



US00D784457S

(12) **United States Design Patent** (10) **Patent No.:** **US D784,457 S**
Fung (45) **Date of Patent:** **** Apr. 18, 2017**

(54) **VIDEOGAME STATION**

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(72) Inventor: **Kin Hei Marco Fung**, Burnaby (CA)

(**) Term: **15 Years**

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(80) **Hague Agreement Data**

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(52) **U.S. Cl.**
USPC **D21/333; D21/324**

(58) **Field of Classification Search**
 USPC D21/324–333, 686, 662, 335, 385,
 D21/694–697; 273/148 B, 440, 442,
 273/454–456, 459; 463/1, 30–35, 36, 46,
 463/47; 345/156–163; 434/61; 700/90;
 710/303; D14/356, 217, 218, 251, 454,
 D14/434, 439
 CPC .. A63F 9/00; A63F 11/00; A63F 13/02; A63F
 13/08; A63F 13/20; A47B 23/00; A47B
 7/00; A47B 97/00

See application file for complete search history.

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Primary Examiner — Zenia Bennett

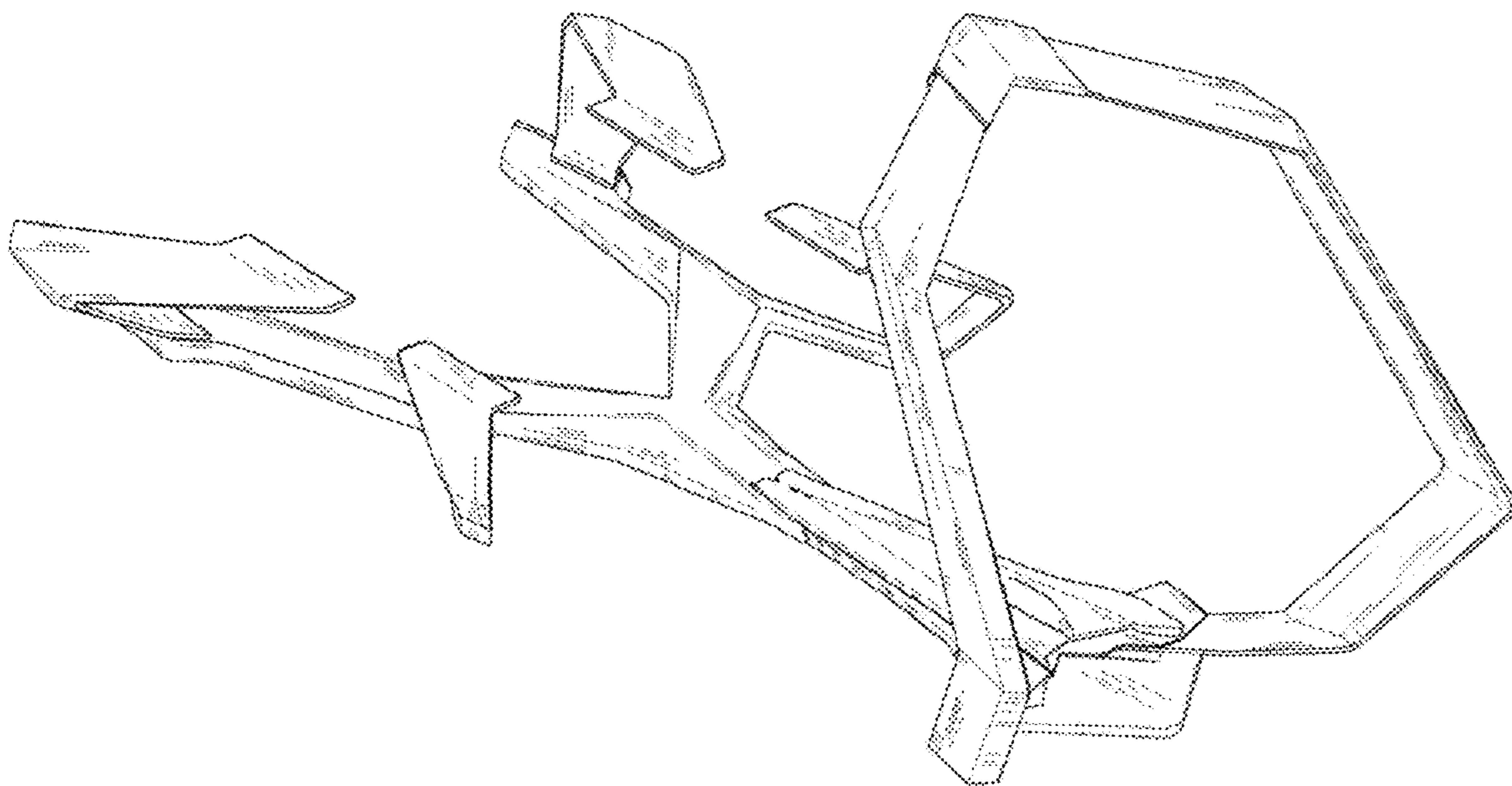
(57) **CLAIM**

The ornamental design for a videogame station, as shown and described.

