



US00D784457S

(12) **United States Design Patent**
Fung

(10) **Patent No.:** **US D784,457 S**

(45) **Date of Patent:** **** Apr. 18, 2017**

(54) **VIDEOGAME STATION**

(71) Applicant: **Kin Hei Marco Fung**, Burnaby (CA)

(72) Inventor: **Kin Hei Marco Fung**, Burnaby (CA)

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

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(80) **Hague Agreement Data**

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(51) **LOC (10) Cl.** **21-01**

(52) **U.S. Cl.**

USPC **D21/333; D21/324**

(58) **Field of Classification Search**

USPC D21/324-333, 686, 662, 335, 385,
D21/694-697; 273/148 B, 440, 442,
273/454-456, 459; 463/1, 30-35, 36, 46,
463/47; 345/156-163; 434/61; 700/90;
710/303; D14/356, 217, 218, 251, 454,
D14/434, 439

CPC .. A63F 9/00; A63F 11/00; A63F 13/02; A63F
13/08; A63F 13/20; A47B 23/00; A47B
7/00; A47B 97/00

See application file for complete search history.

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Primary Examiner — Zenia Bennett

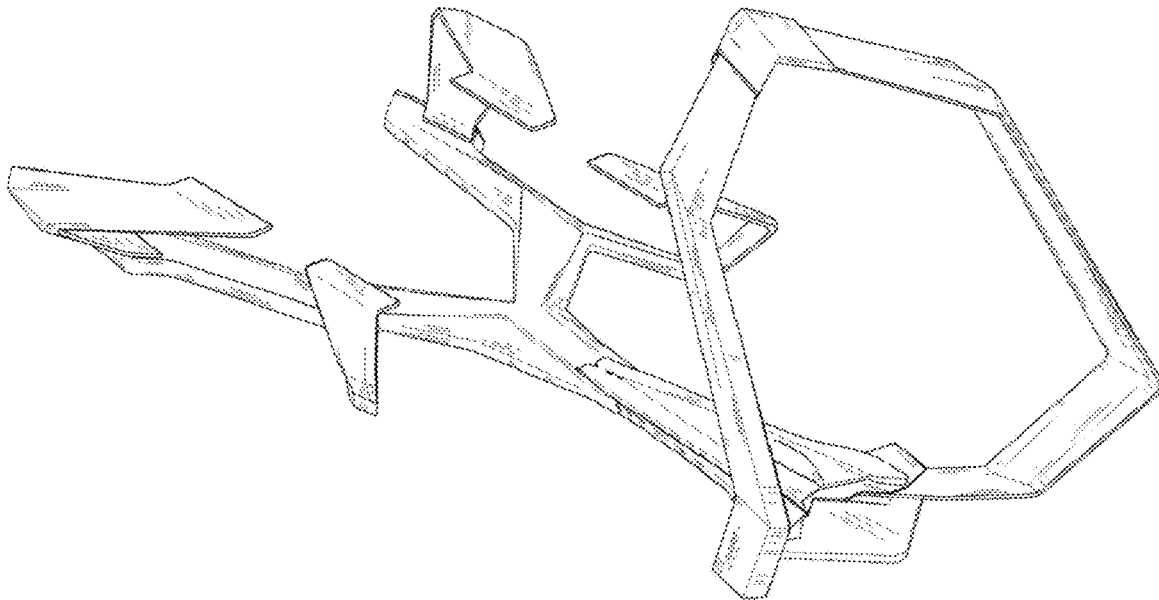
(57) **CLAIM**

The ornamental design for a videogame station, as shown and described.

