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

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

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

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

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(30) **Foreign Application Priority Data**

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Apr. 2, 2001	(JP)	2001-009533

(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, 355; 369/291, 292, 77.2, 75.1**

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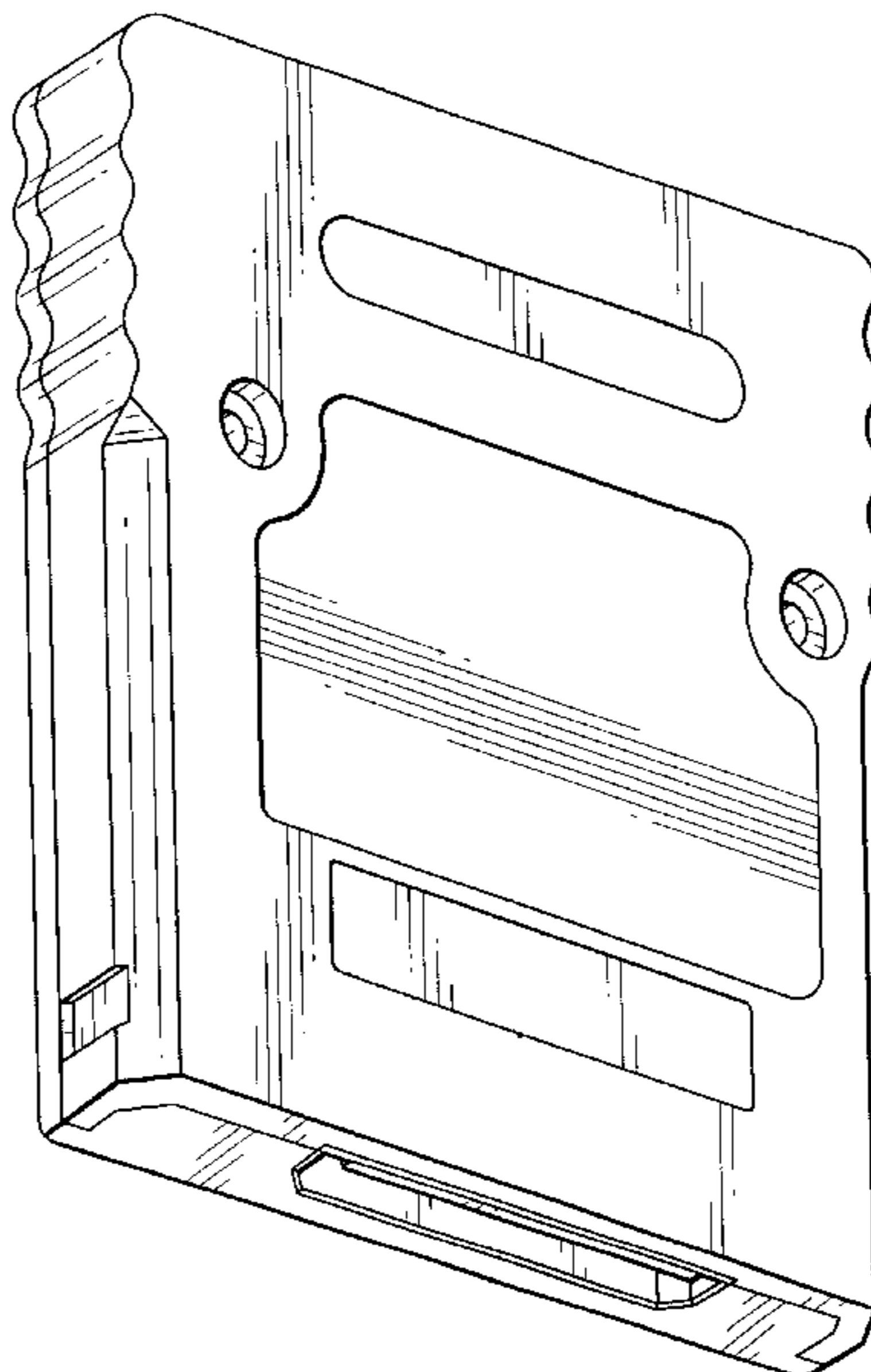
(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a front, bottom and left perspective view of a first embodiment of an information storage cartridge for electronic game machine showing my new design; FIG. 2 is a rear, top and right perspective view thereof; FIG. 3 is a front elevational view thereof; FIG. 4 is a rear elevational view thereof; FIG. 5 is a top plan view thereof; FIG. 6 is a bottom plan view thereof; FIG. 7 is a right side view thereof, a left side being a mirror image; FIG. 8 is a front elevational view of a second embodiment of an information storage cartridge for 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; and, FIG. 12 is a right side view thereof, a left side being a mirror image.

