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(12) **United States Design Patent** (10) **Patent No.:** **US D965,687 S**
Coppola et al. (45) **Date of Patent:** **** Oct. 4, 2022**

(54) **GAMING MACHINE**

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

(21) Appl. No.: **29/690,840**

(57) **CLAIM**

The ornamental design for a gaming machine, as shown and described.

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(51) **LOC (13) Cl.** **21-03**

DESCRIPTION

(52) **U.S. Cl.**
USPC **D21/369**

(58) **Field of Classification Search**
USPC D21/369, 370, 371; D14/335, 336, 340, D14/305, 307, 371, 126
CPC G07F 17/32; G07F 17/34; G07F 17/3211; G07F 17/3244; G07F 17/3267
See application file for complete search history.

FIG. 1 is a front perspective view of a gaming machine showing our new design in a first position;
FIG. 2 is a front perspective view thereof in a second position;
FIG. 3 is a front perspective view thereof in a third position;
FIG. 4 is a front perspective view of a gaming machine showing our new design in the first position;
FIG. 5 is a front perspective view thereof in an alternative second position; and,
FIG. 6 is a front perspective view thereof in an alternative third position.

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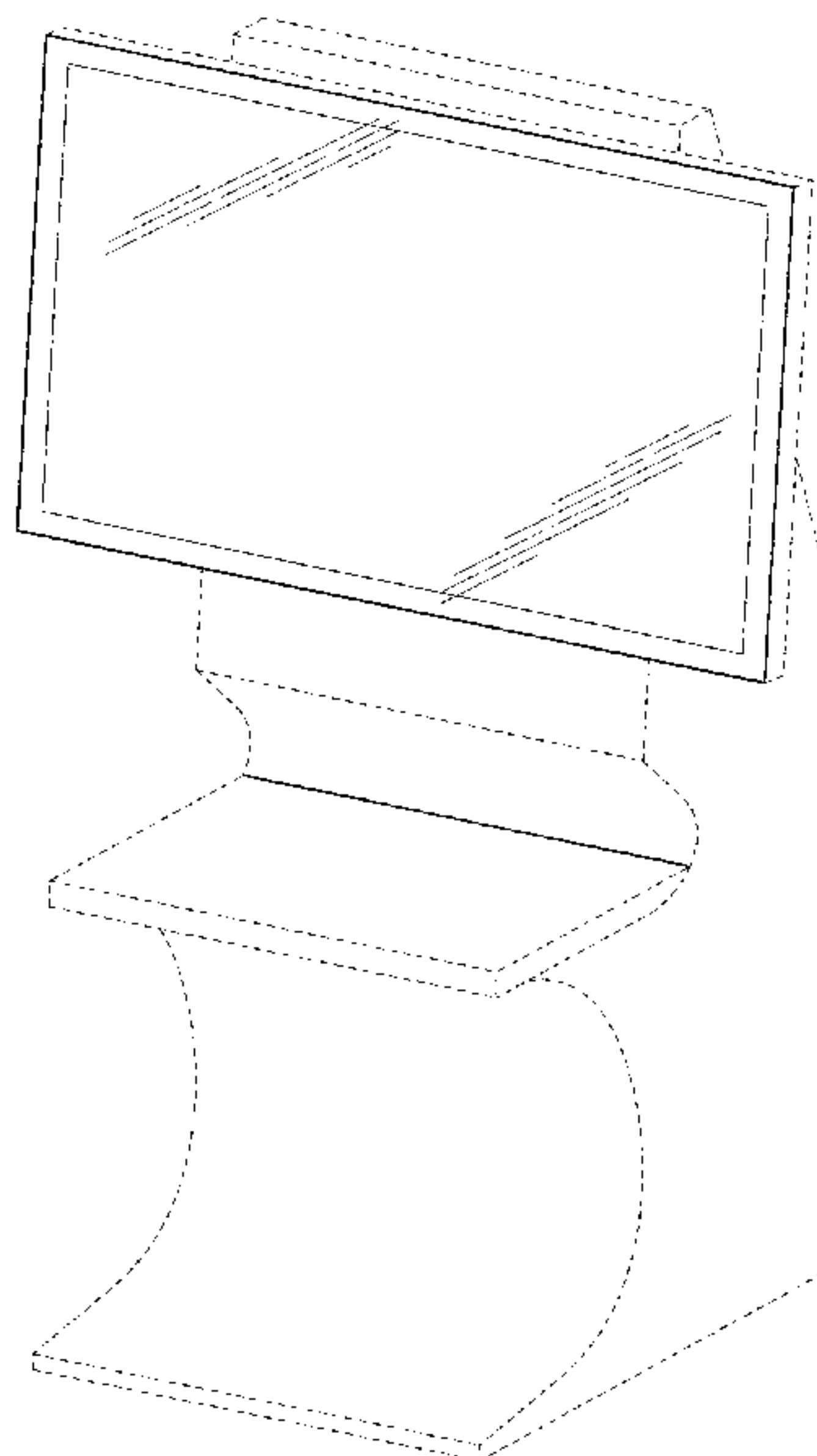
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The dashed broken lines in the drawings illustrate portions of the gaming machine that form no part of the claimed design.

