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Ashida et al.

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

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

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(30) **Foreign Application Priority Data**

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May 2, 2006	(JP)	2006-011504
May 2, 2006	(JP)	2006-011509
May 2, 2006	(JP)	2006-011512

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

(52) **U.S. Cl.** **D14/400**; D21/328; D21/333

(58) **Field of Classification Search** D14/399-401, D14/412, 356, 432, 454, 496; 273/148 B, 273/148 R; 463/1, 29, 43-47; 345/156, 345/161, 168, 169; 74/469, 471 R, 471 XY; D21/324-328, 330-333

See application file for complete search history.

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(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a front, top and right perspective view of a controller for electronic game machine showing our new design;

FIG. 2 is a rear, bottom and left perspective view thereof;

FIG. 3 is a front view thereof;

FIG. 4 is a rear view thereof;

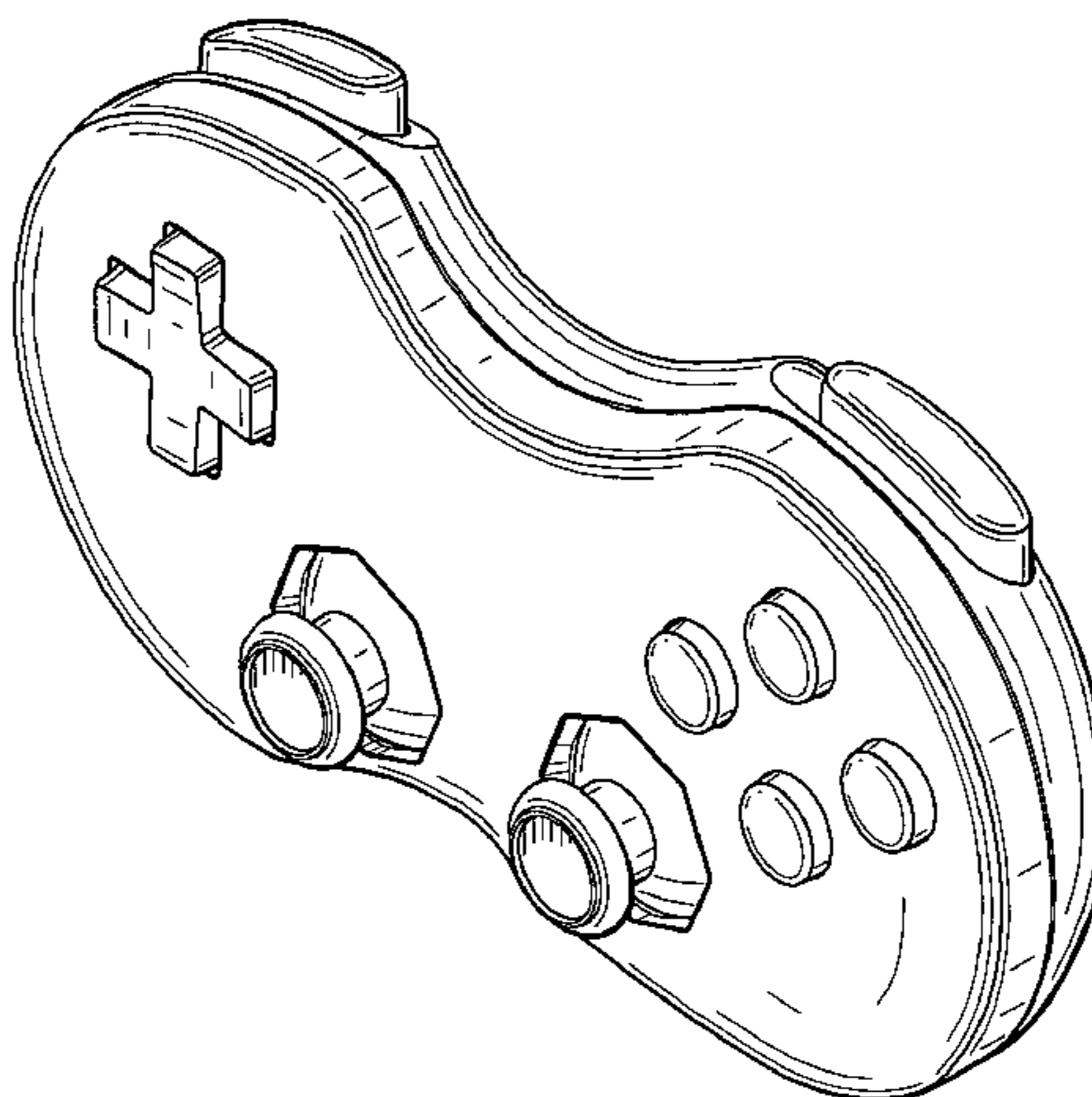
FIG. 5 is a top plan view thereof;

