

[54] CONTROL FOR A VIDEO GAME

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[**] Term: 14 Years

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[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".

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Attorney, Agent, or Firm—Cushman, Darby and 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.

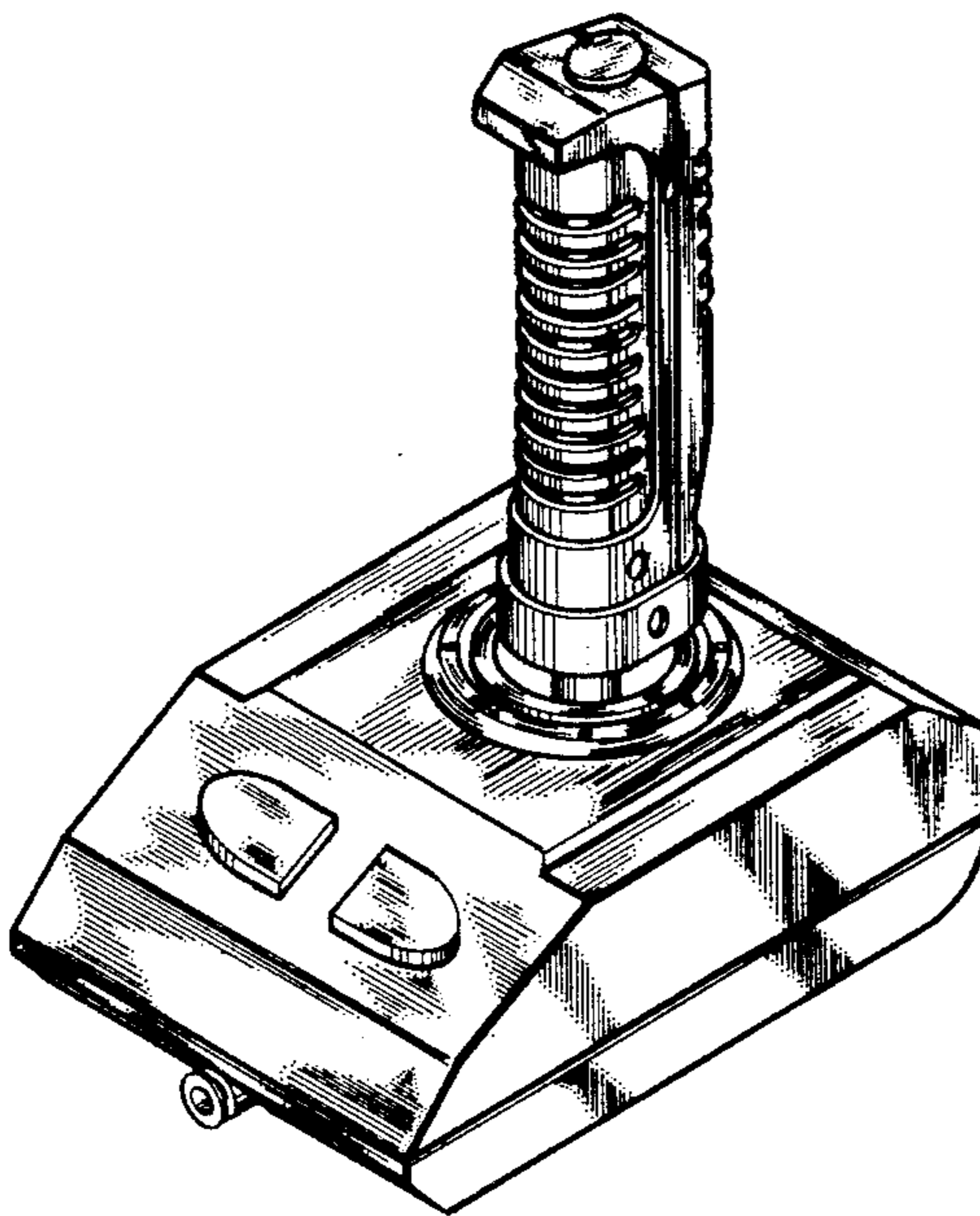
FIG. 4 is a rear view.