The appearance of the design sequentially transitions between the positions shown in FIGS. 1-3 and 4-6, respectively. The process or period in which one position transitions into another position forms no part of the claimed design.

(Continued)

1 Claim, 6 Drawing Sheets



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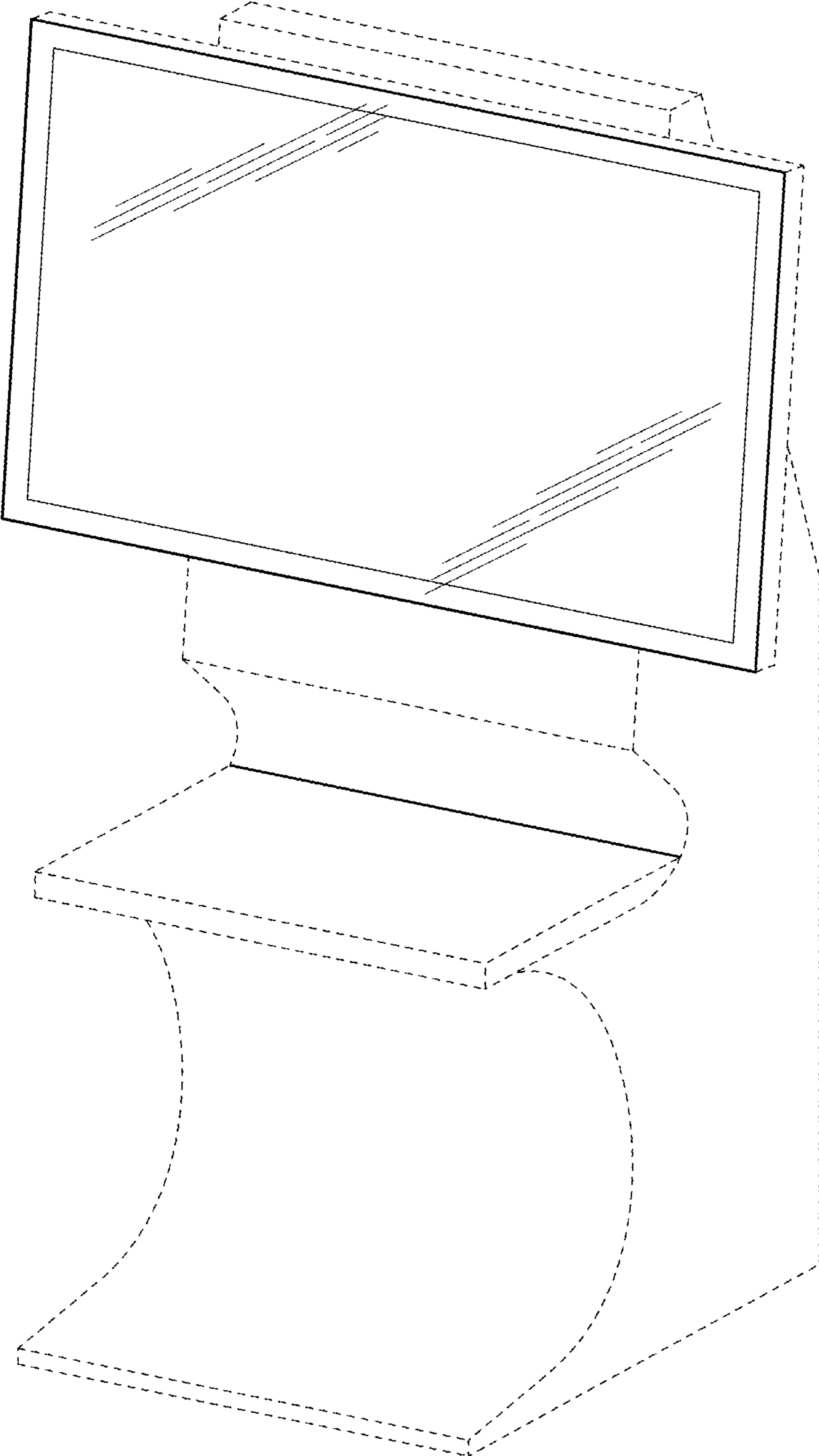


