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(12)

United States Design Patent
Kim

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(54) **MANIPULATOR FOR GAME MACHINE**

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(73) Assignee: **Andamiro Co., Ltd.**, Seoul (KR)

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

(21) Appl. No.: **29/155,203**

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(30) **Foreign Application Priority Data**

Dec. 1, 2001 (KR) 01-33888

(51) **LOC (7) Cl.** **14-02**

(52) **U.S. Cl.** **D14/418**

(58) **Field of Search** D14/418, 400,
D14/401; D21/324–333; 273/148 B, 574,
348, 349, 317; 463/30–35, 46, 47, 1, 5,
50, 51, 52

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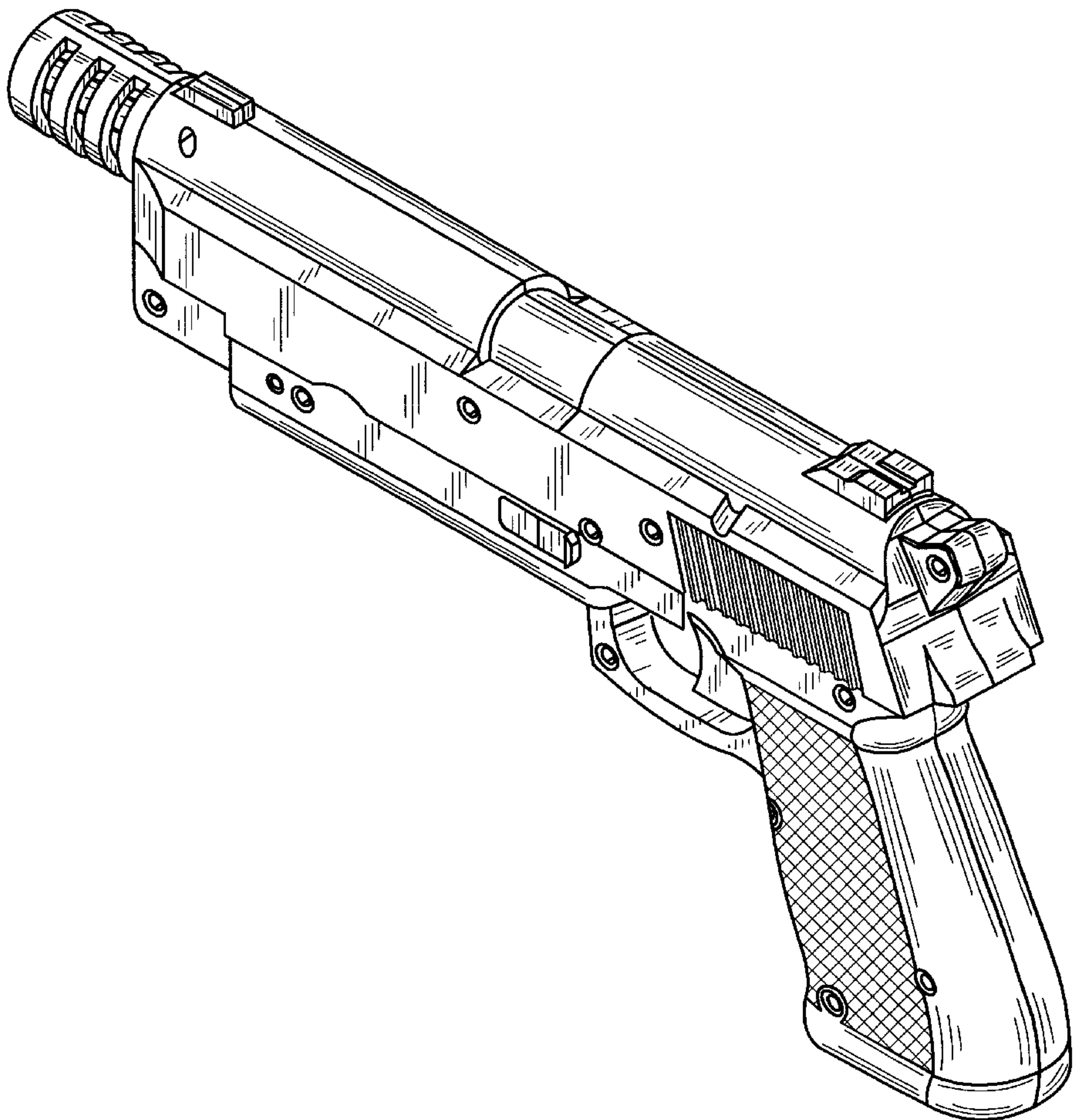
(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a perspective view of a manipulator for 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 right side elevational view thereof;
FIG. 6 is a left side elevational view thereof; and,
FIG. 7 is a bottom plan view thereof.

