



US00D402317S

United States Patent [19]
Goto

[11] Patent Number: Des. 402,317
[45] Date of Patent: **Dec. 8, 1998

[54] CONTROLLER FOR COMPUTER GAME

[75] Inventor: Teiyu Goto, Tokyo, Japan

[73] Assignee: Sony Corporation, Tokyo, Japan

[**] Term: 14 Years

[21] Appl. No.: 72,009

[22] Filed: Jun. 12, 1997

Related U.S. Application Data

[60] Division of Ser. No. 42,706, Jun. 16, 1995, Pat. No. Des. 382,603, which is a continuation-in-part of Ser. No. 30,017, Oct. 3, 1994, abandoned.

[30] Foreign Application Priority Data

Apr. 11, 1994	[JP]	Japan	6-9793
Dec. 16, 1994	[JP]	Japan	6-38241
Dec. 16, 1994	[JP]	Japan	6-38242
Dec. 16, 1994	[JP]	Japan	6-38243
Dec. 16, 1994	[JP]	Japan	6-38244
Dec. 16, 1994	[JP]	Japan	6-38245
Dec. 16, 1994	[JP]	Japan	6-38246
Dec. 16, 1994	[JP]	Japan	6-38247
Dec. 16, 1994	[JP]	Japan	6-38248
Dec. 16, 1994	[JP]	Japan	6-38249
Dec. 16, 1994	[JP]	Japan	6-38250

[51] LOC (6) Cl. 21-01

[52] U.S. Cl. D21/48

[58] Field of Search D21/1, 13, 48;
273/148 B; 463/30-35, 37, 38, 46, 47;
D14/114, 126

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Primary Examiner—Prabhakar G. Deshmukh

Attorney, Agent, or Firm—Foley & Lardner

[57] CLAIM

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

DESCRIPTION

FIG. 1 is a perspective view of a controller for computer game showing my new design;
FIG. 2 is a top plan view thereof;
FIG. 3 is a left side elevational view thereof;
FIG. 4 is a front elevational view thereof;
FIG. 5 is a right side elevational view thereof;
FIG. 6 is a rear elevational view thereof;
FIG. 7 is a bottom plan view thereof;
FIG. 8 is a perspective view of another embodiment of a controller for computer game showing my new design;
FIG. 9 is a top plan view thereof;
FIG. 10 is a front elevational view thereof; and,
FIG. 11 is a bottom plan view thereof, the rest of views thereof is the same as those of the embodiment of FIG. 1.

