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

(10) **Patent No.:** **US D601,565 S**  
(45) **Date of Patent:** **\*\* Oct. 6, 2009**

(54) **CONTROLLER FOR GAME MACHINE**

(75) Inventor: **Makoto Maeno**, Sagamihara (JP)

(73) Assignee: **Namco Bandai Games Inc.**, Tokyo (JP)

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

(21) Appl. No.: **29/328,783**

(22) Filed: **Dec. 2, 2008**

(30) **Foreign Application Priority Data**

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(51) **LOC (9) Cl.** ..... **14-03**

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

(58) **Field of Classification Search** ..... D14/217,  
D14/218, 356, 388, 399-401, 412-416, 432,  
D14/434, 454-457, 496; D21/324, 332,  
D21/333; 463/1, 30, 36-38, 46, 47; 345/156-161,  
345/905

See application file for complete search history.

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*Primary Examiner*—Prabhakar Deshmukh

*Assistant Examiner*—Keli L Hill

(74) *Attorney, Agent, or Firm*—Oliff & Berridge, PLC

(57) **CLAIM**

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

**DESCRIPTION**

FIG. 1 is a perspective view of a controller for game machine;

FIG. 2 is a front view thereof;

FIG. 3 is a top view thereof;

FIG. 4 is a right-side view thereof;

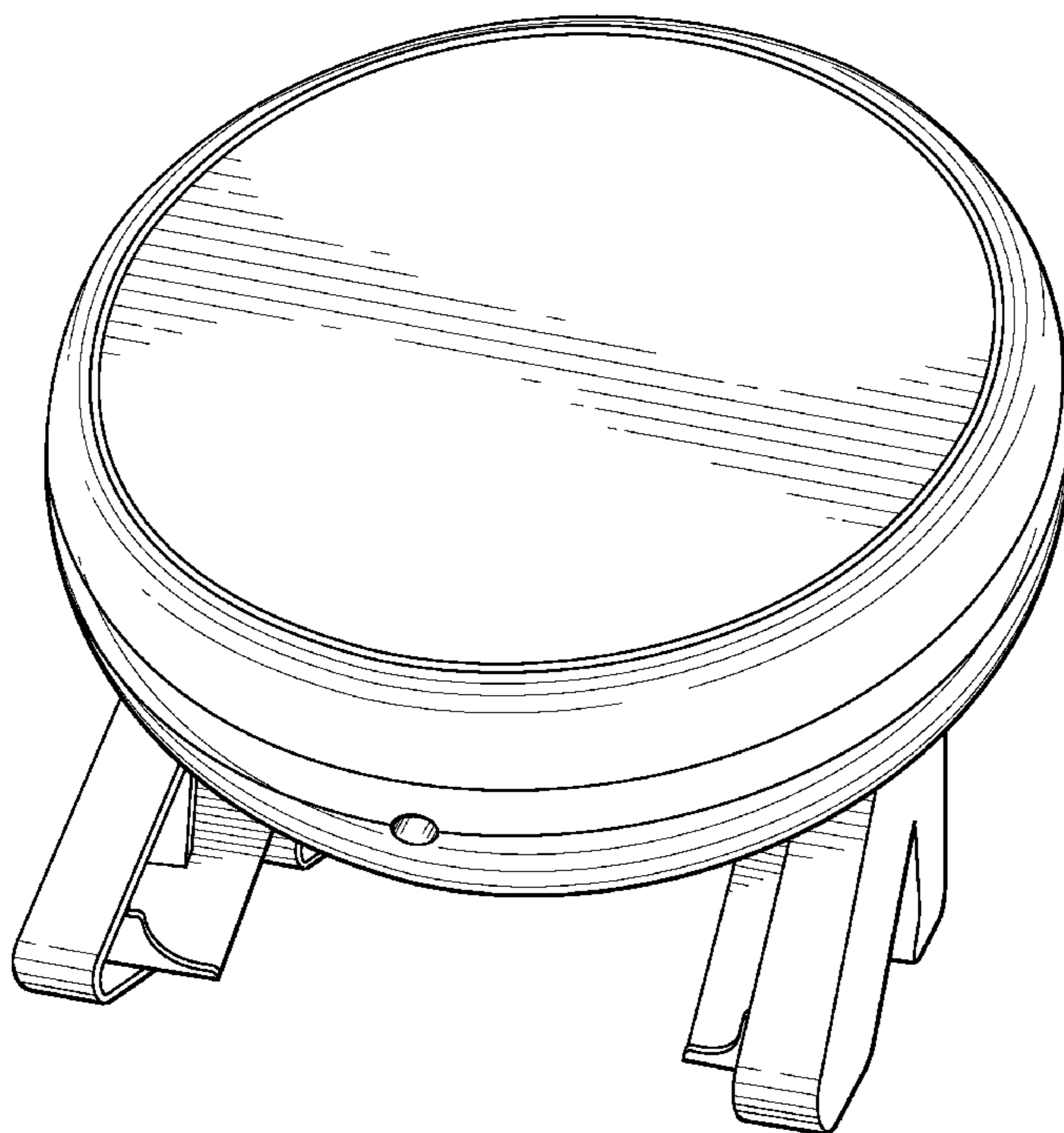
FIG. 5 is a left-side view thereof;

