

## Summary of Trade Mark Application 1207185

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### Trade Mark Details:

Number: 1207185 Submission date: 6 April 2022  
International Filing date: 6 April 2022  
number:

Client reference: 1013354 JZA/kbr

Mark nature: Trade Mark  
Mark type: Word

Word: RIOT GAMES  
Images:

Marks in series: N/A

Use statement: The mark is being used or proposed to be used, by the applicant or with his/her consent, in relation to the goods/services

### Convention Priority Details (Priority date, country, application number):

### Specification of goods and/or services:

6: Award plaques of common metal; boxes of common metal; metal bins; metal identification bracelets not made of precious metal; metal rings; ornamental badges made primarily of metal; statues of common metal; metal figurines; pewter figurines; trophies of common metal; key rings; split rings of common metal for keys; trophies.

9: Application software for gaming and entertainment purposes; audio speakers; battery chargers; batteries; bicycle helmets; blank flash memory cards; blank USB flash drives; cameras; cases for mobile phones; central processing units (CPU) [computer hardware]; computer docking stations; computer hardware; computer mice; computer monitors; computers; computer game software; computer software for gathering, processing, monitoring, analyzing, managing and reporting information concerning usage and performance of software, applications, computer and video games, websites, virtual worlds and audio visual content; computer software for gathering, processing, analyzing, managing and reporting information concerning online, internet and web site activity; computer software for designing, developing, modifying and improving computer software, applications, computer and video games, websites and audio visual content; decorative magnets; digital materials, namely, non-fungible tokens (NFTs); digital media, namely, downloadable audio-visual media content in the fields of entertainment, music, video games, video game play, and video game competitions; digital media, namely downloadable media content in the fields of entertainment, music, music videos,

video games and video game play; digital media streaming devices; digital signage; downloadable computer game software; downloadable video game software; downloadable augmented reality game software; downloadable computer screen saver software; downloadable computer software for managing transactions using blockchain technology; downloadable computer software for trading, viewing and managing digital collectibles, namely, art, animation cells, images, photographs, trading cards, and videos; downloadable computer wallpaper software; downloadable digital media, namely, digital collectibles created with blockchain-based software technology; downloadable digital music; downloadable electronic publications, namely, comic books, graphic novels, magazines, manuals, and newsletters in the fields of entertainment and video games; downloadable motion picture films, television programs and other short form entertainment programs in the nature of animation, comedy, drama, e-sports, fantasy and science fiction; downloadable music files; downloadable podcasts in the field of entertainment, music, e-sports and video games; downloadable software for streaming audio-visual media content via the internet and to mobile devices; downloadable virtual goods; downloadable virtual goods, namely, computer software programs featuring in-game resources, tokens and virtual currency for use in video games and online virtual worlds; downloadable software for use in the field of virtual currency, namely, computer programs featuring in-game tokens and currency for use in online web and mobile video games; downloadable virtual reality game software; discs, tapes, cartridges, and CD-ROMs, all bearing computer games software or video games; electronic amusement apparatus, namely, electronic circuits recording programs for amusement apparatus for use with liquid crystal screens; ear buds; electronic docking stations; eyeglass cases; eyeglasses; games software; headphones; headsets for use with computers; in-car telephone handset cradles; interactive games software; interactive entertainment computer software for video games; interactive multimedia video game programs; lenses for smartphone cameras; magnetically encoded gift cards; mainframes; mobile phone battery chargers; mobile phone batteries; mobile phone signal boosters; mobile phones; monopods for handheld digital electronic devices, namely, cameras, mobile phones, tablet computers; mousepads; notebook computers; podcasts; pre-paid telephone calling cards, not magnetically encoded; prerecorded compact discs featuring music and motion picture soundtracks; prerecorded optical and magneto-optical discs featuring motion picture films, television programs and short form entertainment programs in the nature of animation, comedy, drama, e-sports, fantasy and science fiction; prerecorded video discs and DVDs featuring motion picture films, television programs and short form entertainment programs in the nature of animation, comedy, drama, e-sports, fantasy and science fiction; protective covers for mobile phones, tablets and laptops; rechargeable batteries; recorded augmented reality game software; recorded video game software; recorded virtual reality game software; screen protectors for mobile phones; secure digital memory cards; smartphones; smart watches; software for providing emoticons; speakers; streamable sound recordings; streamable videos; sunglass cases; sunglasses; tablet computers; telephones; video game cartridges; video game discs; video game software; virtual reality games software; wireless chargers; wireless network extenders.

14: Ankle bracelets; bangles; bracelets [jewelry]; body jewelry; charms for key chains or key rings; choker necklaces; clocks; cuff bracelets; cufflinks; ear clips; earrings; jewelry; jewelry boxes; jewelry charms; jewelry rolls; key chains; key rings; lapel pins [jewelry]; lockets; necklaces; nose rings; pendants; pet jewelry; pins being jewelry; rings being jewelry; slap bracelets; souvenir pressed coins; straps for watches; watches; medals; coins; collectible coins; commemorative coins; gold bullion coins; gold coins; non-monetary coins.