1 Claim, 3 Drawing Sheets



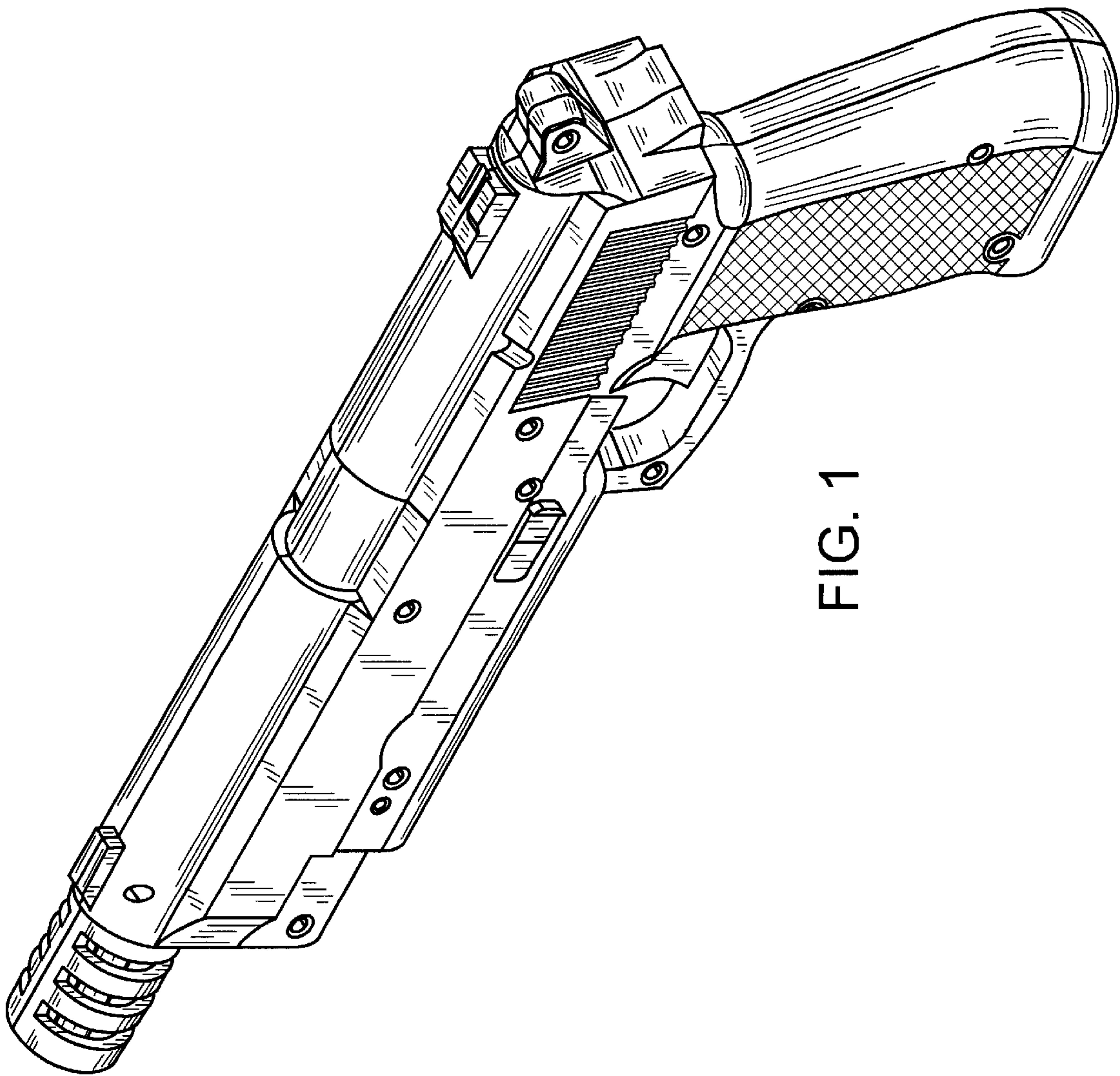


FIG. 1

