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# United States Patent [19]

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Ashida

[45] Date of Patent: **\*\*Jun. 10, 1997**

[54] **GAME MACHINE**

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D. 350,992	9/1994	Barr	.	
D. 355,644	2/1995	Risko	.....	D21/13 X
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[73] Assignee: **Nintendo of America, Inc.**, Redmond, Wash.

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

[21] Appl. No.: **39,776**

[22] Filed: **May 24, 1995**

### [30] Foreign Application Priority Data

Jan. 31, 1995	[JP]	Japan	.....	7-2361
Jan. 31, 1995	[JP]	Japan	.....	7-2362
Jan. 31, 1995	[JP]	Japan	.....	7-2363
Jan. 31, 1995	[JP]	Japan	.....	7-2364
Jan. 31, 1995	[JP]	Japan	.....	7-2365
Apr. 12, 1995	[JP]	Japan	.....	7-10321

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

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

[58] Field of Search ..... **D21/1, 13, 48; 273/148 B, 433-438, DIG. 28; D14/121, 124, 217**

### [56] References Cited

#### U.S. PATENT DOCUMENTS

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*Primary Examiner*—Prabhakar G. Deshmukh  
*Attorney, Agent, or Firm*—Nixon & Vanderhye P.C.

### [57] CLAIM

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

### DESCRIPTION

FIG. 1 is a top right perspective view of a game machine in accordance with my new design;

FIG. 2 is a bottom left perspective view thereof;

FIG. 3 is a front elevation view thereof;

FIG. 4 is a top plan view thereof;

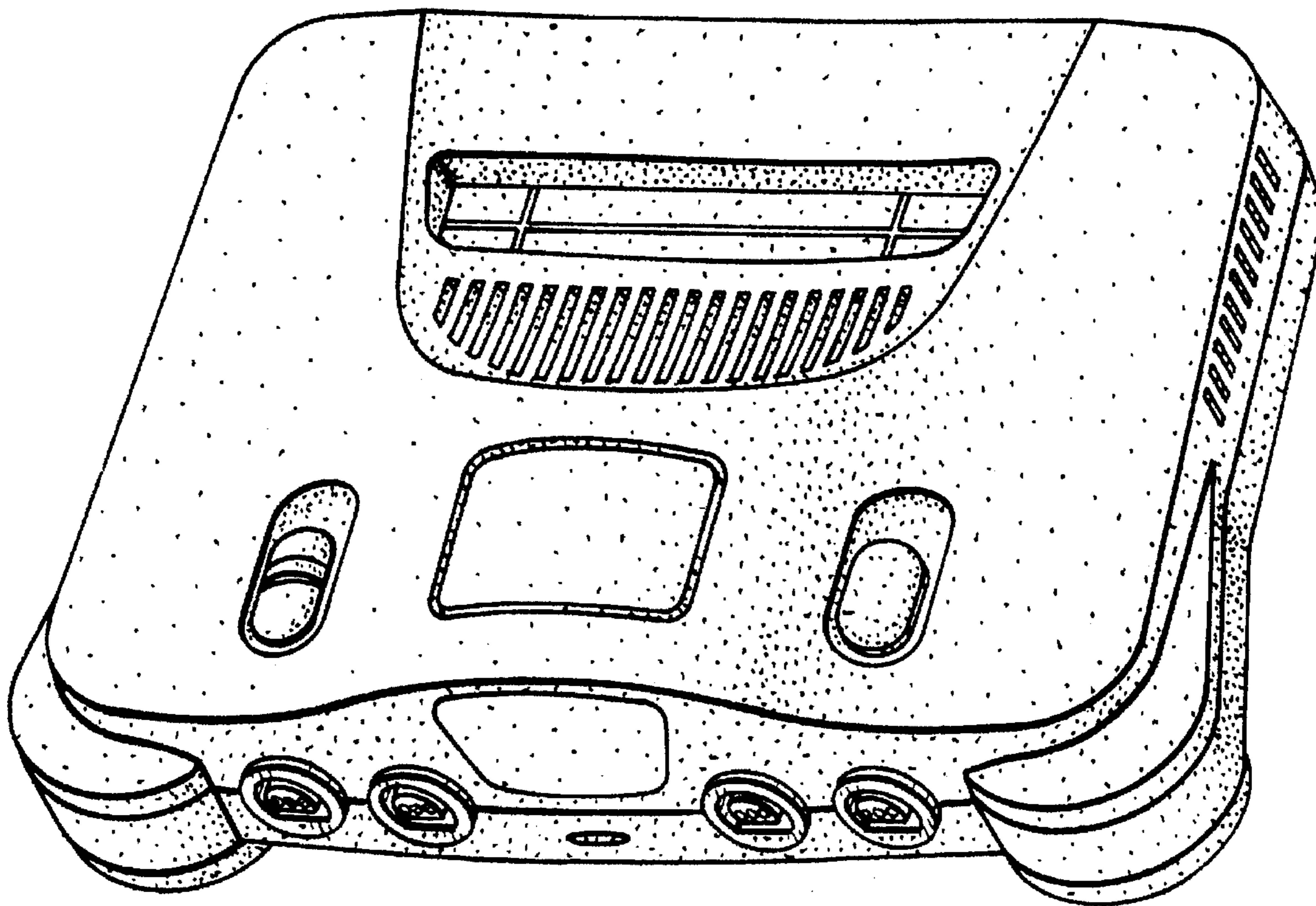
FIG. 5 is a rear elevation view thereof;