1 Claim, 5 Drawing Sheets

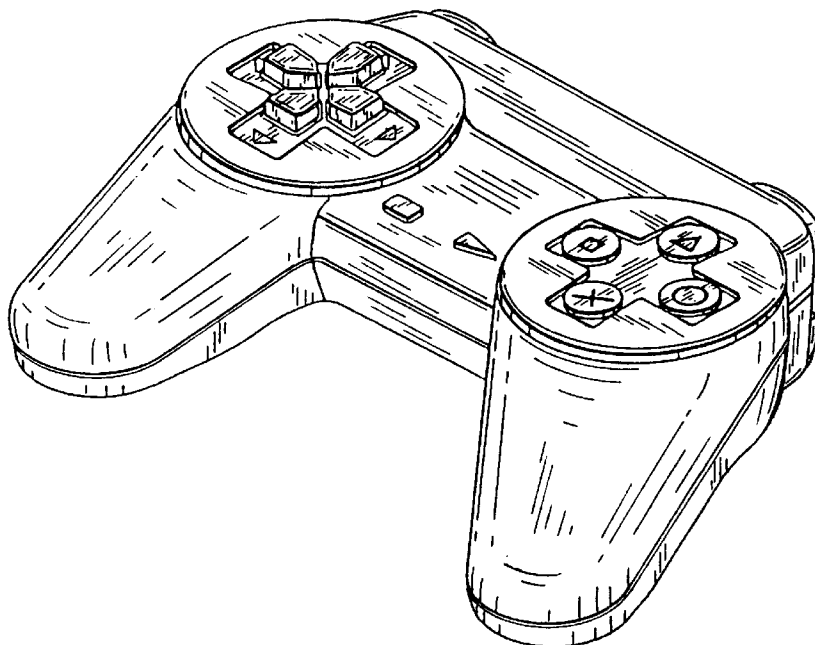


FIG. 1

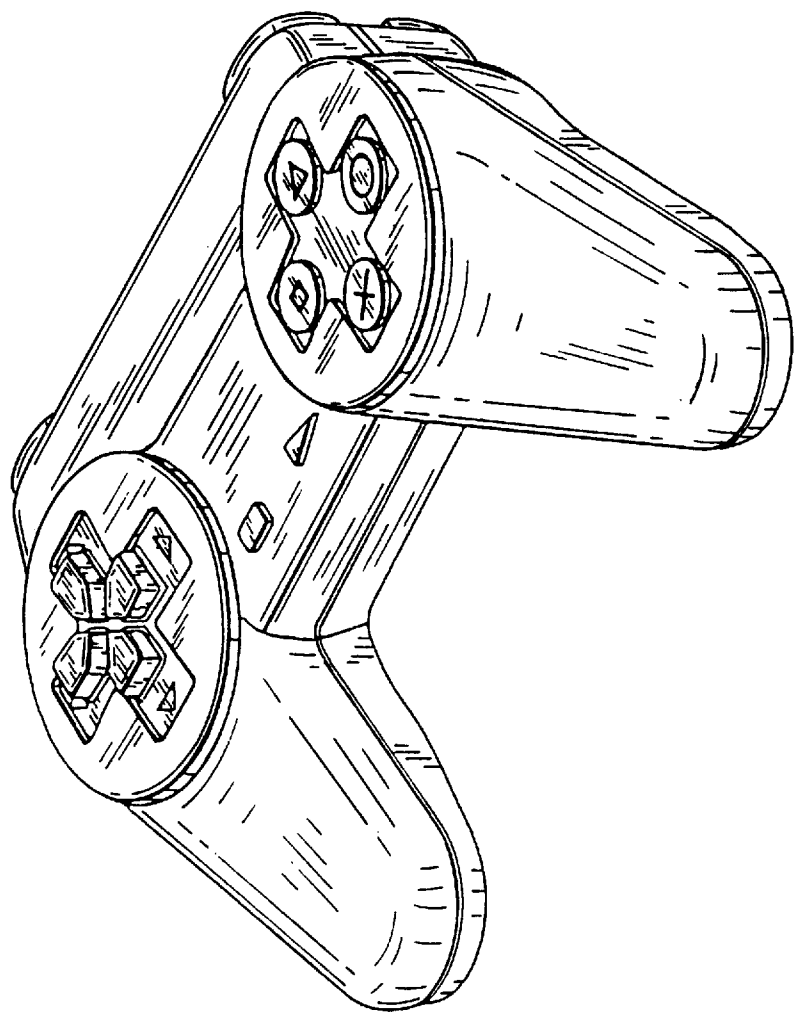


FIG.2

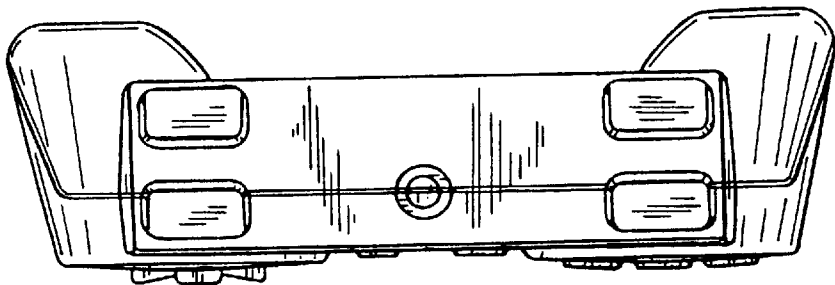


FIG.3

