

[54] **CONTROL FOR A VIDEO GAME OR THE LIKE**

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[\*\*] **Term: 14 Years**

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[51] **Int. Cl. .... D21-01**

[52] **U.S. Cl. .... D21/48; D14/114**

[58] **Field of Search .... D21/48, 13; D13/32, D13/2; D14/107, 114; 200/DIG. 29; 74/471, 209, 471 XY, 198; 340/709, 710, 365**

[56] **References Cited**

**U.S. PATENT DOCUMENTS**

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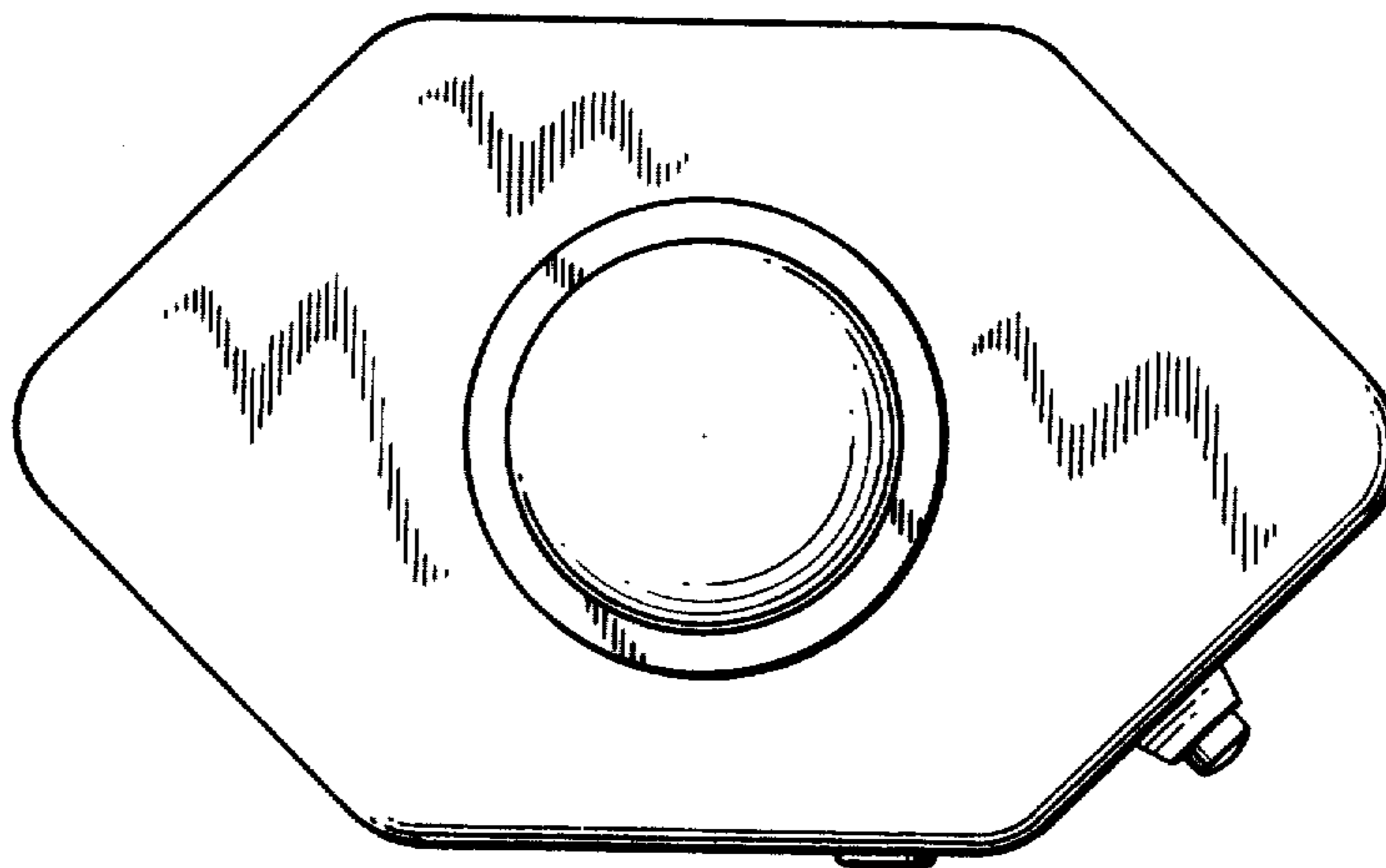
*Primary Examiner*—Melvin B. Feifer  
*Attorney, Agent, or Firm*—Dithmar, Stotland, Stratman & Levy

