



US00D333293S

**United States Patent** [19]  
**Ashida**

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[45] **Date of Patent: \*\* Feb. 16, 1993**

[54] **ELECTRICAL CONNECTOR FOR A VIDEO GAME SYSTEM**

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[73] **Assignee: Nintendo Co., Ltd., Kyoto, Japan**  
[\*\*] **Term: 14 Years**  
[21] **Appl. No.: 747,757**

[22] **Filed: Aug. 20, 1991**  
[52] **U.S. Cl. .... D13/147**  
[58] **Field of Search ..... D13/133, 146, 147;**  
439/329, 352, 353, 650, 660, 668, 677, 678, 680, 682

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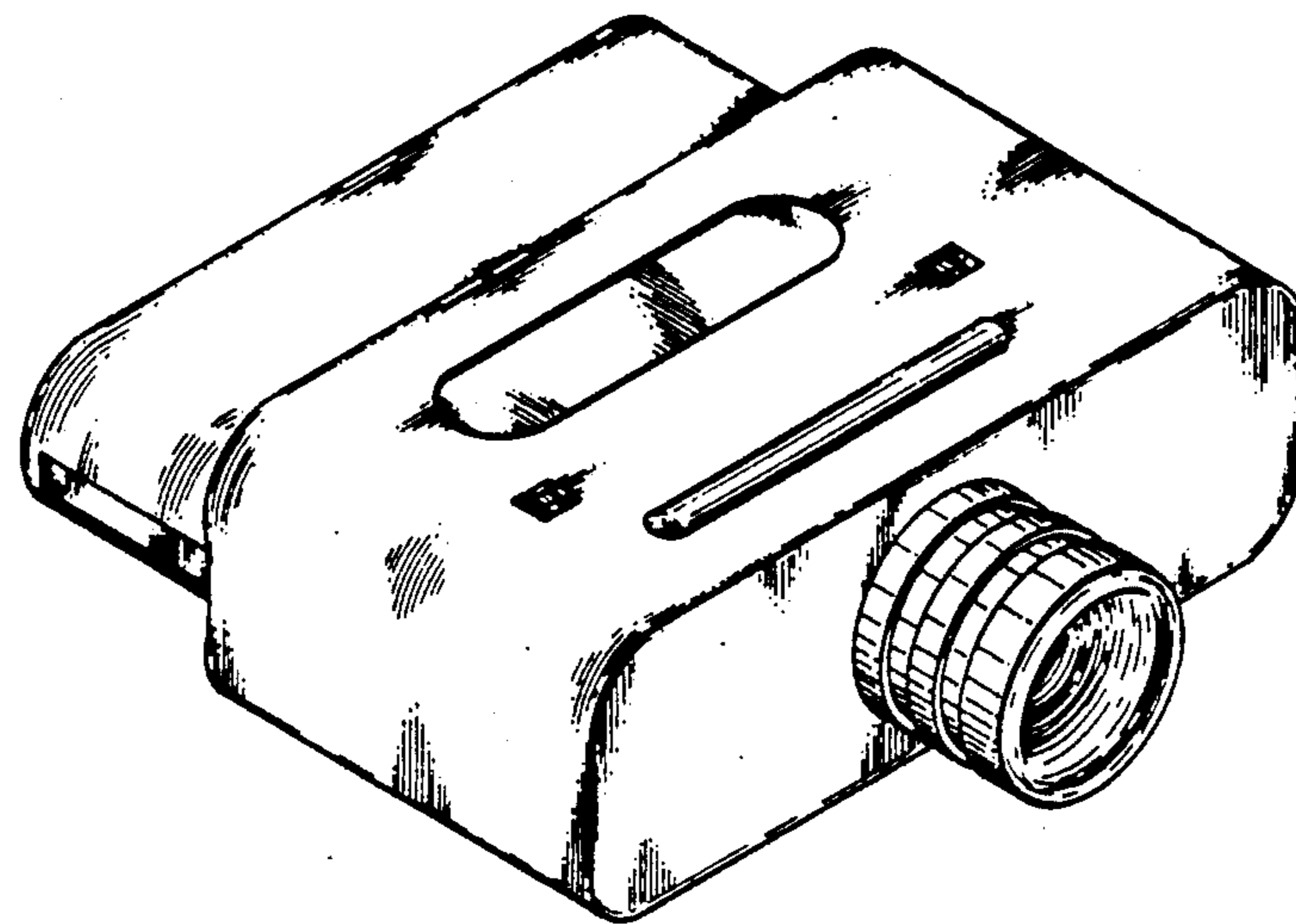
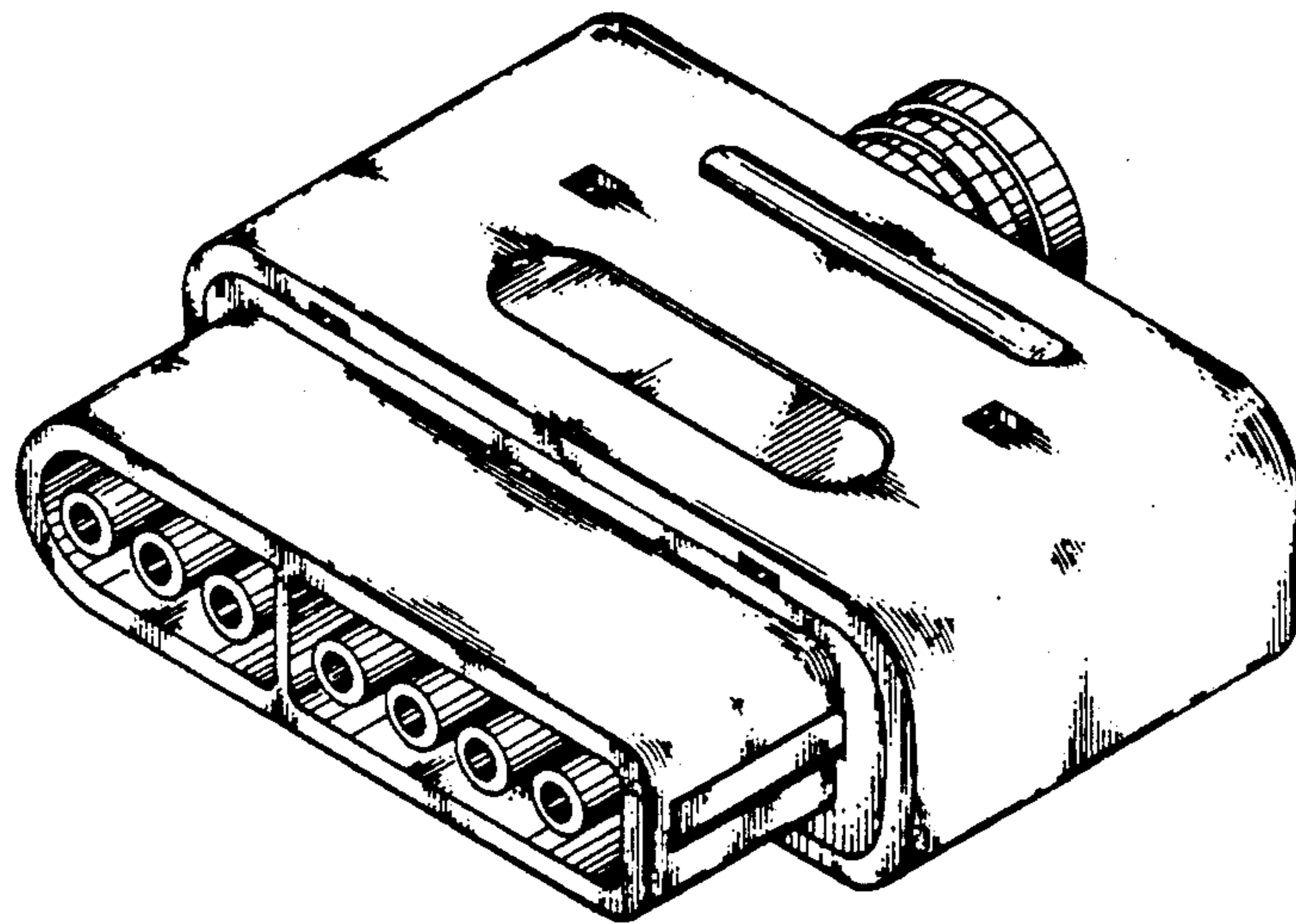
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*Assistant Examiner*—Joel Sincavage  
*Attorney, Agent, or Firm*—Nixon & Vanderhye