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.



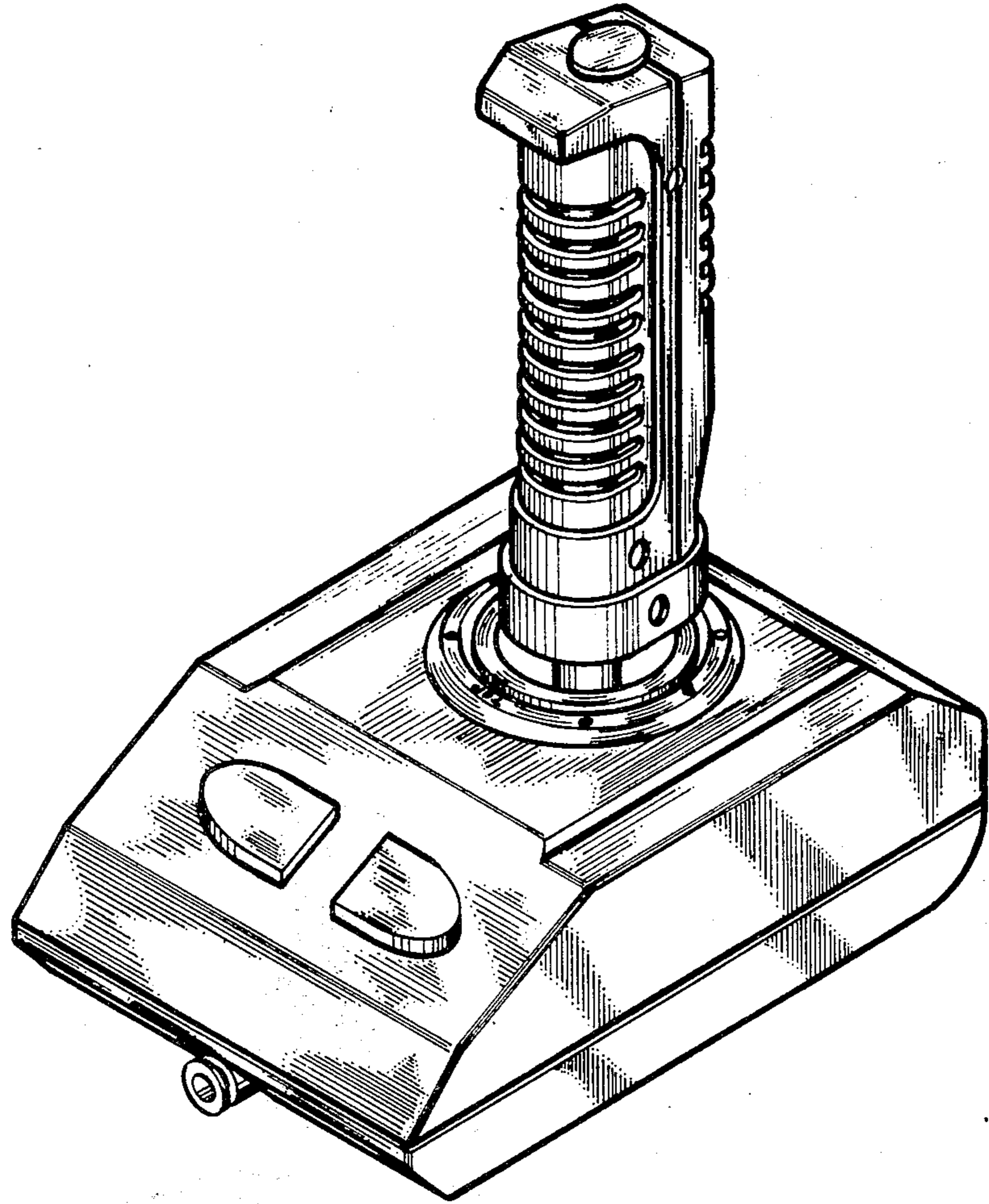


Fig. 1

