[54] VIDEO GAME CONTROL UNIT [75] Inventor: Syng N. Kim, Hoffman Estates, Ill. [73] Assignee: Wico Corporation, Niles, Ill. [**] Term: 14 Years [21] Appl. No.: 390,382 [22] Filed: Jun. 21, 1982

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		D21/13
[58]	Field of Search	· ,
	-	273/1 E, 85 G, DIG. 28;
	200/5 A; 178/18-2	20; 340/709-711; 74/553,
		551.9, 551.8

Int. Cl.

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[57] CLAIM

The ornamental design for a video game control unit, as shown and described.

DESCRIPTION

FIG. 1 is a front elevational view of a video game control unit showing my new design;

FIG. 2 is a rear elevational view of the video game control unit;

FIG. 3 is a top plan view of the video game control unit; FIG. 4 is a bottom plan view of the video game control unit;

FIG. 5 is an elevational view of one side of the video game control unit;

FIG. 6 is an elevational view of the other side of the video game control unit;

FIG. 7 is a sectional view of the video game control unit taken along the line 7—7 of FIG. 1 on an enlarged scale; FIG. 8 is a sectional view of the video game control unit taken along the line 8—8 of FIG. 3;

FIG. 9 is a front elevational view of a video game control unit incorporating the features of a second embodiment of my design;

FIG. 10 is a rear elevational view of the second embodiment;

FIG. 11 is a top plan view of the second embodiment; FIG. 12 is a bottom plan view of the second embodiment;

FIG. 13 is an elevational view of one side of the second embodiment;

FIG. 14 is an elevational view of the other side of the second embodiment;

FIG. 15 is a sectional view of the second embodiment taken along the line 15—15 of FIG. 9 on an enlarged scale; and

FIG. 16 is a sectional view of the second embodiment taken along the line 16—16 of FIG. 11.

The standard power cord is shown fragmentarily for convenience of illustration.





