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

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- (54) **GAMEPAD**
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- (**) Term: **15 Years**
- (21) Appl. No.: **29/760,760**
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- (51) **LOC (13) Cl.** **21-01**
- (52) **U.S. Cl.**
USPC **D21/333**
- (58) **Field of Classification Search**
USPC D21/325, 326, 327, 333, 324, 328, 332, D21/566, 329, 330, 694; D14/401, 400, D14/454, 412, 496, 416, 418, 413, 203.3, D14/203.5, 218, 415, 252, 414, 419, 457, D14/203, 203.1, 203.7, 204, 217, 240, D14/253, 333, 342, 357, 358, 388, 403, D14/434, 455, 456, 410, 492, 258, 301, D14/393, 432, 489
CPC G06F 1/1666; G06F 17/00; G06F 19/00; A63F 9/24; A63F 13/00; A63F 13/23; A63F 13/235; A63F 13/24; A63F 13/26; A63F 13/843; A63F 13/98; A63F 13/323; A63F 2009/2488; A63F 2009/2407; A63F 2250/52
See application file for complete search history.

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(57) **CLAIM**

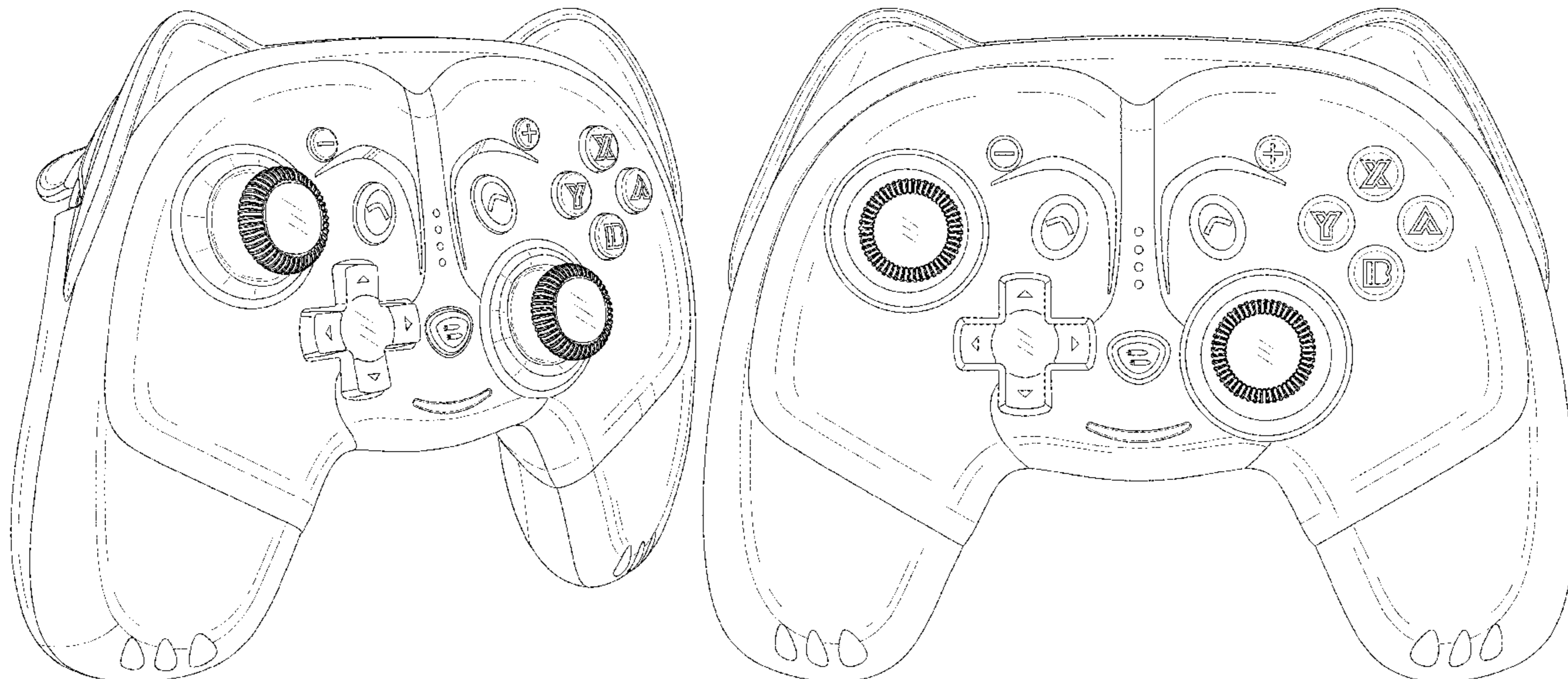
The ornamental design for a gamepad, as shown and described.

