

United States Patent [19]

Yukawa

[11] Patent Number: **Des. 299,726**

[45] Date of Patent: **** Feb. 7, 1989**

[54] **VIDEO GAME CONTROL UNIT**

[75] Inventor: **Masayuki Yukawa, Kyoto, Japan**

[73] Assignee: **Nintendo Co., Ltd., Kyoto, Japan**

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

[21] Appl. No.: **803,871**

[22] Filed: **Nov. 4, 1985**

[30] **Foreign Application Priority Data**

Aug. 1, 1985 [JP] Japan 60-33210

[52] U.S. Cl. **D21/1; D14/135;**
D14/164; D21/13; D21/48

[58] Field of Search **D21/1, 13, 48; D14/1,**
D14/2, 6, 107, 108, 109; 273/DIG. 28, 1 E

[56] **References Cited**

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D. 271,891 12/1983 Renteria D21/13
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Primary Examiner—Melvin B. Feifer
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[57] **CLAIM**

The ornamental design for a video game control unit, as shown.

DESCRIPTION

FIG. 1 is a front perspective view of a video game control unit showing my new design;
FIG. 2 is a front perspective view with the lid in open position;
FIG. 3 is a front view thereof;
FIG. 4 is a rear view thereof;
FIG. 5 is a top plan view thereof;
FIG. 6 is a bottom plan view thereof;
FIG. 7 is a right side view thereof; and
FIG. 8 is a left side view thereof.

