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Service Mark

Trademark

Principal Register

Miniclip SA (SWITZERLAND SOCIÉTÉ ANONYME (SA))
Rue des Beaux-Arts, 8
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SWITZERLAND

CLASS 9: Telecommunication apparatus, namely, telephones and radio transmitters; computer game programs, downloadable via the Internet; downloadable electronic publications, namely, magazines and brochures in the field of computer games and mobile video games; sound, image and data carriers, namely, blank computer discs, phonograph records, magnetic discs, CD-ROMs, CD-Is, recording apparatus in the nature of tapes for storage of computer data, recordable DVDs, and magnetic recording apparatus in the nature of magnetic-tape recorders; sound, image and data carriers, namely, recorded hard computer discs, phonograph records, magnetic discs, CD-ROMs, CD-Is, recording apparatus in the nature of tapes for storage of computer data, recordable DVDs, and magnetic recording apparatus in the nature of magnetic-tape recorders, all featuring audio, visual and media content in the field of computer gaming; downloadable computer programs and software, in particular for facilitating telecommunications, communicating via network and voice data applications, and engaging in electronic trade via the global communication network; apparatus for recording, transmission and reproduction of sound, images and data of all kinds; humanoid robots with artificial intelligence used for entertainment purposes; downloadable software using artificial intelligence and machine learning used for entertainment purposes, namely, the provision of computer gaming services; data processing apparatus and computers; multimedia apparatus, namely, televisions, radios, personal computers, laptops; downloadable computer programs and computer software for electronic transfer of digital tokens; downloadable computer software for use as a digital token wallet; downloadable software for enabling users to electronically create, store, send, receive, accept, and transmit digital tokens based on the blockchain technology; downloadable software for enabling users to exchange digital tokens for data; downloadable software for the purchase, trading and storing of digitized assets including cryptocurrency, virtual currency, or digital currency; downloadable software

Denise Z. Brant

Acting Director of the United States Patent and Trademark Office



for creating digital tokens using blockchain technology to facilitate the transfer of data between users, to allow users to post digital content, and to allow users to view digital content; downloadable multimedia files, accessible through machine-readable pre-recorded magnetic discs, containing artwork, text, audio, and video authenticated by non-fungible tokens (NFTs) used with blockchain technology; apparatus for interactive television, namely, television transmitters and receivers; decoders for television sets; blank smart cards; downloadable and recorded software for playing videos and online games; downloadable and recorded interactive multimedia software programs for the playing, recording and editing of audiovisual content; downloadable and recorded software for enabling video, computer and online games to be run on multiple platforms; downloadable software for developing, designing, modifying and customizing video, computer and online games; computer game cartridges and discs; downloadable and recorded video and audio games software; musical sound recordings; downloadable video recordings featuring downloadable and recorded video games enhancing software; computer peripherals; mouse pads; spectacles and sunglasses; downloadable and recorded programs for consumer video game apparatus being computer game software; downloadable programs for consumer video game apparatus being computer game software; electronic storage media recorded with programs for consumer video game apparatus being recorded video game software; downloadable game software programs for handheld electronic game apparatus; electronic storage media recorded with programs for handheld electronic game apparatus being recorded video game software; programs for arcade video game machines being downloadable video game software; downloadable programs for arcade video game machines being video game software; electronic and storage media, namely, hard drive storage being hard disk drives and external computer hard drives; hard disk drives and external computer hard drives recorded with programs for arcade video game machines; cases for smartphones; recorded computer programs for smartphones, namely, software for computer gaming; downloadable programs for smartphones, namely, software for mobile video gaming; hard disk drives and external computer hard drives recorded with programs for smartphones; downloadable image files containing images for use in computer games; downloadable music files; downloadable telephone ring tones; downloadable screen-saver software; laptop sleeves being laptop carrying cases; neoprene laptop covers; telephone covers being covers for telephone receivers not made of paper; portable protective tablet computer sleeves; computer mouse; computer keyboards; headphones; USB sticks being blank USB flash drives; downloadable electronic books in the field of computer gaming and entertainment; blank electronic data storage media; pre-recorded computer discs, phonograph records, magnetic discs, CDs, and DVDs featuring motion pictures, television shows, and animation films in the field of computer gaming and entertainment; bags, cases, and sleeve cases specially adapted for holding or carrying mobile telephones, computers, headphones and cameras; covers for mobile phones being cell phone cases; portable computers and tablet computers; electronic downloadable publications in the nature of books in the field of computer gaming; belts and straps being carrying cases specially adapted for telephones, computers, headphones and cameras; electrical power distribution units; downloadable and recorded interactive multimedia computer game programs; computer games software downloadable to mobile phones, tablets and other electronic mobile devices; downloadable and recorded application software for playing computer games [; downloadable photographs; downloadable posters; downloadable postcards; downloadable electronic greeting cards; pre-recorded record albums featuring music; downloadable printable calendars; downloadable computer game instruction manuals]

