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United States Patent [19] Goto

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

[75] Inventor: **Tetyu Goto**, Tokyo, Japan

[73] Assignee: **Sony Corporation**, Japan

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

[21] Appl. No.: **29/106,851**

[22] Filed: **Jun. 24, 1999**

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Related U.S. Application Data

[60] Division of application No. 29/078,240, Oct. 22, 1997, Pat. No. Des. 417,664, 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 (7) Cl.** **21-01**

[52] **U.S. Cl.** **D21/333; D14/432**

[58] **Field of Search** **D21/324-333; D14/117.1, 117.5-117.9, 124, 412-421, 432; 273/148 B; 463/1, 29-35, 38, 46, 47; 345/156-169; 74/469, 471 R, 471**

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Primary Examiner—Prabhakar Deshmukh

Attorney, Agent, or Firm—Rader, Fishman & Grauer

[57] CLAIM

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

DESCRIPTION

FIG. 1 is a perspective view of a controller for 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; and,
FIG. 5 is a bottom plan view thereof.
Right and rear elevational views thereof are not part of claimed design.

1 Claim, 3 Drawing Sheets

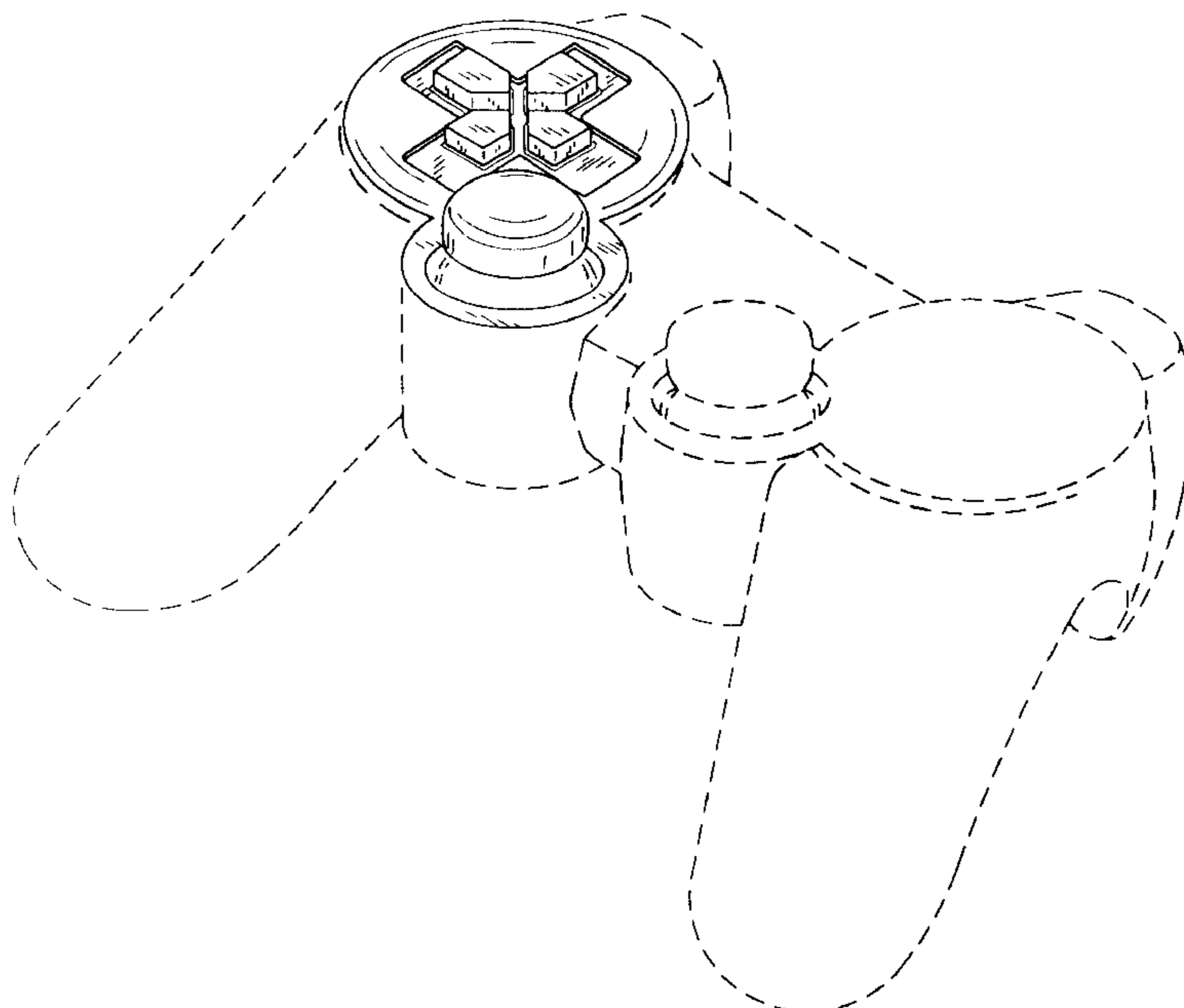


FIG. 1

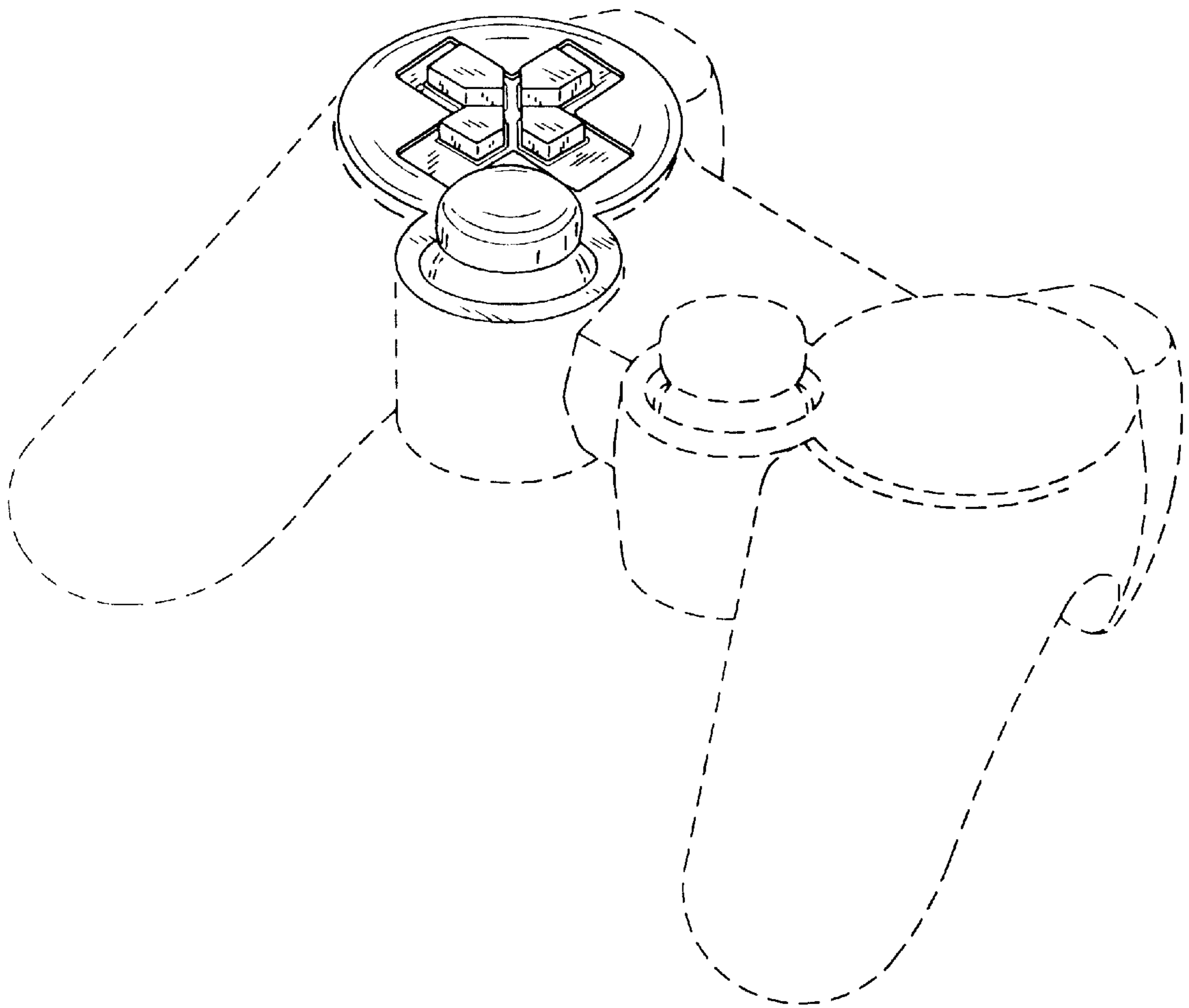


FIG. 2

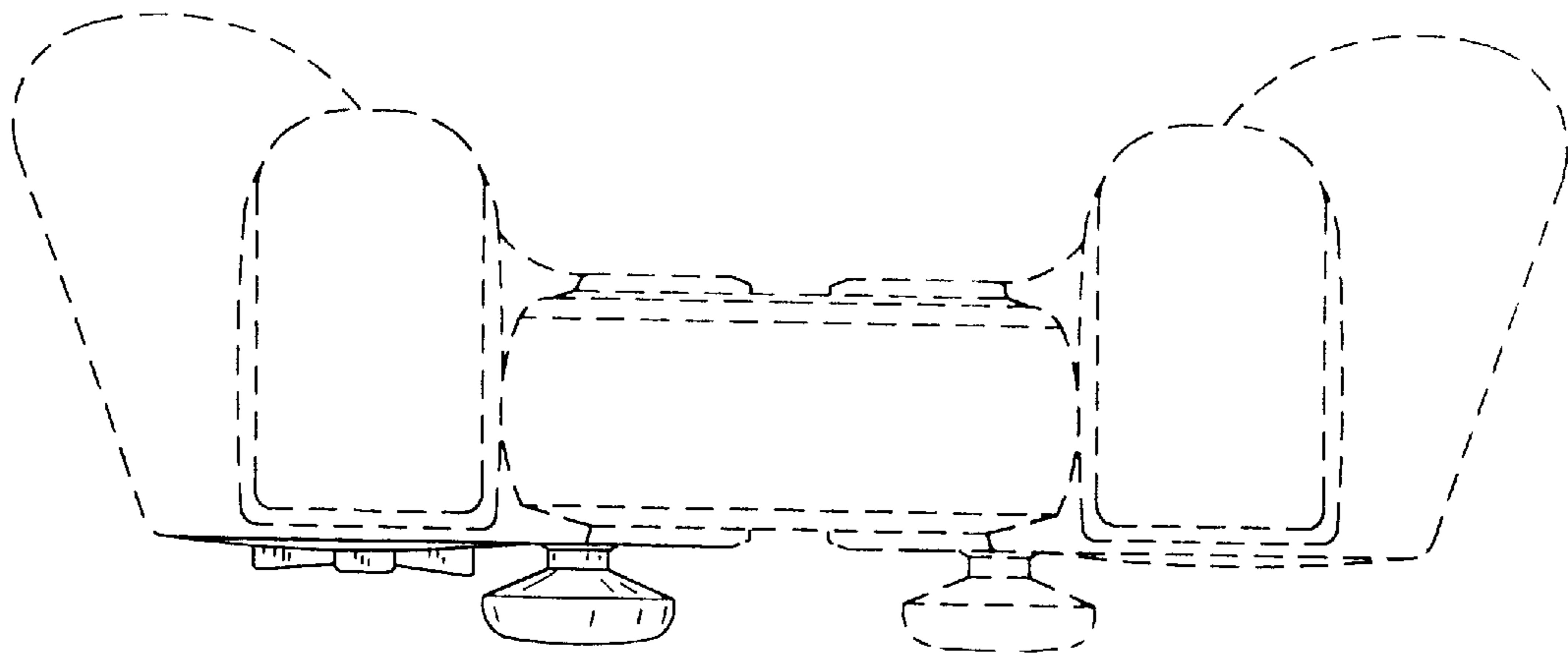


FIG. 5

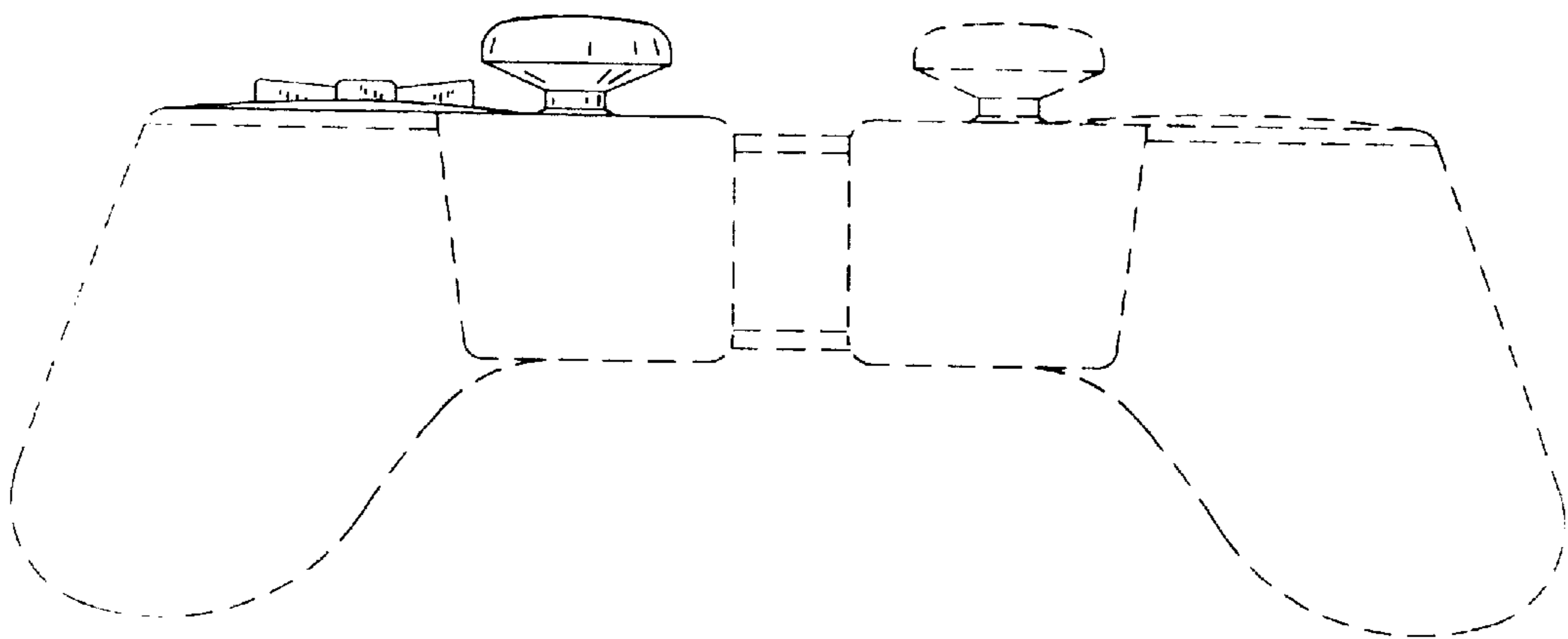


FIG. 3

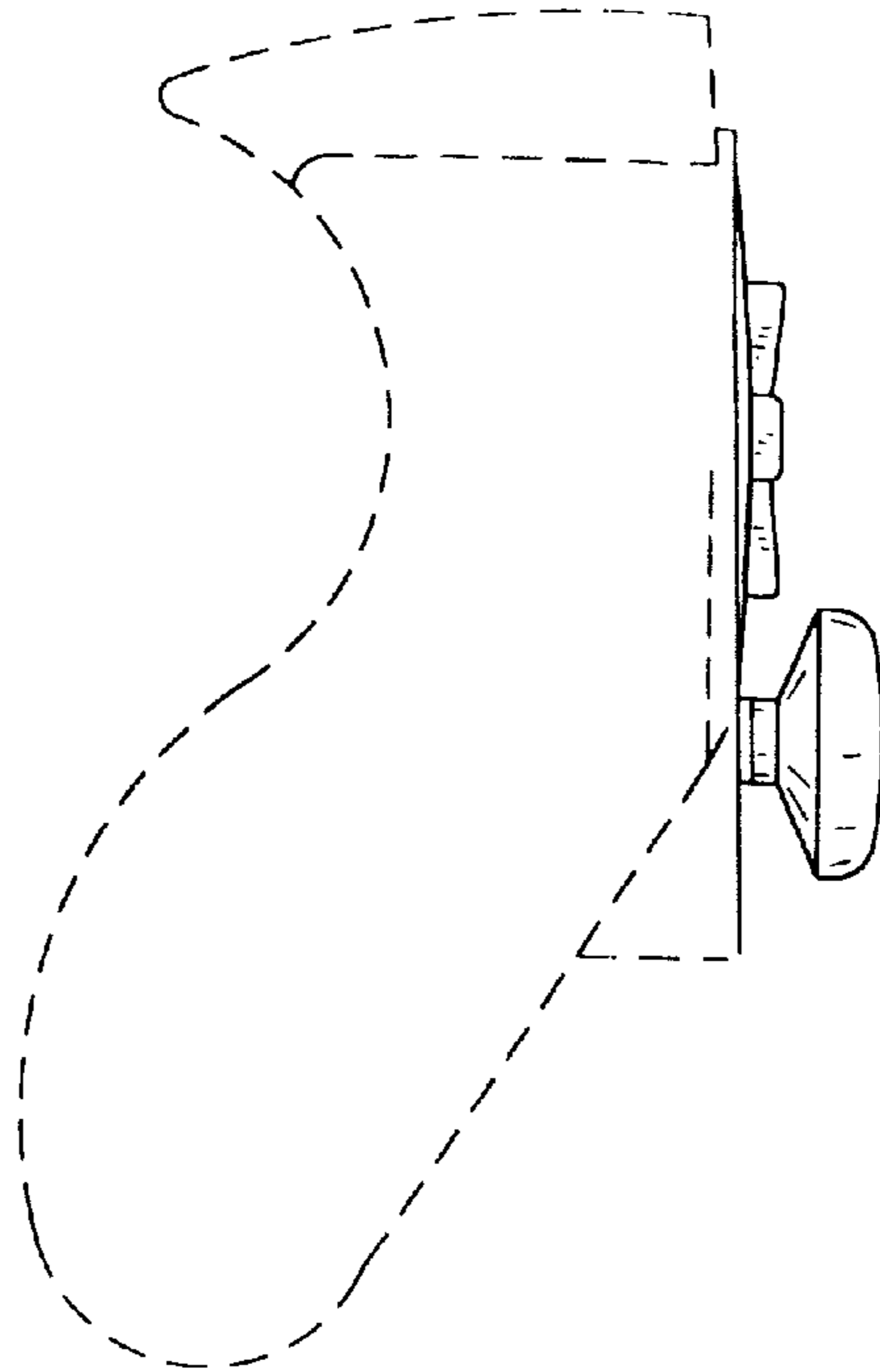


FIG. 4

