

## TRADEMARK ASSIGNMENT COVER SHEET

Electronic Version v1.1  
Stylesheet Version v1.2

ETAS ID: TM397884

<b>SUBMISSION TYPE:</b>	NEW ASSIGNMENT		
<b>NATURE OF CONVEYANCE:</b>	SECURITY INTEREST		
<b>CONVEYING PARTY DATA</b>			
<b>Name</b>	<b>Formerly</b>	<b>Execution Date</b>	<b>Entity Type</b>
SGN Games, Inc.		09/08/2016	Corporation: DELAWARE
<b>RECEIVING PARTY DATA</b>			
<b>Name:</b>	Silicon Valley Bank		
<b>Street Address:</b>	15260 Ventura Boulevard		
<b>Internal Address:</b>	Suite 1800		
<b>City:</b>	Sherman Oaks		
<b>State/Country:</b>	CALIFORNIA		
<b>Postal Code:</b>	91406		
<b>Entity Type:</b>	Banking Corporation: CALIFORNIA		
<b>PROPERTY NUMBERS Total: 21</b>			
<b>Property Type</b>	<b>Number</b>	<b>Word Mark</b>	
<b>Registration Number:</b>	4571280	BUBBLE ATLANTIS	
<b>Registration Number:</b>	4739129	COOKIE CRUNCH!	
<b>Registration Number:</b>	4686013	COOKIE JAM	
<b>Serial Number:</b>	87054875	COOKIE JAM	
<b>Registration Number:</b>	4135896	EXO	
<b>Registration Number:</b>	3941660	EXOPLANET	
<b>Registration Number:</b>	3792780	F.A.S.T.	
<b>Registration Number:</b>	4985385	GENIES & GEMS	
<b>Registration Number:</b>	3760023	IBOWL	
<b>Registration Number:</b>	4570017	JAM CITY	
<b>Serial Number:</b>	87086326	JAM CITY	
<b>Registration Number:</b>	4912482	JUICE JAM	
<b>Registration Number:</b>	3945750	MINITYCOON	
<b>Registration Number:</b>	4749502	PAINT MONSTERS	
<b>Registration Number:</b>	4439953	PANDA JAM	
<b>Registration Number:</b>	4583268	PANDA POP	
<b>Registration Number:</b>	3669367	SGN	
<b>Registration Number:</b>	3929598	SKIES OF GLORY	

CH \$540.00 4571280

Property Type	Number	Word Mark
Registration Number:	4738921	SUGAR SMASH
Registration Number:	3777104	MINDJOLT
Registration Number:	3475917	MINDJOLT.COM

**CORRESPONDENCE DATA**

**Fax Number:**

*Correspondence will be sent to the e-mail address first; if that is unsuccessful, it will be sent using a fax number, if provided; if that is unsuccessful, it will be sent via US Mail.*

**Phone:** 213-891-5607  
**Email:** crachina@buchalter.com  
**Correspondent Name:** Corina Rachina  
**Address Line 1:** 1000 Wilshire Blvd.  
**Address Line 2:** 12th Floor  
**Address Line 4:** Los Angeles, CALIFORNIA 90017

<b>NAME OF SUBMITTER:</b>	Corina Rachina
<b>SIGNATURE:</b>	/s/ Corina Rachina
<b>DATE SIGNED:</b>	09/08/2016

**Total Attachments: 21**  
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## INTELLECTUAL PROPERTY SECURITY AGREEMENT

This Intellectual Property Security Agreement (“**Agreement**”) is entered into as of the Effective Date by and between SILICON VALLEY BANK, a California banking corporation (“**Bank**”) and SGN GAMES, INC., a Delaware corporation (“**Grantor**”).

