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

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(45) **Date of Patent:** **\*\* Jan. 1, 2008**

(54) **CONNECTOR PLUG FOR ELECTRONIC GAME MACHINE**

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(Continued)

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Ashida et al., entitled, "Connector Plug for Electronic Game Machine," U.S. Appl. No. 29/268,252, filed Nov. 2, 2006, pending.

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

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

(21) Appl. No.: **29/271,697**

(22) Filed: **Jan. 25, 2007**

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**Related U.S. Application Data**

(62) Division of application No. 29/268,252, filed on Nov. 2, 2006.

(57) **CLAIM**

The ornamental design for a connector plug for electronic game machine, as shown by solid lines and described.

(30) **Foreign Application Priority Data**

May 2, 2006 (JP) ..... 2006-011515  
Sep. 5, 2006 (JP) ..... 2006-023699

**DESCRIPTION**

(51) **LOC (8) Cl.** ..... **13-03**  
(52) **U.S. Cl.** ..... **D13/154; D13/133; D13/147**  
(58) **Field of Classification Search** ..... D13/133,  
D13/146-147, 154, 184; 439/607-610, 660,  
439/680, 686  
See application file for complete search history.

FIG. 1 is a front, top and right perspective view of a connector plug for electronic game machine showing our new design;  
FIG. 2 is a rear, bottom and left perspective view thereof;  
FIG. 3 is a front view thereof;  
FIG. 4 is a rear 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;  
FIG. 8 is a left side view thereof; and,  
FIG. 9 is a perspective view thereof, in use condition.

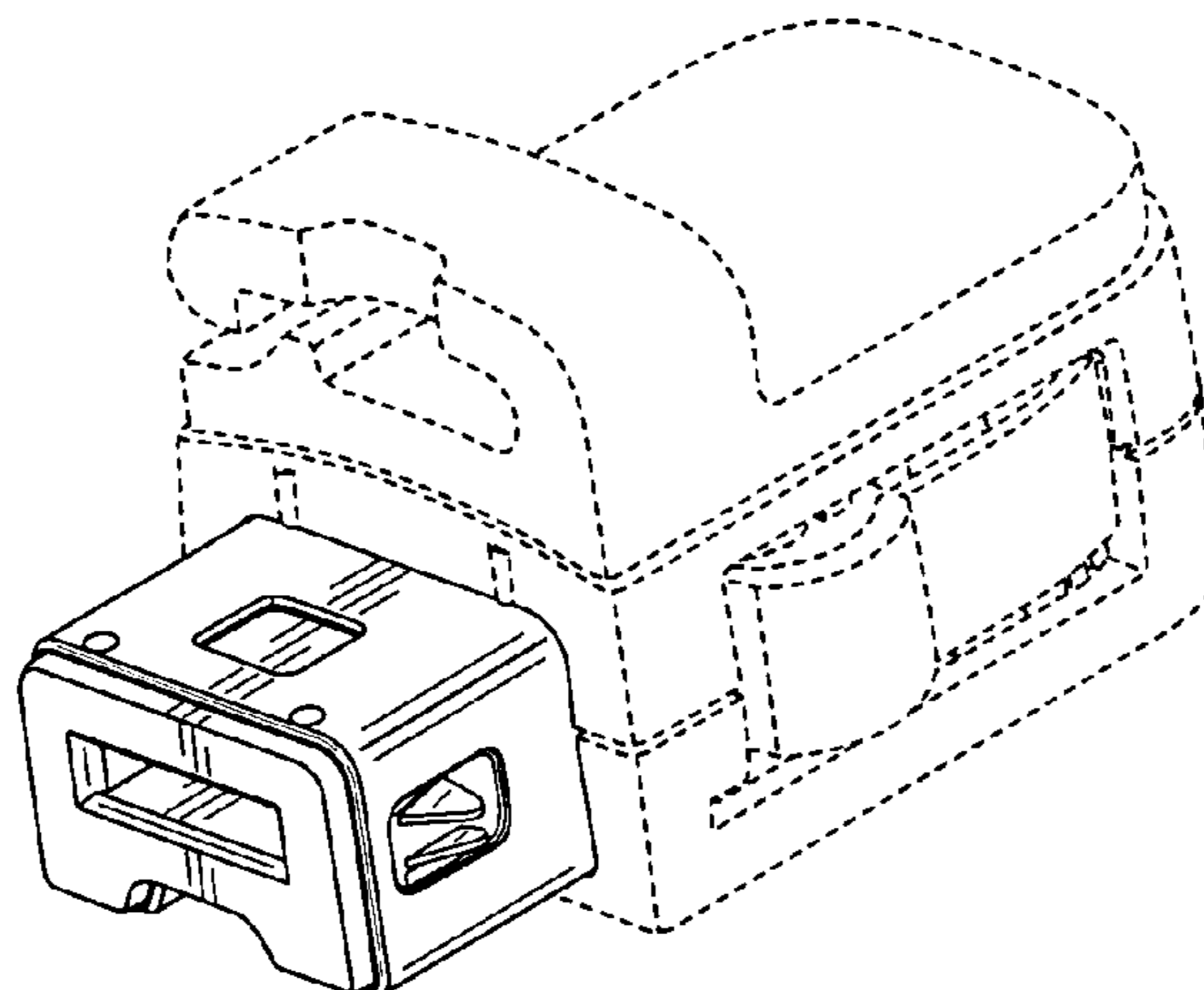
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The broken line showing of the environment is for illustrative purposes only and forms no part of the claimed design.