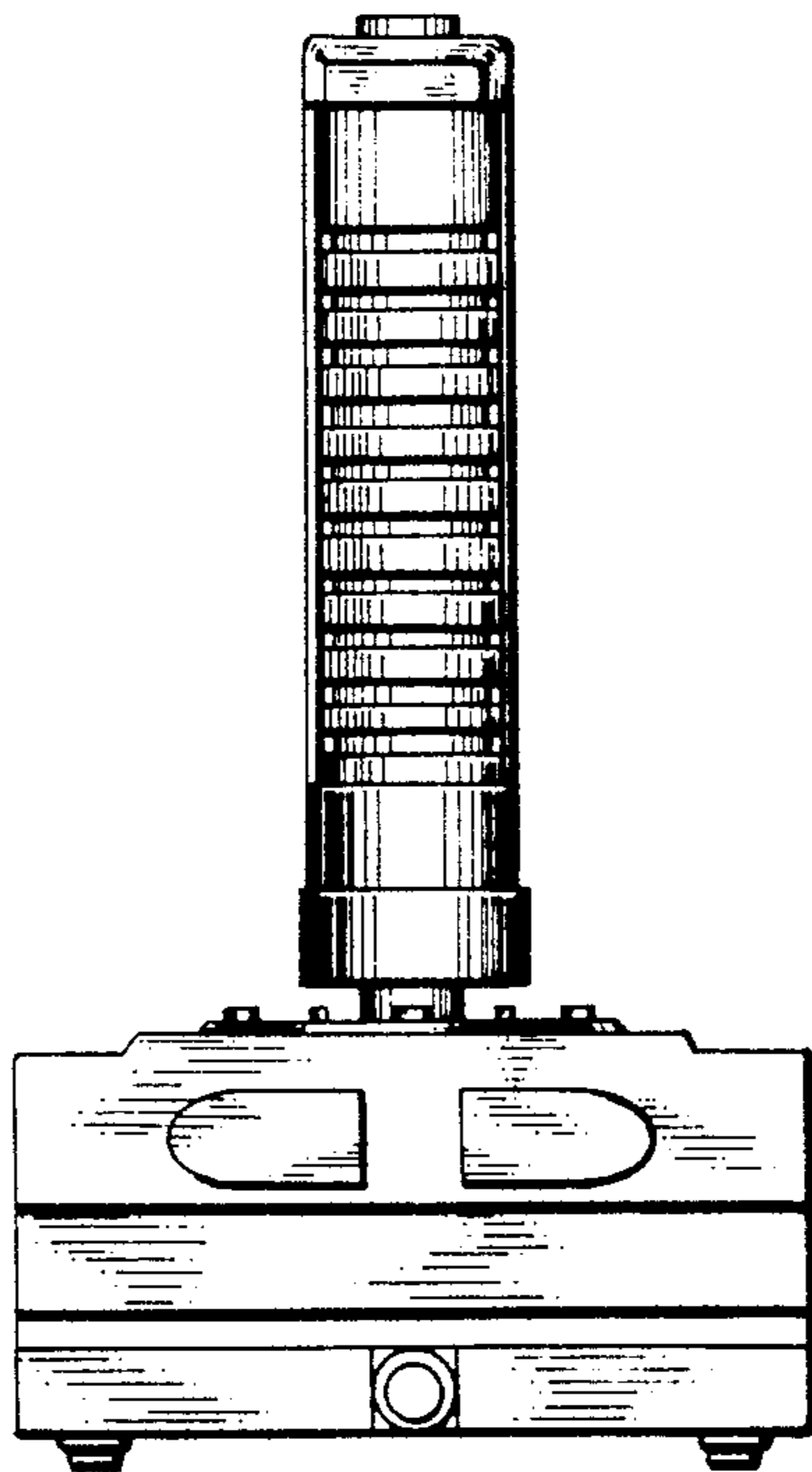


Fig. 2