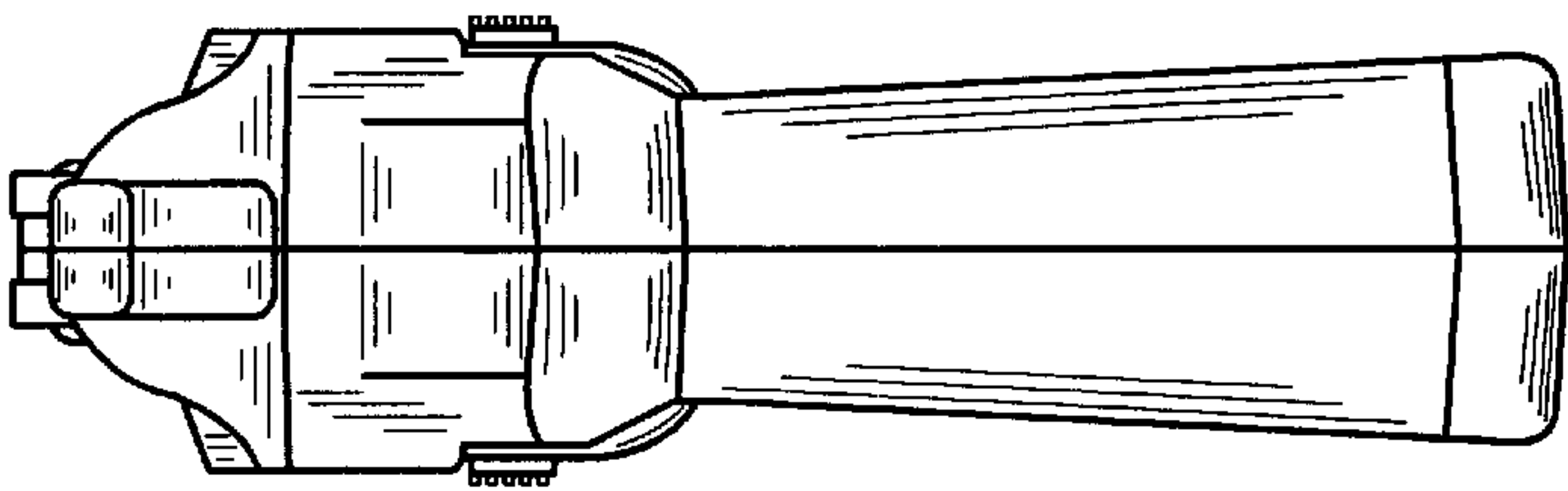


FIG. 3

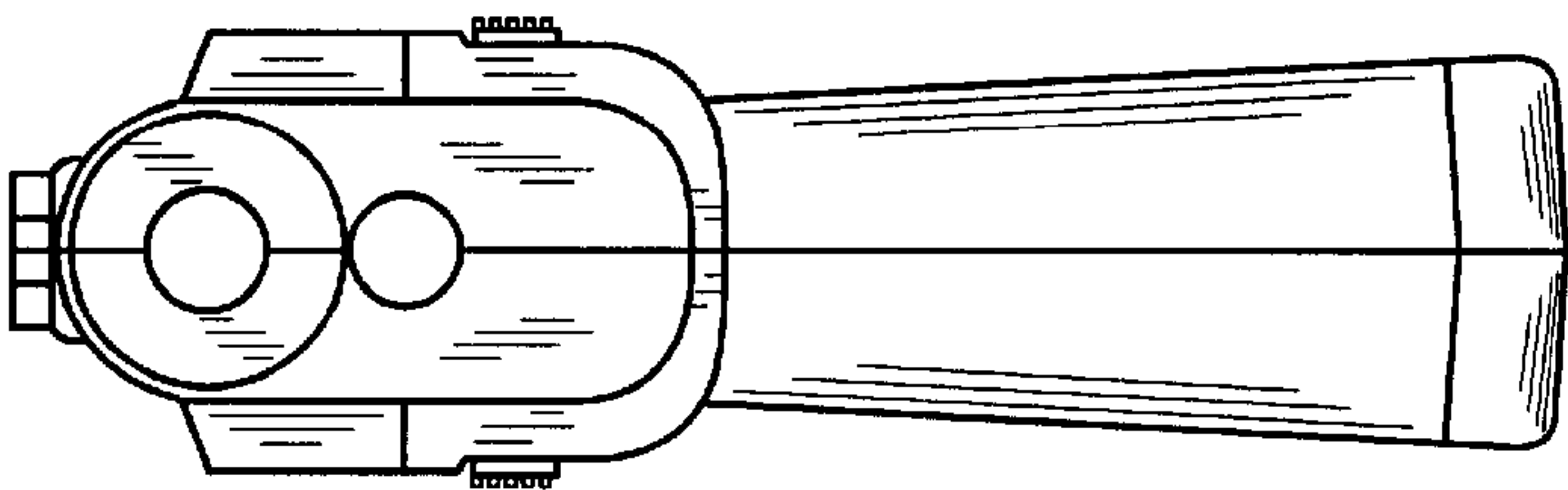