**1 Claim, 3 Drawing Sheets**



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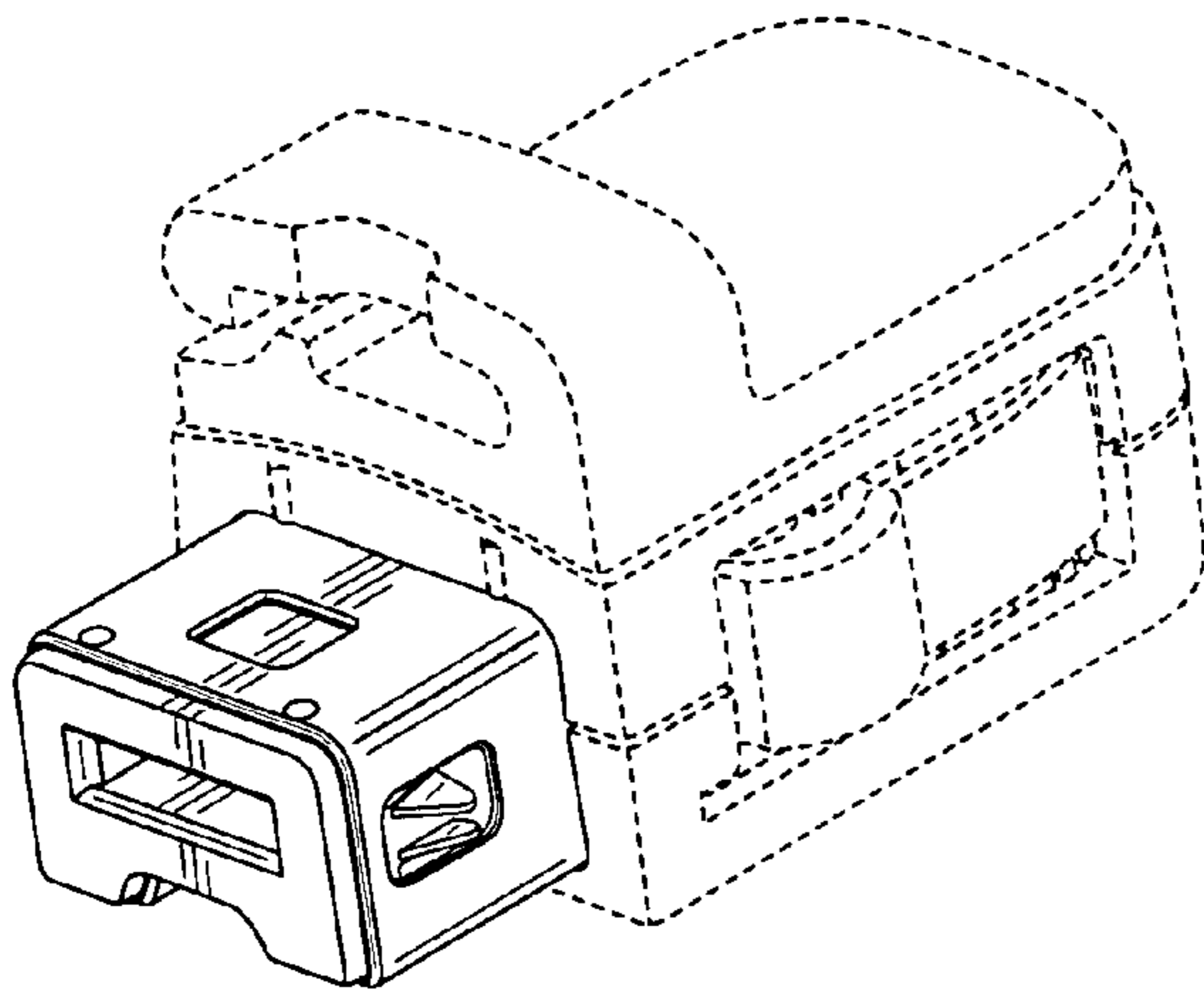


