



US00D443617S

(12) **United States Design Patent**
Goto

(10) **Patent No.:** **US D443,617 S**

(45) **Date of Patent:** **** Jun. 12, 2001**

(54) **CONTROLLER FOR A GAME MACHINE**

(75) Inventor: **Teiyu Goto**, Tokyo (JP)

(73) Assignee: **Sony Computer Entertainment Inc.**,
Tokyo (JP)

(**) Term: **14 Years**

(21) Appl. No.: **29/128,928**

(22) Filed: **Sep. 6, 2000**

Related U.S. Application Data

(62) Division of application No. 29/094,947, filed on Oct. 14, 1998.

(51) **LOC (7) Cl.** **14-02**

(52) **U.S. Cl.** **D14/413**

(58) **Field of Search** D14/400, 401,
D14/412-416; D21/324, 333; 273/148 B;
463/1, 30, 36-38, 46, 47; 345/156-161,
905

(56) **References Cited**

U.S. PATENT DOCUMENTS

- D. 317,021 5/1991 Shulman et al. .
- D. 325,225 4/1992 Adhida .
- D. 342,550 12/1993 Lin .
- D. 345,164 3/1994 Grae .
- D. 345,994 4/1994 Shian .
- D. 349,527 8/1994 Date .
- D. 352,970 11/1994 Ho .
- D. 353,410 12/1994 Chan .
- D. 354,993 1/1995 Morrison et al. .
- D. 355,450 2/1995 Ho .
- D. 356,606 3/1995 Feng .
- D. 357,286 4/1995 Feng .
- D. 360,436 7/1995 Chan .
- D. 360,903 8/1995 Barr et al. .
- D. 362,277 9/1995 Chan .

- D. 363,320 10/1995 Barthelemy et al. .
- D. 363,321 10/1995 Hsien .
- D. 368,285 3/1996 Couch et al. .
- D. 368,936 4/1996 Goto .
- D. 375,326 11/1996 Yokoi et al. .
- D. 376,826 12/1996 Ashida .
- D. 380,783 7/1997 Tyler .

(List continued on next page.)

FOREIGN PATENT DOCUMENTS

1011423 5/1998 (JP) .

OTHER PUBLICATIONS

- Playthings, p. 49, Sep. 1988.
- Hong Kong Enterprise, p. 269, Oct. 1992.
- Hong Kong Enterprise, p. 363, Oct. 1992.
- Nintendo 64, Sega Saturn, PlayStation, p. 30 (1996).
- "The Point Network", No. 31, Yodobashi Camera (Autumn 1996).
- "The Point Network", No. 41, Yodobashi Camera (Summer 1998).

Primary Examiner—Prabhakar Deshmukh
(74) *Attorney, Agent, or Firm*—Rader, Fishman & Grauer