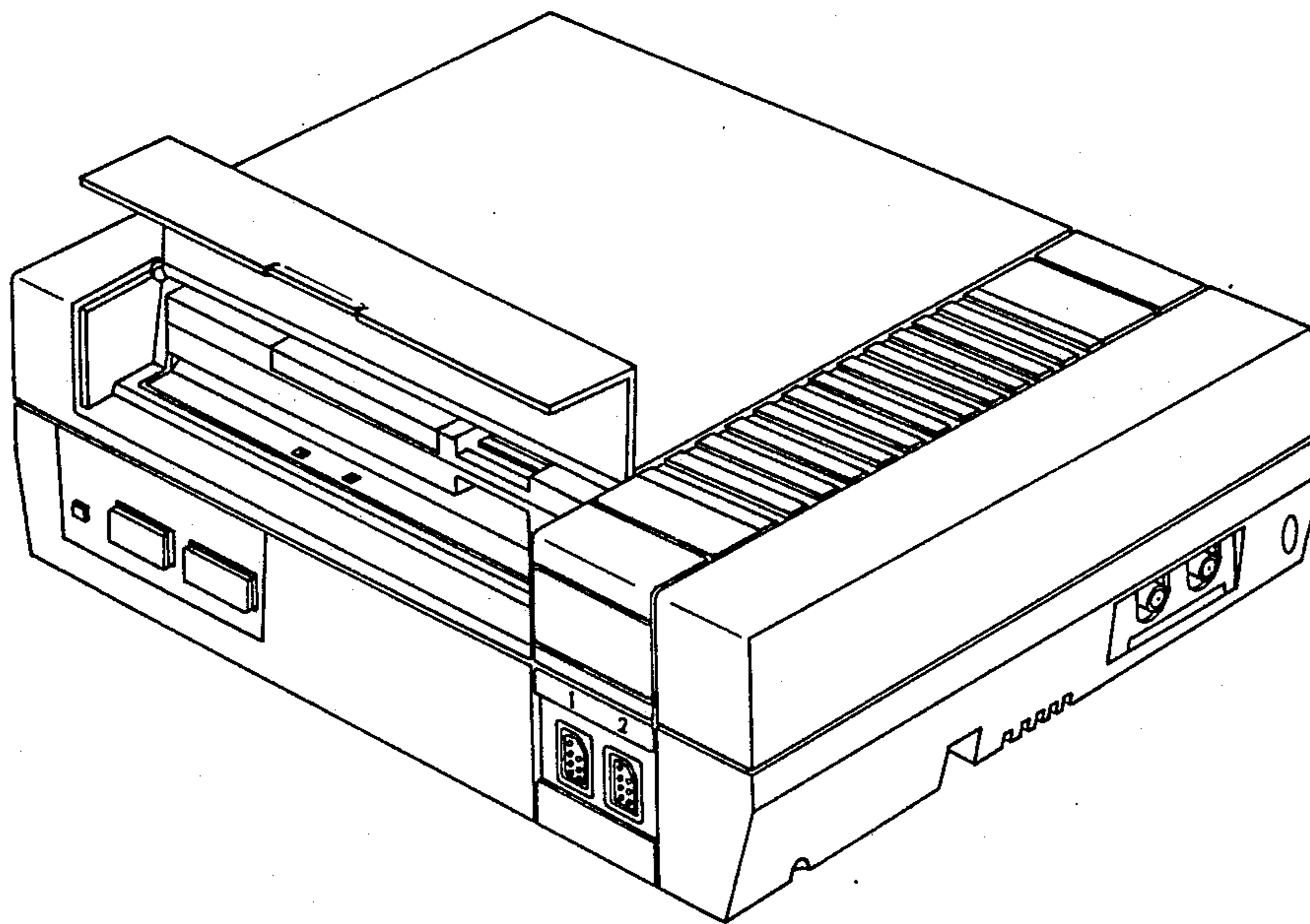


FIG. 1