1 Claim, 6 Drawing Sheets



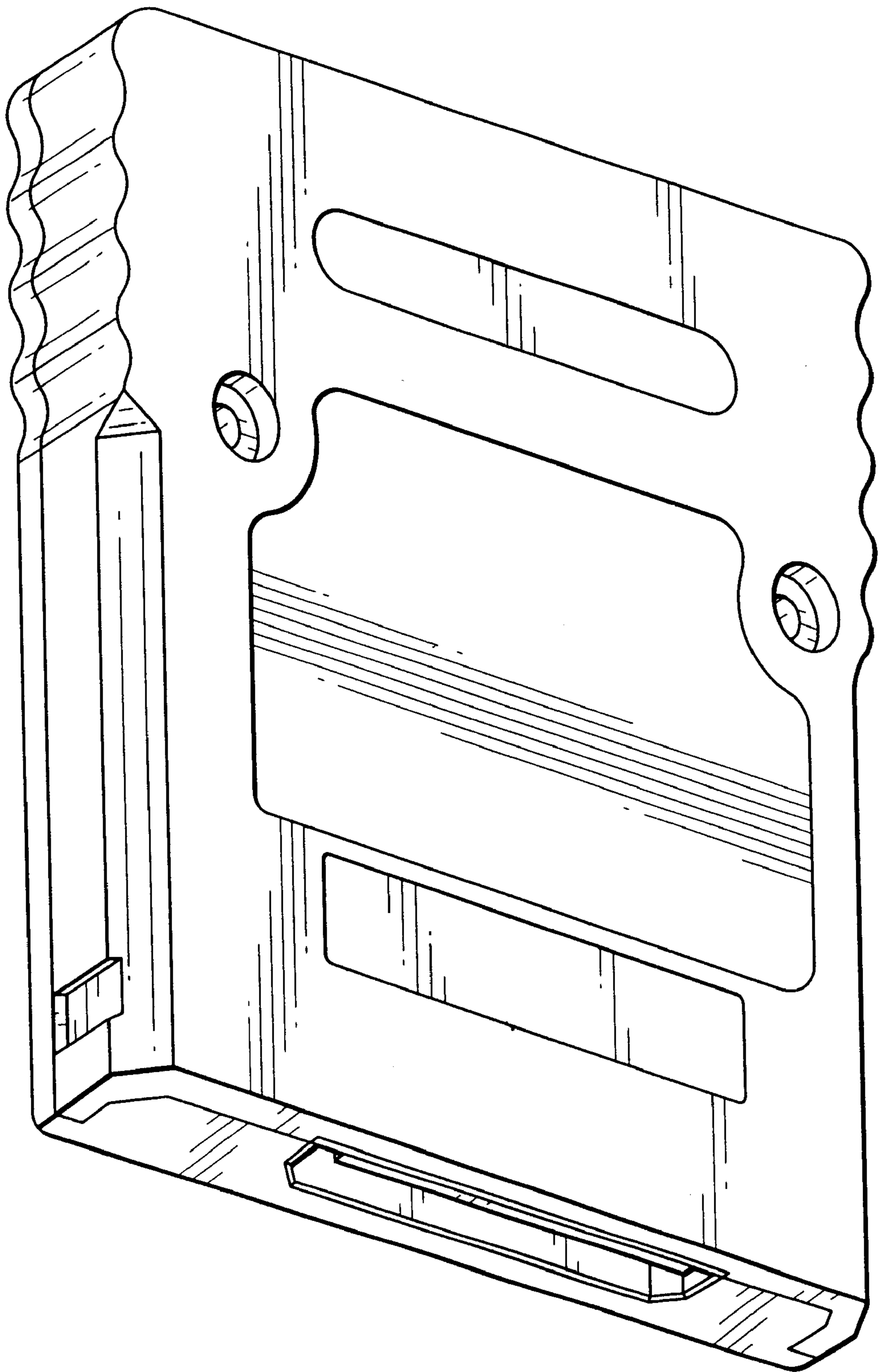


Fig. 1

