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United States Patent [19]

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Aoki et al.

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[54] VIDEO GAME MACHINE
[75] Inventors: **Shigemitsu Aoki**, Odawara; **Yutaka Okumura**; **Akitoshi Oikawa**, both of Tokyo, all of Japan

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

Nintendo 64/64 Bit, Jun. 1996.

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

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[21] Appl. No.: **84,556**

[57] CLAIM

[22] Filed: **Mar. 5, 1998**

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

[30] Foreign Application Priority Data

Sep. 10, 1997 [JP] Japan 9-67332

DESCRIPTION

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

[52] U.S. Cl. **D21/329**

[58] Field of Search D21/324, 329,
D21/330, 332; D14/124, 125; 273/148 B;
463/1, 30-35, 43-47

FIG. 1 is a front, bottom and left side perspective view of a video game machine showing our new design; FIG. 2 is a top, rear and right 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 left side elevational view thereof; and, FIG. 8 is a right side elevational view thereof.

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1 Claim, 6 Drawing Sheets

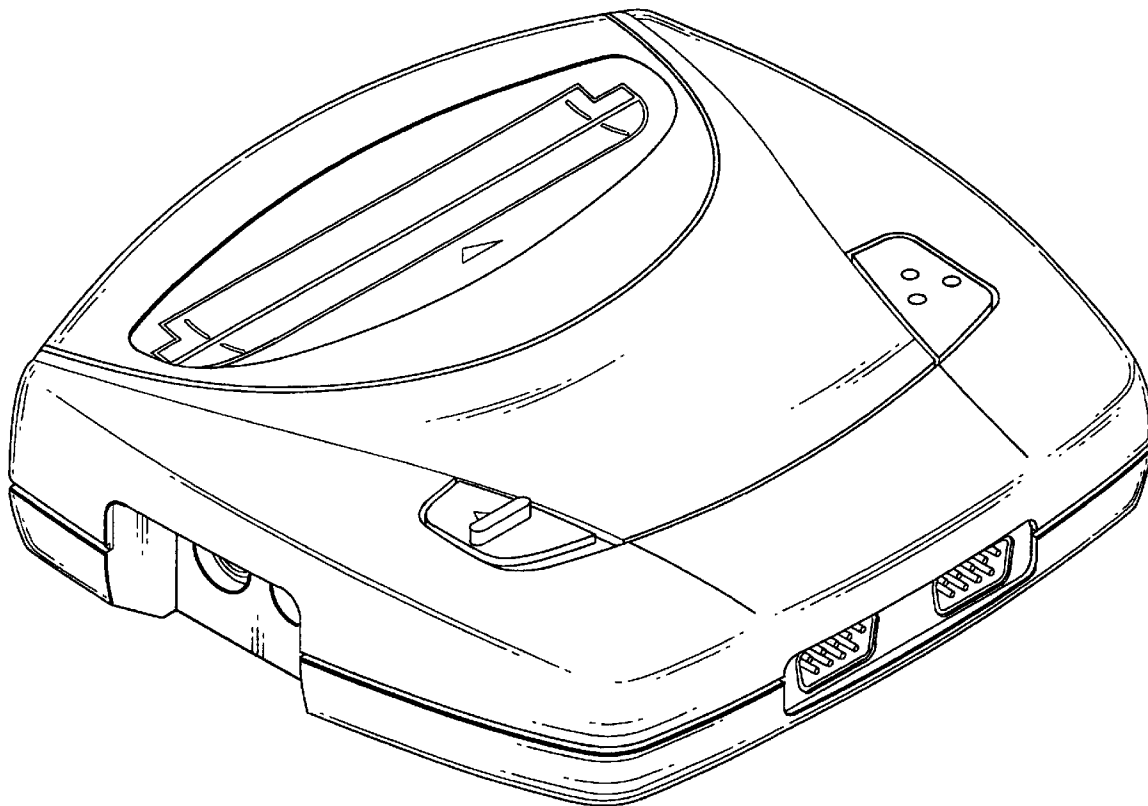


FIG. 1