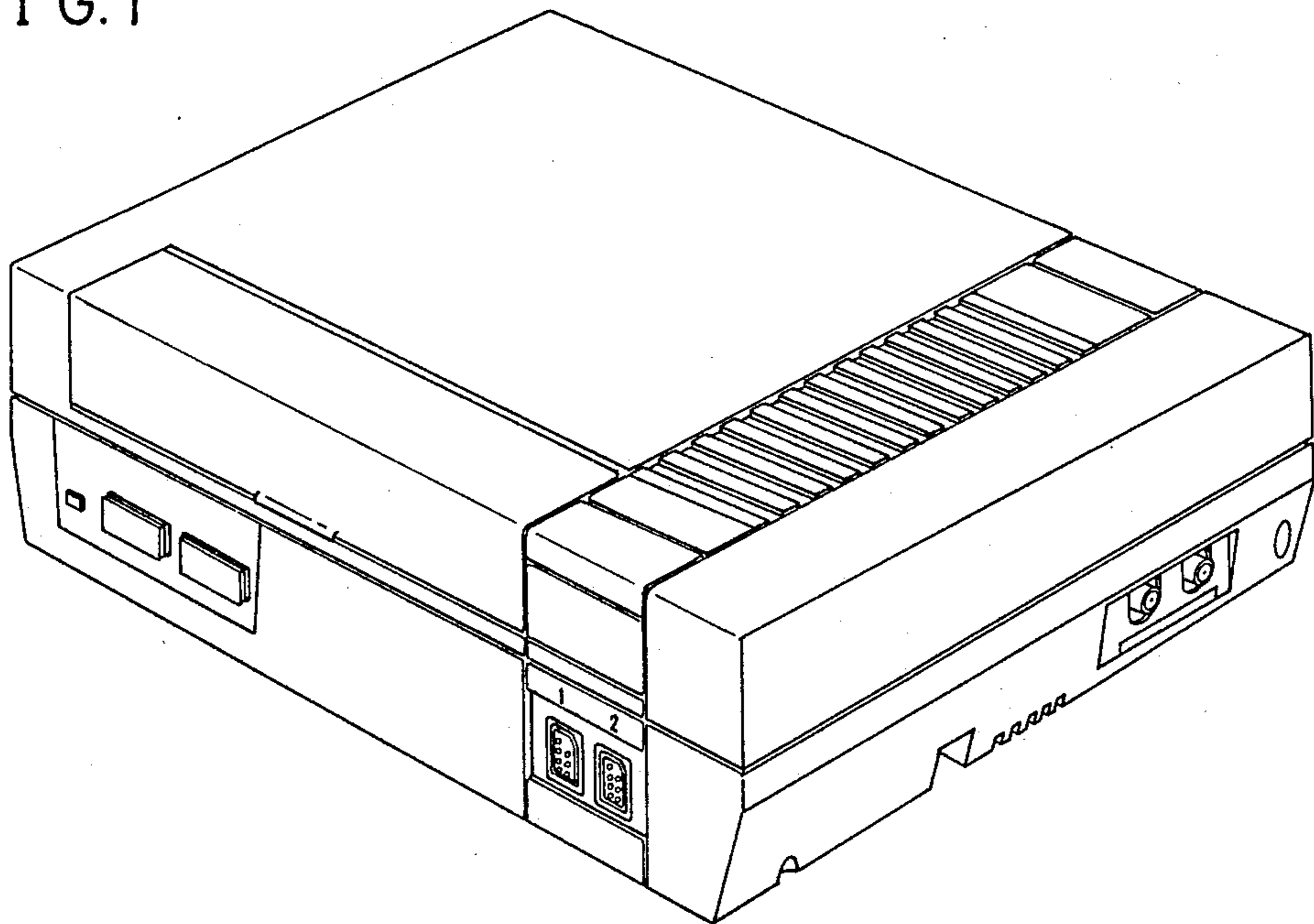


FIG. 2

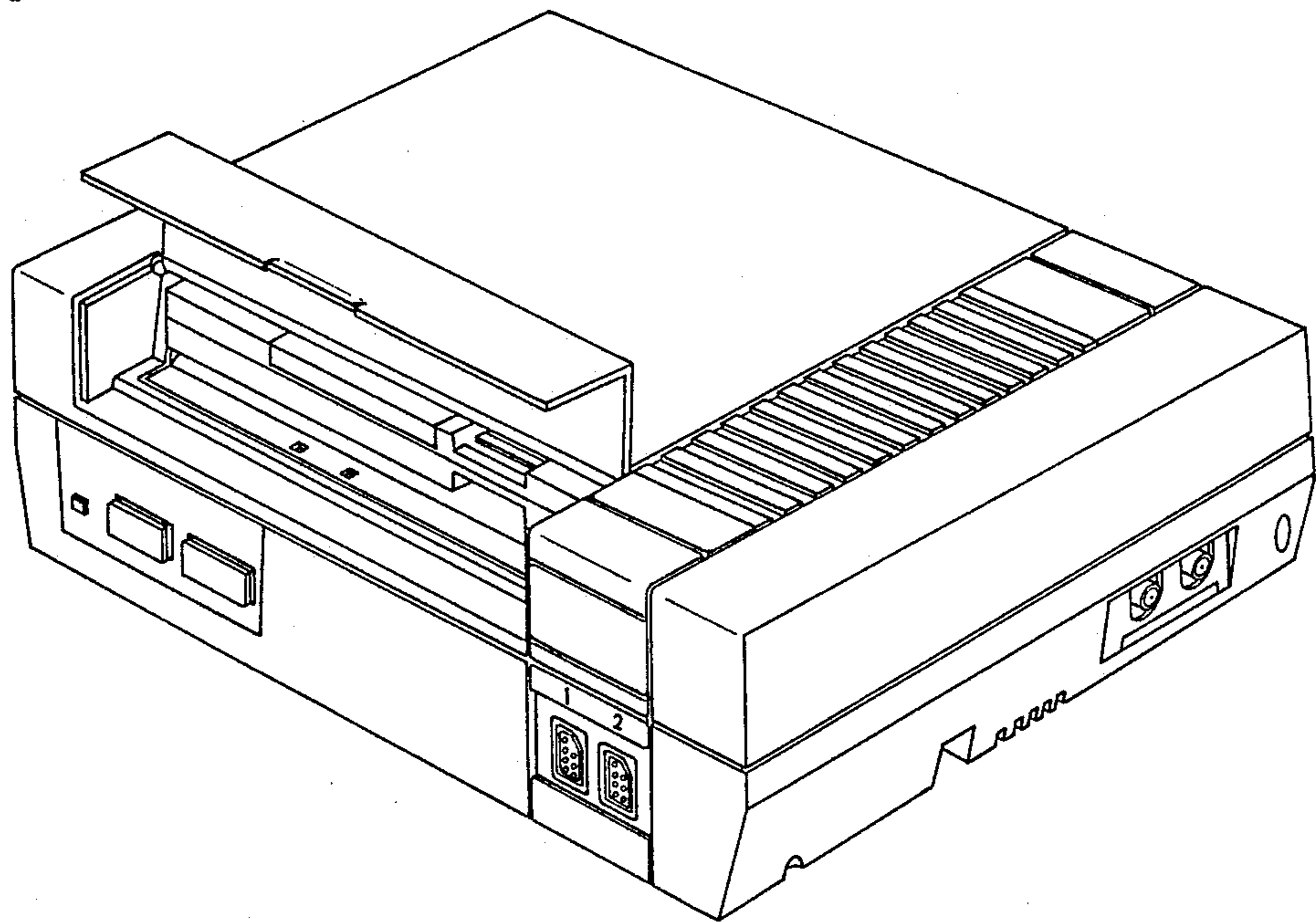


