

Registration Number	Trademark	Registration Date	Goods and Services
6,457,490	RESIDENT EVIL	Aug. 17, 2021	For: Recorded video game software in the form of ROM cartridges, cassettes, tapes, magnetic disks, optical disks, magneto-optical disks, printed circuit boards and electronic circuits; downloadable video game programs for home video game machines, handheld game apparatus with liquid crystal display, computers, mobile phones, smart phones, mobile communication terminal equipment and arcade video game machines; recorded video game programs; downloadable video game software; Downloadable video game programs; recorded video game software; Computers; downloadable computer software for authorizing access to an Internet website; downloadable computer screen saver software and downloadable computer wallpaper software; Downloadable computer screen saver software and downloadable computer wallpaper software for mobile phones and smart phones; downloadable interactive multimedia computer game programs; Computer peripherals; Computer mouse; Mouse pads; Straps for mobile phones and smart phones; Mobile phones; smartphones; Downloadable picture images, moving images, images and music files for mobile phones, smart phones and mobile communication terminal equipment in the field of computer games, video games, mobile games, and animation;

			Downloadable ring tones for mobile phones, smart phones and mobile communication terminal equipment; Downloadable digital music provided from the Internet; Downloadable music files; Downloadable image files in the field of computer games, video games, mobile games, and animation; Downloadable picture and moving image files in the field of computer games, video games, mobile games, and animation; Downloadable electronic publications in the nature of books, periodicals, magazines, newsletters, and articles in the field of computer games, video games, mobile games, and animation; Pre-recorded audio discs featuring music and voice recordings in the field of computer games, video games, mobile games, and animation; Pre-recorded audio tapes featuring music and voice recordings in the field of computer games, video games, mobile games, and animation; Pre-recorded CD-ROMs featuring video games, computer games, mobile games, animation, and music and artwork in the field of computer games, video games, mobile games, and animation; Pre-recorded DVD-ROMs featuring video games, computer games, mobile games, animation, and music and artwork in the field of computer games, video games, mobile games, and animation; Phonograph records featuring music and voice recordings in the field of computer games, video games, mobile games, and animation;
--	--	--	--

			Pre-recorded video discs featuring video games, computer games, mobile games, animation, music and artwork in the field of computer games, video games, mobile games, and animation; Pre-recorded video tapes featuring video games, computer games, mobile games, animation, music and artwork in the field of computer games, video games, mobile games, and animation; Exposed cinematographic films; Exposed slide films; Slide film mounts in Class 009.
2,105,804	RESIDENT EVIL	Oct. 14, 1997	For: video output game machines and computer game software in Class 028.
2,322,359	RESIDENT EVIL	Feb. 22, 2000	For: t-shirts, head wear in Class 025. For: Board games; toy action figures and accessories therefor in Class 028.
4,651,730	RESIDENT EVIL	Dec. 9, 2014	For: Providing computer games to others that may be accessed via the Internet; Providing non-downloadable Internet games to others; Providing electronic games for mobile phones and smart phones via the Internet; Providing images, motion pictures, video games, and music via the Internet; Providing images, motion pictures, video games, and music through communication via mobile phones and smart phones; Electronic publishing services, namely, online publication of non-downloadable text and graphic works of others featuring computer and video games and strategies thereof; Providing on-line non-downloadable newsletters in the

			field of computer games and video games; Providing on-line non-downloadable electronic publications and documentation, namely, articles and reports featuring computer game strategy and video game strategy; Organization of on-line non-downloadable entertainment competitions for others, namely, video gaming competitions, Production of motion pictures in the form of films, and optical disks; Providing on-line interactive multiplayer games; Providing online information services relating to entertainment, namely, movies, music and games; Providing information about movies, games and music through communication via mobile phones and smart phones in Class 041.
7,208,770	RESIDENT EVIL	Oct. 31, 2023	For: Wristwatches; clocks and watches; clocks and watches, electric; chronometric instruments; cases being parts of watches and clocks; presentation boxes for watches; parts and fittings for clocks and watches in Class 014.
5,183,462	RESIDENT EVIL BIOHAZARD	Apr. 11, 2017	For: Computer game software; Computer games in the form of discs; Downloadable game software; Downloadable computer games; Downloadable graphics and music via a global computer network; in Class 009.
5,183,463	RESIDENT EVIL 7 BIOHAZARD	Apr. 11, 2017	For: Computer game software; Computer games in the form of discs; Downloadable game software; Downloadable computer games; Downloadable graphics and music

