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(12) **United States Design Patent** (10) **Patent No.:** **US D569,382 S**
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(54) **CONTROL BUTTONS FOR VIDEO GAME CONTROLLER**

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

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(51) **LOC (8) Cl.** **14-02**

(52) **U.S. Cl.** **D14/455; D14/400**

(58) **Field of Classification Search** D14/454,
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D14/394, 395, 396, 397, 398, 399, 400, 401,
D14/406, 429, 137, 138, 140, 150, 151, 217,
D14/218, 247, 248, 346; D21/324, 326,
D21/327, 328, 329, 330, 331, 332, 333; D18/7,
D18/12.2, 52; 178/17 A, 17 C; 345/168,
345/169; 400/489, 492; 455/186.2, 556.2;
D13/168; D10/108, 115

See application file for complete search history.

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(57) **CLAIM**

The ornamental design for control buttons for video game controller, as shown and described.

DESCRIPTION

FIG. 1 is a top plan view of control buttons for video game controller showing our new design;

FIG. 2 is a top rear perspective view thereof;

FIG. 3 is an enlarged top front perspective view thereof;

FIG. 4 is a top front perspective view thereof;

FIG. 5 is a top right perspective view thereof;

FIG. 6 is a top left perspective view thereof; and,

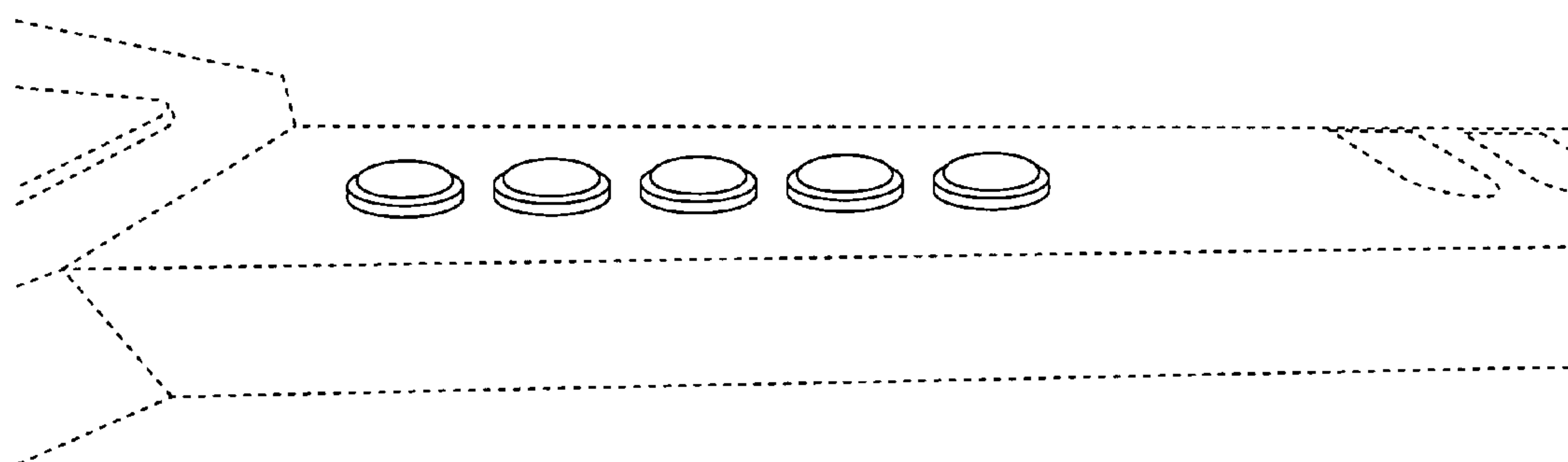
FIG. 7 is a right elevational view thereof.

The bottoms of the buttons are flat and unornamented.

The broken line showing of a video game controller is included for the purpose of illustrating environmental structure and forms no part of the claimed design.

Our control buttons are characterized by five protruding buttons.