DESCRIPTION

FIG. 1 is a front perspective view of a gamepad, showing my design.
 FIG. 2 is a top, rear perspective view of the gamepad.
 FIG. 3 is a front elevation view thereof.
 FIG. 4 is a rear elevation view thereof.
 FIG. 5 is a left side elevation view thereof.
 FIG. 6 is a right side elevation view thereof.
 FIG. 7 is a top plan view thereof; and,
 FIG. 8 is a bottom plan view thereof.
 The broken lines shown in the figures represent portions of the gamepad that form no part of the claimed design.

1 Claim, 8 Drawing Sheets

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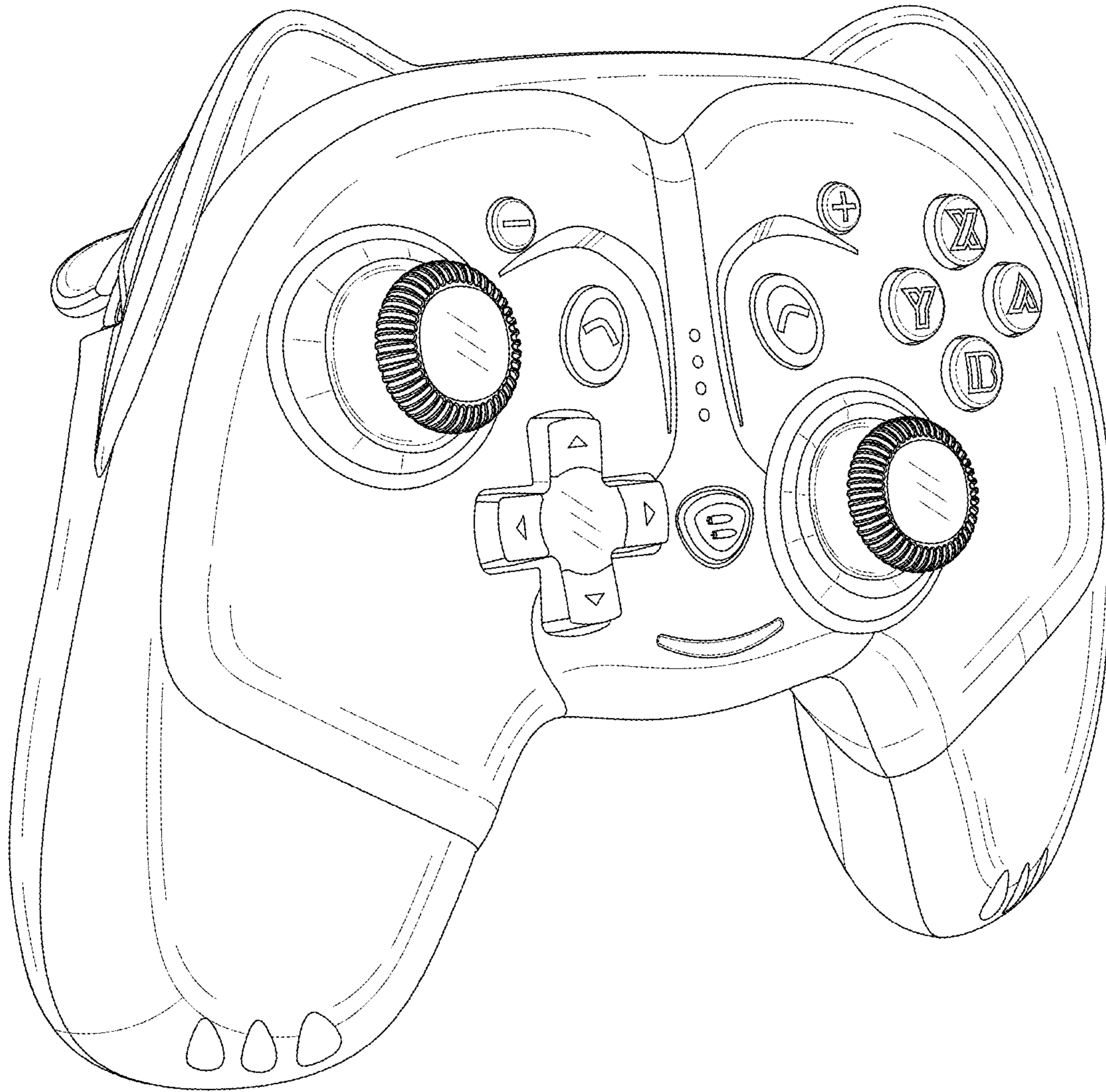