FIG. 1

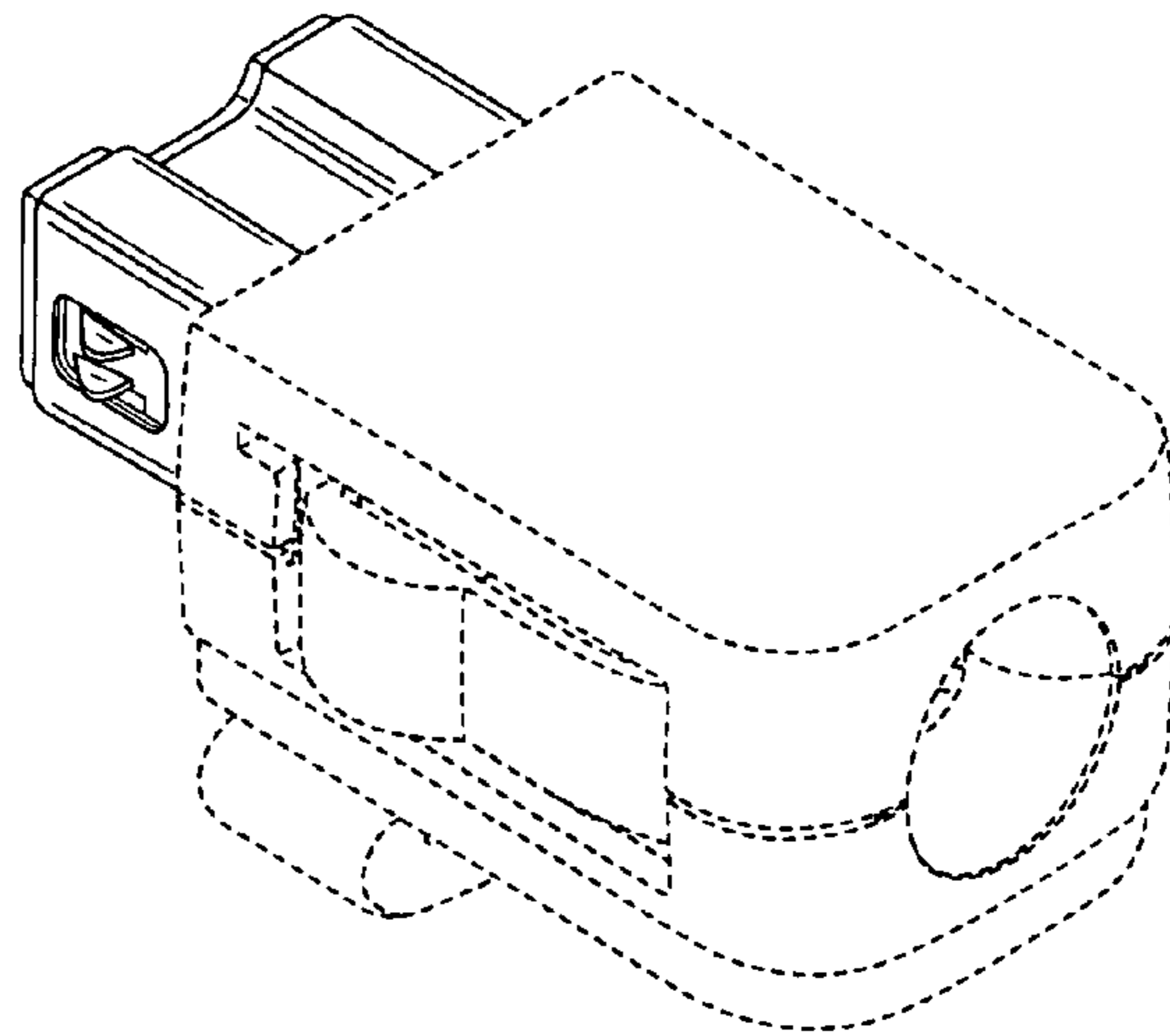


FIG. 2