FIG. 6 is a bottom plan view thereof;

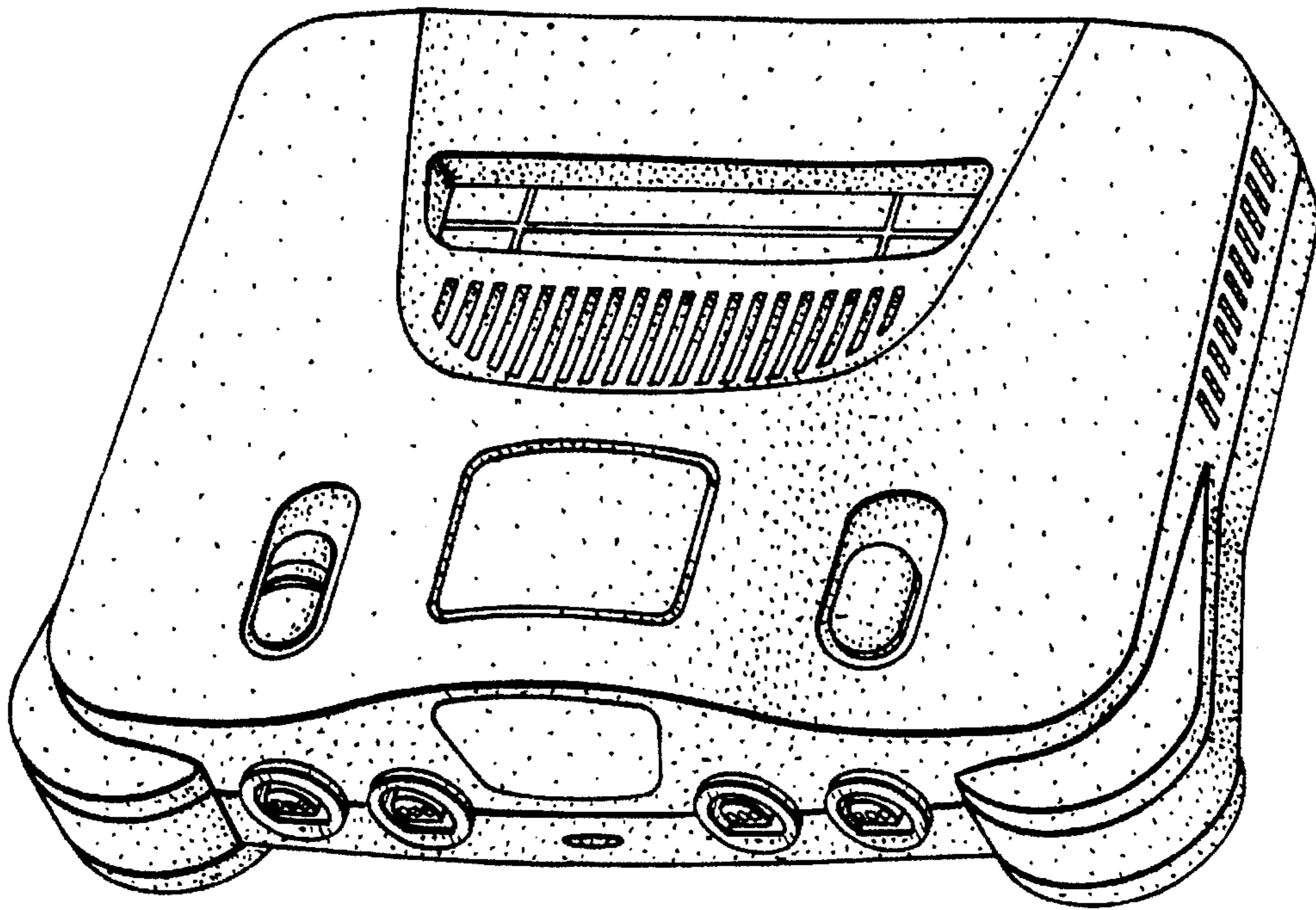
FIG. 7 is a right side view thereof; and,

