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

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(54) **IMAGE INPUT APPARATUS FOR AN ELECTRONIC GAME MACHINE**

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(73) Assignee: **Sharp Kabushiki Kaisha**, Osaka (JP)

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

(21) Appl. No.: **29/170,565**

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(30) **Foreign Application Priority Data**

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

(52) **U.S. Cl.** ..... **D21/333**

(58) **Field of Search** ..... D21/324, 333;  
D14/400, 401, 496; 273/148 B; 463/1,  
29-35, 43-47; 345/156, 905; D13/133,  
146

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(57) **CLAIM**

The ornamental design for an “image input apparatus for an electronic game machine”, as shown and described.

**DESCRIPTION**

FIG. 1 is a front elevational view of an image input apparatus for an electronic game machine according to my design;

FIG. 2 is a rear elevational view thereof;

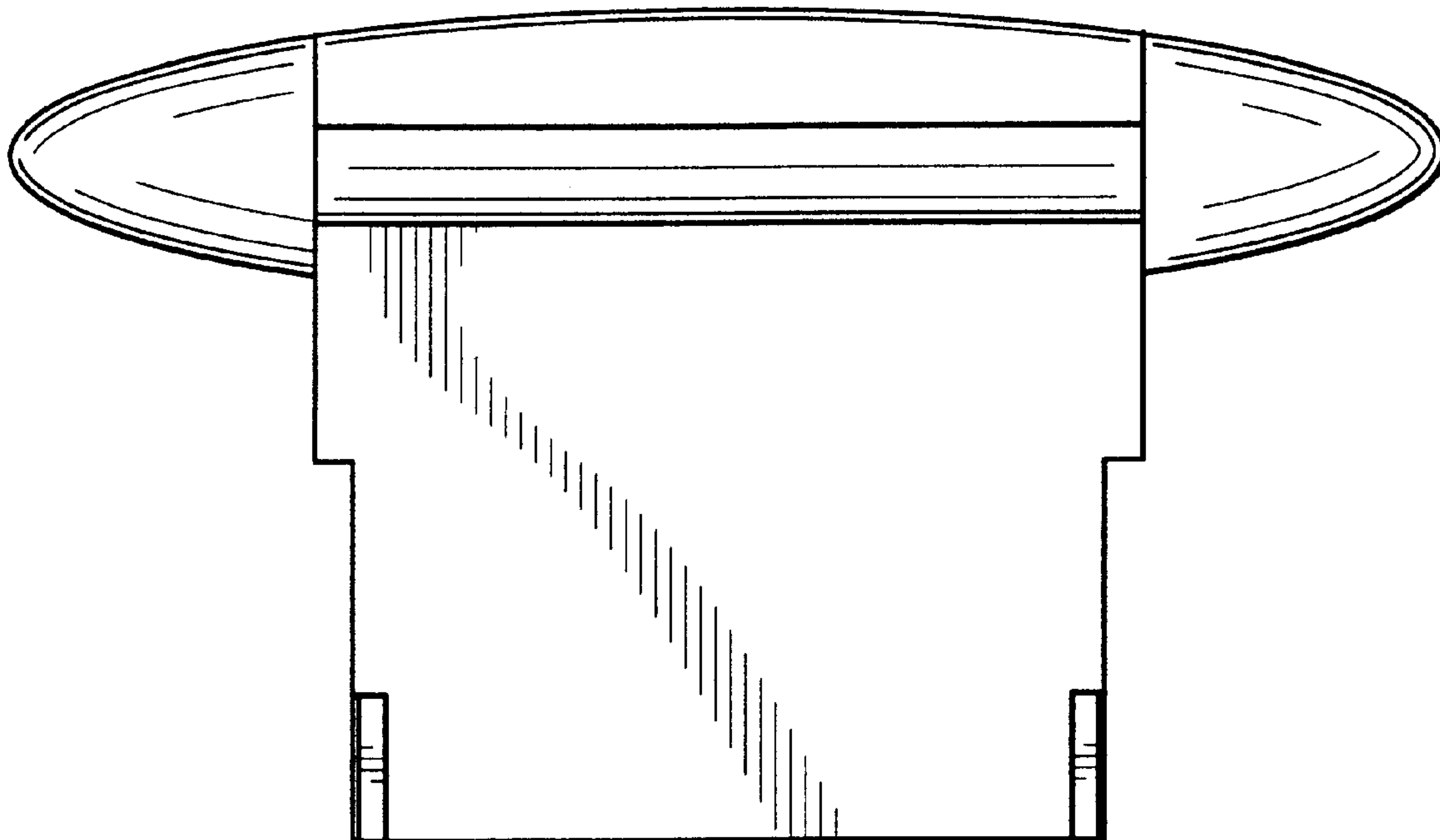
FIG. 3 is a top plan view thereof;

