

[54] HAND OPERATED CONTROL UNIT FOR VIDEO GAMES

[75] Inventor: Hugh M. Lee, San Jose, Calif.

[73] Assignee: Amiga Corporation, Santa Clara, Calif.

[\*\*] Term: 14 Years

[21] Appl. No.: 464,312

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[52] U.S. Cl. .... D21/48

[58] Field of Search ..... D21/48, 13, 1; D13/11, D13/12, 32, 37, 38; 273/DIG. 28, 148 B, 1 GC, 85 G

[56] References Cited

U.S. PATENT DOCUMENTS

- D. 247,746 4/1978 Hall ..... D13/38
- D. 271,312 11/1983 Renteria ..... D21/48

D. 271,313 11/1983 Nishi ..... D21/48

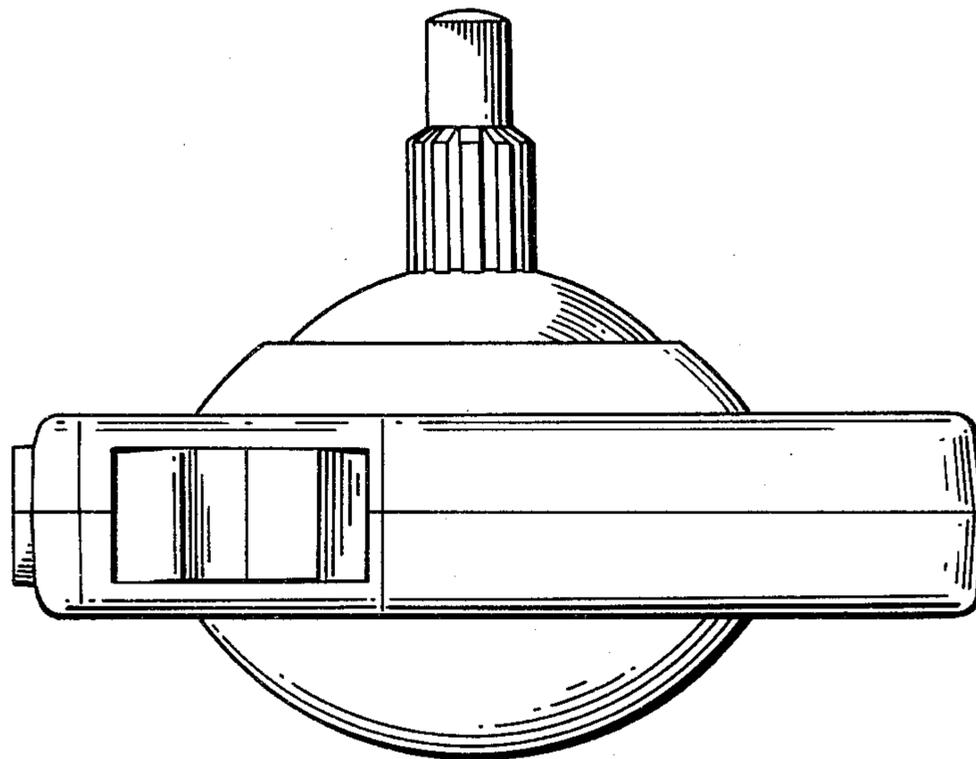
Primary Examiner—Melvin B. Feifer  
Attorney, Agent, or Firm—Fitch, Even, Tabin & Flannery

