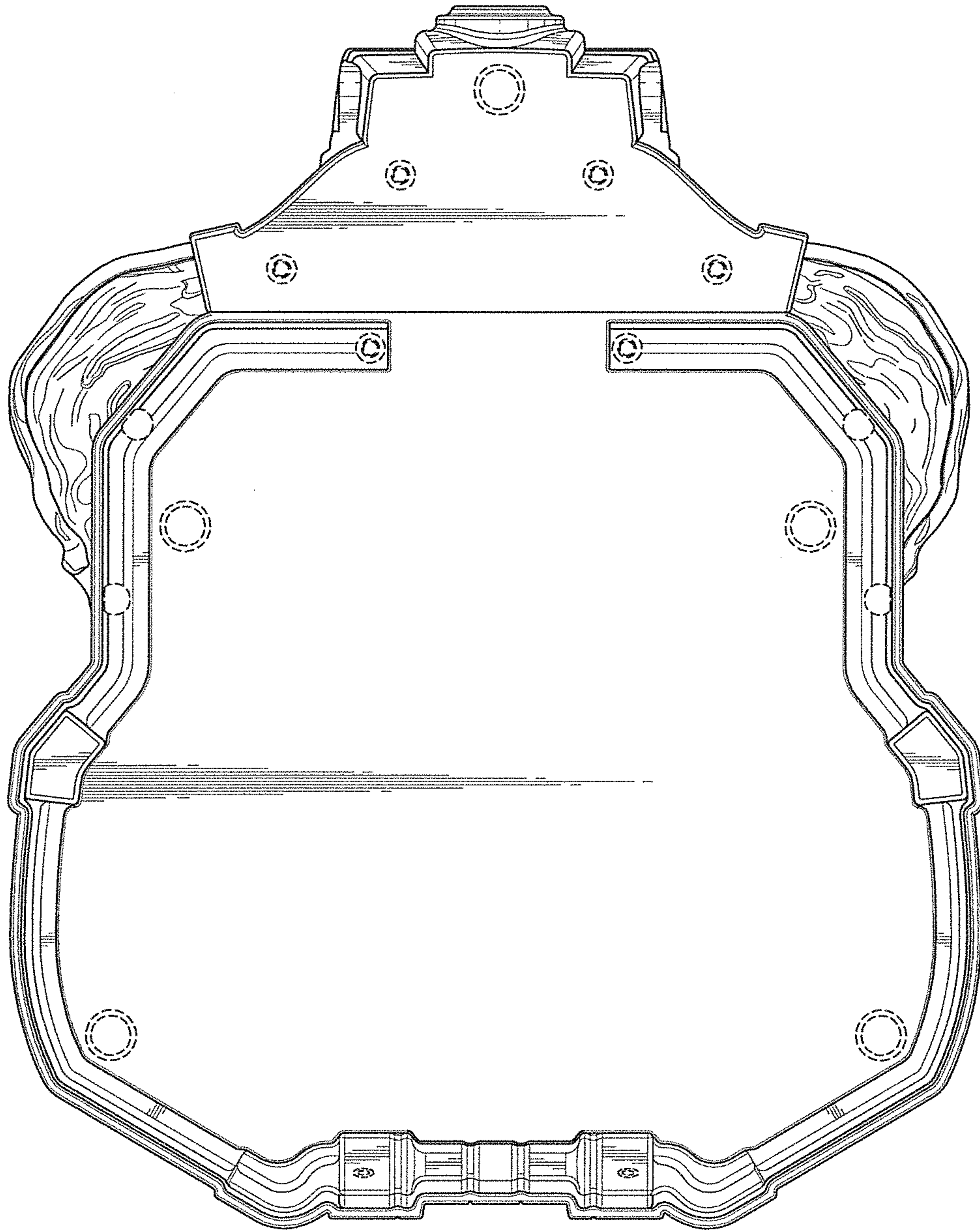


FIG. 3

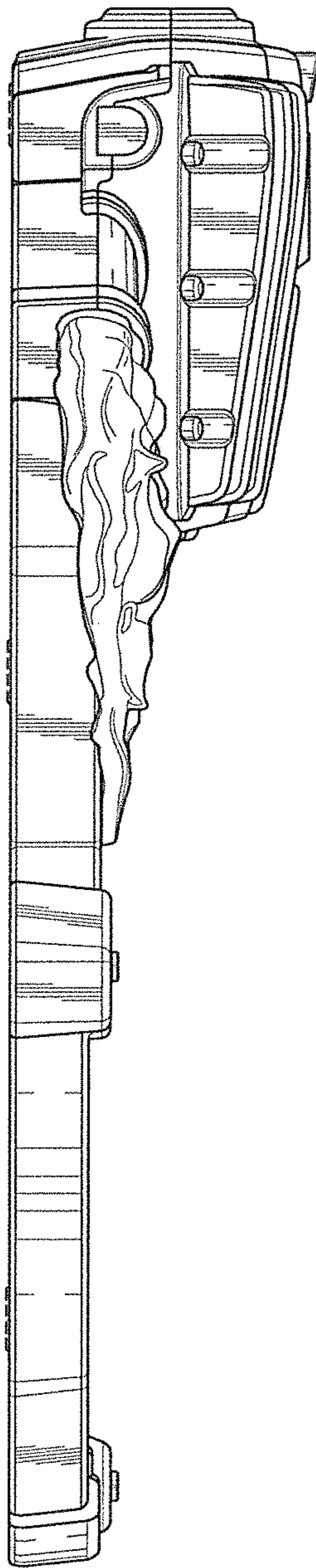


