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(12) **United States Design Patent**  
**Ishii et al.**

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(45) **Date of Patent:** **\*\* Sep. 24, 2002**

(54) **GAME MACHINE**

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(73) **Assignee:** **Konami Corporation, Tokyo (JP)**

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

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(30) **Foreign Application Priority Data**

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

(52) **U.S. Cl.** ..... **D21/325**

(58) **Field of Search** ..... D21/324-333,  
D21/344, 350, 385; 463/1, 9, 14, 15, 30-35,  
46-50; 273/148 B, 237, 239, 259, 283;  
446/417; 472/62

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(57) **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a perspective view of a game machine;  
FIG. 2 is a front view thereof;  
FIG. 3 is a rear view thereof;  
FIG. 4 is a left side view thereof;  
FIG. 5 is a right side view thereof;  
FIG. 6 is a top view thereof; and,  
FIG. 7 is a bottom view thereof.

**1 Claim, 4 Drawing Sheets**

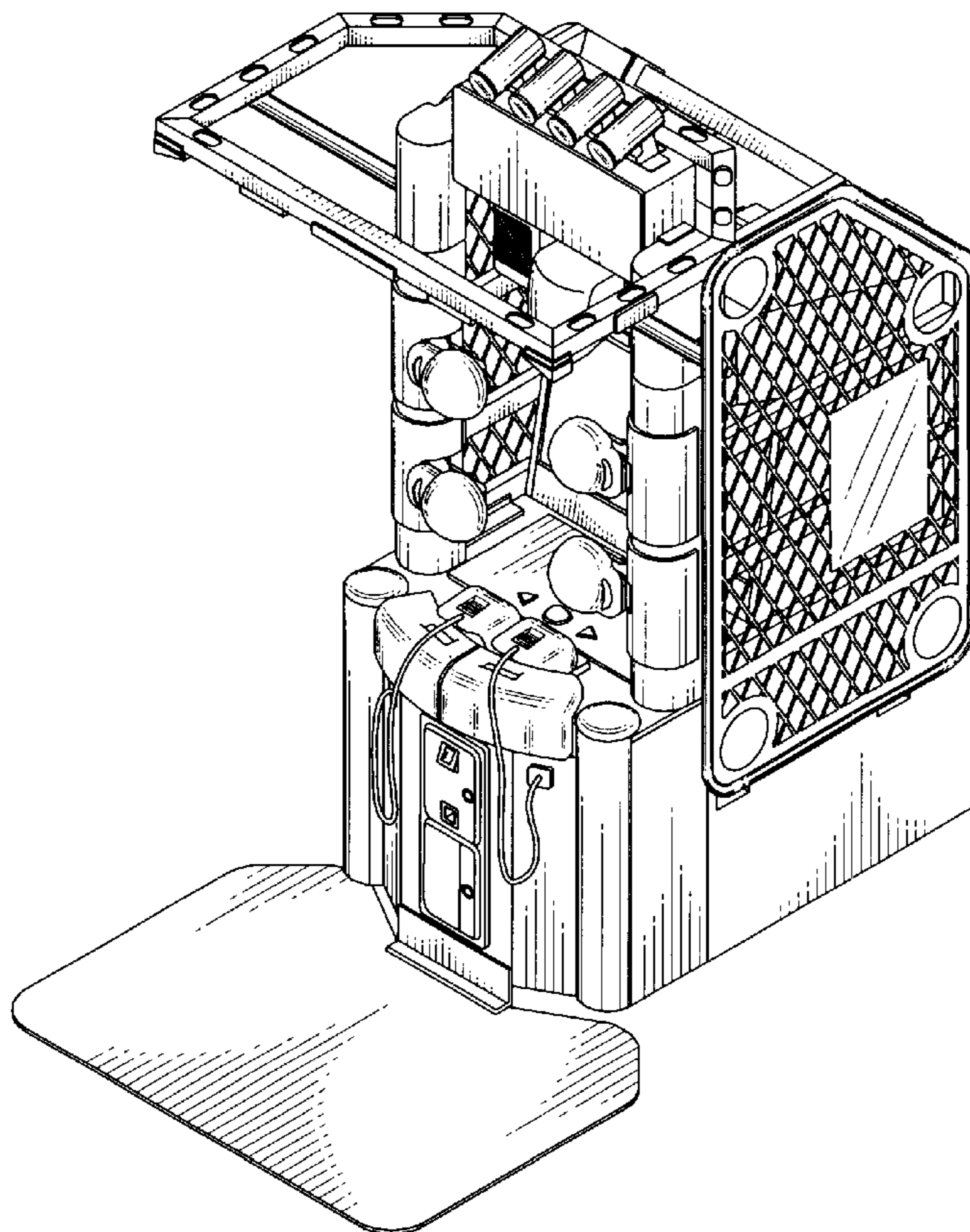


FIG. 1

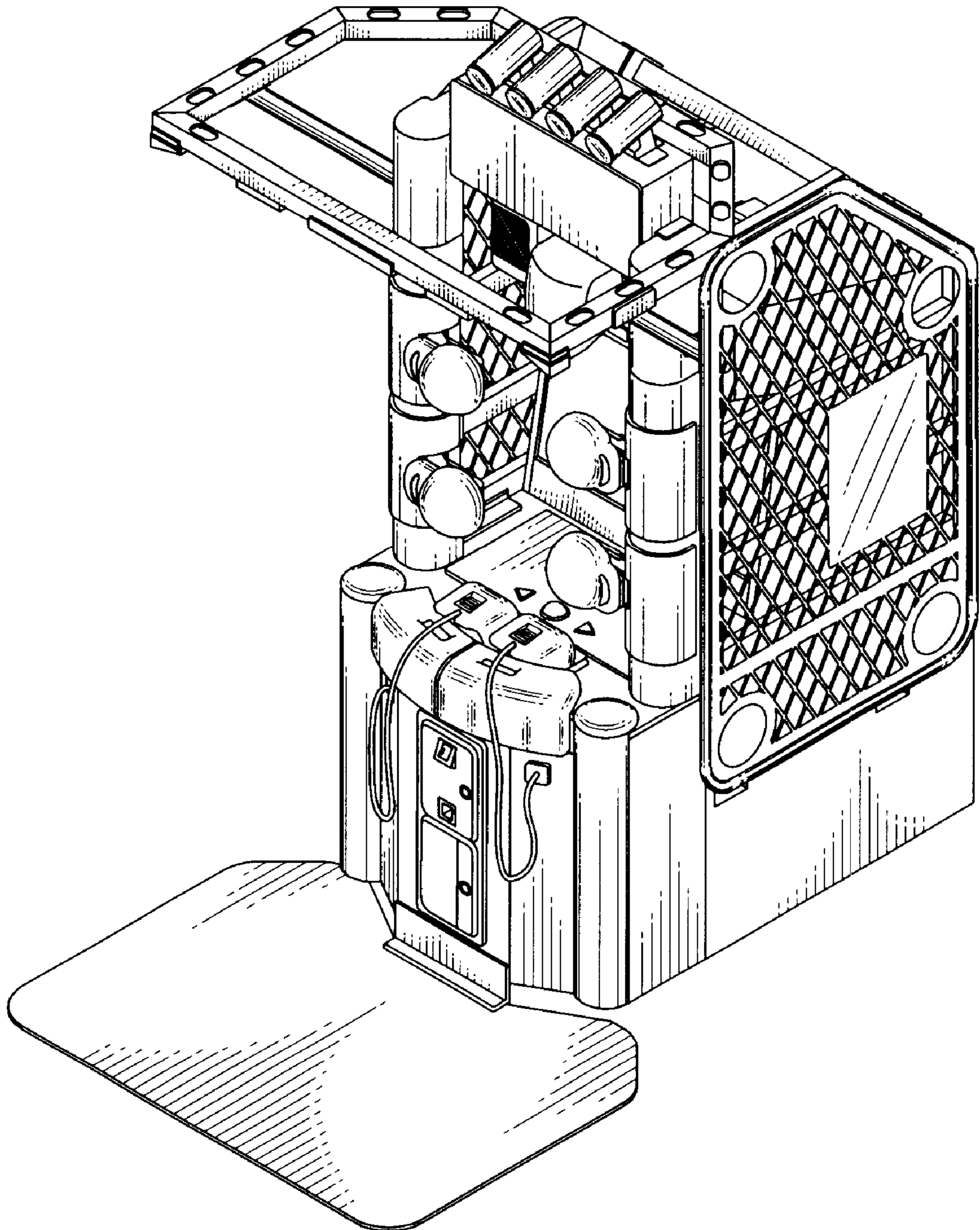


FIG. 2

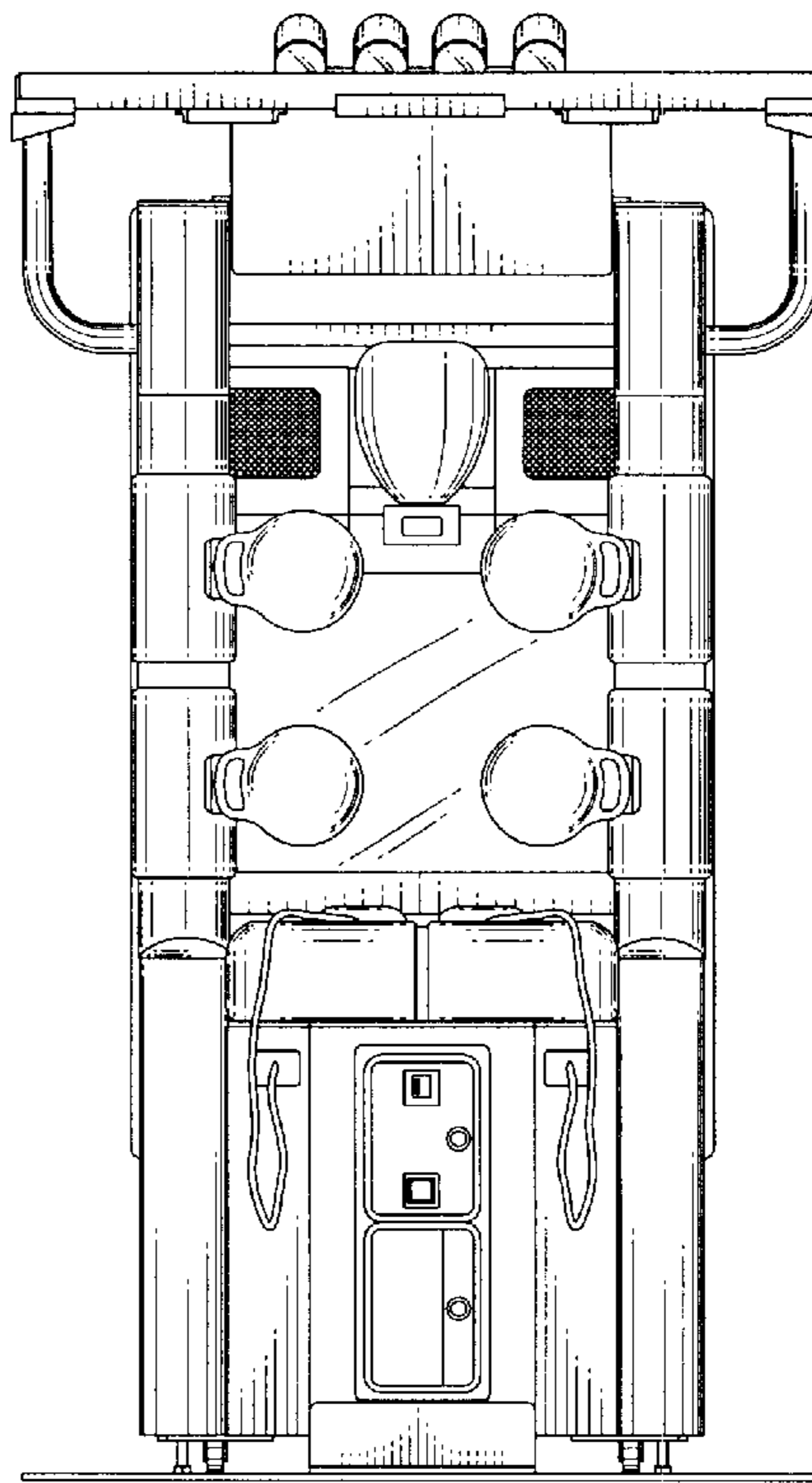


