

**ARGUMENTS FOR RESPONSE TO OFFICE ACTION**

In its Office Action dated March 1, 2018 (the “Office Action”), the U.S. Patent and Trademark Office (“USPTO”) refused registration of application serial no. 87703915 (the “Application”) on the grounds that (1) the Application creates a likelihood of confusion pursuant to Section 2(d) of the Lanham Act, citing registration numbers 3752345 and 3752346 (the “Cited Registrations”) and (2) there is a potential likelihood of confusion due to Application Serial No. 87294867 (the “Prior-Filed Application”).<sup>1</sup>

**I. The Cited Registrations Do Not Create a Likelihood of Confusion**

A review of all of the relevant DuPont factors demonstrates there is no likelihood of confusion between the Application and the Cited Registrations. Application of E.I. DuPont de Nemours & Co., (“DuPont”), 476 F.2d 1357 (C.C.P.A. 1973); see also In re Martin’s Famous Pastry Shoppe, Inc., 223 U.S.P.Q. 1289, 1290 (Fed. Cir. 1984) (evaluating several DuPont factors other than similarity of marks and goods in review of ex parte decision). Here, (1) the Cited Registrations exist in a crowded field, (2) the marks are meaningfully distinct, and (3) the mark pertaining to the Cited Registrations is not famous.

The USPTO bears the burden of proving that the application falls within the statutory bars of Lanham Act § 2. 4 J. Thomas McCarthy, McCarthy on Trademarks and Unfair Competition (“McCarthy”) § 19:75 (4th ed. 2009) (citing Application of Standard Elektrik Lorenz Aktiengesellschaft, 371 F.2d 870, 873 (C.C.P.A. 1967)); see Trademark Manual of Examining Procedure (“TMEP”) § 704.01. The USPTO must submit evidence sufficient to

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<sup>1</sup> The Office Action also requires that the description of the applied-for mark be amended. Applicant addresses that matter elsewhere in its response to the Office Action.


show that an applicant’s mark should be refused registration. In re Budge Mfg. Co., Inc., 8  
1259, 1260-1 (Fed. Cir. 1988). Here, the USPTO has not met its burden.

**A. The Cited Registrations Exist in a Crowded Field**

There are at least forty active federal trademark registrations for marks containing the term “wild” and for use with video/computer game software and related goods and services in International Classes 9 and/or 41. Attached as Exhibit A is a schedule of said registrations and attached as Exhibit B are TESS records for dozens of those registrations. There is no principled reason why the applied-for mark should not be allowed to co-exist on the U.S. Trademark Register as well.

**B. The Marks at Issue Are Meaningfully Distinct**

The applied-for mark and the mark that is the subject of the Cited Registrations are meaningfully distinct. Here is a side-by-side comparison:

Applied-for Mark	Cited Registrations
	WILD GAMES

The applied-for mark, on the one hand, contains the stylized term “wild” in addition to other highly elaborate design elements, collectively which are described in the Application as amended as follows:

The mark consists of an outline of a small bipedal creature with two arms and a circular head from which emerges a pair of proportionately large seven-pointed antlers adorned with circular markings and arrow like markings. On either side

of the creature and directly beneath the antlers are sketches of fish, birds and a quadruped of possible canine extraction. Above the antlers are small circular dots. The word "WILD" in stylized script appears in the space directly above the antlers and contains two contrasting circular dots within the letter "W" and three contrasting circular dots within the letter "D". Between the word "WILD" and the antlers is a circle emerging from which are the heads of four serpents.

The Cited Registrations, on the other hand, are for a mark containing the terms "wild" and "games." Although the Cited Registrations do include disclaimers for the term "games," "the mark must still be regarded as a whole, including the disclaimed matter, in evaluating similarity to other marks." TMEP § 1213.10. For these reasons, the marks at issue are meaningfully distinct, greatly mitigating against any likelihood of confusion.

### **C. The Cited Registrations Are Not for a Famous Mark**

To the best of Applicant's knowledge, the mark subject to the Cited Registrations is not famous and therefore is not entitled to a broader scope of protection. "Famous or strong marks enjoy a wide latitude of legal protection." Kenner Parker Toys, Inc. v. Rose Art Industries, Inc. 22 U.S.P.Q.2d 1894 (Fed. Cir. 1992). For this reason, the fame of a registered mark is a factor to be considered in determining likelihood of confusion. DuPont, 476 F.2d at 1361. Nothing in the record suggests that the mark pertaining to the Cited Registrations are famous.

## **II. The Prior-Filed Application Is Abandoned**

The USPTO issued a Notice of Abandonment against the Prior-Filed Application on August 13, 2018. Accordingly, it is no longer a basis for a potential likelihood of confusion refusal.

For the foregoing reasons, Applicant respectfully requests that the refusal issued against the Application be withdrawn.

# **EXHIBIT A**

Mark	Registration Number	Goods and Services	Owner Name
<b>WILD PETS</b>	<b>5070496</b>	<p>INT. CL. 9 COMPUTER GAME PROGRAMS; COMPUTER GAMES PROGRAMS; COMPUTER GAMES PROGRAMS DOWNLOADED VIA THE INTERNET; COMPUTER PROGRAMS FOR VIDEO GAMES; GAMES SOFTWARE</p> <p>INT. CL. 28 COLLECTIBLE TOY FIGURINES, COLLECTIBLE TOY ANIMAL FIGURINES, COLLECTIBLE TOYS, NAMELY, TOY FIGURES, COLLECTIBLE TOY CHARACTERS AND COLLECTABLE BENDABLE TOY CHARACTERS, OUTFITS FOR TOYS, POUCHES AND COLLECTOR CASES ADAPTED FOR TOYS, NAMELY, FIGURINES, FIGURES, CHARACTERS, BUILDINGS, VEHICLES, CONSTRUCTIONS SETS, COSTUMES, AND ACCESSORIES THEREFOR; PUPPETS; MANIPULATIVE PUZZLES; PACKAGED AMUSEMENT AND EDUCATIONAL GAMES, NAMELY, ELECTRONIC EDUCATIONAL GAME MACHINES FOR CHILDREN; TOY ENVIRONMENTS FOR USE WITH TOY CHARACTERS, NAMELY, PLAY PIECES IN THE NATURE OF TOY BUILDINGS, TOY VEHICLES AND TOY BUILDING STRUCTURES, TOY CONSTRUCTION SETS; PLAY SETS FOR TOY CHARACTERS, FANTASY CHARACTER TOYS, TOY ACTION FIGURES AND ACCESSORIES THEREFOR; BOARD GAMES</p>	MOOSE CREATIVE MANAGEMENT PTY LTD (Australia)
<b>WILD GUNS</b>	<b>5239798</b>	<p>INT. CL. 9 COMPUTER GAME PROGRAMS FOR HOME VIDEO GAME CONSOLES; ELECTRONIC CIRCUITS; COMPUTER MEMORY DEVICES IN WHICH PROGRAMS FOR PORTABLE GAME CONSOLES WITH LIQUID CRYSTAL DISPLAYS ARE STORED; DOWNLOADABLE GAME PROGRAMS FOR COMPUTERS; GAME PROGRAMS FOR PERSONAL COMPUTERS; GAME SOFTWARE FOR MOBILE ELECTRONIC DEVICES; COMPUTER APPLICATION SOFTWARE FOR MOBILE PHONES, PORTABLE MEDIA PLAYERS AND HANDHELD COMPUTERS, NAMELY, SOFTWARE FOR ACCESSING AND PLAYING COMPUTER GAMES; COMPUTER PROGRAMS FOR VIDEO AND COMPUTER GAME CONSOLES</p>	NATSUME INC. NATSUME ATARI INC. (Japan)
<b>WILD BLOOD</b>	<b>4310105</b>	<p>INT. CL. 9 COMPUTER SOFTWARE FOR ELECTRONIC GAMES AND ENTERTAINMENT, NAMELY, COMPUTER GAME SOFTWARE USED AND PLAYED ON MOBILE AND CELLULAR TELEPHONES, HANDHELD COMPUTERS, PERSONAL COMPUTERS AND PERSONAL DIGITAL ASSISTANTS; DOWNLOADABLE ELECTRONIC GAME PROGRAMS; AND COMPUTER PROGRAMS FOR DOWNLOADING IMAGES TO MOBILE TELECOMMUNICATION DEVICES, NAMELY, MOBILE AND CELLULAR TELEPHONES, HANDHELD COMPUTERS, PERSONAL COMPUTERS AND PERSONAL DIGITAL ASSISTANTS VIA THE GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES</p>	GAMELOFT S.E. (France)

<b>WILDSTAR</b>	<b>4492649</b>	INT. CL. 9 COMPUTER ROLE-PLAYING GAME SOFTWARE; INTERACTIVE MULTIMEDIA COMPUTER ROLE-PLAYING GAME PROGRAMS; ALL THE FOREGOING EXCLUDING CASINO GAMES	NCSOFT CORPORATION (South Korea)
<b>WILDSTAR</b>	<b>4492650</b>	INT. CL. 41 PROVIDING ENTERTAINMENT IN THE NATURE OF ELECTRONIC ROLE-PLAYING GAMES, AND MULTIPLAYER ELECTRONIC ROLE-PLAYING GAMING, AND MULTIPLAYER ROLE-PLAYING GAME COMPETITIONS, ALL BY MEANS OF ELECTRONIC OR OPTICAL COMMUNICATIONS NETWORKS; PROVIDING LINKS TO THE WEBSITES OF OTHERS IN THE FIELDS OF ELECTRONIC ENTERTAINMENT, ROLE-PLAYING GAMES, AMUSEMENT TYPE ACTIVITY ROLE-PLAYING GAMES AND MULTIPLAYER ROLE-PLAYING GAME COMPETITIONS; PROVIDING A WEBSITE FEATURING NON-DOWNLOADABLE ONLINE COMPUTER ROLE-PLAYING GAMES, MUSICAL PERFORMANCES, MUSICAL VIDEOS, RELATED FILM CLIPS, PHOTOGRAPHS AND OTHER MULTIMEDIA MATERIALS FEATURING COMPUTER ROLE-PLAYING GAMES; ALL THE FOREGOING EXCLUDING CASINO GAME	NCSOFT CORPORATION (South Korea)