			via a global computer network in Class 009.
6,640,340	RESIDENT EVIL VILLAGE	Feb. 8, 2022	For: Electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and digital and electronic storage media containing game programs for handheld game apparatus with liquid crystal display; downloadable game programs for handheld game apparatus with liquid crystal display; recorded game programs for handheld game apparatus with liquid crystal display; electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and digital and electronic storage media containing game programs for consumer video game apparatus; downloadable game programs for consumer video game apparatus; recorded game programs for consumer video game apparatus; downloadable game programs for mobile phones; recorded game programs for mobile phones; downloadable game programs for smart phones; recorded game programs for smart phones; downloadable game programs for mobile information terminal equipment; recorded game programs for mobile information communication terminal equipment; downloadable computer game programs; recorded game programs for virtual reality, augmented reality and mixed reality games; recorded computer game programs; electronic

			circuits, magnetic discs, optical magnetic discs, optical discs and digital and electronic storage media containing computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and digital and electronic storage media containing game programs for mobile phones, smart phones and mobile information communication terminal equipment; electronic circuits and digital and electronic storage media containing game programs for arcade video game machines; downloadable game programs for arcade video game machines; recorded game programs for arcade video game machines; downloadable game programs; downloadable screen saver and wall paper software for mobile phones and smart phones; downloadable ring tones and music files for mobile phones, smart phones and mobile information terminal equipment; downloadable ring tones and music files; recorded audio compact discs featuring music; phonograph records featuring music; downloadable images and pictures for the standby display of mobile phones, smart phones and mobile information terminal equipment in the field of computer games, video games, mobile games and animation; downloadable images and pictures in the field of computer games, video games, mobile games and animation; recorded video discs, video tapes and compact discs featuring video games,
--	--	--	--

			entertainment or sports, not for movies or television programs and not for advertising or publicity, and providing information relating thereto; providing facilities for movies, shows, plays, music or educational training and providing information relating thereto in Class 041.
7,590,207	ADA WONG	Dec. 3, 2024	For: Dolls; Action figures; Toy figures in Class 028.
3,871,175	RESIDENT EVIL ARCHIVES	Nov. 2, 2010	For: Computer game software; Computer game in the form of discs in Class 009.
4,781,266	RESIDENT EVIL REVELATIONS	Jul. 28, 2015	For: Computer game software; Computer games in the form of cartridges, cassettes, discs or tapes; Video game cartridges; Downloadable game software; Downloadable computer games; Electronic game programs for mobile phones and smart phones; Electronic game software for mobile phones and smart phones; Downloadable game program for playing on mobile phones and smart phones; Downloadable game software for playing on mobile phones and smart phones; Screen saver software and wallpaper software; Downloadable screen saver software and wallpaper software for mobile phones and smart phones; Downloadable graphics and music via a global computer network; Downloadable graphics, music and ring tones for mobile phones and smart phones in Class 009.
7,056,011	RESIDENT EVIL RE:VERSE	May 16, 2023	For: Electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM

			cartridges and storage media storing game programs for handheld game apparatus with liquid crystal display; downloadable game programs for handheld game apparatus with liquid crystal display; recorded game programs for handheld game apparatus with liquid crystal display; electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and storage media storing game programs for consumer video game apparatus; downloadable game programs for consumer video game apparatus; recorded game programs for consumer video game apparatus; downloadable game programs for mobile phones; recorded game programs for mobile phones; downloadable game programs for smart phones; recorded game programs for smart phones; downloadable game programs for mobile information terminal equipment; downloadable game programs for mobile information communication terminal equipment; downloadable computer game programs; downloadable game programs for virtual reality, augmented reality and mixed reality; recorded computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and storage media storing computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and storage media storing game programs for mobile
--	--	--	---