FIG. 3

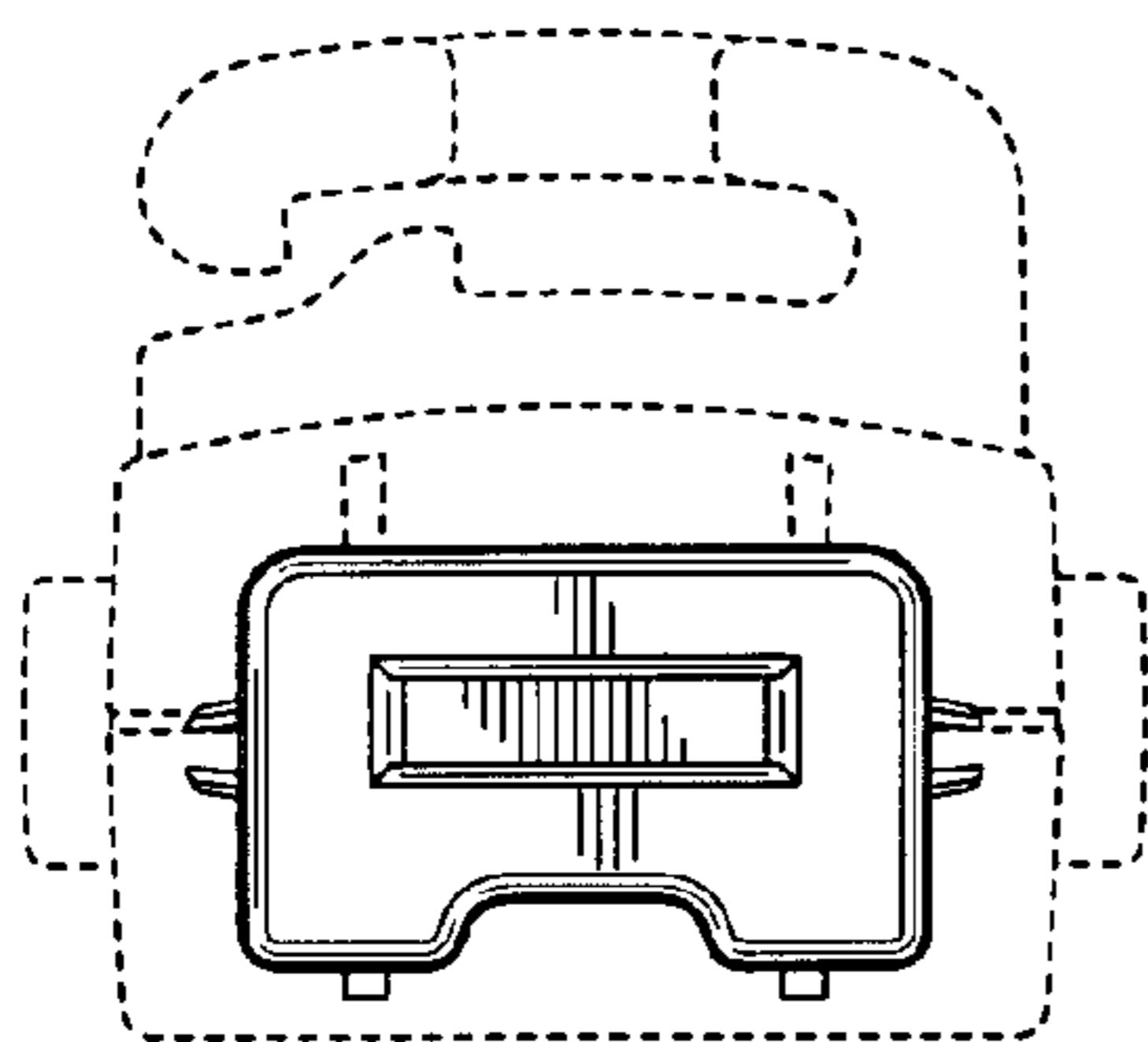


FIG. 4

