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United States Patent [19] Goto

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[54] **STICK PORTION OF A CONTROLLER FOR A VIDEO GAME MACHINE**

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[73] Assignee: **Sony Computer Entertainment Inc.**, Tokyo, Japan

[**] Term: **14 Years**

[21] Appl. No.: **29/093,222**

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Related U.S. Application Data

[63] Continuation-in-part of application No. 29/078,240, Oct. 22, 1997, which is a continuation-in-part of application No. 29/069,891, Apr. 2, 1997, Pat. No. Des. 398,032, which is a continuation-in-part of application No. 29/042,706, Jun. 16, 1995, Pat. No. Des. 382,603, which is a continuation-in-part of application No. 29/030,017, Oct. 3, 1994, abandoned.

[30] Foreign Application Priority Data

Oct. 11, 1996 [JP] Japan 8-30240

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

[52] **U.S. Cl.** **D21/333; D14/117.9**

[58] **Field of Search** D14/117.1-117.9, D14/114, 299; D21/324, 331, 333; 463/1, 29-35, 36, 38, 46, 47; 273/148 B; 345/156, 158, 161, 184

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[57] CLAIM

The ornamental design for a stick portion of a controller for a video game machine, as shown and described.

DESCRIPTION

FIG. 1 is a perspective view of a first embodiment of a stick portion of a controller for a video game machine showing my new design;

FIG. 2 is a top plan view thereof;

FIG. 3 is a left side elevational view thereof;

FIG. 4 is a front elevational view thereof;

FIG. 5 is a bottom plan view thereof; and

FIG. 6 is a right side elevational view thereof.

