



US00D794716S

(12) **United States Design Patent** (10) **Patent No.:** **US D794,716 S**  
**Wei** (45) **Date of Patent:** **\*\* Aug. 15, 2017**

(54) **TOUCH-CONTROL GAME MACHINE**  
(71) Applicant: **PAOKAI ELECTRONIC ENTERPRISE CO., LTD.**, Kaohsiung (TW)  
(72) Inventor: **Ming-Shan Wei**, Kaohsiung (TW)  
(73) Assignee: **PAOKAI ELECTRONIC ENTERPRISE CO., LTD.**, Kaohsiung (TW)

5,855,374 A \* 1/1999 Shoemaker, Jr. .... A63F 9/30 273/447  
5,967,892 A \* 10/1999 Shoemaker, Jr. .... A63F 9/24 273/448  
D433,716 S \* 11/2000 Robrahn ..... D21/325  
6,634,940 B2 \* 10/2003 Yoshida ..... A63F 9/30 221/210  
D596,677 S \* 7/2009 Tsuda ..... D21/325  
D638,479 S \* 5/2011 Verstraeten ..... D21/325  
D691,662 S \* 10/2013 Schwarz ..... D21/325  
2003/0151202 A1 \* 8/2003 Fisher ..... A63F 9/30 273/447  
2006/0170164 A1 \* 8/2006 Watanabe ..... A63F 9/30 273/447

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

\* cited by examiner

(21) Appl. No.: **29/569,381**

*Primary Examiner* — Prabhakar Deshmukh

(22) Filed: **Jun. 27, 2016**

(74) *Attorney, Agent, or Firm* — WPAT, P.C., Intellectual Property Attorneys; Anthony King

(30) **Foreign Application Priority Data**

Apr. 27, 2016 (TW) ..... 105302279

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

(52) **U.S. Cl.**  
USPC ..... **D21/325**

(58) **Field of Classification Search**  
USPC ..... D21/325, 329, 369, 811; D20/1-9; 273/148 B, 447, 448, 460, 461, 441, 474; 463/46, 47, 7, 25, 1, 36, 37, 49-57; 221/75, 133, 155, 212, 282, 286, 312 A, 221/312 C; 345/156  
CPC .. A63F 3/00694; A63F 9/34; A63F 2009/345; A47F 3/02

See application file for complete search history.

(56) **References Cited**

**U.S. PATENT DOCUMENTS**

D96,564 S \* 8/1935 Simpkins ..... D21/325  
5,397,134 A \* 3/1995 Fishman ..... A63F 9/30 221/210  
D366,304 S \* 1/1996 Lewis ..... D21/811  
5,549,372 A \* 8/1996 Lewis ..... G07F 17/32 273/448

