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Otero et al.

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(54) **VIDEO GAME PERIPHERAL DETECTION DEVICE**

(56) **References Cited**

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(**) Term: **14 Years**

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(51) **LOC (10) Cl.** **21-01**

(52) **U.S. Cl.**
USPC **D21/324; D21/333**

(58) **Field of Classification Search**
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D14/138, 160, 168, 356, 203.1–203.8, 507;
345/156, 169, 173–179, 905;
715/727–729, 864, 700, 706, 719;
710/1, 5, 8; 713/1, 600; 455/1.1, 1.7,
455/73, 344–347, 93, 95, 3.01–3.06, 550.1,
455/573.1; 370/342–344; 369/1, 2, 6–12;
463/51–57, 40–47, 1, 29–35; D21/324,
D21/328, 333; 273/148 B

See application file for complete search history.

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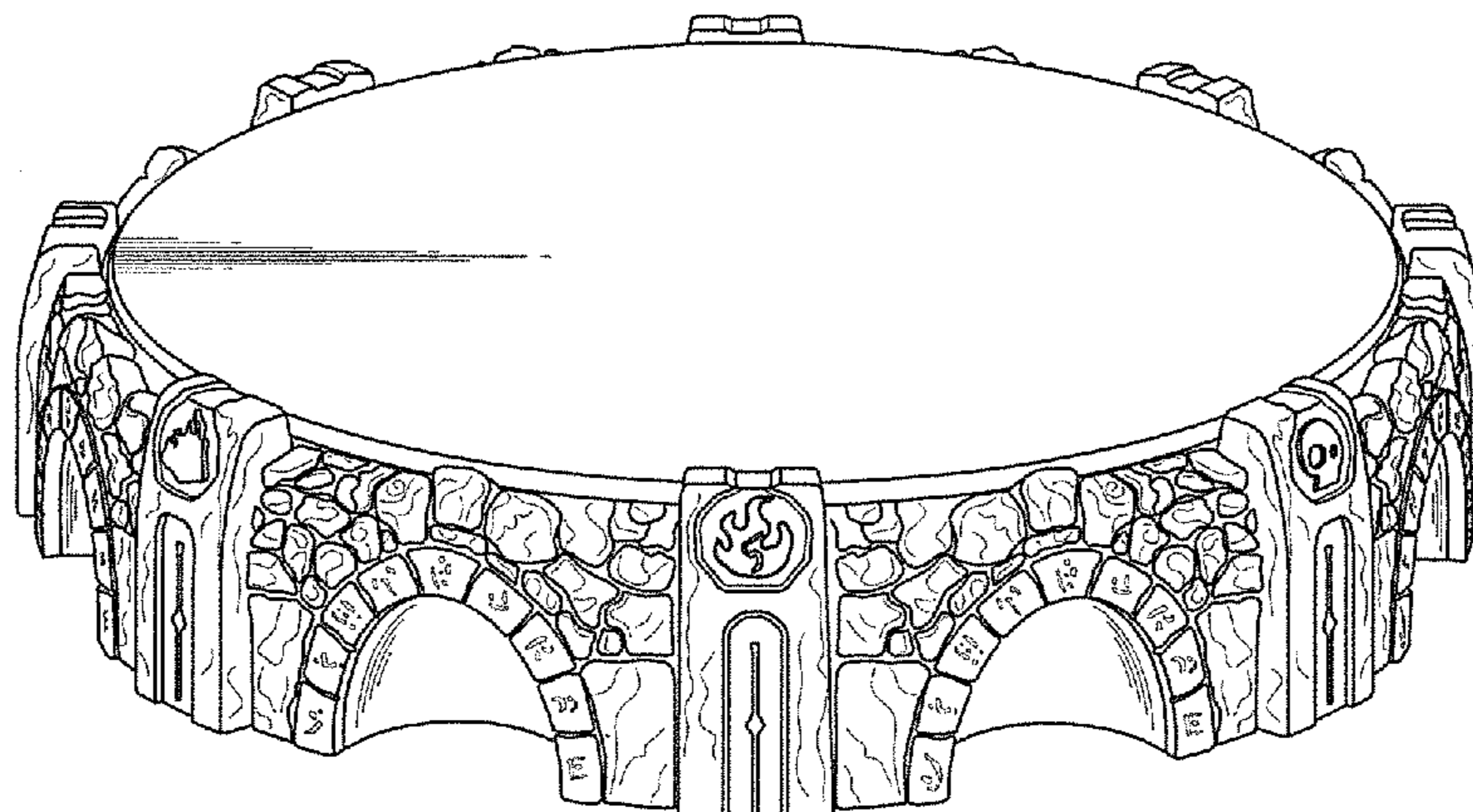
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(57) **CLAIM**
The ornamental design for a video game peripheral detection device, as shown and described.