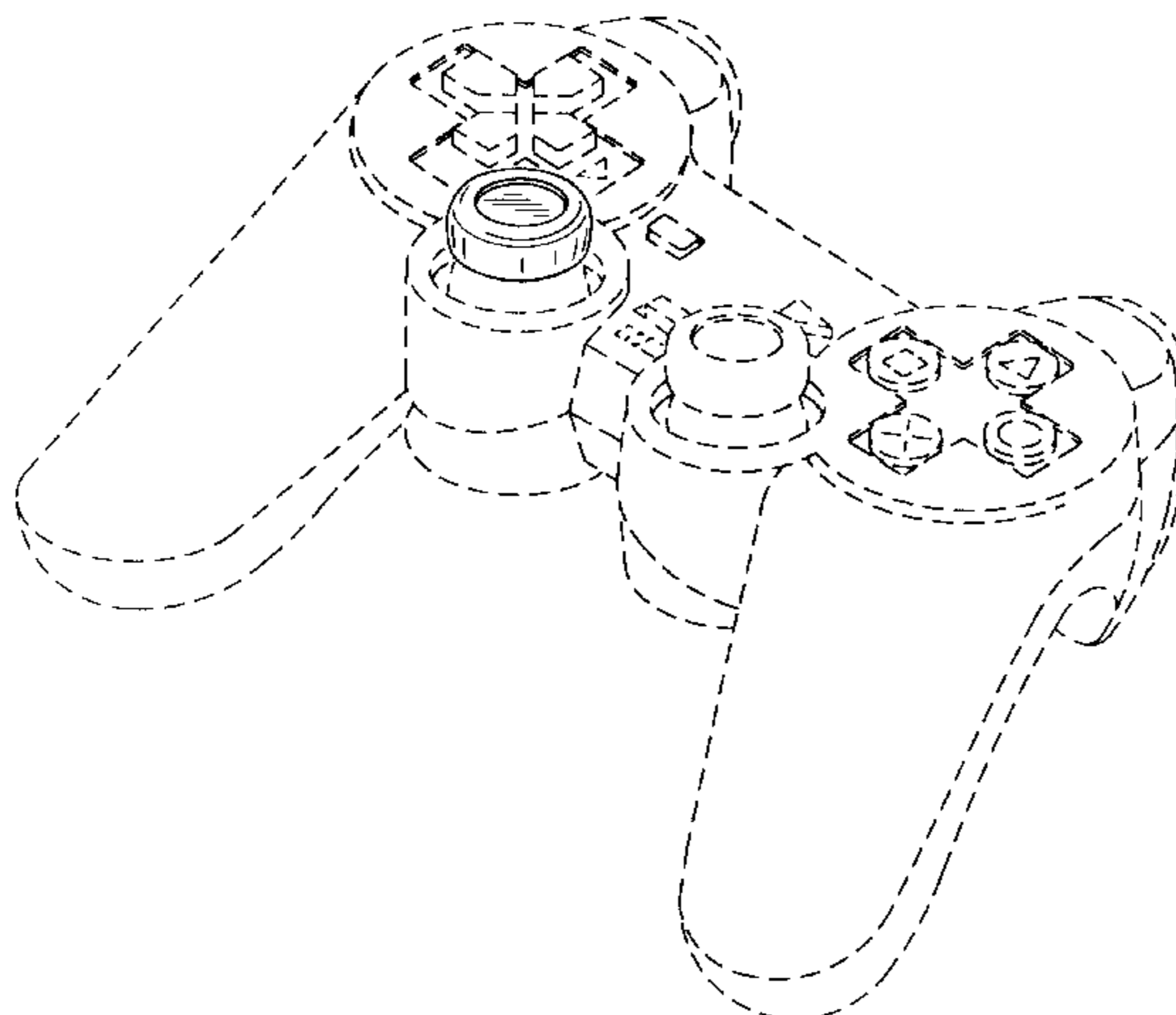


FIG. 7 is a perspective view of a second embodiment of a stick portion of a controller for a video game machine showing my new design; and, FIG. 8 is a front elevational view thereof. The rest of views of the second embodiment is the same as those of the first embodiment.

Body portions in broken lines are for illustrative purpose only and forms no part of claimed design.