FIG. 3

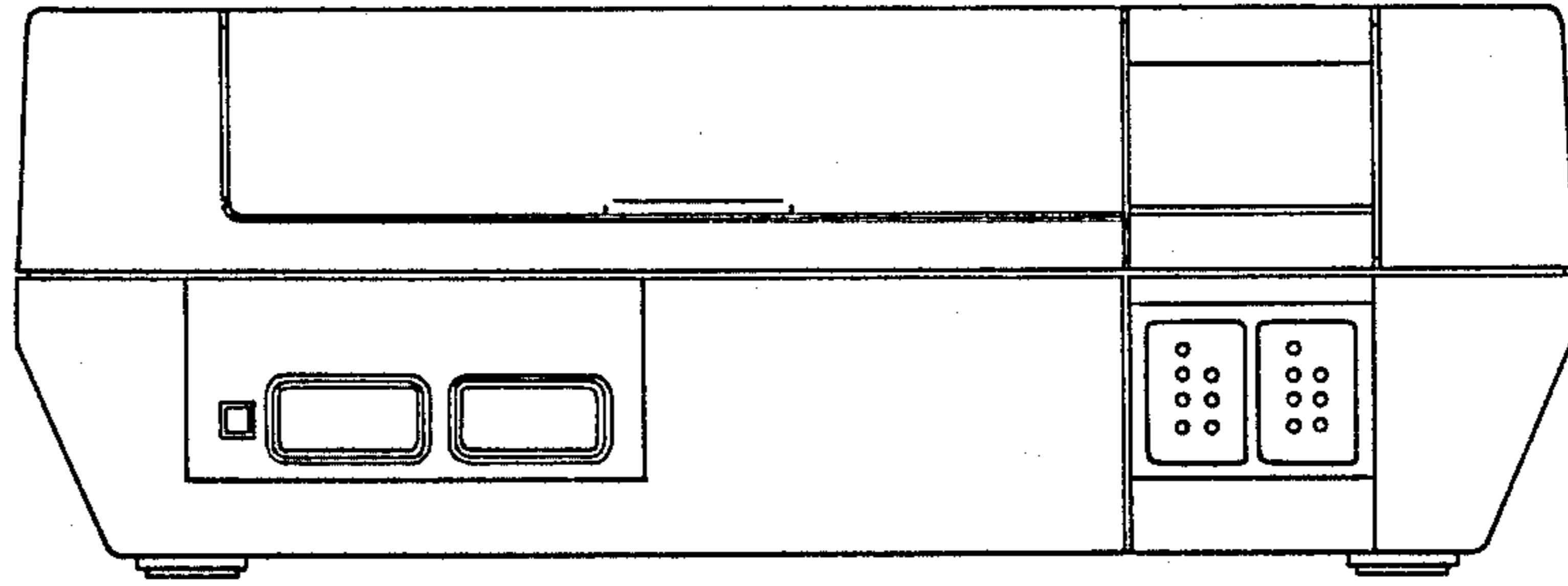


FIG. 4

