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Sakai et al.

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(54) **CONTROLLER FOR GAME MACHINE**

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

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(30) **Foreign Application Priority Data**

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(51) **LOC (10) Cl.** **21-01**

(52) **U.S. Cl.**
USPC **D21/333**; D14/418

(58) **Field of Classification Search**
USPC D14/218, 432, 356, 358, 440, 400, 401, D14/418; D21/332, 333, 324, 328; 273/148 B; 463/1, 29-47, 49-51; D3/218, 301; 361/807-810; 248/689, 248/690, 309.1, 314, 346.01, 346.03, 248/346.06, 346.04; 206/320, 305; 434/18-24; 446/473
CPC A63F 9/02; A63F 9/24; A63F 13/00; A63F 13/04; A63H 5/04; F41J 5/02
See application file for complete search history.

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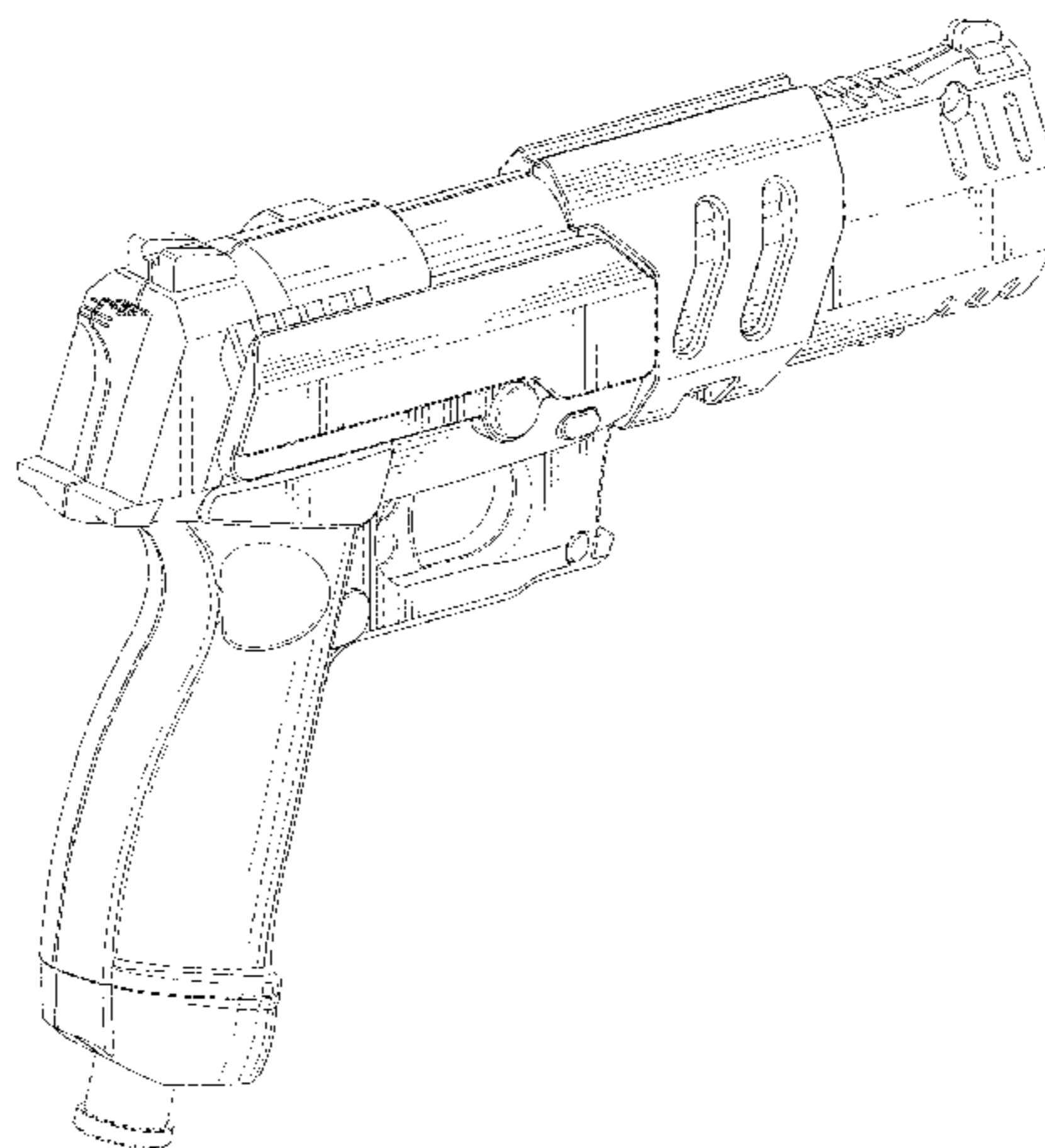
(57) **CLAIM**