(57) **CLAIM**

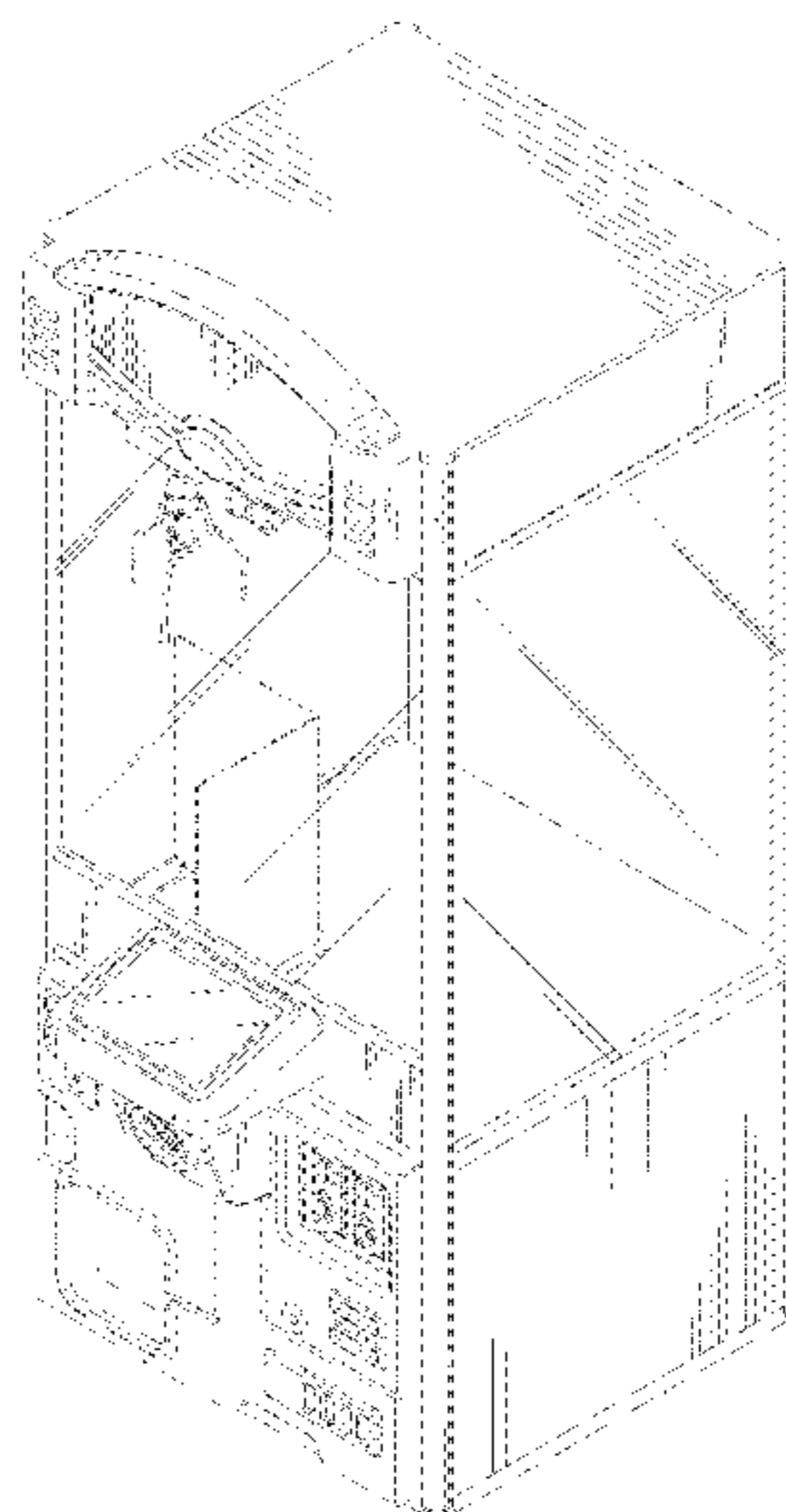
The ornamental design for a touch-control game machine, as shown and described.

**DESCRIPTION**

FIG. 1 is a perspective view of a touch-control game machine showing my new design;  
FIG. 2 is a front elevational view of the touch-control game machine;  
FIG. 3 is a rear elevational view of the touch-control game machine;  
FIG. 4 is a left side elevational view of the touch-control game machine;  
FIG. 5 is a right side elevational view of the touch-control game machine;  
FIG. 6 is a top plan view of the touch-control game machine; and,  
FIG. 7 is a bottom plan view of the touch-control game machine.

The broken lines in the drawings that illustrate portions of the touch-control game machine form no part of the claimed design.