FIG. 4

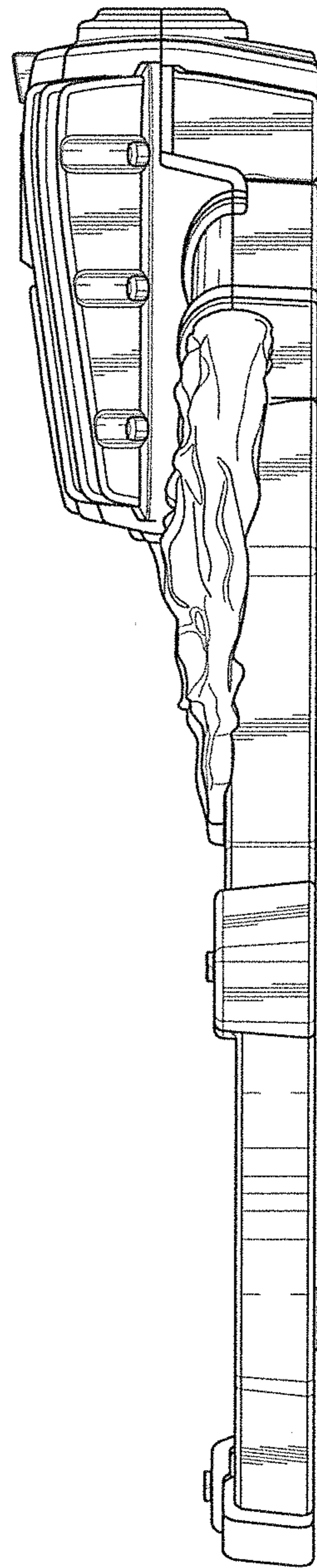


FIG. 5