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

DESCRIPTION

FIG. 1 is a rear, top, left-side perspective view of the controller for game machine;
FIG. 2 is a front elevational view thereof;
FIG. 3 is a top plan view thereof;
FIG. 4 is a right-side elevational view thereof;
FIG. 5 is a left-side elevational view thereof;
FIG. 6 is a rear elevational view thereof; and,
FIG. 7 is a bottom plan view thereof.
The broken lines depict environmental subject matter only and form no part of the claimed design.

1 Claim, 7 Drawing Sheets



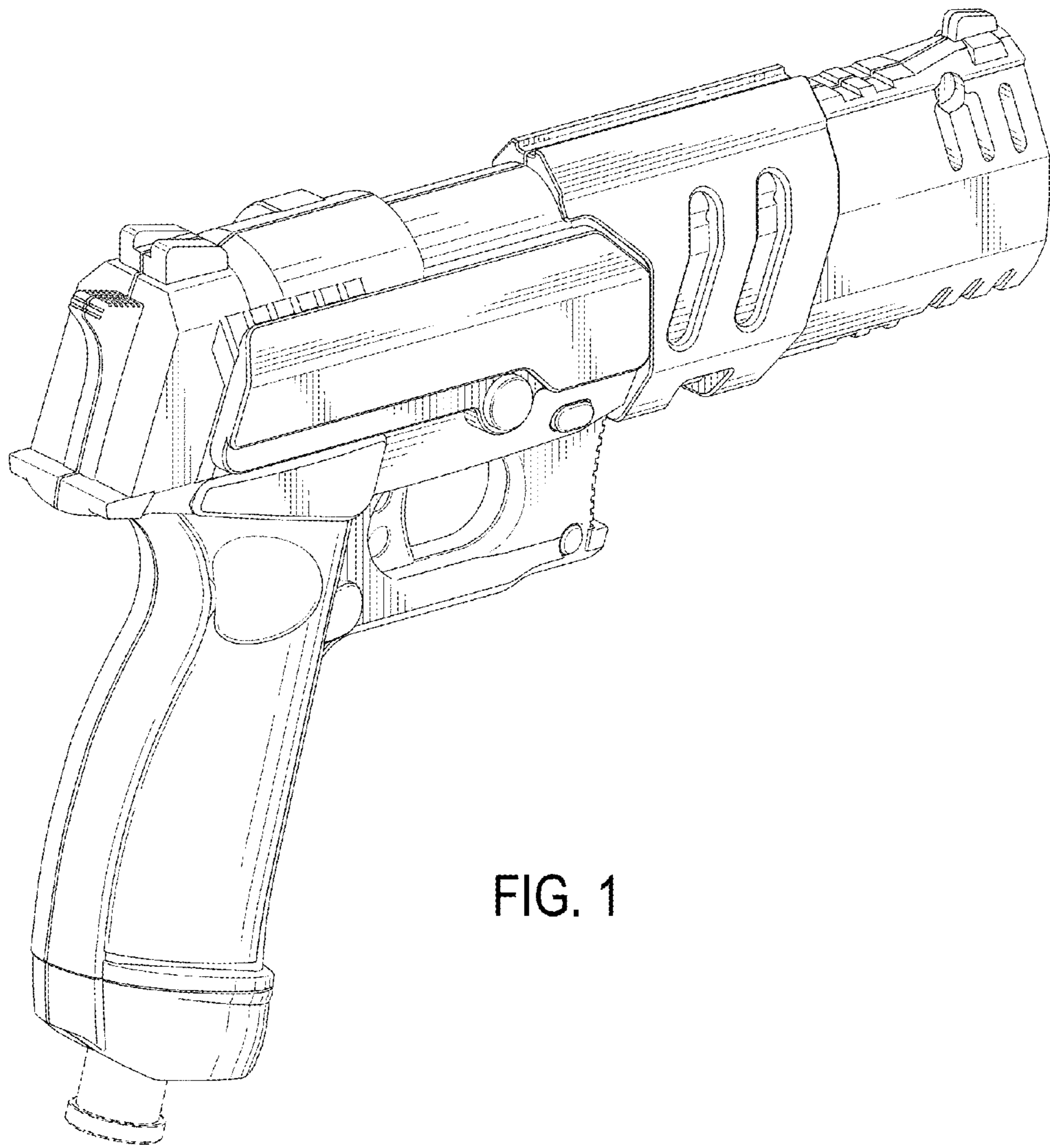


FIG. 1

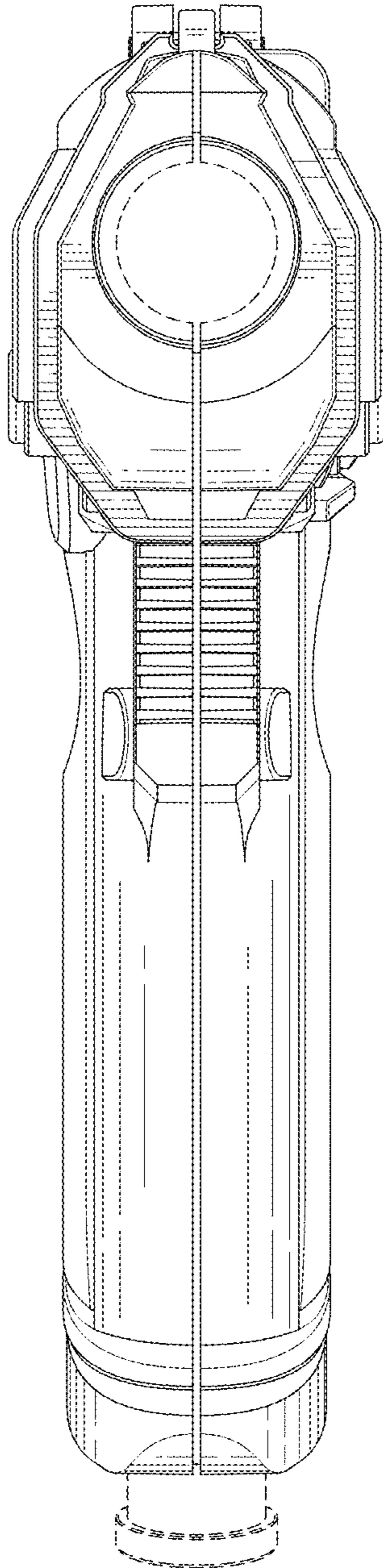


FIG. 2

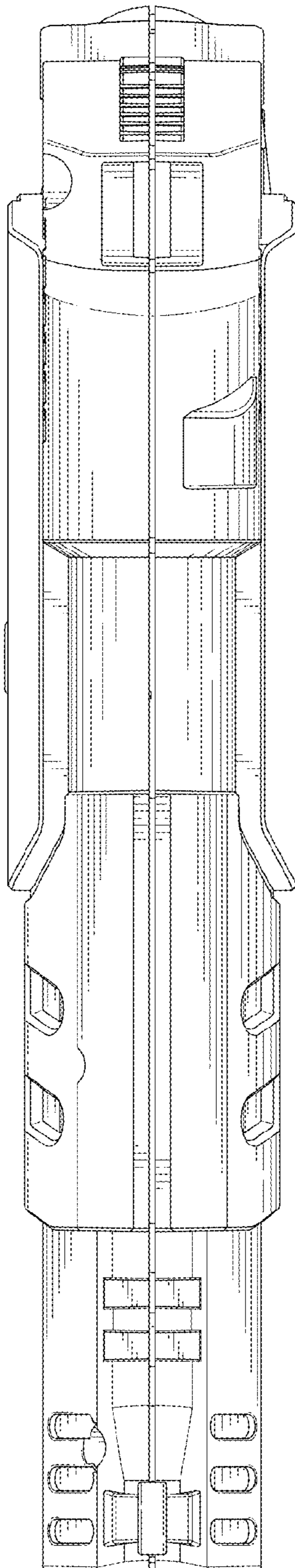


FIG. 3

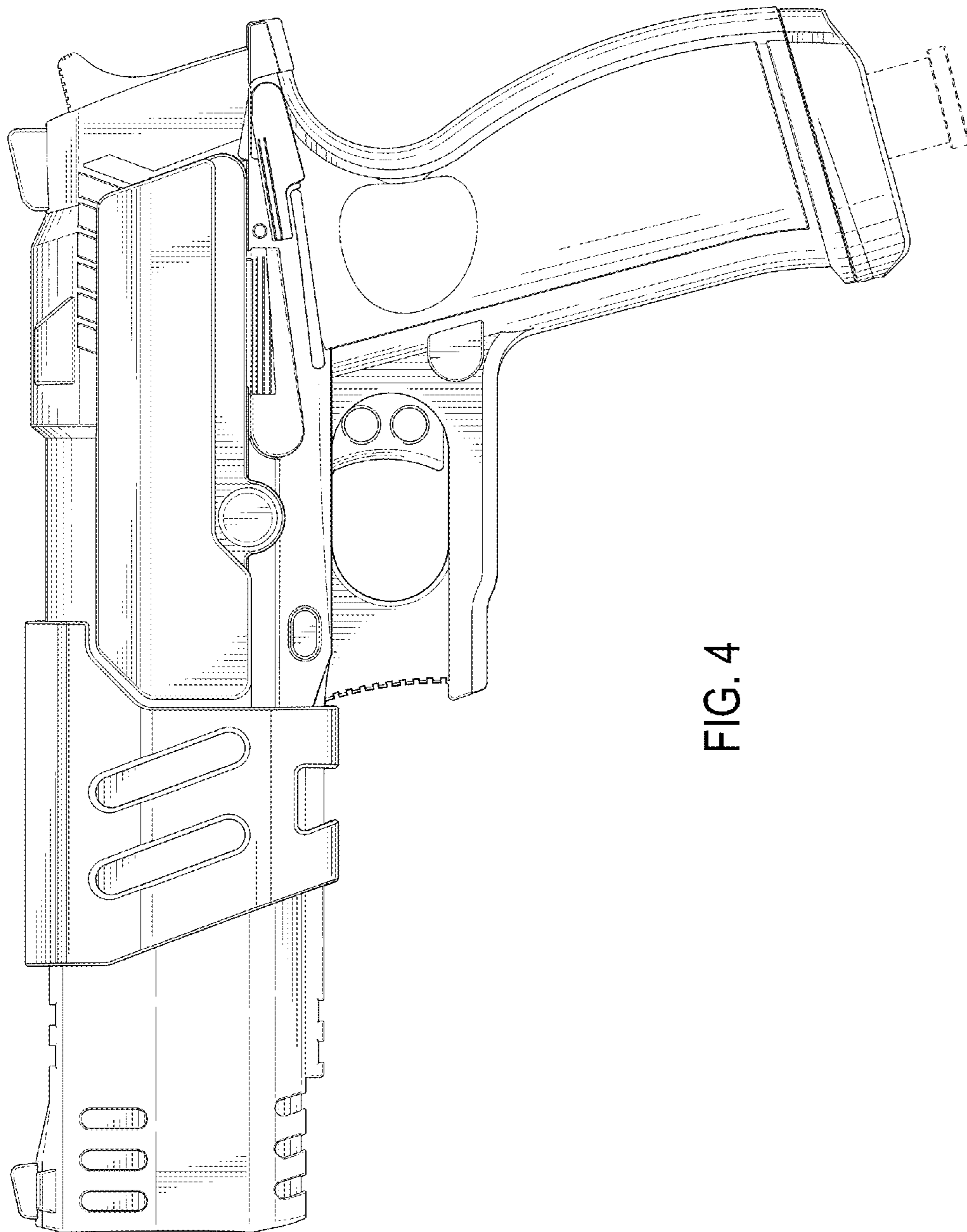