FIG. 8 is a left side view thereof.

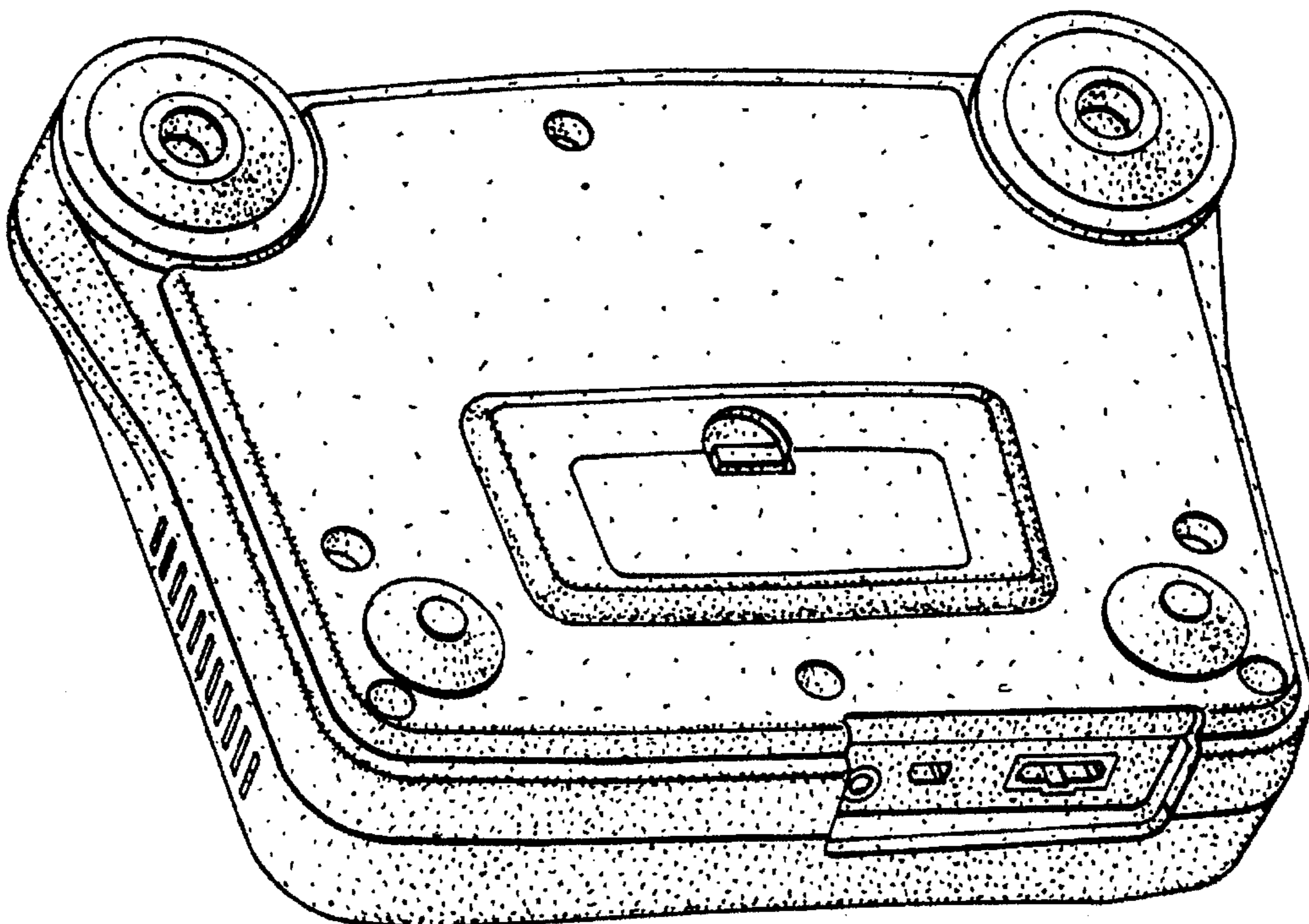