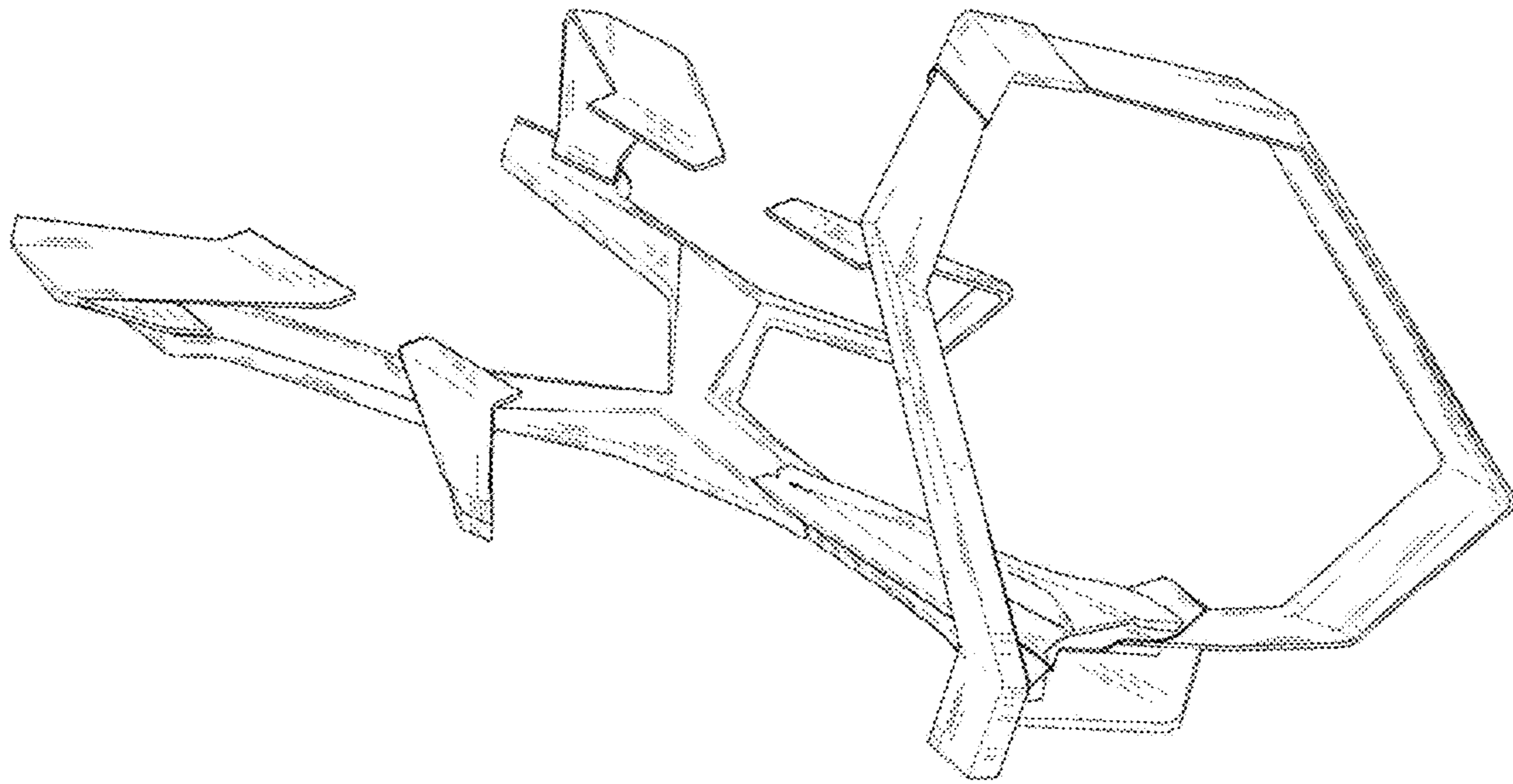
DESCRIPTION

Fig. 1.1 is a perspective view;
 Fig. 1.2 is a top plan view;
 Fig. 1.3 is a front elevation view;
 Fig. 1.4 is a left elevation view;
 Fig. 1.5 is a rear elevation view;
 Fig. 1.6 is a right side elevation view;
 Fig. 1.7 is another perspective view.

