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

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

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

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

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

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(30) **Foreign Application Priority Data**

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(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**

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(57) **CLAIM**

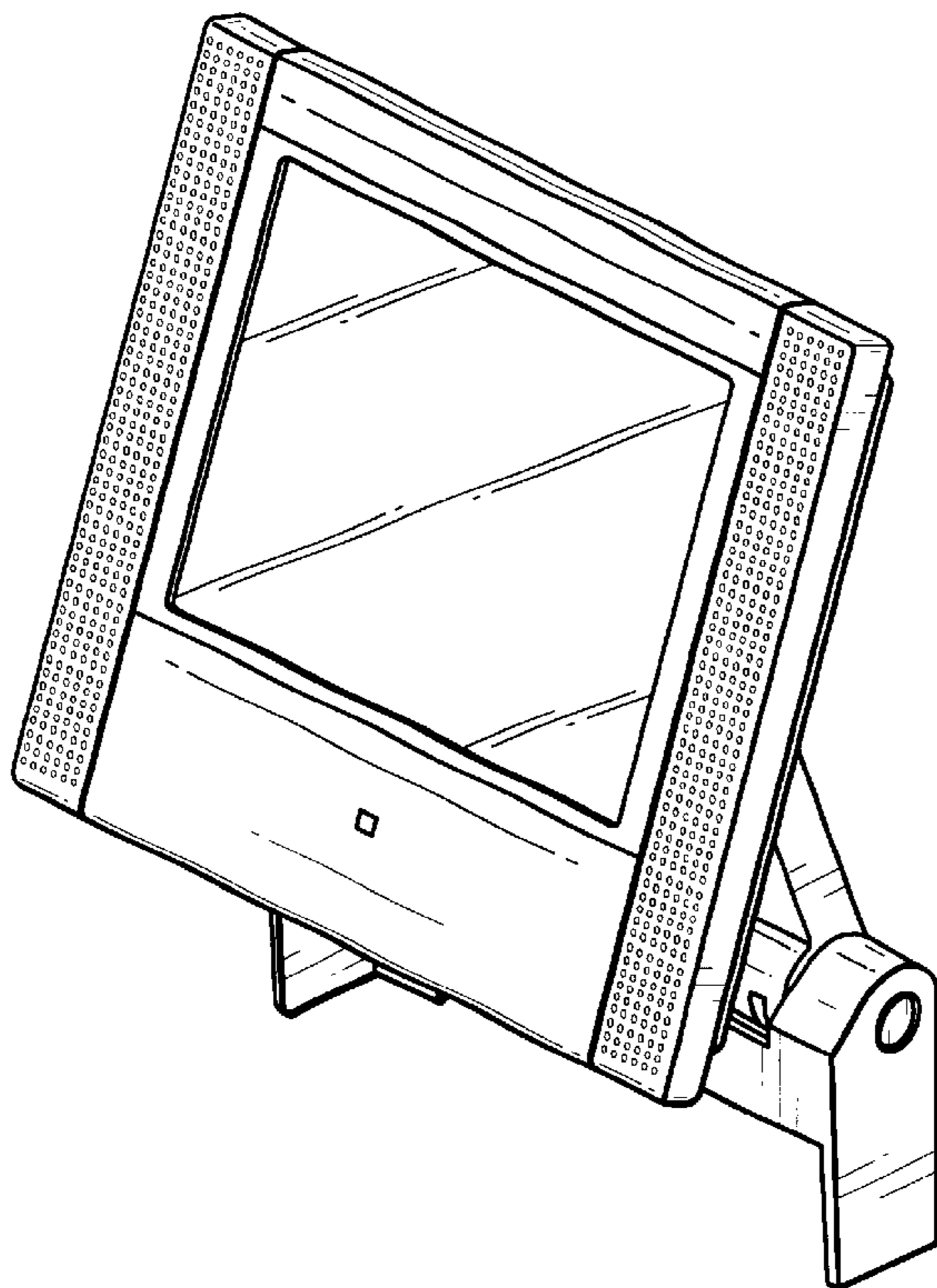
The ornamental design for a “liquid crystal display for an electronic game machine”, as shown and described.

