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United States Patent [19] Goto

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[54] **CONTROLLER FOR VIDEO GAME MACHINE**

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

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

[21] Appl. No.: **29/078,240**

[22] Filed: **Oct. 22, 1997**

Related U.S. Application Data

[63] 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.** **D14/117.9**

[58] **Field of Search** D21/324, 328, D21/333; D14/117.1, 117.5-117.9; 273/148 B; 463/1, 29-35, 37, 38, 46, 47

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[57] CLAIM

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

DESCRIPTION

FIG. 1 is a perspective view 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, a right side elevational view thereof being a mirror image; FIG. 4 is a front elevational view thereof; FIG. 5 is a bottom plan view thereof; and, FIG. 6 is a rear elevational view thereof.

1 Claim, 3 Drawing Sheets

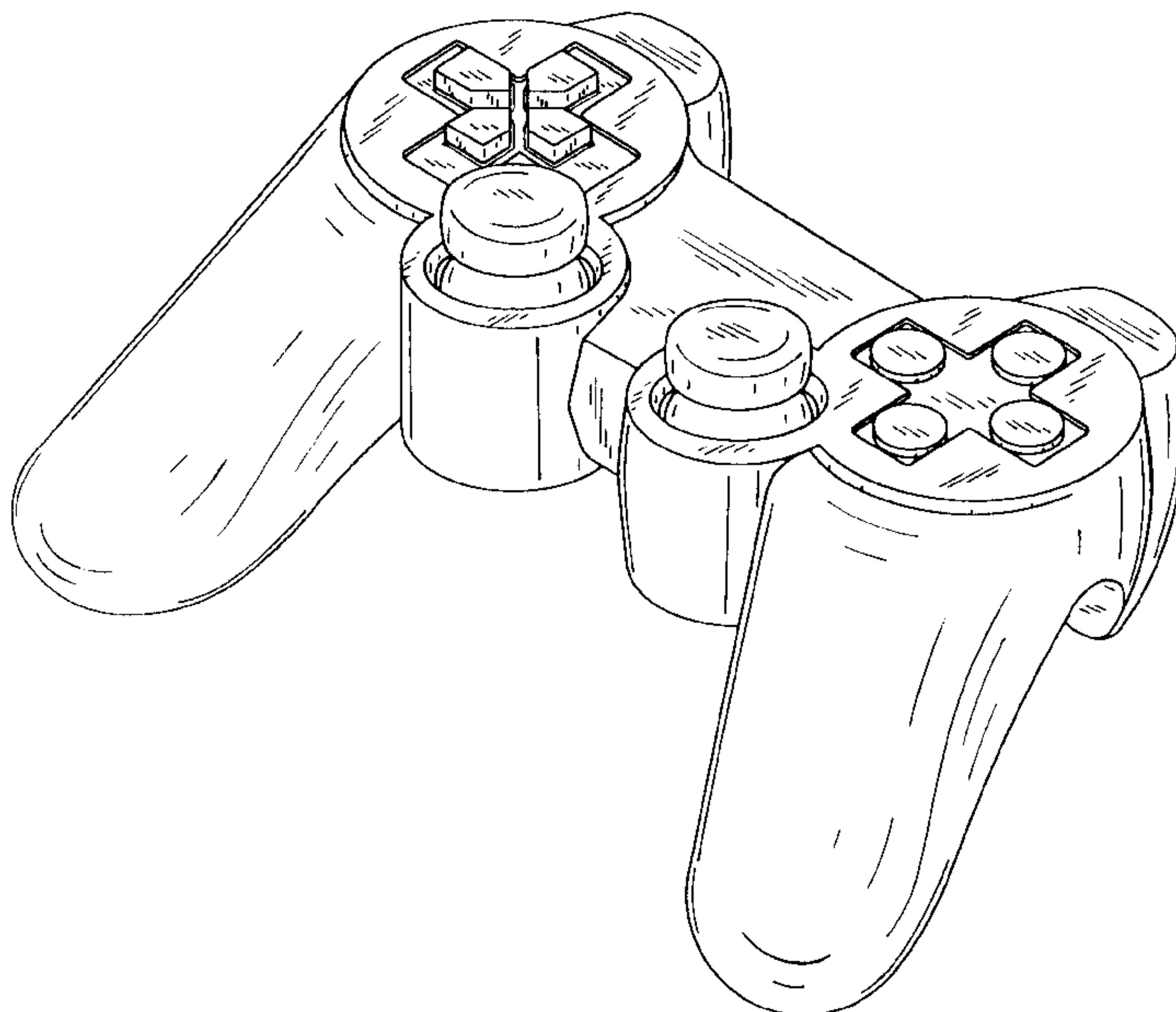


