

TRADEMARK ASSIGNMENT COVER SHEET

Electronic Version v1.1
Stylesheet Version v1.2

ETAS ID: TM465332

SUBMISSION TYPE:	NEW ASSIGNMENT		
NATURE OF CONVEYANCE:	SECURITY INTEREST		
CONVEYING PARTY DATA			
Name	Formerly	Execution Date	Entity Type
Linden Research, Inc.		02/27/2018	Corporation:
RECEIVING PARTY DATA			
Name:	Venture Lending & Leasing VIII, Inc.		
Street Address:	104 La Mesa Drive, Suite 102		
City:	Portola Valley		
State/Country:	CALIFORNIA		
Postal Code:	94028		
Entity Type:	Corporation: MARYLAND		
PROPERTY NUMBERS Total: 27			
Property Type	Number	Word Mark	
Registration Number:	4606844	BLOCKS WORLD	
Registration Number:	4606675	BLOCKSWORLD	
Registration Number:	2954675		
Registration Number:	3475163		
Registration Number:	3653068		
Registration Number:	3653069		
Registration Number:	2813096	SECOND LIFE	
Registration Number:	3423996	SECOND LIFE	
Registration Number:	3610917	SECOND LIFE	
Registration Number:	3548933		
Registration Number:	3548934		
Registration Number:	3901004	INSL	
Registration Number:	2880229	LINDEN LAB	
Registration Number:	3500985	LINDEX	
Registration Number:	5370796	SANSAR	
Registration Number:	2832935	SECOND LIFE	
Registration Number:	3542549	SECOND LIFE	
Registration Number:	3475162	SECOND LIFE	
Registration Number:	3483582	SECOND LIFE	

OP \$690.00 4606844

Property Type	Number	Word Mark
Registration Number:	3658663	SECOND LIFE GRID
Registration Number:	3658664	SECOND LIFE GRID
Registration Number:	3686588	SL
Registration Number:	3542550	YOUR WORLD. YOUR IMAGINATION.
Serial Number:	86593254	PROJECT SANSAR
Serial Number:	86593259	SANSAR
Serial Number:	87690461	
Serial Number:	87690462	

CORRESPONDENCE DATA

Fax Number: 4157774961

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: 415 981 1400

Email: nsust@grmslaw.com

Correspondent Name: Jeffrey T. Klugman

Address Line 1: Four Embarcadero Center, Suite 4000

Address Line 4: San Francisco, CALIFORNIA 94111

NAME OF SUBMITTER:	Jeffrey T. Klugman
SIGNATURE:	/Jeffrey T. Klugman/
DATE SIGNED:	03/12/2018

Total Attachments: 61

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INTELLECTUAL PROPERTY SECURITY AGREEMENT

This Intellectual Property Security Agreement (this "Agreement") is made as of February 27, 2018, between LINDEN RESEARCH, INC., a Delaware corporation ("Grantor"), and VENTURE LENDING & LEASING VIII, INC., a Maryland corporation ("Secured Party").

RECITALS

A. Pursuant to that certain Loan and Security Agreement of even date herewith between Grantor, as borrower, and Secured Party, as lender (as amended, restated, supplemented or otherwise modified from time to time, the "Loan Agreement"), Secured Party has agreed to make certain advances of money and to extend certain financial accommodations to Grantor (the "Loans") in the amounts and manner set forth in the Loan Agreement. All capitalized terms used herein without definition shall have the meanings ascribed to them in the Loan Agreement.

B. Secured Party is willing to make the Loans to Grantor, but only upon the condition, among others, that Grantor shall grant to Secured Party a security interest in substantially all of Grantor's personal property whether presently existing or hereafter acquired. To that end, Grantor has executed in favor of Secured Party the Loan Agreement granting a security interest in all Collateral, and is executing this Agreement with respect to certain items of Intellectual Property, in particular.

NOW, THEREFORE, THE PARTIES HERETO AGREE AS FOLLOWS:

1. Grant of Security Interest. As collateral security for the prompt and complete payment and performance of all of Grantor's present or future Obligations, Grantor hereby grants a security interest and mortgage to Secured Party, as security, in and to Grantor's entire right, title and interest in, to and under the following Intellectual Property, now owned or hereafter acquired by Grantor or in which Grantor now holds or hereafter acquires any interest (all of which shall collectively be called the "Collateral" for purposes of this Agreement):

(a) Any and all copyrights, whether registered or unregistered, held pursuant to the laws of the United States, any State thereof or of any other country; all registrations, applications and recordings in the United States Copyright Office or in any similar office or agency of the United States, and State thereof or any other country; all continuations, renewals, or extensions thereof, and any registrations to be issued under any pending applications, including without limitation those set forth on Exhibit A attached hereto (collectively, the "Copyrights");

(b) All letters patent of, or rights corresponding thereto in, the United States or any other country, all registrations and recordings thereof, and all applications for letters patent of, or rights corresponding thereto in, the United States or any other country, including, without limitation, registrations, recordings and applications in the United States Patent and Trademark Office or in any similar office or agency of the United States, any State thereof or any other country; all reissues, continuations, continuations-in-part or extensions thereof; all petty patents, divisionals, and patents of addition; and all patents to be issued under any such applications, including without limitation the patents and patent applications set forth on Exhibit B attached hereto (collectively, the "Patents");

