



US00D379832S

# United States Patent [19]

Ashida

[11] Patent Number: Des. 379,832

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

[54] GAME MACHINE

[75] Inventor: Kenichiro Ashida, Kyoto, Japan

[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

D. 299,726 2/1989 Yukawa .

D. 319,081	8/1991	Ishiwata	D21/48
D. 324,548	3/1992	Ashida .	
D. 333,686	3/1993	Barr et al. .	
D. 350,992	9/1994	Barr .	
D. 355,644	2/1995	Risko	D21/13 X
D. 362,870	10/1995	Oikawa	D21/13
5,161,803	11/1992	Ohara	273/434 X
5,213,327	5/1993	Kitaue	273/148 B

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

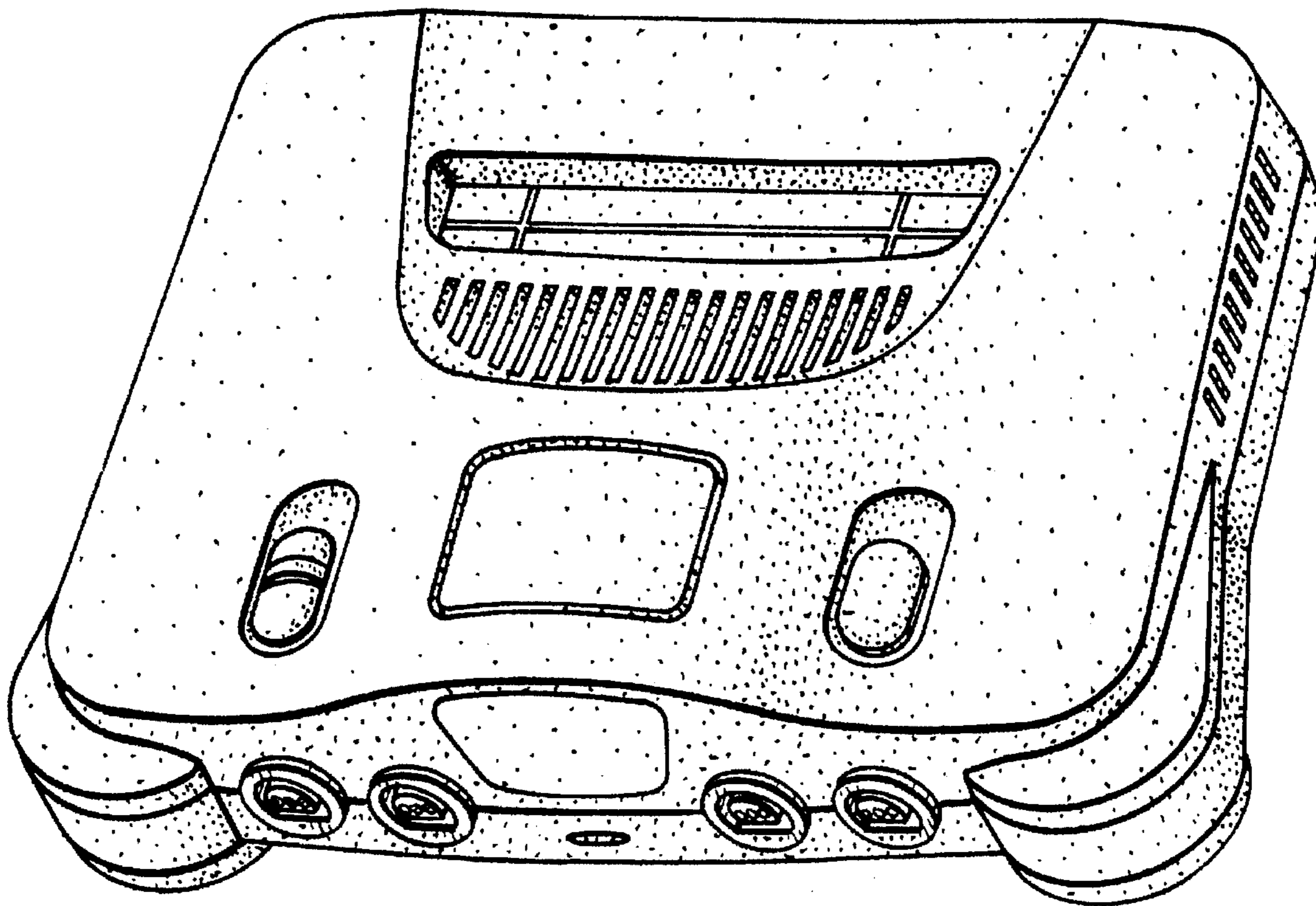
### [57] CLAIM

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

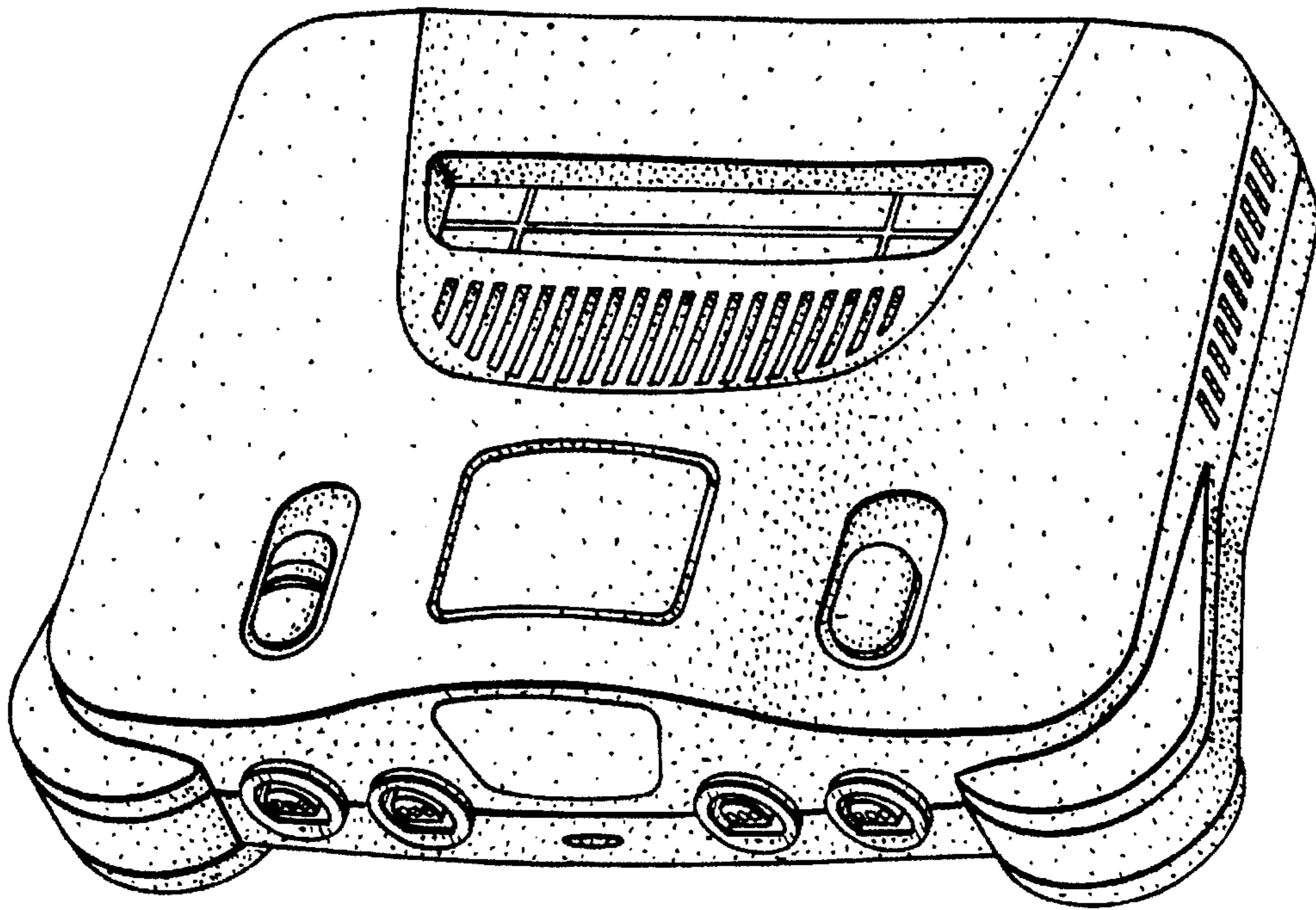
### DESCRIPTION

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.

