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United States Patent [19]

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Kato et al.

[45] Date of Patent: **** Aug. 17, 1999**

[54] VIDEO GAME MACHINE

D. 380,501	7/1997	Osterhout et al.	D14/117.9 X
D. 387,392	12/1997	Lien	D14/117.9
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5,213,327	5/1993	Kitaue	273/148 B

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[73] Assignee: **Sega Enterprises, Ltd.**, Tokyo, Japan

[**] Term: **14 Years**

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[21] Appl. No.: **29/095,947**

[57] CLAIM

[22] Filed: **Nov. 2, 1998**

The ornamental design for the video game machine, as shown and described.

[30] Foreign Application Priority Data

DESCRIPTION

May 14, 1998 [JP] Japan 10-13795

[51] **LOC (6) Cl.** **21-01**

[52] **U.S. Cl.** **D21/324; D14/117.9**

[58] **Field of Search** D21/324, 328-333;
D14/117.1, 117.9; 273/148 B; 463/1, 29-35,
43-47

FIG. 1 is a front, top and right side perspective view of a video game machine showing our new design;

FIG. 2 is a bottom, rear and left side perspective view thereof;

FIG. 3 is a front elevational view thereof;

FIG. 4 is a rear elevational view thereof;

FIG. 5 is a top plan view thereof;

FIG. 6 is a bottom plan view thereof;

FIG. 7 is a right side elevational view thereof; and,

FIG. 8 is a left side elevational view thereof.