(c) All trademarks, trade names, corporate names, business names, trade styles, service marks, logos, other source or business identifiers, prints and labels on which any of the foregoing have appeared or appear, designs and general intangibles of like nature, now existing or hereafter adopted or acquired, all registrations and recordings thereof, and any applications in connection therewith, including, without limitation, registrations, recordings and applications in the United States Patent and Trademark Office or in any similar office or agency of the United States, any State thereof or any other country or any political subdivision thereof, and reissues, extensions or renewals thereof, 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");

(d) Any and all claims for damages by way of past, present and future infringement 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;

(e) All license fees and royalties arising from such use to the extent permitted by such license or rights;

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

(g) 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 term "Collateral" shall not include: (a) "intent-to-use" trademarks at all times prior to the first use thereof, whether by the actual use thereof in commerce, the recording of a statement of use with the United States Patent and Trademark Office or otherwise, but only to the extent the granting of a security interest in such "intent to use" trademarks would be contrary to applicable law or (b) any contract, instrument or chattel paper in which Grantor has any right, title or interest if and to the extent such contract, instrument or chattel paper includes a provision containing a restriction on assignment such that the creation of a security interest in the right, title or interest of Grantor therein would be prohibited and would, in and of itself, cause or result in a default thereunder enabling another person party to such contract, instrument or chattel paper to enforce any remedy with respect thereto; provided, however, that the foregoing exclusion shall not apply if (i) such prohibition has been waived or such other person has otherwise consented to the creation hereunder of a security interest in such contract, instrument or chattel paper, or (ii) such prohibition would be rendered ineffective pursuant to Sections 9-407(a) or 9-408(a) of the UCC, as applicable and as then in effect in any relevant jurisdiction, or any other applicable law (including the Bankruptcy Code or principles of equity); provided further that immediately upon the ineffectiveness, lapse or termination of any such provision, the term "Collateral" shall include, and Grantor shall be deemed to have granted a security interest in, all its rights, title and interests in and to such contract, instrument or chattel paper as if such provision had never been in effect; and provided further that the foregoing exclusion shall in no way be construed so as to limit, impair or otherwise affect Secured Party's unconditional continuing security interest in and to all rights, title and interests of Grantor in or to any payment obligations or other rights to receive monies due or to become due under any such contract, instrument or chattel paper and in any such monies and other proceeds of such contract, instrument or chattel paper.

2. Covenants and Warranties Grantor represents, warrants, covenants and agrees as follows:

(a) Grantor has rights (as defined in the UCC) in the Collateral, except for Permitted Liens;

(b) During the term of this Agreement, Grantor will not transfer or otherwise encumber any interest in the Collateral, except for Permitted Liens and except for transfers otherwise permitted under the Loan Agreement;

(c) To its knowledge, each of the Patents is valid and enforceable, and no part of the Collateral has been judged invalid or unenforceable, in whole or in part, and no claim has been made that any part of the Collateral violates the rights of any third party;

(d) Grantor shall deliver to Secured Party within thirty (30) days of the last day of each fiscal quarter in which there is a material change or update to the reported contents from the previous fiscal quarter, a report signed by Grantor, in form reasonably acceptable to Secured Party, listing (i) any

applications or registrations that Grantor has made or filed in respect of any patents, copyrights or trademarks, (ii) the status of any outstanding applications or registrations and (iii) any material change in the composition of the Collateral;

(e) With respect to Trademarks, Patents and Copyrights constituting Collateral that Grantor's management determines in its sole but reasonable commercial judgment are material to Grantor's business, Grantor shall use reasonable commercial efforts to (i) protect, defend and maintain the validity and enforceability of such Trademarks, Patents and Copyrights, (ii) detect infringements of such Trademarks, Patents and Copyrights and promptly advise Secured Party in writing of material infringements detected, and (iii) not allow any material Trademarks, Patents or Copyrights to be abandoned, forfeited or dedicated to the public unless Grantor deems it to be in the best interest of Grantor's business;

(f) Grantor shall apply for registration (to the extent not already registered) with the United States Patent and Trademark Office or the United States Copyright Office, as applicable: (i) those intellectual property rights listed on Exhibits A, B and C hereto within thirty (30) days of the date of this Agreement; and (ii) within a reasonable period of time after the acquisition of any such intellectual property rights, those additional intellectual property rights developed or acquired by Grantor from time to time in connection with any product or service (including without limitation revisions or additions to the intellectual property rights listed on such Exhibits A, B and C), except, in each case, with respect to such rights that Grantor determines in its sole but reasonable commercial judgment need not be registered to protect its own business interests. Grantor shall, from time to time, execute and file such other instruments, and take such further actions as Secured Party may reasonably request from time to time to perfect or continue the perfection of Secured Party's interest in the Collateral; and

(g) Grantor shall not enter into any agreement that would materially impair or conflict with Grantor's obligations hereunder without Secured Party's prior written consent, which consent shall not be unreasonably withheld. Grantor shall not permit the inclusion in any material contract to which it becomes a party of any provisions that could or might in any way prevent the creation of a security interest in Grantor's rights and interests in any property included within the definition of the Collateral acquired under such contracts, except for provisions in such material contracts as are referenced in the last paragraph of Section 1 of this Agreement.