FIG. 6 is a rear view thereof; and,

FIG. 7 is a bottom view thereof.

The broken lines represent the portions of the design that form no part of the claim.

**1 Claim, 5 Drawing Sheets**



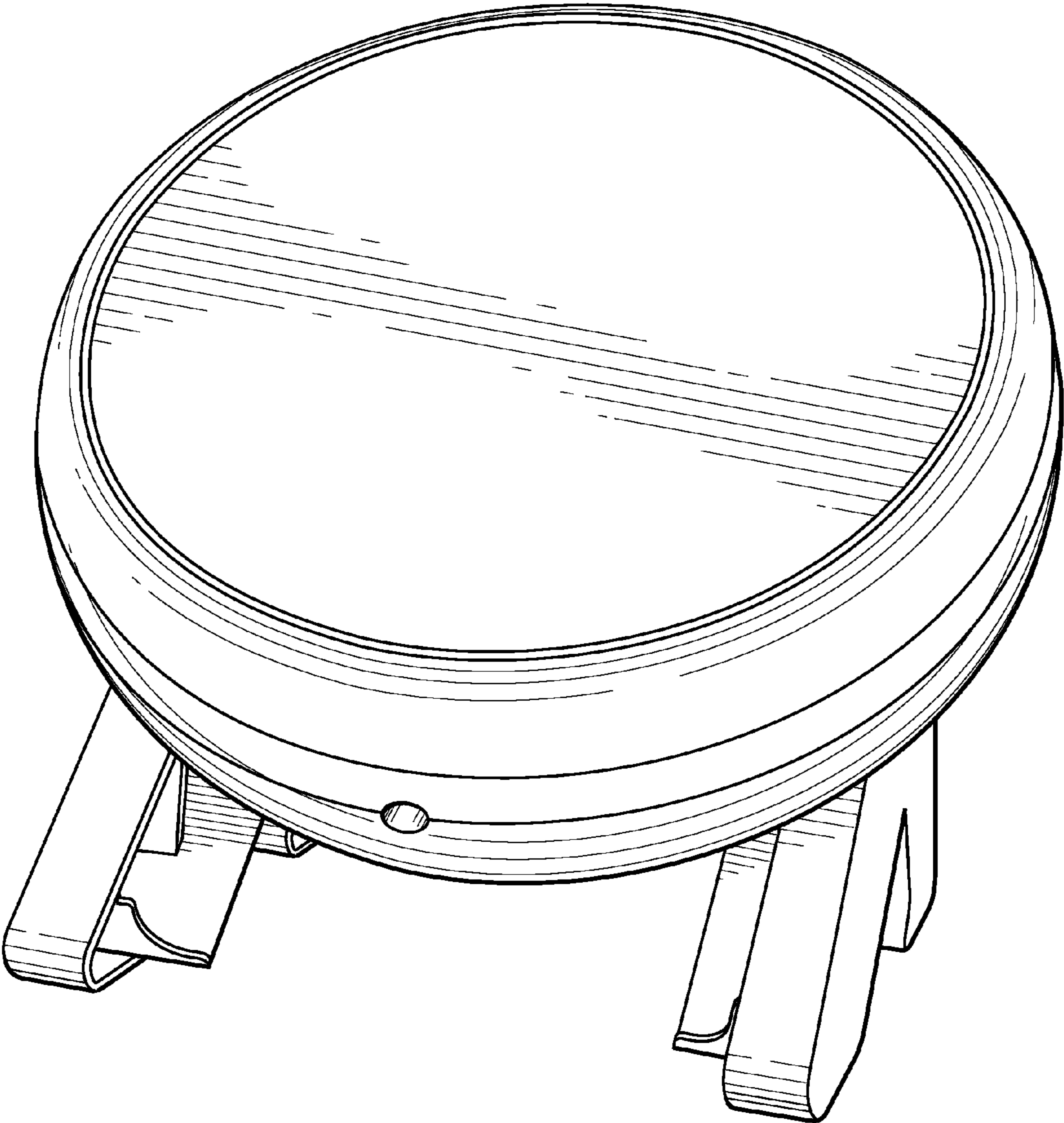


FIG. 1

