



US00D481397S

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

(10) **Patent No.:** **US D481,397 S**
(45) **Date of Patent:** **** Oct. 28, 2003**

(54) **LIQUID CRYSTAL DISPLAY FOR AN ELECTRONIC GAME MACHINE**

(75) Inventors: **Kenichiro Ashida, Kyoto (JP); Noboru Wakitani, Kyoto (JP); Kazuhiro Maruyama, Kyoto (JP)**

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

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

(21) Appl. No.: **29/170,567**

(22) Filed: **Nov. 8, 2002**

(30) **Foreign Application Priority Data**

May 10, 2002 (JP) 2002-012338

(51) **LOC (7) Cl.** **14-03**

(52) **U.S. Cl.** **D14/496; D21/330**

(58) **Field of Search** **D21/324-333; D14/496, 125; 273/148 B; 463/1, 30-35, 46, 47, 48; 345/50, 87, 903, 905; 349/1, 2, 5, 7, 11, 17, 19, 58**

(56) **References Cited**

U.S. PATENT DOCUMENTS

D275,971 S	10/1984	Yokoi	
D280,746 S	9/1985	Yokoi	
D280,834 S	10/1985	Yokoi	
4,589,659 A	* 5/1986	Yokoi et al.	463/46
D378,677 S	* 4/1997	Matsumoto et al.	D14/496
D426,860 S	* 6/2000	Ho	D21/333
6,094,340 A	* 7/2000	Min	345/905

D453,800 S	2/2002	Ashida	
D454,374 S	3/2002	Ashida	
D454,919 S	3/2002	Ashida	
D455,793 S	* 4/2002	Lin	D14/496
D462,094 S	* 8/2002	Hussaini et al.	D21/333
6,445,385 B1	* 9/2002	Shin et al.	345/905
6,504,707 B2	* 1/2003	Agata et al.	345/905

* cited by examiner

Primary Examiner—Prabhakar Deshmukh
(74) *Attorney, Agent, or Firm*—Nixon & Vanderhye P.C.

(57) **CLAIM**

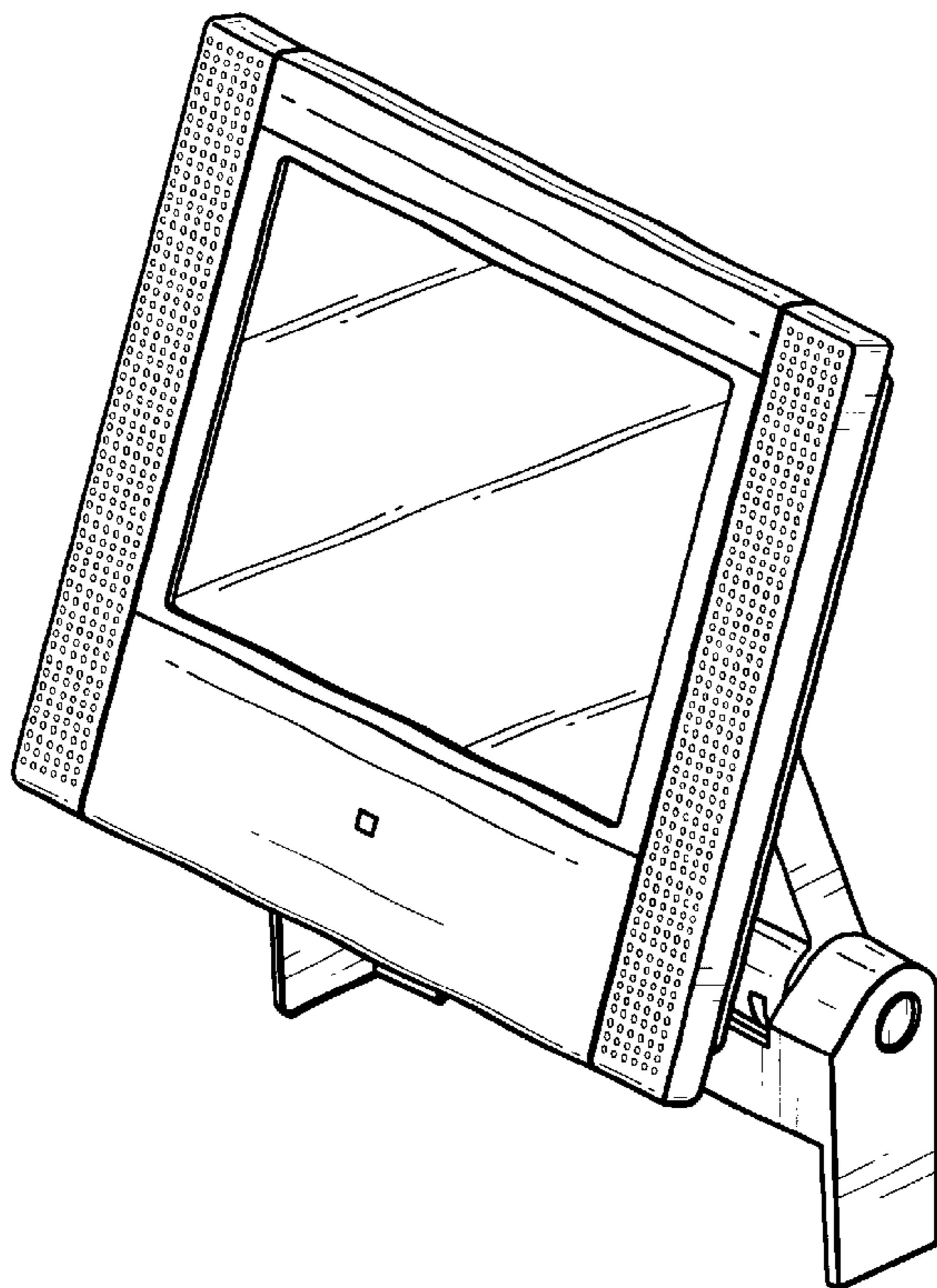
The ornamental design for a “liquid crystal display for an electronic game machine”, as shown and described.