FIG. 4 is a bottom plan view thereof;

FIG. 5 is a right side elevational view thereof; and,

FIG. 6 is a left side elevational view thereof.

**1 Claim, 2 Drawing Sheets**



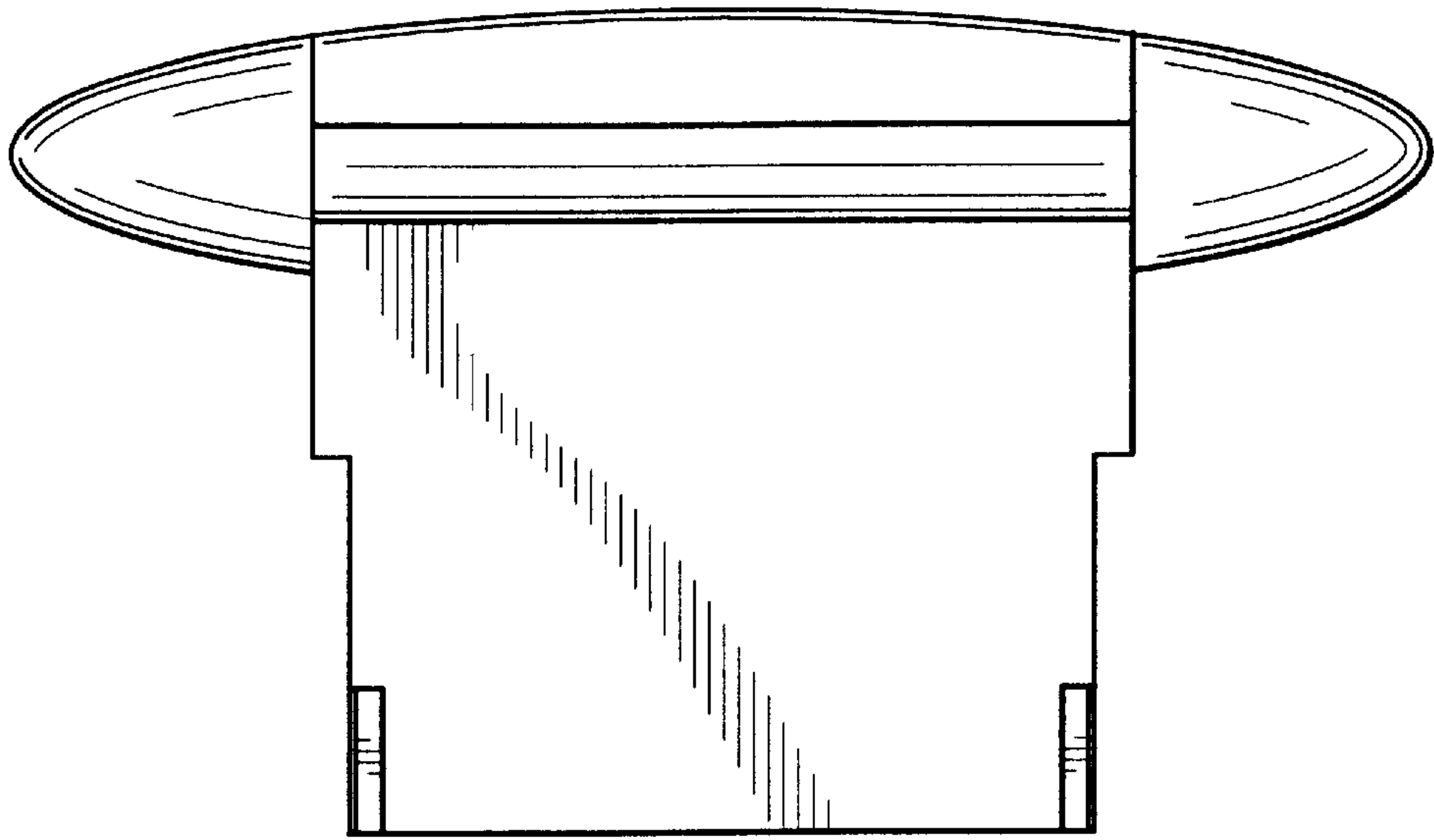


Fig.1

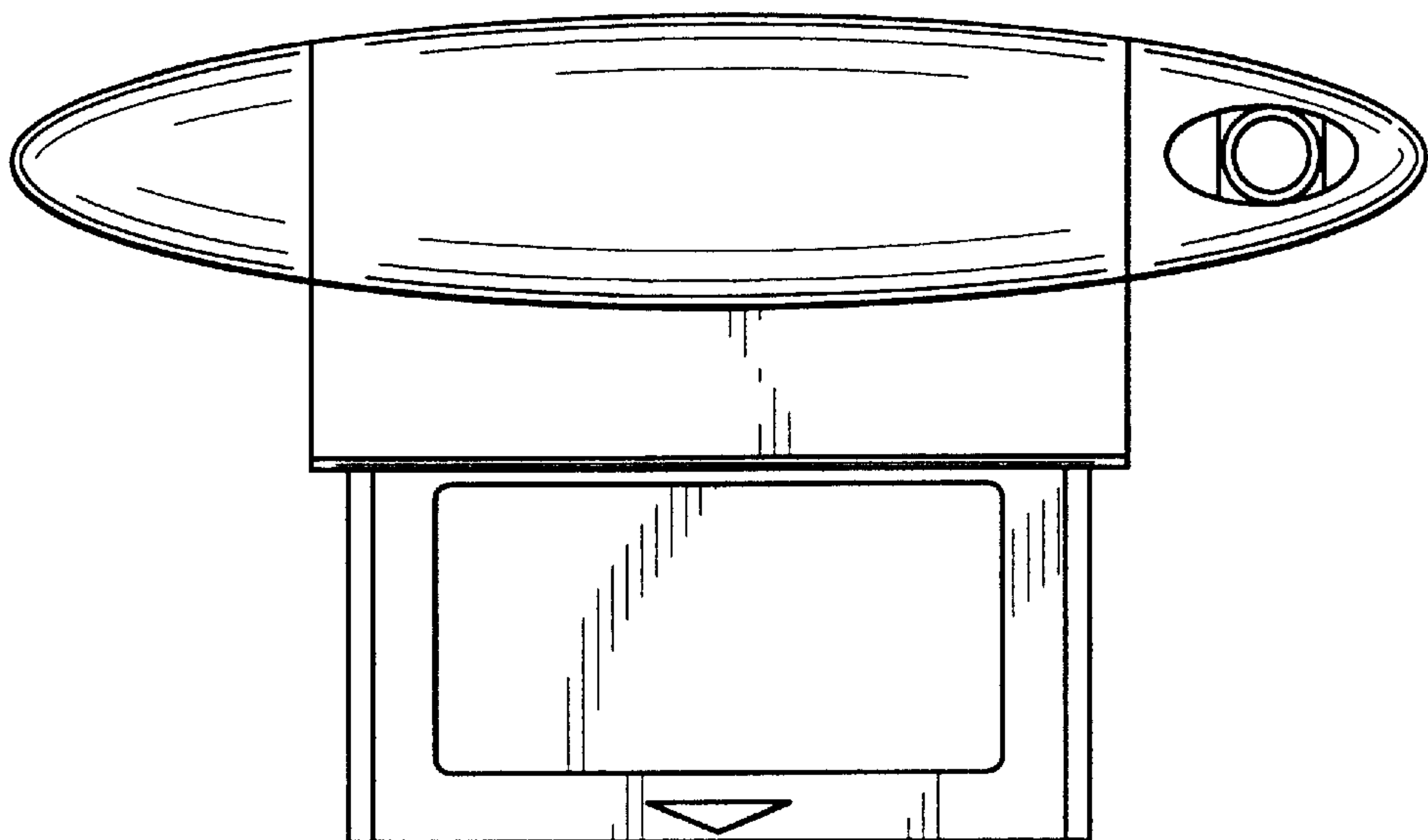


Fig.2

