CLAIMS

1. A game controller comprising:

a housing;

a plurality of game controls disposed on a first side of the housing;

a lever disposed on a second side of the housing;

a first switch configured to contact a first end region of the lever; and

a second switch configured to contact a second end region of the lever,

wherein the lever is configured to pivot between a neutral position in which the lever returns when no force is applied thereon, a first position in which the first switch is activated and a second position in which the second switch is activated.

2. The game controller of claim 1, wherein the first side of the housing is an upper side of the housing and the second side of the housing is an underside of the housing.

3. The game controller of claim 1, wherein the lever is configured to pivot from the first position to the second position via the neutral position.

4. The game controller of claim 1, wherein the lever is configured to pivot from the second position to the first position via the neutral position.

5. The game controller of claim 1, wherein the first switch is activated when a force into the direction of the first switch is applied to the lever.

6. The game controller of claim 1, wherein the second switch is activated when another force into the direction of the second switch is applied to the lever.

7. The game controller of claim 1, wherein the lever is configured to pivot about a pivot point to the first position or the second position by exerting a pulling force or a flicking force or a pushing force on the lever into the direction of the first switch and the

direction of the second switch, respectively, wherein the pulling force is a force exerted in an opposite direction to the flicking force.

8. The game controller of claim 7, wherein the lever is an arc-shaped lever having a concave part located between the first end region and the second end region of the lever, wherein the first end region is located opposite to the second end region.

9. The game controller of claim 8, wherein the lever is configured to pivot about the pivot point to the first position by exerting the pulling force from inside of the concave part towards the first end region of the lever.

10. The game controller of claim 8, wherein the lever is configured to pivot about the pivot point to the second position by exerting the flickering force from inside of the concave part towards the second end region of the lever.

11. The game controller of claim 7, wherein the lever is configured to pivot about the pivot point to the first position or the second position by exerting the pushing force onto the first or second end region of the lever respectively.

12. The game controller of claim 1, wherein the second switch is deactivated when the lever is in the first position.

13. The game controller of claim 1, wherein the first switch is deactivated when the lever is in the second position.

14. The game controller of claim 1,

wherein the lever is configured to pivot about a pivot point to the first position in which the first switch is activated to send a first signal indicating that a first gaming function is to be executed; and

wherein the lever is configured to pivot about the pivot point to the second position in which the second switch is activated to send a second signal indicating that a second gaming function is to be executed.

15. The game controller of claim 14, wherein irrespective of the lever being configured to pivot about the pivot point to the first or second position, the first signal is the same as the second signal.

16. The game controller of claim 14, wherein the first signal is different from the second signal.

17. The game controller of claim 1, wherein the plurality of game controls comprises at least one of a pushbutton, a joystick or a directional pad.

18. The game controller of claim 1, wherein the plurality of game controls and the lever are configured to be actuated to send a plurality of signals indicating that a plurality of gaming functions is to be executed.

19. The game controller of claim 1,

wherein the plurality of game controls are configured to be actuated to send a plurality of signals indicating that a plurality of gaming functions is to be executed; and

wherein the lever is configured to pivot about a pivot point to the first position in which the first switch is activated or the second position in which the second switch is activated to send another signal indicating that at least part of the plurality of gaming functions is to be executed.

20. The game controller of claim 1,

wherein the plurality of game controls are configured to be actuated to send a plurality of signals indicating that a plurality of gaming functions is to be executed; and

wherein the lever is configured to pivot about a pivot point to the first position in which the first switch is activated or the second position in which the second switch is

activated to send another signal indicating that another gaming function different from the plurality of gaming functions is to be executed.

21. The game controller of claim 1, wherein the game controller further comprises a pair of handles; and wherein if a user plants each palm to the respective handle, a first finger and a second finger of a hand of the user assess the plurality of game controls on the first side of the housing and the lever disposed on the second side of the housing is a position to be operable by a third finger of the hand.