DESCRIPTION

FIG. 1 is a front elevational view of a liquid crystal display for an electronic game machine;
FIG. 2 is a top plan view thereof;
FIG. 3 is a bottom plan view thereof;
FIG. 4 is a rear elevational view thereof;
FIG. 5 is a right side view thereof;
FIG. 6 is a left side view thereof;
FIG. 7 is a top, front and right side reference perspective view thereof;
FIG. 8 is a bottom, rear and left side reference perspective view thereof; and,
FIG. 9 is a top, front and right side reference perspective view thereof in use.

The broken line showing of a game machine is for illustrative purpose only and forms no part of the claimed design.

1 Claim, 5 Drawing Sheets



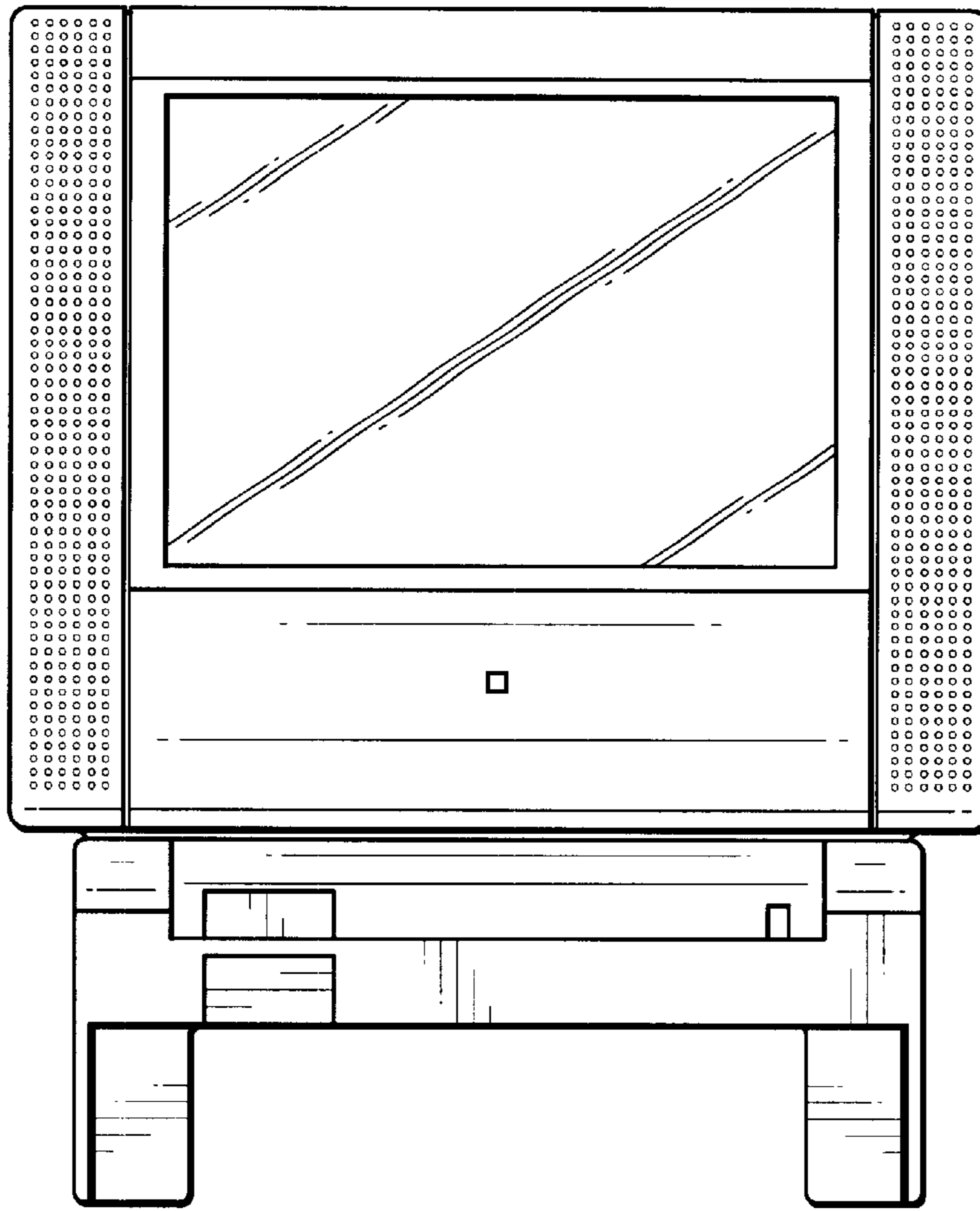


Fig. 1

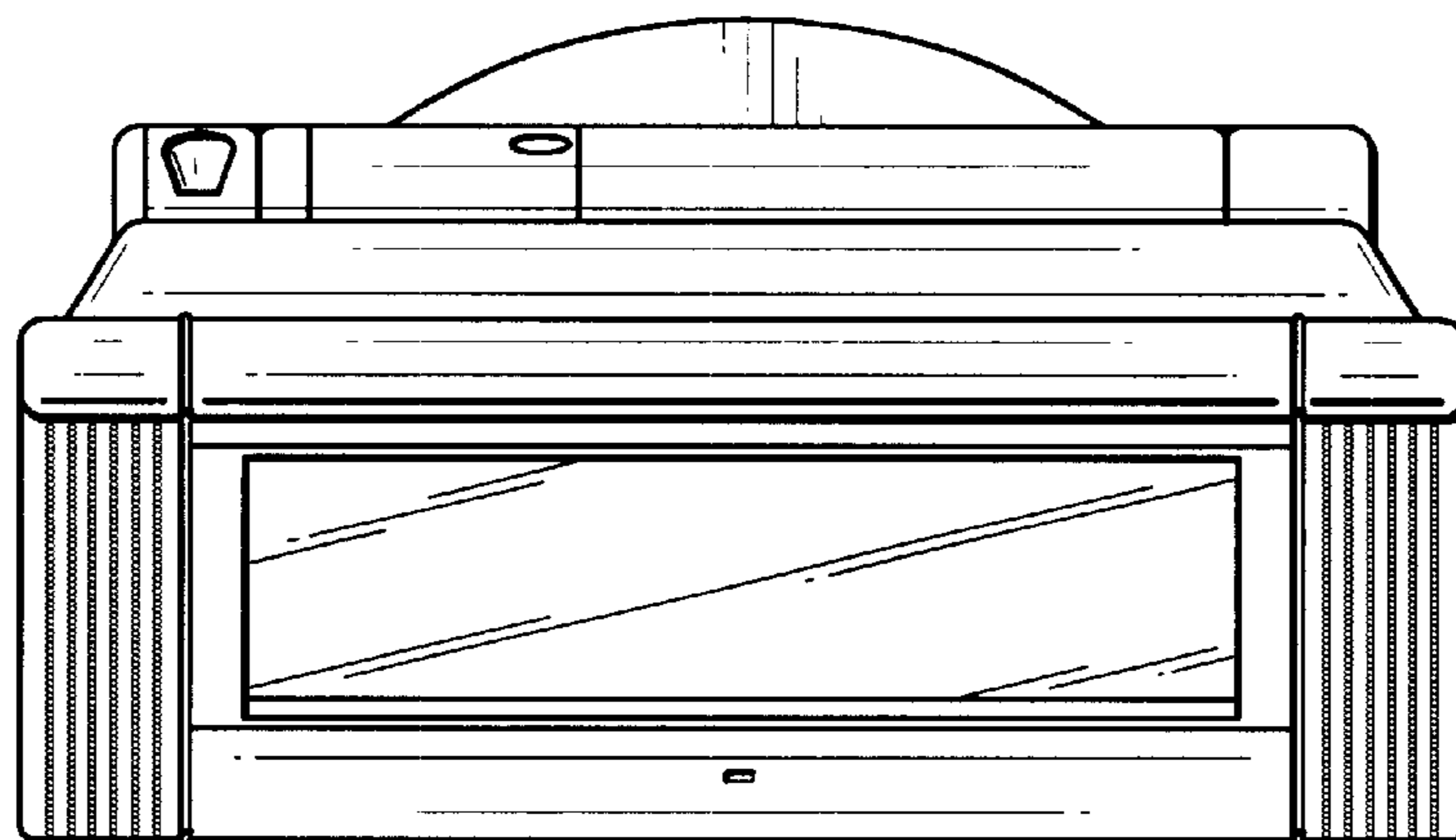


Fig. 2

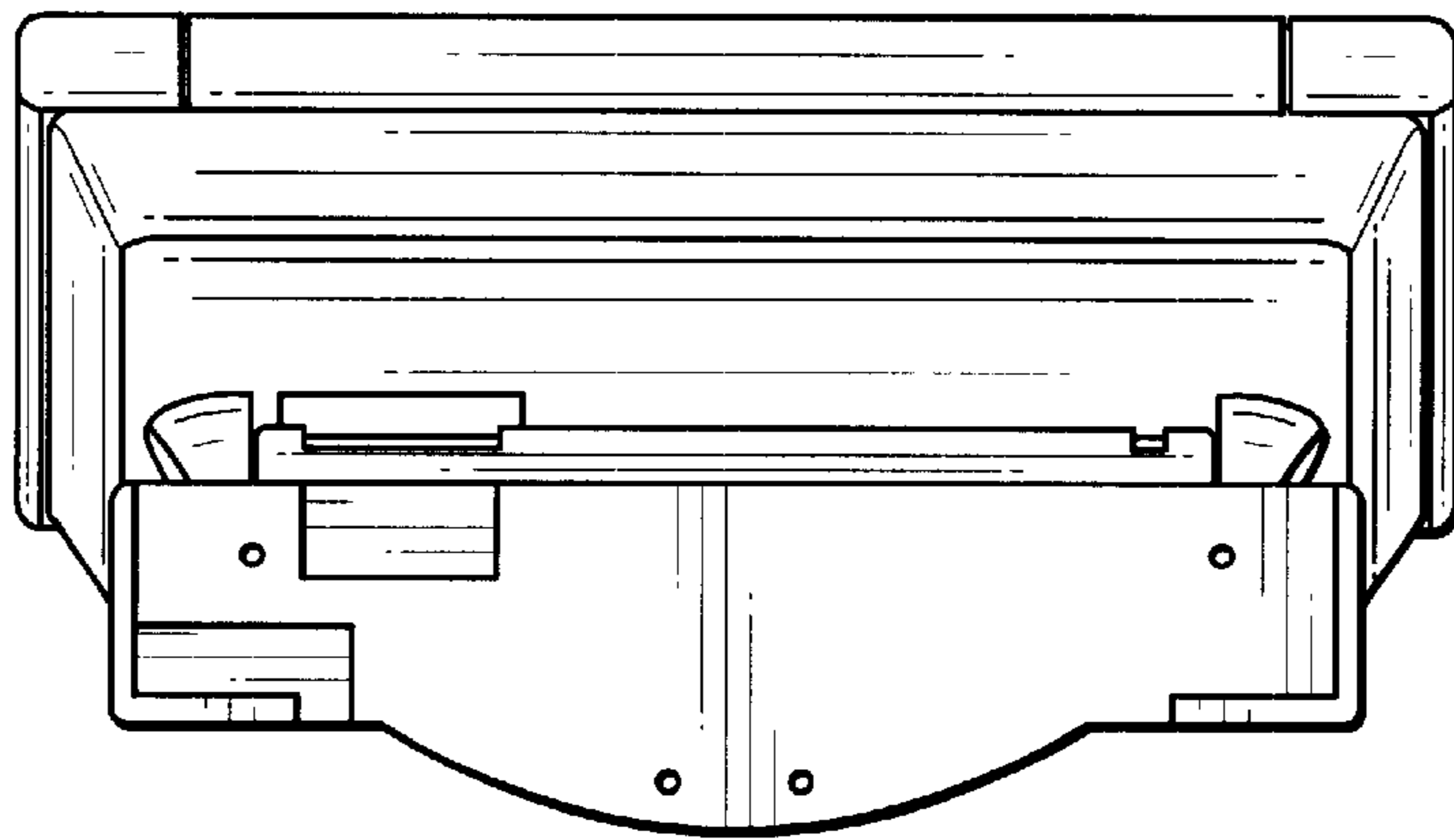


