

Jason M. Drangel (JD 7204)
jdrangel@ipcounselors.com
Ashly E. Sands (AS 7715)
asands@ipcounselors.com
Danielle S. Futterman (DY 4228)
dfutterman@ipcounselors.com
Gabriela N. Nastasi
gnastasi@ipcounselors.com
Melissa J. Levine
mlevine@ipcounselors.com
EPSTEIN DRANGEL LLP
60 East 42nd Street, Suite 1250
New York, NY 10165
Telephone: (212) 292-5390
Facsimile: (212) 292-5391
Attorneys for Plaintiff
Supercell Oy

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF NEW YORK

SUPERCCELL OY,

Plaintiff

v.

WWW.CLASHOFCLANSMERCH.COM,

Defendant

CIVIL ACTION NO. ____

COMPLAINT

Jury Trial Requested

FILED UNDER SEAL

GLOSSARY

Term	Definition
Plaintiff or Supercell	Supercell Oy
Defendant	www.clashofclansmerch.com
Cloudflare	Cloudflare, Inc., with an address of 101 Townsend Street, San Francisco, California 94107, and any and all affiliated companies, which operate a cloud-based web infrastructure platform, available at www.cloudflare.com, that enables capabilities to host static websites on a content delivery network
NameCheap	NameCheap, Inc., with an address of 600 E Washington St Ste 305, Phoenix, Arizona, 85034, and any and all affiliated companies, which operate an ICANN accredited domain name registrar and web hosting company, available at www.namecheap.com, that allows consumers to register domain names and create websites
Epstein Drangel	Epstein Drangel LLP, counsel for Plaintiff
New York Address	244 Madison Ave, Suite 411, New York, NY 10016
Complaint	Plaintiff's Complaint
Application	Plaintiff's <i>ex parte</i> application for: 1) a temporary restraining order; 2) an order restraining Defendant's Website (as defined <i>infra</i>) and Defendant's Assets (as defined <i>infra</i>) with the Financial Institutions (as defined <i>infra</i>); 3) an order to show cause why a preliminary injunction should not issue; 4) an order authorizing bifurcated and alternative service; and 5) an order authorizing expedited discovery
Ignatius Dec.	Declaration of Markku Ignatius in Support of Plaintiff's Application
Levine Dec.	Declaration of Melissa J. Levine in Support of Plaintiff's Application
Supercell Mark	The mark covered by the U.S. Trademark Registration No. 4,911,561 for "SUPERCCELL" for goods and services in classes 9, 16, 18, 20, 21, 25, 26 and 28
Supercell Brand	The leading global game development company known for its design and development of engaging multiplayer and social games, including, but not limited to: Brawl Stars, Clash of Clans, Hay Day, Boom Beach and Clash Royale
Clash of Clans Game	A mobile game where users, nicknamed "Barbarians," can customize villages, build armies and crush opponents, while simultaneously finding community through other players
Clash of Clans Marks	The marks covered by the U.S. Trademark Registration

	Nos. listed in Exhibit B to the Complaint
Clash of Clans Works	The works covered by the U.S. Copyright registrations listed in Exhibit C to the Complaint
Clash of Clans IP	Clash of Clans Marks and Clash of Clans Works
Clash of Clans Products	A variety of products featuring characters from the Clash of Clans Game using and/or sold in connection with the Clash of Clans Marks, including, but not limited to, apparel, keychains, stationery, accessories, backpacks, and plush toys
Brawl Stars Game	A multiplayer game that allows users to pick characters with special abilities, called “Brawlers,” to battle against other players using a combination of strategy and teamwork
Brawl Stars Marks	The marks covered by the U.S. Trademark Registrations listed in Exhibit D to the Complaint
Brawl Stars Works	The works covered by the U.S. Copyright registrations listed in Exhibit E to the Complaint
Brawl Stars IP	Brawl Stars Marks and Brawl Stars Works
Brawl Stars Products	A variety of products featuring characters from the Brawl Stars Game using and/or sold in connection with the Brawl Stars Marks, including, but not limited to, apparel, keychains, stationery, accessories, backpacks, and plush toys
Supercell IP	The Supercell Mark, Clash of Clans IP and Brawl Stars IP
Counterfeit Products	Products bearing or used in connection with the Supercell IP and/or products in packaging and/or containing labels and/or hang tags bearing the Supercell IP, and/or bearing or used in connection with marks and/or artwork that are confusingly or substantially similar to the Supercell IP and/or products that are identical or confusingly or substantially similar to the Clash of Clans Products and/or Brawl Stars Products
Defendant’s Website	Any and all fully interactive website held by or associated with Defendant, its respective officers, employees, agents, servants and all persons in active concert or participation with any of them, that it operates to communicate with consumers regarding its Counterfeit Products and/or through which consumers purchase Counterfeit Products for delivery in the U.S., including, without limitation, Defendant’s website located at www.clashofclansmerch.com along with the domain name associated therewith
Infringing Domain Name	www.clashofclansmerch.com
Defendant’s Assets	Any and all money, securities or other property or assets of Defendant (whether said assets are located in the U.S.

	or abroad)
Defendant's Financial Accounts	Any and all financial accounts associated with or utilized by Defendant or Defendant's Website (whether said accounts are located in the U.S. or abroad)
Financial Institutions	PayPal Inc. ("PayPal"), Payoneer Inc. ("Payoneer"), PingPong Global Solutions, Inc. ("PingPong"), American Express Company ("American Express"), Mastercard Inc. ("Mastercard"), Apple Inc. payment services (e.g. Apple Pay) and Visa Inc. ("Visa")
Third Party Service Providers	Any third party providing services in connection with Defendant's Counterfeit Products and and/or Defendant's Website, including, without limitation, Internet Service Providers ("ISP"), back-end service providers, web designers, merchant account providers, any providing shipping and/or fulfillment services, website hosts, such as Cloudflare, Inc. ("Cloudflare"), domain name registrars, such as NameCheap, Inc. ("NameCheap") and domain name registries

Plaintiff by and through its undersigned counsel, alleges as follows:¹

NATURE OF THE ACTION

1. This action involves claims for trademark infringement of Plaintiff's federally registered trademarks in violation of § 32 of the Federal Trademark (Lanham) Act, 15 U.S.C. §§ 1051 *et seq.*; counterfeiting of Plaintiff's federally registered trademarks in violation of 15 U.S.C. §§ 1114(1)(a)-(b), 1116(d) and 1117(b)-(c); false designation of origin, passing off and unfair competition in violation of Section 43(a) of the Trademark Act of 1946, as amended (15 U.S.C. §1125(a)); copyright infringement of Plaintiff's federally registered copyrights in violation of the Copyright Act of 1976, 17 U.S.C. §§ 101 *et seq.*; cybersquatting in violation of the Anticybersquatting Consumer Protection Act, 15 U.S.C. § 1125(d)(1) and related state and common law claims, arising from the infringement of the Supercell IP, including, without limitation, by manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale and/or selling unlicensed, counterfeit and infringing versions of Plaintiff's Clash of Clans Products and/or Brawl Stars Products on Defendant's Website.

JURISDICTION AND VENUE

2. This Court has federal subject matter jurisdiction over the claims asserted in this Action pursuant to 28 U.S.C. §§ 1331 and 1338(a), as well as pursuant to 15 U.S.C. § 1121 as an action arising out of violations of the Lanham Act, 15 U.S.C. §§ 1051 *et seq.* and the Copyright Act, 17 U.S.C. §§ 101 *et seq.*; pursuant to 28 U.S.C. §1338(b) as an action arising out of claims for false designation of origin and unfair competition and pursuant to 28 U.S.C. § 1332, as there is diversity between the parties and the matter in controversy exceeds, exclusive of interests and

¹ Where a defined term is referenced herein but not defined, it should be understood as it is defined in the Glossary.

costs, the sum of seventy-five thousand dollars. This Court has supplemental jurisdiction pursuant to 28 U.S.C. §§1367(a), as the claims asserted thereunder are so closely related to the federal claims brought in this Action as to form part of the same case or controversy.

3. Personal jurisdiction exists over Defendant in New York pursuant to N.Y.C.P.L.R. § 302(a)(1) and N.Y.C.P.L.R. § 302(a)(3), or in the alternative, Federal Rule of Civil Procedure 4(k), because, upon information and belief, Defendant regularly conducts, transacts and/or solicits business in New York, and/or derives substantial revenue from its business transactions in New York and/or otherwise avail itself of the privileges and protections of the laws of the State of New York such that this Court's assertion of jurisdiction over Defendant does not offend traditional notions of fair play and due process, and/or Defendant's illegal counterfeiting and infringing actions caused injury to Plaintiff in New York such that Defendant should reasonably expect such actions to have consequences in New York, for example:

a. Upon information and belief, Defendant was and/or is systematically directing and/or targeting its business activities at consumers in the U.S., including New York, through Defendant's Website through which consumers in the U.S., including New York, can place orders for, receive invoices for, and purchase Counterfeit Products for delivery in the U.S., including New York, as a means of establishing regular business with the U.S., including New York.

b. Upon information and belief, Defendant is a sophisticated seller, operating a commercial business through Defendant's Website, offering for sale and/or selling Counterfeit Products to consumers worldwide, including to consumers in the U.S., and specifically in New York.

c. Upon information and belief, Defendant accepts payment in U.S. Dollars

and offers shipping to the U.S., including to New York and specifically to the New York Address.

d. Upon information and belief, Defendant has transacted business with consumers located in the U.S., including New York, for the sale and shipment of Counterfeit Products.

e. Upon information and belief, Defendant is aware of Plaintiff, its Clash of Clans Products, Brawl Stars Products and Supercell IP, and is aware that its illegal counterfeiting and infringing actions alleged herein are likely to cause injury to Plaintiff in the U.S. and specifically, in New York.

4. Venue is proper, *inter alia*, pursuant to 28 U.S.C. § 1391 because, upon information and belief, Defendant's conduct, transact and/or solicit business in this judicial district, are subject to personal jurisdiction in this judicial district, a substantial part of the events or omissions giving rise to the asserted counts occurred in this judicial district, and/or harm to Plaintiff has occurred in this judicial district.

THE PARTIES

5. Plaintiff is a private limited company organized and existing under the laws of Finland with an address of Jätkäsaarenlaituri 1, FI-00180, Helsinki, Finland.

6. Upon information and belief, Defendant www.clashofclansmerch.com is a Chinese entity, whose precise address is presently unknown, that owns and/or operates Defendant's Website available at www.clashofclansmerch.com.

GENERAL ALLEGATIONS

Plaintiff and Its Well-Known Supercell Brand

7. Supercell is a leading global game development company that designs and develops engaging multiplayer and social games, including, but not limited to: Brawl Stars, Clash

of Clans, Hay Day, Boom Beach and Clash Royale (“Supercell Brand”).

8. Founded in 2010, Supercell is known for creating unique and high-quality games that are all free to download.² Two of Supercell’s most popular games are Clash of Clans and Brawl Stars, which allow players to build community and engage with other players.³ Due to Supercell’s commitment to innovative games, it has developed a large and loyal following.⁴

9. Despite the ultra-competitive landscape, in 2020, Supercell remained “among the top 10 most successful publishers on the iPhone and Android app stores.”⁵

10. While Supercell has gained significant common law trademark and other rights in its Supercell Brand through use, advertising, and promotion, Supercell has also protected its valuable trademark rights to the Supercell Brand by filing for and obtaining a federal trademark registration.

11. For example, Supercell is the owner the U.S. Trademark Registration No. 4,911,561 for “SUPERCCELL” for goods and services in classes 9, 16, 18, 20, 21, 25, 26 and 28. A true and correct copy of the registration for the Supercell Mark is attached hereto as **Exhibit A** and incorporated herein by reference.

12. The Supercell Mark was first used in commerce on or before the date of first use as reflected in the registration attached hereto as **Exhibit A**.

13. Supercell has spent substantial time, money, and effort building up and developing consumer recognition, awareness and goodwill in its Supercell Brand.

14. Additionally, Plaintiff owes a substantial amount of the success of the Supercell

² Aparna Sahu, *The Success Story of Supercell: Innovating Mobile Gaming with Quality and Community Engagement*, THE ENTREPRENEUR STORY (May 7, 2024), <https://theentrepreneurstory.com/business/the-success-story-of-supercell-innovating-mobile-gaming-with-quality-and-community-engagement/>

³ *Id.*

⁴ *Id.*

⁵ Tim Bradshaw, *Supercell profits slide again despite mobile gaming boom*, THE FINANCIAL TIMES (Feb. 16, 2021), <https://www.ft.com/content/aa0c5b43-e2c5-48ea-9fc3-843ef0d053c0>.

Brand to its consumers and word-of-mouth buzz that its consumers have generated.

15. Plaintiff's efforts and the word-of-mouth buzz generated by its consumers, the Supercell Mark and Supercell Brand have become prominently placed in the minds of the public. Members of the public have become familiar with the Supercell Mark and Supercell Brand and have come to associate them exclusively with Plaintiff. Plaintiff has acquired a valuable reputation and goodwill among the public as a result of such associations.

16. Plaintiff has gone through great lengths to protect its interests in the Supercell Mark and Supercell Brand. No one other than Plaintiff and its Authorized Licensees (defined *infra*) are authorized to manufacture, import, export, advertise, offer for sale or sell any goods utilizing the Supercell Mark and Supercell Brand without the express permission of Plaintiff.

Plaintiff and Its Well-Known Clash of Clans Products

17. Plaintiff is the owner of the intellectual property assets for one of Supercell's most popular games, Clash of Clans – a mobile game where users, nicknamed "Barbarians," can customize villages, build armies and crush opponents, while simultaneously finding community through other players.

18. Released in 2012, Clash of Clans' popularity has only grown, making it one of the highest grossing games in the United States.⁶ In 2024 alone, it has grossed \$355 million in revenue.⁷ Additionally, it has surpassed 500 million downloads on IOS and Android, and as of 2023, has 65 million active players.⁸

19. In addition to developing the Clash of Clans Game, Supercell has created several key strategic partnerships with numerous licensees ("Authorized Licensees") as part of its

⁶ David Curry, *Clash of Clans Revenue And Usage Statistics (2025)*, BUSINESS OF APPS (Jan, 22, 2025), <https://www.businessofapps.com/data/clash-of-clans-statistics/>

⁷ *Id.*

⁸ *Id.*

extensive global licensing program for consumer merchandise, including a variety of products featuring its characters and using and/or sold in connection with Supercell's federally registered trademarks, which include innovative product lines across multiple consumer product categories.

20. While Supercell has gained significant common law trademark and other rights in its Clash of Clans Products through use, advertising, and promotion, Supercell has also protected its valuable trademark rights to the Clash of Clans Games and Clash of Clans Products by filing for and obtaining federal trademark registrations.

21. For example, Supercell is the owner of the Clash of Clans Marks, which are listed in **Exhibit B**. True and correct copies of the registrations for the Clash of Clans Marks are also attached hereto as part of Exhibit B and incorporated herein by reference.

22. The Clash of Clans Marks were first used in commerce on or before the dates of first use as reflected in the registrations attached hereto as **Exhibit B**.

23. In addition, Supercell is also the owner of registered copyrights in and related to the Clash of Clans Products.

24. For example, Supercell owns the Clash of Clans Works, and the U.S. copyright registrations covering the same, which are listed in **Exhibit C**. True and correct copies of the U.S. copyright registrations for the Clash of Clans Works are included in **Exhibit C** and incorporated herein by reference.

25. Supercell has spent substantial time, money, and effort building up and developing consumer recognition, awareness and goodwill in its Clash of Clans Products.

26. Supercell's success is also due to its use of the highest quality materials and processes in making the Clash of Clans Products.

27. Additionally, Plaintiff owes a substantial amount of the success of the Clash of

Clans Products to its consumers and word-of-mouth buzz that its consumers have generated.

28. Plaintiff's efforts, the quality of its Clash of Clans Game and Clash of Clans Products and the word-of-mouth buzz generated by its consumers, the Clash of Clans Marks, Clash of Clans Works and Clash of Clans Products have become prominently placed in the minds of the public. Members of the public have become familiar with the Clash of Clans Marks, Clash of Clans Works and Clash of Clans Products and have come to associate them exclusively with Plaintiff. Plaintiff has acquired a valuable reputation and goodwill among the public as a result of such associations.

29. Plaintiff has gone through great lengths to protect its interests in the Clash of Clans Marks, Clash of Clans Works and Clash of Clans Products. No one other than Plaintiff and its Authorized Licensees are authorized to manufacture, import, export, advertise, offer for sale or sell any goods utilizing the Clash of Clans Marks and Clash of Clans Works without the express permission of Plaintiff.

Plaintiff and Its Well-Known Brawl Stars Products

30. Supercell also owns all intellectual property rights in and to its popular game, Brawl Stars – a multiplayer game that allows users to pick characters with special abilities, called “Brawlers,” to battle against other players using a combination of strategy and teamwork.

31. Released in 2018, Brawl Stars generated 30.8 million downloads during its first month of release⁹ and became Supercell's second highest grossing game across its game portfolio in 2020, accumulating around \$526 million.¹⁰ Currently, consumers are still downloading Brawl Stars, with 6.48 million downloads worldwide in December 2024.¹¹

⁹J. Clement, *Number of Brawl Stars app downloads worldwide from December 2018 to December 2024*, STATISTA (Jan. 10, 2025), <https://www.statista.com/statistics/1358813/global-brawl-stars-downloads/>.

¹⁰ Craig Chappie, *Supercell Celebrates Another Unicorn as Brawl Stars Passes \$1 Billion*, SENORTOWER (Jan., 2021), <https://sensortower.com/blog/brawl-stars-revenue-one-billion>.

¹¹ J. Clement, *Number of Brawl Stars app downloads worldwide from December 2018 to December 2024*, STATISTA

32. In addition to developing the Brawl Stars Game, Supercell has created several key strategic partnerships with numerous Authorized Licensees as part of its extensive global licensing program for consumer merchandise, including a variety of products featuring its characters and using and/or sold in connection with Supercell's federally registered trademarks, which include innovative product lines across multiple consumer product categories.

33. While Supercell has gained significant common law trademark and other rights in its Brawl Stars Products through use, advertising, and promotion, Supercell has also protected its valuable trademark rights to the Brawl Stars Games and Brawl Stars Products by filing for and obtaining federal trademark registrations.

34. For example, Supercell is the owner of the Brawl Stars Marks, which are listed in **Exhibit D**. True and correct copies of the Brawl Stars Registrations are also attached hereto as part of **Exhibit D** and incorporated herein by reference.

35. The Brawl Stars Marks were first used in commerce on or before the dates of first use as reflected in the registrations attached hereto as **Exhibit D**.

36. In addition, Supercell is also the owner of registered copyrights in and related to the Brawl Stars Products.

37. For example, Supercell owns the Brawl Stars Works, and the U.S. copyright registrations covering the same, which are listed in **Exhibit E**. True and correct copies of the U.S. copyright registrations for the Brawl Stars Works are also included as part of **Exhibit E** and incorporated herein by reference.

38. Supercell has spent substantial time, money, and effort building up and developing consumer recognition, awareness and goodwill in its Brawl Stars Products.

(Jan. 10, 2025), <https://www.statista.com/statistics/1358813/global-brawl-stars-downloads/>.

39. Supercell's success is also due to its use of the highest quality materials and processes in making the Brawl Stars Products.

40. Additionally, Plaintiff owes a substantial amount of the success of the Brawl Stars Products to its consumers and word-of-mouth buzz that its consumers have generated.

41. Plaintiff's efforts, the quality of its Brawl Stars Game and Brawl Stars Products and the word-of-mouth buzz generated by its consumers, the Brawl Stars Marks, Brawl Stars Works and Brawl Stars Products have become prominently placed in the minds of the public. Members of the public have become familiar with the Brawl Stars Marks, Brawl Stars Works and Brawl Stars Products and have come to associate them exclusively with Plaintiff. Plaintiff has acquired a valuable reputation and goodwill among the public as a result of such associations.

42. Plaintiff has gone through great lengths to protect its interests in the Brawl Stars Marks, Brawl Stars Works and Brawl Stars Products. No one other than Plaintiff and its Authorized Licensees are authorized to manufacture, import, export, advertise, offer for sale or sell any goods utilizing the Brawl Stars Marks and Brawl Stars Works without the express permission of Plaintiff.

Defendant's Wrongful and Infringing Conduct

43. Particularly in light of Plaintiff's success with its Supercell Brand, Clash of Clans Products and Brawl Stars Products, as well as the reputation they have gained, Plaintiff and its Supercell Brand, Clash of Clans Products and Brawl Stars Products have become targets for unscrupulous individuals and entities who wish to capitalize on the goodwill, reputation and fame that Plaintiff has amassed in its Supercell Brand, Clash of Clans Products, Brawl Stars Products and Supercell IP and Plaintiff investigates and enforces against such activities.

