

# United States of America

## United States Patent and Trademark Office



**Reg. No. 5,766,531**

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

**Service Mark**

**Trademark**

**Principal Register**

King.com Limited (MALTA LIMITED LIABILITY COMPANY)  
Aragon House 4th Floor, Dragonara Road  
St. Julian's, MALTA STJ3140

CLASS 9: Apparatus for recording, transmission or reproduction of sound or images; Blank magnetic data carriers and recording discs; Blank magnetic disks, pre-recorded magnetic disks featuring computer games; Compact discs, DVDs and video recordings featuring computer games; Calculating machines, Data processing equipment, namely, couplers, Computers; Computer game software for video and computer games; Video disks and video tapes with recorded animated cartoons; Audiovisual teaching apparatus, namely, slide or photograph projection apparatus; Camcorders; Photographic Cameras; Cassette players; Compact disc players; Compact discs featuring video and computer games; Computer game programs; Computer keyboards; Computer memory hardware; Computer operating programs, recorded; Computer peripheral devices; Computer programmes, recorded for video games; Computer programs for video games; Computer software, recorded for video games; Downloadable image files containing photographic images and artwork, and text in the field of video and computer games; Downloadable music files; Downloadable ring tones for mobile phones; DVD players; Downloadable electronic publications in the nature of e-books, online magazines, online newspapers, electronic journals, and podcast transcripts in the field of computer and video games; Exposed photographic film; Headphones; Juke boxes, musical; Laptop computers; Microphones; Baby monitors; Battery performance monitors; Computer monitors; Mouse pads; Notebook computers; Blank optical discs; Optical discs featuring computer and video games; Personal stereos; Portable media players; Portable telephones; Record players; Sound recording apparatus; Sound reproduction apparatus; Sound transmitting apparatus; Spectacle cases; Spectacle frames; Sunglasses; Tape-recorders; Teaching apparatus, namely, electronic teaching equipment in the nature of computers, multimedia projectors, computer whiteboards; Telephone apparatus; Television apparatus for projection purposes; Blank USB flash drives; Blank video cassettes; Prerecorded video cassettes featuring computer games; Video game cartridges; Video recorders; Cases for mobile phones, tablets, laptop computers and netbooks, portable media players, cameras and other photographic equipment; Computer games software; Computer game

*Coke Moya Smeed*

Acting Director of the United States Patent and Trademark Office



entertainment software; Downloadable electronic game software for use on mobile phones, tablets and other electronic mobile devices; Video game software; Interactive multimedia computer game programs; Games software for use on mobile phones, tablets and other electronic mobile devices; Downloadable computer software for mobile phones, tablets and other electronic mobile devices in the field of social media for the creation and exchange of user-generated content, marketing research, and also for transmission of electronic communications and also for posting advertisements; Downloadable software in the nature of a mobile application for use in the field of social media for the creation and exchange of user-generated content, marketing research, and also for transmission of electronic communications and also for posting advertisements; Computer application software featuring video and computer games; Computer application software for mobile phones, portable media players, tablets, handheld computers and other electronic mobile devices, namely, software for video and computer games; Mobile phone accessories and charms, namely, dangles for mobile phones; Eyewear; Eyeglasses; Mobile phone accessory charms; Mobile phone covers; Radios incorporating alarm clocks

CLASS 25: Clothing, namely, Aprons, Babies' pants, Bath robes, Bathing trunks, Belts, Beach clothes, namely, beachwear, bathing suits, swimsuits, and bathing trunks, Bibs, not of paper, Boas, Brassieres, Clothing for gymnastics, namely, leotards, Clothing of imitations of leather, namely, jackets and pants; Clothing of leather, namely, jackets and pants; Coats, Dresses, Dressing gowns, Ear muffs, Gloves, Hosiery; Jackets, Jerseys, Jumper dresses, Knitwear, namely, knit tops, knit skirts, and knit socks; Leggings; Leg warmers; Masquerade costumes, Mittens, Money belts, Neckties, Outerclathing, namely, ear muffs, gloves, pullovers, overcoats, Scarves, Ties, vests, waistcoats; Stockings; Pants, Pullovers, Pajamas, Ready-made clothing, namely, Character costumes for use in children's dress up play, in role-playing games and in the amusement industry, Clothing for sportswear in the nature of sport uniforms, sports shirts, sport coats, sport shirts, sport stockings, sports bras; sports jackets, sports jerseys and breeches for sports, sports over uniforms, tracksuits; sports pants, sports shirts with short sleeves, sports shoes, sports singlets, sports vests, sports caps and hats, jogging suits, warm up suits, rugby tops, rugby shorts, golf shirts; Lingerie, Nightwear in the nature of nightshirts, night gowns and nightdresses; one piece garments for children; jumpsuits; one piece garments for adults, namely, sleepwear and loungewear; t-shirts, sweatshirts, and shorts; Shirts; Shower caps, Skirts, Sleep masks, Socks, Sweaters, Swimwear, Tee-shirts, Tights; Trousers, Underpants, Underwear, Vests, Waterproof clothing, namely, waterproof jackets and pants; footwear, namely, Beach footwear, Bath sandals, Bath slippers, Beach shoes, Boots, Boots for sports, Esparto shoes and sandals, Sandals, Shoes, Slippers; headgear, namely, Bandanas, Bathing caps, Berets, Caps, Hats, Headbands, Paper hats for use as clothing items; Halloween costumes

