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

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(45) **Date of Patent:** **\*\* Jul. 23, 2002**

(54) **ELECTRONIC GAME MACHINE**

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

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

(21) Appl. No.: **29/142,642**

(22) Filed: **May 31, 2001**

(30) **Foreign Application Priority Data**

Dec. 4, 2000	(JP)	.....	2000-034598
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Dec. 4, 2000	(JP)	.....	2000-034600
Dec. 4, 2000	(JP)	.....	2000-034603

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

(52) **U.S. Cl.** ..... **D21/329**

(58) **Field of Search** ..... D21/324, 329,  
D21/330, 331; 463/1, 29-35, 46, 47; 273/148;  
345/905

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(57) **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a front, right and top perspective view of a first embodiment of an electronic game machine showing my new design;

FIG. 2 is a front elevational view thereof;

FIG. 3 is a rear elevational view thereof;

FIG. 4 is a top plan view thereof;

FIG. 5 is a bottom plan view thereof;

FIG. 6 is a left side view thereof;

FIG. 7 is a right side view thereof;

FIG. 8 is a front elevational view of a second embodiment of an electronic game machine;

FIG. 9 is a rear elevational view thereof;

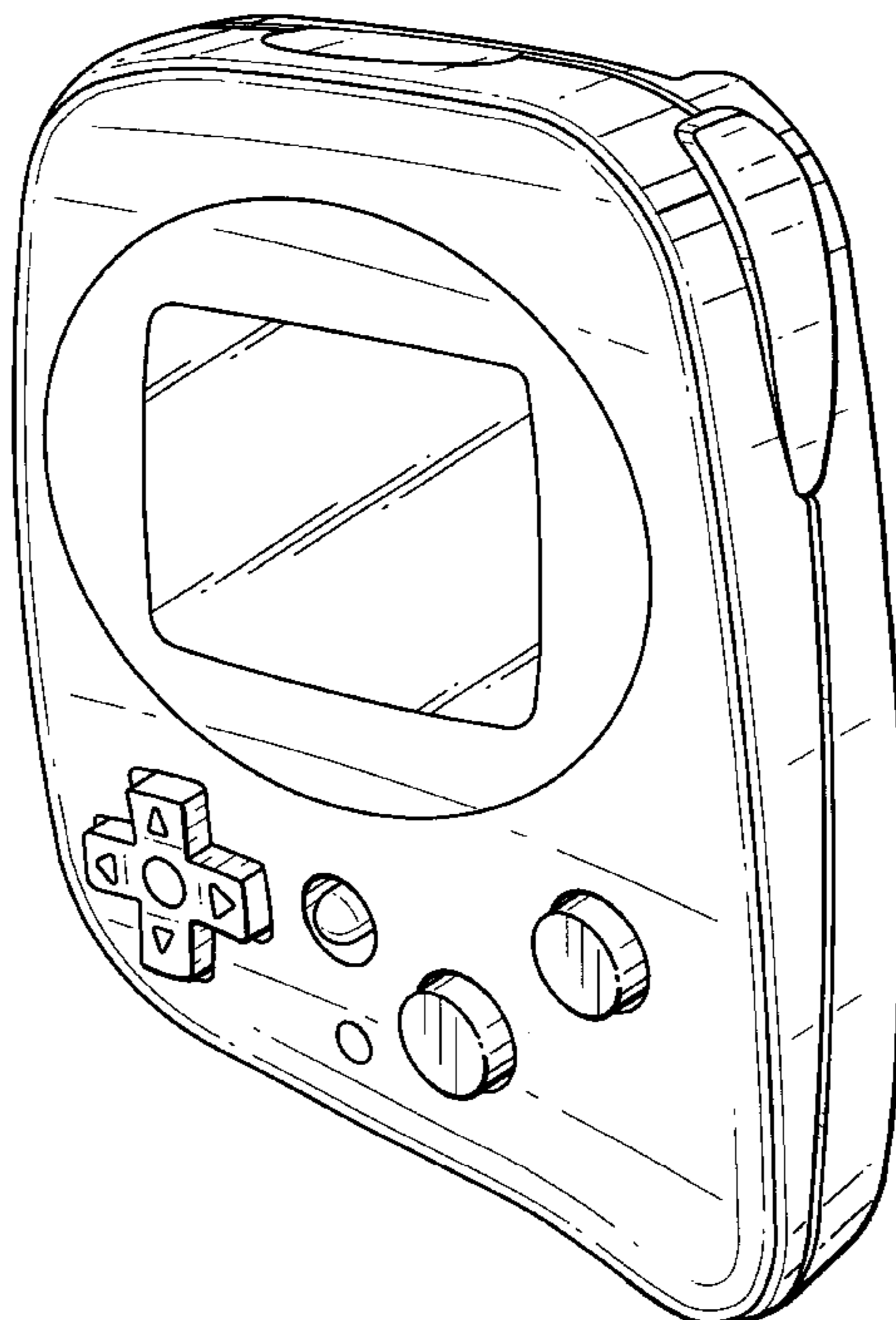
FIG. 10 is a top plan view thereof;

FIG. 11 is a bottom plan view thereof;

FIG. 12 is a left side view thereof; and,

FIG. 13 is a right side view thereof.