1 Claim, 5 Drawing Sheets

FIG. 1

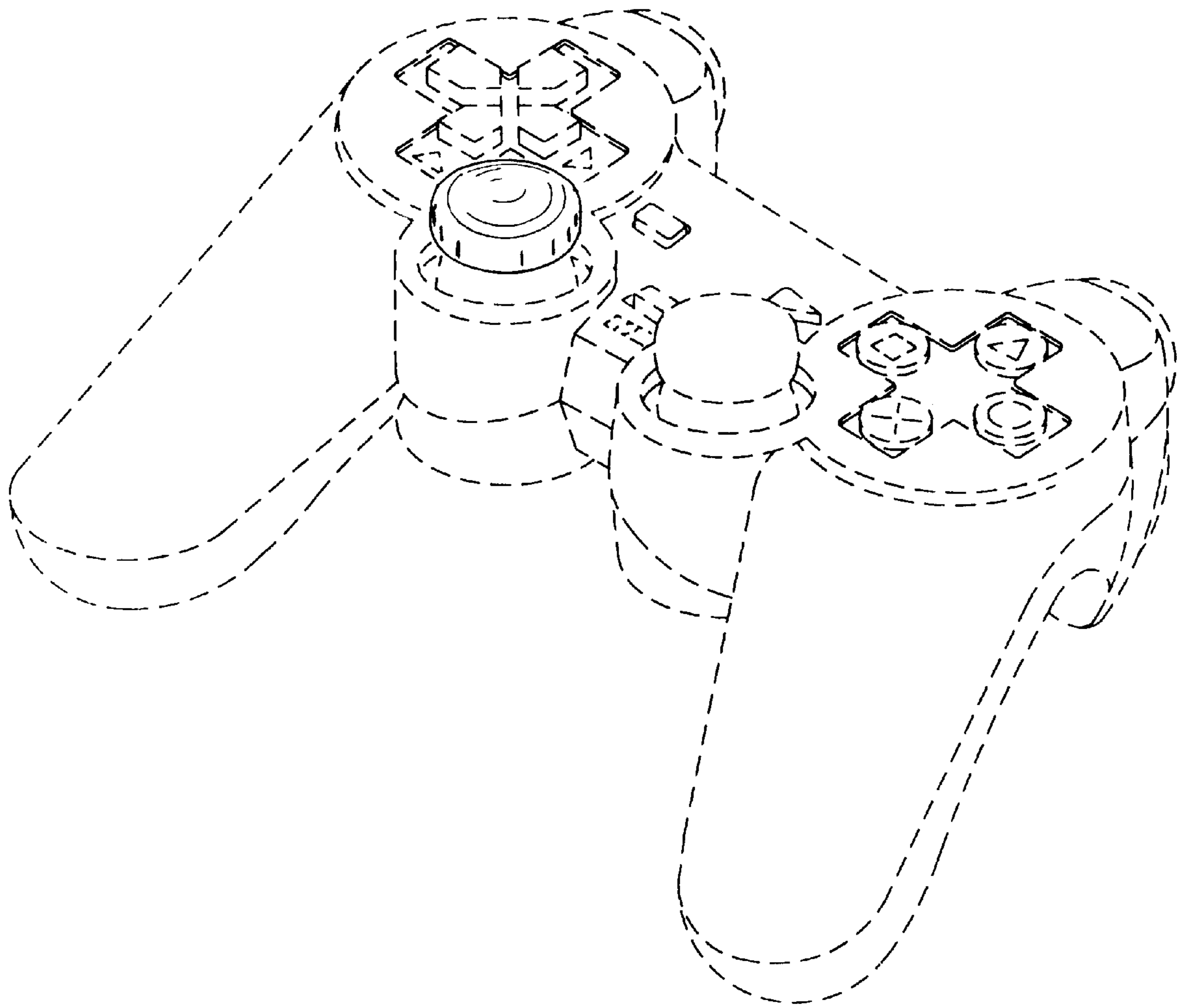