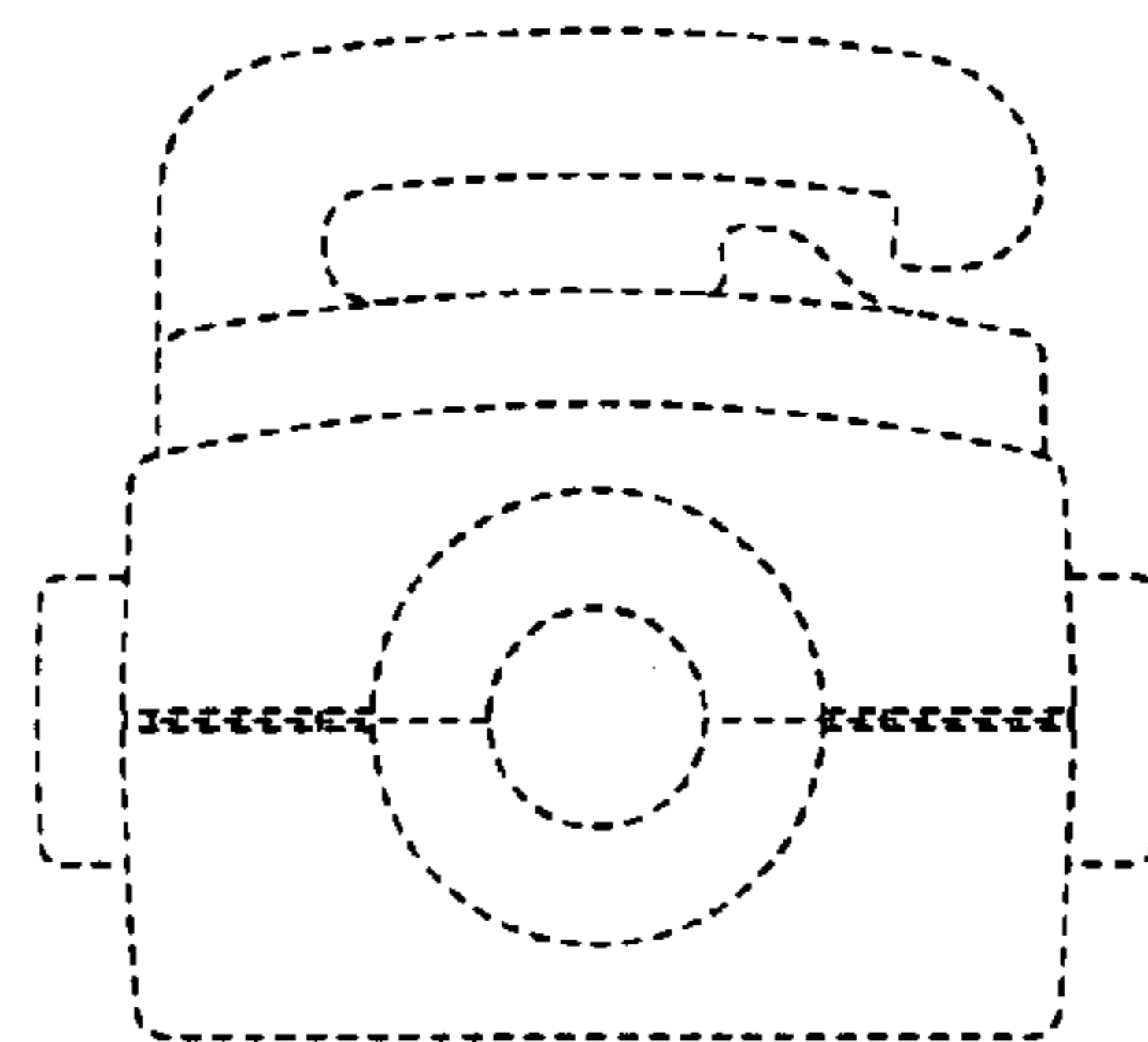


FIG. 5