[56] References Cited

U.S. PATENT DOCUMENTS

D. 320,624	10/1991	Taylor	D21/331
D. 375,126	10/1996	Ikenaga	D21/330

1 Claim, 6 Drawing Sheets

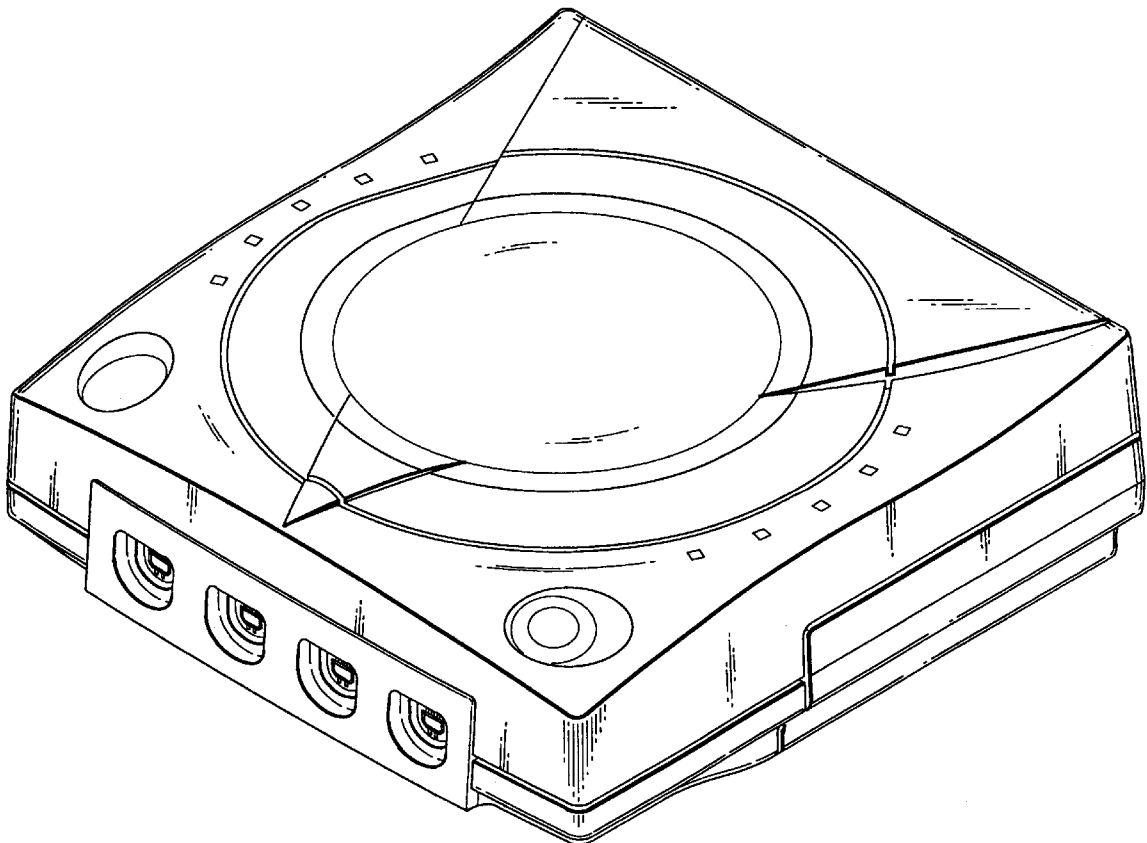


FIG. 1

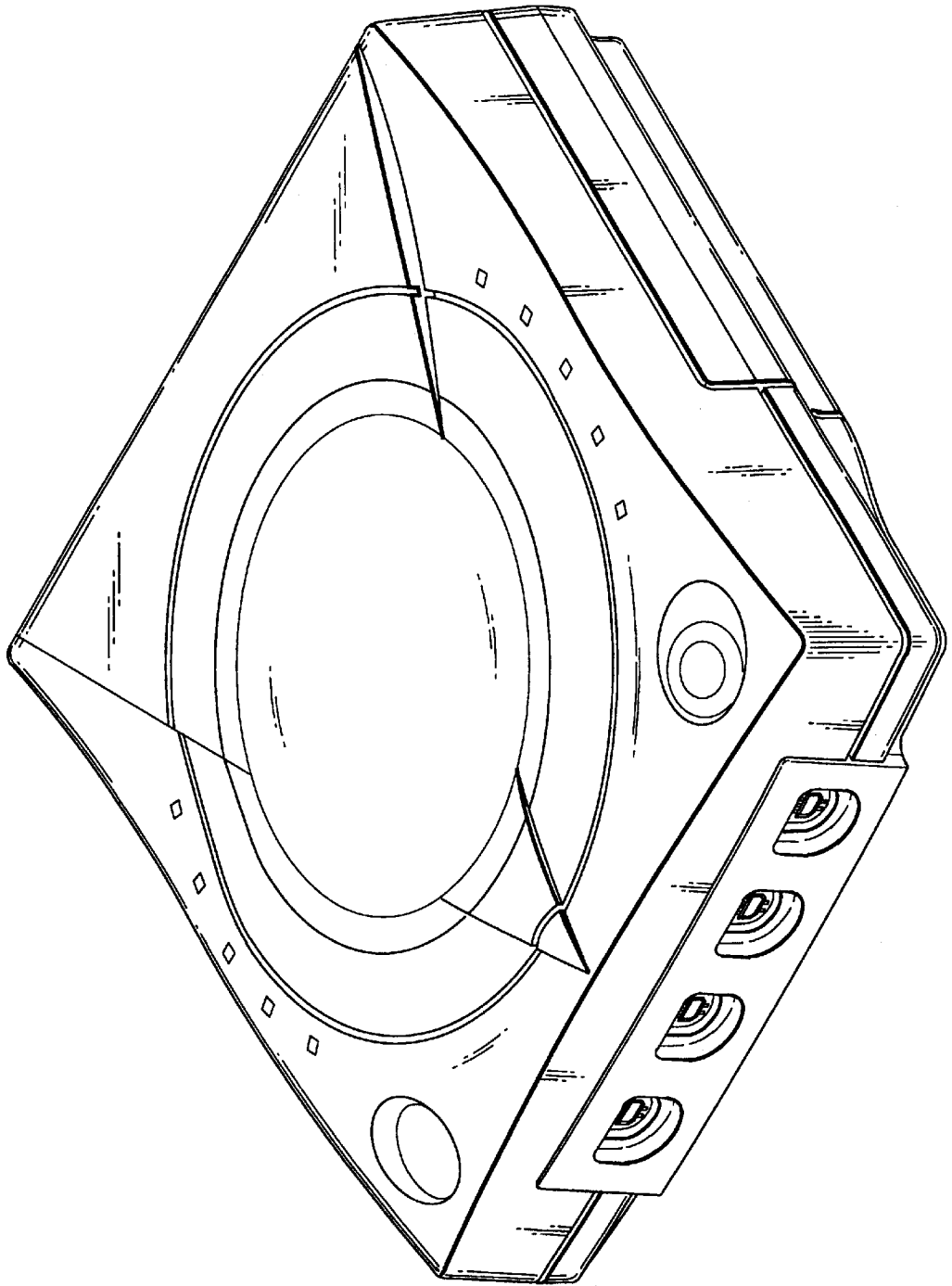