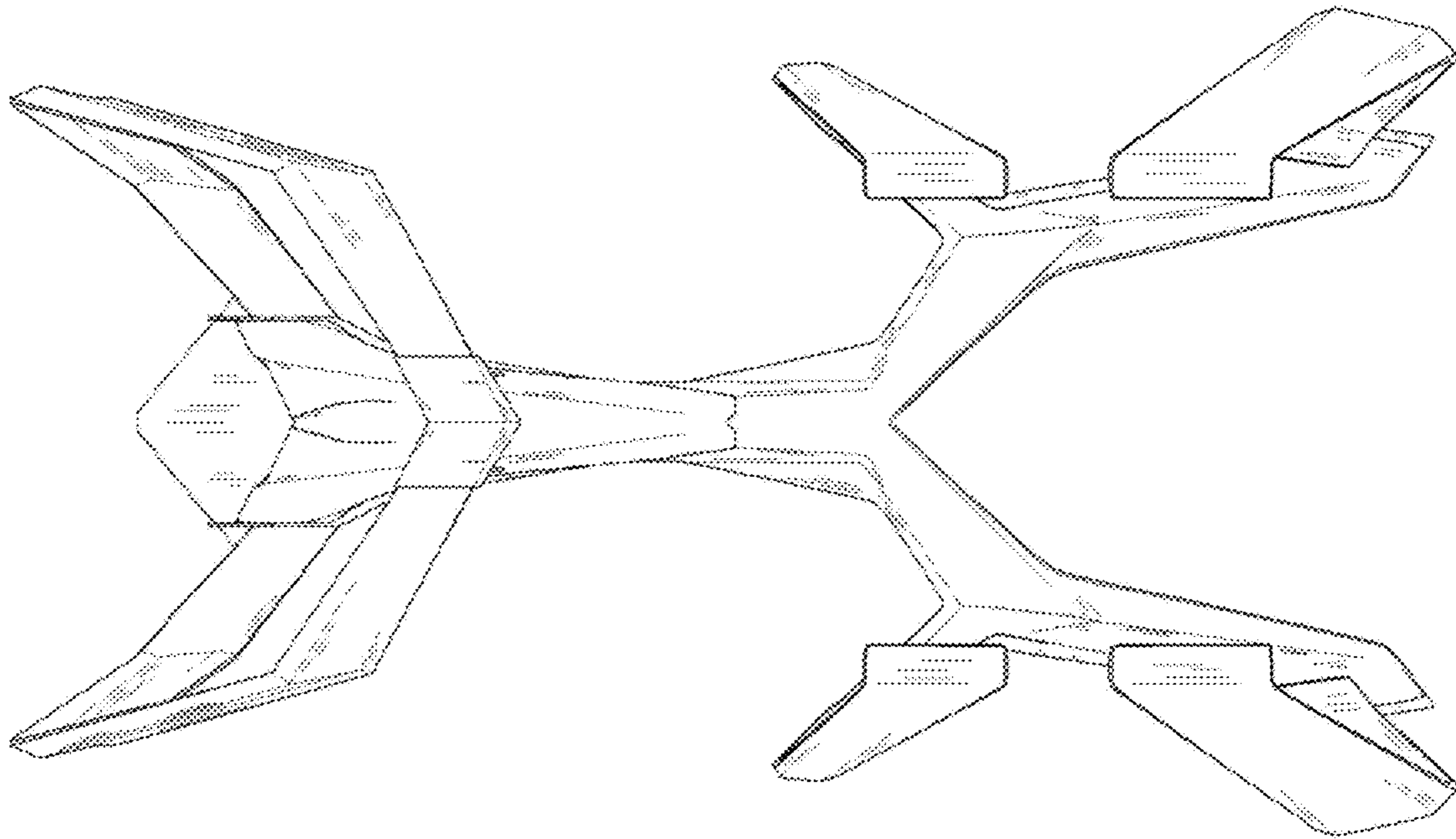
1 Claim, 7 Drawing Sheets