**1 Claim, 4 Drawing Sheets**



**FIG. 1**

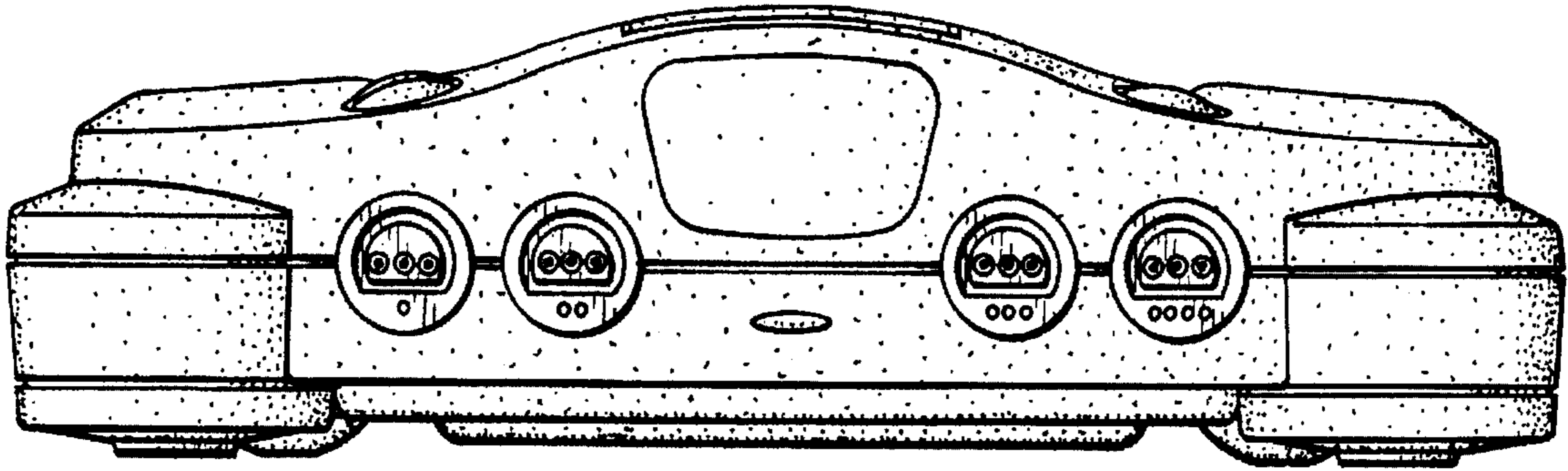