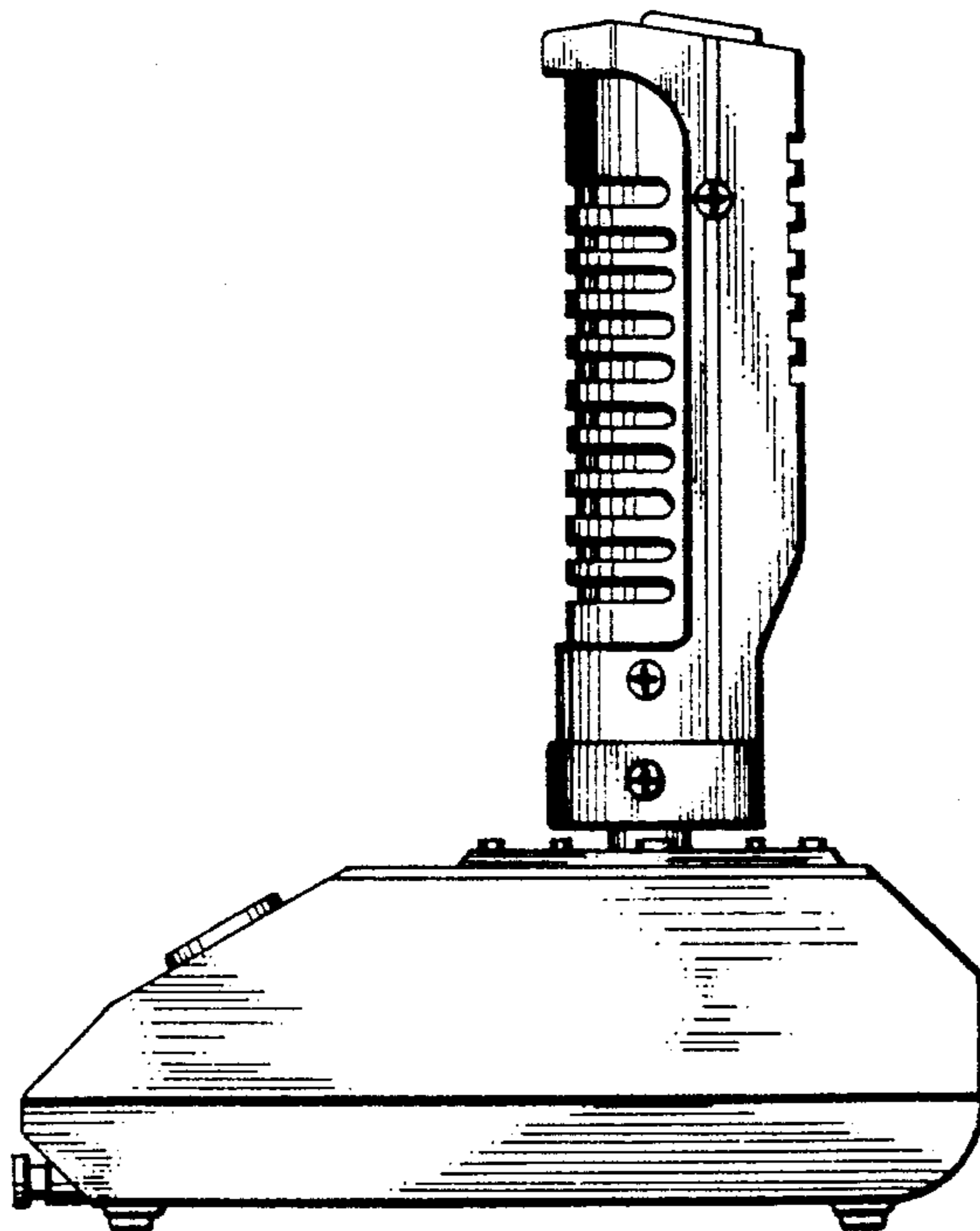


Fig. 3

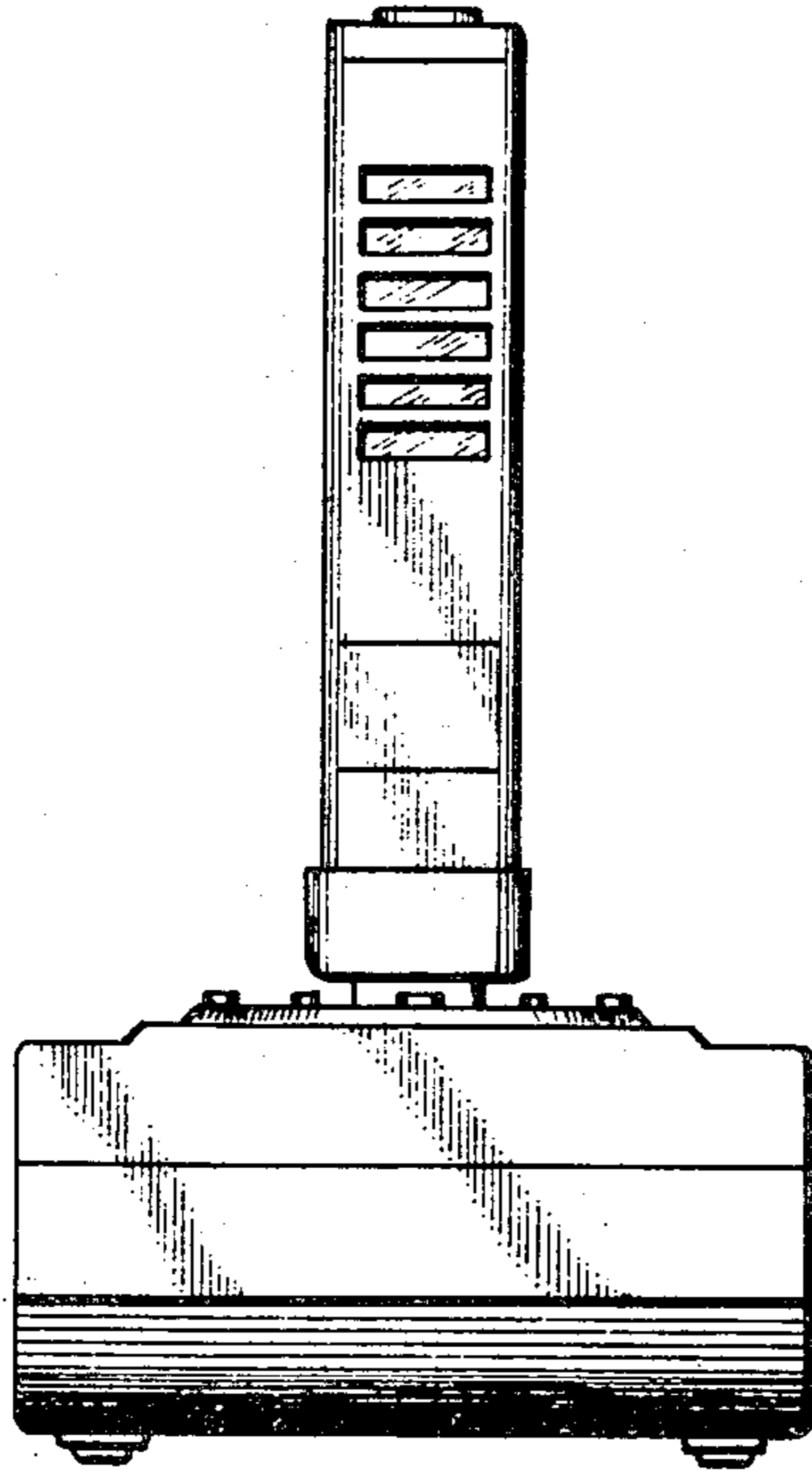