DESCRIPTION

FIG. 1 is a perspective view of a video game peripheral detection device showing our new design;
FIG. 2 is a top plan view thereof;
FIG. 3 is a right perspective view thereof;
FIG. 4 is a left perspective view thereof;
FIG. 5 is a rear perspective view thereof;
FIG. 6 is a front perspective view thereof; and,
FIG. 7 is a bottom plan view thereof.

1 Claim, 5 Drawing Sheets



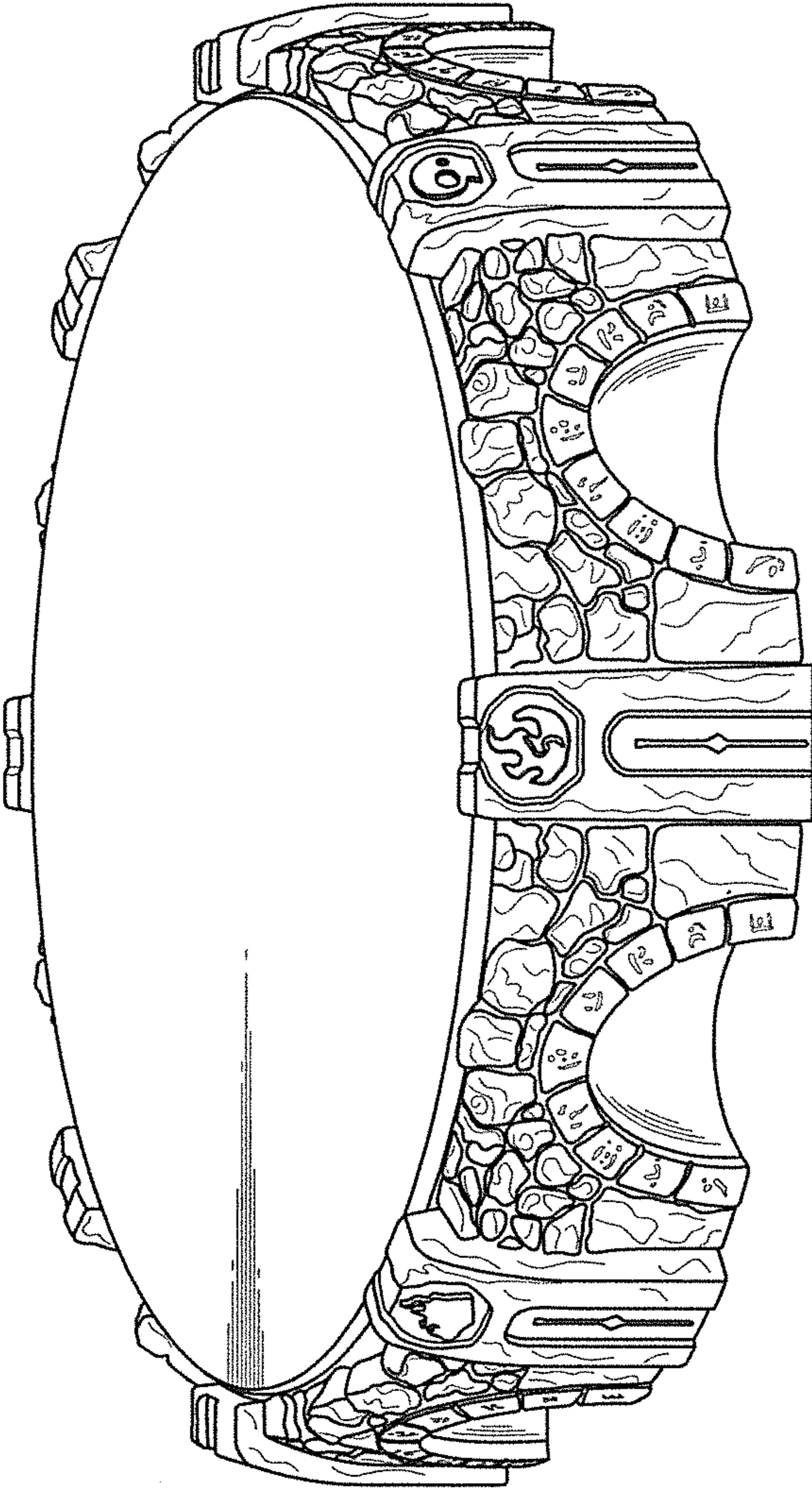


FIG. 1

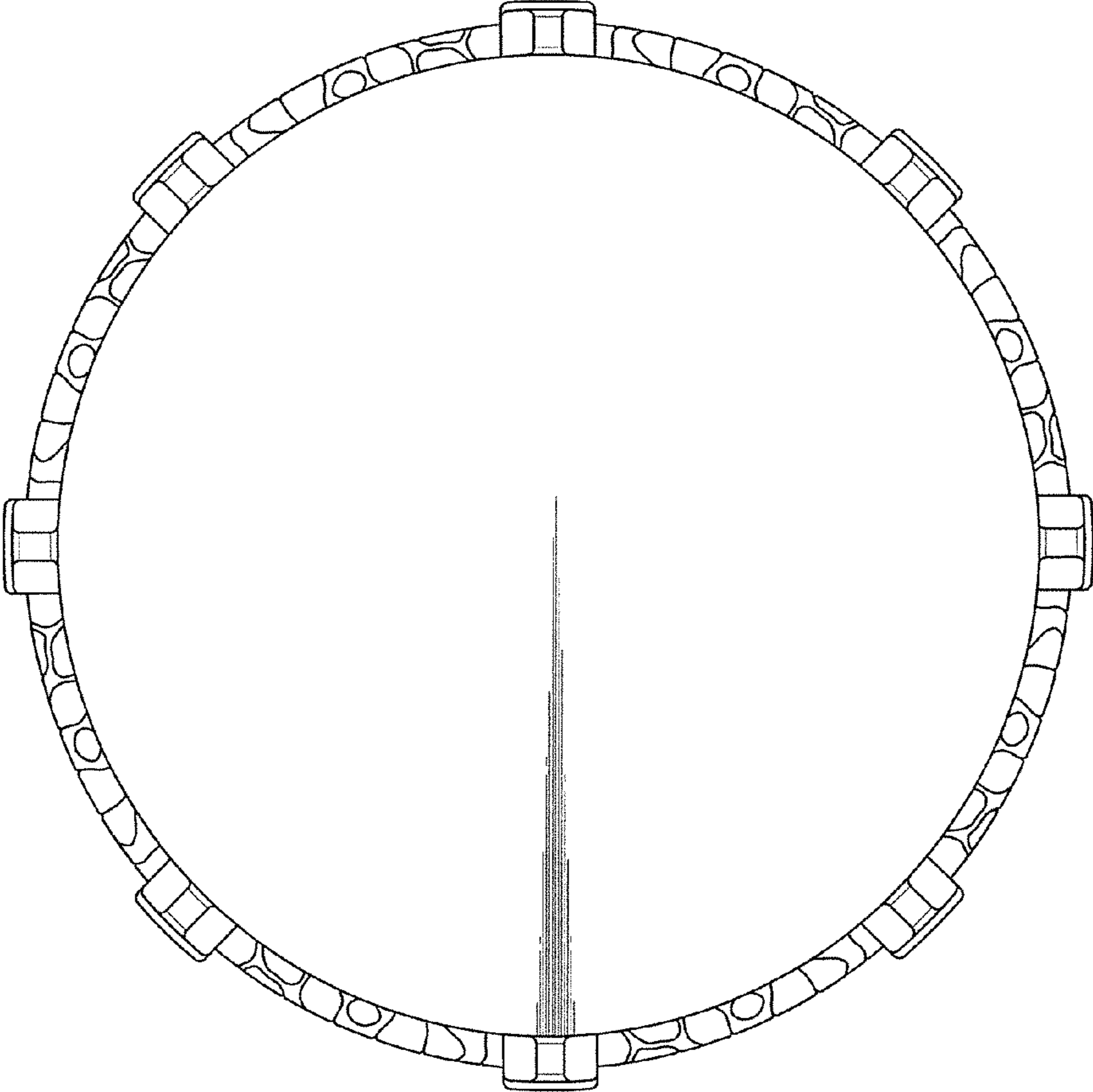


FIG. 2

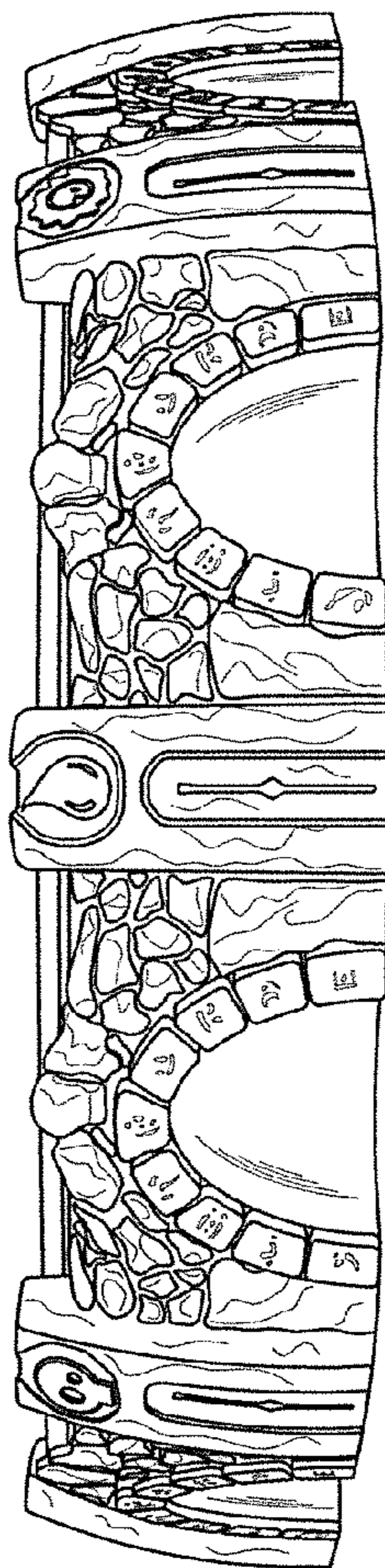