**FIG. 2**

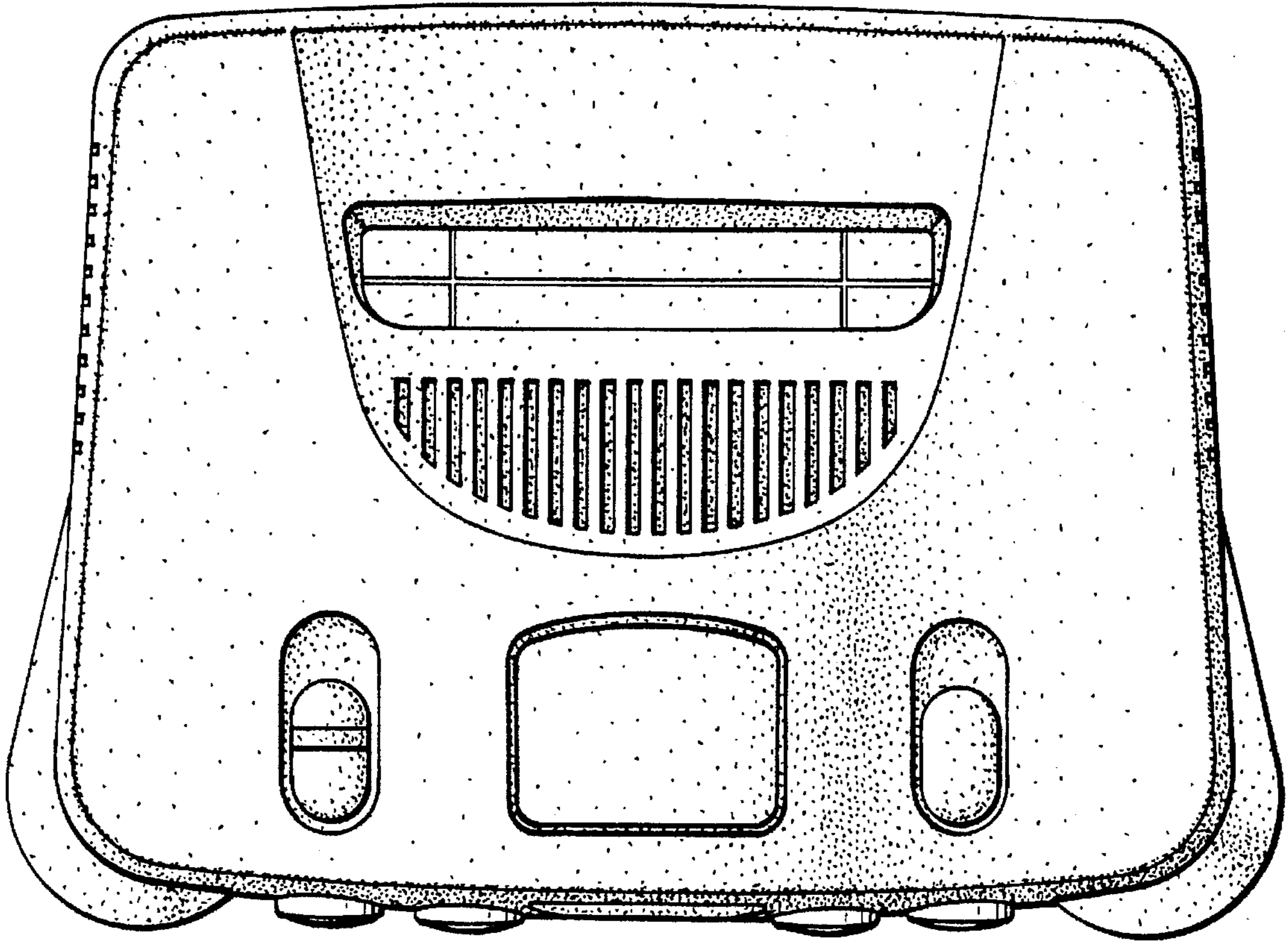




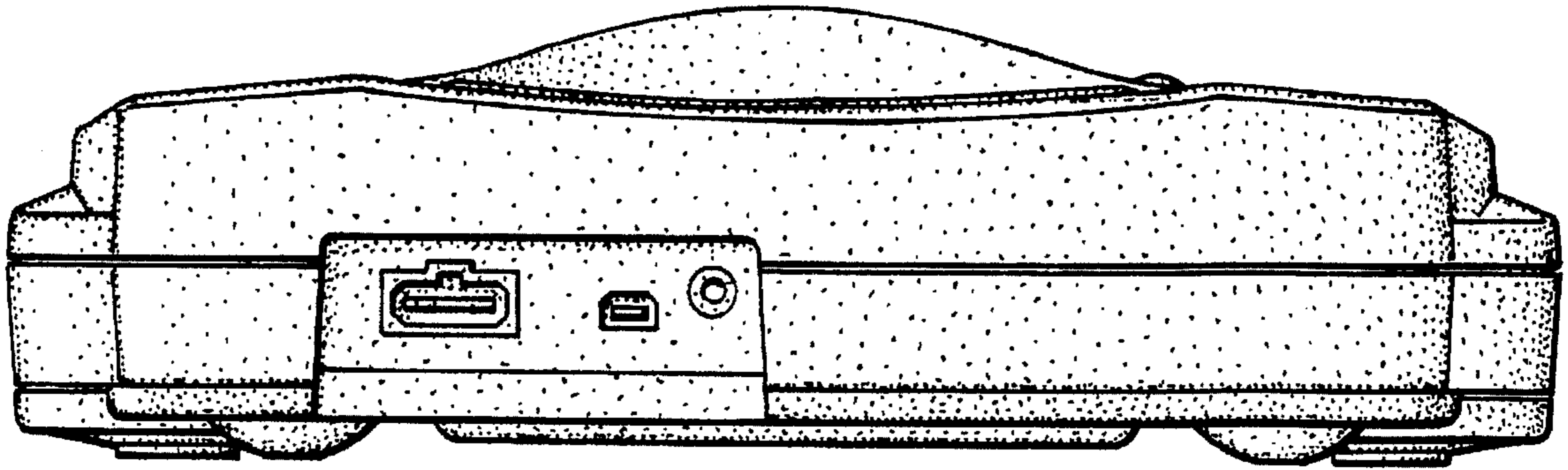
