

## TRADE MARK CAUTIONARY NOTICE

# OTHERSIDE

NOTICE IS HEREBY GIVEN that the above trade mark is the property of YUGA LABS, INC., A Delaware corporation of 1430 S. Dixie Hwy, Ste. 105 1075, Coral Gables, FL 33146-3108, United States and that the same trade mark is used for the following products:

### Class 9:

Software; Mobile application software; Computer hardware; Software for social networking and creating and interacting with online communities; Software for creating, managing and accessing groups within virtual communities; Software development tools; Software to enable development, assessment, testing, and maintenance of mobile software applications for portable electronic communication devices, namely, mobile phones, smartphones, handheld computers and computer tablets; Software for use as an application programming interface (API); Software for organizing events, searching for events, calendaring and managing events; Software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, interacting with, embedding, and sharing or otherwise providing electronic media, images, video, audio, audio-visual content, data, and information via the internet and communication networks; Software for finding content and content publishers, and for subscribing to content; Software for creating and managing social media profiles and user accounts; Interactive photo and video equipment, namely, kiosks for capturing, uploading, editing, printing and sharing digital images and video; Software for streaming multimedia entertainment content, audio-visual content, video content, and associated text and data; Software for enabling transmission of images, audio, audio visual and video content and data; Software for modifying photographs, images and audio, video, and audio-visual content; Software for use in taking and editing photographs and recording and editing videos; Software for processing images, graphics, audio, video, and text; Software for collecting, managing, organizing, modifying, transmitting, synchronizing, and storing data and information; E-commerce software; E-commerce software to

allow users to perform electronic business transactions via a global computer and communication networks; Software and mobile application software providing a virtual marketplace; Software for sending and receiving electronic messages, alerts, notifications and reminders; File sharing software; Messaging software; Search engine software; Software for use in creating, managing, measuring, and disseminating advertising of others; Advertisement server, namely, a computer server for storing advertisements and delivering advertisements to websites; Software for creating, sharing, disseminating and posting advertising; Software for geo-location based advertising and product and service promotion; Software that enables individuals, groups, companies, and brands to create and maintain an online presence and interact with online communities for marketing purposes; Downloadable virtual reality software; Downloadable augmented reality software; Downloadable mixed reality software; Virtual reality software for interactive entertainment and virtual reality gaming; Augmented reality software for interactive entertainment and augmented reality gaming; Software for integrating electronic data with real world environments for the purposes of entertainment, education, gaming, communicating, and social networking; Software for use in enabling computers, video game consoles, handheld video game consoles, tablet computers, mobile devices, and mobile telephones to provide virtual reality and augmented reality experiences; Software for operating, configuring, and managing virtual reality headsets and controllers; Software for gesture recognition, object tracking, motion control, and content visualization; Software, firmware and hardware for use in visual, voice, audio, motion, eye and gesture tracking and recognition; Software for navigating a virtual reality and augmented reality environments; Software for enabling users to experience virtual reality and augmented reality visualization, manipulation, and immersion; Software for recording, storing, transmitting, receiving, displaying and analyzing data from wearable computer hardware; Software for use in creating and designing virtual reality and augmented reality software; Application programming interface (API) for computer software for developing virtual reality and augmented reality experiences; Virtual reality game computer hardware; Augmented reality game computer hardware; Mixed reality game computer hardware; Virtual reality computer hardware; Augmented reality computer hardware; Mixed reality computer hardware; Motion tracking sensors for virtual reality, augmented reality and mixed reality technology; Virtual reality hardware, namely, headsets, glasses, and controllers for engaging in virtual reality experiences and playing virtual reality games; Augmented reality hardware, namely, headsets, glasses, and controllers for engaging in augmented reality experiences and playing augmented reality games; Wearable computing devices comprised primarily of software and display screens for connection to computers, tablet computers, mobile devices, and mobile phones in order