<b>WILD FACTOR</b>	<b>4015810</b>	INT. CL. 9 [ COMPUTER GAME CARTRIDGES; ] COMPUTER GAME CARTRIDGES AND DISCS; COMPUTER GAME DISCS; COMPUTER GAME EQUIPMENT, NAMELY, DISCS; COMPUTER GAME PROGRAMMES; COMPUTER GAME PROGRAMMES DOWNLOADABLE VIA THE INTERNET; COMPUTER GAME PROGRAMS; COMPUTER GAME PROGRAMS, CARTRIDGES, AND CASSETTES; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK; COMPUTER GAME SOFTWARE FOCUSING ON ACHIEVING A SET OF GOALS, POSITIONS, OWNERSHIP, AND CREDENTIALS, AND PROFESSIONAL AND SOCIAL STATUS, AND GOOD FORTUNE NECESSARY TO SUCCEED PROFESSIONALLY AND PERSONALLY, AND NOT REFERRING EITHER TO A GROUP OF SOFTWARE FOR USE IN COMMERCE OR TO A GROUP OF OFFICES; COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; COMPUTER GAME SOFTWARE FOR USE WITH PERSONAL COMPUTERS, HOME VIDEO GAME CONSOLES USED WITH TELEVISIONS AND ARCADE-BASED VIDEO GAME CONSOLES; COMPUTER PROGRAMS FOR PRE-RECORDED GAMES; FREEK 'N WILD; COMPUTER SOFTWARE, NAMELY, GAME ENGINE SOFTWARE FOR VIDEO GAME DEVELOPMENT AND OPERATION; COMPUTER-GAMING SOFTWARE; DIGITAL MEDIA, NAMELY, PRE-RECORDED VIDEO CASSETTES, DIGITAL VIDEO DISCS, DIGITAL VERSATILE DISCS, DOWNLOADABLE AUDIO AND VIDEO RECORDINGS, DVDS, AND HIGH DEFINITION DIGITAL DISCS FEATURING GAMES; DOWNLOADABLE COMPUTER GAME PROGRAMS; GAME SOFTWARE; INTERACTIVE GAME PROGRAMS; INTERACTIVE GAME SOFTWARE; INTERACTIVE MULTIMEDIA COMPUTER GAME PROGRAM; INTERACTIVE VIDEO GAME PROGRAMS; INTERACTIVE VIDEO GAMES OF VIRTUAL REALITY COMPRISED OF COMPUTER HARDWARE FOR USE WITH AN EXTERNAL MONITOR AND SOFTWARE; MOTION PICTURE FILMS ABOUT GAMES; PRE-RECORDED CDS, VIDEO TAPES, LASER DISKS AND DVDS FEATURING GAMES; PRE-RECORDED DIGITAL MEDIA FEATURING GAMES; RECORDED COMPUTER GAME PROGRAMS; VIDEO AND COMPUTER GAME PROGRAMS; VIDEO GAME DISCS; VIDEO GAME SOFTWARE; VIRTUAL REALITY GAME SOFTWARE; COMPUTER GAME PROGRAMS, CARTRIDGES, AND CASSETTES	LAUTiÉ ALEXANDRE (France)
<b>WILD EARTH</b>	<b>2744885</b>	INT. CL. 9 COMPUTER GAME SOFTWARE	THRUSH, JAMES

<b>WILDWORKS</b>	<b>5168235</b>	INT. CL. 9 COMPUTER GAME SOFTWARE, COMPUTER GAME PROGRAMS, COMPUTER GAME SOFTWARE THAT MAY BE DOWNLOADED FROM A GLOBAL COMPUTER NETWORK, COMPUTER GAME CARTRIDGES TO BE USED IN COMPUTER GAME MACHINES ADAPTED FOR USE WITH TELEVISION RECEIVERS OR HAND HELD DEVICES AND DOWNLOADABLE VIRTUAL GOODS, NAMELY, COMPUTER PROGRAMS FEATURING ARTICLES OF CLOTHING, VIRTUAL TOOLS AND EQUIPMENT, VIRTUAL PETS, DWELLINGS, FURNITURE, VEHICLES, JEWELRY AND DECORATIONS FOR ONLINE GAME AVATARS AND VIRTUAL CURRENCY, CONSISTING OF TOKENS THAT CAN BE ACCUMULATED IN THE VIRTUAL WORD AND EXCHANGED AND TRADED BETWEEN PLAYERS AND FOR OTHER VIRTUAL GOODS FOR USE IN ONLINE VIRTUAL WORLDS; COMPUTER BAGS; MAGNETICALLY ENCODED GIFT CARDS	SMART BOMB INTERACTIVE, INC.
<b>WILD ACTION</b>	<b>4663717</b>	INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES	IGT
<b>WILD PIXIES</b>	<b>4652906</b>	INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES	EVERI GAMES INC.



<p><b>WILD WARRIOR</b></p>	<p><b>4609200</b></p>	<p>INT. CL. 9 COMPUTER GAME PROGRAMMES; COMPUTER GAME PROGRAMMES DOWNLOADABLE VIA THE INTERNET; COMPUTER GAME PROGRAMS; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK; COMPUTER GAME SOFTWARE FOCUSING ON ACHIEVING A SET OF GOALS, POSITIONS, OWNERSHIP, AND CREDENTIALS, AND PROFESSIONAL AND SOCIAL STATUS, AND GOOD FORTUNE NECESSARY TO SUCCEED PROFESSIONALLY AND PERSONALLY, AND NOT REFERRING EITHER TO A GROUP OF SOFTWARE FOR USE IN COMMERCE OR TO A GROUP OF OFFICES; COMPUTER GAME SOFTWARE FOR GAMING MACHINES INCLUDING SLOT MACHINES OR VIDEO LOTTERY TERMINALS; COMPUTER GAME SOFTWARE FOR GAMING MACHINES, NAMELY, SLOT MACHINES AND VIDEO LOTTERY TERMINALS; COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; COMPUTER GAME SOFTWARE FOR USE WITH PERSONAL COMPUTERS, HOME VIDEO GAME CONSOLES USED WITH TELEVISIONS AND ARCADE-BASED VIDEO GAME CONSOLES; COMPUTER GAME TAPES; COMPUTER PROGRAMS FOR PRE-RECORDED GAMES; COMPUTER PROGRAMS FOR VIDEO AND COMPUTER GAMES; COMPUTER SOFTWARE AND FIRMWARE FOR GAMES OF CHANCE ON ANY COMPUTERIZED PLATFORM, INCLUDING DEDICATED GAMING CONSOLES, VIDEO BASED SLOT MACHINES, REEL BASED SLOT MACHINES, AND VIDEO LOTTERY TERMINALS; COMPUTER SOFTWARE, NAMELY, GAME ENGINE SOFTWARE FOR VIDEO GAME DEVELOPMENT AND OPERATION; DOWNLOADABLE AUDIO FILES, MULTIMEDIA FILES, TEXT FILES, E-MAILS, WRITTEN DOCUMENTS, AUDIO MATERIAL, VIDEO MATERIAL AND GAMES FEATURING INFORMATION IN THE FORM OF DOWNLOADABLE SHORT EDUCATIONAL/TRAINING COMMUNICATIONS IN THE FIELD OF HUMAN RESOURCE DEVELOPMENT FOR THE PROMOTION OF EMPLOYEE RETENTION, CAREER GROWTH AND INCREASED PRODUCTIVITY FOR EMPLOYEES AND EMPLOYERS; DOWNLOADABLE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; DOWNLOADABLE COMPUTER PROGRAMS FEATURING POSITIONABLE GAME PIECE FIGURES FOR USE IN THE FIELD OF COMPUTER GAMES; DOWNLOADABLE ELECTRONIC GAME PROGRAMS; DOWNLOADABLE IMAGE FILE CONTAINING ARTWORK, TEXT, AUDIO, VIDEO, GAMES AND INTERNET WEB LINKS RELATING TO SPORTING AND CULTURAL ACTIVITIES; DOWNLOADABLE</p>	<p>SPIN GAMES LLC</p>
<p><b>WILD 9</b></p>	<p><b>4368481</b></p>	<p>INT. CL. 9 COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; VIDEO GAME SOFTWARE</p>	<p>INTERPLAY ENTERTAINMENT CORP.</p>

<b>WILD UNICORN</b>	4356866	<p>INT. CL. 9 COMPUTER OPERATING PROGRAMS FOR ELECTRIC AND ELECTRONIC APPARATUS FOR GAMES FOR AMUSEMENT AND/OR ENTERTAINMENT PURPOSES; ELECTRONIC GAME SOFTWARE FOR COMPUTER GAMES ON THE INTERNET AND FOR GAMES ON MOBILE PHONES; COMPUTER GAME SOFTWARE; NONE OF THE FOREGOING GOODS BEING FOR USE IN THE GAME OF DARTS</p> <p>INT. CL. 28 ELECTRIC AND ELECTRONIC APPARATUS FOR ENTERTAINMENT PURPOSES, NAMELY, AMUSEMENT APPARATUS ADAPTED FOR USE WITH AN EXTERNAL DISPLAY SCREEN OR MONITOR FEATURING CASINO AND LOTTERY GAMES; COIN-OPERATED GAMING MACHINES; GAMING MACHINES, NAMELY, VIDEO LOTTERY TERMINALS AND SLOT MACHINES; AUTOMATIC GAMING MACHINES; AUTOMATIC GAMING MACHINES OPERATING IN NETWORKS; NONE OF THE FOREGOING GOODS BEING FOR USE IN THE GAME OF DARTS</p> <p>INT. CL. 41 PROVIDING ON-LINE COMPUTER GAMES; CASINO SERVICES</p>	IGT GERMANY GAMING GMBH (Germany)
<b>WILD GRINDERS</b>	3908396	<p>INT. CL. 9 COMPUTER PROGRAMS FOR VIDEO AND COMPUTER GAMES; DIGITAL MEDIA, NAMELY, DIGITAL VIDEO DISCS, DIGITAL VERSATILE DISCS, DOWNLOADABLE AUDIO AND VIDEO RECORDINGS, DVDS, AND HIGH DEFINITION DIGITAL DISKS FEATURING SKATEBOARDS AND SKATEBOARDING; DOWNLOADABLE MULTIMEDIA FILE CONTAINING ARTWORK, TEXT, AUDIO, VIDEO, GAMES, AND INTERNET WEB LINKS RELATING TO SKATEBOARDS AND SKATEBOARDING; INTERACTIVE VIDEO GAME PROGRAMS; VIDEO AND COMPUTER GAME PROGRAMS; VIDEO GAME CARTRIDGES, DISCS AND CASSETTES; VIDEO GAME SOFTWARE</p>	WILD GRINDERS, LLC
<b>WILDBOYZ</b>	3187868	<p>INT. CL. 9 VIDEO GAME MACHINES FOR USE WITH TELEVISION, AUDIO OUTPUT GAME MACHINES FOR USE WITH TELEVISION, VIDEO GAME CARTRIDGES, VIDEO GAMES RECORDED ON CD-ROM FOR USE IN FREESTANDING VIDEO GAME MACHINES; AND COMPUTER PRODUCTS, NAMELY, GAME CARTRIDGES FOR COMPUTER VIDEO GAMES AND VIDEO OUTPUT GAME MACHINES AND INSTRUCTIONAL MATERIALS SOLD AS A UNIT, COMPUTER GAME CASSETTES, COMPUTER GAME TAPES AND MANUALS SOLD AS A UNIT; THEATRICAL AND MUSICAL SOUND RECORDINGS; THEATRICAL AND MUSICAL VIDEO RECORDINGS FEATURING LIVE ACTION, COMEDY AND DRAMA, LASER DISCS AND DIGITAL VIDEO DISCS/DIGITAL VERSATILE DISCS ("DVD") FEATURING LIVE ACTION, COMEDY AND DRAMA</p>	VIACOM INTERNATIONAL INC.