1 Claim, 7 Drawing Sheets



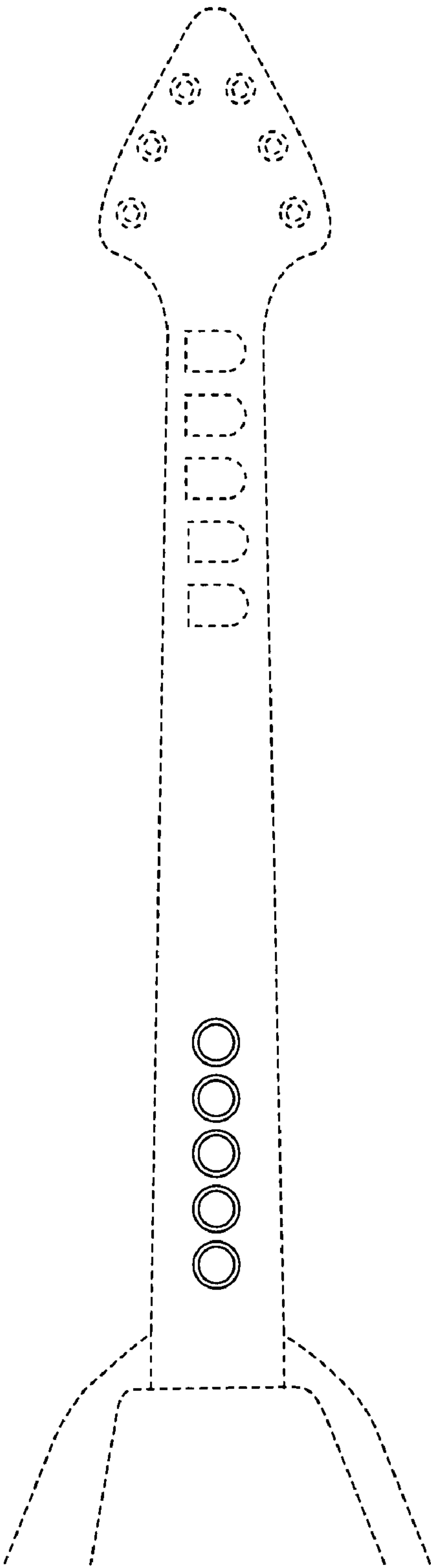


FIG. 1

