

United States Patent [19]

Riley et al.

[11] **Patent Number:** Des. 384,112

[45] **Date of Patent:** ****Sep. 23, 1997**

[54] **COMPUTER GAME PLAYER CONTROLLER**

[75] Inventors: **Raymond W. Riley**, Santa Cruz; **David W. Laituri**, Palo Alto; **Gil Wong**, San Francisco, all of Calif.

[73] Assignee: **Apple Computer, Inc.**, Cupertino, Calif.

[] Term: 14 Years**

[21] Appl. No.: 40,991

[22] Filed: **Jun. 27, 1995**

Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 36,887, Mar. 29, 1995, abandoned.

[51] **LOC (6) CL.** **21-01**

[52] U.S. Cl. D21/48

[58] **Field of Search** D21/48, 1, 13;
273/148 B, 433–438, DIG. 28; D14/217,
124, 125

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Primary Examiner—Prabhakar G. Deshmukh
Attorney, Agent, or Firm—David J. Larwood

[57] CLAIM

The ornamental design for a computer game player controller, as shown and described.

DESCRIPTION

FIG. 1 is a top plan view of a computer game player controller showing our new design;
FIG. 2 is a reduced scale bottom plan view thereof;
FIG. 3 is a rear elevational view thereof;
FIG. 4 is a front elevational view thereof;
FIG. 5 is a partial, sectional elevational view taken along line 5—5 of FIG. 1;
FIG. 6 is a right side elevational view thereof;
FIG. 7 is a sectional elevational view taken along line 7—7 of FIG. 1;
FIG. 8 is a top plan view of a second embodiment of a computer game player controller;
FIG. 9 is a reduced scale bottom plan view of FIG. 8;
FIG. 10 is a rear view of FIG. 8 from about 15 degrees above the horizontal;
FIG. 11 is a front elevational view of FIG. 8;
FIG. 12 is a partial, sectional elevational view taken along line 12—12 of FIG. 8;
FIG. 13 is a right side elevational view of FIG. 8;
FIG. 14 is a sectional elevational view taken along line 14—14 of FIG. 8;
FIG. 15 is a top plan view of a third embodiment of a computer game player controller;
FIG. 16 is a rear elevational view of FIG. 15;
FIG. 17 is a front elevational view of FIG. 15;
FIG. 18 is a right side elevational view of FIG. 15;
FIG. 19 is a front, top, right perspective view of FIG. 15;
FIG. 20 is a front, bottom, left perspective view of FIG. 15;
FIG. 21 is a bottom, rear perspective view of FIG. 15;
FIG. 22 is a front, top, right perspective view of a fourth embodiment of a computer game player controller; and,
FIG. 23 is a rear, top, left perspective view of FIG. 22.