**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**



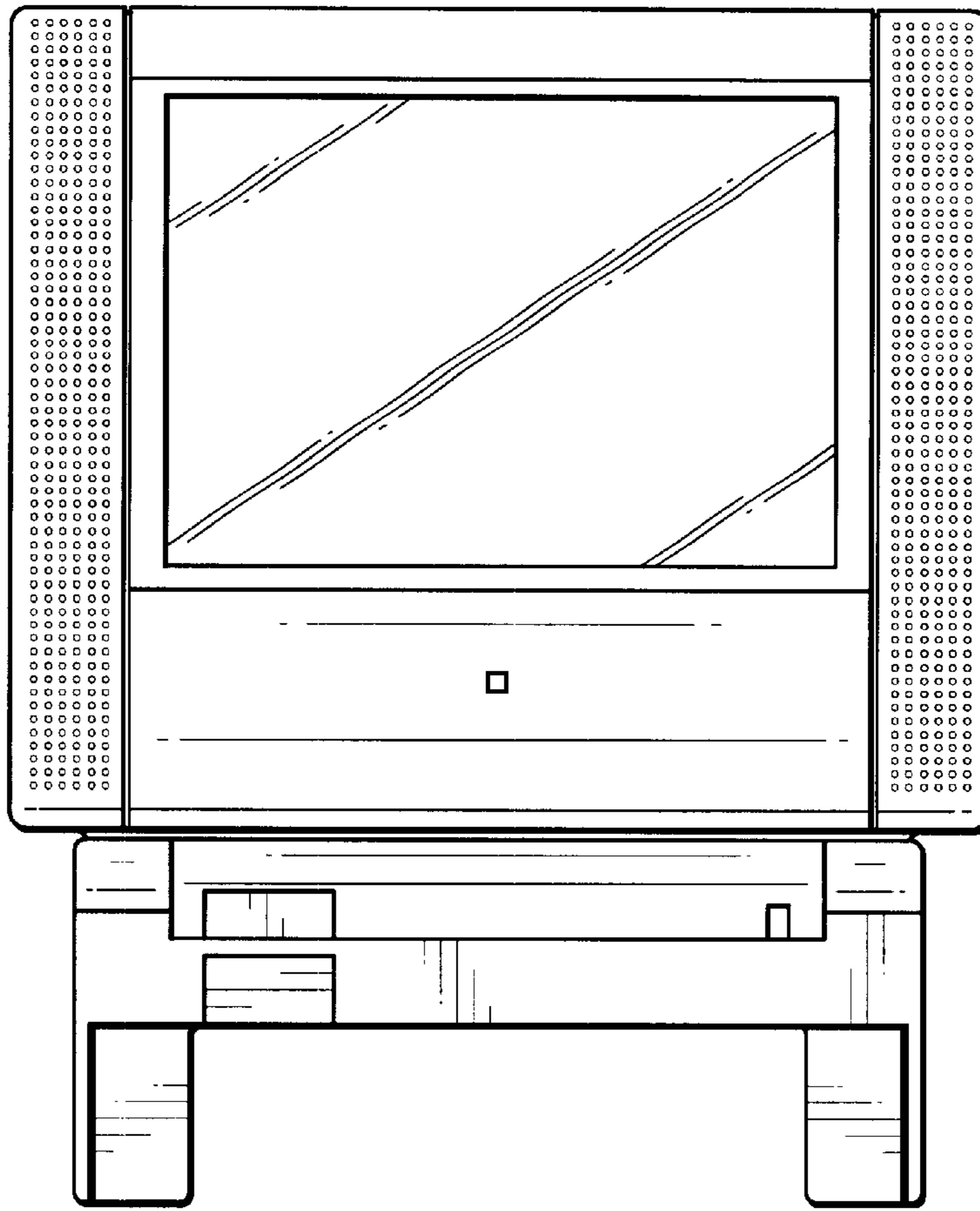


Fig. 1

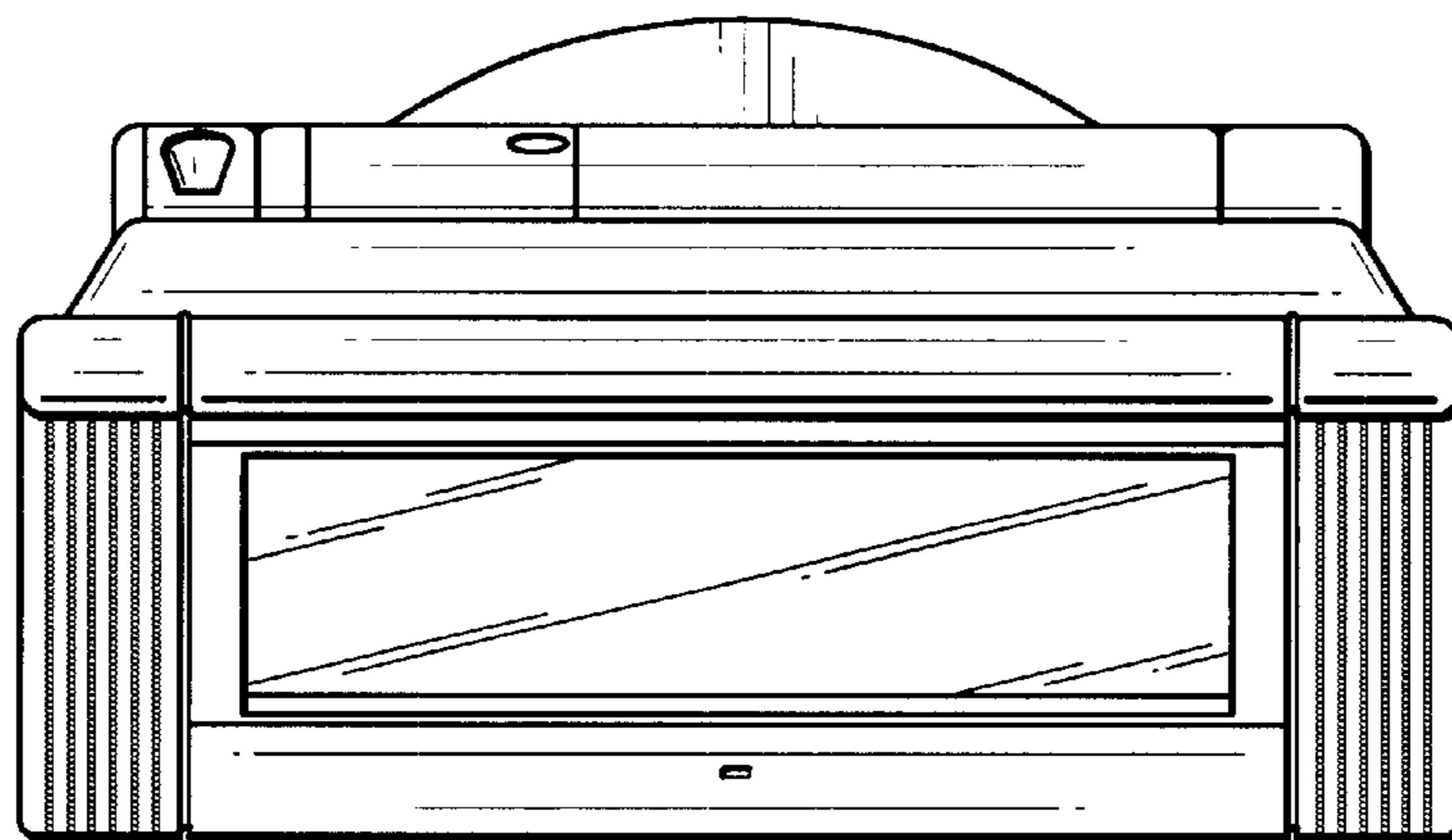