### RECITALS

A. Bank has agreed to make certain advances of money and to extend certain financial accommodation to Grantor (the “**Loans**”) in the amounts and manner set forth in that certain Loan and Security Agreement by and between Bank and Grantor dated the Effective Date (as the same may be amended, modified or supplemented from time to time, the “**Loan Agreement**”; capitalized terms used herein are used as defined in the Loan Agreement). Bank is willing to make the Loans to Grantor, but only upon the condition, among others, that Grantor shall grant to Bank a security interest in certain Copyrights, Trademarks, Patents, and Mask Works (as each term is described below) to secure the obligations of Grantor under the Loan Agreement.

B. Pursuant to the terms of the Loan Agreement, Grantor has granted to Bank a security interest in all of Grantor's right, title and interest, whether presently existing or hereafter acquired, in, to and under all of the Collateral.

NOW, THEREFORE, for good and valuable consideration, receipt of which is hereby acknowledged, and intending to be legally bound, as collateral security for the prompt and complete payment when due of its obligations under the Loan Agreement, Grantor hereby represents, warrants, covenants and agrees as follows:

### AGREEMENT

1. **Grant of Security Interest.** To secure its obligations under the Loan Agreement, Grantor grants and pledges to Bank a security interest in all of Grantor's right, title and interest in, to and under its intellectual property (all of which shall collectively be called the “**Intellectual Property Collateral**”), including, without limitation, the following:

(a) Any and all copyright rights, copyright applications, copyright registrations and like protections in each work or authorship and derivative work thereof, whether published or unpublished and whether or not the same also constitutes a trade secret, now or hereafter existing, created, acquired or held, including without limitation those set forth on Exhibit A attached hereto (collectively, the “**Copyrights**”);

(b) Any and all trade secrets, and any and all intellectual property rights in computer software and computer software products now or hereafter existing, created, acquired or held;

(c) Any and all design rights that may be available to Grantor now or hereafter existing, created, acquired or held;

(d) All patents, patent applications and like protections including, without limitation, improvements, divisions, continuations, renewals, reissues, extensions and continuations-in-part of the same, including without limitation the patents and patent applications set forth on Exhibit B attached hereto (collectively, the “**Patents**”);

(e) Any trademark and servicemark rights, whether registered or not, applications to register and registrations of the same and like protections, and the entire goodwill of the business of Grantor connected with and symbolized by such trademarks, including without limitation those set forth on Exhibit C attached hereto (collectively, the “**Trademarks**”);

(f) All mask works or similar rights available for the protection of semiconductor chips, now owned or hereafter acquired, including, without limitation those set forth on Exhibit D attached hereto (collectively, the “**Mask Works**”);

(g) Any and all claims for damages by way of past, present and future infringements of any of the rights included above, with the right, but not the obligation, to sue for and collect such damages for said use or infringement of the intellectual property rights identified above;

(h) All licenses or other rights to use any of the Copyrights, Patents, Trademarks, or Mask Works and all license fees and royalties arising from such use to the extent permitted by such license or rights;

(i) All amendments, extensions, renewals and extensions of any of the Copyrights, Trademarks, Patents, or Mask Works; and

(j) All proceeds and products of the foregoing, including without limitation all payments under insurance or any indemnity or warranty payable in respect of any of the foregoing.

Notwithstanding the foregoing, the Intellectual Property Collateral does not include any interest of Grantor as a licensee or a sub-licensee under an inbound license or inbound sublicense of intellectual property if Grantor is prohibited by the terms of such license or sublicense agreement from granting a security interest in such license or sublicense or under which such an assignment or Lien would cause a default to occur under such license or sublicense (other than to the extent that any such term would be rendered ineffective pursuant to Section 9-407(a) of Division 9 of the Code); provided, however, that upon termination of such prohibition, such interest shall immediately become Collateral without any action by Grantor or Bank.

2. Recordation. Grantor authorizes the Commissioner for Patents, the Commissioner for Trademarks and the Register of Copyrights and any other government officials to record and register this Agreement upon request by Bank.

3. Authorization. Grantor hereby authorizes Bank to (a) modify this Agreement unilaterally by amending the exhibits to this Agreement to include any Intellectual Property Collateral which Grantor obtains subsequent to the date of this Agreement, and (b) file a duplicate original of this Agreement containing amended exhibits reflecting such new Intellectual Property Collateral.