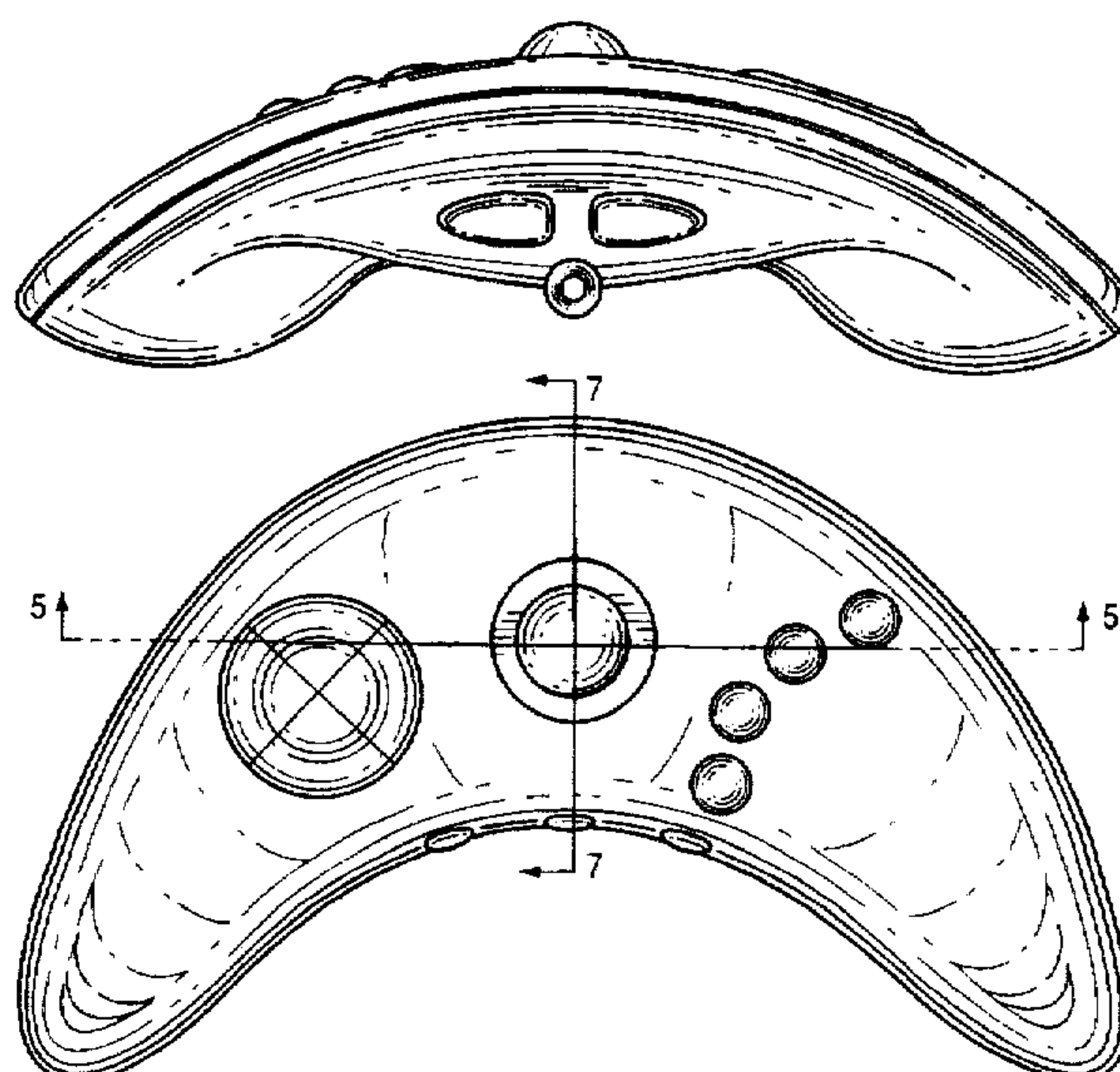


FIGURE 3

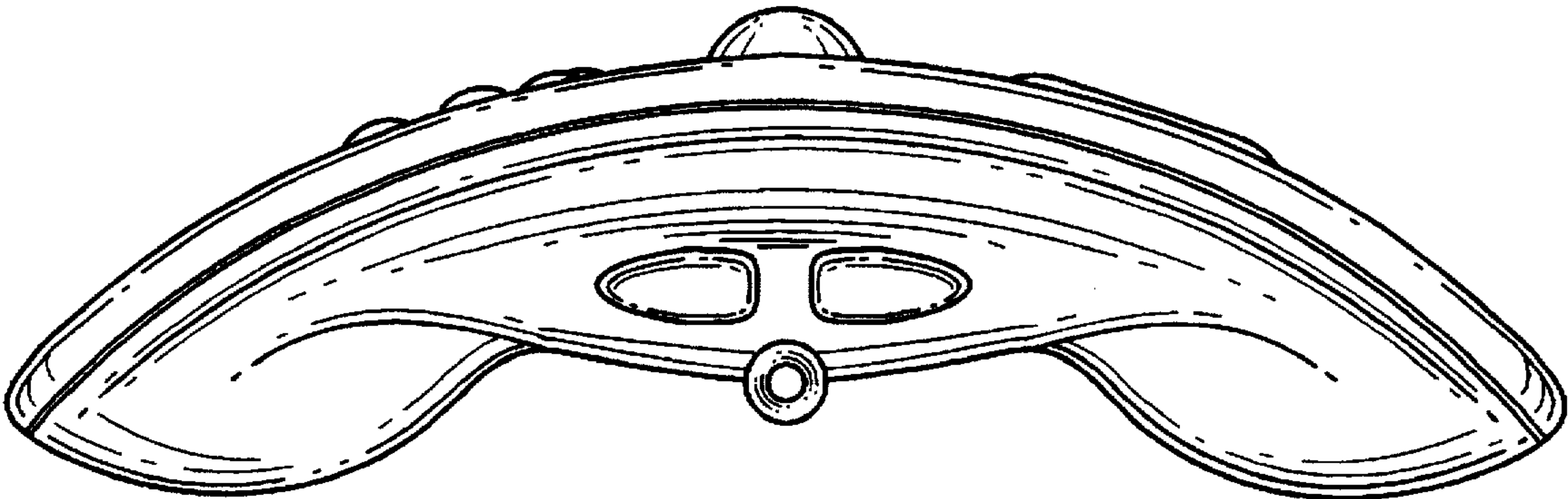


FIGURE 1

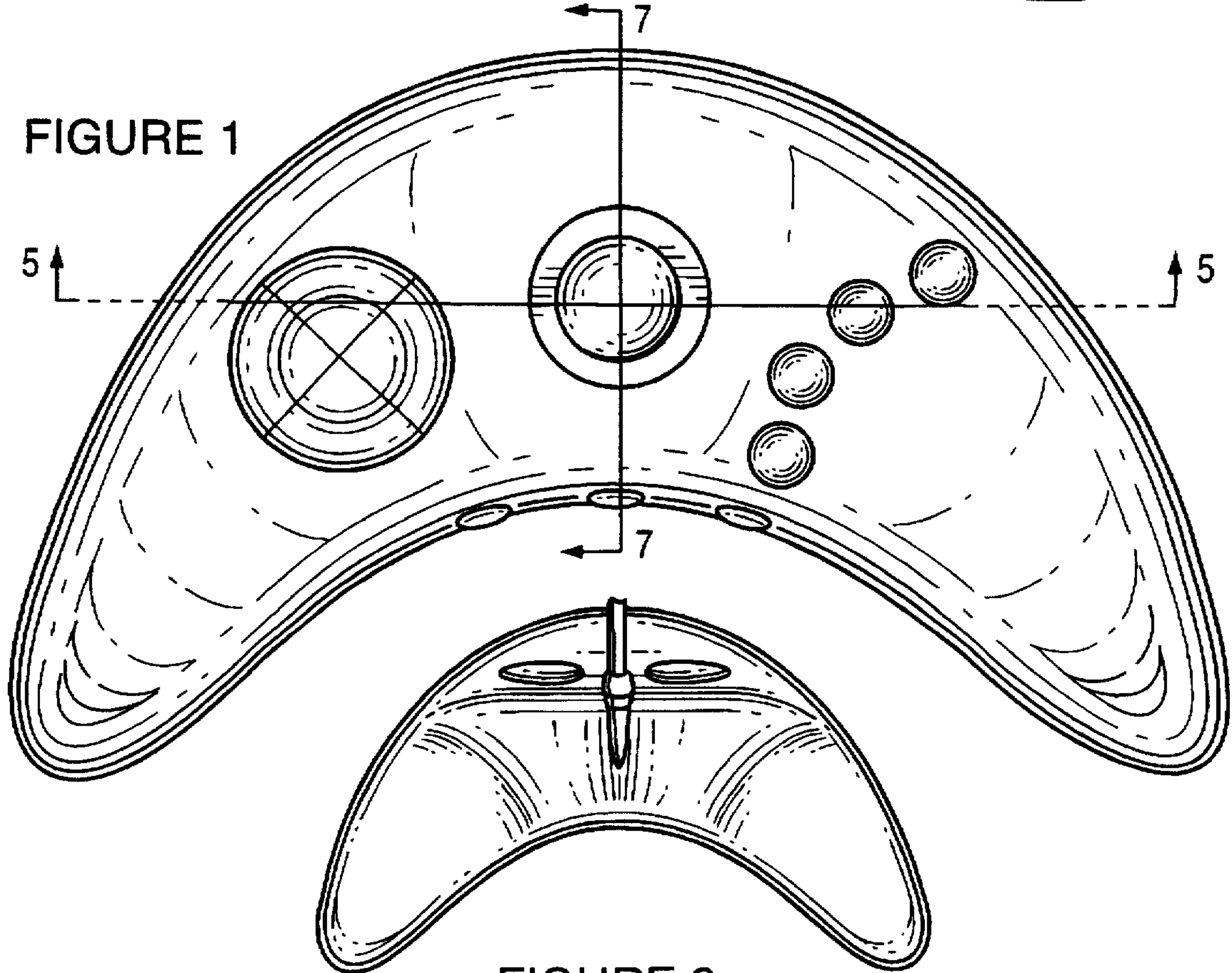


FIGURE 2

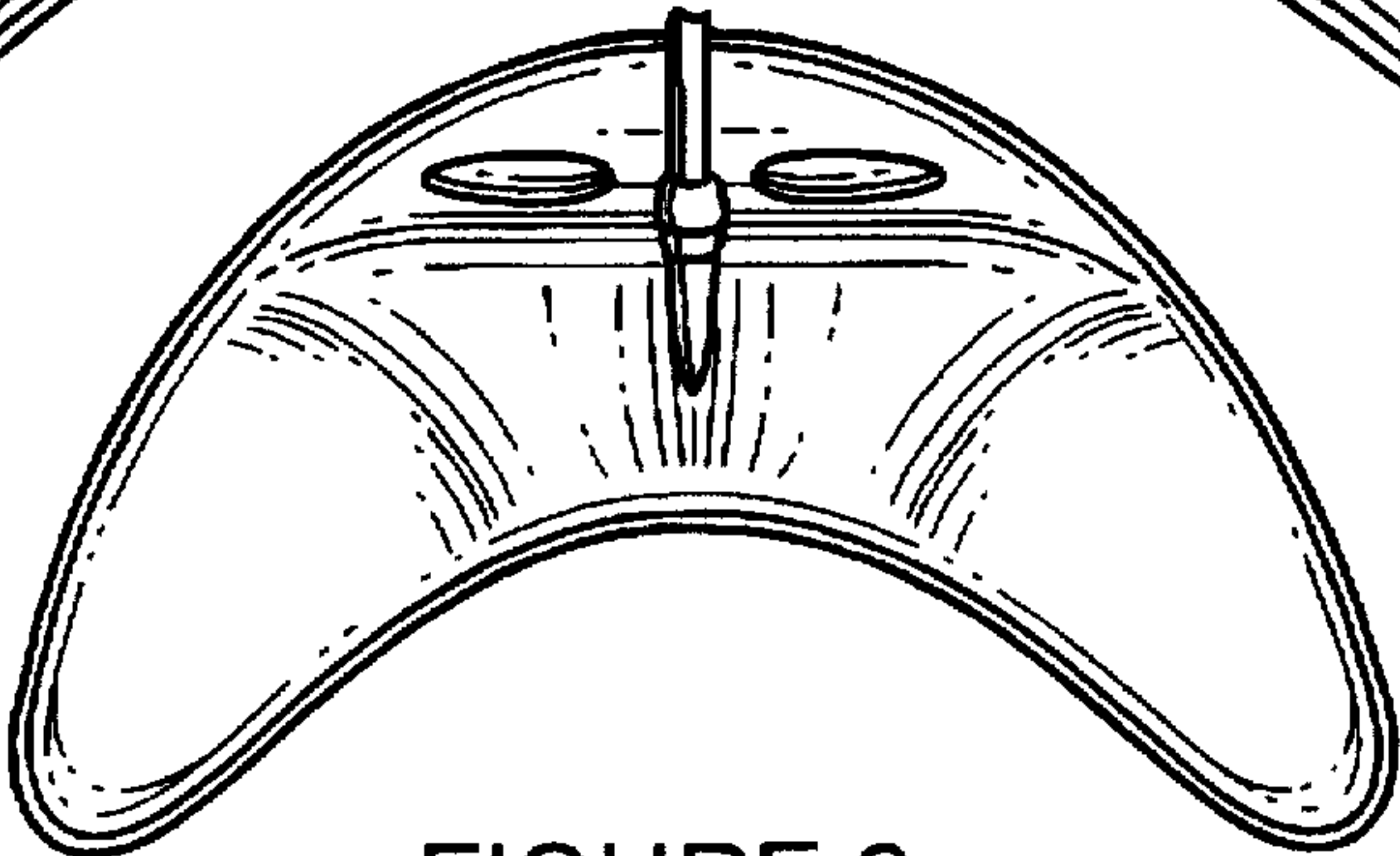


FIGURE 4

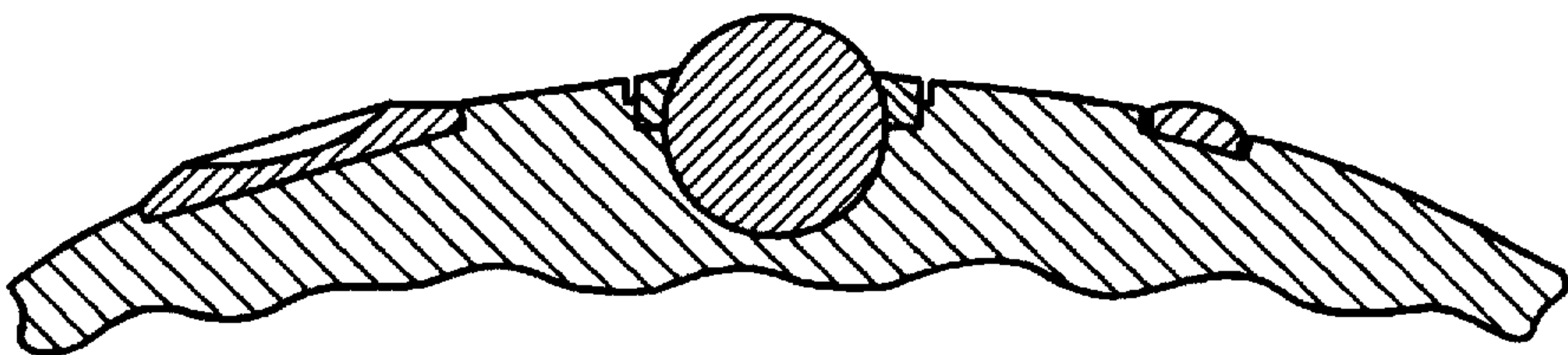
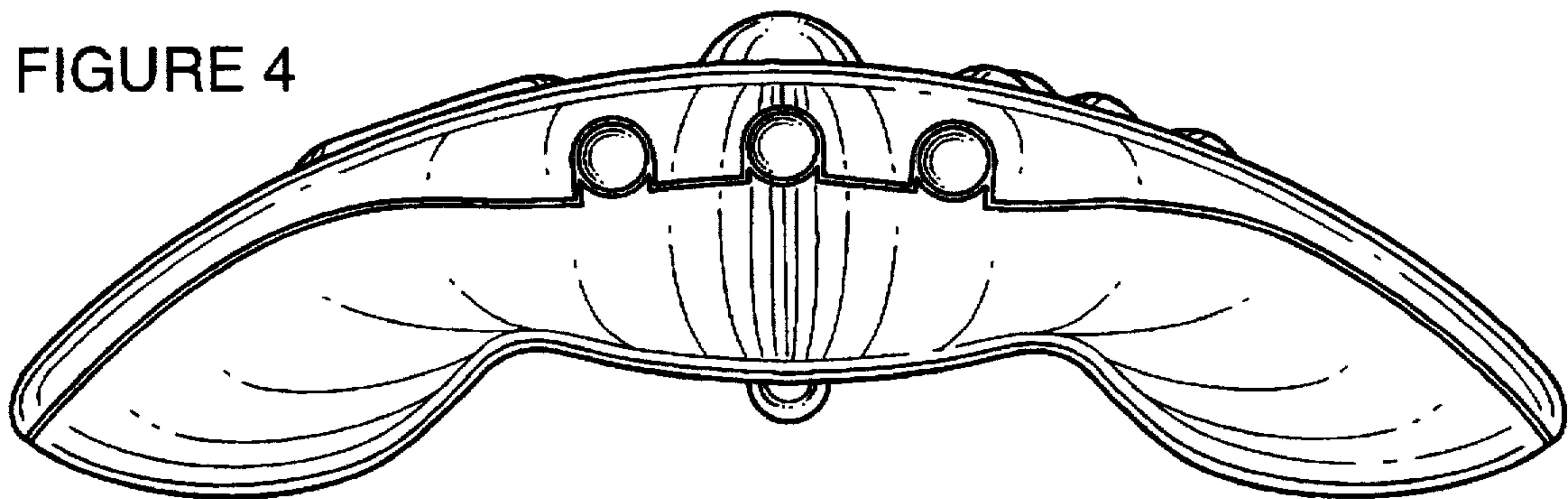


