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

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(54) **VIDEO GAME MACHINE**

(75) Inventor: **Kenichiro Ashida, Kyoto (JP)**

(73) Assignee: **Nintendo Co., Ltd. (JP)**

(\*\*) Term: **14 Years**

(21) Appl. No.: **29/128,262**

(22) Filed: **Jul. 31, 2000**

(30) **Foreign Application Priority Data**

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Jan. 31, 2000	(JP)	.....	2000-001427
Jan. 31, 2000	(JP)	.....	2000-001428
Jan. 31, 2000	(JP)	.....	2000-001429
Jan. 31, 2000	(JP)	.....	2000-001419

(51) **LOC (7) Cl.** ..... **21-01**

(52) **U.S. Cl.** ..... **D21/332; D21/324**

(58) **Field of Search** ..... **D21/324, 332, D21/333, 329; D14/400, 401, 435; 273/148 B; 463/1, 29-47**

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(57) **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a top plan view of a video game machine showing my new design;  
FIG. 2 is a front elevational view thereof;  
FIG. 3 is a bottom plan view thereof;  
FIG. 4 is a rear elevational view thereof;  
FIG. 5 is a right side view thereof; and,  
FIG. 6 is a left side view thereof.

**1 Claim, 3 Drawing Sheets**

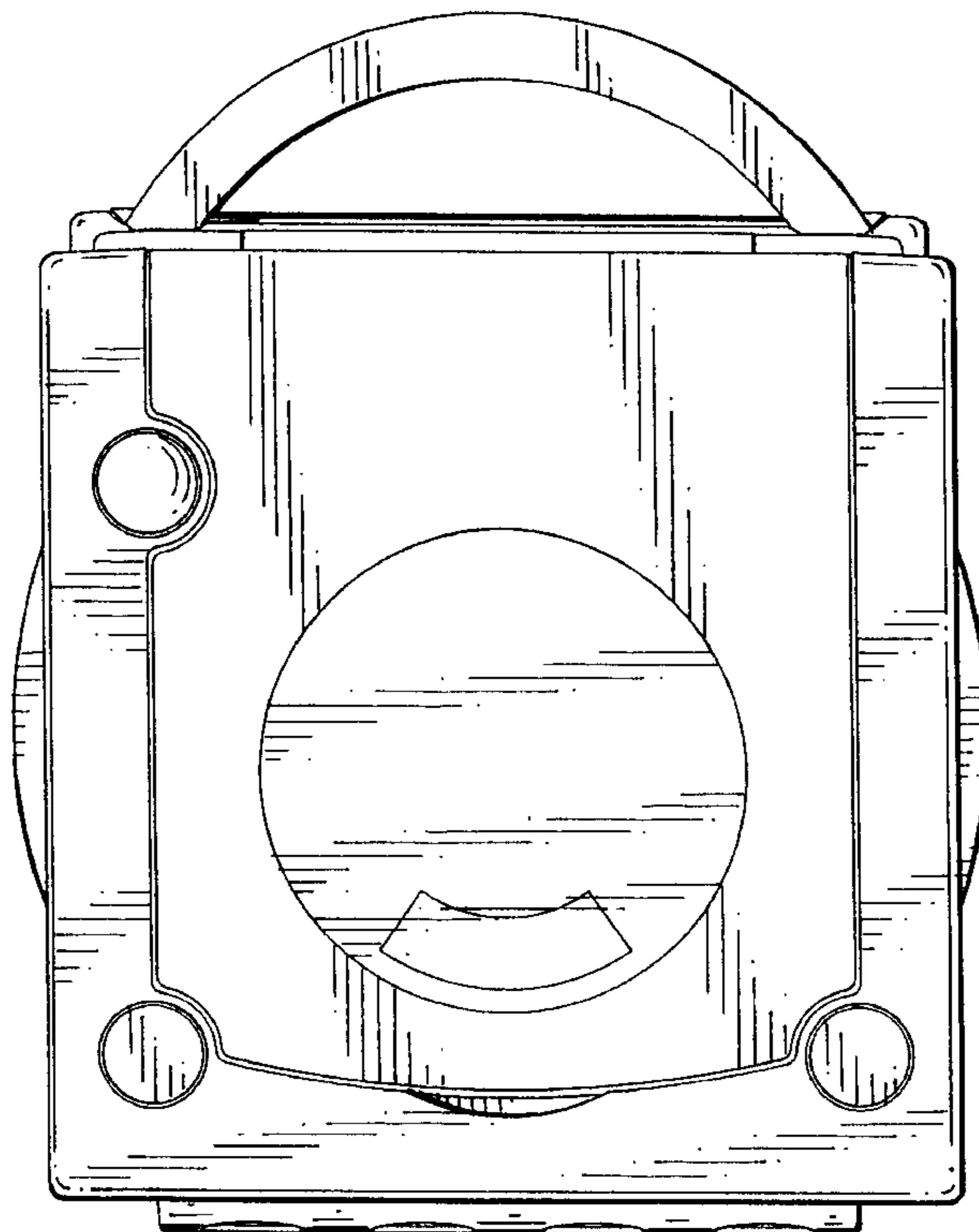


FIG. 1

