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# (54) GAMING MACHINE ARCHWAY WITH OVERHEAD DISPLAY SCREEN

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(\*\*) Term: 15 Years

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#### Related U.S. Application Data

- (60) Division of application No. 29/709,031, filed on Oct. 10, 2019, now Pat. No. Des. 1,006,121, which is a continuation-in-part of application No. 29/698,535, filed on Jul. 17, 2019, now Pat. No. Des. 1,006,118.
- (51) LOC (15) Cl. ...... 21-03
- (52) **U.S. Cl.**

USPC ...... **D21/369** 

(58) Field of Classification Search

USPC ...... D21/369, 370; D20/10 CPC ..... A63F 13/2145; A63F 13/26; A63F 13/35; G07F 17/3211

See application file for complete search history.

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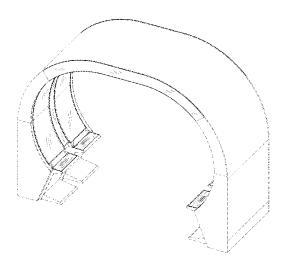
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#### (57) CLAIM

The ornamental design for a gaming machine archway with overhead display screen, as shown and described.

#### DESCRIPTION

The present application is also related to U.S. Patent Application Ser. No. 62/913,504, filed Oct. 10, 2019, entitled "Electronic Gaming Machine Archways Including Pluralities of Curved Display Devices," U.S. patent application Ser. No. 29/709,025, filed Oct. 10, 2019, entitled "Gaming Machine Archway with Overhead Display Screen," U.S. patent application Ser. No. 29/709,039, filed Oct. 10, 2019, entitled "Gaming Machine Archway with Overhead Display Screen," U.S. Patent Application Ser. No. 62/869,452, filed Jul. 1, 2019, entitled "Electronic Gaming Machine Archways Including Pluralities of Curved Display Devices," U.S. patent application Ser. No. 29/698,539, filed Jul. 17, 2019, entitled "Gaming Machine Archway with Overhead Display Screen," and U.S. patent application Ser. No. 29/698,543, filed Jul. 17, 2019, entitled "Gaming Machine Archway with Overhead Display Screen," the disclosures of which are hereby incorporated by reference in their entireties.

FIG. 1 is a perspective view of a first embodiment of a gaming machine archway with overhead display screen showing the new design;

FIG. 2 is a lower partial perspective view thereof;

FIG. 3 is a front view thereof;

FIG. 4 is a rear view thereof;

FIG. **5** is a left side view thereof; FIG. **6** is a right side view thereof;

FIG. 7 is a top view thereof;

FIG. **8** is a bottom view thereof;

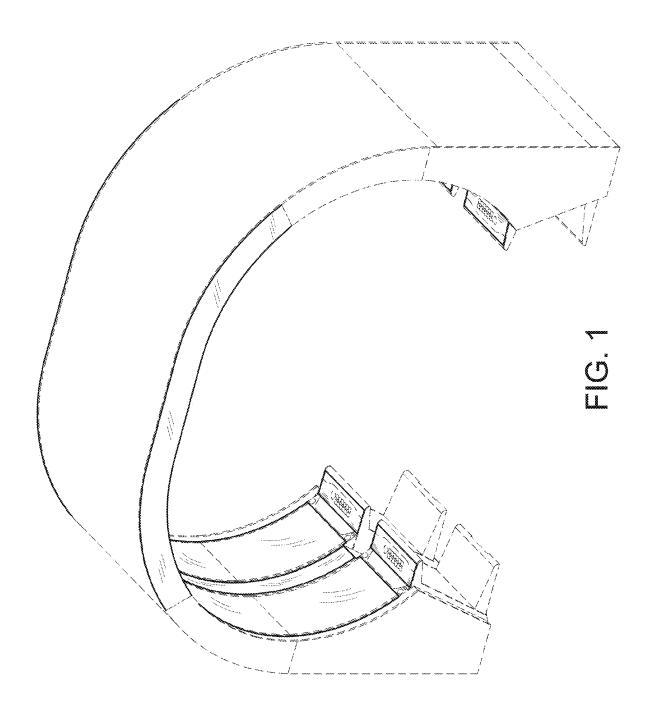
FIG. 9 is a left-facing cross-sectional view thereof taken along line "9-9" of FIG. 3, the right-facing sectional view being a mirror image thereof;