[57] CLAIM

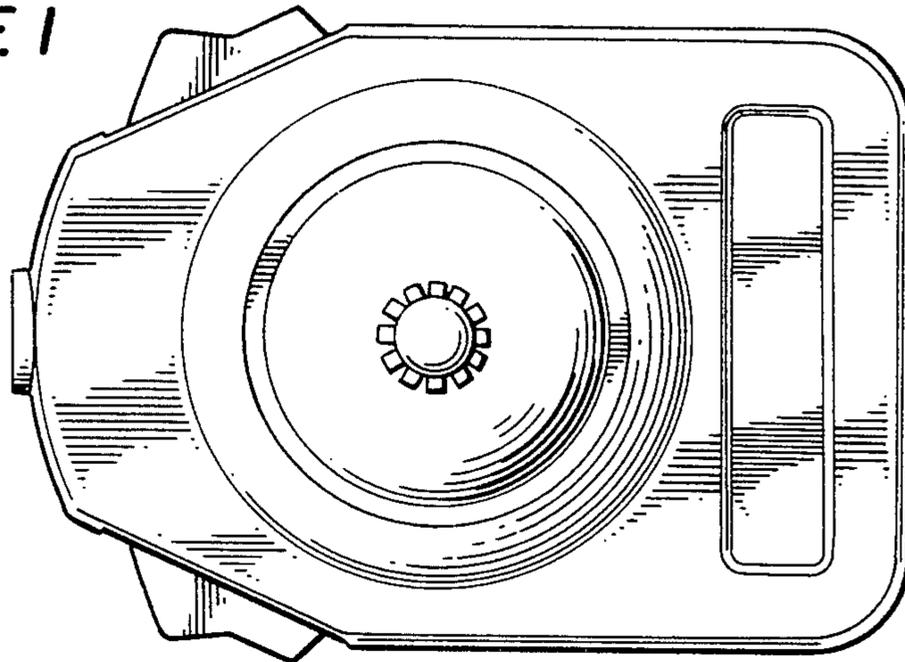
The ornamental design for a hand operated control unit for video games, as shown and described.

DESCRIPTION

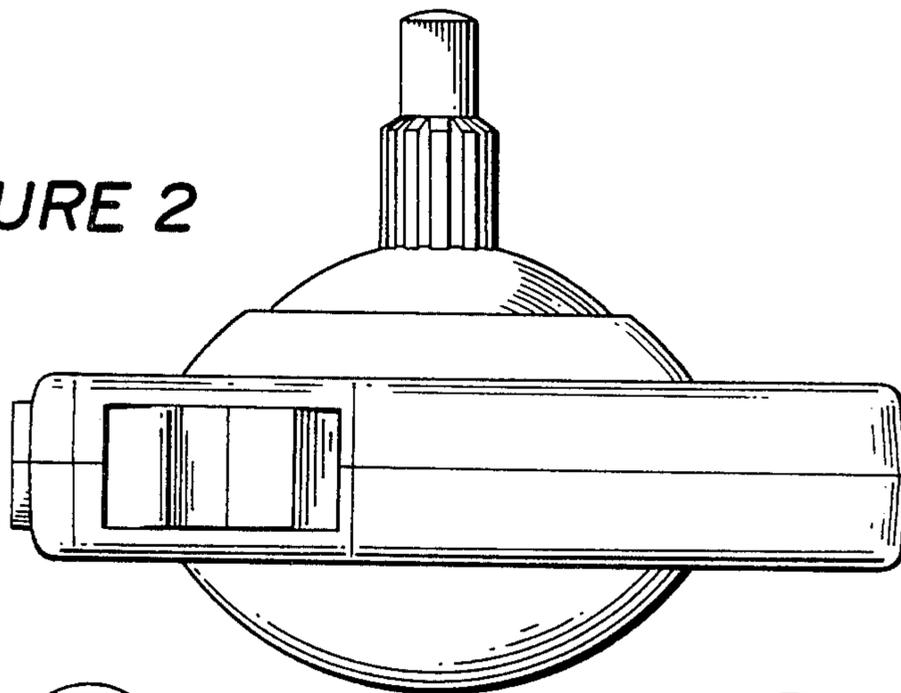
FIG. 1 is a top plan view of a hand operated control unit for video games showing my new design;  
 FIG. 2 is a side view in elevation of the control unit as viewed from the lower side of FIG. 1;  
 FIG. 3 is a view in elevation of the control unit taken from the left side of FIG. 1;  
 FIG. 4 is a view in elevation of the control unit taken from the right side of FIG. 1;  
 FIG. 5 is a plan view of the bottom of the control unit of FIG. 1.