22. The game controller of claim 21, wherein the lever has a concave part for the third finger of the hand such that the lever can be pivoted about a pivot point to the first position by pressing the first end region of the lever with an upper side of the third finger and to the second position by pressing the second end region of the lever with an underside of the third finger.

23. The game controller of claim 21, wherein the first, second and third fingers of the hand are a thumb, an index finger and a middle finger of the hand, respectively.

24. The game controller of claim 1, wherein the lever is disposed at a substantially centre region of the second side of the housing.

25. The game controller of claim 1, wherein the housing is configured to hold a switch assembly comprising the lever, the first switch and the second switch.

26. The game controller of claim 25, wherein the switch assembly is a printed circuit board (PCB) switch assembly.

27. The game controller of claim 1, further comprising a cover configured to hold parts of the game controller within the housing.

28. The game controller of claim 14, further comprising another lever disposed on the second side of the housing, a third switch configured to contact a first end region of the other lever; and a fourth switch configured to contact a second end region of the other lever.

29. The game controller of claim 28, wherein the other lever is positioned adjacent to the lever.

30. The game controller of claim 28, wherein the lever and the other lever are positioned about 1 cm to about 5 cm apart from each other.

31. The game controller of claim 28,

wherein the other lever is configured to pivot about another pivot point to a position in which the third switch is activated to send a third signal indicating that a third gaming function is to be executed; and

wherein the other lever is configured to pivot about the other pivot point to another position in which the fourth switch is activated to send a fourth signal indicating that a fourth gaming function is to be executed.

32. The game controller of claim 31, wherein irrespective of the other lever being configured to pivot about the other pivot point to the position or the other position of the other lever, the third signal is the same as the fourth signal.

33. The game controller of claim 31, wherein the third signal is different from the fourth signal.

34. The game controller of claim 31, wherein the third signal is the same as the first signal.

35. The game controller of claim 31, wherein the fourth signal is the same as the second signal.

36. The game controller of claim 1, wherein the lever is detachable from the second side of the housing.

37. The game controller of claim 36, further comprising a securing means configured to detachably secure the lever to the second side of the housing.

38. The game controller of claim 37, wherein the lever further comprises a biasing means configured to provide a biasing force to the lever.

39. The game controller of claim 37, further comprising a bracket configured to hold the securing means to the lever.

40. The game controller of claim 39, wherein the lever is configured to pivot about the bracket to the first position and the second position.

41. A lever assembly for a game controller, the lever assembly comprising:

a lever configured to pivot between a neutral position in which the lever returns when no force is applied thereon, a first position in which the lever moves when a force is applied on one end of the lever and a second position in which the lever moves when another force is applied to another end of the lever;

a securing means configured to detachably secure the lever to a game controller; and

a bracket configured to hold the securing means to the lever.

42. The lever assembly of claim 41, further comprising a biasing means configured to provide a biasing force to the lever.

CLAIMS

1. A game controller comprising:

a housing;

a plurality of game controls disposed on a first side of the housing;

a lever disposed on a second side of the housing;

a first switch configured to contact a first end region of the lever; and

a second switch configured to contact a second end region of the lever,

wherein the lever is configured to pivot between a neutral position in which the lever returns when no force is applied thereon, a first position in which the first switch is activated and a second position in which the second switch is activated.

2. The game controller of claim 1, wherein the first side of the housing is an upper side of the housing and the second side of the housing is an underside of the housing.

3. The game controller of claim 1 or claim 2, wherein the lever is configured to at least one of pivot from the first position to the second position via the neutral position, or pivot from the second position to the first position via the neutral position.

4. The game controller of any one of claims 1 to 3, wherein the first switch is activated when a force into the direction of the first switch is applied to the lever.