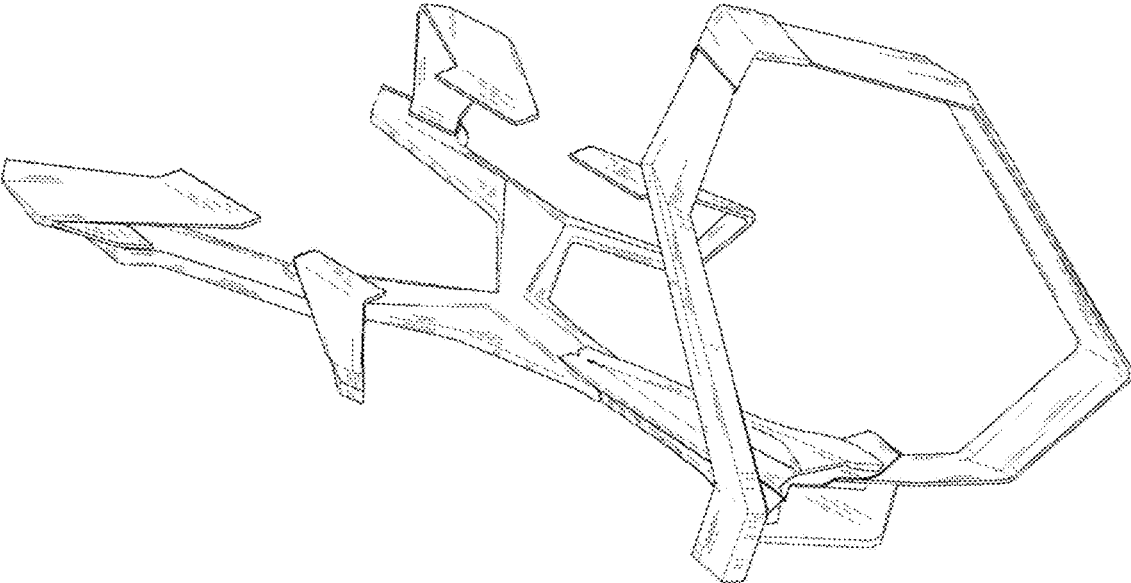
DESCRIPTION

Fig. 1.1 is a perspective view;
Fig. 1.2 is a top plan view;
Fig. 1.3 is a front elevation view;
Fig. 1.4 is a left elevation view;
Fig. 1.5 is a rear elevation view;
Fig. 1.6 is a right side elevation view;
Fig. 1.7 is another perspective view.