FIGURE 5

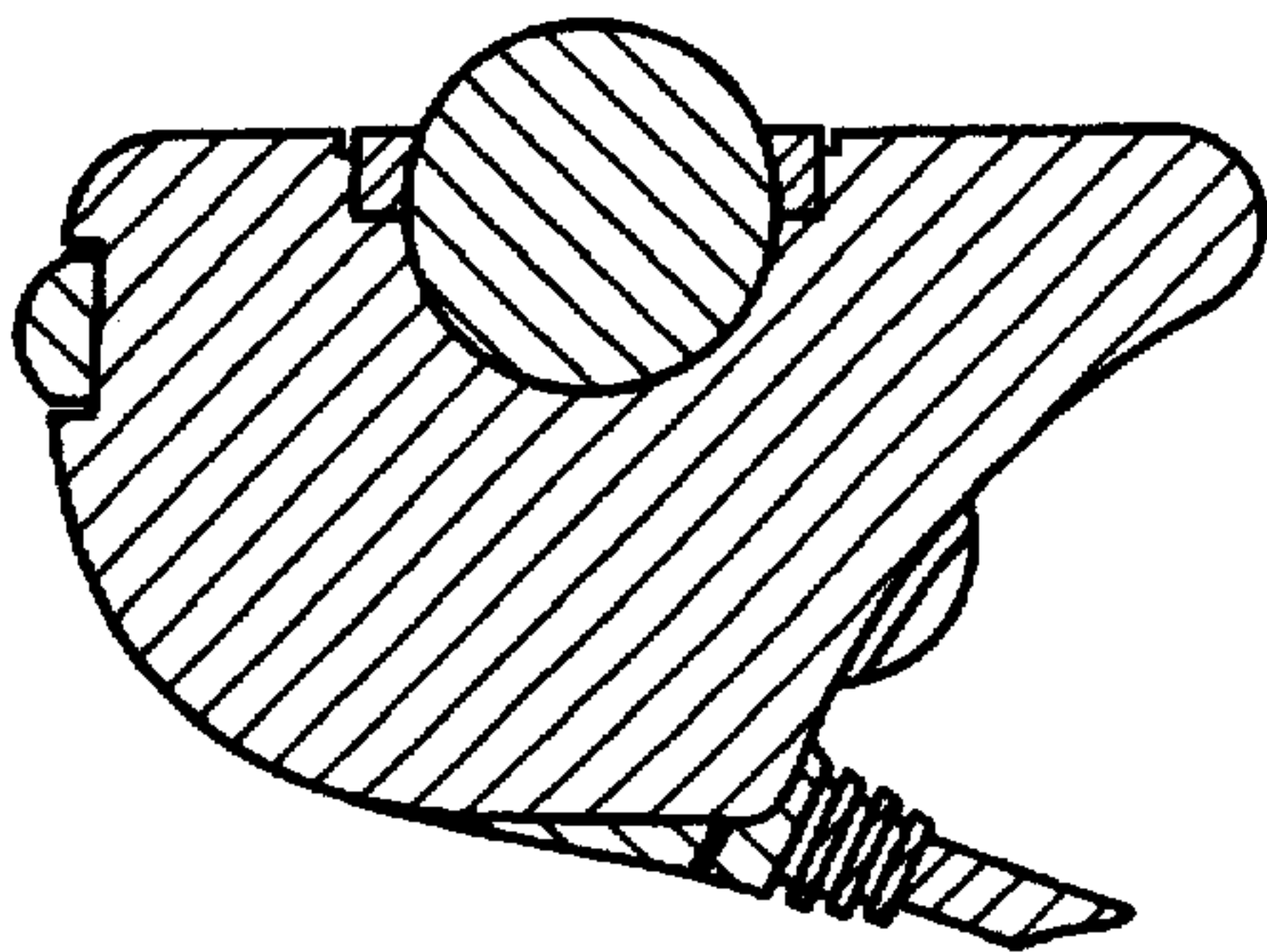


FIGURE 7

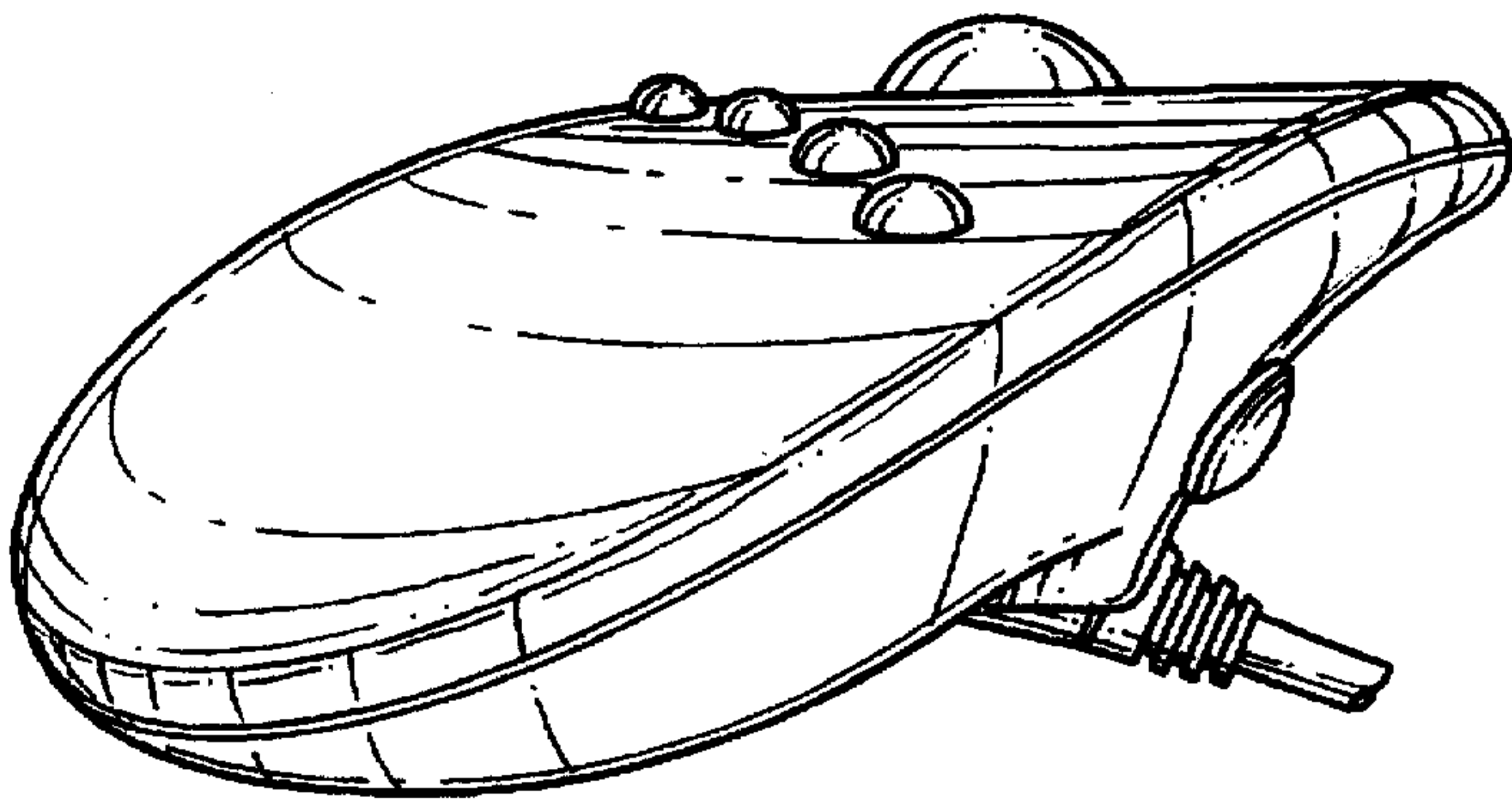


FIGURE 6

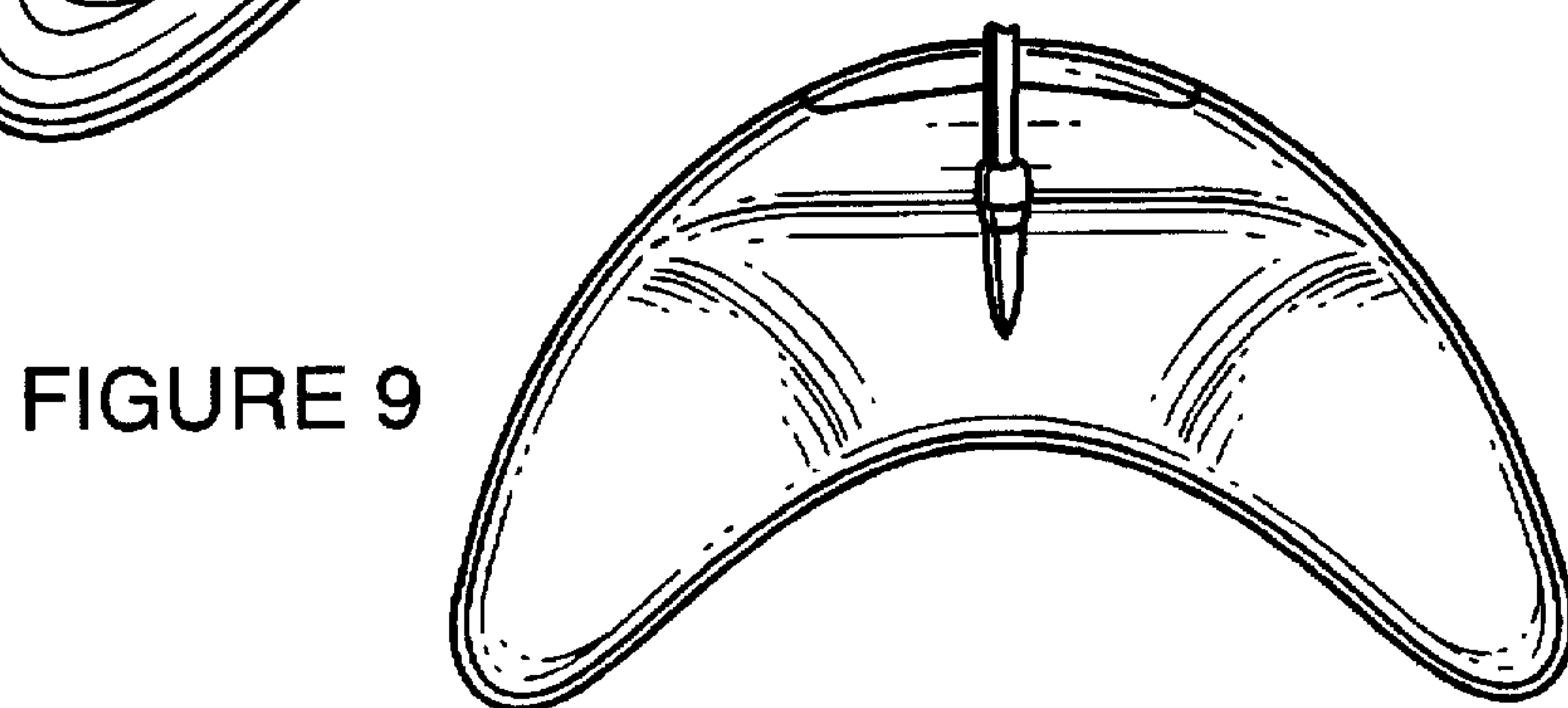