CLASS 16: Printed matter and publications, namely, printed brochures, catalogues, manuals, books, newspapers, magazines and newsletters relating to computer games and entertainment; printed instructional and teaching material, namely, printed instructional manuals in the field of computer gaming; printed photographs; stationery; writing and drawing implements; posters made of paper; printed postcards; collectible printed trading cards; printed greetings cards; framed art pictures; paper notebooks; printed children's activity books; printed children's storybooks; printed comic books; printed colouring books; scrapbooks; sketch books; photo albums; printed diaries; printed

calendars; stickers; decalcomanias; bookbinding materials for creating hardcover books, namely, book cover, crack-and-peel binding paper, reinforcement strips, peel-and-stick labels, stapler and staples; tokens and value cards, made of cardboard, namely, tokens being non-magnetically encoded gift cards made of cardboard, non-magnetically encoded value cards made of cardboard; printed computer game instruction manuals; bookmarks; packing paper; wrapping paper; packaging materials made of cardboard; cardboard boxes; party decorations made of paper; pens, erasers; printed posters and paper banners; figures made of paper; paper bags; sticker albums and stickers; paper signs [; paper covers for telephone receivers]

CLASS 25: T-shirts; sweat shirts; shirts; blouses; vests; jeans; pants; shorts; underwear; sportswear, namely, sports jackets, sports trousers, sports trainers in the nature of sports training shoes; socks; coats; clothing jackets; suits; skirts; scarves; gloves; mittens; bathing suits; pyjamas; negligee robes; bathrobes; caps being headwear; hats; trainers, namely, training shoes, sneakers; leather shoes; leisure shoes; sandals; boots

CLASS 28: Playing cards; audio visual games on computer hardware platforms being video game consoles; handheld consoles for playing video games; home video game machines and hand-held video game machines; action skill games; board games; game cards; play sets for action figures; soft dolls; plush toys; stuffed toys; water toys; wooden toys, namely, toy building blocks; toys made of plastics, namely, modelled plastic toy figurines; puzzles; balloons; bags, cases and sleeves for storing and carrying apparatus for games, namely, protective carrying cases specially adapted for handheld video games; computer games equipment being video game machines adapted for use with television receivers

CLASS 35: The bringing together, for the benefit of others, of games and playthings, computer games equipment and machines, computer programmes, publications, apparatus for recording, transmission and reproduction of sound, images and data of all kinds, multimedia apparatus, smart cards, video and audio games, printed matter, stationery, sketch books, magazines, activity books, clothing, footwear and headgear, excluding the transport thereof, enabling customers to conveniently view and purchase those goods * from an Internet website * by means of online retail stores which specialize in computer and video games and related entertainment products; providing an interactive website for connecting sellers with buyers of computer application software for virtual reality game services; providing computerised online search and ordering services being online retail store services featuring merchandise related to computer games, video games, and interactive multimedia software; providing an online marketplace for buyers and sellers of crypto collectibles; providing an online marketplace for buyers and sellers of blockchain-based non-fungible assets; operating on-line marketplaces featuring crypto collectibles and blockchain-based non-fungible assets; organisation and maintenance of subscription services for others, namely, arranging subscriptions for the publications of others; administration of a membership discount program for enabling participants to obtain discounts on goods and services through use of a discount membership card; business management; business administration; marketing services; market research services; market analysis; public opinion polling; advertising research; advertising, in particular by Internet, radio, TV, cinema, print and videotext, also in the form of sponsorship, namely, promotional sponsorship of sports and e-sports events; product merchandising for others; arrangement of fairs and exhibitions for advertising purposes; distribution of goods of others for advertising purposes being advertising services; business and business organization consulting; business strategic planning services, namely, sales planning; creation, updating and allocation of advertising space on the Internet being provision of space on websites for advertising goods and services; advertising services, namely, placing and exchanging of banner advertisements; arrangement and conclusion of trading transactions for third parties being arranging of trading transactions and commercial contracts; [collecting market research information; providing consumer and business information in the field of computer gaming;] online services, namely, administrative processing of purchase orders for goods by electronic means and

telephone; operating an online shopping site in the field of games and playthings, computer games equipment and machines, computer programmes, publications, apparatus for recording, transmission and reproduction of sound, images and data of all kinds, multimedia apparatus, smart cards, video and audio games, printed matter, stationery, sketch books, magazines, activity books, clothing, footwear and headgear; arrangement and conclusion of sales transactions within an electronic department store being online trading services in which users post requests for products and negotiate transactions via the internet; [business operation services for others in the fields of acceptance of orders for goods, delivery service, settlement for electronic order systems and presentation of goods and services;] cost price analysis; evaluations relating to commercial matters in the field of computer games; [business information services relating to the collecting and providing of information, textual and graphic material as well as images about services, in particular between users of the Internet;] production of advertising matter and commercials for TV, radio or Internet including for use on games shows; holding of online auctions being online auction services; electronic mailing list preparation services; information, advisory and consultancy services relating to all the aforesaid

