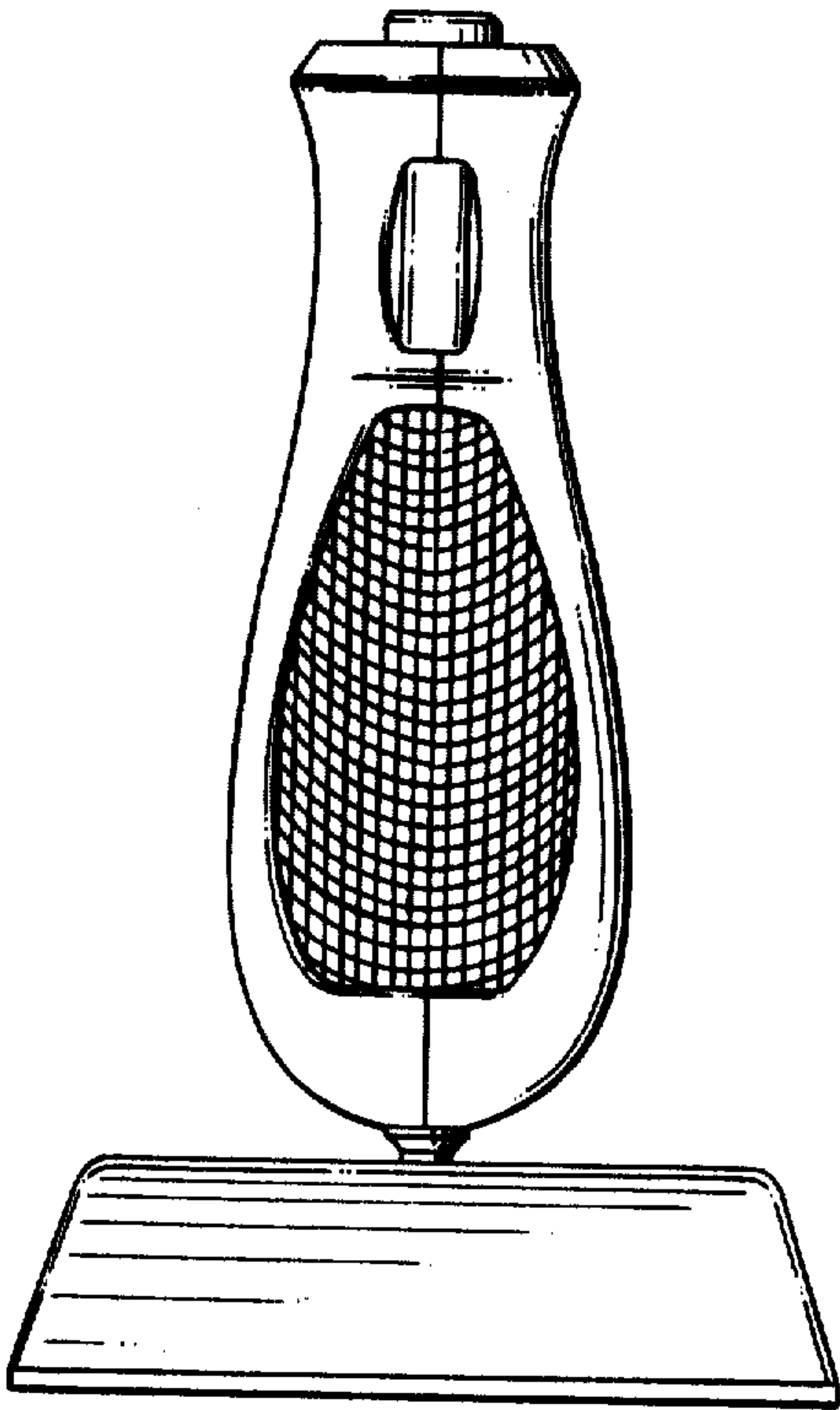


- [54] VIDEO GAME CONTROL UNIT OR THE LIKE
- [76] Inventors: Jeffrey M. Moskin, 3106 Barry Ave., Los Angeles, Calif. 90066; Keith J. Wertz, 2533 S. Deegan Dr., Santa Ana, Calif. 92704
- [**] Term: 14 Years
- [21] Appl. No.: 384,900
- [22] Filed: Jun. 4, 1982
- [51] Int. Cl. D13—03
- [52] U.S. Cl. D13/38; D13/12; D21/13
- [58] Field of Search D13/12, 11, 32, 37, D13/38; D21/13, 48; D8/303, 307; 273/1 E, 85 G, DIG. 28; 200/5 A; D7/139; 74/551.9, 551.8, 553; 178/18-20; 340/709-711, 286 M