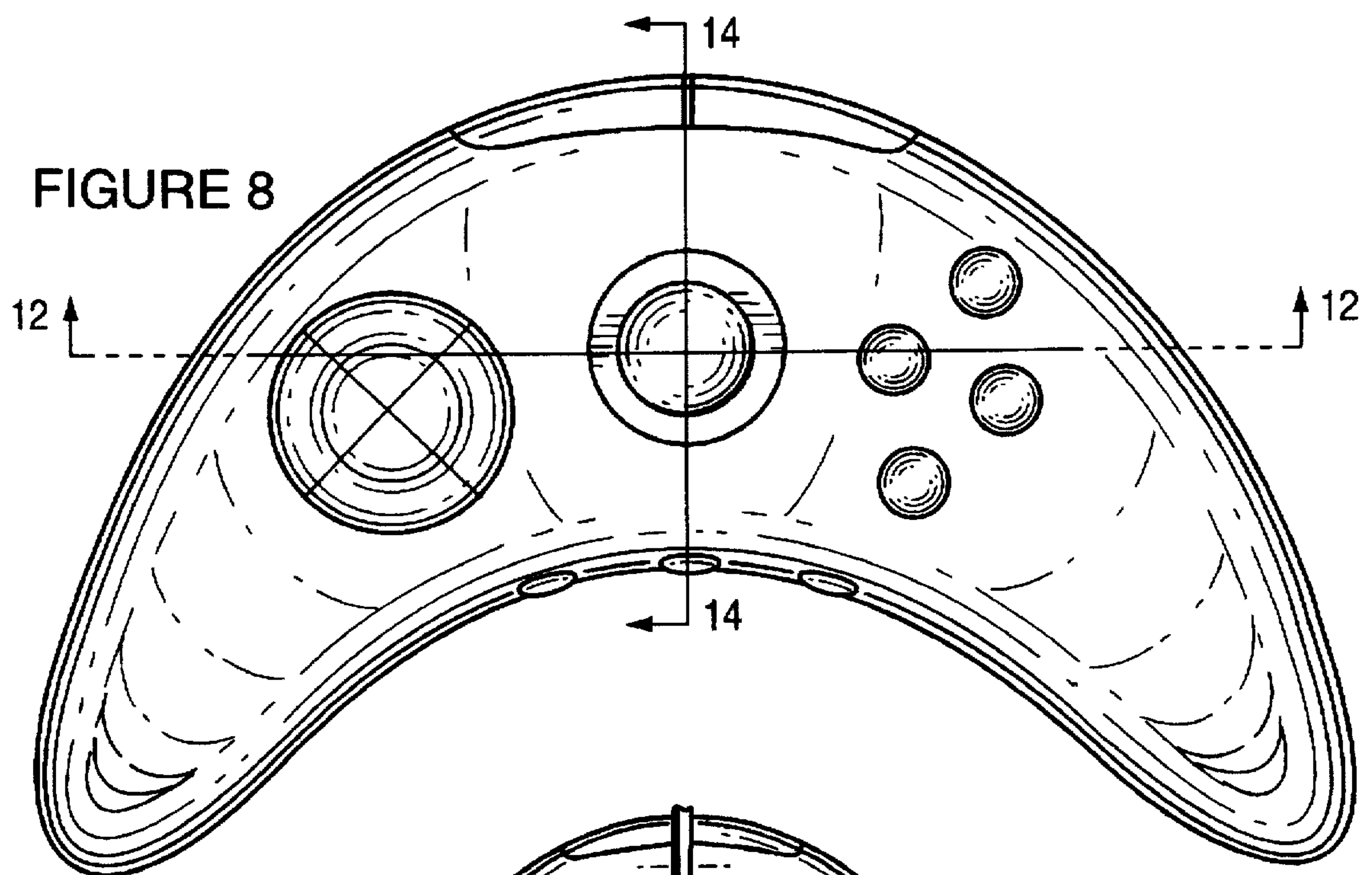
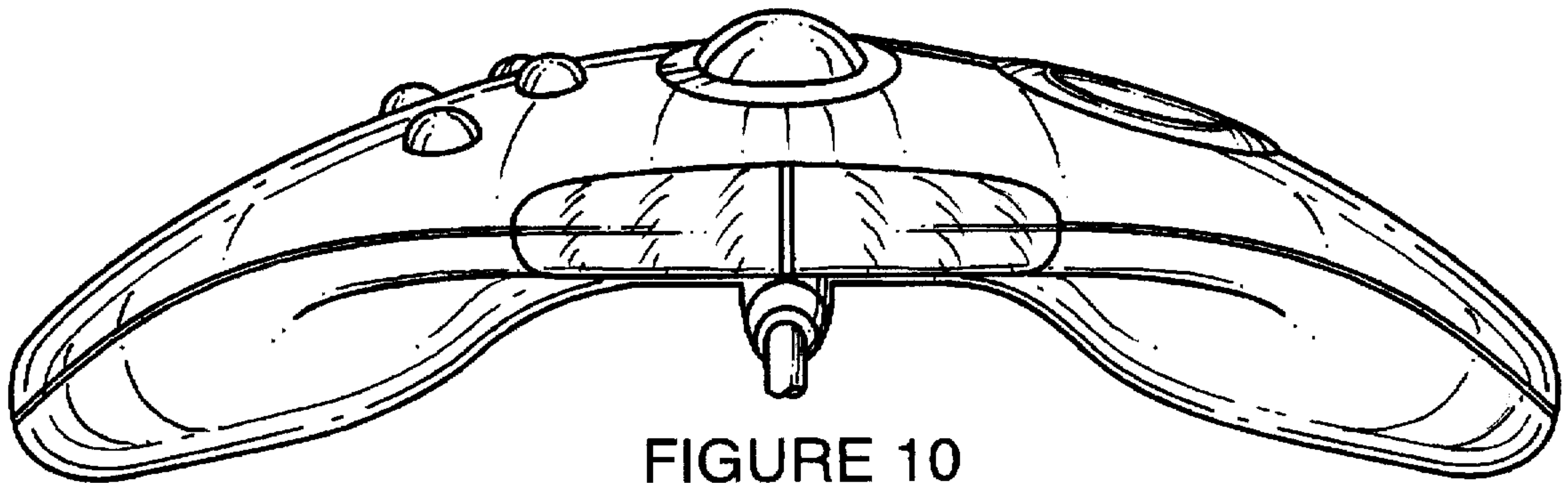


FIGURE 11

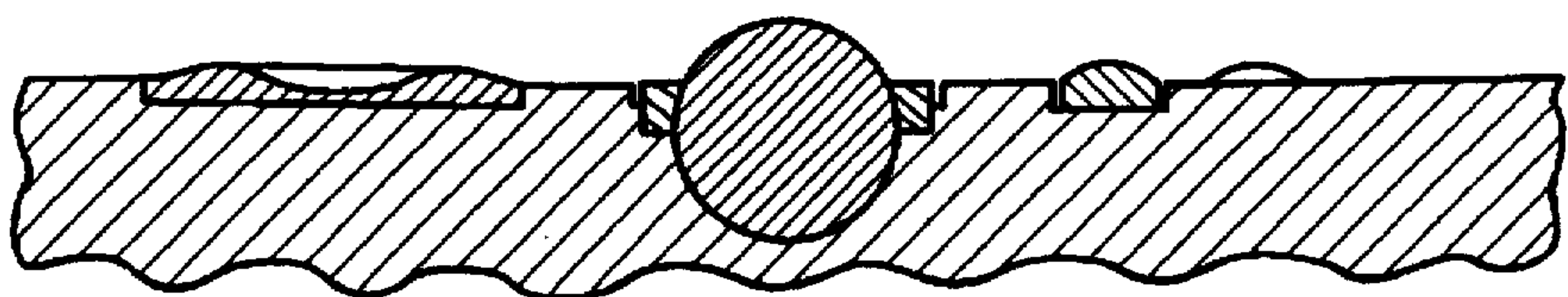
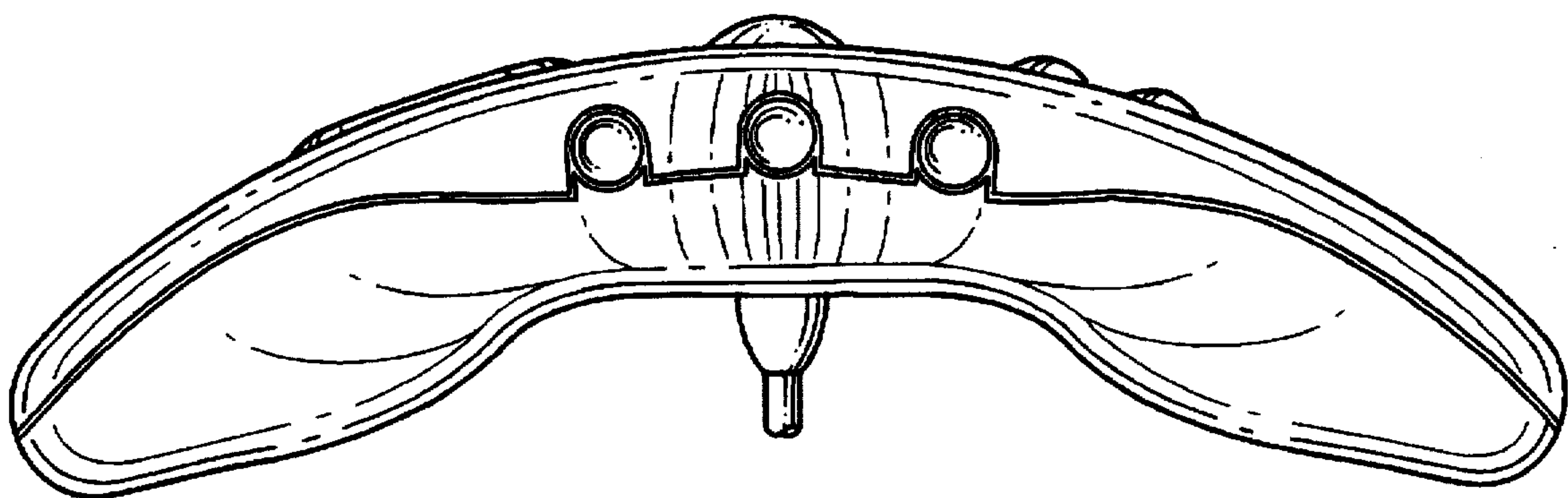