to enable virtual reality and augmented reality world experiences; Hardware and software for operating sensor devices; Electronic sensor devices, cameras, projectors, and microphones for gesture, facial, and voice detection, capture and recognition; Hardware and software for detecting objects, user gestures and commands; Game software; Software for game development; Gaming software development tools; Blockchain gaming software; Downloadable electronic game software in the nature of video games, computer games, interactive multimedia games, and virtual, augmented, and mixed reality games; Computer software for controlling the operation of audio and video devices; Video display software; Software for accessing and viewing text, images and electronic data relating to conferences in the field of software development; Software for converting natural language into machine-executable commands; Software for facilitating interaction and communication between humans and AI (artificial intelligence) platforms; Application programming interface (API) for use in developing AI (artificial intelligence) platforms, namely, bots, virtual agents and virtual assistants; Software, namely, an interpretive interface for facilitating interaction between humans and machines; Artificial intelligence software, namely, machine learning software, visual perception software, speech or language recognition software, decision-making software, translation software, touch recognition software, conversational query software, software for converting natural language into machine-executable commands, and digital assistant software; Virtual assistant software that can perform tasks or services on behalf of a user that is activated by user input, location awareness, and online information; Software for providing consumer information; Software for providing electronic maps; Location-aware software for searching, determining, and sharing locations; Software for searching and identifying employment opportunities; Software for identifying and allowing users to contact government representatives; Software providing location-based weather information; Software providing, linking to, or streaming news or current events information; Parental control software; Computer software; Computer operating systems; Software for enabling electronic devices to share data and communicate with each other; Computer peripheral devices; Wearable peripherals for computers, tablet computers, mobile devices and mobile telephones; Digital media streaming devices; Headsets; headphones; Gaming headsets; Computer gaming peripherals; Video display hardware, namely, video drivers for video eyewear; Cameras; Batteries; Battery cases; Battery packs; Rechargeable electric battery devices, namely, rechargeable batteries and portable power supplies; Battery chargers; Rechargeable external battery packs for use with mobile electronic devices; Power charging and power management devices for mobile electronic devices; Charging stands for mobile electronic devices; External chargers for use with computers, tablet computers, mobile devices and mobile telephones;

Wireless charging cases for use with computers, tablet computers, mobile devices and mobile telephones; Power adapters; Electrical adapters, cable, and connectors; Bags and cases specially adapted for mobile electronic devices; Protective covers and cases for mobile electronic devices; Cases for computers, smartphones, headphones, headsets and gaming devices; Holders, armbands, clips and carrying cases specially adapted for mobile electronic devices; Wall mounts for mounting mobile electronic devices; Stands for mobile electronic devices; Holders for mobile electronic devices; Remote controls for mobile electronic devices; Audio speakers; Electrical audio and speaker cables and connectors; Electronic cables parts and fittings; Electronic cables; Cables for optical signal transmission; Power cables and cable connectors; Microphones; Audio receivers; Audio transmitters; Head-mounted video display; Receivers of electronic signals; Video receivers; Wireless transmitters and receivers for reproduction of sound and signals; Electric sensors; Sensors for monitoring physical movements; SIM cards; Software for use in customer relationship management (CRM); Software for facilitating and arranging for the financing and distribution of fundraising and donations; Software for online charitable fundraising services and financial donation services; Software for use in facilitating voice over internet protocol (VOIP) calls, phone calls, video calls, text messages, instant message and online social networking services; Telecommunications equipment for providing third party access to, and enabling the transmission of video, data and voice over, global communications networks, namely, mobile and access computer and mobile telephone terminals, base transceiver stations and wireless radio parts thereof, data transceivers, data repeaters, routers and switches, transmission circuits, integrated circuits, computer hardware, mobile cloud clients and servers, multiplexers, digital signal processors, radio frequency signal processors, mobile switching circuits, air traffic electrical controllers, mobility electrical controllers, access electrical controllers, remote port electrical controllers, radio ports, antennas, electronic radio components, software for telecommunications applications, and mobile core networks comprising data transceivers, wireless networks and gateways for collection, transmission and management of data, voice and video; Communication software and communication computer hardware for providing access to the Internet; Telecommunications equipment; Radio receivers and transmitters; GPS receivers; Software to allow users to perform e-commerce transactions via the internet and communications networks; Communications software; Software that allows users to make payments and transfer funds; Software that enables online users to make payments and transfer funds across multiple websites and mobile applications; Electronic payment processing software; Software for processing electronic transactions; Computer software in the nature of a query engine; Software for facilitating machine learning; Software for building user