<p><b>WILD KALAHARI</b></p>	<p><b>5445461</b></p>	<p>INT. CL. 9 COMPUTER SOFTWARE FOR PLAYING VIDEO GAMES, WORD PROCESSING, DATABASE MANAGEMENT; COMPUTER AND VIDEO GAMES SOFTWARE; GAMES SOFTWARE FOR USE ON ANY COMPUTER PLATFORM, INCLUDING ELECTRONIC ENTERTAINMENT AND GAMES CONSOLES; COMPUTER GAME PROGRAMS; VIDEO GAMES SOFTWARE; DOWNLOADABLE COMPUTER SOFTWARE FOR PLAYING COMPUTER GAMES ON THE INTERNET; DOWNLOADABLE SOFTWARE FOR PLAYING ONLINE COMPUTER GAMES, IN PARTICULAR FOR PLAYING ONLINE BETTING GAMES, ONLINE PRIZE GAMES, ONLINE GAMBLING GAMES, ONLINE GAMES OF SKILL AND ONLINE CASINO GAMES; COMPUTER SOFTWARE IN THE FORM OF A DOWNLOADABLE APPLICATION FOR MOBILE DEVICES AND COMPUTERS FOR PLAYING VIDEO GAMES, BETTING AND GAMES OF CHANCE; COMPUTER SOFTWARE FOR PLAYING CASINO AND AMUSEMENT ARCADE GAMES, PLAYING GAMING MACHINES, SLOT MACHINES AND VIDEO LOTTERY GAMING MACHINES AND PLAYING GAMES OF CHANCE VIA THE INTERNET; GAMING SOFTWARE THAT GENERATES OR DISPLAYS WAGER OUTCOMES OF GAMING MACHINES  INT. CL. 28 ELECTRONIC OR ELECTROTECHNICAL GAMING APPARATUS, NAMELY, AUTOMATIC GAMING MACHINES, GAMING MACHINES AND SLOT MACHINES OPERATED BY COINS, TOKENS, BANKNOTES, TICKETS OR BY MEANS OF ELECTRONIC, MAGNETIC OR BIOMETRIC STORAGE MEDIA, IN PARTICULAR FOR COMMERCIAL USE IN CASINOS AND AMUSEMENT ARCADES, WITH OR WITHOUT A PRIZE PAYOUT; GAMING MACHINES, NAMELY, ELECTRIC, ELECTRONIC OR ELECTROMECHANICAL GAMING MACHINE APPARATUS FOR BINGO GAMES, LOTTERIES OR VIDEO LOTTERY GAMES, NETWORKED OR UNNETWORKED; AUTOMATIC GAMING MACHINES; GAMING MACHINES, NAMELY, DEVICES THAT ACCEPT A WAGER</p>	<p>ADP GAUSELMANN GMBH (Germany)</p>
<p><b>WILDBUDDY</b></p>	<p><b>4768116</b></p>	<p>INT. CL. 9 COMPUTER GAME AND VIDEO GAME SOFTWARE; INTERACTIVE VIDEO GAME PROGRAMS; INTERACTIVE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; COMPUTER GAME SOFTWARE IN THE NATURE OF COMPUTER GAMES FOR USE ON MOBILE AND CELLULAR PHONES, COMPUTERS, VIDEO GAME CONSOLES, AND OTHER WIRELESS DEVICES; DOWNLOADABLE INTERACTIVE ENTERTAINMENT SOFTWARE FOR PLAYING COMPUTER GAMES; DOWNLOADABLE INTERACTIVE ENTERTAINMENT SOFTWARE FOR PLAYING VIDEO GAMES</p>	<p>BOSSLAND GMBH (Germany)</p>

<p><b>THE WILD CHASE</b></p>	<p><b>5203250</b></p>	<p>INT. CL. 9 COMPUTERS; COMPUTER GAME SOFTWARE; ELECTRONIC GAME PROGRAMS; COMPUTER PROGRAMS, NAMELY, DOWNLOADABLE SOFTWARE FOR USE WITH ON-LINE INTERACTIVE GAMES AND FOR GAMES OF CHANCE ON ANY COMPUTERIZED PLATFORM, INCLUDING DEDICATED GAMING CONSOLES, VIDEO BASED SLOT MACHINES, REEL BASED SLOT MACHINES; COMPUTER HARDWARE</p> <p>INT. CL. 28 TOYS; ELECTRONIC LOTTERY APPARATUS IN THE NATURE OF GAMING MACHINES, NAMELY, VIDEO LOTTERY TERMINALS; PLAYING CARDS; SLOT MACHINES; APPARATUS FOR GAMES, NAMELY, JOYSTICKS FOR VIDEO GAMES, BASES, BATS, AND BALLS FOR PLAYING BASEBALL-LIKE INDOOR AND OUTDOOR GAMES; ELECTRONIC GAMES, NAMELY, ARCADE VIDEO GAME MACHINES, VIDEO GAME CONSOLES USED WITH TELEVISIONS, ELECTRONIC INTERACTIVE BOARD GAMES FOR USE WITH EXTERNAL MONITOR; ROULETTE WHEELS; ROULETTE TABLES; TOYS, GAMES, PLAYTHINGS AND NOVELTIES IN THE NATURE OF GAMING EQUIPMENT, NAMELY, PLAYING CARDS, CHIPS, GAMBLING TABLES AND GAMING CLOTHS</p> <p>INT. CL. 41 AMUSEMENT ARCADES SERVICES; GAMBLING SERVICES; OPERATING OF LOTTERIES; OPERATING OF LOTTERIES, NAMELY, PRIZE DRAWS; PROVIDING CASINO FACILITIES FOR GAMBLING; GAMING SERVICES FOR ENTERTAINMENT PURPOSES IN THE NATURE OF IN THE NATURE OF CASINO GAMING; CASINO, GAMING AND GAMBLING SERVICES IN THE NATURE OF CASINO GAMING; ENTERTAINMENT SERVICES, NAMELY, ORGANIZING AND CONDUCTING GAMES OF CHANCE TO BE PLAYED AT A CASINO, AMUSEMENT ARCADES, AND VIDEO ARCADES; INTERACTIVE ENTERTAINMENT SERVICES, NAMELY, PROVIDING TEMPORARY USE OF NON-DOWNLOADABLE INTERACTIVE COMPUTER GAMES; ENTERTAINMENT, SPORTING AND CULTURAL ACTIVITIES, NAMELY, PROVIDING A WEBSITE FOR ON-LINE GAMBLING</p>	<p>QUICKSPIN AB (Sweden)</p>
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<p><b>ULTRA 7 WILD</b></p>	<p><b>5409437</b></p>	<p>INT. CL. 9 COMPUTER SOFTWARE FOR PLAYING VIDEO GAMES, WORD PROCESSING, DATABASE MANAGEMENT; COMPUTER AND VIDEO GAMES SOFTWARE; GAMES SOFTWARE FOR USE ON ANY COMPUTER PLATFORM, INCLUDING ELECTRONIC ENTERTAINMENT AND GAMES CONSOLES; COMPUTER GAME PROGRAMS; VIDEO GAMES SOFTWARE; COMPUTER SOFTWARE FOR PLAYING COMPUTER GAMES ON THE INTERNET AND NOT BEING ONLINE SOFTWARE; DOWNLOADABLE COMPUTER GAME SOFTWARE, IN PARTICULAR FOR PLAYING ONLINE BETTING GAMES, ONLINE PRIZE GAMES, ONLINE GAMBLING GAMES, ONLINE GAMES OF SKILL AND ONLINE CASINO GAMES AND NOT BEING ONLINE SOFTWARE; COMPUTER SOFTWARE IN THE FORM OF AN APPLICATION FOR MOBILE DEVICES AND COMPUTERS FOR PLAYING VIDEO GAMES, BETTING AND GAMES OF CHANCE; COMPUTER GAME SOFTWARE FOR CASINO AND AMUSEMENT ARCADE GAMES, FOR GAMING MACHINES, SLOT MACHINES AND VIDEO LOTTERY GAMING MACHINES AND GAMES OF CHANCE THAT ARE PLAYED ON THE INTERNET; COMPUTER GAMING SOFTWARE THAT GENERATES OR DISPLAYS WAGER OUTCOMES OF GAMING MACHINES</p> <p>INT. CL. 28 ELECTRONIC OR ELECTROTECHNICAL GAMING APPARATUS, NAMELY, AUTOMATIC GAMING MACHINES, GAMING MACHINES AND SLOT MACHINES FOR GAMBLING OPERATED BY COINS, TOKENS, BANKNOTES, TICKETS OR BY MEANS OF ELECTRONIC, MAGNETIC OR BIOMETRIC STORAGE MEDIA, IN PARTICULAR FOR COMMERCIAL USE IN CASINOS AND AMUSEMENT ARCADES, WITH OR WITHOUT A PRIZE PAYOUT; GAMING MACHINES, NAMELY, ELECTRIC, ELECTRONIC AND ELECTROMECHANICAL GAMING MACHINES FOR BINGO GAMES, LOTTERIES AND VIDEO LOTTERY GAMES, ALL OF WHICH MAY FUNCTION SEPARATELY AND AS A PART OF A NETWORK; AUTOMATIC GAMING MACHINES; GAMING MACHINES, NAMELY, DEVICES THAT ACCEPT A WAGER</p>	<p>ADP GAUSELMANN GMBH (Germany)</p>
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<p><b>FROZEN WILD</b></p>	<p>5369146</p>	<p>INT. CL. 9 COMPUTER GAME PROGRAMS; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK; COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; COMPUTER GAME SOFTWARE FOR USE WITH PERSONAL COMPUTERS, HOME VIDEO GAME CONSOLES USED WITH TELEVISIONS AND ARCADE-BASED VIDEO GAME CONSOLES; COMPUTER SOFTWARE AND FIRMWARE FOR PLAYING GAMES OF CHANCE ON ANY COMPUTERIZED PLATFORM, INCLUDING DEDICATED GAMING CONSOLES, VIDEO BASED SLOT MACHINES, REEL BASED SLOT MACHINES, AND VIDEO LOTTERY TERMINALS; DOWNLOADABLE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR USE ON MOBILE DEVICES; DOWNLOADABLE SOFTWARE IN THE NATURE OF A MOBILE APPLICATION FOR ENABLING PLAY OF WAGERING GAMES, CASINO GAMES, AND GAMES OF CHANCE VIA SLOT MACHINES; ELECTRONIC GAME SOFTWARE; ELECTRONIC GAME SOFTWARE FOR CELLULAR TELEPHONES; ELECTRONIC GAME SOFTWARE FOR HANDHELD ELECTRONIC DEVICES; GAME SOFTWARE; INTERACTIVE GAME SOFTWARE</p>	<p>HUUUGE GLOBAL LIMITED (Cyprus)</p>
<p><b>JUNGLE SPIRIT CALL OF THE WILD</b></p>	<p>5500835</p>	<p>INT. CL. 9 GAME SOFTWARE; INTERACTIVE MULTIMEDIA COMPUTER PROGRAM FOR COMPUTER GAMES; DOWNLOADABLE SOFTWARE FOR COMPUTER GAMES; DOWNLOADABLE MOBILE APPLICATIONS FOR COMPUTER GAMES; DOWNLOADABLE SOFTWARE FOR ENTERTAINMENT IN THE NATURE OF COMPUTER GAMES; COMPUTER GAMING SOFTWARE FOR LIVE CASINO GAMES; DOWNLOADABLE COMPUTER GAME SOFTWARE FOR LIVE CASINO GAMES  INT. CL. 38 STREAMING OF DATA; STREAMING AUDIO AND VIDEO MATERIAL ON THE INTERNET; TRANSMISSION OF DATA, AUDIO, VIDEO AND MULTIMEDIA FILES, NAMELY, DOWNLOADABLE FILES AND FILES STREAMED OVER A GLOBAL COMPUTER NETWORK; PROVIDING INTERNET CHATROOMS  INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ONLINE NON-DOWNLOADABLE CASINO GAMES; INTERACTIVE ENTERTAINMENT SERVICES, NAMELY, PROVIDING ONLINE NON-DOWNLOADABLE LIVE CASINO GAMES; PROVIDING INFORMATION RELATING TO ORGANIZING CULTURAL ACTIVITIES; GAMBLING SERVICES; ORGANIZING EVENTS IN THE FIELD OF COMPUTER GAMES FOR ENTERTAINMENT PURPOSES; PROVIDING ON-LINE COMPUTER GAMES</p>	<p>NETENT PRODUCT SERVICES LTD (Malta)</p>