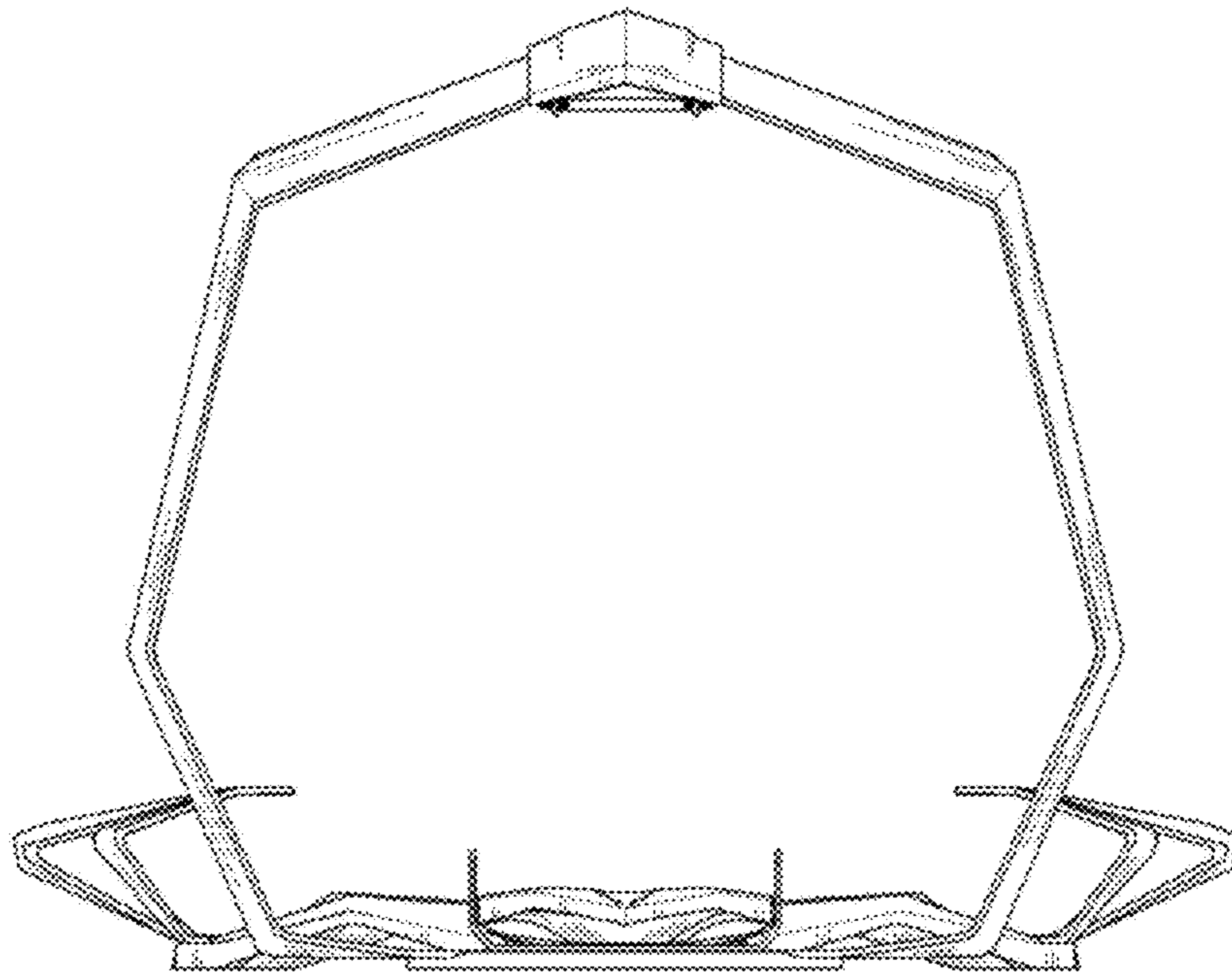
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