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

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(54) **INFORMATION STORAGE CARTRIDGE  
FOR ELECTRONIC GAME MACHINE**

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

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

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

(21) Appl. No.: **29/136,492**

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(30) **Foreign Application Priority Data**

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| Aug. 4, 2000 | (JP) | ..... | 2000-021687 |
| Aug. 4, 2000 | (JP) | ..... | 2000-021688 |
| Aug. 4, 2000 | (JP) | ..... | 2000-021689 |
| Aug. 4, 2000 | (JP) | ..... | 2000-021690 |
| Aug. 4, 2000 | (JP) | ..... | 2000-021691 |
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(51) **LOC (7) Cl.** ..... **21-01**

(52) **U.S. Cl.** ..... **D21/332; D14/435**

(58) **Field of Search** ..... **D21/332, 333,**  
**D21/324; D14/435-438; 273/148 B; 463/1,**  
**29, 30, 43-47; 360/132, 133; 242/341,**  
**348, 335; 369/291, 292, 77.2, 75.1**

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

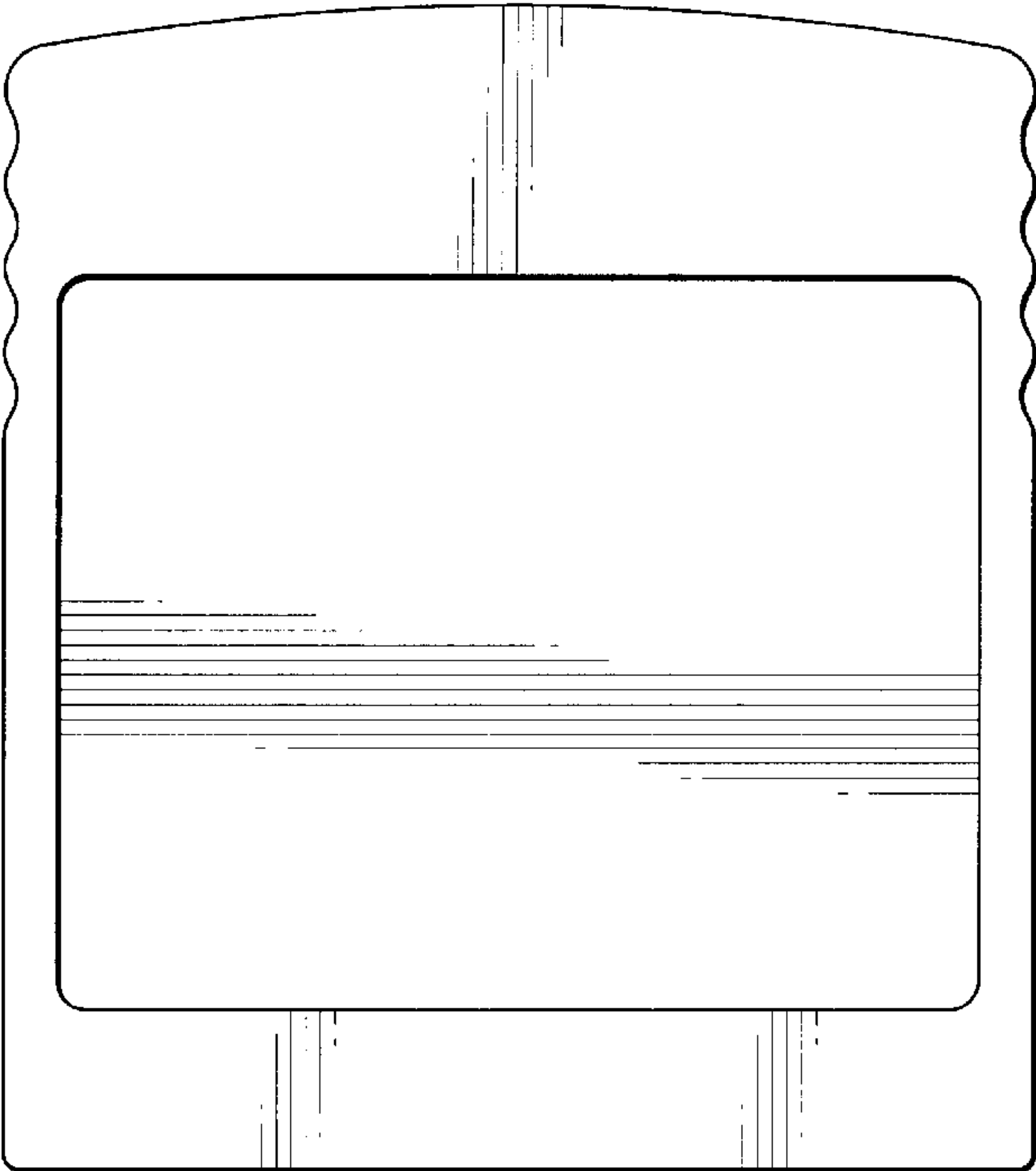
(57) **CLAIM**

The ornamental design for an information storage cartridge for electronic game machine, as shown and described.