[57] **CLAIM**

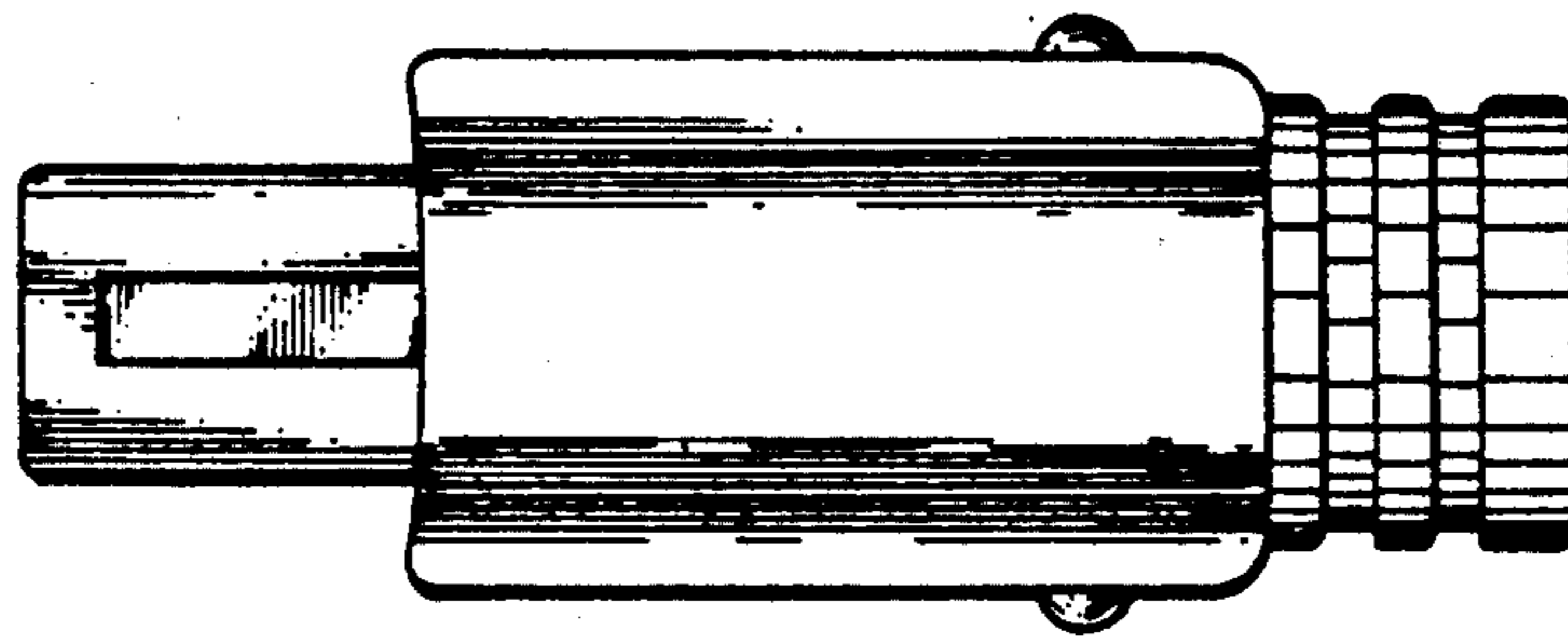
The ornamental design for a electrical connector for a video game system, as shown.