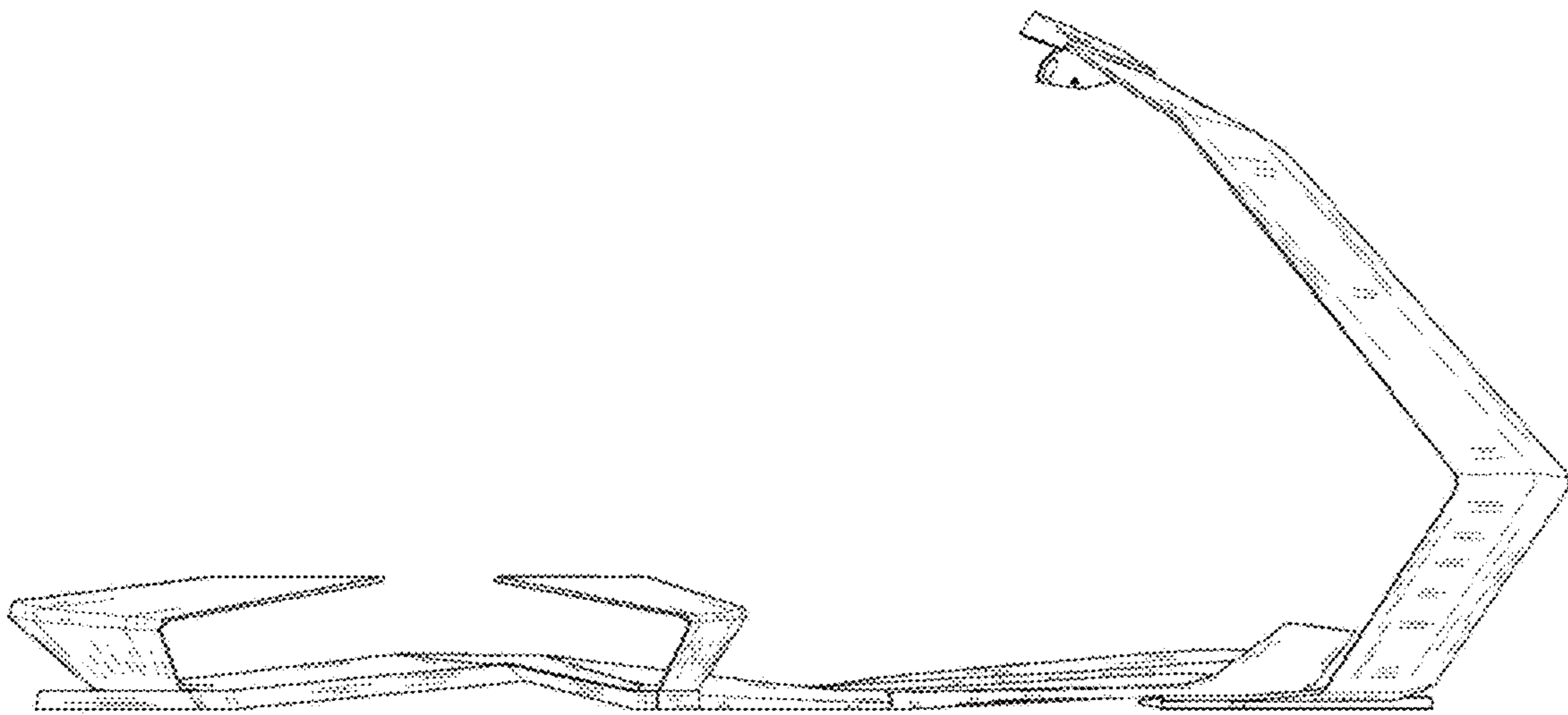
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