

15. Sega has used the SEGA and SONIC THE HEDGEHOG trademarks, and other trademarks, for many years and has continuously sold products under its trademarks (collectively, the “Sega Trademarks”). As a result of this long-standing use, strong common law trademark rights have amassed in the Sega Trademarks. Sega’s use of the marks has also built substantial goodwill in the Sega Trademarks. The Sega Trademarks are famous marks and valuable assets of Sega. Sega Products typically include at least one of the Sega Trademarks and/or Sega Copyrighted Works.

16. The Sega 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
3,009,472	SONIC THE HEDGEHOG	Oct. 25, 2005	For: Video game software in class 009.
4,673,369	SONIC THE HEDGEHOG	Jan. 20, 2015	For: Key rings of precious metals; badges of precious metal; wristwatches; watches; clocks in

			class 014. For: Printed matter, namely, books, magazines and newsletters featuring animation, video games, computer games, arcade games, posters; comic books; note books in class 016. For: Bags, namely, backpacks, shoulder bags in class 018. For: Cups; bottles, sold empty in class 021. For: Quilts; quilt covers; pillowcases; bed blankets in class 024. For: Clothing, namely, t-Shirts, shirts, socks, underwear, sweaters, parkas, head wear, pajamas; shoes in class 025. For: Amusement game machines and coin-operated amusement machines for use in amusement parks; toys, namely, electronic action toys, inflatable toys, mechanical action toys puzzles, toy building blocks, board games; action figures; electronic action toys; dolls; stuffed toys; playing cards; sports equipment, namely, skateboards in class 028. For: Confectionery made of sugar; ice cream in class 030. For: Carbonated soft drinks; non-alcoholic beverages, namely, fruit-flavored soft drinks and soda water in class 032.
6,358,553	SONIC THE HEDGEHOG	May 25, 2021	For: Recorded videotapes and videodiscs featuring animation, action, adventure and comedy

			films; downloadable films and movies featuring animation, action, adventure and comedy provided via a video-on-demand service; motion picture films featuring animation, action, adventure and comedy; downloadable graphics for computers, video game machines and mobile phones featuring scenes and characters based on animated cartoons, computer games and video games; electronic publications, namely, downloadable electronic books and magazines in the field of motion pictures, cartoons, music, computer games and video games; phonograph records featuring music; downloadable music files via a global computer network and wireless devices; recorded compact discs featuring music, video game sounds and dialogues; compact discs, prerecorded audio tapes, and downloadable files featuring musical sound recordings; mobile phone straps; protective cases for cell phones; downloadable computer game programs; recorded computer game programs; downloadable computer game software; recorded computer game software; downloadable video game software; recorded video game programs; recorded video game programs; video game discs and cartridges; downloadable computer game software for use on mobile and cellular phones in class 009.
3,584,384	SONIC UNLEASHED	Mar. 3, 2008	For: Video game software in class 009.
5,024,565	SONIC RUNNERS	Aug. 23, 2016	For: Computer game programs; computer game software; computer game software for use on mobile and cellular phones; mobile phone

			straps; protective cases for cell phones in class 009. For: Entertainment services, namely, providing on-line video games and on-line computer games; providing information on on-line games; providing amusement facilities in class 041.
5,268,608	SONIC MANIA	Aug. 22, 2017	For: Computer game programs; computer game software; video game software; video game programs; video game discs and video game cartridges; computer game software for use on mobile and cellular phones; protective cases for cell phones; downloadable graphics, images and moving images for computers, video game machines or mobile phones featuring scenes and characters based on computer and video games; downloadable computer and video game software; downloadable music files via a global computer network and wireless devices; musical sound recordings; prerecorded video discs and tapes featuring music, comedy, drama, action, adventure and animation in class 009. For: Entertainment services, namely, providing on-line video games and on-line computer games in class 041.
5,619,845	SONIC BOOM	Dec. 4, 2018	For: Computer game programs for home video consoles; disks, optical disks, ROM cartridges and other recording media, namely, computer cartridges all containing video game programs for use with home video game consoles; ROM cartridges and other recording media, namely, computer cartridges all containing video game programs