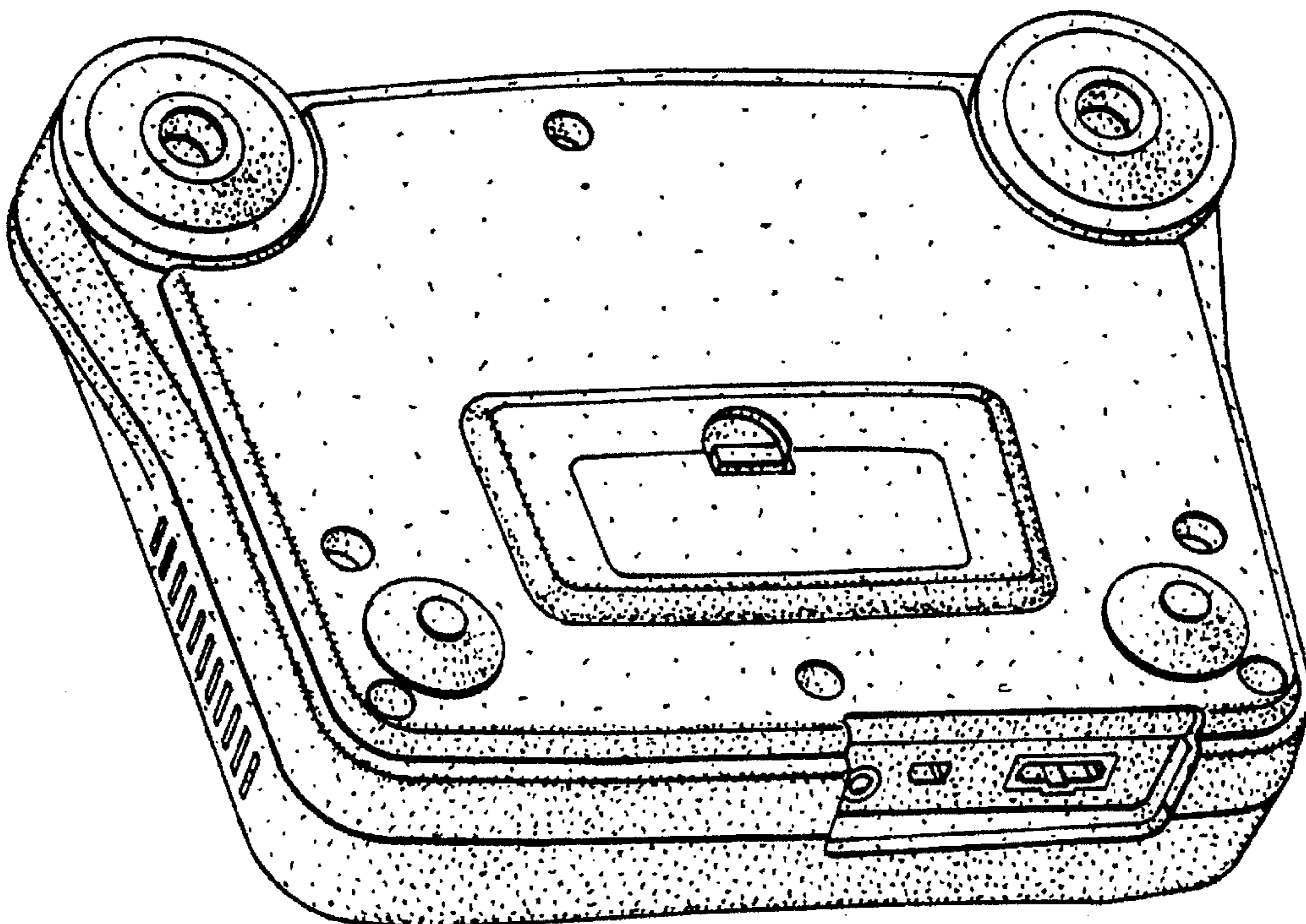
1 Claim, 4 Drawing Sheets