FIG. 6 is a bottom plan view thereof;

FIG. 7 is a left side view thereof; and,

FIG. 8 is a front, top and right perspective view of a controller for electronic game machine showing a third embodiment of our new design.

1 Claim, 3 Drawing Sheets



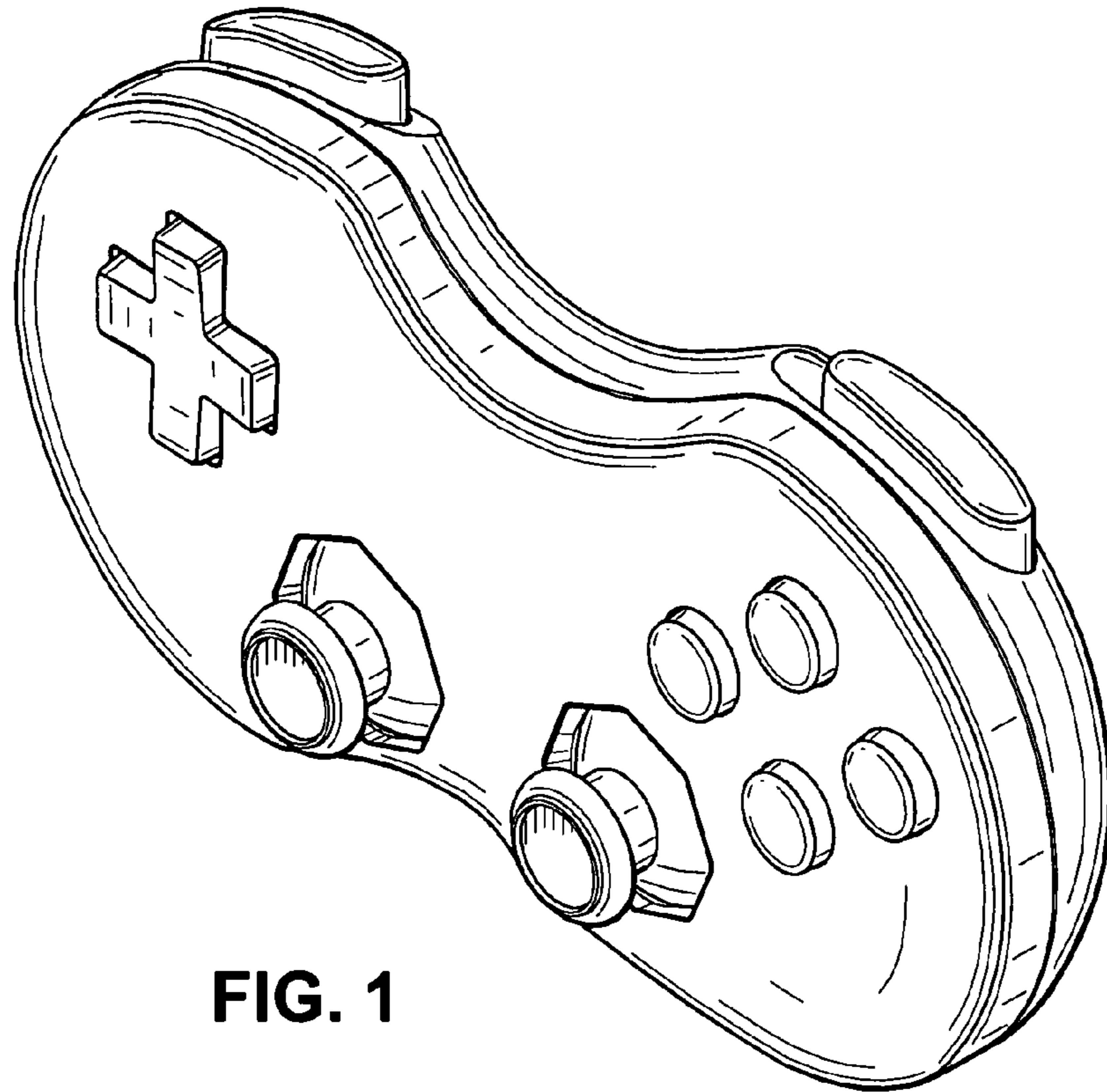