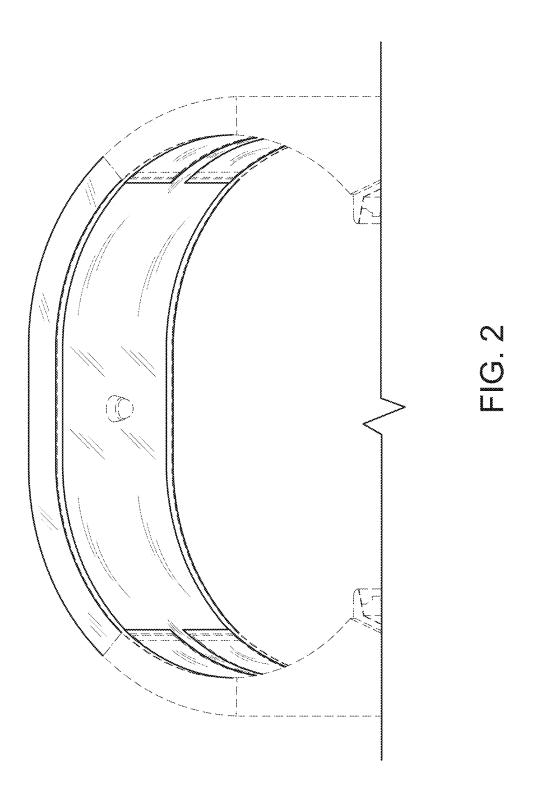
FIG. 10 is a perspective view of a second embodiment of a gaming machine archway with overhead display screen showing the new design;

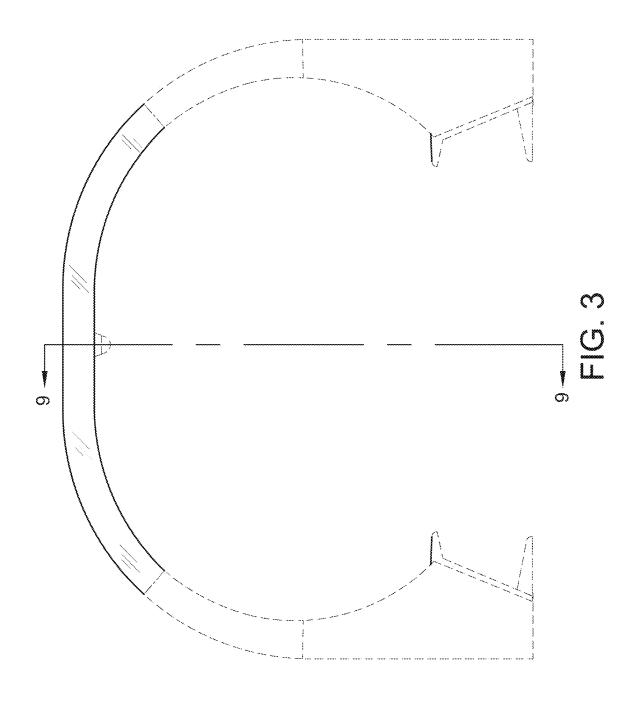
- FIG. 11 is a lower partial perspective view thereof;
- FIG. 12 is a front view thereof;
- FIG. 13 is a rear view thereof;
- FIG. 14 is a left side view thereof;
- FIG. 15 is a right side view thereof;
- FIG. 16 is a top view thereof;
- FIG. 17 is a bottom view thereof; and
- FIG. 18 is a left-facing cross-sectional view thereof taken along line "18-18" of FIG. 12, the right-facing sectional view being a mirror image thereof;
- FIG. 19 is a perspective view of a third embodiment of a gaming machine archway with overhead display screen showing the new design;
- FIG. 20 is a lower partial perspective view thereof;
- FIG. 21 is a front view thereof;
- FIG. 22 is a rear view thereof;
- FIG. 23 is a left side view thereof;
- FIG. 24 is a right side view thereof;
- FIG. 25 is a top view thereof;
- FIG. 26 is a bottom view thereof; and,
- FIG. 27 is a left-facing cross-sectional view thereof taken along line "27-27" of FIG. 21, the right-facing sectional view being a mirror image thereof.