44. Through Plaintiff's investigative and enforcement efforts, Plaintiff learned of Defendant's actions which vary and include, but are not limited to: 1) manufacturing, importing,

exporting, advertising, marketing, promoting, distributing, displaying, offering for sale, and/or selling Counterfeit Products bearing or used in connection with one or more of the Supercell IP, and/or in packaging and/or containing labels and/or hang tags bearing the one or more of the Supercell IP, and/or bearing or used in connection with marks and/or artwork that are confusingly or substantially similar to one or more of the Supercell IP, and/or that are identical or confusingly or substantially similar to the Clash of Clans Products and/or Brawl Stars Products to U.S. consumers, including those located in the State of New York, through Defendant's Website; and/or 2) using one or more of the Supercell IP and/or reproducing, displaying and/or distributing one or more of the Supercell IP, or marks or works are confusingly or substantially similar thereto, on Defendant's Website. True and correct screenshots of Defendant's Website and examples of Defendant's listings for Counterfeit Products are attached hereto as **Exhibit F** and incorporated herein by reference.

45. Through Defendant's Website – which indicates prices in U.S. dollars, and accepts payment via PayPal, debit card or credit card – Defendant offers for sale and/or sells consumer products, including Counterfeit Products, and targets and ships the same to customers located in the U.S., including New York, and throughout the world.

46. Defendant's Counterfeit Products listed on Defendant's Website are nearly identical to characters and images featured in Plaintiff's Clash of Clans Game and/or Brawl Stars Game, only with minor variations that no ordinary consumer would recognize.

47. For example, Defendant's Website titles the below Counterfeit Product as "Bowler in Absolutely Barbaric **Clash of Clans** Sweatshirt" (emphasis added), there is no question that Defendant's Counterfeit Product is designed to confuse and mislead consumers into believing that they are purchasing one of Plaintiff's Clash of Clans Products or that Defendant's Counterfeit

Products are otherwise approved by or sourced from Plaintiff, thereby trading off the goodwill and reputation of Plaintiff by engaging in the unauthorized use of one or more of the Clash of Clans Marks and Clash of Clans Works. Additionally, many of the Counterfeit Products on Defendant’s Website bear the same character names as the Clash of Clans Products. Plaintiff has copyrighted the below character under U.S. Copyright Reg. No. VA 1-871-560, covering “**Barbarian**” (emphasis added).

<u>Image from Plaintiff’s Clash of Clans Game</u>	<u>Image of Counterfeit Product on Defendant Website</u>
	

See also, Exhibit B, Exhibit C and Exhibit F.

48. As another example, Defendant’s Website titles the below Counterfeit Product as “**Supercell Leon Spike** Cotton Pillow Dolls Game Characters Game Peripheral Plush Toy,” there is no question that Defendant’s Counterfeit Product is designed to confuse and mislead consumers into believing that they are purchasing one of Plaintiff’s Brawl Stars Products or that Defendant’s Counterfeit Products are otherwise approved by or sourced from Plaintiff, thereby trading off the goodwill and reputation of Plaintiff by engaging in the unauthorized use of the Supercell Mark

and one or more of the Brawl Stars Works. Additionally, many of the Counterfeit Products on Defendant’s Website bear the same character names as the Brawl Stars Products. Plaintiff has copyrighted the below characters under U.S. Copyright Reg. Nos.: VA 2-167-124, covering “**SPIKE** fig” (emphasis added); VA 2-168-286 covering “**LEON** fig” (emphasis added); VA 2-168-640 cover “**EL PRIMO** fig”; VA 2-166-527 covering “**COLT** fig”; VA 2-167-073 covering “**CROW** fig”; VA 2-168-283 covering “**POCO** fig”; and VA 2-166-525 covering “**SHELLY** fig.”

<u>Image from Plaintiff’s Clash of Clans Game</u>	<u>Image of Counterfeit Product on Defendant Website</u> <u>www.clashofclansmerch.com</u>
	

*See also, **Exhibit A**, **Exhibit D** and **Exhibit F**.*

49. Examples of images of Counterfeit Products from Defendant’s Website are attached hereto as **Exhibit E** and incorporated by reference.

50. In order to further investigate Defendant’s infringing and illegal activities, Epstein Drangel purchased Counterfeit Products from Defendant’s Website, and specified the New York Address as the shipping address. True and correct copies of Epstein Drangel’s order confirmations and receipts for its test purchases, evidencing that these transactions were in U.S. dollars, and that Defendant agreed to ship Counterfeit Products to New York, are attached hereto as part of **Exhibit E** and incorporated herein by reference.

51. Defendant is not, and has never been, authorized by Plaintiff or any of its Authorized Licensees to copy, manufacture, import, export, advertise, distribute, offer for sale or sell the Clash of Clans Products and/or Brawl Star Products or to use the Supercell IP, or any marks or works that are confusingly or substantially similar to any of the Supercell IP.

52. By its actions, as outlined herein, Defendant has violated Plaintiff's exclusive rights in the Supercell IP, and has used marks that are confusingly or substantially similar to, identical to and/or constitute counterfeiting and/or infringement of one or more of the Supercell IP in order to confuse consumers into believing that Defendant's Website is associated with Plaintiff and/or Defendant's Counterfeit Products are Plaintiff's Clash of Clans Products and/or Brawl Stars Products and aid in the promotion and sales of Defendant's Counterfeit Products.

53. By these dealings in Counterfeit Products (including, without limitation, copying, manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale and/or selling Counterfeit Products), Defendant violated Plaintiff's exclusive rights in the Supercell IP, and have used marks and/or artwork that are confusingly similar to, identical to, substantially similar to and/or constitute counterfeiting and/or infringement of one or more of the Supercell IP in order to confuse consumers into believing that such Counterfeit Products are the Clash of Clans Products and/or Brawl Stars Products and aid in the promotion and sales of their Counterfeit Products. Defendant's conduct began long after Plaintiff's adoption and use of the Supercell IP, after Plaintiff obtained federal registrations in the Supercell IP, as alleged above, and after Plaintiff's Supercell Brand, Clash of Clans Game, Clash of Clans Products, Brawl Stars Game and Brawl Stars Products became well-known to the purchasing public.

54. Prior to and contemporaneous with its counterfeiting and infringing actions alleged

herein, Defendant had knowledge of Plaintiff's ownership of the Supercell IP, of the fame and incalculable goodwill associated therewith and of the popularity and success of the Supercell Brand, Clash of Clans Products and Brawl Stars Products, and in bad faith adopted the Supercell IP.

55. Defendant has been engaging in the illegal counterfeiting and infringing actions, as alleged herein, knowingly and intentionally, or with reckless disregard or willful blindness to Plaintiff's rights, or in bad faith, for the purpose of trading on the goodwill and reputation of Plaintiff, the Supercell Brand, Clash of Clans Products, Brawl Stars Products, Supercell IP.

56. Defendant's dealings in Counterfeit Products, as alleged herein, has caused, and will continue to cause confusion, mistake, economic loss, and has, and will continue to deceive consumers, the public and the trade with respect to the source or origin of Defendant's Counterfeit Products, thereby causing consumers to erroneously believe that such Counterfeit Products are licensed by or otherwise associated with Plaintiff, thereby damaging Plaintiff.

57. By engaging in these actions, Defendant has, among other things, willfully and in bad faith committed the following, all of which have and will continue to cause irreparable harm to Plaintiff: infringed and counterfeited one or more of the Supercell IP, committed unfair competition and unfairly and unjustly profited from such activities at Plaintiff's expense.

58. Unless enjoined, Defendant will continue to cause irreparable harm to Plaintiff.

CAUSES OF ACTION

FIRST CAUSE OF ACTION

(Trademark Counterfeiting)

[15 U.S.C. § 1114(1)(b)/Lanham Act § 32; 15 U.S.C. § 1116(d)/Lanham Act § 34; 15 U.S.C. § 1117(b)-(c)/Lanham Act § 35]

59. Plaintiff repleads and incorporates by reference each and every allegation set forth in the preceding paragraphs as if fully set forth herein.

60. Plaintiff is the exclusive owner of all rights and title to the Supercell Mark, Clash

of Clans Marks and Brawl Stars Marks.

61. Plaintiff has continuously used the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks in interstate commerce since on or before the dates of first use as reflected in the registration certificates attached hereto as **Exhibit A, B and D**.

62. Without Plaintiff's authorization or consent, with knowledge of Plaintiff's well-known and prior rights in its Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and with knowledge that Defendant's Counterfeit Products bear counterfeit marks, Defendant intentionally reproduced, copied and/or colorably imitated the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and/or used spurious designations that are identical with, or indistinguishable from, the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks on or in connection with the manufacturing, import, export, advertising, marketing, promotion, distribution, display, offering for sale and/or sale of Counterfeit Products.

63. Defendant has manufactured, imported, exported, advertised, marketed, promoted, distributed, displayed, offered for sale and/or sold their Counterfeit Products to the purchasing public in direct competition with Plaintiff, in or affecting interstate commerce, and/or have acted with reckless disregard of Plaintiff's rights in and to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks through its participation in such activities.

64. Defendant has applied its reproductions, counterfeits, copies and colorable imitations of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks to packaging, point-of-purchase materials, promotions and/or advertisements intended to be used in commerce upon, or in connection with the manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale and/or selling of Defendant's Counterfeit Products, which is likely to cause confusion, mistake, and deception among the general purchasing

public as to the origin of the Counterfeit Products, and is likely to deceive consumers, the public and the trade into believing that the Counterfeit Products sold by Defendant originate from, are associated with or are otherwise authorized by Plaintiff, thereby making substantial profits and gains to which they are not entitled in law or equity.

65. Defendant's unauthorized use of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks on or in connection with the Counterfeit Products was done with notice and full knowledge that such use was not authorized or licensed by Plaintiff or its authorized agents and with deliberate intent to unfairly benefit from the incalculable goodwill inherent in the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

66. Defendant's actions constitute willful counterfeiting of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks in violation of 15 U.S.C. §§ 1114(1)(a)-(b), 1116(d) and 1117(b)-(c).

67. As a direct and proximate result of Defendant's illegal actions alleged herein, Defendant has caused substantial monetary loss and irreparable injury and damage to Plaintiff, its business, its reputation and its valuable rights in and to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and the goodwill associated therewith, in an amount as yet unknown, but to be determined at trial, for which Plaintiff has no adequate remedy at law, and unless immediately enjoined, Defendant will continue to cause such substantial and irreparable injury, loss and damage to Plaintiff and its valuable Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

68. Based on Defendant's actions as alleged herein, Plaintiff is entitled to injunctive relief, damages for the irreparable harm that Plaintiff has sustained, and will sustain, as a result of Defendant's unlawful and infringing actions, as alleged herein, and all gains, profits and

advantages obtained by Defendant as a result thereof, enhanced discretionary damages, treble damages and/or statutory damages of up to \$2,000,000 per counterfeit mark per type of goods sold, offered for sale or distributed and reasonable attorneys' fees and costs.

SECOND CAUSE OF ACTION

(Infringement of Registered Trademarks) [115 U.S.C. § 1114/Lanham Act § 32(a)]

69. Plaintiff repleads and incorporates by reference each and every allegation set forth in the preceding paragraphs as if fully set forth herein.

70. Plaintiff has continuously used the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks in interstate commerce since on or before the dates of first use as reflected in the registration certificates attached hereto as **Exhibit A, B and D**.

71. Plaintiff, as owner of all rights, title and interest in and to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks, has standing to maintain an action for trademark infringement under 15 U.S.C. § 1114.

72. Defendant was, at the time it engaged in its actions as alleged herein, actually aware that Plaintiff is the owner of the federal trademark registrations for the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

73. Defendant did not seek and thus inherently failed to obtain consent or authorization from Plaintiff, as the registered trademark owner of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks, to deal in and commercially manufacture, import, export, advertise, market, promote, distribute, display, retail, offer for sale and/or sell the Clash of Clans Products and Brawl Stars Products and/or related products bearing Supercell Mark, Clash of Clans Marks and Brawl Stars Marks into the stream of commerce.

74. Defendant knowingly and intentionally manufactured, imported, exported, advertised, marketed, promoted, distributed, displayed, offered for sale and/or sold Counterfeit

Products, bearing and/or utilizing marks that are reproductions, counterfeits, copies and/or colorable imitations of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and/or which are identical or confusingly similar to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

75. Defendant knowingly and intentionally reproduced, copied and colorably imitated the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and applied such reproductions, copies or colorable imitations to packaging, wrappers, receptacles, online listings and/or advertisements used in commerce upon, or in connection with the manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale and/or sale of Defendant's Counterfeit Products.

76. Defendant was, at the time it engaged in its illegal and infringing actions as alleged herein, actually aware that Plaintiff is the owner of all rights in and to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

77. Defendant's egregious and intentional use of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks in commerce on or in connection with Defendant's Counterfeit Products has caused, and is likely to continue to cause, actual confusion and mistake, and has deceived, and is likely to continue to deceive, the general purchasing public as to the source or origin of the Counterfeit Products, and is likely to deceive the public into believing that Defendant's Counterfeit Products are Plaintiff's Clash of Clans Products and Brawl Stars Products or are otherwise associated with, or authorized by, Plaintiff.

78. Defendant's actions have been deliberate and committed with knowledge of Plaintiff's rights and goodwill in the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks, as well as with bad faith and the intent to cause confusion, mistake and deception.

79. Defendant's continued, knowing, and intentional use of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks without Plaintiff's consent or authorization constitutes intentional infringement of Plaintiff's federally registered Supercell Mark, Clash of Clans Marks and Brawl Stars Marks in violation of §32 of the Lanham Act, 15 U.S.C. § 1114.

80. As a direct and proximate result of Defendant's illegal and infringing actions as alleged herein, Plaintiff has suffered substantial monetary loss and irreparable injury, loss and damage to its business and its valuable rights in and to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and the goodwill associated therewith in an amount as yet unknown, but to be determined at trial, for which Plaintiff has no adequate remedy at law, and unless immediately enjoined, Defendant will continue to cause such substantial and irreparable injury, loss and damage to Plaintiff and the valuable Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

81. Based on Defendant's actions as alleged herein, Plaintiff is entitled to injunctive relief, damages for the irreparable harm that Plaintiff has sustained, and will sustain, as a result of Defendant's unlawful and infringing actions as alleged herein, and all gains, profits and advantages obtained by Defendant as a result thereof, enhanced discretionary damages, as well as other remedies provided by 15 U.S.C. §§ 1116, 1117, and 1118, and reasonable attorneys' fees and costs.

THIRD CAUSE OF ACTION

(False Designation of Origin, Passing Off & Unfair Competition) [15 U.S.C. § 1125(a)/Lanham Act § 43(a)]

82. Plaintiff repleads and incorporates by reference each and every allegation set forth in the preceding paragraphs as if fully set forth herein.

83. Plaintiff, as the owner of all right, title and interest in and to the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks has standing to maintain an action for false

designation of origin and unfair competition under the Federal Trademark Statute, Lanham Act § 43(a) (15 U.S.C. § 1125).

84. The Supercell Mark, Clash of Clans Marks and Brawl Stars Marks are inherently distinctive and/or have acquired distinctiveness.

85. Defendant knowingly and willfully used in commerce products and/or packaging designs that are identical or confusingly similar to, and constitute reproductions of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks and affixed, applied and used false designations of origin and false and misleading descriptions and representations on or in connection with the manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale and/or sale of Counterfeit Products with the intent to cause confusion, to cause mistake and to deceive the purchasing public into believing, in error, that Defendant's substandard Counterfeit Products are Clash of Clans Products and Brawl Stars Products or related products, and/or that Defendant's Counterfeit Products are authorized, sponsored, approved, endorsed or licensed by Plaintiff and/or that Defendant is affiliated, connected or associated with Plaintiff, thereby creating a likelihood of confusion by consumers as to the source of such Counterfeit Products, and allowing Defendant to capitalize on the goodwill associated with, and the consumer recognition of, the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks, to Defendant's substantial profit in blatant disregard of Plaintiff's rights.

86. By manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products that are identical to, confusingly similar to or which constitute colorable imitations of Plaintiff's Clash of Clan Products and Brawl Stars Products using marks that are identical and/or confusingly similar to, or which constitute colorable imitations of the Supercell Mark, Clash of

Clans Marks and Brawl Stars Marks, Defendant has traded off the extensive goodwill of Plaintiff and its Clash of Clans Products and Brawl Stars Products and did in fact induce, and intend to, and will continue to induce customers to purchase Defendant's Counterfeit Products, thereby directly and unfairly competing with Plaintiff. Such conduct has permitted and will continue to permit Defendant to make substantial sales and profits based on the goodwill and reputation of Plaintiff and its Supercell Mark, Clash of Clans Marks and Brawl Stars Marks, which Plaintiff has amassed through its nationwide marketing, advertising, sales and consumer recognition.

87. Defendant knew, or by the exercise of reasonable care should have known, that its adoption and commencement of and continuing use in commerce of marks that are identical or confusingly similar to and constitute reproductions of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks would cause confusion, mistake or deception among purchasers, users and the public.

88. Upon information and belief, Defendant's aforementioned wrongful actions have been knowing, deliberate, willful, intended to cause confusion, to cause mistake and to deceive the purchasing public and with the intent to trade on the goodwill and reputation Plaintiff, its Supercell Brand, Clash of Clans Products, Brawl Stars Products, Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

89. As a direct and proximate result of Defendant's aforementioned actions, Defendant has caused irreparable injury to Plaintiff by depriving Plaintiff of sales of its Clash of Clans Products and Brawl Stars Products and by depriving Plaintiff of the value of its Supercell Mark, Clash of Clans Marks and Brawl Stars Marks as commercial assets in an amount as yet unknown, but to be determined at trial, for which it has no adequate remedy at law, and unless immediately restrained, Defendant will continue to cause substantial and irreparable injury to Plaintiff and the

goodwill and reputation associated with the value of the Supercell Mark, Clash of Clans Marks and Brawl Stars Marks.

90. Based on Defendant's wrongful conduct, Plaintiff is entitled to injunctive relief as well as monetary damages and other remedies as provided by the Lanham Act, including damages that Plaintiff has sustained and will sustain as a result of Defendant's illegal and infringing actions as alleged herein, and all gains, profits and advantages obtained by Defendant as a result thereof, enhanced discretionary damages and reasonable attorneys' fees and costs.

FOURTH CAUSE OF ACTION
(Federal Copyright Infringement)
[17 U.S.C. § 501(a)]

91. Plaintiff repleads and incorporates by reference each and every allegation set forth in the preceding paragraphs as if fully set forth herein.

92. Plaintiff is the exclusive owner of the Clash of Clans Works and Brawl Stars Works.

93. Defendant had actual notice of Plaintiff's exclusive rights in and to the Clash of Clans Works and Brawl Stars Works.

94. Defendant did not attempt and therefore inherently failed to obtain Plaintiff's consent or authorization to use, manufacture, reproduce, copy, display, prepare derivative works of, distribute, sell, transfer, rent, perform and/or market Plaintiff's Clash of Clans Products, Brawl Stars Products, Clash of Clans Works and/or Brawl Stars Works.

95. Without permission, Defendant knowingly and intentionally reproduced, copied, and displayed the Clash of Clans Works and Brawl Stars Works by manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale and/or selling infringing products which bear such Clash of Clans Works and Brawl Stars Works, or artwork that is, at a minimum, substantially similar to the Clash of Clans Works and Brawl Stars

Works.

96. Defendant's unlawful and willful actions as alleged herein constitute infringement of the Clash of Clans Works and Brawl Stars Works, including Plaintiff's exclusive rights to reproduce, distribute and/or sell such Clash of Clans Works and Brawl Stars Works in violation of 17 U.S.C. § 501(a).

97. Defendant's knowing and intentional copyright infringement, as alleged herein, has caused substantial and irreparable harm to Plaintiff in an amount as yet unknown but to be proven at trial, for which Plaintiff has no adequate remedy at law, and unless enjoined, Defendant will continue to cause, substantial and irreparable harm to Plaintiff.

98. Based on Defendant's wrongful conduct, Plaintiff is entitled to injunctive relief, Plaintiff's actual damages and Defendant's profits in an amount to be proven at trial and enhanced discretionary damages for willful copyright infringement, and reasonable attorneys' fees and costs.

SIXTH CAUSE OF ACTION

(Unfair Competition) [New York Common Law]

99. Plaintiff repleads and incorporates by reference each and every allegation set forth in the preceding paragraphs as if fully set forth herein.

100. By manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products, Defendant has traded off the extensive goodwill of Plaintiff and its Supercell Brand, Clash of Clans Products and Brawl Stars Products to induce, and did induce and intend and will continue to induce, customers to purchase its Counterfeit Products, thereby directly competing with Plaintiff. Such conduct has permitted and will continue to permit Defendant to make substantial sales and profits based on the goodwill and reputation of Plaintiff, which Plaintiff has

amassed through its nationwide marketing, advertising, sales and consumer recognition.