4. Loan Documents. This Agreement has been entered into pursuant to and in conjunction with the Loan Agreement, which is hereby incorporated by reference. The provisions of the Loan Agreement shall supersede and control over any conflicting or inconsistent provision herein. The rights and remedies of Bank with respect to the Intellectual Property Collateral are as provided by the Loan Agreement and related documents, and nothing in this Agreement shall be deemed to limit such rights and remedies.

5. Execution in Counterparts. This Agreement may be executed in counterparts (and by different parties hereto in different counterparts), each of which shall constitute an original, but all of which when taken together shall constitute a single contract. Delivery of an executed counterpart of a

signature page to this Agreement by facsimile or in electronic (i.e., “pdf” or “tif” format) shall be effective as delivery of a manually executed counterpart of this Agreement.

6. Successors and Assigns. This Agreement will be binding on and shall inure to the benefit of the parties hereto and their respective successors and assigns.

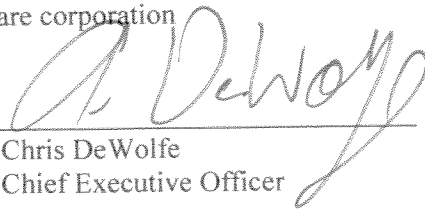
7. Governing Law. This Agreement and any claim, controversy, dispute or cause of action (whether in contract or tort or otherwise) based upon, arising out of or relating to this Agreement and the transactions contemplated hereby and thereby shall be governed by, and construed in accordance with, the laws of the United States and the State of California, without giving effect to any choice or conflict of law provision or rule (whether of the State of California or any other jurisdiction).

[Signature Pages Follow]

IN WITNESS WHEREOF, the parties have caused this Intellectual Property Security Agreement to be duly executed by its officers thereunto duly authorized as of the first date written above.

**GRANTOR:**

**SGN GAMES, INC.,**  
a Delaware corporation

By:   
Name: Chris DeWolfe  
Title: Chief Executive Officer

*[Signatures continue on next page.]*

**BANK:**

**SILICON VALLEY BANK,**  
a California banking corporation

By: Victoria Regan  
Name: Victoria Regan  
Title: Managing Director

Intellectual Property Security Agreement  
(SGN Games, Inc.)

**TRADEMARK**  
**REEL: 005872 FRAME: 0593**

EXHIBIT A

Copyrights

See attached Copyright Listing.



EXHIBIT B

Patents

None.

EXHIBIT C

Trademarks

See attached Trademark Listing.

EXHIBIT D

Mask Works

None.




**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
BUBBLE ATLANTIS®	Providing online computer games (Int'l Cl. 41)	4,571,280 (July 22, 2014)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 15 Declaration due on or before <u>July 22, 2020</u></li> <li>• REGISTERED</li> </ul>
COOKIE CRUNCH®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,739,129 (May 19, 2015)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Sections 8 &amp; 15 Declaration due on or before <u>May 19, 2021</u></li> <li>• REGISTERED</li> </ul>
COOKIE JAM®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,686,013 (February 10, 2015)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 15 Declaration due on or before <u>February 10, 2021</u></li> </ul>
COOKIE JAM™	Jellies and jams (Int'l Cl. 29)	87/054,875 (May 31, 2016)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Awaiting response from USPTO</li> </ul>
COOKIE JAM®	Computer game software; downloadable computer game software (Int'l Cl. 9)	1,545,3048 (September 30, 2014)	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <u>November 20, 2025</u></li> </ul>
COOKIE JAM®	Providing online computer games; providing online computer games through social media websites (Int'l Cl. 41)	1,545,3049 (September 30, 2014)	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <u>November 20, 2025</u></li> </ul>
	Computer programs, recorded; Computer software, recorded; Computer operating programs, recorded; Computer programs [downloadable software]; computer software applications, downloadable (Int'l Cl. 9)	16409000 (February 17, 2015)	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Referred based on prior Netcase trademark applications</li> <li>• Assignment from Netcase to SGN Games, Inc. filed for recordation and</li> </ul>