16: Annuals; art prints; art supplies; binders; blank journal books; bookmarks; books; cake boxes; calendars; catalogs featuring computer game merchandise; checkbook covers; coasters made of paper; comic books; crayons; decals; drawings; facial tissue; gift bags; gift boxes; gift wrapping paper; graphic novels; greeting cards; holiday cards; invitation cards; joss paper; magazines; murals; name badge holders; name badges; non-magnetically encoded gift cards; napkins; note cards; notepads;

notebooks; novels; paper banners; paper bags; paper flags; paper party decorations; paper pennants; paper placemats; paper tablecloths; passport holders; pens; pencils; pencil top ornaments; pen and pencil cases; photograph albums; postcards; posters; printed publications; prints; pictures; pre-paid telephone calling cards, not magnetically encoded; redeemable vouchers and pre-paid cards; scrapbook albums; school supplies; stationery; stickers; strategy guides for games; temporary tattoos; tissue paper; trading cards, other than for games; trivia cards; writing instruments; writing pads.

18: All-purpose carrying bags; athletic bags; backpacks; belt bags; book bags; briefcases; business card cases; carrying cases; coin purses; collars for animals; cosmetic bags sold empty; costumes for animals; crossbody bags; drawstring bags; duffel bags; fanny packs; handbags; key cases; kit bags; leashes for animals; luggage; luggage tags; messenger bags; parasols; pocketbooks; purses; sling bags; toiletry bags sold empty; tote bags; trunks being luggage; umbrellas; waist bags; wallet chains; wallets; wristlet bags.

21: All-purpose portable household containers; bento boxes; beverageware; bottle openers; bowls; cake toppers of ceramic; cake toppers of glass; cake toppers of porcelain; candle holders; chopstick holders; chopsticks; combs; compacts sold empty; containers for household use; cookie cutters; cookie jars; corkscrews; cosmetic brushes; cups; dinnerware; dishcloths; dishes; disposable chopsticks; drinking bottles for sports; drinking flasks; drinking glasses; electric toothbrushes; figurines of ceramic; figurines of glass; figurines of porcelain; foam drink holders [sleeves]; hairbrushes; ice buckets; kitchen mitts; kitchen utensil crocks; lunch boxes; mugs; paper cups; paper plates; piggy banks; pitchers; plates; potholders; salt and pepper shakers; sun catchers; thermal insulated bottles; thermal insulated containers for food; thermal insulated flasks; thermal insulated lunch boxes; tooth brushes; travel mugs; vacuum bottles; vinyl place mats; waste baskets; water bottles sold empty.

25: Articles of clothing; headgear; bandanas; belts [clothing]; baseball caps; beanies; boots; clothing; coats; costumes for use in role-playing games; dresses; footwear; gloves; Halloween costumes; hats; headwear; hooded sweatshirts; infant wear; jackets [clothing]; loungewear; neckwear; pants; pullovers; rainwear; sandals; scarves; shirts; shoes; shorts; skirts; sleepwear; slippers; socks; sweat pants; sweaters; sweatshirts; swimwear; t-shirts; tights; tops [clothing]; tracksuits; undergarments.

26: Belt buckles; buttons; cellular phone accessory charms; charms for shoes; decorative backpack charms; hair accessories, namely, bands, barrettes, bows, buckles, clips, elastics, pins, ribbons, scrunchies, ties; hair extensions; hair pieces and wigs; ornamental adhesive patches for jackets; ornamental novelty buttons; ornamental novelty pins; purse charms; pet collar accessories, namely charms; prize ribbons; shoelaces; zipper pulls.

28: Action figures and accessories therefor; bean bag dolls; bendable toys; board games; bobble head dolls; card games; chess games; Christmas tree ornaments [except confectionery and electric Christmas lights]; collectable toy figures; computer game consoles for recreational game playing; construction toys; costume masks; decorative wind socks [toys]; decorative wind spinners [toys]; dice games; dolls and accessories therefor; electronic action toys; electronic games apparatus; equipment sold as a unit for playing card games; electronic hand-held game units; fantasy character toys; games and playthings; gaming headsets adapted for use in playing video games; gaming keypads; gaming mice; jigsaw puzzles; musical toys; parlor games; piñatas; playing cards; plush toys; role playing games; tabletop games; toy figurines; toy vehicles; toy weapons; trading cards for games; video game machines.

30: Bakery goods; bread; bubble tea; cakes; candy; cereal-based snack food; chocolate; churros; coffee; coffee-based drinks; corn chips; cracker and cheese combinations; frozen confections; hamburger sandwiches; hot dog sandwiches; ice cream; instant noodles; macaroni and cheese; meat

pies; pizza; popped popcorn; pretzels; puffed corn snacks; puffed rice snacks; ramen noodles; sandwiches; sausage rolls; tea; tea-based beverages; tortilla chips.

32: Beer; beer-based cocktails; bottled drinking water; carbonated water; energy drinks; fruit-flavored beverages; fruit juice beverages; isotonic beverages; non-alcoholic beverages; nutrient-fortified vegetable-fruit energy drinks; soft drinks; sports drinks; vegetable-fruit juices; waters [beverages].