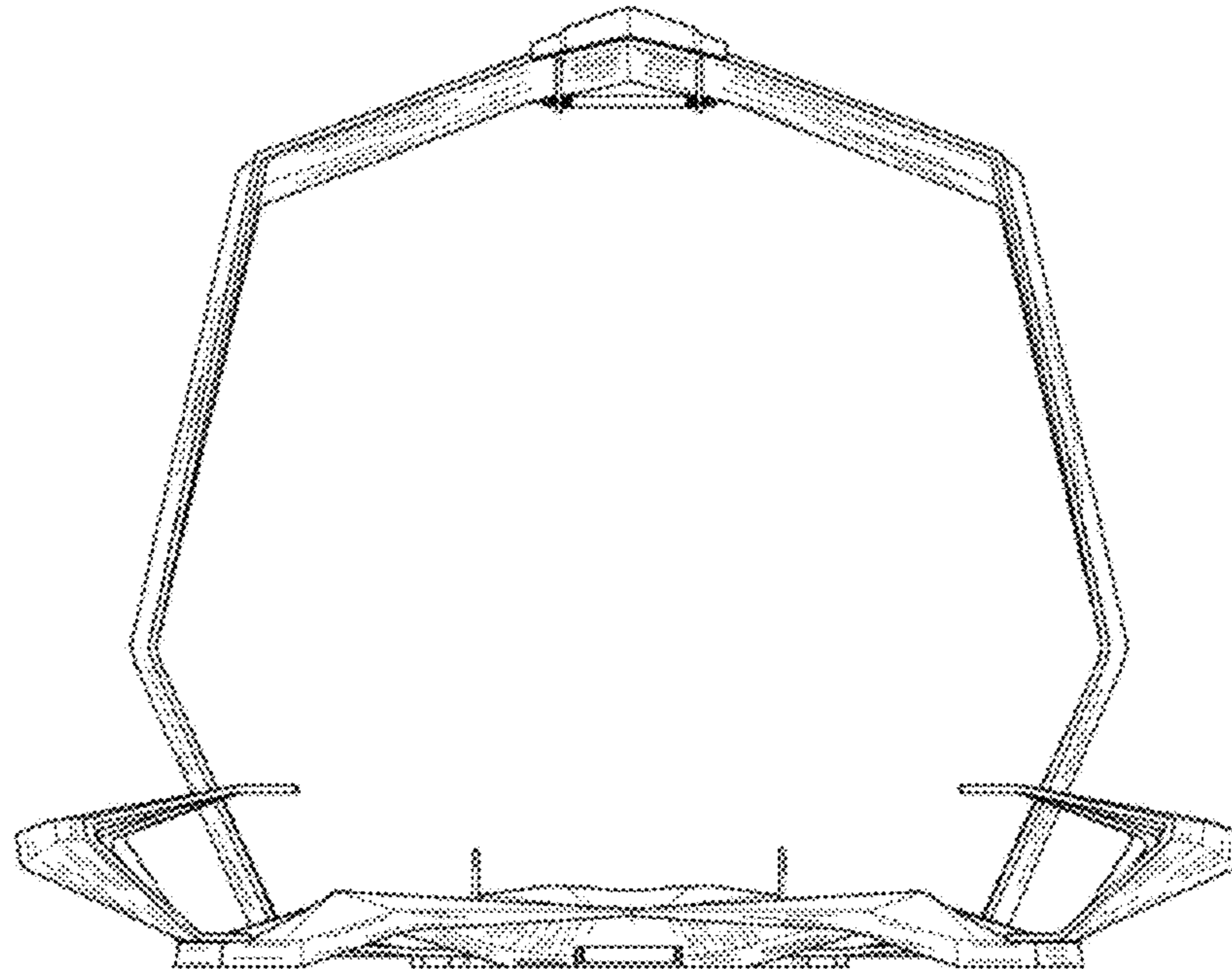
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