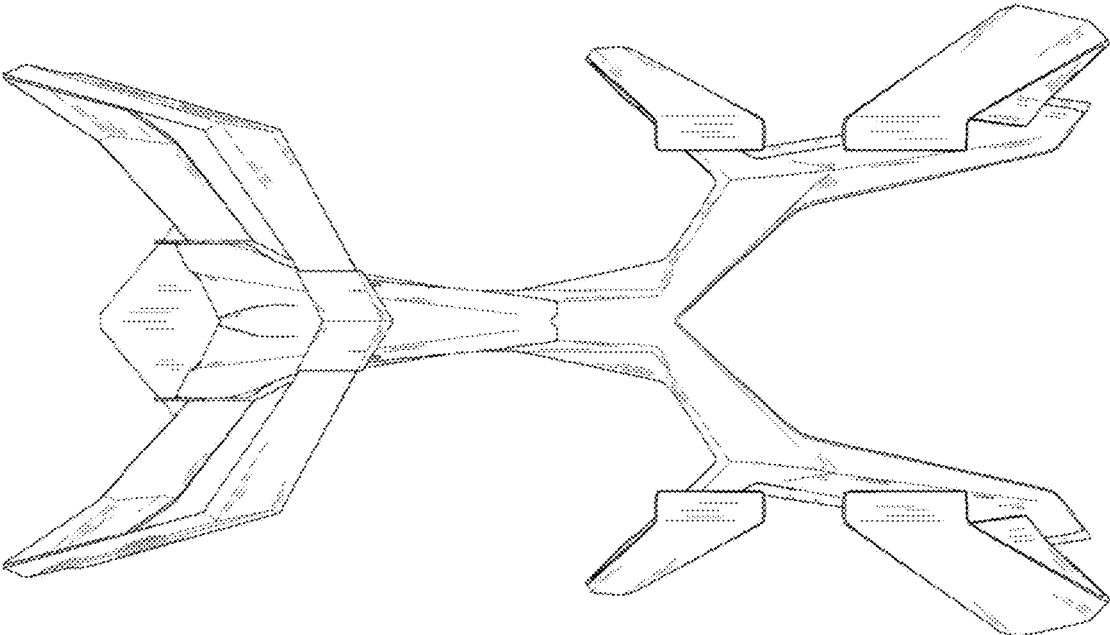
1 Claim, 7 Drawing Sheets



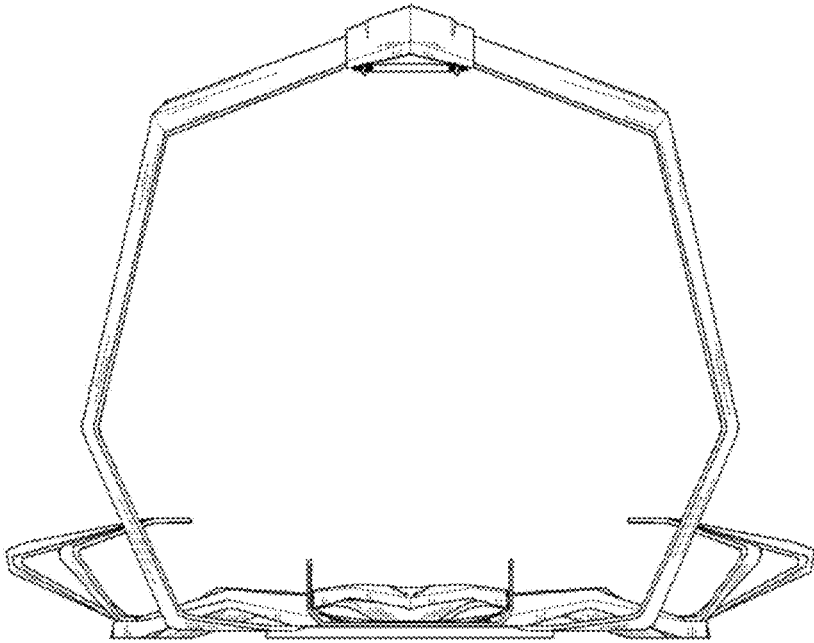
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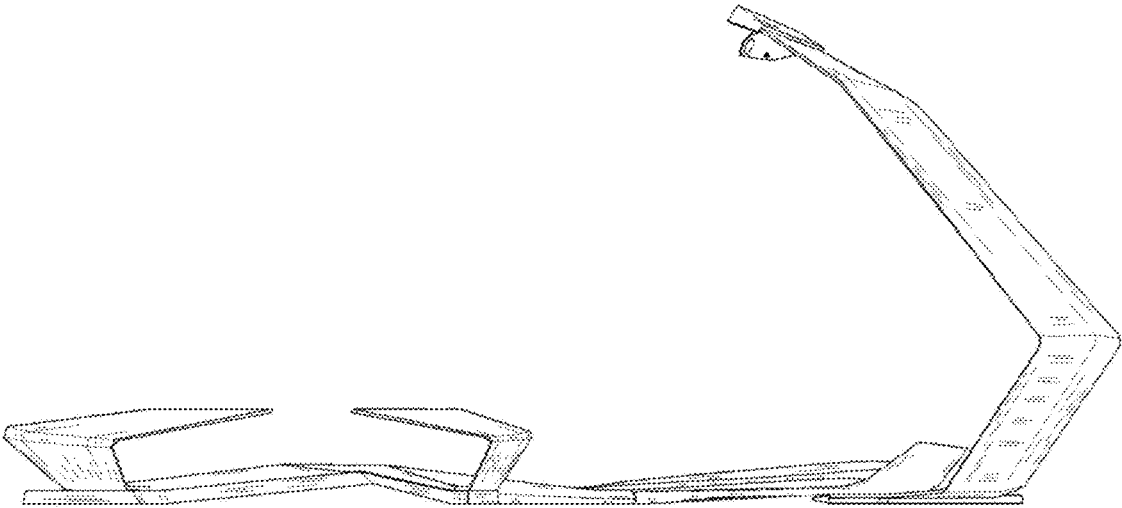