**1 Claim, 7 Drawing Sheets**



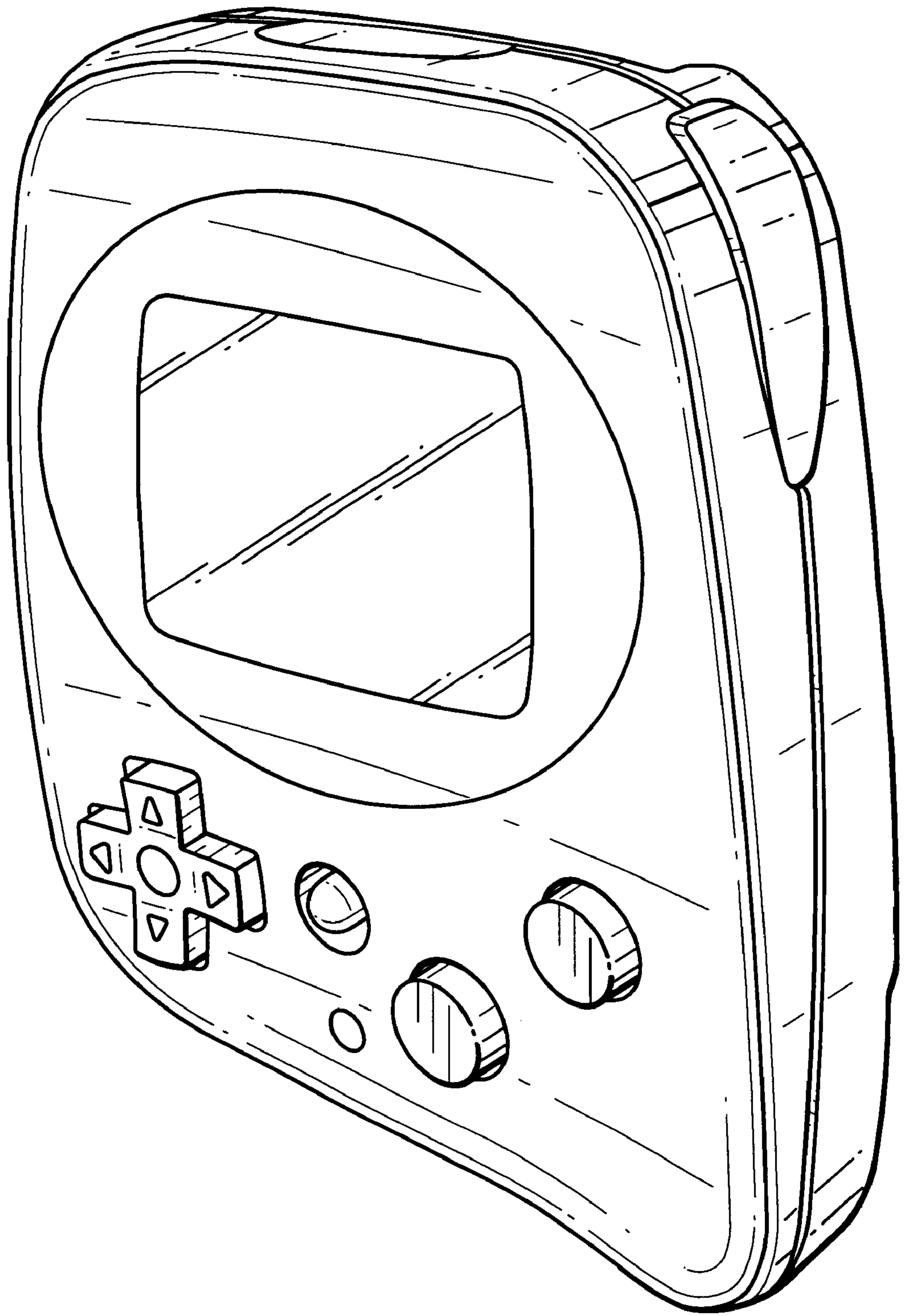


Fig. 1