Fig. 2

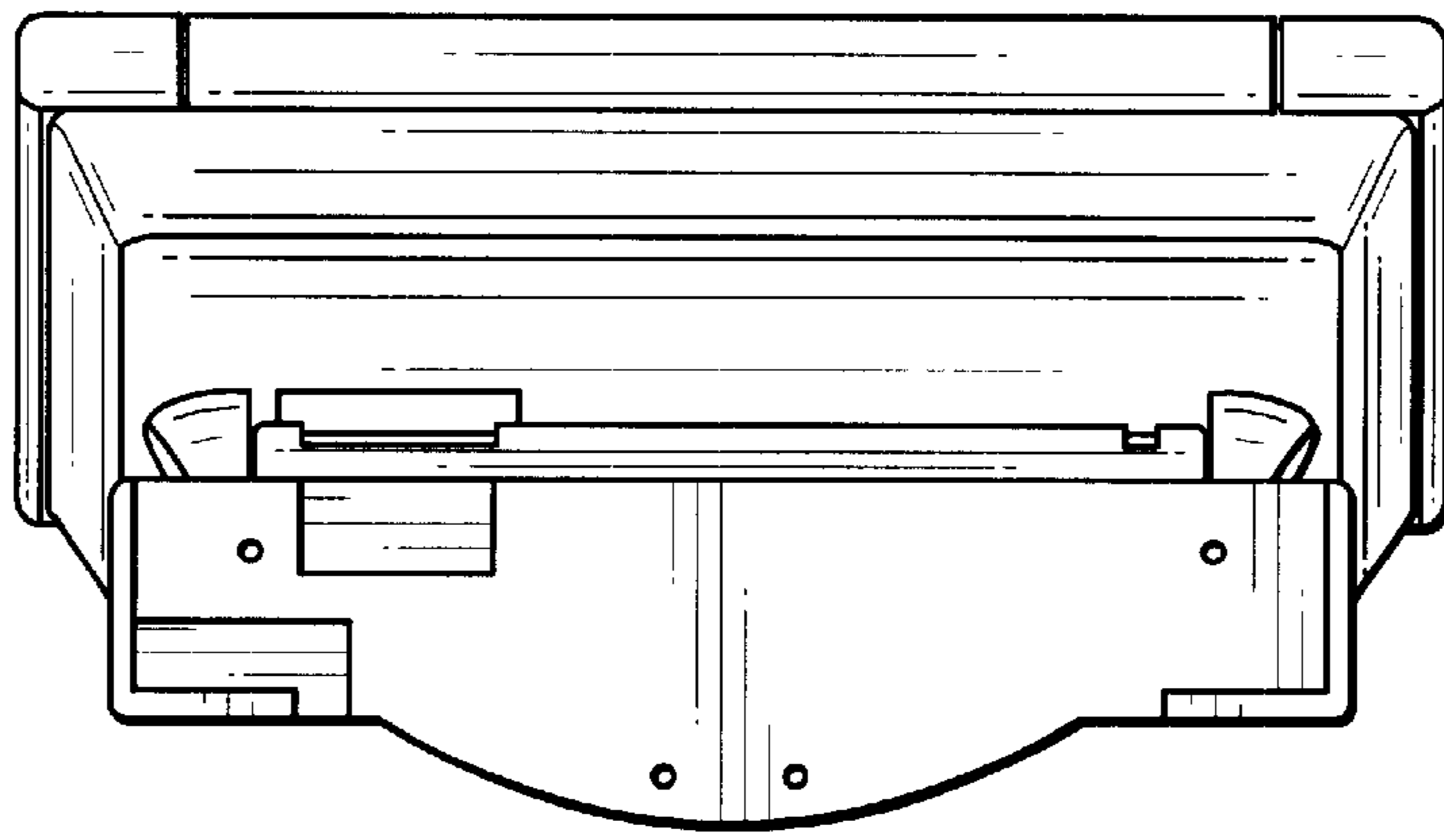


Fig. 3

