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(12) **United States Design Patent**  
**Ashida et al.**

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

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(73) Assignee: **Nintendo Co., Ltd.**, Kyoto (JP)

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

(21) Appl. No.: **29/300,251**

(22) Filed: **Mar. 5, 2008**

**Related U.S. Application Data**

(60) Continuation of application No. 29/287,574, filed on Aug. 24, 2007, now Pat. No. Des. 567,243, which is a division of application No. 29/253,817, filed on Feb. 14, 2006, now Pat. No. Des. 556,760.

(30) **Foreign Application Priority Data**

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Aug. 17, 2005 (JP) ..... 2005-23854

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

(52) **U.S. Cl.** ..... **D14/412; D21/333**

(58) **Field of Classification Search** ..... D14/217, D14/218, 356, 388, 399, 400, 401, 412-416, D14/432, 454-457, 496; D21/324, 332, D21/333; 463/1, 30, 36-38, 46, 47; 273/148 B, 273/148 R; 345/156-161, 905  
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 top right perspective view of a controller for an electronic game machine in accordance with our new design;

FIG. 2 is a bottom left perspective view thereof;

FIG. 3 is a top plan view thereof;

FIG. 4 is a bottom plan view thereof;

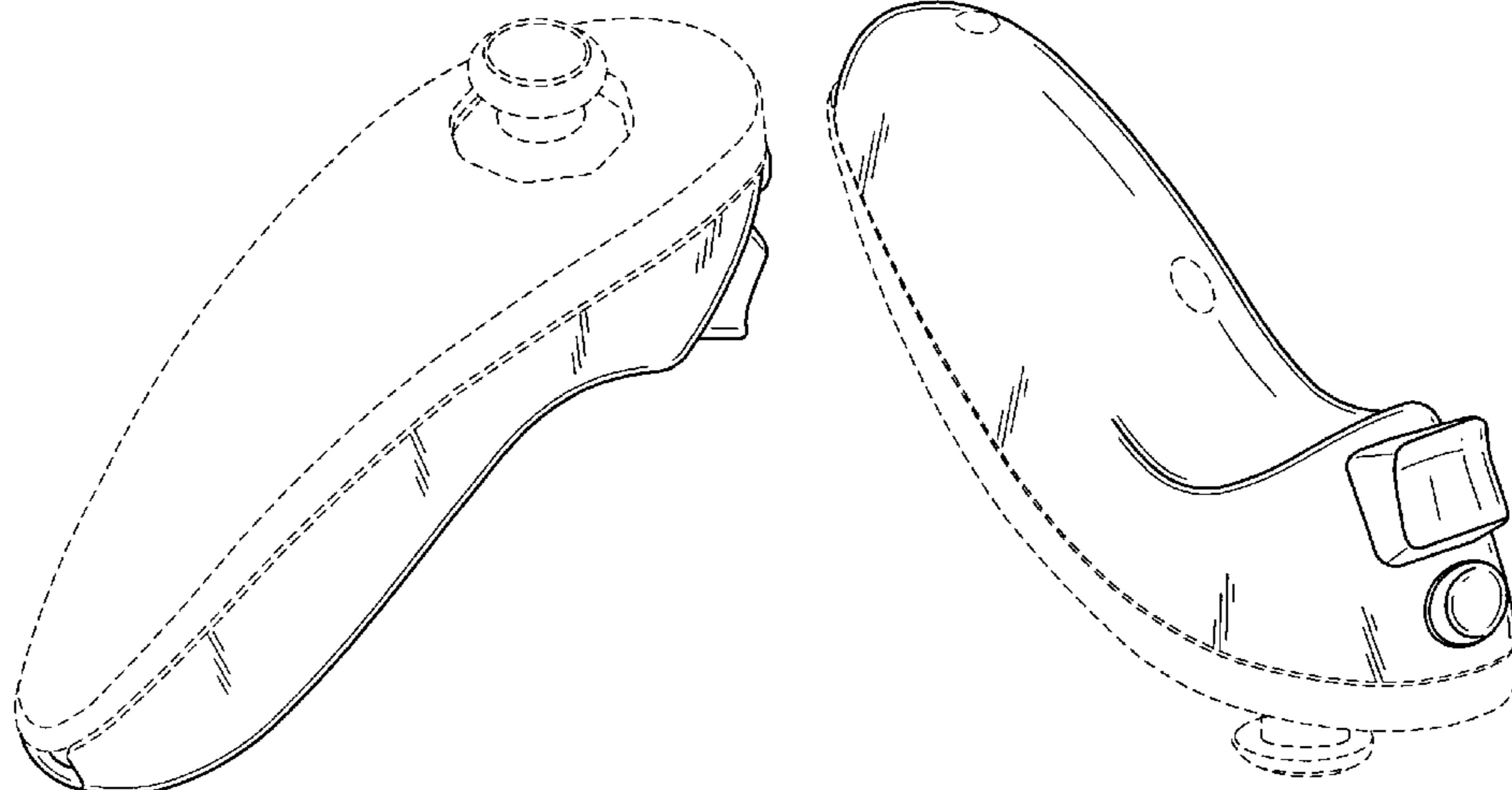
FIG. 5 is a right side view thereof, a left side view being a mirror image thereof;