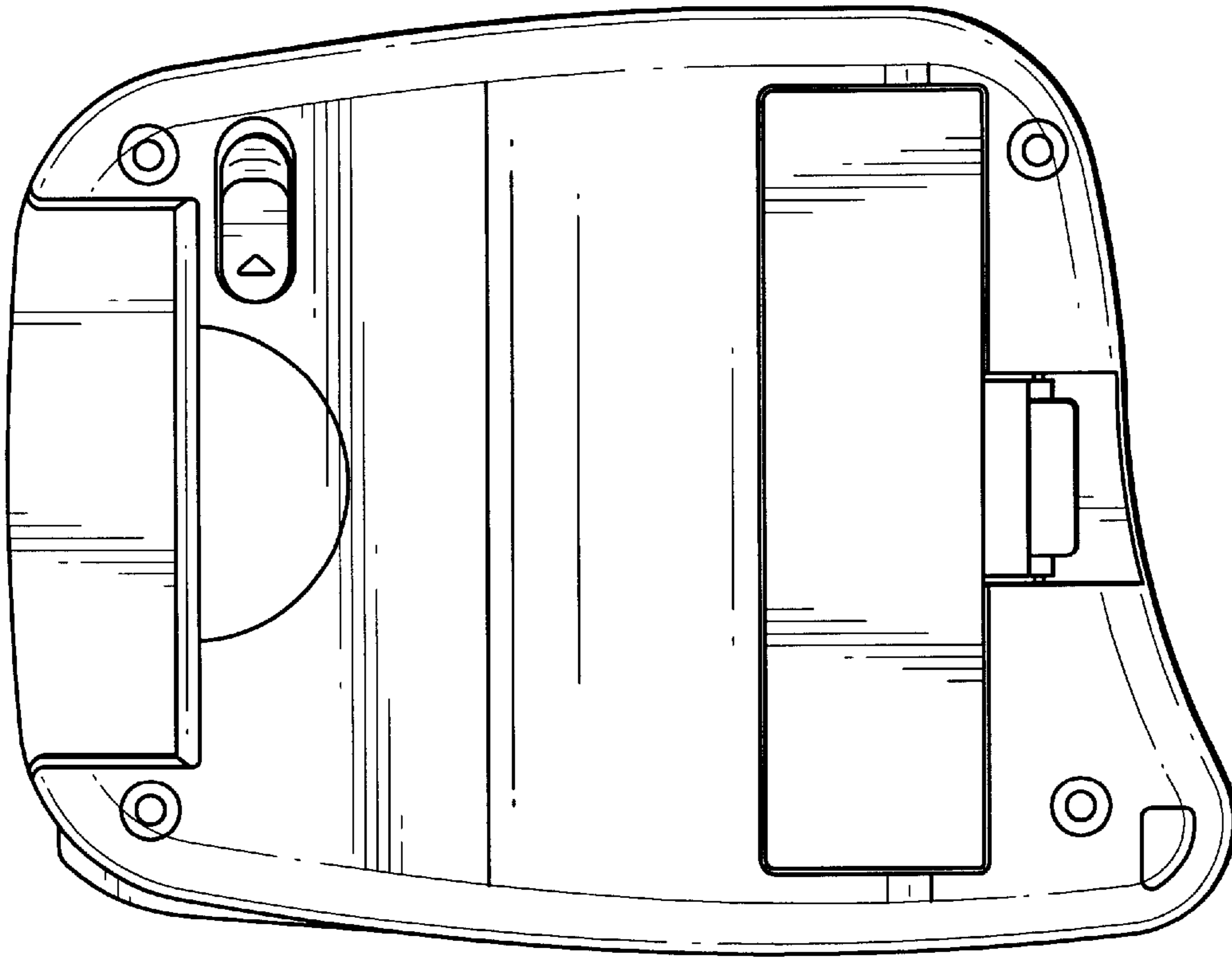


Fig. 2

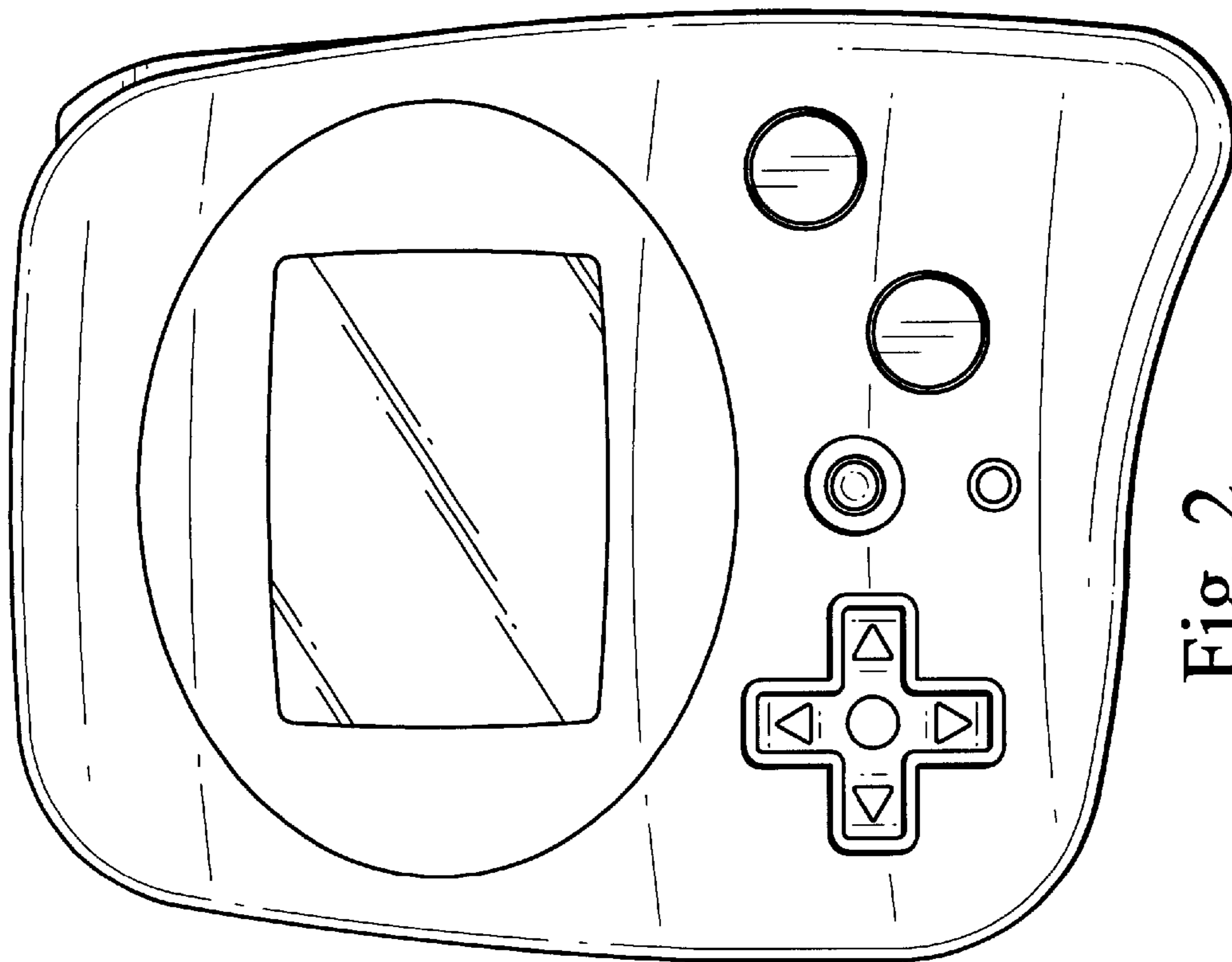


Fig. 3