- [56] References Cited
- U.S. PATENT DOCUMENTS
- D. 252,567 8/1979 Harbage et al. D13/38
- D. 255,565 6/1980 Aamoth et al. D21/13
- Primary Examiner—Melvin B. Feifer
- Attorney, Agent, or Firm—Jackson, Jones & Price

- [57] CLAIM
- The ornamental design for a video game control unit or the like, substantially as shown.

- DESCRIPTION
- FIG. 1 is a right elevational side view of a video game control unit or the like showing our new design;
- FIG. 2 is a top plan view;
- FIG. 3 is a front elevational view;
- FIG. 4 is a left elevational side view;
- FIG. 5 is a bottom plan view;
- FIG. 6 is a rear elevational view.



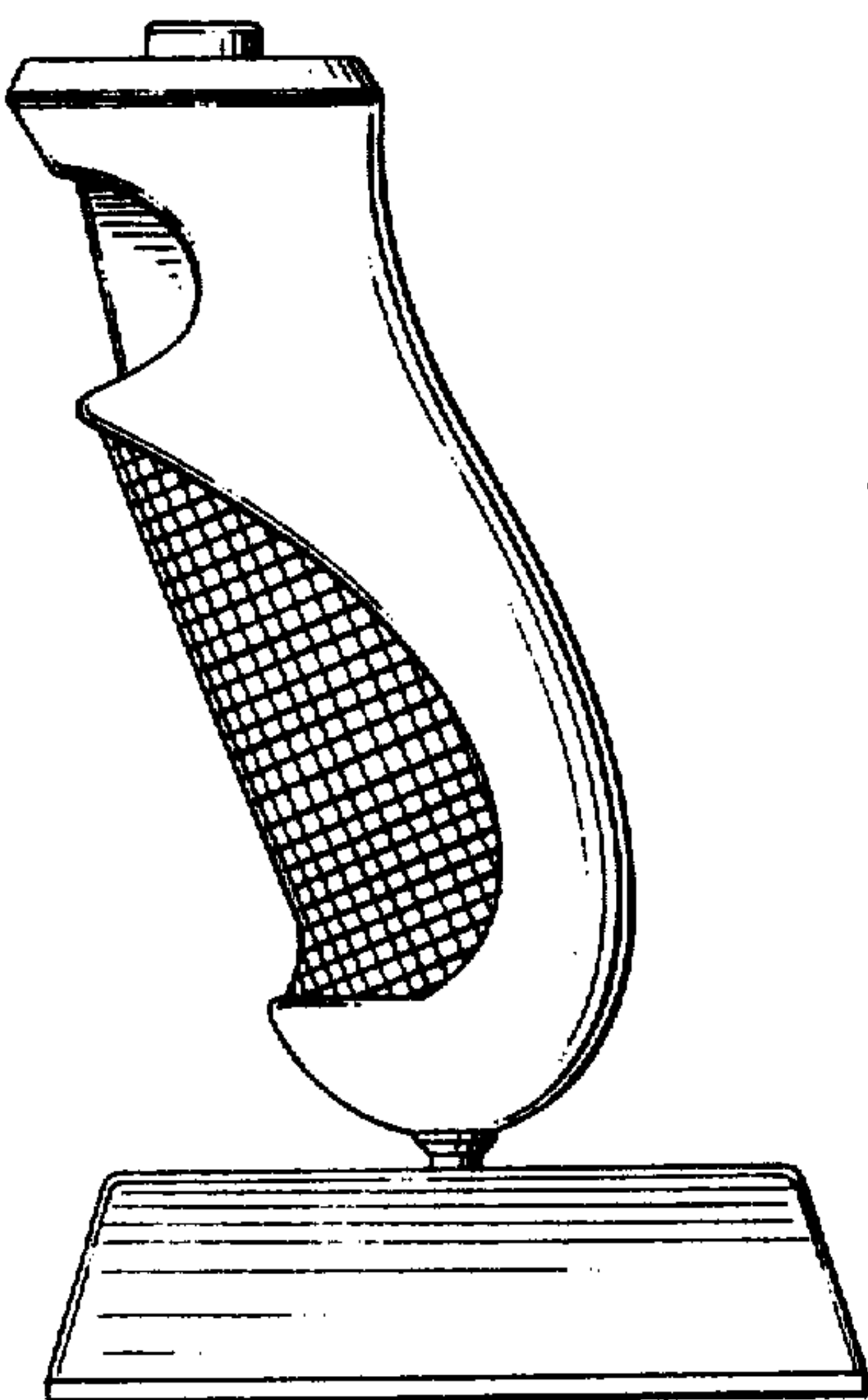


FIG. 1

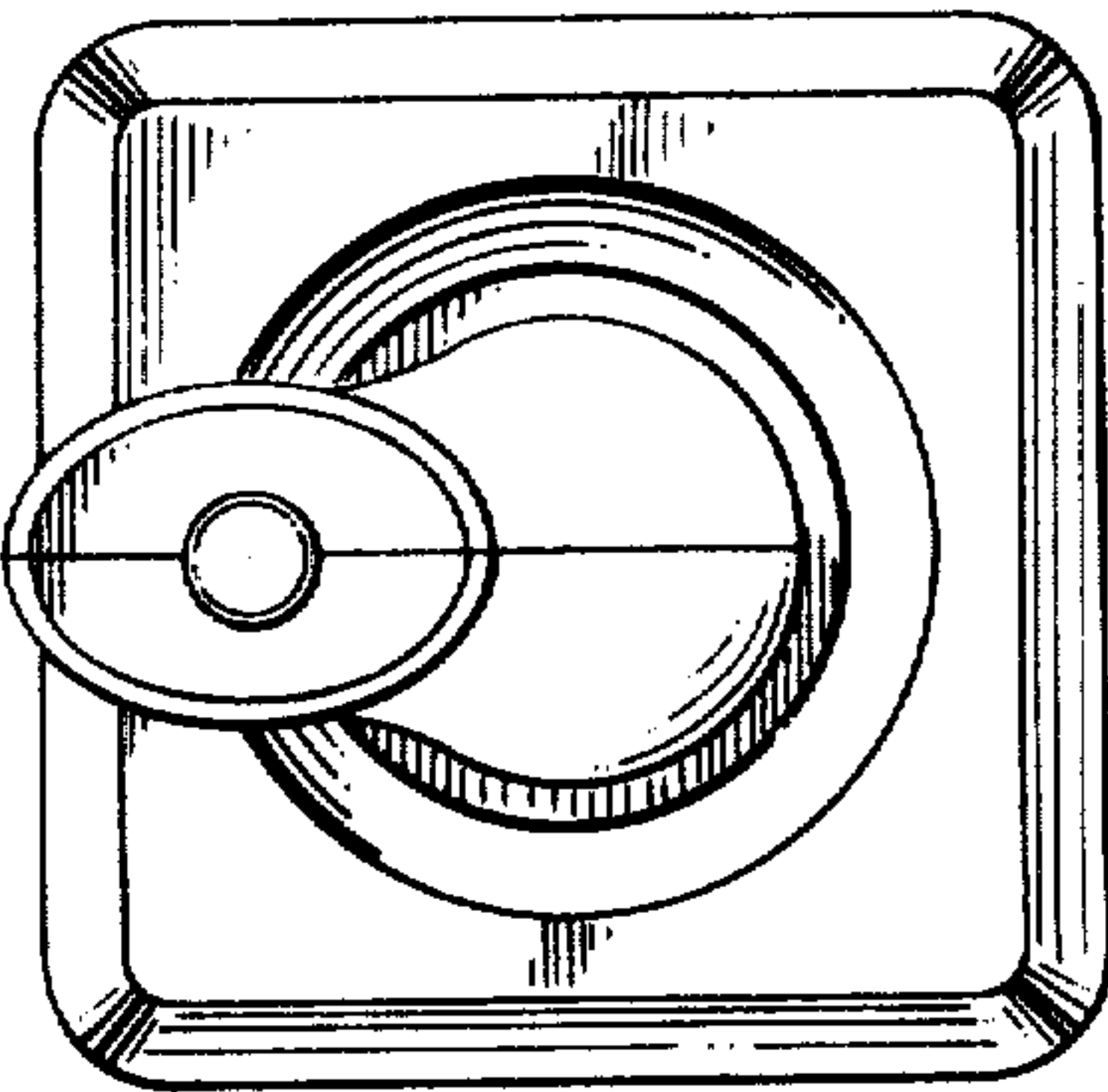


FIG. 2

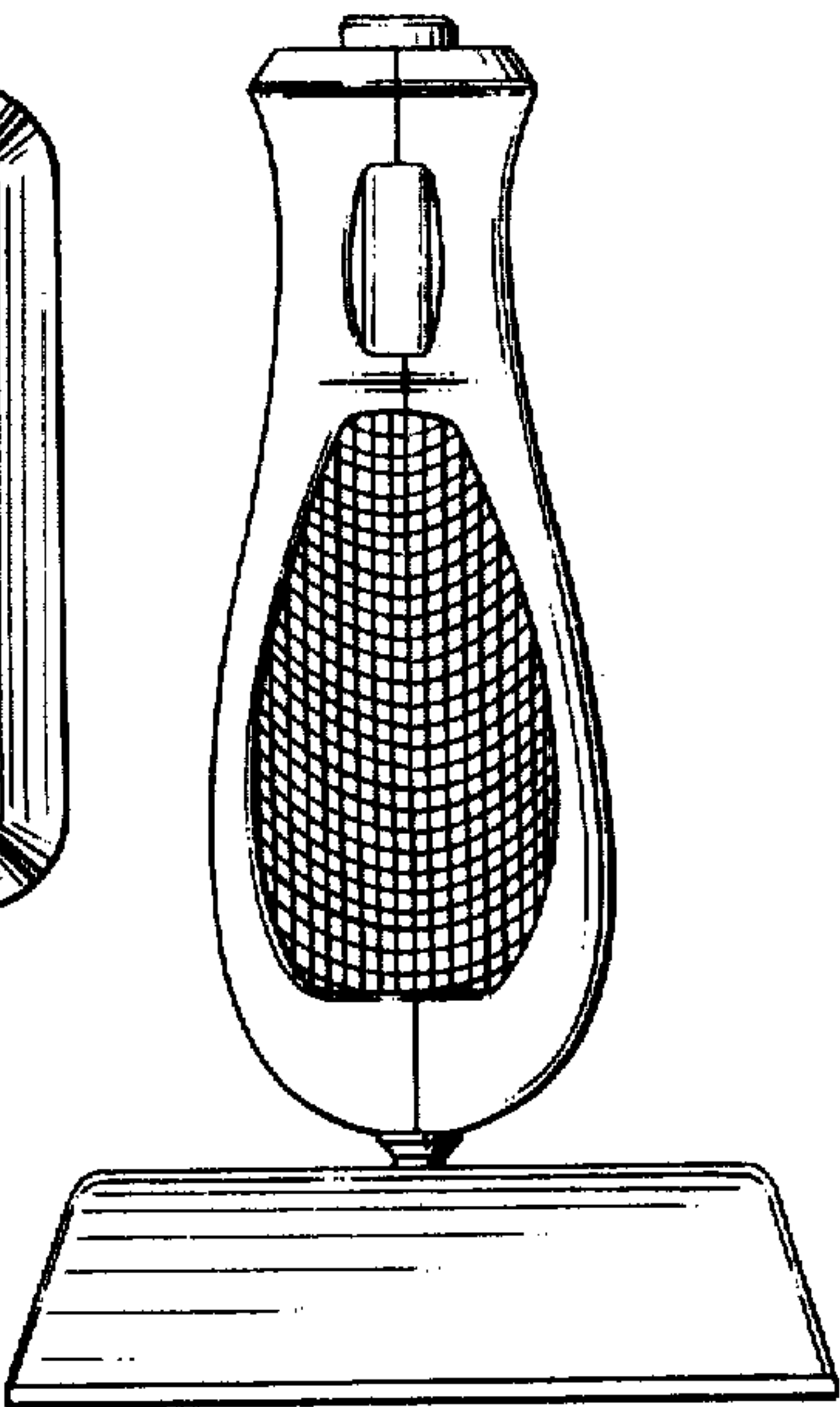


FIG. 3