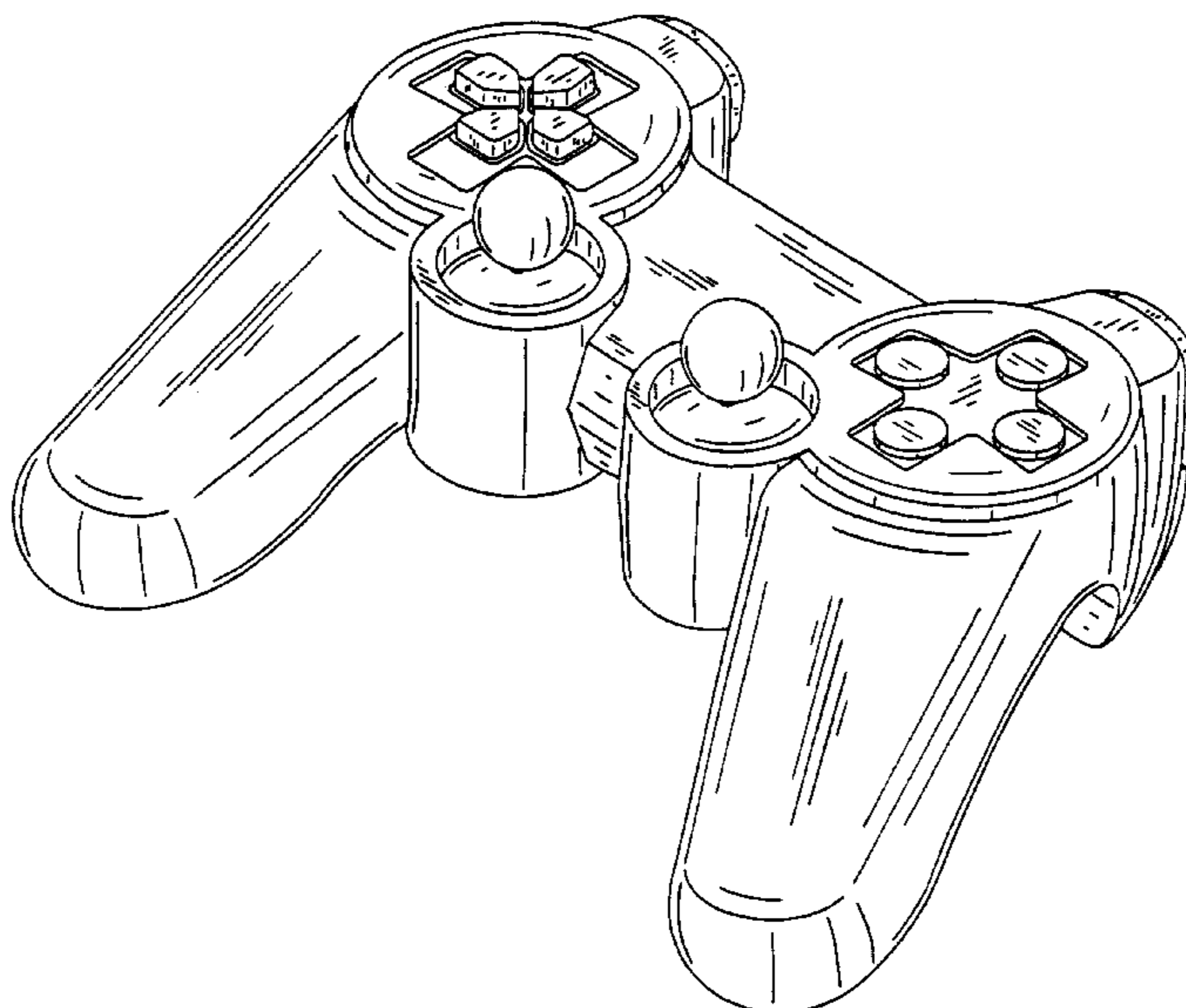
(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a perspective view of a controller for a 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



US D443,617 S

Page 2

U.S. PATENT DOCUMENTS					
			5,184,830	2/1993	Okada et al. .
			5,203,563	4/1993	Loper, III .
			5,207,426	5/1993	Inoue et al. .
D. 382,603	8/1997	Goto .	5,394,168 *	2/1995	Smith, III et al. 345/156
D. 393,290	4/1998	Goto .	5,498,843	3/1996	Date et al. .
D. 393,885	4/1998	Goto .	5,551,693 *	9/1996	Goto et al. 463/37
D. 398,032	9/1998	Goto .	5,759,100 *	6/1998	Nakanishi 273/148 B
D. 405,835	2/1999	Goto .	5,963,196 *	10/1999	Nishiumi et al. 345/61
D. 410,914	6/1999	Tyler et al. .			
D. 417,664	12/1999	Goto .			
4,870,389	9/1989	Ishiwata et al. .			