FIG. 3

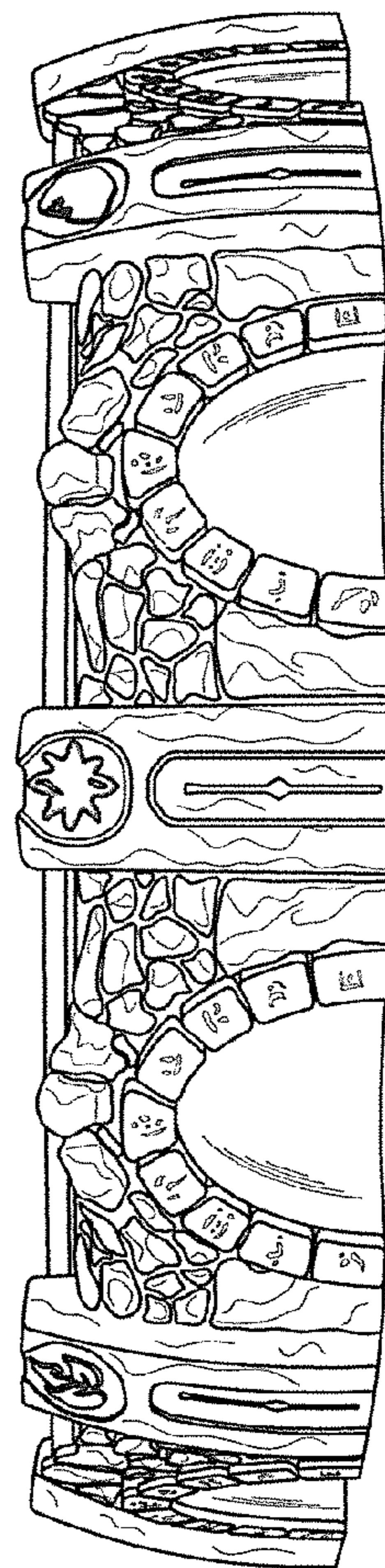


FIG. 4

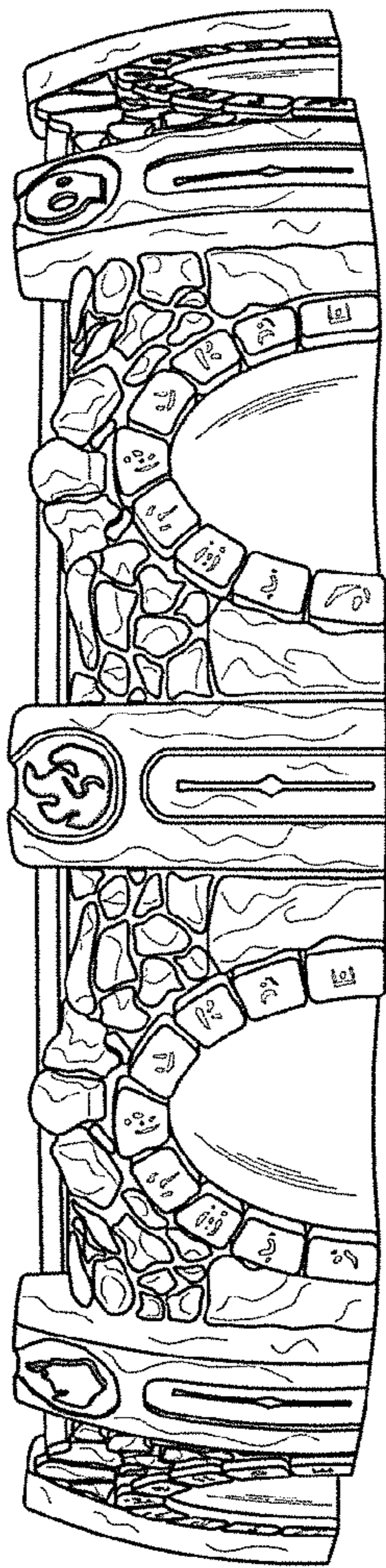


FIG. 5



FIG. 6

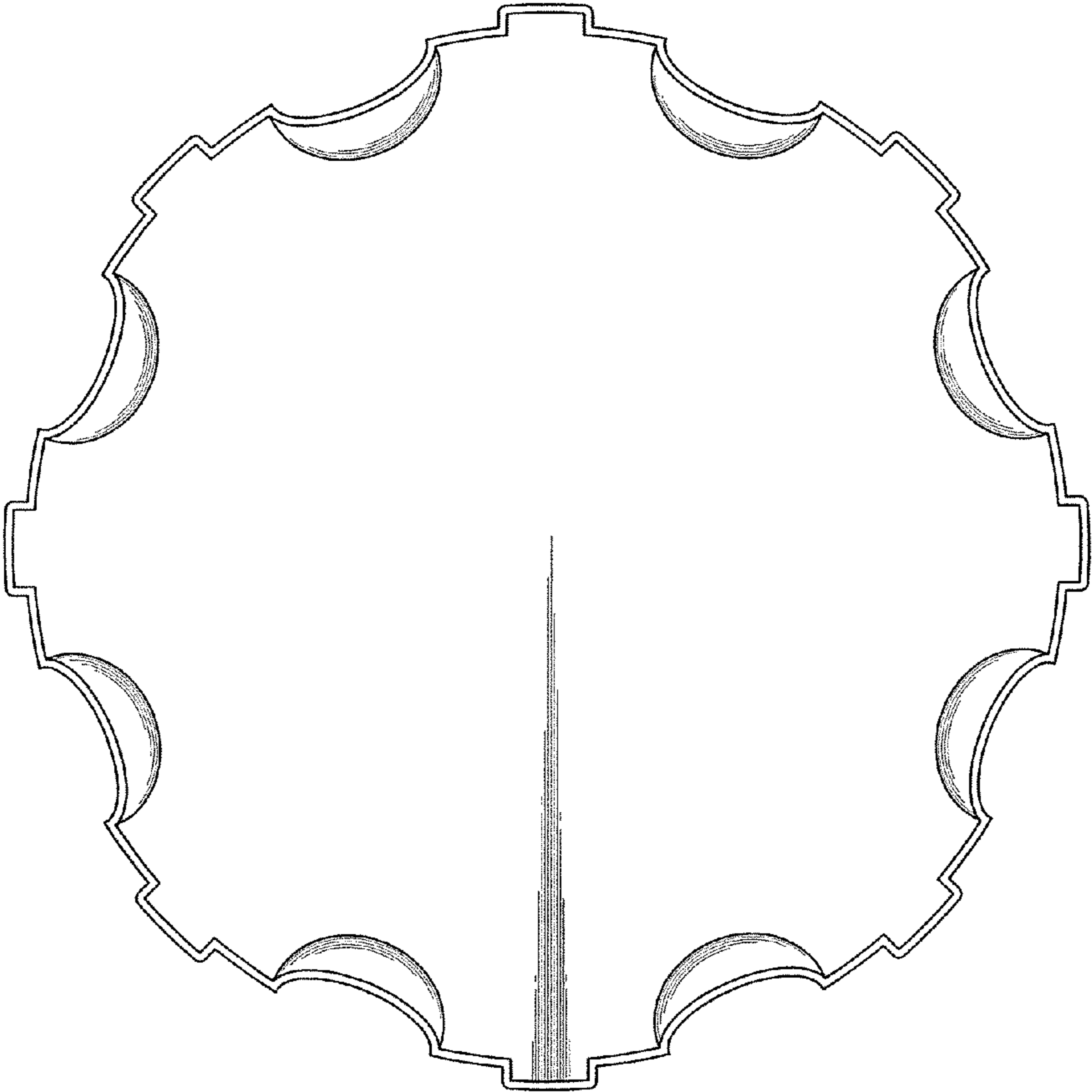


FIG. 7