3. Further Assurances; Attorney in Fact.

(a) On a continuing basis, Grantor will make, execute, acknowledge and deliver, and file and record in the proper filing and recording places in the United States, all such instruments, including appropriate financing and continuation statements and collateral agreements and filings with the United States Patent and Trademark Office and the Register of Copyrights, and take all such action as may reasonably be deemed necessary or advisable, or as reasonably requested by Secured Party, to perfect Secured Party's security interest in all Copyrights, Patents and Trademarks and otherwise to carry out the intent and purposes of this Agreement, or for assuring and confirming to Secured Party the grant or perfection of a security interest in all Collateral.

(b) Grantor hereby irrevocably appoints Secured Party as Grantor's attorney-in-fact, with full authority in the place and stead of Grantor and in the name of Grantor, from time to time in Secured Party's discretion, to take any action and to execute any instrument which Secured Party may reasonably deem necessary or advisable to accomplish the purposes of this Agreement, including (i) to modify, in its sole discretion, this Agreement without first obtaining Grantor's approval or signature to such modification by amending Exhibits A, B and C, hereof, as appropriate, to include reference to any right, title or interest in any Copyrights, Patents or Trademarks acquired by Grantor after the execution hereof or to delete any reference to any right, title or interest in any Copyrights, Patents or Trademarks in which Grantor no longer has or claims any right, title or interest, (ii) to file, in its sole discretion, one or more financing or continuation statements and amendments thereto, relative to any of the Collateral without the signature of Grantor where permitted by law, and (iii) subject to the Forbearance Period, after the occurrence and during the continuance of an Event of Default, to transfer the Collateral into the name of Secured Party or a third party to the extent permitted under the California Uniform Commercial Code.

4. Events of Default. The occurrence of any of the following shall constitute an Event of Default under this Agreement:

(a) An Event of Default under the Loan Agreement; or

(b) Grantor breaches in any material respect any warranty or agreement made by Grantor in this Agreement and, as to any breach that is capable of cure, Grantor fails to cure such breach within thirty (30) days of the sooner to occur of Grantor's receipt of notice of such breach from Secured Party or the date on which such breach first becomes known to Grantor.

5. Amendments. This Agreement may be amended only by a written instrument signed by both parties hereto, except for amendments permitted under Section 3 hereof to be made by Secured Party alone.

6. Counterparts. This Agreement may be executed in two or more counterparts, each of which shall be deemed an original but all of which together shall constitute the same instrument.

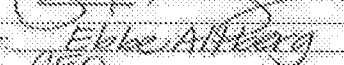
[Signature Pages Follow]

{Signature page to Intellectual Property Security Agreement}

IN WITNESS WHEREOF, the parties have executed this Agreement as of the date first above written.

GRANTOR:

LIGEN RESEARCH, INC.

By: 
Name: Ekke Albert
Title: CEO

Address for Notices:

945 Battery Street
San Francisco CA 94111
Attn: General Counsel
Fax #: 415-243-9045
Phone #: 415-243-9008

SECURED PARTY:

VENTURE LENDING & LEASING VIII, LLC

By: _____
Name: _____
Title: _____

Address for Notices:

104 La Mesa Dr., Suite 102
Portola Valley, CA 94038
Attn: Chief Financial Officer
Fax # 650-234-4343
Phone # 650-234-4360

[Signature page to Intellectual Property Security Agreement]

IN WITNESS WHEREOF, the parties have executed this Agreement as of the date first above written.

GRANTOR:

LINDEN RESEARCH, INC.

By: _____

Name: _____

Title: _____

Address for Notices:

945 Battery Street
San Francisco CA 94111

Attn:
Fax #:
Phone #:

SECURED PARTY:

VENTURE LENDING & LEASING VIII, INC.

By:  _____

Name: Rudy Ruano

Title: Investment Partner

Address for Notices:

104 La Mesa Dr., Suite 102
Portola Valley, CA 94028
Attn: Chief Financial Officer
Fax # 650-234-4343
Phone # 650-234-4300

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JTK/S18953.3

TRADEMARK
REEL: 006290 FRAME: 0140

EXHIBIT A

Copyrights

Description

Registration Number

Registration Date

None

43575/2047
JTY/S/10950.3

EXHIBIT B

Patents

<u>Description</u>	<u>Registration/Serial Number</u>	<u>Registration /Application Date</u>
Virtual Reality Presentation of Eye Movement and Eye Contact	15/432,275	2/14/2017
VIRTUAL REALITY PRESENTATION OF BODY POSTURES OF AVATARS	15/461,353	3/16/2017
Virtual Reality Presentation of Clothing Fitted on Avatars	15/581,600	4/28/2017
Systems and Methods to Control Access to Components of Virtual Objects	15/594,358	5/12/2017
Systems and Methods to Control Publication of User Content in a Virtual World	15/594,457	5/12/2017
Systems and Methods to Secure Personally Identifiable Information	15/599,158	5/18/2017
Virtual Reality Presentation of Layers of Clothing on Avatars	15/582,273	4/28/2017
Systems and Methods to Secure Searchable Data having Personally Identifiable Information	15/599,230	5/18/2017
Scalable Systems and Methods to Transfer Control of Virtual Objects of a Virtual World Implemented on Multiple Hosts	15/641,685	7/5/2017
SIMULATION OF A LARGE VIRTUAL SPACE USING A DISTRIBUTED NETWORK	60/371,743	4/11/2002
SYSTEM AND METHOD FOR DISTRIBUTED SIMULATION IN WHICH DIFFERENT SIMULATION SERVERS SIMULATE DIFFERENT REGIONS OF A SIMULATION SPACE	8,612,196	11/5/2002 / 12/17/2013

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INPUT AND FEEDBACK SYSTEM	7,117,136	8/18/2000 / 10/3/2006
SCALABLE DISTRIBUTED TRANSACTION MANAGER FOR MULTI-HOST TRANSACTIONS	8,073,778	9/11/2008 / 12/6/2011
METHOD AND APPARATUS FOR PROVIDING GRAPHICAL INTERFACES FOR DECLARATIVE SPECIFICATIONS	9,003,318	5/26/2011 / 4/7/2015

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REEL: 006290 FRAME: 0143

EXHIBIT C

Trademarks

See attachment.