FIG. 1

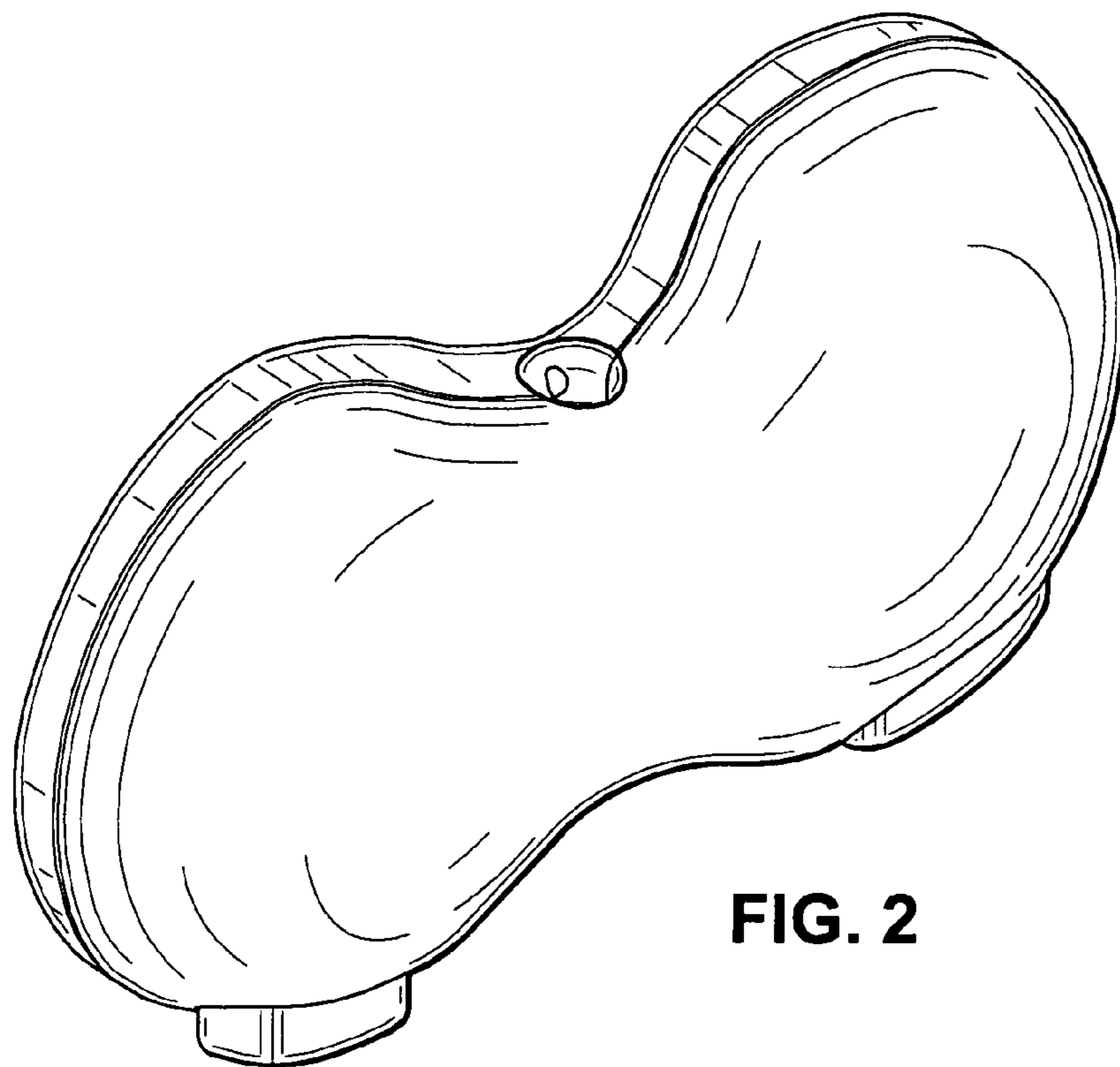


FIG. 2

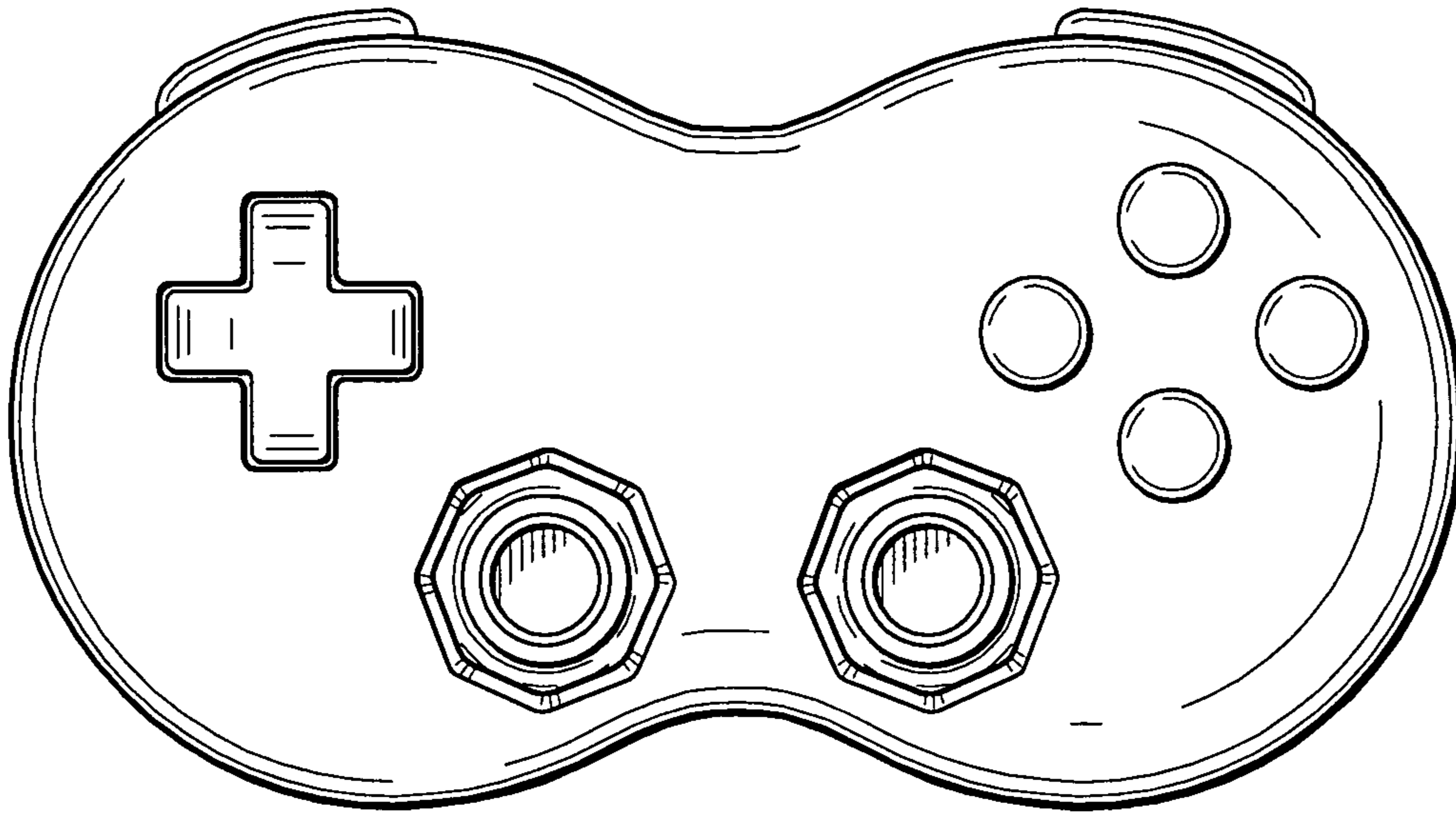


