

10. Capcom markets and sells a variety of Street Fighter branded products, including clothing, pins, snacks, plushies, figurines, toys, and video games (collectively, “Capcom Products”).

11. Capcom Products have become enormously popular and even iconic, driven by Capcom’s quality standards and innovative designs. Among the purchasing public, Capcom Products are instantly recognizable as such. The Street Fighter brand has become a global success and Capcom Products are among the most recognizable in the world. Capcom Products are distributed and sold to consumers through Capcom’s official Street Fighter merchandise website and authorized licensees.

12. Capcom has continuously used the STREET FIGHTER trademarks, and other trademarks, and has continuously sold products under its trademarks (collectively, the “Capcom Trademarks”). As a result of this continuous use as well as the fame and popularity of Street Fighter brand, strong common law trademark rights have amassed in the Capcom Trademarks. Capcom’s use of the marks has also built substantial goodwill in the Capcom Trademarks. The Capcom Trademarks are famous marks and valuable assets of Capcom. Capcom Products typically include at least one of the Capcom Trademarks and/or Capcom Copyrighted Works.

13. The Capcom Trademarks are registered with the United States Patent and Trademark Office, a non-exclusive list of which is included below.

Registration Number	Trademark	Registration Date	Goods and Services
4,042,404	STREET FIGHTER	Oct. 18, 2011	For: Computer game software; Computer game in the form of cartridges, cassettes, discs or tapes; Video game cartridges; Video game machines for use with television receivers; Downloadable game software; Downloadable computer

		games; Downloadable game software for playing on mobile phones; Downloadable images, moving images and music for mobile phones; Downloadable ring tones, graphics and music via a global computer network and wireless devices; Downloadable MP3 files, MP3 recordings, on-line discussion boards, webcasts and podcasts featuring music, audio books and news broadcasts; Downloadable electronic publications in the nature of comic books; Hand held joy stick units for playing video games; Player-operated electronic controllers for electronic video game machines; Computer peripherals; Protective covers for electronic devices, namely, MP3 players, video game platforms, laptop computers and video controller accessories; Cosmetic accessories for computer and video game consoles and peripherals, namely, decorative covers that can be attached and detached; computer game programs, cartridges, software, discs, and videos, DVDs and CD-ROMs featuring computer game software, Pre-recorded cinematographic films, video tapes, video cassettes, DVDs, video discs and video recordings featuring motion pictures; Cinematographic films; Action and adventure style motion picture films for broadcast on television; Interactive multimedia computer game
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			programs in Class 009. For: Key chains of precious metal; Watches, clocks, jewelry and imitation jewelry in Class 014. For: Wallets; Wallet chains; Messenger bags; Business cards cases; Leather bags, suitcases and wallets; Leather key chains; All purpose sport bags; All-purpose athletic bags; All-purpose carrying bags; Backpacks, book bags, sports bags, bum bags, wallets and handbags; Bags and holdalls for sports clothing in Class 018. For: Coffee cups, teacups and mugs in Class 021. For: Halloween costumes, masquerade costumes and masks sold therewith; Short-sleeved or long-sleeved t-shirts; Track jackets; Hooded sweat shirts, sweat shirts; Athletic shoes; Training shoes; Underwear in Class 025. For: Action figures and accessories therefor; Dolls and bendable figures; Trading card games; Costume masks; Playsets for dolls and action figures; Plush toys and stuffed puppets; Games, namely, paddle ball games, board games, card games, skill and action games, and bagatelle games; Pinball type games; Handheld gaming units for playing electronic games, Halloween costume masks in Class
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			028. For: Energy drinks in Class 032.
1,964,830	STREET FIGHTER	Apr. 02, 1996	For: computer game programs in Class 028.
3,772,264	STREET FIGHTER	Apr. 06, 2010	For: Computer game software; computer game software recorded on DVDs and CD-ROMs; Pre-recorded cinematographic film, video tapes, video cassettes, DVDs, video discs and video recordings featuring motion pictures and entertainment related to films, namely, action adventure films; Cinematographic action adventure films; Action and adventure style motion picture films for broadcast on television; Musical and dramatic audiovisual and sound recordings on compact discs, video cassettes; Pre-recorded videotapes featuring dramatic works of fiction and music in Class 009. For: Entertainment services, namely, providing webcasts in the fields of videogames, computer programs, entertainment and general interest via a global computer network; Internet services providing information via an electronic global computer network in the field of entertainment relating specifically to video games and computer game software in Class 041.
2,720,191	STREET FIGHTER	Jun. 03, 2003	For: TRADING CARDS, POSTERS AND STICKERS in Class 016.

2,092,311	STREET FIGHTER	Aug. 26, 1997	For: publications, namely, books and pamphlets pertaining to video game strategy, bookshelf comics, hardcover collections of comics in Class 16.
2,152,653	STREET FIGHTER II	Apr. 21, 1998	For: action figures and accessories therefor; plush toys and soft puppets; card games, and hand held units for playing electronic games in Class 028.
7,197,867	SF6	Oct. 17, 2023	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 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. 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
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			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
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			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, providing on-line video games; Entertainment services, namely, providing on-line interactive multiplayer video games; Entertainment services, namely, providing on-line video games for mobile phones, smart phones and mobile communication terminal equipment; Entertainment services, namely, providing on-line video games for handheld game apparatus and video games; Entertainment services, namely, providing a website featuring entertainment information in the field of games in Class 041.
7,716,016	CHUN-LI	Mar. 04, 2025	For: Toy figures; dolls in Class 028.
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.
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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; jackets; sweaters; tee shirts; caps; hats; footwear; in Class 025. For: Arcade video game machines; toy figures; stuffed toys; dolls; board games; in Class 028.

14. The U.S. registrations for the Capcom Trademarks are valid, subsisting, and in full force and effect. The registrations for the Capcom Trademarks constitute *prima facie* evidence of their validity and of Capcom's exclusive right to use the Capcom Trademarks pursuant to 15 U.S.C. § 1057(b). True and correct copies of the federal trademark registration certificates for the Capcom Trademarks are attached hereto as **Exhibit 2**.