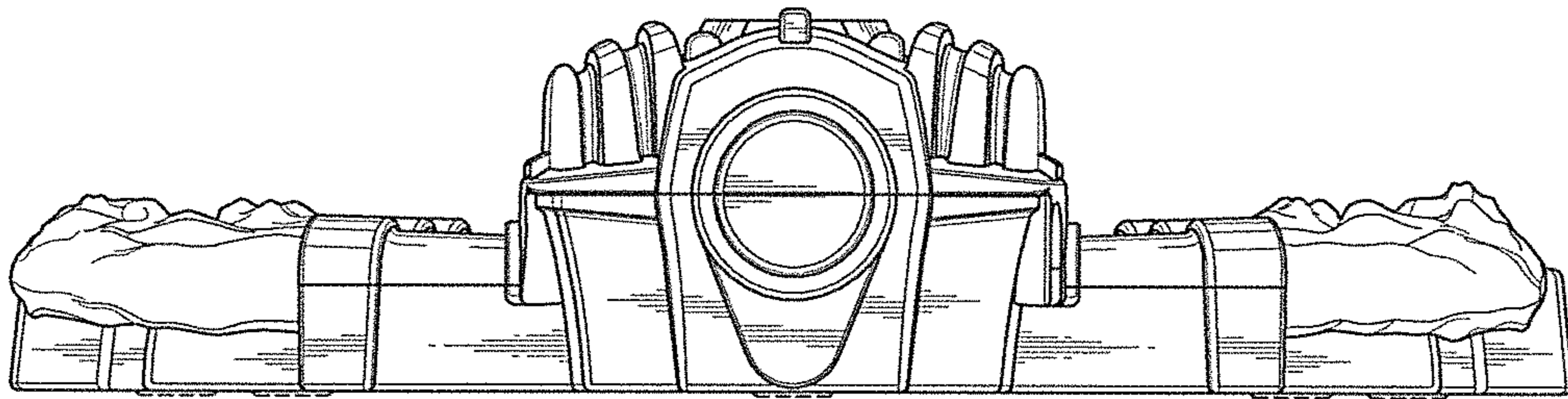


FIG. 6

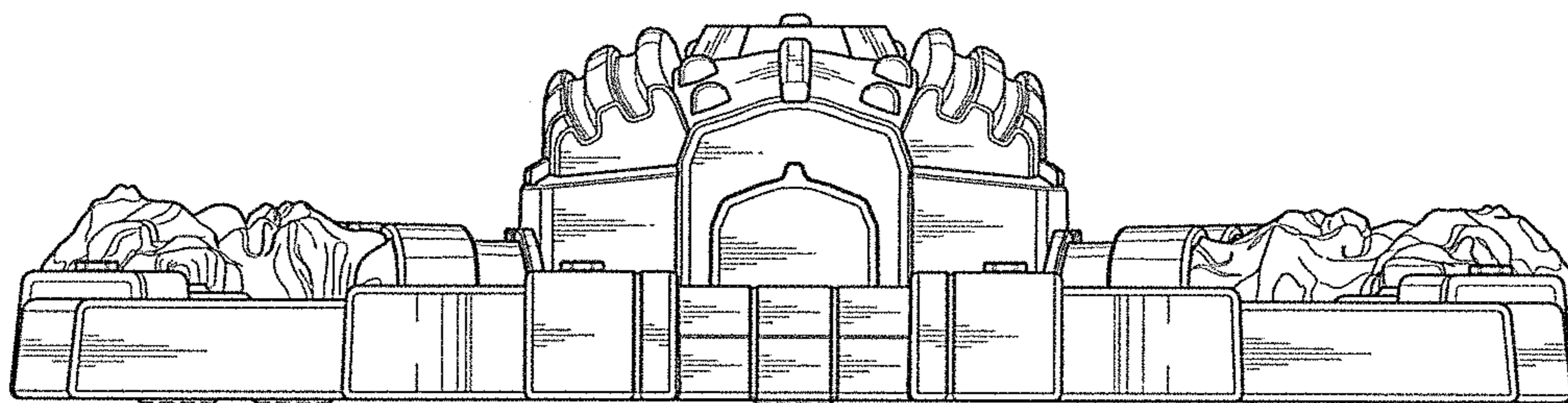


FIG. 7