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(12) **United States Design Patent** (10) **Patent No.:** **US D926,201 S**  
**Bryant et al.** (45) **Date of Patent:** **\*\* Jul. 27, 2021**

(54) **ELECTRONIC GAMING MACHINE DISPLAY SCREEN OR PORTION THEREOF WITH A GRAPHICAL USER INTERFACE**

A63F 2300/308; A63F 13/53; H04M 1/72547; G01C 21/36; G06K 9/00671  
See application file for complete search history.

(71) Applicant: **Aristocrat Technologies Australia Pty Limited**, North Ryde (AU)

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(72) Inventors: **Natalie Bryant**, Cherrybrook (AU);  
**John Chiaravalle**, Hinchinbrook (AU)

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(73) Assignee: **Aristocrat Technologies Australia Pty Limited**, North Ryde (AU)

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

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*Primary Examiner* — Karen E Kearney

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*Assistant Examiner* — Ian F Whitmore

(74) *Attorney, Agent, or Firm* — Klarquist Sparkman, LLP

**Related U.S. Application Data**

(63) Continuation of application No. 16/521,370, filed on Jul. 24, 2019.

(57) **CLAIM**

The ornamental design for an electronic gaming machine display screen or portion thereof with a graphical user interface, as shown and described.

(30) **Foreign Application Priority Data**

**DESCRIPTION**

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(51) **LOC (13) Cl.** ..... **14-04**

(52) **U.S. Cl.**  
USPC ..... **D14/485**

(58) **Field of Classification Search**  
USPC ..... D14/485–495; D20/10, 11, 22–33, 39,  
D20/40; D5/20, 26, 30, 40, 63–65;  
D21/329, 331, 334, 335, 338, 347, 354,  
D21/376, 397

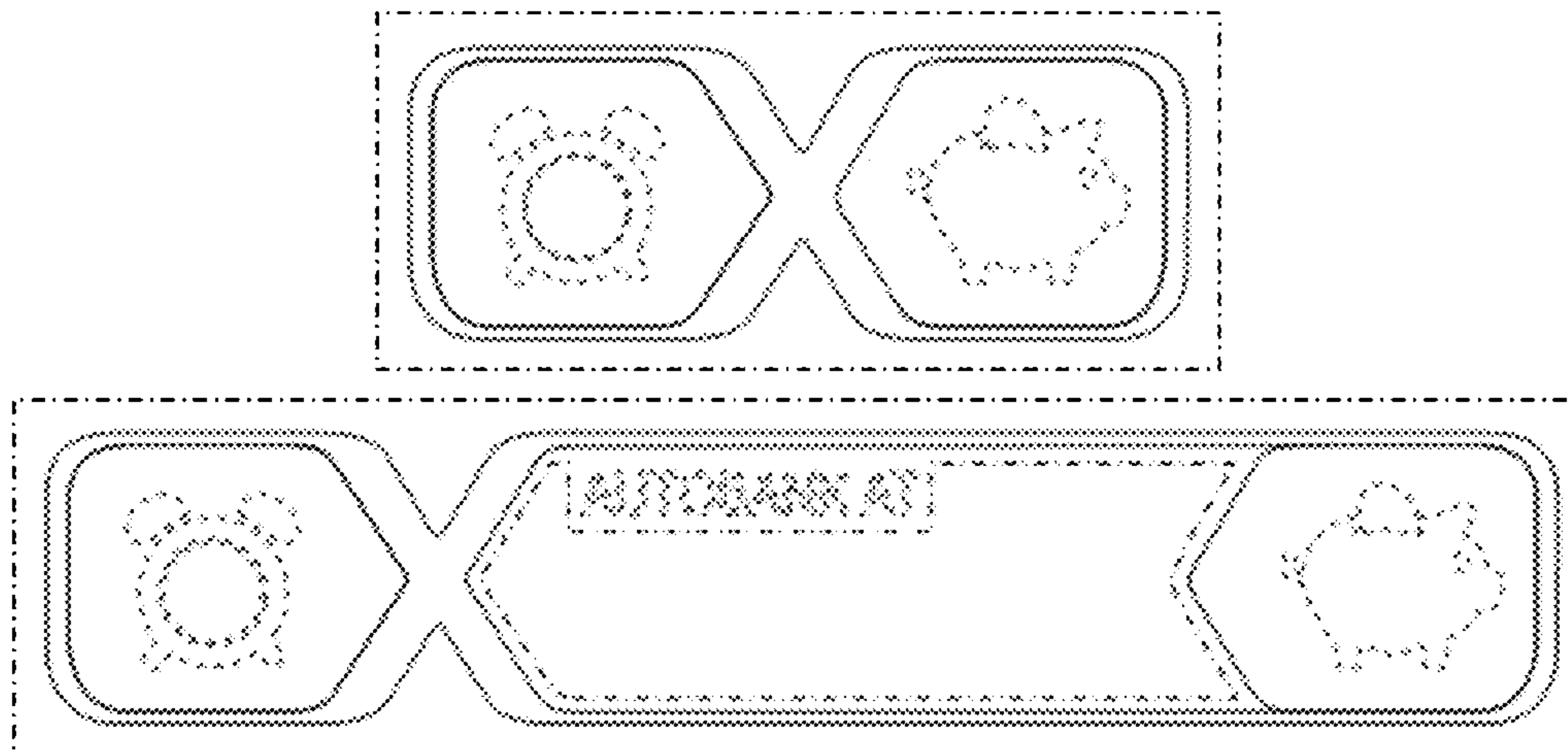
CPC ..... G06F 3/048–04897; G06F 2203/04802;