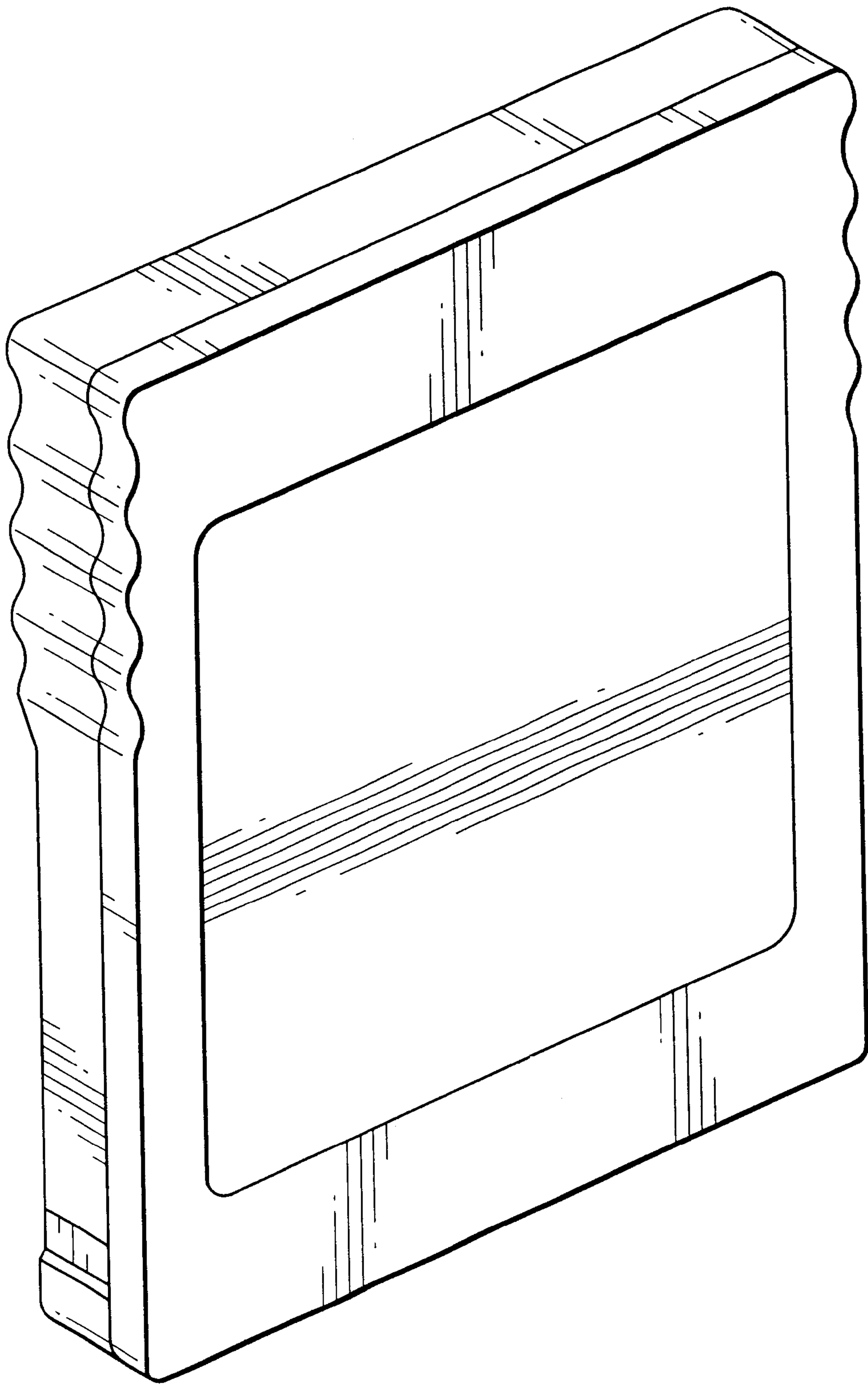


Fig. 2

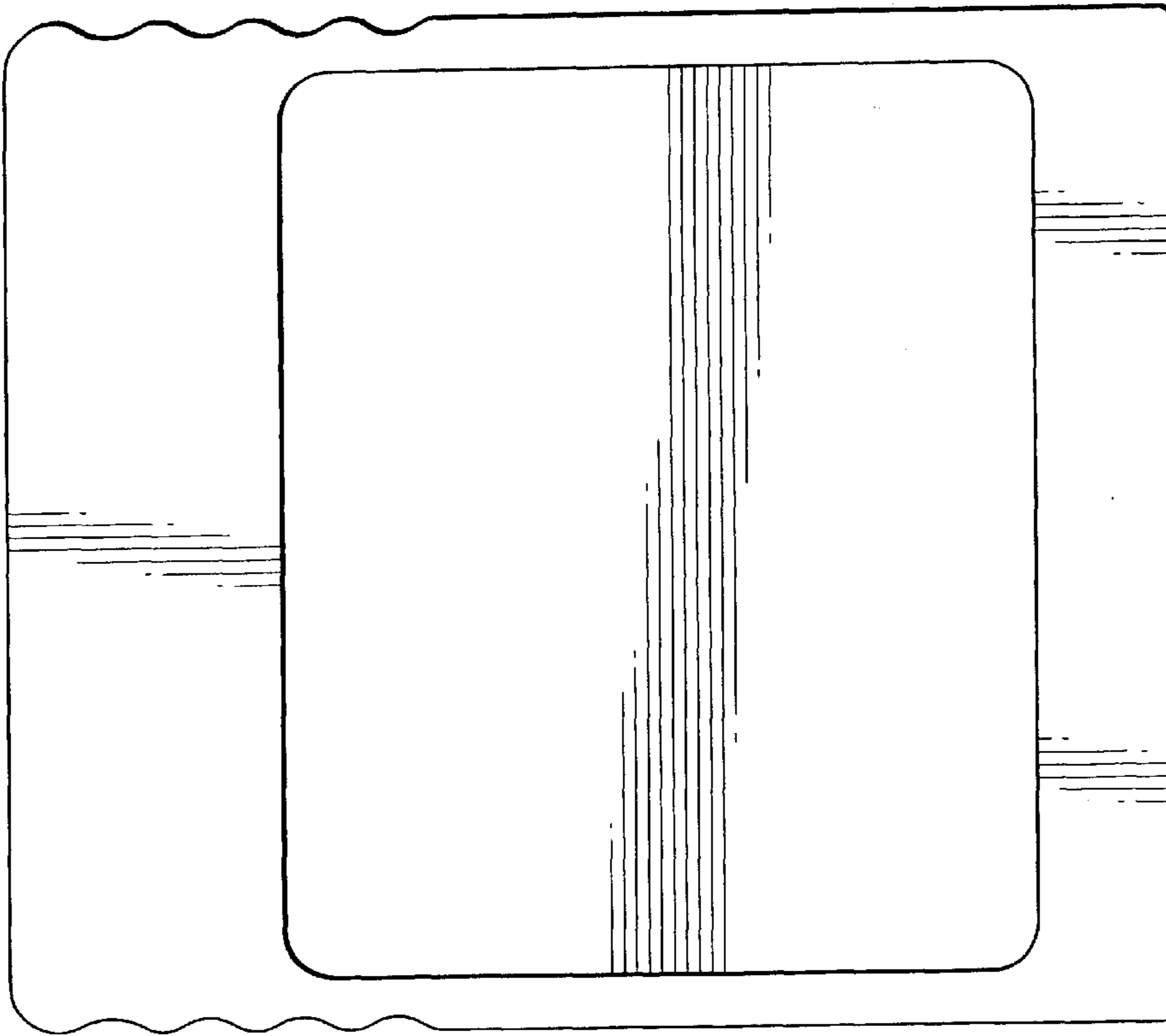


Fig. 4