FIGURE 12

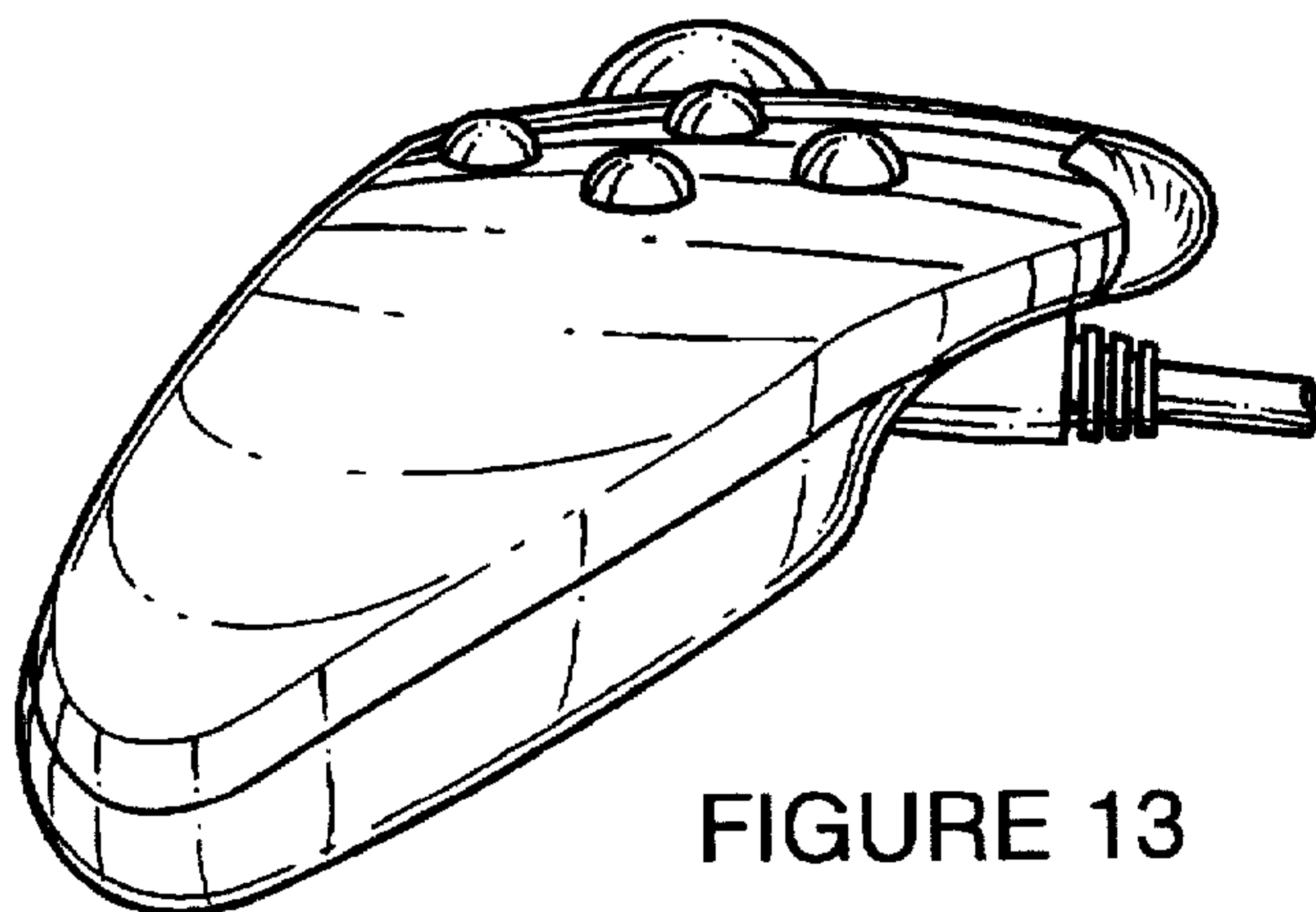


FIGURE 13

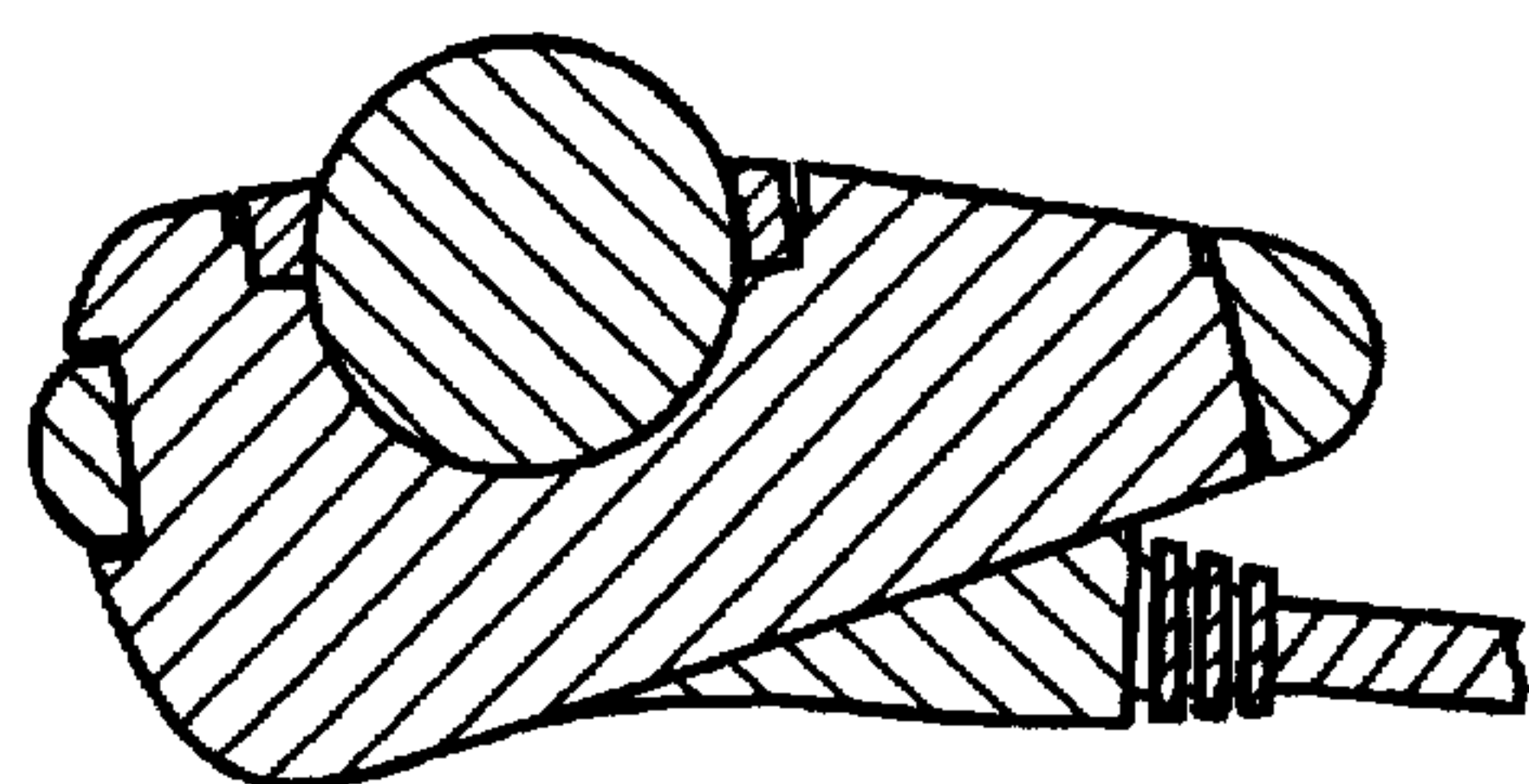


FIGURE 14

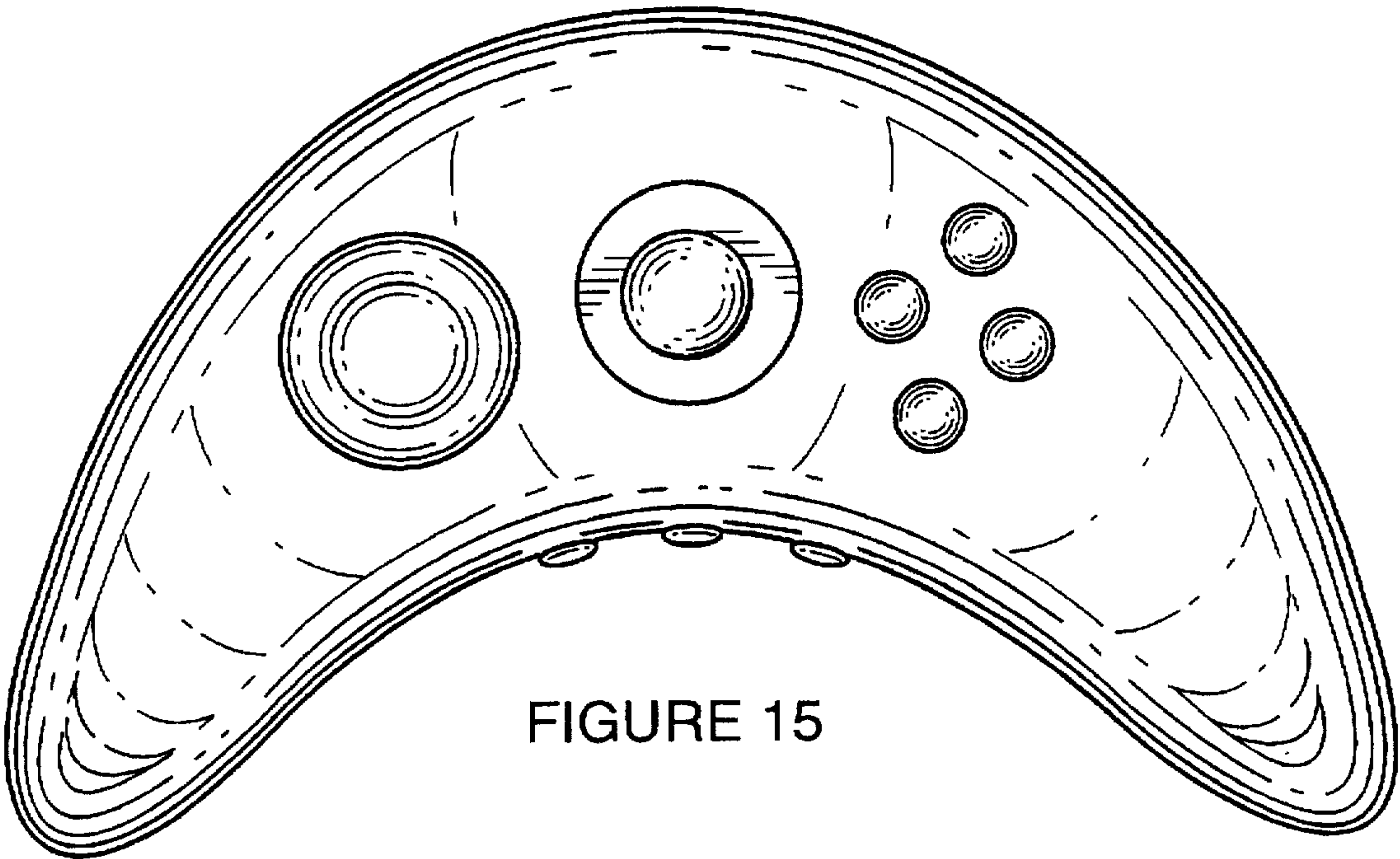


