

# United States of America

United States Patent and Trademark Office



**Reg. No. 7,292,951**

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

**Service Mark**

**Trademark**

**Principal Register**

FLICFIT INC. (JAPAN CORPORATION)  
WISE JINNAN BLDG. 2F  
1-14-7, JINNAN  
SHIBUYA-KU, TOKYO, JAPAN 150-0041

CLASS 9: Downloadable virtual goods, namely, computer programs featuring footwear, special footwear for sports, clothing, headwear, eyeglasses, bags, sports bags, backpacks, sports equipment, works of art, toys, personal ornaments, and accessories of the aforementioned goods, for use in online virtual worlds; downloadable image files of avatars; downloadable image files of avatars authenticated by non-fungible tokens (NFT); downloadable music files; downloadable music files authenticated by non-fungible tokens (NFT); downloadable and recorded computer programs for creating still and moving images, music, and sound for use in online virtual environments; downloadable image and video files of avatars for use in online virtual environments; downloadable musical sound recordings; downloadable electronic data files featuring data relating to currencies used in virtual environments and data relating to goods, namely, footwear, special footwear for sports, clothing, headwear, eyeglasses, bags, sports bags, backpacks, sports equipment, works of art, toys, personal ornaments, and accessories of the aforementioned goods, for use in a virtual environment; downloadable and recorded computer game programs featuring graphics and images for use in online virtual worlds; recorded computer virtual reality game software; downloadable computer software featuring digital trading cards; downloadable computer software for use as a cryptocurrency wallet; SIM cards; downloadable image file containing artwork, text, audio, video, games and Internet Web links relating to sporting and cultural activities; downloadable image files containing trading cards, artwork, memes, and sneakers authenticated by non-fungible tokens (NFTs); personal digital assistants; 3D spectacles; eyeglasses; electronic circuits; multimedia game software relating to fashion recorded on CD-ROM for use with hand held gaming devices with liquid crystal displays; downloadable music files; electronic publications, namely, books and magazines in the fields of art, photography, endangered species, and animals; exposed cinematographic films; exposed slide films; slide film mounts;

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downloadable image files containing art, jewelry, clothing, footwear, and bags authenticated by non-fungible tokens (NFTs); downloadable virtual goods in the nature of image files featuring art, jewelry, clothing, footwear, and bags, for use in online virtual environments; downloadable virtual goods, namely, downloadable and recorded computer programs featuring jewelry, postcards, posters, photographs, photograph albums, books, general feature magazines, purses, bags, furniture, towels, blankets, clothing, headwear, footwear, toys, games, houses, buildings, vehicles, foods, and beverages, for use in online virtual worlds; downloadable multimedia files containing recorded audio relating to music authenticated by non-fungible tokens (NFTS); downloadable image files of art, jewelry, footwear, and bags authenticated by non-fungible tokens (NFTs); downloadable multimedia files containing video relating to fashion and art authenticated by non-fungible tokens (NFTS); downloadable software for creating, reviewing, organizing, and trading of downloadable image files featuring art, jewelry, clothing, footwear, and bags authenticated by non-fungible token (NFT)

CLASS 25: Sneakers; Running shoes; yoga shoes; walking shoes; training shoes; sandals; Japanese style clogs and sandals; footwear; boots; insoles for footwear; coats; suits; skirts; trousers; smocks; sweaters; cuffs; clothing jackets; dresses; nightwear; underwear; swimsuits; camisoles; tee-shirts; kimonos; sleep masks; aprons; boas; socks; stockings; leg gaiters; fur stoles; shawls; scarves; Japanese style socks (tabi); gloves as clothing; neckties; neckerchieves; bandanas; mufflers as neck scarves; ear muffs; nightcaps; headwear; garters; sock suspenders; braces for clothing; waistbands; clothing belts; masquerade costumes; sports shirts; sports jackets; sports jerseys; sports vests; sports pants; uniforms

CLASS 41: Virtual reality game services provided on-line from a computer network featuring non-downloadable virtual goods, namely, footwear, special footwear for sports, clothing, headwear, eyeglasses, bags, sports bags, backpacks, sports equipment, works of art, toys, personal ornaments and accessories of the aforementioned goods, for use in virtual spaces; providing online virtual reality game services; entertainment services, namely, providing on-line non-downloadable image files featuring art, jewelry, clothing, footwear, and bags authenticated by non-fungible token (NFT); entertainment services, namely, production of special effects including computer-generated imagery for use in virtual online worlds; entertainment services, namely, production of special effects including computer generated imagery; entertainment services, namely, production of special effects including computer generated imagery image, computer generated graphics, music recordings, and sound recordings for the production of virtual reality games; entertainment services, namely, virtual reality game services provided online from a computer network ;providing on-line virtual reality game services featuring crypto tokens for use in virtual worlds; photo editing, namely, correction, amendment, composition, reproduction, and editing of photos; providing online non-downloadable electronic publications in the nature of books and magazines in the field of art, photography, endangered species, and animals; entertainment services, namely, providing online video games; providing on-line videos featuring music, not downloadable; entertainment services, namely, providing an on-line computer game; entertainment services, namely, conducting alternate reality games via the internet; entertainment services, namely, production and distribution of a game show; entertainment services, namely, providing on-line, non-downloadable virtual clothing, footwear, and art for use in virtual environments created for entertainment purposes; art exhibitions; providing on-line art exhibitions; providing on-line art exhibitions featuring digital art authenticated by non-fungible tokens (NFTs); providing online augmented reality games and virtual reality game services; entertainment services, namely, providing temporary use of non-downloadable interactive virtual reality games and interactive augmented reality games

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

OWNER OF JAPAN , REG. NO. 6613442, DATED 09-12-2022, EXPIRES 09-12-2032

OWNER OF JAPAN , REG. NO. 6569742, DATED 06-10-2022, EXPIRES 06-10-2032

PRIORITY CLAIMED UNDER SEC. 44(D) ON JAPAN APPLICATION NO. 2022-021393, FILED 02-25-2022

The mark consists of the black stylized wording "REDLIST" displayed below a slanted black rectangle and to the right of a slanted red rectangle together resembling a checkmark design.

SER. NO. 97-485,773, FILED 07-01-2022