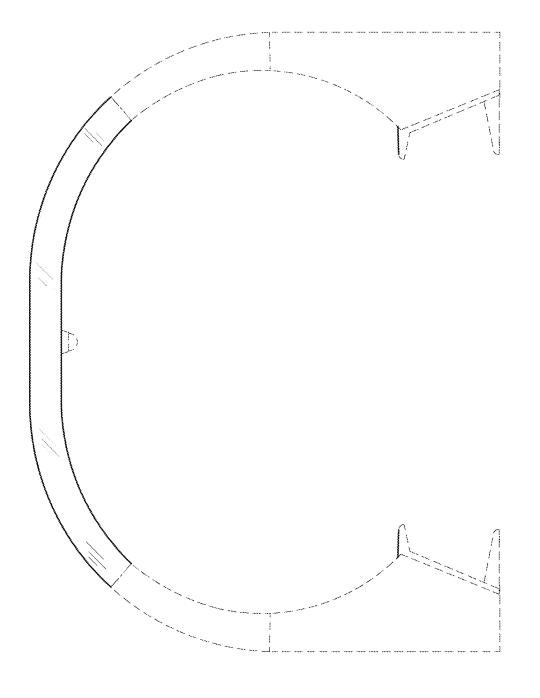
The broken lines illustrate unclaimed environmental features and form no part of the claimed design. The claimed design is shown with a symbolic break in its length. The appearance of any portion of the article between the break lines forms no part of the claimed design.

