

[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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& 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.

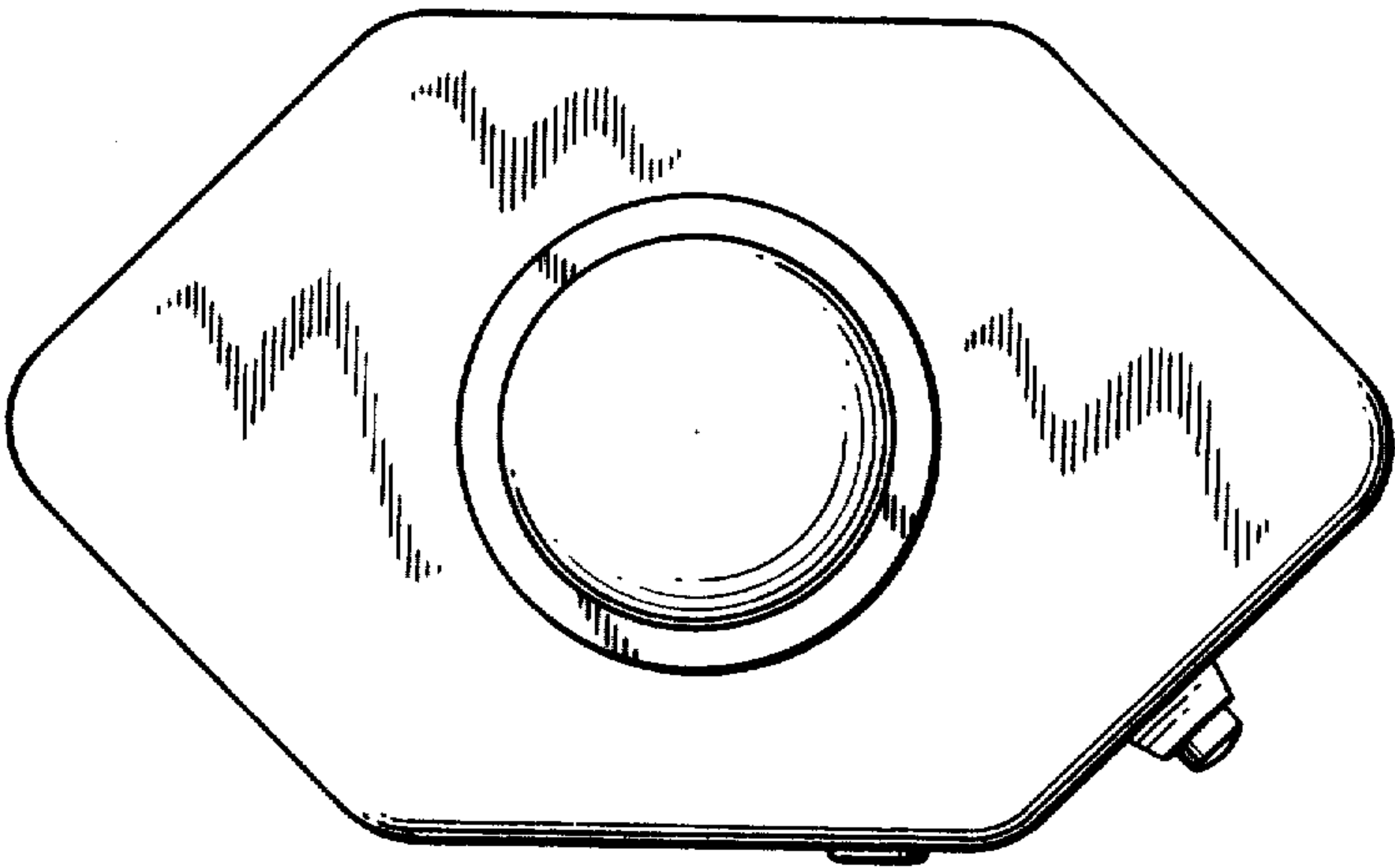
FIG. 2 is a bottom plan view;

FIG. 3 is a front elevational view;