FIGURE 15

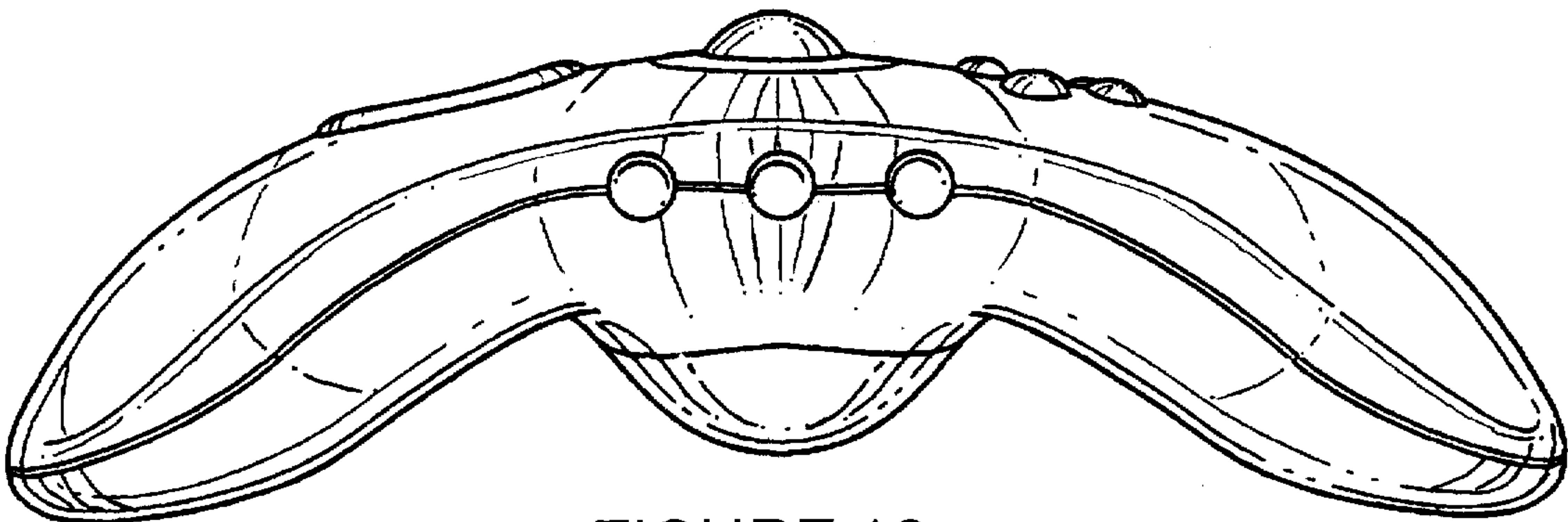


FIGURE 16

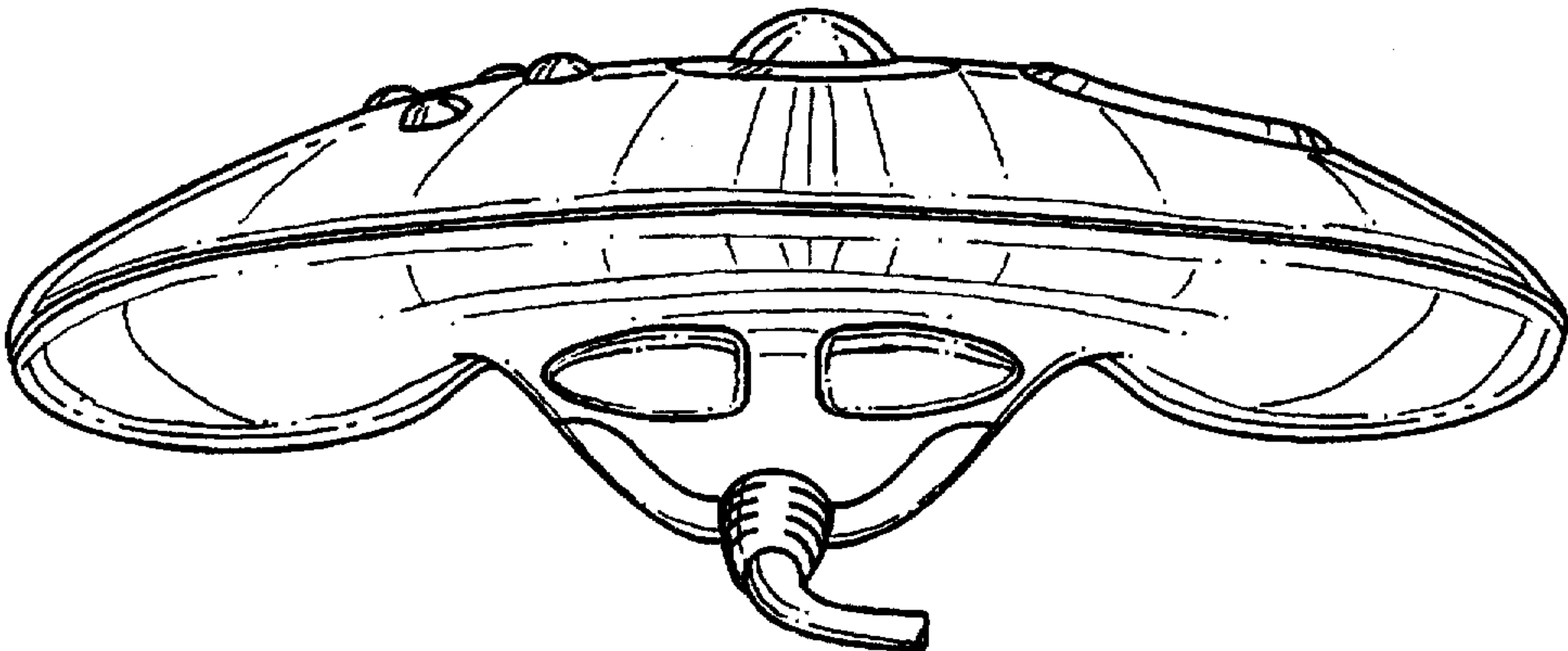


FIGURE 17

FIGURE 18

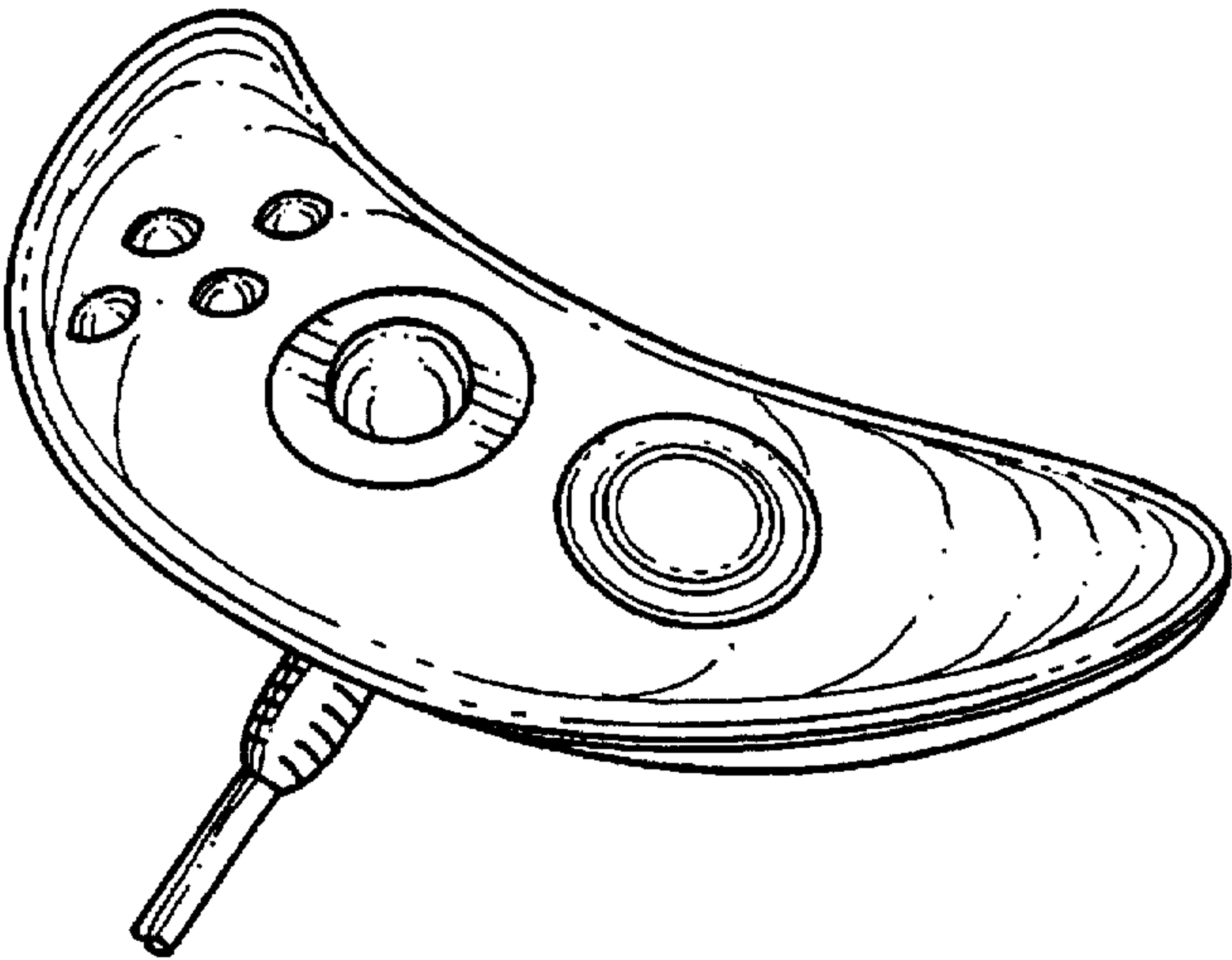