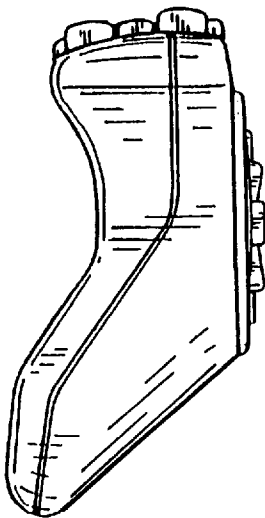


FIG.5

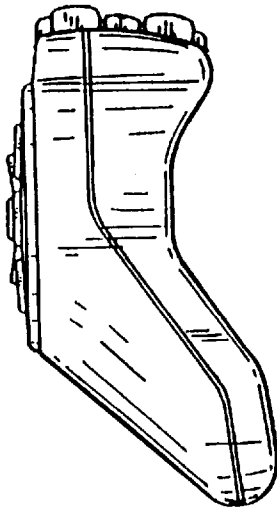


FIG.7

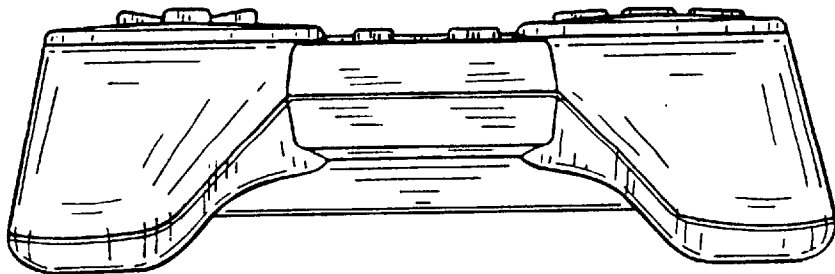


FIG. 4

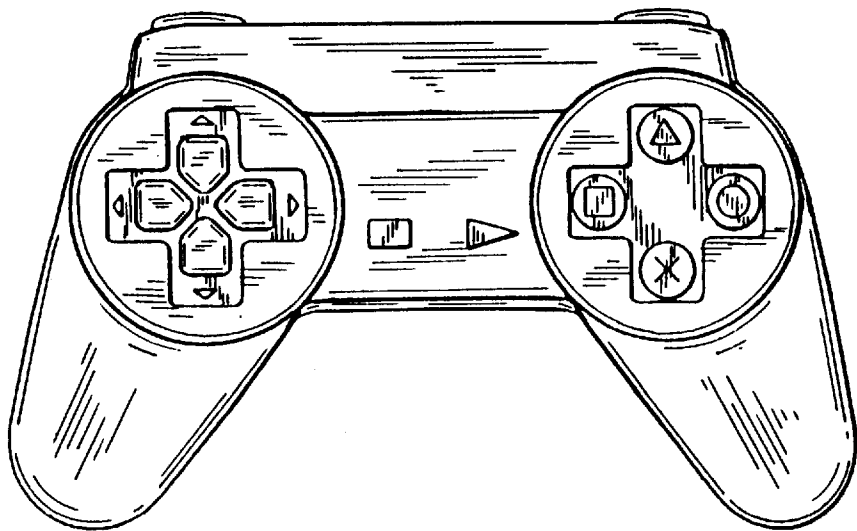


FIG. 6