101. Defendant's advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products was and is in violation and derogation of Plaintiff's rights and is likely to cause confusion and mistake, and to deceive consumers and the public as to the source, origin, sponsorship or quality of Defendant's Counterfeit Products.

102. Defendant knew, or by the exercise of reasonable care should have known, that its advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products and their continuing advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products would cause confusion and mistake, or deceive purchasers, users and the public.

103. Upon information and belief, Defendant's aforementioned wrongful actions have been knowing, deliberate, willful, intended to cause confusion and mistake, and to deceive, in blatant disregard of Plaintiff's rights, and for the wrongful purpose of injuring Plaintiff, and its competitive position while benefiting Defendant.

104. As a direct and proximate result of Defendant's aforementioned wrongful actions, Plaintiff has been and will continue to be deprived of substantial sales of its Clash of Clans Products and Brawl Stars Products in an amount as yet unknown but to be determined at trial, for which Plaintiff has no adequate remedy at law, and Plaintiff has been and will continue to be deprived of the value of its Supercell IP as commercial assets in an amount as yet unknown but to be determined at trial, for which Plaintiff has no adequate remedy at law.

105. As a result of Defendant's actions alleged herein, Plaintiff is entitled to injunctive

relief, an order granting Plaintiff's damages and Defendant's profits stemming from their infringing activities, and exemplary or punitive damages for Defendant's intentional misconduct.

SIX CAUSE OF ACTION

(Cybersquatting Under the Anticybersquatting Consumer Protection Act)

[15 U.S.C. § 1125(d)(1)]

106. Plaintiff repleads and incorporates by reference each and every allegation set forth in the preceding paragraphs as if fully set forth herein.

107. The Infringing Domain Name is identical or confusingly similar to one or more of the Clash of Clans Marks, which were distinctive and/or famous at the time Defendant registered the Infringing Domain Name.

108. Defendant registered and used the Infringing Domain Name with the bad faith intent to profit from the Clash of Clans Marks, namely by using the Infringing Domain Name to host Defendant's Website where Defendant offers for sale and/or sell Counterfeit Products.

109. Defendant has no trademark or other intellectual property rights in the Infringing Domain Name.

110. Defendant's activities as alleged herein violate the federal Anticybersquatting Consumer Protection Act, 15 U.S.C. § 1125(d)(1).

111. Plaintiff has no adequate remedy at law, and if Defendant's activities are not enjoined, Plaintiff will continue to suffer irreparable harm and injury to its goodwill and reputation.

112. Defendant is causing and is likely to continue to cause substantial injury to the public and to Plaintiff, and Plaintiff is therefore entitled to injunctive relief, including an order requiring the transfer of the Infringing Domain Name to Plaintiff and to recover the costs of this action under 15 U.S.C. § 1116, 1117 and 1125(d). In light of the egregious and exceptional nature of Defendant's conduct, Plaintiff is further entitled to its reasonable attorneys' fees.

PRAYER FOR RELIEF

WHEREFORE, Plaintiff prays for judgment against Defendant, inclusive, and each of them, as follows:

A. For an award of Defendant's profits and Plaintiff's damages pursuant to 15 U.S.C. § 1117(a), enhanced discretionary damages under 15 U.S.C. § 1117(a)(3) and treble damages in the amount of a sum equal to three (3) times such profits or damages, whichever is greater, pursuant to 15 U.S.C. § 1117(b) for willfully and intentionally using a mark or designation, knowing such mark or designation is a counterfeit mark in violation of 15 U.S.C. § 1114(1)(a);

B. In the alternative to Defendant's profits and Plaintiff's actual damages, enhanced discretionary damages and treble damages for willful use of a counterfeit mark in connection with the sale, offering for sale or distribution of goods or services, for statutory damages pursuant to 15 U.S.C. § 1117(c) in the amount of not more than \$2,000,000 per counterfeit mark per type of goods or services sold, offered for sale or distributed, as the Court considers just, which Plaintiff may elect prior to the rendering of final judgment;

C. For an award of Defendant's profits and Plaintiff's damages in an amount to be proven at trial for willful trademark infringement of Plaintiff's federally registered Supercell Mark, Clash of Clans Marks and Brawl Stars Marks, and such other compensatory damages as the Court determines to be fair and appropriate pursuant to 15 U.S.C. § 1117(a);

D. For an award of Defendant's profits and Plaintiff's damages pursuant to 15 U.S.C. § 1117(a) in an amount to be proven at trial and such other compensatory damages as the Court determines to be fair and appropriate pursuant to 15 U.S.C. § 1117(a) for false designation of origin and unfair competition under 15 U.S.C. § 1125(a);

E. For an award of Plaintiff's actual damages and Defendant's profits, pursuant to 17 U.S.C. § 504(b), in an amount to be proven at trial for willful copyright infringement of the Clash of Clans Works and Brawl Stars Works under 17 U.S.C. § 501(a);

F. In the alternative to Plaintiff's actual damages and Defendant's profits for copyright infringement of the Clash of Clans Works and Brawl Stars Works pursuant to 17 U.S.C. § 504(b), for statutory damages of up to \$150,000 per infringement pursuant to 17 U.S.C. § 504(c) for willful copyright infringement, which Plaintiff may elect prior to the rendering of final judgment;

G. For an award of damages to be proven at trial for common law unfair competition;

H. For an award of damages in an amount to be proven at trial for unjust enrichment;

I. For a preliminary and permanent injunction by this Court enjoining and prohibiting Defendant, or its agents, and any employees, agents, servants, officers, representatives, directors, attorneys, successors, affiliates, assigns and entities owned or controlled by Defendant, and all those in active concert or participation with Defendant, and each of them who receives notice directly or otherwise of such injunction from:

- i. manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products;
- ii. directly or indirectly infringing in any manner any of Plaintiff's Supercell IP;
- iii. using any reproduction, counterfeit, copy or colorable imitation of Plaintiff's Supercell IP, to identify any goods or services not authorized by Plaintiff;
- iv. using any of Plaintiff's Supercell IP, or any other marks or artwork that are confusingly or substantially similar to the Supercell IP, on or in connection with

Defendant's manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale, selling and/or otherwise dealing in the Counterfeit Products;

- v. using any false designation of origin or false description, or engaging in any action which is likely to cause confusion, cause mistake and/or to deceive members of the trade and/or the public as to the affiliation, connection or association of any product manufactured, imported, exported, advertised, marketed, promoted, distributed, displayed, offered for sale or sold by Defendant with Plaintiff, and/or as to the origin, sponsorship or approval of any product manufactured, imported, exported, advertised, marketed, promoted, distributed, displayed, offered for sale or sold by Defendant and Defendant's commercial activities by Plaintiff;
- vi. engaging in the unlawful, unfair or fraudulent business acts or practices, including, without limitation, the actions described herein, including the of advertising and/or dealing in any Counterfeit Products;
- vii. engaging in any other actions that constitute unfair competition with Plaintiff;
- viii. engaging in any other act in derogation of Plaintiff's rights;
- ix. from secreting, concealing, destroying, altering, selling off, transferring or otherwise disposing of and/or dealing with: (i) Counterfeit Products; (ii) any computer files, data, business records, documents or any other records or evidence relating to Defendant's User Accounts or Merchant Storefronts, Defendant's Assets from or to Defendant's Financial Accounts and the manufacture, importation, exportation, advertising, marketing, promotion,

distribution, display, offering for sale and/or sale of Counterfeit Products;

- x. from secreting, concealing, transferring, disposing of, withdrawing, encumbering or paying any of Defendant's Assets from or Defendant's Financial Accounts until further ordered by this Court;
- xi. effecting assignments or transfers, forming new entities or associations, or utilizing any other device for the purpose of circumventing or otherwise avoiding the prohibitions set forth in any final judgment or order in this action;
- xii. linking, selling and/or operating Defendant's Website;
- xiii. registering, trafficking in or using any domain names that incorporate any of Plaintiff's Supercell IP, or any colorable imitation thereof, including the Infringing Domain Name; and
- xiv. Knowingly instructing any other person or entity to engage or perform any of the activities referred to in subparagraphs (i) through (xii) above; and

J. For an order of the Court requiring that Defendant recalls from any distributors and retailers and deliver up to Plaintiff for destruction any and all Counterfeit Products and any and all packaging, labels, tags, advertising and promotional materials and any other materials in the possession, custody or control of such distributors and retailers that infringe any of Plaintiff's Supercell IP, or bear any marks and/or artwork that are confusingly or substantially similar to the Supercell IP;

K. For an order of the Court requiring that Defendant deliver up for destruction to Plaintiff any and all Counterfeit Products and any and all packaging, labels, tags, advertising and promotional materials and any other materials in the possession, custody or control of Defendant that infringe any of Plaintiff's Supercell IP, or bear any marks

and/or artwork that are confusingly or substantially similar to the Supercell IP pursuant to 15 U.S.C. § 1118;

L. For an order from the Court requiring that Defendant provide complete accountings for any and all monies, profits, gains and advantages derived by Defendant from its manufacturing, importing, exporting, advertising, marketing, promoting, distributing, displaying, offering for sale, sale and/or otherwise dealing in the Counterfeit Products as described herein, including prejudgment interest;

M. For an order from the Court that an asset freeze or constructive trust be imposed over any and all monies, profits, gains and advantages in Defendant's possession which rightfully belong to Plaintiff;

N. For an award of exemplary or punitive damages in an amount to be determined by the Court;

O. For Plaintiff's reasonable attorneys' fees;

P. For all costs of suit; and

Q. For such other and further relief as the Court may deem just and equitable.

DEMAND FOR JURY TRIAL

Plaintiff respectfully demands a trial by jury on all claims.

Dated: April 2, 2025

Respectfully submitted,

EPSTEIN DRANGEL LLP

BY: 
Melissa J. Levine
mlevine@ipcounselors.com
Jason M. Drangel (JD 7204)
jdrangel@ipcounselors.com
Ashly E. Sands (AS 7715)
asands@ipcounselors.com
Danielle S. Futterman (DY 4228)
dfutterman@ipcounselors.com
Gabriela N. Nastasi
gnastasi@ipcounselors.com
60 East 42nd Street, Suite 1250
New York, NY 10165
Telephone: (212) 292-5390
Facsimile: (212) 292-5391
Attorneys for Plaintiff
Supercell Oy

EXHIBIT A

United States of America

United States Patent and Trademark Office

SUPERCCELL

Reg. No. 4,911,561

Registered Mar. 8, 2016

**Int. Cls.: 6, 9, 16, 18, 20,
21, 25, 26 and 28**

TRADEMARK

PRINCIPAL REGISTER

SUPERCCELL OY (FINLAND LIMITED LIABILITY COMPANY)
ITÄMERENKATU 11
FI-00180 HELSINKI
FINLAND

FOR: CHAINS AND RING-SHAPED FITTINGS OF COMMON METAL; STATUETTES OF COMMON METAL; NON-ELECTRIC LOCKS OF METAL; TROPHIES OF COMMON METAL; NAMEPLATES OF COMMON METAL; RINGS AND CHAINS OF COMMON METAL FOR KEYS, IN CLASS 6 (U.S. CLS. 2, 12, 13, 14, 23, 25 AND 50).

FOR: BAGS, CASES AND SLEEVES SPECIALLY ADAPTED FOR STORING AND CARRYING TELEPHONES, COMPUTERS, HEADPHONES, AND CAMERAS; COVERS FOR MOBILE PHONES, PORTABLE COMPUTERS AND TABLETS; HEADPHONES; DOWNLOADABLE ELECTRONIC PUBLICATIONS IN THE NATURE OF MAGAZINES AND BOOKS IN THE FIELD OF COMPUTER GAMES; DECORATIVE MAGNETS; PORTABLE FLASH MEMORY DEVICES, NAMELY, BLANK FLASH MEMORY CARDS; BELTS FOR CARRYING ELECTRONIC APPARATUS AND STRAPS FOR ELECTRONIC APPARATUS, NAMELY, TELEPHONE STRAPS, MOBILE PHONE STRAPS, COMPUTER STRAPS, PORTABLE COMPUTER STRAPS, CAMERA STRAPS, AND TABLET COMPUTER STRAPS; ELECTRIC POWER SUPPLIES, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FOR: PAPER AND CARDBOARD; COMIC BOOKS; NEWSPAPERS, PHOTOGRAPHS, MAGAZINES IN THE FIELD OF COMPUTER GAMES, BOOKS IN THE FIELD OF COMPUTER GAMES, PRINTED PERIODICALS IN THE FIELD OF COMPUTER GAMES, NEWSLETTERS IN THE FIELD OF COMPUTER GAMES, NOTEBOOKS, AND BROCHURES IN THE FIELD OF COMPUTER GAMES; COMPUTER GAME INSTRUCTION MANUALS; WRITING PAPER AND ENVELOPES; CALENDARS; BOOKMARKS; NOTEBOOK, CALENDAR AND BUSINESS CARD COVERS; PACKING PAPER, WRAPPING PAPER AND PACKAGING MATERIALS, NAMELY, PAPER BAGS FOR PACKAGING; CARDBOARD BOXES; PARTY DECORATIONS MADE OF PAPER; PENS, ERASERS; POSTERS, PAPER BANNERS; FIGURES MADE OF PAPER; PAPER BAGS; STICKER ALBUMS, STICKERS; BUSINESS CARDS, POST CARDS, COLLECTABLE TRADING CARDS; PRINTED PAPER SIGNS, IN CLASS 16 (U.S. CLS. 2, 5, 22, 23, 29, 37, 38 AND 50).



Michelle K. Lee

Director of the United States
Patent and Trademark Office

FOR: ALL PURPOSE SPORT BAGS; CARRY-ALL BAGS; LEATHER BAGS, SUITCASES AND WALLETS; SHOULDER BAGS; TEXTILE SHOPPING BAGS; HAND BAGS; LUGGAGE BAGS; SCHOOL BAGS, IN CLASS 18 (U.S. CLS. 1, 2, 3, 22 AND 41).

Reg. No. 4,911,561 FOR: FURNITURE; SCULPTURES MADE FROM PLASTIC, GLASS OR PORCELAIN; MOBILES BEING DECORATIVE ARTICLES; STORAGE BOXES MADE FROM WOOD FOR PERSONAL ITEMS; DECORATIVE WOODEN OBJECTS, NAMELY, FIGURES MADE OF WOOD; BASKETS, NOT OF METAL, NAMELY, BASKETS FOR STORING GOODS FOR COMMERCIAL PURPOSES; TROPHIES OF PLASTIC; NAMEPLATES, NOT OF METAL; FIGURES MADE OF PLASTICS, IN CLASS 20 (U.S. CLS. 2, 13, 22, 25, 32 AND 50).

FOR: HOUSEHOLD OR KITCHEN UTENSILS AND CONTAINERS, NAMELY, ROLLING PINS, SPATULAS, TURNERS, SCOOPS, WHISKS, AND CONTAINERS FOR HOUSEHOLD USE; MUGS; DRINKING BOTTLES FOR SPORTS, EMPTY WATER BOTTLES, AND EMPTY SPRAY BOTTLES; EMPTY VACUUM BOTTLES; STATUES OF CHINA AND GLASS; BEVERAGE GLASSWARE; CANDLES/TICKS; CANDLE RINGS; WORKS OF ART MADE OF GLASS; COUPES AND VASES; WORKS OF ART, OF PORCELAIN, TERRA-COTTA AND GLASS, IN CLASS 21 (U.S. CLS. 2, 13, 23, 29, 30, 33, 40 AND 50).

FOR: FOOTWEAR, HEADGEAR, NAMELY, BEANIES; T-SHIRTS, SWEAT SHIRTS, SHIRTS, BLOUSES, VESTS; JEANS, PANTS, SHORTS; UNDERWEAR, SPORTSWEAR, NAMELY, SPORT COATS, SHIRTS, SOCKS, CAPS, HATS, AND JACKETS; SOCKS; COATS, JACKETS, SUITS; SKIRTS; SCARVES; GLOVES, MITTENS; BATHING SUITS, PAJAMAS, NEGLIGEE ROBES, BATHROBES; CAPS AND HATS, IN CLASS 25 (U.S. CLS. 22 AND 39).

FOR: LACE AND EMBROIDERY, RIBBONS AND BRAIDS; BUTTONS, HOOKS AND EYES, PINS AND NEEDLES; BARRETTES, HAIR PINS, AND HAIR TIES; HAT PINS; ORNAMENTAL NOVELTY BUTTON BADGES AND PINS; TRIMMINGS FOR CLOTHING, NAMELY, LACE TRIMMINGS, AND ORNAMENTAL NOVELTY BADGES; SHOE ORNAMENTS, NOT OF PRECIOUS METAL; BRASSARDS; BELT BUCKLES, IN CLASS 26 (U.S. CLS. 37, 39, 40, 42 AND 50).

FOR: ACTION FIGURES; PLAY SETS FOR ACTION FIGURES; GAME CARDS; NON-ELECTRIC HAND-HELD ACTION SKILL GAMES; SOFT DOLLS; TOYS, STUFFED TOYS, WATER TOYS; CHILDREN'S MULTIPLE ACTIVITY TOYS; PUZZLES; BALLOONS; PLAYING CARDS; BAGS, CASES AND SLEEVES SPECIALLY ADAPTED FOR STORING AND CARRYING APPARATUS FOR GAMES, NAMELY, HAND HELD UNITS FOR PLAYING COMPUTER GAMES, JOYSTICKS, AND GAME CONSOLES, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).

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

OWNER OF INTERNATIONAL REGISTRATION 1255778 DATED 1-16-2015, EXPIRES 1-16-2025.


SER. NO. 79-168,817, FILED 1-16-2015.

KIMBERLY PARKS, EXAMINING ATTORNEY

EXHIBIT B

U.S. Trademark Registrations

US Trademark Registration No.	Registration Date	Title	Applicant / Owner	Trademark Image
5,420,735	6/12/2017	BABY DRAGON	Supercell Oy	
5,658,581	3/2/2018	CLASH	Supercell Oy	
7,452,029	11/15/2022	CLASH	Supercell Oy	
7,708,893	10/9/2023	CLASH	Supercell Oy	
5,440,741	7/19/2017	CLASH CUP	Supercell Oy	
6,966,005	5/10/2021	CLASH	Supercell Oy	
6,914,863	6/1/2021	CLASH HEROES	Supercell Oy	
6,914,932	6/21/2021	CLASH MINI	Supercell Oy	
5,420,734	6/12/2017	CLASH NIGHTS	Supercell Oy	
4,327,980	4/30/2013	CLASH OF CLANS	Supercell Oy	
4,911,523	1/16/2015	CLASH OF CLANS	Supercell Oy	
4,643,127	11/25/2014	CLASH OF CLANS (shield)	Supercell Oy	
4,887,394	1/16/2015	CLASH OF CLANS (shield)	Supercell Oy	
6,914,933	6/21/2021	CLASH QUEST	Supercell Oy	
5,243,406	4/6/2016	CLASH ROYALE	Supercell Oy	
5,248,288	9/5/2016	CLASH ROYALE	Supercell Oy	
5,253,372	7/13/2016	CLASH ROYALE fig	Supercell Oy	
5,283,306	11/17/2016	CLASH ROYALE fig	Supercell Oy	

5,784,351	7/9/2018	CLASH ROYALE LEAGUE logo - KING	Supercell Oy	
5,532,655	8/7/2018	CLASH-A-RAMA	Supercell Oy	
5,420,737	6/12/2017	CLASHER	Supercell Oy	
7,312,478	11/10/2022	ClashFest	Supercell Oy	
5,420,736	6/26/2017	CLASHMAS	Supercell Oy	
5,682,708	3/2/2018	COC	Supercell Oy	
5,718,627	7/9/2018	CRL	Supercell Oy	
5,614,072	9/26/2017	CROWN CHAMPIONSHIP	Supercell Oy	
5,510,466	9/28/2017	HOG RIDER	Supercell Oy	
5,735,947	6/12/2017	LAVA HOUND	Supercell Oy	
5,430,634	7/18/2017	P.E.K.K.A	Supercell Oy	
5,248,154	4/5/2016	TV ROYALE	Supercell Oy	

United States of America

United States Patent and Trademark Office

BABY DRAGON

Reg. No. 5,420,735

Registered Mar. 13, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Osaakeyhtiö / Limited Liability Company)
Itämerenkatu 11
FI-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, newsletters and videos about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs; all the aforementioned goods relating to computer games and computer game characters

CLASS 25: Footwear; headgear, namely, caps and hats; T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts; underwear, sportswear, namely, sport shirts; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; sports caps and hats; all the aforementioned goods relating to computer games and computer game characters

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures as toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, newsletters and videos about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing of sports competitions; providing entertainment information relating to computer



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games via a web site; organizing of electronic sports events in the field of computer games;
all the aforementioned services relating to computer games and computer game characters

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

PRIORITY DATE OF 02-09-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1366601 DATED 06-12-2017,
EXPIRES 06-12-2027