FIG. 1

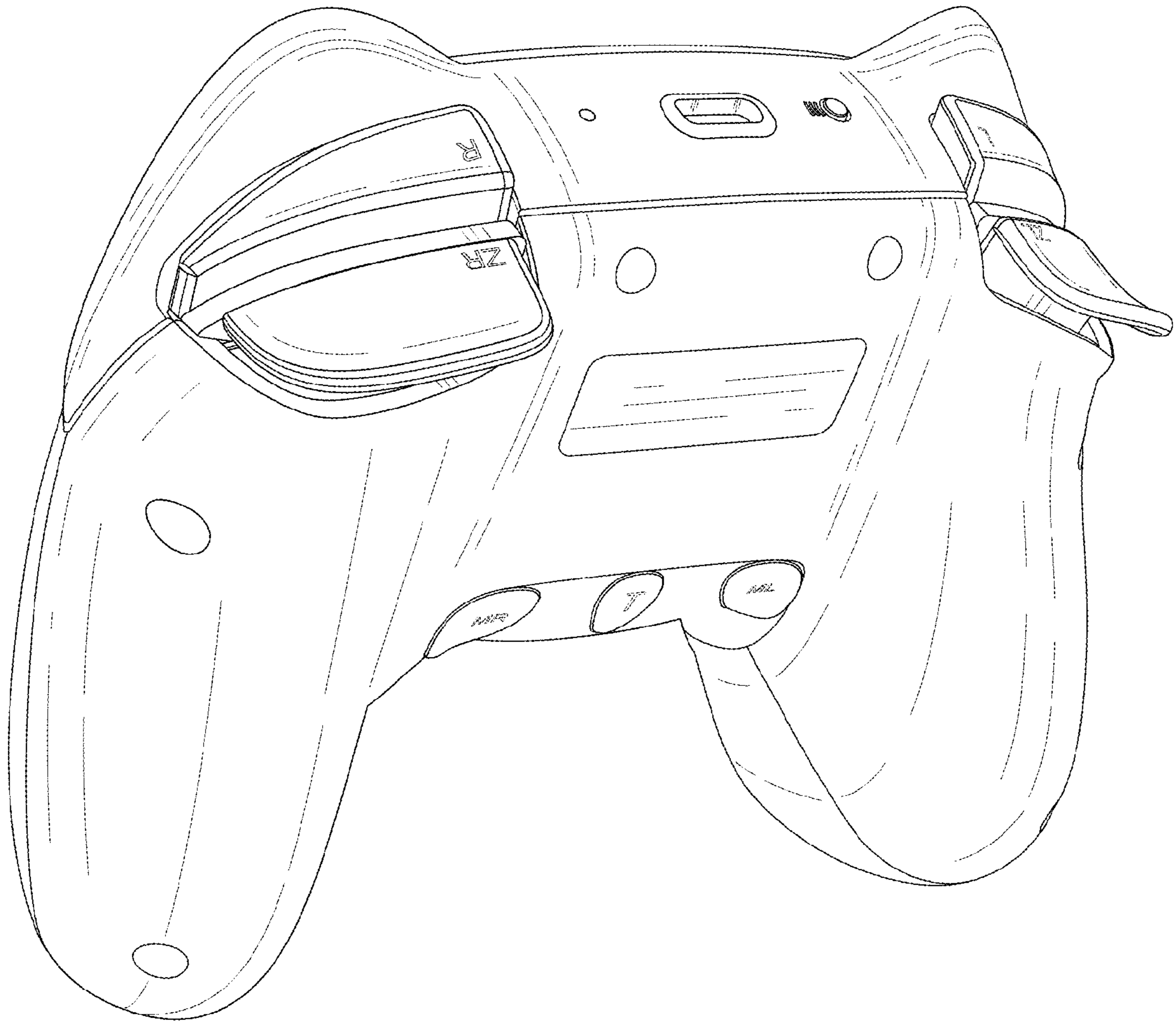


FIG.2

