



US00D383801S

United States Patent [19] Oikawa

[11] Patent Number: **Des. 383,801**
[45] Date of Patent: ****Sep. 16, 1997**

[54] **INFRARED RAY RECEIVER FOR VIDEO GAME MACHINE**

D. 336,665 6/1993 Tugendhaft D21/13 X
5,054,771 10/1991 Mansfield 463/47 X
5,325,280 6/1994 Tortola et al. 273/148 B X

[75] Inventor: **Akitoshi Oikawa**, Tokyo, Japan

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

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

[21] Appl. No.: **57,133**

[22] Filed: **Jul. 17, 1996**

[30] **Foreign Application Priority Data**

Jan. 19, 1996 [JP] Japan 8-1145

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

[52] **U.S. Cl.** **D21/48**

[58] **Field of Search** D21/1, 13, 48;
273/148 B, 148 R; 43/30-36, 40-47; D14/217,
114, 424, 426

[56] **References Cited**

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D. 270,075 8/1983 Ysuyuki D21/13
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Primary Examiner—Prabhakar G. Deshmukh
Attorney, Agent, or Firm—Michael N. Meller

[57] CLAIM

The ornamental design for an infrared ray receiver for video game machine, as shown and described.

DESCRIPTION

FIG. 1 is a perspective view of an infrared ray receiver for video game machine showing my new design;
FIG. 2 is a front view thereof;
FIG. 3 is a rear view thereof;
FIG. 4 is a top view thereof;
FIG. 5 is a bottom view thereof;
FIG. 6 is a right side view thereof, the left side view being a mirror image of the right side; and,
FIG. 7 is an enlarged vertical sectional view thereof taken along line 7—7 the inside mechanism being omitted.