**DESCRIPTION**

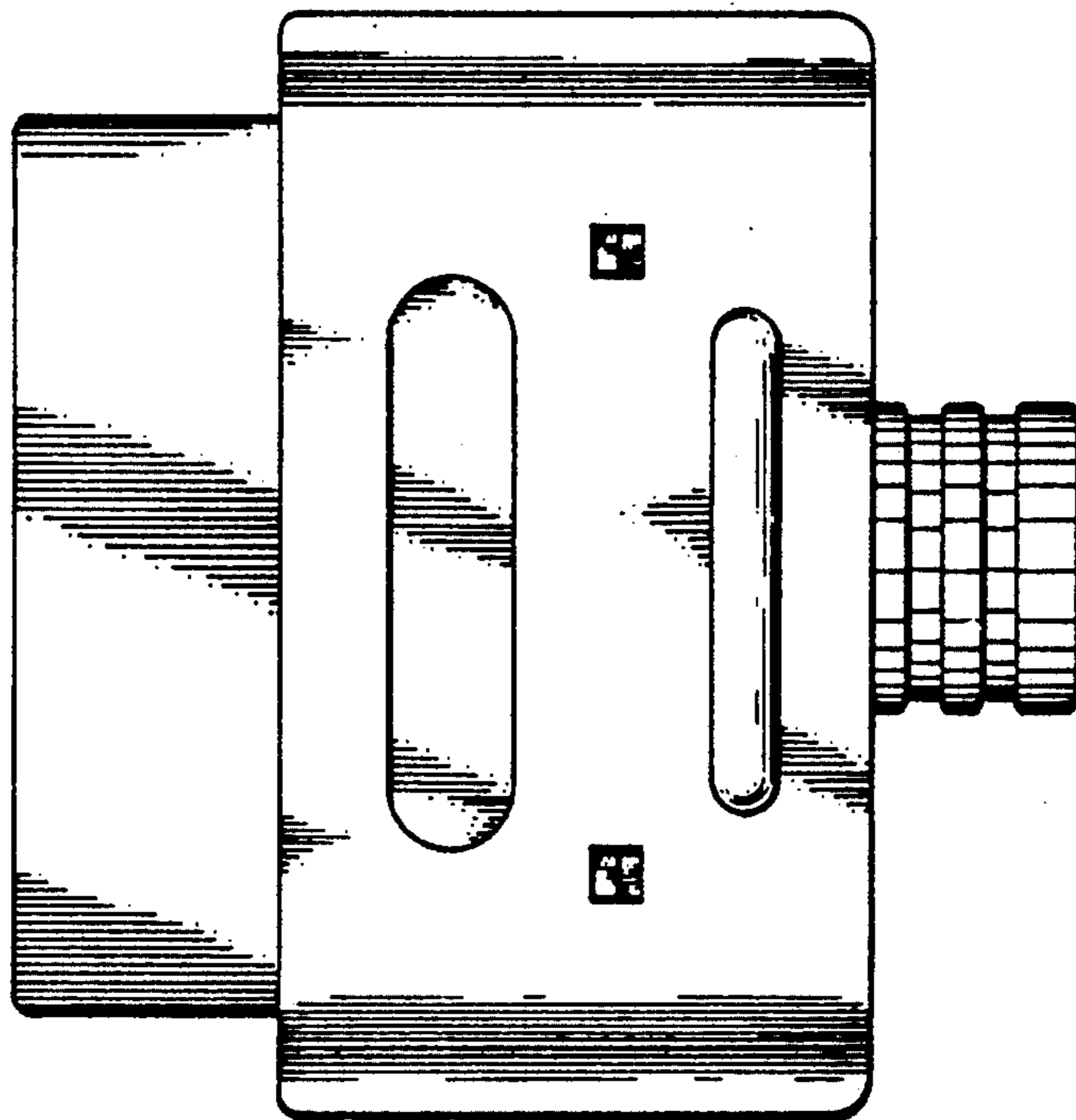
FIG. 1 is a front elevational view of an electrical connector for a video game system showing my new design;  
FIG. 2 is a top plan view thereof;  
FIG. 3 is a left side elevational view thereof;  
FIG. 4 is a right side elevational view thereof;  
FIG. 5 is a front and upper left perspective view thereof; and,  
FIG. 6 is a rear and lower right perspective view thereof.