**1 Claim, 7 Drawing Sheets**



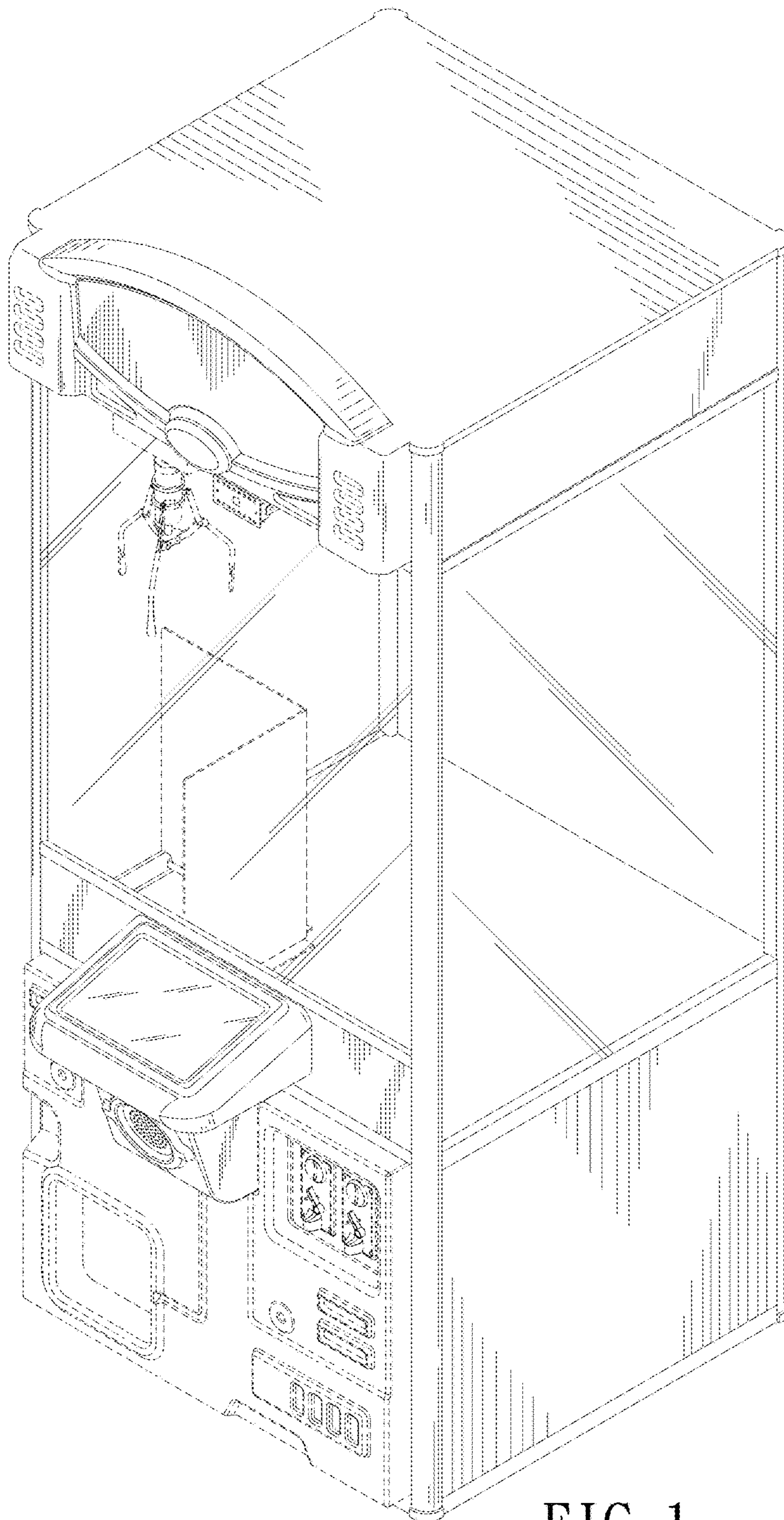