FIG. 6 is a front elevation view thereof; and,

FIG. 7 is a rear elevation view thereof.

The broken lines immediately adjacent the shaded areas represent the bounds of the claimed design while all other broken lines are directed to environment and are for illustrative purposes only; the broken lines form no part of the claimed design.

**1 Claim, 3 Drawing Sheets**



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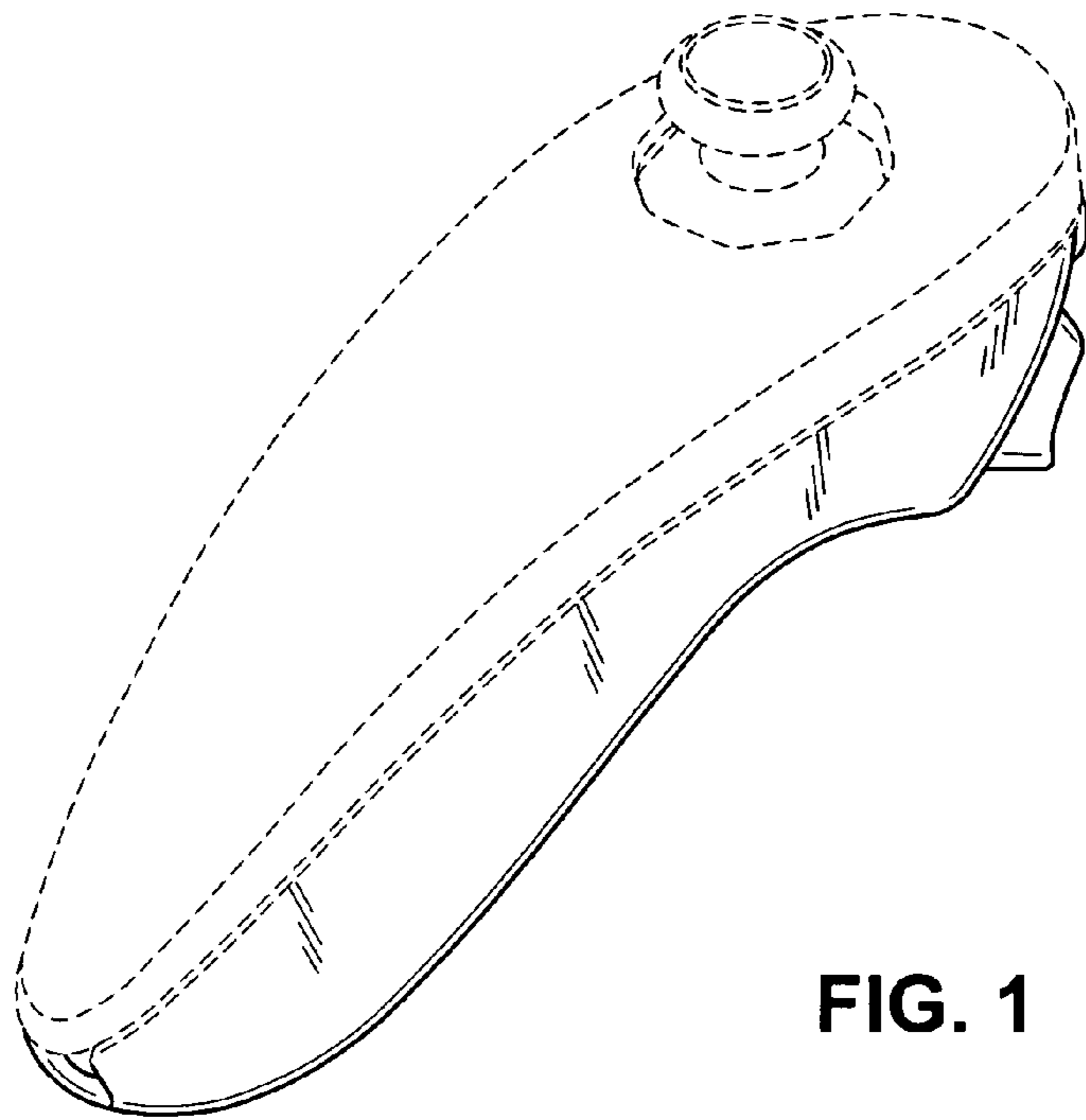
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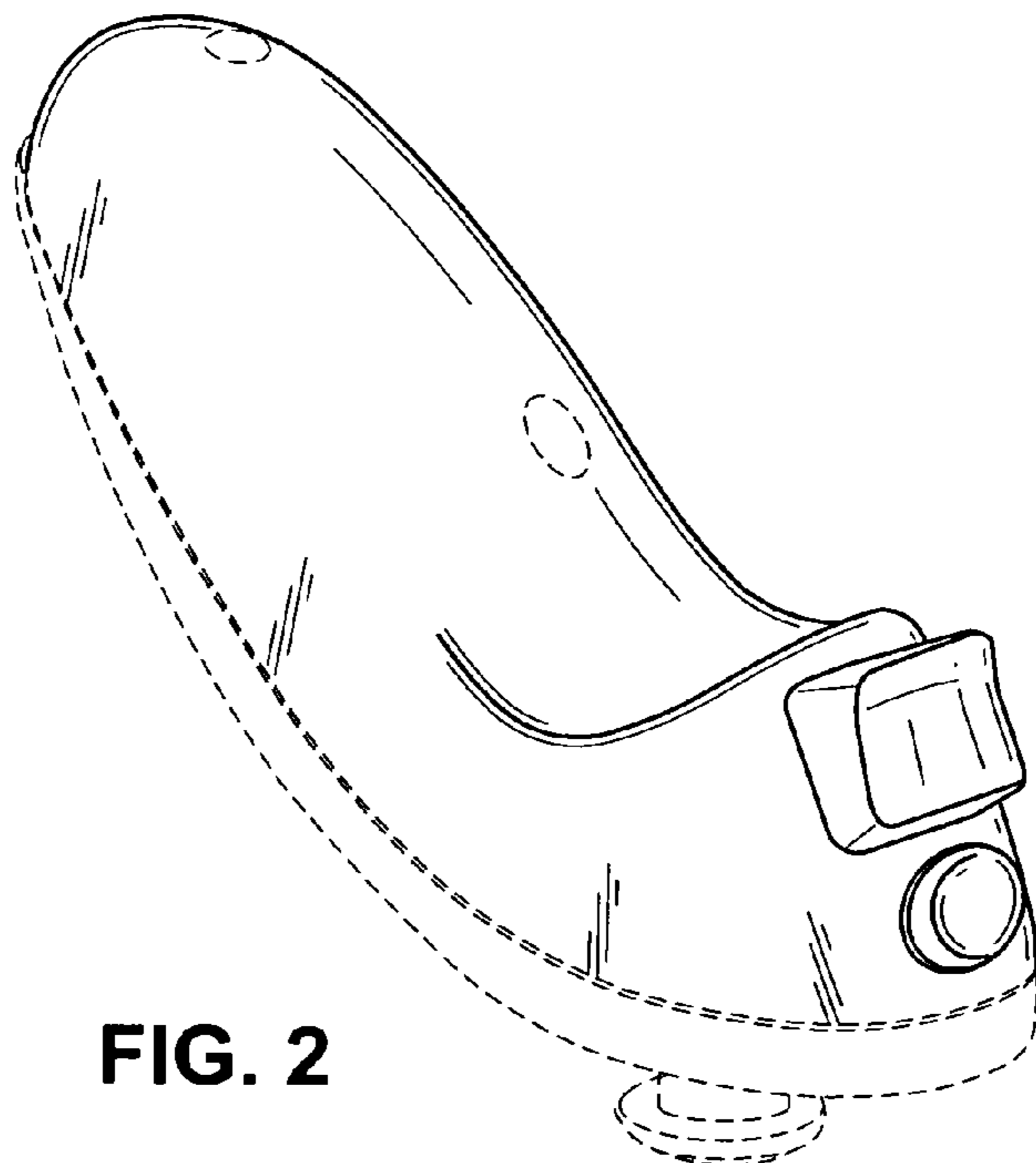