35: Online retail store services featuring apparel, books, collectibles, computer software, costumes, games, media, novelty items and toys; retail store services featuring apparel, books, collectibles, computer software, costumes, games, media, novelty items and toys; providing incentive and rewards programs to video game players; providing an online digital asset marketplace for buyers and sellers of crypto-tokens.

36: Blockchain-based payment verification services; debit card and credit card payment processing services; gift card transaction processing services; financial services, namely, tracking, tracing, and monitoring digital or crypto assets and creating tokens for digital or crypto assets; issuing credit cards and prepaid debit cards; financial services, namely, providing online, non-downloadable virtual in-game currency for use by members of an online community via a global computer network; cryptocurrency services, namely, providing a digital currency or digital token for use by members of an on-line community via a global computer network; cryptocurrency services, namely, a digital currency or digital token, incorporating cryptographic protocols, used to operate and build applications and blockchains on a decentralized computer platform and as a method of payment for goods and services; charitable fundraising services; organization of collections; organization of fund raising activities and events.

38: Audio broadcasting; broadcasting and streaming of audio-visual media content in the fields of entertainment, music, video games, video game play, and video game competitions via the internet; broadcasting and streaming of audio and video programs via the internet; podcasting and webcasting services; broadcasting services, namely, uploading, posting, showing, displaying, tagging, blogging, sharing or otherwise providing electronic media or information of the internet or other communications networks; streaming of data; streaming of audio, visual, and audiovisual material via the internet; telecommunications; telecommunication services, namely, transmission of podcasts; telecommunication services, namely, transmission of webcasts; transmission of written and digital communications; video broadcasting; video-on-demand transmission services; web streaming being the transmission of data, information and audio-visual data via the internet or other computer network; webcasting services; telecommunications services, namely, secure data transmission; communications by computer terminals; transmission of information by data transmission; transmission and receiving of information by satellite; transmission of messages, encoded images and sounds; providing access to a global computer network.

41: Amusement park services; augmented reality video production; cinema studios; cinema theaters; entertainment services; entertainment services in the nature of creation, development, distribution, production and post-production of motion picture films, television programs and multimedia entertainment content; entertainment services in the nature of ongoing television series and movies in the fields of action adventure, animation, anime, comedy, fantasy, musicals, science fiction, and sports; entertainment services in the nature of production and presentation of shows, tournaments, competitions and concerts; entertainment services, namely, arranging and conducting live computer and video game competitions and tournaments; providing non-downloadable audio and video presentations in the fields of computer and video game competitions and tournaments via a website; providing non-downloadable entertainment information about computer and video game competitions and tournaments via a website; entertainment services, namely, organizing fan meetings

and conferences in the fields of entertainment, gaming, video games and e-sports; entertainment services, namely, providing online, non-downloadable digital collectibles, namely, art, photographs, images, animation, and videos for use in digital environments for entertainment purposes; entertainment services, namely, providing electronic, computer and video games provided by means of the Internet; entertainment services, namely, providing non-downloadable motion picture films, television programs, esports events, special events, and multimedia entertainment content via a website; entertainment services provided by online streams; entertainment services, namely, providing podcasts in the fields of entertainment, e-sports, and video games; multimedia publishing of computer and video games and computer and video games software; organization of cosplay entertainment events; production and distribution of motion picture films and television shows; providing non-downloadable motion picture films, television shows, esports events, special events, and multimedia entertainment content via a video-on-demand transmission service; providing non-downloadable online augmented reality games; providing non-downloadable online entertainment information; providing non-downloadable online information about video games and esports; providing non-downloadable online comic books, short stories, and graphic novels; providing online non-downloadable video clips and other multimedia digital content; providing non-downloadable online virtual reality games; provision of cinema facilities; provision of internet based games; sound recordings provided by online streams; video recordings provided by online streams; virtual reality video production; website featuring non-downloadable television shows, movies, and multimedia entertainment content; entertainment; entertainment services, namely, providing interactive multiplayer game services for games played over computer networks and global communications networks; providing video games and computer games that can be downloaded, accessed and played via computer networks and global communications networks; publishing of multimedia.

42: Computer services, namely, creating an online community for registered users to participate in discussions, get feedback from their peers, form virtual communities, and engage in social networking; providing technology that enables users to create, upload, and share user-generated videos based on computer game play via a website; providing technology that enables users to manage video game software online via a website; providing temporary use of online non-downloadable software and applications for instant messaging, sharing files, and electronically sending and receiving voice, audio, video, text, images, graphics, and data; provision of an online, non-downloadable computer program namely in-game virtual currency, tokens and currency, for use in online web and mobile video games; software as a service (SAAS) and platform as a service (PAAS) namely software for trading, viewing and managing digital art, crypto-collectibles, non-fungible tokens and other application tokens; software as a service (SAAS) services namely software for instant messaging, sharing files, and electronically sending and receiving voice, audio, video, text, images, graphics, and data; design, development and implementation of software in the field of blockchains.

#### Applicant details:

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Application details:

Description:

Transliterations:

Translations:

\*\*\* END OF SUMMARY \*\*\*