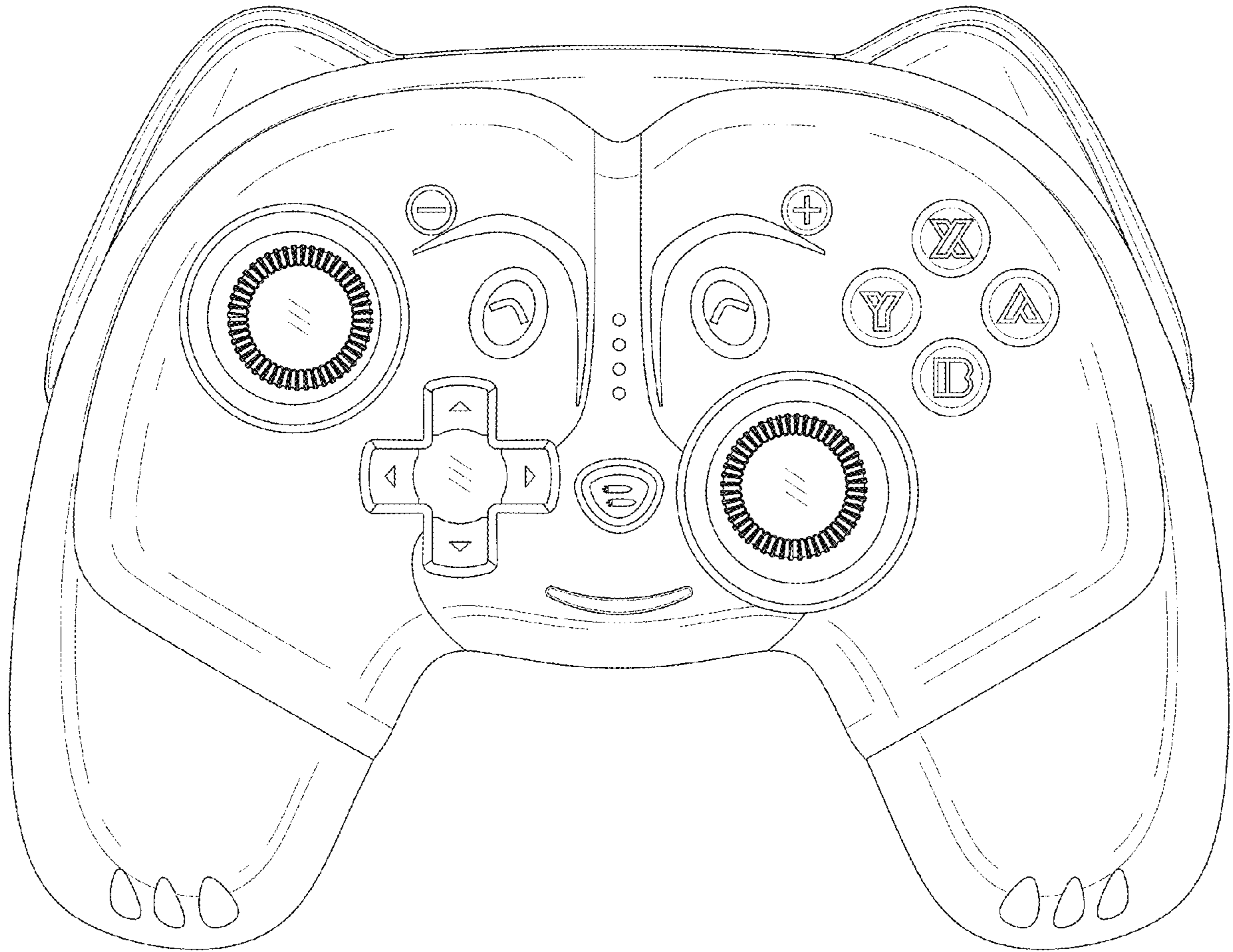


FIG.3