**FIG. 1**

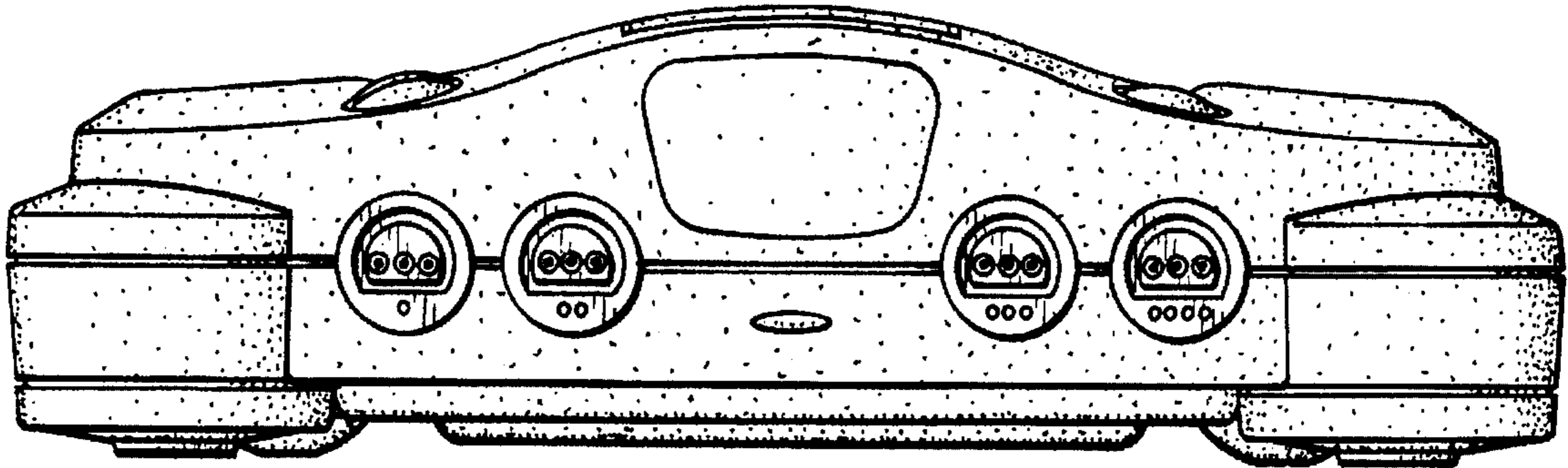


**FIG. 2**