[57] **CLAIM**

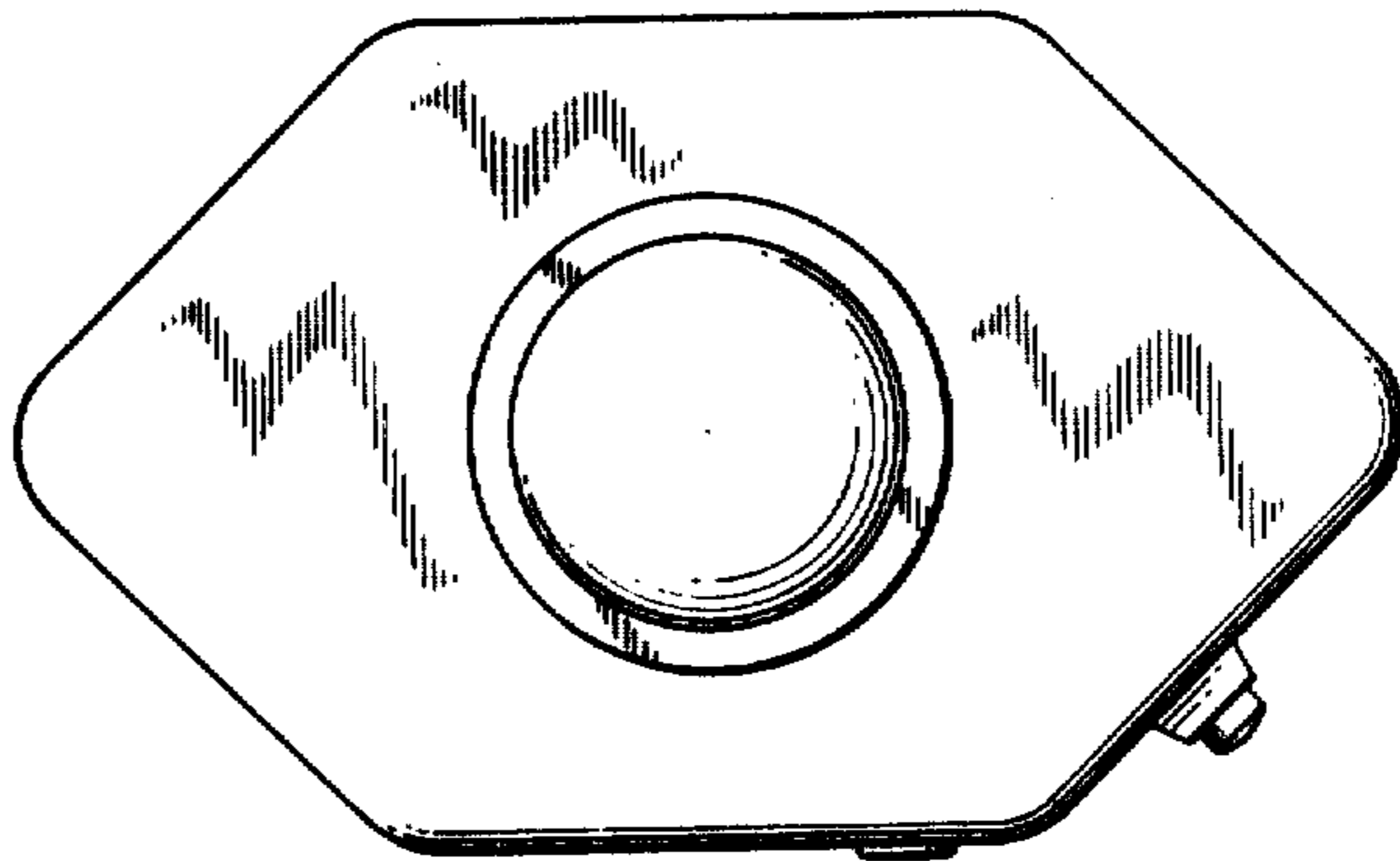
The ornamental design for a control for a video game or the like, as shown.

