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Adam Williams

Adam Williams
Comptroller General of Patents, Designs and Trade Marks
Intellectual Property Office

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Intellectual Property Office is an operating name of the Patent Office

www.ipo.gov.uk

Trade Mark No: UK00918018867

Mark:



Trade Mark No: UK00918018867

Mark type: Figurative mark

Trade Mark status: Registered, OPEN

Trade Mark type: Standard

Filing Date: 05/02/2019 **Registration Date:** 30/09/2020

Renewal Date: 05 February 2029

Goods and Services List:

Class 7:

Robots [machines]; transportation robots; service robots; robots for domestic or personal use; field robots for use in unstructured environments.

Class 9:

Scientific, nautical, surveying, photographic, cinematographic, optical, weighing, measuring, signalling, checking (supervision), life-saving and teaching apparatus and instruments; apparatus and instruments for conducting, switching, transforming, accumulating, regulating or controlling electricity; apparatus for recording, transmission or reproduction of sound or images; magnetic data carriers, recording discs; compact discs, DVDs and other digital recording media; mechanisms for coin-operated apparatus; cash registers; calculating machines; data processing equipment; computers; tablet computers; computer peripherals; data processing equipment and accessories (electronic); information technology and audio-visual equipment; artificial intelligence apparatus, devices and instruments; robots with artificial intelligence; humanoid robots with artificial intelligence; laboratory robots; teaching robots; electronic control systems; robotic control systems; voice response equipment; voice recognition apparatus; digital voice recorders; electronic navigational systems; computer software; computer programmes [programs], recorded; computer software, recorded; computer programs [downloadable software]; computer software applications, downloadable; interfaces for computers; computer software for use as an application programming interface (API); computer software for use in relation to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning; computer software for use in relation to building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer programs for use in relation to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement

learning; computer programs for use in relation to building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software for use in advertising; computer software for use in relation to advertisement evaluation; computer software for use in relation to navigational systems; computer software for autonomous and semi-autonomous driving vehicles or spacecraft for locomotion by land, air, space or water; computer software for autonomous and semi-autonomous driving control systems for vehicles or spacecraft for locomotion by land, air, space or water; computer software for use in autonomous and semi-autonomous control, driving or navigation of vehicles or spacecraft for locomotion by land, air, space or water; computer software for processing and distribution of multimedia content; computer software for use in relation to electronic communications networks, electronic databases or website search engines; computer software for optimising content recommendation; computer software for electronic language translation; computer software in relation to machine translation; process controlling software; computer software for energy management; computer software for cooling (electronic) apparatus or systems; computer software and hardware for vehicle fleet launch, coordination, calibration, direction, and management; voice recognition software; voice-enabled software applications; computer software for use in relation to estimating resource requirements; computer software for use in relation to management of natural resources; computer software for use in relation to management of water, solar, wind, minerals and fossil fuels; computer software for use in relation to medical imaging or processing; computer software for use in creating, authoring, distributing, downloading, transmitting, receiving data; computer software for use in playing, editing, extracting, encoding, decoding, displaying, storing and organising data; computer software for use in creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organising medical records; computer software for simulation environments for the purpose of testing artificial intelligence agents, algorithms or programs; computer application software for use in implementing the Internet of things [IoT]; computer software and computer programs for playing electronic games; computer software, computer programs and algorithms for use in relation to a virtual space; virtual reality and augmented reality software and programs; laboratory apparatus for testing and analysing computer game hardware and software; scientific research and laboratory apparatus; educational apparatus; simulators; recorded computer programs; abacuses; accumulators; audio- and video-receivers; audio-visual equipment; audio-visual teaching apparatus; voice synthesisers; text-to-speech synthesisers; software for audio, video and audio-video games; computer software in particular audio, video and audio-video games; computer software in the nature of audio, video and audio-video games; downloadable computer game software offered via the internet and wireless devices; computer game software; computer game software for use with computers and video game consoles; computer game software for use on mobile phones and other handheld wireless devices; computer game software for use with on-line interactive games; computer games programs downloaded via the internet [software]; games software; computer games; computer games programs [software]; computer game programs; computer gaming software; programs (computer game -); software programmes [programs] for video games; electronic game programs; electronic game software; downloadable electronic game programs; downloadable computer game programs; downloadable computer game software; recorded computer game

