

United States of America

United States Patent and Trademark Office

CLASH MINI

Reg. No. 6,914,932

Registered Dec. 06, 2022

**Int. Cl.: 6, 9, 16, 18, 20, 21,
25, 26, 28, 41**

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Jätkäsaarenlaituri 1

FI-00180 Helsinki

FINLAND

CLASS 6: Chains of common metal; statuettes of common metal; non-electric locks of metal; trophies of common metal; nameplates of common metal; metal rings for keys, namely, split rings of common metal for keys

CLASS 9: Recorded computer software for social networking, for playing computer games, and for uploading, posting, showing, displaying, tagging, blogging, sharing or otherwise providing electronic media or information in the fields of virtual communities, electronic gaming, entertainment, and general interest via the Internet or other communications networks with third parties; recorded computer game software; downloadable computer game software; downloadable computer software for social networking, for playing computer games, and for uploading, posting, showing, displaying, tagging, blogging, sharing or otherwise providing electronic media or information in the fields of virtual communities, electronic gaming, entertainment, and general interest via the Internet or other communications networks with third parties; blank electronic data storage media; computer game software adapted for use with television receivers; pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof recorded on electronic media; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers specially adapted for mobile phones, portable computers and tablet computers; headphones; downloadable electronic publications, in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; belts and straps specially adapted for holding telephones, headphones and cameras; electrical power distribution units

CLASS 16: Paper and cardboard; printed comic books; printed matter, namely, newspapers, photographs, magazines and books in the field of computer games, computer game characters and electronic sports; printed computer game instruction manuals; writing paper and envelopes; printed calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials of paper; cardboard boxes; party decorations made of paper; pens, erasers; posters made of paper, paper banners; figures made of paper; paper bags; stickers and sticker albums; printed matter, namely, greeting cards, post cards, collectible cards being printed collector cards made primarily of paper and also including metal, sports trading cards, and collectible printed trading cards; paper signs

CLASS 18: Bags, namely, athletic bags; all purpose sport bags; carry-all bags; leather bags, suitcases and wallets; shoulder bags; textile shopping bags; handbags; luggage bags, namely, luggage; school bags

CLASS 20: Furniture; sculptures made of plastic; mobiles being decorative mobiles;



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



storage boxes made of wood for general use; decorative wooden objects, namely, figures made of wood; baskets, not of metal, namely, baskets for storing goods for commercial purposes, and bakers' bread baskets; trophies of plastic; nameplates, not of metal; figures made of plastic

CLASS 21: Household or kitchen utensils and containers, namely, rolling pins, spatulas, turners, scoops, whisks, and containers for household use; mugs; bottles sold empty and vacuum bottles; statues of china and glass; beverage glassware; candlesticks; candle rings; works of art made of glass; coupes and vases; works of art of porcelain, terracotta and glass

CLASS 25: Footwear, headwear; T-shirts, sweatshirts, shirts, blouses, vests; jeans, pants, shorts; underwear; sportswear, namely, uniforms, sport coats, shirts, socks, sports caps, hats, and jackets; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; headwear, namely, caps and hats

CLASS 26: Lace and embroidery, hair ribbons and braid; buttons, hooks and eyes, sewing pins, and needles; barrettes being hair-slides, hair pins, and hair ties; hat pins, other than jewelry; ornamental novelty buttons, badges and pins; trimmings for clothing; shoe ornaments, not of precious metal, namely, shoe trimmings; brassards; buttons; belt buckles

CLASS 28: Electronic games, namely, arcade-type electronic video games, non-coin operated electronic games other than those adapted for use with television receivers only; hand-held units for playing electronic games; action skill games; toy action figures; board games; game cards; play sets for action figures; game cards and playing cards; soft sculpture dolls; plush toys; stuffed toys, water toys, wooden toys, namely, wooden toy model cars; toys made of plastics, namely, plastic character toys; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games in the nature of handheld units for playing computer games, joysticks for video games and computer games, and video game consoles

CLASS 41: Electronic game entertainment services, namely, providing online computer and electronic games, enhancements within online computer games and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes; providing on-line computer games; online gaming entertainment services, namely, providing online computer and electronic games, enhancements within online computer games, and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes; entertainment services, namely, providing online computer games, multi-player video game matching services in the nature of organization of electronic game competitions, and providing online entertainment in the nature of conducting online computer game tournaments, cyber or virtual electronic sports leagues and ongoing game shows; providing information on-line relating to computer games; provision of games by means of a computer based systems, namely, providing on-line computer games; providing interactive social games in a virtual environment, namely, providing on-line computer games; providing entertainment information relating to computer games via information network; entertainment services, namely, development, production and post-production services in the fields of video and films, providing online computer and electronic games, enhancements within online computer games, and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes, and providing on-line entertainment in the nature of conducting online video game tournaments, cyber or virtual fantasy sports leagues and production and distribution of games shows; organizing community sporting and cultural activities; providing online non-downloadable electronic publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters

and electronic sports; presentation in the nature of production and distribution of movies, films, animations, and television programs; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; entertainment services in the nature of organising social events and conferences for entertainment purposes in the field of video and computer games, gaming; organising of competitions, namely, organization of e-sports competitions, organization of electronic game competitions; providing computer games and gaming services through an internet website portal, namely, providing online non-downloadable game software, virtual reality game services provided online from a computer network, and providing online computer games; entertainment services, namely, organising and conducting video and computer game matches and tournaments; organising of electronic sports events, namely, organization of electronic sports competitions

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

PRIORITY DATE OF 12-22-2020 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1620213 DATED 06-21-2021, EXPIRES 06-21-2031

No claim is made to the exclusive right to use the following apart from the mark as shown: "MINI"

SER. NO. 79-323,265, FILED 06-21-2021

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>.