**DESCRIPTION**

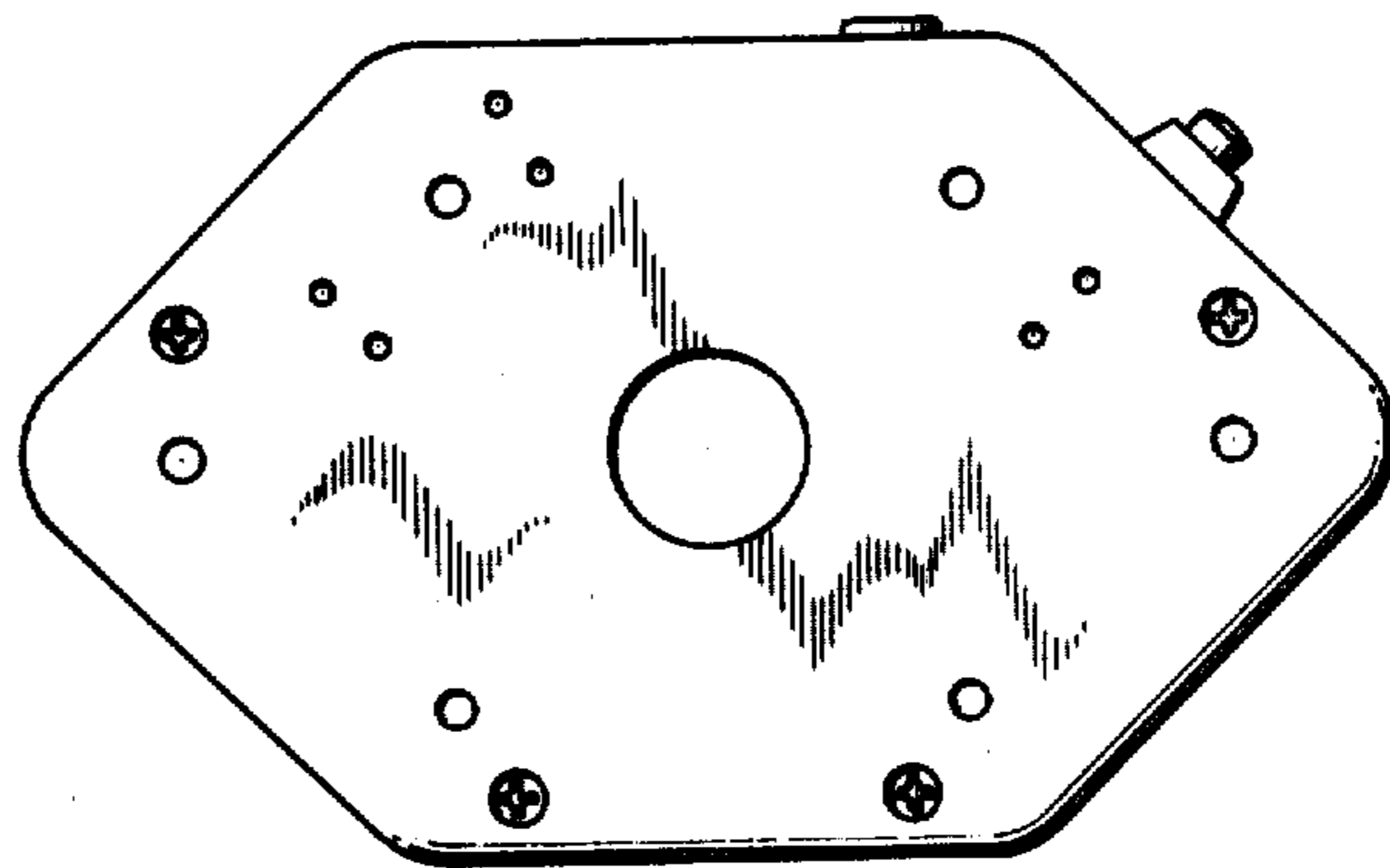
FIG. 1 is a top plan view of a control for a video game or the like showing my new design.  
FIG. 2 is a bottom plan view;  
FIG. 3 is a front elevational view;  
FIG. 4 is a rear elevational view;  
FIG. 5 is an elevational view of one end; and  
FIG. 6 is an elevational view of the other end.