Fig. 3

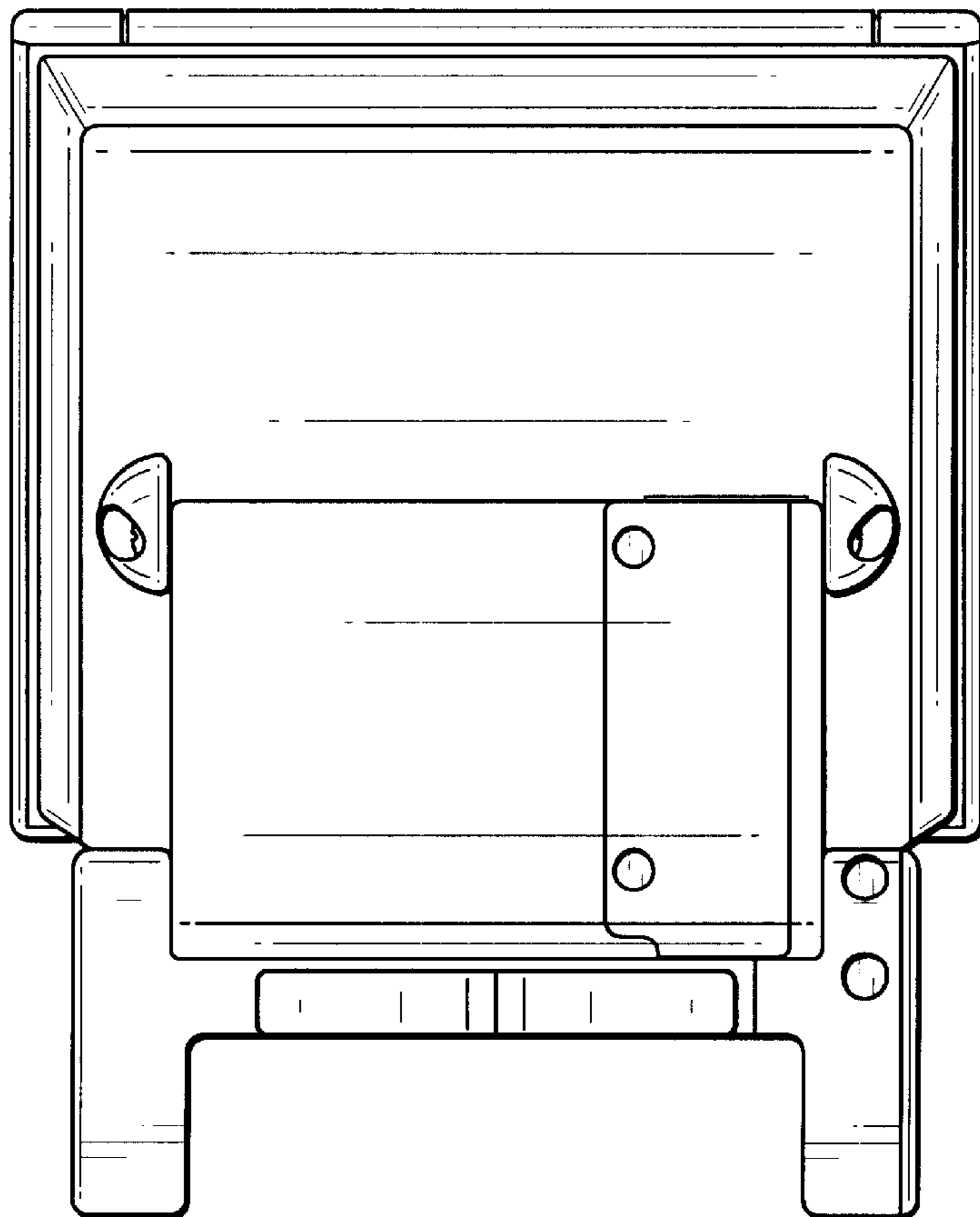


Fig. 4

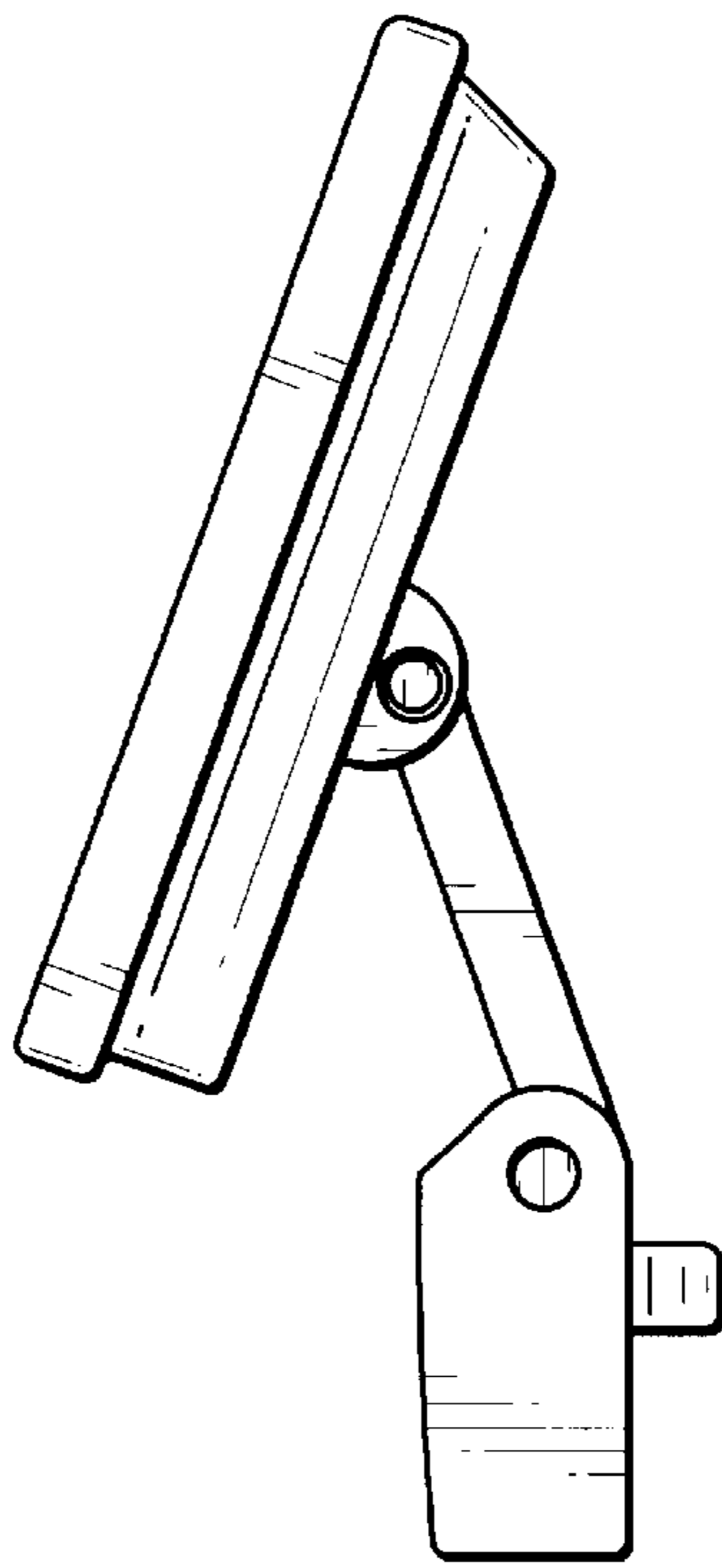


Fig. 5

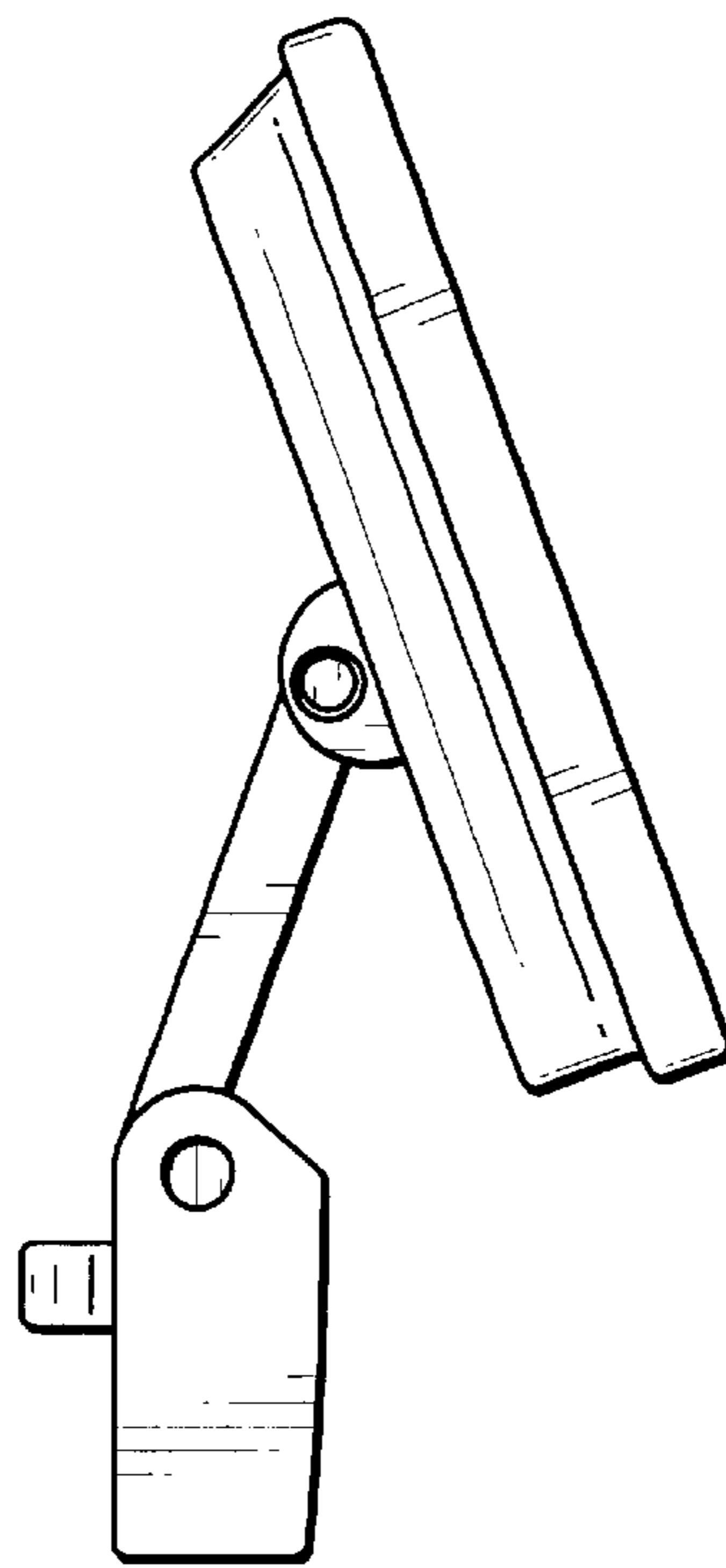