FIG. 1

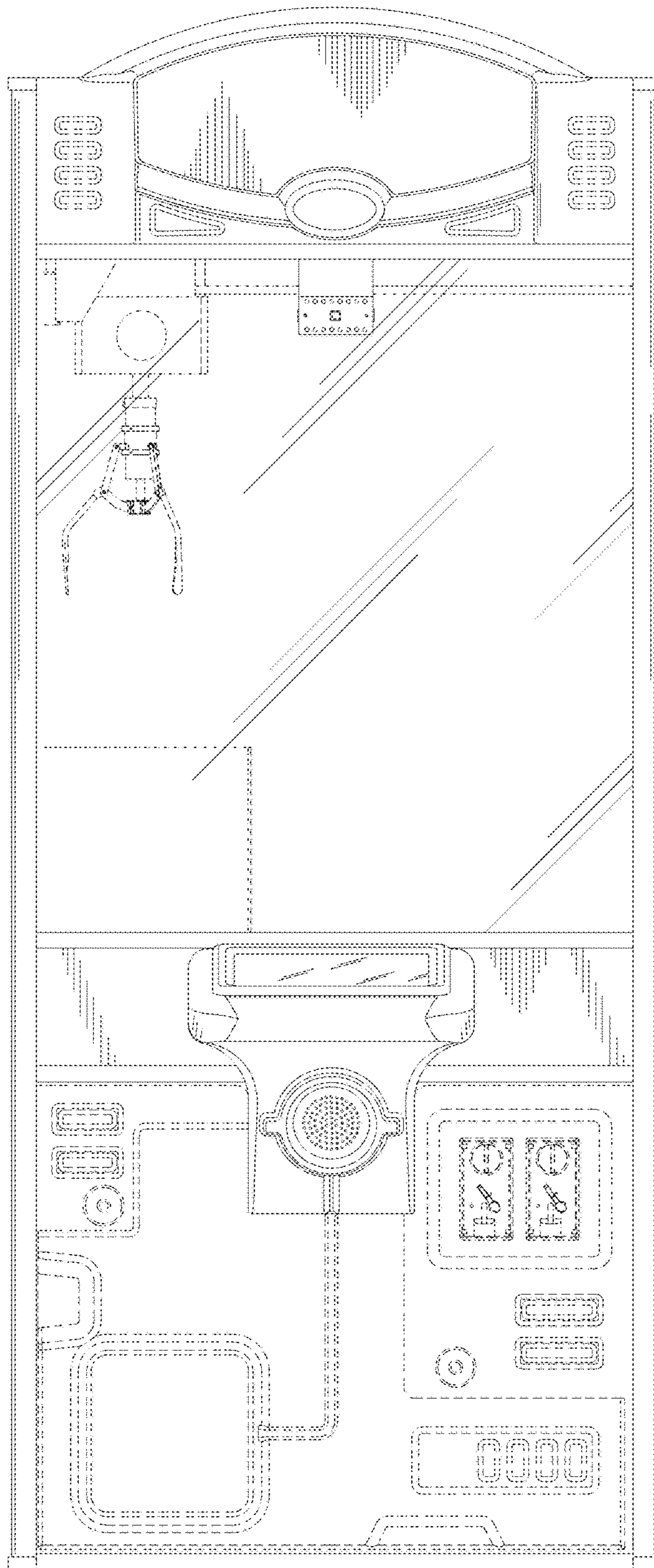