Fig. 4

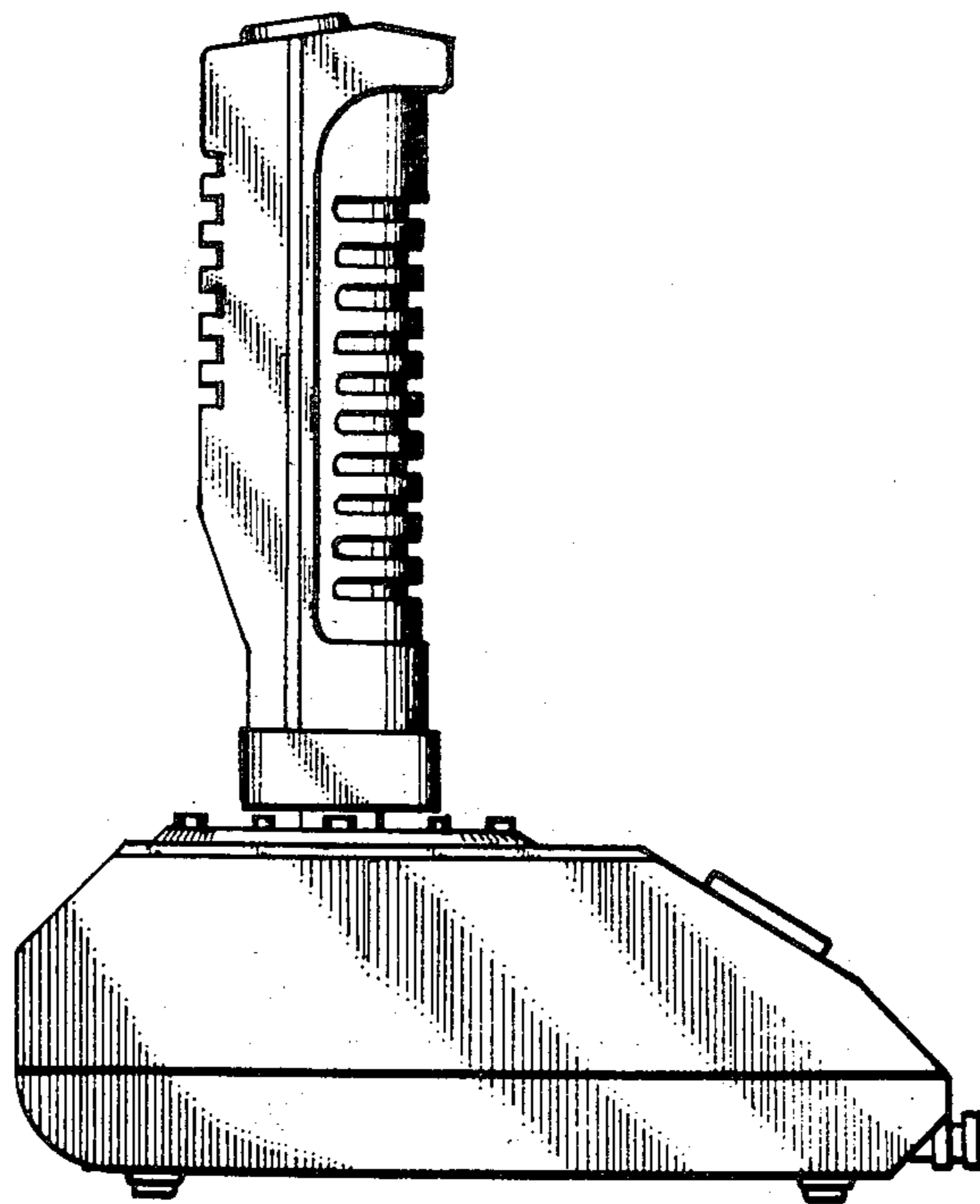