			production of videotape film in the field of education, culture, entertainment or sports, not for movies or television programs and not for advertising or publicity, and providing information relating thereto; providing facilities for movies, shows, plays, music or educational training and providing information relating thereto in Class 041.
6,365,413	RESIDENT EVIL RESISTANCE	May 25, 2021	For: Electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and digital storage media, all prerecorded featuring video game programs for handheld game apparatus with liquid crystal display; downloadable game programs for handheld game apparatus with liquid crystal display; recorded game programs for handheld game apparatus with liquid crystal display; electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and digital storage media, all prerecorded featuring video game programs for consumer video game apparatus; downloadable game programs for consumer video game apparatus; recorded game programs for consumer video game apparatus; downloadable game programs for mobile phones; recorded game programs for mobile phones; downloadable game programs for smart phones; recorded game programs for smart phones; downloadable game programs for

			mobile information terminal equipment; recorded game programs for mobile information communication terminal equipment; downloadable computer game programs; recorded game programs for virtual reality, augmented reality and mixed reality; recorded computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and digital storage media, all prerecorded featuring video computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and digital storage media, all prerecorded featuring video game programs for mobile phones, smart phones and mobile information communication terminal equipment; electronic circuits and digital storage media, all prerecorded featuring video game programs for arcade video game machines; downloadable game programs for arcade video game machines; recorded game programs for arcade video game machines; downloadable game programs; downloadable screen saver and wall paper software for mobile phones and smart phones; downloadable ring tones and music for mobile phones, smart phones and mobile information terminal equipment; downloadable ring tones for mobile phones and downloadable music files; recorded audio compact discs featuring music; phonograph records featuring music; downloadable images and pictures in
--	--	--	---

			line from a computer network and providing information relating thereto; movie theatre presentations and movie film production and distribution, and providing information relating thereto; production of videotape film in the field of education, culture, entertainment or sports, not for movies or television programs and not for advertising or publicity, and providing information relating thereto in Class 041.
2,607,324	RESIDENT EVIL SURVIVOR	Aug. 13, 2002	For: Computer game software; Video game cartridges in Class 009.
6,673,332	RESIDENT EVIL: INFINITE DARKNESS	Mar. 15, 2022	For: Video tapes and video discs recorded with animation; electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and digital and electronic storage media containing game programs for handheld game apparatus with liquid crystal display; downloadable video game programs for handheld game apparatus with liquid crystal display; electronic circuits, magnetic discs, optical magnetic discs and optical discs in the form of ROM cartridges and digital and electronic storage media containing game programs for consumer video game apparatus; downloadable video game programs for consumer video game apparatus; recorded video game programs for consumer video game apparatus; downloadable video game programs for mobile phones; downloadable computer game programs for mobile phones; downloadable computer

			game programs for smart phones; downloadable video game programs for smart phones; downloadable interactive game programs for mobile information terminal equipment; recorded computer game programs for mobile information communication terminal equipment; downloadable computer game programs; recorded game programs for virtual reality, augmented reality and mixed reality games; recorded computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and digital and electronic storage media containing computer game programs; electronic circuits, magnetic discs, optical magnetic discs, optical discs and digital and electronic storage media containing game programs for mobile phones, smart phones and mobile information communication terminal equipment; electronic circuits and digital and electronic storage media containing game programs for arcade video game machines; downloadable video game programs for arcade video game machines; downloadable video game programs; straps for mobile phones; straps for smart phones; covers for smart phones; cases for smart phones; protective films adapted for smart phones; downloadable screen saver and wall paper software for mobile phones and smart phones; downloadable ring tones and music files for mobile phones, smart phones and mobile information terminal
--	--	--	--

			and mobile information communication terminal equipment provided on-line from a computer network, and providing information relating thereto; mixed reality game services for consumer video game apparatus provided on-line from a computer network and providing information relating thereto; mixed reality game services provided on-line from a computer network and providing information relating thereto; movie theatre presentations in the nature of movie showings or movie film production and distribution, and providing information relating thereto; production of videotape film in the field of education, culture, entertainment or sports, not for movies or television programs and not for advertising or publicity, and providing information relating thereto; providing facilities for movies, shows, plays, music or educational training and providing information relating thereto in Class 041.
7,590,211	RESIDENT EVIL DIRECTOR'S CUT	Dec. 3, 2024	For: Recorded game software in the form of ROM cartridges, cassettes, tapes, magnetic disks, optical disks, magneto-optical disks, printed circuit boards and electronic circuits; Downloadable game programs for home video game machines, handheld game apparatus with liquid crystal display, computers, mobile phones, smart phones, mobile communication terminal equipment and arcade video game machines;

