



US00D340748S

United States Patent [19]

[11] Patent Number: **Des. 340,748**

Li

[45] Date of Patent: **** Oct. 26, 1993**

[54] CONTROL UNIT FOR A VIDEO GAME

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[73] Assignee: **Sega Electronic Co, Ltd., Taipei Hsian, Taiwan**

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

[21] Appl. No.: **909,436**

[22] Filed: **Jul. 6, 1992**

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

[58] Field of Search **D21/48, 13, 1; 273/433-438, 148 B, DIG. 28, 148 A; D14/114, 125, 217, 239**

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Assistant Examiner—Prabhakar Deshmukh

Attorney, Agent, or Firm—Young and Forward

[57] CLAIM

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

DESCRIPTION

FIG. 1 is a perspective view of a control unit for a video game showing my new design;

FIG. 2 is a front elevational view thereof;

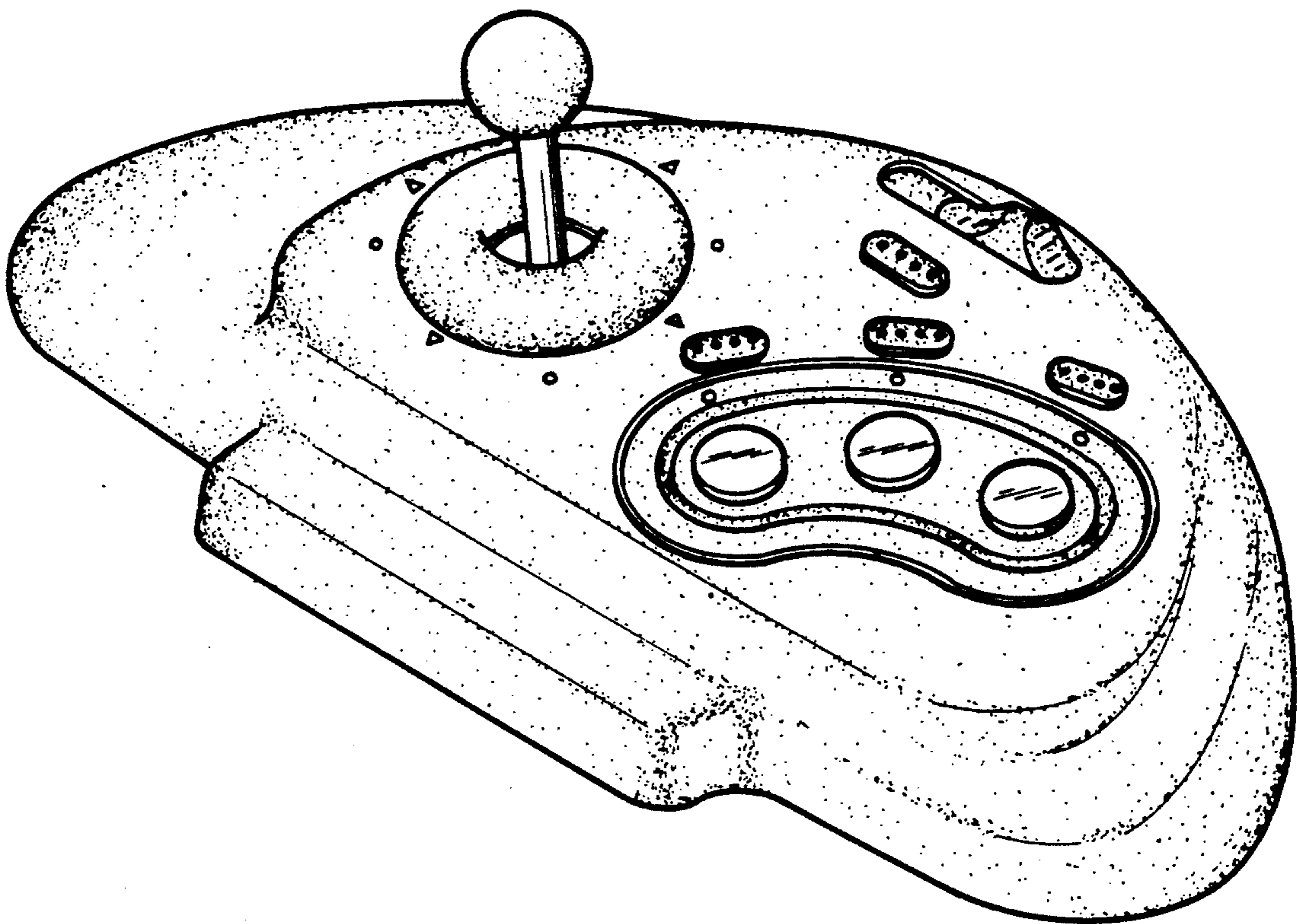
FIG. 3 is a rear elevational view thereof;