CLASS 28: Christmas tree ornaments and decorations; coin-operated amusement machines, automatic amusement machines; game apparatus, namely, bases, bats, and balls for playing indoor and out-door games; gymnastic apparatus; arcade video game machines; archery quivers, archery targets artificial snow for Christmas trees; ascenders; backgammon games; bags especially designed for skis and surfboards; balls for games; barbells; baseball gloves; batting gloves; bells for Christmas trees; billiard balls; billiard cue tips; billiard cues; billiard markers; billiard table cushions; billiard tables; bingo cards; bite indicators; bite sensors; board games; bob-sleighs; body boards; body-building apparatus; bowling apparatus and machinery; bows for archery; boxing gloves; toy building blocks; building games; butterfly nets; camouflage screens; candle holders for Christmas trees; caps for toy pistols; chalk for billiard cues; checkerboards; checkers; chess games; chessboards; chips for gambling; Christmas tree stands; Christmas trees of synthetic material; clay pigeon traps; clay pigeons; climbers' harness; coin operated billiard tables; confetti; magic tricks in the nature of a conjuring apparatus; controllers for game consoles; coasques toy fireworks; counters for games; fishing creels; bags specially designed to hold cricket equipment; cups for dice; darts; dice; discuses for sports; divot repair tools; dolls; dolls' beds; dolls' clothes; dolls' feeding bottles; dolls' houses; dolls' rooms; dominoes; edges of skis; elbow guards for athletic use; electronic targets for games and sports; exercise machines; fairground amusement rides; fencing gloves; fencing masks; fencing weapons; fish hooks; fishing tackle; flippers for swimming; floats

for fishing; flying discs; games, namely, action skill games, arcade games, balls for games or paddle ball games, boule games, card games, coin operated video games, dart games, dice games, electronic board games, hand held units for playing electronic games, educational game units for children in the nature of electronic games for teaching of children, handheld computer games, handheld units for playing electronic games other than those adapted for use with an external display screen or monitor, handheld electronic video games, namely, stand-alone video game machines, handheld games with liquid crystal displays, handheld pinball games, tabletop rod hockey game playing equipment, namely, hockey sticks, balls and nets sold as a set, Mah-jong games, manipulative games, musical games in the nature of board games with a musical component; mechanical games, namely, board games involving mechanical components, paddle ball games, party games, Pinball games, card games featuring quizzes, racing car games featuring model racing car bodies, ring toss games, role play games, action skill games, sports games kits composed of balls, sports whistles, and score books, target games, toy card games; gaming machines for gambling; football gloves, bowling gloves, hockey gloves, karate gloves, racquet ball gloves, weight lifting gloves; golf bags, with or without wheels; golf clubs; golf gloves; gut for fishing; guts for rackets; hang gliders; harness for sailboards; scuba equipment, namely, spearfishing harpoon guns; hockey sticks; horseshoe games; hunting game calls; ice skates; inline roller skates; jigsaw puzzles; kaleidoscopes; kite reels; kites; knee guards for athletic use; landing nets for anglers; lines for fishing; lures for hunting or fishing; machines for physical exercises; mah-jong; marbles for games; masts for sailboards; Men's athletic supporters; mobiles for children; nets for sports; ninepins; novelties for parties and dances in the nature plastic or rubber toy of bugs in boxes, crackers, toy face masks, toy fake teeth, paper hats, streamers, vampire teeth, foam fingers; ornaments for Christmas trees, except illumination articles and confectionery; pachinkos; paintball guns; paintballs; paper party hats; paragliders; parlor games; piñatas; play balloons; playing balls; playing cards; plush toys; poles for pole vaulting; portable games with liquid crystal displays; protective padding for playing cricket, field hockey, handball, skates, inline skates, skateboarding, roller skating, football, ice-hockey, roller hockey, volleyball, mountain biking, cycling, polo; punching bags; puppets; quoits; rackets; radio-controlled toy vehicles; baby rattles; reels for fishing; ring games; rocking horses; rods for fishing; roller skates; rollers for stationary exercise bicycles; rosin used by athletes; roulette wheels; sailboards; scale model kits; scale model vehicles; scent lures for hunting or fishing; toy scooters; scrapers for skis; scratch cards for playing lottery games; coverings for skis, namely, seal skins; shin guards for athletic use; shuttlecocks; skateboards; skating boots with skates attached; ski bindings; skis; skittles; playground slides, climbing slides, namely, playground slides, water slides; sling shots; slot machines; snow globes; snowboards; snow shoes; bubble making wand and solution sets; sole coverings for skis; spinning tops; spring boards; starting blocks for sports; stationary exercise bicycles; strings for rackets; stuffed toys; surf boards; surf skis; surfboard leashes; swimming belts; swimming jackets; swimming kick boards; inflatable swimming pools, play swimming pools, namely, paddling pools, play swimming pools; swings; tables for indoor football; tables for table tennis; targets; teddy bears; tennis ball throwing apparatus; tennis nets; theatrical masks; toy masks; toy pistols; toy vehicles; toys, namely, action figures, toy air pistols; bath toys, bathtub toys, battery-operated action toys, battery operated toys, namely, mechanical action toys, electric action toys, electronic action toys, electronic activity toys, namely, children's multiple activity toys, infant development toys, inflatable toys, mechanical action toys, miniature car models, model cars, multipart construction toys, musical toys, non-motorized toys for riding, pet toys, baby rattles, puzzles, punching toys, sandbox toys, stuffed toy animals, stuffed bean-filled toys, scale model cars, toy watches, toy whistles, water toys, wooden toys, namely, positionable wooden and plastic figures for use in wooden and plastic puzzles; toys for domestic pets; trampolines; twirling batons; arcade, mobile and home video game machines; water wings; waterskis; wax for skis; weight lifting belts