			Downloadable computer game programs; Downloadable computer game software; Downloadable video game programs; Downloadable game software in Class 009. For: Providing on-line computer games; Providing on-line non-downloadable game services; Providing non-downloadable on-line games via a computer network; Providing on-line non-downloadable interactive multiplayer games; Providing online non-downloadable games by means of a computer based system; Providing non-downloadable on-line games; Providing non-downloadable on-line games for handheld game apparatus and video games; Entertainment services, namely, providing on-line computer games in Class 041.
2,913,872	RESIDENT EVIL DEAD AIM	Dec. 21, 2004	For: Computer game software, computer game discs in Class 009.
5,184,639	RESIDENT EVIL.NET	Apr. 18, 2017	For: Computer programs for enabling access to play online computer games and video games for use by computer game and video game users; Computer programs to enable uploading, accessing, posting, displaying, tagging, blogging, linking, sharing or otherwise providing images, information, data and electronic media over the Internet or other communications networks; Computer programs that allows user to interact via on-line social networks; Downloadable computer game software via a global computer network and wireless

			devices; Downloadable electronic publications in the nature of newsletters in the field of computer games and video games in Class 009. For: Information transmission via electronic communications networks; Electronic transmission of messages and data; Electronic transmission of information, text, sound, images and moving images; Transmission of videos, movies, pictures, images, text, photos, games, user-generated content, audio content, and information via the Internet; Providing on-line chat rooms for transmission of messages, information, images, moving images, sound, text and data among computer users concerning interactive games played over computer networks and global communications networks; Telecommunications, namely, providing electronic exchange of messages, information, images, moving images, sound, text and data via a game-on demand service, chatrooms or Internet forums; Transmission of multimedia content via the Internet; Providing on-line chat rooms, on-line forums and electronic bulletin boards for transmission of messages, information, images, moving images, sound, text and data among social network users in the field of computer games and video games; Providing on-line chat rooms for social networking; Providing on-line chatrooms for the transmission of
--	--	--	---

			video game; Entertainment services, namely, providing a website that displays various requests, reviews, recommendations, rankings, trackings, votes and information relating to computer games and video games for entertainment purposes; Providing non-downloadable images and moving images featuring computer games and video games on-line; Digital music, not downloadable, provided from the Internet in Class 041.
1,447,723	CAPCOM	Jul. 14, 1987	For: Printed circuit board for electronic amusement machines; electronic amusement machines including coin-operated computer game machines equipped with crt display; Programmed data carriers for electronic amusement machines, including those in the form of rom cartridge, magnetic disk in Class 028.
3,618,490		May 12, 2009	For: Computer game software; Computer game in the form of cartridges, cassettes, discs or tapes; Video game cartridges; Downloadable game software; Downloadable computer games; Downloadable game software for playing on mobile phones; Screen saver software and wallpaper software; Downloadable screen saver software and wallpaper software for mobile phones; Downloadable images, moving images and music for mobile phones in Class 009. For: Providing computer games to others that may be accessed via the Internet; Providing non-

			downloadable Internet games to others; Providing electronic games for mobile telephones via the Internet; Entertainment services, namely, providing prerecorded music, information in the field of music, and commentary and articles about music, all *online* via a global computer network; Electronic publishing services, namely, non-downloadable online publication of the text and graphic works of others featuring computer and video games and strategies thereof; Providing on-line non-downloadable newsletters in the field of computer and video games; Providing on-line non-downloadable electronic publications and documentation in the nature of articles and reports featuring computer and video game strategy; Organization of entertainment competitions for others, namely, video gaming competitions, board game competitions, musical competitions, image and video competitions, drawing competitions, and painting competitions; Motion picture theater services; Production and distribution of motion pictures in the form of films, video tapes and optical disks; Providing recreational facilities in the nature of amusement parks, amusement arcades and amusement centers; Providing on-line interactive multiplayer games; Providing online information services relating to entertainment, in particular movies, music or games in Class 041.
--	--	--	---