* cited by examiner

FIG. 1

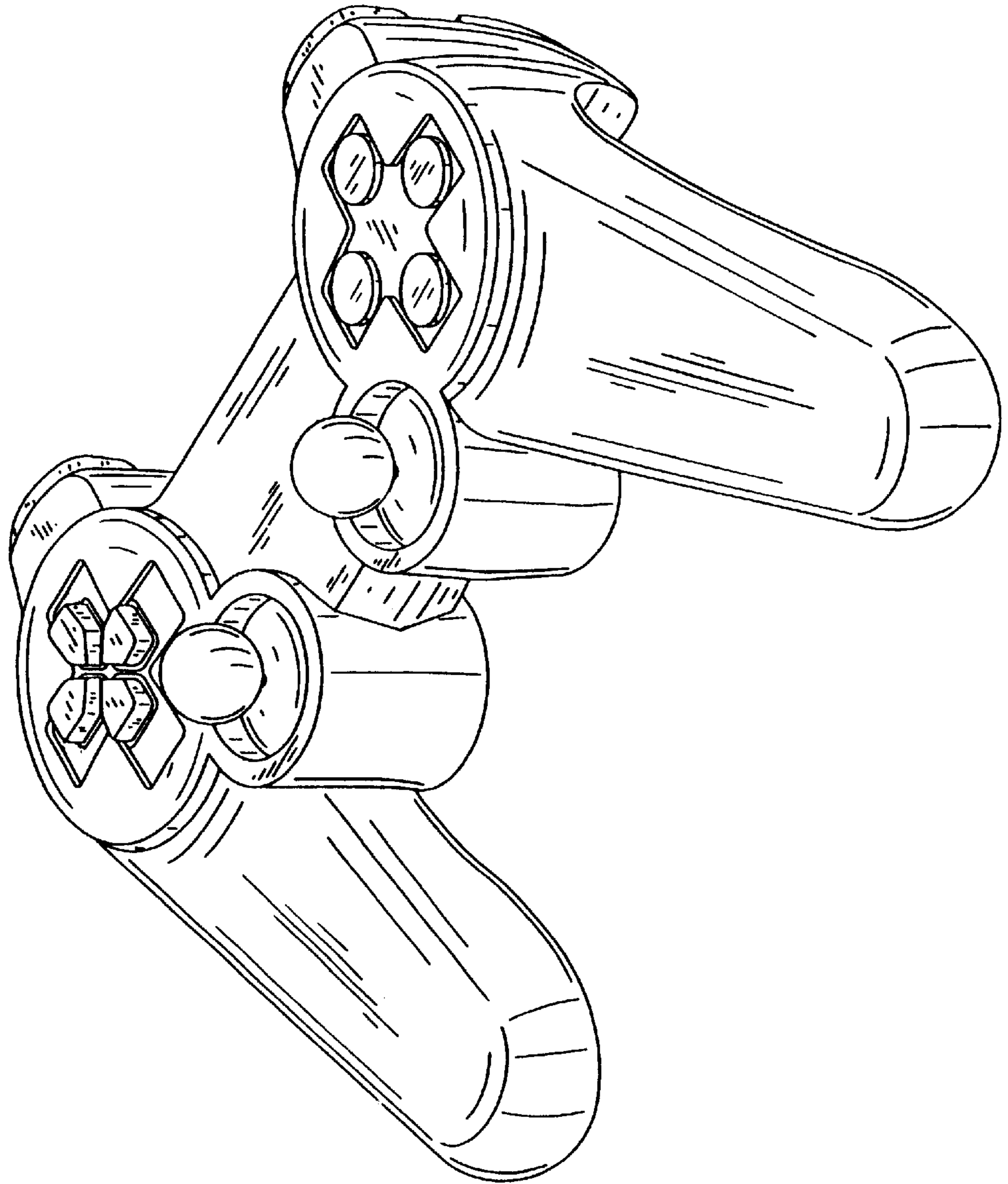