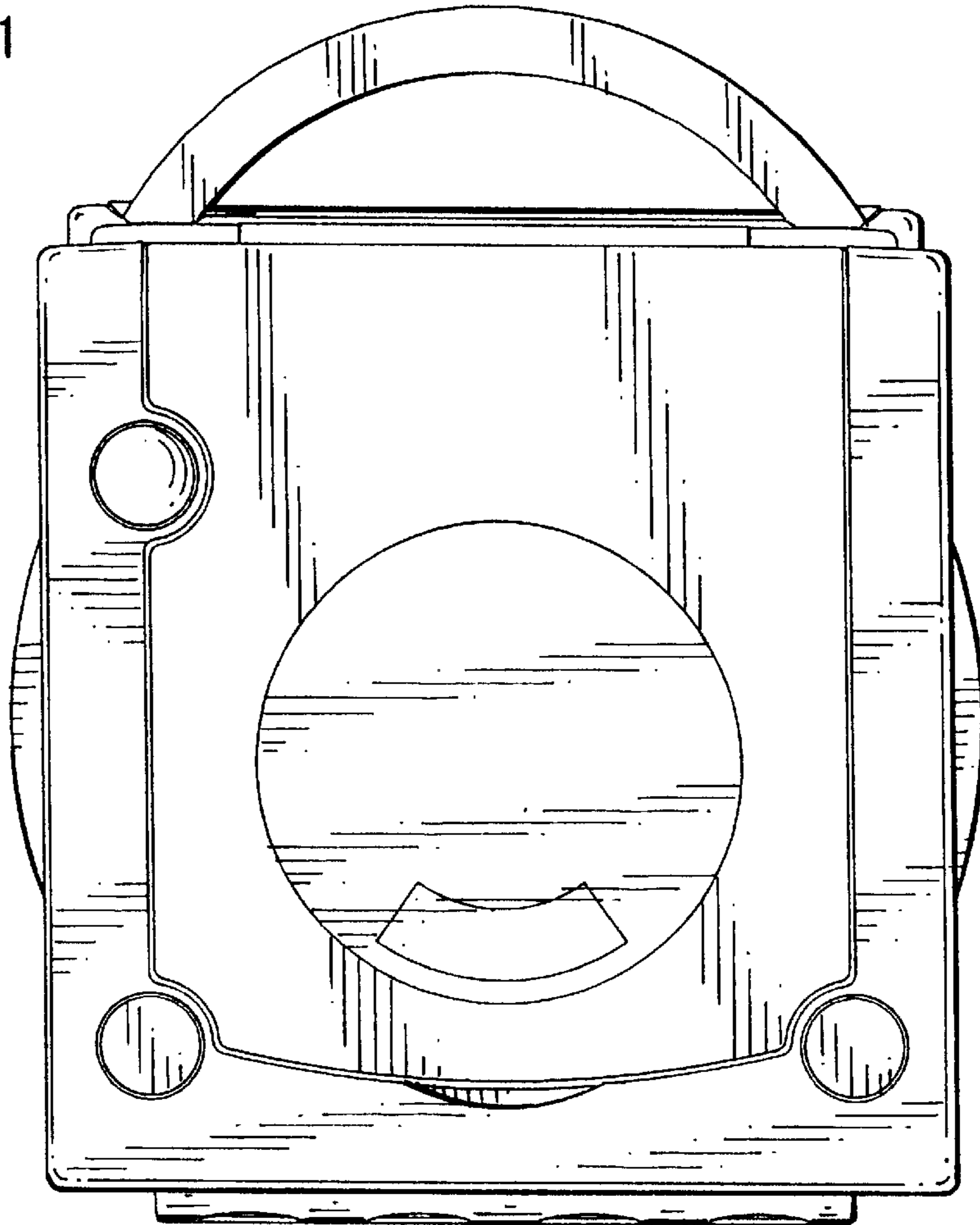


FIG. 2

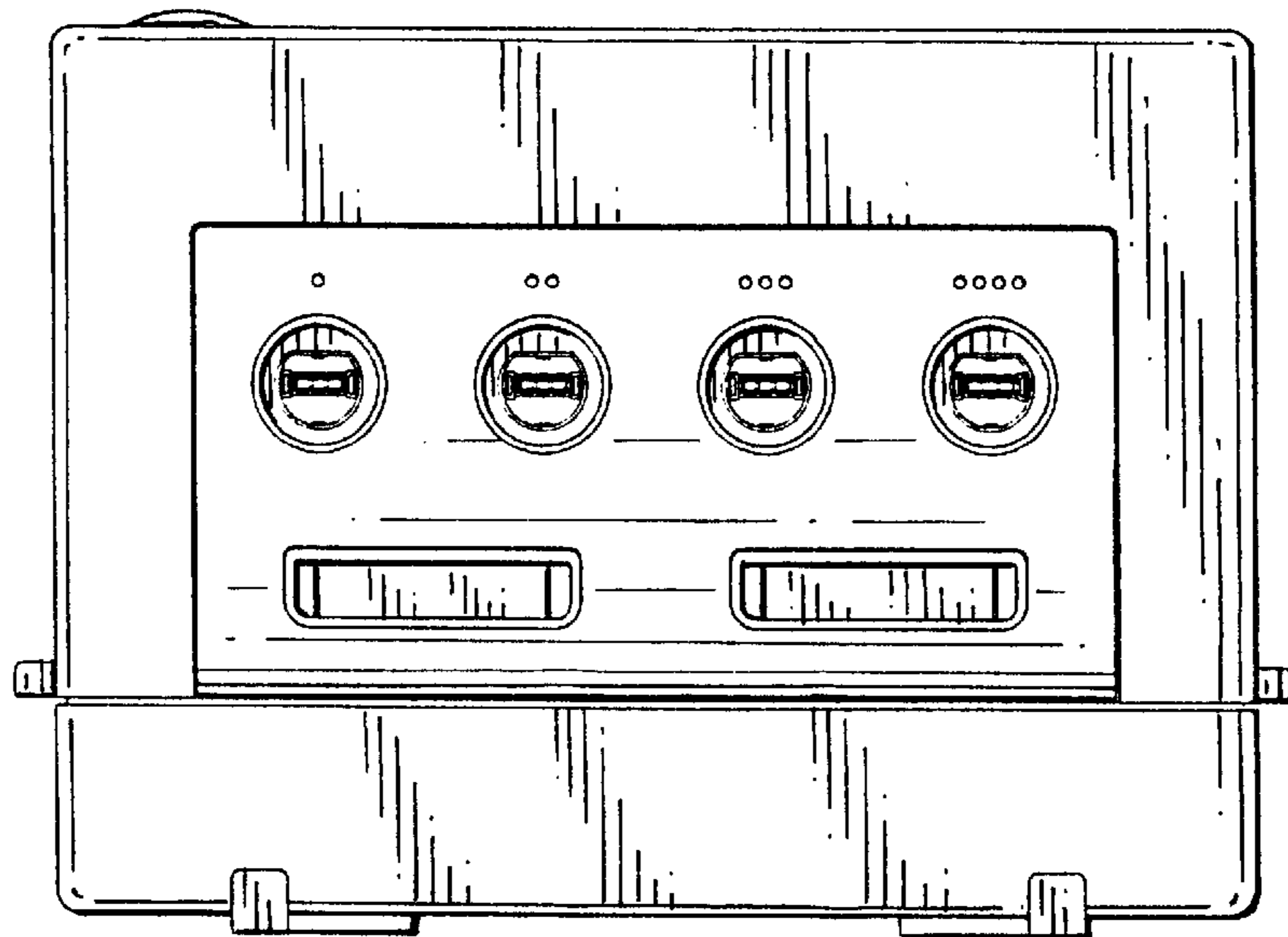


FIG. 3

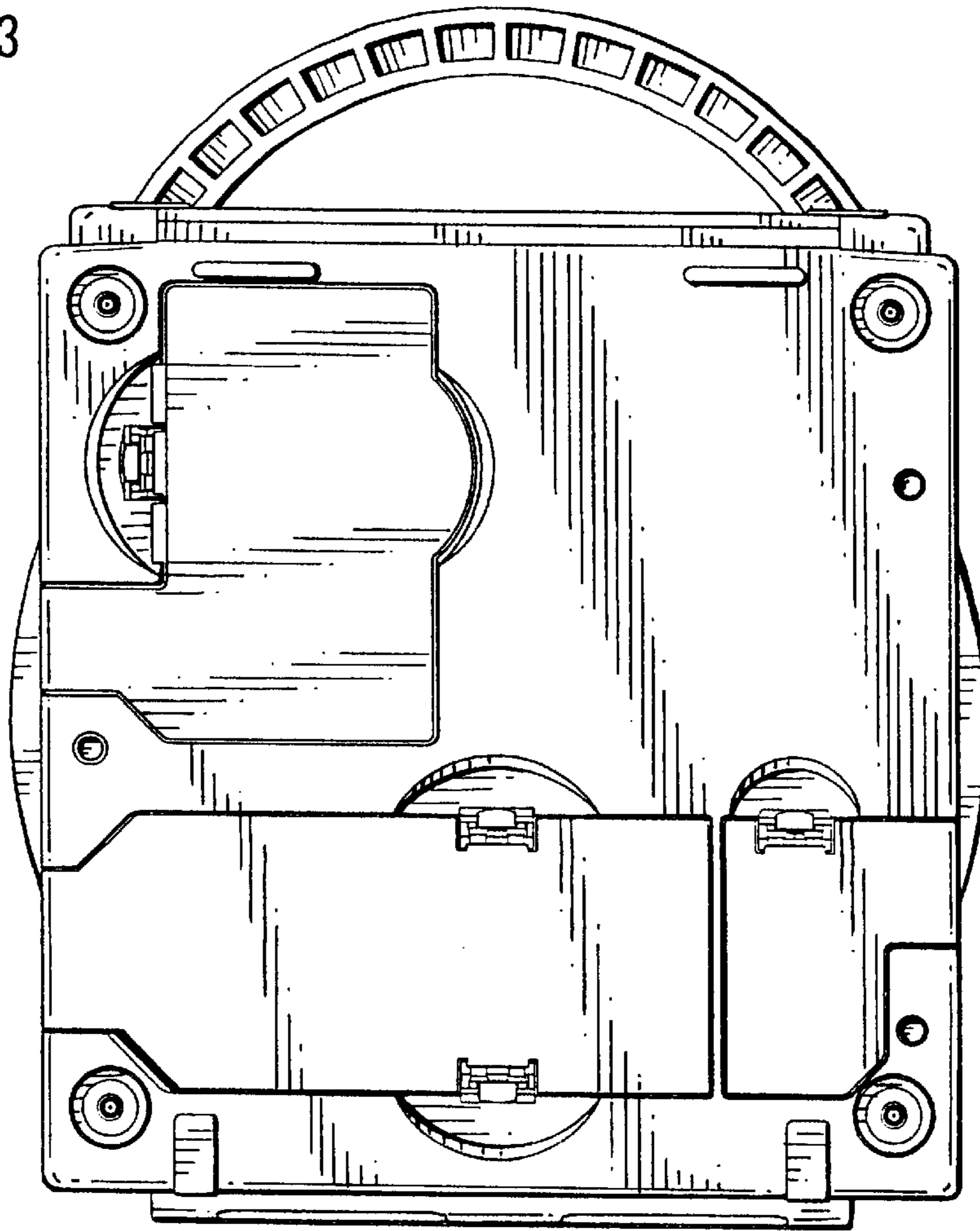


FIG. 4

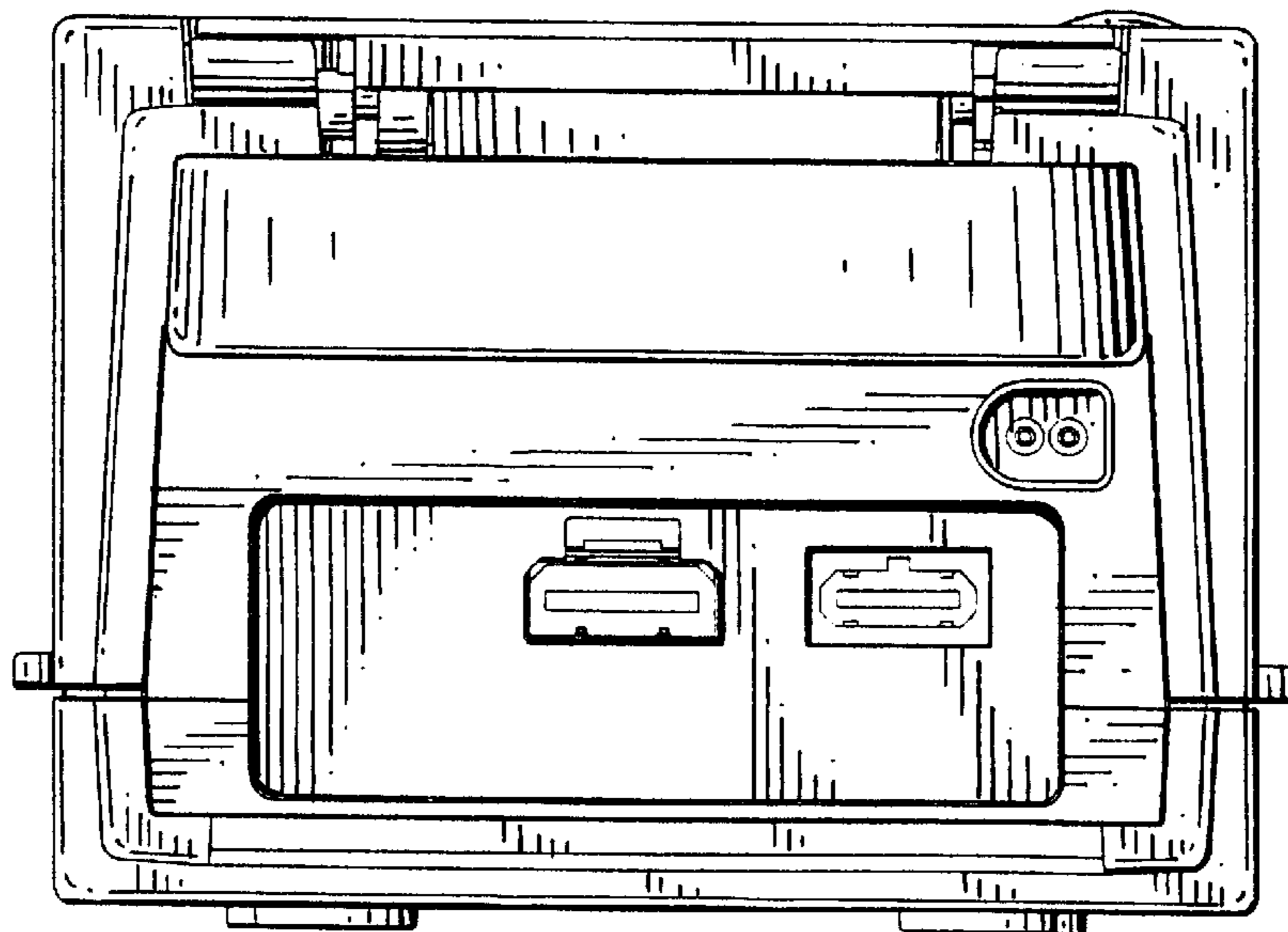


FIG. 5

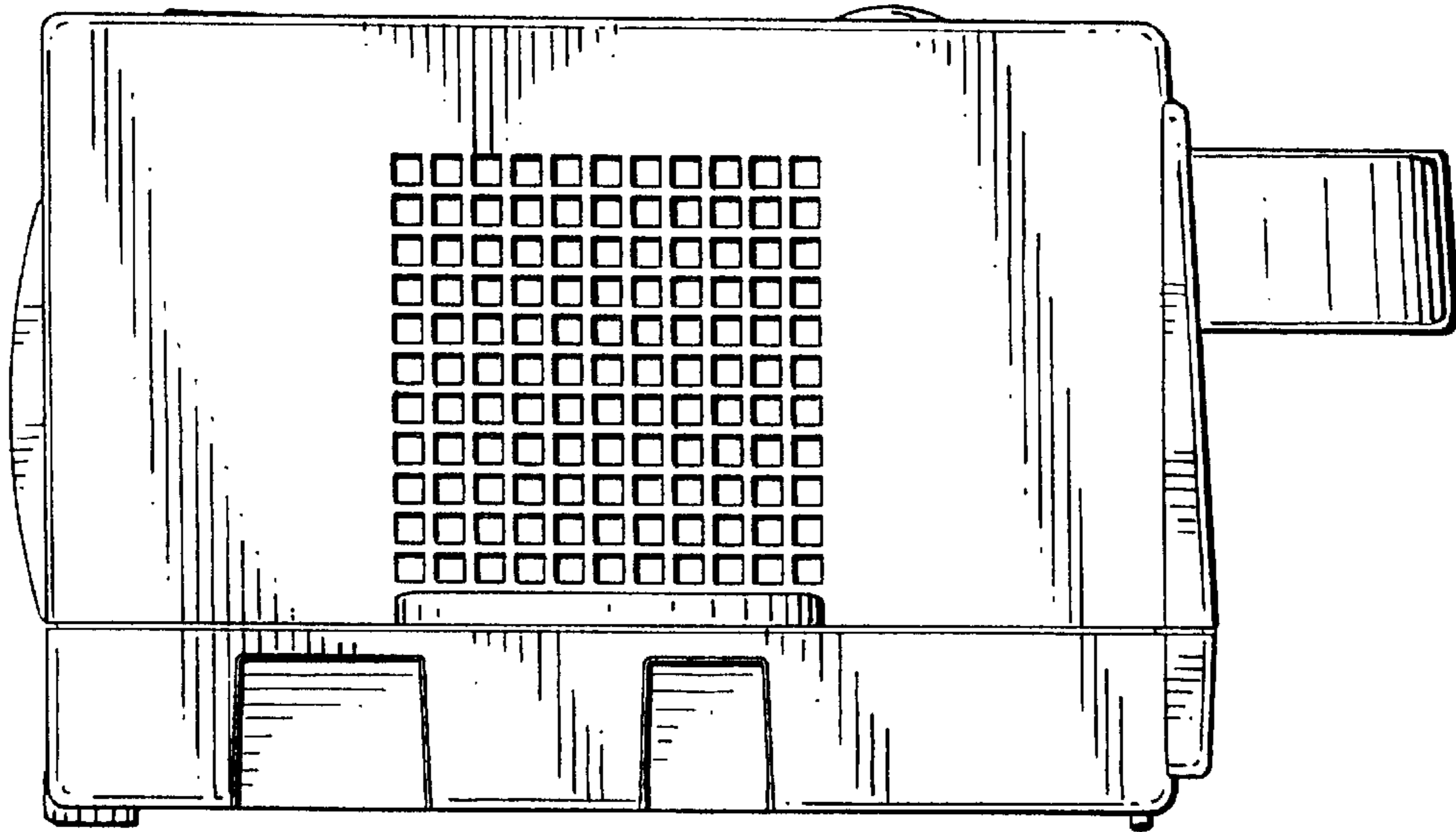


FIG. 6

