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**United States Patent** [19]  
**Goto**

[11] **Patent Number: Des. 434,769**  
[45] **Date of Patent: \*\* Dec. 5, 2000**

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

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

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

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

[21] Appl. No.: **29/090,783**

[22] Filed: **Jul. 16, 1998**

**Related U.S. Application Data**

[60] Division 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.** ..... **D14/413**

[58] **Field of Search** ..... D14/412-416, D14/399, 400, 401; D21/324, 333; 273/148 B; 463/1, 29-36, 38, 46, 47; 345/156, 158, 161, 184

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[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;  
FIG. 5 is a bottom plan view thereof;  
FIG. 6 is a right side elevational view thereof; and,  
FIG. 7 is a rear elevational view thereof.

**1 Claim, 3 Drawing Sheets**

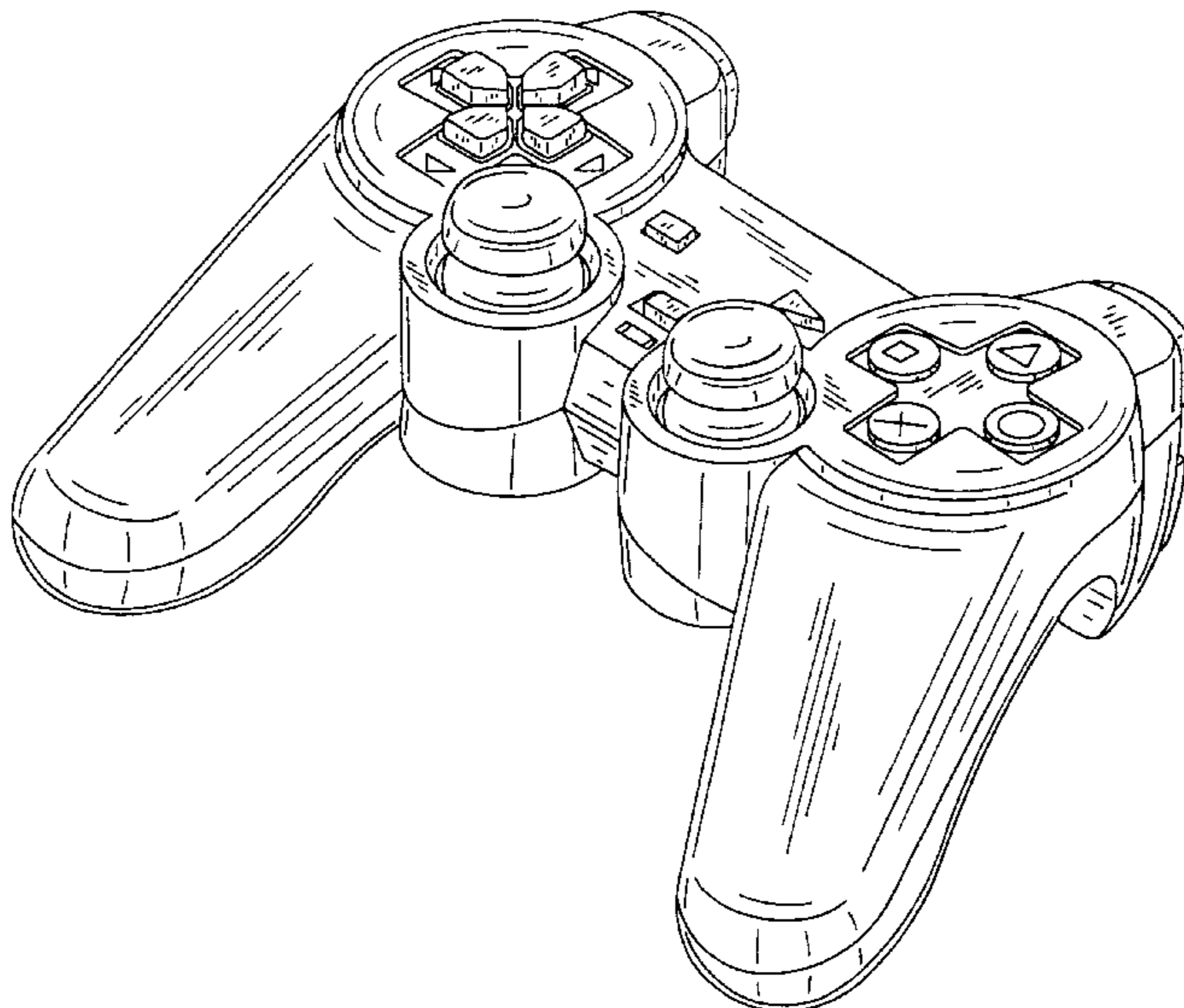


FIG. 1

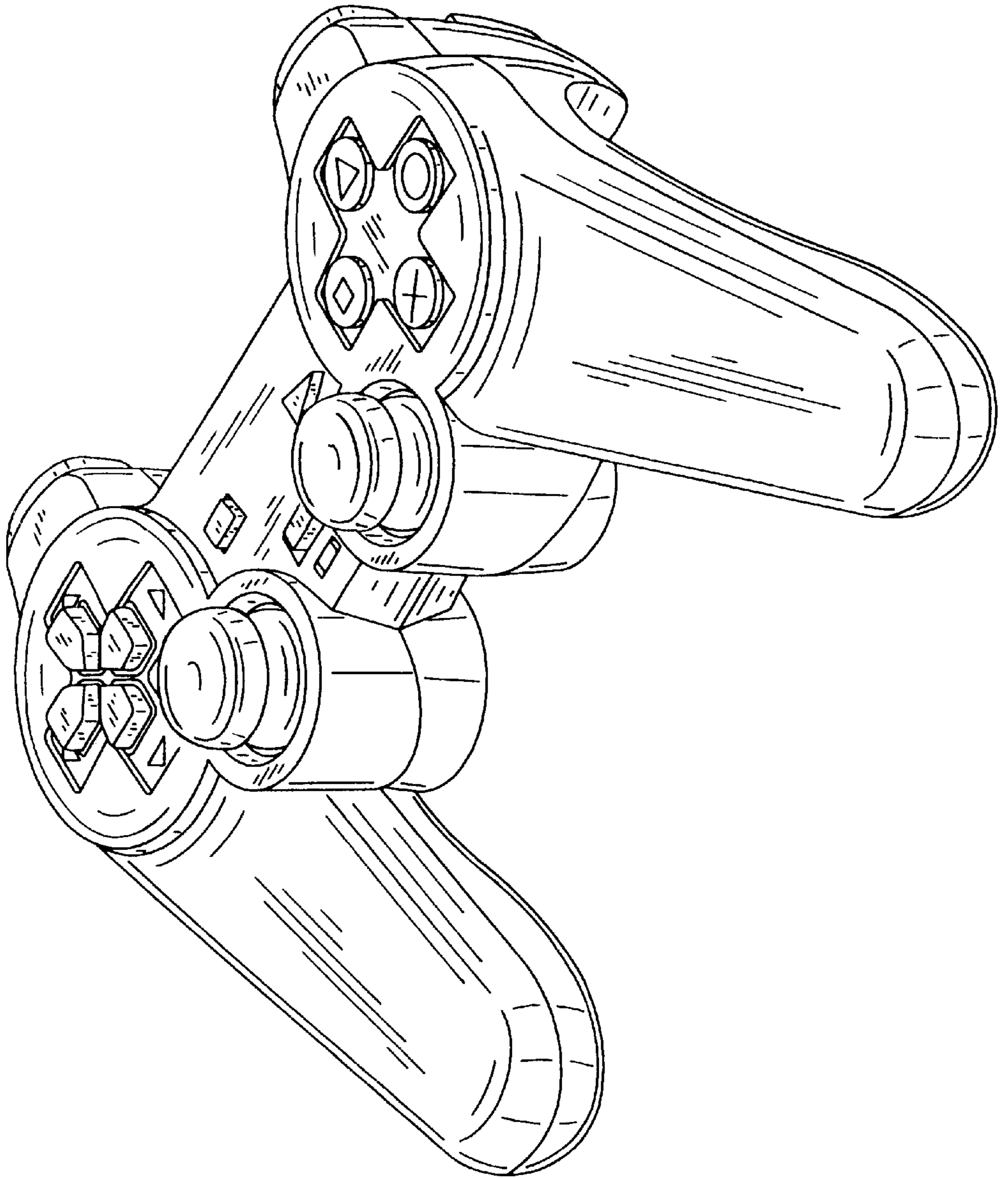


FIG. 2

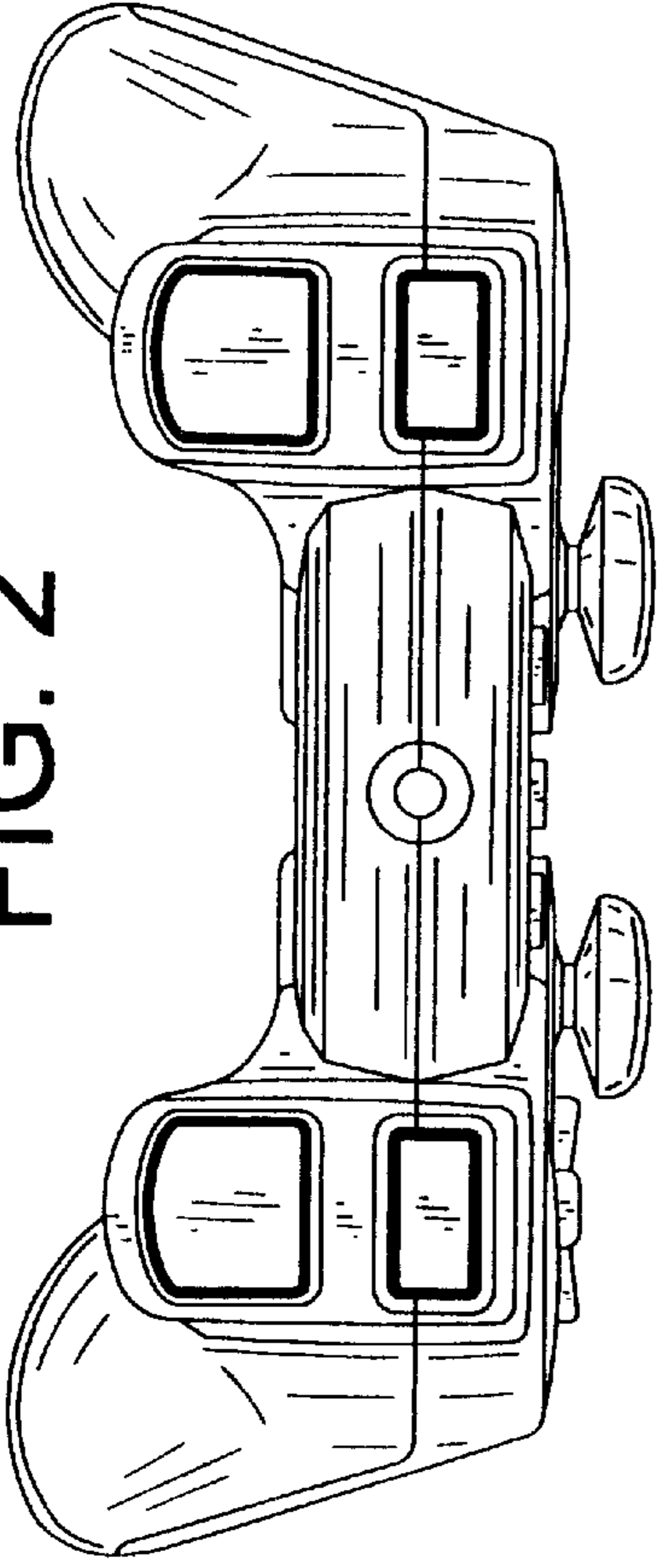


FIG. 4