<p><b>FREEK 'N WILD</b></p>	<p>5457164</p>	<p>INT. CL. 9 APPARATUS FOR RECORDING, TRANSMISSION OR REPRODUCTION OF SOUND, IMAGES AND DATA; COMPUTERS; COMPUTER PERIPHERAL DEVICES; COMPUTER GAME SOFTWARE</p> <p>INT. CL. 16 CARDBOARD; MAGAZINES IN THE FIELD OF NATURE, ANIMALS, WILDLIFE AND PROTECTION AND CONSERVATION THEREOF; DIARIES; CHILDREN'S BOOKS; PHOTOGRAPH BOOKS; CALENDARS; PRINTED PHOTOGRAPHS; STATIONERY; PENCILS; PENS; PEN CASES; NOTE BOOKS. NT. CL. 25 CLOTHING, NAMELY, T-SHIRTS, HOODIES, SWEATERS, ONE-PIECE BODY SUITS, TRAINING SUITS, PAJAMAS; FOOTWEAR; FLIP-FLOPS; HEADWEAR, NAMELY, HATS AND CAPS. INT. CL. 28 GAMES AND PLAYTHINGS, NAMELY, PLUSH ANIMAL TOYS, BOARD GAMES AND PLAYING CARDS. INT. CL. 41 EDUCATION SERVICES, NAMELY, PROVIDING CLASSES, SEMINARS, WORKSHOPS IN THE FIELDS OF NATURE, ANIMALS, WILDLIFE AND PROTECTION AND THE CONSERVATION THEREOF; CREATING AND DEVELOPING CONCEPTS FOR RADIO AND TELEVISION PROGRAMS; PRODUCING RADIO AND TELEVISION PROGRAMS; DIRECTION OF MAKING RADIO AND TELEVISION PROGRAMS; FILM PRODUCTION SERVICES; PUBLISHING OF BOOKS, NEWSPAPERS AND MAGAZINES</p>	<p>STUDIO FREEK HOLDING B.V. (Netherlands)</p>
<p><b>BEASTS OF THE WILD</b></p>	<p>5346388</p>	<p>INT. CL. 9 COMPUTER GAME PROGRAMS; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK; COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; COMPUTER GAME SOFTWARE FOR USE WITH PERSONAL COMPUTERS, HOME VIDEO GAME CONSOLES USED WITH TELEVISIONS AND ARCADE-BASED VIDEO GAME CONSOLES; COMPUTER SOFTWARE AND FIRMWARE FOR PLAYING GAMES OF CHANCE ON ANY COMPUTERIZED PLATFORM, INCLUDING DEDICATED GAMING CONSOLES, VIDEO BASED SLOT MACHINES, REEL BASED SLOT MACHINES, AND VIDEO LOTTERY TERMINALS; DOWNLOADABLE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR USE ON MOBILE DEVICES; DOWNLOADABLE SOFTWARE IN THE NATURE OF A MOBILE APPLICATION FOR ENABLING PLAY OF WAGERING GAMES, CASINO GAMES, AND GAMES OF CHANCE VIA SLOT MACHINES; ELECTRONIC GAME SOFTWARE; ELECTRONIC GAME SOFTWARE FOR CELLULAR TELEPHONES; ELECTRONIC GAME SOFTWARE FOR HANDHELD ELECTRONIC DEVICES; ELECTRONIC GAME SOFTWARE FOR WIRELESS DEVICES; GAME SOFTWARE; INTERACTIVE GAME SOFTWARE</p>	<p>HUUUGE GLOBAL LIMITED (Cyprus)</p>

<b>ROBOTS IN THE WILD</b>	5322678	INT. CL. 9 COMPUTER GAME PROGRAMMES DOWNLOADABLE VIA THE INTERNET; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER PROGRAMS FOR VIDEO AND COMPUTER GAMES; DOWNLOADABLE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; VIDEO GAME SOFTWARE; VIDEO AND COMPUTER GAME PROGRAMS; INTERACTIVE VIDEO GAME PROGRAMS	HEATBOX GAMES, LLC
<b>BERRY WILD</b>	5430413	INT. CL. 9 COMPUTER SOFTWARE FOR PLAYING VIDEO GAMES, WORD PROCESSING, DATABASE MANAGEMENT; COMPUTER AND VIDEO GAMES SOFTWARE; GAMES SOFTWARE FOR USE ON ANY COMPUTER PLATFORM, INCLUDING ELECTRONIC ENTERTAINMENT AND GAMES CONSOLES; COMPUTER GAME PROGRAMS; VIDEO GAMES SOFTWARE; COMPUTER SOFTWARE FOR COMPUTER GAMES ON THE INTERNET; ONLINE GAME SOFTWARE, IN PARTICULAR FOR PLAYING ONLINE BETTING GAMES, ONLINE PRIZE GAMES, ONLINE GAMBLING GAMES, ONLINE GAMES OF SKILL AND ONLINE CASINO GAMES; COMPUTER SOFTWARE IN THE FORM OF AN APPLICATION FOR MOBILE DEVICES AND COMPUTERS FOR PLAYING VIDEO GAMES, BETTING AND GAMES OF CHANCE; COMPUTER SOFTWARE FOR CASINO AND AMUSEMENT ARCADE GAMES, FOR GAMING MACHINES, SLOT MACHINES OR VIDEO LOTTERY GAMING MACHINES OR GAMES OF CHANCE VIA THE INTERNET; GAMING SOFTWARE THAT GENERATES OR DISPLAYS WAGER OUTCOMES OF GAMING MACHINES INT. CL. 28 ELECTRONIC OR ELECTROTECHNICAL GAMING APPARATUS, NAMELY, AUTOMATIC GAMING MACHINES, GAMING MACHINES AND SLOT MACHINES OPERATED BY COINS, TOKENS, BANKNOTES, TICKETS OR BY MEANS OF ELECTRONIC, MAGNETIC OR BIOMETRIC STORAGE MEDIA, IN PARTICULAR FOR COMMERCIAL USE IN CASINOS AND AMUSEMENT ARCADES, WITH OR WITHOUT A PRIZE PAYOUT; GAMING MACHINES, NAMELY, ELECTRIC, ELECTRONIC OR ELECTROMECHANICAL GAMING MACHINE APPARATUS FOR BINGO GAMES, LOTTERIES OR VIDEO LOTTERY GAMES, NETWORKED OR UNNETWORKED; AUTOMATIC GAMING MACHINES; GAMING MACHINES, NAMELY, DEVICES THAT ACCEPT A WAGER	ADP GAUSELMANN GMBH (Germany)
<b>THE LEGEND OF ZELDA BREATH OF THE WILD</b>	5277680	INT. CL. 9 DOWNLOADABLE ELECTRONIC GAME PROGRAMS; DOWNLOADABLE ELECTRONIC VIDEO GAME SOFTWARE; ELECTRONIC GAME PROGRAMS; ELECTRONIC GAME SOFTWARE; VIDEO GAME CARTRIDGES; VIDEO GAME DISCS; VIDEO GAME MEMORY CARDS; VIDEO GAME PROGRAMS; VIDEO GAME SOFTWARE	NINTENDO OF AMERICA INC.