FIG. 2

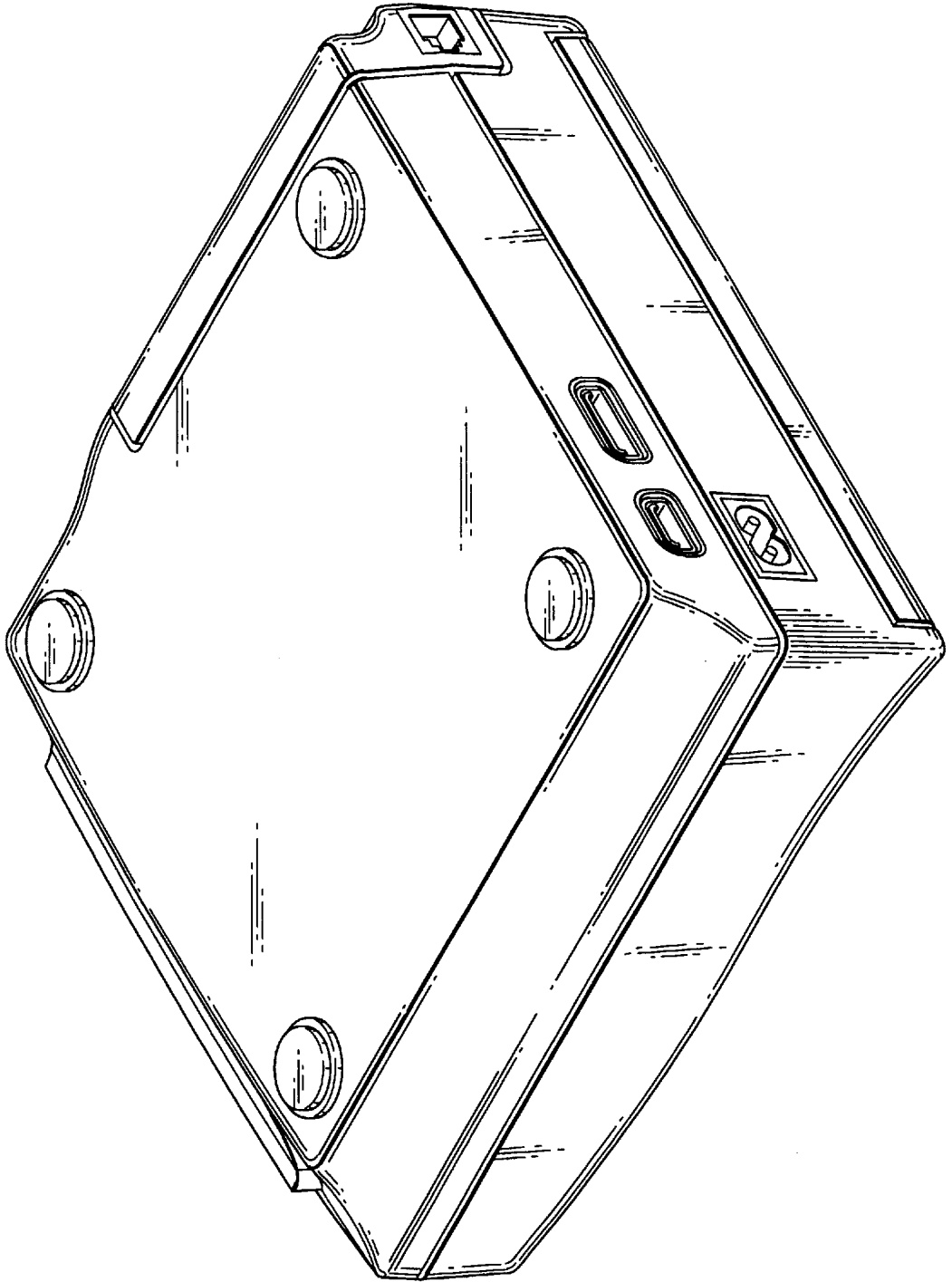


FIG. 3

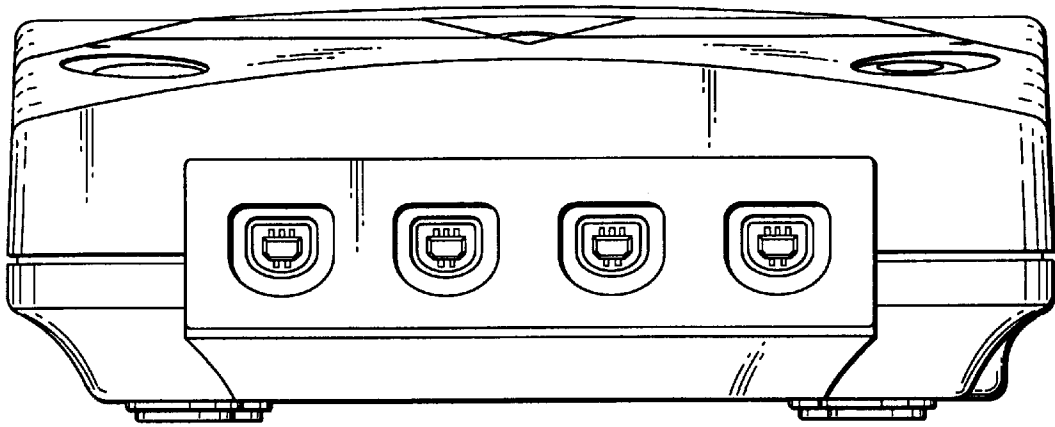