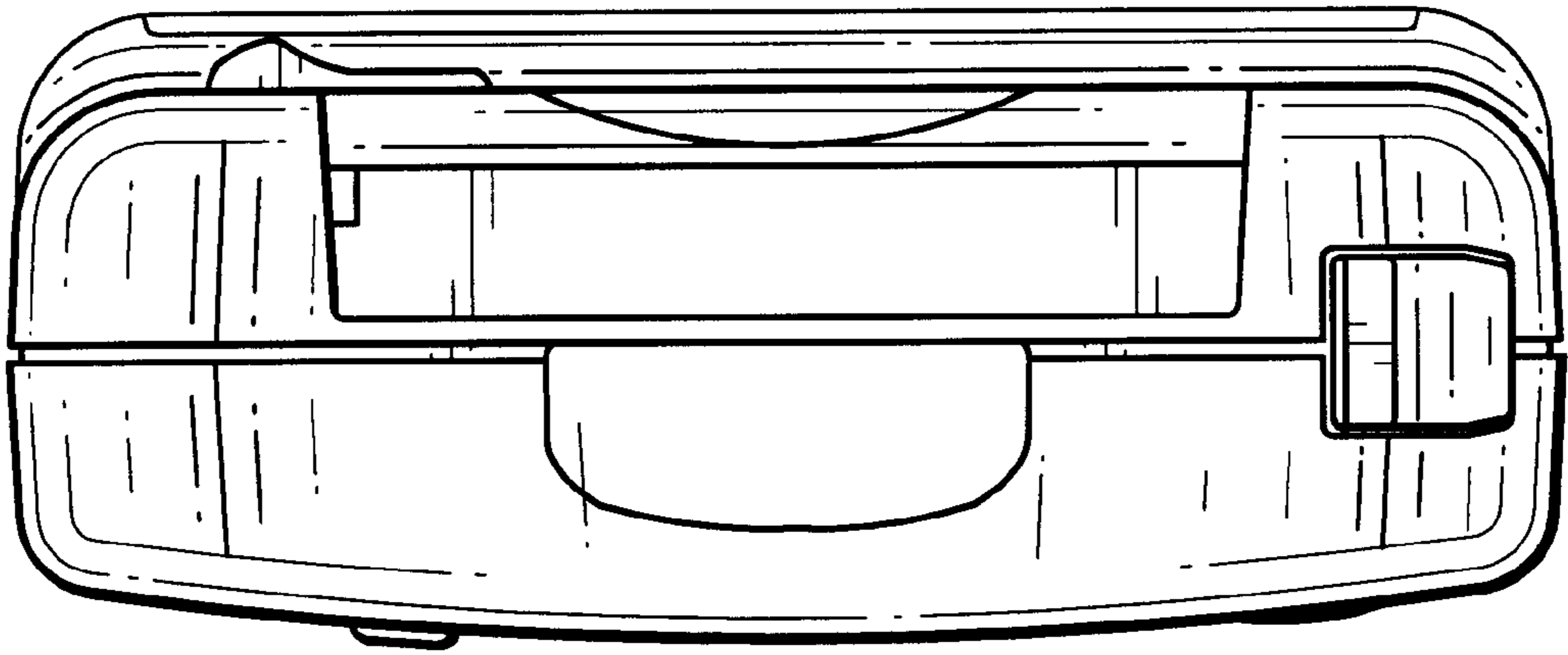


Fig. 4

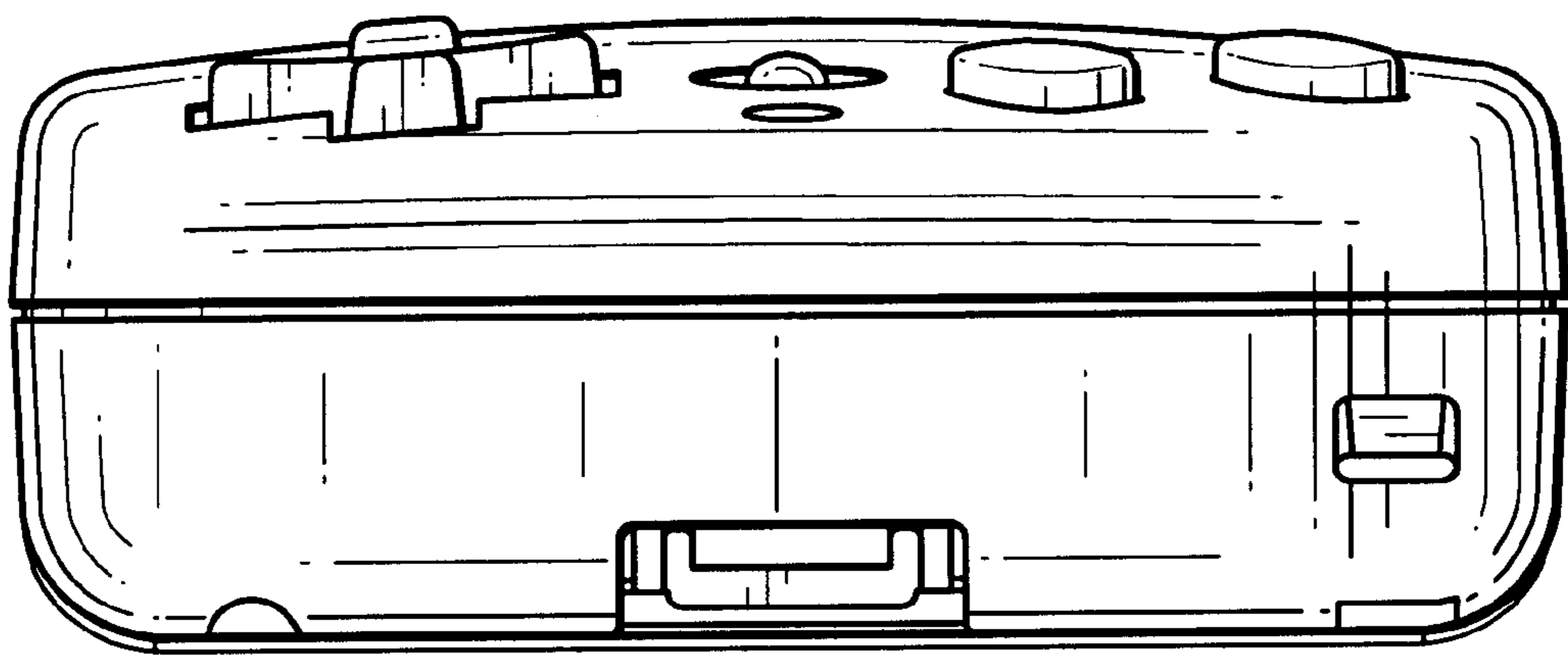


Fig. 5