4,175,782		Jul. 17, 2012	For: Video game and computer game strategy guidebooks; Video game and computer game instruction manuals; Books and magazines in the field of video game and computer game strategy; Books and magazines featuring video game and computer game; A series of books featuring fictional or fantasy stories; Comic books; Graphic novels; Trading cards and collectors cards featuring video game and comic book characters; Stationery in Class 016.
4,781,985		Jul. 28, 2015	For: Tops; wraps; jackets; jerseys; sweaters; nightwear; tee shirts; gloves; neckties; mufflers; caps; hats; belts for clothing; footwear; masquerade costumes in Class 025. For: Arcade video game machines; toy figures; toy guns; action figure toys; stuffed toys; talking toys; playing cards and card games; dolls; board games; billiard equipment; slot machines in Class 028.
7,681,165	JILL VALENTINE	Feb. 04, 2025	For: Dolls; toy figures in Class 028.
7,707,197	CLAIRE REDFIELD	Feb. 25, 2025	For: Trading cards for games; Card games; Hand-held games with liquid crystal displays; Home video game machines; Toy guns; Video game consoles; Handheld game consoles; Controllers for game consoles; Gamepads being controllers for use with game consoles; Joysticks for video games; Hand-held consoles for playing video games; Apparatus for electronic games other than those adapted for use with an external display screen or monitor; Fitted covers specifically adapted to protect

			video game consoles for use with an external display screen or monitor; Protective carrying cases specially adapted for video game consoles for use with an external display screen or monitor; Protective carrying cases specially adapted for handheld video games; Dolls; Scale model vehicles; Scale model airplanes; Action figures; Action figures and accessories therefor; Toy figures; Toy action figures and accessories therefor; Stuffed toys; Portable handheld game consoles incorporating telecommunication functions; Portable musical toys incorporating telecommunication functions; Slot machines in the nature of gaming machines; Pachinkos; Video game machines; LCD game machines; Arcade game machines; Arcade video game machines; Video game machines for use with televisions; Stand alone video game machines; Video output game machines for use with televisions; Player-operated electronic controllers for electronic video game machines; Video game machines for use with external display screen or monitor; Video output game machines for use with external display screen or monitor; Gaming equipment, namely, slot machines with or without video output; Playing cards; Japanese playing cards (hanafuda); Board games; Arcade game machines activated by medals or tokens; Arcade game machines that award prizes; Amusement machines,
--	--	--	---

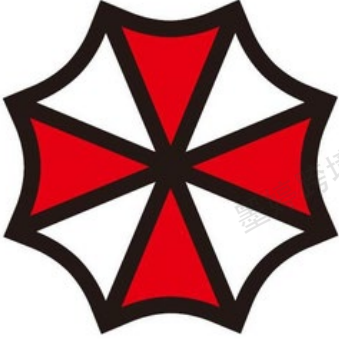
			automatic and coin-operated; Amusement game machines; Cases specially adapted for sports equipment; Bags specially adapted for sports equipment in Class 028.
7,885,955		Aug. 12, 2025	For: Jerseys in the nature of clothing; Tee-shirts; Tops as clothing; Bottoms as clothing; Shirts; Parkas; Sport shirts; Sweaters; Raincoats; Jumpers in the nature of sweaters; Jumpers in the nature of dresses; Jumpers in the nature of coveralls; Jumper dresses; Outer clothing, namely, coats, jackets and bench coats; Underwear; Nightwear; Swimwear; Swimming caps; Socks; Mufflers as neck scarves; Scarves; Aprons in the nature of clothing; Gloves in the nature of clothing; Neckties; Ear muffs in the nature of clothing; Headwear; Hats; Caps being headwear; Garters; Sock suspenders; Suspenders for clothing; Braces for clothing; Waistbands; Belts for clothing; Footwear; Sandals; Slippers; Boots; Masquerade costumes; Sports over uniforms; Training shoes in Class 025.
7,707,198	R.P.D.	Feb. 25, 2025	For: Downloadable game software; Downloadable computer game programs; Downloadable video game software; Downloadable video game programs; Downloadable interactive multimedia computer game programs; Recorded video game software; Recorded video game programs; Recorded video game software in the form of ROM cartridges, cassettes, tapes, magnetic disks, optical disks, magneto-optical