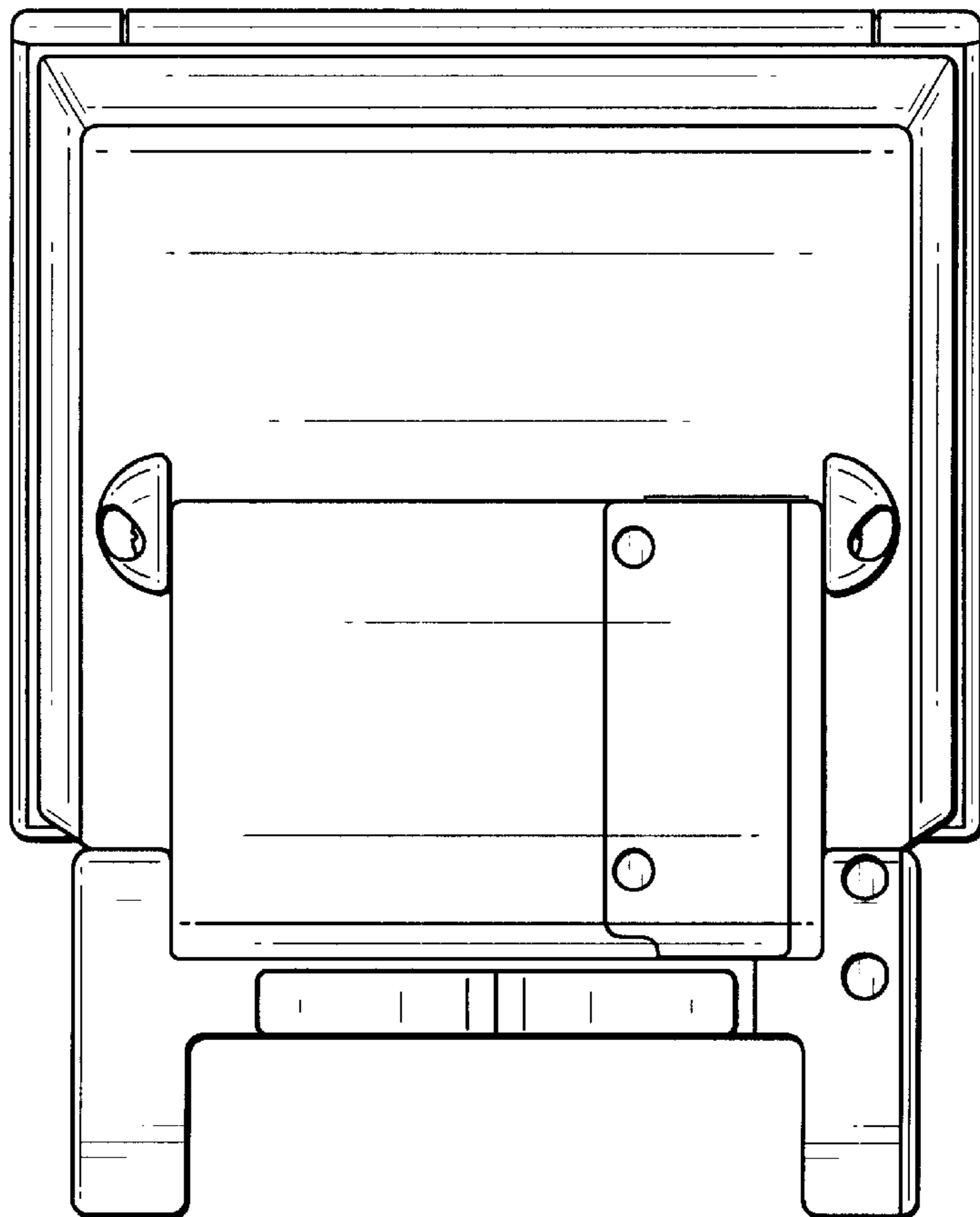


Fig. 4

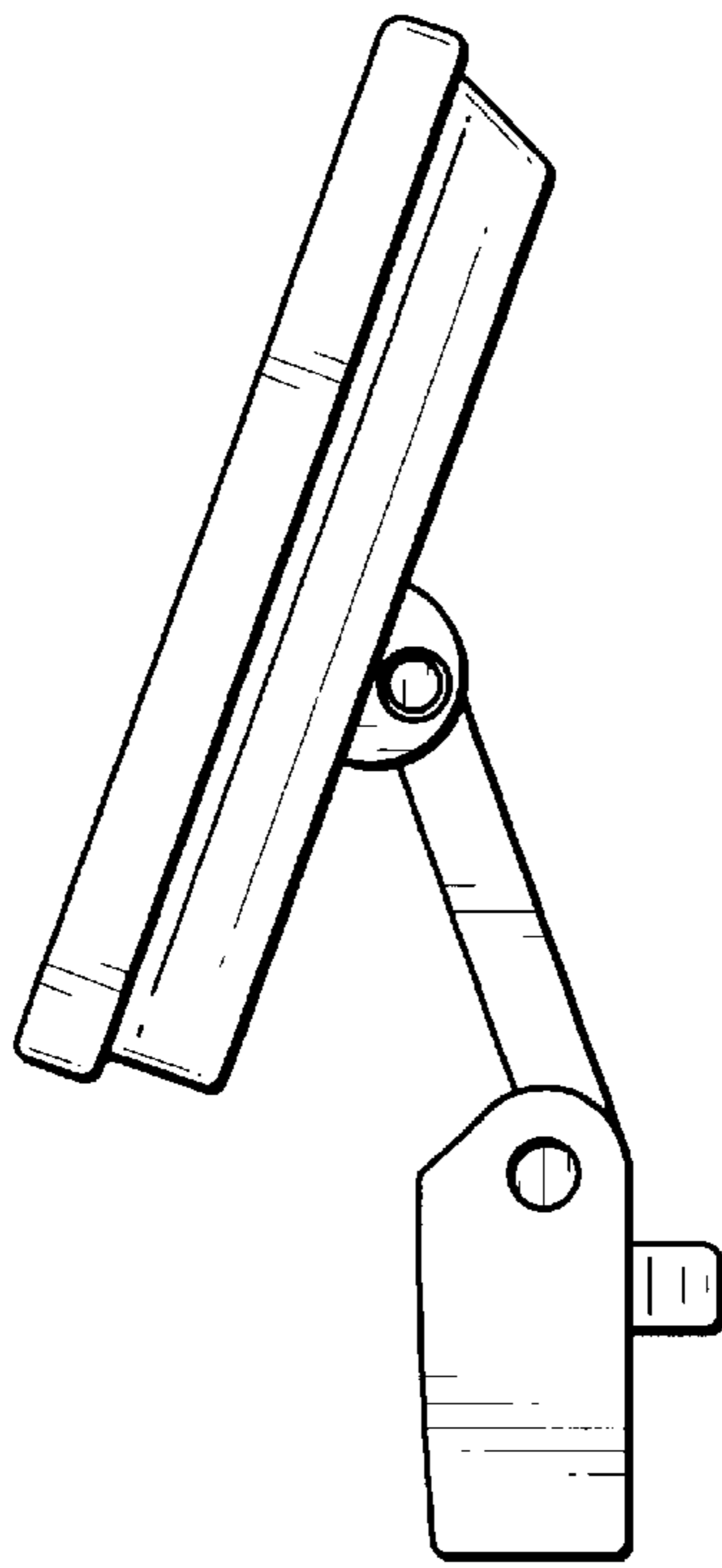