FIG. 2

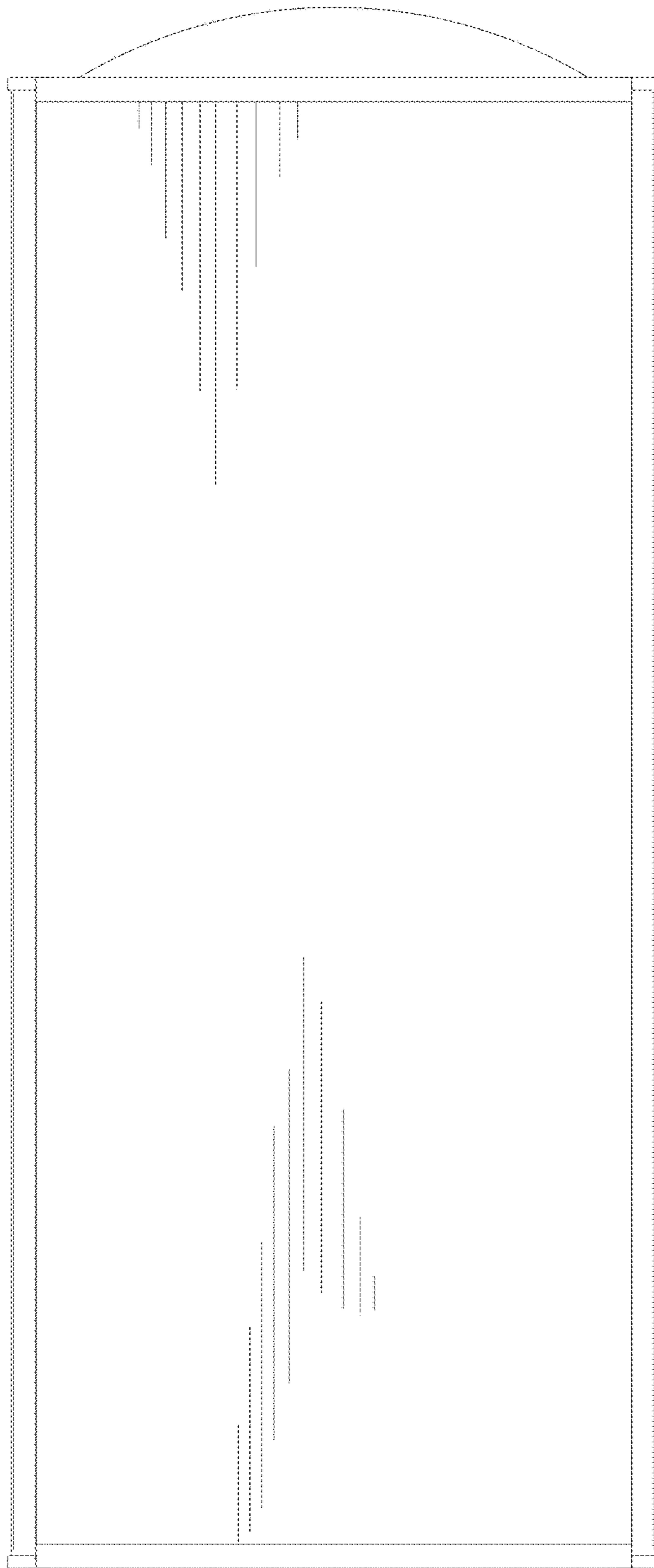


FIG. 3