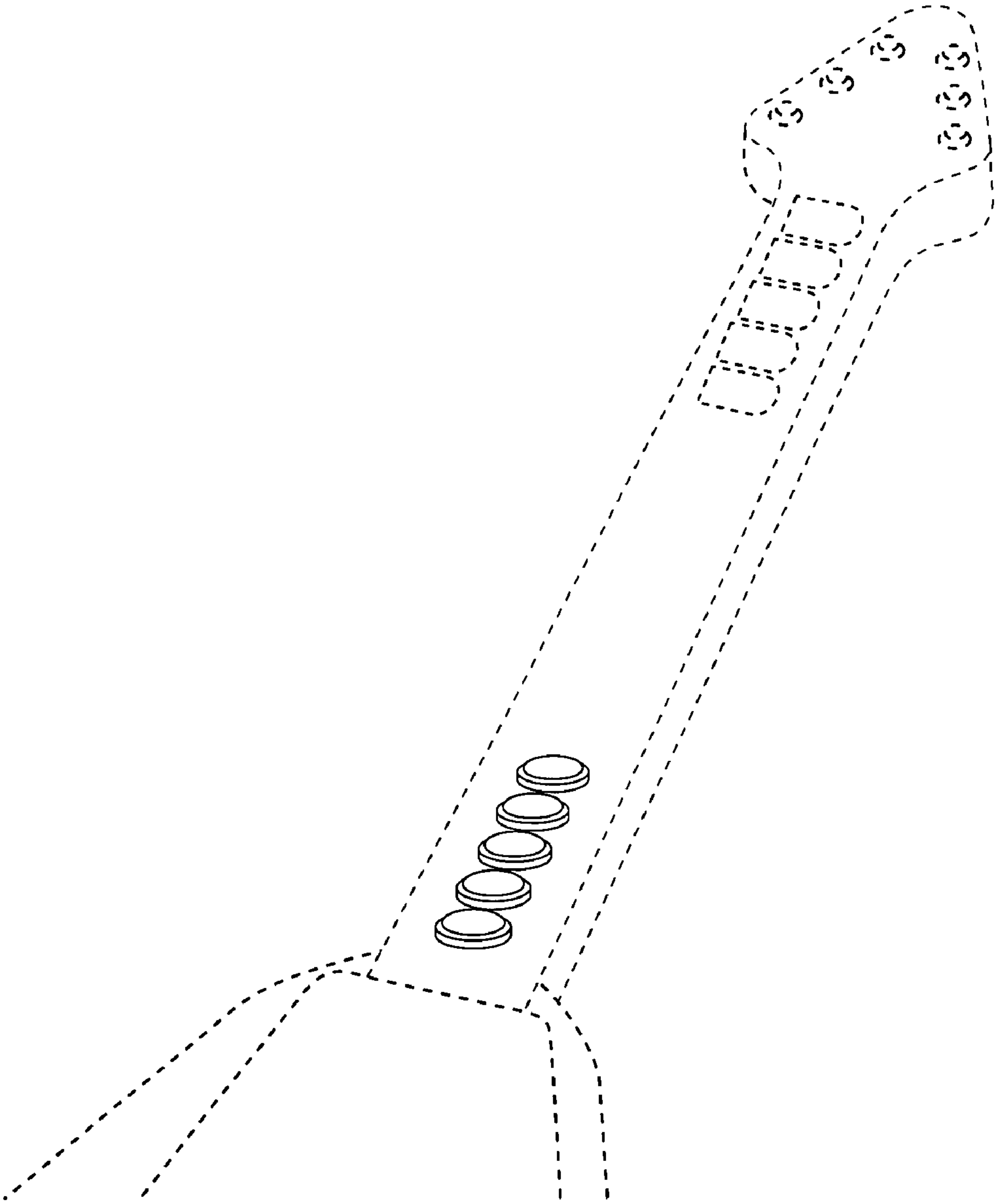


FIG. 2

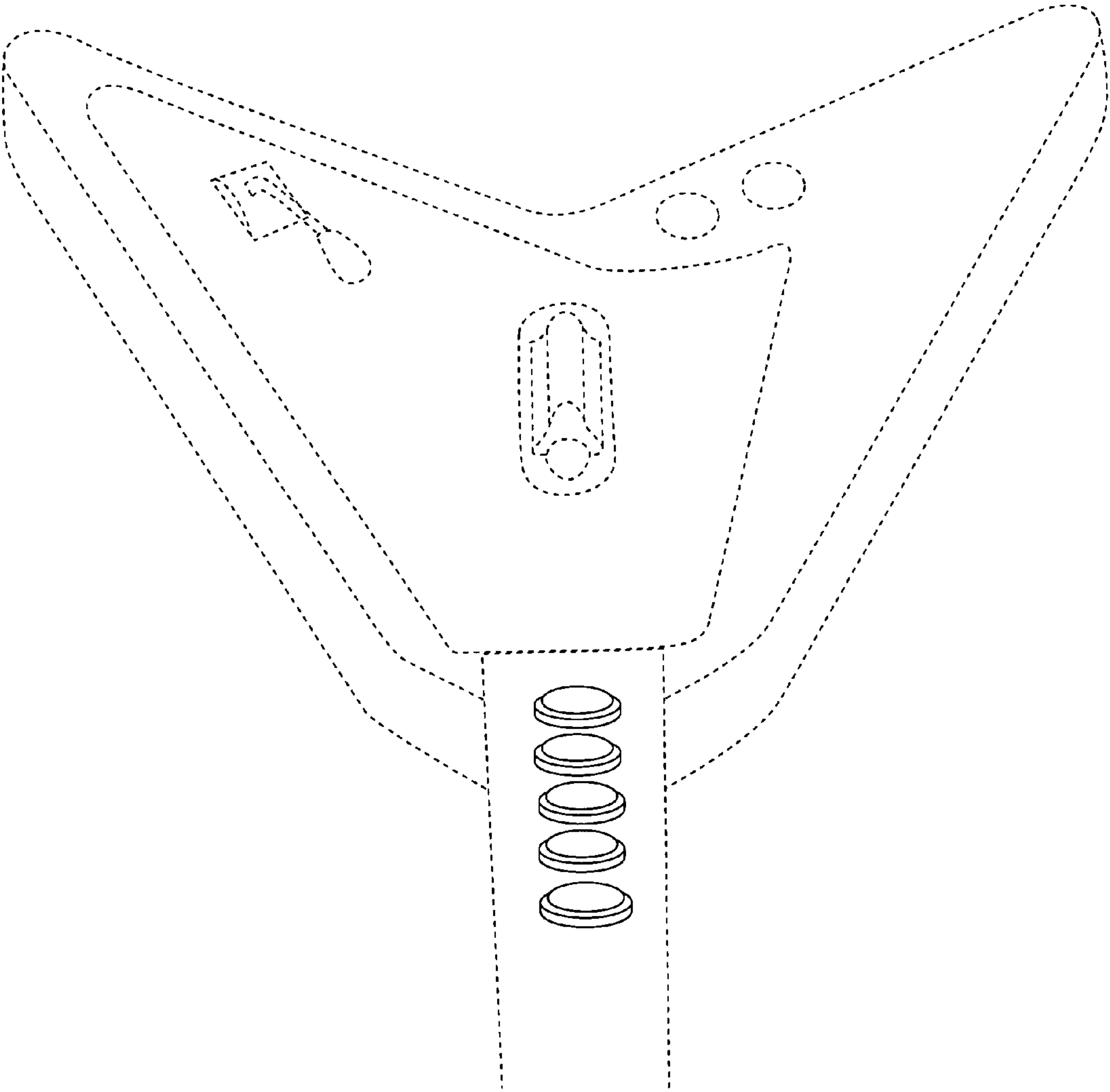