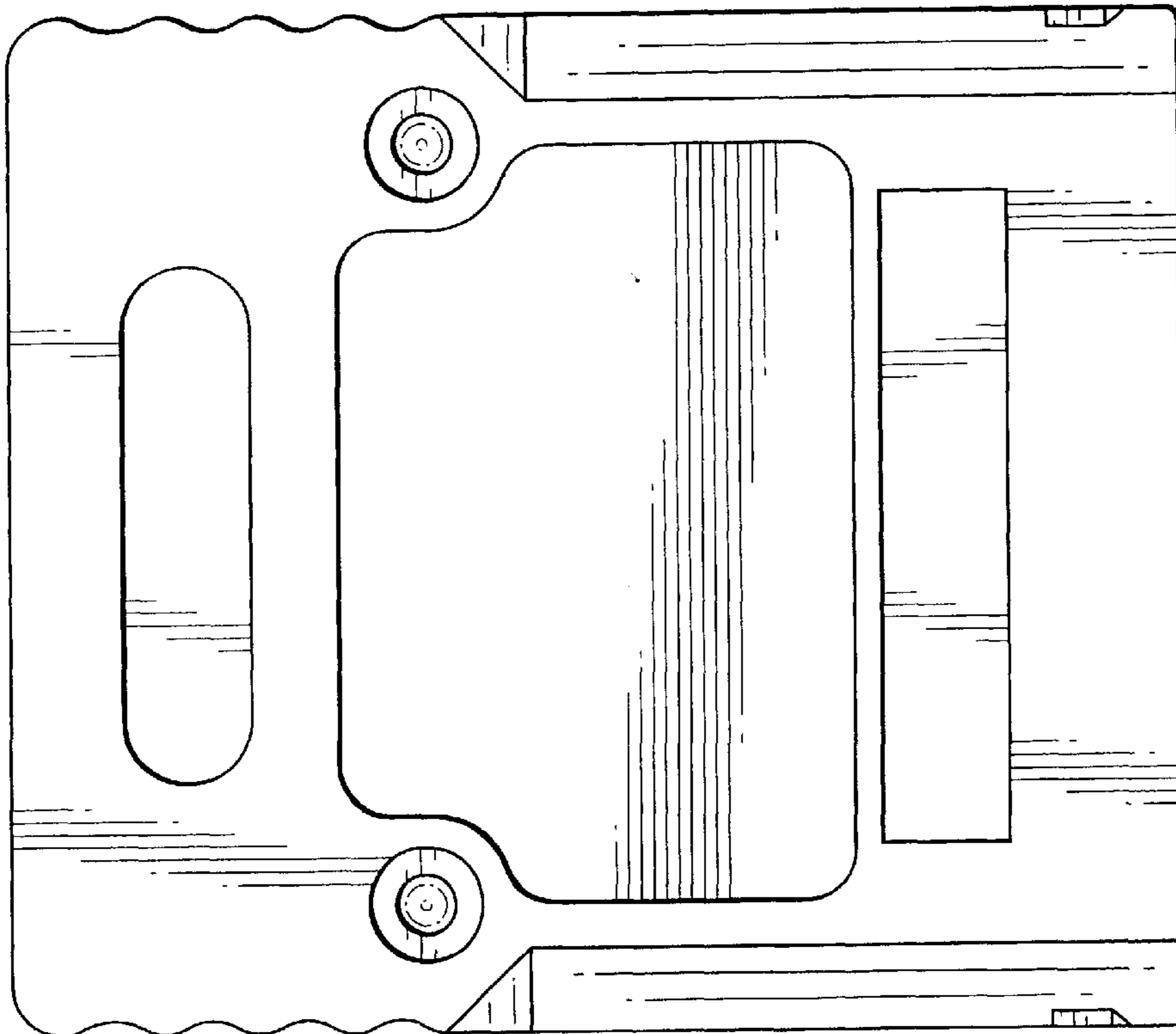


Fig. 3

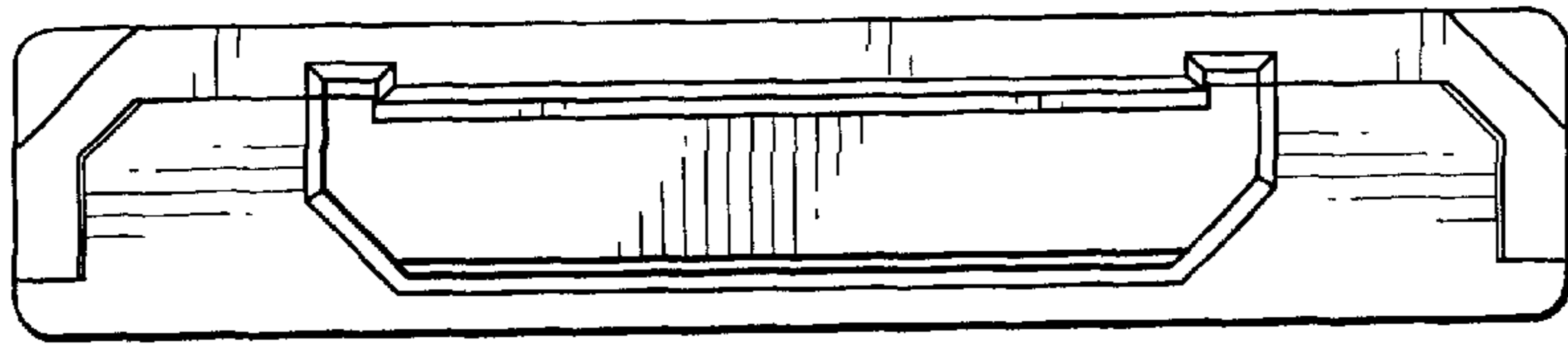