#### 1 Claim, 25 Drawing Sheets

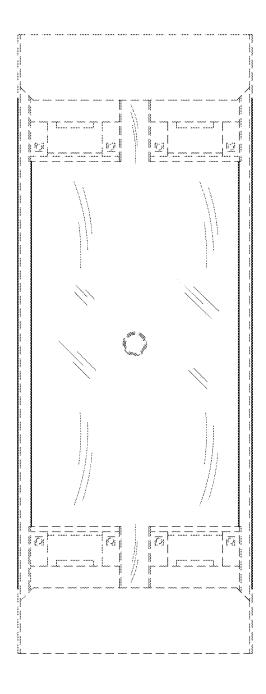


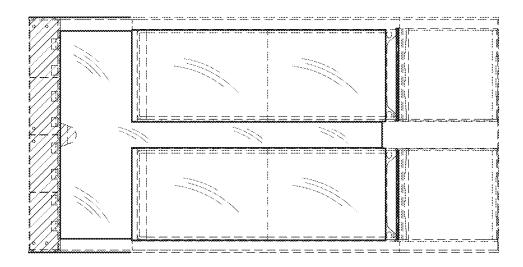


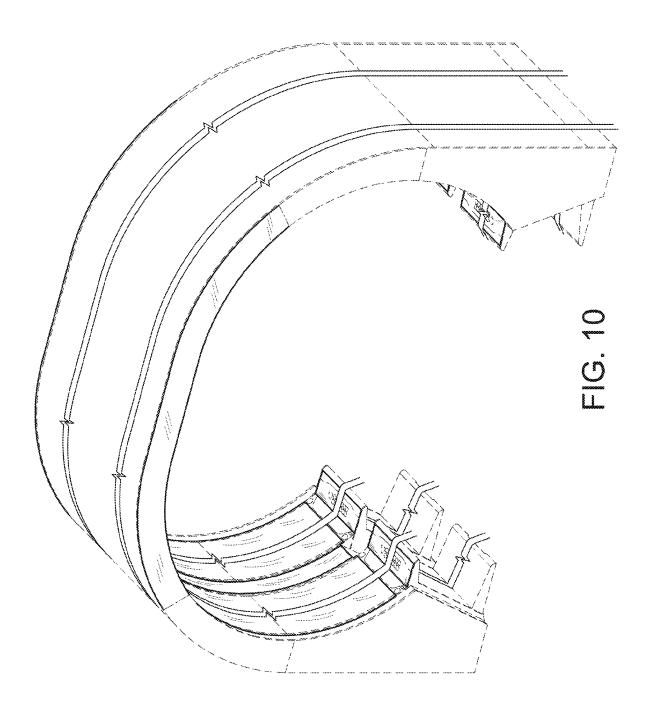


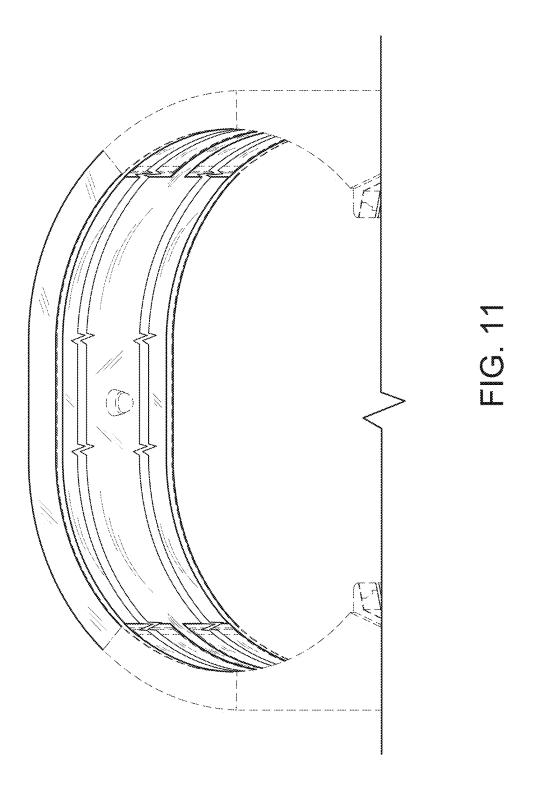