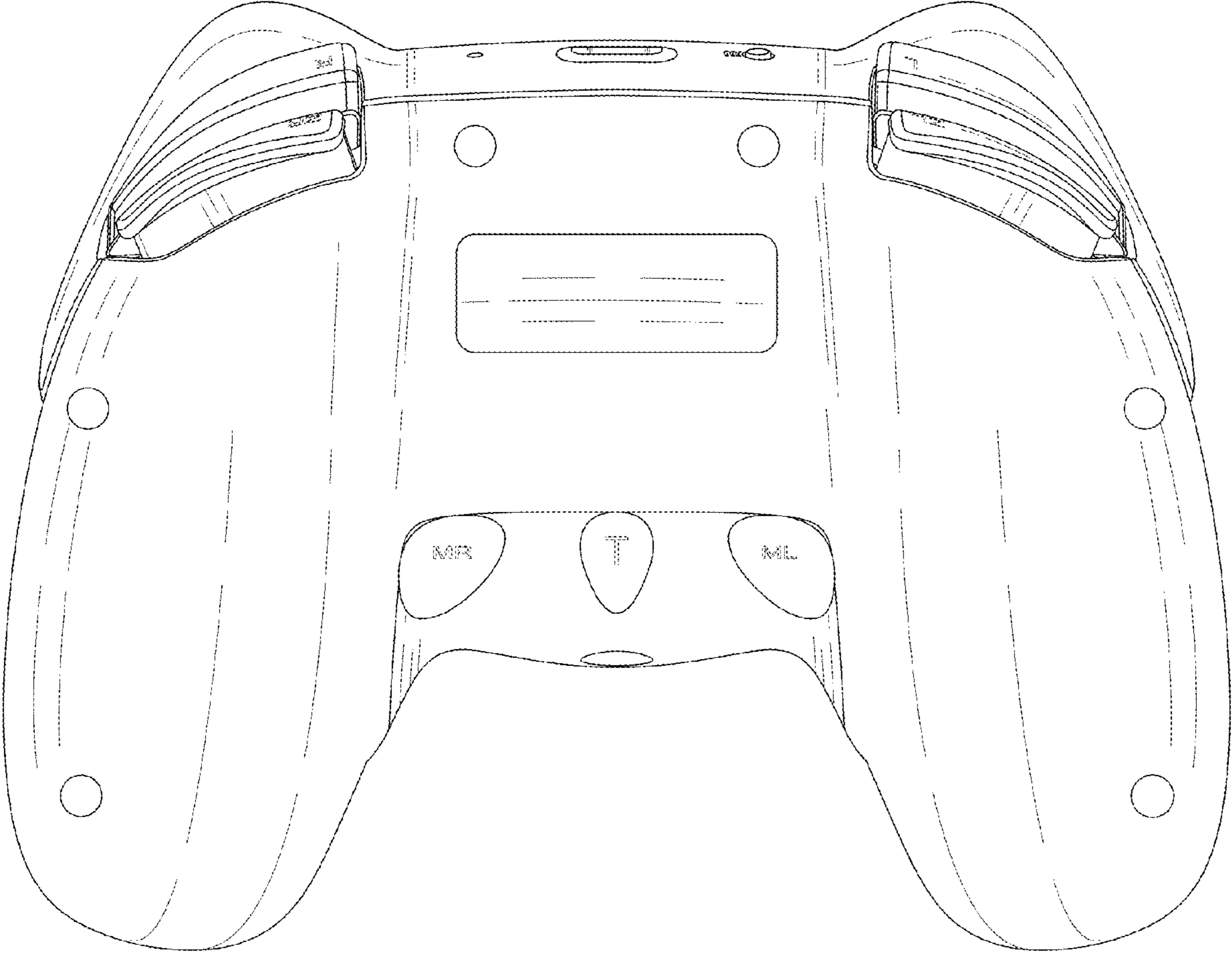


FIG.4