5. The game controller of any one of claims 1 to 4, wherein the lever is configured to pivot about a pivot point to the first position or the second position by exerting a pulling force or a flicking force or a pushing force on the lever into the direction of the first switch and the direction of the second switch, respectively, wherein the pulling force is a force exerted in an opposite direction to the flicking force.

6. The game controller of claim 5, wherein the lever is an arc-shaped lever having a concave part located between the first end region and the second end region of the lever, wherein the first end region is located opposite to the second end region.

7. The game controller of claim 6, wherein the lever is configured to at least one of pivot about the pivot point to the first position by exerting the pulling force from inside of the concave part towards the first end region of the lever, or pivot about the pivot point to the second position by exerting the flickering force from inside of the concave part towards the second end region of the lever.

8. The game controller of any one of claims 1 to 7, wherein the second switch is deactivated when the lever is in the first position.

9. The game controller of any one of claims 1 to 8, wherein the first switch is deactivated when the lever is in the second position.

10. The game controller of any one of claims 1 to 9,

wherein the lever is configured to pivot about a pivot point to the first position in which the first switch is activated to send a first signal indicating that a first gaming function is to be executed; and

wherein the lever is configured to pivot about the pivot point to the second position in which the second switch is activated to send a second signal indicating that a second gaming function is to be executed.

11. The game controller of any one of claims 1 to 10, wherein the plurality of game controls comprises at least one of a pushbutton, a joystick or a directional pad.

12. The game controller of any one of claims 1 to 11, wherein the plurality of game controls and the lever are configured to be actuated to send a plurality of signals indicating that a plurality of gaming functions is to be executed.

13. The game controller of any one of claims 1 to 12,

wherein the plurality of game controls are configured to be actuated to send a plurality of signals indicating that a plurality of gaming functions is to be executed; and

wherein the lever is configured to pivot about a pivot point to the first position in which the first switch is activated or the second position in which the second switch is activated to send another signal indicating that at least part of the plurality of gaming functions is to be executed.

14. The game controller of any one of claims 1 to 13,

wherein the plurality of game controls are configured to be actuated to send a plurality of signals indicating that a plurality of gaming functions is to be executed; and

wherein the lever is configured to pivot about a pivot point to the first position in which the first switch is activated or the second position in which the second switch is activated to send another signal indicating that another gaming function different from the plurality of gaming functions is to be executed.

15. The game controller of any one of claims 1 to 14, wherein the game controller further comprises a pair of handles; and wherein if a user plants each palm to the respective handle, a first finger and a second finger of a hand of the user assess the plurality of game controls on the first side of the housing and the lever disposed on the second side of the housing is a position to be operable by a third finger of the hand.

16. The game controller of claim 15, wherein the lever has a concave part for the third finger of the hand such that the lever can be pivoted about a pivot point to the first position by pressing the first end region of the lever with an upper side of the third finger and to the second position by pressing the second end region of the lever with an underside of the third finger.

17. The game controller of any one of claims 1 to 16, wherein the lever is disposed at a substantially centre region of the second side of the housing.

18. The game controller of any one of claims 1 to 17, wherein the housing is configured to hold a switch assembly comprising the lever, the first switch and the second switch.

19. The game controller of any one of claims 1 to 18, further comprising a cover configured to hold parts of the game controller within the housing.

20. The game controller of any one of claims 1 to 19, further comprising another lever disposed on the second side of the housing, a third switch configured to contact a first end region of the other lever; and a fourth switch configured to contact a second end region of the other lever.

21. The game controller of any one of claims 1 to 20, wherein the lever is detachable from the second side of the housing.

22. The game controller of claim 21, further comprising a securing means configured to detachably secure the lever to the second side of the housing.

23. The game controller of claim 22, wherein the lever further comprises a biasing means configured to provide a biasing force to the lever.

24. The game controller of claim 22 or claim 23, further comprising a bracket configured to hold the securing means to the lever.

25. The game controller of claim 24, wherein the lever is configured to pivot about the bracket to the first position and the second position.