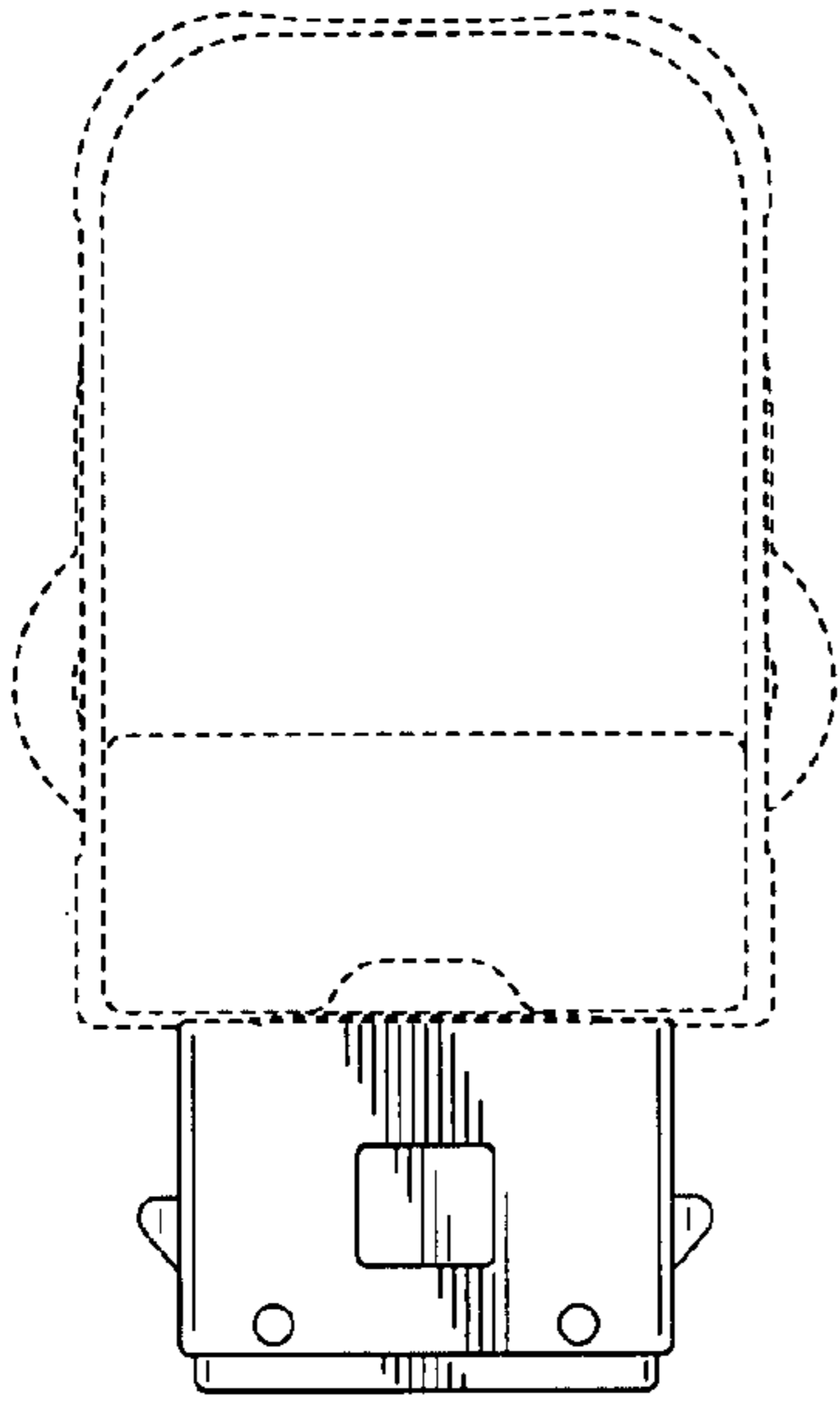


FIG. 6

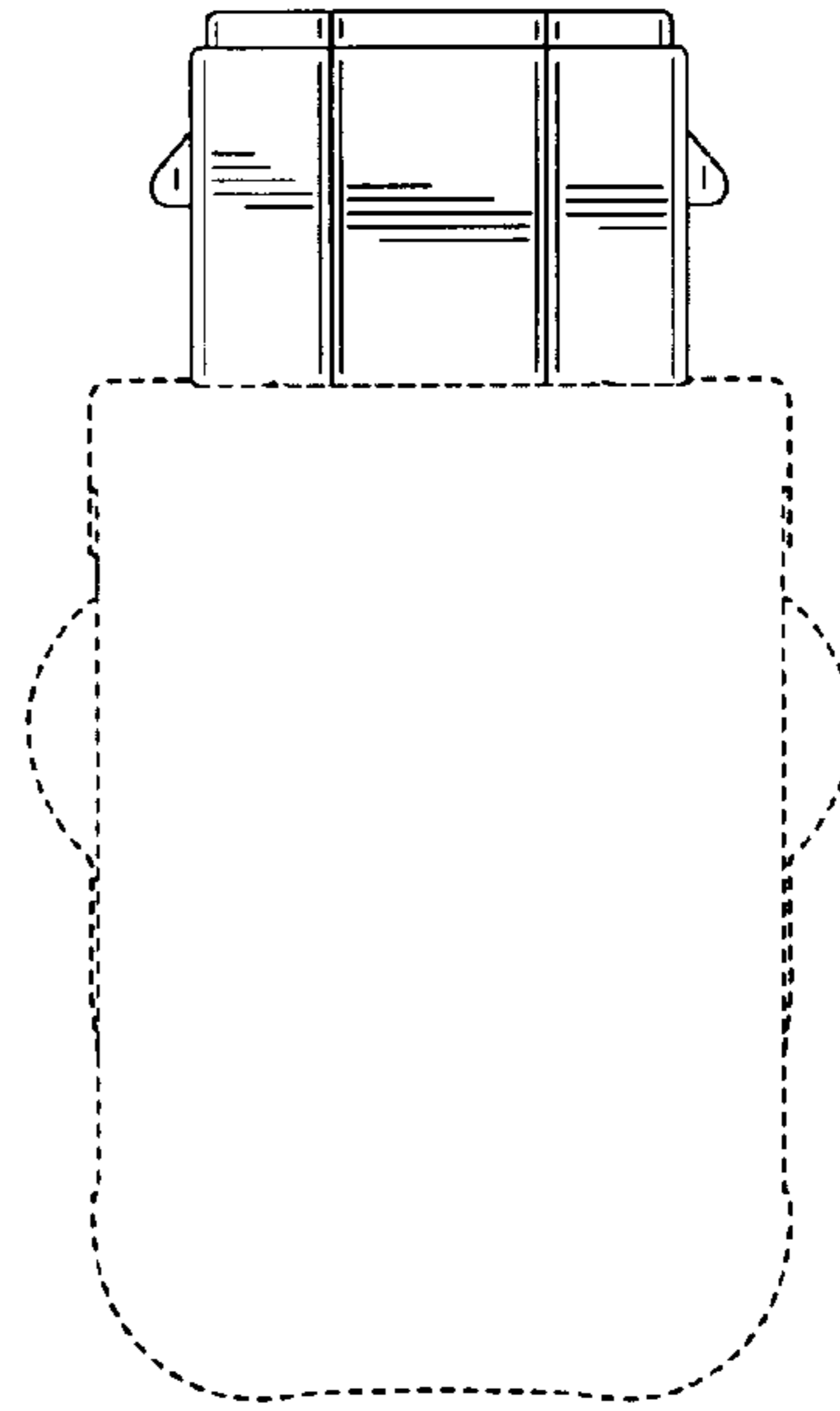