programs; interactive computer game programs; interactive multimedia computer game programs; downloadable game related software applications; computer software for implementing a computer programming language, for use in the fields of science, information technology, artificial intelligence, machine learning, deep learning; computer software for implementing a computer programming language, for use in the fields of reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software development tools for use in the fields of science, information technology, artificial intelligence, machine learning, deep learning; computer software development tools for use in the fields of reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software libraries for use in general purpose computation, manipulation of collections of data, data transformation, input, output, communications, graphics display, modelling and testing for use in the fields of science, information technology, artificial intelligence, machine learning, deep learning; computer software libraries for use in general purpose reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software runtime systems; systems comprised of computer software libraries for use in general purpose computation, manipulation of collections of data, data transformation, input, output, communications, graphics display, modelling and testing for use in the fields of science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning; systems comprised of computer software libraries for use in building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer software for scientific analysis; computer software for modelling of scientific data for research purposes; computer software for use in protein structure modelling; computer software for modelling of data in the fields of science, chemistry, physics, biology; computer software in the field of biochemistry; computer software in the field of biology; computer software in the field of crystallography; computer software for solid state analysis; computer software in the field of genetics; computer software in the field of endoscopy; computer software related to biological data processing; computer software, apparatus or systems for use in analysing or predicting properties or physical characteristics of organic compounds; scientific apparatus and instruments; computer groupware; computer hardware; computer hardware for games and gaming; video games; video games programs; computer application software for mobile phones; computer game software for use on mobile and cellular phones; recorded game software for mobiles; video game cartridges; electronic magnetic recording media; compact disc featuring computer programs; animated cartoons; recorded movies and films; downloadable movies and films; downloadable electronic publications; electronic publications, downloadable relating to games and gaming; downloadable publications, namely, guides featuring computer and video game strategy; memory cards for video game machines; downloadable image files; virtual reality game software; interactive multimedia computer games programs; artificial intelligence apparatus; pre-recorded CDs and DVDs; scientific laboratory apparatus for scientific, chemical, physical, biological analysis in the fields of artificial intelligence, technology, medicine, healthcare; parts, fittings and accessories for all the aforesaid goods.

Class 10:

Surgical, medical, dental and veterinary apparatus and instruments; artificial limbs, eyes and teeth; orthopaedic articles; suture materials; therapeutic devices; medical devices for assisting patients; medical devices or systems for the prevention, diagnosis and treatment of diseases; medical apparatus for analysing properties of organic compounds; surgical robots; including all of the aforesaid goods for use in the medical field in relation to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; parts, fittings and accessories for all the aforesaid.

Class 12:

Apparatus for locomotion by land, air, space or water; autonomous vehicles for locomotion by land, air, space or water; robotic cars; autonomous cars; parts, fittings and accessories for the aforesaid.

Class 16:

Printed matter; printed publications; books; magazines; newsletters; brochures; manuals; catalogues; periodicals; research papers; abstracts of the subject matter or content of printed matter; printed matter, printed publications, research papers, articles, digests, relating to computer modelling of organic compounds; printed matter, printed publications, books, articles, research papers and manuals relating to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality, games of skill, computer game strategies; calendars; postcards; comics; printed material related to audio-video games, instructional manuals, computer game instruction manuals; computer game strategy articles, books, newsletters, research papers, publications; printed publications relating to computer software, computer programs, artificial intelligence; strategy guide books for computer games.

Class 28:

Toys, games, playthings, including any such goods incorporating or relating to the fields of science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; toy robots; apparatus for games; video game apparatus; arcade video game machines; portable video games; amusement machines, automatic and coin-operated; electronic games; go games; board games; computer game apparatus; handheld computer games; electronic board games; skill games; games of strategy; electronic educational games; electronic learning games; electronic teaching games; electronic training games; parts, fittings and accessories for all the aforesaid.

