

[54] CONTROL FOR A VIDEO GAME

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[\*\*] Term: 14 Years

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[52] U.S. Cl. .... D21/48  
[58] Field of Search ..... D21/48, 13, 1; D13/12,  
D13/32, 37; 273/148 B, DIG. 28

[56] References Cited  
U.S. PATENT DOCUMENTS

D. 271,220 11/1983 Fox et al. .... D21/13  
D. 279,202 6/1985 Kim ..... D21/48

OTHER PUBLICATIONS

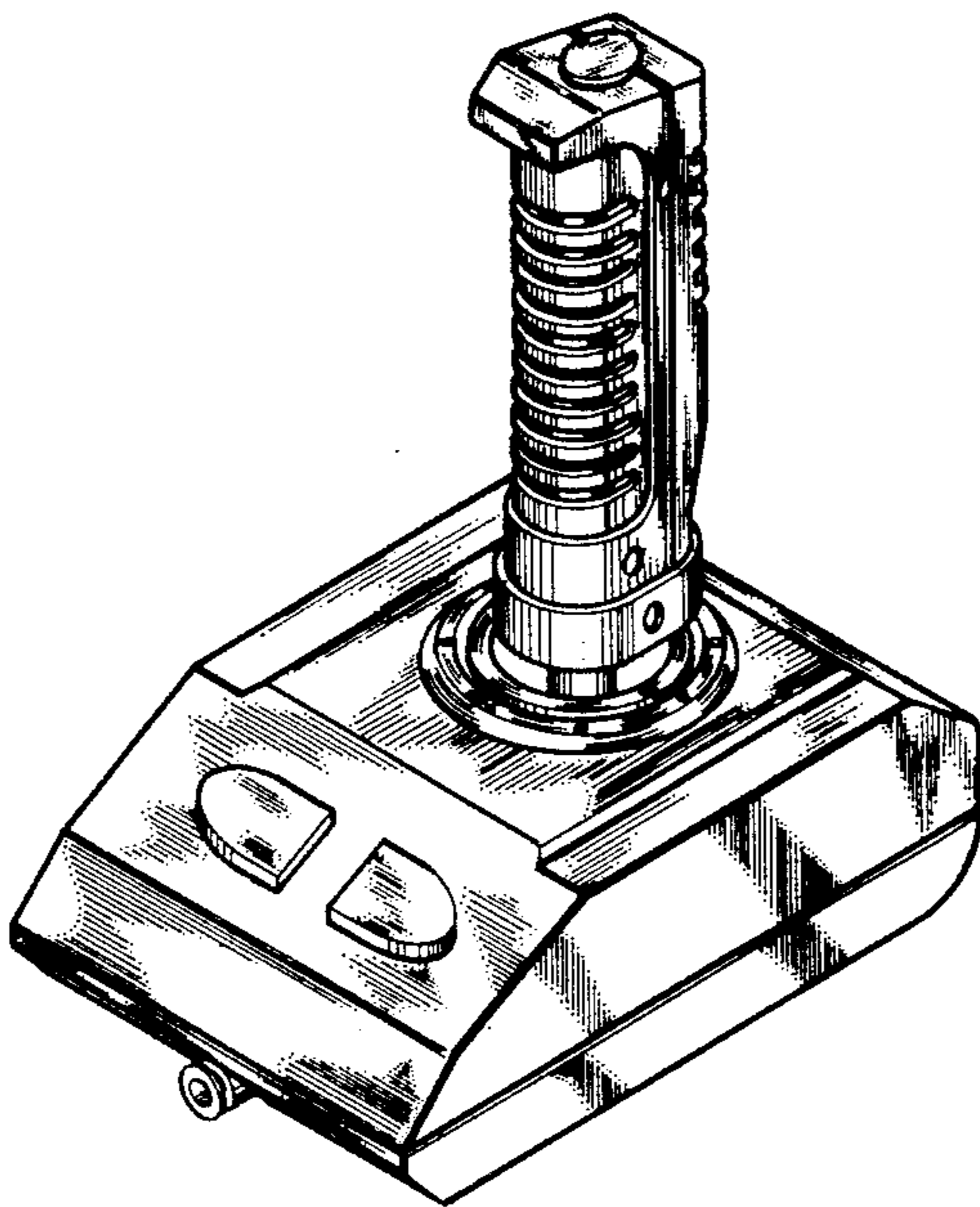
Playthings, Jun. 1983, p. 41, "Triga Command".  
Primary Examiner—Melvin B. Feifer  
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Cushman

[57] CLAIM

The ornamental design for a control for a videogame,  
substantially as shown and described.