FIG. 2

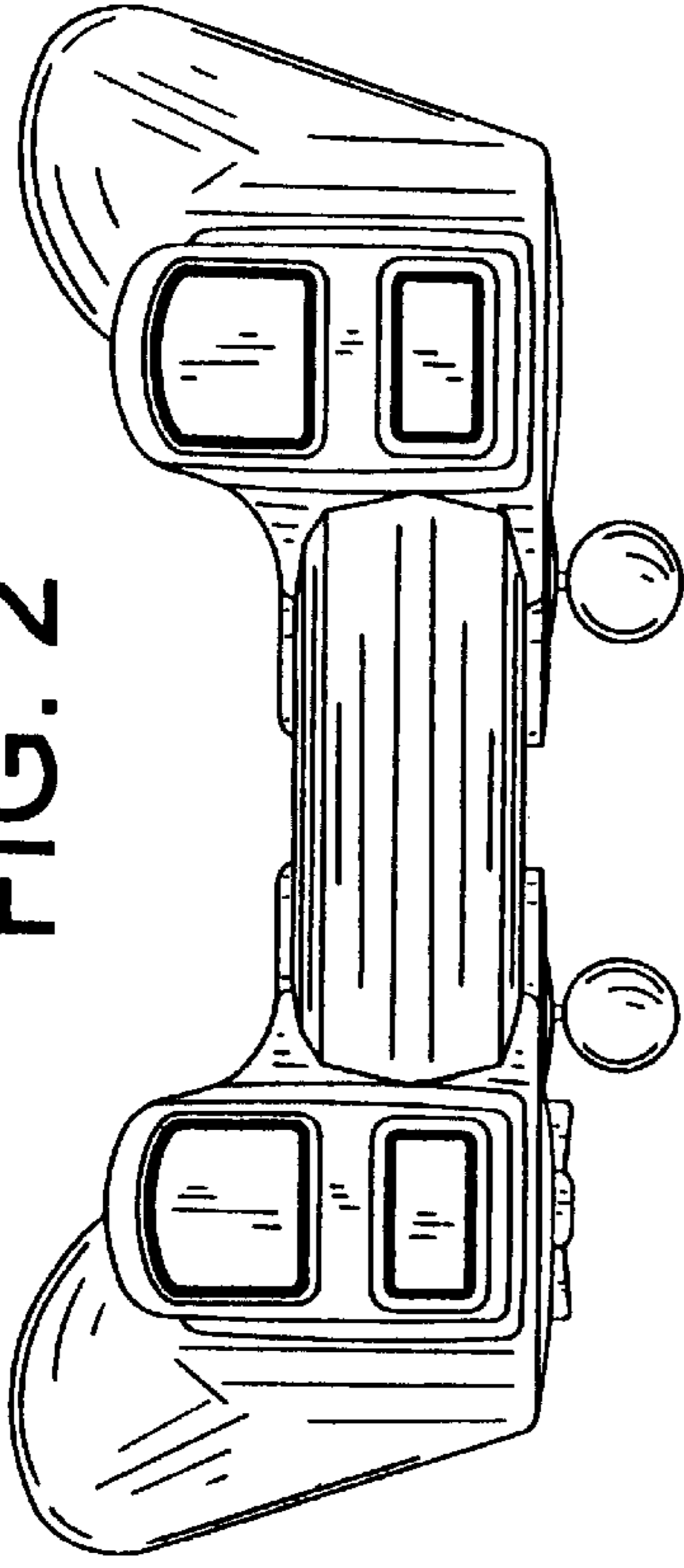


FIG. 4