FIG. 3

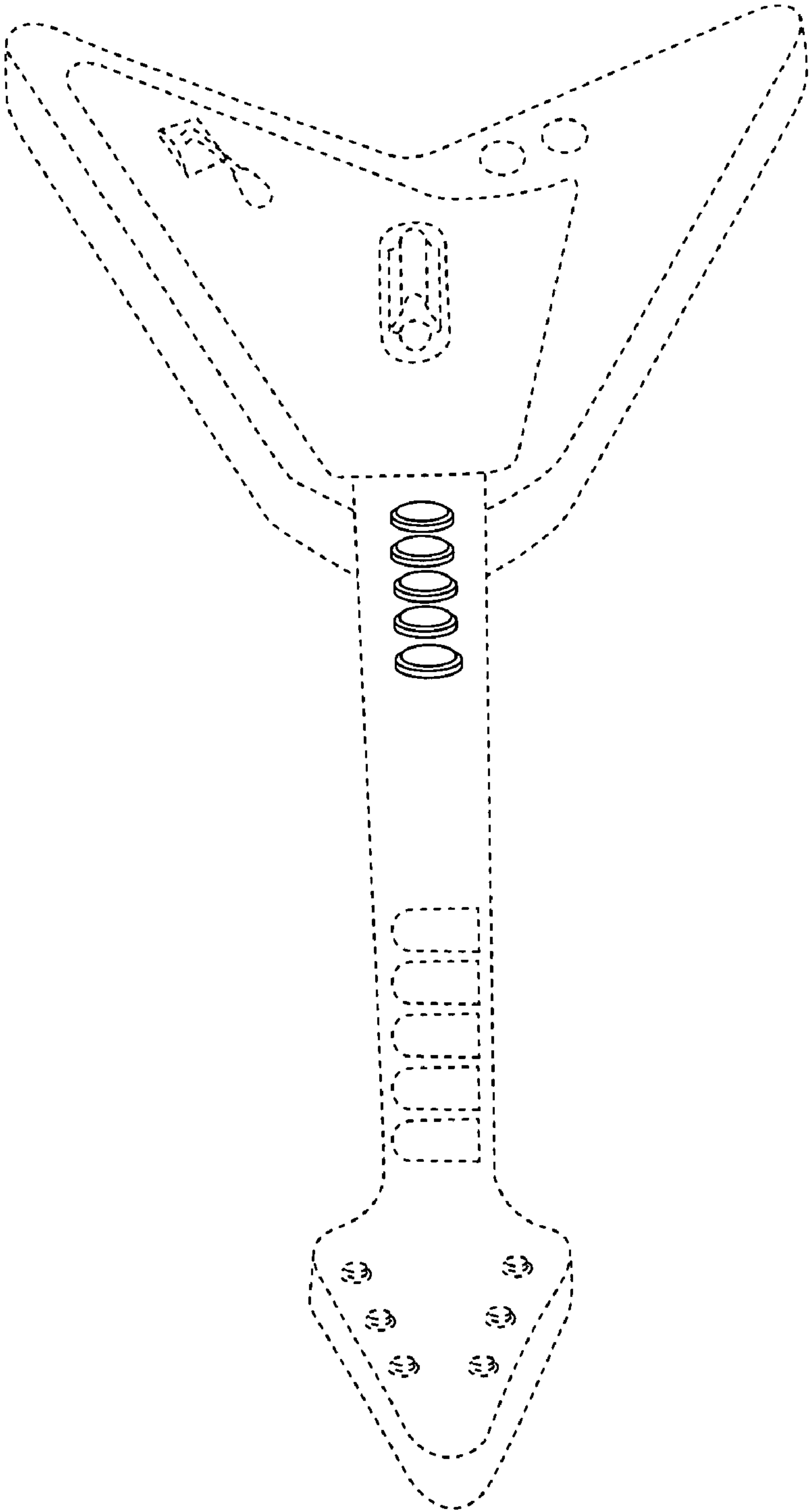


FIG. 4