SER. NO. 79-217,156, FILED 06-12-2017

United States of America

United States Patent and Trademark Office

CLASH

Reg. No. 5,658,581

Registered Jan. 22, 2019

Int. Cl.: 9, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable and computer game software; game software adapted for use with television receivers

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services in the nature of conducting online computer game tournaments; providing information on-line relating to computer games; provision of on-line games by means of a computer based systems; providing on-line interactive social games from a computer network in a virtual environment; providing on-line publications, namely, articles and videos in the field of computer games; providing entertainment information relating to computer games via a web site

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

PRIORITY DATE OF 10-31-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1401797 DATED 03-02-2018,
EXPIRES 03-02-2028

SER. NO. 79-232,107, FILED 03-02-2018



Director of the United States
Patent and Trademark Office

United States of America

United States Patent and Trademark Office

CLASH

Reg. No. 7,452,029

Registered Jul. 23, 2024

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

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Limited Company)

JÄtkäsaarenlaituri 1

FI-00180 HELSINKI

FINLAND

CLASS 6: Chains of common metal; statuettes of common metal; non-electric locks of metal; trophies of common metal; nameplates of common metal; common metal split rings for keys; all the aforementioned goods relating to computer games and computer game characters

CLASS 9: Recorded computer game software; downloadable computer game software; blank electronic data storage media; downloadable game software adapted for use with television receivers; pre-recorded motion picture, television, and animation films about video games and the settings characters thereof recorded on electronic media; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablet computers; headphones; downloadable publications, namely, books, magazines, and newsletters in the field of computer games; decorative magnets; belts and straps specifically adapted for telephones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; printed comic books; printed newspapers, printed photographs, printed magazines in the field of computer games, printed books in the field of computer games, printed periodicals in the field of computer games, printed newsletters in the field of computer games, printed notebooks, and printed brochures in the field of computer games; printed computer game instruction manuals; writing paper and envelopes; printed calendars; bookmarks; printed notebook and calendar covers; packing paper, wrapping paper and packaging materials of paper; cardboard boxes; party decorations made of paper; pens, erasers; printed posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; printed matter, namely, greeting cards, printed post cards, collectable printed trading cards, printed collectible trading cards; paper signs; all the aforementioned goods relating to computer games and computer game characters and not relating to music entertainment

CLASS 18: Backpacks; leather bags, suitcases and wallets; shoulder bags; textile shopping bags; hand bags; luggage bags being luggage; school bags; all the aforementioned goods relating to computer games and computer game characters

CLASS 20: Furniture; sculptures made of plastic; mobiles being decorative articles, namely, decorative mobiles; storage boxes made of wood for general use; decorative wooden objects, namely, figures made of wood; baskets, not of metal, namely, baskets for storing goods for commercial purposes and bakers' bread baskets; trophies of plastic;

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Patent and Trademark Office



nameplates, not of metal; figures made of plastics; all the aforementioned goods relating to computer games and computer game characters

CLASS 21: Household or kitchen utensils and containers, namely, rolling pins, spatulas, turners, scoops, non-electric whisks, and containers for household use; mugs; bottles, sold empty, and vacuum bottles; statues of china or glass; beverage glassware; candlesticks; candle rings; works of art made of glass; coupes and vases; works of art, of porcelain, terra-cotta or glass; all the aforementioned goods relating to computer games and computer game characters

CLASS 25: Clothing, namely, T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts, underwear; sportswear, namely, athletic shirts; socks; coats, outer jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; headwear, namely, caps and hats; all the aforementioned goods relating to computer games and computer game characters and not relating to music entertainment

CLASS 26: Lace and embroidery, ribbons and braid; buttons, hooks and eyes, sewing pins and needles; barrettes being hair-slides, hair pins, and hair ties; hat pins, other than jewelry; button badges and pins, namely, ornamental novelty buttons, badges, and pins; trimmings for clothing; shoe ornaments, not of precious metal, namely, shoe trimmings; brassards; buttons; belt buckles; all the aforementioned goods relating to computer games and computer game characters

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

CLASS 41: Providing online electronic game services; providing on-line computer games; providing on-line computer games, multi-player matching services in the nature of providing on-line computer games, and on-line entertainment in the nature of providing tournaments, cyber or virtual sports leagues and games shows, all in the field of computer games; providing information on-line relating to computer games; provision of online computer games by means of a computer based systems; providing interactive social games in a virtual environment, namely, providing online computer games; providing entertainment information relating to computer games via information network; electronic game entertainment services provided via the Internet; providing information relating to organizing online community sporting and cultural activities; providing on-line non-downloadable publications in the nature of books, magazines, and newsletters in the field of computer games; presentation being the showing of movies, films, animations in the nature of animated cartoons, and television programs; entertainment services in the nature of creation, development, and production of movies, films, animations in the nature of animated cartoons, and television programs; organising community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing of sports competitions; organizing of electronic sports events in the field of computer games; organising of competitions in the field of computer games; providing online computer games through an internet website portal; organising and conducting video and computer game matches and tournaments; organising of electronic sports events in the field of computer games; all the aforementioned services relating to computer games and computer game characters and not relating to music entertainment

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

PRIORITY DATE OF 06-15-2022 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1712944 DATED 11-15-2022,
EXPIRES 11-15-2032

SER. NO. 79-362,666, FILED 11-15-2022

United States of America

United States Patent and Trademark Office

CLASH

Reg. No. 7,708,893

Registered Mar. 04, 2025

Int. Cl.: 24

Trademark

Principal Register

Supercell Oy (FINLAND osakeyhtiö)
Jätkäsaarenlaituri 1
FI-00180 HELSINKI
FINLAND


CLASS 24: Textiles and textile goods, namely, textile wall hangings, textile towels, and textile fabrics for use in making clothing and household furnishings; bed covers; table covers of textile; fabrics, namely, cotton fabric, polyester fabric, and fabrics for textile use; towels of textile; washing mitts, namely, bath mitts; curtains of textile or plastic; textile sheets, namely, bed sheets; table napkins of textile; table linen of textile; tapestry of textile, namely, wall hangings of textile; bed blankets; pillow covers; linen for household purposes; all the aforementioned goods relating to computer games and computer game characters

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

PRIORITY DATE OF 04-11-2023 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1759895 DATED 10-09-2023,
EXPIRES 10-09-2033

SER. NO. 79-382,712, FILED 10-09-2023



Acting Director of the United States Patent and Trademark Office



United States of America

United States Patent and Trademark Office

CLASH CUP

Reg. No. 5,440,741

Registered Apr. 10, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Itämerenkatu 11

Fi-00180 Helsinki

FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films also known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, and newsletters about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs; all the aforementioned goods relating to computers

CLASS 25: Footwear; headgear, namely, caps and hats; T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts; underwear, sportswear, namely, sport shirts; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; sports caps and hats; all the aforementioned goods relating to computer games and computer game characters

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, and newsletters about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing



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Director of the United States
Patent and Trademark Office

of sports competitions; providing entertainment information relating to computer games via a web site; entertainment services, namely, providing a website featuring games and computer games; providing computer games and gaming services through an internet website portal; organizing of electronic sports events in the field of computer games; all the aforementioned services relating to computer games and computer game characters

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

PRIORITY DATE OF 03-14-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1365931 DATED 07-19-2017,
EXPIRES 07-19-2027

SER. NO. 79-216,836, FILED 07-19-2017

United States of America

United States Patent and Trademark Office

CLASH

Reg. No. 6,966,005

Registered Jan. 31, 2023

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Jätkäsaarenlaituri 1
FI-00180 Helsinki
FINLAND

CLASS 9: Recorded computer game software; downloadable computer game software; blank electronic data storage media; recorded computer game software adapted for use with television receivers; pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers specially adapted for mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books in the field of computer games, computer game characters and electronic sports; decorative magnets; belts and straps specially adapted for telephones, computers, headphones and cameras; electrical power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; printed comic books; printed matter, namely, photographs, books, and notebooks in the field of computer games, computer game characters and electronic sports; printed computer game instruction manuals; writing paper and envelopes; printed calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials of paper; cardboard boxes; party decorations made of paper; pens, erasers; posters made of paper, paper banners; figures made of paper; paper bags; stickers and sticker albums; printed matter, namely, greeting cards, post cards, collectable cards, sports trading cards; paper signs; all the aforementioned goods relating to computer games and computer game characters

CLASS 25: Clothing, namely, headwear; T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts; underwear; sportswear, namely, uniforms, sport coats, shirts, socks, sports caps and hats, and jackets; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; headwear, namely, caps and hats; all the aforementioned goods relating to computer games and computer game characters

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



Katherine Kelly Vidal

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Patent and Trademark Office



storing and carrying apparatus for games in the nature of handheld units for playing computer games, joysticks for video games and computer games, and video game consoles; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game services, namely, providing online computer and electronic games, enhancements within online computer games and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes; providing on-line computer games; providing information on-line relating to computer games; provision of games by means of a computer based systems, namely, providing on-line computer games; providing interactive social games in a virtual environment, namely, providing on-line computer games; providing entertainment information relating to computer games via information network; entertainment services, namely, development, production and post-production services in the fields of video and films, providing online computer and electronic games, enhancements within online computer games, and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes, and providing on-line entertainment in the nature of conducting online video game tournaments, cyber or virtual fantasy sports leagues and production and distribution of games shows; providing on-line non-downloadable electronic publications in the nature of books in the field of computer games, computer game characters and electronic sports; presentation in the nature of production and distribution of movies, films, animations, and television programs; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; Entertainment services in the nature of organising social events and conferences for entertainment purposes in the field of video and computer games, gaming; organising of competitions, namely, organization of e-sports competitions, organization of electronic game competitions; providing entertainment information relating to computer games via a website; providing computer games and gaming services through an Internet website portal, namely, providing online non-downloadable game software, virtual reality game services provided on-line from a computer network, and providing on-line computer games; entertainment services, namely, organising and conducting video and computer game matches and tournaments; organising of electronic sports events, namely, organization of electronic sports competitions; all the aforementioned services relating to computer games and computer game characters

The color(s) gold and dark brown is/are claimed as a feature of the mark.

The mark consists of the wording "CLASH" in gold stylized font with dark brown details, edging and shading.

PRIORITY DATE OF 12-09-2020 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1607033 DATED 05-10-2021,
EXPIRES 05-10-2031

SER. NO. 79-317,764, FILED 05-10-2021

United States of America

United States Patent and Trademark Office

CLASH HEROES

Reg. No. 6,914,863

Registered Dec. 06, 2022

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

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Jätkäsaarenlaituri 1

FI-00180 Helsinki

FINLAND

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

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

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

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

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



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



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

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

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

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

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

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

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

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

PRIORITY DATE OF 12-02-2020 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1608293 DATED 06-01-2021, EXPIRES 06-01-2031

SER. NO. 79-318,250, FILED 06-01-2021

United States of America

United States Patent and Trademark Office

CLASH MINI

Reg. No. 6,914,932

Registered Dec. 06, 2022

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

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Jätkäsaarenlaituri 1

FI-00180 Helsinki

FINLAND

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

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

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

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

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



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



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

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

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

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

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

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

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

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

PRIORITY DATE OF 12-22-2020 IS CLAIMED

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

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

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

United States of America

United States Patent and Trademark Office

CLASH NIGHTS

Reg. No. 5,420,734

Registered Mar. 13, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Osaakeyhtiö / Limited Liability Company)
Itämerenkatu 11
FI-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, newsletters and videos about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs

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

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures as toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, newsletters and videos about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing of sports competitions; providing entertainment information relating to computer games via a web site; organizing of electronic sports events in the field of computer games

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



Andrei Iancu

Director of the United States
Patent and Trademark Office

PRIORITY DATE OF 02-09-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1366600 DATED 06-12-2017,
EXPIRES 06-12-2027

SER. NO. 79-217,155, FILED 06-12-2017

United States of America

United States Patent and Trademark Office

CLASH OF CLANS

Reg. No. 4,327,980

Registered Apr. 30, 2013

Int. Cls.: 9, 28 and 41

TRADEMARK

SERVICE MARK

PRINCIPAL REGISTER

SUPERCELL LTD (FINLAND LIMITED LIABILITY COMPANY)
TAMMASAARENKATU 5
HELSINKI, FINLAND 00180

FOR: VIDEO GAMES FOR MOBILE DEVICES, PERSONAL COMPUTERS, CONSOLES, TABLETS; COMPUTER GAME SOFTWARE FOR COMMUNICATION DEVICES; COMPUTER GAME SOFTWARE AND COMPUTER GAME PROGRAMS ENABLING USERS TO PLAY GAMES WITH MOBILE PHONES AND PERSONAL DIGITAL ASSISTANTS; COMPUTER APPLICATION SOFTWARE FOR MOBILE PHONES; COMPUTER SOFTWARE AND COMPUTER SOFTWARE PROGRAMS FOR USE IN ENABLING USERS WITH COMMUNICATION DEVICES TO SIMULTANEOUSLY ACCESS DATABASES AND GLOBAL COMPUTER NETWORKS; SOFTWARE ENABLING TRANSFER OF DATA BETWEEN MOBILE COMMUNICATION APPARATUS; COMPUTER GAME SOFTWARE; COMPUTER GAME PROGRAMS; DOWNLOADABLE SOFTWARE FOR USE AS A COMPUTER GAME; DOWNLOADABLE ELECTRONIC GAME PROGRAMS; PROTECTIVE CARRYING CASES SPECIALLY ADAPTED FOR PHONES AND HANDHELD COMPUTERS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FOR: ACTION FIGURES; ELECTRONIC GAMES NOT INCLUDED IN OTHER CLASSES, NAMELY, ARCADE TYPE ELECTRONIC VIDEO GAMES; ELECTRONIC ACTION TOYS; FANTASY CHARACTER TOYS; PLASTIC CHARACTER TOYS; PLAYING PIECES IN THE NATURE OF MINIATURE ACTION FIGURES AND TOY MODEL VEHICLES FOR USE WITH TABLE TOP HOBBY BATTLE GAMES IN THE NATURE OF BATTLE, WAR AND SKIRMISH GAMES, AND FANTASY GAMES; TOY ACTION FIGURES AND ACCESSORIES THEREFOR, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).



FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ONLINE COMPUTER GAMES PROVIDED VIA NETWORK BETWEEN COMMUNICATIONS NETWORKS AND COMPUTERS; PROVIDING ON-LINE COMPUTER GAMES; PROVIDING ONLINE GAME SERVICES, NAMELY, PROVIDING ONLINE COMPUTER GAMES VIA A GLOBAL COMPUTER INFORMATION NETWORK; PROVIDING TEMPORARY NON-DOWNLOADABLE USE OF INTERACTIVE GAME SOFTWARE AND VIDEO GAME SOFTWARE FROM DATABASES ON WEB SITES, A GLOBAL COMPUTER INFORMATION NETWORK, AND FROM MOBILE AND CELLULAR PHONES AND PERSONAL DIGITAL ASSISTANTS, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

Lea Street Lee

Acting Director of the United States Patent and Trademark Office

Reg. No. 4,327,980 THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

OWNER OF FINLAND REG. NO. 256360, DATED 8-15-2012, EXPIRES 8-15-2022.

SER. NO. 85-721,579, FILED 9-6-2012.

MORGAN WYNNE, EXAMINING ATTORNEY

United States of America

United States Patent and Trademark Office

CLASH OF CLANS

Reg. No. 4,911,523

Registered Mar. 8, 2016

**Int. Cls.: 6, 9, 16, 18, 20,
21, 25, 26 and 28**

TRADEMARK

PRINCIPAL REGISTER



Michelle K. Lee

Director of the United States
Patent and Trademark Office

SUPERCELL OY (FINLAND LIMITED LIABILITY COMPANY)
ITÄMERENKATU 11
FI-00180 HELSINKI
FINLAND

FOR: CHAINS AND RING-SHAPED FITTINGS OF COMMON METAL; STATUETTES OF COMMON METAL; NON-ELECTRIC LOCKS OF METAL; TROPHIES OF COMMON METAL; NAMEPLATES OF COMMON METAL; RINGS AND CHAINS OF COMMON METAL FOR KEYS, IN CLASS 6 (U.S. CLS. 2, 12, 13, 14, 23, 25 AND 50).

FOR: BAGS, CASES AND SLEEVES SPECIALLY ADAPTED FOR STORING AND CARRYING TELEPHONES, COMPUTERS, HEADPHONES, PORTABLE COMPUTERS, TABLET COMPUTERS, AND CAMERAS; COVERS FOR MOBILE PHONES, PORTABLE COMPUTERS AND TABLETS; HEADPHONES; DOWNLOADABLE PUBLICATIONS IN THE NATURE OF MAGAZINES AND BOOKS IN THE FIELD OF COMPUTER GAMES; DECORATIVE MAGNETS; PORTABLE FLASH MEMORY DEVICES, NAMELY BLANK USB FLASH MEMORY DRIVES; STRAPS FOR ELECTRONIC APPARATUS IN THE NATURE OF COMPUTERS, CELL PHONES AND CAMERAS; BELTS SPECIALLY ADAPTED FOR CARRYING COMPUTERS, CELL PHONES AND CAMERAS; ELECTRICAL POWER SUPPLIES, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FOR: PAPER AND CARDBOARD; COMIC BOOKS; NEWSPAPERS, PHOTOGRAPHS, MAGAZINES IN THE FIELD OF COMPUTER GAMES, BOOKS IN THE FIELD OF COMPUTER GAMES, PRINTED PERIODICALS IN THE FIELD OF COMPUTER GAMES, NEWSLETTERS IN THE FIELD OF COMPUTER GAMES, NOTEBOOKS, AND BROCHURES IN THE FIELD OF COMPUTER GAMES; COMPUTER GAME INSTRUCTION MANUALS; WRITING PAPER AND ENVELOPES; CALENDARS; BOOKMARKS; NOTEBOOK COVERS; PACKING PAPER; WRAPPING PAPER; PAPER POUCHES FOR PACKAGING; PAPER ROLL STOCK FOR PACKAGING; CARDBOARD BOXES; PARTY DECORATIONS MADE OF PAPER; PENS, ERASERS; POSTERS, PAPER BANNERS; FIGURES MADE OF PAPER; PAPER BAGS; STICKER ALBUMS, STICKERS; BUSINESS CARDS, POST CARDS, COLLECTABLE TRADING CARDS; PAPER SIGNS, IN CLASS 16 (U.S. CLS. 2, 5, 22, 23, 29, 37, 38 AND 50).

FOR: CARRY-ALL BAGS; LEATHER BAGS, SUITCASES AND WALLETS; SHOULDER BAGS; TEXTILE SHOPPING BAGS; HAND BAGS; LUGGAGE BAGS; SCHOOL BAGS, IN CLASS 18 (U.S. CLS. 1, 2, 3, 22 AND 41).

Reg. No. 4,911,523 FOR: FURNITURE; SCULPTURES MADE FROM PLASTIC; MOBILES BEING DECORATIVE ARTICLES; STORAGE BOXES MADE FROM WOOD; DECORATIVE WOODEN OBJECTS NAMELY, FIGURES MADE OF WOOD; BAKER'S BREAD BASKETS; BASKETS FOR TRANSPORTING GOODS FOR COMMERCIAL PURPOSES; TROPHIES OF PLASTIC; NAMEPLATES, NOT OF METAL; FIGURES MADE OF PLASTICS, IN CLASS 20 (U.S. CLS. 2, 13, 22, 25, 32 AND 50).

FOR: HOUSEHOLD OR KITCHEN UTENSILS, NAMELY, ROLLING PINS, SPATULAS, TURNERS, SCOOPS, AND WHISKS; CONTAINERS FOR HOUSEHOLD OR KITCHEN USE; MUGS; BOTTLES AND VACUUM BOTTLES SOLD EMPTY; STATUES OF CHINA OR GLASS; BEVERAGE GLASSWARE; CANDLESTICKS; CANDLE RINGS; WORKS OF ART MADE OF GLASS; COUPES AND VASES; WORKS OF ART, OF PORCELAIN, TERRACOTTA OR GLASS, IN CLASS 21 (U.S. CLS. 2, 13, 23, 29, 30, 33, 40 AND 50).

FOR: HEADGEAR, NAMELY, BEANIES; T-SHIRTS, SWEAT SHIRTS, SHIRTS, BLOUSES, VESTS; JEANS, PANTS, SHORTS; UNDERWEAR, SPORTSWEAR, NAMELY, SPORT COATS, SHIRTS, SOCKS, CAPS, HATS, AND JACKETS; SOCKS; COATS, JACKETS, SUITS; SKIRTS; SCARVES; GLOVES, MITTENS; BATHING SUITS, PAJAMAS, NEGLIGEE ROBES, BATH-ROBES; CAPS AND HATS, IN CLASS 25 (U.S. CLS. 22 AND 39).