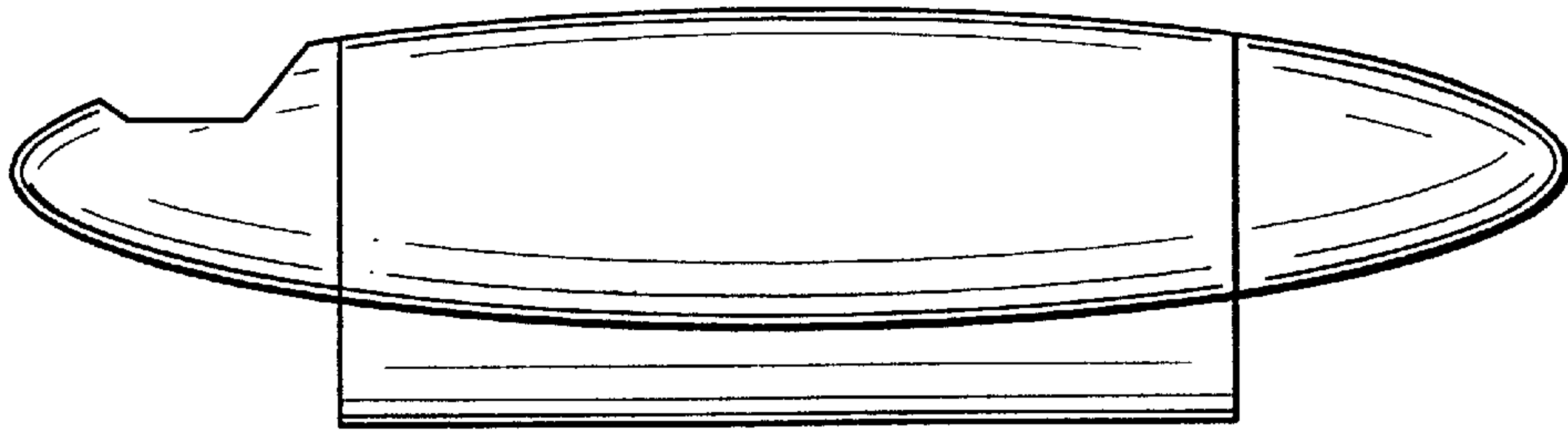


Fig.3

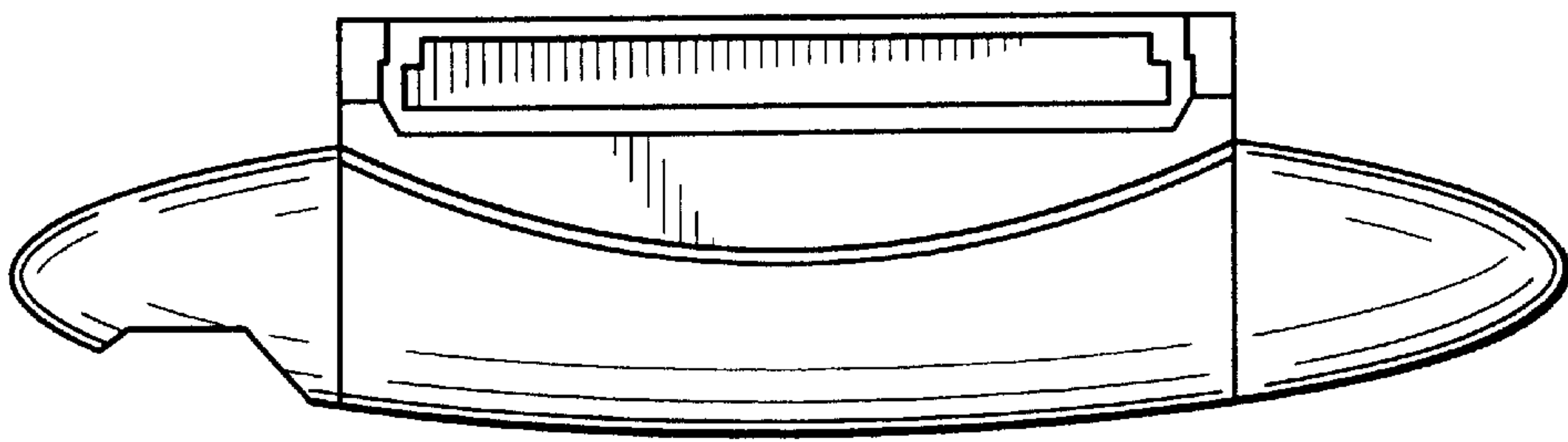


Fig.4