<b>GREAT WILD ELK</b>	<b>5237924</b>	INT. CL. 9 INTERACTIVE GAME PROGRAMS, COMPUTER-GAMING SOFTWARE FOR GAMBLING; COMPUTER GAME PROGRAMS DOWNLOADABLE VIA THE INTERNET; INTERACTIVE REEL AND SLOT GAME PROGRAMS INT. CL. 41 ENTERTAINMENT, AMUSEMENT AND RECREATIONAL SERVICES, NAMELY, CASINO GAMING, GAMBLING SERVICES AND GAMING SERVICES PROVIDED ONLINE AND VIA GAMING MACHINES; PROVIDING A WEB-BASED SYSTEM AND ON-LINE PORTAL FOR CUSTOMERS TO PARTICIPATE IN ON-LINE GAMING, OPERATION AND COORDINATION OF GAME TOURNAMENTS, LEAGUES AND TOURS; ENTERTAINMENT SERVICES, NAMELY, PROVIDING TEMPORARY USE OF NON-DOWNLOADABLE INTERACTIVE GAMES	NEXTGEN GAMING PTY. LTD., (Australia)
<b>GORILLA GO WILD</b>	<b>4984704</b>	INT. CL. 9 INTERACTIVE GAME PROGRAMS, COMPUTER-GAMING SOFTWARE; COMPUTER GAME PROGRAMS DOWNLOADABLE VIA THE INTERNET; INTERACTIVE REEL AND SLOT GAME PROGRAMS INT. CL. 41 ENTERTAINMENT, AMUSEMENT AND RECREATIONAL SERVICES, NAMELY, CASINO GAMING, GAMBLING SERVICES AND ELECTRONIC GAMING SERVICES PROVIDED ONLINE AND VIA GAMING MACHINES; PROVIDING A WEB-BASED SYSTEM AND ON-LINE PORTAL FOR CUSTOMERS TO PARTICIPATE IN ON-LINE GAMING, OPERATION AND COORDINATION OF GAME TOURNAMENTS, LEAGUES AND TOURS; ENTERTAINMENT SERVICES, NAMELY, PROVIDING TEMPORARY USE OF NON-DOWNLOADABLE INTERACTIVE GAMES	NEXTGEN GAMING PTY. LTD., (Australia)
<b>VOODOO WILD</b>	<b>4831044</b>	INT. CL. 9 DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR USE ON MOBILE DEVICES AND COMPUTERS	RISING TIDE GAMES, INC.
<b>IMMORTAL WILDS</b>	<b>5200406</b>	INT. CL. 9 COMPUTER GAME SOFTWARE; VIDEO GAME PROGRAMS; COMPUTER SOFTWARE PLATFORMS FOR SOCIAL NETWORKING; INTERACTIVE VIDEO GAME PROGRAMS; DOWNLOADABLE ELECTRONIC GAME PROGRAMS AND COMPUTER SOFTWARE PLATFORMS FOR SOCIAL NETWORKING THAT MAY BE ACCESSED VIA THE INTERNET, COMPUTERS AND WIRELESS DEVICES; COMPUTER SOFTWARE TO ENABLE 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; DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR CELLULAR TELEPHONES; DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR WIRELESS DEVICES; AND DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR USE WITH SOCIAL NETWORKING APPLICATIONS AND ON SOCIAL NETWORKING WEBSITES	PLAYTIKA UK - HOUSE OF FUN LIMITED (United Kingdom)

<b>WILD QUEENS</b>	4799759	INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES AND GAME APPLICATIONS, ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, AND PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES	PLAYTIKA LTD. (Israel)
<b>PLAY WILD</b>	5064961	INT. CL. 9 COMPUTER GAME SOFTWARE, COMPUTER GAME PROGRAMS, COMPUTER GAME SOFTWARE THAT MAY BE DOWNLOADED FROM A GLOBAL COMPUTER NETWORK, COMPUTER GAME CARTRIDGES TO BE USED IN COMPUTER GAME MACHINES ADAPTED FOR USE WITH TELEVISION RECEIVERS OR HAND HELD DEVICES AND DOWNLOADABLE VIRTUAL GOODS, NAMELY, COMPUTER PROGRAMS FEATURING ARTICLES OF CLOTHING, VIRTUAL TOOLS AND EQUIPMENT, VIRTUAL PETS, DWELLINGS, FURNITURE, VEHICLES, JEWELRY AND DECORATIONS FOR ONLINE GAME AVATARS AND VIRTUAL CURRENCY, CONSISTING OF TOKENS THAT CAN BE ACCUMULATED IN THE VIRTUAL WORD AND EXCHANGED AND TRADED BETWEEN PLAYERS AND FOR OTHER VIRTUAL GOODS FOR USE IN ONLINE VIRTUAL WORLDS; MAGNETICALLY ENCODED GIFT CARDS INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES, PROVIDING AN ONLINE VIRTUAL WORLD FEATURING ONLINE COMPUTER GAMES AND TEMPORARY USE OF ONLINE NON DOWNLOADABLE COMPUTER AND VIDEO GAME SOFTWARE, PROVIDING INFORMATION RELATING TO EDUCATIONAL AND ENTERTAINMENT ACTIVITIES AND EVENTS FOR CHILDREN, AND PROVIDING ON-GOING TELEVISION PROGRAMS IN THE FIELDS OF NATURE, GEOGRAPHY, AND ANIMALS VIA A GLOBAL COMPUTER NETWORK	WILDWORKS, INC.
<b>IMMORTAL WILDS</b>	5055342	INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES AND GAME APPLICATIONS, ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, AND PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES	PLAYTIKA UK - HOUSE OF FUN LIMITED (United Kingdom)

<b>WILD PIZZERIA</b>	4799291	INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES AND GAME APPLICATIONS, ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, AND PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES	PLAYTIKA LTD. (Israel)
<b>WILD MONKEYS</b>	4903870	INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES AND GAME APPLICATIONS, ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, AND PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES	PLAYTIKA LTD. (Israel)
<b>ACE FISHING:WILD CATCH</b>	4723876	INT. CL. 9 COMPUTER GAME PROGRAMS; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; COMPUTER PROGRAMS FOR PRE-RECORDED GAMES; DOWNLOADABLE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; DOWNLOADABLE ELECTRONIC GAME PROGRAMS; DOWNLOADABLE ELECTRONIC GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; ELECTRONIC GAME PROGRAMS; ELECTRONIC GAME SOFTWARE; ELECTRONIC GAME SOFTWARE FOR CELLULAR TELEPHONES; ELECTRONIC GAME SOFTWARE FOR HANDHELD ELECTRONIC DEVICES; ELECTRONIC GAME SOFTWARE FOR WIRELESS DEVICES; GAME SOFTWARE; INTERACTIVE GAME PROGRAMS; INTERACTIVE GAME SOFTWARE; RECORDED COMPUTER GAME PROGRAMS; VIDEO AND COMPUTER GAME PROGRAMS	COM2US CORPORATION (South Korea)

<p><b>WILD SEASONS</b></p>	<p>4723745</p>	<p>INT. CL. 41 ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES AND GAME APPLICATIONS, ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, AND PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES</p>	<p>PLAYTIKA LTD. (Israel)</p>
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<p><b>DEUCES WILD ELITE</b></p>	<p><b>4596213</b></p>	<p>INT. CL. 9 COMPUTER GAME PROGRAMMES; COMPUTER GAME PROGRAMMES DOWNLOADABLE VIA THE INTERNET; COMPUTER GAME PROGRAMS; COMPUTER GAME SOFTWARE; COMPUTER GAME SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK; COMPUTER GAME SOFTWARE FOR GAMING MACHINES INCLUDING SLOT MACHINES OR VIDEO LOTTERY TERMINALS; COMPUTER GAME SOFTWARE FOR GAMING MACHINES, NAMELY, SLOT MACHINES AND VIDEO LOTTERY TERMINALS; COMPUTER GAME SOFTWARE FOR PERSONAL COMPUTERS AND HOME VIDEO GAME CONSOLES; COMPUTER GAME SOFTWARE FOR USE ON MOBILE AND CELLULAR PHONES; COMPUTER GAME TAPES; COMPUTER PROGRAMS FOR PRE-RECORDED GAMES; COMPUTER PROGRAMS FOR VIDEO AND COMPUTER GAMES; COMPUTER SOFTWARE AND FIRMWARE FOR GAMES OF CHANCE ON ANY COMPUTERIZED PLATFORM, INCLUDING DEDICATED GAMING CONSOLES, VIDEO BASED SLOT MACHINES, REEL BASED SLOT MACHINES, AND VIDEO LOTTERY TERMINALS; COMPUTER SOFTWARE, NAMELY, GAME ENGINE SOFTWARE FOR VIDEO GAME DEVELOPMENT AND OPERATION; DOWNLOADABLE COMPUTER GAME PROGRAMS; DOWNLOADABLE COMPUTER GAME SOFTWARE VIA A GLOBAL COMPUTER NETWORK AND WIRELESS DEVICES; DOWNLOADABLE COMPUTER PROGRAMS FEATURING POSITIONABLE GAME PIECE FIGURES FOR USE IN THE FIELD OF COMPUTER GAMES; DOWNLOADABLE ELECTRONIC GAME PROGRAMS; DOWNLOADABLE IMAGE FILE CONTAINING ARTWORK, TEXT, AUDIO, VIDEO, GAMES AND INTERNET WEB LINKS RELATING TO SPORTING AND CULTURAL ACTIVITIES; DOWNLOADABLE MULTIMEDIA FILE CONTAINING ARTWORK, TEXT, AUDIO, VIDEO, GAMES, AND INTERNET WEB LINKS RELATING TO GAMING; ELECTRONIC GAME PROGRAMS; ELECTRONIC GAME SOFTWARE; ELECTRONIC GAME SOFTWARE FOR HANDHELD ELECTRONIC DEVICES; ELECTRONIC GAME SOFTWARE FOR WIRELESS DEVICES; GAME SOFTWARE; GAMING SOFTWARE THAT GENERATES OR DISPLAYS WAGER OUTCOMES OF GAMING MACHINES; HIGH PERFORMANCE COMPUTER HARDWARE WITH SPECIALIZED FEATURES FOR ENHANCED GAME PLAYING ABILITY; INTERACTIVE GAME PROGRAMS; INTERACTIVE GAME SOFTWARE; RECORDED COMPUTER GAME PROGRAMS; VIDEO AND COMPUTER GAME PROGRAMS; VIRTUAL REALITY GAME SOFTWARE</p>	<p>SPIN GAMES LLC</p>
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<b>WILD LUCK</b>	<b>85840135</b>	INT. CL. 9 COMPUTER GAME SOFTWARE; VIDEO GAME PROGRAMS; AND COMPUTER SOFTWARE PLATFORMS FOR SOCIAL NETWORKING; INTERACTIVE VIDEO GAME PROGRAMS; DOWNLOADABLE GAME PROGRAMS AND COMPUTER SOFTWARE PLATFORMS FOR SOCIAL NETWORKING THAT MAY BE ACCESSED VIA THE INTERNET, COMPUTERS AND WIRELESS DEVICES; COMPUTER SOFTWARE TO ENABLE UPLOADING, POSTING, SHOWING, DISPLAYING, TAGGING, BLOGGING, SHARING OR OTHERWISE PROVIDING MEDIA OR INFORMATION IN THE FIELDS OF VIRTUAL COMMUNITIES, GAMING, ENTERTAINMENT, AND GENERAL INTEREST VIA THE INTERNET OR OTHER COMMUNICATIONS NETWORKS WITH THIRD PARTIES; DOWNLOADABLE GAME SOFTWARE FOR CELLULAR TELEPHONES; DOWNLOADABLE GAME SOFTWARE FOR WIRELESS DEVICES; AND DOWNLOADABLE GAME SOFTWARE FOR USE WITH SOCIAL NETWORKING APPLICATIONS AND ON SOCIAL NETWORKING WEBSITES	PLAYTIKA LTD. (Israel)
<b>SPHINX WILD</b>	<b>4409686</b>	INT. CL. 9 COMPUTER OPERATING PROGRAMS FOR ELECTRIC AND ELECTRONIC APPARATUS FOR GAMES FOR AMUSEMENT AND/OR ENTERTAINMENT PURPOSES; ELECTRONIC GAME SOFTWARE FOR COMPUTER GAMES ON THE INTERNET AND FOR GAMES ON MOBILE PHONES; COMPUTER GAME SOFTWARE INT. CL. 28 INT. CL. 41 PROVIDING ON-LINE COMPUTER GAMES; CASINO SERVICES	IGT GERMANY GAMING GMBH (Germany)
<b>ATV WILD RIDE</b>	<b>4226295</b>	INT. CL. 9 COMPUTER PROGRAMS, NAMELY, GAME SOFTWARE FOR USE ON COMPUTERS AND VIDEO GAME PLAYERS; VIDEO GAME DISCS; COMPUTER GAME CARTRIDGES; PRERECORDED CDS AND DVDS FEATURING SOUND AND VIDEO IN THE FIELDS OF MUSIC, LIVE ACTION PROGRAMS, MOTION PICTURES AND ANIMATED CARTOONS	INFITIZMO, LLC