FOR: LACE AND EMBROIDERY, RIBBONS AND BRAIDS; BUTTONS, HOOKS AND EYES, MARKING PINS AND NEEDLES; BARRETTES HAIR-SLIDES, HAIR PINS, AND HAIR TIES; HAT PINS; ORNAMENTAL NOVELTY BUTTON BADGES AND PINS; TRIMMINGS FOR CLOTHING, NAMELY, LACE TRIMMINGS, AND ORNAMENTAL NOVELTY BADGES; SHOE ORNAMENTS, NOT OF PRECIOUS METAL; BRASSARDS; BUTTONS; BELT BUCKLES, IN CLASS 26 (U.S. CLS. 37, 39, 40, 42 AND 50).

FOR: ACTION FIGURES; PLAY SETS FOR ACTION FIGURES; GAME CARDS; NON-ELECTRIC HAND-HELD ACTION SKILL GAMES; SOFT DOLLS; STUFFED TOYS, WATER TOYS, WOODEN TOYS, NAMELY, POSITIONABLE TOY FIGURES AND TOY BUILDING BLOCKS; BATTERY OPERATED MECHANICAL ACTION TOYS, TOY WEAPONS MADE OF PLASTIC; CHILDREN'S MULTIPLE ACTIVITY TOYS; PUZZLES; BALLOONS; PLAYING CARDS; BAGS, CASES AND SLEEVES SPECIALLY ADAPTED FOR STORING AND CARRYING APPARATUS FOR GAMES, NAMELY, HAND HELD UNITS FOR PLAYING COMPUTER GAMES, JOYSTICKS, AND GAME CONSOLES, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).

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

OWNER OF INTERNATIONAL REGISTRATION 1254655 DATED 1-16-2015, EXPIRES 1-16-2025.

SER. NO. 79-168,381, FILED 1-16-2015.

TRACY FLETCHER, EXAMINING ATTORNEY

United States of America

United States Patent and Trademark Office



Reg. No. 4,643,127

Registered Nov. 25, 2014

Int. Cls.: 9, 28 and 41

TRADEMARK

SERVICE MARK

PRINCIPAL REGISTER

SUPERCELL OY (FINLAND LIMITED LIABILITY COMPANY)
ITÄMERENKATU 11-13
FI-00180 HELSINKI
FINLAND

FOR: COMPUTER GAME SOFTWARE; DOWNLOADABLE COMPUTER GAME SOFTWARE; DATA STORAGE MEDIA FEATURING COMPUTER GAME SOFTWARE; GAME SOFTWARE ADAPTED FOR USE WITH TELEVISION RECEIVERS; PRE-RECORDED MOTION PICTURE, TELEVISION, AND ANIMATION FILMS ABOUT COMPUTER GAMES AND THEIR FIGURES RECORDED ON ELECTRONIC MEDIA AND DOWNLOADABLE PRE-RECORDED MOTION PICTURE, TELEVISION, AND ANIMATION FILMS ABOUT COMPUTER GAMES AND THEIR FIGURES, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FOR: ELECTRONIC ACTION GAMES; HAND-HELD UNITS FOR PLAYING ELECTRONIC GAMES; ACTION SKILL GAMES; ACTION FIGURES AS TOYS; SOFT DOLLS, PUZZLES, BALLOONS, YO-YOS, TOY FIGURES ATTACHABLE TO PENCILS, RUBBER BALLS, CHILDREN'S MULTIPLE ACTIVITY TOYS, BASKETBALLS, BATH TOYS, BASEBALLS, BEACH BALLS, COLLECTABLE TOY FIGURES, DOLLS, DOLL ACCESSORIES, DOLL PLAYSETS, ELECTRIC ACTION TOYS, EQUIPMENT SOLD AS A UNIT FOR PLAYING CARD GAMES, FOOTBALLS, MECHANICAL TOYS, TOY MOBILES, TOY VEHICLES, TOY WATCHES, TOY WEAPONS; PLAYING CARDS, PROMOTIONAL GAME CARDS; NON-ELECTRIC HAND-HELD ACTION SKILL GAMES, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).



FOR: ELECTRONIC GAME SERVICES PROVIDED BY MEANS OF THE INTERNET; PROVIDING ON-LINE COMPUTER GAMES; PROVIDING INFORMATION ON-LINE RELATING TO COMPUTER GAMES; PROVISION OF ONLINE GAMES BY MEANS OF A COMPUTER BASED SYSTEMS; PROVIDING ENTERTAINMENT INFORMATION RELATING TO COMPUTER GAMES VIA INFORMATION NETWORK; ENTERTAINMENT SERVICES IN THE NATURE OF CREATION AND DEVELOPMENT OF FILMS, ANIMATION OR ANIMATED FILMS, AND TELEVISION PROGRAMS, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

Michelle K. Lee

Deputy Director of the United States
Patent and Trademark Office

OWNER OF U.S. REG. NO. 4,327,980.

PRIORITY DATE OF 10-15-2013 IS CLAIMED.

Reg. No. 4,643,127 OWNER OF INTERNATIONAL REGISTRATION 1197671 DATED 10-16-2013, EXPIRES 10-16-2023.

THE COLOR(S) RED, BROWN, DARK BROWN, LIGHT BROWN, YELLOW, BLACK AND GOLD IS/ARE CLAIMED AS A FEATURE OF THE MARK.

THE MARK CONSISTS OF THE STYLIZED YELLOW, GOLD, BROWN, AND LIGHT BROWN WORDING "CLASH OF CLANS" WITH A BLACK BORDER TO THE RIGHT OF A LIGHT BROWN, BROWN AND RED SHIELD WITH A BORDER OF YELLOW AND VARYING SHADES OF GOLD AND A BLACK OUTLINE WITH TWO RED, DARK BROWN AND GOLD ARROWS WITH BLACK OUTLINES.

SER. NO. 79-144,860, FILED 10-16-2013.

KRISTINA MORRIS, EXAMINING ATTORNEY

United States of America

United States Patent and Trademark Office



Reg. No. 4,887,394

Registered Jan. 19, 2016

**Int. Cls.: 6, 9, 16, 18, 20,
21, 25, 26 and 28**

TRADEMARK

PRINCIPAL REGISTER

SUPERCELL OY (FINLAND LIMITED LIABILITY COMPANY)
ITÄMERENKATU 11
FI-00180 HELSINKI
FINLAND

FOR: CHAINS AND RING-SHAPED FITTINGS OF COMMON METAL; STATUETTES OF COMMON METAL; NON-ELECTRIC LOCKS OF METAL; TROPHIES OF COMMON METAL; NAMEPLATES OF COMMON METAL; RINGS AND CHAINS OF COMMON METAL FOR KEYS, IN CLASS 6 (U.S. CLS. 2, 12, 13, 14, 23, 25 AND 50).

FOR: BAGS, CASES AND SLEEVES SPECIALLY ADAPTED FOR STORING AND CARRYING TELEPHONES, COMPUTERS, HEADPHONES, PORTABLE COMPUTERS, TABLET COMPUTERS, AND CAMERAS; DOWNLOADABLE ELECTRONIC PUBLICATIONS IN THE NATURE OF MAGAZINES AND BOOKS IN THE FIELD OF COMPUTER GAMES; DECORATIVE MAGNETS; PORTABLE BLANK FLASH MEMORY CARDS; BELTS AND STRAPS FOR CARRYING ELECTRONIC APPARATUS, NAMELY, TELEPHONES, MOBILE PHONES, COMPUTERS, PORTABLE COMPUTERS, CAMERAS, AND TABLET COMPUTERS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FOR: PAPER AND CARDBOARD; COMIC BOOKS; NEWSPAPERS, PHOTOGRAPHS, MAGAZINES IN THE FIELD OF COMPUTER GAMES, BOOKS IN THE FIELD OF COMPUTER GAMES, PRINTED PERIODICALS IN THE FIELD OF COMPUTER GAMES, NEWSLETTERS IN THE FIELD OF COMPUTER GAMES, NOTEBOOKS, AND BROCHURES IN THE FIELD OF COMPUTER GAMES; COMPUTER GAME INSTRUCTION MANUALS; WRITING PAPER AND ENVELOPES; CALENDARS; BOOKMARKS; NOTEBOOK, CALENDAR AND BUSINESS CARD COVERS; PACKING PAPER, WRAPPING PAPER AND PACKAGING MATERIALS, NAMELY, PAPER BAGS FOR PACKAGING; CARDBOARD BOXES; PARTY DECORATIONS MADE OF PAPER; PENS, ERASERS; POSTERS, PAPER BANNERS; FIGURES MADE OF PAPER; PAPER BAGS; STICKER ALBUMS, STICKERS; BUSINESS CARDS, POST CARDS, COLLECTABLE TRADING CARDS, TRADING CARDS; PRINTED PAPER SIGNS, IN CLASS 16 (U.S. CLS. 2, 5, 22, 23, 29, 37, 38 AND 50).

FOR: ALL PURPOSE SPORT BAGS; CARRY-ALL BAGS; LEATHER BAGS, SUITCASES AND WALLETS; SHOULDER BAGS; TEXTILE SHOPPING BAGS; HAND BAGS; LUGGAGE; SCHOOL BAGS, IN CLASS 18 (U.S. CLS. 1, 2, 3, 22 AND 41).



Michelle K. Lee
Director of the United States
Patent and Trademark Office

Reg. No. 4,887,394 FOR: FURNITURE; SCULPTURES MADE FROM PLASTIC; MOBILES BEING DECORATIVE ARTICLES; STORAGE BOXES MADE FROM WOOD FOR PERSONAL ITEMS; DECORATIVE WOODEN OBJECTS; TROPHIES OF PLASTIC; NAMEPLATES, NOT OF METAL; FIGURES MADE OF PLASTICS, IN CLASS 20 (U.S. CLS. 2, 13, 22, 25, 32 AND 50).

FOR: HOUSEHOLD OR KITCHEN UTENSILS, NAMELY, ROLLING PINS, SPATULAS, TURNERS, SCOOPS, AND WHISKS; HOUSEHOLD OR KITCHEN CONTAINERS; MUGS; BOTTLES, NAMELY, DRINKING BOTTLES FOR SPORTS, EMPTY WATER BOTTLES, AND EMPTY SPRAY BOTTLES AND VACUUM BOTTLES; STATUES OF CHINA OR GLASS; BEVERAGE GLASSWARE; CANDLETICKS; CANDLE RINGS; WORKS OF ART MADE OF GLASS; COUPES AND VASES; WORKS OF ART OF PORCELAIN, TERRA-COTTA OR GLASS; BASKETS FOR DOMESTIC USE, NOT OF METAL, IN CLASS 21 (U.S. CLS. 2, 13, 23, 29, 30, 33, 40 AND 50).

FOR: FOOTWEAR, HEADGEAR, NAMELY, BEANIES; T-SHIRTS, SWEAT SHIRTS, SHIRTS, BLOUSES, VESTS; JEANS, PANTS, SHORTS; UNDERWEAR, SPORTSWEAR, NAMELY, SPORT COATS, SHIRTS, SOCKS, CAPS, HATS, AND JACKETS; SOCKS; COATS, JACKETS, SUITS; SKIRTS; SCARVES; GLOVES, MITTENS; BATHING SUITS, PAJAMAS, NEGLIGEE ROBES, BATHROBES; CAPS AND HATS, IN CLASS 25 (U.S. CLS. 22 AND 39).

FOR: LACE AND EMBROIDERY, RIBBONS AND BRAID; NEEDLES; BARRETTES, HAIR-SLIDES, HAIR PINS, AND HAIR TIES; HAT PINS; ORNAMENTAL NOVELTY BUTTON, BADGES AND PINS; TRIMMINGS FOR CLOTHING, NAMELY, LACE TRIMMINGS AND ORNAMENTAL NOVELTY BADGES; SHOE ORNAMENTS, NOT OF PRECIOUS METAL; BRASSARDS; BUTTONS; BELT BUCKLES, IN CLASS 26 (U.S. CLS. 37, 39, 40, 42 AND 50).

FOR: ACTION FIGURES; PLAY SETS FOR ACTION FIGURES; GAME CARDS; NON-ELECTRIC HAND-HELD ACTION SKILL GAMES; SOFT DOLLS; STUFFED TOYS, WATER TOYS, WOODEN TOYS, NAMELY, MECHANICAL AND BATTERY OPERATED ACTION TOYS AND TOY WEAPONS; TOYS MADE OF PLASTICS, NAMELY, MECHANICAL AND BATTERY OPERATED ACTION TOYS AND TOY WEAPONS; CHILDREN'S MULTIPLE ACTIVITY TOYS; PUZZLES; BALLOONS; PLAYING CARDS; BAGS, CASES AND SLEEVES SPECIALLY ADAPTED FOR STORING AND CARRYING APPARATUS FOR GAMES, NAMELY, HAND HELD UNITS FOR PLAYING COMPUTER GAMES, JOYSTICKS, AND GAME CONSOLES, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).

THE MARK CONSISTS OF THE STYLIZED YELLOW, GOLD, BROWN, AND LIGHT BROWN WORDING "CLASH OF CLANS" WITH A BLACK BORDER TO THE RIGHT OF A LIGHT BROWN, BROWN AND RED SHIELD WITH A BORDER OF YELLOW AND VARYING SHADES OF GOLD AND A BLACK OUTLINE WITH TWO RED, DARK BROWN AND GOLD ARROWS WITH BLACK OUTLINES.

OWNER OF INTERNATIONAL REGISTRATION 1254565 DATED 1-16-2015, EXPIRES 1-16-2025.

THE COLOR(S) RED, BROWN, DARK BROWN, LIGHT BROWN, YELLOW, BLACK AND GOLD IS/ARE CLAIMED AS A FEATURE OF THE MARK.

SER. NO. 79-168,348, FILED 1-16-2015.

MAYUR VAGHANI, EXAMINING ATTORNEY

United States of America

United States Patent and Trademark Office

CLASH QUEST

Reg. No. 6,914,933

Registered Dec. 06, 2022

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

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Jätkäsaarenlaituri 1

FI-00180 Helsinki

FINLAND

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

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

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

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

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



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



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

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

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

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

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

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

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

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

PRIORITY DATE OF 12-22-2020 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1620214 DATED 06-21-2021, EXPIRES 06-21-2031

SER. NO. 79-323,266, FILED 06-21-2021

United States of America

United States Patent and Trademark Office

CLASH ROYALE

Reg. No. 5,243,406

Registered Jul. 18, 2017

Int. Cl.: 9, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND PRIVATE LIMITED COMPANY)

Itämerenkatu 11

FI-00180 Helsinki

FINLAND

CLASS 9: Computer game software; downloadable computer game software; video game software adapted for use with television receivers; prerecorded DVDs CDs and USB flash drives featuring pre-recorded motion picture films, television programs, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; protective covers for mobile phones, portable computers and tablet computers; headphones; downloadable electronic publications in the nature of newsletters and videos about computer games; decorative magnets; blank electronic storage media; belts and straps specially adapted for cell phones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods not relating to gambling casino lottery and betting games

CLASS 28: hand-held units for playing electronic games; action skill games; action figures as toys; toys, games and playthings, namely, board games, plush toys, yo-yos, toy figures attachable to pencils, rubber balls, basketballs, bath toys, baseballs, beach balls, collectable toy figures, dolls, doll accessories, doll playsets, electric action toys, equipment sold as a unit for playing card games, footballs, mechanical toys, toy mobiles, toy vehicles, toy watches, toy weapons; play sets for action figures; game cards and playing cards; stuffed toys, water toys; children's multiple activity toys; puzzles; balloons; protective bags, cases and sleeves specially adapted for storing and carrying apparatus for hand-held units for playing electronic games; all the aforementioned goods not relating to gambling casino lottery and betting games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; provision of on-line video games by means of a computer based systems; providing entertainment information relating to computer games via information network; entertainment services in the nature of creation, development, and production of films, animation or animated films, and television programs; all the aforementioned services not relating to gambling casino lottery and betting games

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

PRIORITY DATE OF 10-20-2015 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1310118 DATED 04-06-2016, EXPIRES 04-06-2026

SER. NO. 79-192,166, FILED 04-06-2016

DEBORAH L MEINERS, EXAMINING ATTORNEY



Joseph Matal

Performing the Functions and Duties of the
Under Secretary of Commerce for
Intellectual Property and Director of the
United States Patent and Trademark Office

United States of America

United States Patent and Trademark Office

CLASH ROYALE

Reg. No. 5,248,288

Registered Jul. 25, 2017

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

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
FI-00180 Helsinki
FINLAND

CLASS 6: Chains of common metal; statuettes of common metal; non-electric locks of metal; trophies of common metal; nameplates of common metal; rings and chains of common metal for keys

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals, newsletters and brochures in the field of computer games; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; card covers of paper; packing paper, wrapping paper and paper packaging materials; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; cards in the nature of greeting cards, post cards, collectable cards of paper, trading cards; printed paper signs

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

CLASS 20: Furniture; sculptures made from plastic; mobiles being decorative articles; storage boxes made from wood; decorative wooden objects, namely centerpieces; trophies of plastic; nameplates, not of metal; figures made of plastics

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

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

CLASS 26: Lace and embroidery, ribbons and braid; buttons, hooks and eyes, needles; barrettes, hair pins, and hair ties; hat pins; ornamental novelty buttons, badges and pins; trimmings for clothing; shoe ornaments in the nature of shoe trimmings, not of precious metal; brassards; belt buckles

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

PRIORITY DATE OF 04-06-2016 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1327992 DATED 09-05-2016,
EXPIRES 09-05-2026

SER. NO. 79-200,204, FILED 09-05-2016
KIMBERLY L PARKS, EXAMINING ATTORNEY



Joseph Matal

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United States Patent and Trademark Office

United States of America

United States Patent and Trademark Office



Reg. No. 5,253,372

Registered Aug. 01, 2017

Int. Cl.: 9, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND PRIVATE LIMITED COMPANY)
Itämerenkatu 11
FI-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank tapes for storage of computer data; video game software adapted for use with television receivers; prerecorded DVDs CDs and USB flash drives featuring pre-recorded motion picture films, television programs, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; protective covers for mobile phones, portable computers and tablet computers; headphones; downloadable electronic publications in the nature of newsletters and videos about computer games; decorative magnets; blank electronic storage media; belts and straps specially adapted for carrying cell phones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods not relating to gambling, casino, lottery and betting games

CLASS 28: Hand-held units for playing electronic games; action skill games; action figures as toys; toys, games and playthings, namely, board games and building games; game cards; play sets for action figures; game cards and playing cards; soft dolls; stuffed toys, water toys, wooden building toys, children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying hand-held unit for playing electronic games; all the aforementioned goods not relating to gambling, casino, lottery and betting games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; provision of on-line video games by means of a computer based systems; providing entertainment information relating to computer games via information network; entertainment services in the nature of creation, development, and production of films, animation or animated films, and television programs; all the aforementioned services not relating to gambling, casino, lottery and betting games

The color(s) blue, dark blue, dark brown, light brown, yellow, gold, light grey, grey and black is/are claimed as a feature of the mark.

The mark consists of the wording "CLASH ROYALE" with "CLASH" in grey and light grey, "ROYALE" in yellow, gold, dark brown and light brown to the left of a shield design in blue and dark blue with a yellow and gold border and a crown design in yellow and gold in the middle of the shield. The wording and design are all outlined in black.

PRIORITY DATE OF 02-08-2016 IS CLAIMED



Joseph Matal

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OWNER OF INTERNATIONAL REGISTRATION 1328164 DATED 07-13-2016,
EXPIRES 07-13-2026

SER. NO. 79-200,279, FILED 07-13-2016
KAREN K BUSH, EXAMINING ATTORNEY

United States of America

United States Patent and Trademark Office



Reg. No. 5,283,306

Registered Sep. 12, 2017

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

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
FI-00180 Helsinki
FINLAND

CLASS 6: Chains of common metal; statuettes of common metal; non-electric locks of metal; trophies of common metal; nameplates of common metal; rings and chains of common metal for keys

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals, newsletters and brochures in the field of computer games; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; card covers of paper; packing paper, wrapping paper and paper packaging materials; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; cards in the nature of greeting cards, post cards, collectable cards of paper, trading cards; printed paper signs

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

CLASS 20: Furniture; sculptures made from plastic; mobiles being decorative articles; storage boxes made from wood; decorative wooden objects, namely centerpieces; trophies of plastic; nameplates, not of metal; figures made of plastics

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

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

CLASS 26: Lace and embroidery, ribbons and braid; buttons, hooks and eyes, needles; barrettes, hair pins, and hair ties; hat pins; ornamental novelty buttons, badges and pins; trimmings for clothing; shoe ornaments in the nature of shoe trimmings, not of precious metal; brassards; belt buckles

The color(s) blue, dark blue, dark brown, light brown, yellow, gold, light grey, grey and black is/are claimed as a feature of the mark.