**DESCRIPTION**

FIG. 1 is a front elevational view of an information storage cartridge for electronic game machine showing my new design;  
FIG. 2 is a rear elevational view thereof;  
FIG. 3 is a top plan view thereof;  
FIG. 4 is a bottom plan view thereof; and,  
FIG. 5 is a right side view thereof, a left side being a mirror image.

**1 Claim, 2 Drawing Sheets**





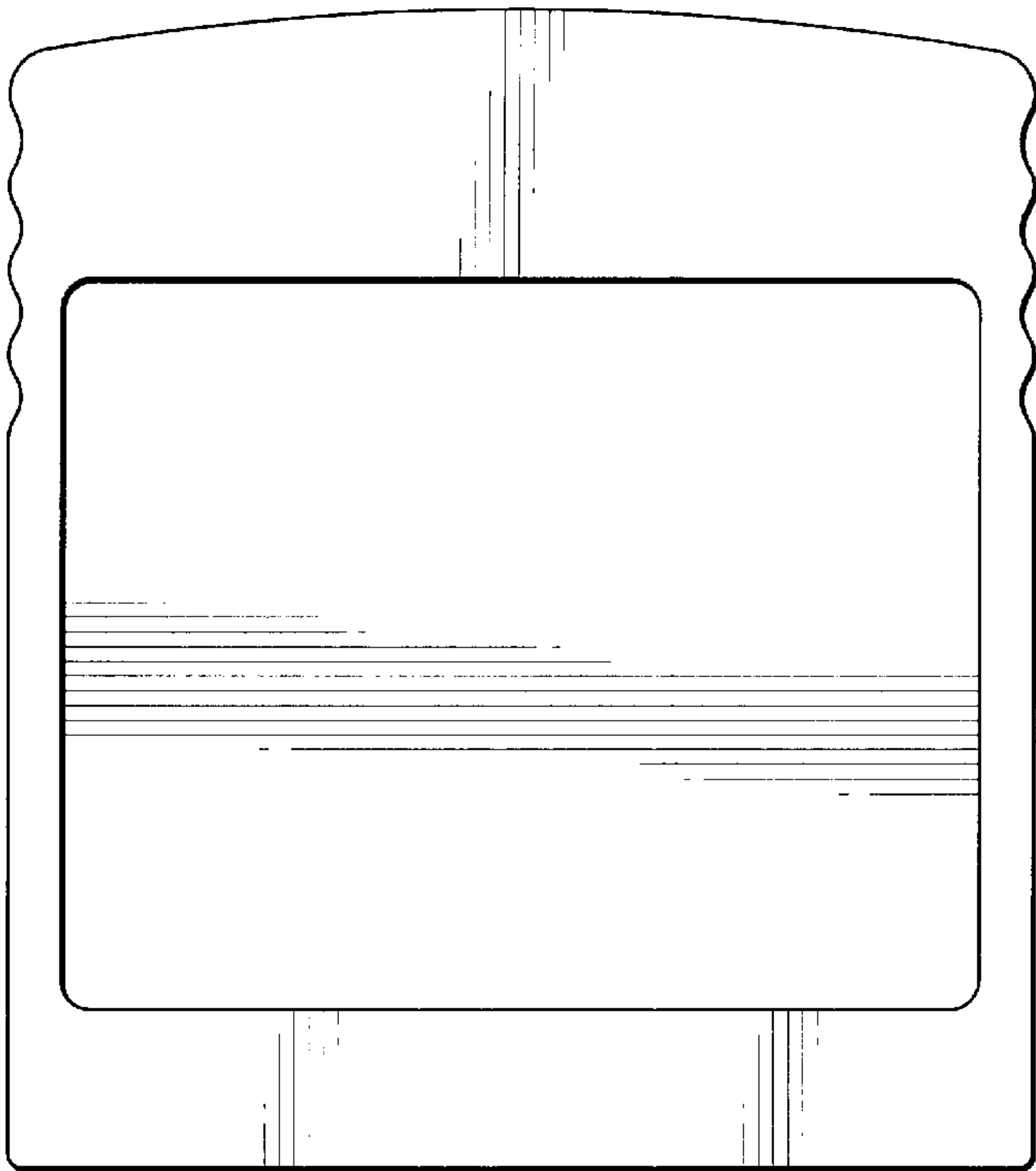