FIGURE 19

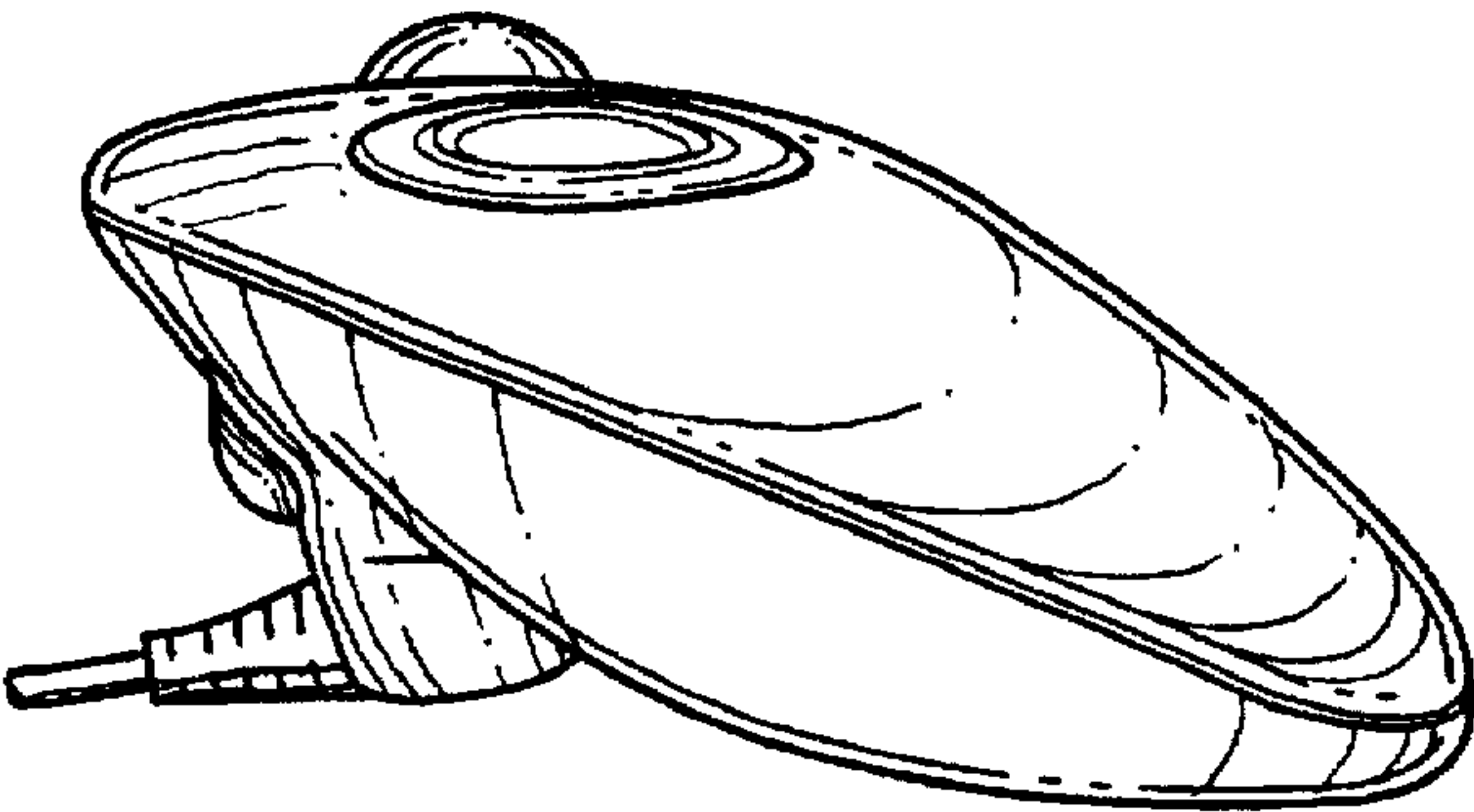


FIGURE 20

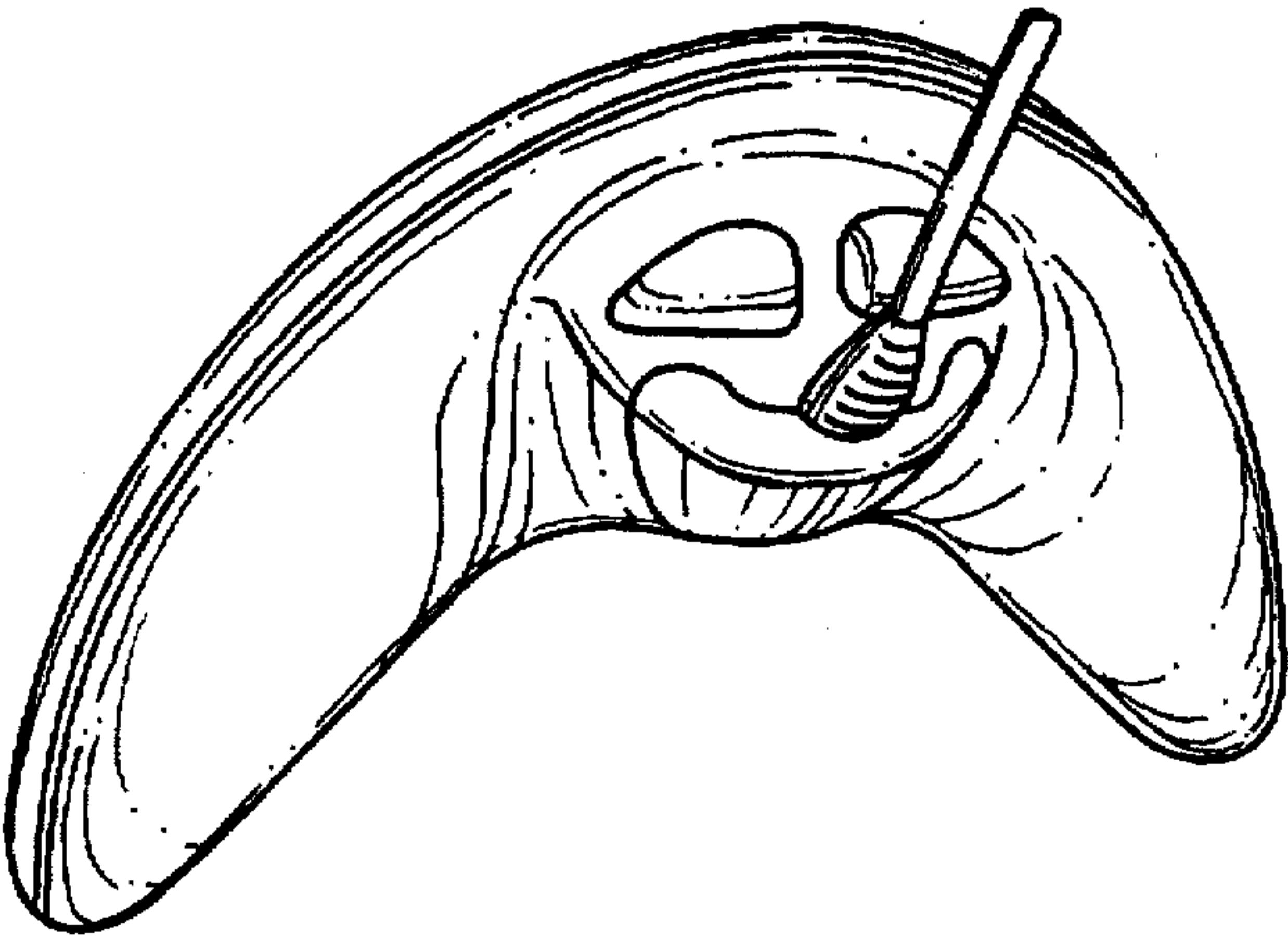
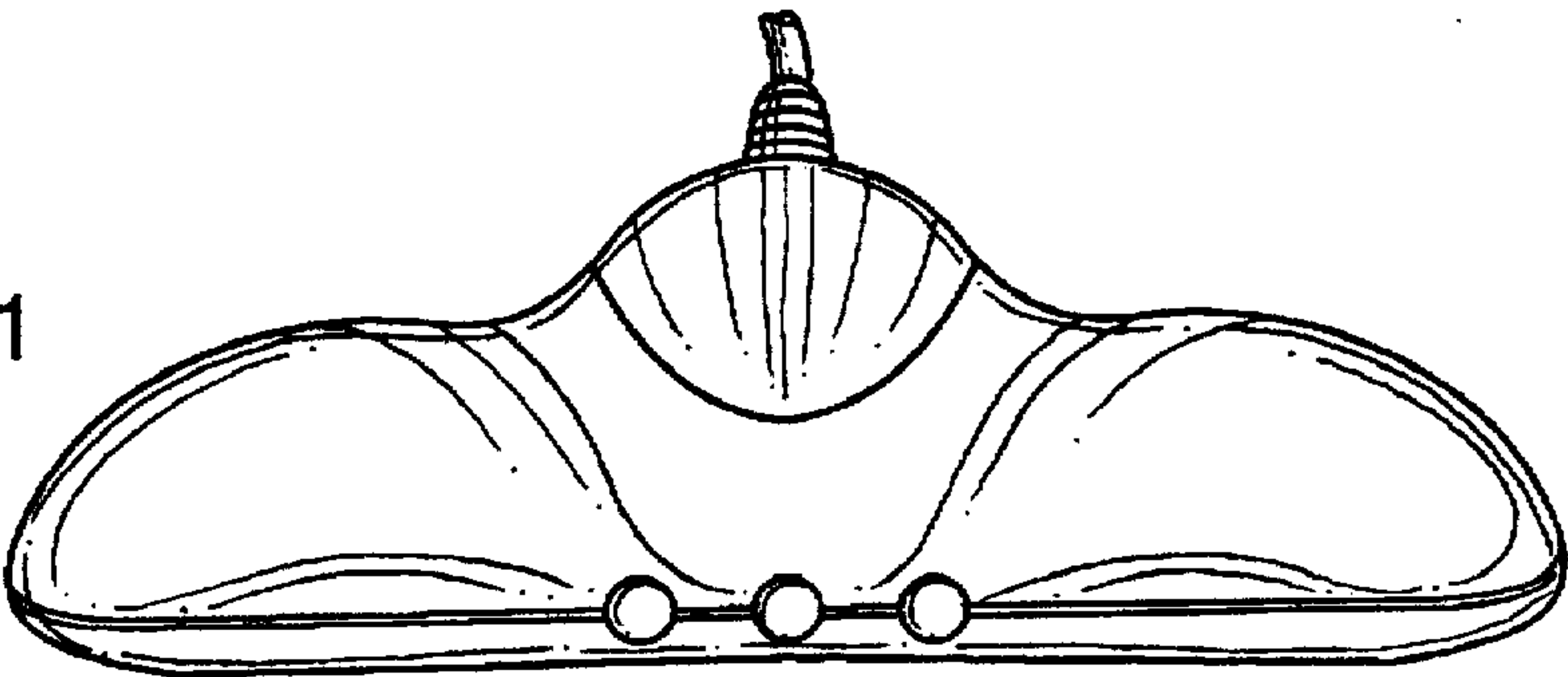