FIG. 1

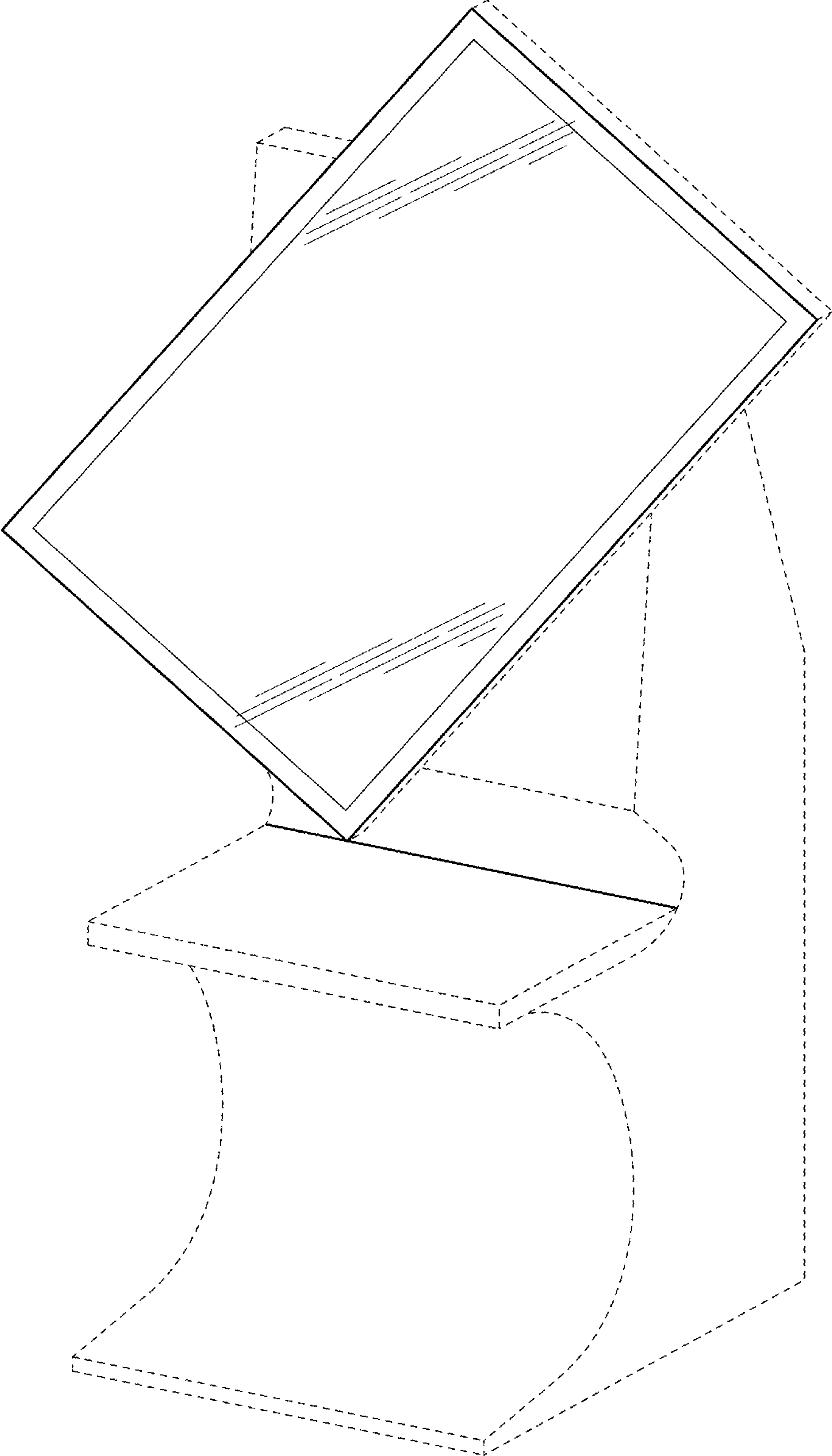