CLASS 38: Telecommunication services, namely, personal communication services supported by data processing for public and private users; information and communication services, namely, information transmission services via digital networks; providing telecommunications connections to a global computer network for the exchange of messages and information of all kinds; mobile data value added services being telecommunication services in the nature of wireless electronic transmission of voice signals, data, facsimiles, images and information through the use of short message service (SMS), wireless application protocol (WAP), ground penetrating radar systems (GPRS), and universal mobile telecommunications systems (UMTS); sound, image and data transmission by cable, satellite, and computer networks; electronic data transmission of film, TV, radio, videotext, Internet programs, and broadcasts; electronic data transmission and cable and wireless broadcasting of radio and TV programs; Transmission of videos, movies, pictures, images, text, photos, games, user-generated content, audio content, and information via the Internet; Transmission of user generated content via the Internet; Transmission of digital audio and video broadcasts over a global computer network; Transmission of audio data via the Internet; Television broadcasting services for mobile phones; Providing access to e-commerce platforms on the Internet; Providing access to gambling and gaming websites on the internet; Providing access to multimedia content online; Providing access to online computer databases; [providing internet access to press and TV news services;] providing internet access to information and promotion hotlines; photo sharing and video sharing services, namely, electronic transmission of digital photo files, videos and audio visual content among internet users; providing internet access to information, messages and entertainment programmes to be retrieved from the Internet, other data networks or online services; providing user access to the Internet and Internet websites which requires payments to be made; providing internet chat room services; providing online forums in the field of computer gaming; web-messaging, namely, forwarding of messages of all kinds to Internet addresses; arrangement and allocation of access rights for users to various communication networks, namely, providing of Internet access; electronic data transmission services via the internet featuring information, textual and graphic material as well as images about services; providing access to information on the Internet; providing online chat room for transmission of messages among computer users for social networking; providing online electronic bulletin boards for transmission of messages among computer users; rental of access times to global computer networks featuring data networks and computer databases; e-mail forwarding services; internet telephony; [transmission of newsletters over the internet;] rental of access time to global computer networks for access to computer databases; streaming of video and audio content via the internet; subscription television broadcasting and video on demand transmission services; information, advisory and consultancy services relating to all the aforesaid

CLASS 41: Electronic games services provided by means of Internet; education services, namely, classes, seminars, and workshops in the field of mobile and online gaming; provision of training in the field of mobile and online gaming; organizing community sporting and cultural events; online gaming services in the nature of providing online computer games; entertainment services, namely, providing virtual environments in which users can interact for recreational, leisure or entertainment purposes; providing online computer games, multi-player matching services being online computer games, and online entertainment in the nature of online computer game tournaments, fantasy sports leagues and production and distribution of game shows; providing online information in the field of computer gaming entertainment; providing online non-downloadable electronic publications in the nature of catalogues, books, newsletters, newspapers and magazines in the field of computer gaming; providing online computer games accessible by cellular telephone; production of film, television programmes and radio programmes; production of film and television entertainment, namely, production of films and television programs; organization of prize games and electronic game competitions; organisation of games and test games, in particular on the Internet, TV, print and all other media; production of film, TV and radio programs and broadcasts, namely, production of interactive television programs, news programs, and television programs of educational, teaching or entertaining nature; radio, TV and Internet entertainment, namely, production of video and radio media in the field of computer games; publication and publishing of printed catalogues, books, newsletters, newspapers and magazines as well as of the corresponding electronic versions; services of an editor, namely, video, audio, multimedia and print editing services; digital video, audio, and multimedia publishing services, namely, publication and publishing of text, graphic, image, sound and voice data reproducible in electronic form which can be retrieved via data networks; production of television shows featuring quizzes, interviews, theatre, sport and music events and competitions, in particular on the Internet, also to be recorded or broadcast live on TV, radio or the Internet; production and editing of films and of sound recordings; entertainment services, namely, production of short video and movie clips featuring cartoons, computer generated graphics, and online computer games; provision of online computer games by means of local computer networks, global computer networks, cable or wire communications services and wireless telecommunications services; conducting social entertainment events relating to electronic games and internet games; information and advisory and consultancy services relating to all of the foregoing; organising events and conferences for entertainment purposes, namely, organizing conferences and exhibitions in the field of computer games; providing a web site featuring entertainment information relating to computer games; providing online computer games and gaming services in the nature of online computer games through an internet website portal; electronic games services provided by means of the internet, including provision of computer games on line, on social networks, or by means of a global computer network; entertainment services, namely, providing temporary use of non-downloadable electronic games for use on mobile phones, tablets and other electronic mobile devices; providing information online relating to enhancements within online computer and electronic games; entertainment services, namely, providing interactive single and multiplayer online electronic games via the internet, electronic communication networks or via a global computer network; multimedia publishing of computer game software, electronic games software and video game software; non-downloadable electronic manuals in the field of mobile and online gaming; non-downloadable electronic newsletters in the field of mobile and online gaming; non-downloadable electronic news-sheets being newsletters in the field of mobile and online gaming; entertainment in the nature of television news shows; information, advisory and consultancy services relating to all the aforesaid

