

Application number
2470487

Type(s)
Standard Characters

Category
Trademark

CIPO Status
FORMALIZED

TM5 status
LIVE/APPLICATION/ Awaiting Examination



The trademark application has been accepted by the Office (has met the minimum filing requirements) and has not yet been assigned to an examiner.

Filed
2026-04-21

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Documents
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Index headings

SLASHZERO
SLASH ZERO
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Goods (Nice class & Statement)

9 (1) Recorded computer game programs; Downloadable game software; Downloadable video and computer game programs; Downloadable virtual reality game software; Downloadable co-op video game software; Downloadable augmented reality software for playing computer games; Computer game software downloadable from a global computer network; Downloadable computer game instruction manuals; Downloadable computer game software via a global computer network and wireless devices; Downloadable player versus player (PvP) video game software; Downloadable real-time strategy (RTS) video game software; Downloadable game software for use on mobile and cellular phones, handheld computers, personal computer; Downloadable computer software, namely, game engine software for video game development and operation; Downloadable computer software platforms for video game development and operation; Downloadable image file containing artwork, text, audio, video, games and Internet Web links relating to sporting and cultural activities; Downloadable computer application software for playing computer games in virtual environments; Downloadable virtual goods in the nature of image files of combat game accessories for use in online virtual worlds; Downloadable multimedia files containing audio relating to video games authenticated by non-fungible tokens (NFTs); Downloadable multimedia files containing texts relating to video games authenticated by non-fungible tokens (NFTs); Game headphones; Game cameras; Headsets for virtual reality games; Computer programs, downloadable; downloadable computer software applications; downloadable smart phone application (software); mobile phone software applications, downloadable; computer software platforms, recorded or downloadable; downloadable electronic publications in the nature of brochure in the field of online computer games; computer peripherals for gaming.

Services (Nice class & Statement)

41 (1) Conducting live entertainment in the nature of games featuring season-based gameplay that allows players to select from a variety of characters to navigate and challenge procedurally generated or randomized levels with exploratory elements; Providing on-line computer games; Entertainment services, namely, providing an on-line computer game; Entertainment services, namely, providing online video games; Entertainment services,

namely, providing online electronic games; Entertainment services, namely, providing online co-op video games; Entertainment services, namely, providing massively multiplayer online games (MMOG); Virtual reality game services provided on-line from a computer network; Entertainment services, namely, providing temporary use of non-downloadable computer games; Providing facilities and equipment for playing Live Action Role Playing (LARP) games; Organization of electronic game competitions; Providing information on-line relating to computer games and computer enhancements for games; Providing online non-downloadable images of combat game accessories for use in online virtual worlds; Electronic games services provided by means of the internet; Providing a computer game for use network-wide by network users; Rental of game machines and apparatus; Rental of video games; arranging, organizing, conducting and hosting social entertainment events; Provision of entertainment information via the Internet; Providing on-line videos, not downloadable; Electronic publication of information on a wide range of topics on-line; Publication of material which can be accessed from databases or from the internet.

42 (2) Providing online non-downloadable game software; Providing temporary use of online non-downloadable software for playing games; Design and development of computer-modeled versions of human beings using computer animation for use in movies, television, internet, games and other applications; Providing temporary use of online non-downloadable software for sending and receiving image files authenticated by non-fungible tokens (NFTs) for use by video gamers; Computer programming of computer games; Computer programming of video games; Designing and modifying computer programs and video games for others; Designing and developing computer game software and video game software for use with computers, video game program systems and computer networks; Development of computer hardware for computer games; Design and development of computer game software and virtual reality software; Rental of computer game software; Providing information about computer programming of video games; Software as a service [SaaS]; platform as a service [PaaS]; computer programming services for data processing; providing information relating to computer technology and programming via a website; development of computer platforms; design and development of computer software; design and development of application software for mobile phones; providing online non-downloadable computer software.

Action History

Action	Action date	Due date	Comments
Filed	2026-04-21		
Created	2026-04-21		

Formalized	2026-04-21		
Pre-Assessment Letter Sent	2026-05-07		Multiple Reasons