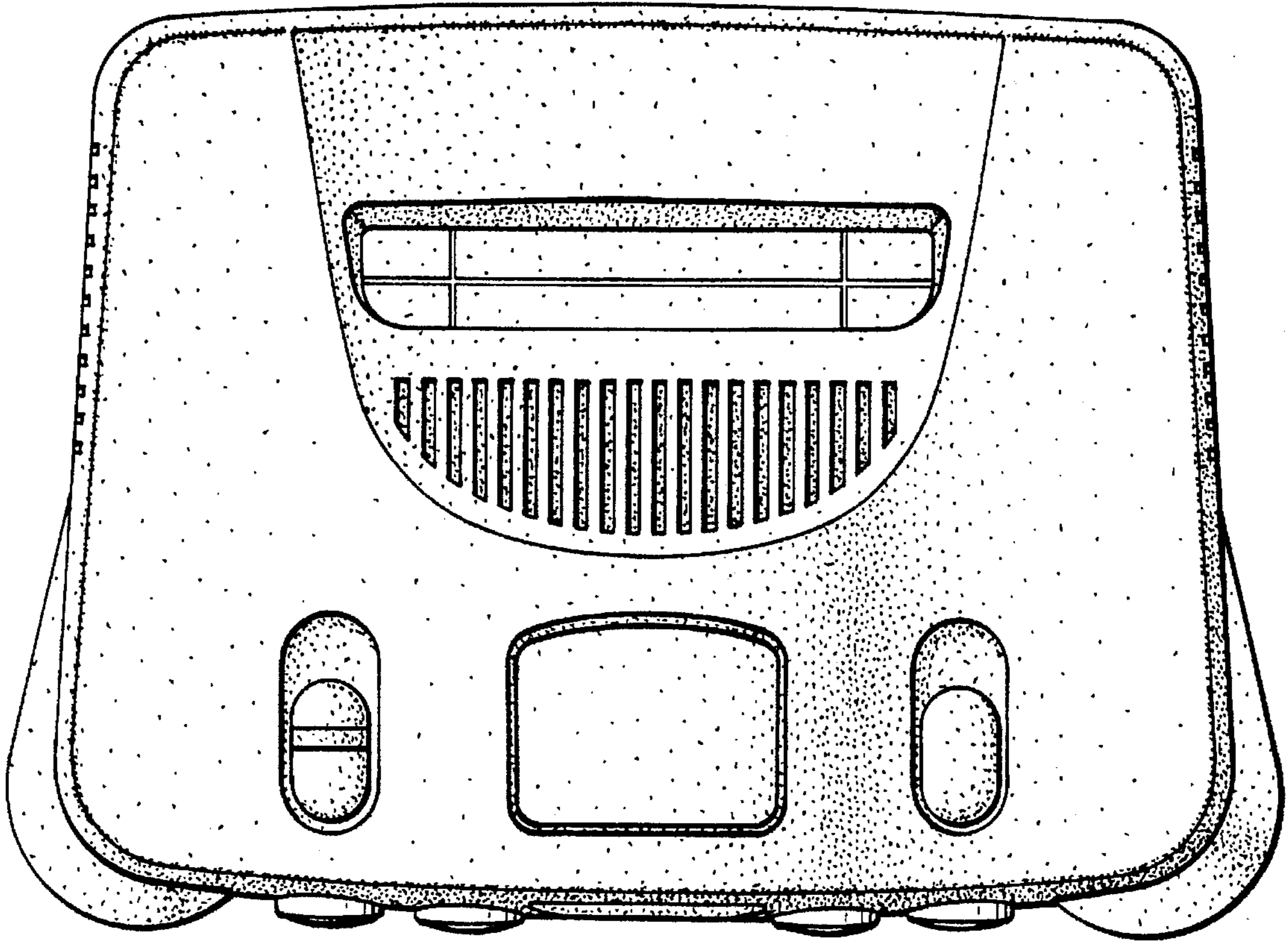




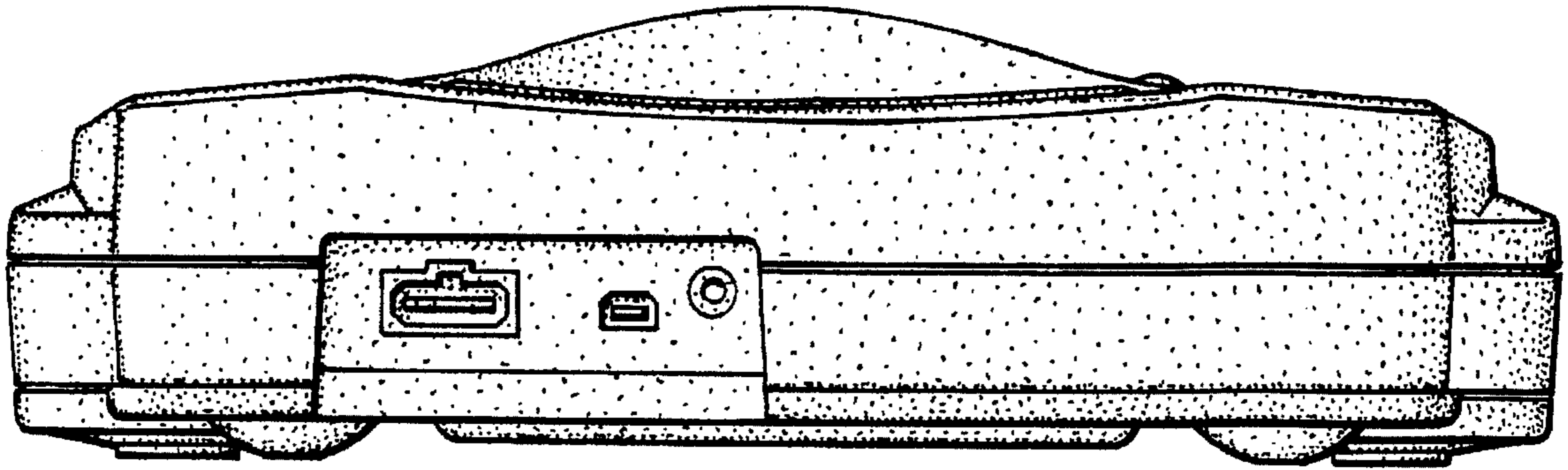