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Trademark Status Report
 Linden Research, Inc
 February 1, 2018

Worldwide Trademark Applications and Registrations Searched by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
Australia	BLOCKS WORLD	1595764 12/09/2013	1595764 02/27/2014	09-Video game software; computer software for interactive games in Class 9. 41-Entertainment services, namely providing an on-line interactive computer game via electronic and optical communications networks in Class 41.	Registered	12/09/2023
Australia	BLOCKS WORLD	1595760 12/09/2013	1595760 02/27/2014	09-Video game software; computer software for interactive games in Class 9. 41-Entertainment services, namely providing an on-line interactive computer game via electronic and optical communications networks in Class 41.	Registered	12/09/2023
Australia	Eye Hand Design	A0010705 12/17/2007	959382 12/17/2007	09-Entertainment software, namely software that is used for providing multi-player access to an online game environment; computer game software; video game software; virtual reality game software; interactive video games comprised of computer hardware and software; computer graphics software in Class 9.	Registered	12/17/2027
Australia	PROJECT SANSAR	A0053712 10/08/2015	1276305 10/08/2015	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.	Registered	10/08/2025
Australia	PROJECT SANSAR	A0053712 10/08/2015	1276305 10/08/2015	41-Entertainment services, namely, providing an on-line computer game by means of	Registered	10/08/2025

Trademark Status Report
 Linden Research, Inc
 February 1, 2018

Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
Australia	SANSAR	1278905 10/08/2015		<p>communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.</p> <p>09-Entertainment softwares, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed</p>	Pending	

Trademark Status Report
 Linden Research, Inc
 February 1, 2018

Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
ASSEMBL	SECOND LIFE	961756 11/28/2017	961756 11/28/2017	<p>by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.</p> <p>09-Software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.</p>	Registered	11/28/2027

Trademark Status Report
Linden Research, Inc
February 1, 2018

Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
Australia	SECOND LIFE GRID (Stacked & Design)	977138 07/07/2008	977138 07/07/2008	09-Computer software digital platforms for use in building three dimensional virtual environments in Class 9. 38-Communication services in the nature of text messaging used in an online virtual environment in Class 38. 42-Design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Software that is used for providing multi-user access to an on-line 3D virtual environment; computer software used to create, manipulate and participate in 3D virtual environments in Class 9.	Registered	07/07/2018
Australia	SL	971674 07/07/2008		38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Pending	
Australia	YOUR WORLD, YOUR IMAGINATION.	971718 07/07/2008	971718 07/07/2008	38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.	Registered	07/07/2018

Trademark Status Report
 Linden Research, Inc
 February 1, 2018

Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Request Date
Belize	Eye Hand Design SECOND LIFE Stylized Stack	1130541 03/05/2007	819038 03/09/2007	42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Untranslated 16-Untranslated 28-Untranslated 35-Untranslated 38-Untranslated 41-Untranslated	Registered	03/05/2027
Belize	SECOND LIFE	1130454 03/02/2007	818845 03/07/2007	09-Untranslated 16-Untranslated 28-Untranslated 35-Untranslated 38-Untranslated 41-Untranslated	Registered	03/02/2027
Brazil	Eye Hand Design SECOND LIFE Stylized Stack	829147853 05/22/2007	829147853 07/20/2010	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; video game software; virtual	Registered	07/20/2020

Trademark Status Report
 Linden Research, Inc
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Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
Brazil	Eye Hand Design SECOND LIFE Stylized Stack	829147870 05/22/2007	829147870 11/03/2009	reality game software; interactive video games comprised of computer hardware and software; computer graphics software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38.	Registered	11/03/2019
Brazil	Eye Hand Design SECOND LIFE Stylized Stack	829364340 09/19/2007	829364340 01/19/2010	41-Education, provision of training, entertainment; athletic and cultural activities in Class 41.	Registered	01/19/2020
Brazil	SECOND LIFE	829318909 08/20/2007	829318909 10/07/2014	09-Software used to provide access to multiple users to an online virtual environment in 3D; Computer software for virtual environment in 3D in Class 9.	Registered	10/07/2024
Brazil	SECOND LIFE	829318895 02/20/2007	829318895 03/12/2013	38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environments in Class 38.	Registered	03/12/2023
Brazil	SECOND LIFE	829364358 09/19/2007	829364358 10/07/2014	41-Providing an online 3D virtual environment; providing an online 3D virtual environment that may be accessed by means of communications network; multimedia and 3D virtual environment software production services in Class 41.	Registered	10/07/2024
Canada	PROJECT SANSAR	1749697 10/08/2013		09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable	Allowed	

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				<p>graphics for mobile phones software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments</p> <p>Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments</p> <p>Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments</p>		

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				virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments; entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games; computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games; virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.		
				35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35.		
				36-Online financial services, namely, offering a fictional-dollar-denominated credit card to charge online purchases in Class 36.		
				38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games; communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.		