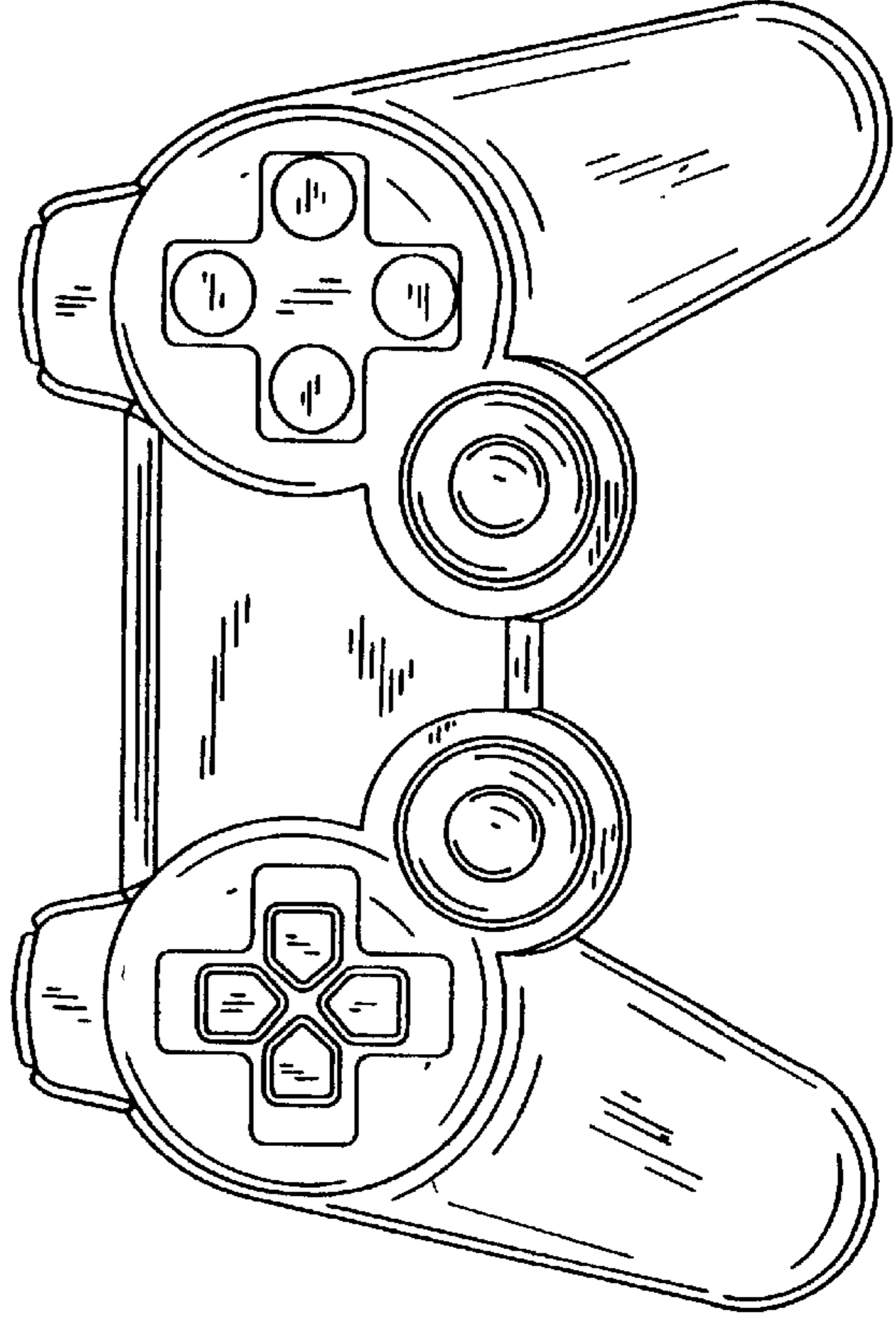


FIG. 3