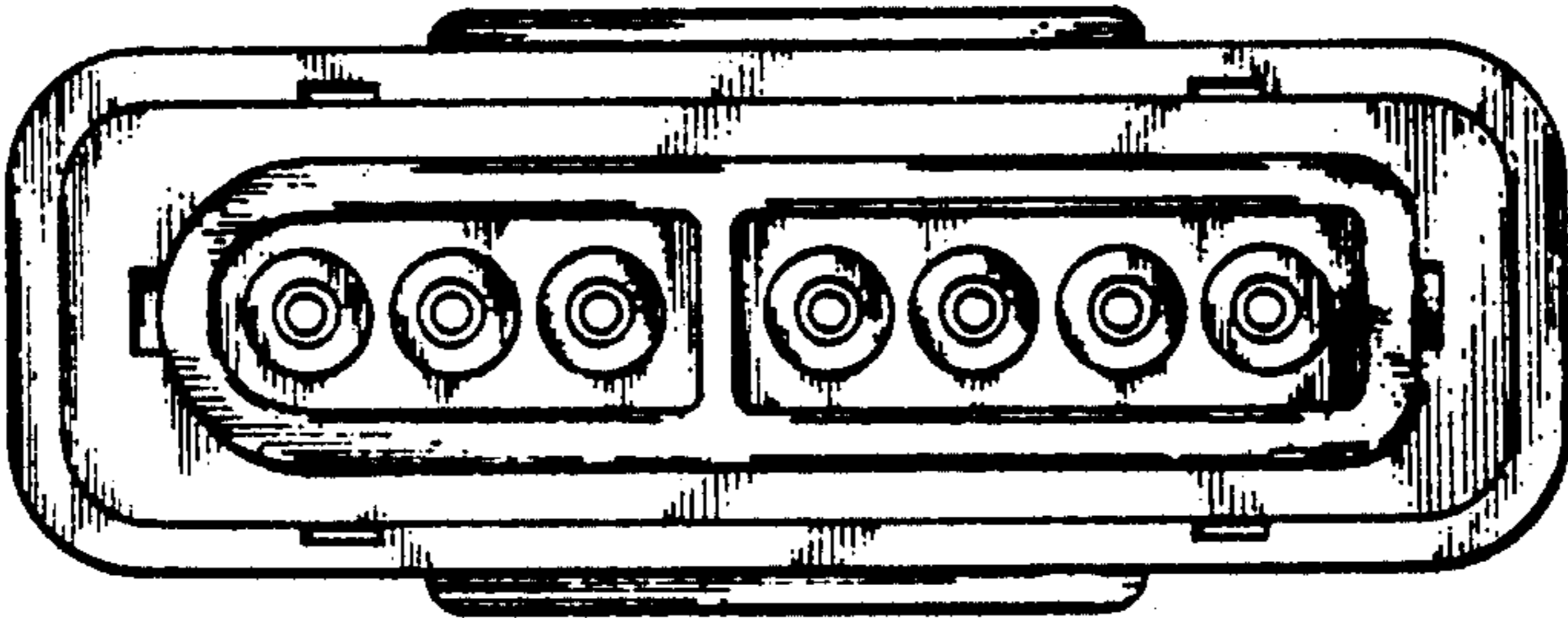
*FIG. 1*



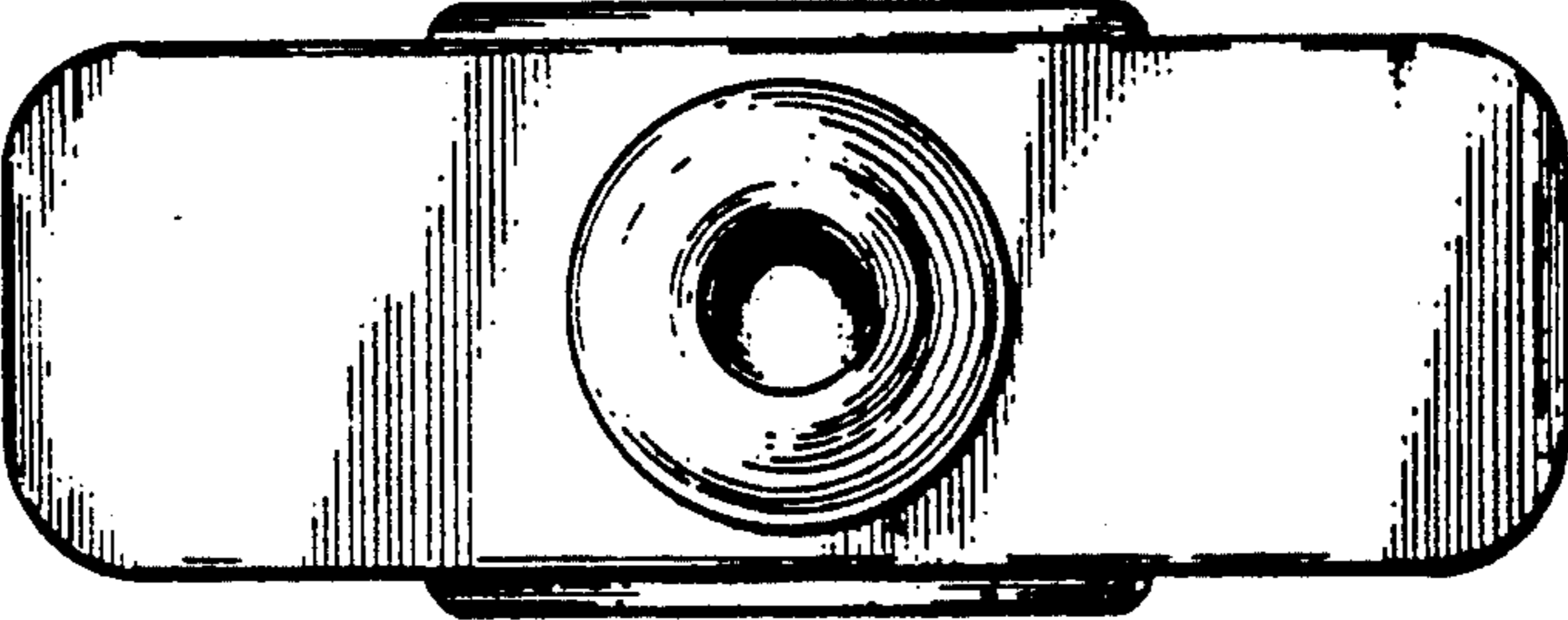