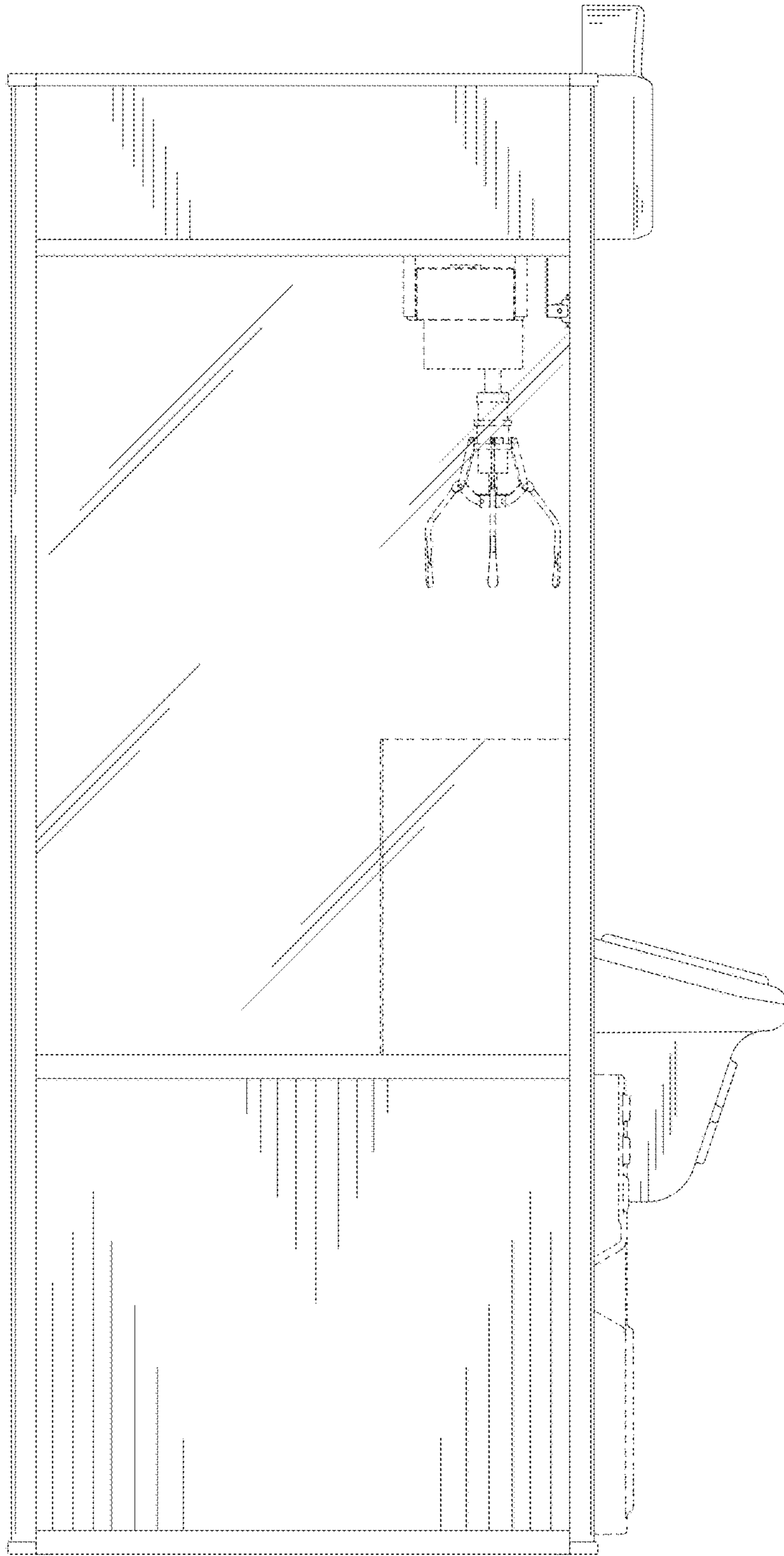


FIG. 4

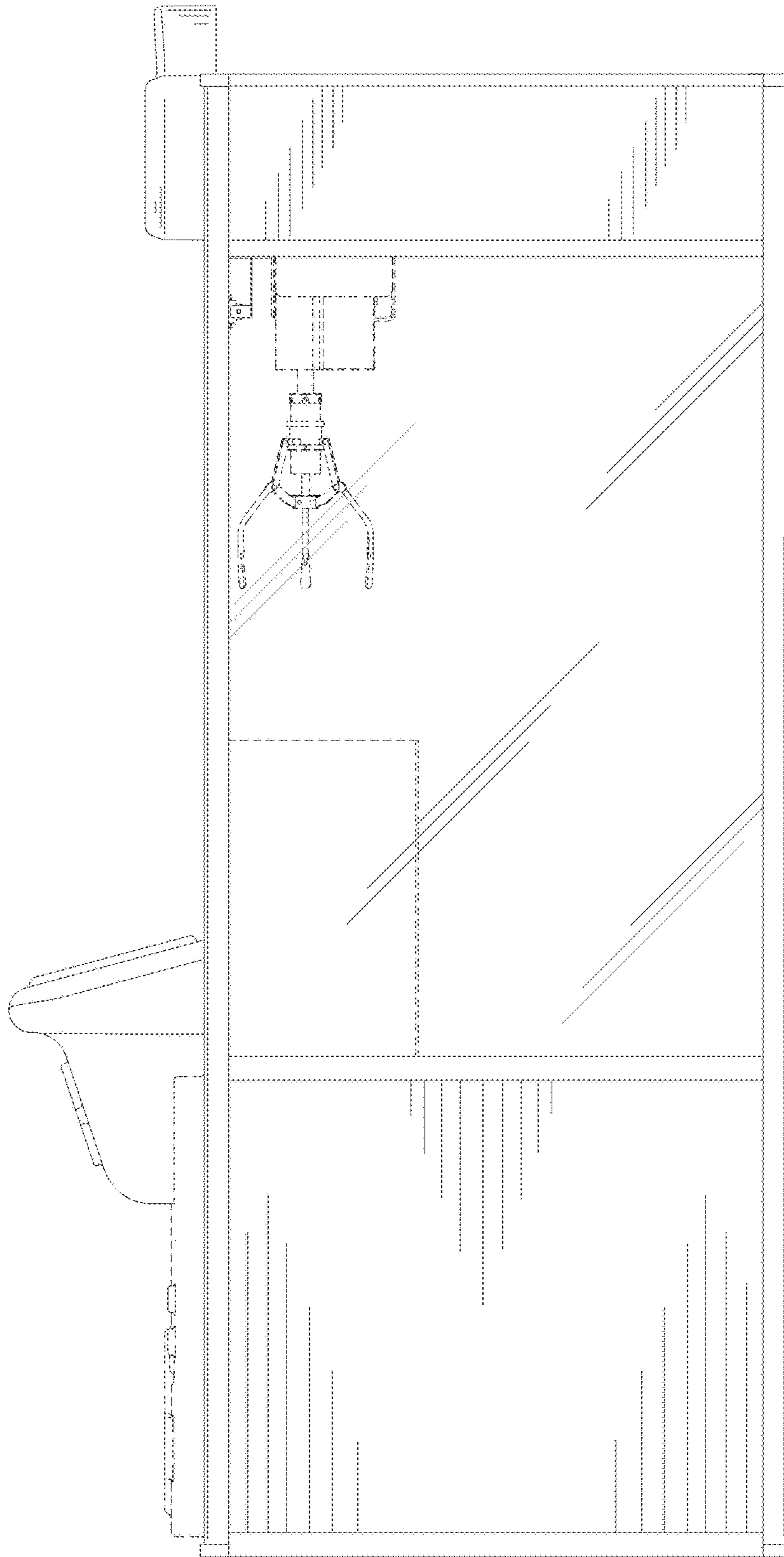