FIG. 3

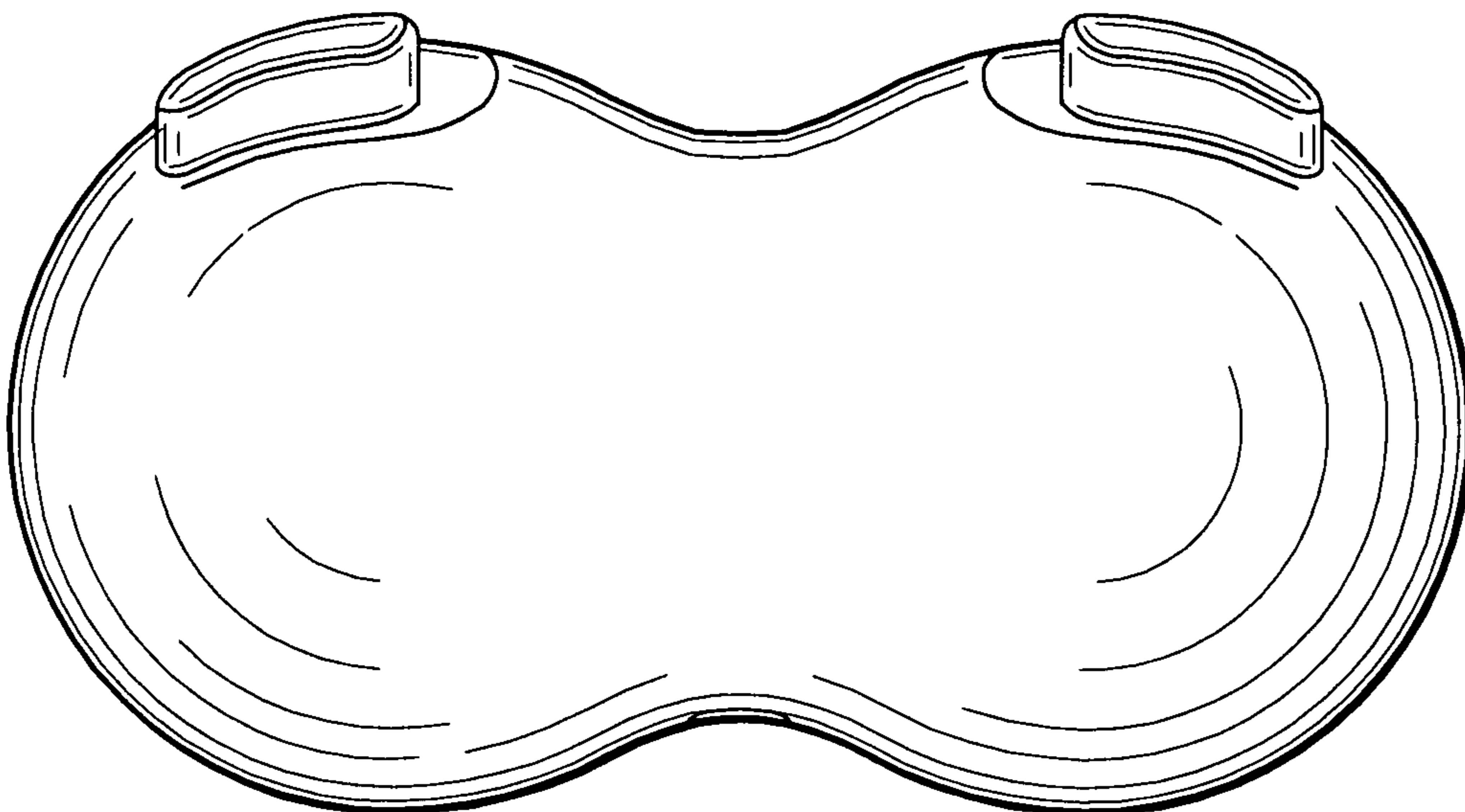


FIG. 4