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				41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.		
				42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.		
China	SAVSAR	1749695 10/08/2015		09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments	Allowed	

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				Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments; entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer		

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				games, computer games downloadable from a global computer network and computer games for use on mobile and cellular phones; virtual reality games, virtual reality downloadable from a global computer network and virtual reality games for use on mobile and cellular phones; downloadable computer graphics and downloadable graphics for mobile phones; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.		
				35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35.		
				36-Online financial services, namely, offering a fictional-dollar-denominated credit card to charge online purchases in Class 36.		
				38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games; communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.		
				41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an		

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China	Eye Hand Design	40010705 12/17/2007		09-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Entertainment software, namely software that is used for providing multi-player access to an on-line game environment; computer game software; video game software; virtual reality game software; interactive video games comprised of computer hardware and software, computer graphics software in Class 9.	Pending	
China	Eye Hand Design	966181 12/17/2007	966181 12/17/2007	38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Limited to: Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks in Class 42.	Registered	12/17/2027

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China	SECOND LIFE	961756 11/28/2007	961756 11/28/2007	09-Software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	11/28/2027
European Union	Eye Hand Design SECOND LIFE Stylized Stack BLOCKS WORLD	20718308 11/13/2008 12405981 12/09/2013	392511 06/20/2011 12405981 05/15/2014	09-Video game software; computer software for interactive games; data processing equipment and computers; computer software; computer hardware; computer games; video games; computer and video game programs and software; downloadable digital materials, namely, wallpapers, screensavers, digital music files, audio and graphic files, videos, multimedia files, live action programs, and animation in the field of computer and video games and 3D virtual	Registered Registered	06/20/2021 12/09/2023

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				<p>environments, all delivered via global computer networks and wireless networks in Class 9.</p> <p>41-Entertainment services, namely providing an on-line interactive computer game via electronic and optical communications networks; Entertainment; publishing of computer game software and video games software; entertainment services, namely, providing online video games and computer games, providing a website featuring computer games and video games, and news, information, tips, hints, contests, computer interface themes, enhancements, audiovisual content, music, films, videos, television programs, animated series, and other multimedia materials in the field of computer and video games and 3D virtual environments; providing information, news and commentary in the field of computer and video games and 3D virtual environments; multimedia publishing of magazines, software, and games; presentation of show performances, namely, live-action show and personal appearances by a consumed character; providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks; arranging, organising and conducting computer game competitions; arranging, organising and conducting activities and events in an on-line virtual environment; operating real time role playing games for others over global computer networks and</p>		

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Worldwide Trademark Applications and Registrations Sought by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
Caribbean Union	BLOCKSWORLD	12406047 12/09/2013	12406047 05/02/2014	<p>41. Local area computer networks in Class 41.</p> <p>42. Development and/or design of multimedia entertainment software and computer software; designing, creating, hosting, and/or maintaining of computer hardware and/or software for others; designing, creating, hosting, updating and/or maintaining of computer software in the field of computer games and networked games; Providing temporary use of non-downloadable computer software for use in playing interactive games and video games via a global computer network; providing temporary use of non-downloadable computer software for use in connection with game consoles; providing temporary use of non-downloadable computer software for use in connection with handheld computing devices, namely, mobile and cellular phones and personal digital assistants in Class 42.</p> <p>09. Video game software; computer software for interactive games; data processing equipment and computers; computer software; computer hardware; computer games; video games; computer and video game programs and software; downloadable digital materials, namely, wallpapers, screensavers, digital music files, audio and graphic files, videos, multimedia files, live action programs, and animation in the field of computer and video games and 3D virtual environments, all delivered via global computer networks and wireless networks in Class 9.</p>	Registered	12/09/2023

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				41-Entertainment services, namely providing an on-line interactive computer game via electronic and optical communications networks; entertainment; publishing of computer game software and video games software; entertainment services, namely, providing online video games and computer games, providing a website featuring computer games and video games, and news, information, tips, hints, contests, computer interface themes, enhancements, audiovisual content, music, films, videos, television programs, animated series, and other multimedia materials in the field of computer and video games and 3D virtual environments; providing information, news and commentary in the field of computer and video games and 3D virtual environments; multimedia publishing of magazines, software, and games; presentation of show performances, namely, live-action show and personal appearances by a costumed character; providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks; arranging, organizing and conducting computer game competitions; arranging, organizing and conducting activities and events in an on-line virtual environment; operating real time role playing games for others over global computer networks and local area computer networks in Class 41.		
				42-Development and/or design of multimedia entertainment software and computer		

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European Union	BLOCKSWORLD	10908762 05/24/2012	10908762 10/03/2012	software, designing, creating, hosting, and/or maintaining of computer hardware and/or software for others; designing, creating, hosting, updating and/or maintaining of computer software in the field of computer games and networked games; providing temporary use of non-downloadable computer software for use in playing interactive games and video games via a global computer network; providing temporary use of non-downloadable computer software for use in connection with game consoles; providing temporary use of non-downloadable computer software for use in connection with computers and handheld computing devices, namely, mobile and cellular phones and personal digital assistants in Class 42. 09-Computer software; computer games; databases in Class 9. 28-Games; toys in Class 28. 41-Education; providing training; entertainment; providing on-line computer database in the field of computer games; computer based educational services in Class 41. 09-Entertainment software; namely, software that is used for providing multi-player access to an on-line game environment; computer game software; video game software; virtual reality game software; interactive video games comprised of computer hardware and software; computer graphics software in Class 9.	Registered	05/24/2022
European Union	Eye Hand Design SECOND LIFE Stylized Stack	920817 03/08/2007	920817 03/08/2007		Registered	03/08/2027