FIG. 4 is a left side elevational view thereof;

FIG. 5 is a right side elevational view thereof;

FIG. 6 is a top plan view thereof; and,

FIG. 7 is a bottom plan view thereof.



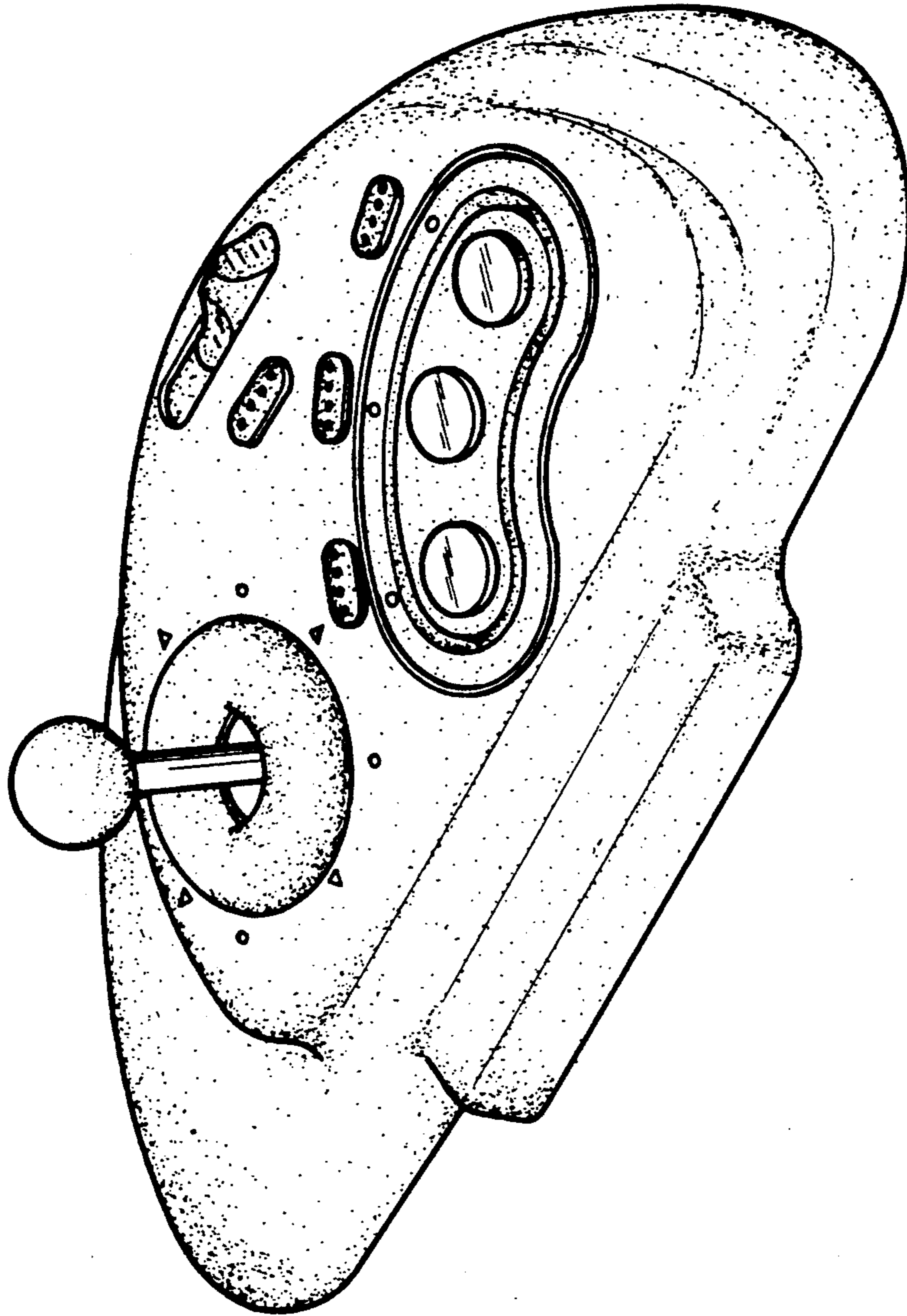


FIG. 1

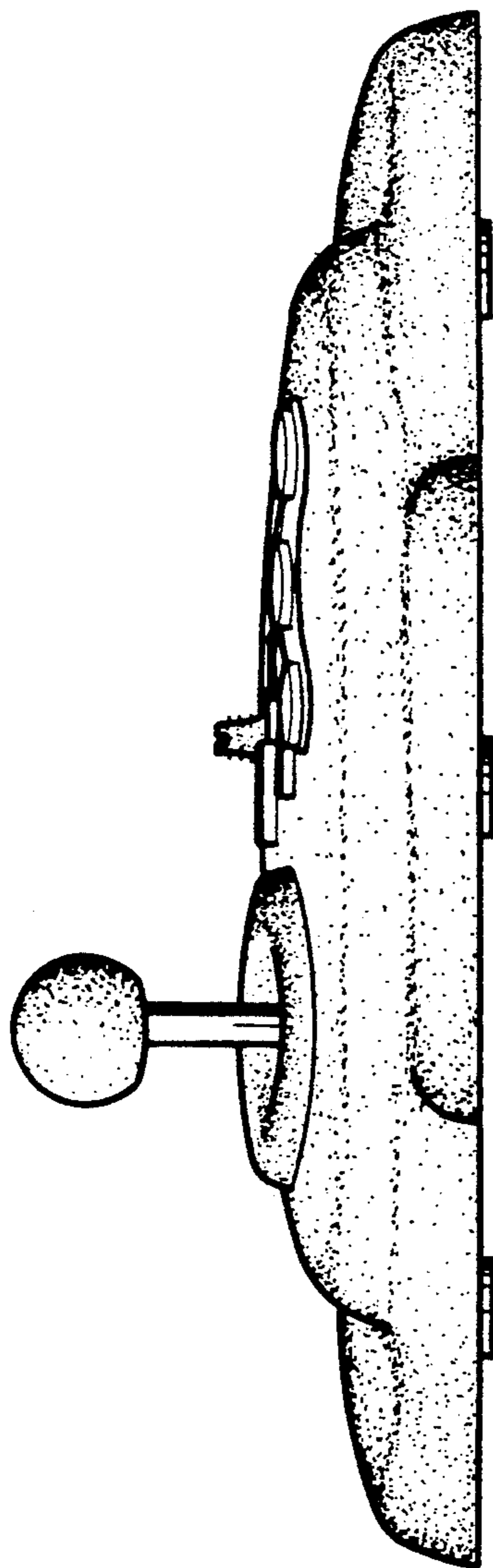