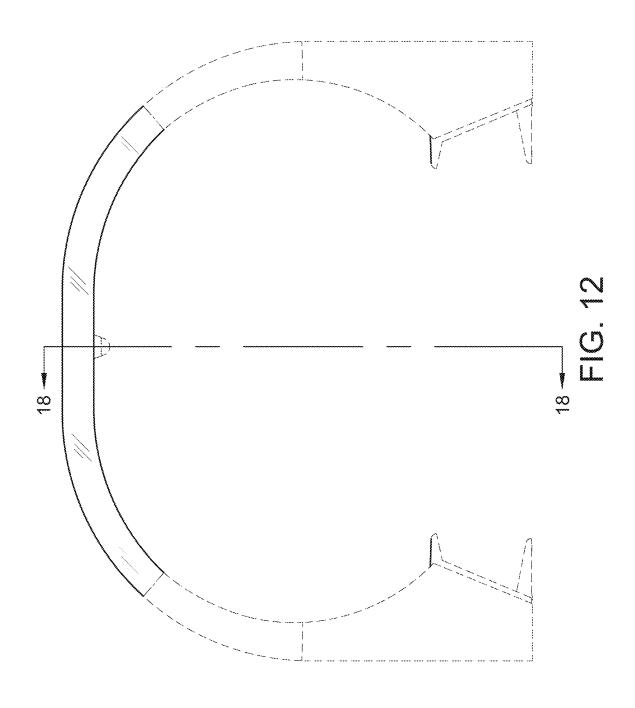


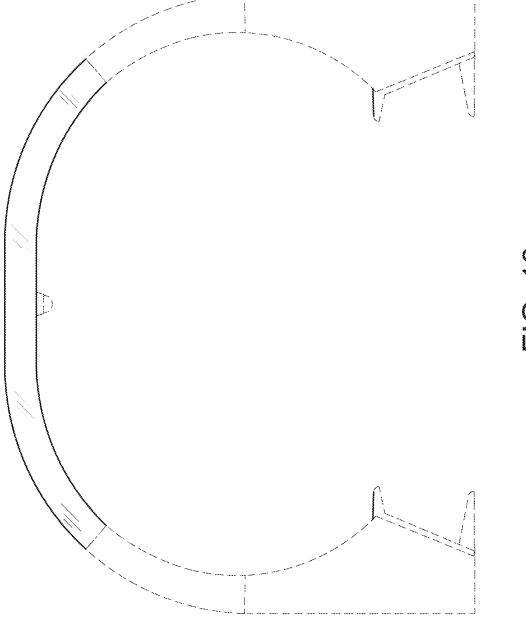


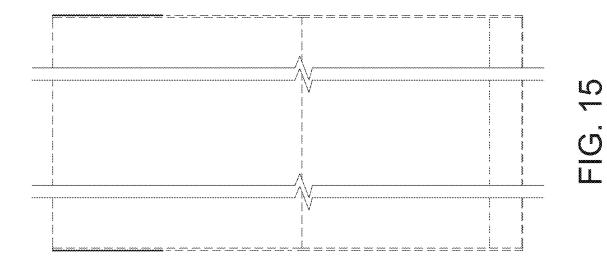


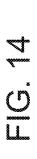


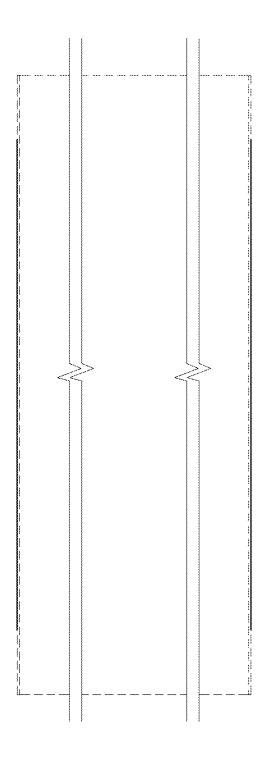


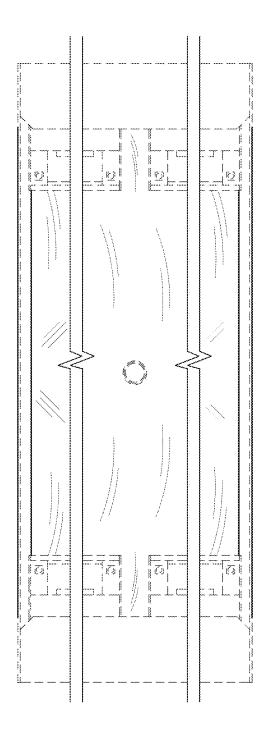