FIG. 2

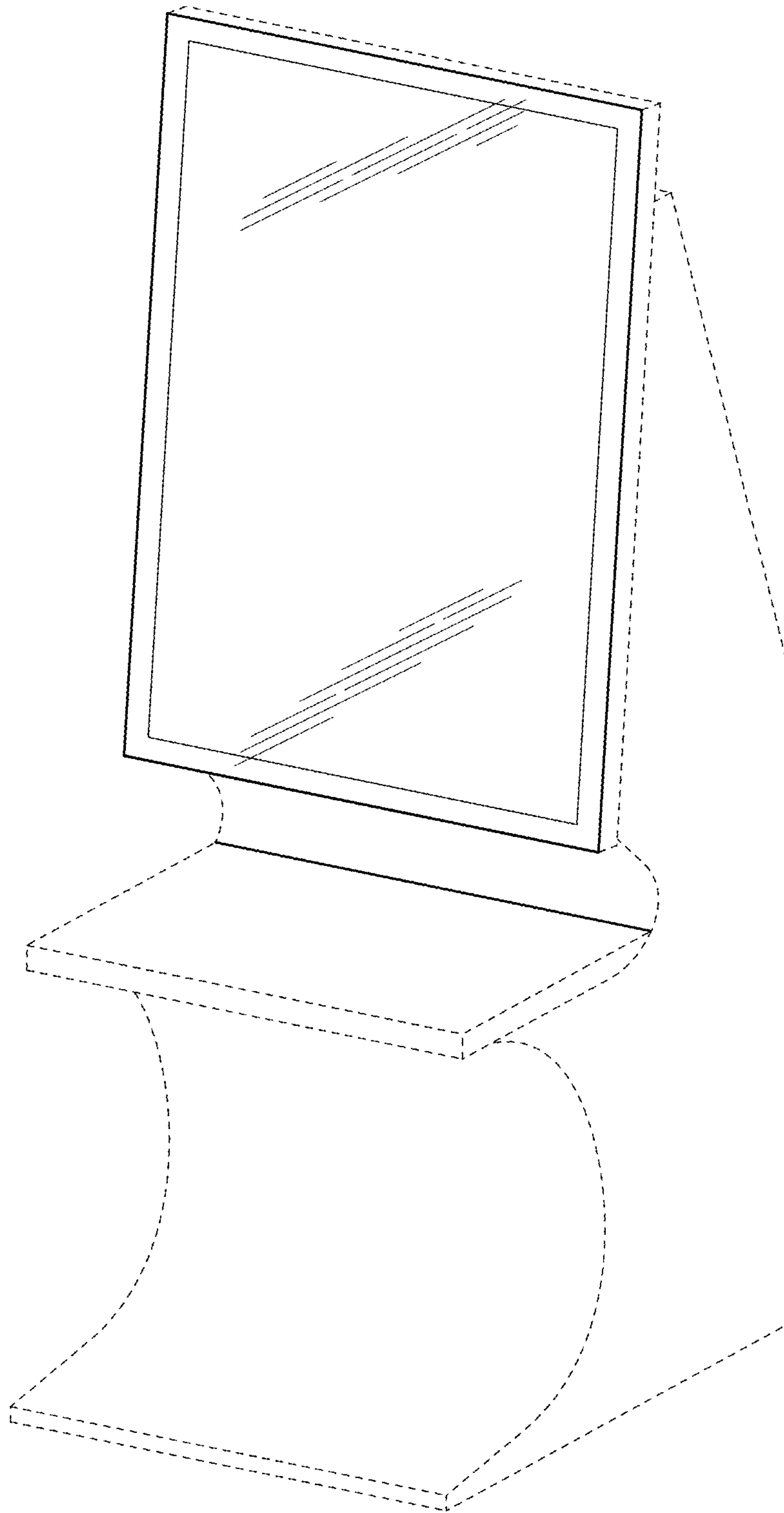