			for use with hand-held games with liquid crystal displays; video game software for home video game consoles; video game program; video game software; recorded compact discs featuring music, animated cartoons; video games and animated cartoons; recorded video discs featuring movies, cartoons, video games; videodiscs recorded with animation in class 009. For: toys, namely, plastic character toys, electronic character toys; action figures in class 028. For: movie showing, movie film production, or movie film distribution; providing on-line images, movies, moving images and graphics in the field of animated cartoons; providing on-line images, movies, moving images and graphics by computer terminals or mobile phones; providing on-line music, not downloadable, via computer terminals or mobile phones; production of television programs; television entertainment, namely, a continuing animated cartoons, broadcast over television; production of television programs in class 041.
2,892,207		Oct. 12, 2004	For: Video game software; computer game programs; computer game discs video computer game programs; home video computer game discs game discs containing game programs for use with hand-held video game machines with built-in screens; musical sound recordings; in class 009.

4,366,529		Jul. 16, 2013	For: Computer game programs; computer game software; video game software; video game programs; video game discs and cartridges; computer game software for use on mobile and cellular phones; downloadable graphics and images featuring fictional characters or video games, and music via a global computer network; downloadable graphics and moving images for mobile phones featuring fictional characters or video games in class 009.
3,972,721		Jun. 7, 2011	For: Computer game programs; video game software; video game programs in class 009.
6,187,305	SONIC RACING	Nov. 3, 2020	For: Downloadable computer game programs; recorded computer game programs; downloadable computer game software; recorded computer game software; downloadable video game software; recorded video game software; downloadable video game programs; recorded video game programs; video game discs and cartridges; downloadable computer game software for use on mobile and cellular phones; mobile phone straps; protective cases for cell phones; downloadable graphics, images and moving images for computers, video game machines or mobile phones featuring scenes and characters based on computer and video games; downloadable computer game and video game software; downloadable music files via a global computer network and wireless devices; sound recorded compact discs featuring music, video game sounds and dialogues; compact discs, magnetic tapes, and

			downloadable files featuring musical sound recordings; prerecorded video discs and tapes featuring music, comedy, drama, action, adventure and animation; electronic publications, namely, downloadable books and magazines in the field of computer games, video games, cartoons and music; phonograph records featuring music in class 009. For: Entertainment services, namely, providing on-line video games and on-line computer games; providing entertainment information on on-line games; providing non-downloadable on-line computer graphics, moving images and images featuring scenes and characters based on computer and video games by computer networks, video game machines or mobile phones; providing amusement facilities; providing amusement arcade services; providing amusement parks; organization, production and presentation of video and computer game contests and tournaments; providing entertainment information about amusement facilities; providing on-line music, not downloadable in class 041.
6,263,485	TEAM SONIC RACING	Feb. 9, 2021	For: Downloadable computer game programs; recorded computer game programs; downloadable computer game software; recorded computer game software; downloadable video game software; recorded video game software; downloadable video game programs; recorded video game programs; video game discs and cartridges; downloadable computer game software for use on mobile and cellular phones;

			cream; preparations made from cereals, namely, cereal-based snack bars; sushi; ravioli; instant confectionery mixes, namely, cappuccino mixes, hot chocolate mixes and biscuit mixes; crepes; pasta sauce; biscuits; cookies in class 030. For: Beer; fruit-flavored carbonated drinks; fruit juices; vegetable juices; extracts of hops for making beer; whey beverages in class 032. For: Entertainment services, namely, providing on-line video games and on-line computer games; organization, production and presentation of video and computer game contests and tournaments in class 041.
7,002,602	SONIC PRIME	Mar. 21, 2023	For: Downloadable computer game programs; recorded computer game programs; downloadable computer game software; recorded computer game software; downloadable video game software; recorded video game software; downloadable video game programs; recorded video game programs; video game discs and cartridges; downloadable computer game software for use on mobile and cellular phones; mobile phone straps; protective cases for cell phones; downloadable graphics, images, and video recordings for computers, video game machines and mobile phones featuring scenes and characters based on computer and video games; downloadable computer game and video game software; downloadable music files via a global computer network and wireless devices; sound recordings recorded on compact discs featuring