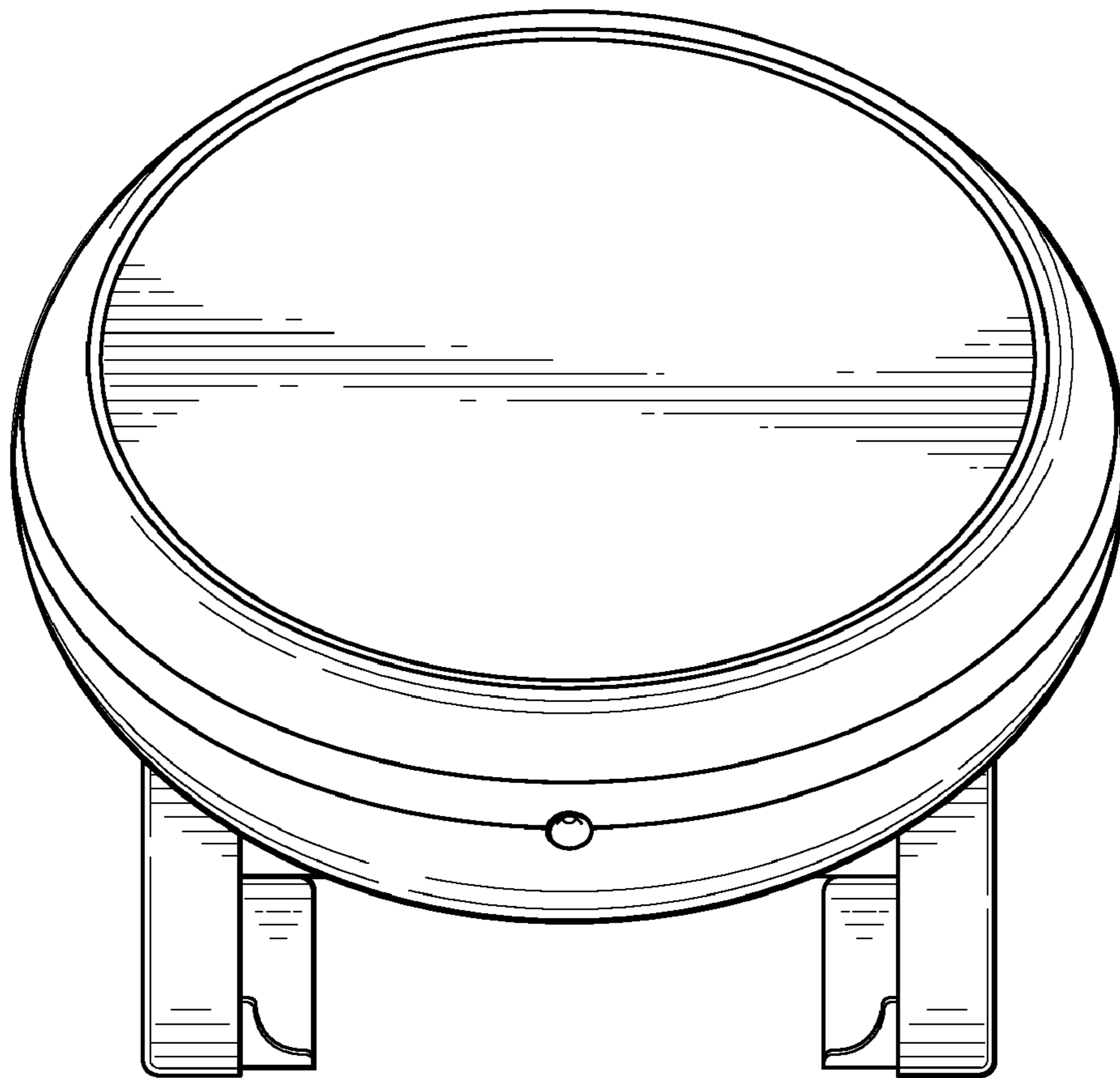


FIG. 2

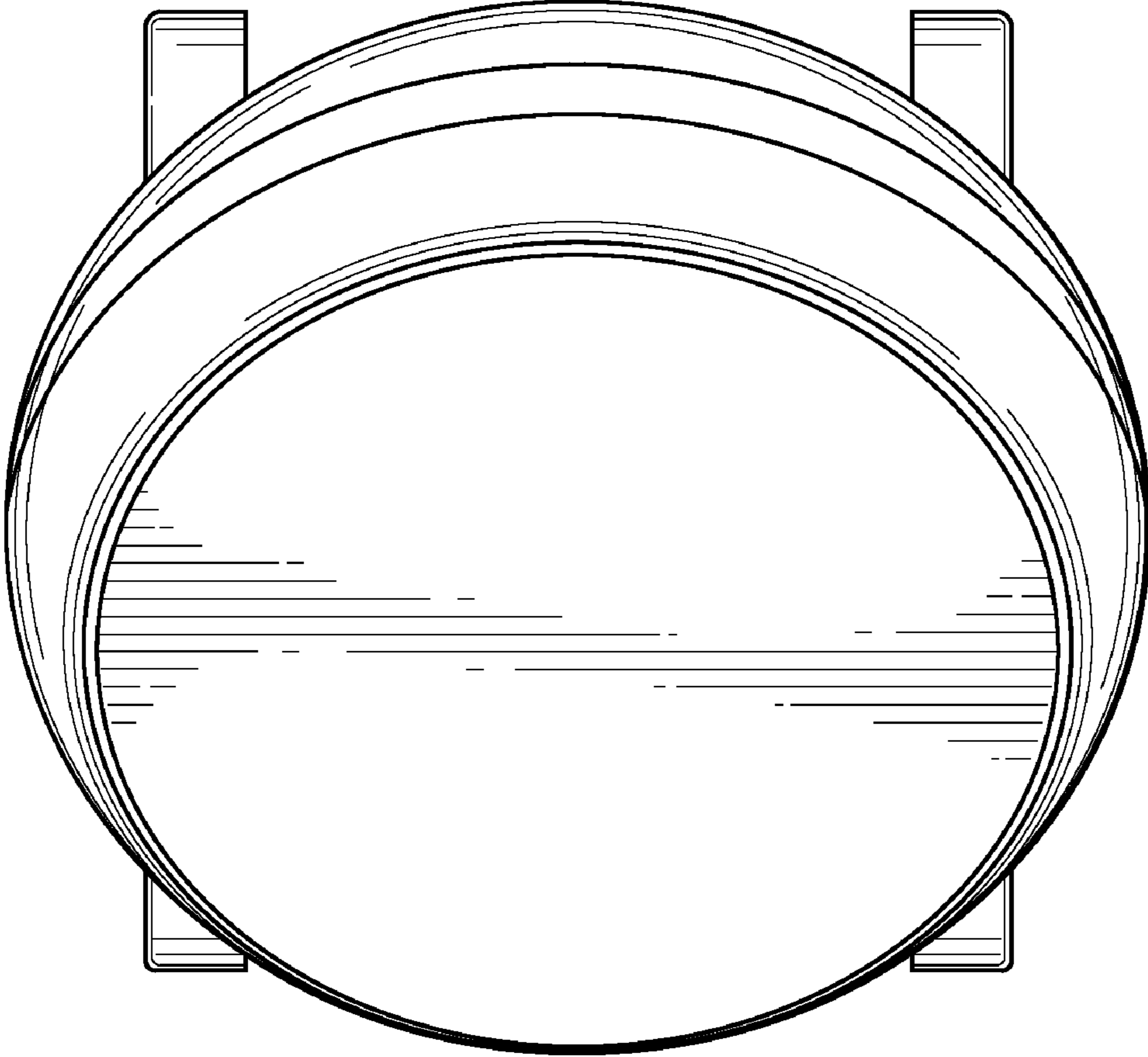