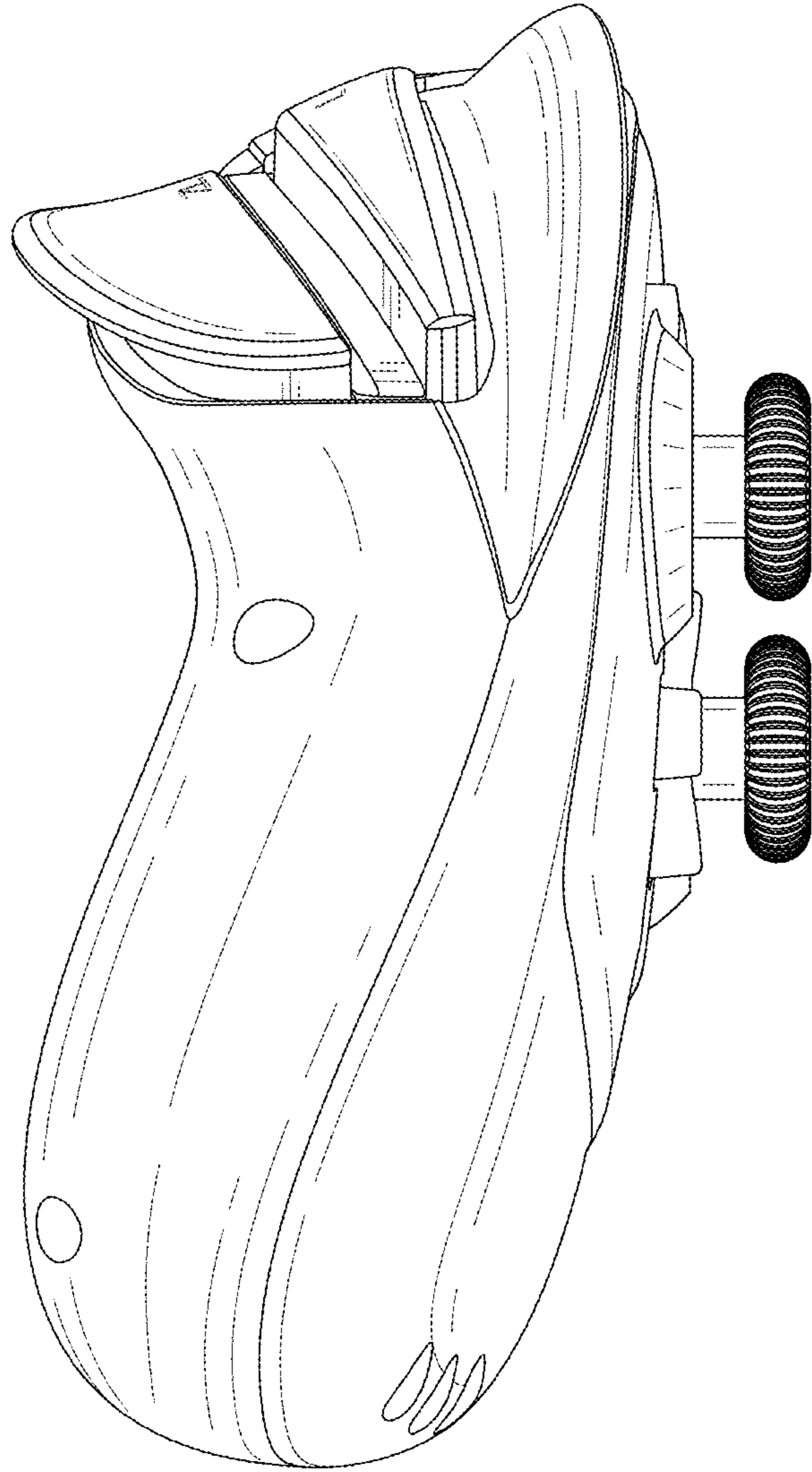


FIG.5

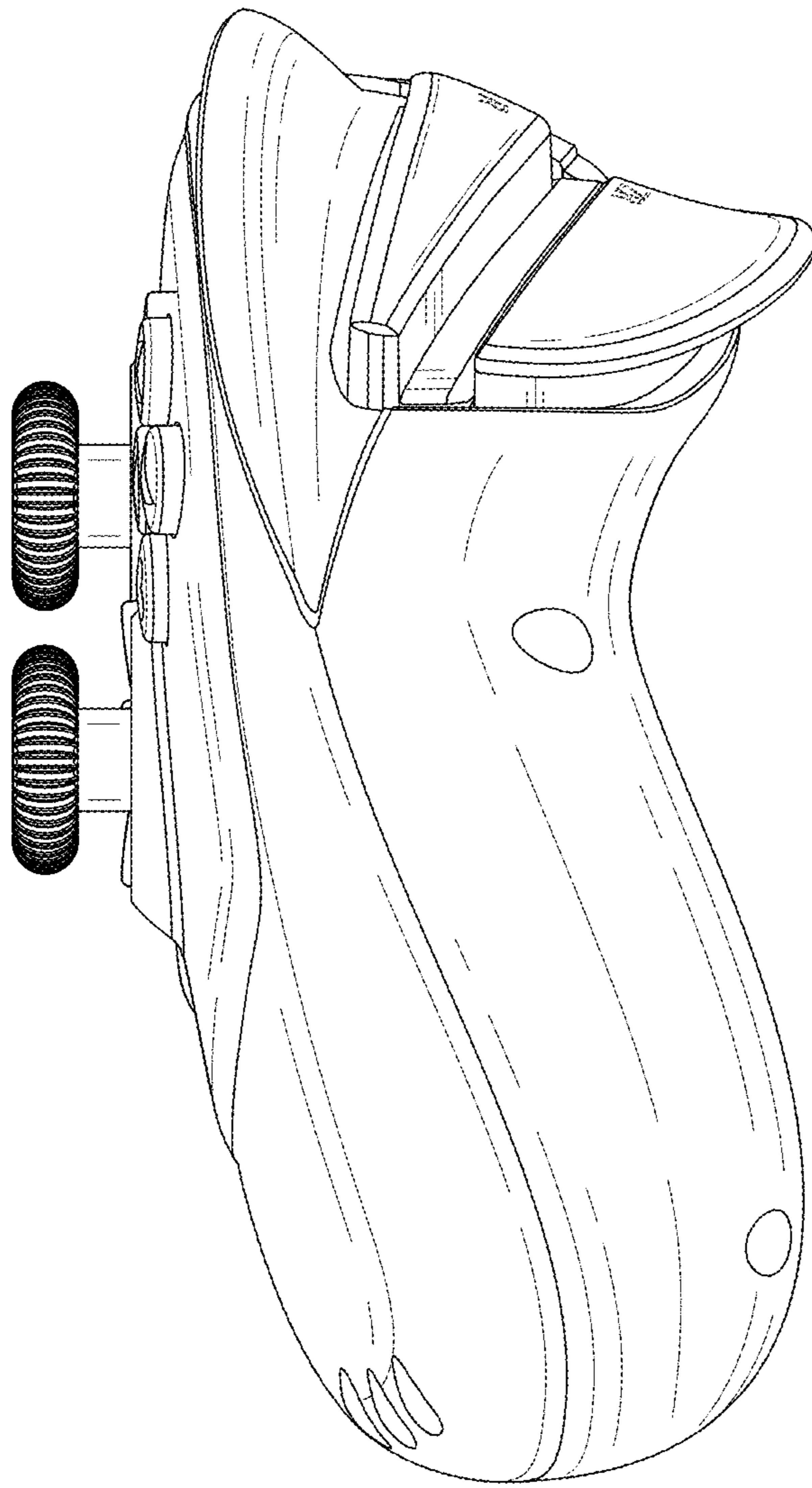