Fig. 1

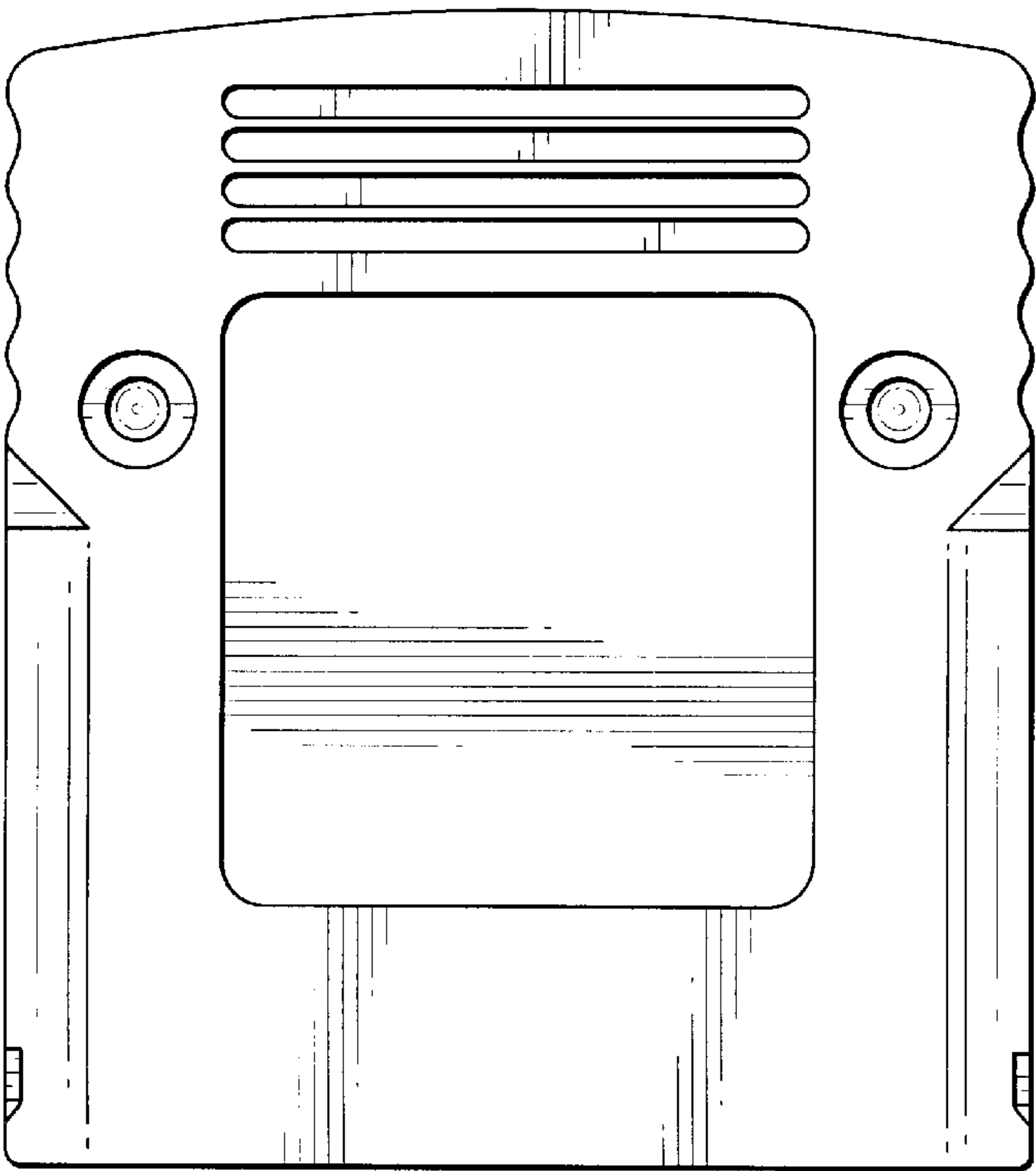


Fig. 2



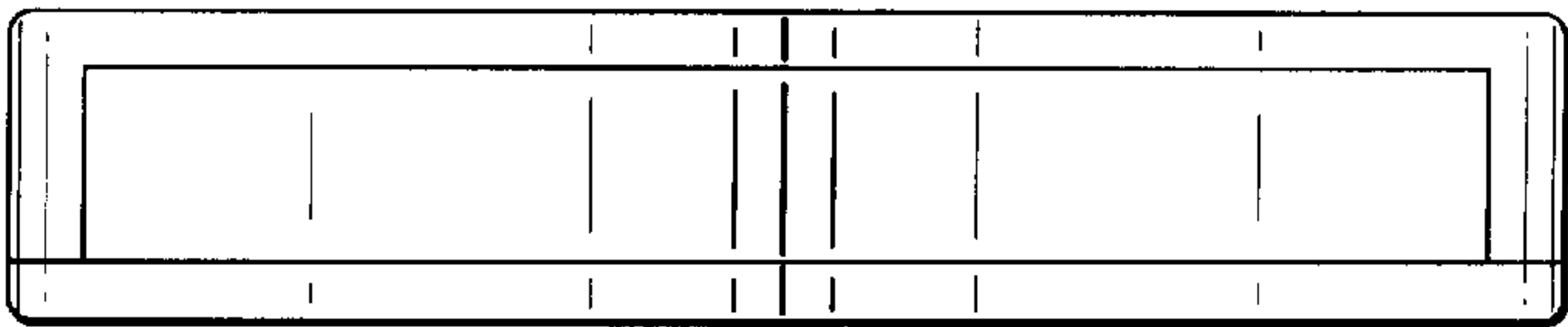


Fig. 3

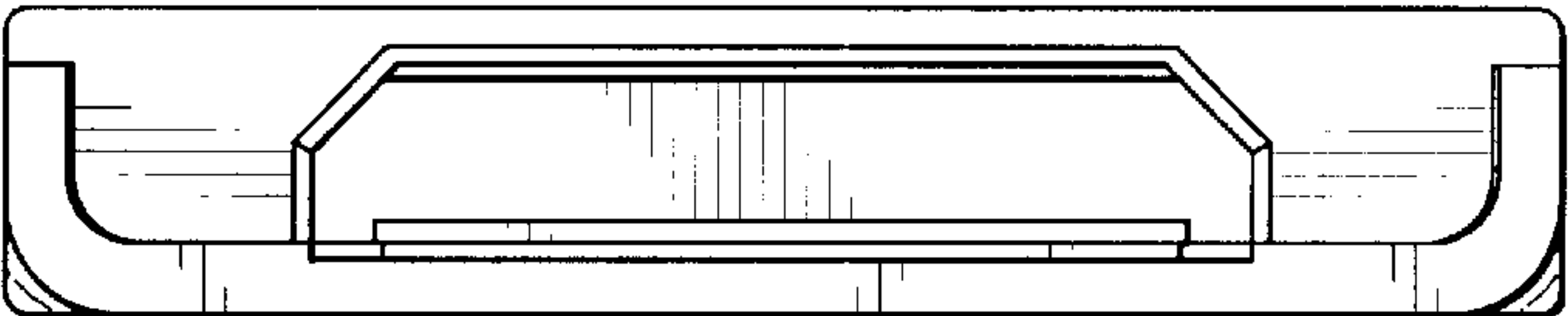


Fig. 4

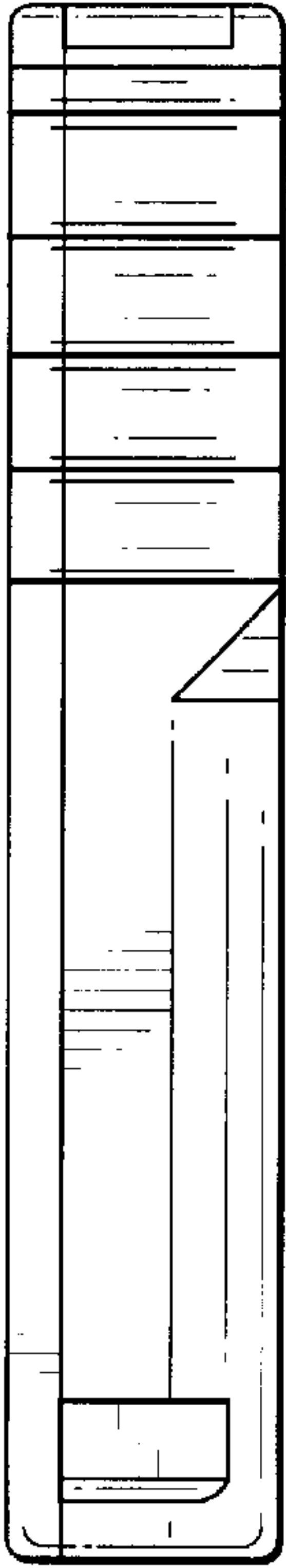


Fig. 5