FIG. 2

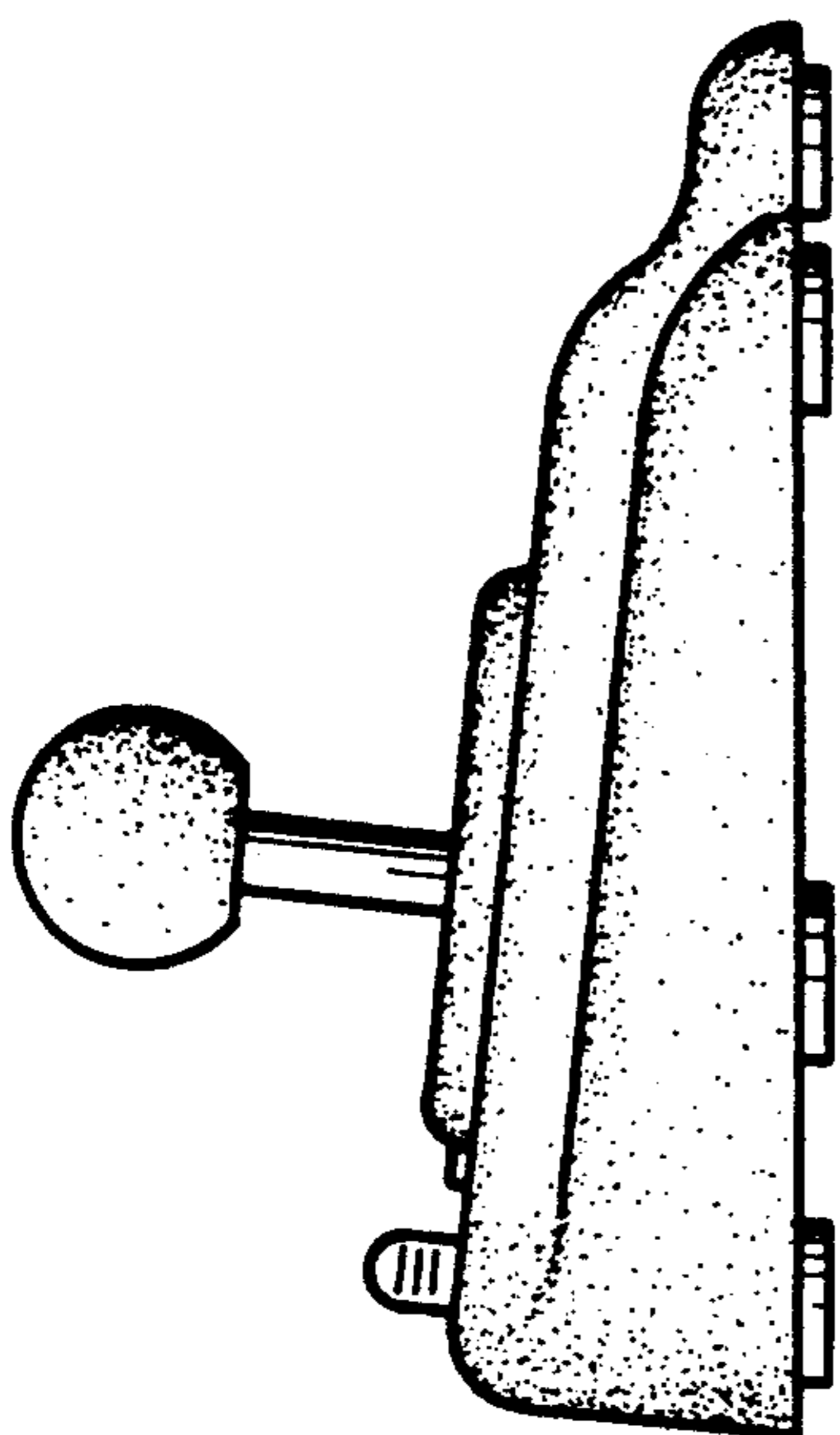


FIG. 4

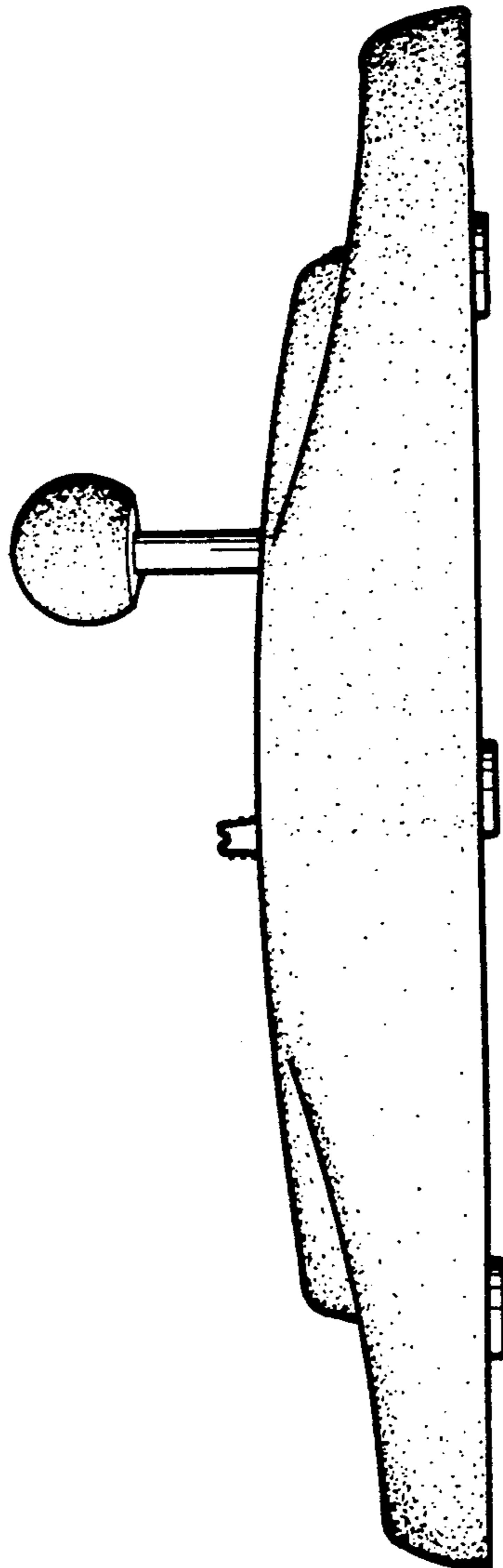