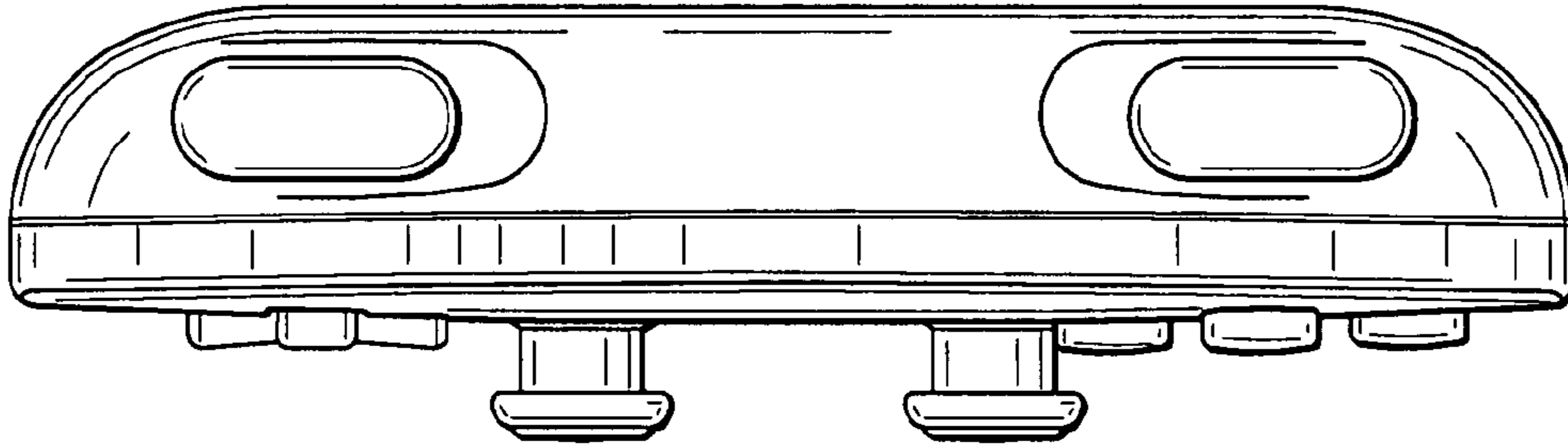


FIG. 5

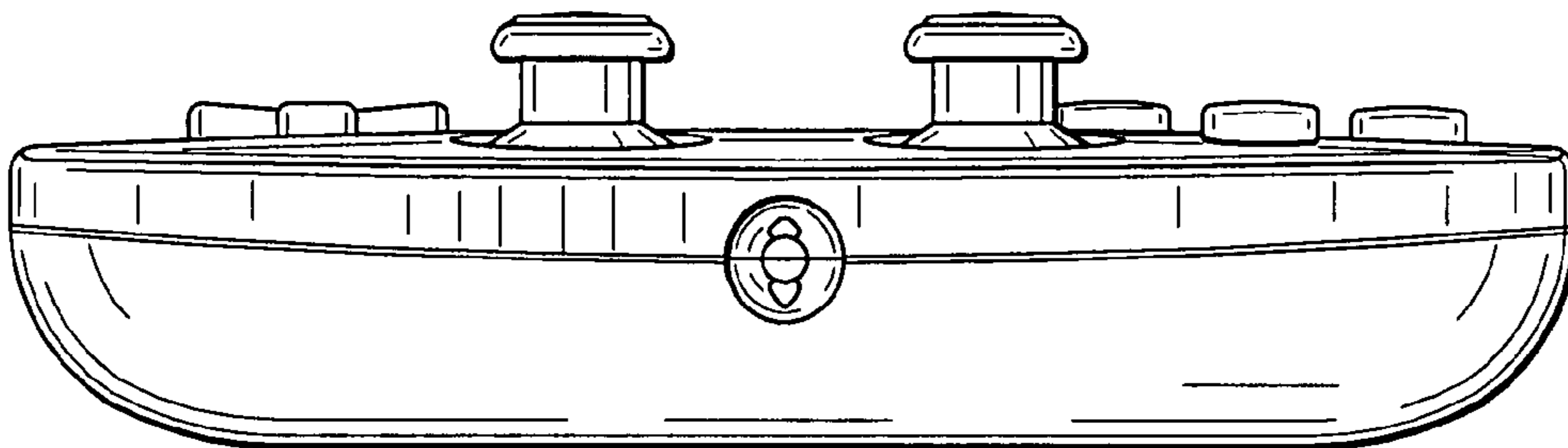


FIG. 6