1 Claim, 3 Drawing Sheets

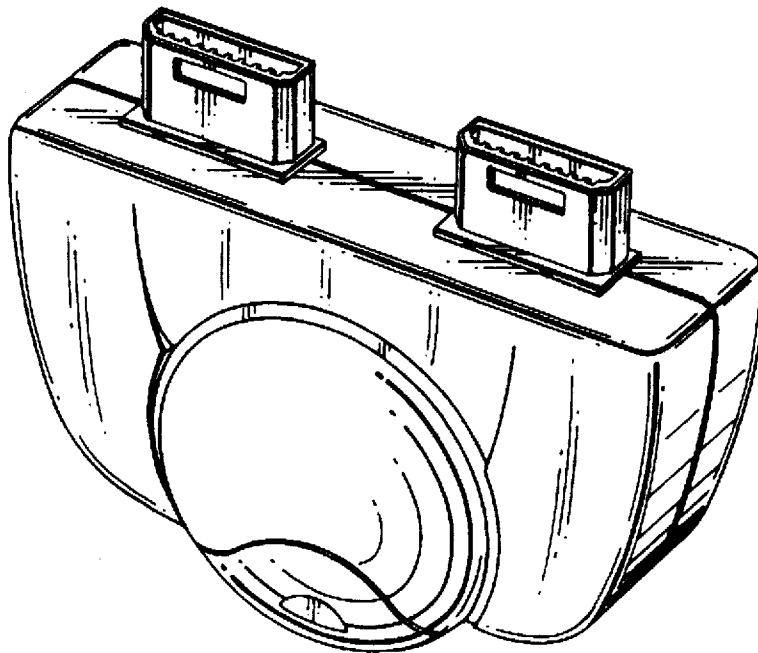


FIG. 1

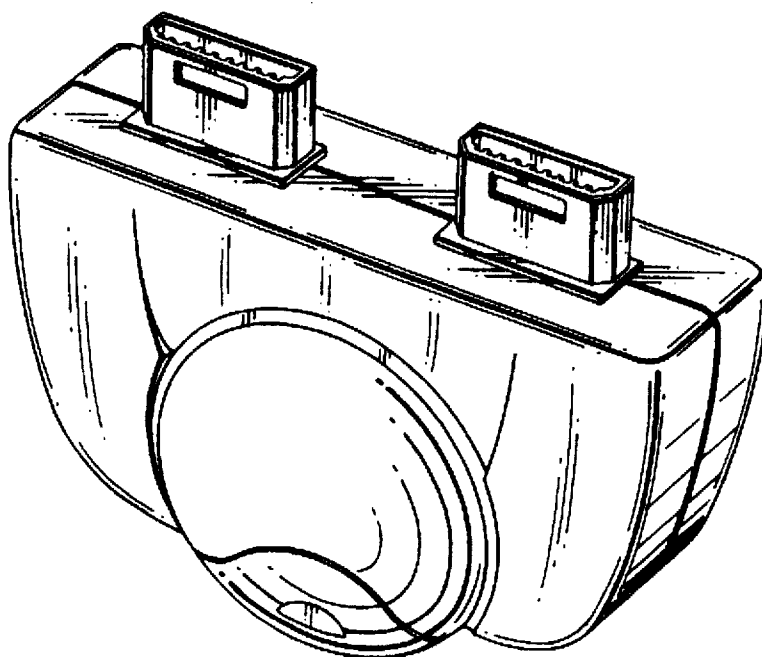


FIG. 2

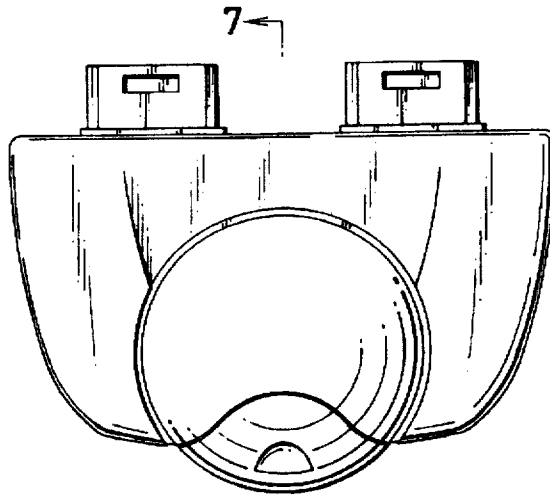


FIG. 3

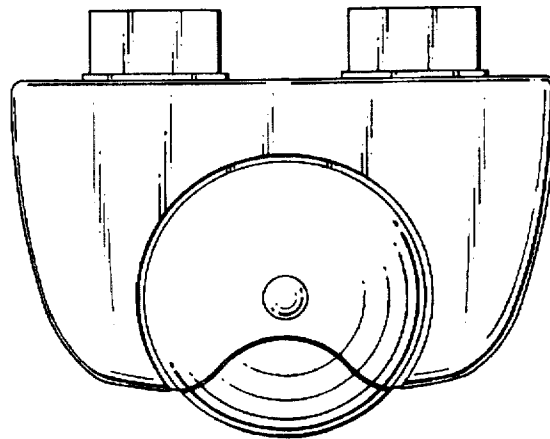


FIG. 4

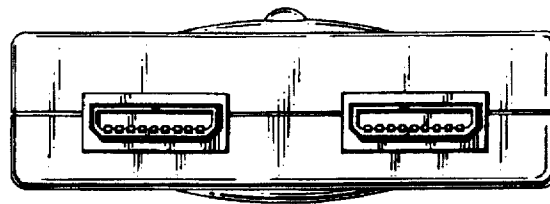


FIG. 5

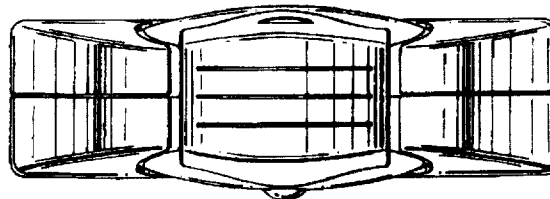


FIG. 6

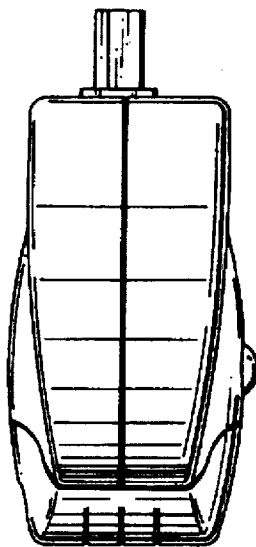


FIG. 7