# **EXHIBIT B**



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# WILD PETS

**Word Mark** WILD PETS

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game programs; computer games programs; computer games programs downloaded via the internet; computer programs for video games; games software

IC 028. US 022 023 038 050. G & S: collectible toy figurines, collectible toy animal figurines, collectible toys, namely, toy figures, collectible toy characters and collectable bendable toy characters, outfits for toys, pouches and collector cases adapted for toys, namely, figurines, figures, characters, buildings, vehicles, constructions sets, costumes, and accessories therefor; puppets; manipulative puzzles; packaged amusement and educational games, namely, electronic educational game machines for children; toy environments for use with toy characters, namely, play pieces in the nature of toy buildings, toy vehicles and toy building structures, toy construction sets; play sets for toy characters, fantasy character toys, toy action figures and accessories therefor; board games

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 79165706

**Filing Date** September 25, 2014

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** August 16, 2016

**Registration Number** 5070496

**International Registration Number** 1248379

**Registration Date** November 1, 2016



**Owner** (REGISTRANT) MOOSE CREATIVE MANAGEMENT PTY LTD Proprietary Limited AUSTRALIA 29 Grange Road  
CHELTENHAM VIC 3192 AUSTRALIA

**Priority Date** September 3, 2014

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# WILD GUNS

**Word Mark** WILD GUNS

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game programs for home video game consoles; electronic circuits; computer memory devices in which programs for portable game consoles with liquid crystal displays are stored; downloadable game programs for computers; game programs for personal computers; game software for mobile electronic devices; computer application software for mobile phones, portable media players and handheld computers, namely, software for accessing and playing computer games; computer programs for video and computer game consoles. FIRST USE: 19950700. FIRST USE IN COMMERCE: 19950700

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87110523

**Filing Date** July 20, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for** April 25, 2017

**Opposition**

**Registration Number** 5239798

**Registration Date** July 11, 2017

**Owner** (REGISTRANT) Natsume Inc. CORPORATION CALIFORNIA 1818 Gilbreth Road, Suite 229 Burlingame CALIFORNIA 94010

(REGISTRANT) Natsume Atari Inc. CORPORATION JAPAN Dozima axis Bldg 11F, 2-2-28 Doujimahama, Kita-ku, Osaka-shi Osaka JAPAN

**Attorney of Record** P. Jay Hines

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# WILD BLOOD

**Word Mark** WILD BLOOD

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer software for electronic games and entertainment, namely, computer game software used and played on mobile and cellular telephones, handheld computers, personal computers and personal digital assistants; downloadable electronic game programs; and computer programs for downloading images to mobile telecommunication devices, namely, mobile and cellular telephones, handheld computers, personal computers and personal digital assistants via the global computer network and wireless devices. FIRST USE: 20120900. FIRST USE IN COMMERCE: 20120900

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 85490460

**Filing Date** December 8, 2011

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for** May 15, 2012

**Opposition**

**Registration Number** **4310105**

**Registration Date** March 26, 2013

**Owner** (REGISTRANT) Gameloft S.E. CORPORATION FRANCE 14 rue Auber Paris FRANCE 75009

**Assignment Recorded** ASSIGNMENT RECORDED

**Attorney of** Kristen M. Walsh

**Record**

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# WILDSTAR

**Word Mark** WILDSTAR

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer role-playing game software; interactive multimedia computer role-playing game programs; all the foregoing excluding casino games. FIRST USE: 20130300. FIRST USE IN COMMERCE: 20130300

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 85981070

**Filing Date** February 23, 2011

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** October 18, 2011

**Registration Number** **4492649**

**Registration Date** March 4, 2014

**Owner** (REGISTRANT) NCsoft Corporation CORPORATION REPUBLIC OF KOREA 158-16 NCSOFT R&D Center B/D Samsung-dong, Gangnam-gu Seoul REPUBLIC OF KOREA 135-090

**Attorney of Record** Candice E. Kim

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead** LIVE

**Indicator**

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# WILDSTAR

**Word Mark** WILDSTAR

**Goods and Services** IC 041. US 100 101 107. G & S: Providing entertainment in the nature of electronic role-playing games, and multiplayer electronic role-playing gaming, and multiplayer role-playing game competitions, all by means of electronic or optical communications networks; providing links to the websites of others in the fields of electronic entertainment, role-playing games, amusement type activity role-playing games and multiplayer role-playing game competitions; providing a website featuring non-downloadable online computer role-playing games, musical performances, musical videos, related film clips, photographs and other multimedia materials featuring computer role-playing games; all the foregoing excluding casino game. FIRST USE: 20130300. FIRST USE IN COMMERCE: 20130300

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 85981071

**Filing Date** February 23, 2011

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** October 18, 2011

**Registration Number** 4492650

**Registration Date** March 4, 2014

**Owner** (REGISTRANT) NCsoft Corporation CORPORATION REPUBLIC OF KOREA 158-16 NCSOFT R&D Center B/D Samsung-dong, Gangnam-gu Seoul REPUBLIC OF KOREA 135-090



**Attorney of Record** Candice E. Kim

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# Wild Factor

**Word Mark** WILD FACTOR

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: [ Computer game cartridges; ] Computer game cartridges and discs; [ Computer game cassettes; ] Computer game discs; Computer game equipment, namely, discs; Computer game programmes; Computer game programmes downloadable via the Internet; Computer game programs; Computer game programs, cartridges, and cassettes; Computer game software; Computer game software downloadable from a global computer network; Computer game software focusing on achieving a set of goals, positions, ownership, and credentials, and professional and social status, and good fortune necessary to succeed professionally and personally, and not referring either to a group of software for use in commerce or to a group of offices; Computer game software for personal computers and home video game consoles; Computer game software for use on mobile and cellular phones; Computer game software for use with personal computers, home video game consoles used with televisions and arcade-based video game consoles; [ Computer game tapes; ] Computer programs for pre-recorded games; Computer programs for video and computer games; Computer software, namely, game engine software for video game development and operation; Computer-gaming software; Digital media, namely, pre-recorded video cassettes, digital video discs, digital versatile discs, downloadable audio and video recordings, DVDs, and high definition digital discs featuring games; Downloadable computer game programs; Game software; Interactive game programs; Interactive game software; Interactive multimedia computer game program; Interactive video game programs; Interactive video games of virtual reality comprised of computer hardware for use with an external monitor and software; Motion picture films about games; Pre-recorded CDs, video tapes, laser disks and DVDs featuring games; Pre-recorded digital media featuring games; Recorded computer game programs; Video and computer game programs; [ Video game cartridges; ] [ Video game cartridges and cassettes; ] [ Video game cartridges and discs; ] Video game discs; Video game software; Virtual reality game software; Computer game programs, cartridges, and cassettes. FIRST USE: 20110118. FIRST USE IN COMMERCE: 20110118

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 85229444

**Filing Date** January 29, 2011

**Current Basis** 1A

**Original Filing Basis** 1A  
**Published for Opposition** June 7, 2011  
**Registration Number** 4015810  
**Registration Date** August 23, 2011  
**Owner** (REGISTRANT) Lautié Alexandre INDIVIDUAL FRANCE 97 rue de montreuil Paris FRANCE 75011  
**Type of Mark** TRADEMARK  
**Register** PRINCIPAL  
**Affidavit Text** SECT 8 (6-YR).  
**Live/Dead Indicator** LIVE

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<b>Word Mark</b>	WILD EARTH
<b>Goods and Services</b>	IC 009. US 021 023 026 036 038. G & S: Computer game software. FIRST USE: 20030306. FIRST USE IN COMMERCE: 20030306
<b>Mark Drawing Code</b>	(1) TYPED DRAWING
<b>Serial Number</b>	78054331
<b>Filing Date</b>	March 21, 2001
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1B
<b>Published for Opposition</b>	September 11, 2001
<b>Registration Number</b>	<b>2744885</b>
<b>International Registration Number</b>	0944073
<b>Registration Date</b>	July 29, 2003
<b>Owner</b>	(REGISTRANT) Thrush, James DBA Super X Studios INDIVIDUAL UNITED STATES 10735 Linden Ave N Seattle WASHINGTON 98133
<b>Type of Mark</b>	TRADEMARK
<b>Register</b>	PRINCIPAL
<b>Affidavit Text</b>	SECT 8 (6-YR). SECTION 8(10-YR) 20130802.
<b>Renewal</b>	1ST RENEWAL 20130802
<b>Live/Dead Indicator</b>	LIVE

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# Wildworks

**Word Mark** WILDWORKS

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game software, computer game programs, computer game software that may be downloaded from a global computer network, computer game cartridges to be used in computer game machines adapted for use with television receivers or hand held devices and downloadable virtual goods, namely, computer programs featuring articles of clothing, virtual tools and equipment, virtual pets, dwellings, furniture, vehicles, jewelry and decorations for online game avatars and virtual currency, consisting of tokens that can be accumulated in the virtual word and exchanged and traded between players and for other virtual goods for use in online virtual worlds; computer bags; magnetically encoded gift cards. FIRST USE: 20150700. FIRST USE IN COMMERCE: 20150700

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86981574

**Filing Date** June 6, 2014

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** November 11, 2014

**Registration Number** 5168235

**Registration Date** March 21, 2017

**Owner** (REGISTRANT) Smart Bomb Interactive, Inc. AKA Smart Bomb CORPORATION UTAH 380 Data Drive #500 Draper UTAH 84020

**Attorney of Record** Joleen Winther Hughes

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# WILD ACTION

<b>Word Mark</b>	WILD ACTION
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing on-line computer games. FIRST USE: 20131203. FIRST USE IN COMMERCE: 20131203
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86291058
<b>Filing Date</b>	May 23, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	October 14, 2014
<b>Registration Number</b>	<b>4663717</b>
<b>Registration Date</b>	December 30, 2014
<b>Owner</b>	(REGISTRANT) IGT CORPORATION NEVADA Trademark Department 9295 Prototype Drive Reno NEVADA 895218986
<b>Attorney of Record</b>	Denise Taliaferro
<b>Prior Registrations</b>	2972735;3011734;4035533
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# WILD PIXIES