			disks, printed circuit boards and electronic circuits; Downloadable video game programs for home video game machines, handheld game apparatus with liquid crystal display, computers, mobile phones, smart phones, mobile communication terminal equipment and arcade video game machines; Downloadable electronic game programs for mobile phones and smart phones; Downloadable electronic game software for mobile phones and smart phones; Pre-recorded CD-ROMs featuring video games, computer games and mobile games; Pre-recorded DVD-ROMs featuring video games, computer games and mobile games; Pre-recorded video discs featuring video games, computer games and mobile games in Class 009. For: Jerseys in the nature of clothing; Tee-shirts; Tops as clothing; Bottoms as clothing; Shirts; Parkas; Sport shirts; Sweaters; Raincoats; Jumpers in the nature of sweaters; Jumpers in the nature of dresses; Jumpers in the nature of coveralls; Jumper dresses; Outer clothing, namely, coats, jackets and trench coats; Underwear; Nightwear; Swimwear; Swimming caps; Socks; Mufflers as neck scarves; Scarves; Aprons in the nature of clothing; Gloves in the nature of clothing; Neckties; Ear muffs in the nature of clothing; Headwear; Hats; Caps being headwear; Garters; Sock suspenders;
--	--	--	---

			services, namely, providing a website featuring entertainment information in the field of games in Class 041.
7,590,206	CHRIS REDFIELD	Dec. 03, 2024	For: Dolls; toy figures in Class 028
7,895,845	RESIDENT EVIL: WELCOME TO RACCOON CITY	Aug. 19, 2025	For: Downloadable images, videos and movies in the field of video games, video game playing, video game players, video game competitions, animations, 3D animations, live action and drama; Downloadable video recordings featuring video games, video game playing, video game players, video game competitions, animations, 3D animations, live action and drama; Downloadable video recordings featuring music; Downloadable films and movies featuring video games, video game playing, video game players, video game competitions, animations, 3D animations, live action and drama; Pre-recorded movie films in the field of video games, video game playing, video game players, video game competitions, animations, 3D animations, live action and drama; Exposed cinematographic films; Recorded electronic game programs for handheld game apparatus with liquid crystal display in the form of magnetic disks, magneto-optical disks, optical disks, ROM cartridges, cassettes, and tapes; Downloadable game programs for handheld game apparatus with liquid crystal display; Recorded electronic game programs for consumer video game apparatus in the form of magnetic disks, magneto-optical disks, optical disks,

			ROM cartridges, cassettes, and tapes; Downloadable computer game programs for consumer video game apparatus; Downloadable computer game programs for mobile phones; Downloadable computer game programs for smart phones; Downloadable computer game programs for mobile communication terminals; Downloadable computer game programs; Recorded computer game programs; Recorded electronic game programs in the form of electronic circuits, magnetic disks, magneto-optical disks, optical disks, ROM cartridges, cassettes, tapes, and printed circuit boards; Recorded electronic game programs for arcade video game machines in the form of magnetic disks, magneto-optical disks, optical disks, ROM cartridges, cassettes, and tapes; Downloadable game programs for arcade video game machines; Downloadable game programs; Parts, fittings and accessories for smart phones, namely, smartphone battery chargers, cases for smartphones; Recorded storage media in the form of magnetic disks, magneto-optical disks, optical disks, ROM cartridges, cassettes, and tapes for storing programs for handheld game apparatus with liquid crystal display, programs for consumer video game apparatus, game programs for computers and programs for arcade video game machines featuring electronic sports; Downloadable game programs for handheld game
--	--	--	---