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UNITED STATES	PROJECT SANSAR	A0053712 10/08/2015	1276305 10/08/2015	<p>38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks; multimedia entertainment software production services in Class 41.</p> <p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p>	Registered	10/08/2025

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European Union	SANSAR	A0053712 10/08/2015		<p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three-dimensional virtual environment software in Class 42.</p> <p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined</p>	Pending	

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European Union	SECOND LIFE	921881 03/19/2007	921881 03/19/2007	subject matter that may be accessed by means of communications networks, design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment, computer game software, virtual reality game software, computer graphics software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.	Registered	03/19/2027
European Union	SL	971674 07/07/2008		09-Software that is used for providing multi-user access to an on-line 3D virtual environment, computer software used to create, manipulate and participate in 3D virtual environments in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-	Pending	

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European Union	YOUR WORLD: YOUR IMAGINATION.	971718 07/07/2008	971718 07/07/2008	line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	07/07/2018
Germany	SECOND LIFE	30721387 03/29/2007	30721388 01/19/2010	07- Translation not available 09- Translation not available 42- Translation not available 36-Payment processing in Class 36.	Registered	03/31/2027
Hawaii	TILIA BRANCH		4147471 07/27/2015		Registered	07/27/2020
India	PROJECT SANSAR	A0059712 10/08/2015		09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is	Published	

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				used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software; namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.		
				41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.		
				42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.		
India	SANSAR	A0053712 03-02-2015		09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in	Published	

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				Class 9. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.		
Japan	Eye Hand Design	959382 12/17/2007	959382 12/17/2007	09-Entertainment software, namely software that is used for providing multi-player access to an on-line game environment; computer game software; video game software; virtual reality game software; interactive video games comprised of computer hardware and software; computer graphics software in Class 9	Registered	
Japan	Eye Hand Design	966181 12/17/2007	966181 12/17/2007	38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Limited to: Computer services, namely, hosting an on-line 3D virtual environment	Registered	12/17/2027

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Japan	PROJECT SANSAK	A0033712 10/08/2015	1276305 10/08/2015	<p>featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks in Class 42.</p> <p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in</p>	Registered	10/08/2025

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Japan	SANSAR	A4053712 10/08/2015	1278905 10/08/2015	<p>Class 42.</p> <p>09-Entertainment software, namely, communications software for connecting computer network users that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software, software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; computer software design and development of multimedia and three dimensional virtual environment in Class 42.</p>	Registered	10/08/2025

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Japan	SECOND LIFE	2007074459 07/02/2007	5275739 10/23/2009	09-Software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Providing an online 3D virtual environment; providing an online 3D virtual environment that may be accessed by means of communications networks; multimedia and 3D virtual environment software production services in Class 42.	Registered	10/23/2019
Japan	SECOND LIFE	921881 03/19/2007	921881 03/19/2007	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.	Registered	03/19/2027

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Need Renewal Date
Mexico	PROJECT SANSAR	A0053715 10/08/2015	1276305 10/08/2015	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	10/08/2025
Mexico	SANSAR	A0053712 10/08/2015	1276905 10/08/2015	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is	Registered	10/08/2025

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RUSSIA	PROJECT SANJAR	40053712 10/02/2015	1276305 12/03/2015	<p>used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.</p> <p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in</p>	Registered	

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Next Renewal Date
Russia	SANSAR	AGB33712 10/08/2015		<p>Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.</p> <p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment</p>	

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
South Korea	Eye Hand Design	A0010705 12/17/2007		services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three-dimensional virtual environment software in Class 42	Pending	
South Korea	Eye Hand Design	966181 12/17/2007	966181 12/17/2007	09-Entertainment software, namely software that is used for providing multi-player access to an on-line game environment; computer game software; video game software; virtual reality game software; interactive video games comprised of computer hardware and software; computer graphics software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Limited to: Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications	Registered	12/17/2027

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Worldwide Trademark Applications and Registrations						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
South Korea	PROJECT SANSAR	A0053712 10/08/2015	1276305 10/08/2015	networks in Class 42. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	10/08/2025
South Korea	SANSAR	A0053712 10/08/2015	1278905 10/08/2015	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software;	Registered	10/08/2025

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				computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software; namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.		
				41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.		
				42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.		
Spain	SECOND LIFE	921881 03/19/2007	921881 03/19/2007	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software in Class 9.	Registered	03/19/2027
				38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in		

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	BLOCKS WORLD	86/005192 07/09/2013	4606844 09/16/2014	Class 38. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 09-Video game software; computer software for interactive games in Class 9.	Registered	09/16/2024
United States	BLOCKSWORLD	85/961387 06/17/2013	4606875 09/16/2014	41-Entertainment services, namely providing an interactive game via electronic and optical communications networks in Class 41. 09-Video game software; computer software for interactive games in Class 9.	Registered	09/16/2024
United States	Eye Hand Design	78/223132 03/07/2003	2954675 05/24/2005	41-Entertainment services, namely providing an on-line interactive computer game via electronic and optical communications networks in Class 41. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; video game software; virtual reality game software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38.	Registered	05/24/2025