Fig. 5

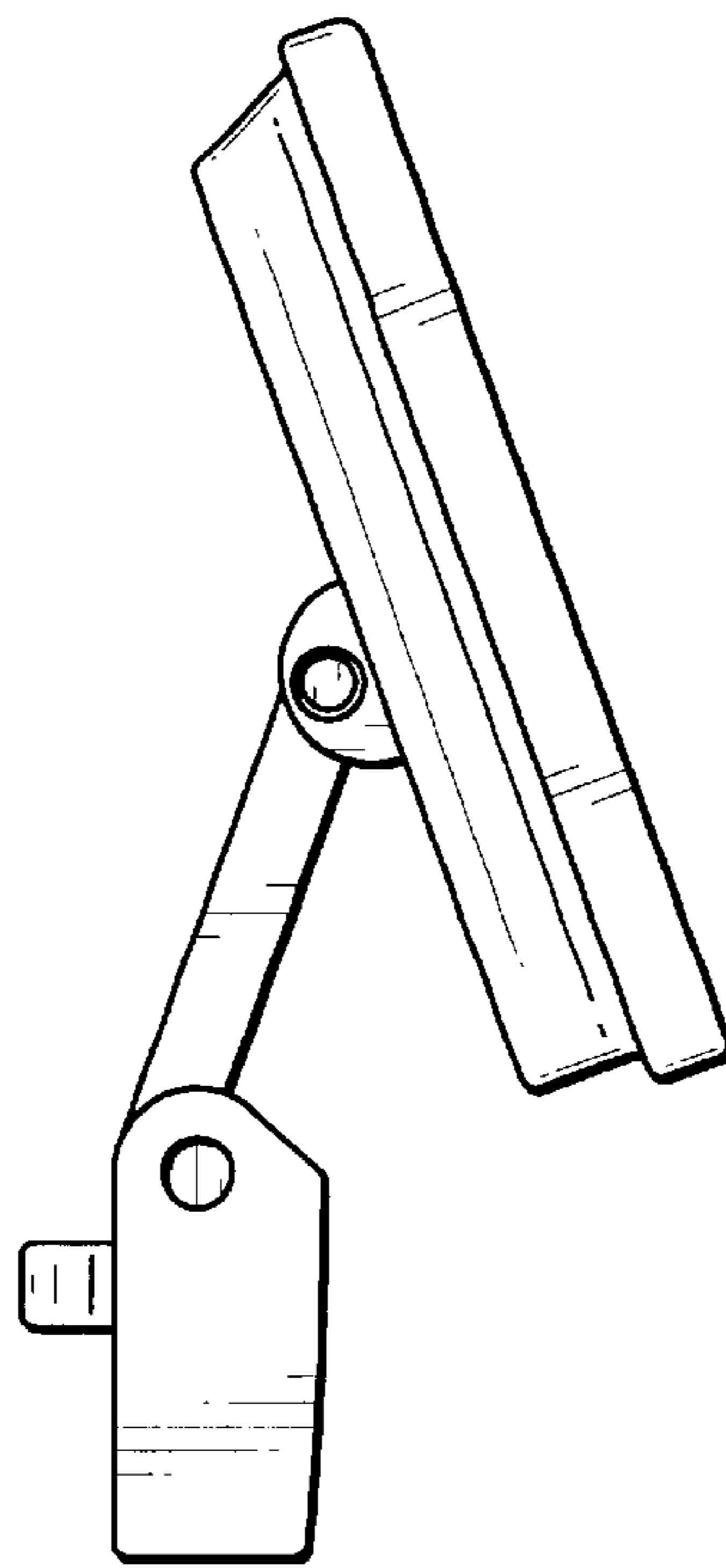


Fig. 6