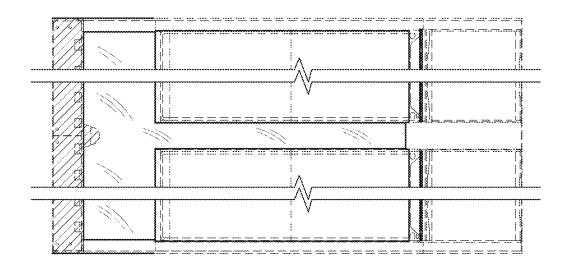


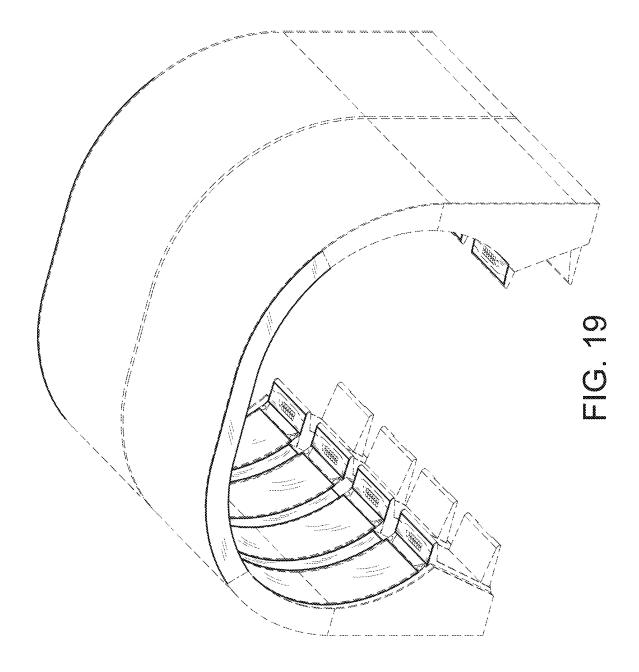


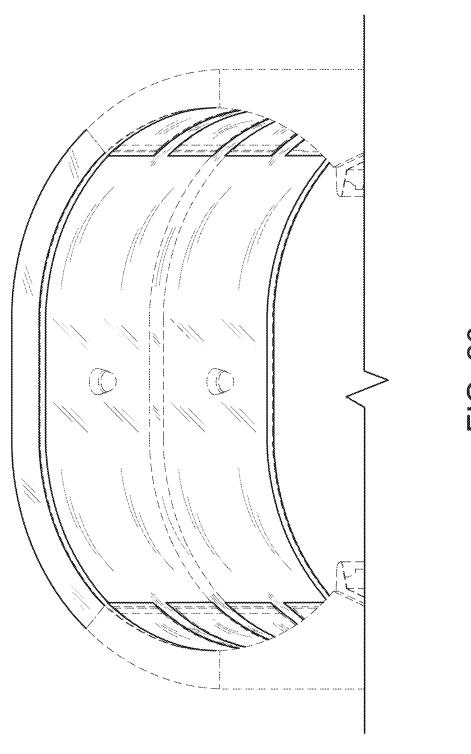


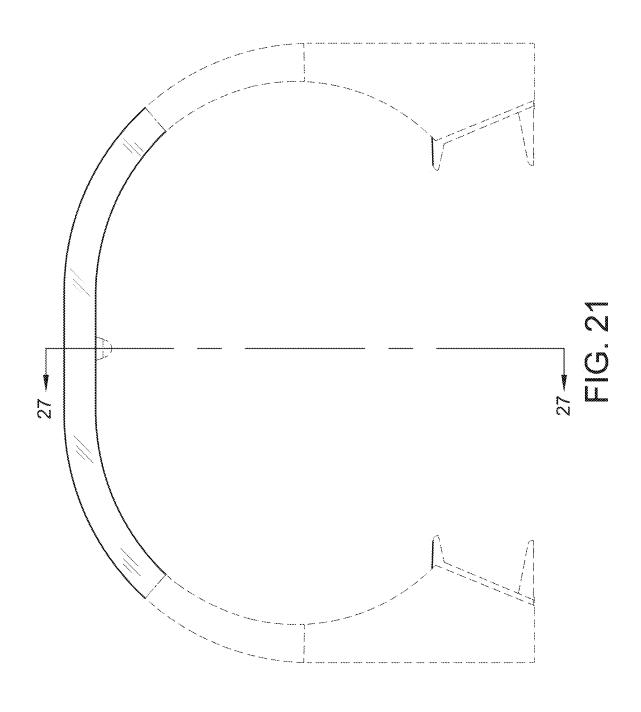


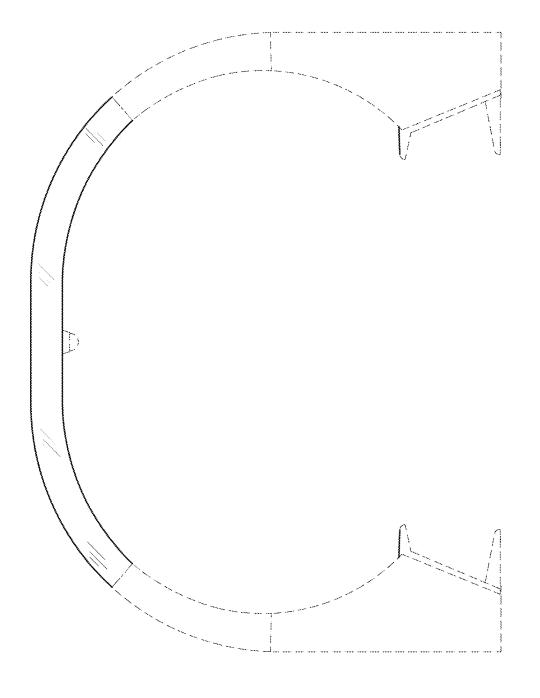