FIG. 5

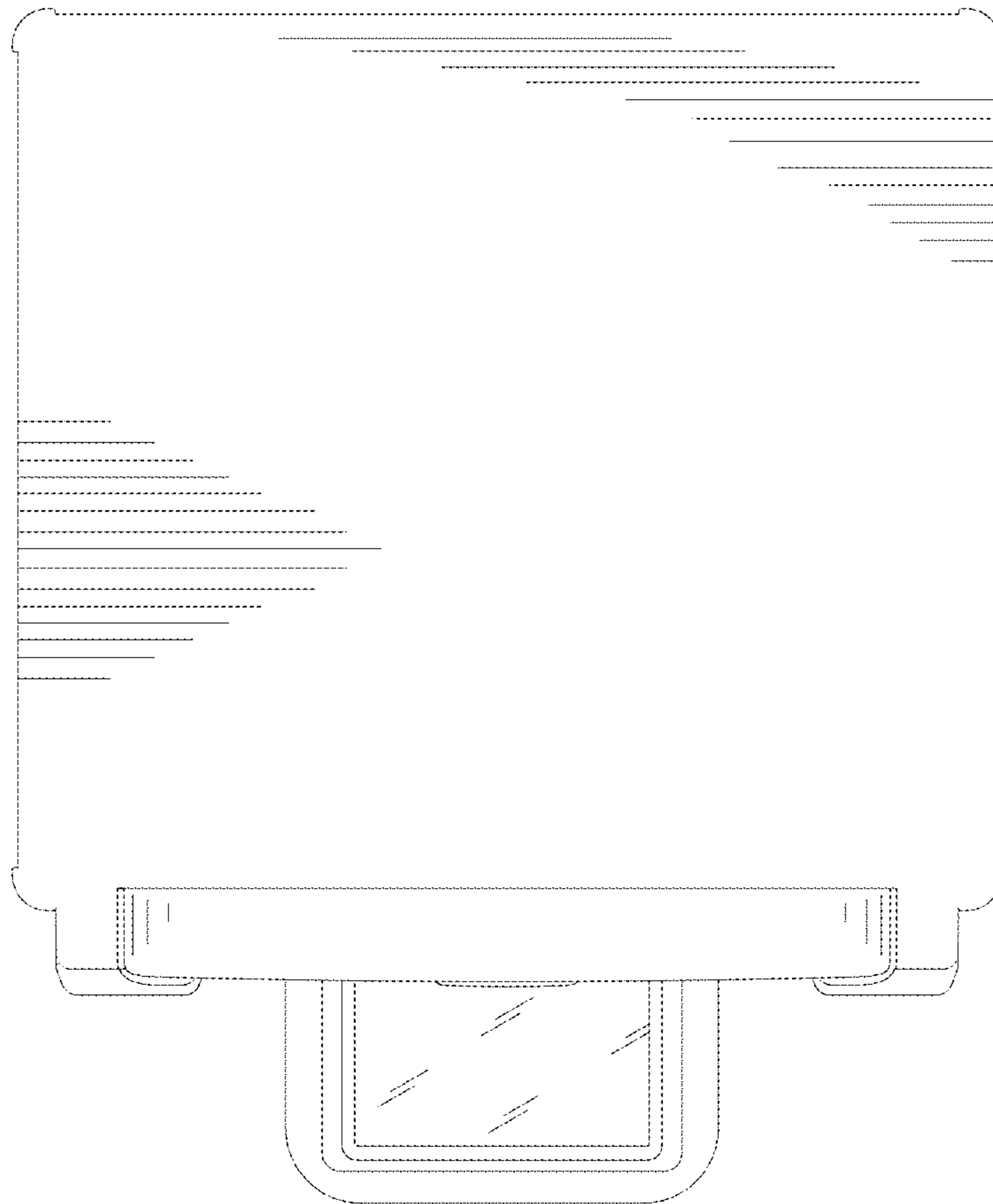


