

ACTUATING DEVICE FOR GAME MACHINE

ABSTRACT

An actuating device for a game machine in which the hand or finger is not fatigued on prolonged use to impart an optimum use feeling. There are provided first and second grips 5, 6 having enclosed vibration-imparting units 92 and which are projected from one sides of the end portions of a main body unit 4. A first actuating unit 9 and a second actuating unit 12 are mounted on one and the other ends of the main body unit 4. The first and second actuating units 9, 12 include plural thrusting actuators 8, 11 protruded on the upper surface side of the main body unit 4. There are also provided third and fourth actuating units 14, 15 arranged facing each other on the proximal ends of the first and second grips 5, 6. The third and fourth actuating units 14, 15 include rotation actuators 16 and signal input elements actuated by the rotation actuators 16. The portions of the rotation actuators 16 for actuating the third and fourth actuating units 14, 15 are provided with top portions 88 of a flexible material having swollen-out distal end portions.

Figure 1

This Sheet Has Been Replaced