CLASS 41: Educational services, namely, conducting classes, seminars, workshops in the field of computers, computer games; Training in the field of computers, computer games; Entertainment, namely, providing on-line computer games; Entertainment in the nature of computer games, namely, providing temporary use of non-downloadable computer games; Entertainment, namely, providing non-downloadable computer games online; Entertainment services, namely, providing temporary use of non-downloadable

interactive games; Entertainment services, namely, providing temporary use of non-downloadable electronic games; Entertainment services, namely, providing a website featuring games and puzzles; Entertainment services, namely, providing online video games; Organizing sporting and cultural activities, namely, conducting tournaments, contests and competitions in the field of computer games; Amusement parks; Arranging and conducting workshops for educational purposes in the fields of computers, graphic arts and video games; Providing casino and gambling facilities; Providing information relating to educational services, namely, tutoring services, pre-school classes; Educational examination; Electronic desktop publishing; Entertainment services, namely, live, televised and movie appearances by a professional entertainer; Fashion shows for entertainment purposes; Film production, other than advertising films; Gambling services; Providing on-line computer games via a computer network; Games equipment rental; Operating lotteries; Organization of sport and electronic games competitions; Party planning; Production of music; Entertainment, namely, production of television shows; Providing amusement arcade services; Hosting social entertainment events, namely, karaoke parties for others; Non-downloadable electronic publications in the nature of e-books, online magazines, online newspapers, electronic journals, blogs, podcasts and mobile applications in the field of computer and video games; Publication of books; Publication of electronic books and journals on-line; Providing recreation facilities; Scriptwriting services for non-advertising purposes; Writing of texts; Electronic games services provided by means of a global computer network; Entertainment services, namely, providing online electronic games; Entertainment Information; Entertainment services, namely, providing online electronic games for use on mobile phones, tablets and other electronic mobile devices; providing information on-line relating to computer games and computer enhancements for computer games; Entertainment services, namely, providing temporary use of non-downloadable single and multi-player electronic interactive games via the internet, electronic communication networks and via a global computer network; Multimedia publishing of software, specifically of computer game software, electronic games and video game software

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

PRIORITY CLAIMED UNDER SEC. 44(D) ON EUROPEAN (EU) OFFICE FOR HARMONIZATION IN THE INTERNAL MARKET (OHIM) APPLICATION NO. 13195623, FILED 08-22-2014, REG. NO. 013195623, DATED 01-13-2015, EXPIRES 08-22-2024

The mark consists of "Candy" in orange, above "Crush" in orange, with the end of the "y" in "Candy" and the top of the "C" in crush connected, creating a heart outlined in orange with a purple center between the words, and a purple and white soda bottle with purple and white bubbles to the right of the "Candy Crush" reading "SODA" vertically on the bottle in yellow and "SAGA" in purple across a yellow banner below "Crush" and over the bottom of the bottle.

OWNER OF U.S. REG. NO. 4535715

SER. NO. 86-375,993, FILED 08-25-2014

## 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>.**