FIG. 3

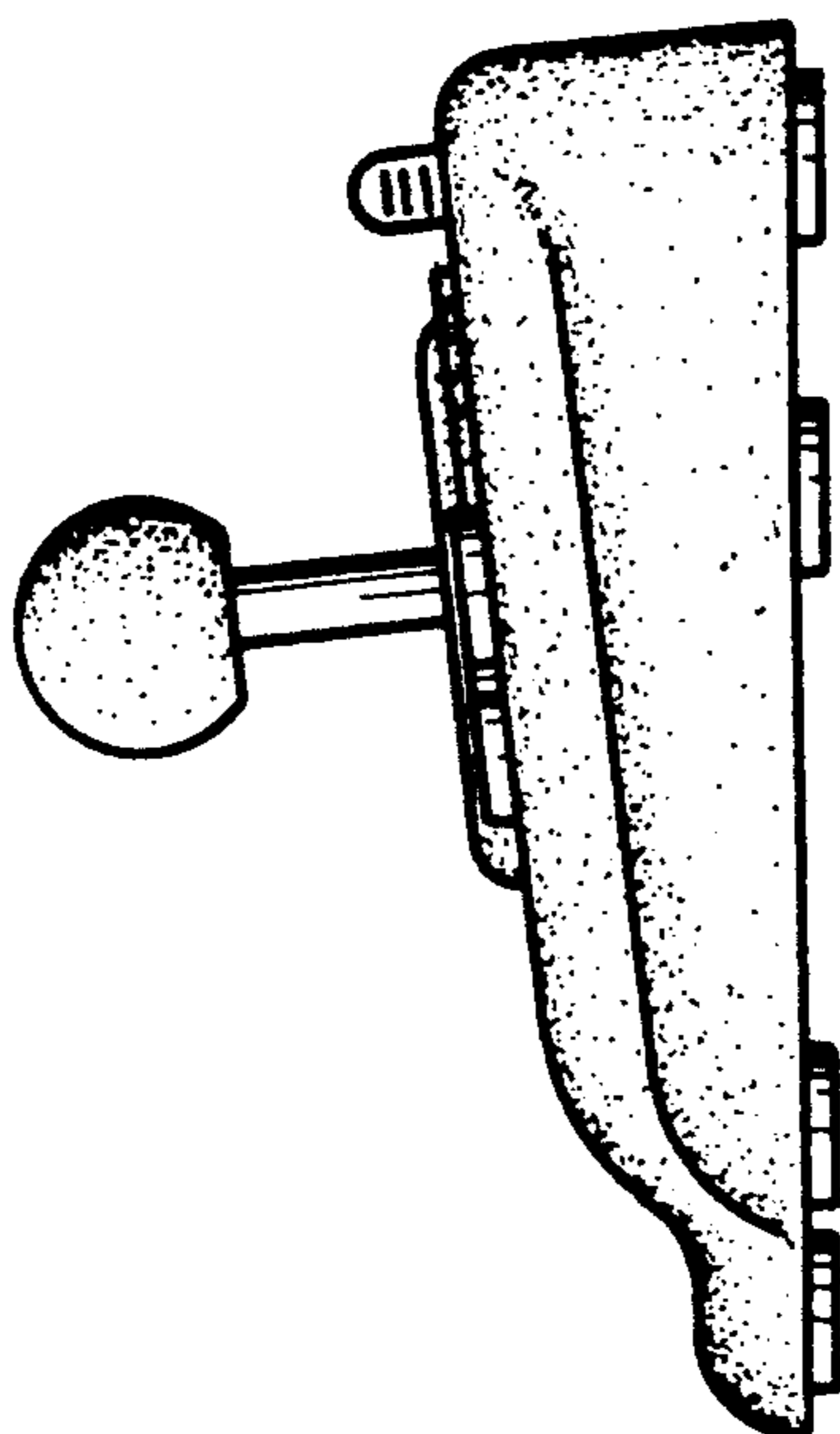


FIG. 5