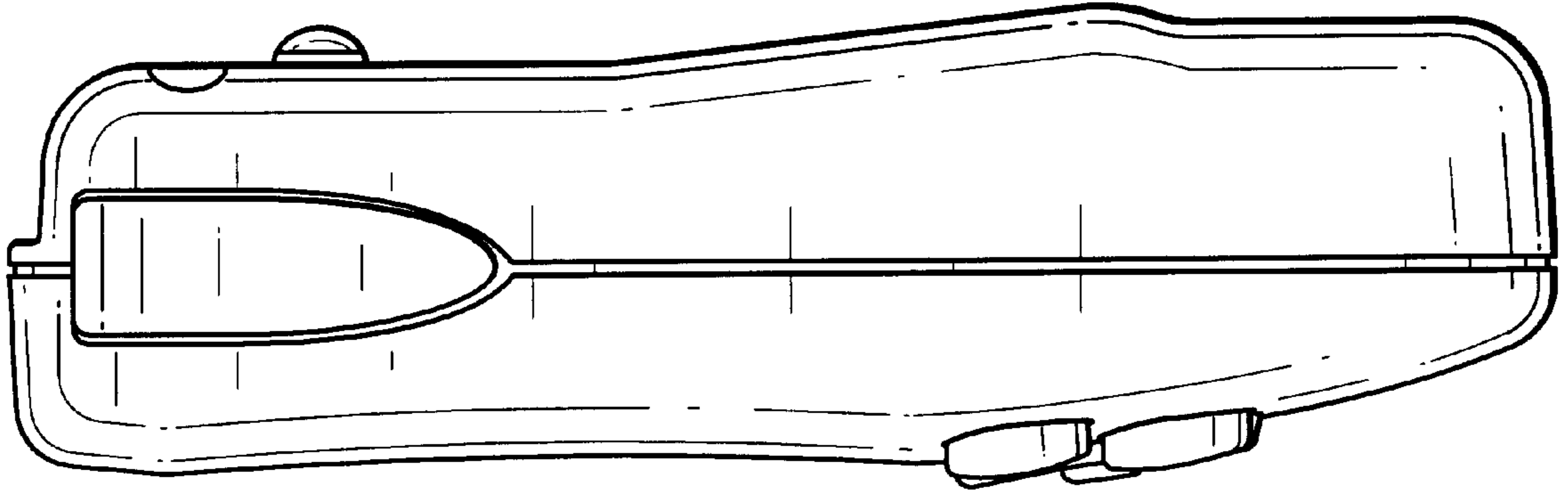


Fig. 7

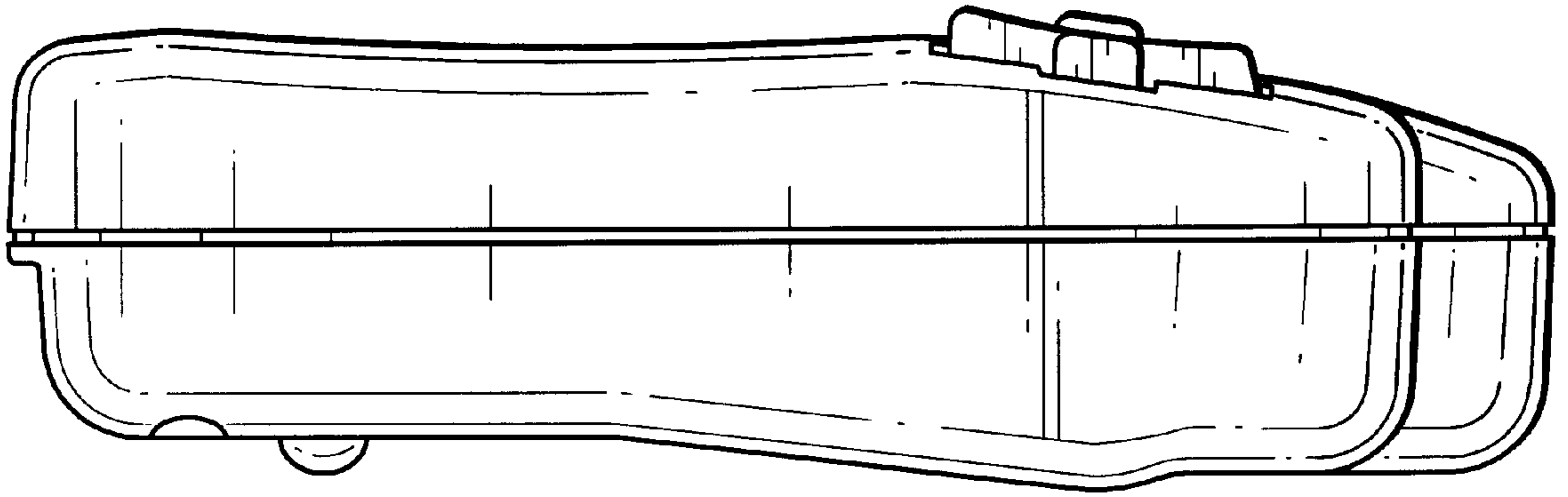


Fig. 6