Fig. 5

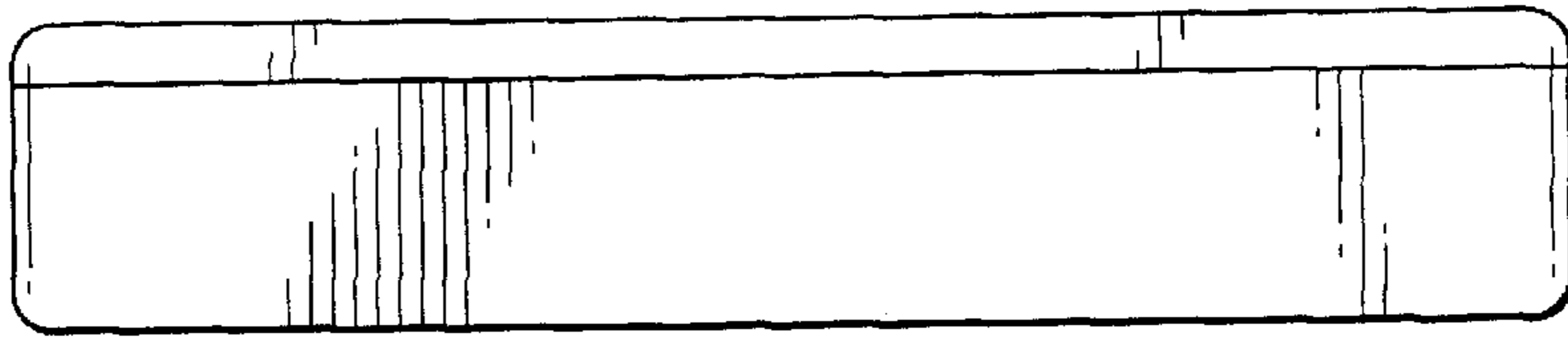


Fig. 6

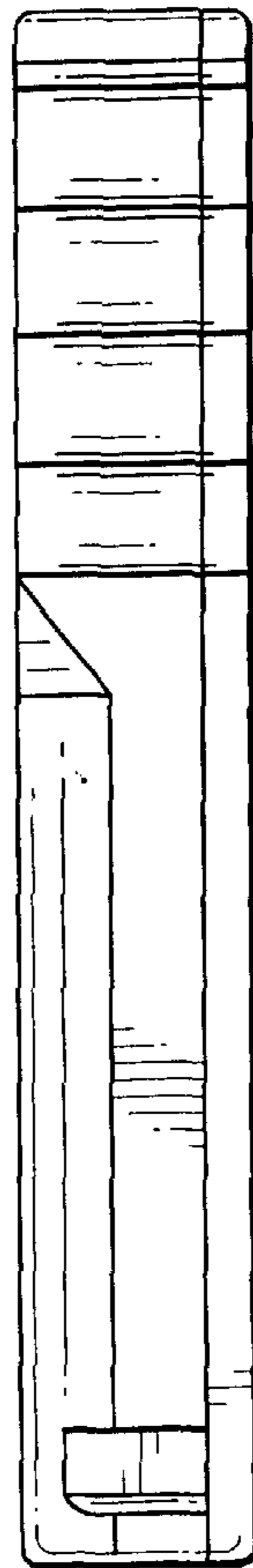