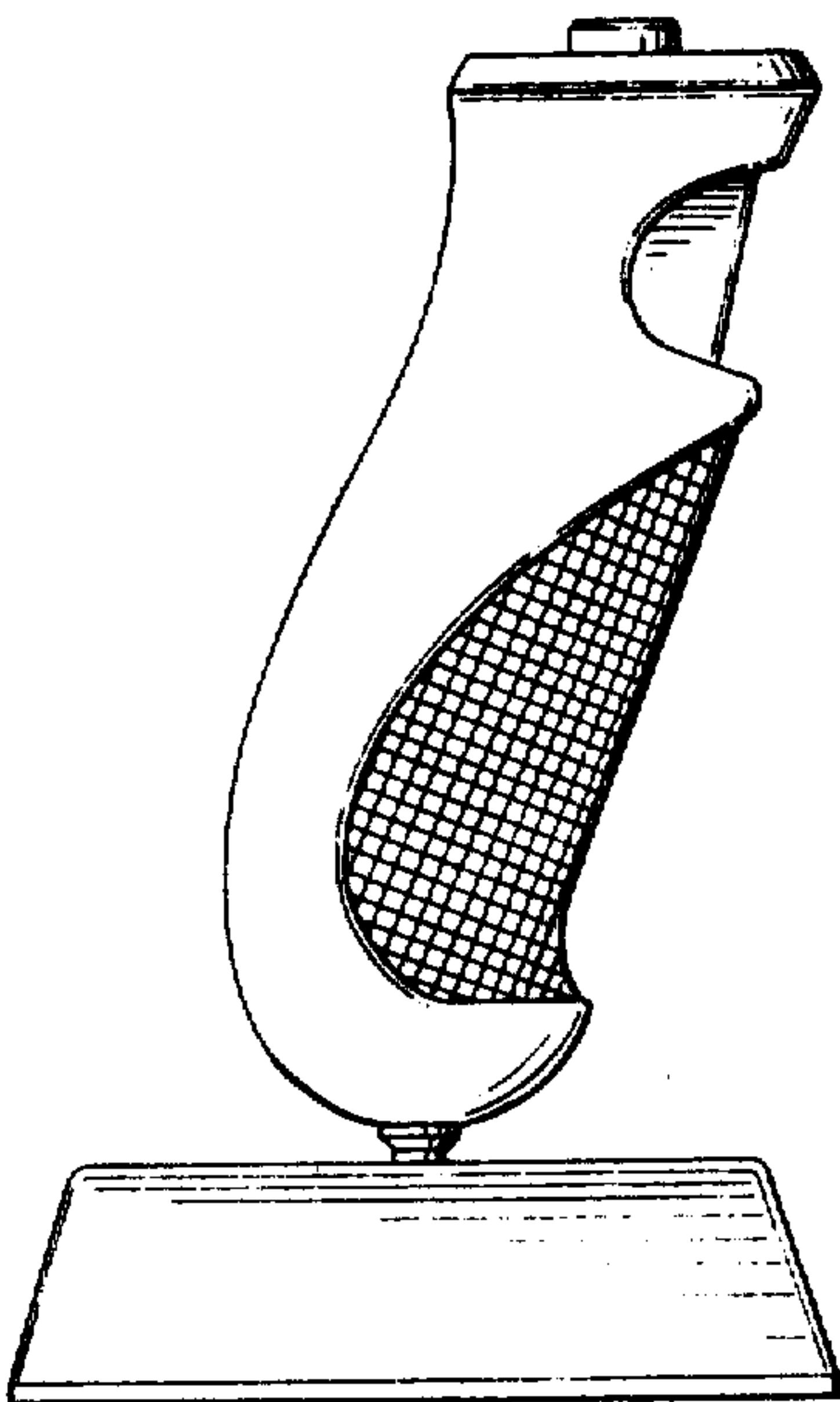


FIG. 4

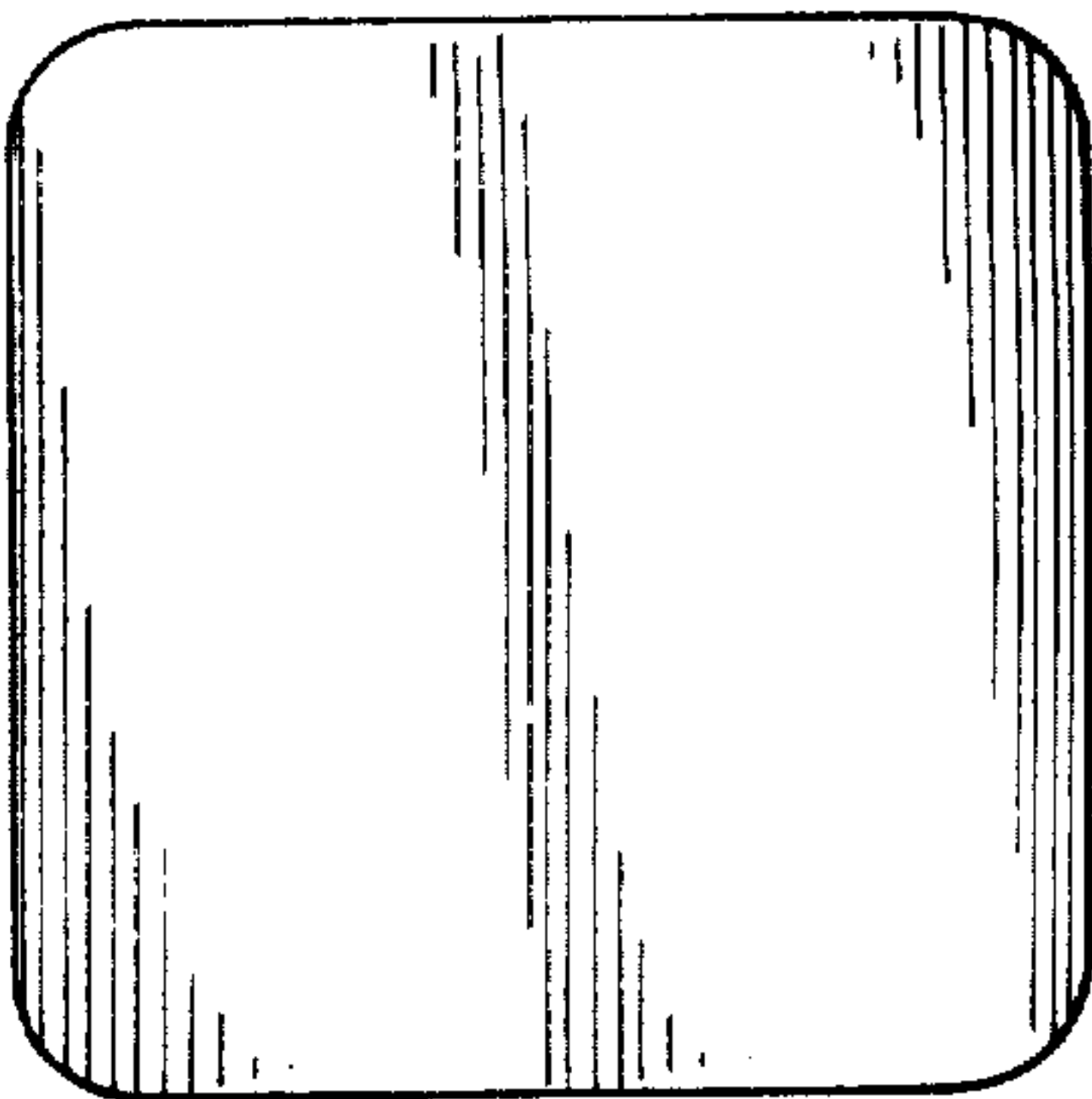


FIG. 5

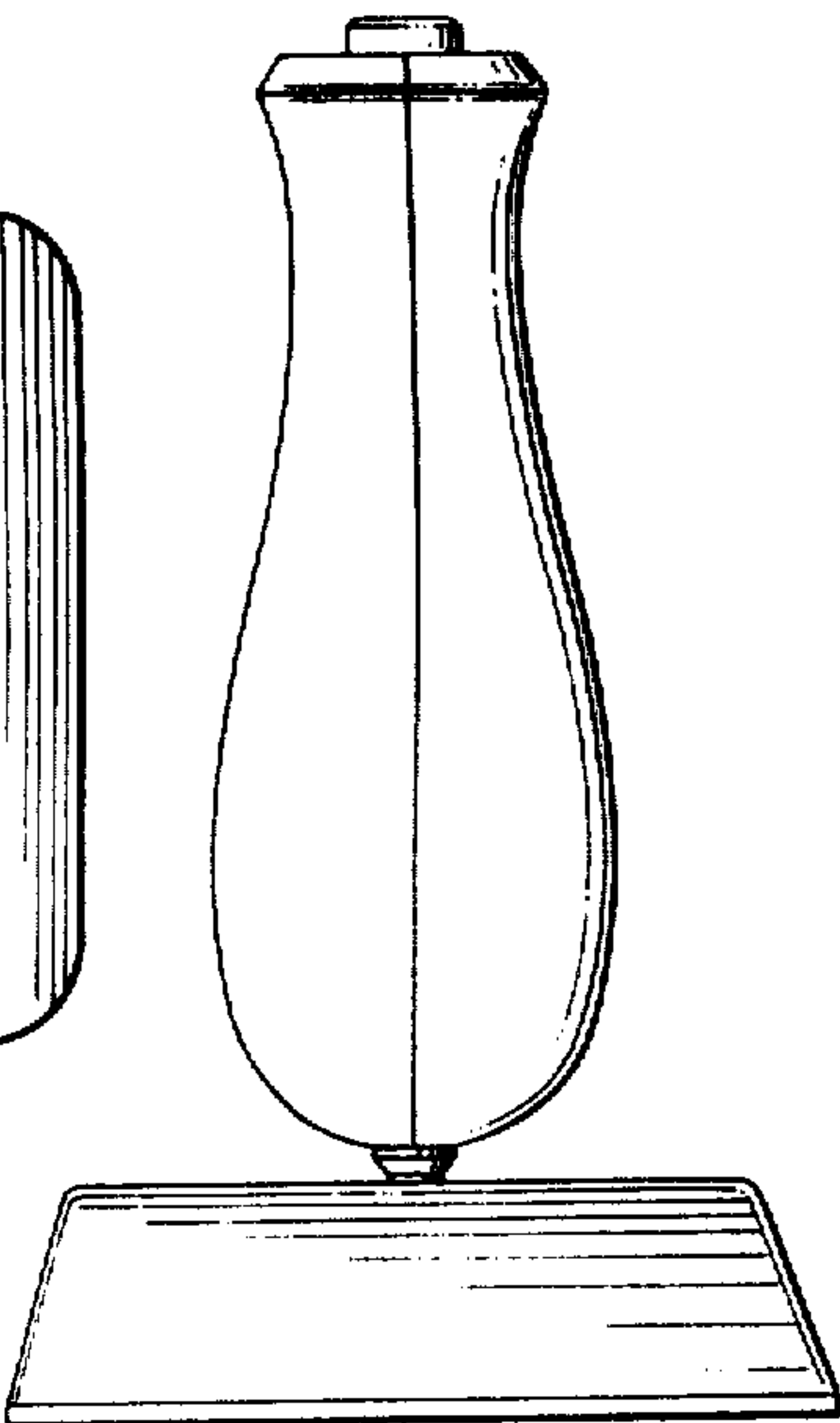


FIG. 6