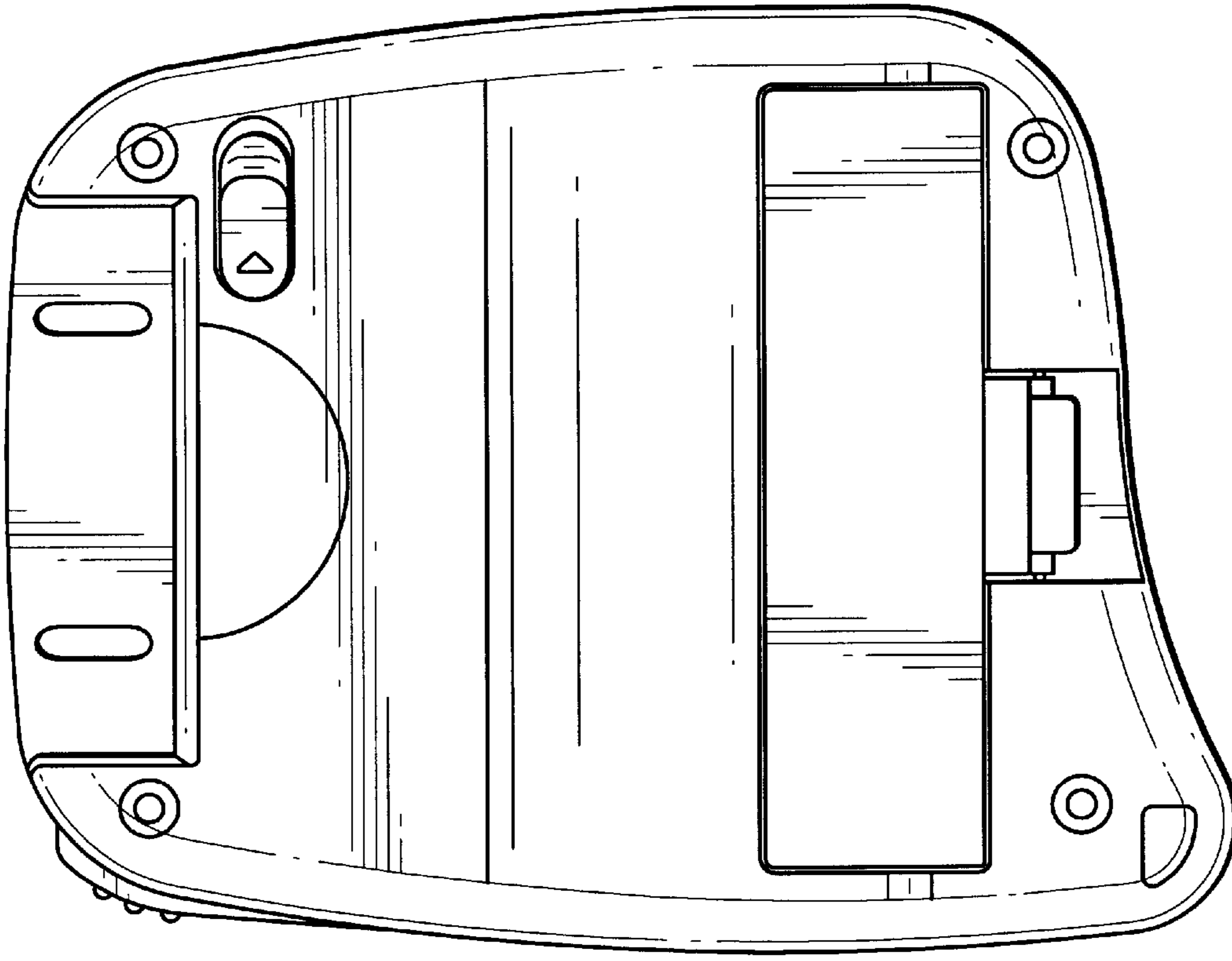


Fig. 9

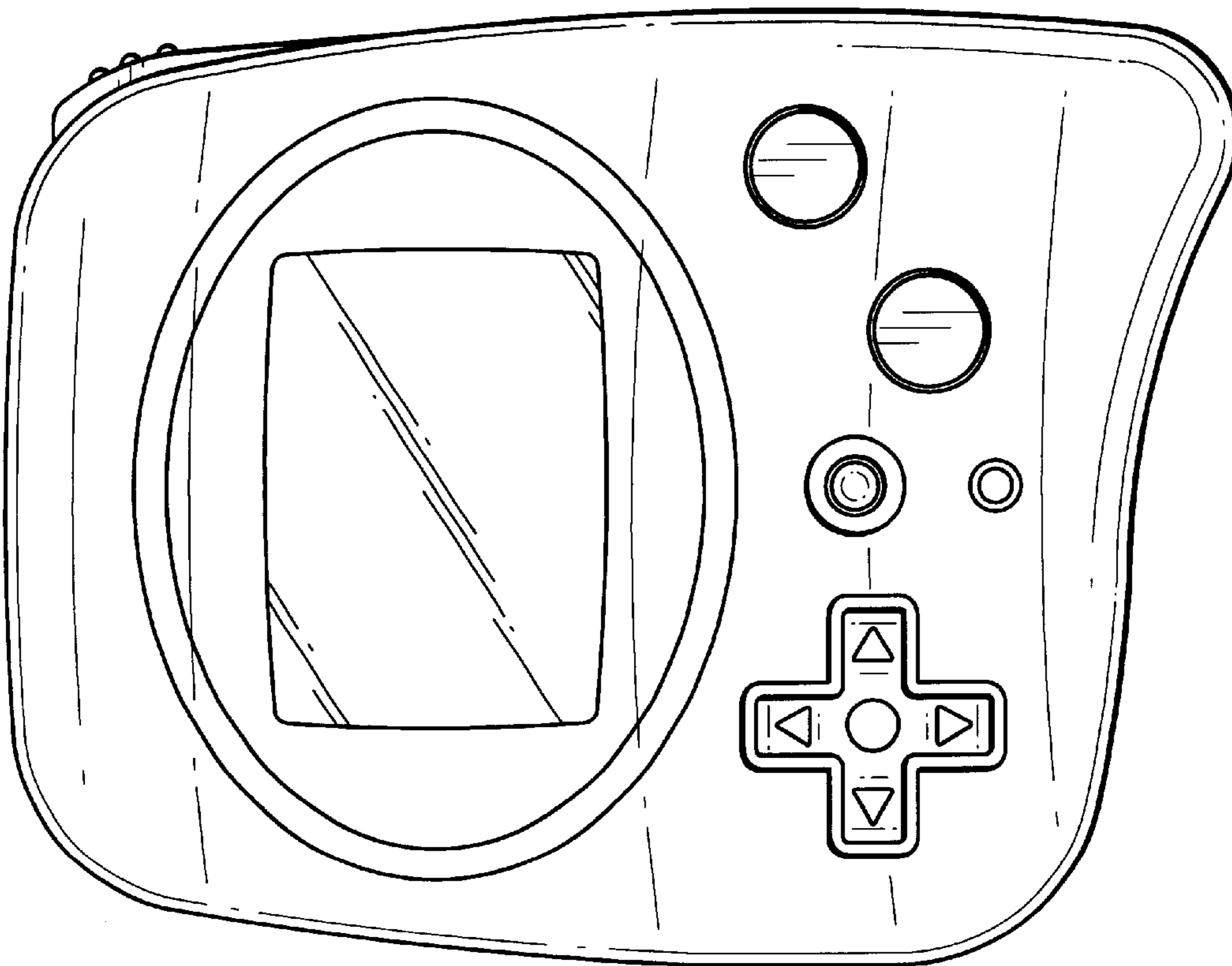


Fig. 8