FIG. 6

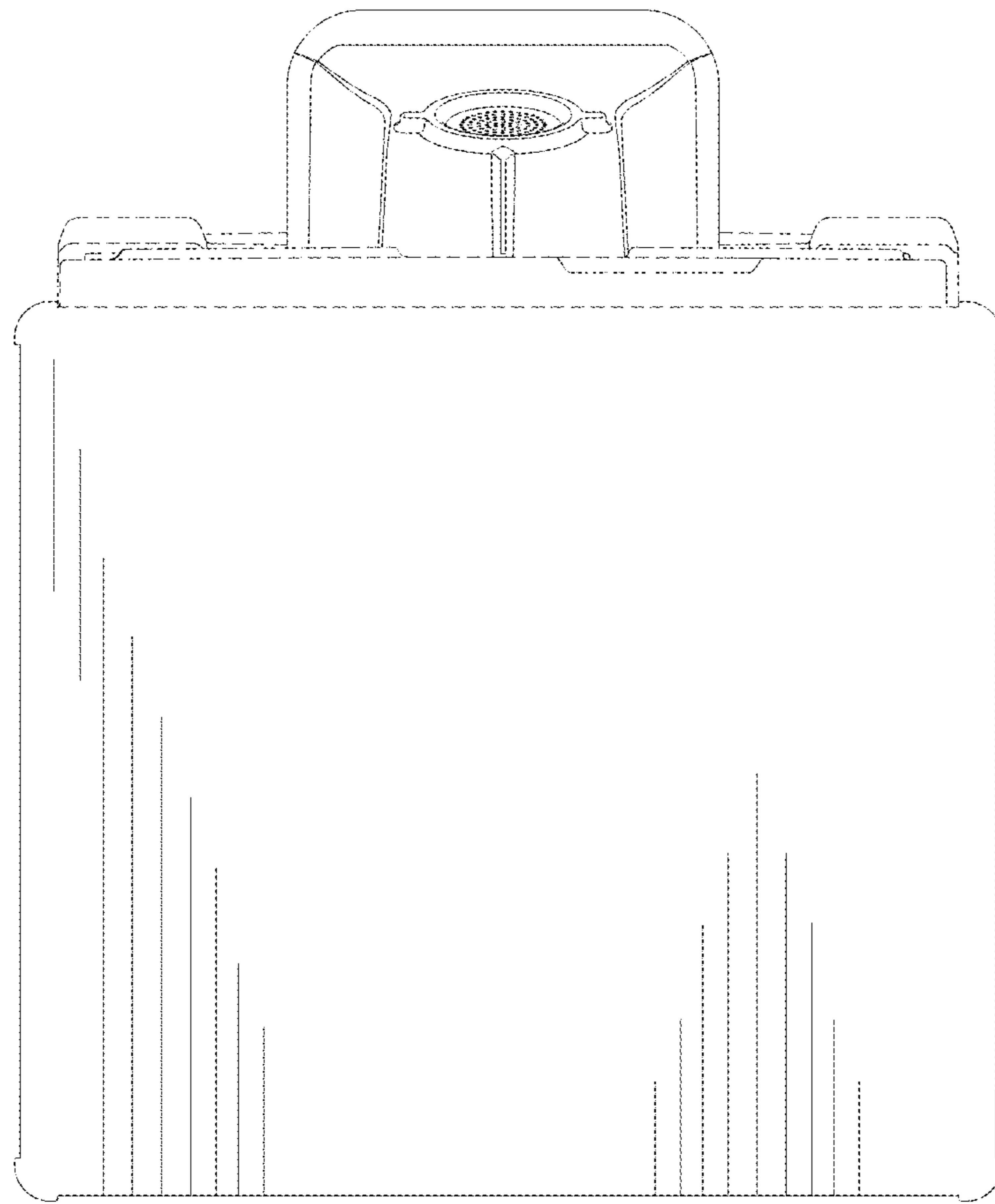


FIG. 7