DESCRIPTION

FIG. 1 is a perspective view of a control for video game  
showing my new design.  
FIG. 2 is a front view.  
FIG. 3 is a right-side view.  
FIG. 4 is a rear view.  
FIG. 5 is a left-side view.  
FIG. 6 is a top view.  
FIG. 7 is a bottom view.  
The fragmentary showing of a standard power cord in  
FIG. 1 is for illustrative purposes only.



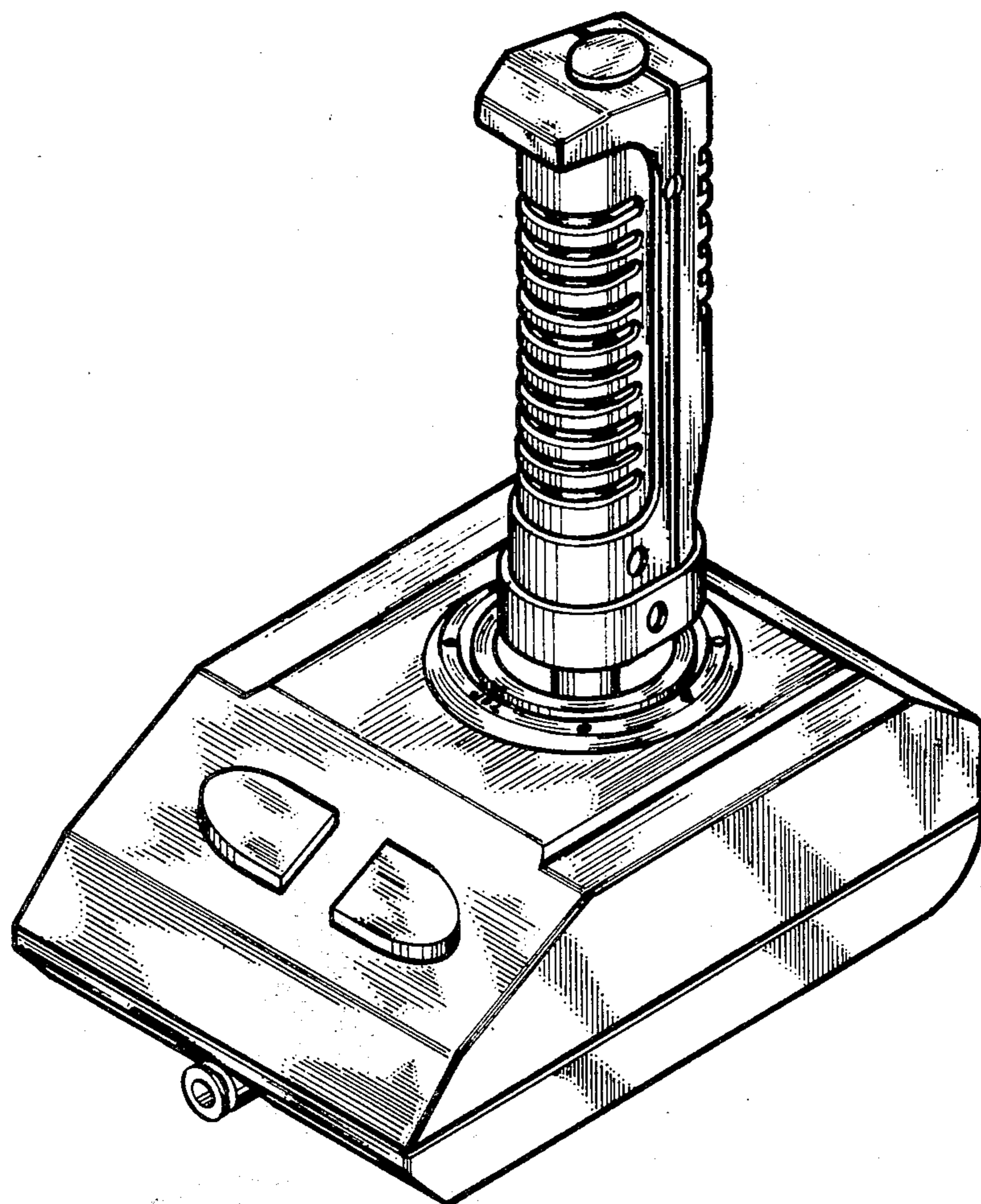
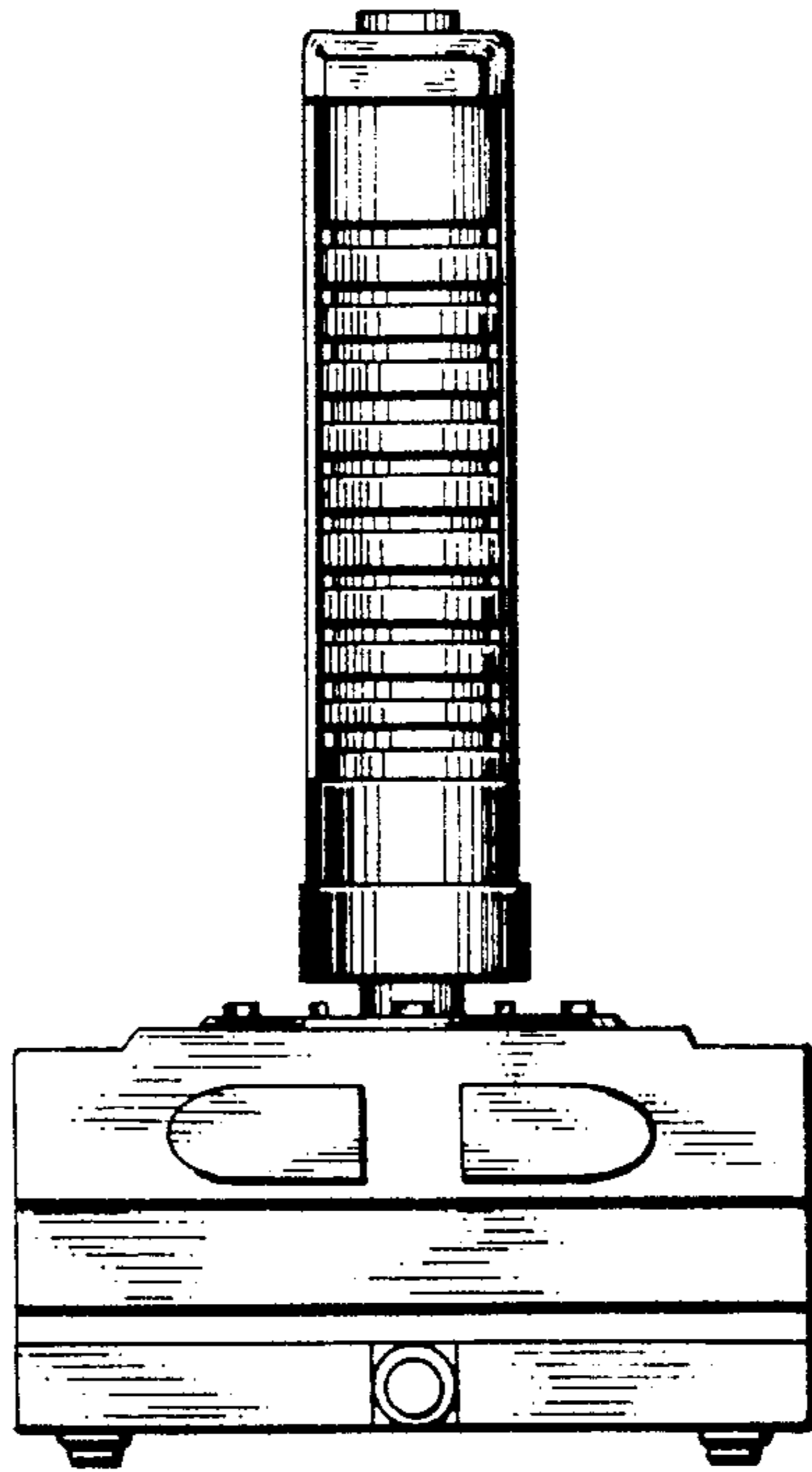
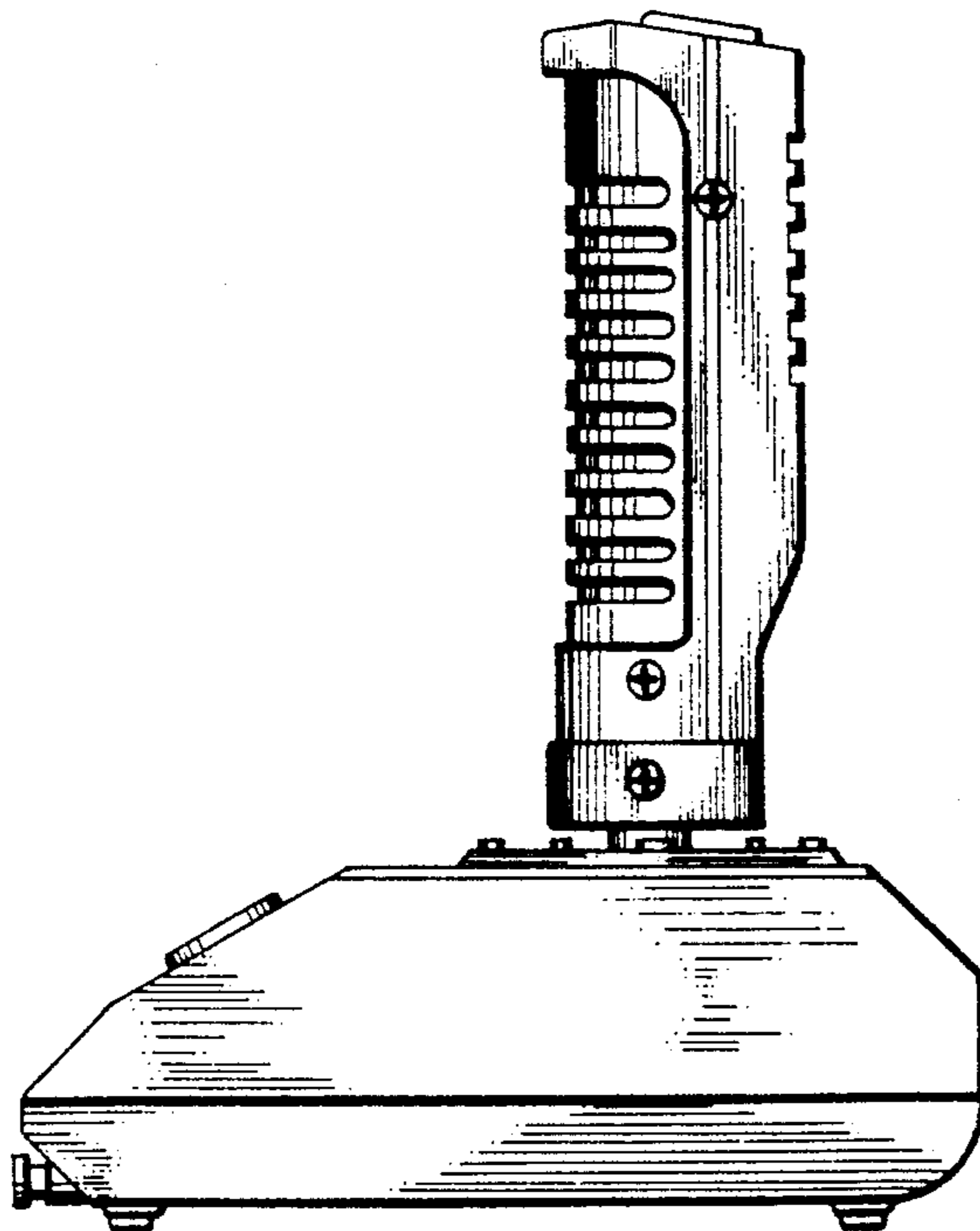