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
	Games; Video game machines; Arcade video game machines; Portable games with liquid crystal displays (Int'l Cl. 28)	16408998 (February 17, 2015)	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>pending; request to suspend examination pending</li> <li>• Refused based on prior Netease trademark applications</li> </ul>
	Providing online computer games; providing online computer games through social media websites (Int'l Cl. 41)	16409001 (February 17, 2015)	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Rebased based on prior Netease trademark applications</li> <li>• Assignment from Netease to SGN Games, Inc. filed for recordation and pending; request to suspend examination pending</li> </ul>
	Computer programming; Computer software design; Computer system design; Duplication of computer programs; Computer software consultancy; software as a service [Saas]; providing information on computer technology and programming via a web site (Int'l Cl. 42)	16408999 (February 17, 2015)	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Rebased based on prior Netease trademark applications</li> <li>• Assignment from Netease to SGN Games, Inc. filed for recordation and pending; request to suspend examination pending</li> </ul>
碎碎曲奇(Cookie Jam in Chinese)	Computers; Computer programmes [programs], recorded; Computer software, recorded; Video game cartridges; Electronic publications, downloadable; Computer programs [downloadable software]; computer software applications, downloadable; Computer game programs; Network communication equipment; Compact disc; Animated cartoons (Int'l Cl. 9)	16384106	China	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Assignment from Netease to SGN Games, Inc. filed for recordation and pending</li> </ul>

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Interenal Notes
碎碎曲奇(Cookie Jam in Chinese)	Apparatus for games; Toys; Chess; Billiard balls; Dumb-bells; Electronic targets; Frisbee; Swimming pools [play articles]; Swimming belts; Ornaments for Christmas trees, except illumination articles and confectionery; Rods for fishing; Twirling batons (Int'l Cl. 28)	16384902	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending
碎碎曲奇(Cookie Jam in Chinese)	Education information; Organization of competitions [education or entertainment]; Lending libraries; Publication of electronic books and journals on-line; Electronic desktop publishing; Providing on-line electronic publications, not downloadable; Film production, other than advertising films; Production of radio and television programmes; Production of shows; Entertainment; Entertainment services; Recreation information; Game services provided on-line from a computer network (Int'l Cl. 41)	16385074	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending
碎碎曲奇(Cookie Jam in Chinese)	Computer programming; Computer software design; Updating of computer software; Computer system design; Conversion of data or documents from physical to electronic media; Creating and maintaining web sites for others; Hosting computer sites [web sites]; Installation of computer software; Data conversion of computer programs and data [not physical conversion]; Providing search engines for the internet (Int'l Cl. 42)	16385323	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending
粉碎曲奇(Cookie Jam in Chinese)	Computers; Computer programmes [programs], recorded; Computer software, recorded; Video game cartridges; Electronic publications, downloadable; Computer programs [downloadable software]; computer software applications, downloadable; Computer game programs; Network communication equipment; Compact disc; Annotated cartoons (Int'l Cl. 9)	16384732	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending
粉碎曲奇(Cookie Jam in Chinese)	Apparatus for games; Toys; Chess; Billiard balls; Dumb-bells; Electronic targets; Frisbee; Swimming pools [play articles];	16384818	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
	Swimming belts; Ornaments for Christmas trees, except illumination articles and confectonery; Rods for fishing; Twirling batons (Int'l Cl. 28)				pending
粉碎曲奇(Cookie Jam in Chinese)	Education information; Organization of competitions [education or entertainment]; Lending libraries; Publication of electronic books and journals on-line; Electronic desktop publishing; Providing on-line electronic publications, not downloadable; Film production, other than advertising films; Production of radio and television programmes; Production of shows; Entertainment; Entertainer services; Recreation information; Game services provided on-line from a computer network (Int'l Cl. 41)	16385189	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending
粉碎曲奇(Cookie Jam in Chinese)	Computer programming; Computer software design; Updating of computer software; Computer system design; Conversion of data or documents from physical to electronic media; Creating and maintaining web sites for others; Hosting computer sites [web sites]; Installation of computer software; Data conversion of computer programs and data [not physical conversion]; Providing search engines for the internet (Int'l Cl. 42)	16385364	China	SGN Games, Inc.	• Assignment from Netcase to SGN Games, Inc. filed for recordation and pending
EXO®	Computer game software for mobile computer devices (Int'l Cl. 9)	4,135,896 (May 1, 2012)	United States	SGN Games, Inc.	• <b>REGISTERED</b> • Sections 8 & 15 Declaration due on or before <b>May 1, 2018</b>
EXOPLANET®	Computer game software for mobile computer devices (Int'l Cl. 9); and Providing online application-based games featuring multiplayer functionality (Int'l Cl. 41)	3,941,660 (April 5, 2011)	United States	SGN Games, Inc.	• Sections 8 & 15 Declaration due on or before <b>April 5, 2017</b>