The mark consists of the stylized wording "CLASH ROYALE" to the left of a shield design



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featuring a crown. The colors gray and light gray appear in the word "CLASH". The colors yellow, gold, dark brown and light brown appear in the word "ROYALE". The shield design appears in blue and dark blue with a yellow and gold border and a crown design in yellow and gold in the middle of the shield. The wording and design are all outlined in black.

PRIORITY DATE OF 07-13-2016 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1339664 DATED 11-17-2016,
EXPIRES 11-17-2026

SER. NO. 79-205,308, FILED 11-17-2016
ELI J HELLMAN, EXAMINING ATTORNEY

United States of America

United States Patent and Trademark Office



Reg. No. 5,784,351

Registered Jun. 25, 2019

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND osakeyhtiö (oy))
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications, namely, books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electrical power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books in the field of computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials made of recycled paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 28: Electronic games, namely, handheld game consoles; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic game playing apparatus



Andrei Iancu

Director of the United States
Patent and Trademark Office

CLASS 41: Electronic game services provided by means of a global communication network; providing on-line computer games; on-line gaming services, namely, conducting online computer game tournaments; providing on-line computer games, providing multi-player video game matching services, namely, organization of electronic game competitions, providing on-line entertainment in the nature of computer game tournaments, cyber or virtual electronic sports leagues and ongoing television game shows; providing information on-line relating to computer games; provision of online non-downloadable games by means of a computer based systems; providing online non-downloadable interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; providing non-downloadable on-line publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; production of movies, films, animated movies, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animation movies and television programs featuring computer game characters; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing entertainment information relating to computer games via a web site; providing online non-downloadable computer games and gaming services in the nature of conducting online computer game tournaments through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

The color(s) red, white, and blue is/are claimed as a feature of the mark.

The mark consists of a shield with a red outline and white interior with a stylized blue castle the top of which forms a crown above a face with white features imposed thereon. The grey rectangular background is not claimed as a feature of the mark.

PRIORITY DATE OF 03-02-2018 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1436545 DATED 07-09-2018,
EXPIRES 07-09-2028

SER. NO. 79-246,412, FILED 07-09-2018

United States of America

United States Patent and Trademark Office

CLASH-A-RAMA

Reg. No. 5,532,655

Registered Aug. 07, 2018

Int. Cl.: 9, 16, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki, FINLAND

CLASS 9: Pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof recorded on electronic media; DVDs, video disks and video tapes with recorded animated cartoons; downloadable electronic publications in the nature of books, magazines, newsletters and downloadable media files containing videos all in the fields of computer games and the settings and characters thereof; downloadable films and animated films about video games and the settings and characters thereof provided via a video-on-demand service; computer game software; downloadable computer game software via a global computer network and wireless devices; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers

CLASS 16: Cartoon strips; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks, and brochures in the field of computer games and computer game characters

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures toys; board games; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, toy cars made of plastics; children's multiple activity toys; puzzles

CLASS 41: Providing on-line publications in the nature of books, magazines, newsletters and videos in the field of computer games; entertainment services, namely, displaying a series of films and animated films; entertainment services in the nature of production and distribution of television shows, movies and animated movies, and film production; electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; provision of games by means of a computer based systems, namely, electronic games services provided via the internet; providing entertainment information relating to electronic computer games via the Internet

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

PRIORITY CLAIMED UNDER SEC. 44(D) ON EUROPEAN (EU) OFFICE FOR HARMONIZATION IN THE INTERNAL MARKET (OHIM) APPLICATION NO. 014807507, FILED 11-18-2015, REG. NO. 014807507, DATED 10-15-2017, EXPIRES 11-18-2025

SER. NO. 87-041,256, FILED 05-18-2016



Andrei Iancu

Director of the United States
Patent and Trademark Office

United States of America

United States Patent and Trademark Office

CLASHER

Reg. No. 5,420,737

Registered Mar. 13, 2018

Int. Cl.: 9, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Osaakeyhtiö / Limited Liability Company)

Itämerenkatu 11

Fi-00180 Helsinki

FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, newsletters and videos about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures as toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, newsletters and videos about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing of sports competitions; providing entertainment information relating to computer games via a web site; organizing of electronic sports events in the field of computer games

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

PRIORITY DATE OF 02-03-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1366603 DATED 06-12-2017, EXPIRES 06-12-2027

SER. NO. 79-217,158, FILED 06-12-2017



Andrei Iancu

Director of the United States
Patent and Trademark Office

United States of America

United States Patent and Trademark Office

ClashFest

Reg. No. 7,312,478

Registered Feb. 27, 2024

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Limited Company)

Jätkäsaarenlaituri 1

FI-00180 HELSINKI

FINLAND

CLASS 9: Recorded computer game software; downloadable computer game software; blank electronic data storage media; downloadable game software adapted for use with television receivers; pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof recorded on electronic media; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablet computers; headphones; downloadable electronic publications, in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; belts and straps specifically adapted for telephones, computers, headphones and cameras; electric power distribution units

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

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

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

Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



handheld units for playing computer games, joysticks for video games and computer games, and video game consoles

CLASS 41: Electronic game services, namely, providing on-line computer and electronic games, providing online computer games which offer sub-quests within the game, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purpose, namely, virtual reality game services provided on-line from a computer network; providing on-line computer games, multi-player matching services in the nature of organization of electronic game competitions and providing on-line entertainment in the nature of conducting online computer game tournaments, cyber or virtual sports leagues and games shows, all in the field of computer games; providing information on-line relating to computer games; provision of online computer games by means of a computer based systems; providing interactive social games in a virtual environment, namely, providing online computer games; providing entertainment information relating to computer games via information network; entertainment services, namely, development, production and post-production services in the fields of video and films, providing online computer and electronic games, providing online computer games which offer sub-quests within the game, and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes, namely, virtual reality game services provided on-line from a computer network, and providing on-line entertainment in the nature of conducting online video game tournaments, cyber or virtual fantasy sports leagues and production and distribution of games shows; organizing community sporting and cultural activities; providing on-line non-downloadable electronic publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; presentation in the nature of production and distribution of movies, films, animations in the nature of animated cartoons, and television programs; entertainment services in the nature of creation, development, and production of movies, films, animations in the nature of animated cartoons, and television programs; organising events in the nature of conventions and conferences for entertainment purposes in the field of video and computer games, gaming; organising of competitions, namely, organization of e-sports competitions, organization of electronic game competitions; providing online computer games through an internet website portal; organising and conducting video and computer game matches and tournaments; organising of electronic sports events, namely, organization of electronic sports competitions

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

PRIORITY DATE OF 05-12-2022 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1702888 DATED 11-10-2022, EXPIRES 11-10-2032

SER. NO. 79-358,230, FILED 11-10-2022

United States of America

United States Patent and Trademark Office

CLASHMAS

Reg. No. 5,420,736

Registered Mar. 13, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Osaakeyhtiö / Limited Liability Company)

Itämerenkatu 11

Fi-00180 Helsinki

FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, newsletters and videos about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs

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

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures as toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, newsletters and videos about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing of sports competitions; providing entertainment information relating to computer games via a web site; organizing of electronic sports events in the field of computer games

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY



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PARTICULAR FONT STYLE, SIZE OR COLOR

PRIORITY DATE OF 12-23-2016 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1366602 DATED 05-26-2017,
EXPIRES 05-26-2027

SER. NO. 79-217,157, FILED 05-26-2017

United States of America

United States Patent and Trademark Office

COC

Reg. No. 5,682,708

Registered Feb. 26, 2019

Int. Cl.: 9, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable and computer game software; game software adapted for use with television receivers

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services in the nature of conducting online computer game tournaments; providing information on-line relating to computer games; provision of on-line games by means of a computer based systems; providing on-line interactive social games from a computer network in a virtual environment; providing on-line publications, namely, non-downloadable articles and video magazines in the field of computer games; providing entertainment information relating to computer games via a web site

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

PRIORITY DATE OF 10-31-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1401920 DATED 03-02-2018,
EXPIRES 03-02-2028

SER. NO. 79-232,147, FILED 03-02-2018



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Director of the United States
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United States of America

United States Patent and Trademark Office

CRL

Reg. No. 5,718,627

Registered Apr. 09, 2019

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; belts and straps for telephones, computers, headphones and cameras; electric power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books relating to computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and paper packaging materials; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; post cards; trading cards; paper signs

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

CLASS 28: Electronic games, namely, handheld game consoles; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; wooden toys, namely, wooden toy cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic game playing apparatus

CLASS 41: Providing online electronic game services; providing on-line computer games; on-line gaming services; providing on-line gaming services in the nature of providing on-line computer games, multi-player matching services, and on-line entertainment in the nature of tournaments, cyber or virtual sports leagues and game shows; providing information on-line relating to computer games; provision of online non-downloadable games by means of a computer based systems; providing interactive social games in a virtual environment; providing entertainment information relating to computer games via information network;



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Director of the United States
Patent and Trademark Office

organizing community sporting and cultural activities in the field of computer games for entertainment purposes; providing on-line non-downloadable publications in the nature of books, magazines, newsletters and non-downloadable videos in the field of computer games, computer game characters and electronic sports; presentation of movies, films, animation films, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing entertainment information relating to computer games via a web site; providing online non-downloadable computer games and gaming services through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

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

PRIORITY DATE OF 03-02-2018 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1422755 DATED 07-09-2018, EXPIRES 07-09-2028

SER. NO. 79-240,694, FILED 07-09-2018

United States of America

United States Patent and Trademark Office

CROWN CHAMPIONSHIP

Reg. No. 5,614,072

Registered Nov. 27, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, black CDs, blank DVDs; computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books relating to computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 28: Electronic games, namely, handheld game consoles; hand-held units for playing electronic games; action skill games; action figures as toys; board games; play sets for action figures; soft dolls; plush toys; stuffed toys, water toys; wooden toys in the nature of wooden cars; toy cars made of plastic; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic apparatus for games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services, namely, providing online non-downloadable game software; multi-player matching services, and on-line entertainment in the nature of tournaments, cyber or virtual sports leagues and games shows; providing information on-line relating to computer games; providing on-line computer games by means of a computer based system; providing interactive social games in a virtual environment, namely, virtual reality game services provided on-line from a computer network; providing entertainment information relating to computer games via a computerized information network; entertainment services, namely, providing a website featuring games and computer games; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; providing on-line publications in the nature of books, magazines, newsletters and videos in the field of computer games, computer game characters and electronic sports; production of movies, films, animated movies, and television programs; entertainment services in the nature of creation, development, and production of movies,



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Director of the United States
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films, animations, and television programs; organizing of sports and electronic competitions; providing entertainment information relating to computer games via a web site; providing computer games and gaming services through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

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

PRIORITY DATE OF 03-31-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1379404 DATED 09-26-2017, EXPIRES 09-26-2027

No claim is made to the exclusive right to use the following apart from the mark as shown: "CHAMPIONSHIP" FOR CLASSES 9, 16, 28 AND 41

SER. NO. 79-222,769, FILED 09-26-2017

United States of America

United States Patent and Trademark Office

HOG RIDER

Reg. No. 5,510,466

Registered Jul. 10, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Itämerenkatu 11

Fi-00180 Helsinki

FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, black CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films also known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, and newsletters about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs; all the aforementioned goods relating to computers

CLASS 25: Footwear; headwear, namely, caps and hats; T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts; underwear, sportswear, namely, sport shirts; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; sports caps and hats; all the aforementioned goods relating to computer games and computer game characters

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, and newsletters about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing



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Patent and Trademark Office

of sports competitions; providing entertainment information relating to computer games via a web site; entertainment services, namely, providing a website featuring games and computer games; providing computer games and gaming services through an internet website portal; organizing of electronic sports events in the field of computer games; all the aforementioned services relating to computer games and computer game characters

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

PRIORITY DATE OF 02-09-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1366347 DATED 06-20-2017,
EXPIRES 06-20-2027

SER. NO. 79-217,052, FILED 06-20-2017

United States of America

United States Patent and Trademark Office

LAVA HOUND

Reg. No. 5,735,947

Registered Apr. 30, 2019

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Osakeyhtiö / Limited Liability Company)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: computer game software; downloadable computer game software; data storage media, namely, black CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films also known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, newsletters and videos about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs; all the aforementioned goods relating to computer games and computer game characters

CLASS 25: Footwear; headgear, namely, caps and hats; T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts; underwear, sportswear, namely, sport shirts; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; sports caps and hats; all the aforementioned goods relating to computer games and computer game characters

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, newsletters and videos about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing of sports competitions; providing entertainment information relating to computer



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Director of the United States
Patent and Trademark Office

games via a web site; entertainment services, namely, providing a website featuring games and computer games; providing computer games and gaming services through an internet website portal; organizing of electronic sports events in the field of computer games; all the aforementioned services relating to computer games and computer game characters

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

PRIORITY DATE OF 02-09-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1366604 DATED 06-12-2017,
EXPIRES 06-12-2027

SER. NO. 79-217,159, FILED 06-12-2017

United States of America

United States Patent and Trademark Office

P.E.K.K.A

Reg. No. 5,430,634

Registered Mar. 27, 2018

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND Osaakeyhtiö (oy))

Itämerenkatu 11

Fi-00180 Helsinki

FINLAND

CLASS 9: Computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; game software adapted for use with television receivers; DVDs featuring pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specifically adapted for storing and carrying telephones, computers, headphones and cameras; fitted plastic films also known as skins for covering and protecting mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, and newsletters about computer games; decorative magnets; blank USB flash drives; belts and straps specially adapted for telephones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods relating to computer games and computer game characters

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines, books, printed periodicals and newsletters in the field of computer games and computer game characters; notebooks; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper; wrapping paper; cardboard boxes; party decorations made of paper; pens, rubber erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; printed paper signs; all the aforementioned goods relating to computer games and computer game characters

CLASS 25: Footwear; headgear, namely, caps and hats; T-shirts, sweat shirts, shirts, blouses, vests; jeans, pants, shorts; underwear, sportswear, namely, sport shirts; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; sports caps and hats; all the aforementioned goods relating to computer games and computer game characters

CLASS 28: Electronic games, namely, arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; providing on-line computer games by means of a computer based systems; providing interactive social games in the nature of on-line computer games in a virtual environment; providing entertainment information relating to computer games via information network; providing on-line publications in the nature of books, magazines, and newsletters about computer games; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; organizing



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Director of the United States
Patent and Trademark Office

of sports competitions; providing entertainment information relating to computer games via a web site; entertainment services, namely, providing a website featuring games and computer games; providing computer games and gaming services through an internet website portal; organizing of electronic sports events in the field of computer games; all the aforementioned services relating to computer games and computer game characters

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

PRIORITY DATE OF 02-09-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1368054 DATED 07-18-2017,
EXPIRES 07-18-2027

SER. NO. 79-217,724, FILED 07-18-2017

United States of America

United States Patent and Trademark Office

TV ROYALE

Reg. No. 5,248,154

Registered Jul. 25, 2017

Int. Cl.: 9, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
FI-00180 Helsinki
FINLAND

CLASS 9: Computer game software; downloadable computer game software; video game software adapted for use with television receivers; prerecorded DVDs CDs and USB flash drives featuring pre-recorded motion picture films, television programs, and animation films about video games and the settings and characters thereof; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; protective covers for mobile phones, portable computers and tablet computers; headphones; downloadable electronic publications in the nature of newsletters and videos about computer games; decorative magnets; blank electronic storage media; belts and straps specially adapted for cell phones, computers, headphones and cameras; electric power distribution units; all the aforementioned goods not relating to gambling casino lottery and betting games

CLASS 28: hand-held units for playing electronic games; action skill games; action figures as toys; toys, games and playthings, namely, board games, plush toys, yo-yos, toy figures attachable to pencils, rubber balls, basketballs, bath toys, baseballs, beach balls, collectable toy figures, dolls, doll accessories, doll playsets, electric action toys, equipment sold as a unit for playing card games, footballs, mechanical toys, toy mobiles, toy vehicles, toy watches, toy weapons; play sets for action figures; game cards and playing cards; stuffed toys, water toys; children's multiple activity toys; puzzles; balloons; protective bags, cases and sleeves specially adapted for storing and carrying apparatus for hand-held units for playing electronic games; all the aforementioned goods not relating to gambling casino lottery and betting games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing information on-line relating to computer games; provision of on-line video games by means of a computer based systems; providing entertainment information relating to computer games via information network; entertainment services in the nature of creation, development, and production of films, animation or animated films, and television programs; all the aforementioned services not relating to gambling casino lottery and betting games

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

PRIORITY DATE OF 10-20-2015 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1308054 DATED 04-05-2016,
EXPIRES 04-05-2026



Joseph Matal

Performing the Functions and Duties of the
Under Secretary of Commerce for
Intellectual Property and Director of the
United States Patent and Trademark Office

















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

SER. NO. 79-191,303, FILED 04-05-2016
DEIRDRE G ROBERTSON, EXAMINING ATTORNEY

EXHIBIT C

U.S. Copyright Registrations

Copyright Registration No.	Registration Date	Title	Applicant / Owner	Device Image
VA 1-871-718	7/11/2013	ARCHER	Supercell Oy	
VA 1-871-685	7/11/2013	ARCHER QUEEN	Supercell Oy	
VA 1-871-170	7/11/2013	ATTACK1	Supercell Oy	
VA 1-871-722	7/11/2013	ATTACK3	Supercell Oy	
VA 1-871-645	7/11/2013	BALLOON	Supercell Oy	
VA 1-871-560	7/11/2013	BARBARIAN	Supercell Oy	
VA 1-871-710	7/11/2013	BARBARIAN KING	Supercell Oy	
VA 2-004-335	2/25/2016	Clash of Clans Grand Warden	Supercell Oy	
VA 2-004-348	2/25/2016	Clash of Clans Lava Hound	Supercell Oy	
VA 2-004-365	2/25/2016	Clash of Clans Witch	Supercell Oy	
PA 1-944-101	6/3/2015	Clash of Clans, Version 1.91.	Supercell Oy	(Video)
PA 1-944-102	6/3/2015	Clash of Clans, Version 6.56.1.	Supercell Oy	(Video)
PA 1-981-478	4/4/2016	Clash Royale, Version 1.0 for iOS. BABY DRAGON GIANT SKELETON KING KNIGHT MINI PEKKA MUSKETEER PRINCE ROCKET	Supercell Oy	

VA 2-090-747	6/8/2017	Clash-A-Rama! Archer	Supercell Oy	
VA 2-091-070	6/8/2017	Clash-A-Rama! Baby Dragon	Supercell Oy	
VA 2-090-749	6/8/2017	Clash-A-Rama! Barbarian	Supercell Oy	
VA 2-091-072	6/8/2017	Clash-A-Rama! Dragon	Supercell Oy	
VA 2-090-751	6/8/2017	Clash-A-Rama! Giant	Supercell Oy	
VA 2-090-881	6/8/2017	Clash-A-Rama! Hogrider	Supercell Oy	
VA 2-090-946	6/8/2017	Clash-A-Rama! Spear Goblin	Supercell Oy	
VA 2-090-394	6/28/2017	Clash-A-Rama! Valkyrie	Supercell Oy	
VA 2-090-947	6/8/2017	Clash-A-Rama! Wizard	Supercell Oy	
VA 1-871-651	7/11/2013	DRAGON	Supercell Oy	
VA 1-871-538	7/11/2013	GIANT	Supercell Oy	
VA 1-871-082	7/11/2013	GOBLIN	Supercell Oy	
VA 1-871-803	7/11/2013	GOBLIN VILLAGE	Supercell Oy	
VA 1-871-160	7/11/2013	HOG RIDER	Supercell Oy	
VA 1-871-166	7/11/2013	MARKERS	Supercell Oy	
VA 1-871-535	7/11/2013	MINION	Supercell Oy	

VA 1-871-509	7/11/2013	P.E.K.K.A	Supercell Oy	
VA 1-871-498	7/11/2013	VALKYRIE	Supercell Oy	
VA 1-871-518	7/11/2013	VILLAGE1	Supercell Oy	
VA 1-871-531	7/11/2013	VILLAGE2	Supercell Oy	
VA 1-871-558	7/11/2013	VILLAGE3	Supercell Oy	
VA 1-871-556	7/11/2013	VILLAGE4	Supercell Oy	
VA-1871-543	7/11/2013	VILLAGE5	Supercell Oy	
VA 1-871-444	7/11/2013	VISIT	Supercell Oy	
VA 1-871-678	7/11/2013	WALLBREAKER	Supercell Oy	
VA 1-871-445	7/11/2013	WIZARD	Supercell Oy	

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-718

Effective date of
registration:

July 11, 2013

Title

Title of Work: ARCHER

Previous or Alternative Title: ARCHER QUEEN

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.3.USCR

Copyright

United States Copyright Office

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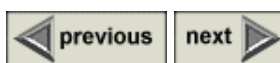
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Public Catalog

Copyright Catalog (1978 to present) at DC4

Search Request: Left Anchored Copyright Number = VA0001871685

Search Results: Displaying 1 of 1 entries

[Labeled View](#)

ARCHER QUEEN.