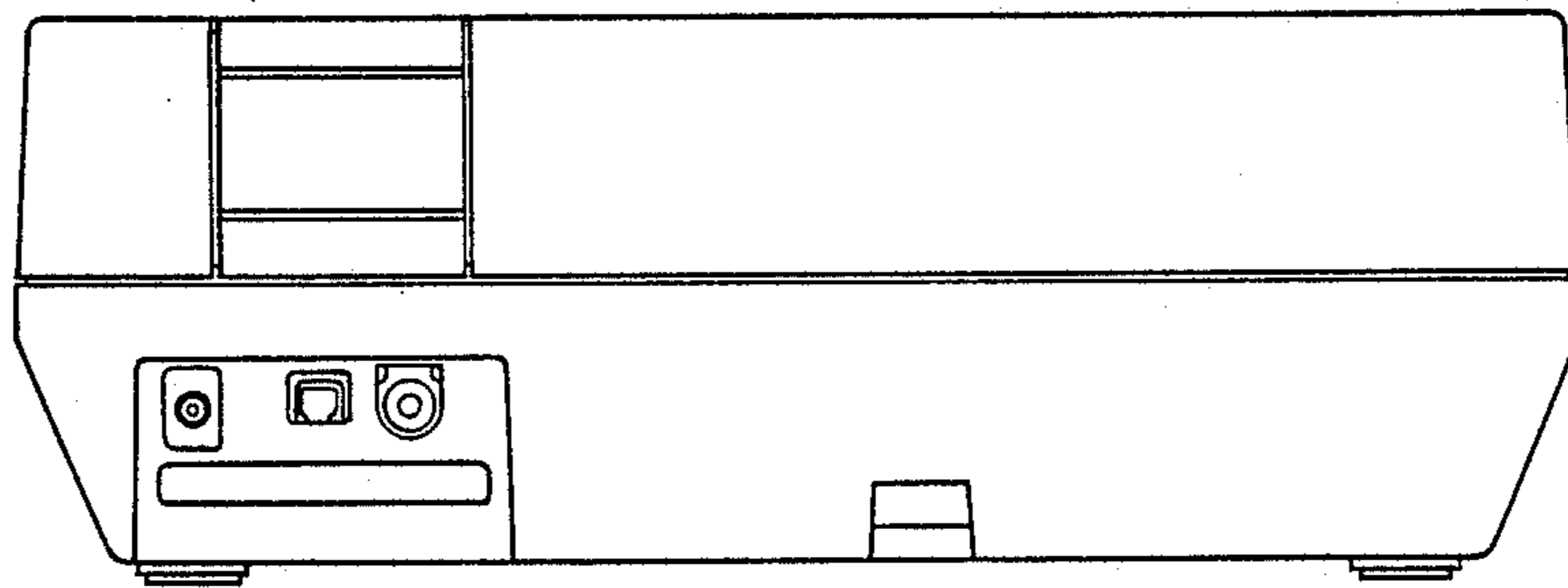


FIG. 5