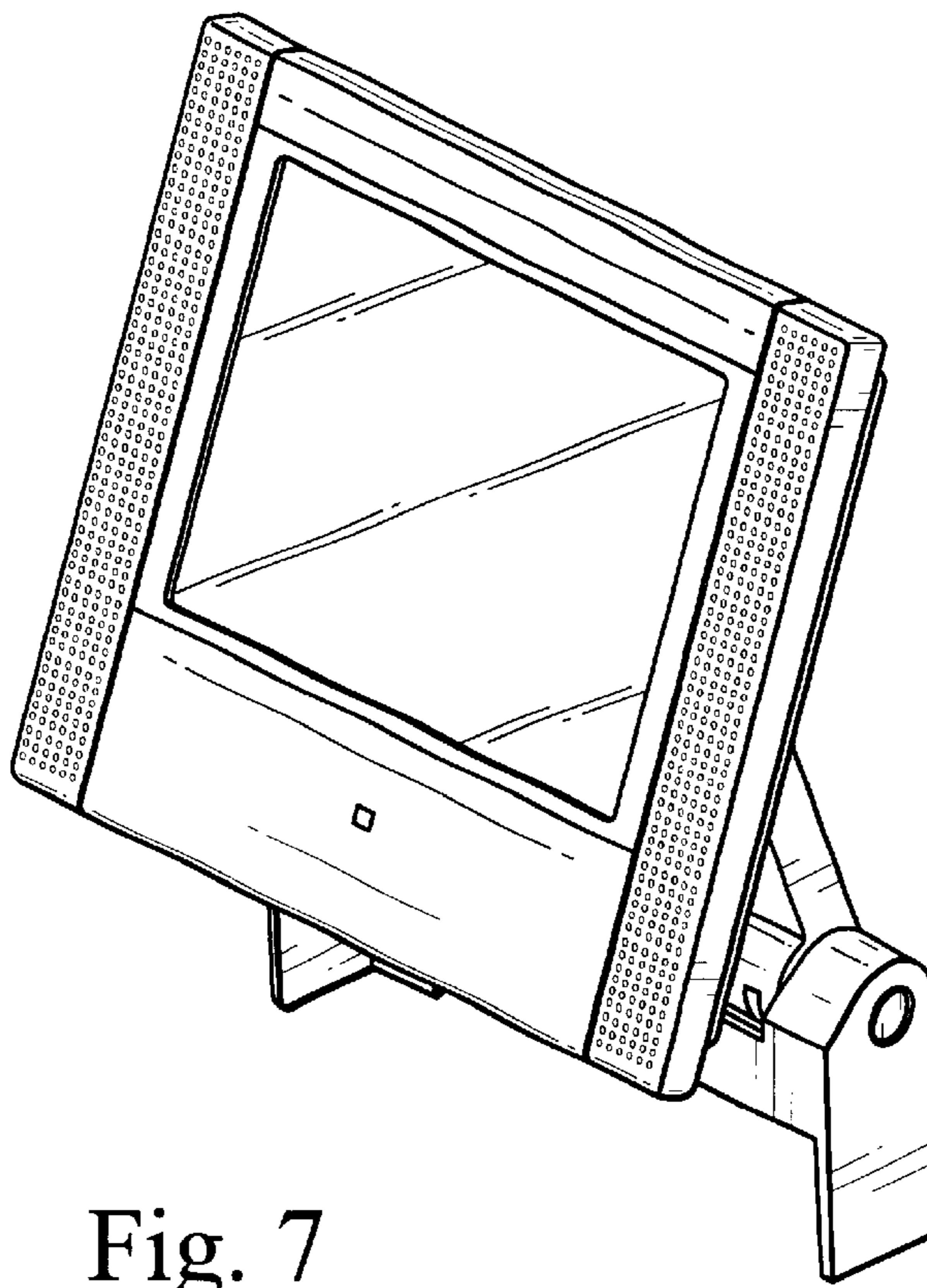


Fig. 7

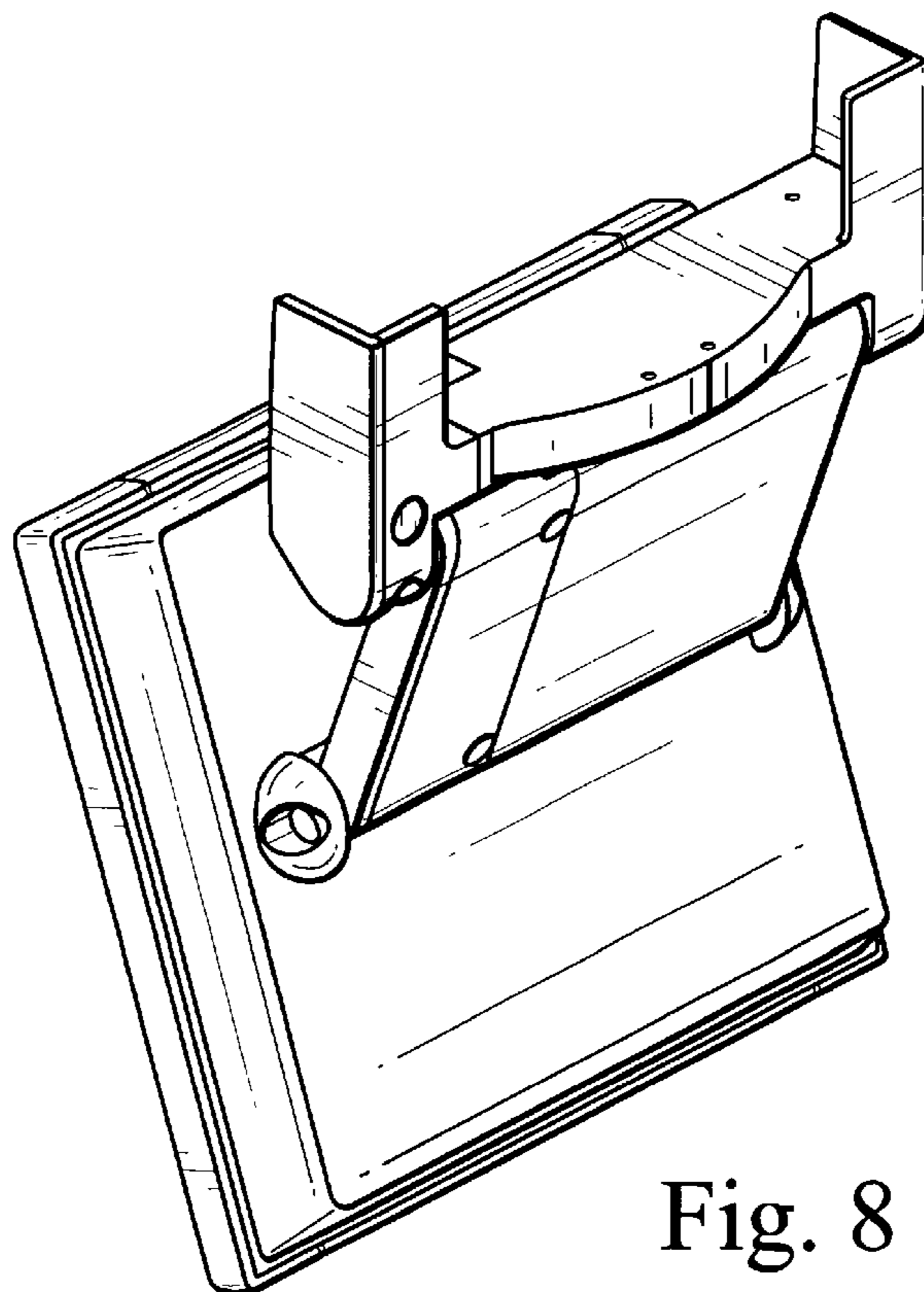


