

[54] VIDEO GAME CONTROL UNIT

[75] Inventors: **Gerald R. Aamoth**, Fremont; **Kevin P. McKinsey**, Scotts Valley, both of Calif.

[73] Assignee: **Atari, Inc.**, Sunnyvale, Calif.

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

[21] Appl. No.: **887,145**

[22] Filed: **Mar. 16, 1978**

Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 806,318, Jun. 13, 1977.

[51] Int. Cl. **D13-03**

[52] U.S. Cl. **D13/12; D13/32; D21/13**

[58] Field of Search **D34/5 R, 5 N, 5 J; 273/DIG. 28, 85 G, 86 B; D13/11, 12, 32, 37**

[56] **References Cited**

U.S. PATENT DOCUMENTS

4,091,234 5/1978 Bristow 273/DIG. 28

OTHER PUBLICATIONS

Merchandising, Jun. 1977, p. 49, lower left, control stick.

Primary Examiner—Melvin B. Feifer
Attorney, Agent, or Firm—Stephen S. Townsend

[57] **CLAIM**

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

DESCRIPTION

FIG. 1 is a top plan view of the video game control unit showing our new design.

FIG. 2 is an edge elevational view looking rearwardly of FIG. 1;

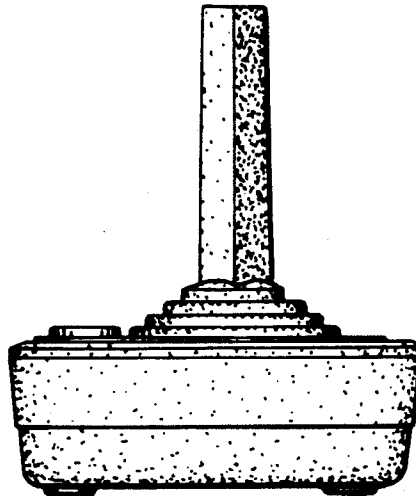
FIG. 3 is a right edge elevational view looking to the left of FIG. 1;

FIG. 4 is a left edge elevational view looking to the right of FIG. 1;

FIG. 5 is an edge elevational view looking forwardly of FIG. 1;

FIG. 6 is a bottom plan view of the embodiment of FIG. 1; and

FIG. 7 is a top plan view of an alternate embodiment thereof with the side and bottom views being the same in appearance as that shown in FIGS. 2 through 6.



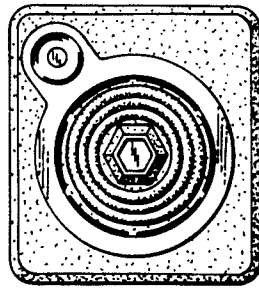


FIG. 1.

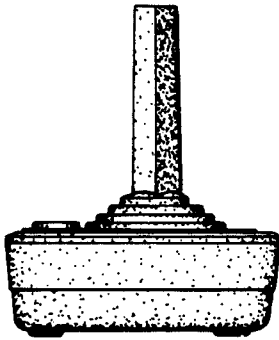


FIG. 4.

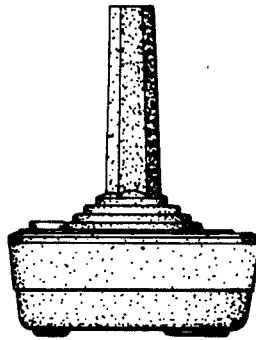


FIG. 2.

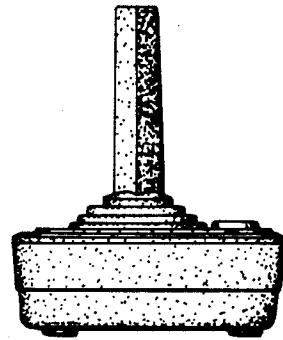


FIG. 3.

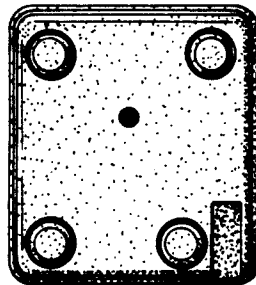


FIG. 6.

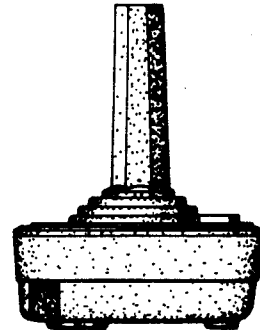


FIG. 5.

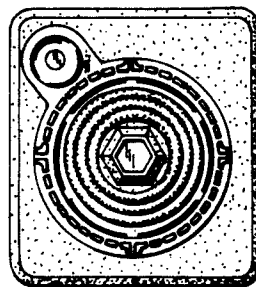


FIG. 7.

Disclaimer

Des. 255,565.—*Gerald R. Aamoth*, Santa Clara and *Kevin P. McKinsey*, Scotts Valley, Calif. VIDEO GAME CONTROL UNIT. Patent dated June 24, 1980. Disclaimer filed Oct. 4, 1982, by the assignee, *Atari, Inc.*

The term of this patent subsequent to Mar. 25, 1994 has been disclaimed.
[*Official Gazette June 7, 1983.*]