Type of Work: Visual Material

Registration Number / Date: VA0001871685 / 2013-07-11

Application Title: ARCHER QUEEN.

Title: ARCHER QUEEN.

Description: Electronic file (eService)

Copyright Claimant: Supercell Oy. Address: Tammasaarenkatu 5, Helsinki, 00180, Finland.

Date of Creation: 2012

Date of Publication: 2012-06-14

Nation of First Publication: Canada

Authorship on Application: Supercell Oy, employer for hire; Citizenship: Finland. Authorship: 2-D artwork.

Rights and Permissions: Geza C Ziegler, Ziegler IP Law Group, LLC., 518 Riverside Avenue, Westport, CT, 06880, United States, (203) 659-0388, (203) 414-9311, ptomail@gziplaw.com

Copyright Note: C.O. correspondence.

Names: [Supercell Oy](#)



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-170

Effective date of
registration:
July 11, 2013

Title

Title of Work: ATTACK1

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.21.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-722

Effective date of
registration:
July 11, 2013

Title

Title of Work: ATTACK3

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.22.USCR

Correspondence: Yes

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-645

Effective date of
registration:
July 11, 2013

Title

Title of Work: BALLOON

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

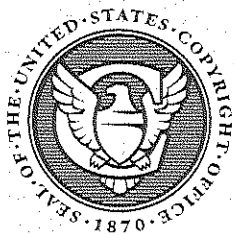
Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.3.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-560

Effective date of
registration:
July 11, 2013

Title _____

Title of Work: BARBARIAN

Completion/Publication _____

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author _____

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant _____

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions _____

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification _____

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.5.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-710

Effective date of
registration:
July 11, 2013

Title

Title of Work: BARBARIAN KING

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarencatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.6.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number

VA 2-004-335

Effective Date of Registration:

February 25, 2016

Title

Title of Work: Clash of Clans Grand Warden

Previous or Alternate Title: Grand Warden

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: December 10, 2015

Nation of 1st Publication: Finland

Author

- Author:** Supercell Oy
- Author Created:** 2-D artwork
- Work made for hire:** Yes
- Citizen of:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: February 25, 2016

Applicant's Tracking Number: 30646-80

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number

VA 2-004-348

Effective Date of Registration:

February 25, 2016

Title

Title of Work: Clash of Clans Lava Hound

Previous or Alternate Title: Lava Hound

Completion/Publication

Year of Completion: 2014

Date of 1st Publication: September 16, 2014

Nation of 1st Publication: Finland

Author

- Author:** Supercell Oy
- Author Created:** 2-D artwork
- Work made for hire:** Yes
- Citizen of:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: February 25, 2016

Applicant's Tracking Number: 30646-80

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number

VA 2-004-365

Effective Date of Registration:

February 25, 2016

Title

Title of Work: Clash of Clans Witch

Previous or Alternate Title: Witch

Completion/Publication

Year of Completion: 2013

Date of 1st Publication: July 29, 2013

Nation of 1st Publication: Finland

Author

• **Author:** Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: February 25, 2016

Applicant's Tracking Number: 30646-80

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number

PA 1-944-101

Effective Date of Registration:

June 03, 2015

Title

Title of Work: Clash of Clans, Version 1.91

Previous or Alternate Title: Clash of Clans

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: August 02, 2012

Nation of 1st Publication: Finland

Author

- Author:** Supercell Oy
Author Created: Computer program; Animation; Artwork; Text; Music and Sound
Work made for hire: Yes
Domiciled in: Finland
- Author:** Martin Schjoeler
Author Created: Music and Sound
Work made for hire: No
Domiciled in: Denmark
Anonymous: Yes

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland
Transfer statement: By written agreement

Limitation of copyright claim

Material excluded from this claim: Prior work by claimant and licensed-in material

New material included in claim: Computer program; Animation; Artwork; Text; Music and Sound

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

Maria A. Pallante

Register of Copyrights, United States of America

Registration Number

PA 1-944-102

Effective Date of Registration:

June 03, 2015

Title

Title of Work: Clash of Clans, Version 6.56.1

Previous or Alternate Title: Clash of Clans: Clan Wars

Clash of Clans

Clan Wars

Completion/Publication

Year of Completion: 2014

Date of 1st Publication: April 09, 2014

Nation of 1st Publication: Finland

Author

- Author:** Supercell Oy
- Author Created:** Computer program; Animation; Artwork; Text; Music and Sound
- Work made for hire:** Yes
- Domiciled in:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Limitation of copyright claim

Material excluded from this claim: Prior works by claimant and licensed-in material

Previous registration and year: Pending, 2015

New material included in claim: Computer program; Animation; Artwork; Text; Music and Sound

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell OY

Date: June 03, 2015

Applicant's Tracking Number: 30646-00080

Certificate of Registration



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Maria A. Pallante

United States Register of Copyrights and Director

Registration Number

PA 1-981-478

Effective Date of Registration:

April 04, 2016

Title

Title of Work: Clash Royale, Version 1.0 for iOS

Previous or Alternate Title: Clash Royale

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: January 04, 2016

Nation of 1st Publication: Finland

Author

- Author:** Supercell Oy
- Author Created:** Computer program; Animation; Artwork; Text; Music and Sound
- Work made for hire:** Yes
- Domiciled in:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Limitation of copyright claim

Material excluded from this claim: Prior works by claimant, licensed-in material and third party images and narration viewed with the work in the video deposit

New material included in claim: Computer program; Animation; Artwork; Text; Music and Sound

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: April 04, 2016

Applicant's Tracking Number: 30646-00080

Certificate of Registration



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Karen Leigh Claypoole

Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-747

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Archer

Previous or Alternate Title: Archer

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: July 02, 2015

Nation of 1st Publication: Canada

Author

• Author: Supercell Oy
Author Created: 2-D artwork
Work made for hire: Yes
Domiciled in: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

Karen Leigh Clayett

Acting United States Register of Copyrights and Director

Registration Number

VA 2-091-070

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Baby Dragon

Previous or Alternate Title: Baby Dragon

Completion/Publication

Year of Completion: 2016

Date of 1st Publication: April 15, 2016

Nation of 1st Publication: Canada

Author

• **Author:** Supercell Oy
Author Created: 2-D artwork
Work made for hire: Yes
Domiciled in: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



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Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-749

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Barbarian

Previous or Alternate Title: Barbarian

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: July 02, 2015

Nation of 1st Publication: Canada

Author

- Author:** Supercell Oy
- Author Created:** 2-D artwork
- Work made for hire:** Yes
- Domiciled in:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



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Karen Leigh Claypoole

Acting United States Register of Copyrights and Director

Registration Number

VA 2-091-072

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Dragon

Previous or Alternate Title: Dragon

Completion/Publication

Year of Completion: 2016

Date of 1st Publication: April 15, 2016

Nation of 1st Publication: Canada

Author

• Author: Supercell Oy
Author Created: 2-D artwork
Work made for hire: Yes
Domiciled in: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



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Karen Leigh Clayette

Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-751

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Giant

Previous or Alternate Title: Giant

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: July 02, 2015

Nation of 1st Publication: Canada

Author

• Author: Supercell Oy
Author Created: 2-D artwork
Work made for hire: Yes
Domiciled in: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



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Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-881

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Hogrider

Previous or Alternate Title: Hogrider

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: July 02, 2015

Nation of 1st Publication: Canada

Author

- Author:** Supercell Oy
- Author Created:** 2-D artwork
- Work made for hire:** Yes
- Domiciled in:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



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Karen Leigh Claypoole

Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-946

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Spear Goblin

Previous or Alternate Title: Spear Goblin

Completion/Publication

Year of Completion: 2016

Date of 1st Publication: April 15, 2016

Nation of 1st Publication: Canada

Author

• **Author:** Supercell Oy
Author Created: 2-D artwork
Work made for hire: Yes
Domiciled in: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

A handwritten signature in black ink, reading "Kaye Leigh Clayette".

Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-394

Effective Date of Registration:

June 28, 2017

Title

Title of Work: Clash-A-Rama! Valkyrie

Previous or Alternate Title: Valkyrie

Completion/Publication

Year of Completion: 2016

Date of 1st Publication: December 06, 2016

Nation of 1st Publication: Canada

Author

• **Author:** Supercell Oy
Author Created: 2-D artwork
Work made for hire: Yes
Citizen of: Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 28, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

Karen Leigh Clayton

Acting United States Register of Copyrights and Director

Registration Number

VA 2-090-947

Effective Date of Registration:

June 08, 2017

Title

Title of Work: Clash-A-Rama! Wizard

Previous or Alternate Title: Wizard

Completion/Publication

Year of Completion: 2015

Date of 1st Publication: July 02, 2015

Nation of 1st Publication: Canada

Author

- Author:** Supercell Oy
- Author Created:** 2-D artwork
- Work made for hire:** Yes
- Domiciled in:** Finland

Copyright Claimant

Copyright Claimant: Supercell Oy
Itamerenkatu 11-13, FI-00180, Helsinki, Finland

Certification

Name: Janne Snellman, Chief Financial Officer and Chief Operating Officer, Supercell Oy

Date: June 08, 2017

Applicant's Tracking Number: 30646-00089

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-651

Effective date of
registration:
July 11, 2013

Title

Title of Work: DRAGON

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarencatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.7.USCR

Correspondence: Yes

Certificate of Registration



This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-538

Effective date of
registration:
July 11, 2013

Title

Title of Work: GIANT

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.8.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-082

Effective date of
registration:
July 11, 2013

Title

Title of Work: GOBLIN

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.9.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-803

Effective date of
registration:

July 11, 2013

Title

Title of Work: GOBLIN VILLAGE

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.23.USCR

Correspondence: Yes

Certificate of Registration



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Maui A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-160

Effective date of
registration:
July 11, 2013

Title

Title of Work: HOG RIDER

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.12.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-166

Effective date of
registration:
July 11, 2013

Title

Title of Work: **MARKERS**

Completion/Publication

Year of Completion: **2012**

Date of 1st Publication: **June 14, 2012**

Nation of 1st Publication: **Canada**

Author

■ Author: **Supercell Oy**

Author Created: **2-D artwork**

Work made for hire: **Yes**

Citizen of: **Finland**

Copyright claimant

Copyright Claimant: **Supercell Oy**

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: **Ziegler IP Law Group, LLC.**

Name: **Geza C Ziegler**

Email: **ptomail@gziplaw.com**

Telephone: **203-659-0388**

Address: **518 Riverside Avenue**

Westport, CT 06880 United States

Certification

Name: **Geza C Ziegler**

Date: **July 11, 2013**

Applicant's Tracking Number: **JA.2306.24.USCR**

Correspondence: **Yes**

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-535

Effective date of
registration:
July 11, 2013

Title

Title of Work: MINION

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.13.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-509

Effective date of
registration:
July 11, 2013

Title _____

Title of Work: PEKKA

Completion/Publication _____

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author _____

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant _____

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions _____

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification _____

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.14.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-498

Effective date of
registration:
July 11, 2013

Title _____

Title of Work: VALKYRIE

Completion/Publication _____

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author _____

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant _____

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions _____

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification _____

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.15.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-518

Effective date of
registration:
July 11, 2013

Title _____

Title of Work: VILLAGE1

Completion/Publication _____

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author _____

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant _____

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions _____

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification _____

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.29.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-531

Effective date of
registration:

July 11, 2013

Title

Title of Work: VILLAGE2

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.25.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-558

Effective date of
registration:

July 11, 2013

Title

Title of Work: VILLAGE3

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

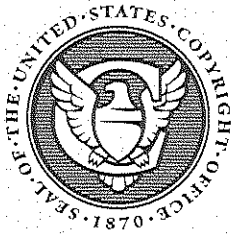
Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.26.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-556

Effective date of
registration:

July 11, 2013

Title

Title of Work: VILLAGE4

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarekatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.27.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-543

Effective date of
registration:
July 11, 2013

Title

Title of Work: VILLAGES

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.28.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-444

Effective date of
registration:

July 11, 2013

Title

Title of Work: VISIT

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.20.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-678

Effective date of
registration:
July 11, 2013

Title

Title of Work: WALLBREAKER

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarencatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.16.USCR

Correspondence: Yes

Certificate of Registration



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Maria A. Pallante

Register of Copyrights, United States of America

Registration Number
VA 1-871-445

Effective date of
registration:
July 11, 2013

Title

Title of Work: WIZARD

Completion/Publication

Year of Completion: 2012

Date of 1st Publication: June 14, 2012

Nation of 1st Publication: Canada

Author

■ Author: Supercell Oy

Author Created: 2-D artwork

Work made for hire: Yes

Citizen of: Finland

Copyright claimant

Copyright Claimant: Supercell Oy

Tammasaarenkatu 5, Helsinki, 00180, Finland

Rights and Permissions

Organization Name: Ziegler IP Law Group, LLC.

Name: Geza C Ziegler

Email: ptomail@gziplaw.com

Telephone: 203-659-0388

Address: 518 Riverside Avenue

Westport, CT 06880 United States

Certification

Name: Geza C Ziegler

Date: July 11, 2013

Applicant's Tracking Number: JA.2306.17.USCR

Correspondence: Yes

EXHIBIT D

U.S. Trademark Registrations

US Trademark Registration No.	Registration Date	Title	Applicant / Owner	Trademark Image
6,914,997	10/12/2021	BRAWL	Supercell Oy	
6,564,853	2/12/2021	BRAWL ESPORTS	Supercell Oy	
5,567,901	11/7/2017	BRAWL STARS	Supercell Oy	
5,876,839	1/29/2019	BRAWL STARS fig	Supercell Oy	
5,876,906	3/15/2019	BRAWL-O-WEEN	Supercell Oy	
5,917,379	3/15/2019	BRAWLIDAYS	Supercell Oy	
6,010,505	7/22/2019	DYNAMIKE	Supercell Oy	

United States of America

United States Patent and Trademark Office

BRAWL

Reg. No. 6,914,997

Registered Dec. 06, 2022

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Jätkäsaarenlaituri 1

FI-00180 HELSINKI

FINLAND

CLASS 9: Recorded computer game software; downloadable computer game software; computer game software adapted for use with television receivers; pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof recorded on electronic media; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers specially adapted for mobile phones, portable computers and tablet computers; headphones; downloadable electronic publications, in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; belts and straps specially adapted for holding telephones, headphones and cameras; electrical power distribution units; all the aforementioned goods relating to computer games and computer game characters

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

CLASS 25: Footwear, headwear; T-shirts, sweatshirts, shirts, blouses, vests; jeans, pants, shorts; underwear; sportswear, namely, uniforms, sport coats, shirts, socks, sports caps, hats, and jackets; socks; coats, jackets, suits; skirts; scarves; gloves, mittens; bathing suits, pajamas, negligee robes, bathrobes; headwear, namely, caps and hats; all the aforementioned goods relating to computer games and computer game characters

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



Katherine Kelly Vidal

Director of the United States
Patent and Trademark Office



games, joysticks for video games and computer games, and video game consoles; all the aforementioned goods relating to computer games and computer game characters

CLASS 41: Electronic game entertainment services, namely, providing online computer and electronic games, enhancements within online computer games and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes; providing on-line computer games; entertainment services, namely, providing online computer games, multi-player video game matching services in the nature of organization of electronic game competitions, and providing online entertainment in the nature of conducting online computer game tournaments, cyber or virtual electronic sports leagues and ongoing game shows; providing information on-line relating to computer games; provision of games by means of a computer based systems, namely, providing on-line computer games; providing interactive social games in a virtual environment, namely, providing on-line computer games; providing entertainment information relating to computer games via information network; entertainment services, namely, development, production and post-production services in the fields of video and films, providing online computer and electronic games, enhancements within online computer games, and applications within online computer games, and providing virtual environments in which users can interact through online non-downloadable social games for recreational, leisure or entertainment purposes, and providing on-line entertainment in the nature of conducting online video game tournaments, cyber or virtual fantasy sports leagues and production and distribution of games shows; providing online non-downloadable electronic publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; presentation in the nature of production and distribution of movies, films, animations, and television programs; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; entertainment services in the nature of organising social events and conferences for entertainment purposes in the field of video and computer games, gaming; organising of competitions, namely, organization of e-sports competitions, organization of electronic game competitions; providing computer games and gaming services through an internet website portal, namely, providing online non-downloadable game software, virtual reality game services provided online from a computer network, and providing online computer games; entertainment services, namely, organising and conducting video and computer game matches and tournaments; organising of electronic sports events, namely, organization of electronic sports competitions; all the aforementioned goods relating to computer games and computer game characters

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

PRIORITY DATE OF 05-19-2021 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1631864 DATED 10-12-2021, EXPIRES 10-12-2031

SER. NO. 79-327,942, FILED 10-12-2021

United States of America

United States Patent and Trademark Office

BRAWL ESPORTS

Reg. No. 6,564,853

Registered Nov. 23, 2021

Int. Cl.: 9, 16, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Jätkäsaarenlaituri 1
FI-00180 HELSINKI
FINLAND

CLASS 9: Downloadable computer software for playing computer games and computer game software; data storage media, namely, blank CDs, blank DVDs; downloadable game software adapted for use with television receivers; pre-recorded motion picture, television, and animation films about video games and the settings and characters thereof recorded on electronic media; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications in the nature of books, magazines, newsletters and downloadable media files containing videos all in the fields of computer games and the settings and characters thereof; decorative magnets; belts and straps specially adapted for telephones, computers, headphones and cameras

CLASS 16: printed comic books; newspapers, photographs, magazines, books, printed periodicals, newsletters, notebooks, and brochures in the field of computer games and computer game characters; printed computer game instruction manuals; writing paper and envelopes; printed calendars; bookmarks; notebook and calendar covers; packing paper; party decorations made of paper; pens, erasers; printed posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; printed post cards, collectable printed trading cards, printed sports trading cards; printed paper signs

CLASS 28: Arcade-type electronic video games; hand-held units for playing electronic games; action skill games; action figures as toys; molded toy figures; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys, wooden toy model cars, character toys made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying apparatus for games, namely, hand held units for playing computer games

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; providing online computer games, multi-player online matching computer gaming services, and online entertainment in the form of online computer game tournaments, cyber and virtual fantasy sports leagues, and production and distribution of gaming shows; providing information on-line relating to computer games; provision of online computer games by means of a computer based systems; providing temporary use of non-downloadable interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; entertainment services, namely, providing entertainment information relating to electronic computer games via the Internet; organizing community sporting and cultural events; providing on-line publications in the nature of books, magazines, newsletters and videos in the field of computer games; production and distribution of movies, films, animations, and television programs; entertainment



Donna H. Hufsch

Performing the Functions and Duties of the
Under Secretary of Commerce for Intellectual Property and
Director of the United States Patent and Trademark Office



services in the nature of creation, development, and production of movies, films, animations, and television programs; organising sports events and conferences for entertainment purposes; organising of electronic game competitions; providing online computer games and gaming services through an Internet website portal; organising and conducting video and computer game matches and tournaments; organising of electronic sports events

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

PRIORITY DATE OF 09-16-2020 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1592159 DATED 02-12-2021, EXPIRES 02-12-2031

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

SER. NO. 79-311,301, FILED 02-12-2021

United States of America

United States Patent and Trademark Office

BRAWL STARS

Reg. No. 5,567,901

Registered Sep. 25, 2018

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

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND private limited company)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

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

CLASS 9: computer game software; downloadable computer game software; data storage media, namely, blank CDs, blank DVDs; computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications, namely, books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; straps for cameras; straps for telephones; straps specially adapted for headphones; straps for computer bags; electric power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books relating to computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials made of recycled paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 20: Furniture; sculptures made from plastic; mobiles being decorative articles; storage boxes made of wood; decorative wooden objects, namely centerpieces; trophies of plastic; nameplates, not of metal; figures made of plastics

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

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

CLASS 26: Lace and embroidery, ribbons and braid; buttons, hooks and eyes, needles;



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Director of the United States
Patent and Trademark Office

barrettes, hair pins, and hair ties; hat pins; button badges and pins; trimmings for clothing; shoe trimmings, not of precious metal; brassards; belt buckles

CLASS 28: Electronic games, namely, handheld game consoles; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; wooden toys in the nature of wooden cars; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic game playing apparatus

CLASS 41: Electronic game services provided by means of a global communication network; providing on-line computer games; on-line gaming services; providing on-line computer games, multi-player video game matching services, and on-line entertainment in the nature of video game tournaments, cyber or virtual sports leagues and game shows; providing information on-line relating to computer games; provision of online non-downloadable games by means of a computer based systems; providing online non-downloadable interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; entertainment services, namely, providing a website featuring non-downloadable games and computer games; organizing community sporting and cultural events and conferences in the field of computer games for entertainment purposes; providing on-line publications in the nature of books, magazines, and newsletters in the field of computer games, computer game characters and electronic sports; presentation of movies, films, animated movies, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animations, and television programs; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing entertainment information relating to computer games via a web site; providing online non-downloadable computer games and gaming services through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

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

PRIORITY DATE OF 05-18-2017 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1401020 DATED 11-07-2017, EXPIRES 11-07-2027

SER. NO. 79-231,760, FILED 11-07-2017

United States of America

United States Patent and Trademark Office



Reg. No. 5,876,839

Registered Oct. 08, 2019

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

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

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

CLASS 9: Recorded computer game software; downloadable computer game software; blank digital storage media; downloadable computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications, namely, books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; belts and straps for telephones, computers, headphones and cameras; electrical power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books in the field of computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials made of recycled paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 20: Furniture; sculptures made from plastic; mobiles being decorative articles; storage boxes made of wood for general use; decorative centerpieces of wood; trophies of plastic; nameplates, not of metal; figures made of plastics

CLASS 21: Household or kitchen utensils, namely, rolling pins, spatulas, turners, scoops, and whisks; household or kitchen containers; mugs; bottles sold empty and vacuum bottles;



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Patent and Trademark Office

statues of china or glass; beverage glassware; candlesticks; candle rings; works of art made of glass; coupes and vases; works of art, of porcelain, terra-cotta or glass

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

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

CLASS 28: Handheld electronic games adapted for use with television receivers only; hand-held units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; toy cars made of wood; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic apparatus for video game consoles

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services in the nature of conducting online computer game tournaments; providing multi-player video game matching services, namely, organization of electronic game competitions, providing on-line entertainment in the nature of computer game tournaments, cyber or virtual electronic sports leagues and ongoing television game shows; providing information on-line relating to computer games; providing on-line interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; entertainment services, namely, providing a website featuring non-downloadable games and computer games; organization of events for cultural purposes; organizing sporting events, namely, community sporting events and conferences in the field of computer games for entertainment purposes; providing on-line publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; production of movies, films, animated movies, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animation movies, and television programs; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing on-line computer games through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

The color(s) black, white, yellow, dark yellow and brown is/are claimed as a feature of the mark.