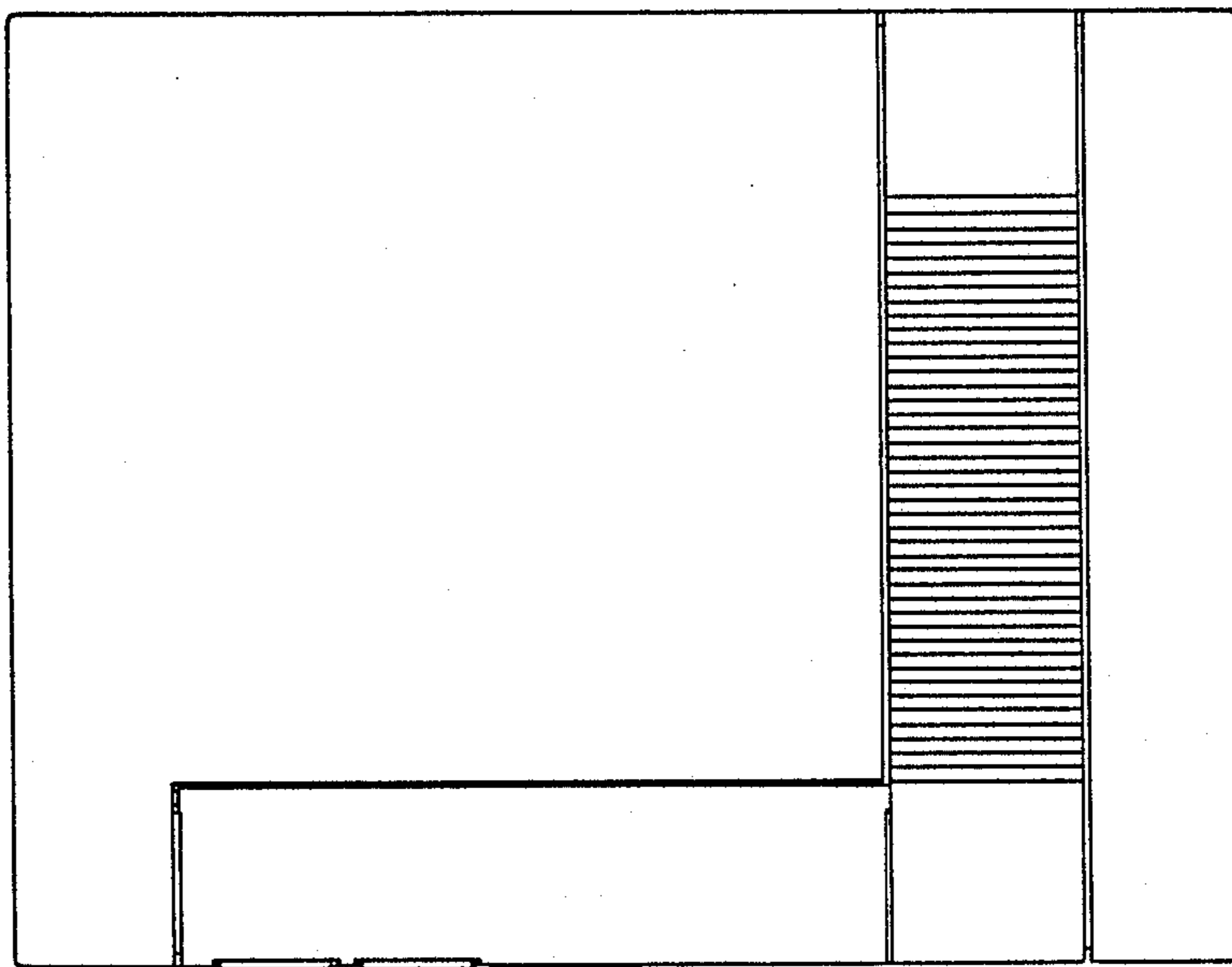


FIG. 6

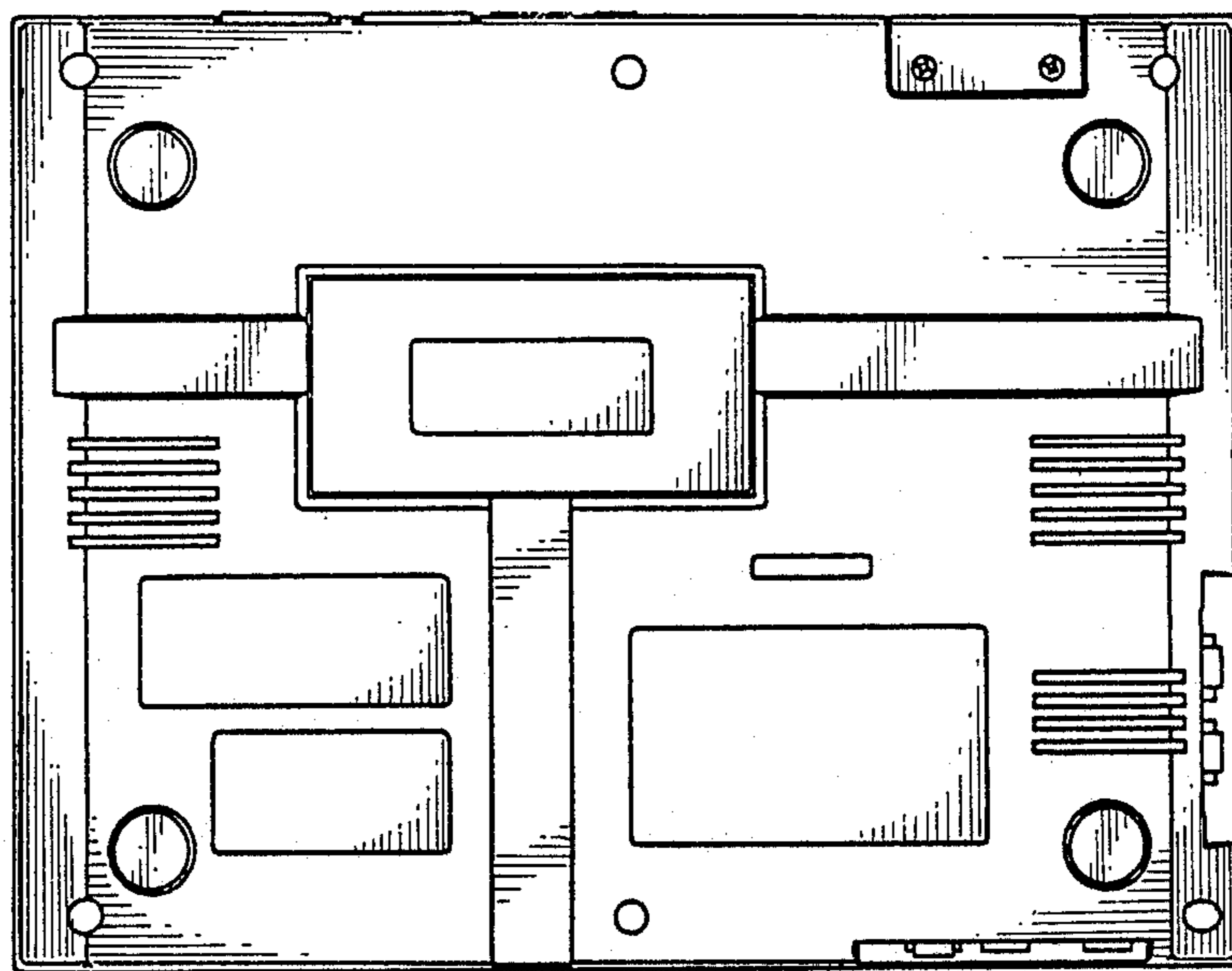