**FIG. 3**



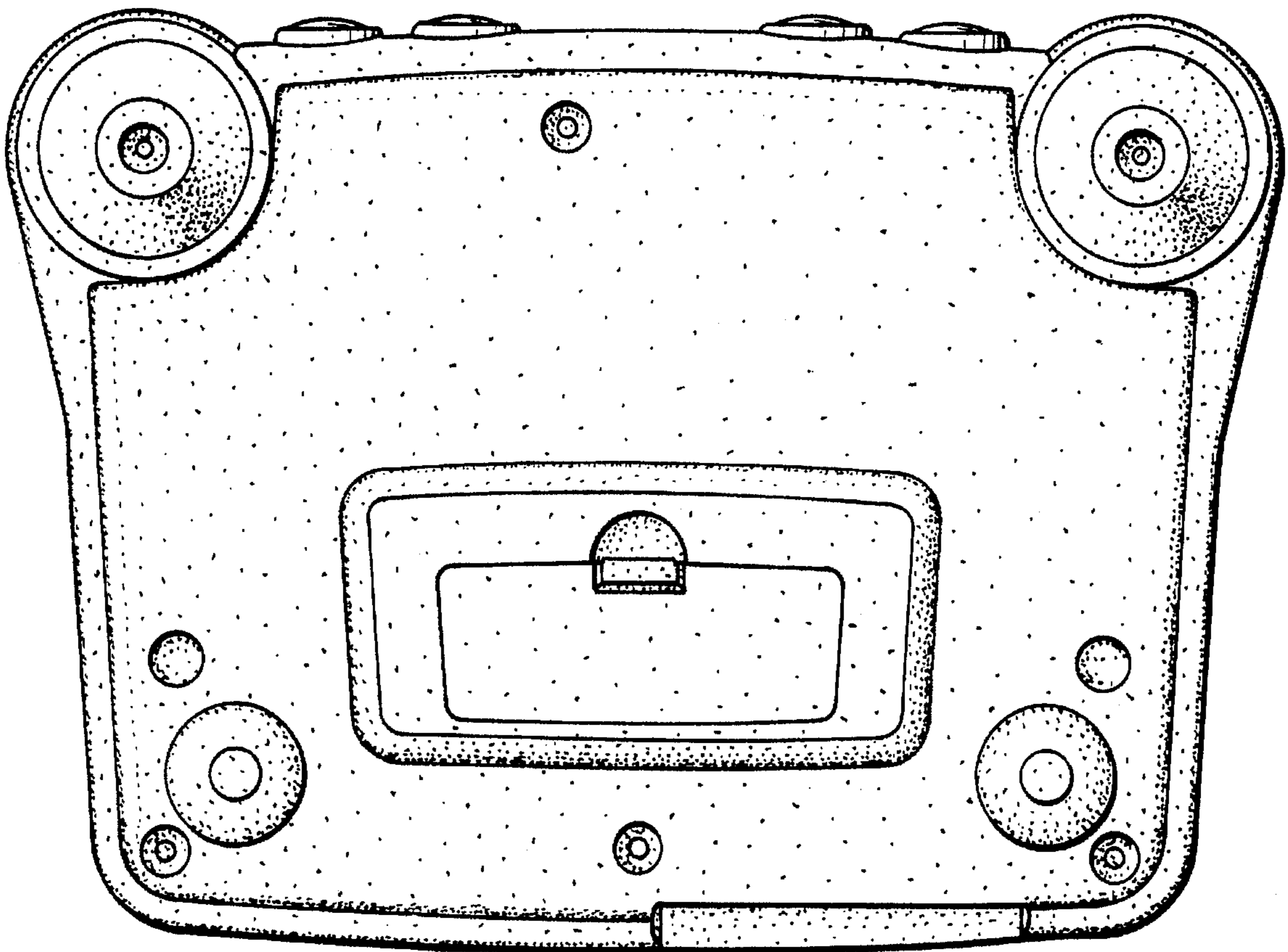
**FIG. 4**