FIG. 2

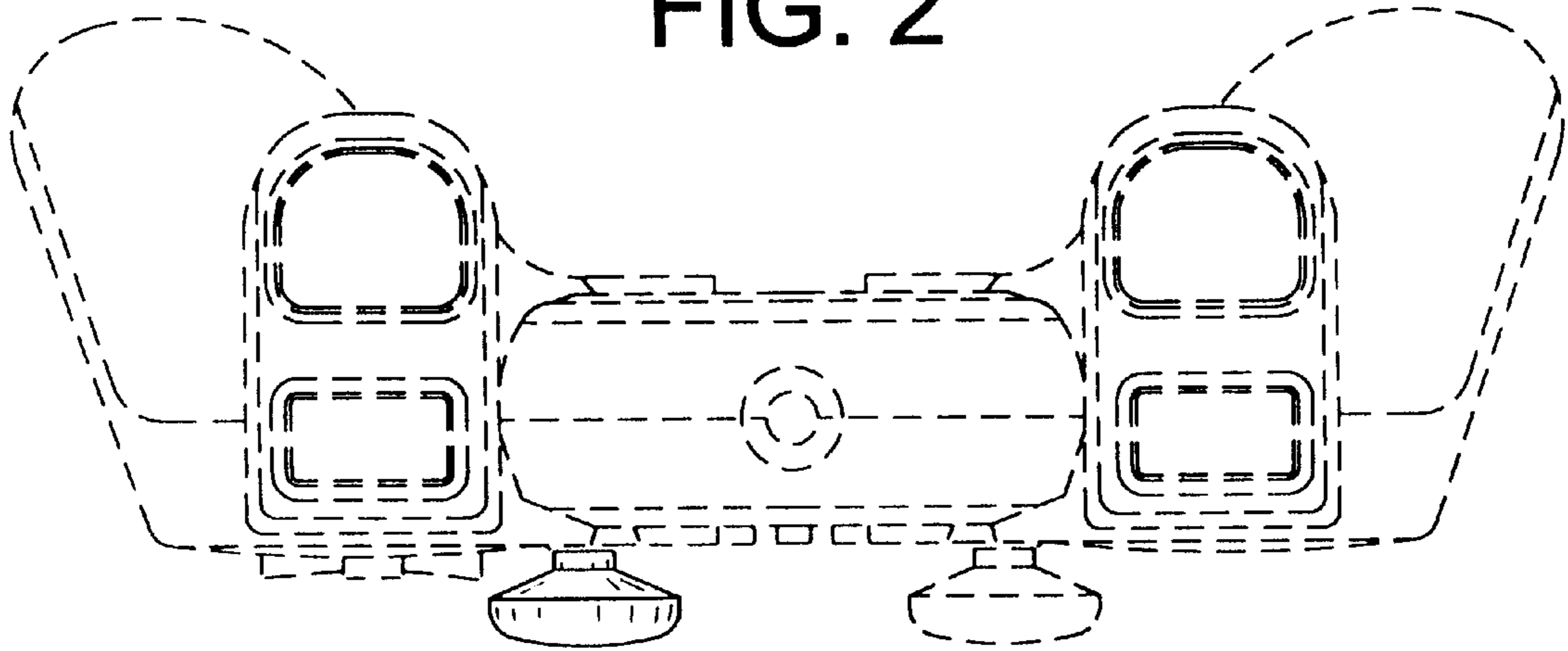