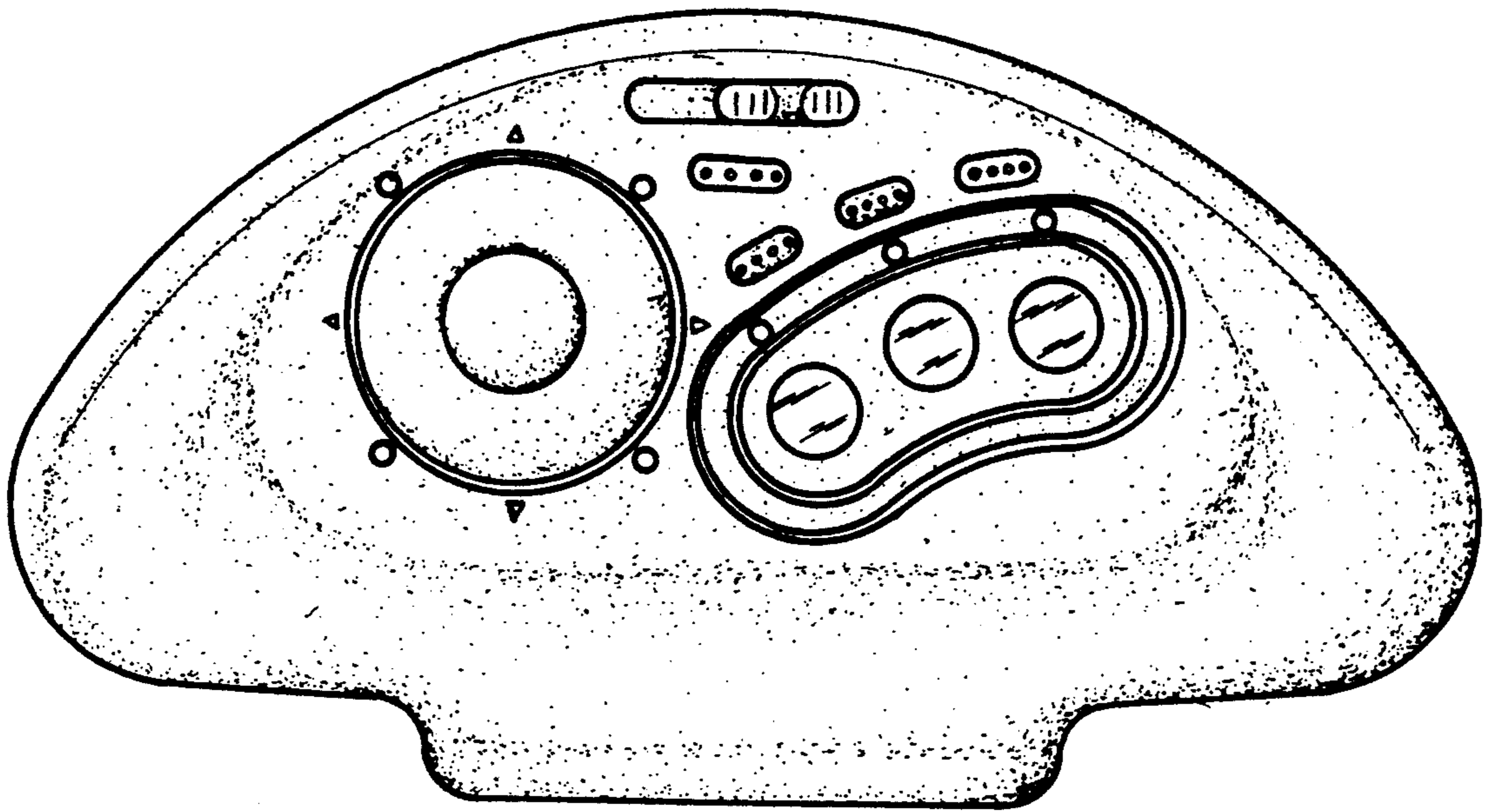


FIG. 6

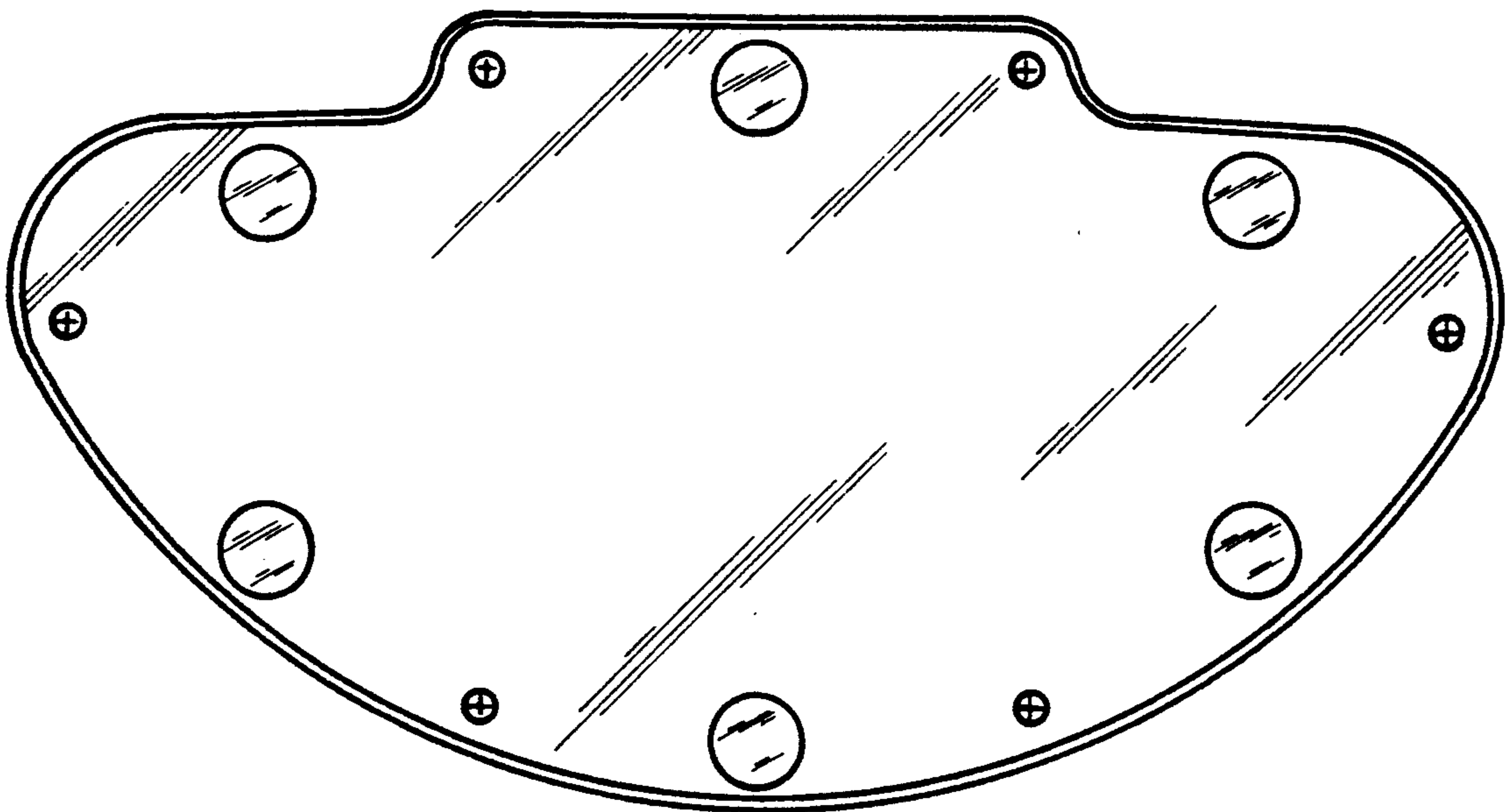


FIG. 7