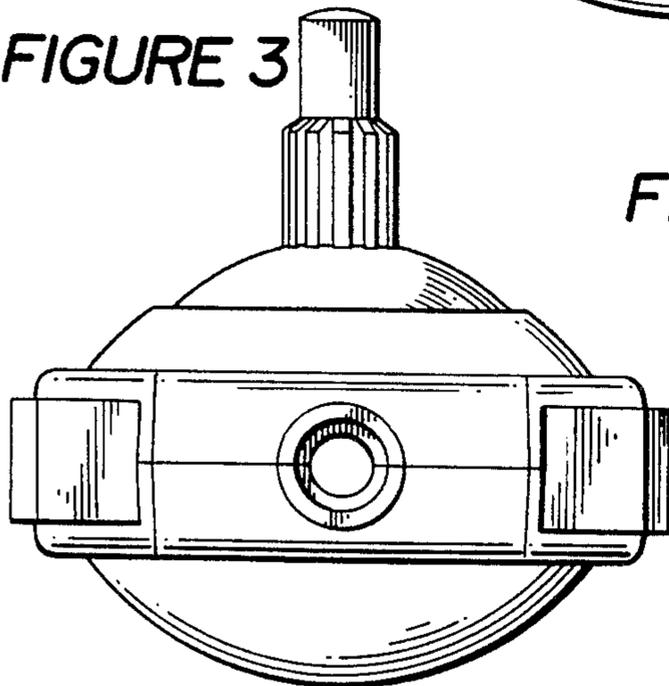
**FIGURE 1**



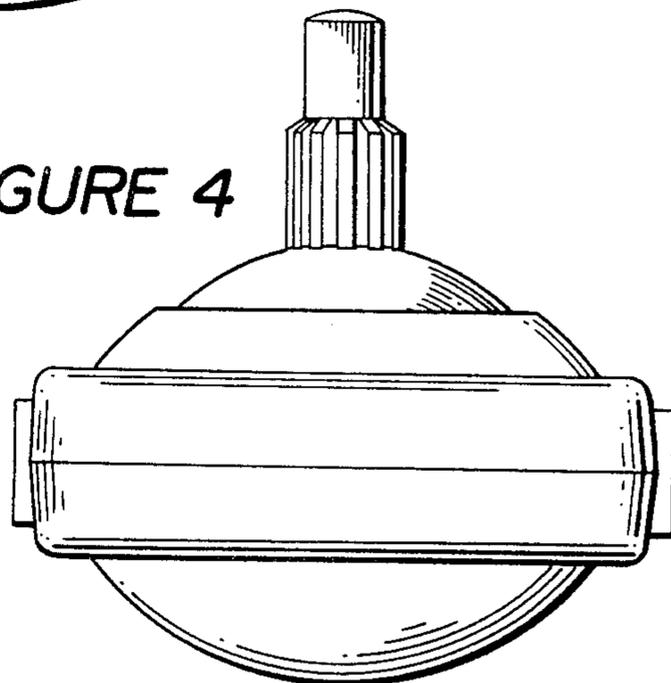
**FIGURE 2**

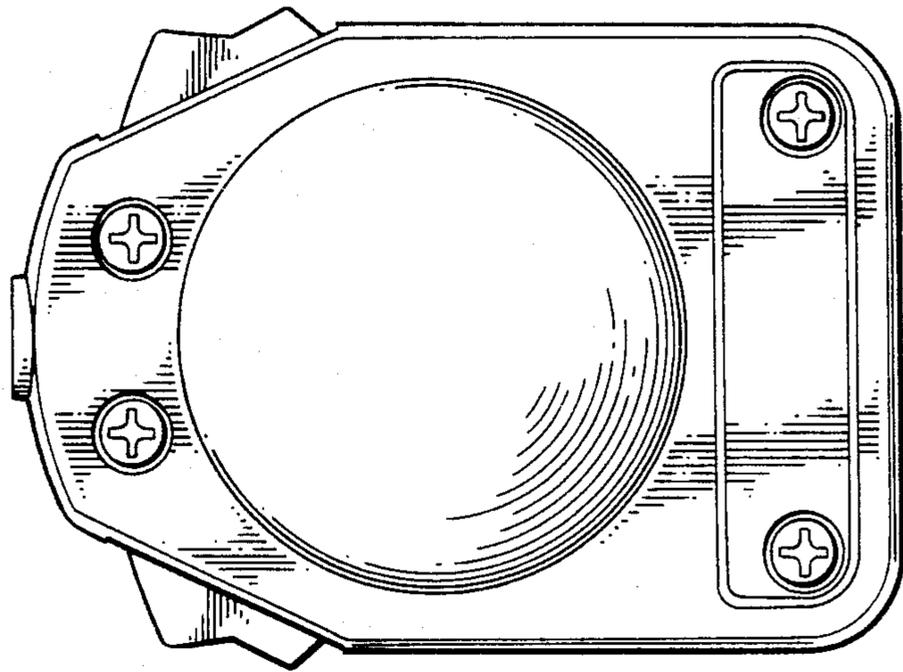


**FIGURE 3**



**FIGURE 4**





**FIGURE 5**