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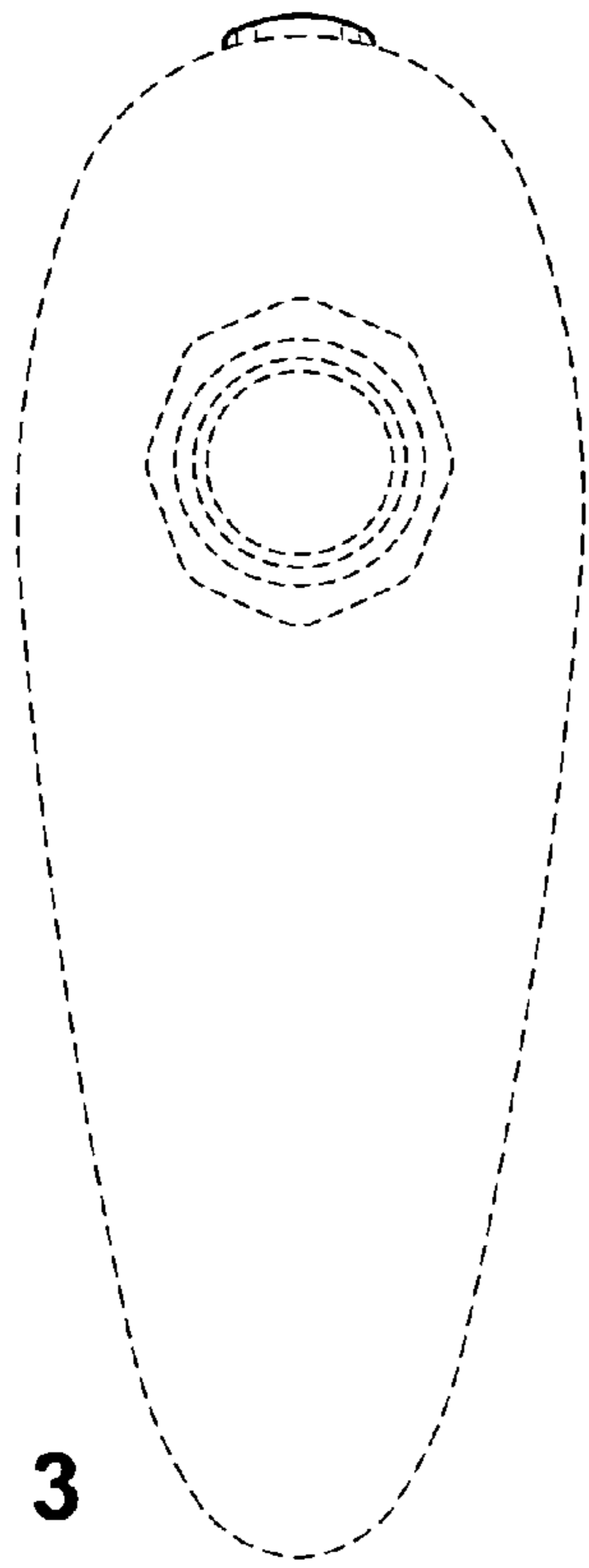
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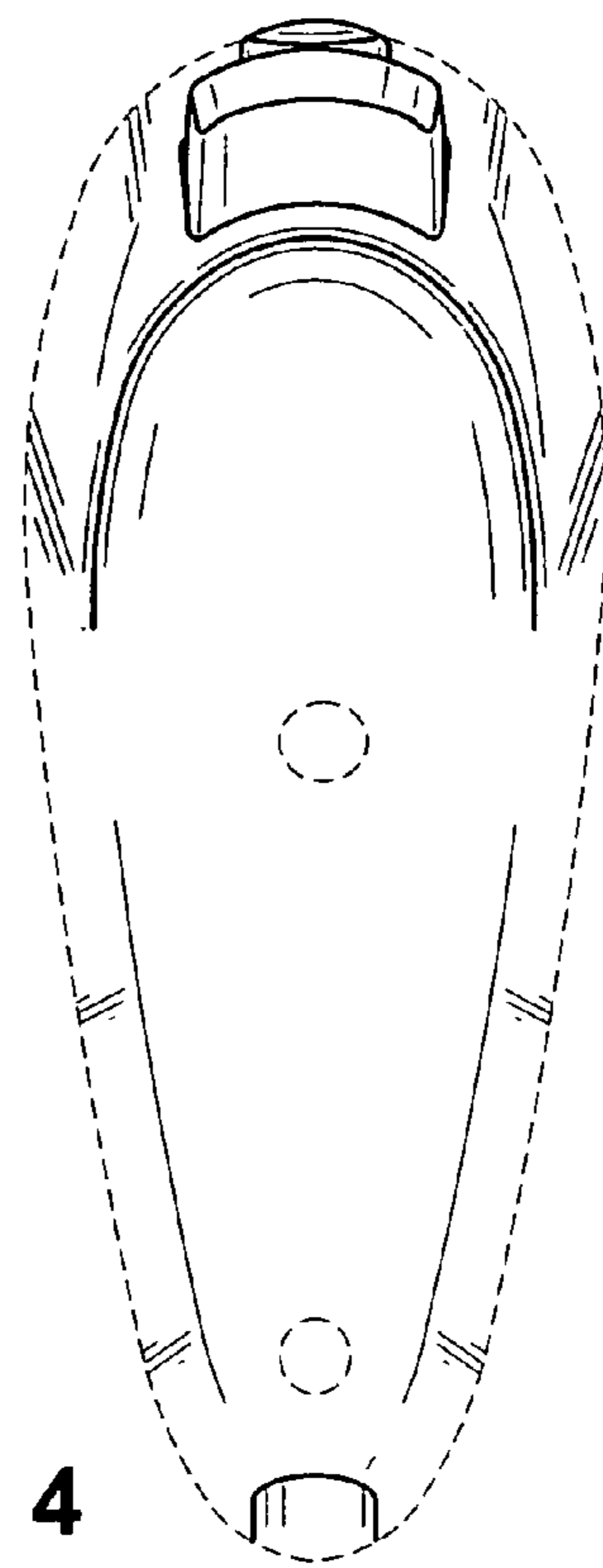
**FIG. 1**