FIG. 3

FIG. 4

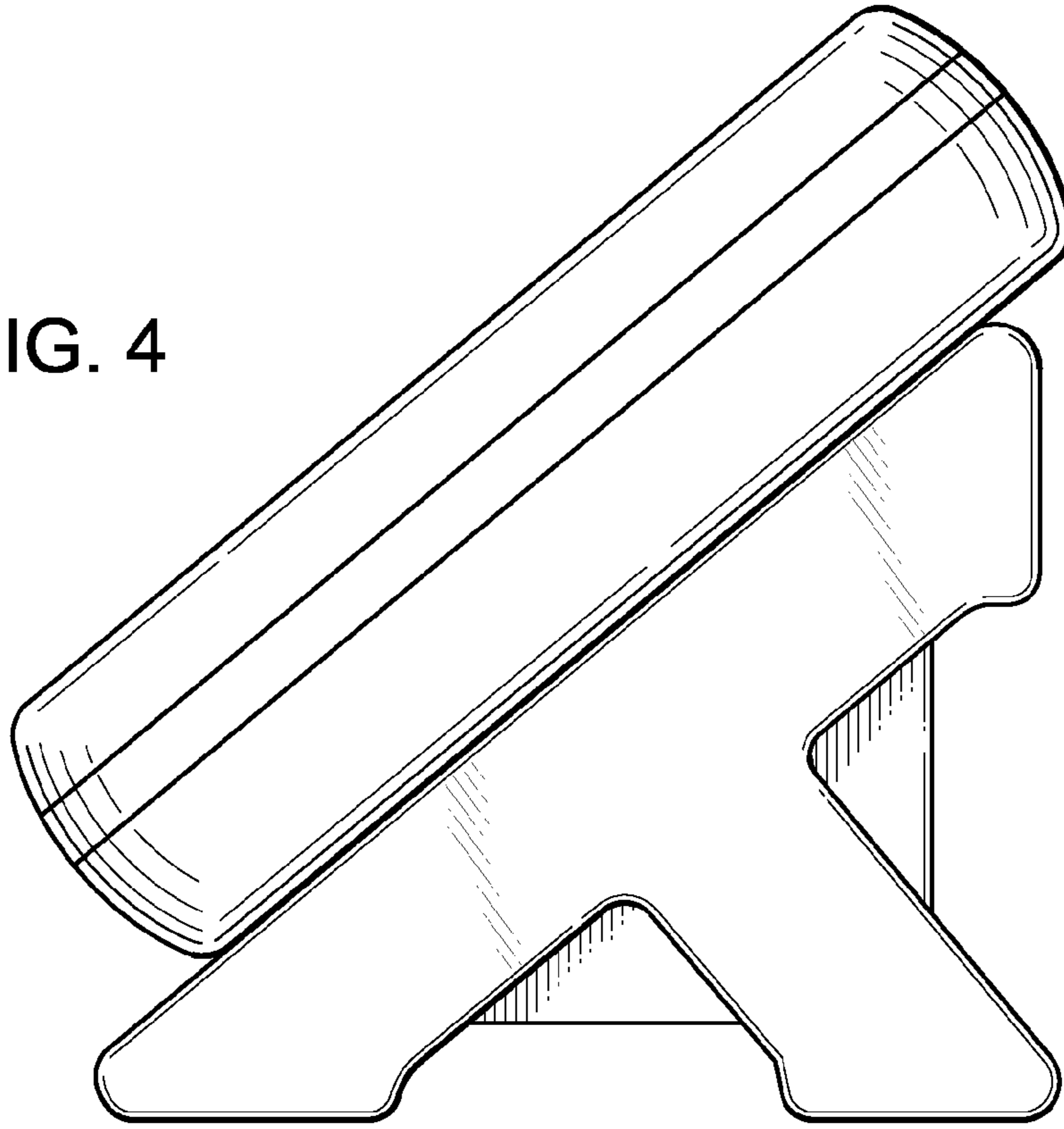


FIG. 5