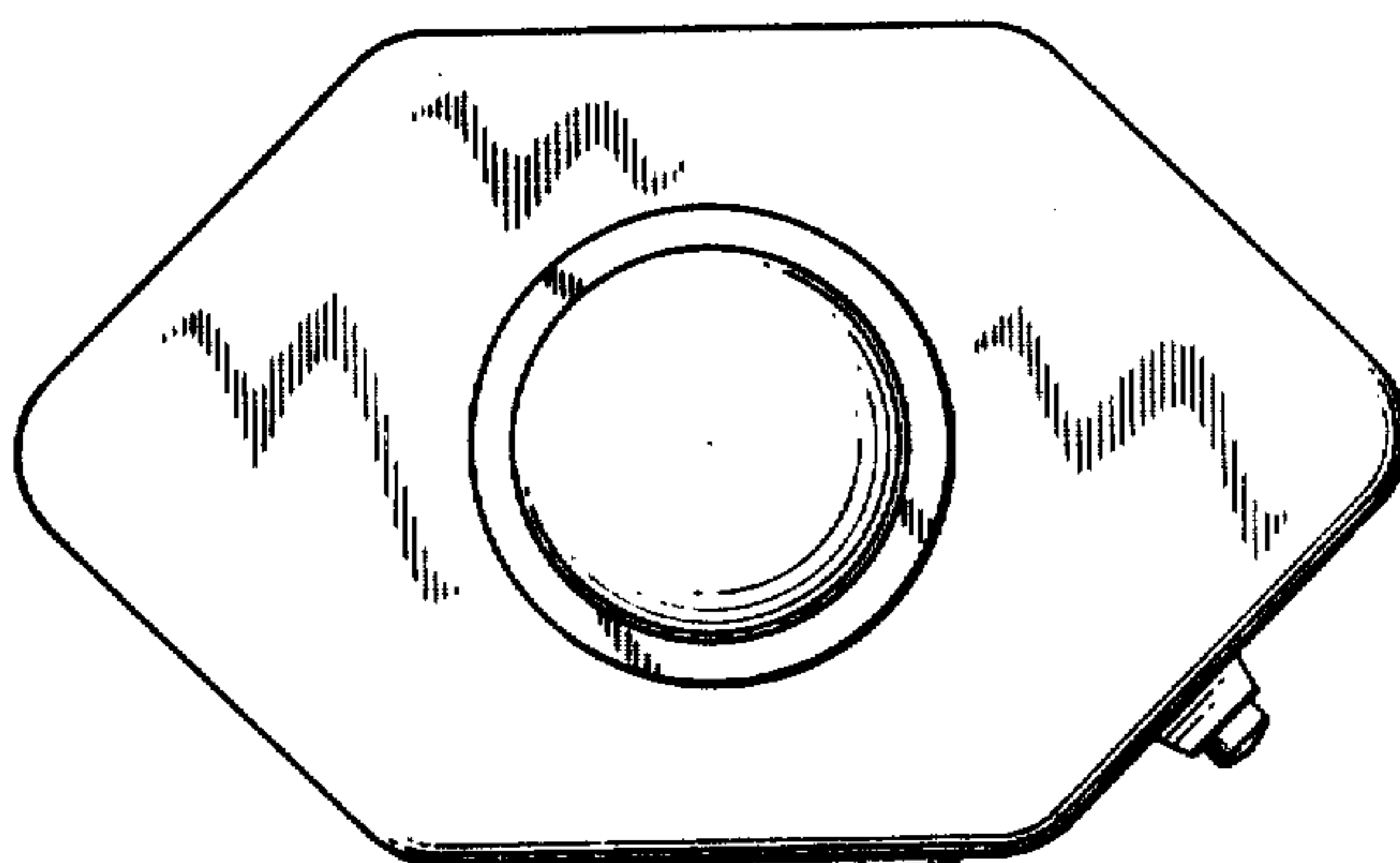
FIG. 4 is a rear elevational view;