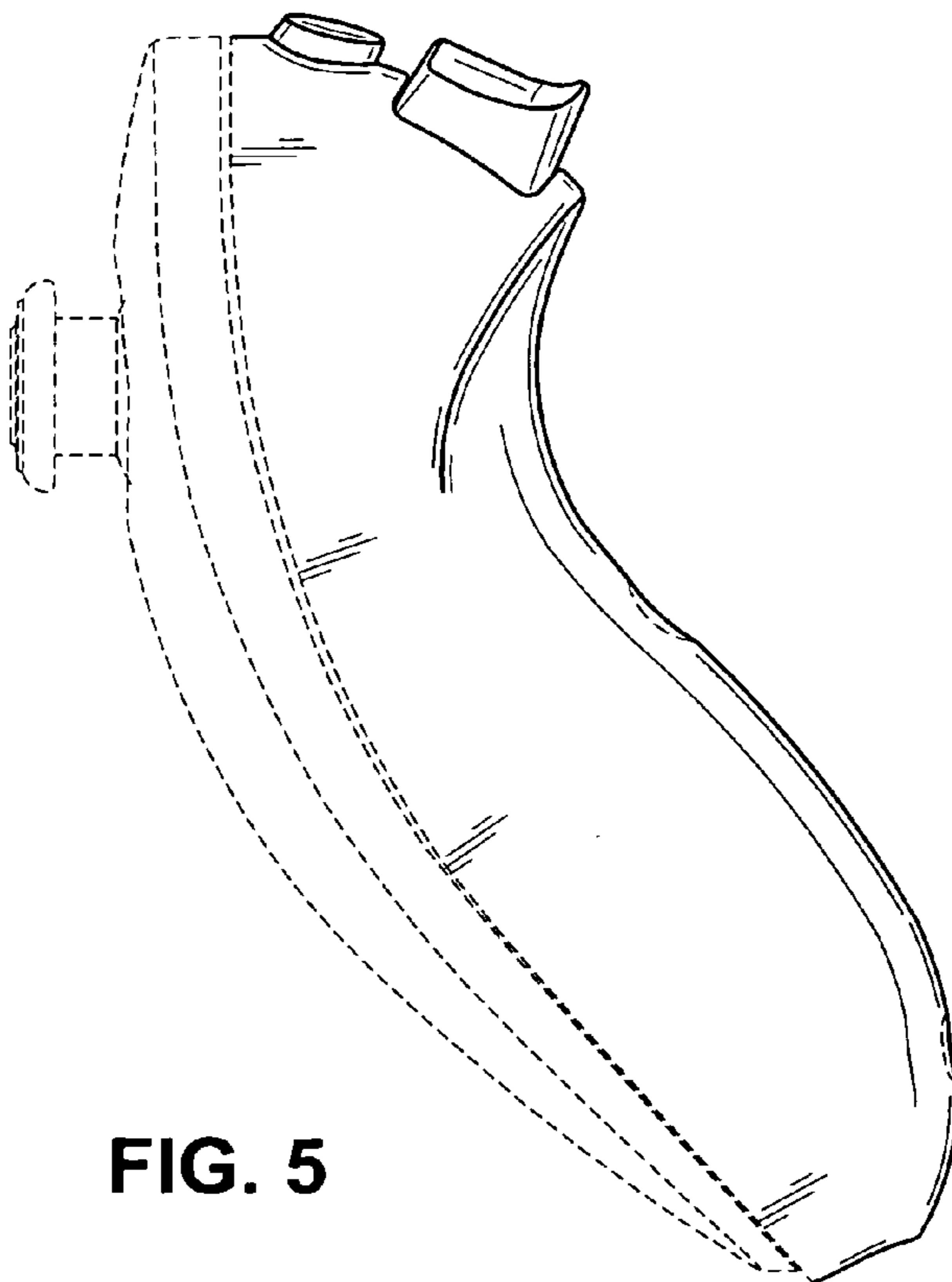
**FIG. 2**



**FIG. 3**