<b>Word Mark</b>	WILD PIXIES
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing on-line computer games. FIRST USE: 20121002. FIRST USE IN COMMERCE: 20121002
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86276699
<b>Filing Date</b>	May 9, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	September 23, 2014
<b>Registration Number</b>	<b>4652906</b>
<b>Registration Date</b>	December 9, 2014
<b>Owner</b>	(REGISTRANT) Multimedia Games, Inc. CORPORATION DELAWARE 206 Wild Basin Road Austin TEXAS 78746  (LAST LISTED OWNER) EVERI GAMES INC. CORPORATION DELAWARE 206 WILD BASIN ROAD SOUTH., BLDG B - 4TH, FLR 382494-000014 AUSTIN TEXAS 78746
<b>Assignment Recorded</b>	ASSIGNMENT RECORDED
<b>Attorney of Record</b>	William Todd Resnik
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# Wild Warrior

**Word Mark** WILD WARRIOR

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game programmes; Computer game programmes downloadable via the Internet; Computer game programs; Computer game software; Computer game software downloadable from a global computer network; Computer game software focusing on achieving a set of goals, positions, ownership, and credentials, and professional and social status, and good fortune necessary to succeed professionally and personally, and not referring either to a group of software for use in commerce or to a group of offices; Computer game software for gaming machines including slot machines or video lottery terminals; Computer game software for gaming machines, namely, slot machines and video lottery terminals; Computer game software for personal computers and home video game consoles; Computer game software for use on mobile and cellular phones; Computer game software for use with personal computers, home video game consoles used with televisions and arcade-based video game consoles; Computer game tapes; Computer programs for pre-recorded games; Computer programs for video and computer games; Computer software and firmware for games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines, and video lottery terminals; Computer software, namely, game engine software for video game development and operation; Downloadable audio files, multimedia files, text files, e-mails, written documents, audio material, video material and games featuring information in the form of downloadable short educational/training communications in the field of human resource development for the promotion of employee retention, career growth and increased productivity for employees and employers; Downloadable computer game programs. Downloadable computer game software via a global computer network and wireless devices; Downloadable computer programs featuring positionable game piece figures for use in the field of computer games; Downloadable electronic game programs; Downloadable image file containing artwork, text, audio, video, games and Internet Web links relating to sporting and cultural activities; Downloadable multimedia file containing artwork, text, audio, video, games, and Internet Web links relating to gaming; Electronic game programs; Electronic game software; Electronic game software for handheld electronic devices; Electronic game software for wireless devices; Game software; Gaming software that generates or displays wager outcomes of gaming machines; High performance computer hardware with specialized features for enhanced game playing ability; Interactive game programs; Interactive game software; Interactive video game programs; Recorded computer game programs; Video and computer game programs; Virtual reality game software. FIRST USE: 20140127. FIRST USE IN COMMERCE: 20140127

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86189714  
**Filing Date** February 10, 2014  
**Current Basis** 1A  
**Original Filing Basis** 1A  
**Published for Opposition** July 8, 2014  
**Registration Number** **4609200**  
**Registration Date** September 23, 2014  
**Owner** (REGISTRANT) Spin Games LLC LIMITED LIABILITY COMPANY NEVADA 100 N Arlington Ave Suite #370 Reno NEVADA 89501  
**Attorney of Record** Stephanie S. Buntin  
**Type of Mark** TRADEMARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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# WILD 9

**Word Mark** WILD 9

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game software for personal computers and home video game consoles; Computer game software for use on mobile and cellular phones; Video game software. FIRST USE: 19981001. FIRST USE IN COMMERCE: 19981001

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 85793000

**Filing Date** December 3, 2012

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** April 30, 2013

**Registration Number** 4368481

**Registration Date** July 16, 2013

**Owner** (REGISTRANT) Interplay Entertainment Corp. CORPORATION DELAWARE Attn: Legal 12301 Wilshire Boulevard, Suite 502 Los Angeles CALIFORNIA 90025

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# WILD UNICORN

**Word Mark** WILD UNICORN

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer operating programs for electric and electronic apparatus for games for amusement and/or entertainment purposes; Electronic game software for computer games on the internet and for games on mobile phones; Computer game software; none of the foregoing goods being for use in the game of darts

IC 028. US 022 023 038 050. G & S: Electric and electronic apparatus for entertainment purposes, namely, amusement apparatus adapted for use with an external display screen or monitor featuring casino and lottery games; Coin-operated gaming machines; Gaming machines, namely, video lottery terminals and slot machines; Automatic gaming machines; Automatic gaming machines operating in networks; none of the foregoing goods being for use in the game of darts

IC 041. US 100 101 107. G & S: Providing on-line computer games; Casino services

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 85686219

**Filing Date** July 25, 2012

**Current Basis** 44E

**Original Filing Basis** 1B;44D

**Published for** April 9, 2013

**Opposition**

**Registration Number** 4356866

**Registration** June 25, 2013

**Date**

**Owner** (REGISTRANT) Spielo International Germany GmbH CORPORATION FED REP GERMANY Borsigstrabe 22  
Lubbecke FED REP GERMANY 32312

(LAST LISTED OWNER) IGT GERMANY GAMING GMBH COMPANY FED REP GERMANY WESELER STR. 253  
MUENSTER FED REP GERMANY 48151

**Assignment  
Recorded** ASSIGNMENT RECORDED

**Attorney of  
Record** Denise Taliaferro

**Priority  
Date** May 23, 2012

**Type of  
Mark** TRADEMARK. SERVICE MARK

**Register** PRINCIPAL

**Live/Dead  
Indicator** LIVE

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# WILD GRINDERS

**Word Mark** WILD GRINDERS**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer programs for video and computer games; Digital media, namely, digital video discs, digital versatile discs, downloadable audio and video recordings, DVDs, and high definition digital disks featuring skateboards and skateboarding; Downloadable multimedia file containing artwork, text, audio, video, games, and Internet Web links relating to skateboards and skateboarding; Interactive video game programs; Video and computer game programs; Video game cartridges, discs and cassettes; Video game software. FIRST USE: 20080602. FIRST USE IN COMMERCE: 20100501**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 77489031**Filing Date** June 2, 2008**Current Basis** 1A**Original Filing Basis** 1B**Published for** February 17, 2009**Opposition****Registration Number** 3908396**Registration Date** January 18, 2011**Owner** (REGISTRANT) Dyrdek Enterprises, Inc. CORPORATION NEVADA Suite 1201 15760 Ventura Boulevard Encino CALIFORNIA 91436

(LAST LISTED OWNER) WILD GRINDERS, LLC LIMITED LIABILITY COMPANY CALIFORNIA 777 S. MISSION ROAD LOS ANGELES CALIFORNIA 90023

**Assignment Recorded** ASSIGNMENT RECORDED

**Attorney of Record** Thomas J. Speiss, III

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "GRINDERS" APART FROM THE MARK AS SHOWN

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Affidavit Text** SECT 15. SECT 8 (6-YR).

**Live/Dead Indicator** LIVE

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(LAST LISTED OWNER) VIACOM INTERNATIONAL INC. CORPORATION DELAWARE 1515 BROADWAY, 34th Floor NEW YORK NEW YORK 10036

**Assignment Recorded** ASSIGNMENT RECORDED**Type of Mark** TRADEMARK**Register** PRINCIPAL**Affidavit Text** SECT 15. SECT 8 (6-YR). SECTION 8(10-YR) 20170123.

**Renewal** 1ST RENEWAL 20170123

**Live/Dead  
Indicator** LIVE

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# WILD KALAHARI

**Word Mark** WILD KALAHARI

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: computer software for playing video games, word processing, database management; computer and video games software; games software for use on any computer platform, including electronic entertainment and games consoles; computer game programs; video games software; downloadable computer software for playing computer games on the internet; downloadable software for playing online computer games, in particular for playing online betting games, online prize games, online gambling games, online games of skill and online casino games; computer software in the form of a downloadable application for mobile devices and computers for playing video games, betting and games of chance; computer software for playing casino and amusement arcade games, playing gaming machines, slot machines and video lottery gaming machines and playing games of chance via the internet; gaming software that generates or displays wager outcomes of gaming machines

IC 028. US 022 023 038 050. G & S: electronic or electrotechnical gaming apparatus, namely, automatic gaming machines, gaming machines and slot machines operated by coins, tokens, banknotes, tickets or by means of electronic, magnetic or biometric storage media, in particular for commercial use in casinos and amusement arcades, with or without a prize payout; gaming machines, namely, electric, electronic or electromechanical gaming machine apparatus for bingo games, lotteries or video lottery games, networked or unnetworked; automatic gaming machines; gaming machines, namely, devices that accept a wager

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 79204743

**Filing Date** November 3, 2016

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** January 30, 2018

**Registration Number** 5445461

**International** 1338240

**Registration  
Number**

**Registration  
Date** April 17, 2018

**Owner** (REGISTRANT) adp Gauselmann GmbH GESELLSCHAFT MIT BESCHRÄNKTER HAFTUNG (G FED REP  
GERMANY Merkur-Allee 1-15 32339 Espelkamp FED REP GERMANY

**Priority Date** June 15, 2016

**Type of  
Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead  
Indicator** LIVE

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# WILDBUDDY

**Word Mark** WILDBUDDY

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game and video game software; interactive video game programs; interactive computer game programs; downloadable computer game software via a global computer network and wireless devices; computer game software in the nature of computer games for use on mobile and cellular phones, computers, video game consoles, and other wireless devices; downloadable interactive entertainment software for playing computer games; downloadable interactive entertainment software for playing video games

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86440367

**Filing Date** October 30, 2014

**Current Basis** 44E

**Original Filing Basis** 1B;44D

**Published for** April 21, 2015

**Opposition**

**Registration Number** 4768116

**Registration Date** July 7, 2015

**Owner** (REGISTRANT) BOSSLAND GMBH LIMITED LIABILITY COMPANY FED REP GERMANY LEIPZIGER STRASSE 72 ZWICKAU FED REP GERMANY 08056

**Attorney of Record** Steven J. Solomon

**Priority Date** August 1, 2014  
**Type of Mark** TRADEMARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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# THE WILD CHASE

**Word Mark** THE WILD CHASE**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computers; computer game software; electronic game programs; computer programs, namely, downloadable software for use with on-line interactive games and for games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines; computer hardware

IC 028. US 022 023 038 050. G &amp; S: Toys; electronic lottery apparatus in the nature of gaming machines, namely, video lottery terminals; playing cards; slot machines; apparatus for games, namely, joysticks for video games, bases, bats, and balls for playing baseball-like indoor and outdoor games; electronic games, namely, arcade video game machines, video game consoles used with televisions, electronic interactive board games for use with external monitor; roulette wheels; roulette tables; toys, games, playthings and novelties in the nature of gaming equipment, namely, playing cards, chips, gambling tables and gaming cloths