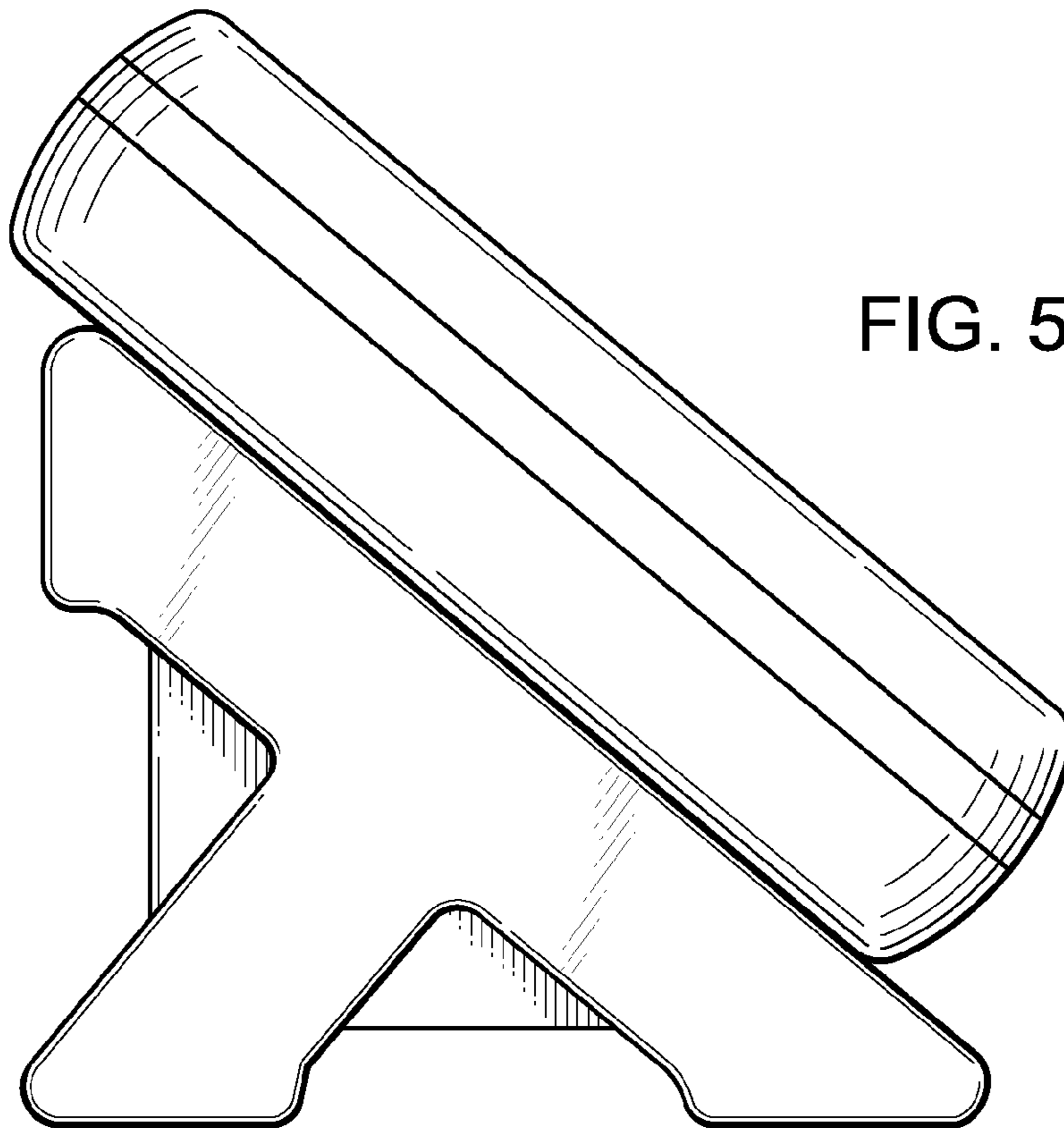


FIG. 6

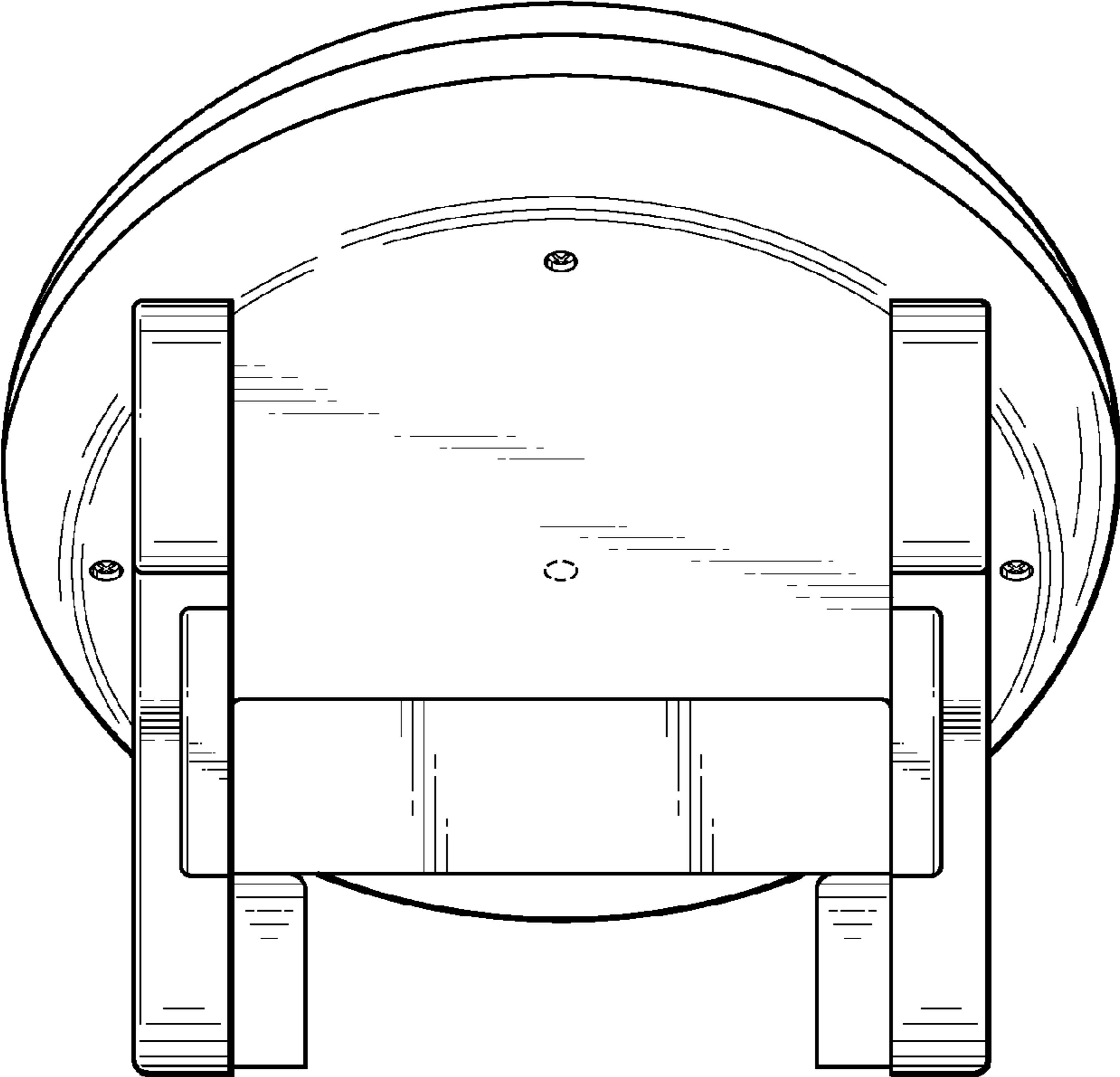


FIG. 7