**FIG. 4**



**FIG. 5**



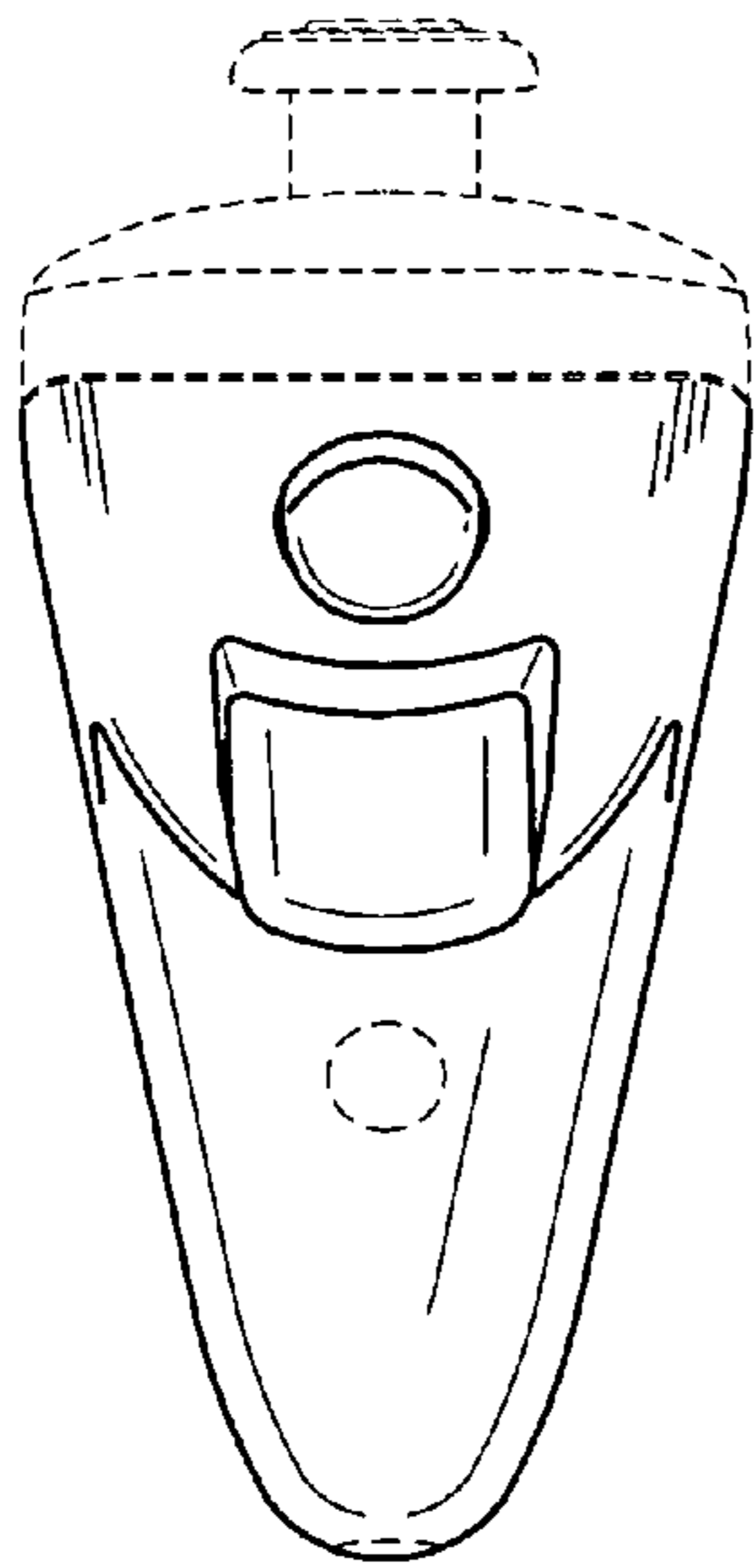