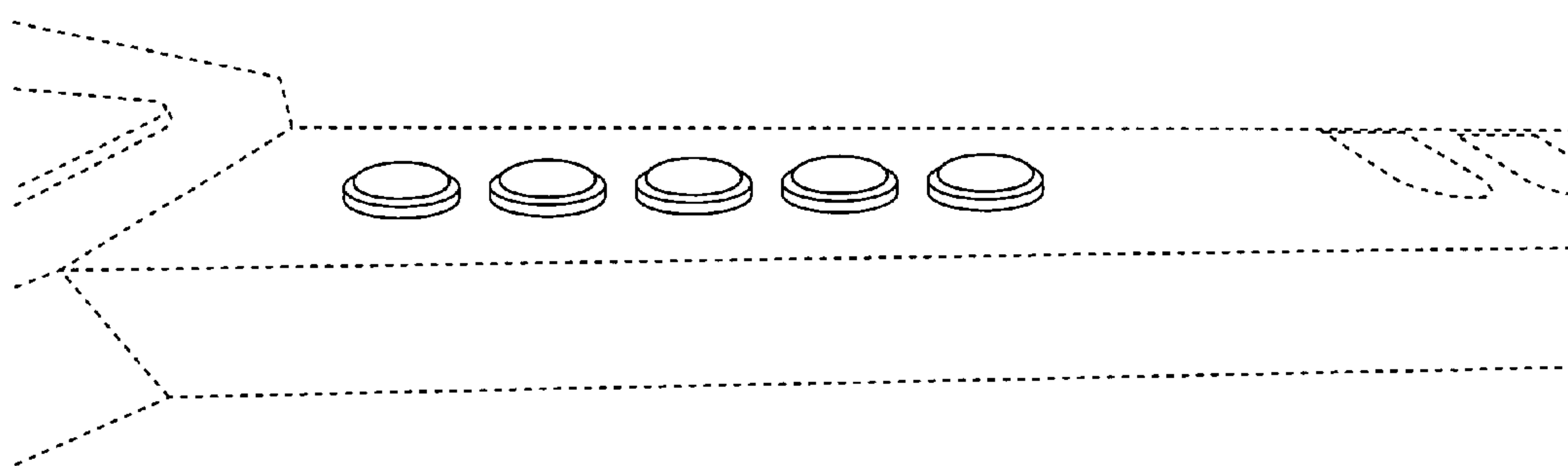


FIG. 5

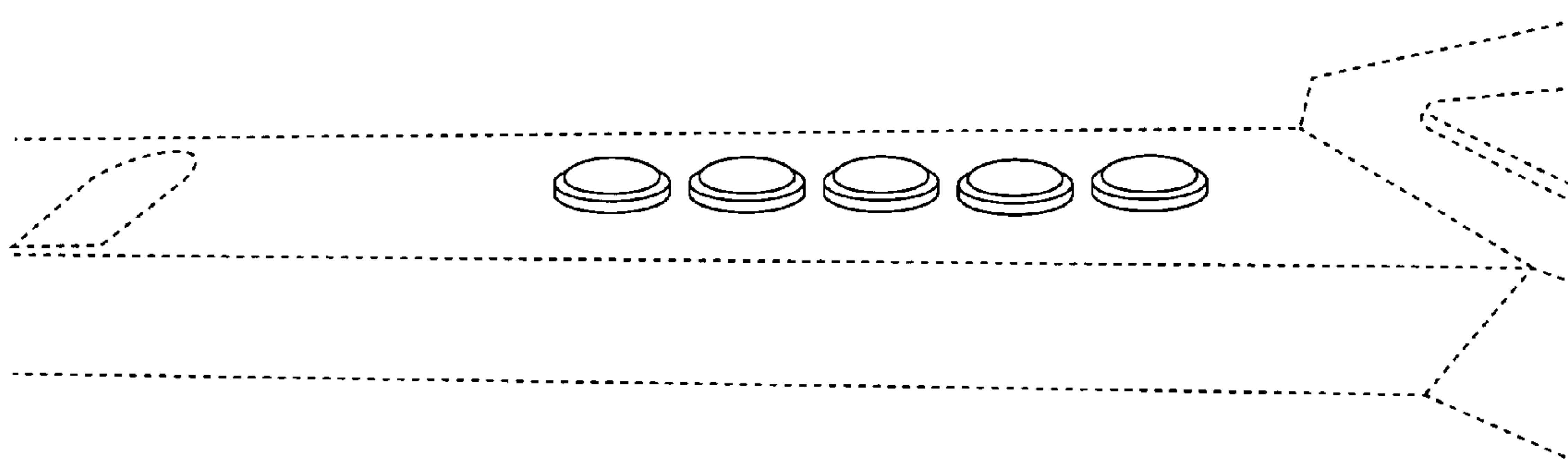