FIG.6

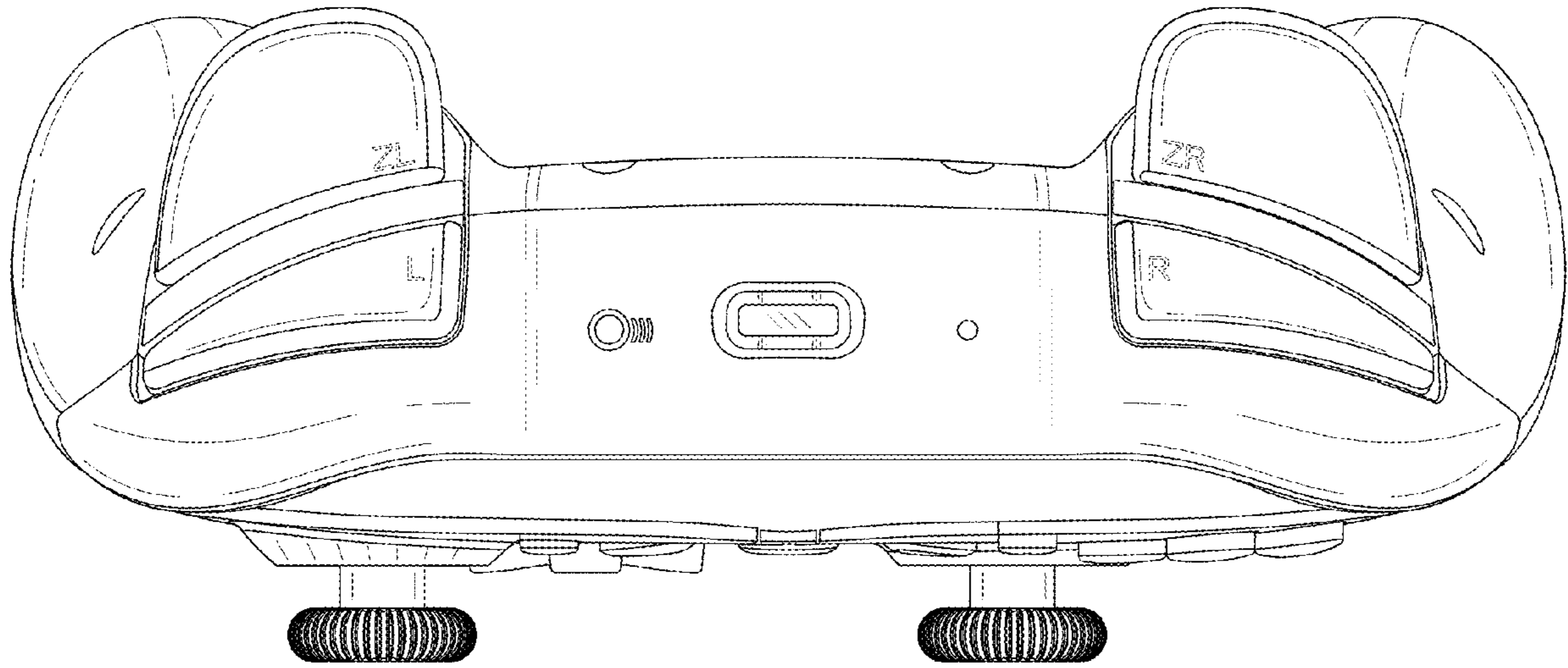


