

**Numéro de demande**

2225118

**Numéro d'enregistrement**

TMA1397165

**Numéro de l'enregistrement international**

1699002

**Type(s)**

Dessin

**Catégorie**

Marque de commerce

**Statut de l'OPIIC**

ENREGISTRÉE

**Statut de TM5**

ACTIF/ENREGISTREMENT/  
émit et actif



La demande de marque a été enregistrée auprès de l'Office.

**Produite**

2022-07-12

**Date d'enregistrement international**

2022-07-12

**Enregistrée**

2026-03-25

**Date d'expiration de l'enregistrement**

2032-07-12

**Propriétaire inscrit**

Keen Games GmbH  
Dreieichstrasse 59  
60594 Frankfurt am Main  
ALLEMAGNE

**Agent**

MCMILLAN LLP

**Rubriques d'index**

KEEN

**Information sur les codes de Viennes (Code & Description)**

1.15.23	Tourbillons, mouvements rotatifs, tornade -- Note: Non compris les orbites astronomiques (1.13.1), les orbites atomiques (1.13.1), les cercles concentriques (26.1.4 ou 26.1.5) et les spirales (26.1.5).
26.1.1	Cercles
A 26.1.3	Un cercle ou une ellipse
A 26.1.18	Cercles ou ellipses contenant une ou plusieurs lettres
A 26.1.20	Cercles ou ellipses contenant des inscriptions dans le sens du rayon ou du diamètre
A 26.1.24	Cercles ou ellipses avec surface ou partie de la surface foncée
A 26.1.26	Cercles ou ellipses avec des zones découpées
26.7.4	Cercles ou ellipses avec lignes (excepté 26.7.3)
26.11.2	Deux lignes ou bandes
A 26.11.12	Lignes ou bandes courbes (excepté a 26.11.13)

**Produits (Classe de Nice & Énoncé(s))**

9	(1) Computer games software, computer games and video games; electronic games software; games software for use with game consoles, smartphones and computers; virtual reality game software; virtual reality software featuring software for game consoles, games, video games; downloadable or recorded software for computer games; video games cassettes and video games storage tapes; video game software stored on integrated circuits for execution on games consoles, video games computers and amusement machines; interactive instructional and entertainment computer software for video games.
28	(2) Video games machines; action toys; electronic hand-held games; toy figures and accessories therefor; hand-held units for playing electronic games; electronic hand-held games; computer and video games machines; slot machines [gaming machines], video game consoles; video game controllers.

**Services (Classe de Nice & Énoncé(s))**

38	(1) Providing access to websites and electronic platforms for streaming of esports events; sporting and culture activities, specifically, streaming of video games over global communications networks, the internet and wireless networks; broadcasting and streaming of audio and video recordings of live events via a website; providing access to a website providing streaming of music; streaming of audio and video content via the internet, other computer networks, wireless networks and electronic communication networks; streaming of audio and video files containing commentary and analysis in the field of video gaming over
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4400  
BAY WELLINGTON TOWER  
181 BAY STREET  
TORONTO  
ONTARIO M5J2T3

**Documents**

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- 41 the internet and social media platforms; streaming of electronic game play and electronic game competitions over global communications networks, the internet and wireless networks.
- (2) Entertainment services, namely, providing online computer and video games; arranging and conducting of competitions for encouraging use and development of consumer electronics for gaming; arranging and conducting of competitions for encouraging use and development of interactive electronic games entertainment; electronic game services provided via the internet, in particular assignment of players for multi-player games; game services (entertainment) provided online in the form of fantasy sports leagues, game shows; organization of competitions relating to computer games; providing on-line electronic publications (not downloadable) in the field of gaming; entertainment services, namely, providing online electronic games; organization of computer game competitions; providing non-downloadable electronic publications in the nature of articles and blogs in the field of gaming; arranging and conducting live, interactive gaming tournaments featuring video games; arranging, organizing and conducting fan gatherings and conferences, namely, the organization of e-sports and e-sport tournaments; entertainment services, namely, providing on-line computer games, tips and strategies for computer games, and news concerning computer games; entertain in the nature of e-sports tournaments; arranging, conducting and presenting competitions, contests and games in the field of gaming; providing interactive multiplayer online computer games via a global network; providing computer games and video games that can be accessed, played and downloaded over computer networks and global communications networks; game publishing; providing electronic publications in the field of gaming; computer game services provided online from a computer network.
- 42 (3) Design and development of computer hardware and software for games, computer games and video games; computer design and development for games, computer games and video games; research and development in the field of computer software for games, computer games and video games; creation, writing and production of computer programs for games, computer games and video games; computer software design for games, computer games and video games; computer development and design services for computer games software; updating of computer software for games, computer games and video games; installation, maintenance and repair of computer software for games, computer games and video games; consultancy services relating to computers, computer systems and computer software for games, computer games and video games; software as a service (SAAS) provider featuring software for games in the field of mathematics; software as a service [saas], in particular, hosting software for use by others for use in computer gaming; computer programming for games, computer games and video games; rental of software for games, computer games and

video games; graphic arts design, in particular, designing graphics for games, computer games and video games; it services, in particular, hosting an interactive website for on-line discussions and blogs, sharing on-line content, new media content, and on-line web links to others websites in relation to games, computer games and video games; information technology consultancy, namely, consulting in the field of designing computer games and video games; online publication of information and advice in relation to any of the aforesaid services in the field of games, computer games and video games; electronic storage of digital games, computer games and video games.

### Revendication(s)

Priority Filing Date: February 04, 2022, Country or Office: EUIPO (EU), Application No. 018648241 in association with the same kind of goods and in association with the same kind of services

### Historique des actions

Action	Date de l'action	Date d'échéance	Commentaires
Produite	2022-07-12		Registration
Enregistrement international	2022-07-12	2032-07-12	
Créé	2022-11-30		
Formalisée	2022-11-30		
Notification de designation - Protocole de Madrid	2022-12-01	2024-06-01	
Retrait partiel - Protocole de Madrid	2023-03-23		DP:2023-04-13 Effective date: 2023-02-23
Notification d'éventuelle opposition envoyée	2023-10-02		
Recherche enregistrée	2024-03-07		
Premier rapport de l'examineur	2024-03-07	2024-09-07	
Refus provisoire total	2024-03-07	2024-09-07	
Changement d'agent	2024-08-27		From/De: To/A: 14078
Correspondance créée	2025-03-07	2025-09-07	
Approuvée	2025-10-24		APPROVED BY PROGRAM EX200M1
Avis d'approbation envoyé	2025-10-24		APPROVED BY PROGRAM EX200M1
Publiée	2026-01-07		Vol.73 Issue 3715
Notification de commencement de la période d'opposition envoyée	2026-01-07		Requested on 2026/01/07 00:30:05 in program jr500m1
Enregistrement en attente	2026-03-25		
Enregistrée	2026-03-25		

Déclaration d'octroi de la protection envoyée (suite à un refus provisoire)	2026-03-25		
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