FIG. 7

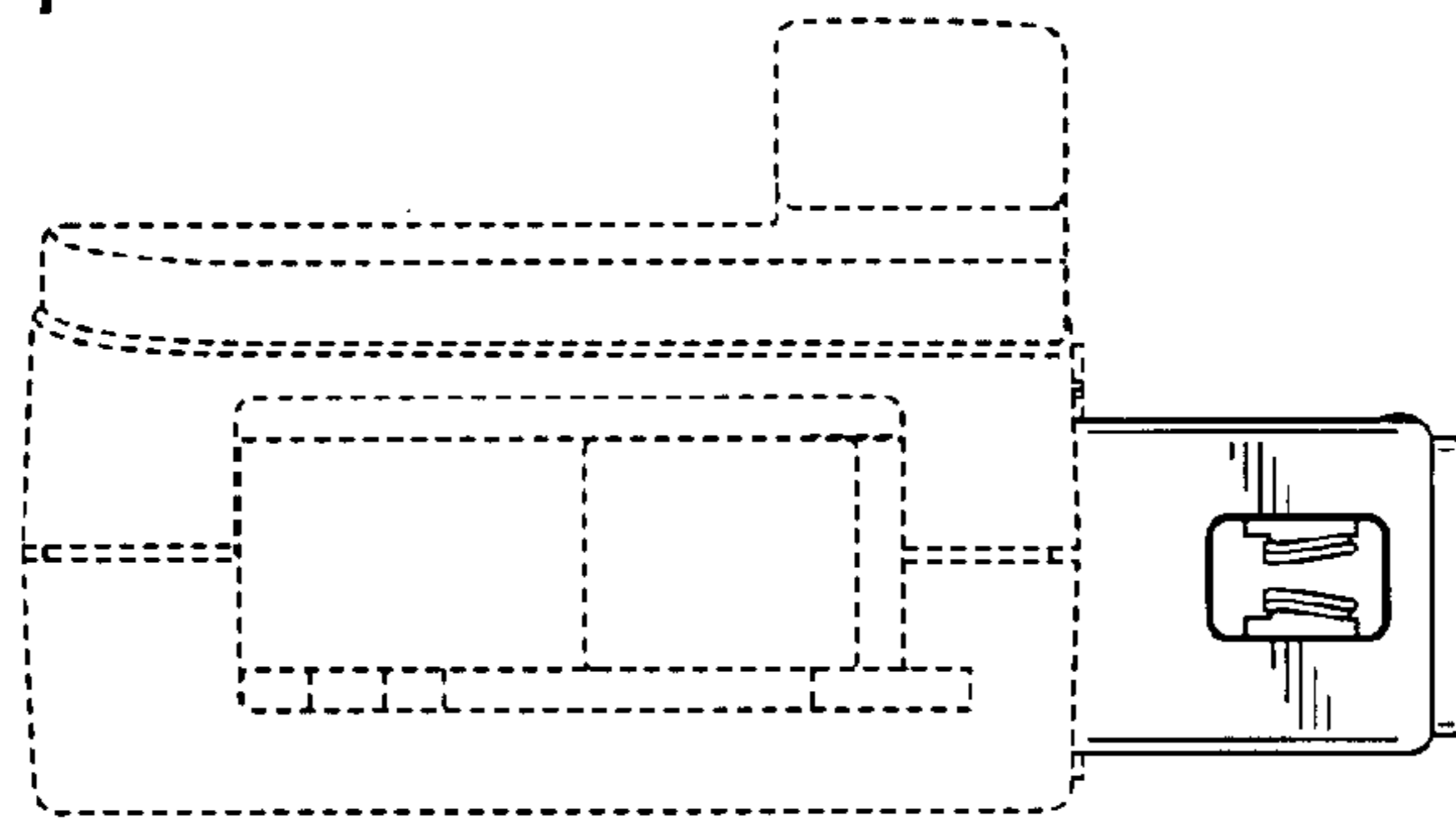