FIG. 5

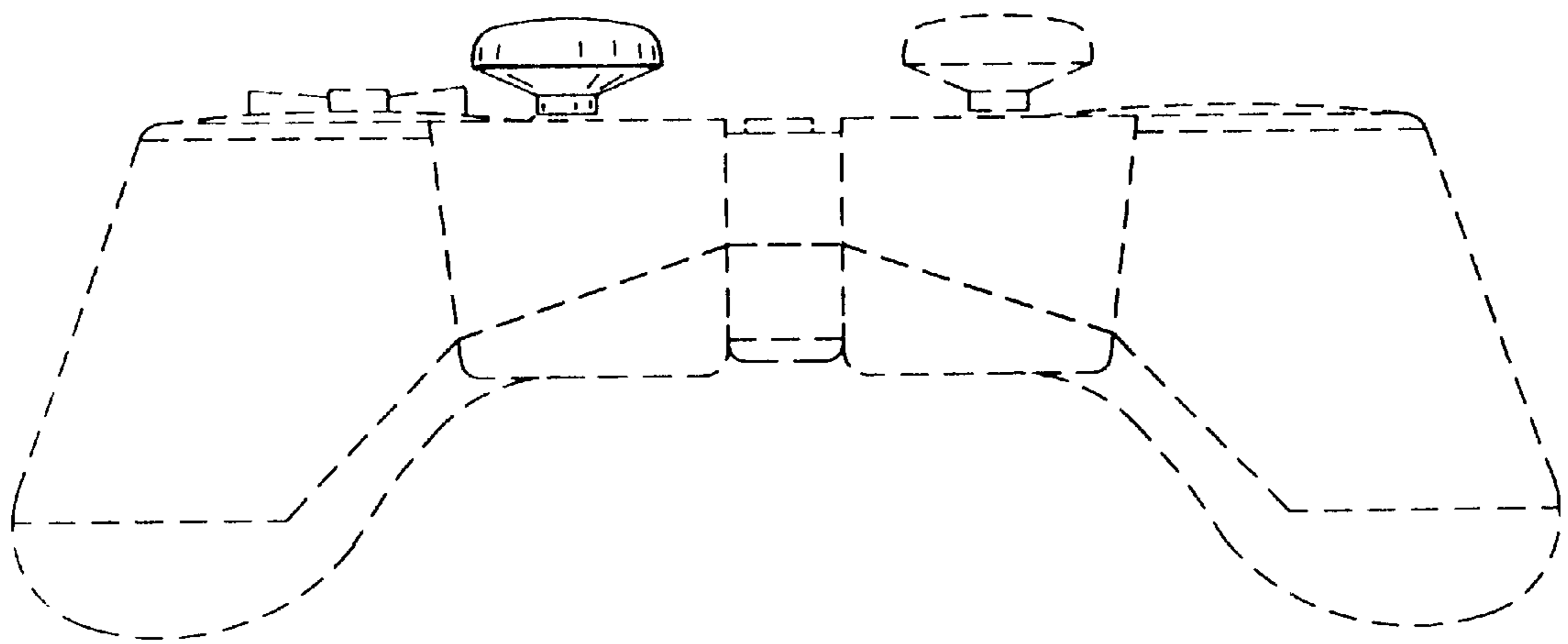


FIG. 6