FIG. 5 is an elevational view of one end; and

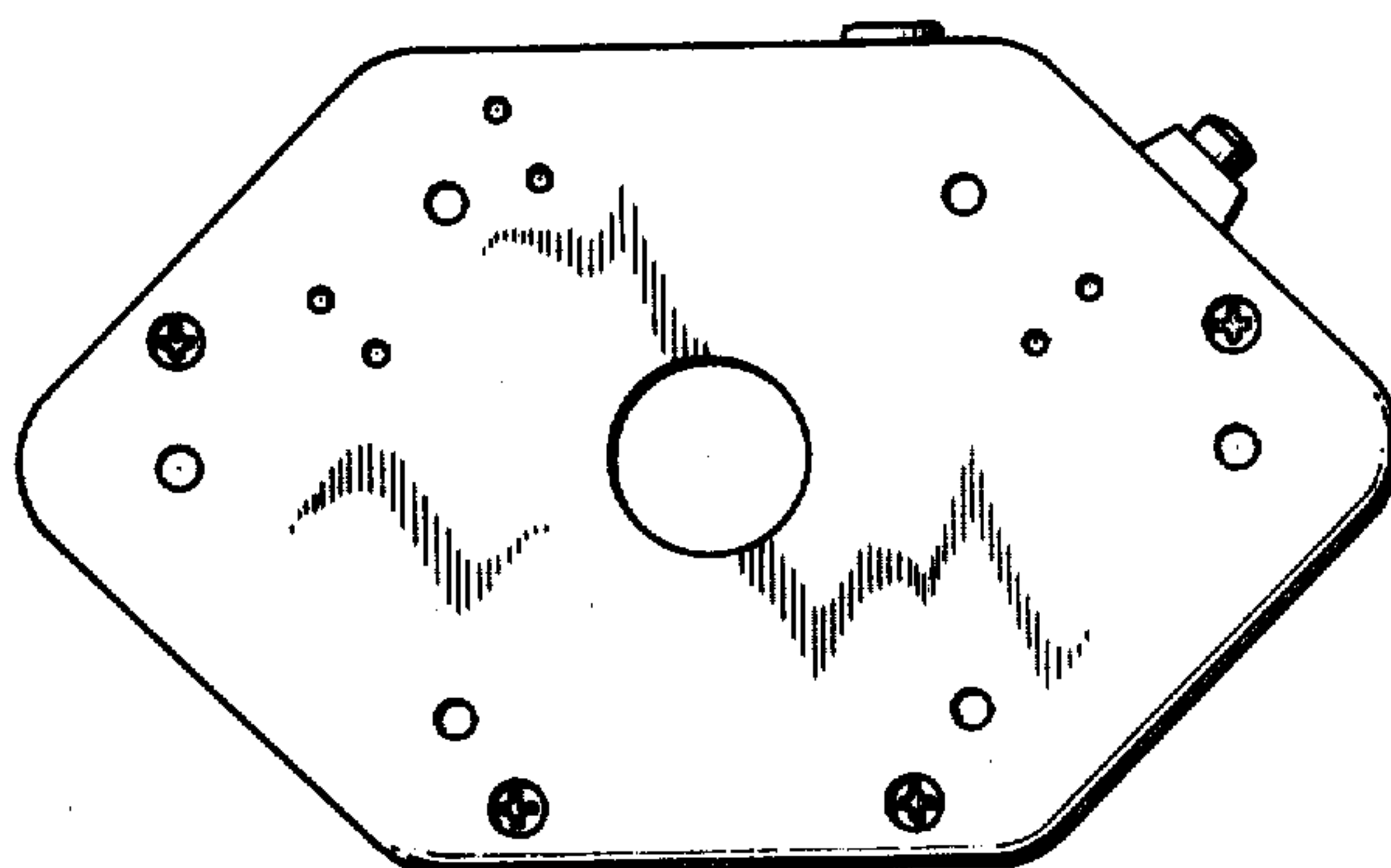
FIG. 6 is an elevational view of the other end.