Fig. 7

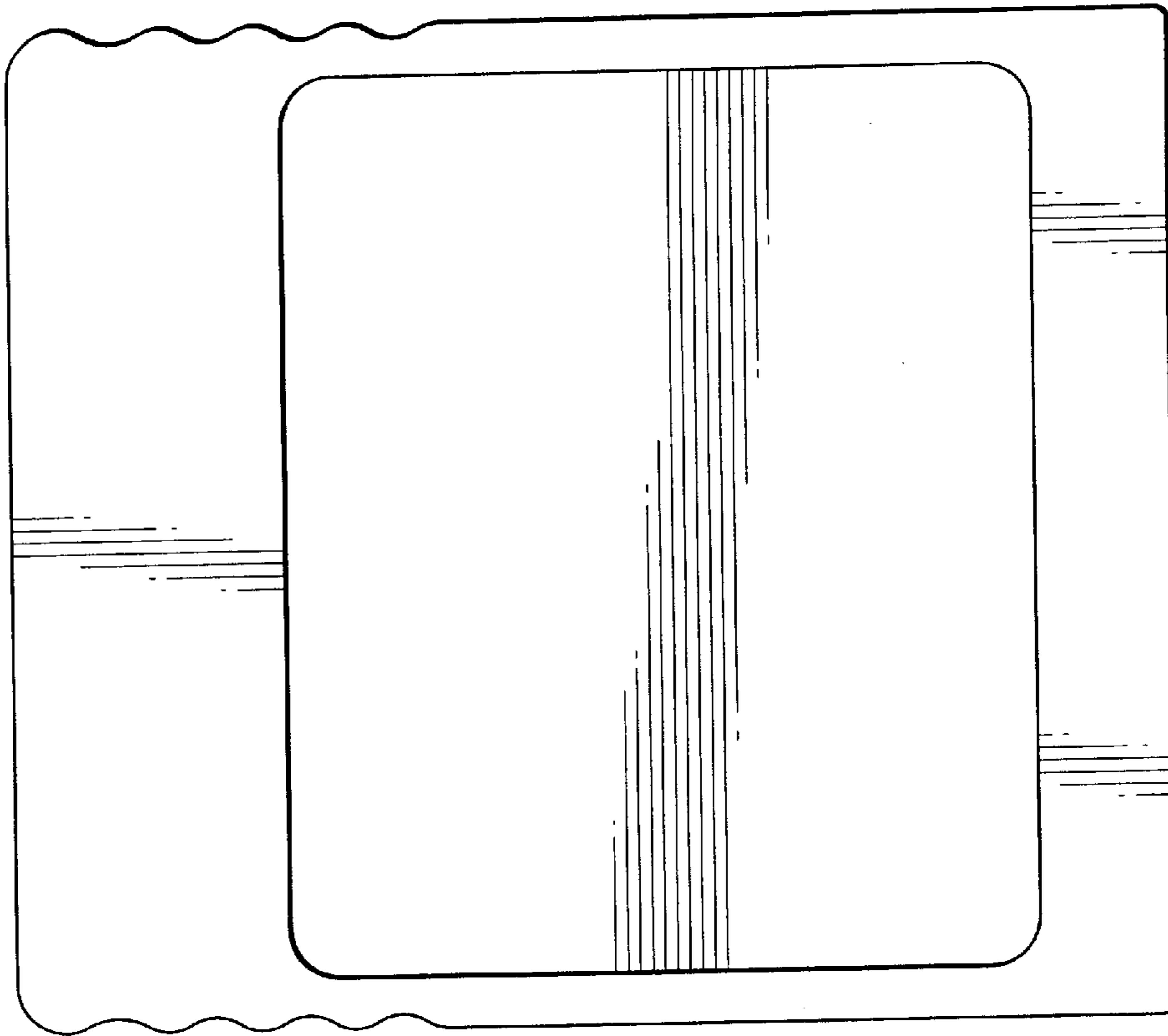


Fig. 9

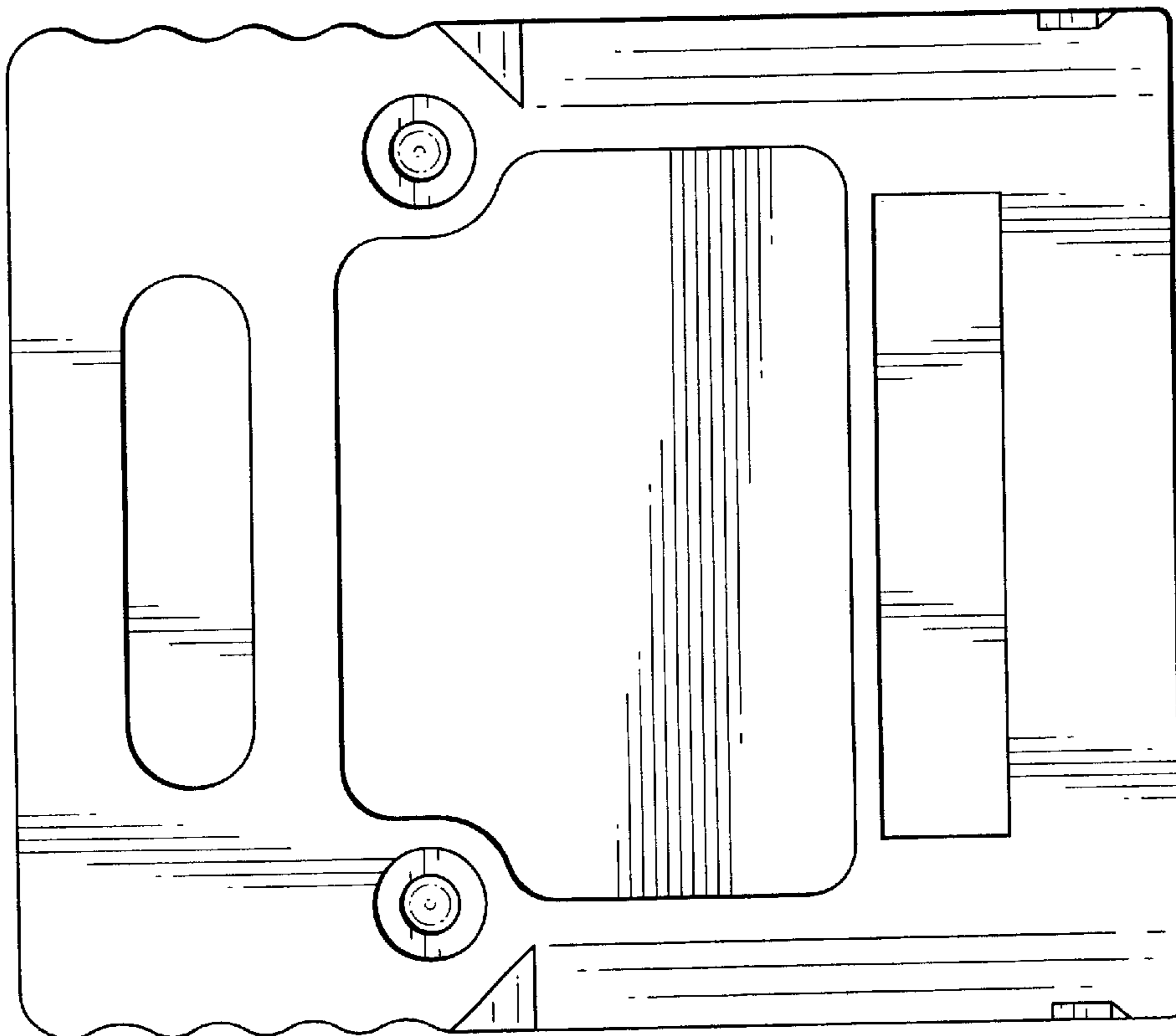