FIG. 1 is a front view of an electronic gaming machine display screen or portion thereof with a graphical user interface (GUI) showing the first image in a sequence; and, FIG. 2 is a front view thereof showing the second image in the sequence.

The appearance of the GUI sequentially transitions between the images shown in FIGS. 1-2, with the left edge of the screen portions remaining stationary and providing a common point of reference between FIGS. 1-2. The process or period in which one image transitions to another image forms no part of the claimed design.

The outer dot-dash lines shown in FIGS. 1-2 illustrate the perimeters of screen portions and form no part of the

(Continued)



claimed design. The remaining broken lines illustrate portions of the graphical user interface and form no part of the claimed design.

**1 Claim, 1 Drawing Sheet**

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FIG. 1

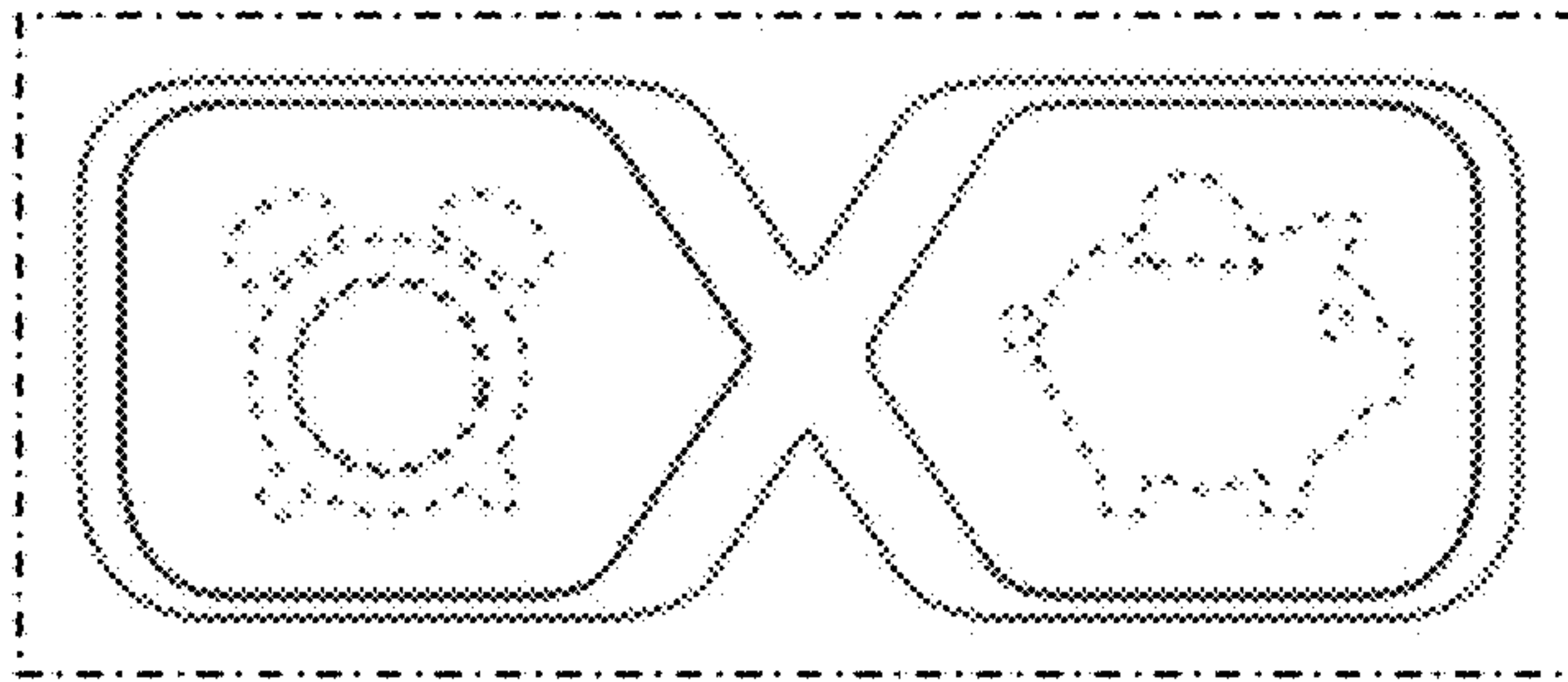


FIG. 2