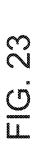


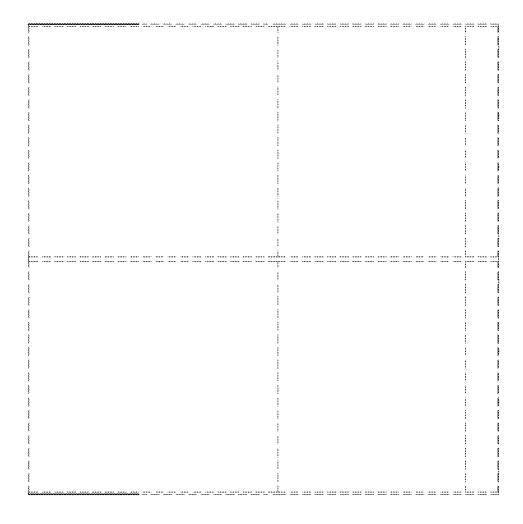


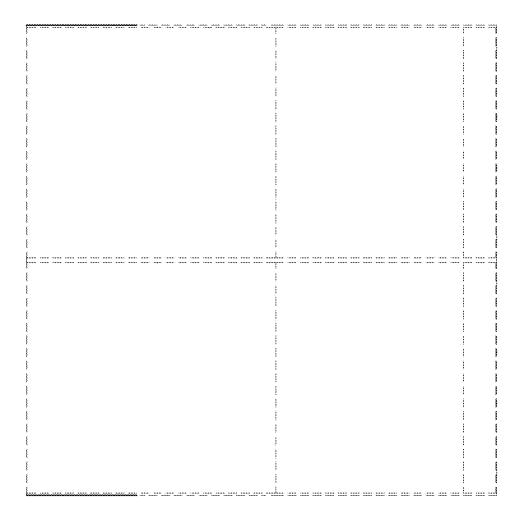


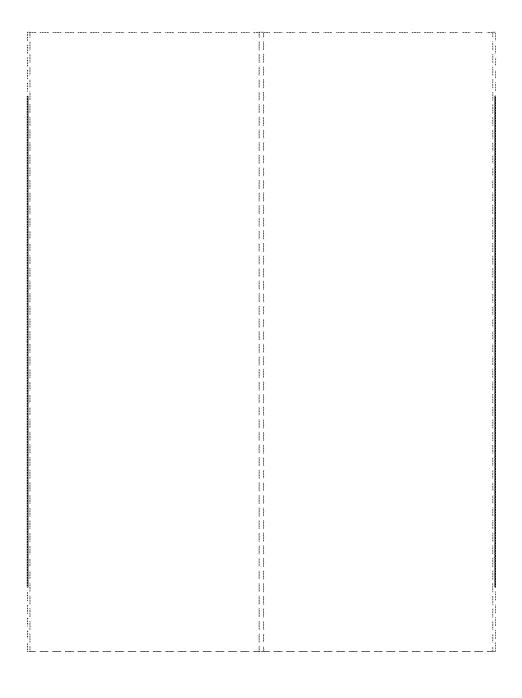


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