Fig. 8

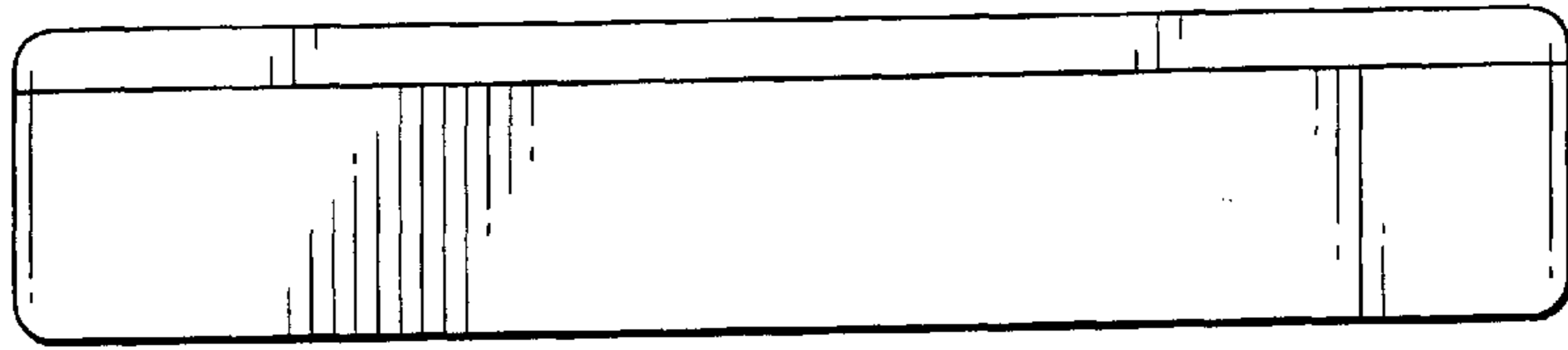


Fig. 10