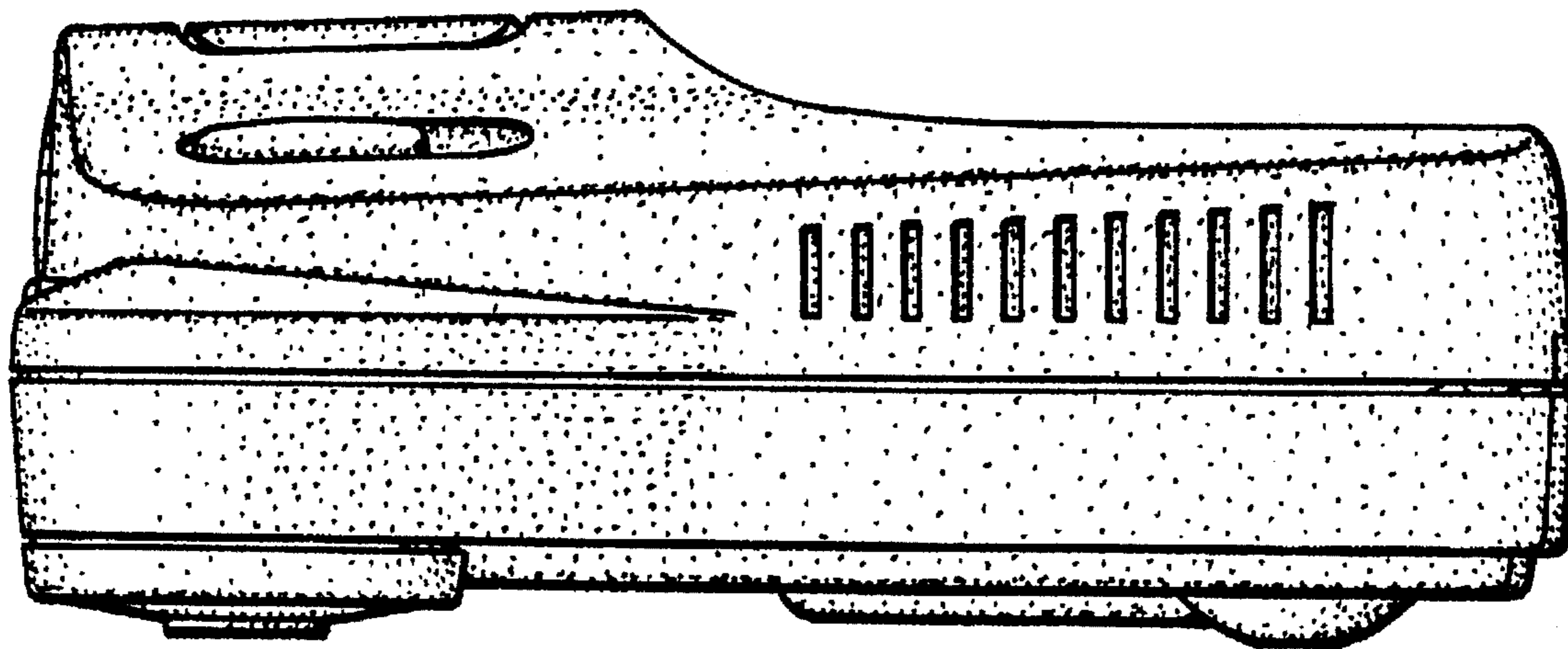
*FIG. 5*



*FIG. 6*



**FIG. 7**



**FIG. 8**