FIG. 3

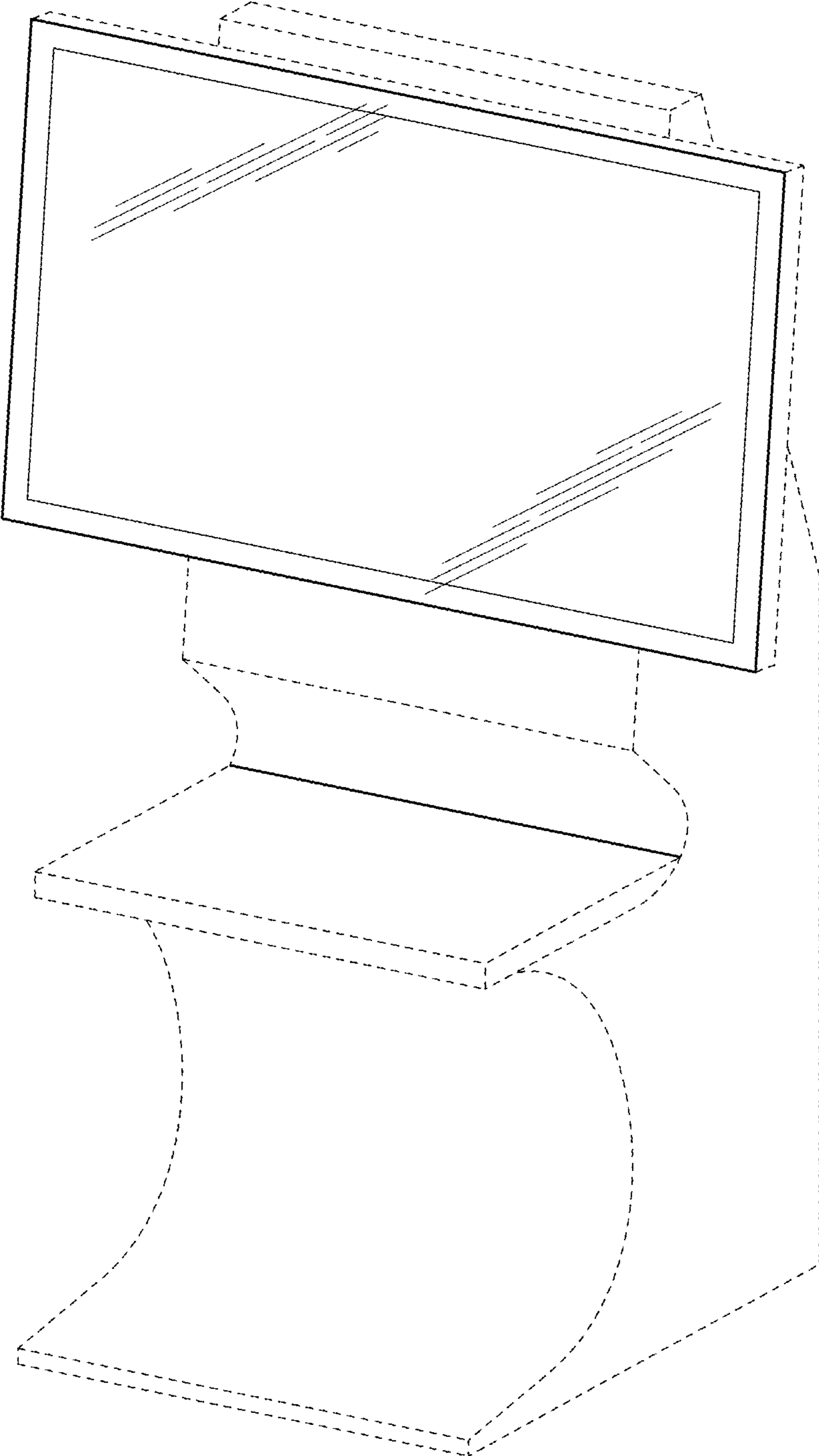