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Interral Notes
FAST.®	Computer game software (Int'l Cl. 9)	3,792,780 (May 25, 2010)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 9 Renewal Application due on or before <u>May 25, 2020</u></li> <li>• REGISTERED</li> </ul>
FLUFF FRIENDS®	Electrical and scientific apparatus, etc. (Int'l Cl. 9) Education and entertainment services, etc. (Int'l Cl. 41) Personal, social and security services, etc. (Int'l Cl. 45)	10,995,546 (May 9, 2013)	European Community	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Renewal due on or before <u>June 27, 2022</u></li> </ul>
GENIES & GEMS®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,985,385 (June 21, 2016)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 15 Declaration due on or before <u>June 21, 2022</u></li> </ul>
HALLPASS®	(1) Computer software for use in submitting audio, video, videogame, data, metadata, text, messages, images and documents to a user driven web portal. (2) Computer software for use in submitting audio, video, videogame, data, metadata, text, messages, images and documents to a user driven web portal. (3) Computer software for use in allowing users to access, use, sort, and rate digital content submitted to an Internet web site by other users. (4) Computer software for use in providing access to an automated Internet web site and portal on which digital content will be displayed and sorted based on user comments and ratings. (5) Computer software for accessing, browsing and searching for digital content on-line. (6) Computer software for use in the collection, sorting, customization and access of digital content and metadata.	TMA751,510 (October 29, 2009)	Canada	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <u>October 29, 2024</u></li> </ul>



**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
	<p>(7) Computer software for use in downloading, transmitting, receiving, streaming, extracting, encoding, decoding, playing, storing, and organizing, audio, video, videogame, data, metadata, text, messages, images and documents via a local and global computer network in the fields of entertainment and information sharing.</p> <p>(8) Computer software for use in the development, content creation, content organization, maintenance, administration and management of an Internet web site.</p> <p>(9) Computer software for use by an Internet user allowing them to utilize navigational lists to access digital content based on collected metadata, media ratings, views, media type, date information submitted, and associated images.</p> <p>(10) Interactive computer software which allows users to upload, download, access and view digital content, and provide user reviews, ratings, suggest changes to the digital content and create and manage message boards relating to the digital content.</p> <p>(11) Computer software that allows users to upload, download, access, use, rate and review digital content, namely, audio, video, videogame, data, metadata, text, messages, images and documents in the fields of entertainment and information sharing.</p> <p>(12) Printed materials, namely instructional and teaching materials, brochures, catalogues and instruction manuals</p> <p>(1) Operation of a business providing design, development, delivery and implementation of an Internet web site which provides access to user driven digital content.</p> <p>(2) Providing Internet users with access to an automated Internet web site and portal on which digital content will be displayed and sorted based on user comments and ratings.</p> <p>(3) Providing Internet users with the ability to submit audio, video, videogame, data, metadata, text, messages, images and documents to a user driven web portal.</p> <p>(4) Providing Internet users with the ability to access, use, sort and rate digital content submitted to an Internet web site by other users.</p> <p>(5) Providing collection, sorting, customization and access of digital content and metadata for Internet users.</p> <p>(6) Electronic transmission of digital content, namely video, audio, video game, data, metadata, text, messages, images, and documents in the fields of entertainment and information sharing.</p> <p>7) Electronic manipulation of digital content, namely video, audio, video game, data,</p>				