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	Eye Hand Design	77257447 08/16/2007	3475163 07/29/2008	16-Printed publications in the nature of books and educational curricula in the nature of instructional, educational and teaching materials and training manuals, all in the field of computers, software and 3D virtual environments in Class 16. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.	Registered	07/29/2018
United States	Eye Hand Design	77250587 08/08/2007	3653068 07/14/2009	42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks in Class 42	Registered	07/14/2019
United States	Eye Hand Design	77230398 08/08/2007	3653069 07/14/2009	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; video game software, virtual reality game software; interactive video games comprised of computer hardware and software; computer graphics software in Class 9.	Registered	07/14/2019
United States	Eye Hand Design SECOND LIFE Stylized Stack	78223156 03/07/2003	2813096 02/10/2004	38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game.	Registered	02/10/2024

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	Eye Hand Design SECOND LIFE Stylized Stack	78/225162 03/07/2003	3423996 05/06/2008	entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks; multimedia entertainment software production services in Class 41. 25-Clothing, namely, t-shirts and hats in Class 25.	Registered	05/06/2018
United States	Eye Hand Design SECOND LIFE Stylized Stack	77/256342 08/15/2007	3610917 04/28/2009	35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35. 09-Software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.	Registered	04/28/2019
United States	Hexagon Design	77/255205 08/14/2007	3548933 12/23/2008	42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	12/23/2018
United States	Hexagon Design	77/255262 08/14/2007	3548934 12/23/2008	35-On-line trading services to facilitate the sale of real and virtual goods of others; advertising and marketing services, namely, developing and distributing electronic marketing materials; advertising, marketing and publicity services; arranging and conducting of auction sales; business advice and information; online retail store services.	Registered	01/04/2021

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United States	LINDEN LAB	78/125543 05/01/2002	2880229 08/31/2004	<p>featuring a wide variety of goods; online business networking services; online advertising and marketing services; promoting the goods and services of others via a global computer network; promoting concerts and events of others in Class 35.</p> <p>38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment; broadcast of radio and television programs; electronic mail; electronic message transmission; streaming of audio and video material on the internet; webcasting services; on-line conferencing services; computer services, namely, providing on-line facilities for real-time interaction with other computer users concerning topics of general interest; communication services, namely, transmission of voice, audio, visual images and data by the internet in Class 38.</p> <p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software, video game software; virtual reality game software; interactive video games comprised of computer [hardware and] software; computer graphics software in Class 9.</p> <p>38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38.</p> <p>41-Entertainment services, namely providing an on-line computer game by means of</p>	Registered	08/31/2024

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Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	LINDEX	77/267537 08/29/2007	3500985 09/16/2008	communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks; multimedia entertainment software production services in Class 41. 36-Financial services, namely, financial exchange services involving providing a virtual monetary currency that can be purchased, exchanged and used by participants in an on-line virtual world community in connection with the buying and selling of virtual goods and services within a virtual environment via a global computer network in Class 36.	Registered	09/16/2018
United States	PROJECT SANSAR	86/593254 04/10/2015		09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35. 36-Online financial services, namely, offering a fictional-dollar-denominated credit card to charge online purchases in Class 36.	Allowed	

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	SANSAR	86/593259 04/10/2015		<p>38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games; communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p> <p>42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.</p> <p>35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35.</p> <p>36-Online financial services, namely, offering a fictional-dollar-denominated credit card to charge online purchases in Class 36.</p> <p>38-Communication services in the nature of text messaging and electronic mail services</p>	Allowed	

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United States	SANSAR	86/983336 04/10/2015	5370796 01/02/2018	used in playing on-line computer games; communication services in the nature of text messaging and electronic mail services used in an on-line virtual environment in Class 38. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	01/02/2028

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Next Renewal Date	
United States	Sansar Circle Logo	87690461 11/19/2017		<p>35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35.</p> <p>38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games; communication services in the nature of text messaging and electronic mail services used in an online virtual environment; private messaging services; instant messaging service in class 38.</p>	Pending	
United States	Sansar Circle Logo	87690462 11/19/2017		<p>09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9.</p> <p>36-Online financial services, namely, offering a fictional-dollar-denominated credit card to charge online purchases in Class 36.</p> <p>41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.</p>	Pending	

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	SECOND LIFE	76/976360 10/07/2002	2832935 04/13/2004	42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software, virtual reality game software; computer graphics software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.	Registered	04/13/2024
United States	SECOND LIFE	77/213699 06/22/2007	3542549 12/08/2008	09-Software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in	Registered	12/09/2018

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	SECOND LIFE	77257436 08/16/2007	3475162 07/29/2008	Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	07/29/2018
United States	SECOND LIFE	77248248 08/06/2007	3483582 08/12/2008	16-Printed publications in the nature of books and educational curricula in the nature of instructional, educational and teaching materials and training manuals, all in the field of computers, software and 3D virtual environments in Class 16. 35-Advertising and marketing services, namely, developing and distributing electronic marketing materials in Class 35.	Registered	08/12/2018
United States	SECOND LIFE GRID	77213688 06/22/2007	3658663 07/21/2009	38-Communication services in the nature of text messaging used in an online virtual environment in Class 38. 42-Design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	07/21/2019
United States	SECOND LIFE Grid (Stacked & Design)	77213727 06/22/2007	3658664 07/21/2009	38-Communication services in the nature of text messaging used in an online virtual environment in Class 38.	Registered	07/21/2019