**FIG. 3**



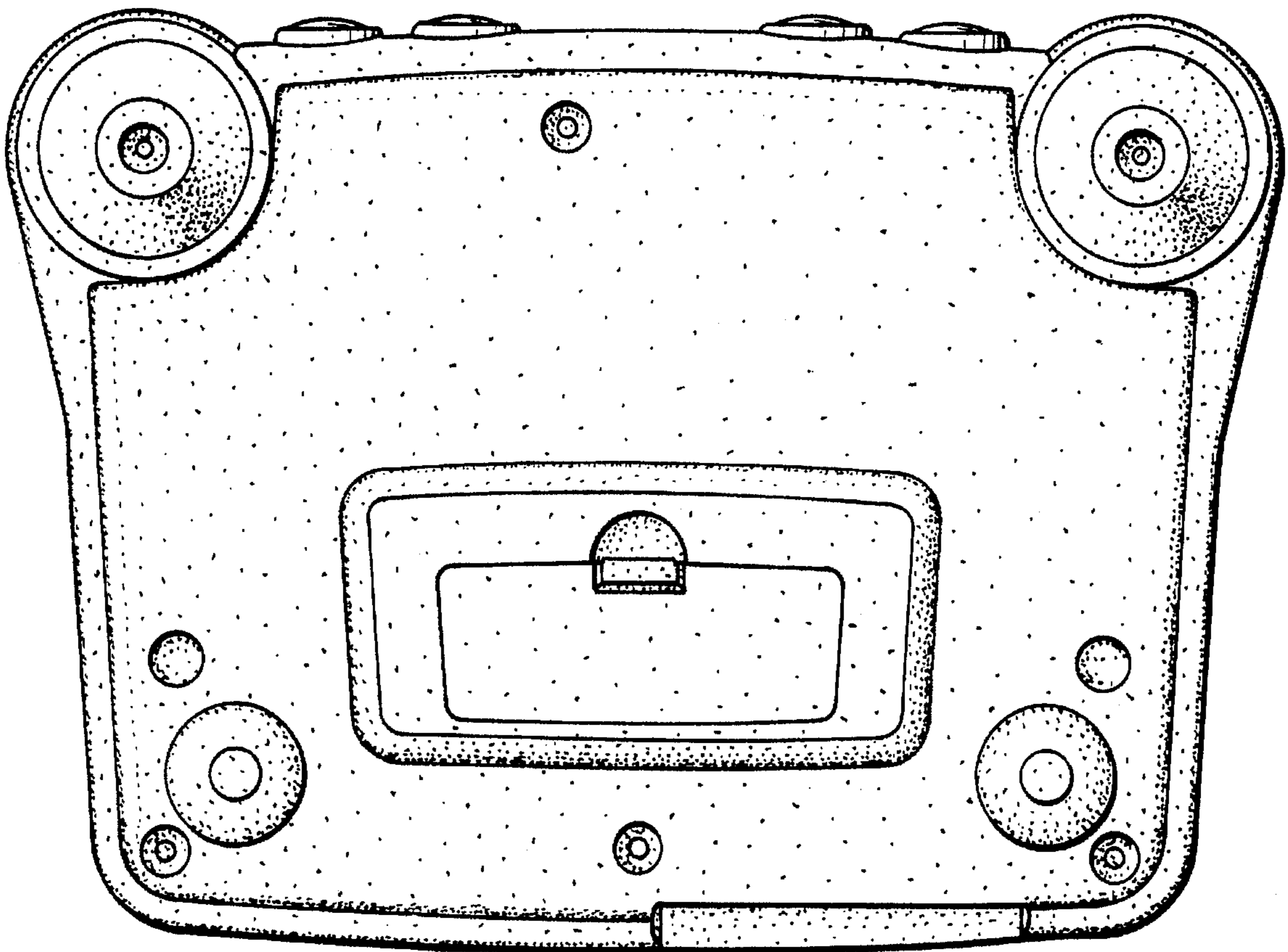
**FIG. 4**