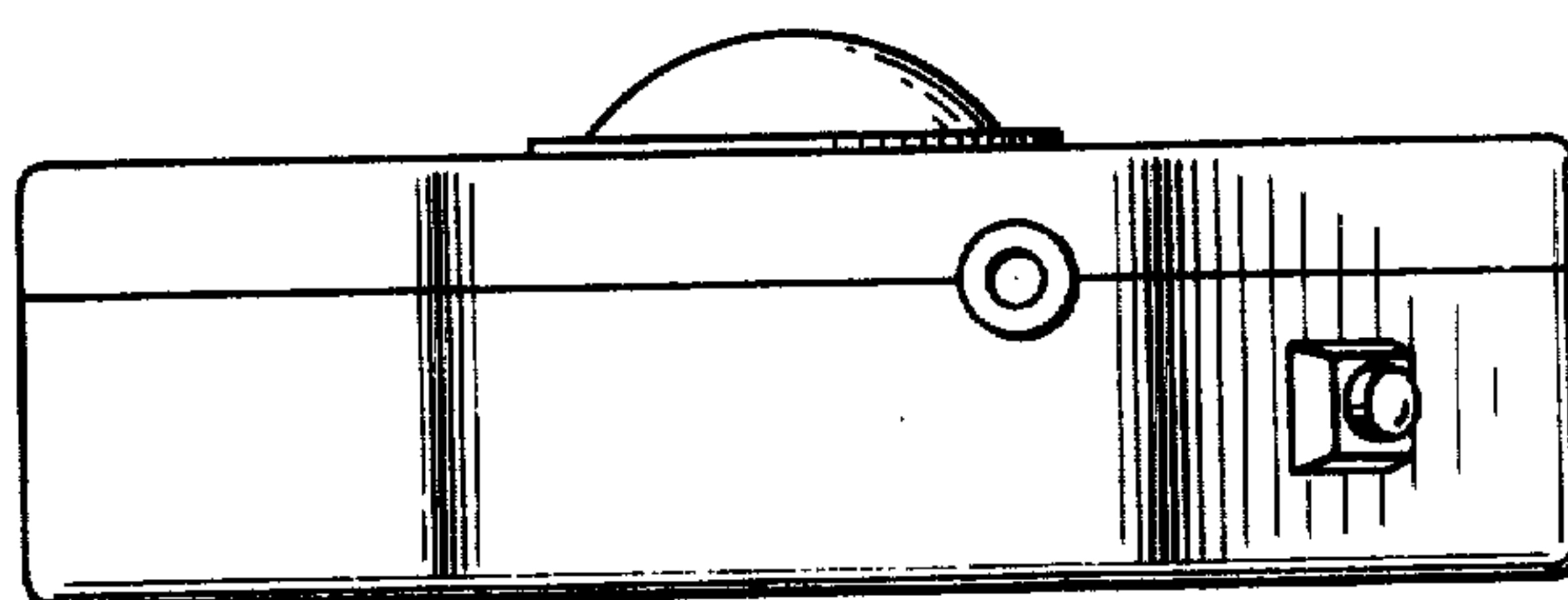
**FIG. 1**



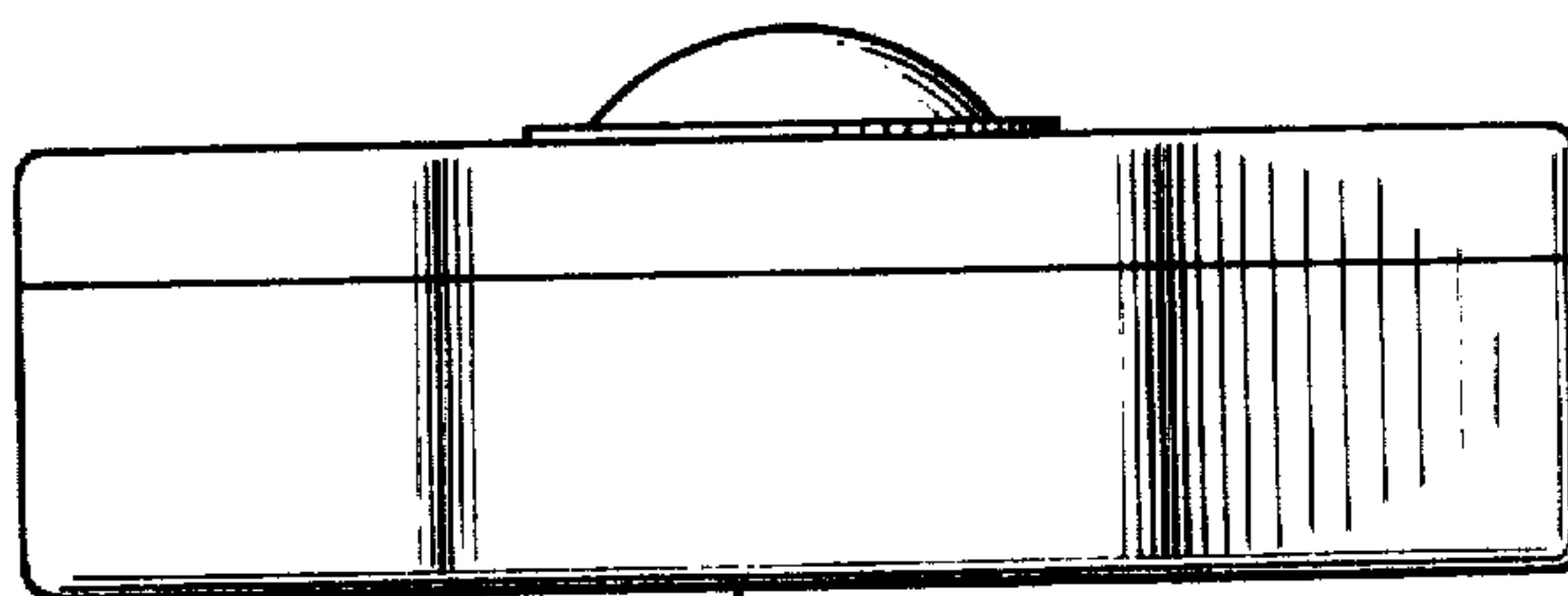