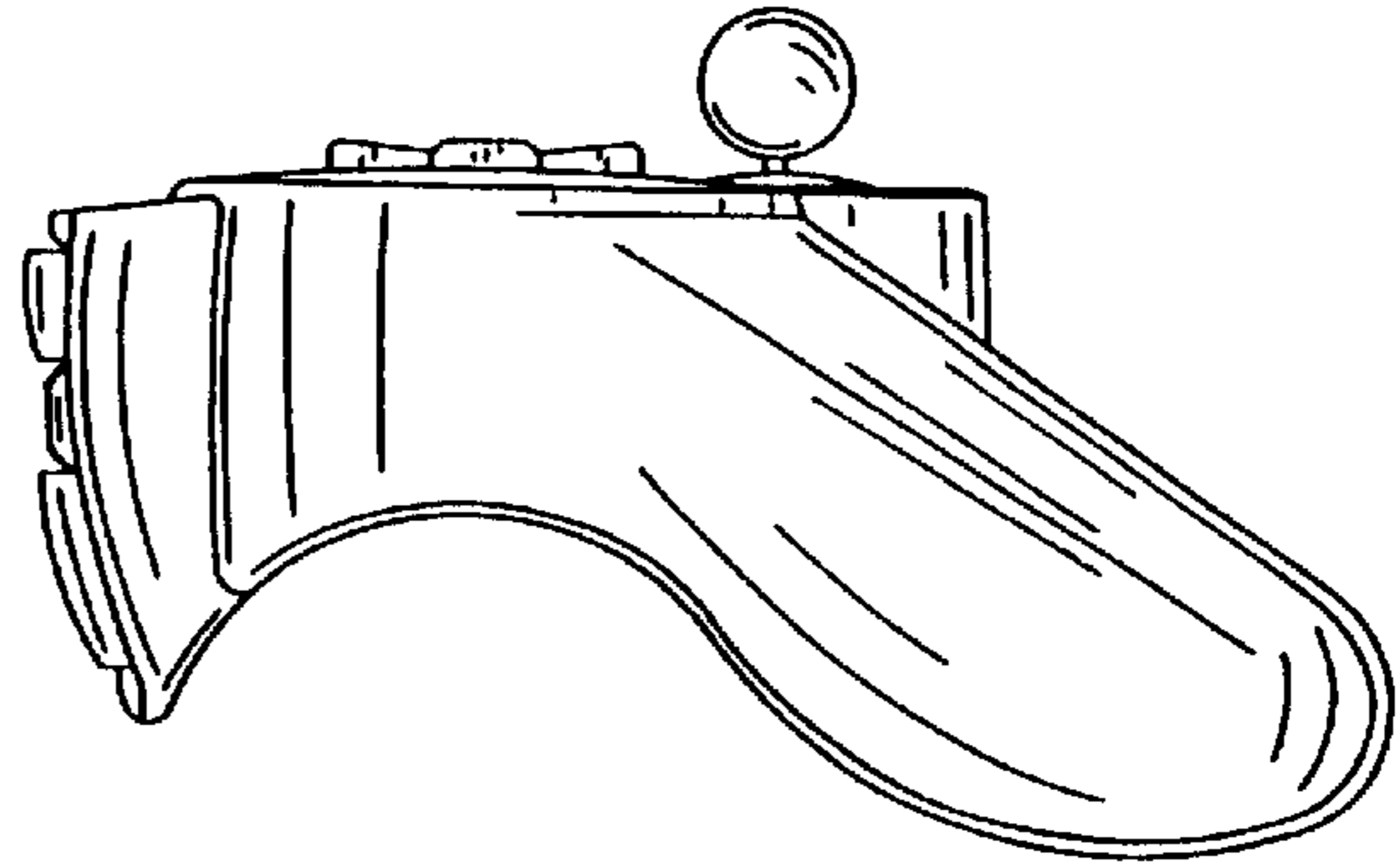


FIG. 6

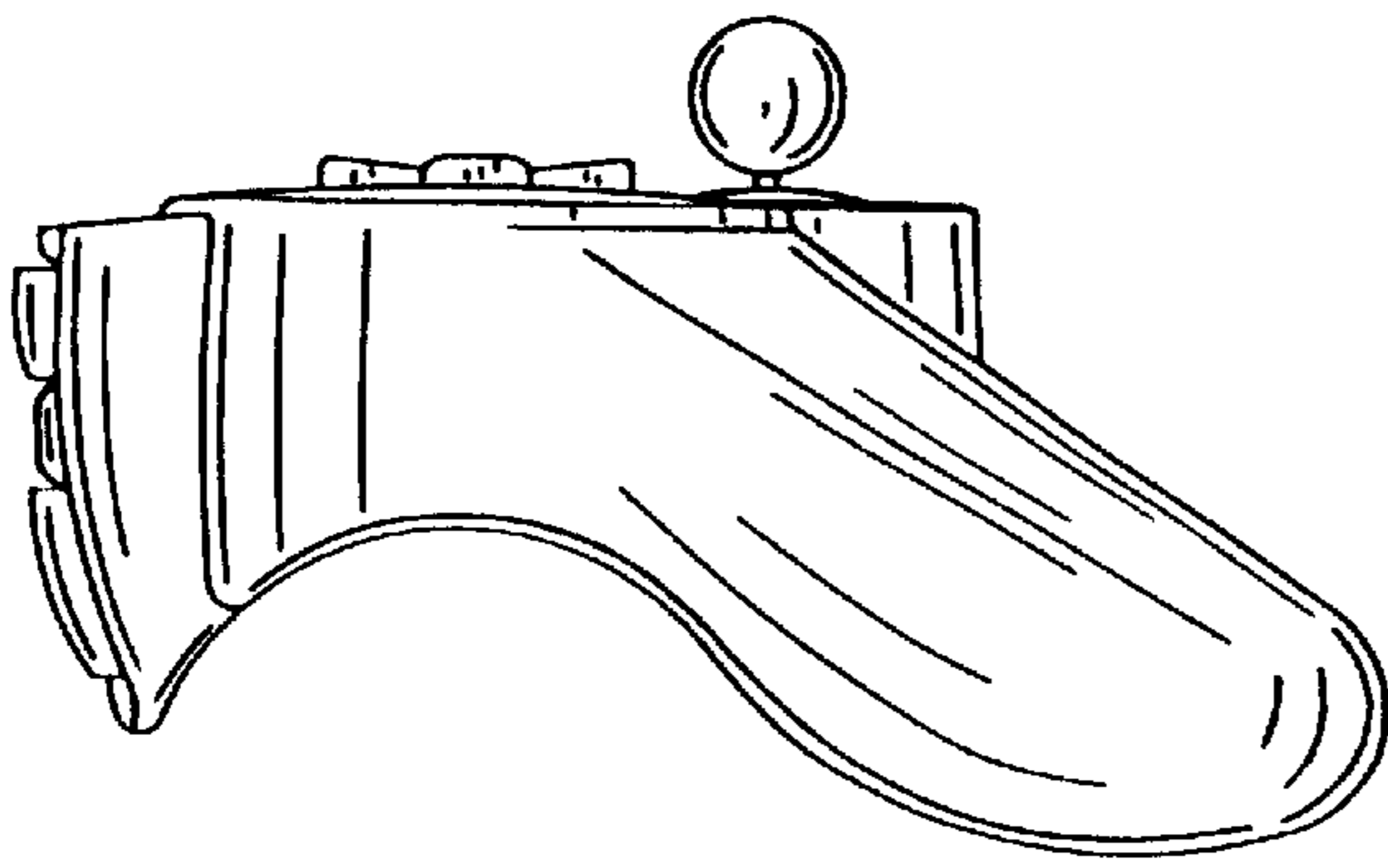