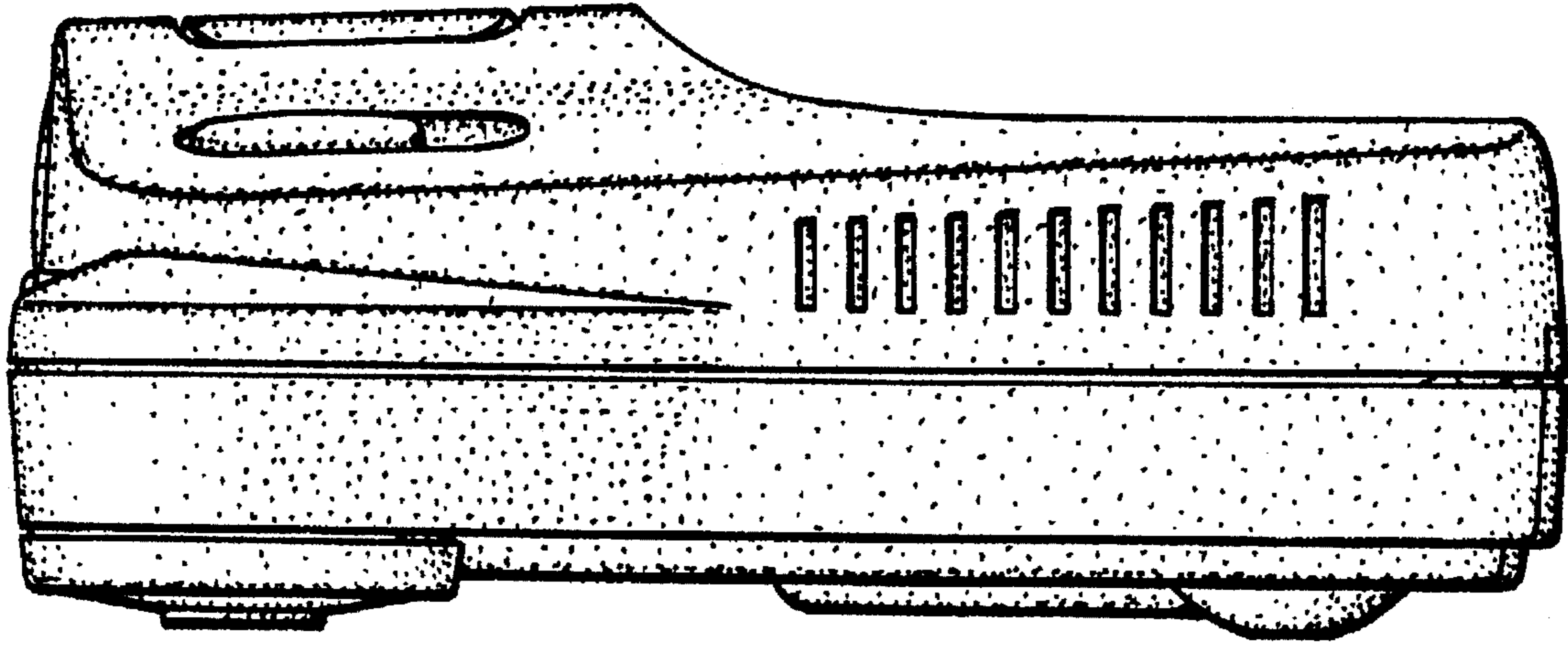
**FIG. 5**



**FIG. 6**



**FIG. 7**



**FIG. 8**