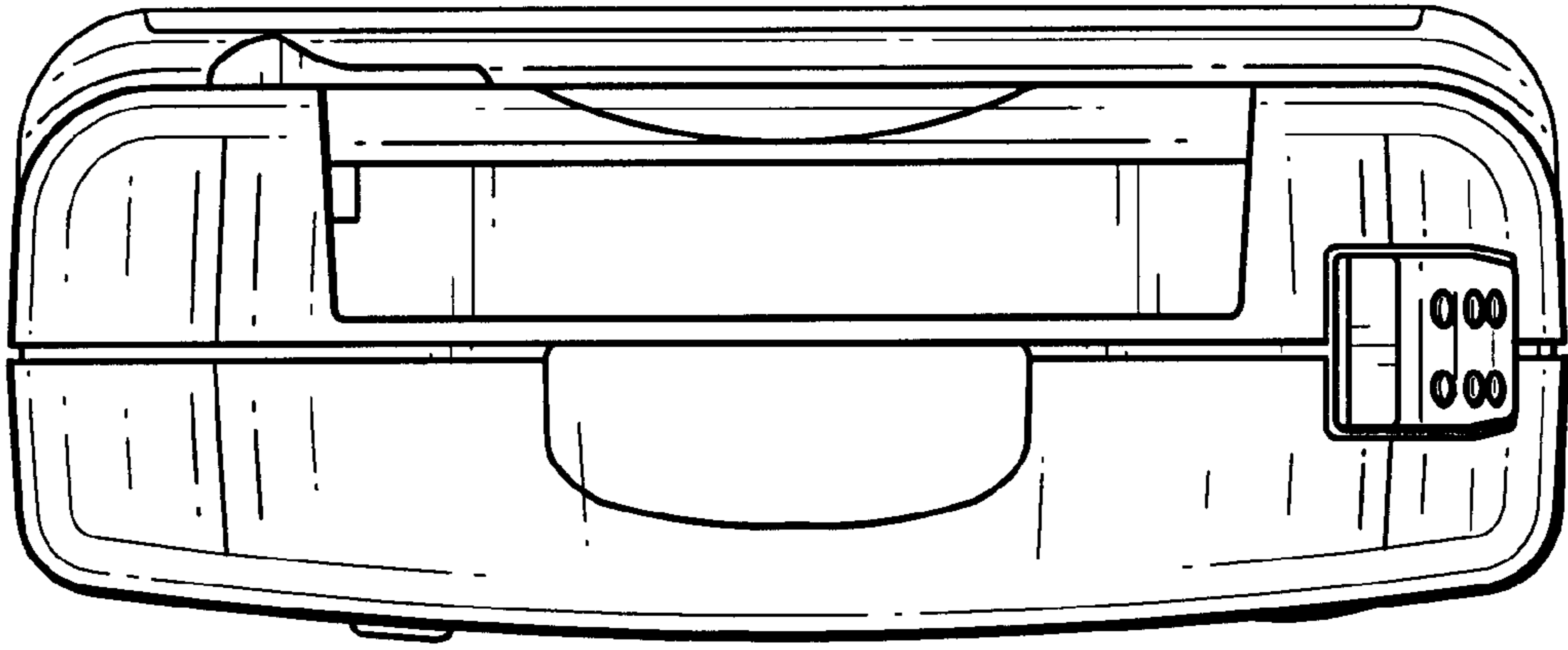


Fig. 10

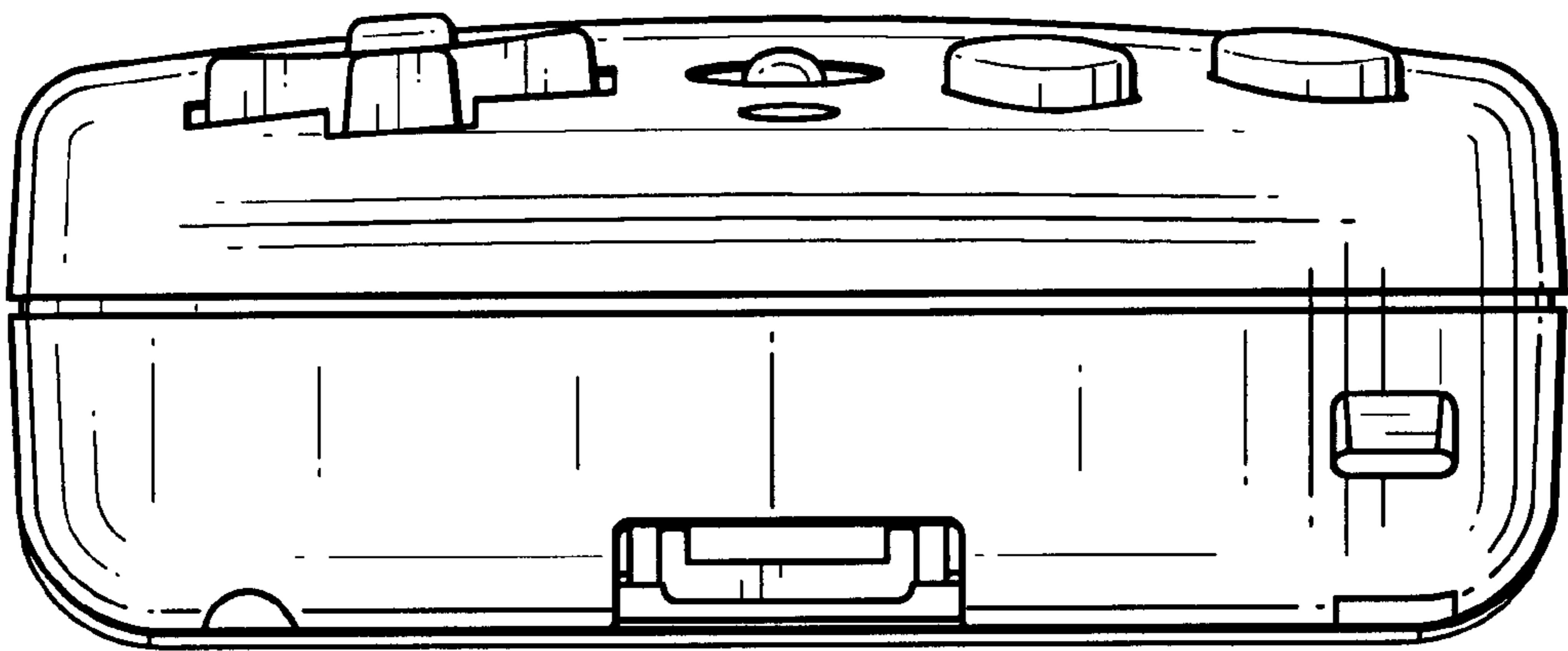


Fig. 11