FIG. 7

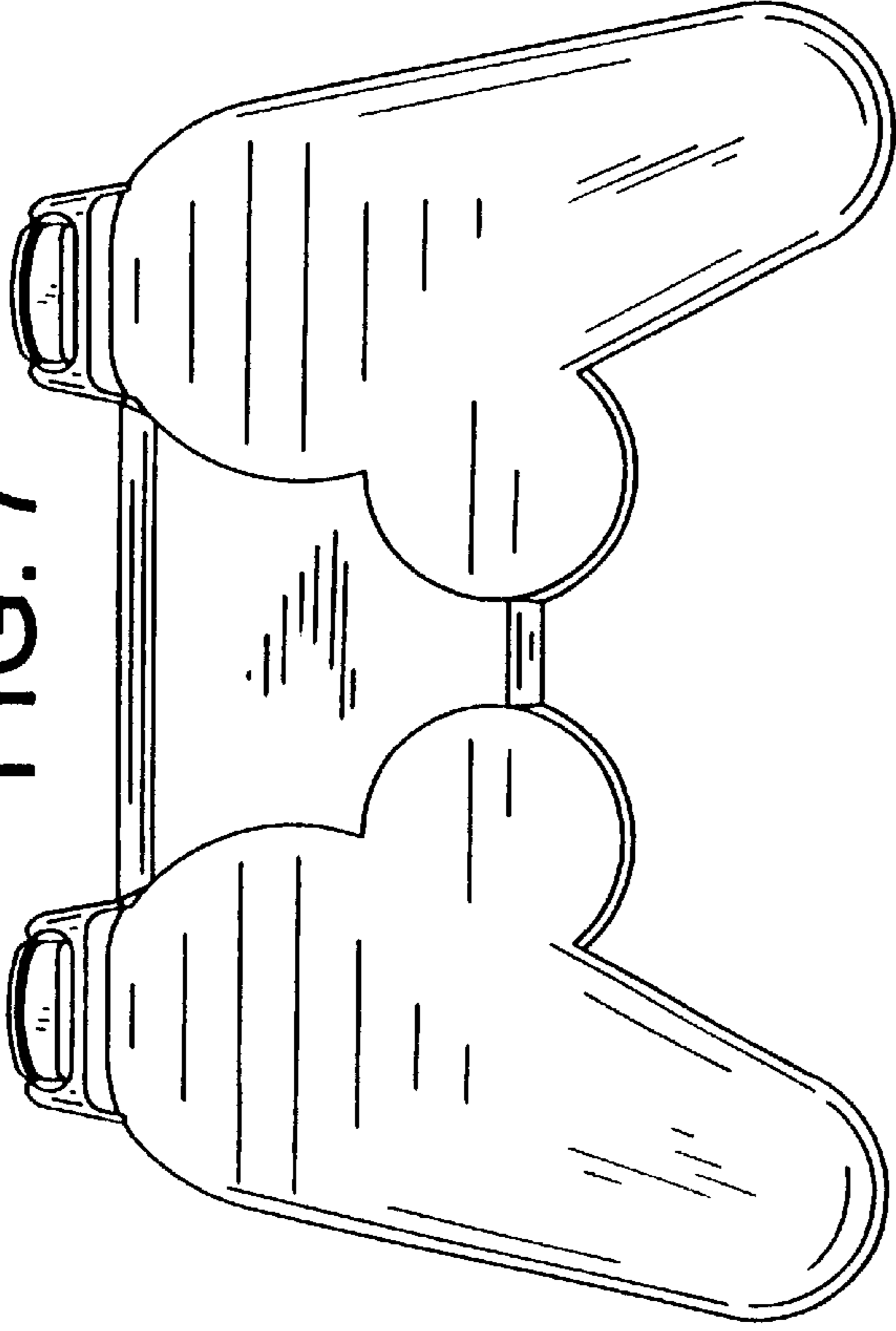


FIG. 5