Fig. 5

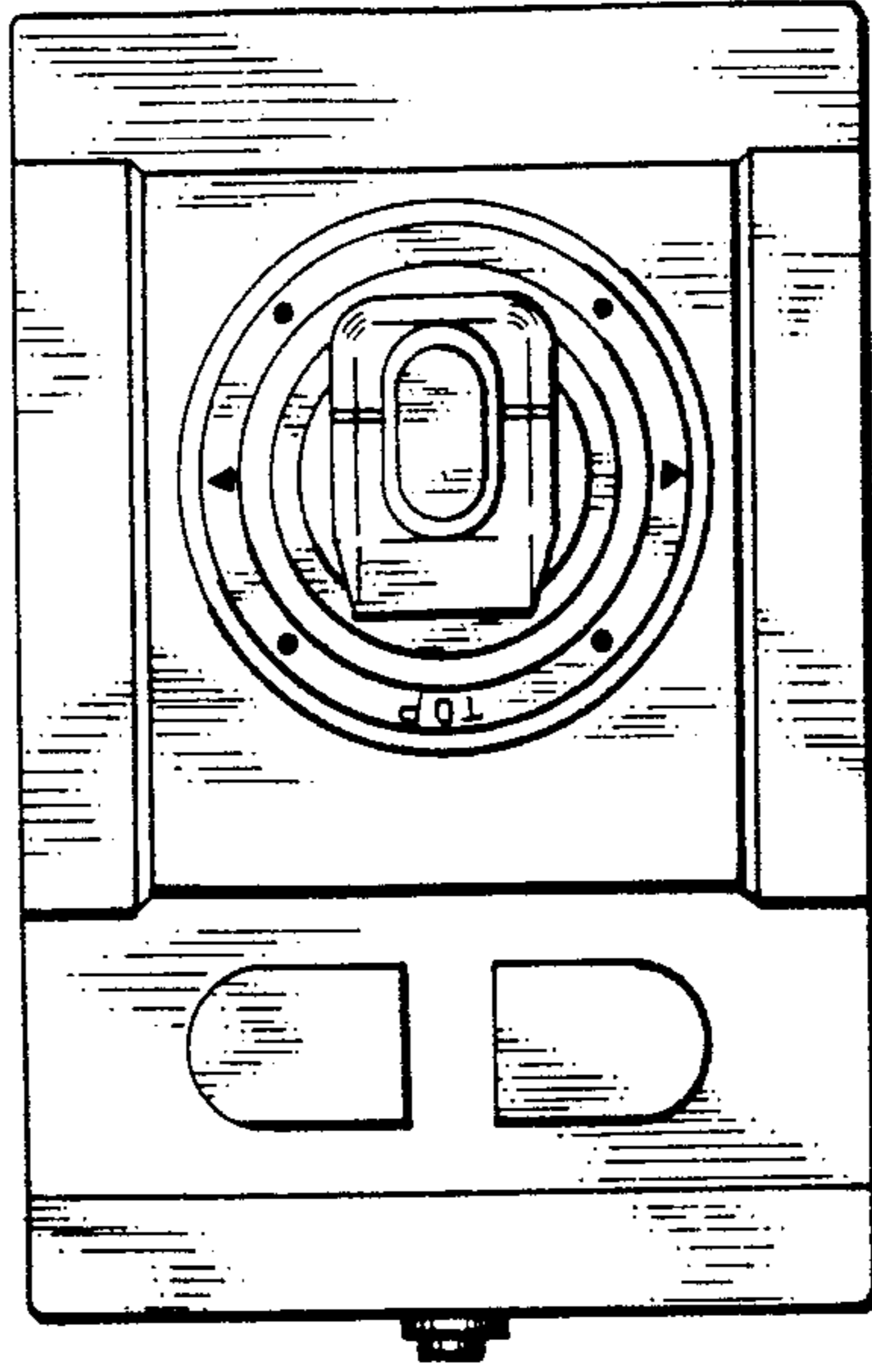