FIG. 4

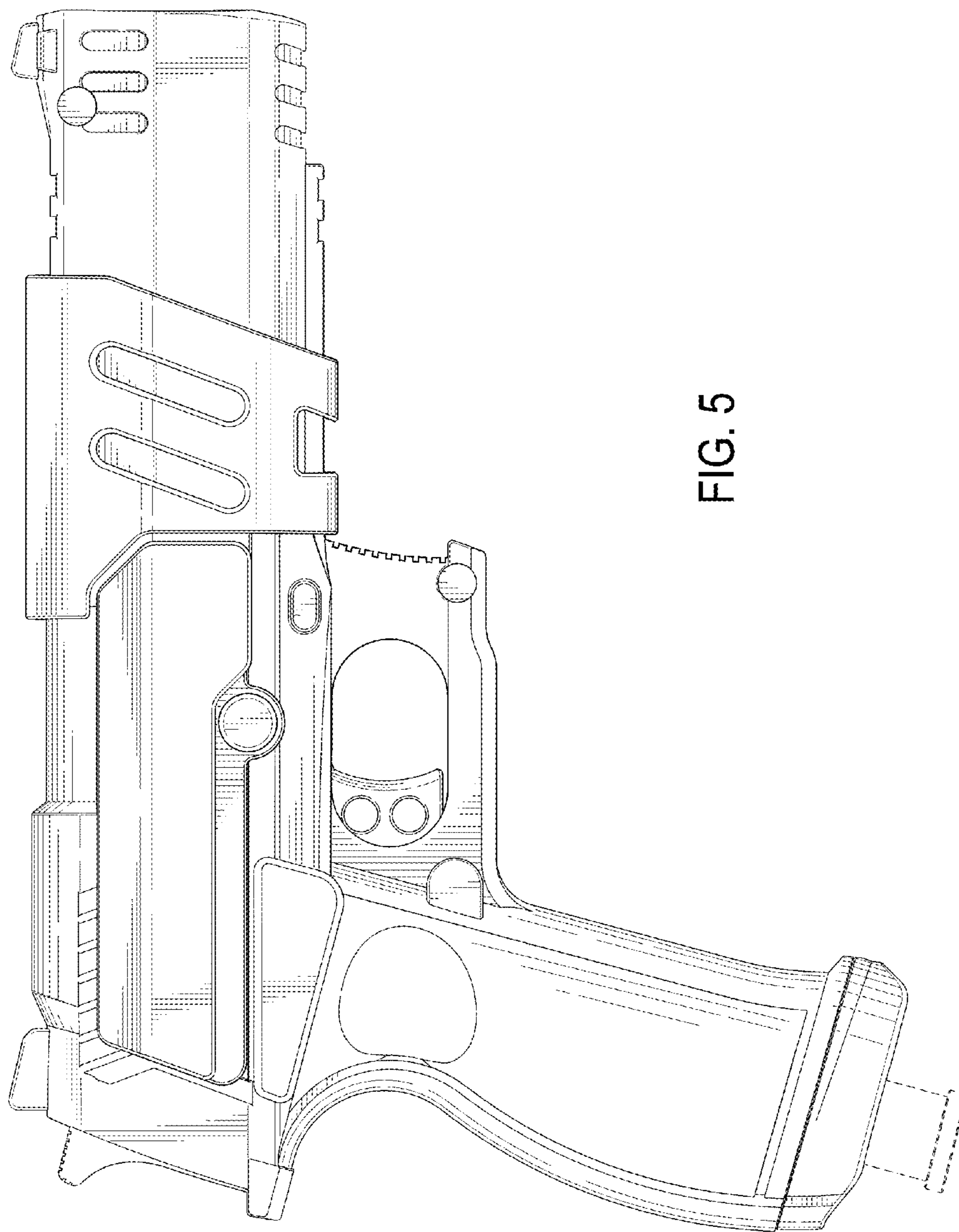


FIG. 5

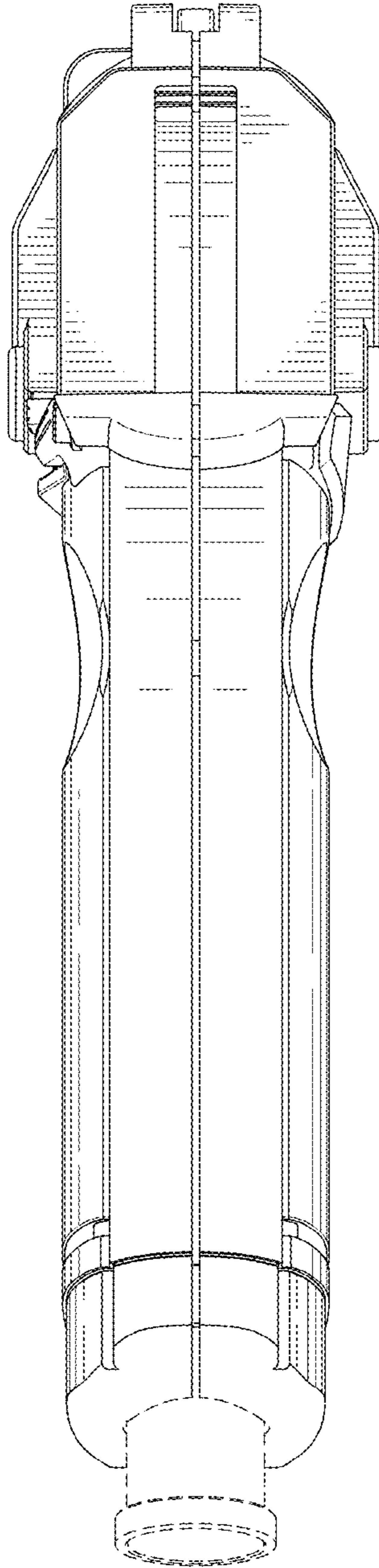


FIG. 6

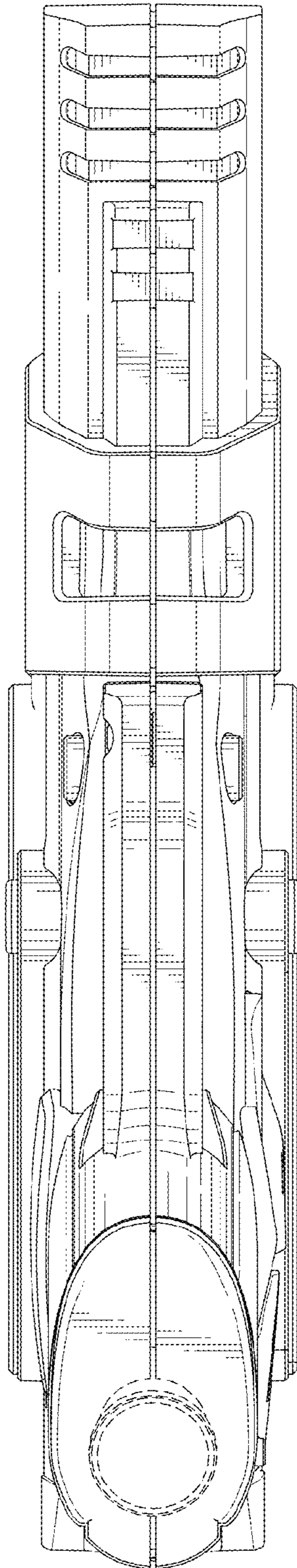


FIG. 7