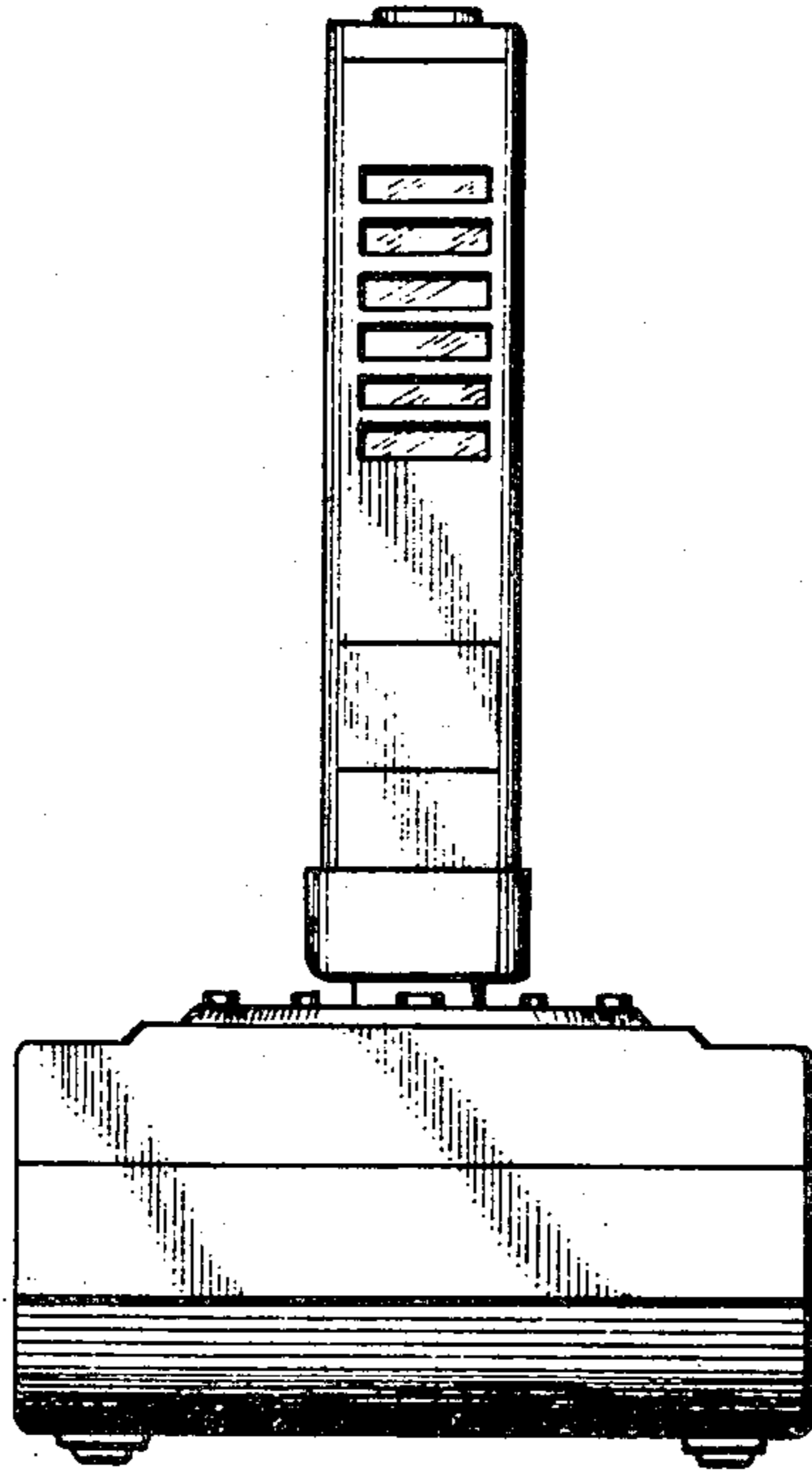
Fig.1