FIG. 2

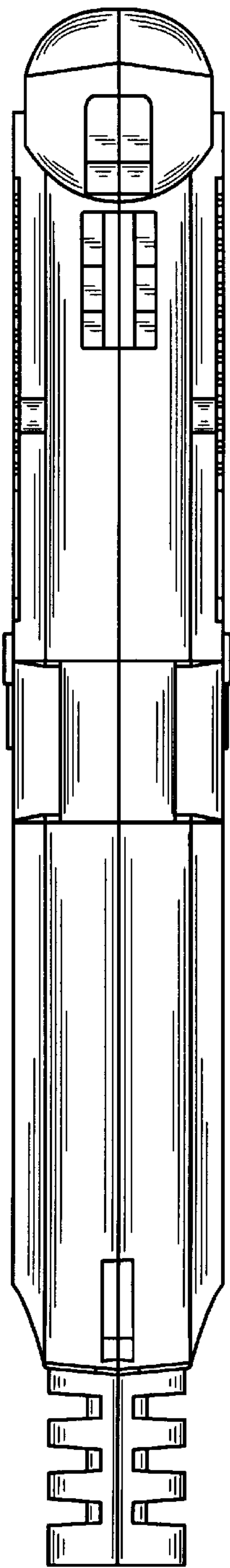


FIG. 4