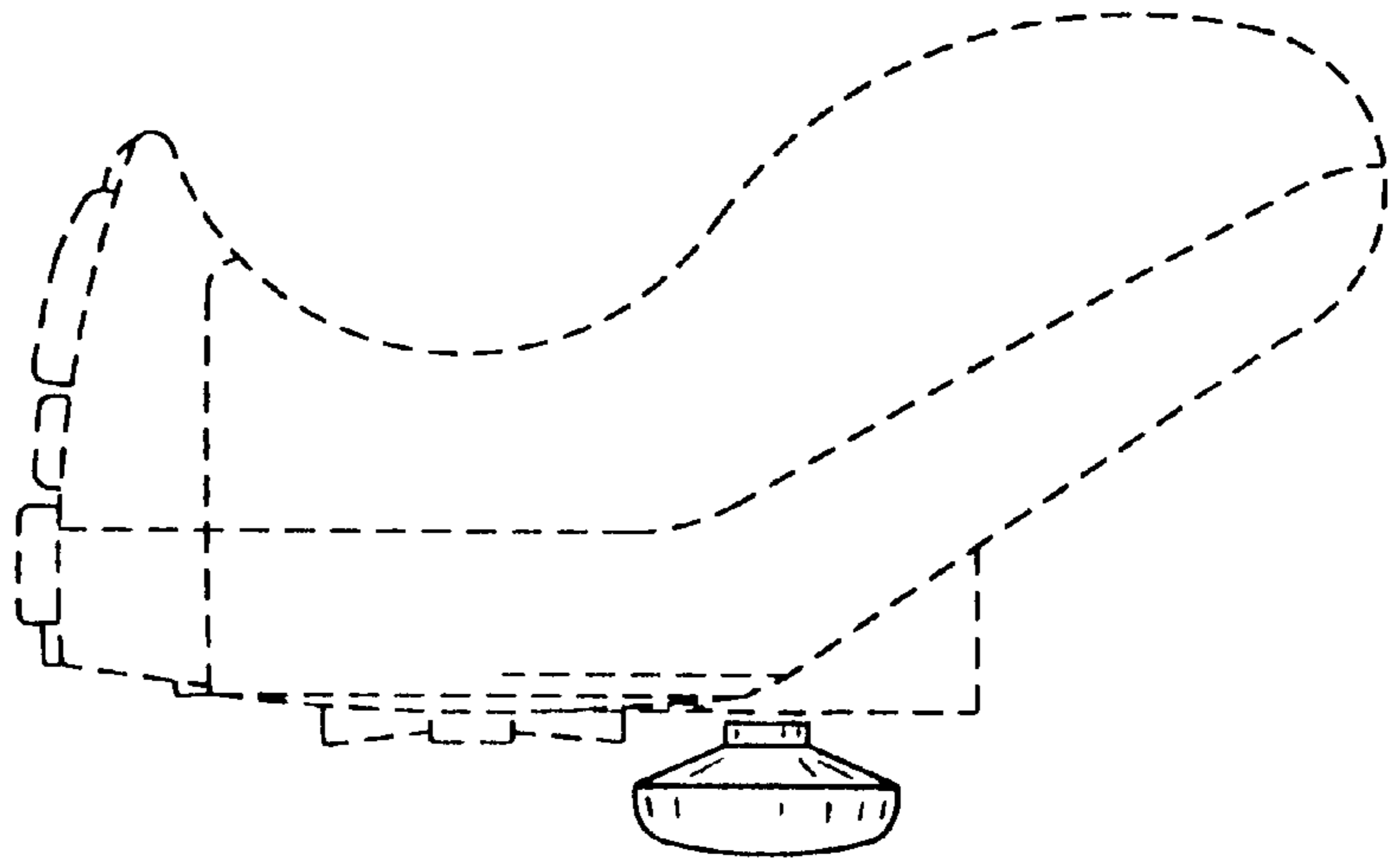


FIG. 3

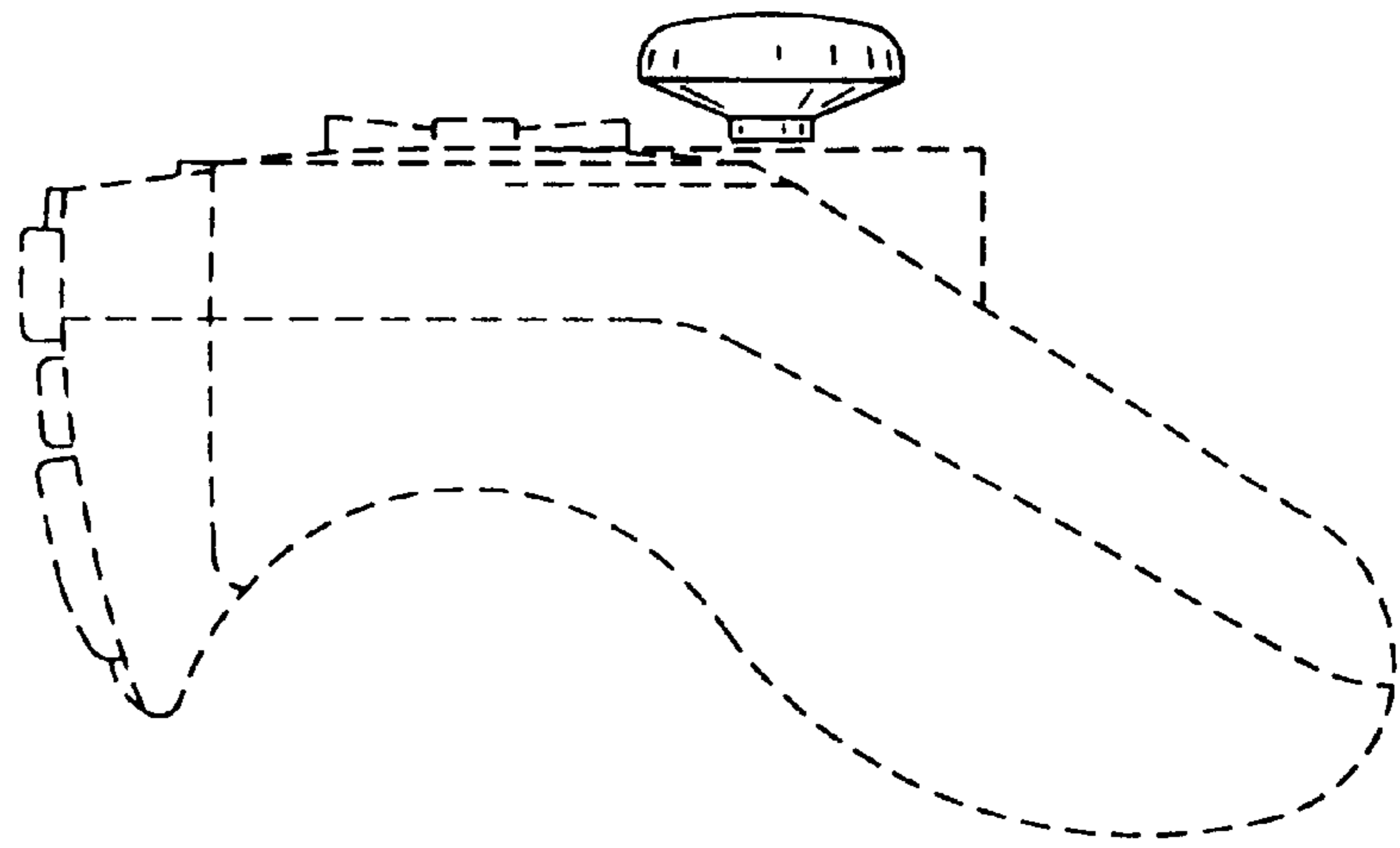