FIG. 4

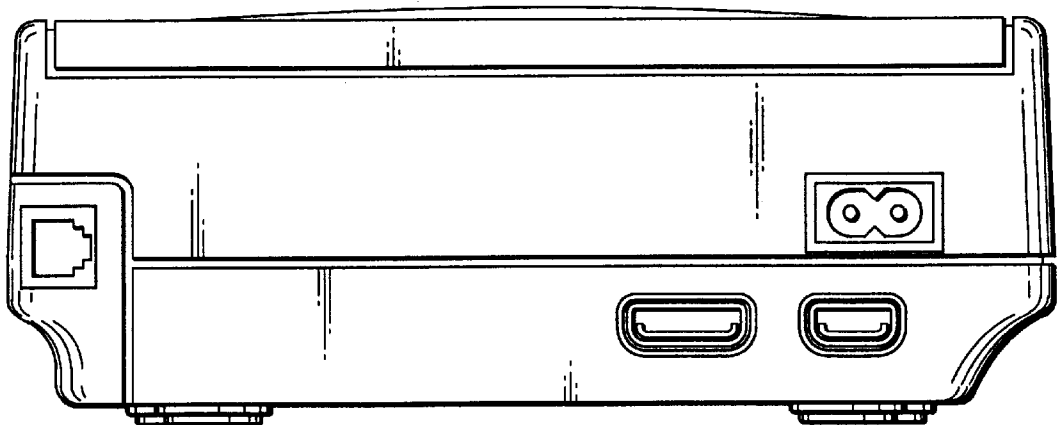


FIG. 5

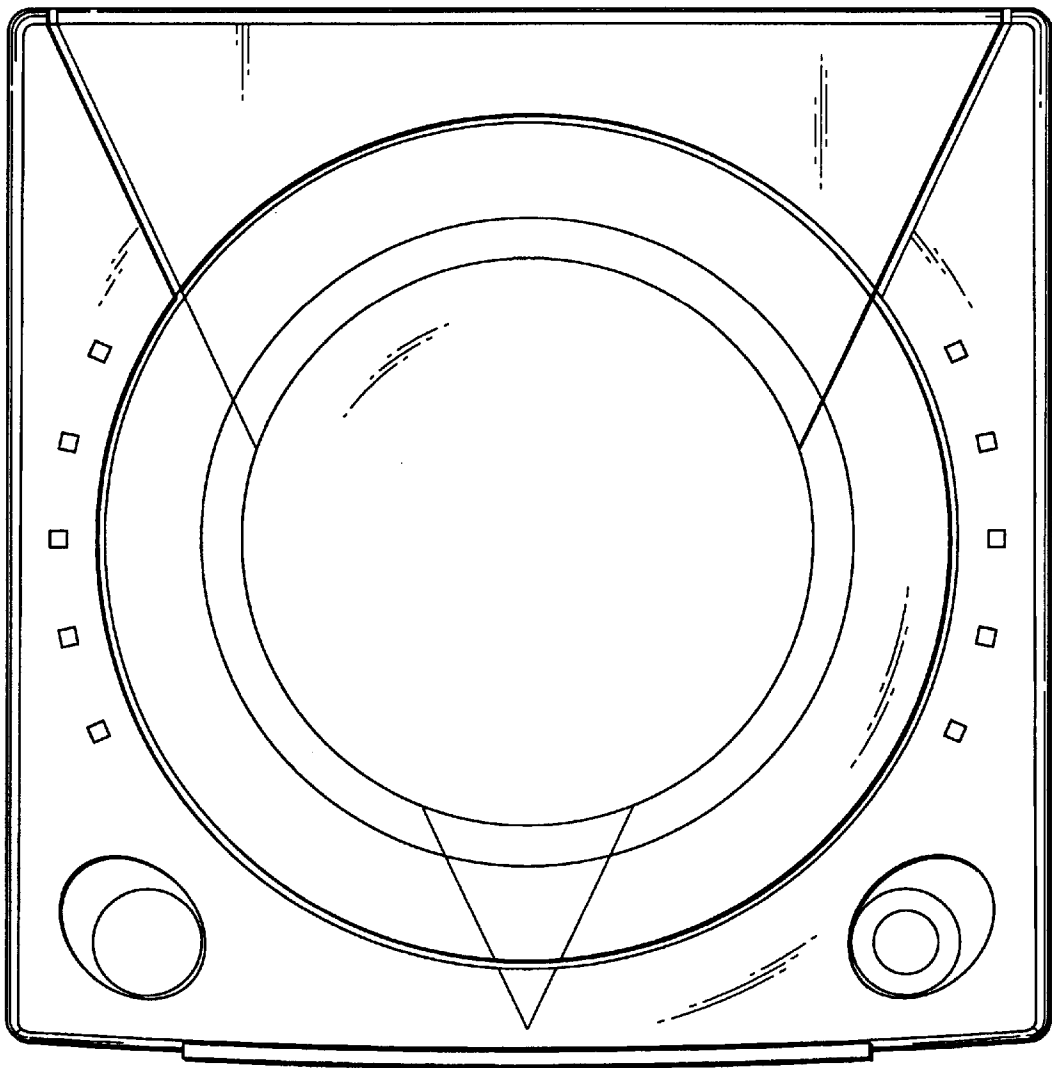