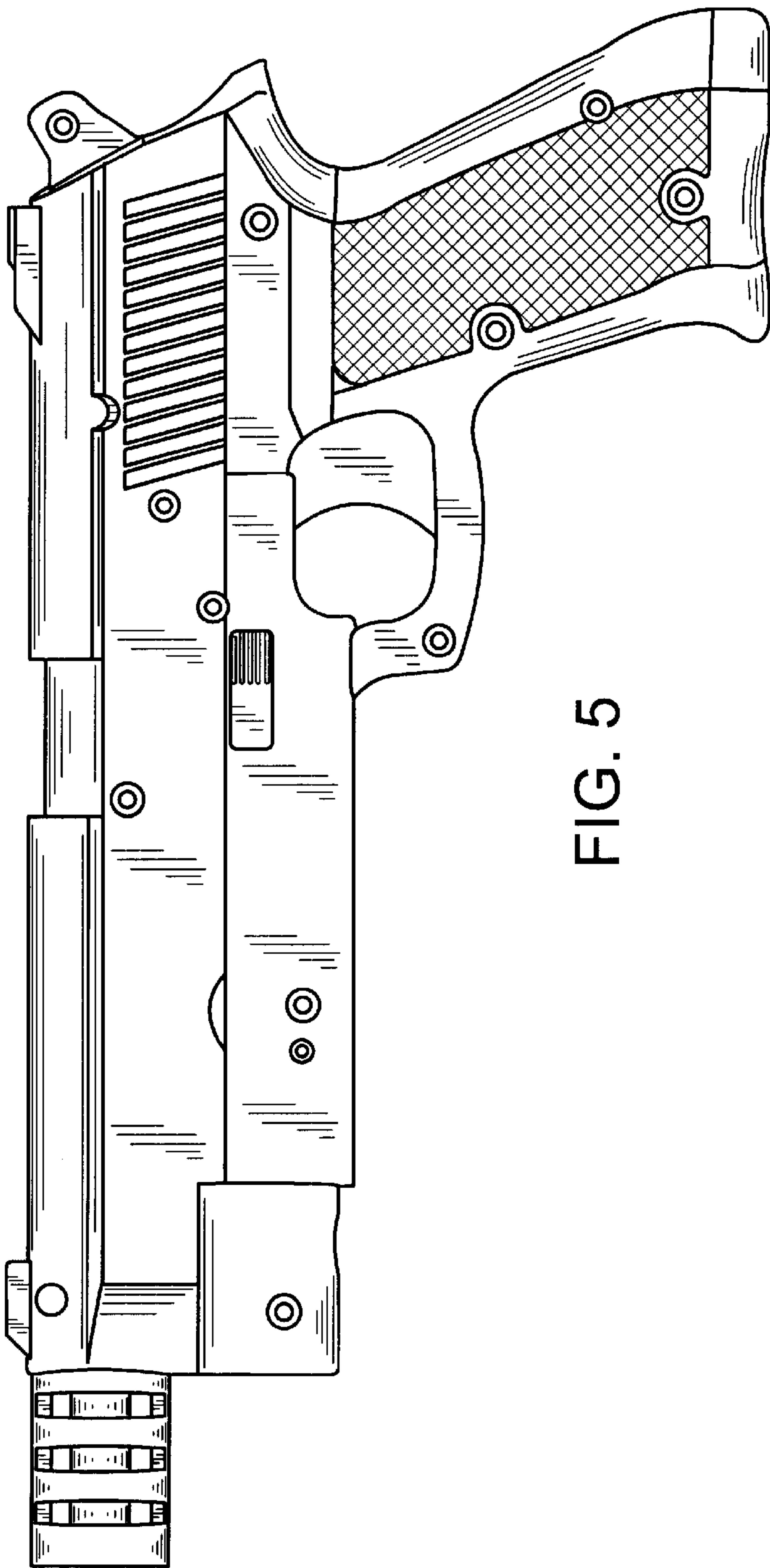


FIG. 5

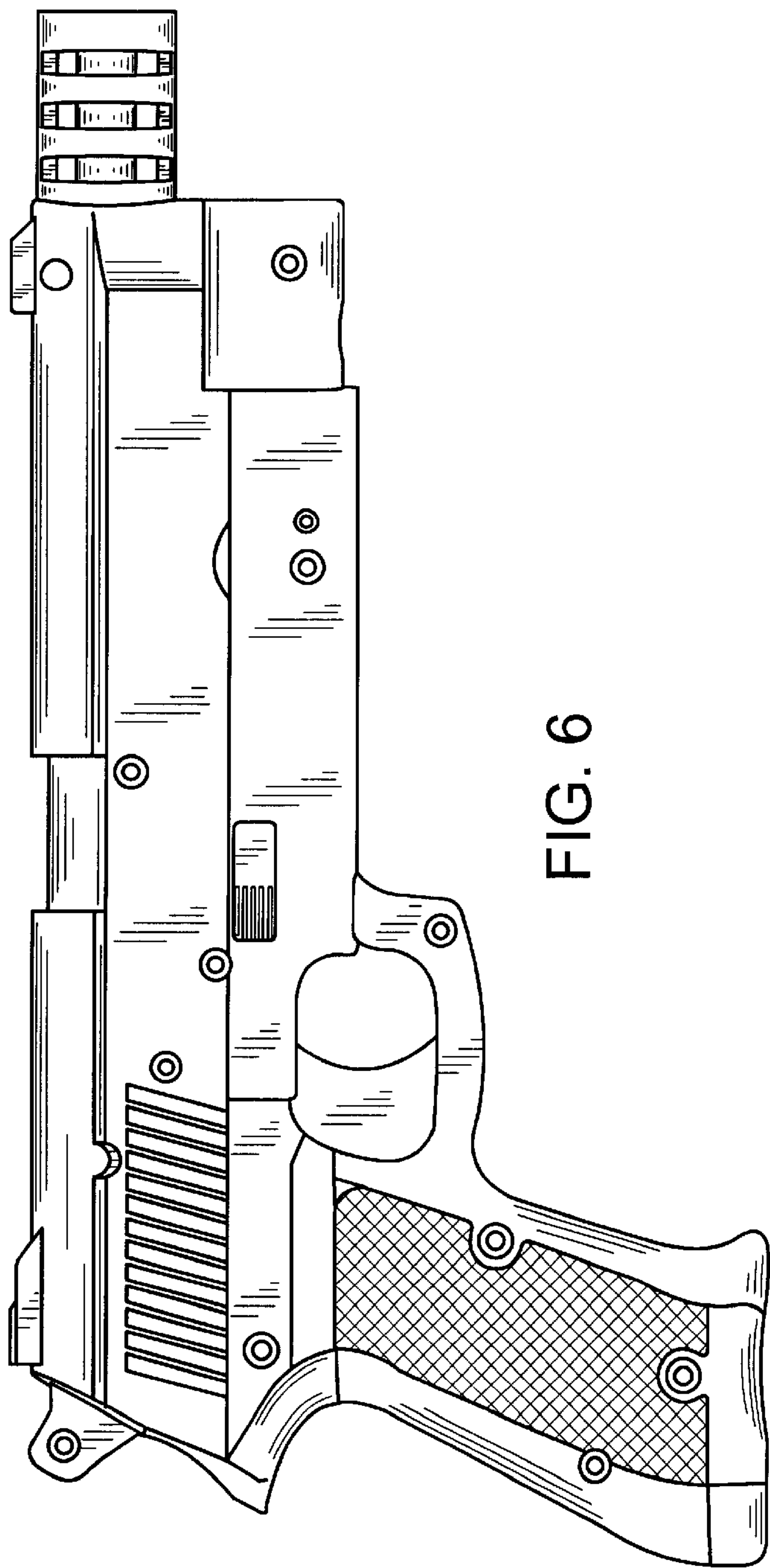