FIG. 4

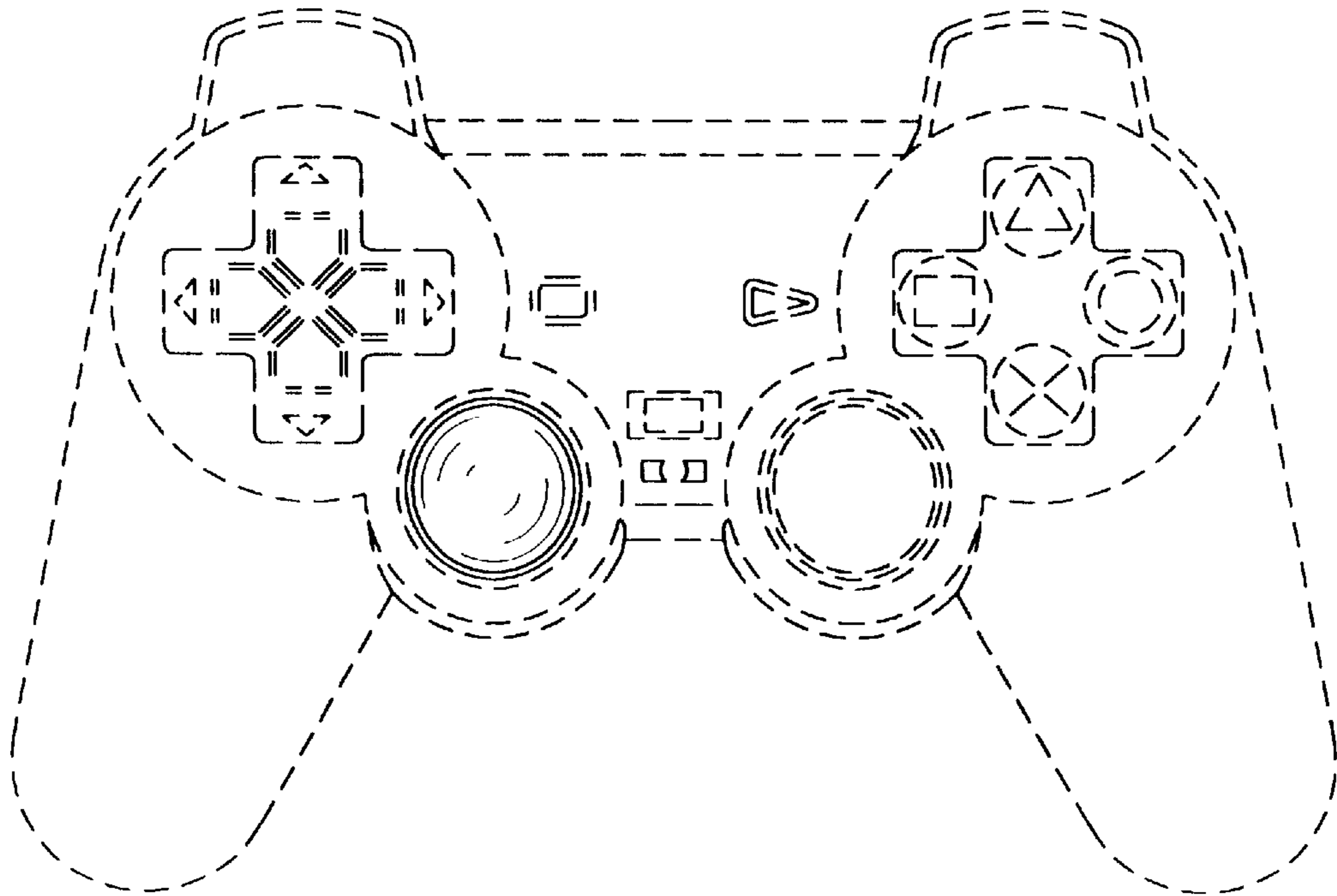