Fig. 6

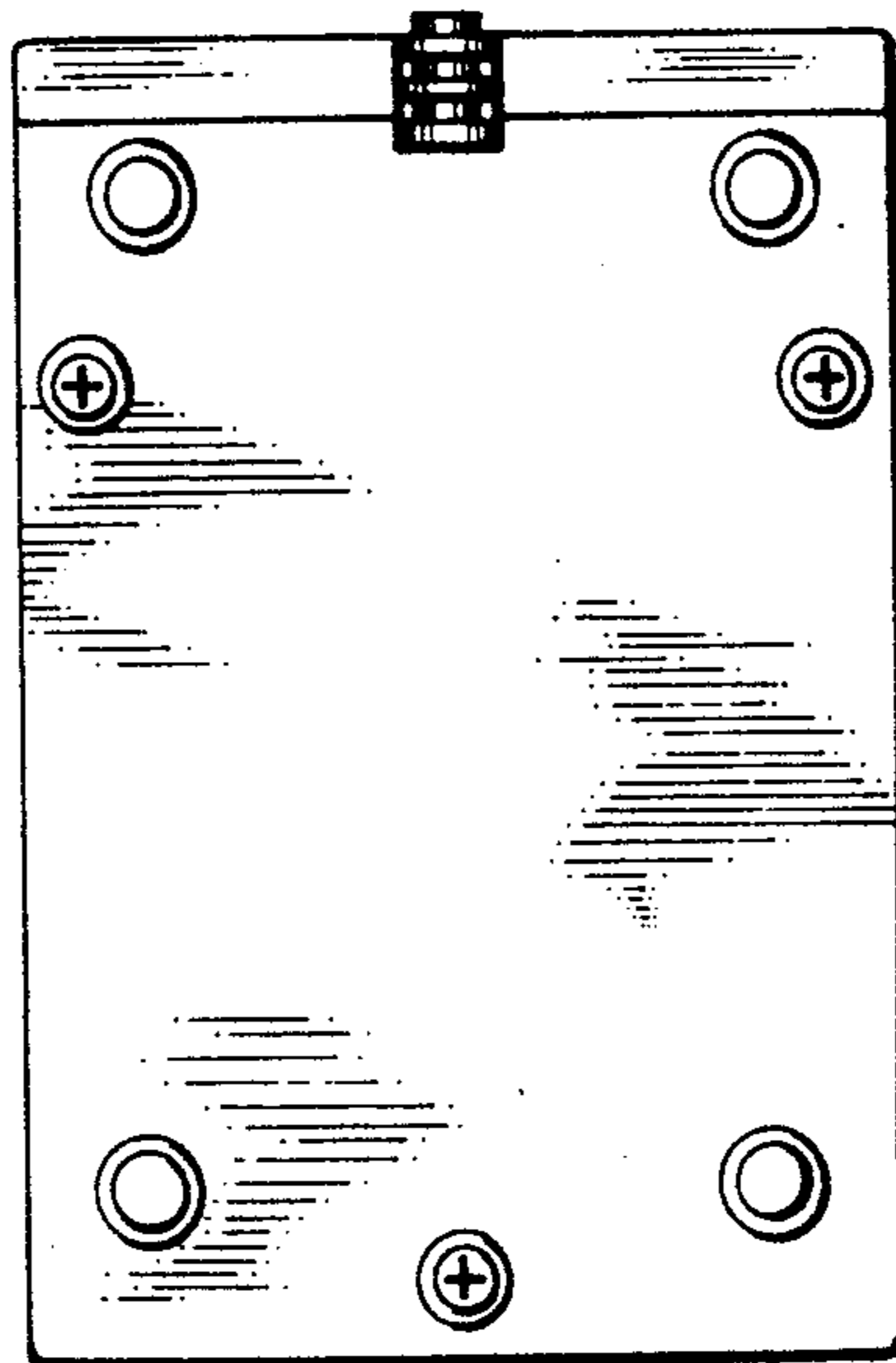


Fig. 7