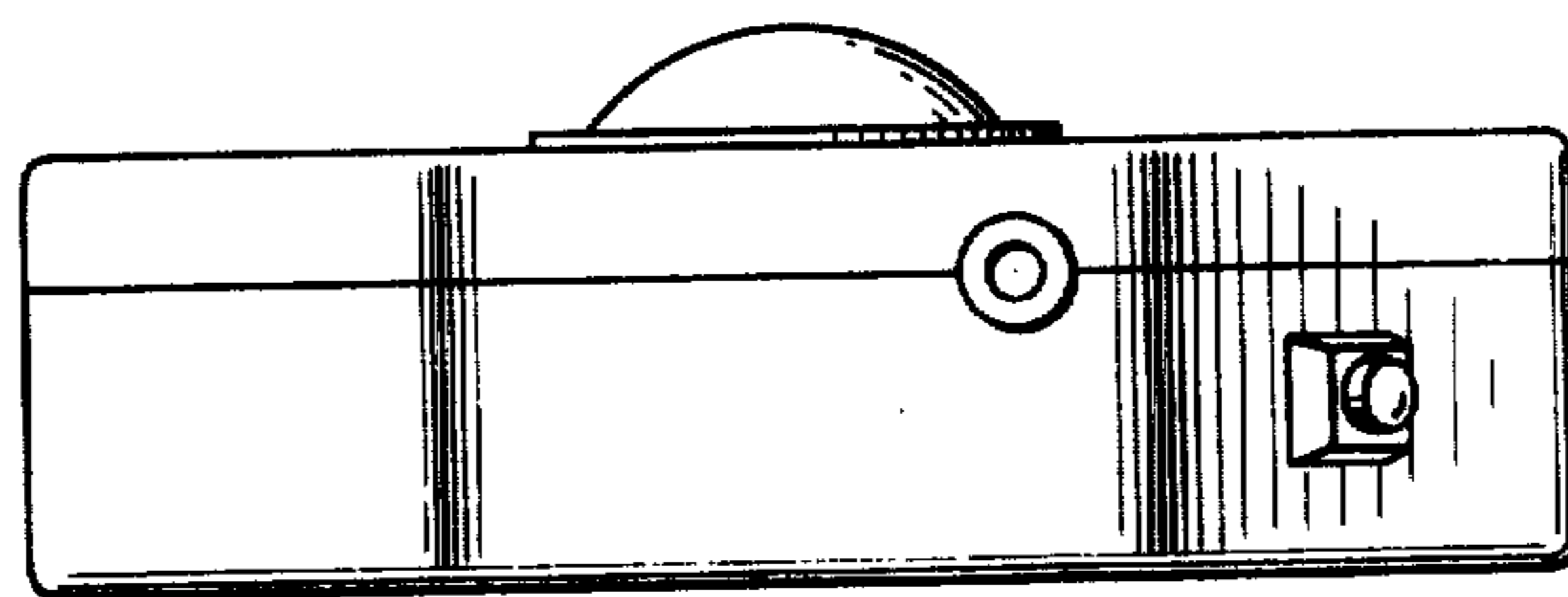
**FIG. 1**



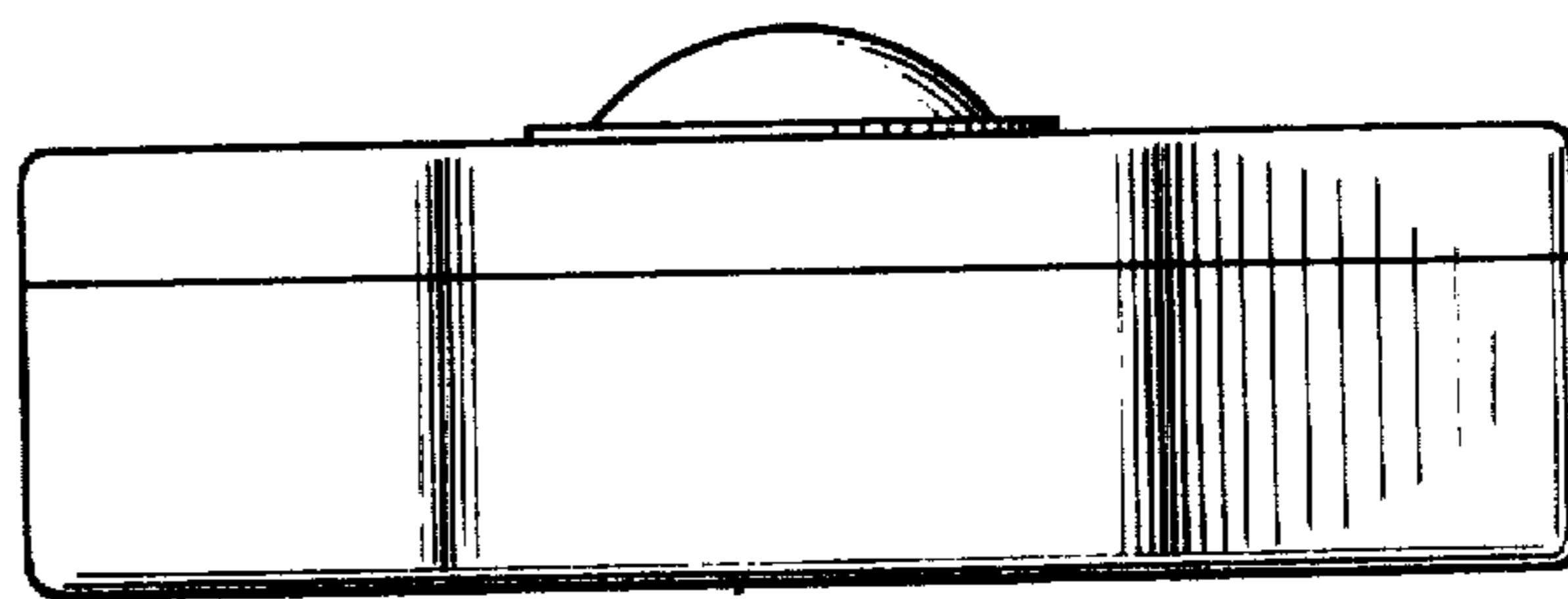