**FIG. 2**



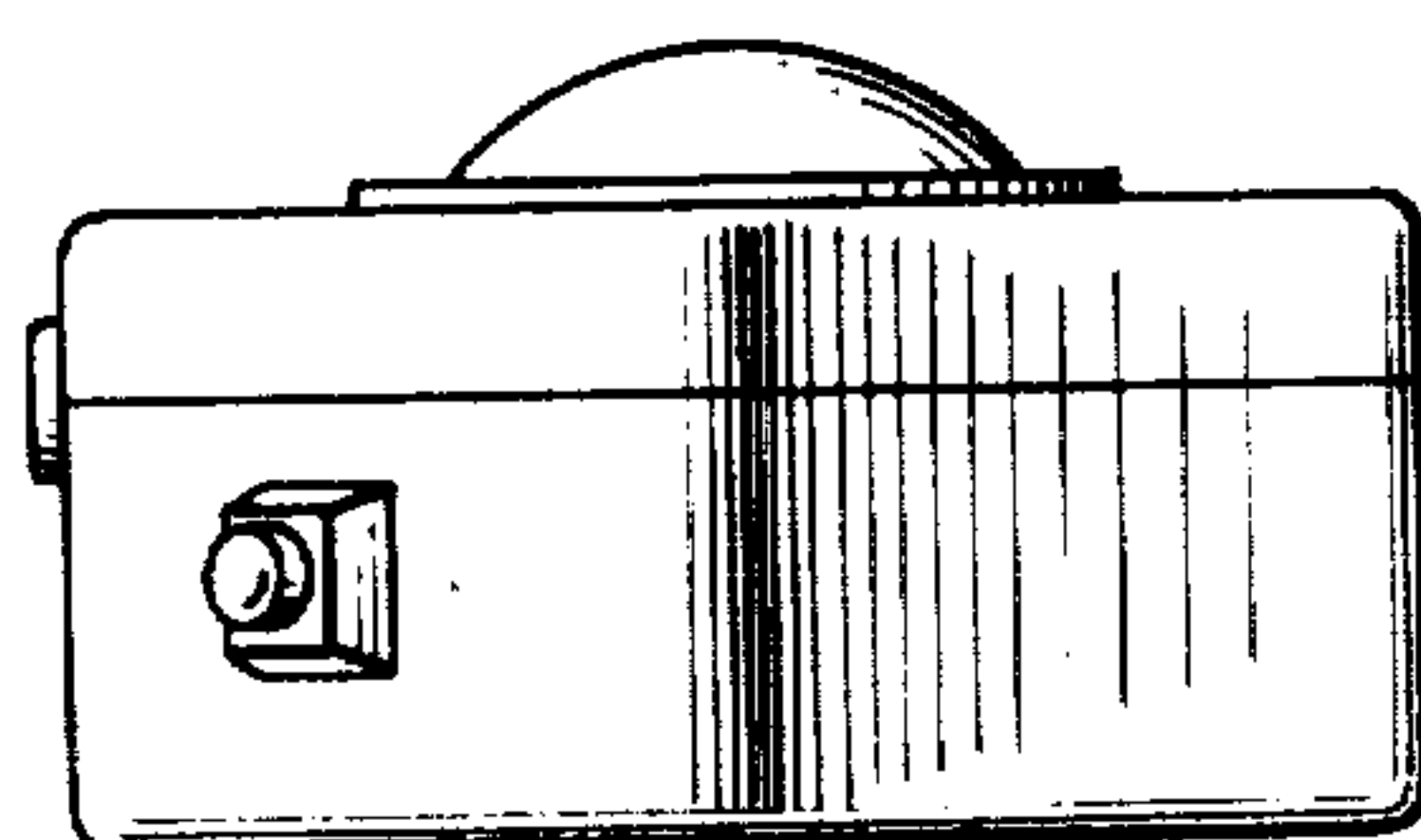
**FIG. 3**



**FIG. 4**



**FIG. 5**



**FIG. 6**