FIG. 4

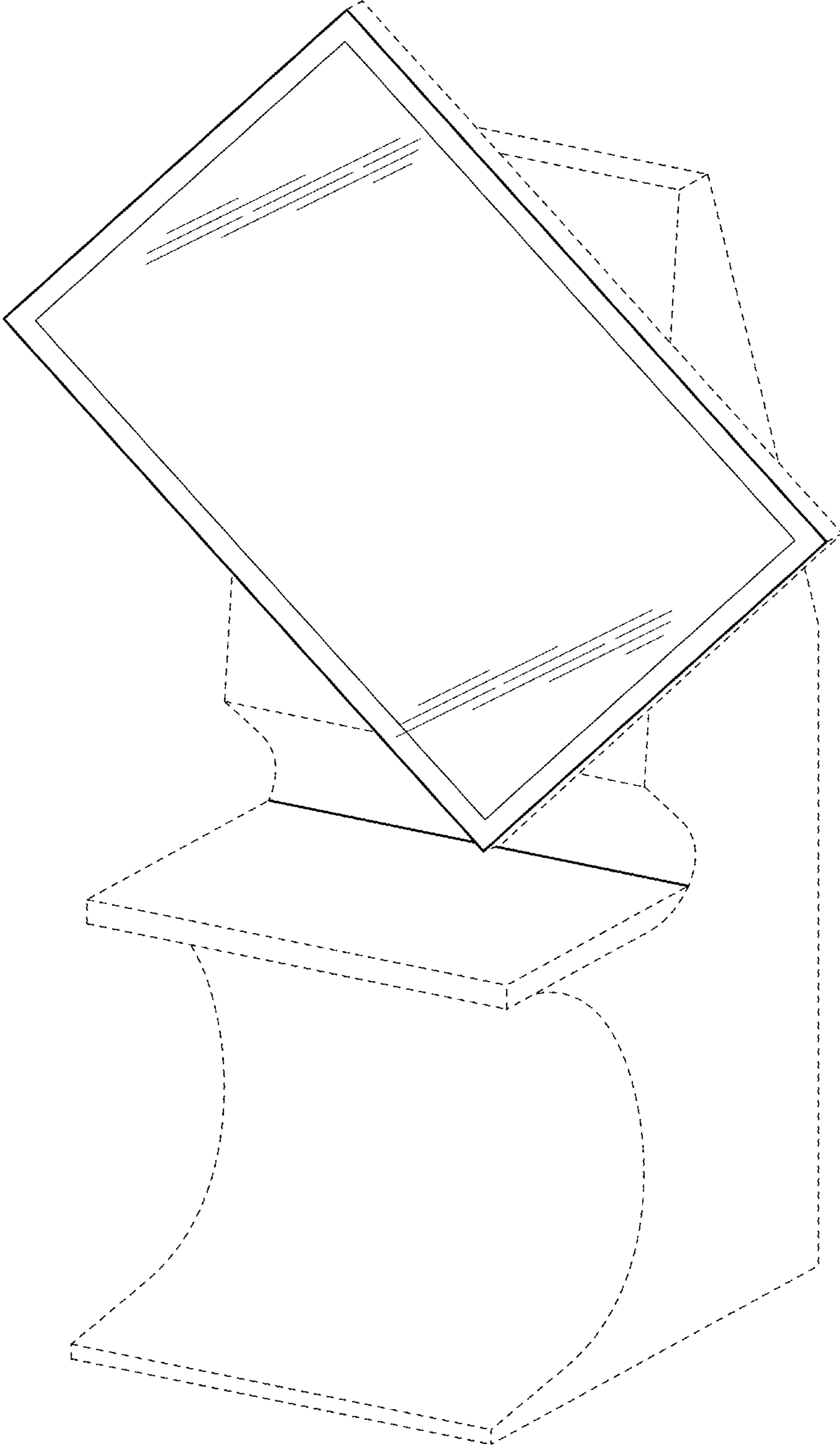


FIG. 5