**FIG. 2**



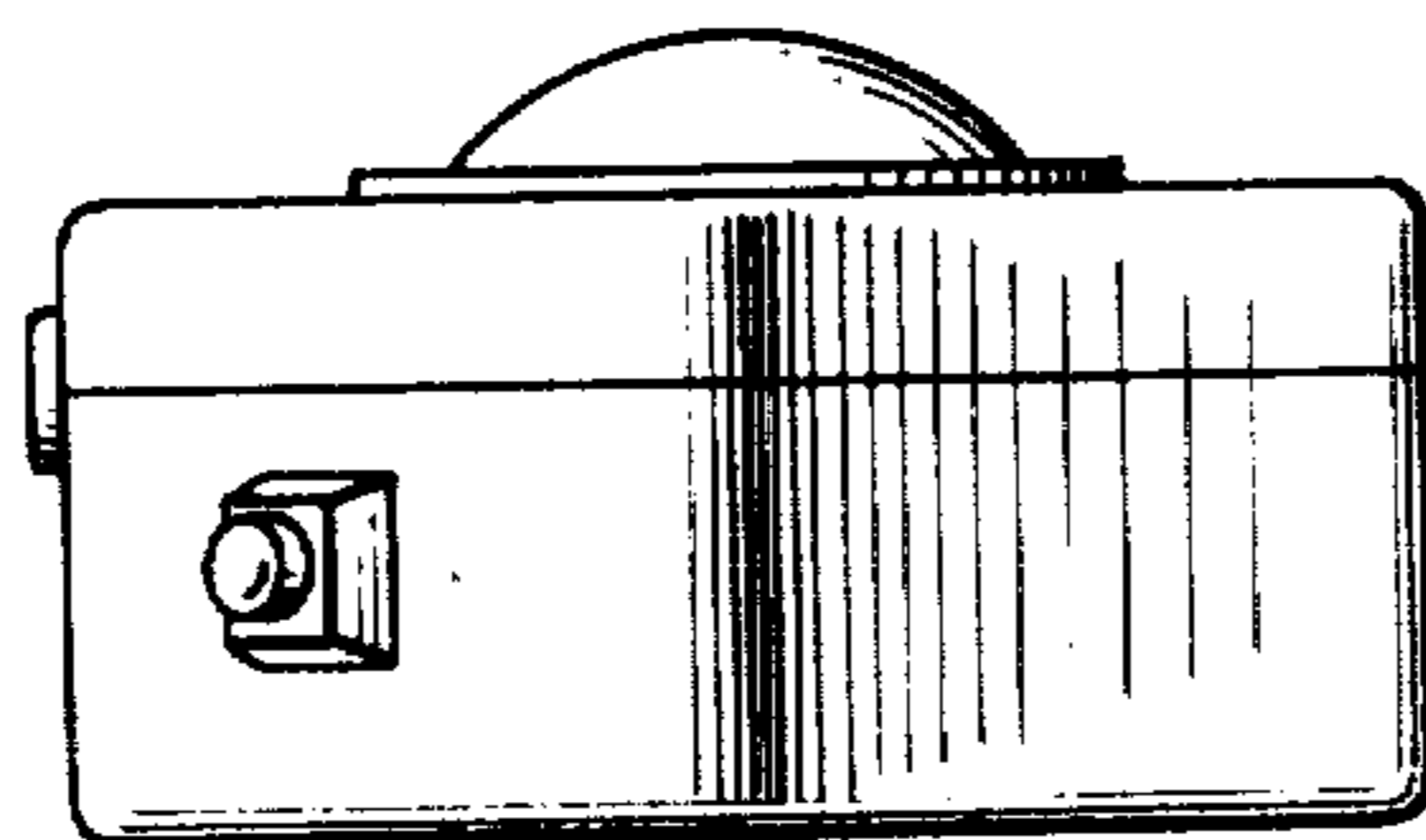
**FIG. 3**



**FIG. 4**



**FIG. 5**



**FIG. 6**