FIG. 8

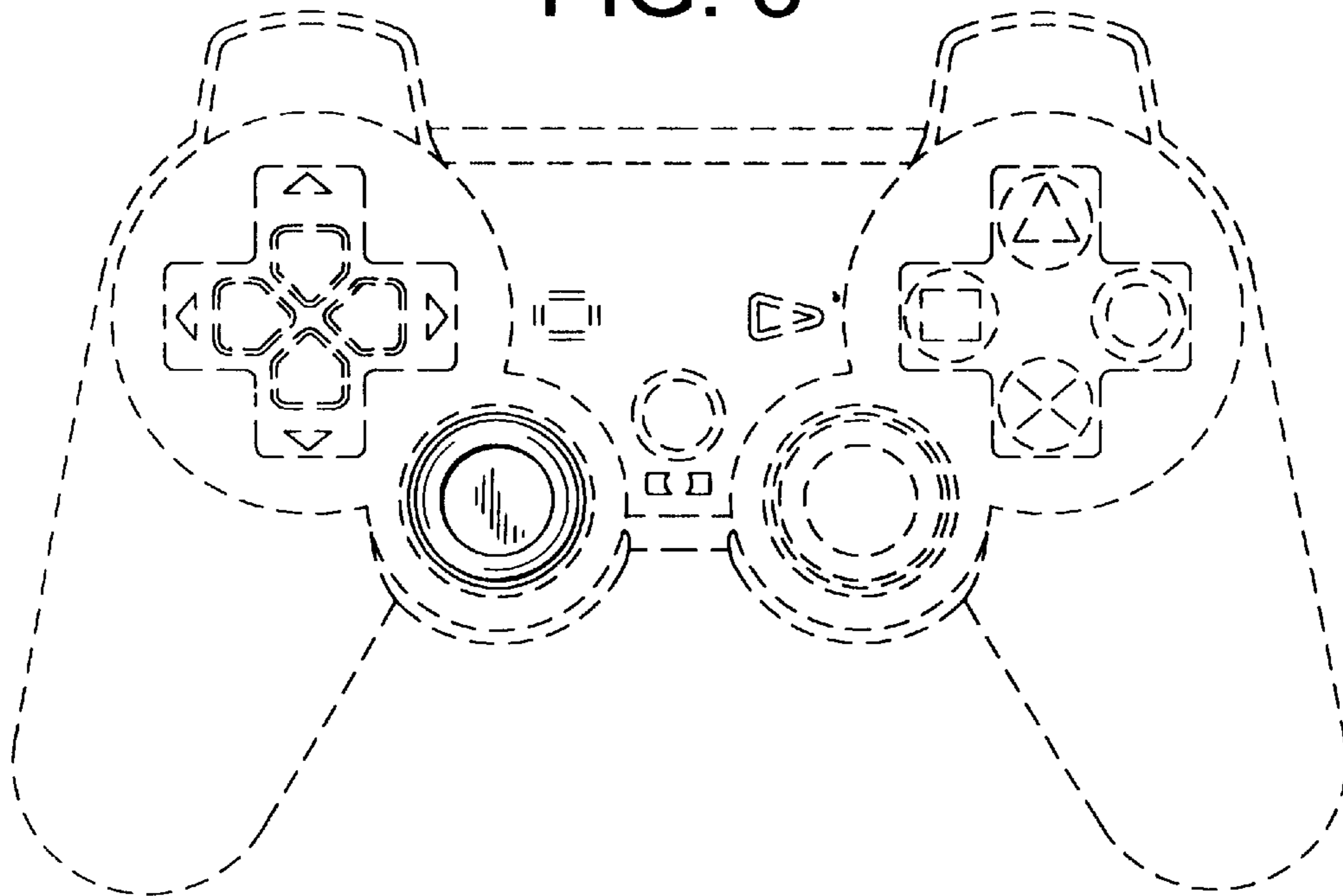


FIG. 7