*FIG. 2*



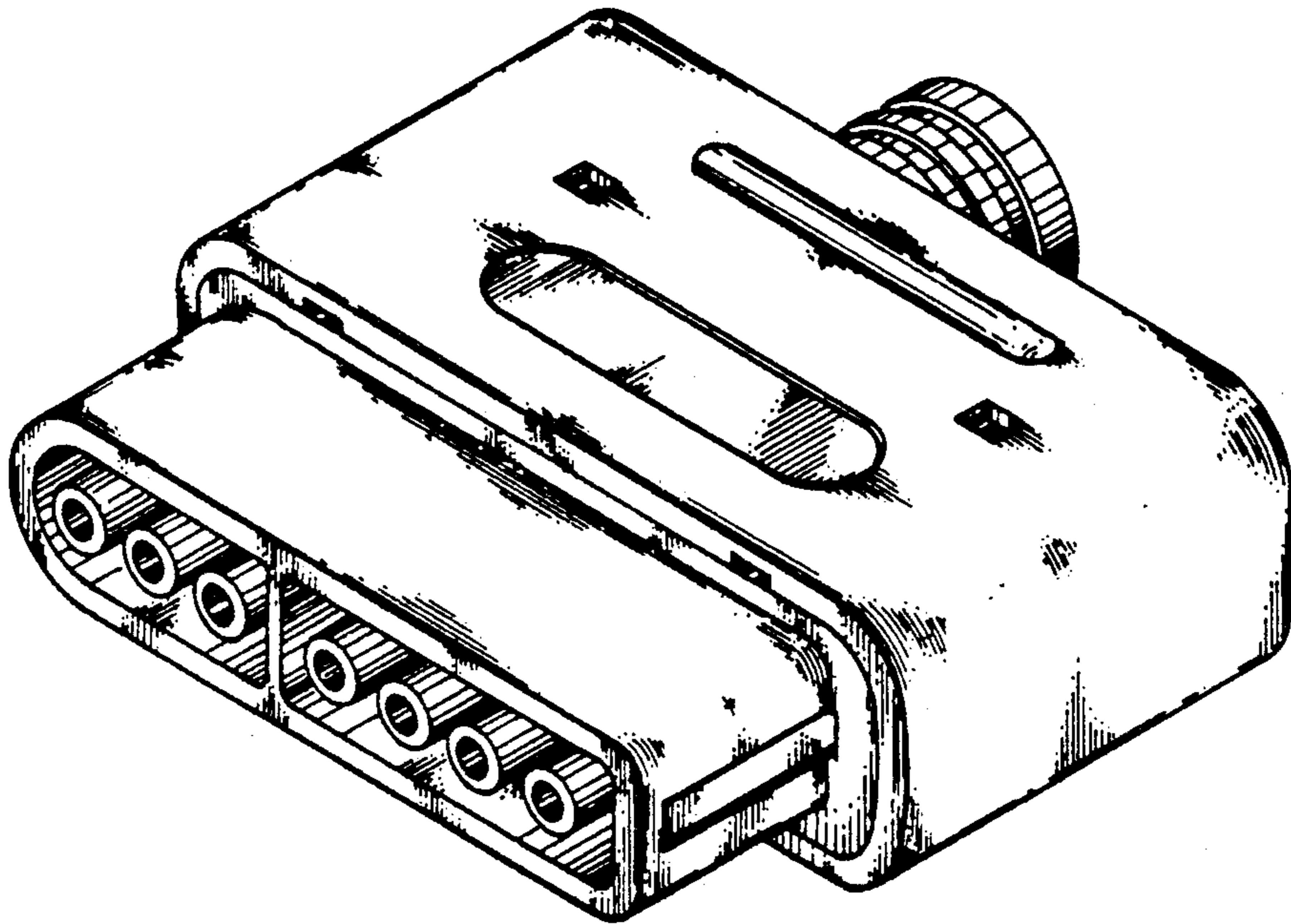
*FIG. 3*



*FIG. 4*



*FIG. 5*



*FIG. 6*