FIG.7

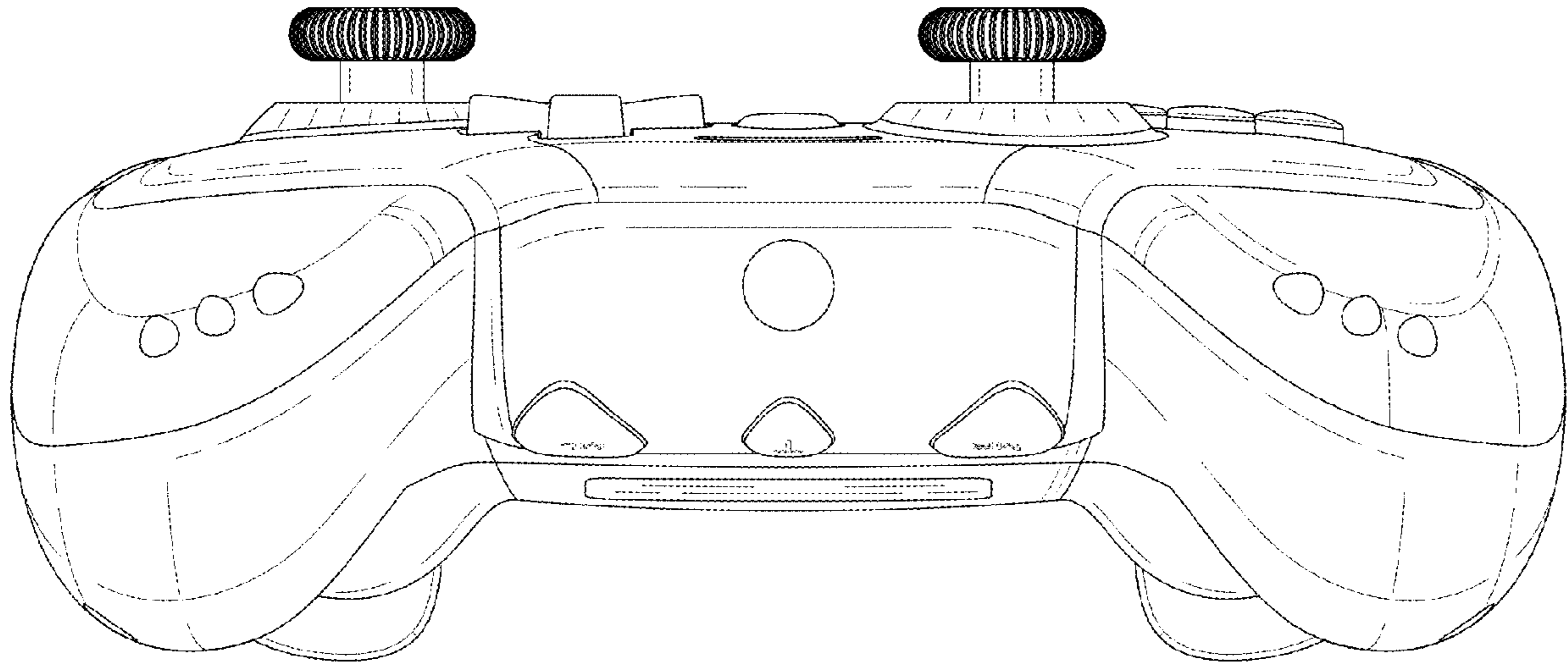


FIG.8