IC 041. US 100 101 107. G &amp; S: Amusement arcades services; gambling services; operating of lotteries; operating of lotteries, namely, prize draws; providing casino facilities for gambling; gaming services for entertainment purposes in the nature of in the nature of casino gaming; casino, gaming and gambling services in the nature of casino gaming; entertainment services, namely, organizing and conducting games of chance to be played at a casino, amusement arcades, and video arcades; interactive entertainment services, namely, providing temporary use of non-downloadable interactive computer games; entertainment, sporting and cultural activities, namely, providing a website for on-line gambling

**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 87046451**Filing Date** May 23, 2016**Current Basis** 44E**Original Filing Basis** 44E

**Published** February 28, 2017

**for  
Opposition**

**Registration  
Number** 5203250

**Registration  
Date** May 16, 2017

**Owner** (REGISTRANT) Quickspin AB aktiebolag (ab) SWEDEN Birger Jarlsgatan 58 114 29 Stockholm SWEDEN

**Attorney of  
Record** Timothy J. Kelly

**Type of  
Mark** TRADEMARK. SERVICE MARK

**Register** PRINCIPAL

**Live/Dead  
Indicator** LIVE

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# Ultra 7 Wild

**Word Mark** ULTRA 7 WILD

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: computer software for playing video games, word processing, database management; computer and video games software; games software for use on any computer platform, including electronic entertainment and games consoles; computer game programs; video games software; computer software for playing computer games on the internet and not being online software; downloadable computer game software, in particular for playing online betting games, online prize games, online gambling games, online games of skill and online casino games and not being online software; computer software in the form of an application for mobile devices and computers for playing video games, betting and games of chance; computer game software for casino and amusement arcade games, for gaming machines, slot machines and video lottery gaming machines and games of chance that are played on the internet; computer gaming software that generates or displays wager outcomes of gaming machines

IC 028. US 022 023 038 050. G & S: electronic or electromechanical gaming apparatus, namely, automatic gaming machines, gaming machines and slot machines for gambling operated by coins, tokens, banknotes, tickets or by means of electronic, magnetic or biometric storage media, in particular for commercial use in casinos and amusement arcades, with or without a prize payout; gaming machines, namely, electric, electronic and electromechanical gaming machines for bingo games, lotteries and video lottery games, all of which may function separately and as a part of a network; automatic gaming machines; gaming machines, namely, devices that accept a wager

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 79193016

**Filing Date** April 15, 2016

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** December 12, 2017

**Registration Number** 5409437

**International Registration Number** 1312069

**Registration Date** February 27, 2018

**Owner** (REGISTRANT) adp Gauselmann GmbH GESELLSCHAFT MIT BESCHRÄNKTER HAFTUNG (G FED REP GERMANY Merkur-Allee 1-15 32339 Espelkamp FED REP GERMANY

**Priority Date** November 23, 2015

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "7" APART FROM THE MARK AS SHOWN

**Type of Mark** TRADEMARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# Frozen Wild

**Word Mark** FROZEN WILD**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game programs; Computer game software; Computer game software downloadable from a global computer network; Computer game software for personal computers and home video game consoles; Computer game software for use on mobile and cellular phones; Computer game software for use with personal computers, home video game consoles used with televisions and arcade-based video game consoles; Computer software and firmware for playing games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines, and video lottery terminals; Downloadable computer game programs; Downloadable computer game software via a global computer network and wireless devices; Downloadable electronic game software for use on mobile devices; Downloadable software in the nature of a mobile application for enabling play of wagering games, casino games, and games of chance via slot machines; Electronic game software; Electronic game software for cellular telephones; Electronic game software for handheld electronic devices; Game software; Interactive game software. FIRST USE: 20150821. FIRST USE IN COMMERCE: 20150821**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 87466907**Filing Date** May 28, 2017**Current Basis** 1A**Original Filing Basis** 1A**Published for Opposition** October 17, 2017**Registration Number** 5369146**Registration** January 2, 2018

**Date**  
**Owner** (REGISTRANT) HUUUGE GLOBAL LIMITED LIMITED LIABILITY COMPANY CYPRUS Lordou Vyronos 61 Lumiel Building 4th fl Larnaca CYPRUS 6023  
**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "WILD" APART FROM THE MARK AS SHOWN  
**Type of Mark** TRADEMARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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**Word Mark** JUNGLE SPIRIT CALL OF THE WILD

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Game software; Interactive multimedia computer program for computer games; Downloadable software for computer games; Downloadable mobile applications for computer games; Downloadable software for entertainment in the nature of computer games; Computer gaming software for live casino games; Downloadable computer game software for live casino games

IC 038. US 100 101 104. G & S: Streaming of data; Streaming audio and video material on the Internet; Transmission of data, audio, video and multimedia files, namely, downloadable files and files streamed over a global computer network; Providing internet chatrooms

IC 041. US 100 101 107. G & S: Entertainment services, namely, providing online non-downloadable casino games; Interactive entertainment services, namely, providing online non-downloadable live casino games; Providing information relating to organizing cultural activities; Gambling services; Organizing events in the field of computer games for entertainment purposes; Providing on-line computer games

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 05.03.08 - More than one leaf, including scattered leaves, bunches of leaves not attached to branches  
26.19.05 - Prisms ; Pyramids

**Serial Number** 87509421

**Filing Date** June 28, 2017

**Current Basis** 44E

**Original Filing Basis** 1B;44D;44E

**Published for Opposition** April 10, 2018

**Registration Number** 5500835

**Registration Date** June 26, 2018

**Date**

**Owner** (REGISTRANT) NetEnt Product Services Ltd LIMITED LIABILITY COMPANY MALTA Mikiel Ang. Borg Street, Abate Rigord Street St. Julians MALTA SPK1000

**Attorney of Record** Molly Mack Crandall

**Priority Date** January 18, 2017

**Description of Mark** The color(s) brown, light brown, dark brown, and green is/are claimed as a feature of the mark. The mark consists of the words "JUNGLE SPIRIT" with the "J" in "JUNGLE" and the "S" in "SPIRIT" in slightly larger font, all in brown with dark brown cracks to resemble crumbling rock with a slight 3D effect and centered on top and slightly beyond the words "CALL OF THE WILD" in brown centered in a dark brown isosceles trapezoid edged in light brown that resembles the base of a crumbling pyramid with large green plant leaves extending from near the top of each side of the base. The white in the mark represents background and is not claimed as part of the mark.

**Type of Mark** TRADEMARK. SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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IC 016. US 002 005 022 023 029 037 038 050. G &amp; S: Cardboard; Magazines in the field of nature, animals, wildlife and protection and conservation thereof; Diaries; Children's books; Photograph books; Calendars; Printed Photographs; Stationery; Pencils; Pens; Pen cases; Note books

IC 025. US 022 039. G &amp; S: Clothing, namely, t-shirts, hoodies, sweaters, one-piece body suits, training suits, pajamas; Footwear; Flip-flops; Headwear, namely, hats and caps

IC 028. US 022 023 038 050. G &amp; S: Games and playthings, namely, plush animal toys, board games and playing cards

IC 041. US 100 101 107. G &amp; S: Education services, namely, providing classes, seminars, workshops in the fields of nature, animals, wildlife and protection and the conservation thereof; Creating and developing concepts for radio and television programs; producing radio and television programs; direction of making radio and television programs; film production services; publishing of books, newspapers and magazines

**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 87463703**Filing Date** May 25, 2017**Current Basis** 44E**Original Filing Basis** 44D**Published for** February 13, 2018

**Opposition****Registration  
Number** 5457164**Registration  
Date** May 1, 2018**Owner** (REGISTRANT) Studio Freek Holding B.V. BESLOTEN VENNOOTSCHAP (B.V.) NETHERLANDS Groningsestraat  
359 PJ Den Haag NETHERLANDS 2587**Attorney of  
Record** Joshua M. Gerben, Esquire**Priority  
Date** March 13, 2017**Type of  
Mark** TRADEMARK. SERVICE MARK**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE[TESS HOME](#)[NEW USER](#)[STRUCTURED](#)[FREE FORM](#)[BROWSE DICT](#)[SEARCH OG](#)[TOP](#)[HELP](#)[HOME](#) | [SITE INDEX](#) | [SEARCH](#) | [eBUSINESS](#) | [HELP](#) | [PRIVACY POLICY](#)



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# Beasts of the Wild

**Word Mark** BEASTS OF THE WILD

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game programs; Computer game software; Computer game software downloadable from a global computer network; Computer game software for personal computers and home video game consoles; Computer game software for use on mobile and cellular phones; Computer game software for use with personal computers, home video game consoles used with televisions and arcade-based video game consoles; Computer software and firmware for playing games of chance on any computerized platform, including dedicated gaming consoles, video based slot machines, reel based slot machines, and video lottery terminals; Downloadable computer game programs; Downloadable computer game software via a global computer network and wireless devices; Downloadable electronic game software for use on mobile devices; Downloadable software in the nature of a mobile application for enabling play of wagering games, casino games, and games of chance via slot machines; Electronic game software; Electronic game software for cellular telephones; Electronic game software for handheld electronic devices; Electronic game software for wireless devices; Game software; Interactive game software. FIRST USE: 20170202. FIRST USE IN COMMERCE: 20170202

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87449179

**Filing Date** May 15, 2017

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** September 12, 2017

**Registration Number** 5346388

**Registration** November 28, 2017

**Date**  
**Owner** (REGISTRANT) HUUUGE GLOBAL LIMITED LIMITED LIABILITY COMPANY CYPRUS Lordou Vyronos 61 Lumiel Building 4th fl Larnaca CYPRUS  
**Type of Mark** TRADEMARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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# Robots in the Wild

**Word Mark** ROBOTS IN THE WILD

**Goods and Services** IC 009. US 021 023 026 036 038. G & S: Computer game programmes downloadable via the Internet; Computer game software; Computer game software for personal computers and home video game consoles; Computer programs for video and computer games; Downloadable computer game programs; Downloadable computer game software via a global computer network and wireless devices; Video game software; Video and computer game programs; Interactive video game programs. FIRST USE: 20150201. FIRST USE IN COMMERCE: 20170215

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87371068

**Filing Date** March 14, 2017

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** August 15, 2017

**Registration Number** 5322678

**Registration Date** October 31, 2017

**Owner** (REGISTRANT) Heatbox Games, LLC LIMITED LIABILITY COMPANY MINNESOTA 3625 19th Ave S Minneapolis MINNESOTA 55407

**Attorney of Record** Maxwell Felsheim

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ROBOTS" APART FROM THE MARK AS SHOWN

**Type of Mark** TRADEMARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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