Fig. 6

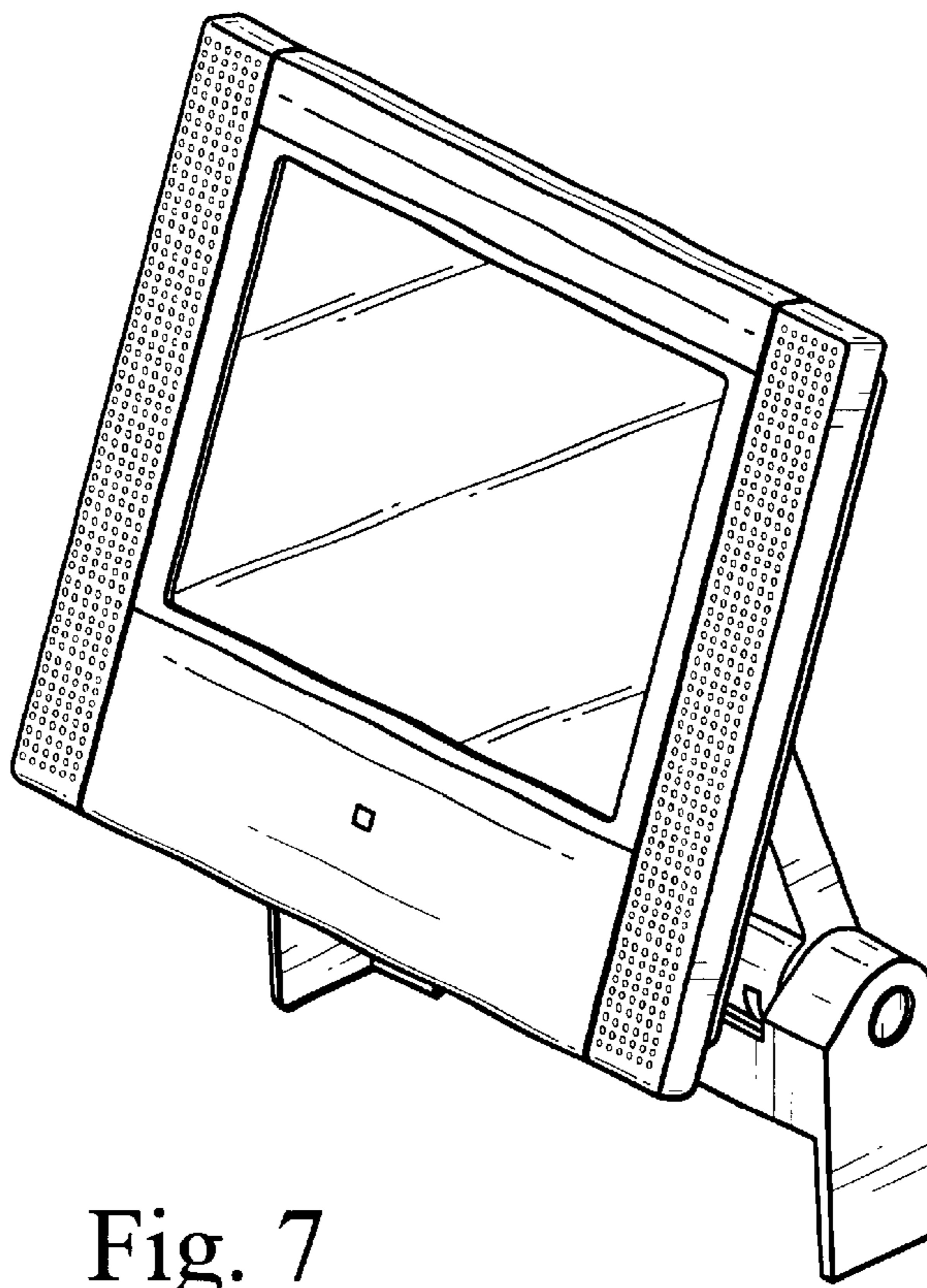


Fig. 7

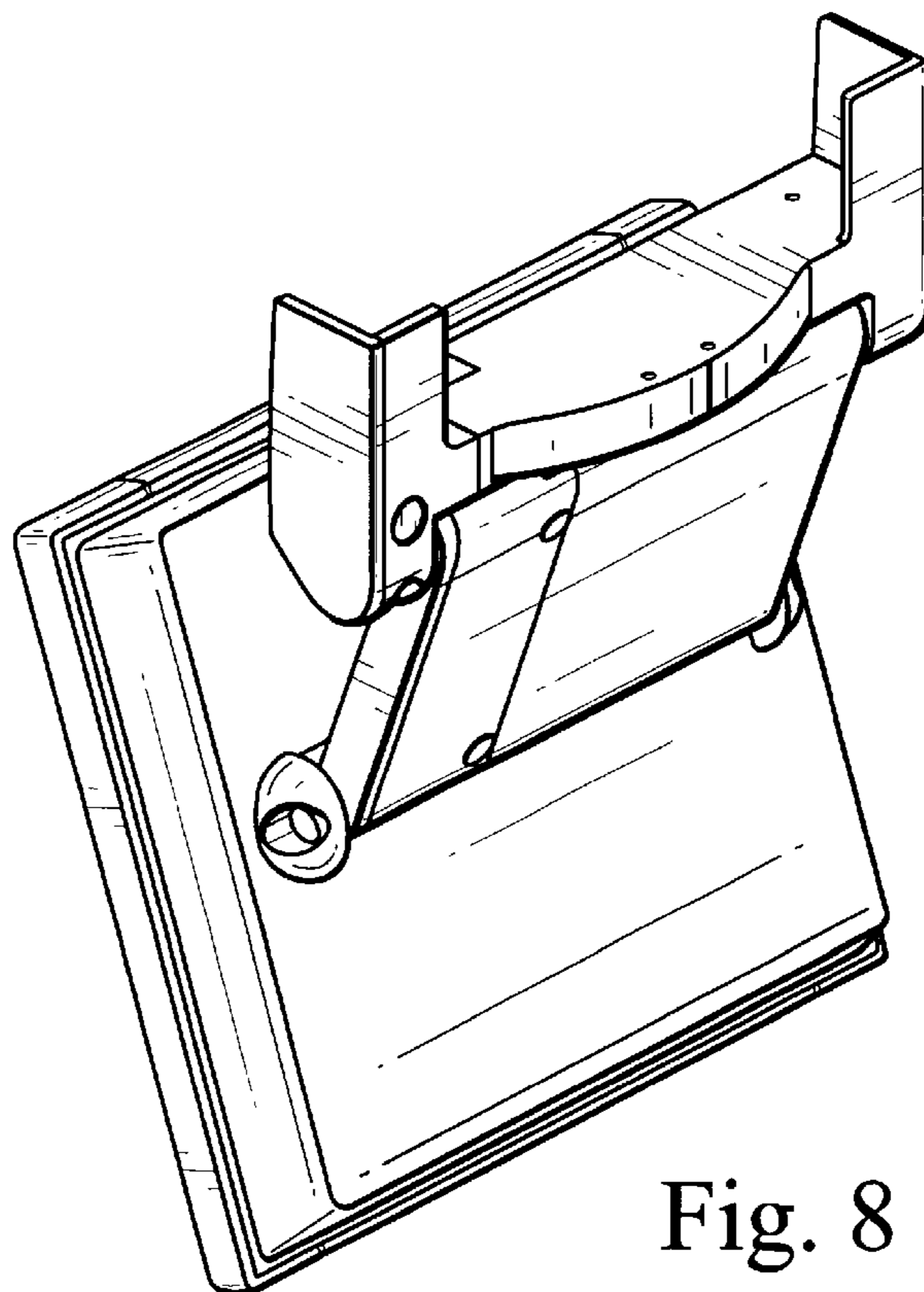


Fig. 8

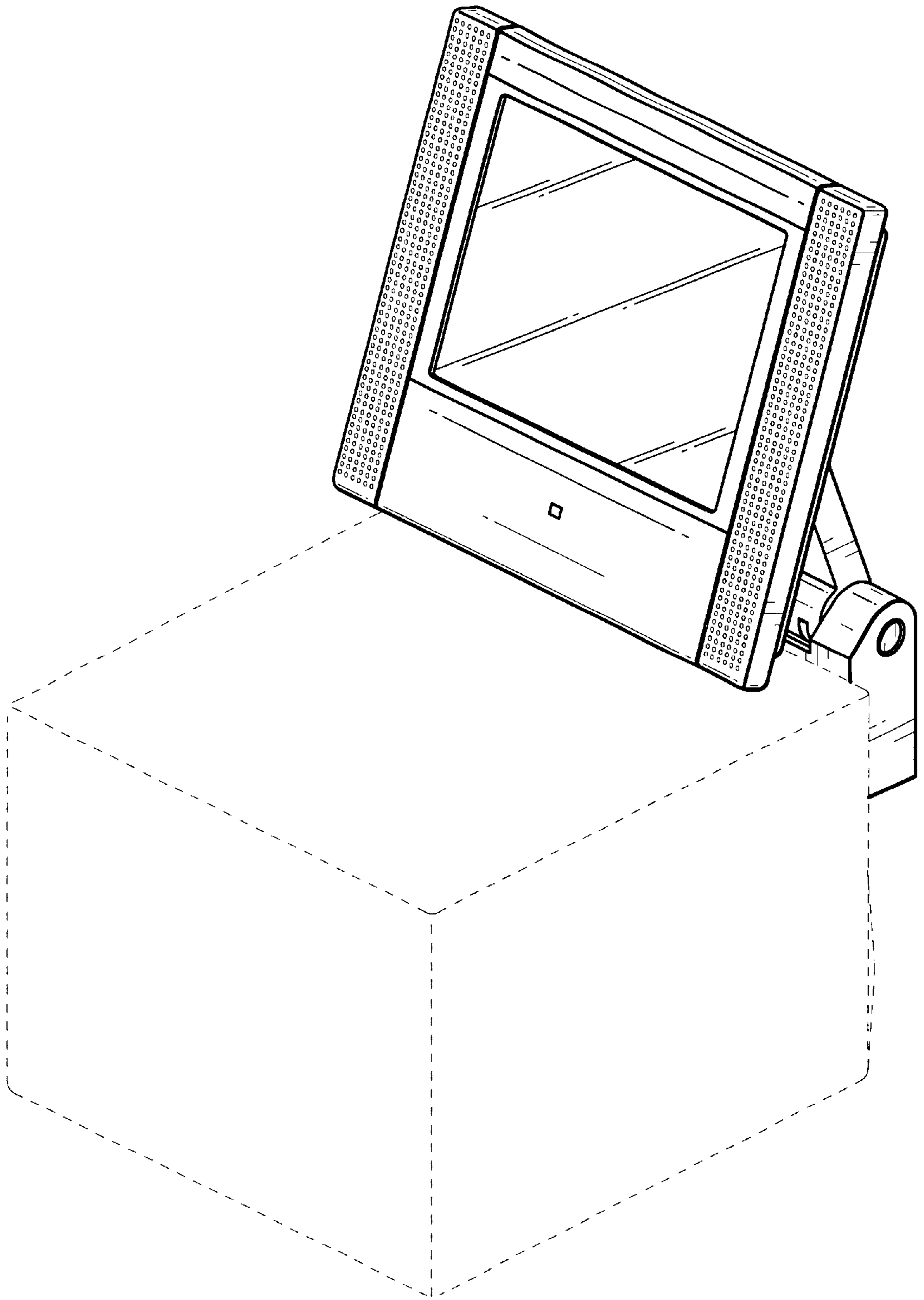


Fig. 9