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
BOWL®	<p>metadata, text, messages, images, and documents in the fields of entertainment and information sharing.</p> <p>(8) Consulting services in the field of web site and computer software development and customization.</p> <p>(9) Computer services, namely computer software development and design for others.</p> <p>(10) Operation and delivery of an Internet web site which allows users to upload, download, access and view digital content and provide user reviews, ratings, suggest changes to the digital content and create and manage message boards relating to the digital content.</p> <p>(11) Operation and delivery of an Internet web site which allows Internet users to utilize navigational lists to access digital content based on collected metadata, media ratings, views, media type, date submitted information, and associated images.</p> <p>(12) Computer services for the creation, delivery, distribution and management of content and content metadata in the fields of entertainment and information sharing.</p> <p>(13) Internet web site design, content management and development services.</p> <p>(14) Advertising services, namely advertising web sites and digital content for the benefit of others for others.</p> <p>(15) Electronic content syndication services.</p> <p>(16) Internet consulting, namely advising owners and operating of web sites with respect to web site design, content and distribution of content.</p> <p>(17) Entertainment services, namely providing Internet users with digital content, namely audio, video, video game, data, metadata, text, messages, images and documents in the fields of entertainment and information sharing via the downloading, transmitting, receiving, streaming, extracting, encoding, decoding, playing, storing and organizing of such digital content via local and global computer networks.</p> <p>(18) Entertainment services, namely providing Internet users with a forum for viewing, using and reviewing digital content submitted by other Internet users.</p>	3,760,023 (March 16, 2010)	United States	SGN Games, Inc.	• REGISTERED

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Interral Notes
JAM CITY®	Computer game software downloadable from a global computer network; Computer game software for use on mobile and cellular phones; Downloadable electronic game software for use on smart phones, tablet computing devices, and personal digital assistants (Int'l Cl. 9)	4,570,017 (July 15, 2014)	United States	SGN Games, Inc.	• Sections 8 & 9 Renewal Application due on or before <u>March 16, 2020</u> • <b>REGISTERED</b>
JAM CITY™	Providing online computer games; providing online computer games through social media websites (Int'l Cl. 41)	87/086,326 (June 28, 2016)	United States	SGN Games, Inc.	• Awaiting response from USPTO
JUICEJAM®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,912,482 (March 8, 2016)	United States	SGN Games, Inc.	• <b>REGISTERED</b> • Sections 8 & 15 Declaration due on or before <u>March 8, 2022</u>
MINITYCOON®	Computer game software (Int'l Cl. 9); and Providing chat rooms and electronic bulletin boards for transmission, reception and sharing of messages by means of electronic communications networks for social networking (Int'l Cl. 38); and Providing online computer games (Int'l Cl. 41)	3,945,750 (April 12, 2011)	United States	SGN Games, Inc.	• <b>REGISTERED</b> • Sections 8 & 15 Declaration due on or before <u>April 12, 2017</u>
PAINT MONSTERS®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,749,502 (June 2, 2015)	United States	SGN Games, Inc.	• <b>REGISTERED</b> • Sections 8 & 15 Declaration due on or before <u>June 2, 2021</u>