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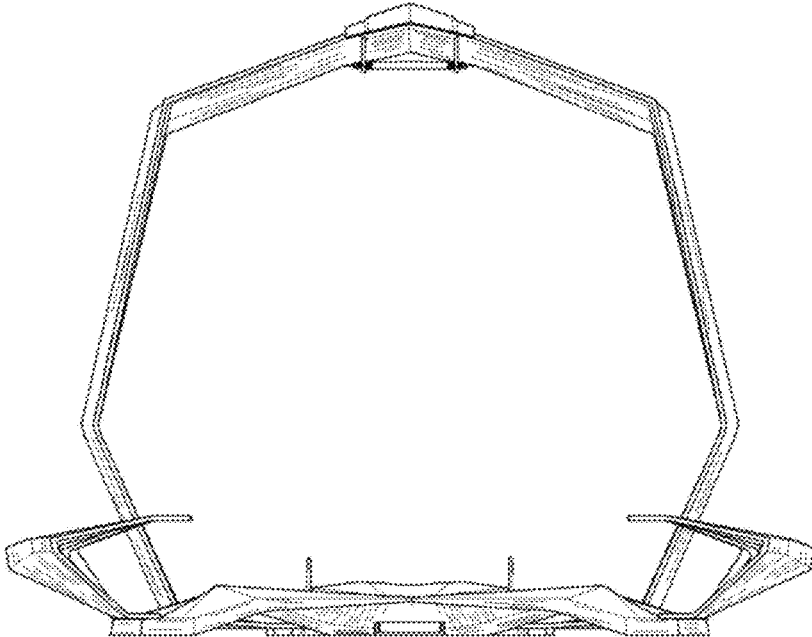
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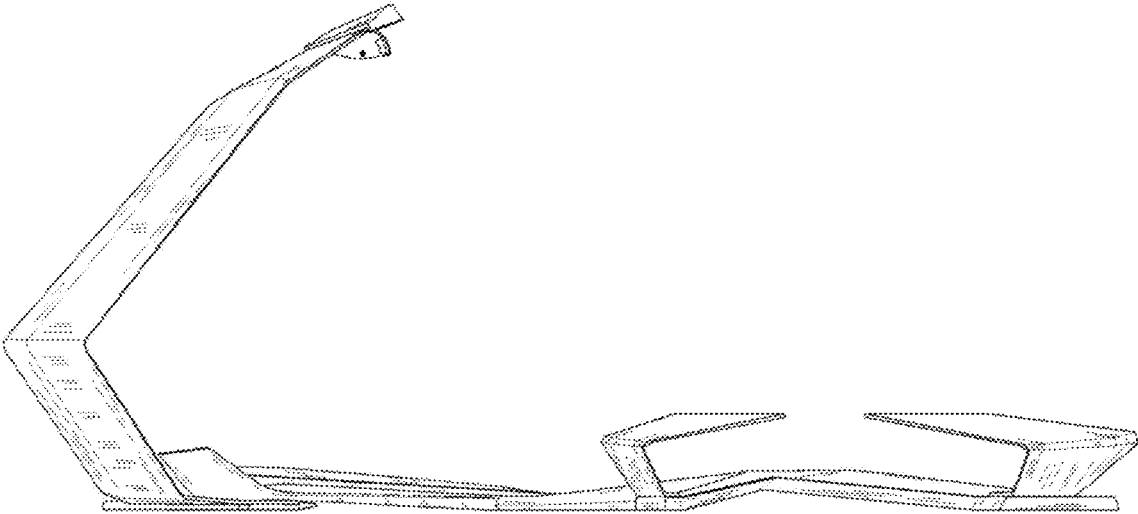
1.4



1.5



1.6



1.7