FIG. 6

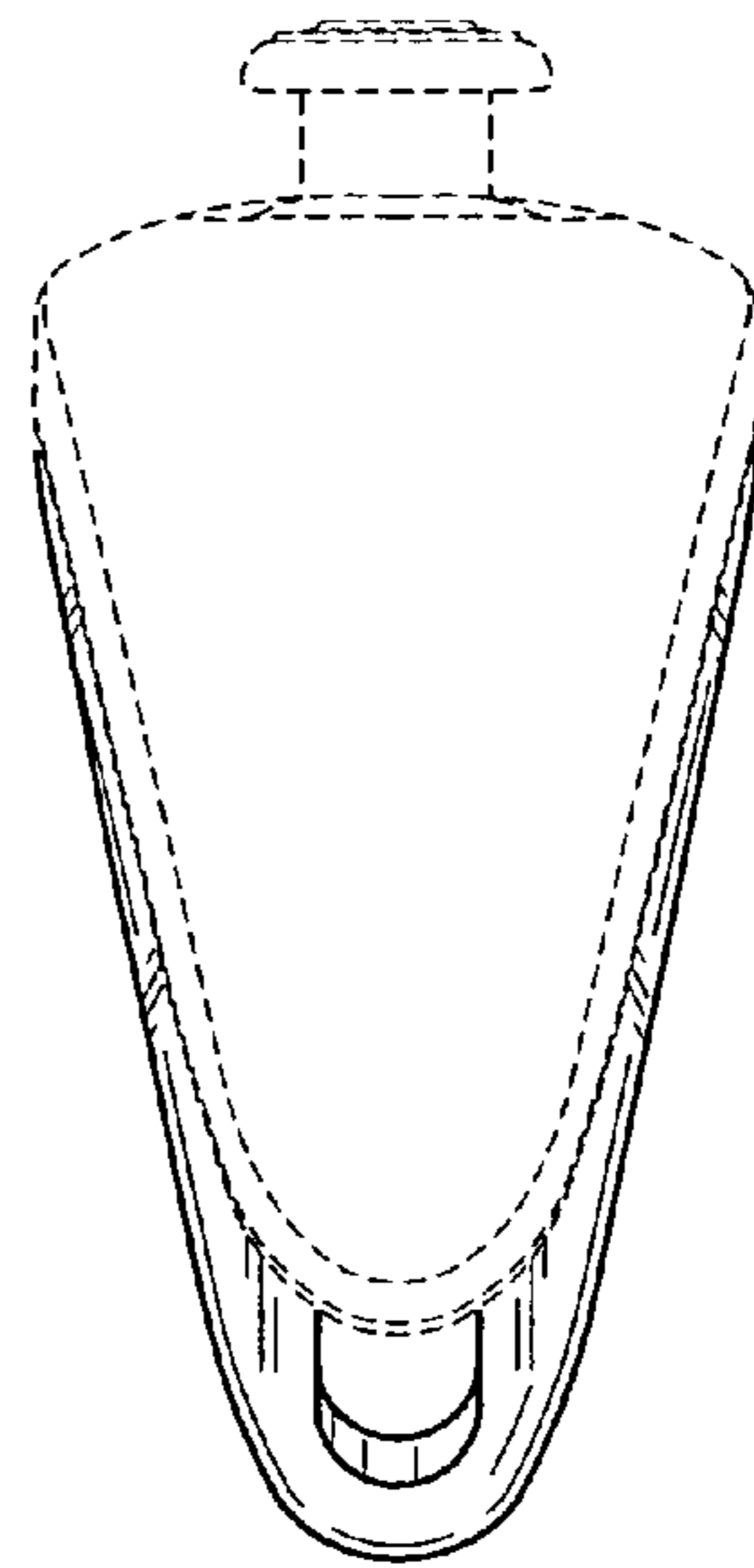


FIG. 7