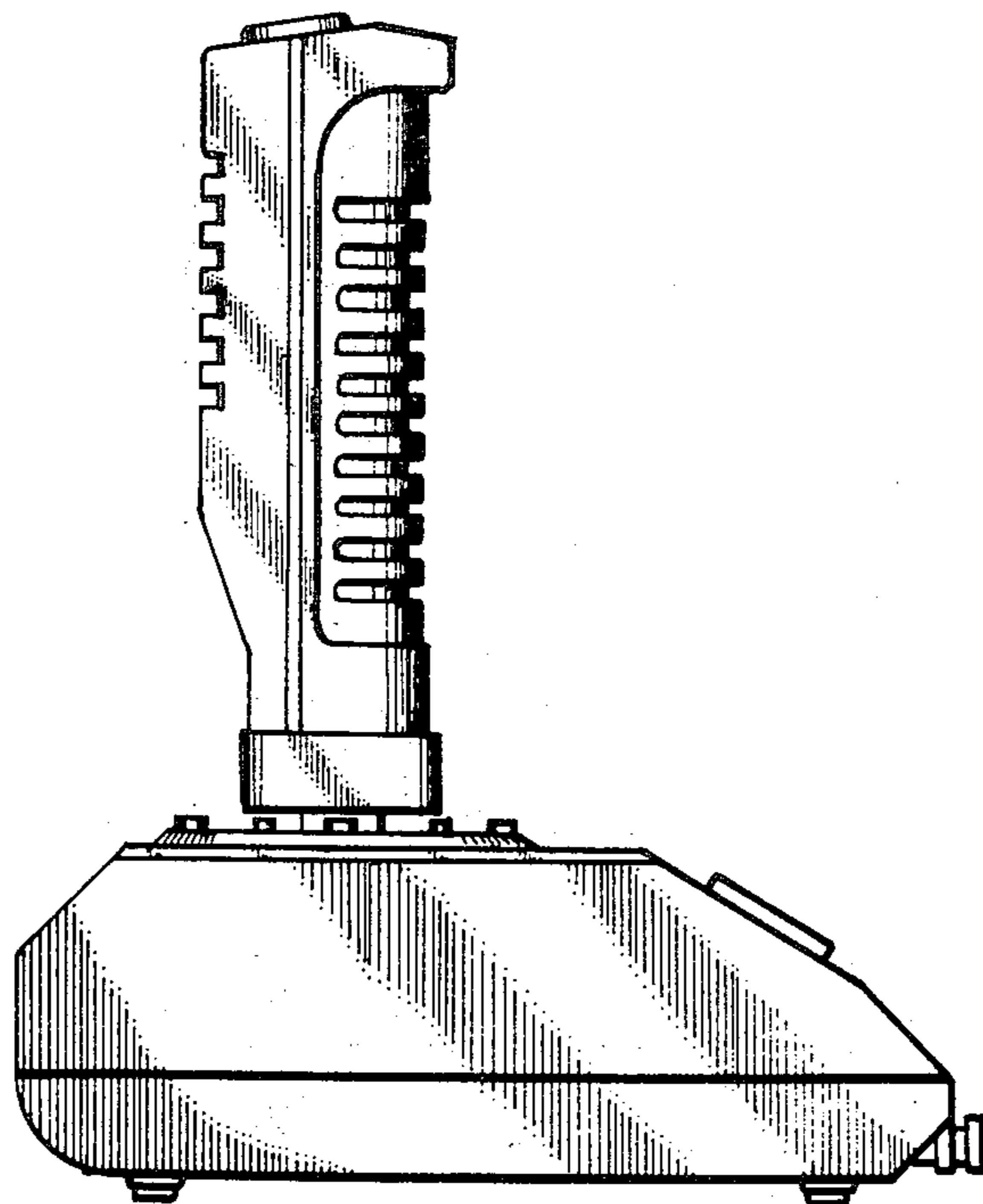
*Fig. 2*