FIG. 6

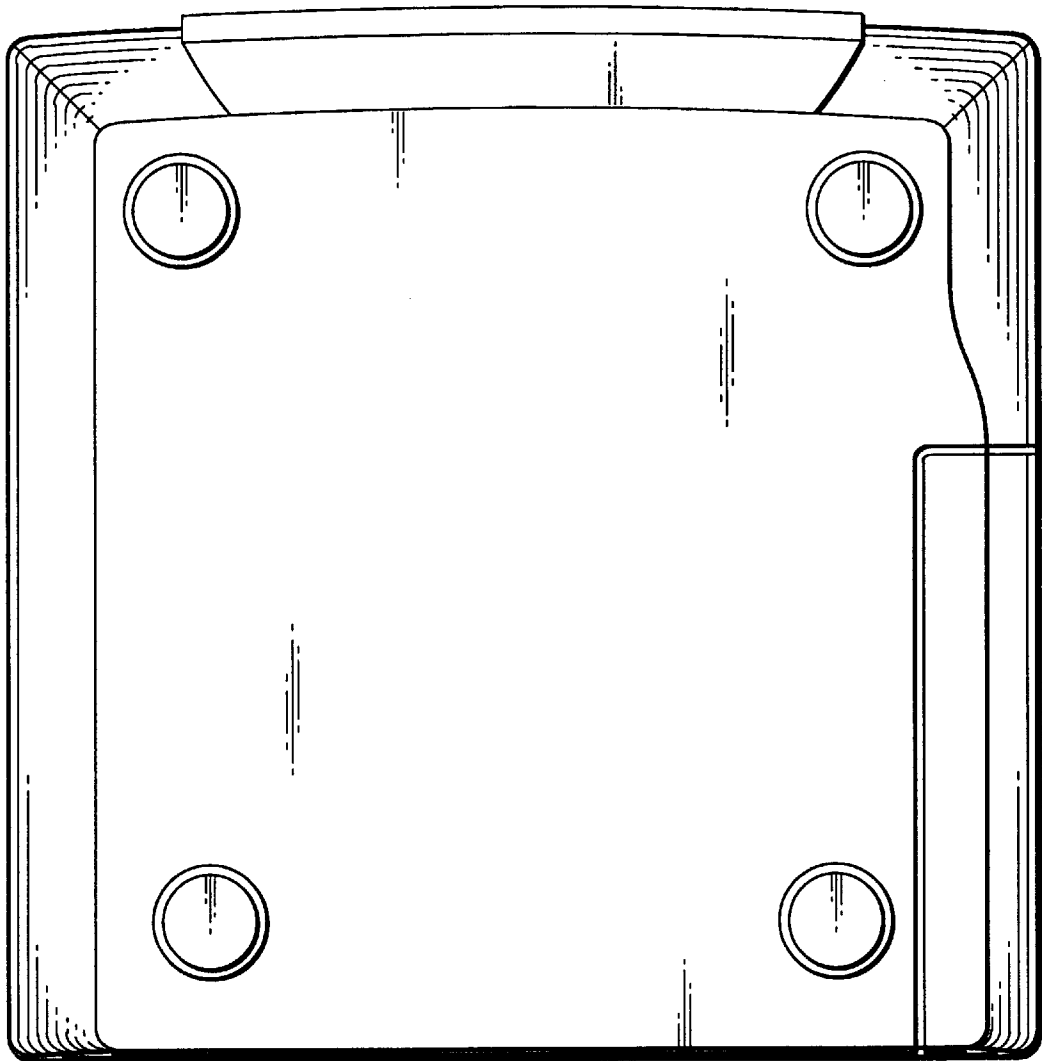


FIG. 7

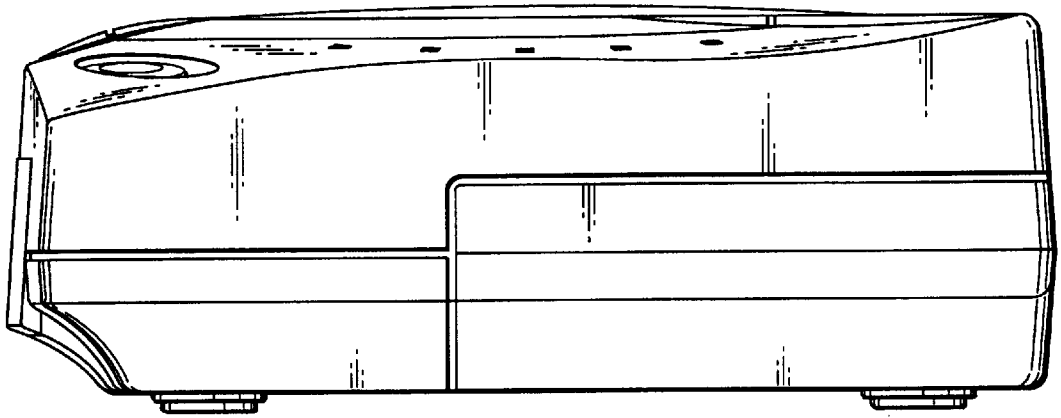


FIG. 8