FIG. 6

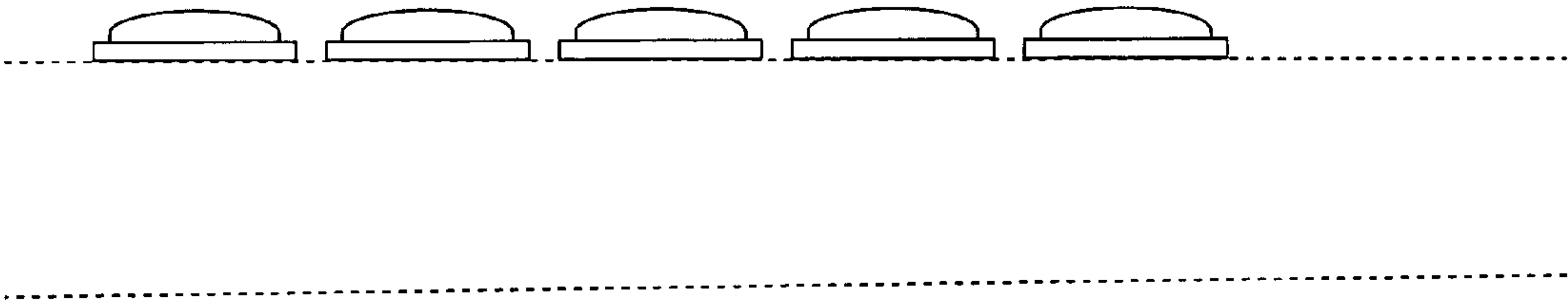


FIG. 7