

United States of America

United States Patent and Trademark Office

ROBLOX

Reg. No. 6,024,416

Registered Mar. 31, 2020

Int. Cl.: 9, 28, 41

Service Mark

Trademark

Principal Register

Roblox Corporation (DELAWARE CORPORATION)
970 Park Place

San Mateo, CALIFORNIA 94403

CLASS 9: interactive entertainment software, namely, computer and video game software; downloadable computer software, namely, computer and video game software; electronic downloadable publications in the nature of manuals and user guides in the field of computer software; data recorded electronically from the internet, namely, downloadable audio files and downloadable video recordings featuring computer and video game play; applications downloadable from a website, namely, downloadable computer and video game software; electronic game programs; software for downloading, transmitting, receiving, providing, publishing, extracting, encoding, decoding, reading, storing and organizing audiovisual, video-graphic and written data, namely, software for managing computer and video games for use in social networking; computer software for gathering, processing, monitoring, analyzing, managing and/or reporting information, namely, database management software; computer software for gathering, processing, monitoring, analyzing, managing and reporting information concerning usage and performance of software, computer software applications, computer and video games, websites, virtual worlds and audio visual content for use in the field of computer software design and computer game programming; computer software for gathering, processing, analyzing, managing and reporting information concerning online, internet and web site activity, namely, database management software; electronic notice boards; computer game software for use on mobile telephones; pre-paid gift and debit cards that are magnetically encoded; computer software to enable uploading, downloading, accessing, posting, displaying, editing and blogging of electronic media and information via computer and communication networks; software for sending and receiving electronic messages, graphics, images, audio and audio visual content via global communication networks; computer software for the collection, editing, organizing, modifying, transmission, storage and sharing of data and information

FIRST USE 5-26-2011; IN COMMERCE 5-26-2011

CLASS 28: toys, namely, toy vehicles, action figure toys, plastic character toys, rubber character toys; accessories for action figure toys; toy figures and accessories; toy cars; toy boxing playsets and accessories therefor; toy armor, namely, shields

FIRST USE 9-00-2011; IN COMMERCE 9-00-2011

CLASS 41: entertainment and education services, namely, providing online electronic, computer and video games provided by means of the internet; online video and computer game services provided via a global computer network; organizing of games in the nature of computer and video game competitions; providing non-downloadable games and educational entertainment services, namely, providing online computer games, providing temporary use of non-downloadable video games; education and entertainment services provided by



Andrei Iancu

Director of the United States
Patent and Trademark Office



computer networks, television, mobile telephone, cable and other electronic means, namely, providing online computer games; Multimedia publishing of computer and video games and computer and video games software; multimedia publishing of entertainment and educational software; arranging, organizing and conducting conferences and seminars about computer software and video games for educational purposes; entertainment services in the form of a continuing program about computer and video games accessible via television, radio, cable, satellite and internet; production and presentation of television programs, radio shows, films, and videos about computer and video games; providing a website featuring online non-downloadable computer and video game software; online computer and video games; educational services relating to entertainment, namely, providing entertainment information about online non-downloadable computer and video games; magazine and newspaper publishing; organization, production and presentation of events for educational, cultural and entertainment purposes, namely, organizing and conducting computer game competitions and educational conventions; organization, production and presentation of competitions, contests, games, game shows, quizzes, fun days, exhibitions, shows, roadshows, staged events, live performances and participation events, namely, organizing events in the field of computer games for education purposes; internet based games, namely, providing online computer games and providing online video games; information and advisory services relating to any of the aforesaid services; advisory and consultancy services in connection with the foregoing

FIRST USE 6-00-2005; IN COMMERCE 6-00-2005

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT STYLE, SIZE OR COLOR

OWNER OF U.S. REG. NO. 4063635, 3280422

SER. NO. 87-098,255, FILED 07-08-2016