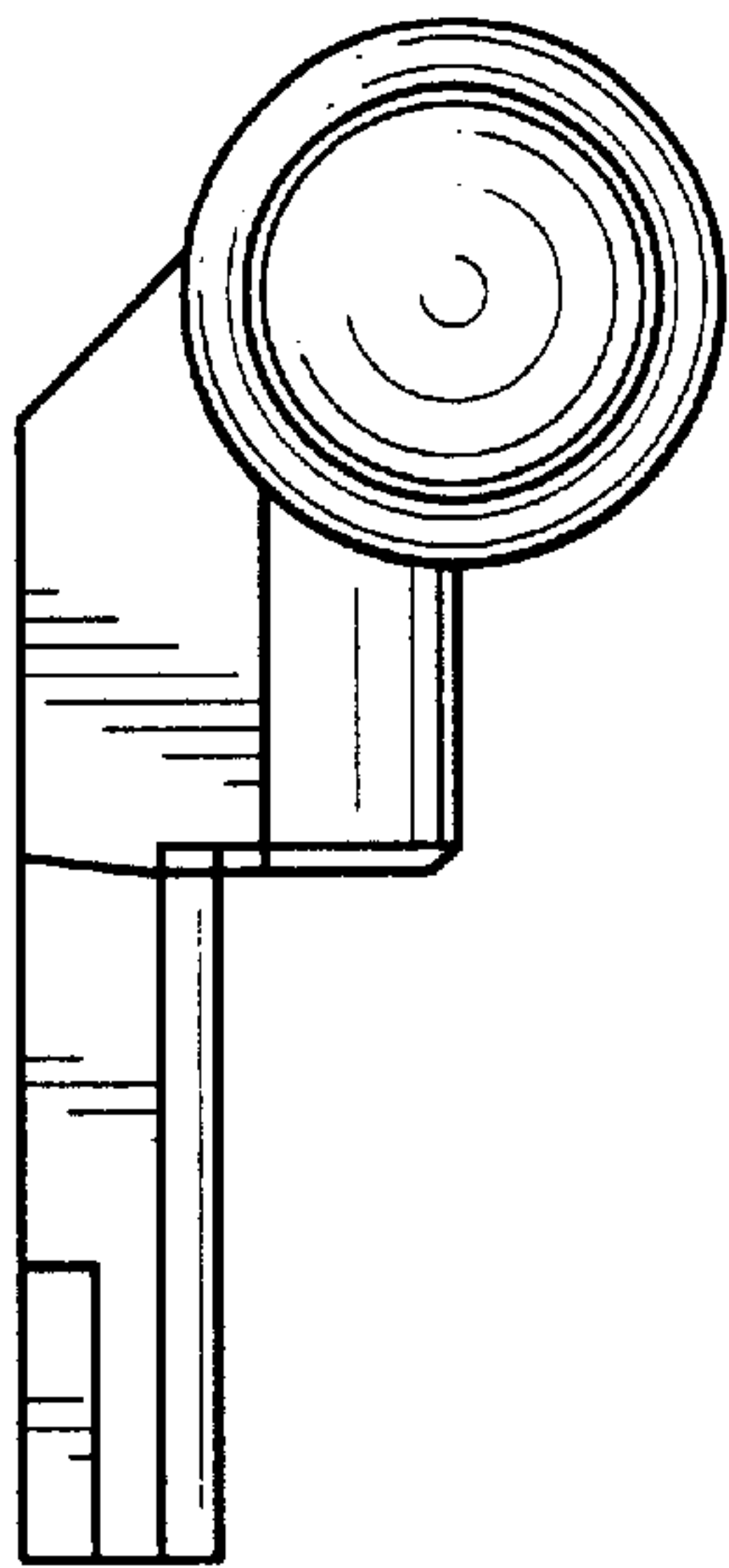


Fig.5

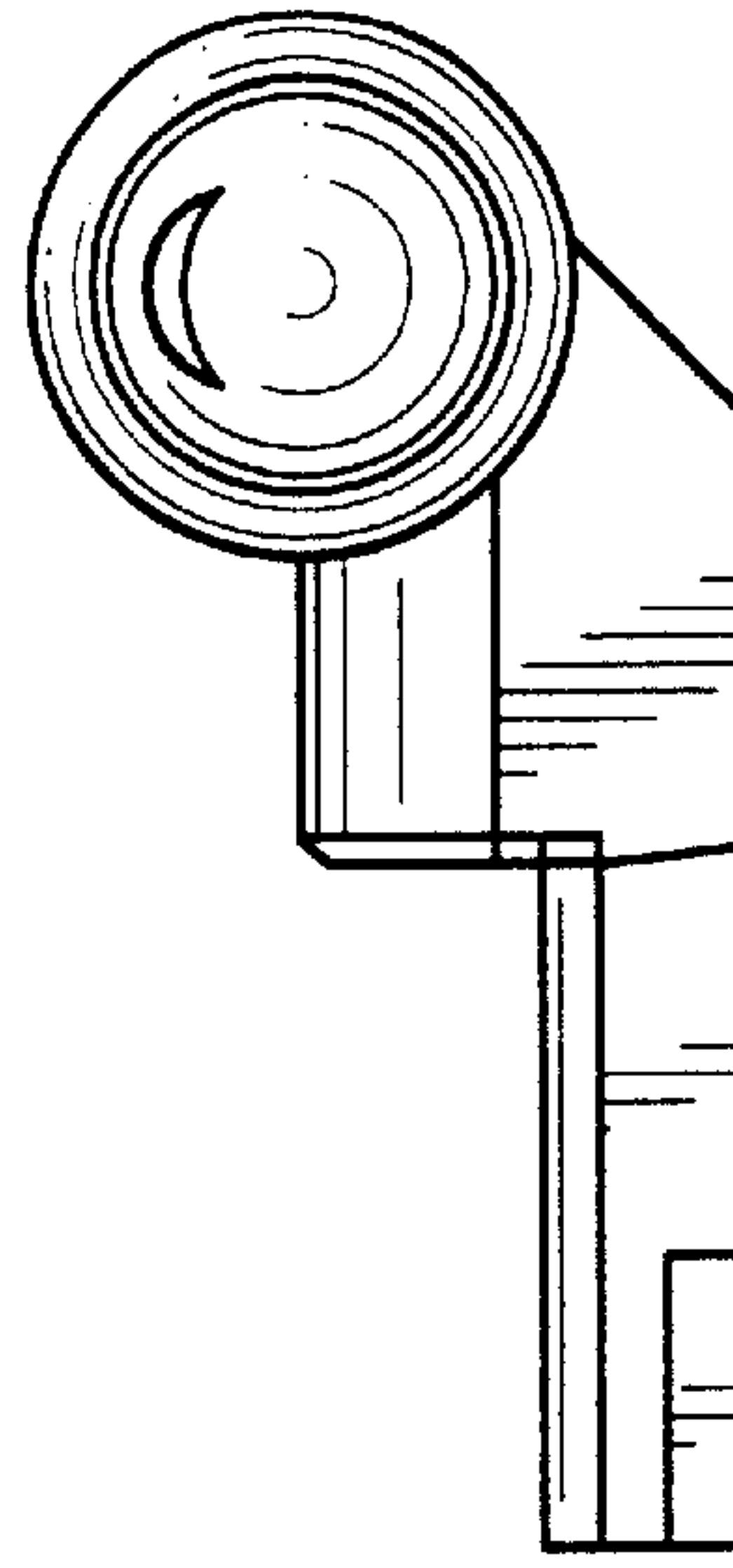


Fig.6