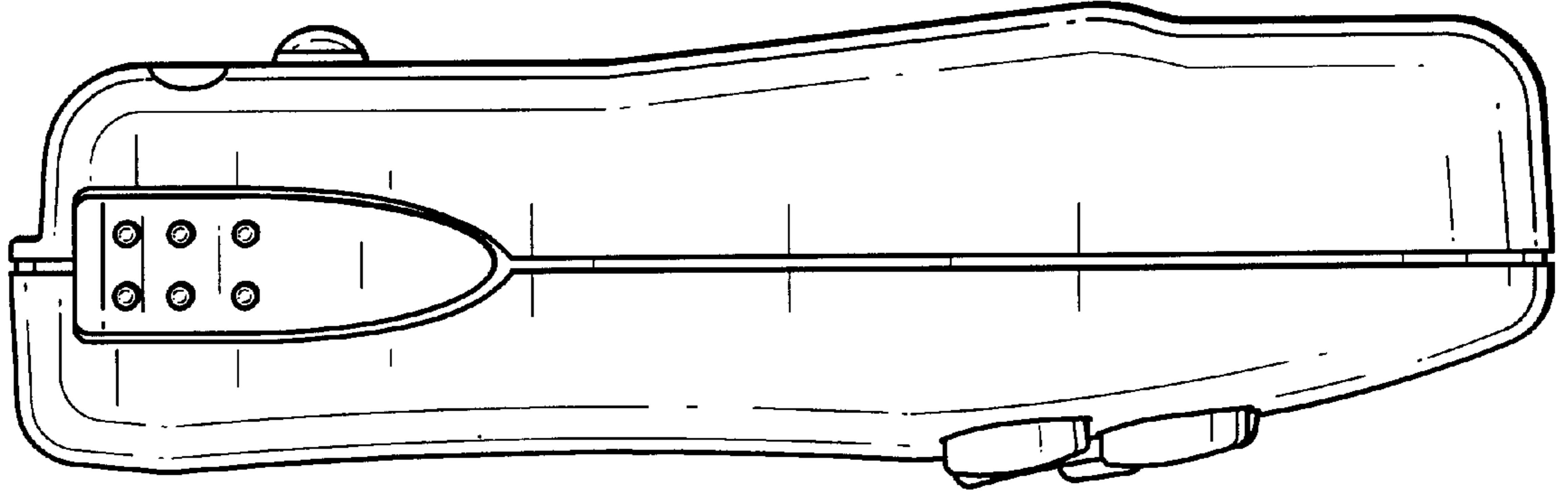


Fig. 13

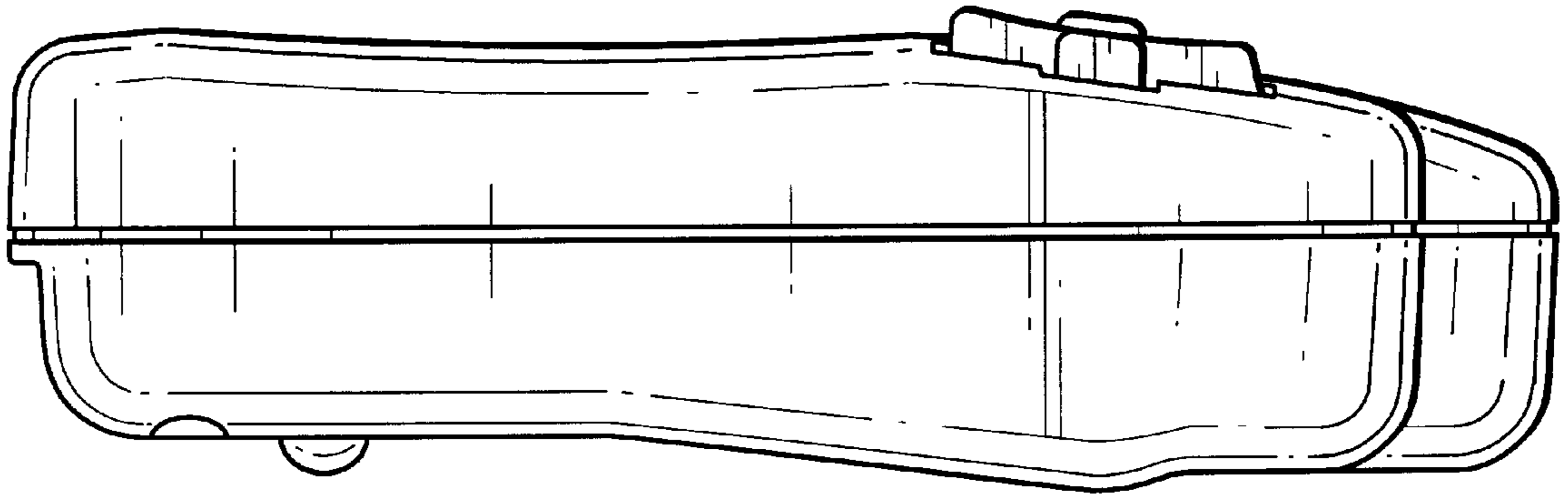


Fig. 12