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
PANDA JAM®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,439,953 (November 26, 2013)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 15 Declaration due on or before <u>November 26, 2019</u></li> <li>• REGISTERED</li> </ul>
PANDA POP®	Computer game software; downloadable computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	4,583,268 (August 12, 2014)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• Sections 8 &amp; 15 Declaration due on or before <u>August 12, 2020</u></li> <li>• REGISTERED</li> </ul>
SGN®	Computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41); and Providing communication services, namely, social networking via the Internet and mobile communication devices (Int'l Cl. 45)	3,669,367 (August 18, 2009)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 9 Renewal Application due on or before <u>August 18, 2019</u></li> </ul>
SGN®	Only computer game software (Int'l Cl. 9)	2,371,412 (May 28, 2010)	Argentina	Social Gaming Network, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <u>May 28, 2020</u></li> </ul>
SGN®	Only provision of networked computer games (Int'l Cl. 41)	2,371,414 (May 28, 2010)	Argentina	Social Gaming Network, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <u>May 28, 2020</u></li> </ul>
SGN®	Only provision of communications services, namely, social networking services through internet and mobile communication devices (Int'l Cl. 38)	2,371,413 (May 28, 2010)	Argentina	Social Gaming Network, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <u>May 28, 2020</u></li> </ul>
SGN™	Computer game software (Int'l Cl. 9)	1,852,699	India	Social Gaming Network,	<ul style="list-style-type: none"> <li>• Objection Pending</li> </ul>

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
	Providing communication services namely, social networking via the internet and mobile communication devices (Int'l Cl. 38)	(August 20, 2009)		Inc.	
	Providing online computer games (Int'l Cl. 41)				
SGN®	Computer software game program (Int'l Cl. 9)	1,142,171 (February 10, 2010)	Mexico	Social Gaming Network, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <b>August 20, 2019</b></li> </ul>
SGN®	Provision of computer games online through than a computer network. (Int'l Cl. 41)	1,157,011 (May 6, 2010)	Mexico	Social Gaming Network, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Renewal due on or before <b>August 20, 2019</b></li> </ul>
SGN®	Computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41); and Providing communication services, namely, social networking via the Internet and mobile communication devices (Int'l Cl. 45)	IR No. 1013475 (August 20, 2009)	International Register (Korea, European Union, China - Partial)	Social Gaming Network, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 9 Renewal due on or before <b>August 20, 2019</b></li> </ul>
SKIES OF GLORY®	Computer game software (Int'l Cl. 9); and Providing online computer games (Int'l Cl. 41)	3,929,598 (March 8, 2011)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 9 Renewal due on or before <b>March 8, 2021</b></li> </ul>
SUGAR SMASH®	Computer game software; downloadable computer game software (Int'l Cl. 9); and	4,738,921 (May 19, 2015)	United States	SGN Games, Inc.	<ul style="list-style-type: none"> <li>• REGISTERED</li> <li>• Sections 8 &amp; 15 Declaration due on</li> </ul>

**SGN Games, Inc.**

Trademark Listing (as of August 19, 2016)

Trademark	Goods/Services (Int'l Cl. No.)	Serial No. or Registration No. (Filing Date or Registration Date)	Country	Owner of Record	Status/Internal Notes
MIND OLT®	Providing online computer games (Int'l Cl. 41)	3,777,104 (April 20, 2010)	United States	Mind olt, Inc.	• REGISTERED • Sections 8 & 15 Declaration due on or before April 20, 2020
	Entertainment services, namely, providing on-line computer games (Int'l Cl. 41)	3,475,917 (July 29, 2008)	United States	Mind olt, Inc.	• REGISTERED • Sections 8 & 9 Renewal due on or before July 29, 2018

**SGN Games, Inc. and Related Entities**

Copyright Listing (as of August 19, 2015)

Title	Case No. or Registration No. (Filing Date / Effective Registration Date)	Country	Owner of Record	Status/Internal Notes
F.A.S.T. FLEET AIR SUPERIORITY TACTICS	TX-7-524-366 (May 24, 2012)	United States	SGN Games, Inc.	• REGISTERED
SKIES OF GLORY	TX-7-525-956 (May 24, 2012)	United States	SGN Games, Inc.	• REGISTERED
COOKIE JAM V1.0	2015SR015476 (January 27, 2015)	China	SGN Games, Inc.	• REGISTERED
COOKIE JAM V2.80.107	2015SR037762 (March 2, 2015)	China	SGN Games, Inc.	• REGISTERED