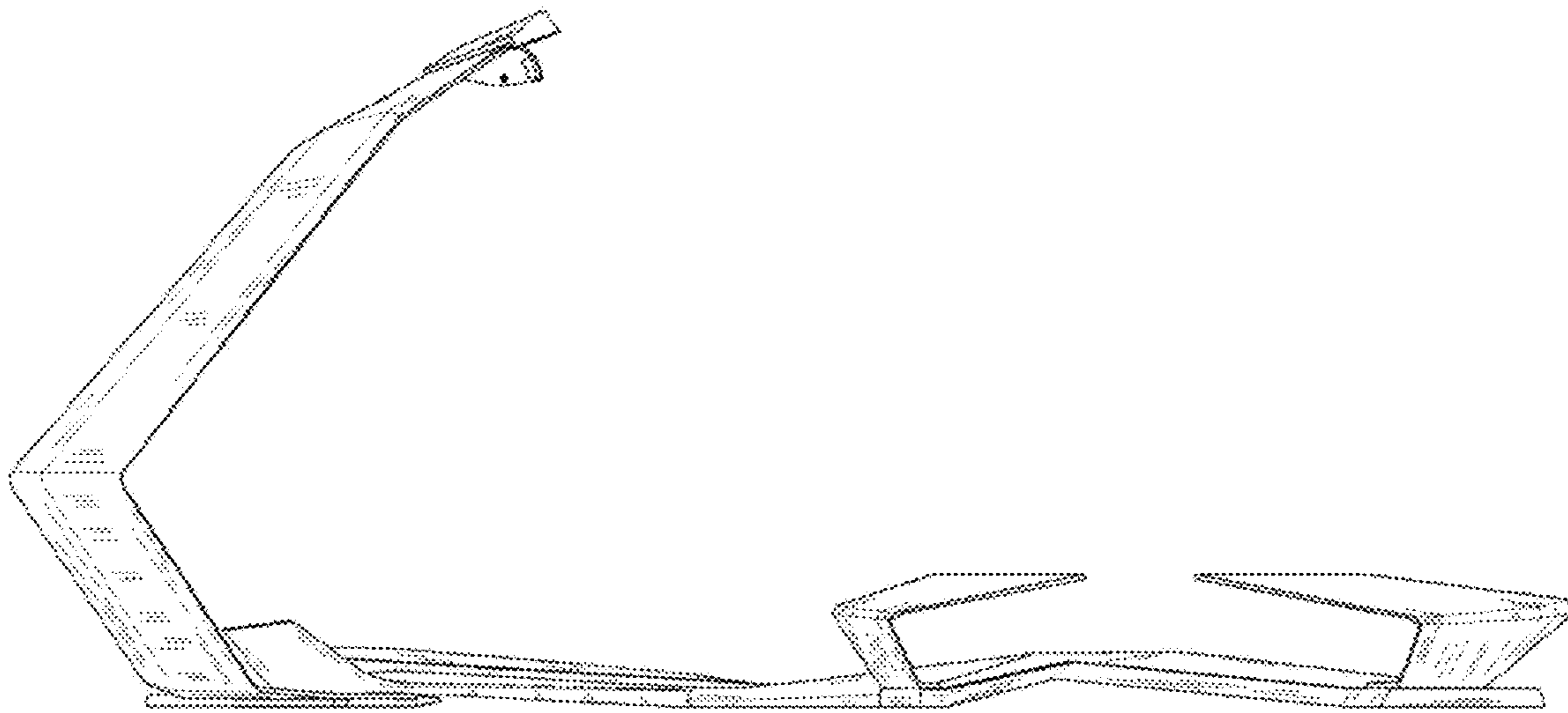
1.4



1.5



1.6



1.7