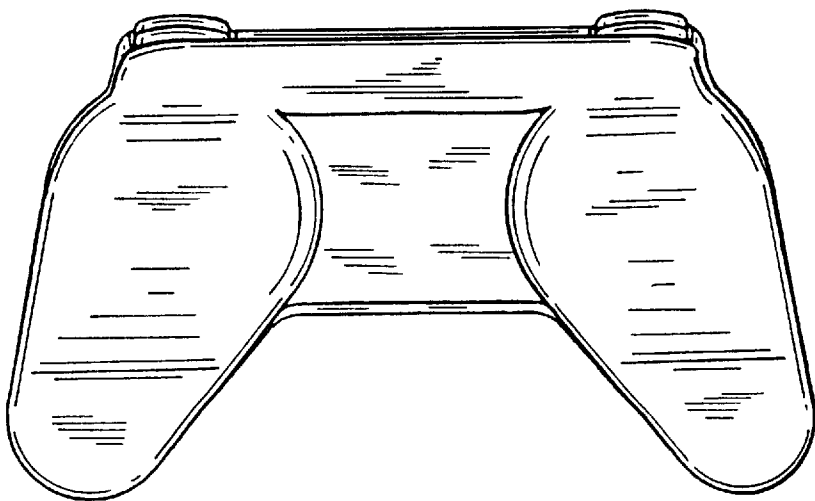


FIG.8

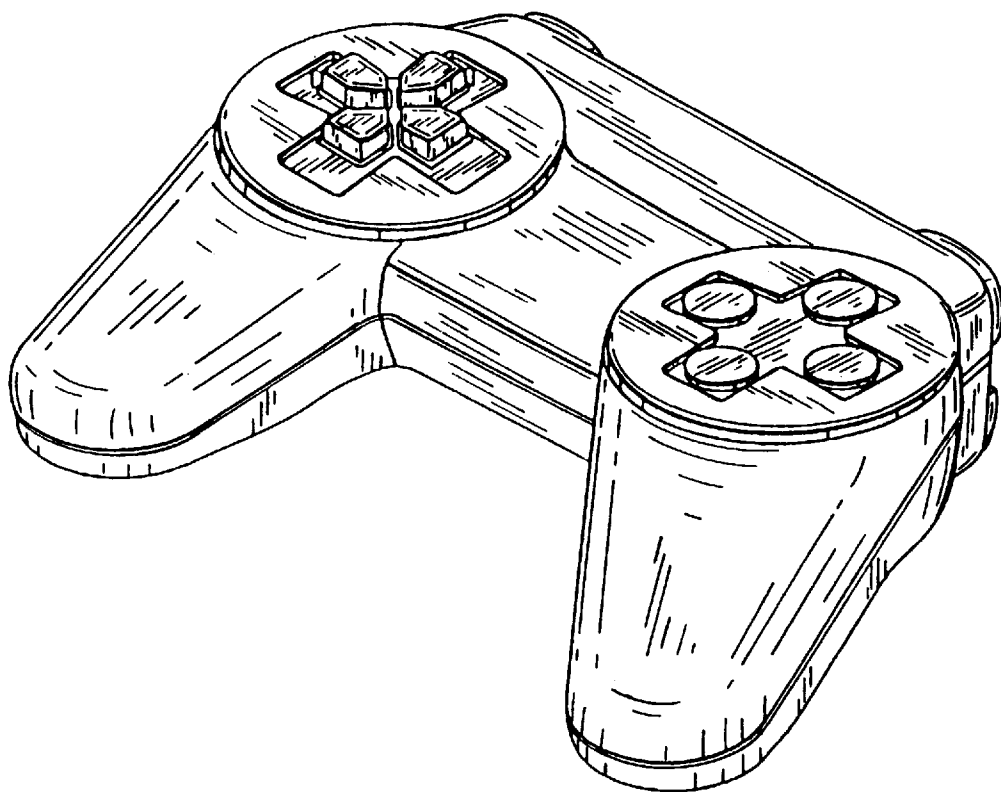


FIG.9

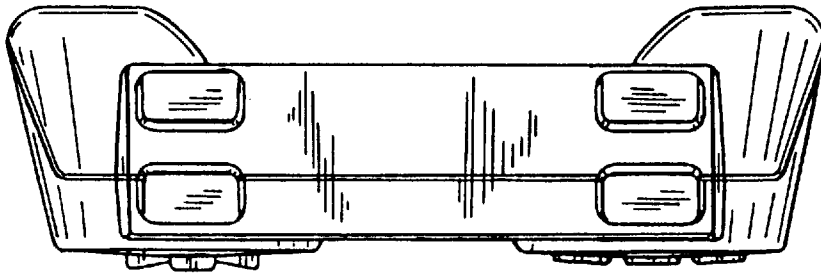


FIG.10

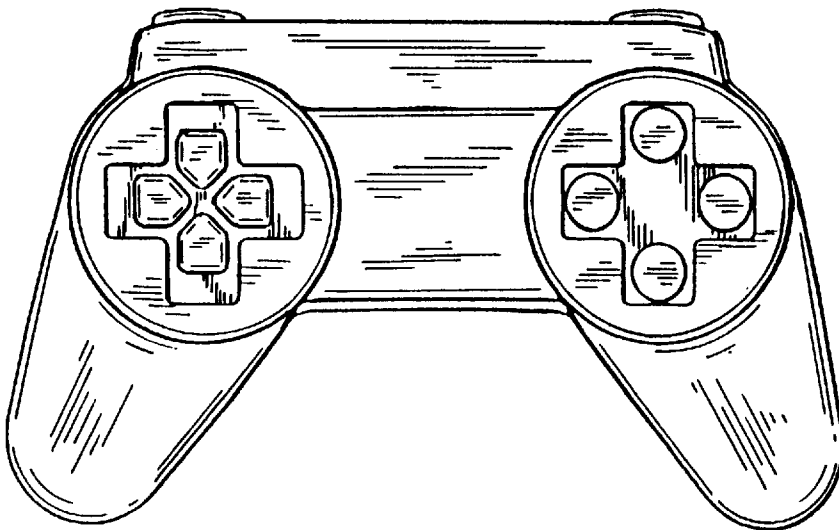


FIG.11