FIG. 7

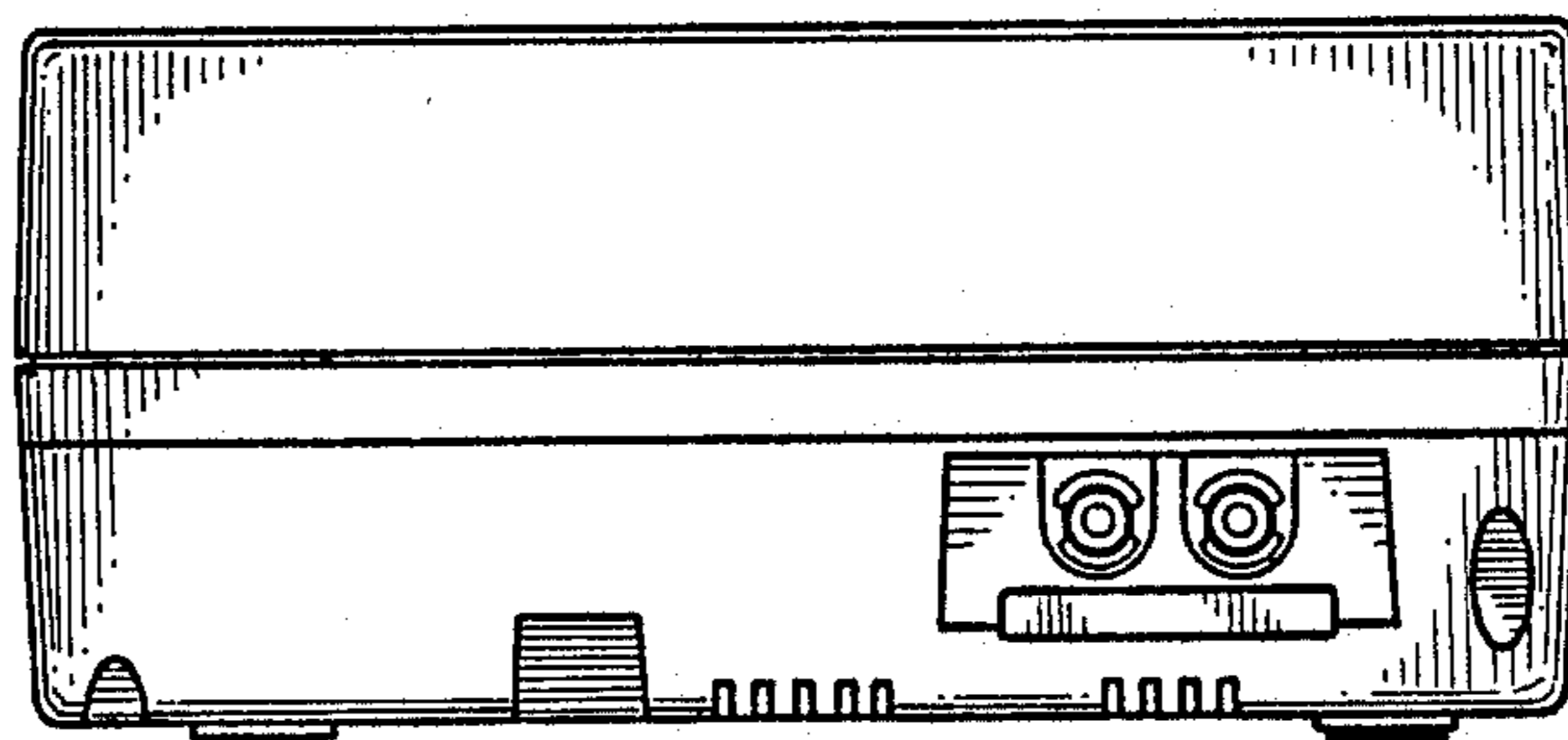


FIG. 8