Fig. 8



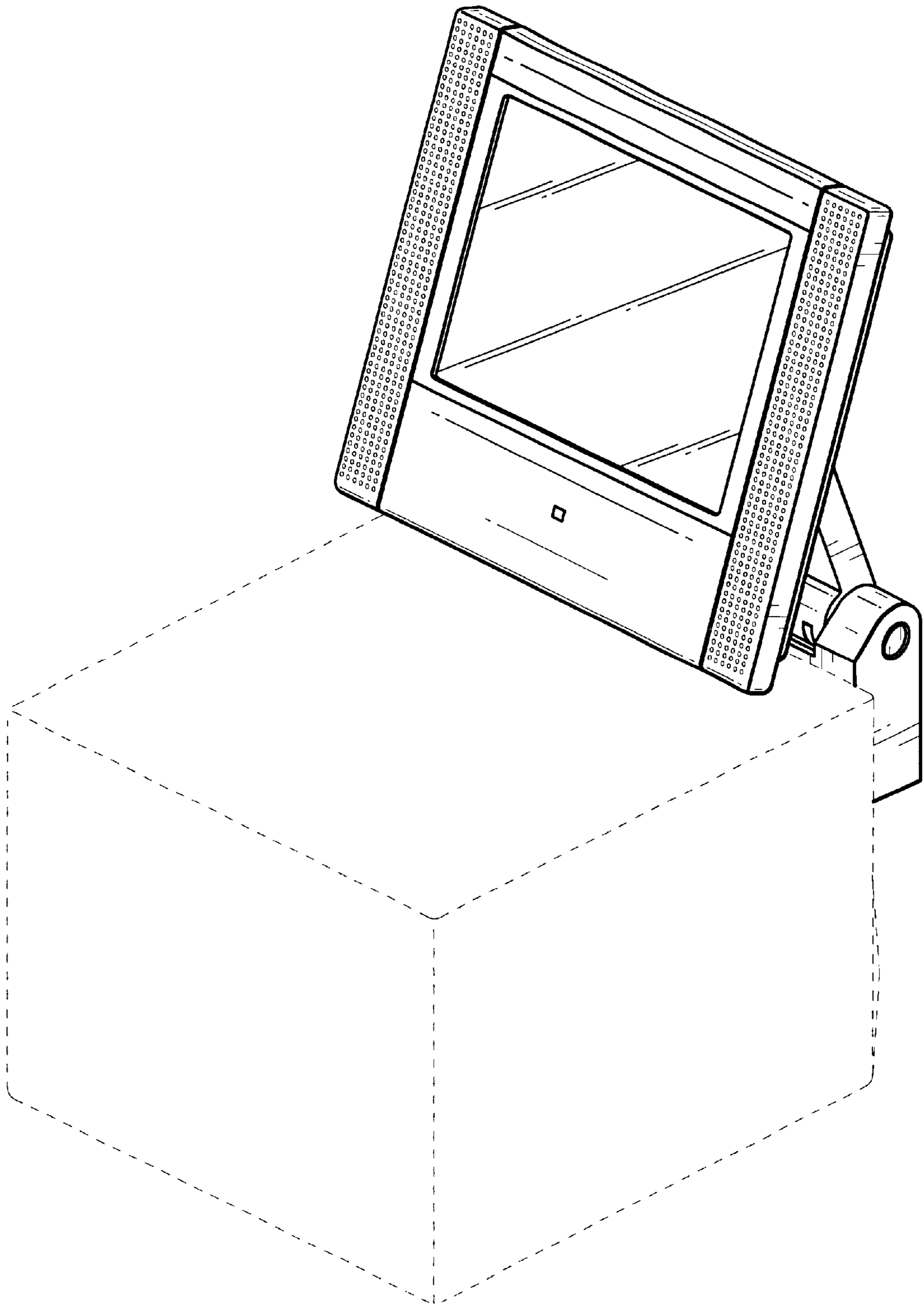


Fig. 9