

# United States of America

## United States Patent and Trademark Office

# PLAYSTATION

**Reg. No. 6,776,909**

**Registered Jul. 05, 2022**

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**Int. Cl.: 9, 28, 35, 36, 38, 41**

**Service Mark**

**Trademark**

**Principal Register**

Sony Interactive Entertainment Inc. (JAPAN CORPORATION)

1-7-1 Konan,

Minato-ku Tokyo 108-0075

JAPAN

CLASS 9: Downloadable game software; recorded game software; downloadable computer game software; downloadable virtual computer reality game software; recorded virtual computer reality game software; downloadable computer application software for mobile phones and handheld computers, namely, software for communicating with other users, viewing content in the field of gaming, and managing and controlling video game consoles; downloadable computer application software for mobile phones and handheld computers, namely, software for searching, viewing, streaming, and downloading videos, movies, and television shows; virtual reality headsets; electronic docking stations \*, namely, connection device for use in function enhancement of notebook computers and portable music players \*; battery chargers used for controllers for game consoles; external computer hard drives; [ magnetically encoded gift cards; ] electronic control systems for machines, including the apparatus and their parts; batteries, electric; battery chargers for video game machines; conductors, electric; telecommunication machines and apparatus, namely, fax machines; personal computers; computers and computer peripheral devices; virtual reality headsets adapted for use in playing video games; video cameras for video game consoles

CLASS 28: Video game consoles; controllers for game consoles; game controllers for computer games; video game interactive hand held remote controls for playing electronic games; controllers for game consoles in the nature of motion controllers; gaming headsets specially adapted for use in playing video games; video game interactive remote control units

CLASS 35: On-line retail store services for video [ games ] \* game software \*, video game consoles, controllers for game consoles, headsets, accessories for \* home \* video game consoles, clothing, bags, dishware, drinking vessels, hats, toys, and books; retail store services featuring downloadable games, audio, and video; \* online \* retail store services featuring virtual goods \* provided online \* in the nature of tools, weapons, currency, emoticons, badges, [ images, ] vehicles, icons, and skins \* in the nature of image data of clothing items for change \* for use in video games; arranging subscriptions to audiovisual content transmitting, streaming, and downloading services; arranging audiovisual content transmitting, streaming, and downloading subscriptions for others

CLASS 36: Providing financial services with respect to cryptocurrency products, namely, trading of cryptocurrency for others via the Internet and a global computer network; cryptocurrency exchange services for others via the Internet and a global computer network

CLASS 38: Transmission and delivery of video, and audiovisual content via a subscription service in the fields of gaming, entertainment, and general interest;

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Patent and Trademark Office



electronic transmission and streaming of digital media content for others via cloud-based computer networks; streaming of audio, visual and audiovisual material via a computer network in the fields of gaming, entertainment, and general interest; video-on-demand transmission services in the fields of gaming, entertainment, and general interest; providing virtual private network (VPN) services in which users can interact through computers or video game consoles; video streaming services via the Internet, featuring movies and television shows; streaming of audio, video, and audiovisual material on the internet; providing electronic telecommunication connections; telecommunication services, namely, transmitting streamed sound and audiovisual recordings via the Internet

CLASS 41: Providing on-line computer games; entertainment services, namely, providing on-line video and computer games; entertainment services, namely, on-line game services; online gaming services in the nature of computer and video game tournaments; entertainment and educational services, namely, providing non-downloadable movies via a video-on-demand service; distribution of television shows; entertainment services, namely, providing information via an online network in the field of gaming \* services \*

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

OWNER OF INTERNATIONAL REGISTRATION 1601583 DATED 03-09-2021, EXPIRES 03-09-2031

SER. NO. 79-315,392, FILED 03-09-2021

## **REQUIREMENTS TO MAINTAIN YOUR FEDERAL TRADEMARK REGISTRATION**

**WARNING: YOUR REGISTRATION WILL BE CANCELLED IF YOU DO NOT FILE THE DOCUMENTS BELOW DURING THE SPECIFIED TIME PERIODS.**

### **Requirements in the First Ten Years\***

#### **What and When to File:**

- **First Filing Deadline:** You must file a Declaration of Use (or Excusable Nonuse) between the 5th and 6th years after the registration date. See 15 U.S.C. §§1058, 1141k. If the declaration is accepted, the registration will continue in force for the remainder of the ten-year period, calculated from the registration date, unless cancelled by an order of the Commissioner for Trademarks or a federal court.
- **Second Filing Deadline:** You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between the 9th and 10th years after the registration date.\* See 15 U.S.C. §1059.

### **Requirements in Successive Ten-Year Periods\***

#### **What and When to File:**

- You must file a Declaration of Use (or Excusable Nonuse) and an Application for Renewal between every 9th and 10th-year period, calculated from the registration date.\*

### **Grace Period Filings\***

The above documents will be accepted as timely if filed within six months after the deadlines listed above with the payment of an additional fee.

**\*ATTENTION MADRID PROTOCOL REGISTRANTS:** The holder of an international registration with an extension of protection to the United States under the Madrid Protocol must timely file the Declarations of Use (or Excusable Nonuse) referenced above directly with the United States Patent and Trademark Office (USPTO). The time periods for filing are based on the U.S. registration date (not the international registration date). The deadlines and grace periods for the Declarations of Use (or Excusable Nonuse) are identical to those for nationally issued registrations. See 15 U.S.C. §§1058, 1141k. However, owners of international registrations do not file renewal applications at the USPTO. Instead, the holder must file a renewal of the underlying international registration at the International Bureau of the World Intellectual Property Organization, under Article 7 of the Madrid Protocol, before the expiration of each ten-year term of protection, calculated from the date of the international registration. See 15 U.S.C. §1141j. For more information and renewal forms for the international registration, see <http://www.wipo.int/madrid/en/>.

**NOTE:** Fees and requirements for maintaining registrations are subject to change. Please check the USPTO website for further information. With the exception of renewal applications for registered extensions of protection, you can file the registration maintenance documents referenced above online at <http://www.uspto.gov>.

**NOTE:** A courtesy e-mail reminder of USPTO maintenance filing deadlines will be sent to trademark owners/holders who authorize e-mail communication and maintain a current e-mail address with the USPTO. To ensure that e-mail is authorized and your address is current, please use the Trademark Electronic Application System (TEAS) Correspondence Address and Change of Owner Address Forms available at <http://www.uspto.gov>.