			featuring video games, computer games, mobile games, animation, and music and artwork; Compact discs featuring video games, computer games, mobile games, animation, and music and artwork; Downloadable electronic publications namely, books, periodicals, magazines, newsletters, and articles in the field of computer games, video games, mobile games, and animation in Class 009.
2,753,964	RESIDENT EVIL GAIDEN	Aug. 19, 2003	For: Computer game software; Computer game cartridges; Computer game cassettes in Class 009.
5,032,981	UMBRELLA CORPS	Aug. 30, 2016	For: Computer game software; Computer games in the form of cartridges, cassettes, discs or tapes; Video game cartridges; Downloadable game software; Downloadable computer games; Electronic game programs for mobile phones and smart phones; Electronic game software for mobile phones and smart phones; Downloadable game program for playing on mobile phones and smart phones; Downloadable game software for playing on mobile phones and smart phones; Screen saver software and wallpaper software; Downloadable screen saver software and wallpaper software for mobile phones and smart phones; Downloadable graphics and music via a global computer network; Downloadable graphics, music and ring tones for mobile phones and smart phones in Class 009.

7,895,846		Aug. 19, 2025	For: Downloadable game software; Downloadable computer game programs; Downloadable video game software; Downloadable video game programs; Downloadable interactive multimedia computer game programs; Recorded video game software; Recorded video game programs; Recorded video game software in the form of ROM cartridges, cassettes, tapes, magnetic disks, optical disks, magneto-optical disks, printed circuit boards and electronic circuits; Downloadable video game programs for home video game machines, handheld game apparatus with liquid crystal display, computers, mobile phones, smart phones, mobile communication terminal equipment and arcade video game machines; Downloadable electronic game programs for mobile phones and smart phones; Downloadable electronic game software for mobile phones and smart phones; Pre-recorded CD-ROMs featuring video games, computer games and mobile games; Pre-recorded DVD-ROMs featuring video games, computer games and mobile games; Pre-recorded video discs featuring video games, computer games and mobile games in Class 009. For: Jerseys in the nature of clothing; Tee-shirts; Tops as clothing; Bottoms as clothing; Shirts; Parkas; Sport shirts; Sweaters; Raincoats; Jumpers in the nature of sweaters; Jumpers in
-----------	--	---------------	--

			the nature of dresses; Jumpers in the nature of coveralls; Jumper dresses; Outer clothing, namely, coats, jackets and trench coats; Underwear; Nightwear; Swimwear; Swimming caps; Socks; Mufflers as neck scarves; Scarves; Aprons in the nature of clothing; Gloves in the nature of clothing; Neckties; Ear muffs in the nature of clothing; Headwear; Hats; Caps being headwear; Garters; Sock suspenders; Suspenders for clothing; Braces for clothing; Waistbands; Belts for clothing; Footwear; Sandals; Slippers; Boots; Masquerade costumes; Sports over uniforms; Training shoes in Class 025. For: Trading cards for games; Card games; Hand-held games with liquid crystal displays; Home video game machines; Toy guns; Video game consoles; Handheld game consoles; Controllers for game consoles; Gamepads being controllers for use with game consoles; Joysticks for video games; Hand-held consoles for playing video games; Apparatus for electronic games other than those adapted for use with an external display screen or monitor; Fitted covers specifically adapted to protect video game consoles for use with an external display screen or monitor; Protective carrying cases specially adapted for video game consoles for use with an external display screen or monitor; Protective carrying cases specially adapted for handheld video
--	--	--	---

			games; Dolls; Scale model vehicles; Scale model airplanes; Action figures; Action figures and accessories therefor; Toy figures; Toy action figures and accessories therefor; Stuffed toys; Portable handheld game consoles incorporating telecommunication functions; Portable musical toys incorporating telecommunication functions; Slot machines in the nature of gaming machines; Pachinkos; Video game machines; LCD game machines; Arcade game machines; Arcade video game machines; Video game machines for use with televisions; Stand alone video game machines; Video output game machines for use with televisions; Player-operated electronic controllers for electronic video game machines; Video game machines for use with external display screen or monitor; Video output game machines for use with external display screen or monitor; Gaming equipment, namely, slot machines with or without video output; Playing cards; Japanese playing cards (hanafuda); Board games; Arcade game machines activated by medals or tokens; Arcade game machines that award prizes; Amusement machines, automatic and coin-operated; Amusement game machines; Cases specially adapted for sports equipment; Bags specially adapted for sports equipment in Class 028. For: Entertainment services, namely,
--	--	--	--