FIG. 6

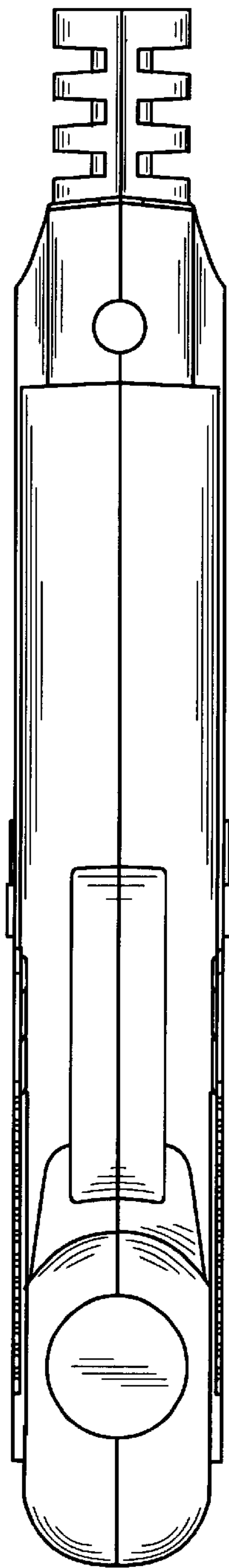


FIG. 7