			production of moving images and music using the internet via streaming; production of moving images and music relating to animated cartoons using the internet via streaming; on-line production of radio or television programs; production of radio or television programs and production of broadcast programs, using computer graphics; directing of radio and television programs; providing information relating to direction of radio and television programs; organization of sporting events; providing sports information; organization and provision of games and competitions via the internet; organization, arranging and conducting of computer game and video game tournaments; organization, arranging and conducting of photo sessions; providing information relating to sports and sporting events; organizing and conducting of sporting and cultural events; rental of game machines and apparatus; providing exercise facilities; rental of sports equipment; photography in class 041.
1,566,116		Nov. 14, 1989	For: Video game attachments for television sets, namely, video game control sticks, video game programs recorded on integrated circuits in the form of cartridges and cards in class 028.
5,808,893		Jul. 23, 2019	For: Apparatus and instruments for conducting, switching, transforming, accumulating, regulating or controlling electricity; apparatus for recording, transmission or reproduction of sound or images; prerecorded magnetic data carriers, recording

		advisory purposes; legal research; litigation services; licensing of computer software; registration of domain names; alternative dispute resolution services; rental of safes; genealogical research; planning and arranging of wedding ceremonies; on-line social networking services; releasing doves for special occasions; embalming services; legal document preparation services; tracking of stolen property; legal administration of licenses; consultancy services in the field of personal fashion; information about personal wardrobe styling services; information relating to fashion coordination services for individuals; personal styling services consisting of bra measuring and fitting services; personal styling services consisting of measuring and fitting services for ladies' lingerie; personal wardrobe styling services; providing grave spaces or charnel houses; legal services relating to social insurance claims; rental of altars; rental of jewelry; licensing of computer software via networks in class 045.
6,039,333		Apr. 28, 2020 For: Coin-operated video games; arcade game machines; arcade video game machines; amusement game machines with built-in screens; toy vehicles; dolls; stuffed toys; toy action figures; trading card games; playing cards; arcade redemption game machines which dispense tickets or tokens to successful players; arcade crane game machines which dispense tickets or tokens to successful players; slot machines in class 028.

2,315,166	SEGA	Feb. 8, 2000	For: Video game machines for use with televisions; electronic gaming machines; video game software; computer game software in class 009.
3,245,697	SEGA	May 29, 2007	For: T-shirts; shirts in class 025.
3,491,509	DREAMCAST	Aug. 26, 2008	For: Video game software, computer game programs in class 009.
1,690,329	GENESIS	June 2, 1992	For: Video output game machines; software for video output game machines; attachments for video output game machines; namely, joystick controllers and joypad controllers; and carrying cases and storage containers for the foregoing in class 028.
3,358,022	SEGA GENESIS COLLECTION	Dec. 18, 2007	For: Home video game software, video game software for hand-held game machines in class 009.
3,713,204	SONIC'S ULTIMATE GENESIS COLLECTION	Nov. 17, 2009	For: Video game software in class 009.
3,013,830		Nov. 08, 2005	For: Video game software in class 009.

17. The U.S. registrations for the Sega Trademarks are valid, subsisting, and in full force and effect, and some are incontestable pursuant to 15 U.S.C. § 1065. The registrations for the Sega Trademarks constitute *prima facie* evidence of their validity and of Sega's exclusive right to use the Sega Trademarks pursuant to 15 U.S.C. § 1057(b). True and correct copies of the United States Registration Certificates for the Sega Trademarks are attached hereto as **Exhibit 2**.

18. The Sega Trademarks are exclusive to Sega and are displayed extensively on Sega