FIG. 1

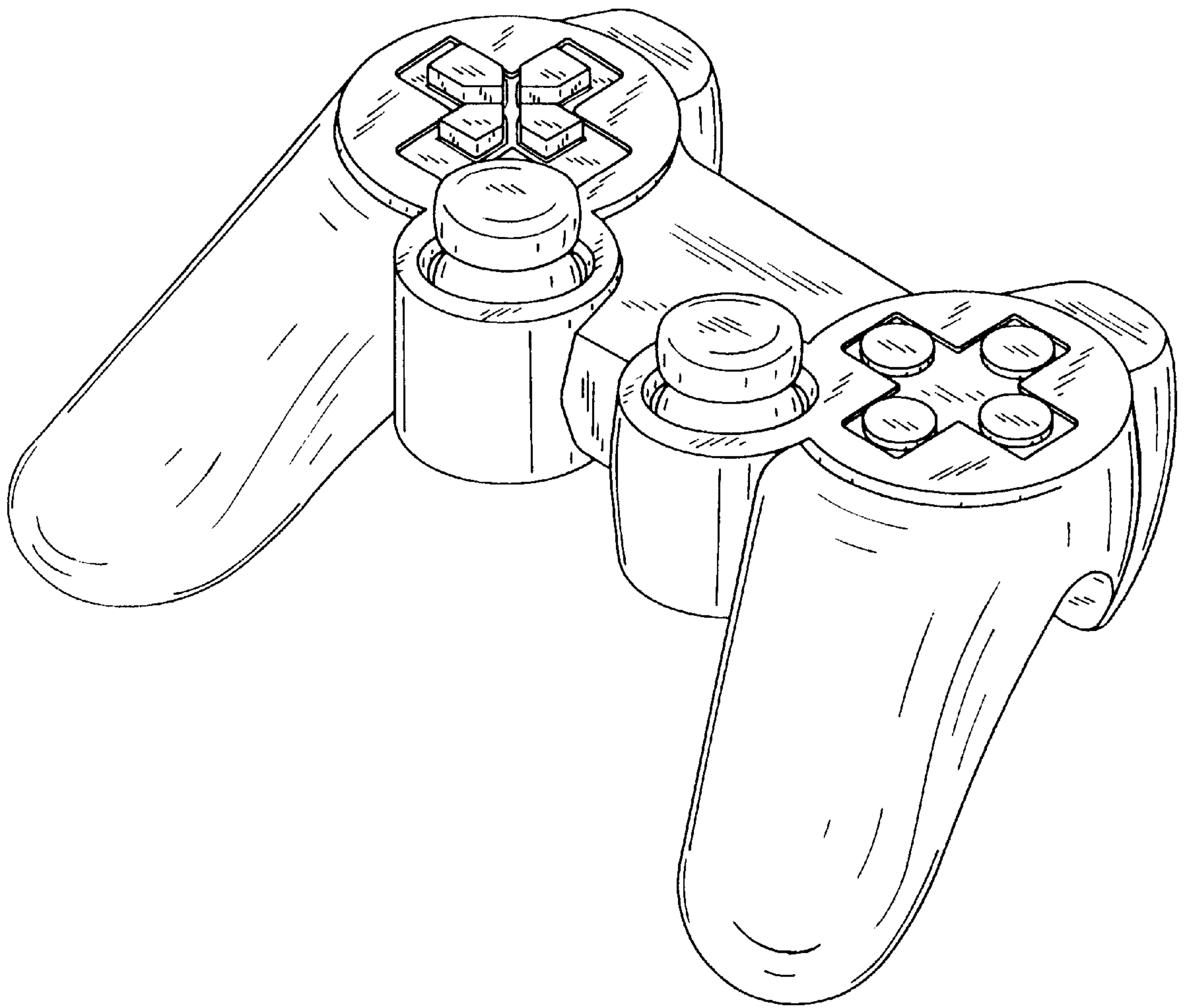


FIG. 2

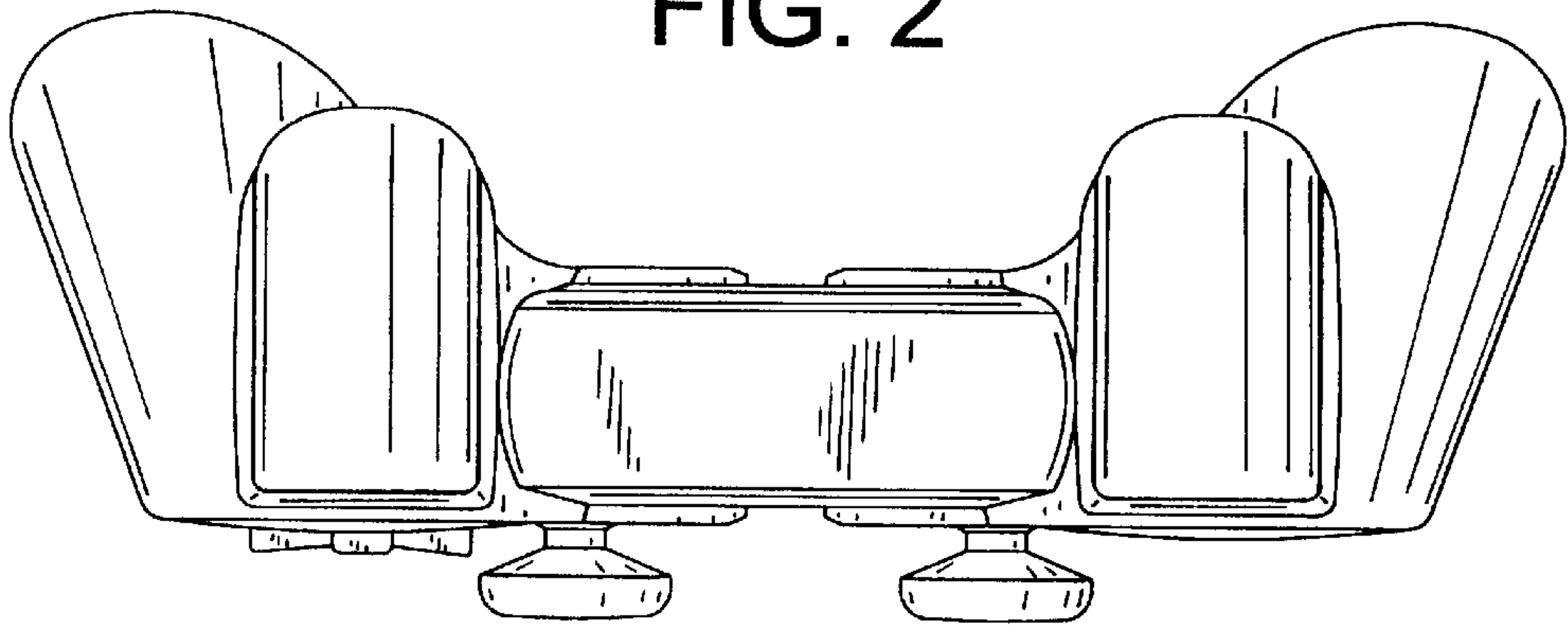


FIG. 3

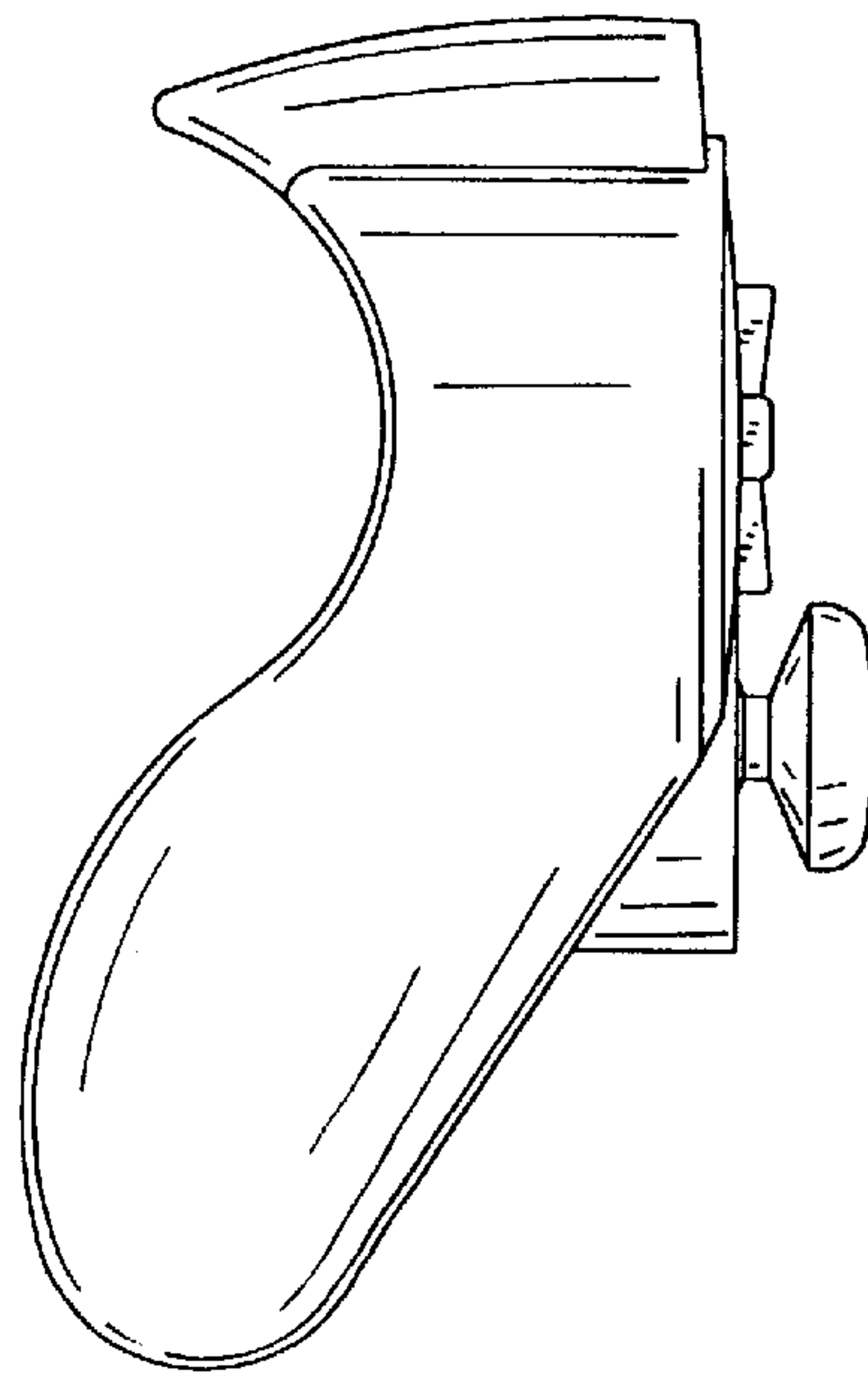


FIG. 5

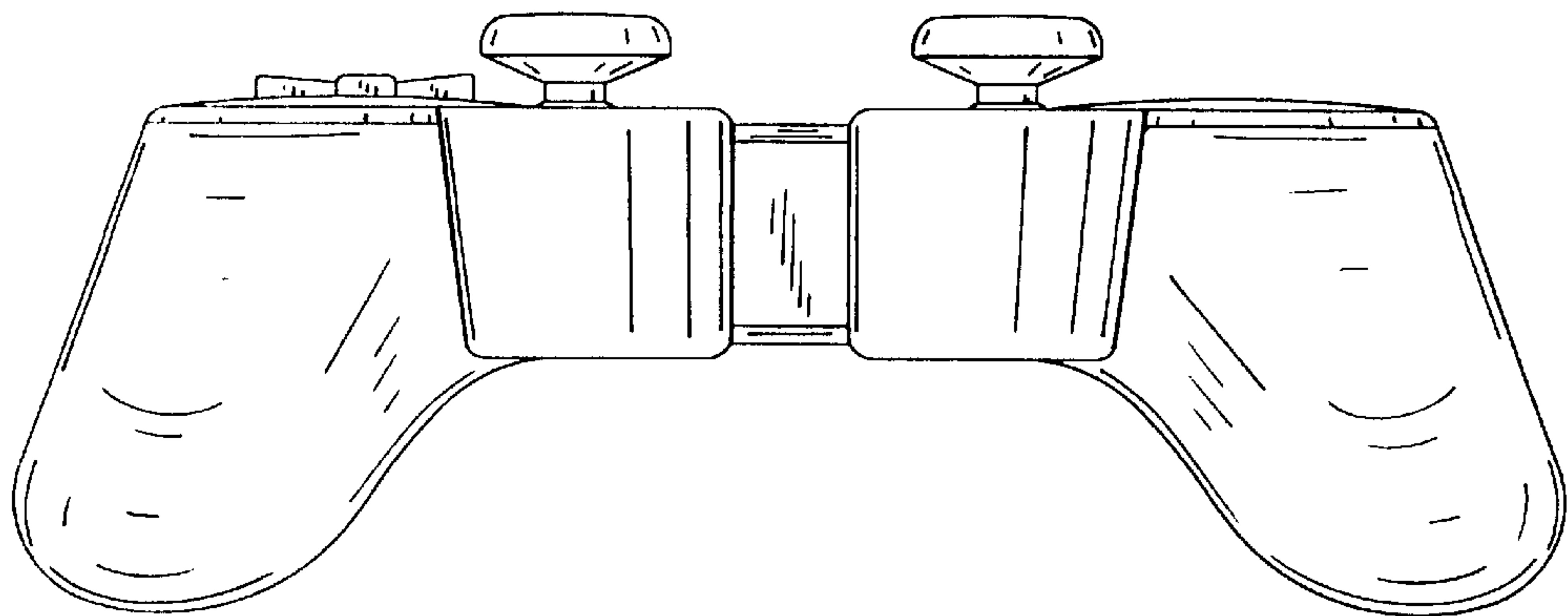


FIG. 4

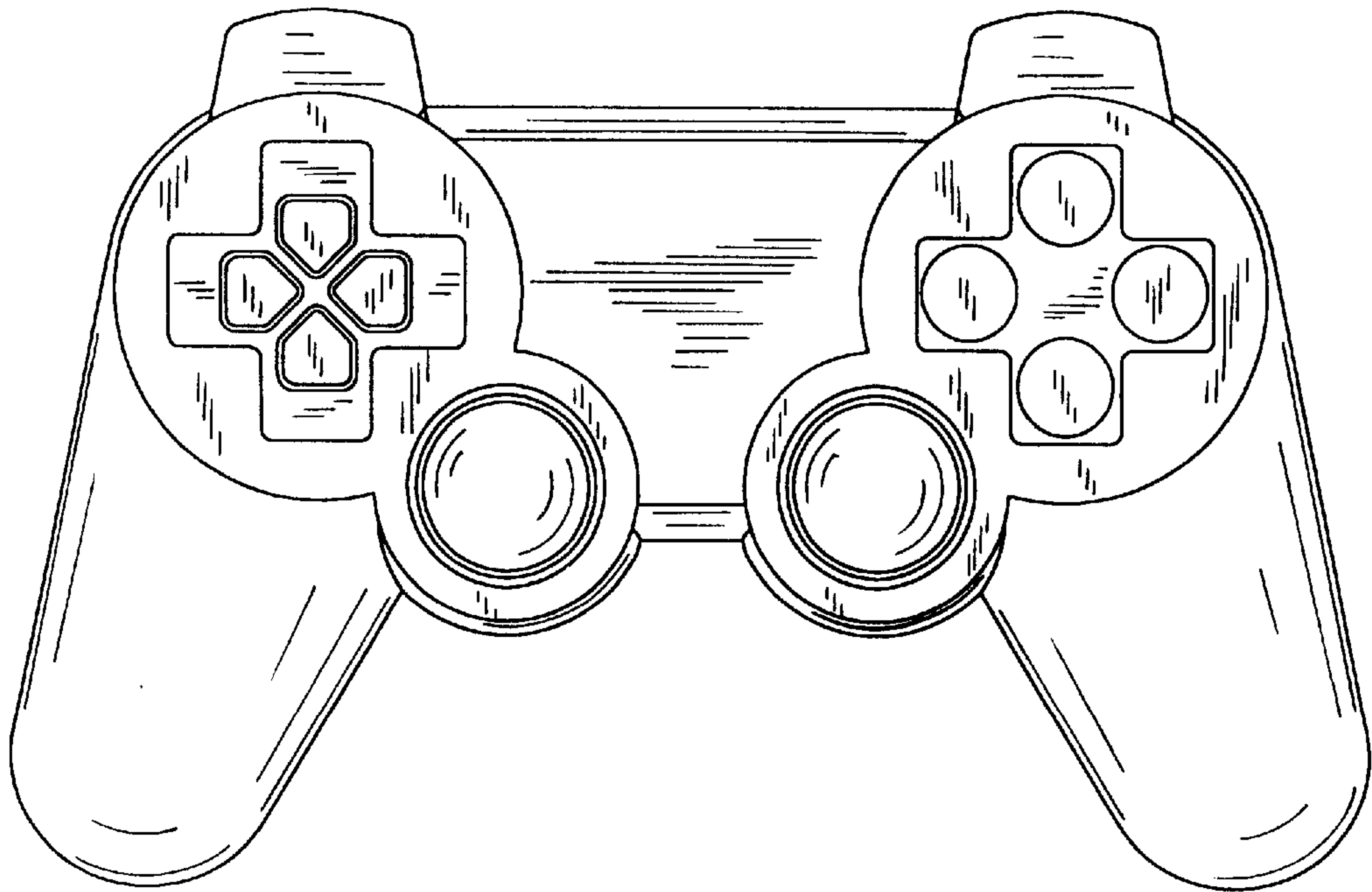


FIG. 6