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Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
United States	SL	77/198345 01/05/2007	3686588 09/22/2009	42-Design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Software that is used for providing multi-user access to an on-line 3D virtual environment; computer software used to create, manipulate and participate in 3D virtual environments in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	09/22/2019
United States	TILIA	86/374264 08/22/2014		09-Computer software, namely, electronic financial platform that accommodates multiple types of payment and debit transactions and the transfer of funds to and from others, in an integrated mobile phone, PDA, and web-based environment in Class 9. 35-Business information management, namely, electronic reporting of business analytics relating to payment processing, authentication, tracking, and invoicing, business management, namely, optimization	Allowed	

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				<p>of payments for businesses; advertising and marketing services; namely, promoting the goods and services of others and provision of market research information; promoting the goods and services of others via computer and communication networks; dissemination of advertising for others via a global communications network; facilitating the exchange and sale of services and products of third parties, namely, facilitating transactions between buyers and sellers through providing buyers with information about sellers, goods and/or services via computer and communication networks; online retail store services featuring virtual currency, virtual objects, video, images, text and audiovisual works; providing online marketplaces for sellers of goods and services; providing online services for connecting sellers with buyers via a global computer network; managing and tracking credit card, debit card, ACH, prepaid cards, payment cards, and other forms of payment transactions via electronic communications networks for business purposes in Class 35.</p> <p>36-Financial services, namely, electronic money transfer services; clearing and reconciling financial transactions via a global computer network; payment processing services, namely, credit card and debit card transaction processing services; providing stored value prepaid card services; financial services, namely, providing on-line stored value accounts in an electronic environment for use in connection with payment for goods and services; financial services, namely,</p>		

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United States	YOUR WORLD. YOUR IMAGINATION.	77213704 06/22/2007	3542550 12/09/2008	<p>providing a virtual currency for use by members of an online community via a global computer network; currency exchange services, namely, issuance of virtual currencies; currency exchange services for virtual currencies; facilitating transfers of virtual currencies, namely, electronic funds transfer of virtual currencies; financial services, namely, providing electronic transfer and exchange of virtual currency having specified cash value for use by members of an online community via a global computer network; financial transaction services, namely, providing secure commercial transactions and payment options using a mobile device at a point of sale in Class 36.</p> <p>42-Providing temporary use of online non-downloadable software for processing electronic payments; providing temporary use of online non-downloadable software for processing electronic payments for use in electronically trading, storing, sending, receiving, accepting and transmitting virtual currency, and managing virtual currency payment and exchange transactions; providing temporary use of online non-downloadable authentication software for controlling access to and communications with computers and computer networks in Class 42.</p> <p>38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38.</p>	Registered	12/09/2018

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WIPO (Australia, Europe, Japan, Korea, Mexico and Russia)	PROJECT SANSAR	A0053712 10/08/2015	I276305 10/08/2015	41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks, multimedia entertainment software production services in Class 41. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined	Registered	10/08/2025

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WIPO (Australia, Japan, Korea) and Mexico	SANSAR	A0053712 10/08/2013	1278905 10/08/2015	subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software; software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	10/08/2025

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Linden Research, Inc
February 1, 2018

Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
WIPO (Europe, Japan and Korea)	SECOND LIFE	921881 03/19/2007	921881 03/19/2007	09-Entertainment software, namely, software that is used for providing multi-player access to an on-line game environment; computer game software; virtual reality game software; computer graphics software in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in playing on-line computer games in Class 38. 41-Entertainment services, namely, providing an on-line computer game by means of communications networks; entertainment services in the nature of providing an on-line multi-player electronic computer game; entertainment services, namely, providing an on-line computer game that may be accessed by means of communications networks in Class 41.	Registered	03/19/2027
WIPO (Australia and China)	SECOND LIFE	961756 11/28/2007	961756 11/28/2007	09-Software that is used for providing multi-user access to an online 3D virtual environment; computer 3D virtual environment software, namely, software for use in creating, manipulating and participating in 3D virtual environments in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment	Registered	11/28/2027

Trademark Status Report
 Linden Research, Inc
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Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
WIPO (Australia)	SECOND LIFE GRID (Stylized & Design)	977138 07/07/2008	977138 07/07/2008	featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42. 09-Computer software digital platforms for use in building three dimensional virtual environments in Class 9. 38-Communication services in the nature of text messaging used in an online virtual environment in Class 38. 42-Design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	07/07/2018
WIPO (Australia and Europe)	SL	971674 07/07/2008	971674 07/07/2008	09-Software that is used for providing multi-user access to an on-line 3D virtual environment; computer software used to create, manipulate and participate in 3D virtual environments in Class 9. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter, and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in	Registered	07/07/2018

Trademark Status Report
 Linden Research, Inc
 February 1, 2018

Worldwide Trademark Applications and Registrations Sorted by Country						
Country	Trademark	Application Number Application Date	Registration Number Registration Date	Class and Description of Goods and Services	Status	Next Renewal Date
WIPO (Australia and Europe)	YOUR WORLD. YOUR IMAGINATION	971718 07/07/2008	971718 07/07/2008	Class 42. 38-Communication services in the nature of text messaging and electronic mail services used in an online virtual environment in Class 38. 42-Computer services, namely, hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter and hosting an on-line 3D virtual environment featuring a wide variety of user-defined subject matter that may be accessed by means of communications networks; design and development of multimedia and three dimensional virtual environment software in Class 42.	Registered	07/07/2018