Class 35:

Business management, business administration; computerised data verification; data compilation; compilation of information into computer databases; data entry; data

processing; business data analysis in the fields of artificial intelligence, science, technology, chemistry, physics, biology, medicine, healthcare; compiling and retrieving data and information; analysing business data and information; maintaining and indexing information materials; creating indexes of data, information, websites and other information sources; scientific, chemical, physical or biological administrative data processing and analysis in the fields of artificial intelligence, technology, medicine, healthcare; promoting collaborations to achieve advances in science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; advice, consultancy and information in relation to the aforesaid.

Class 38:

Telecommunications; communications services; telecommunications, communications services in the fields of science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; message sending; providing access to databases; transmission of digital files; providing internet access; providing access to wireless internet; transmission of data, sound and images by satellite; forwarding messages of all kinds to internet addresses (web messaging); electronic exchange of messages via chat lines, chatrooms and internet forums; providing on-line chat rooms for transmission of messages among computer users; transmission of messages, data and content via the internet and other communications networks; communication via interactive voice response; providing on-line chatrooms for the transmission of messages, comments and multimedia content among users; telecommunications services provided via the internet; providing access to platforms and portals on the internet; providing electronic bulletin board (telecommunications); rental of access time to a computer database; transmission and reception (transmission) of database information via the telecommunication network; cable television broadcasting; internet broadcasting; video-on-demand transmission; providing on-line forums; providing e-mail communications; providing internet chatrooms; telecommunications provided via internet platforms and portals; transmissions of games via the Internet; online storage of digital data and information; advice, consultancy and information in relation to the aforesaid.

Class 41:

Education; providing of training; entertainment; sporting and cultural activities; arranging conferences; arranging seminars; arranging, conducting and hosting events or conferences in the fields of science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; entertainment in the form of video games; entertainment in the form of on-line interactive computer games; arranging of games; organisation of games; organising of educational games; providing on-line games; providing on-line video games; providing of game information; internet games (non-downloadable); on-line computer games; providing on-line computer games; providing on-line interactive computer

games; game services provided on-line from a computer network; on-line games through mobile devices; games provided on-line from a computer network or a mobile phone network; games equipment rental; providing a (virtual) training environment; information relating to electronic computer games; providing information to players about the ranking of game scores on-line; training services provided via simulators; training in computer programming; providing on-line movies and films; providing on-line electronic publications {not downloadable}; publication of computer games; publication of electronic articles, research papers, books, journals on-line {not downloadable}; organisation of games competitions; organisation of sports competitions; computer education training; providing on-line training in relation to games; education and training services relating to computer games; education relating to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; training relating to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; entertainment relating to science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; advice, consultancy and information in relation to the aforesaid.

Class 42:

Scientific and technological services and research and design relating thereto; computer-aided scientific analysis; scientific research in relation to proteins; industrial analysis and research; research, design and development of computer hardware and software; scientific research into organic compounds; scientific services for the analysis of organic compounds; crystallography services; computer technology consultancy; information technology consultancy; providing information on computer technology and programming via a web site; development and testing of computing methods, algorithms and software; computer programming; computer programming consultancy; computer programming for others; computer software programming services; programming of computer animations; computer programming of video and computer games; design and development of computing platforms and training environments for others; research relating to computer programming; computer programming and software design; advisory services relating to computer programming; design, development and programming of computer software; design, development and provision of computer software for use as an application programming interface (API); creating and maintaining web sites for others; installation of computer software; maintenance of computer software; updating of computer software; consultancy in the design and development of computer hardware; engineering services relating to robotics; engineering services in the field of energy technology; engineering services relating to energy supply systems; electronic data storage; electronic storage of medical records; hosting computer sites [web sites]; off-site data backup; computer software consultancy; development and testing of computing methods, algorithms and software in a virtual space; design and development of computer software libraries for use in general purpose computation, manipulation of collections of data, data transformation, input,