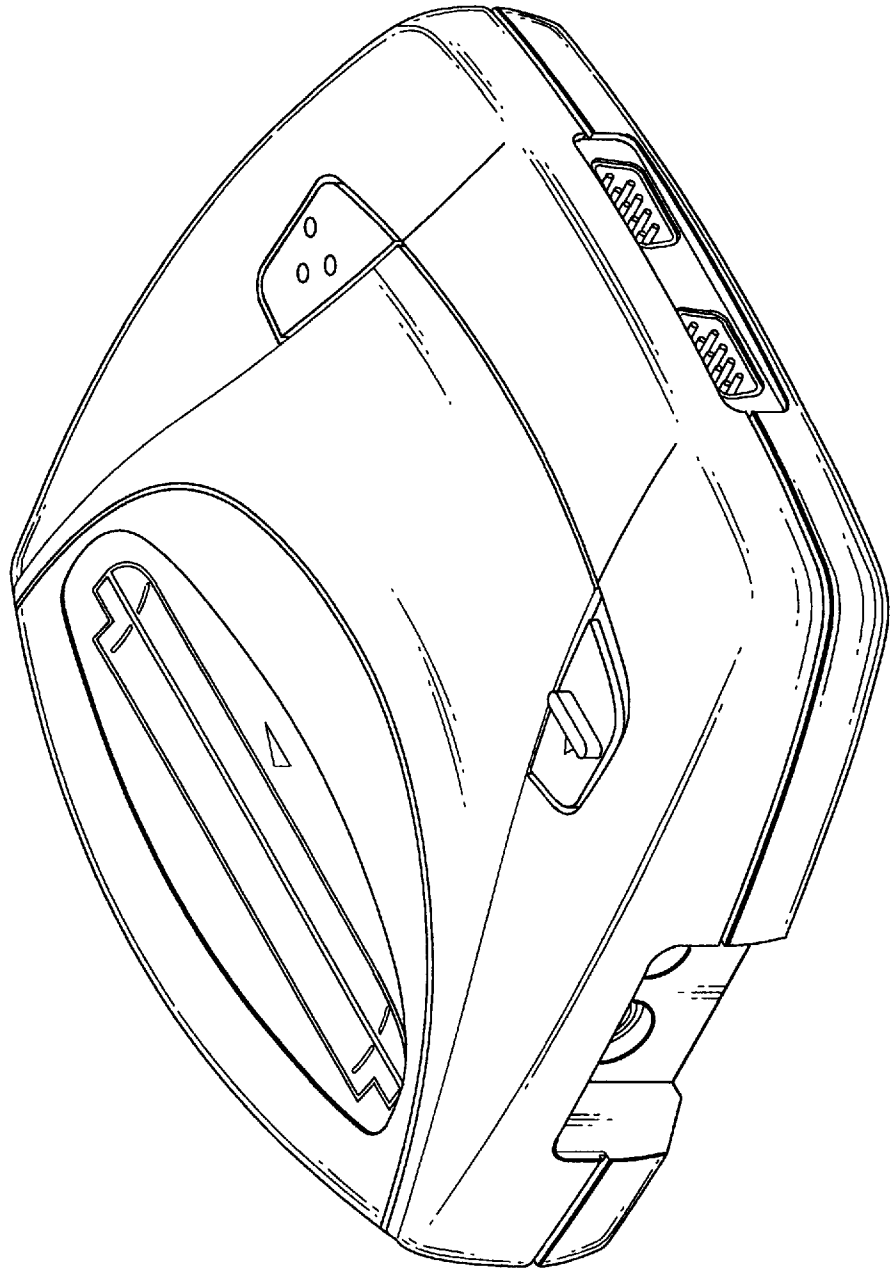


FIG. 2

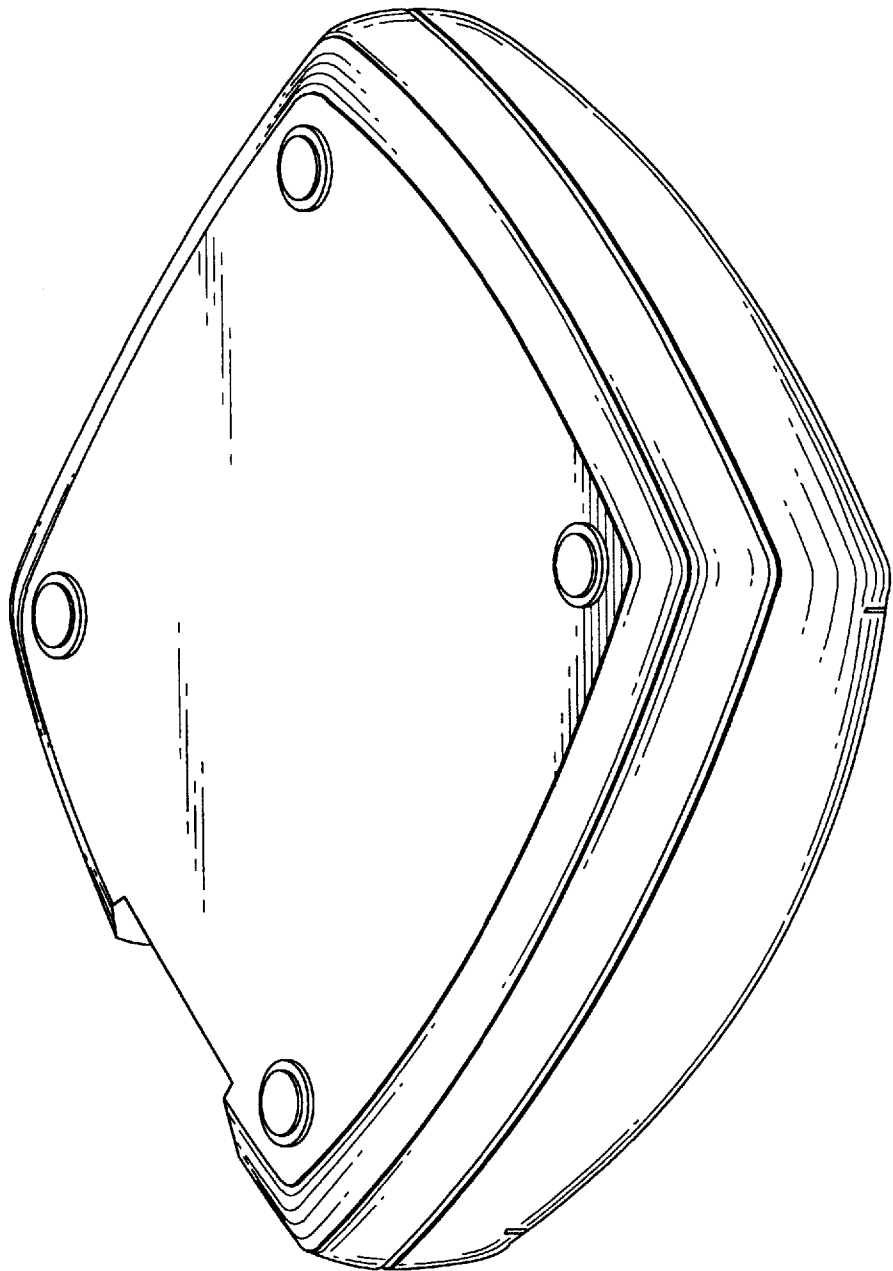


FIG. 3

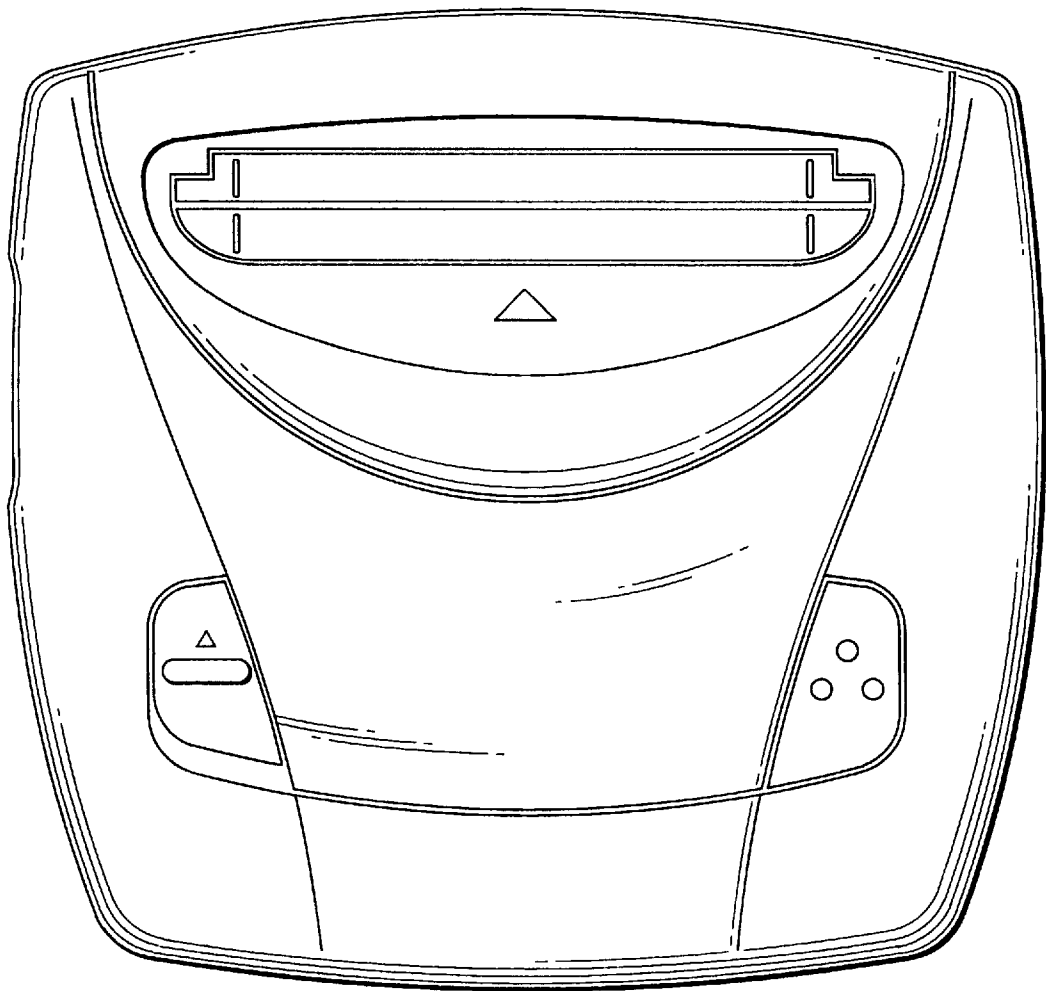


FIG. 4

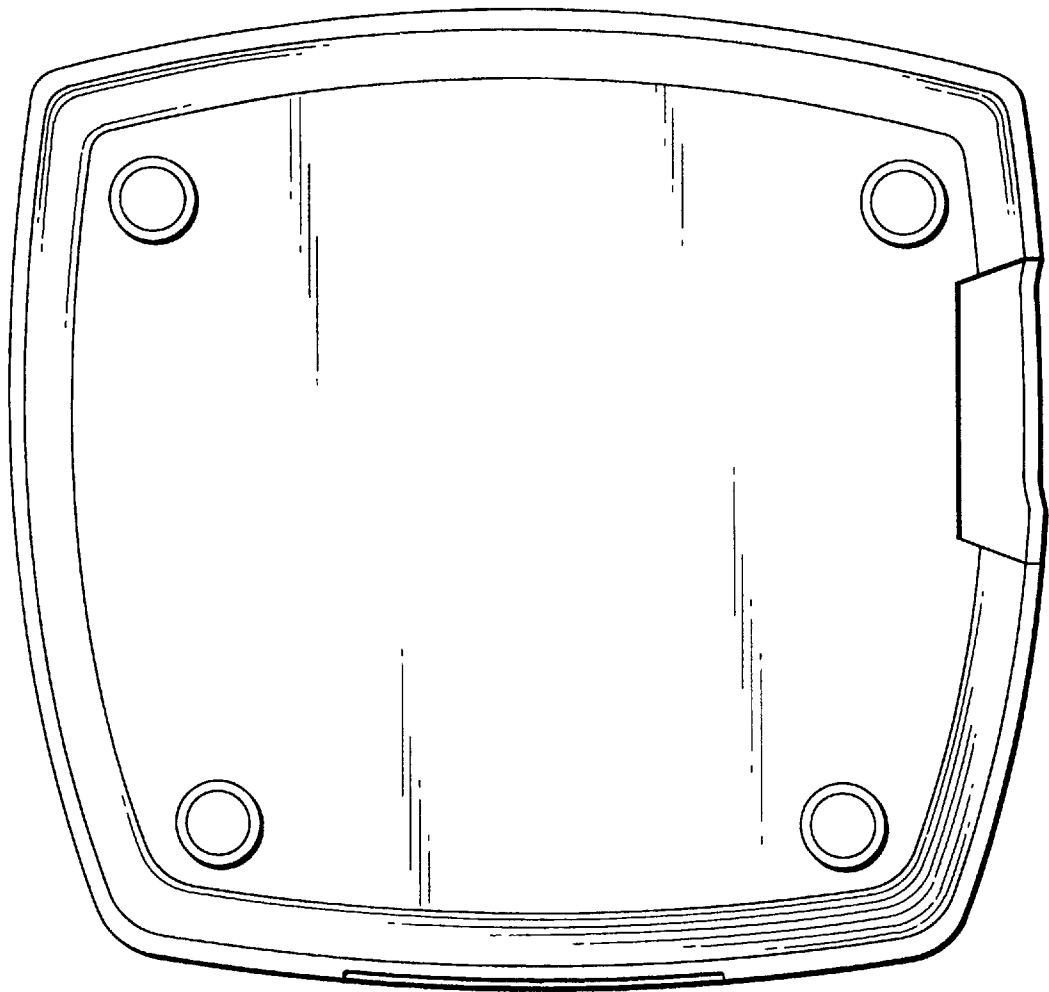


FIG. 5

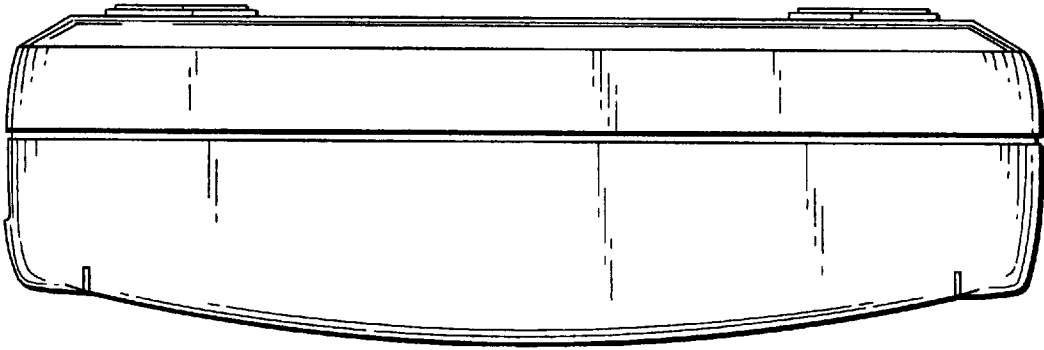


FIG. 6

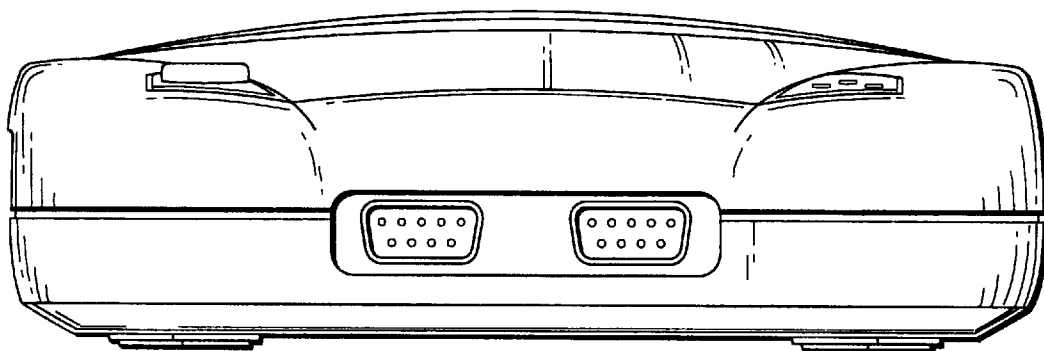


FIG. 7

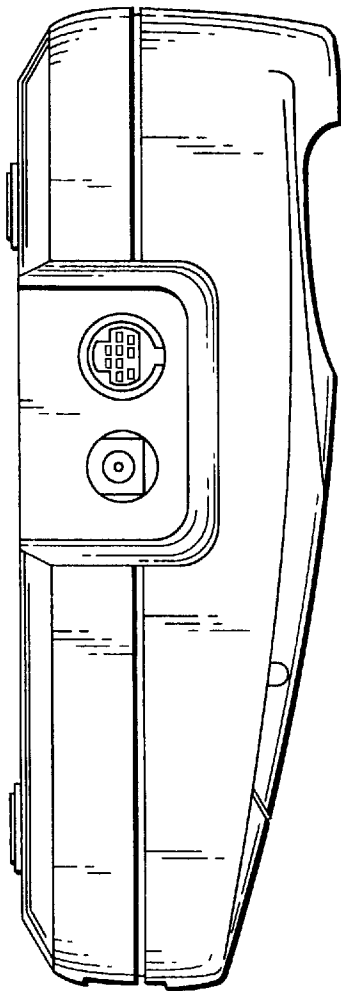


FIG. 8