CLASS 42: Computer programming; software development; video game software development; Software as a Service (SaaS) services featuring software for mobile and video gaming; Platform as a Service (PaaS) featuring computer software platforms for mobile and video gaming; Providing temporary use of online non-downloadable software for playing games; providing user authentication services using blockchain-based software technology for cryptocurrency transactions; providing temporary use of

online, non-downloadable software for mobile and video gaming data encryption services; user authentication services using single sign-on technology for online software applications; providing a web site featuring temporary use of non-downloadable software for use in database management relating to computer information and data; creation of online electronic TV program guides for others, namely, design and development of online electronic TV program guides for others; technical advice on research and development of new products in the field of integrated and multimedia communication solutions in the form of interactive formats for TV, radio and the Internet, and in the form of cross-media between TV and telephone as well as computer telephone integrations; development of computer programs for communication solutions and installation of technical communication software; [web site design of online retail stores for others which feature crypto collectible and blockchain-based non-fungible tokens;] providing temporary use of on-line non-downloadable computer programs and computer software for electronic transfer of digital tokens; providing temporary use of on-line non-downloadable computer software for use as a digital token wallet; providing temporary use of on-line non-downloadable computer software for enabling users to electronically create, exchange, store, send, receive, accept, and transmit digital tokens based on the blockchain technology; providing temporary use of on-line non-downloadable computer software for enabling users to exchange digital tokens for data; providing temporary use of online non-downloadable computer software for creating digital tokens using blockchain technology to facilitate the transfer of data between users, to allow users to post digital content, and to allow users to view digital content; platform as a service (PAAS) featuring computer software platforms using blockchain and distributed ledger technology for authenticating and processing digital tokens; provision of search engines for the Internet and for obtaining data on a global computer network; technical tests and checks on games being maintenance of web sites for others; services of a creative artist regarding the design of film, TV, radio, BTX, videotext, Internet programs or broadcasts, namely, graphic design services and computer aided design for others; providing temporary use of online non-downloadable computer programs and computer software for playing video games; provision of technical support being troubleshooting of computer, video and interactive game software and online computer software problems; information and advisory services relating to the aforesaid services; design, development, and maintenance of computer games software, video games software, downloadable games software, and electronic games software; hosting of online game web sites; application service provider (ASP) featuring software for social networking; computer services, namely, creating a virtual social networking website for others; software development in the framework of software publishing in the field of computer game software, electronic games software and video game software; information, advisory and consultancy services relating to all the aforesaid

CLASS 45: Legal administration of licenses, namely, arrangement and allocation of access licenses for users to various communication networks; providing legal services in the field of intellectual property law focusing on negotiation, administration and utilisation of copyrights and industrial property rights on behalf of third parties; providing legal services in the field of intellectual property law focusing on negotiation, administration and utilisation of TV formats and broadcasting rights and on copyright related to press, radio, TV and film productions for the use of sound and image carriers; providing legal services in the field of intellectual property law focusing on negotiation, administration and utilisation of copyrights related to articles in newspapers and magazines; online social networking services; online social networking services accessible by means of downloadable mobile applications; internet-based personal introduction services by computer; internet based personal introduction services; information, advisory and consultancy services relating to all the aforesaid

The colors red and white are claimed as a feature of the mark.

The mark consists of a white letter "M" in the center of a red square.

PRIORITY DATE OF 12-23-2021 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1685274 DATED 02-11-2022,
EXPIRES 02-11-2032

SER. NO. 79-350,597, FILED 02-11-2022

REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION

WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.

Requirements in the First Ten Years*

What and When to File:

- **First Filing Deadline:** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- **Second Filing Deadline:** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.* See 15 U.S.C. §1059.

Requirements in Successive Ten-Year Periods*

What and When to File:

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.*

Grace Period Filings*

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

***ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

NOTE: Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

NOTE: A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.