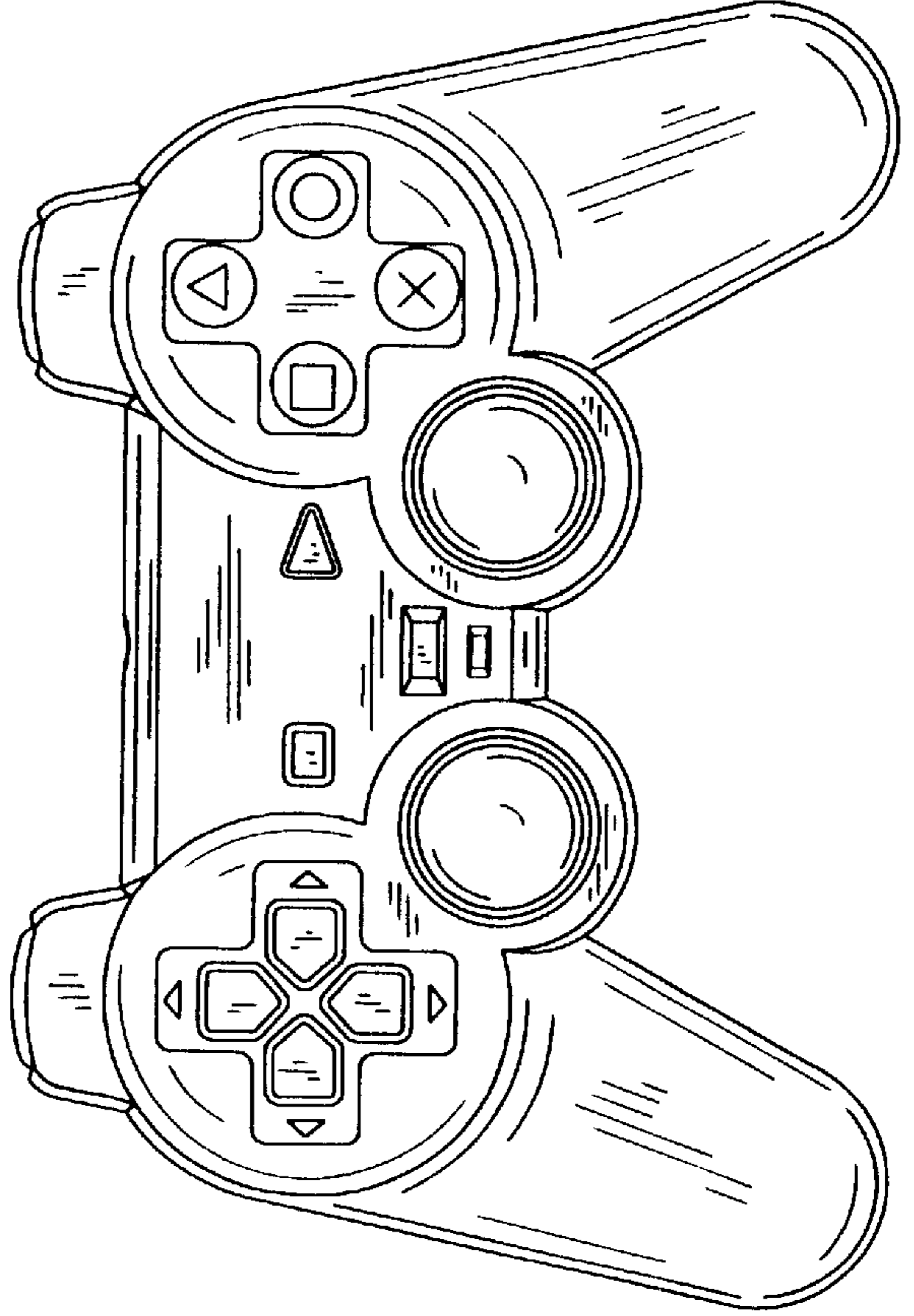


FIG. 3

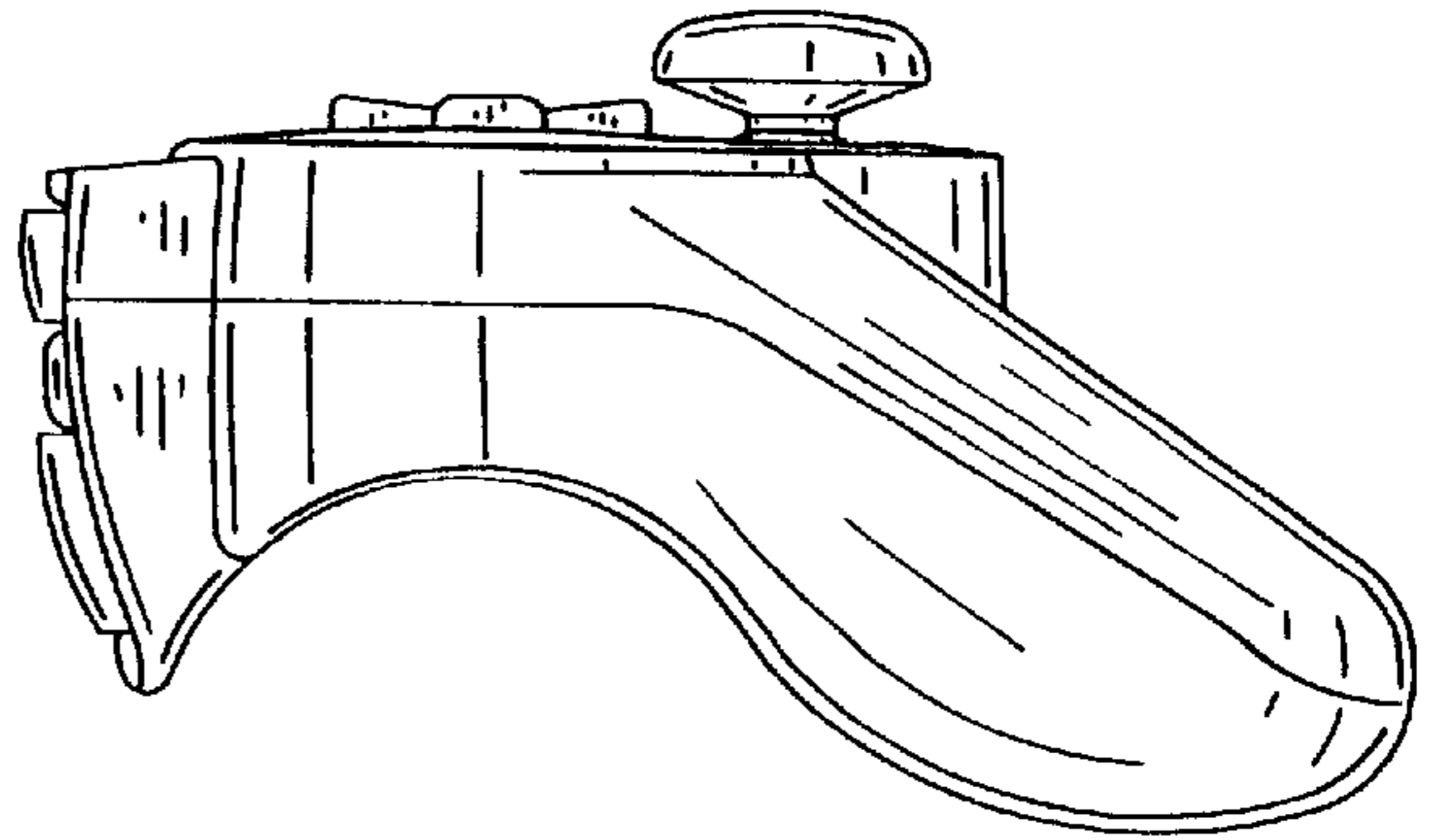




FIG. 6

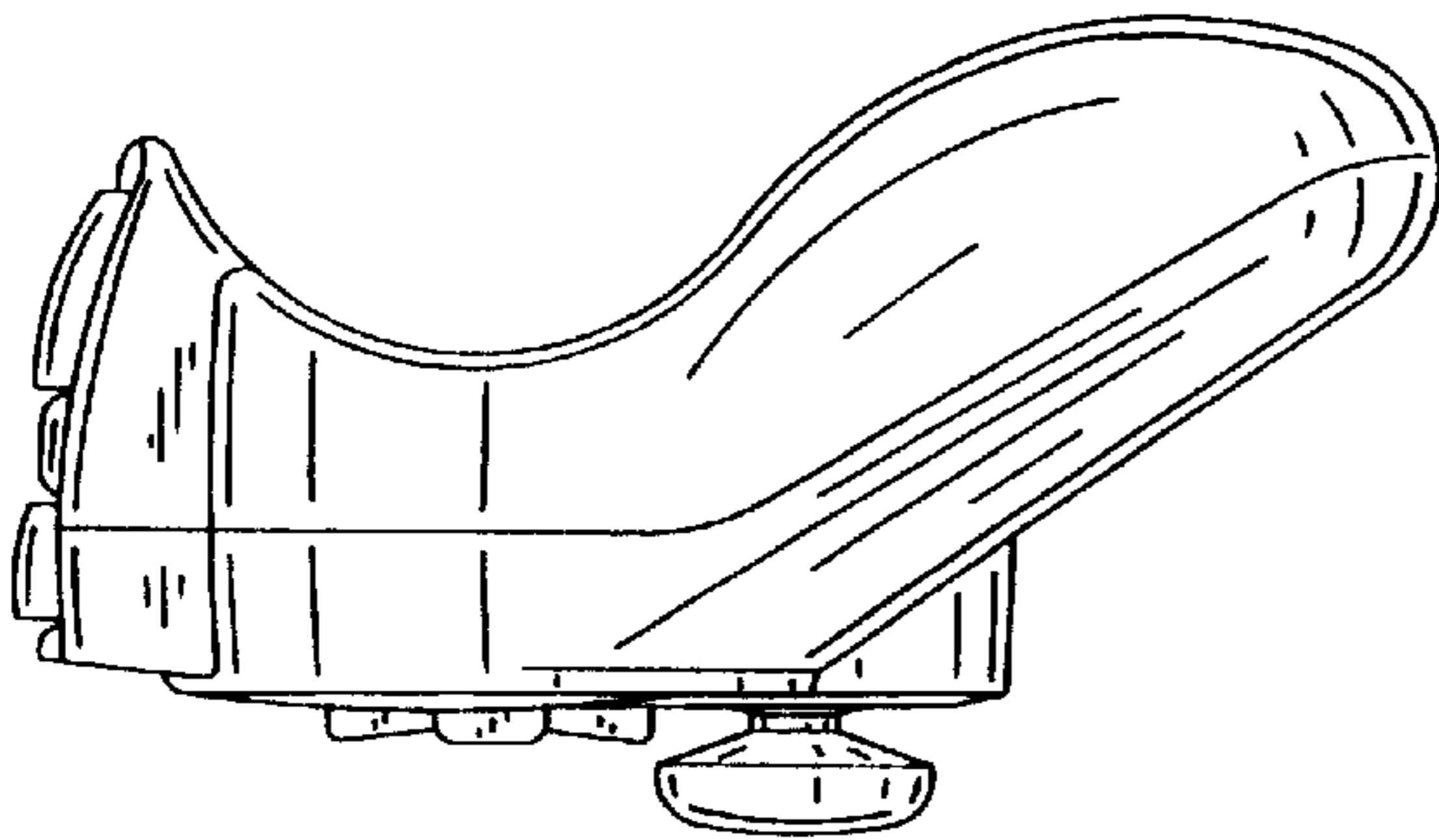


FIG. 7

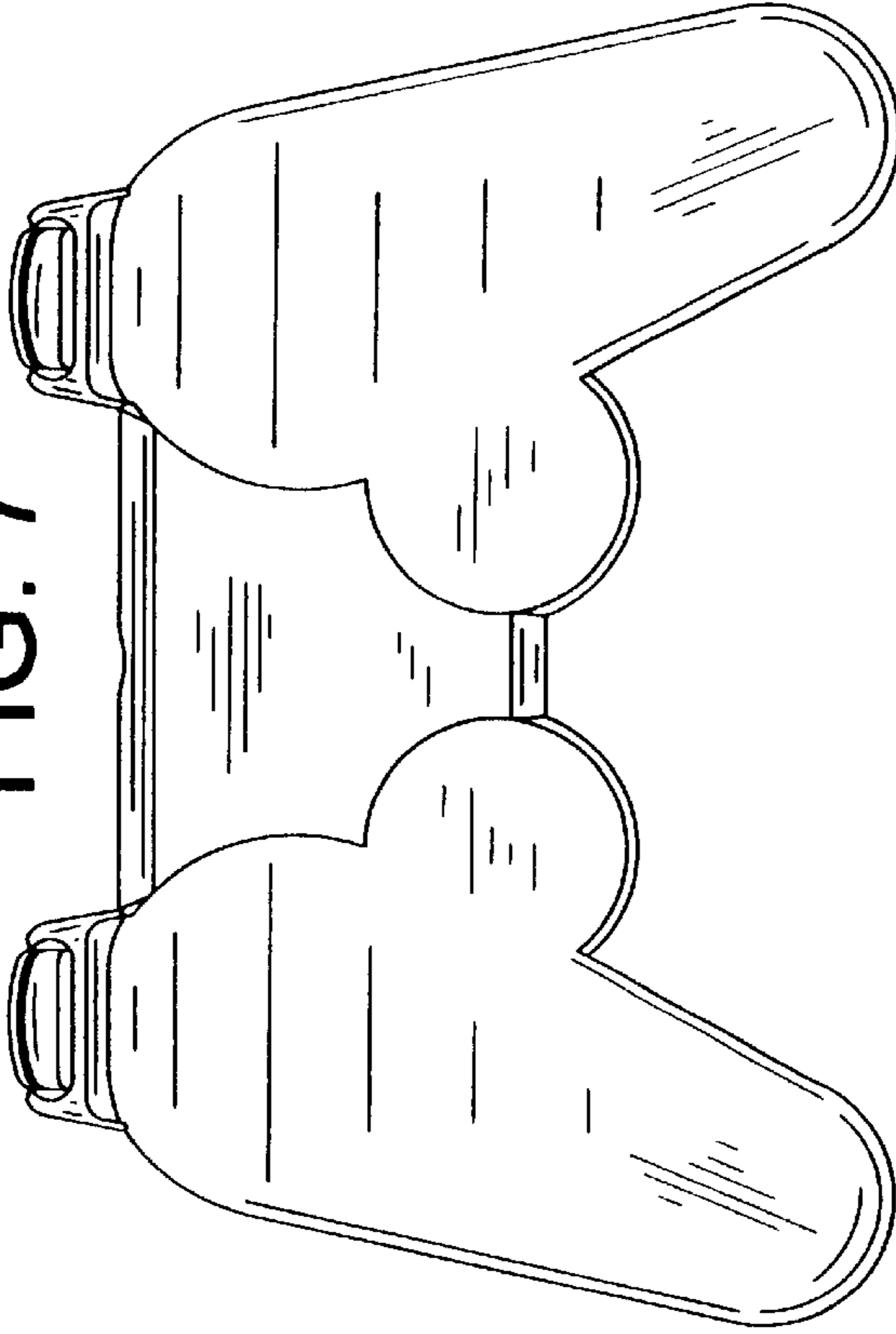


FIG. 5