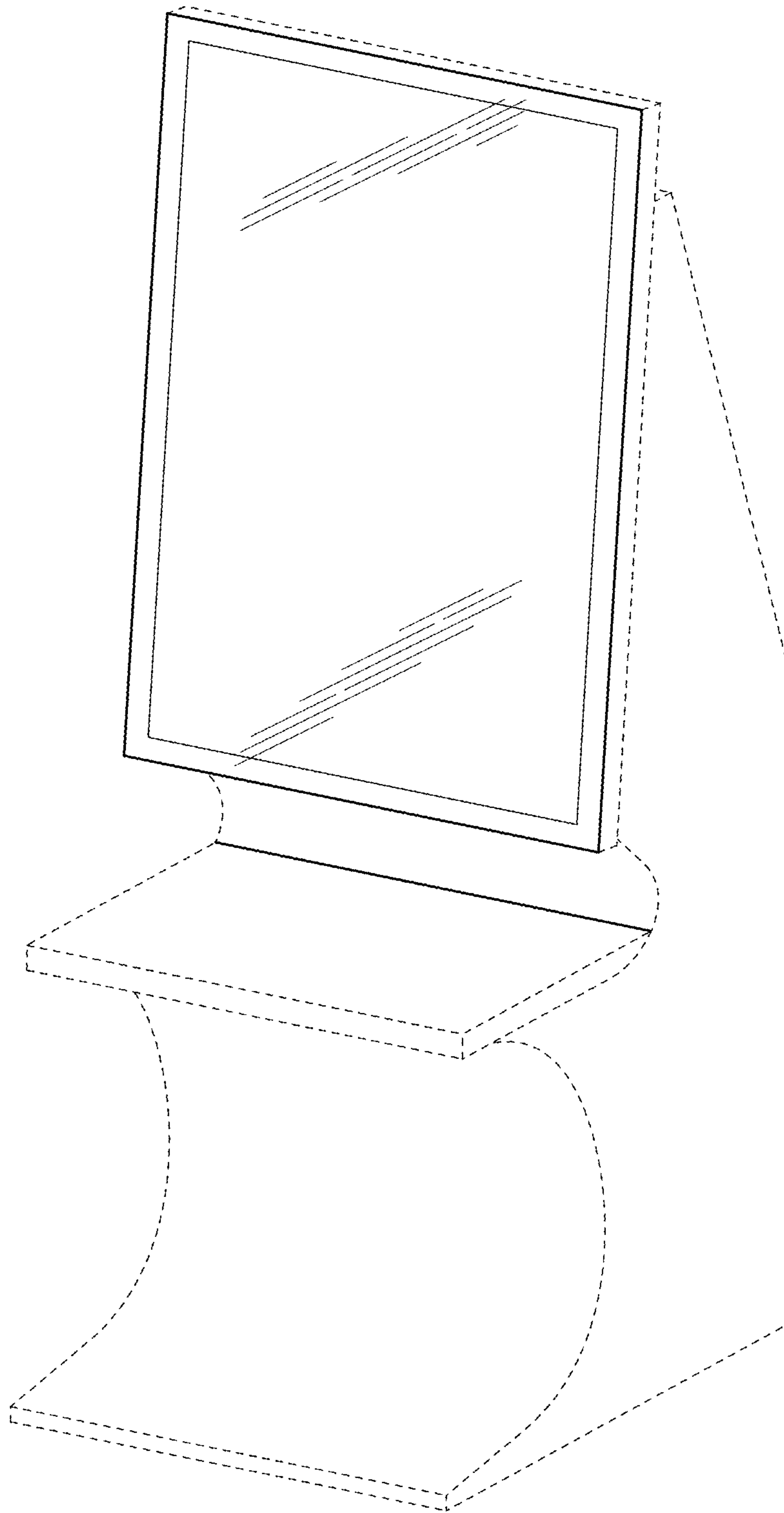


FIG. 6