output, communications, graphics display; design and development of computer software libraries for use in modelling and testing for use in the fields of science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks, tree search, high performance computing, distributed computing, cloud computing; design and development of computer software libraries for use in modelling and testing for use in the fields of analytics and data mining, virtual reality, augmented reality; design and development of software for on-line advertising; design and development of computer software in relation to advertisement evaluation; design and development of computer software for use in relation to navigational systems; design and development of computer software for autonomous and semi-autonomous driving vehicles or spacecraft for locomotion by land, air, space or water; design and development of computer software for autonomous and semi-autonomous driving control systems for vehicles or spacecraft for locomotion by land, air, space or water; design and development of computer software for use in autonomous and semi-autonomous control, driving or navigation of vehicles or spacecraft for locomotion by land, air, space or water; design and development of software for processing and distribution of multimedia content; design and development of computer software for use in relation to electronic communications networks, electronic databases or website search engines; design and development of computer software for optimising content recommendation; design and development of computer software for electronic language translation; computer software in relation to machine translation; providing temporary use of on-line, non-downloadable computer software for language translation; design and development of computer software for process control; design and development of energy management software; design and development of computer software for cooling (electronic) apparatus or systems; design and development of computer software and hardware for vehicle fleet launch, coordination, calibration, direction, and management; design and development of computer software in the field of natural language, speech, speaker, language, voice recognition, and voice-print recognition; design and development of computer software for use in relation to estimating resource requirements; design and development of computer software for use in relation to management of natural resources; design and development of computer software for use in relation to management of water, solar, wind, minerals and fossil fuels; design and development of computer software for use in relation to medical imaging or processing; design and development of computer software for use in creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organising data; design and development of computer software for use in creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organising medical records; design and development of computer software for simulation environments for the purpose of testing artificial intelligence agents, algorithms or programs; provision of simulation environments for the purpose of testing artificial intelligence agents, algorithms or programs; design and development of computer software for use in implementing the Internet of Things [IoT]; design and development of voice synthesisers; design and development of text-to-speech software and synthesisers; development and testing of computing methods, algorithms and software for computer games and board games; design of games; design of board games; computer programming for video games; research and consultancy in the fields of science, information technology,

artificial intelligence, machine learning, deep learning, reinforcement learning; research and consultancy in the fields of building neural networks, tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; design, development and analysis of environments in the fields of science, information technology, artificial intelligence, machine learning, deep learning, reinforcement learning, building neural networks; design, development and analysis of environments in the fields of tree search, high performance computing, distributed computing, cloud computing, analytics and data mining, virtual reality, augmented reality; computer game software design and development; programming of computer game software; developing computer game programs using artificial neural networks constructed to function as complex processing systems; developing computer (game) programs using tree search (computing); providing virtual computer environments through cloud computing; protein structure modelling using computer software; hosting of platforms on the internet; programming of software for internet platforms; platform as a service (PaaS); medical research; genetic research and analysis relating to genetic testing for scientific research purposes; genetic research relating to genetic testing for medical purposes; advice, consultancy and information in relation to the aforesaid.

Class 44:

Medical analysis; genetic analysis relating to genetic testing for medical purposes; genetic testing for medical purposes; providing on-line medical record services; including all the aforesaid in relation to medical data processing or analysis (in the fields of artificial intelligence, science, technology, chemistry, physics, biology, medicine, healthcare); advisory, consultancy and information in connection with the aforesaid.

Related Trade Marks:

Priority

IC priority date: 04/02/2019
IC priority country: GB
IC priority number: UK00003372638
Claim: Whole

Owner(s) Details:

Google LLC
1600 Amphitheatre Parkway, Mountain View, California 94043, United States of America

Representatives Details:

Fieldfisher LLP
IP Protection Department, 8th Floor, Riverbank House, 2 Swan Lane, London, EC4R 3TT, United Kingdom