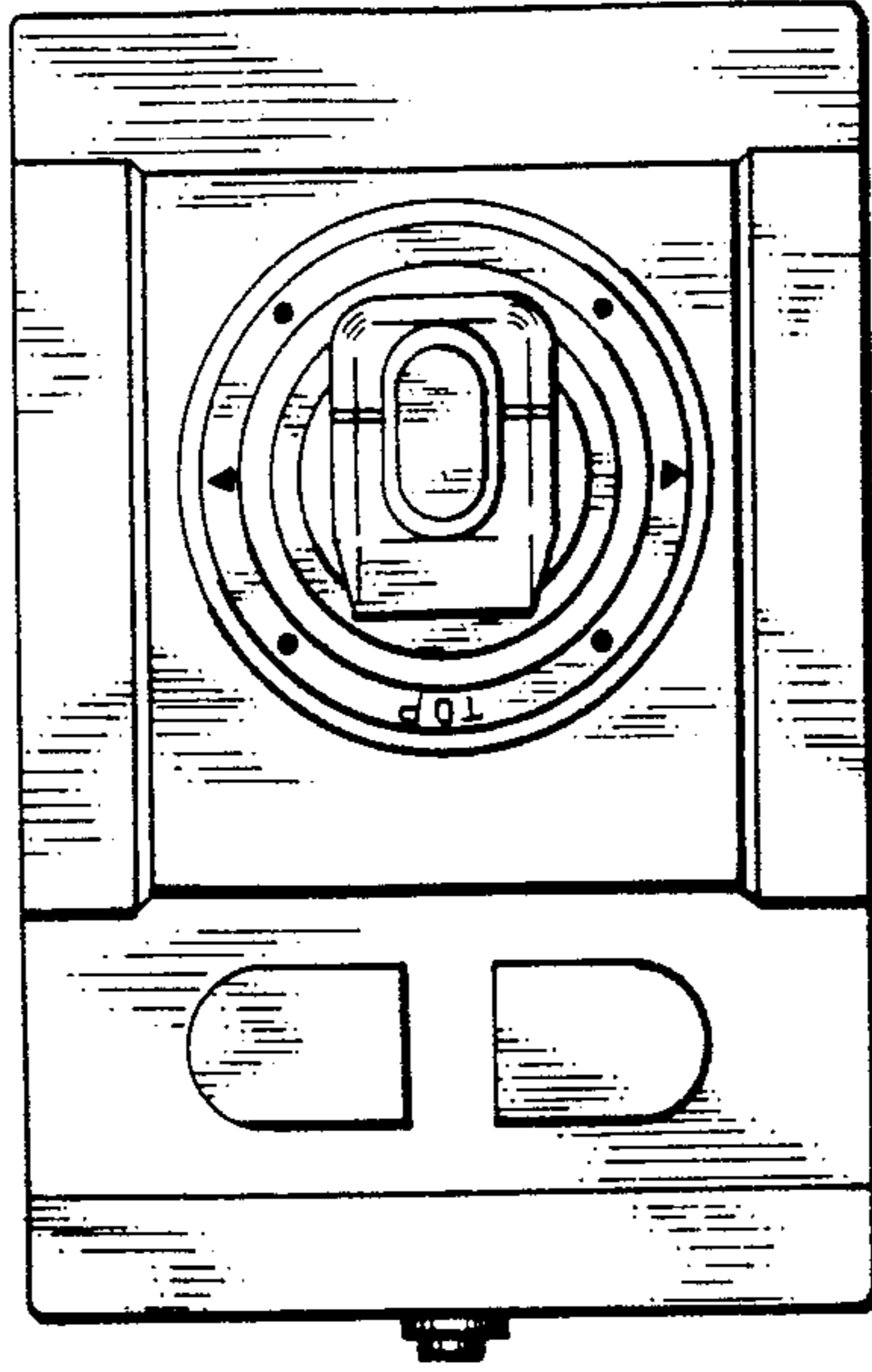
*Fig. 3*



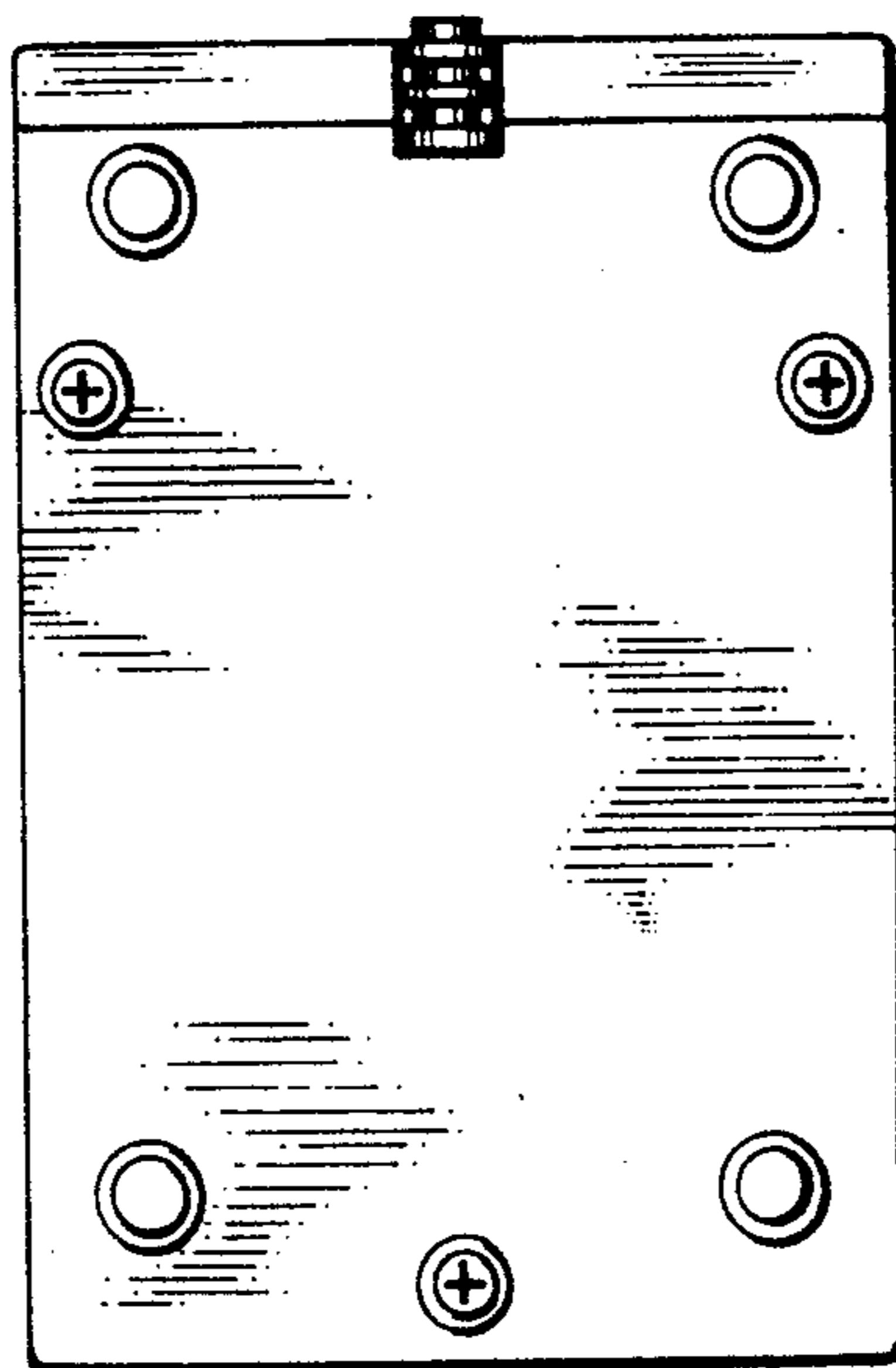
*Fig.4*



*Fig.5*



*Fig. 6*



*Fig. 7*