The mark consists of a skull like design in black and yellow with a white oval on the forehead within a black circle surrounded by a six point star design in white, yellow, dark yellow and brown outlined in black with white wings outlined in black to the left and right.

PRIORITY DATE OF 09-27-2018 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1455946 DATED 01-29-2019, EXPIRES 01-29-2029

SER. NO. 79-254,463, FILED 01-29-2019

United States of America

United States Patent and Trademark Office

BRAWL-O-WEEN

Reg. No. 5,876,906

Registered Oct. 08, 2019

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: Recorded computer game software; downloadable computer game software; blank digital storage media; downloadable computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications, namely, books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; belts and straps for telephones, computers, headphones and cameras; electrical power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books in the field of computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials made of recycled paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectable trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 28: Handheld electronic games adapted for use with television receivers only; handheld units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; toy cars made of wood; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic apparatus for video game consoles

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services in the nature of conducting online computer game tournaments; providing multi-player video game matching services, namely, organization of electronic game competitions, providing on-line entertainment in the nature of computer game tournaments, cyber or virtual electronic sports leagues and ongoing television game shows; providing information on-line relating to computer games; providing on-line interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; entertainment services, namely, providing a website featuring non-downloadable games and computer games; organization of events for cultural purposes; organizing sporting events, namely, community sporting events and conferences in the field of computer games for entertainment purposes; providing on-line publications in the nature of books, magazines and newsletters in the field of computer



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games, computer game characters and electronic sports; production of movies, films, animated movies, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animation movies, and television programs; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing on-line computer games through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

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

PRIORITY DATE OF 11-14-2018 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1460325 DATED 03-15-2019, EXPIRES 03-15-2029

SER. NO. 79-256,174, FILED 03-15-2019

United States of America

United States Patent and Trademark Office

BRAWLIDAYS

Reg. No. 5,917,379

Registered Nov. 26, 2019

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)

Itämerenkatu 11

Fi-00180 Helsinki

FINLAND

CLASS 9: Recorded computer game software; downloadable computer game software; blank digital storage media; downloadable computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications, namely, books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; belts and straps for telephones, computers, headphones and cameras; electrical power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books in the field of computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials made of recycled paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectible trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 28: Handheld electronic games adapted for use with television receivers only; handheld units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; toy cars made of wood; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic apparatus for video game consoles

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services in the nature of conducting online computer game tournaments; providing on-line computer games, providing multi-player video game matching services, namely, organization of electronic game competitions, providing on-line entertainment in the nature of computer game tournaments, cyber or virtual electronic sports leagues and ongoing television game shows; providing information on-line relating to computer games; providing on-line interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; entertainment services, namely, providing a website featuring non-downloadable games and computer games; organization of events for cultural purposes; organizing sporting events, namely, community sporting events and conferences in the field of computer games for



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Director of the United States
Patent and Trademark Office

entertainment purposes; providing on-line publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; production of movies, films, animated movies, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animation movies, and television programs; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing on-line computer games through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

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

PRIORITY DATE OF 11-14-2018 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1461591 DATED 03-15-2019,
EXPIRES 03-15-2029

SER. NO. 79-256,694, FILED 03-15-2019

United States of America

United States Patent and Trademark Office

DYNAMIKE

Reg. No. 6,010,505

Registered Mar. 17, 2020

Int. Cl.: 9, 16, 25, 28, 41

Service Mark

Trademark

Principal Register

Supercell Oy (FINLAND LIMITED LIABILITY COMPANY)
Itämerenkatu 11
Fi-00180 Helsinki
FINLAND

CLASS 9: Recorded computer game software; downloadable computer game software; blank digital storage media; downloadable computer game software adapted for use with television receivers; pre-recorded motion picture and television films about video games and the settings and characters thereof; motion picture films featuring animation; bags, cases and sleeves specially adapted for storing and carrying telephones, computers, headphones and cameras; covers for mobile phones, portable computers and tablets; headphones; downloadable electronic publications, namely, books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; decorative magnets; data storage media in the nature of blank USB flash drives; belts and straps for telephones, computers, headphones and cameras; electrical power distribution units

CLASS 16: Paper and cardboard; comic books; newspapers, photographs, magazines and books in the field of computer games, computer game characters and electronic sports; printed periodicals, newsletters and brochures in the field of computer games, computer game characters and electronic sports; computer game instruction manuals; writing paper and envelopes; calendars; bookmarks; notebook and calendar covers; packing paper, wrapping paper and packaging materials made of recycled paper; cardboard boxes; party decorations made of paper; pens, erasers; posters, paper banners; figures made of paper; paper bags; sticker albums, stickers; greeting cards; post cards; collectible trading cards; sports trading cards; trading cards, other than for games; printed paper signs

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

CLASS 28: Handheld electronic games adapted for use with television receivers only; handheld units for playing electronic games; action skill games; action figures toys; board games; game cards; play sets for action figures; game cards and playing cards; soft dolls; plush toys; stuffed toys, water toys; toy cars made of wood; toy cars made of plastics; children's multiple activity toys; puzzles; balloons; bags, cases and sleeves specially adapted for storing and carrying electronic apparatus for video game consoles

CLASS 41: Electronic game services provided by means of the internet; providing on-line computer games; on-line gaming services in the nature of conducting online computer game tournaments; providing on-line computer games, providing multi-player video game matching services, namely, organization of electronic game competitions, providing on-line entertainment in the nature of computer game tournaments, cyber or virtual electronic sports leagues and ongoing television game shows; providing information on-line relating to computer games; providing on-line interactive social games in a virtual environment; providing entertainment information relating to computer games via information network; entertainment services, namely, providing a website featuring non-downloadable games and computer games; organization of events for cultural purposes; organizing sporting events, namely, community sporting events and conferences in the field of computer games for



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entertainment purposes; providing on-line publications in the nature of books, magazines and newsletters in the field of computer games, computer game characters and electronic sports; production of movies, films, animated movies, and television programs featuring computer game characters; entertainment services in the nature of creation, development, and production of movies, films, animation movies, and television programs; organizing social entertainment events and conferences for entertainment purposes in the field of computer games; organizing of sports and electronic sports competitions; providing on-line computer games through an internet website portal; organizing and conducting video and computer game matches and tournaments; organizing of electronic sports events

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

PRIORITY DATE OF 03-06-2019 IS CLAIMED

OWNER OF INTERNATIONAL REGISTRATION 1486821 DATED 07-22-2019,
EXPIRES 07-22-2029

SER. NO. 79-267,183, FILED 07-22-2019

EXHIBIT F

DEFENDANT clashofclansmerch.com

Defendant's Infringing Listings

MERCH



Home / Barbarian Merch / Clash Of Clans Barbarian Man's Tank Top

Clash Of Clans Barbarian Man's Tank Top

\$24.95

Color: *



 [Size Guide](#)

Size: *

S	M	L	XL	2XL	3XL
4XL	5XL				

ADD TO CART



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- Shop
- Shop By Characters ▾
- 🔥 New Arrival
- Clothing ▾
- Home Decor ▾
- Accessories ▾
- Figures & Toys



Home / Clash Of Clans T-shirts / I Love Miners Brawl Stars T-Shirt

I Love Miners Brawl Stars T-Shirt

\$23.95

Color: *



[Size Guide](#)

Size: *

- | | | | | | |
|-----|-----|---|----|-----|-----|
| S | M | L | XL | 2XL | 3XL |
| 4XL | 5XL | | | | |

ADD TO CART



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Home Shop Shop By Characters New Arrival Clothing Home Decor Accessories Figures & Toys



✓ "COC Cartoon Supercell Leon Spike Plush Toy" has been added to your cart.



Home / Clash Of Clans Plushes / COC Cartoon Supercell Leon Spike Plush Toy

COC Cartoon Supercell Leon Spike Plush Toy

\$35.51

CLEAR

Color



129 in stock

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Purchase Protection: Shop confidently on the website knowing if something goes wrong with an order, we've got your back for all eligible purchases — [see returns & exchanges](#)

Estimated arrival: Place your order today (standard shipping method) to receive the product(s) within March 30 - April 8

March 18 Order Placed March 22 - March 23 Order Ships March 30 - April 8 Delivered!

1

Defendant's Website

★ Enjoy 10% off orders over \$100 with code: "HAPPY10"




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- Shop By Characters ▾
- New Arrival
- Clothing ▾
- Home Decor ▾
- Accessories ▾
- Figures & Toys



CLASH OF CLANS MERCH OFFICIAL CLASH OF CLANS MERCH STORE


CLASH OF CLANS MERCH – OFFICIAL CLASH OF CLANS MERCH STORE

Show your passion for Clash Of Clans with our different hoodies, T-Shirts, figurines,... All our products are of very good quality. They have been specially chosen by fans for all other fans !




Barbarian Merch

[See more →](#)



Hog Rider Merch

[See more →](#)



Super Archer Merch

[See more →](#)



- Comfortable, casual and loose fitting, our t-shirt will quickly become one of your favorites.
- Made from cotton, it's unisex and wears well on anyone and everyone.
- We've double-needle stitched the bottom and sleeve hems for extra durability.
- **CAN BE CUSTOMIZED:** Select a design from our marketplace or customize it to make it uniquely yours!

[View all](#)

Clash Of Clans Hoodies



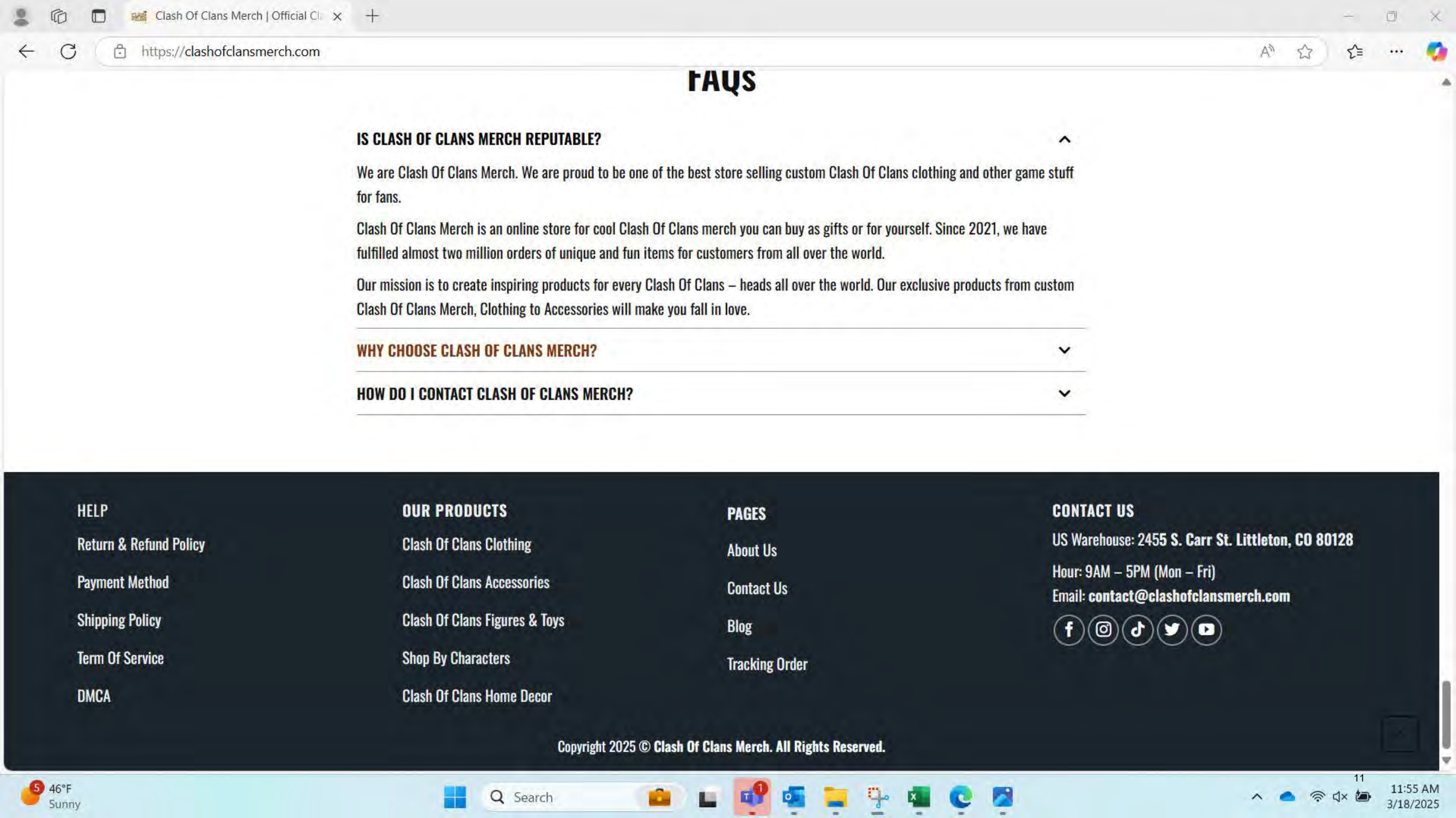


Clash Of Clans Hoodies

- Enjoy the comfort of this warm and toasty unisex pullover hoodie. You're going to love it.
- We've made it from a 10oz. cotton-poly blend with a 100% cotton face.
- It has set-in sleeves and double needle-stitched armholes and bottom band for durability.
- Front pouch pocket, matching drawstring and rib cuffs
- Customize to make it your own!

[View all](#)





FAQS

IS CLASH OF CLANS MERCH REPUTABLE?

We are Clash Of Clans Merch. We are proud to be one of the best store selling custom Clash Of Clans clothing and other game stuff for fans.

Clash Of Clans Merch is an online store for cool Clash Of Clans merch you can buy as gifts or for yourself. Since 2021, we have fulfilled almost two million orders of unique and fun items for customers from all over the world.

Our mission is to create inspiring products for every Clash Of Clans – heads all over the world. Our exclusive products from custom Clash Of Clans Merch, Clothing to Accessories will make you fall in love.

WHY CHOOSE CLASH OF CLANS MERCH?

HOW DO I CONTACT CLASH OF CLANS MERCH?

HELP

[Return & Refund Policy](#)

[Payment Method](#)

[Shipping Policy](#)

[Term Of Service](#)

[DMCA](#)

OUR PRODUCTS

[Clash Of Clans Clothing](#)

[Clash Of Clans Accessories](#)

[Clash Of Clans Figures & Toys](#)

[Shop By Characters](#)

[Clash Of Clans Home Decor](#)

PAGES

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[Tracking Order](#)

CONTACT US

US Warehouse: 2455 S. Carr St. Littleton, CO 80128

Hour: 9AM – 5PM (Mon – Fri)

Email: contact@clashofclansmerch.com





CLASH OF CLANS MERCH – OFFICIAL CLASH OF CLANS MERCH STORE

Show your passion for Clash Of Clans with our different hoodies, T-Shirts, figurines,... All our products are of very good quality. They have been specially chosen by fans for all other fans !



- Clash Of Clans Clothing
- Clash Of Clans Figures & Toys**
- Clash Of Clans Home Decor
- New Arrival
- Shop By Characters



Pekka In Supercell Clash of Clans Victory Series Figures Original Figure
\$200.05 – \$220.05



Clash of Clans Barbarian Victory Series Clash Royale Official Genuine Anime Figure
\$80.95



Mini Battercake Pekka Game Character Figure
\$112.23



Original Clash of Clans Kings Figure Toys
\$26.96 – \$51.83



Cartoon Clash Ation Figure
\$26.03 – \$45.03



Supercell Anime Figure Clash of Clans Action Figure
\$100.18



Clash of Clans Action Figure Clash Royale Hog Rider Character Figure
\$100.18



Supercell Clash of Clans Electro Wizard Victory Series Clash Royale Official Anime Figure
\$95.75

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Q

Best Selling

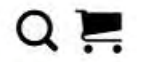
✓

✓

▼

▼





Clash Of Clans Figures & Toys

Clash Of Clans Home Decor

- Clash Of Clans Bath Mats
- Clash Of Clans Blankets
- Clash Of Clans Posters
- Clash Of Clans Rugs
- Clash Of Clans Shower Curtains
- Clash Of Clans Tapestries
- Clash Of Clans Throw Pillows

New Arrival

Shop By Characters



COC C-Clash of Clans Strategy Game Area Good Idea Rugs
\$45.95



COC C-Clash of Clans Strategy Game Area New Arrival Rugs
\$45.95



Best Selling COC C-Clash of Clans Strategy Game Area Rugs
\$45.95



COC C-Clash of Clans Strategy Game Area Chart-topper Rugs
\$45.95



COC C-Clash of Clans Strategy Game Area On Trend Rugs



Chart-topper COC C-Clash of Clans Strategy Game Area Rugs



COC C-Clash of Clans Strategy Game Area Hot Arrival Rugs



New Style COC C-Clash of Clans Strategy Game Area Rugs



Royal Champion Warrior Champion
Clash Of Clans Hoodie
\$42.95



Super Hog Rider Clash Of Clans
Hoodie
\$42.95



Archer Queen Warrior Clash Of
Clans Hoodie
\$42.95



Th16 Clash Of Clans Hoodie
\$42.95



Super Archer In The Party Queen
Clash Of Clans Hoodie
\$42.95



Super Hog Rider Riding Clash Of
Clans Hoodie
\$42.95



Clash Of Clans Barbarian Men's
Hooded Hoodie



Clash Of Clans Barbarian Unisex
Hoodie
\$42.95



Barbarian In Queen Of Coc Hoodie

\$42.95



Barbarian Fight In Queen Of Coc
New Arrival Hoodie

\$42.95



Ask Me About My Clash Clan
Hoodie, Clash of Clans Hoodie

\$42.95



Eat Sleep Clash Repeat – Clash of
Clans Hoodie

\$42.95



WILL WORK for GEMS Clash of
ClansHoodie

\$42.95



Show Me Your Coc Hoodie

\$42.95



Wanna See My Coc? Hoodie

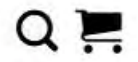
\$42.95



My Clan Is Better Than Your Clan
(On Grey) Hoodie

\$42.95





Clash Of Clans After Raid Throw Pillow
\$16.95



Barbarian Clash Of Clans Must Try Throw Pillow
\$16.95



King Of Coc Throw Pillow
\$16.95



Clash Of Clans Positive Elixir Trade Must Have Shower Curtain
\$33.95



Clash Of Clans After Raid Throw Tapestry
\$35.95



Skinny B*tches Keep Distance Meme Hoodie
\$42.95



Spirit Fox Clash Of Clans Hoodie
\$42.95



Golem Clash Of Clans Hoodie
\$42.95



Super Archer Clash Of Clans Hoodie
\$42.95



Electro Dragon Clash Of Clans Hoodie
\$42.95



Super Archer In My Clan Rocks Clash Of Clans Hoodie
\$42.95



Dragon Rider Clash Of Clans Hoodie
\$42.95



The Yeti Clash Of Clans Hoodie
\$42.95