FIG. 3

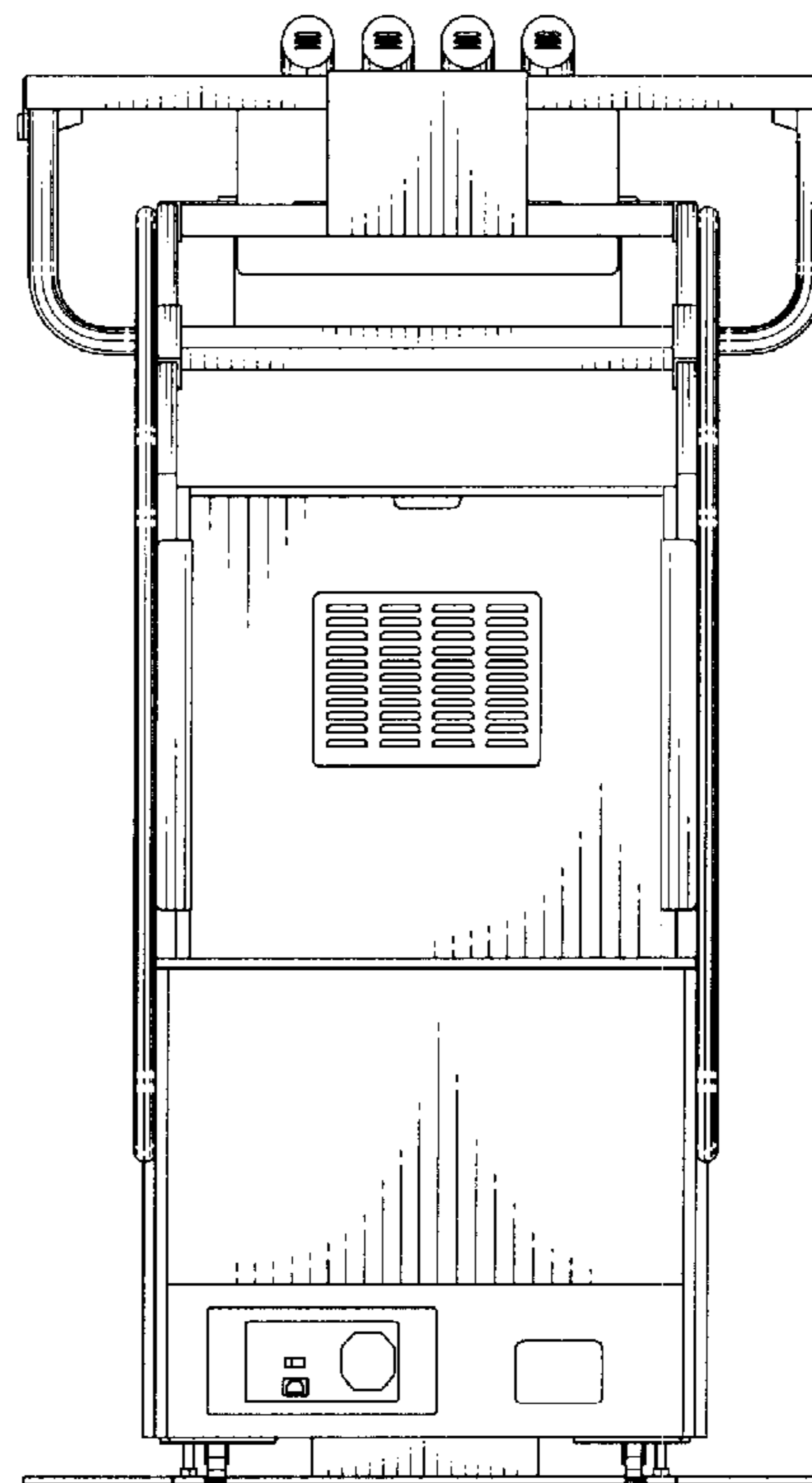




FIG. 4

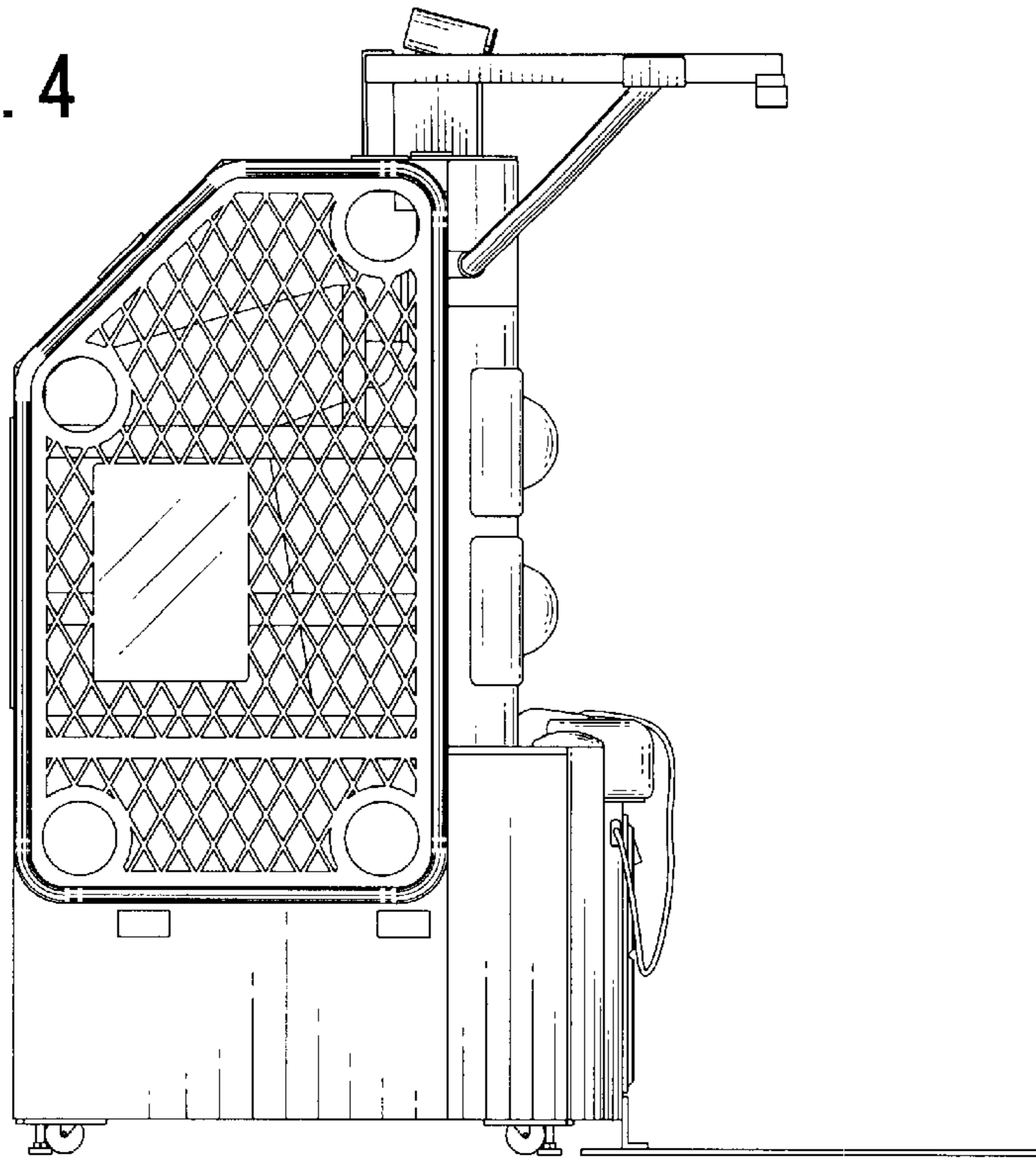


FIG. 5

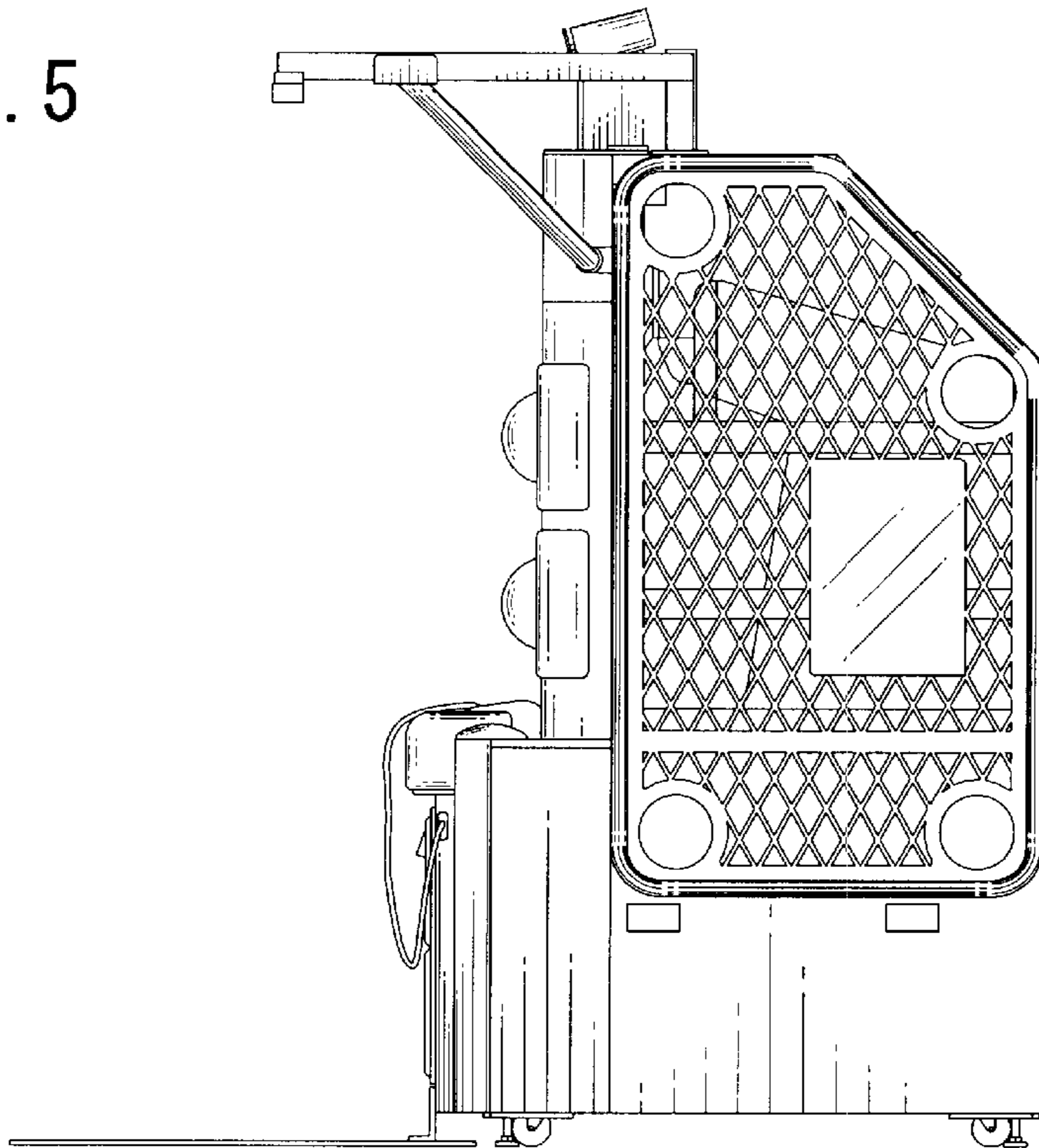


FIG. 6

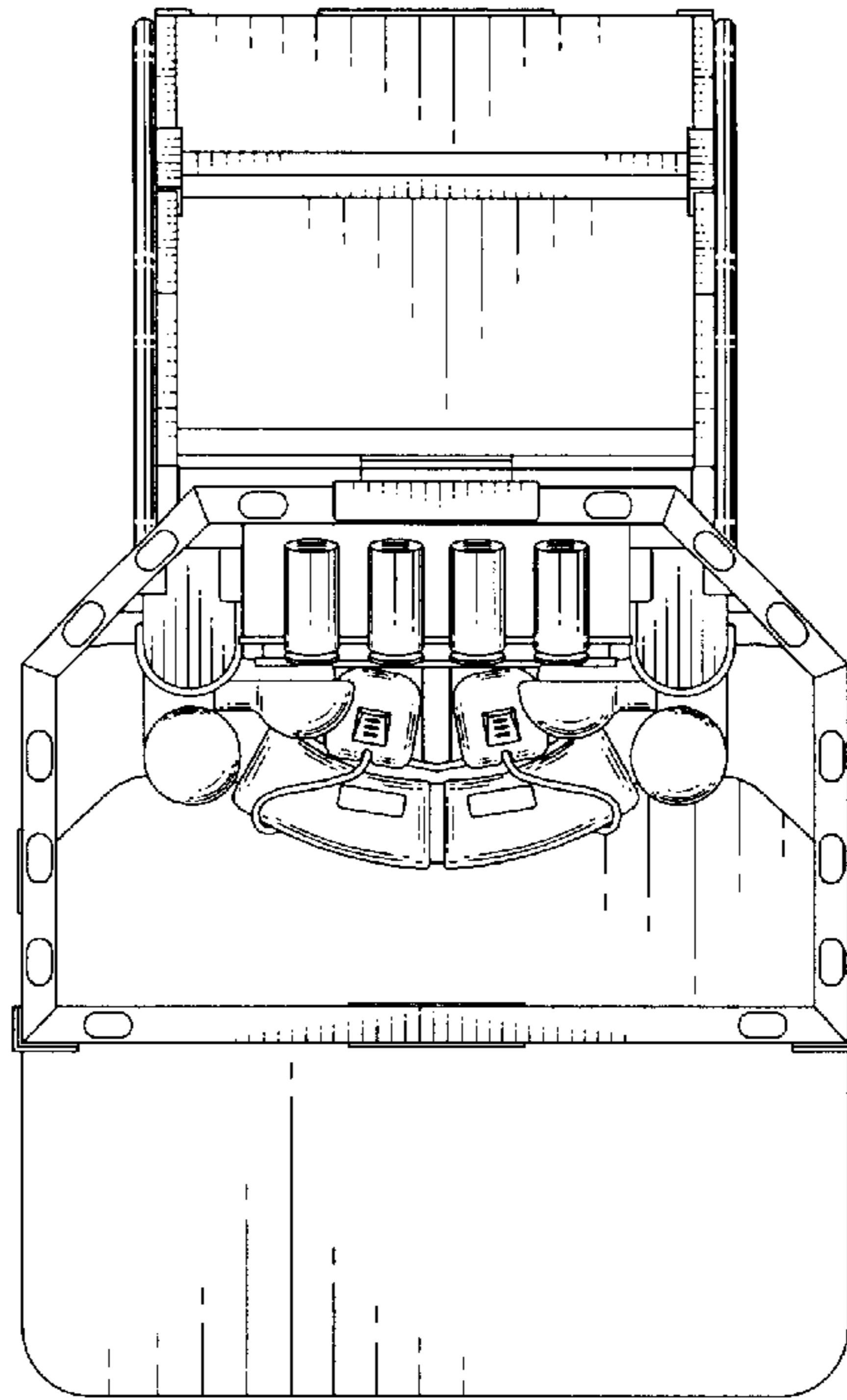


FIG. 7