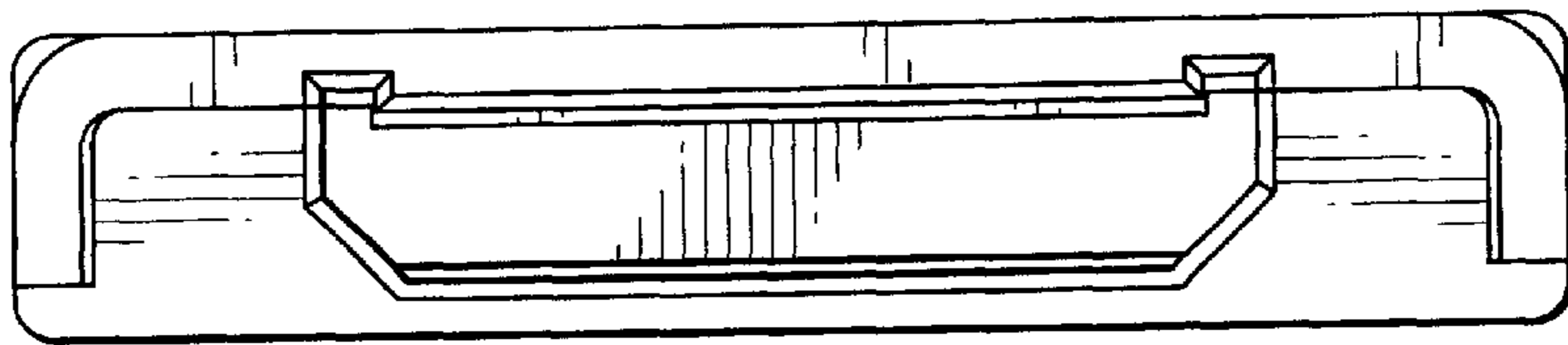


Fig. 11

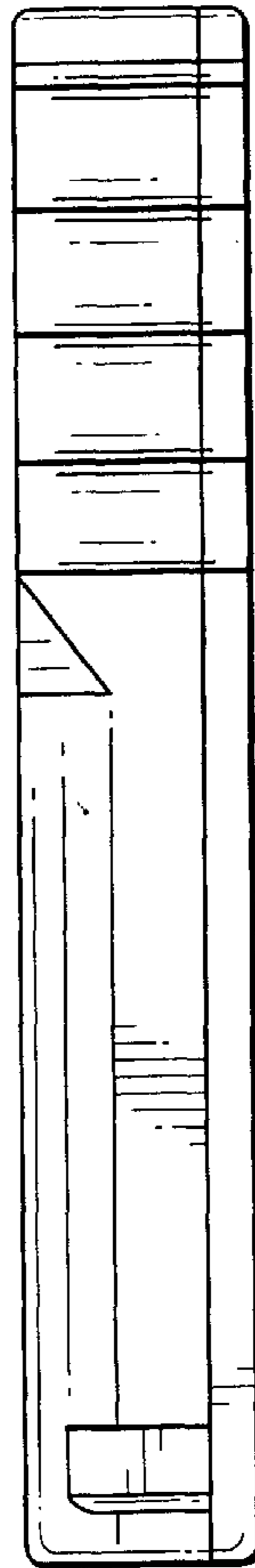


Fig. 12