FIG. 8

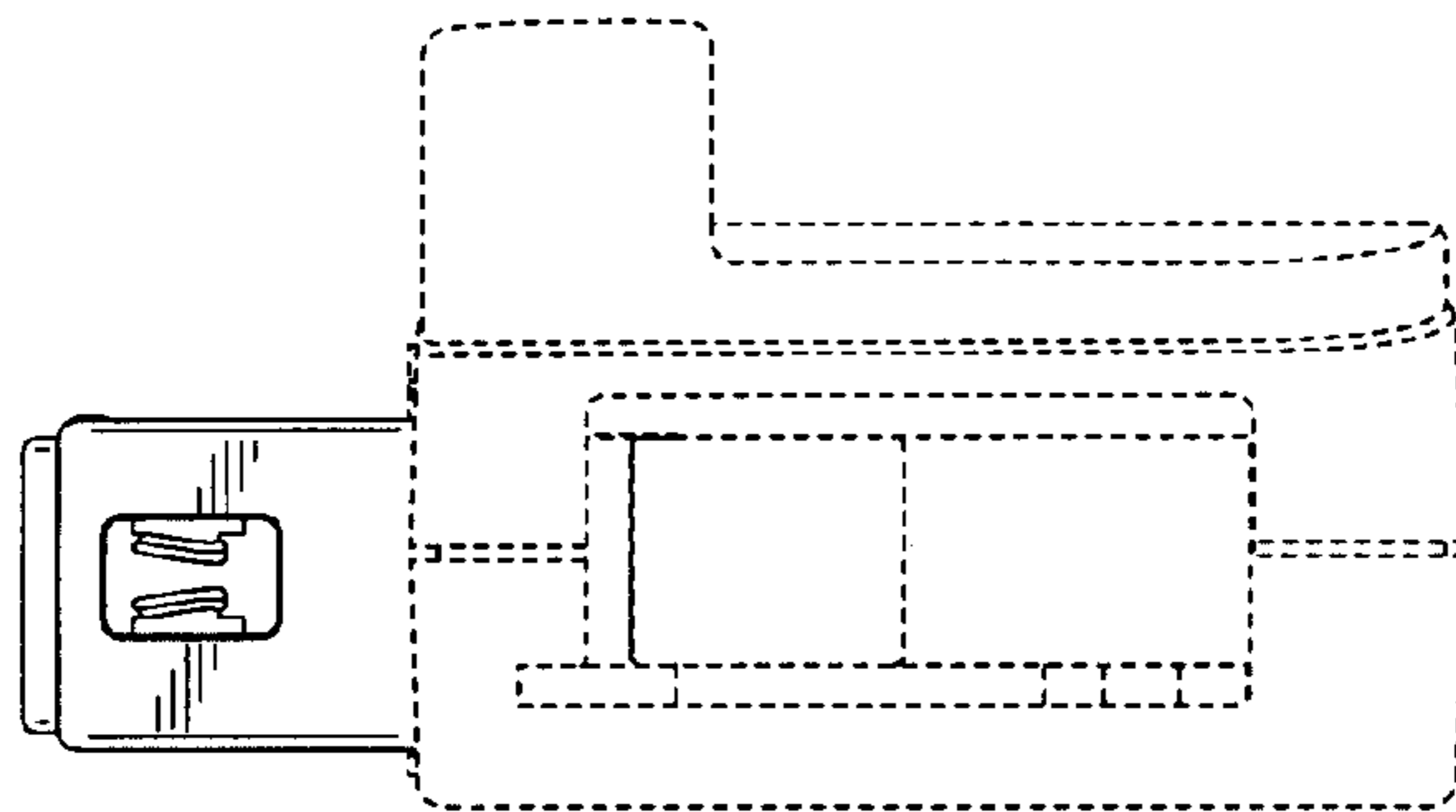


FIG. 9

