CLAIMS

1. Game controller comprising an assembled shell and control means comprising at least one control member, which is passed through the assembled shell, which comprises, on the outside of the assembled shell, a head for manipulating the control member, which is pivotable and can be tilted manually in all directions from a rest position into which it returns in a rotationally elastic manner, characterized in that the control means further comprise at least one adjusting element for adjusting the stop angle of the control member, which adjusting element can be removably mounted on the control member and removed from the control member without disassembling the shell of the game controller, and in that the control member provided with said removable adjusting element can be tilted manually in each tilt direction until it reaches a stop position in which the adjusting element abuts and allows the tilting of the control member to be blocked.

2. Game controller according to claim 1, wherein the head of the control member is removable and wherein said adjusting element is able to be removably mounted on the control member when the head is removed.

3. Game controller according to claim 2, wherein said adjusting element is a ring, which is able to be slipped in a removable manner on a part of the control member when the head is removed.

4. Game controller according to one of claims 1 to 3, wherein the control member comprises an assembly end piece having an open cavity in the upper part, wherein a part of the removable head can be inserted into said cavity, and wherein said adjusting element can be removably

mounted, and preferably removably slipped onto the assembly end piece when the head is removed.

5. Game controller according to one of claims 2 to 4, wherein said adjusting element is able to be removably mounted on the control member by being axially blocked between the head of the control member and another part of the control member.

6. Game controller according to one of claims 1 to 5, wherein the value of the stop angle, which is the tilt angle, with respect to its rest position, of the control member provided with said adjusting element and tilted in the stop position, is identical for all tilting directions of the control member.

7. Game controller according to one of claims 1 to 6, wherein the value of the stop angle, which is the tilt angle, with respect to its rest position, of the control member provided with said adjusting element and tilted in the stop position, is less than 90° and preferably between 20° and 70°.

8. Game controller according to one of claims 1 to 7, wherein the stop angle being the tilt angle, with respect to its rest position, of the pivoting control member provided with said adjusting element and tilted in the stop position, said controller comprises at least two different adjusting elements, and preferably at least three different adjusting elements, which allow said blocking of the tilt of the member in the stop position with different respective stop angle values for each identical tilt direction.

9. Game controller according to one of claims 1 to 8, comprising an inner edge, which surrounds the control member and which delimits an opening in the assembled shell through which the control member is

positioned, and wherein said inner edge acts as a bottom rotational stop when the control member provided with said adjusting element is tilted in the stop position.

10. Game controller according to one of claims 1 to 9, comprising an inner edge, which surrounds the control member and which delimits an opening in the assembled shell through which the control member is positioned, and wherein the adjusting element, when mounted on the control member, is positioned through said opening, one part of the adjusting element being housed inside the shell and another part of the adjusting element being positioned outside the shell.

11. Game controller according to one of claims 1 to 10, wherein each adjusting element is a cylindrical adjusting ring.

12. Game controller according to claim 11, wherein the outer face of each cylindrical adjusting ring forms a straight cylinder with a circular cross-section over at least part of the height of the adjusting ring.

13. Game controller according to one of claims 1 to 12, comprising at least two different adjusting elements, and preferably at least three different adjusting elements, constituted respectively by adjusting rings, the outer face of which forms a straight cylinder with a circular cross-section over at least part of the height of the adjusting ring, and the outer diameters of said cylindrical parts with a circular cross-section of the outer faces of the adjusting rings are different.

14. Game controller according to claim 13, wherein the adjusting rings have the same internal cross-section, and in particular the same internal diameter, and preferably in which the adjusting rings have the same height.

15. Game controller according to one of claims 1 to 14, wherein part of the pivoting control member is housed and is fastened inside the assembled shell, and the game controller comprises sensors positioned inside the assembled shell)and measuring the rotation of the pivoting control member.

16. Adjusting element for adjusting the stop angle of the pivoting control member of a game controller of one of claims 1 to 15, said game controller comprising an assembled shell through which the control member has passed, which control member comprises a head for manipulating it on the outside of the shell, and is able to be tilted manually in all directions, from a rest position into which it returns in a rotationally elastic manner, to a stop position, which adjusting element for adjusting the stop angle of the pivoting control member can be mounted removably on the control member and can be removed from the control member without disassembling the shell from the game controller.

17. Adjusting element for a game controller according to claim 16, consisting of a removable ring.

18. Adjusting element for a game controller according to claim 17, consisting of a removable ring, the outer face of which forms a straight cylinder with a circular cross-section over at least part of the height of the adjusting ring.

19. Assembly comprising at least two adjusting elements for a game controller and preferably at least three adjusting elements for a game controller, according to one of claims 16 to 18, said adjusting elements being different and allowing a blocking in rotation of the control member in the stop position with different respective stop angle values for each identical tilt direction of the control member.

20. Assembly according to claim 19, wherein the adjusting elements are constituted respectively by adjusting rings, the outer face of which forms a straight cylinder with a circular cross-section over at least part of the height of the adjusting ring, and wherein the outer diameters of said cylindrical parts with a circular cross-section of the outer faces of the adjusting rings are different.

21. Assembly according to claim 20, wherein the adjusting rings have the same internal cross-section, and in particular the same internal diameter, and preferably in which the adjusting rings have the same height.

22. Adjusting method for adjusting the stop angle of the pivoting control member of a game controller of one of claims 1 to 15, said method comprising mounting a removable adjusting element on the control member, without disassembling the shell of the game controller so that the control member provided with this other removable adjusting element is able to be manually tilted in each tilt direction until it reaches a stop position in which this adjusting element abuts and makes it possible to block the tilting of the control member.

23. Method according to claim 22, wherein the control member comprises a removable head, in order to assemble the adjusting element, the removable head of the control member is removed beforehand, and once the adjusting element is mounted, the removable head of the control member is replaced.