FIGURE 21



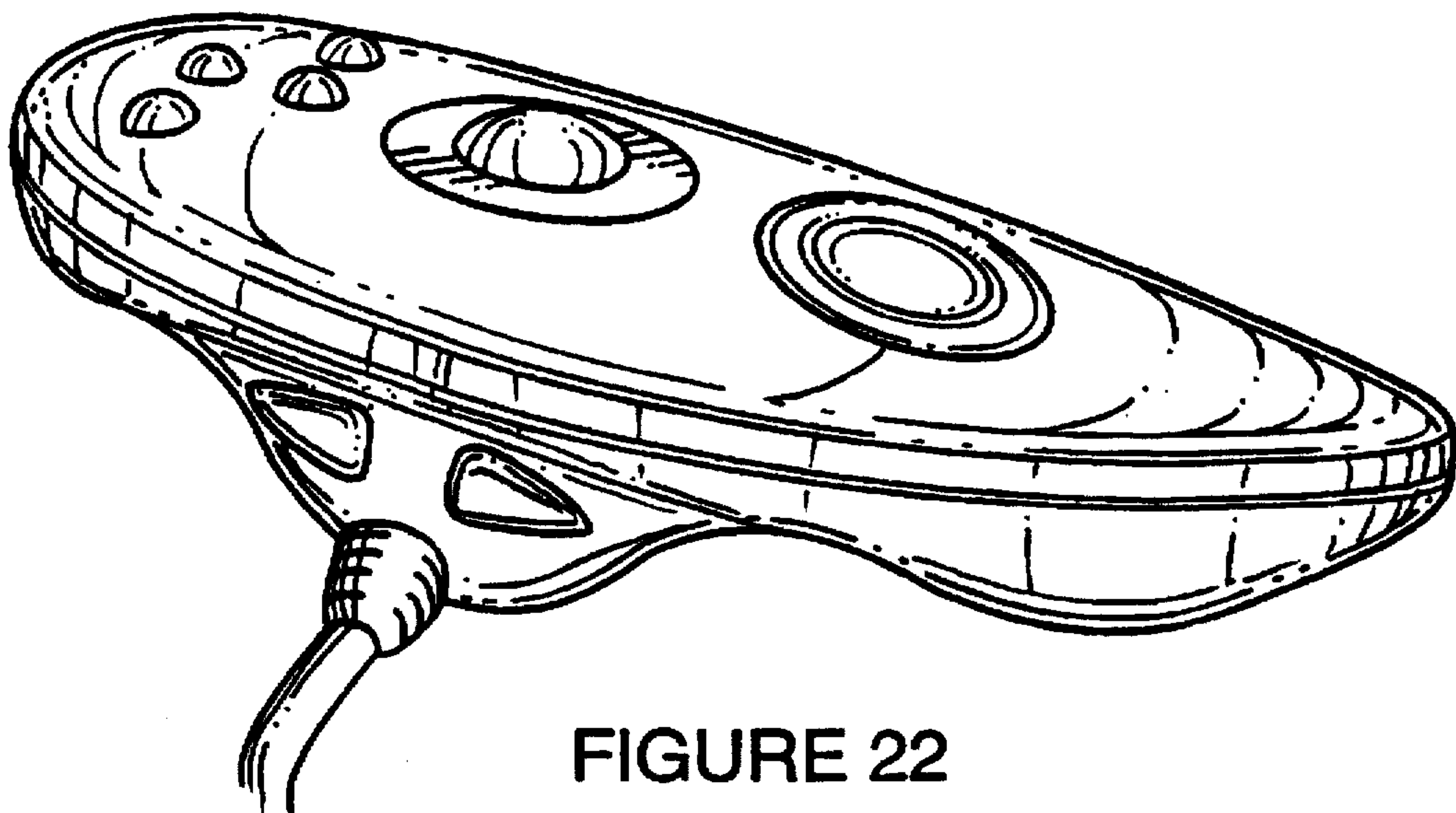


FIGURE 22

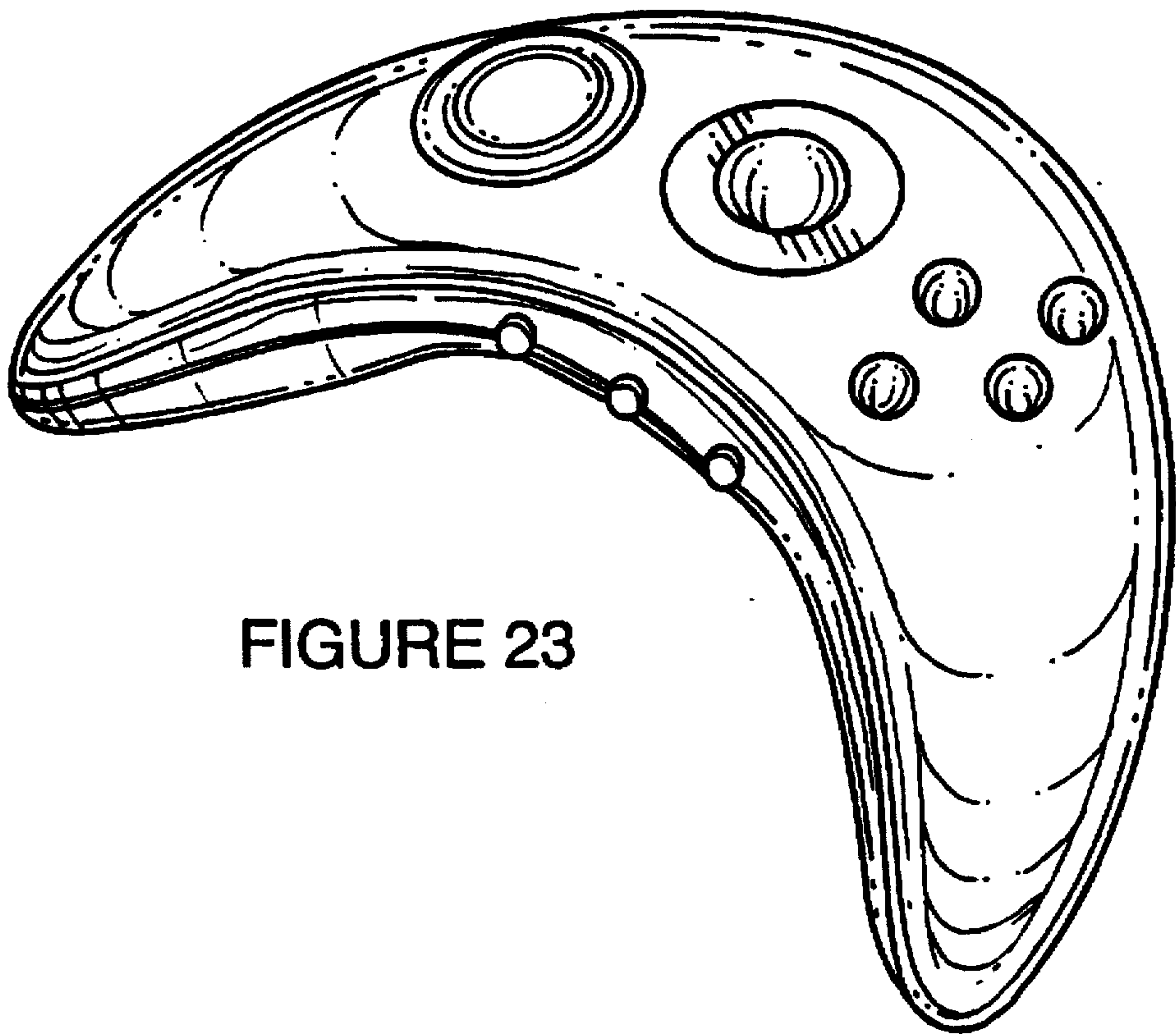


FIGURE 23