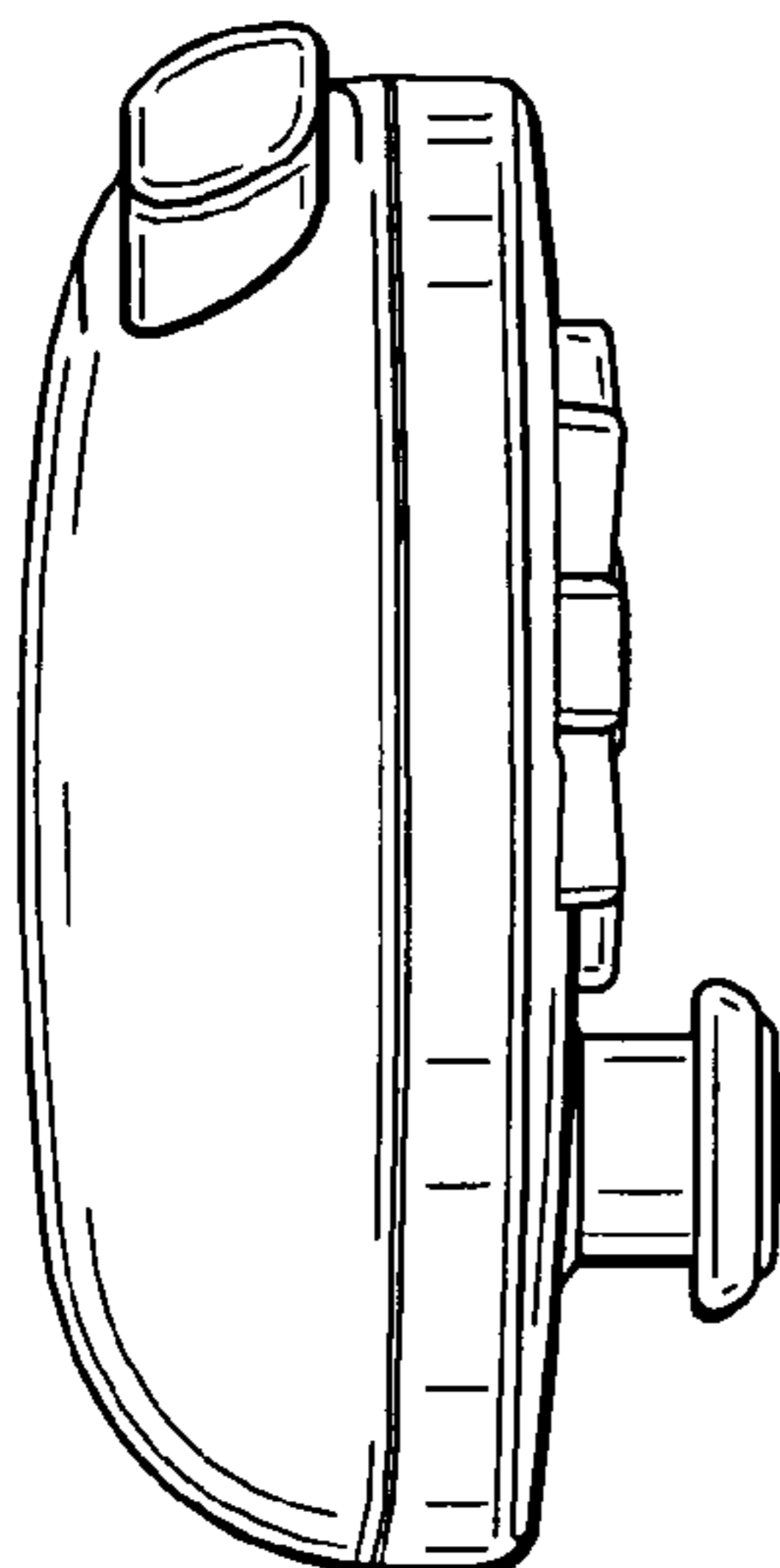


FIG. 7

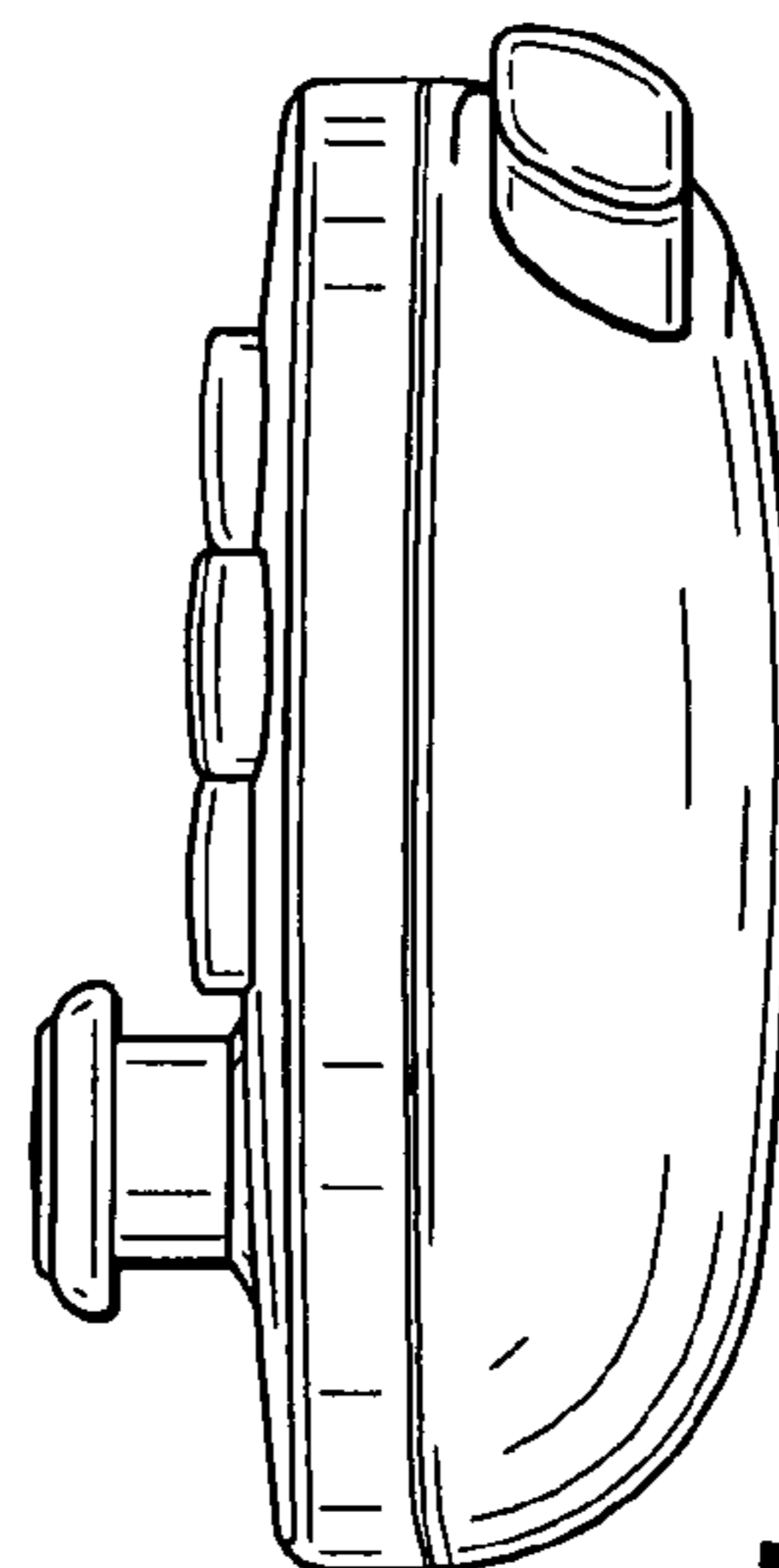


FIG. 8