interfaces; Downloadable electronic publications; Software for opinion polling; Software allowing users to post questions with answer options; Interactive photo and video equipment, namely, kiosks computer hardware for capturing, uploading, editing, printing and sharing digital images and video; Software for the synchronization of data between a remote station or device and a fixed or remote station or device; Voice command and recognition software, speech to text conversion software; Voice-enabled software applications for personal information management; Home automation and home device integration software; Wireless communication software for voice, audio, video, and data transmission; Software used for controlling stand-alone voice controlled information and personal assistant devices; Software for voice recognition for use in connection with the transmission of voice and data; Software for accessing, browsing, and searching online databases, audio, video, and multimedia content, games, and software applications, and software application marketplaces; Software for use to connect and control internet of things (iot) electronic devices; Computer application software for handheld wireless devices, namely, software for controlling, integrating, operating, connecting, and managing voice controlled information devices, namely, cloud-connected and voice-controlled smart consumer electronic devices and electronic personal assistant devices; Software for processing, reproducing, synchronizing, recording, organizing, downloading, uploading, transmitting, streaming, receiving, playing and viewing text, multimedia and data files; Software, for personalized, interactive television (ITV) programming and for use in displaying and manipulating visual media, graphic images, text, photographs, illustrations, digital animation, video clips, film footage and audio data; Software in the nature of a mobile application for telecommunication services for providing transmission of voice, data, video, and media content via the internet and the worldwide web for computers or other portable consumer electronic devices; Software for searching television entertainment exploration guides; Software for searching, locating, compiling, indexing, correlating, navigating, obtaining, downloading, receiving, encoding, decoding, playing, storing and organizing text, data, images, graphics, audio and video on a global computer network; Software to enhance mobile access to the internet via computers, mobile computers, and mobile communications devices; Software for formatting and converting content, text, visual works, audio works, audiovisual works, literary works, data, files, documents and electronic works into a format compatible with portable electronic devices and computers; Software for transmitting, sharing, receiving, downloading, displaying, interacting with and transferring content, text, visual works, audio works, audiovisual works, literary works, data, files, documents and electronic works; Electronic communication equipment and instruments, namely, mobile and wearable digital electronic devices for sending and

receiving of text, data, audio, image, and video files; Telecommunications apparatus and instruments, namely, speakers and microphones sold as component features of computers, mobile and wearable digital electronic devices for the sending and receiving of telephone calls, text messages, electronic mail, and other digital data, and for use in providing access to the internet; Electronic notepads; Electronic personal organizers; Electronic voice recording and voice recognition apparatus; Portable digital electronic devices for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, and digital files; Wearable computer hardware; Wearable digital electronic devices comprised primarily of software for alerts, messages, emails, and reminders, and for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, audio, image and digital files and display screens; Software for accessing, browsing and searching online databases; Software for accessing, monitoring, searching, displaying, reading, recommending, sharing, organizing, and annotating news, sports, weather, commentary, and other information, content from periodicals, blogs, and websites, and other text, data, graphics, images, audio, video, and multimedia content; Software for creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organizing text, data, graphics, images, audio, video, and multimedia content, electronic publications, and electronic games; Apparatus for recording, transmission or reproduction of sound or images; Apparatus for transmission of communication; Apparatus for data storage, namely, mobile and wearable digital electronic devices for the storage of text, data, audio, image, and video files; Blockchain; Blockchain software; Cryptocurrency; Cryptography software; Software for cryptocurrency mining; Software for cryptocurrency farming; Software in the field of blockchain; Software for use with cryptocurrency; Software for use with digital currency; Software for use with virtual currency; Digital currency wallet and storage services software; Software for use as a cryptocurrency wallet; Cryptocurrency hardware wallet; Downloadable computer software for use as a digital wallet; Downloadable computer software for use as an electronic wallet; Computer programs and computer application software for electronic storage of data; Software for providing a digital wallet; Software for digital currency payment and exchange transactions; Software for use in managing portfolios of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Software for use as an electronic wallet; Software for creating and managing electronic wallets Software for electronic wallet services; Downloadable e-wallets; Distributed ledger software; Distributed ledger platform software; Software for use with distributed ledger technology; Software that facilitates the ability of users to view, analyze, record, store, monitor, manage, trade and exchange digital currency, virtual

currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Software for sending, receiving, accepting, buying, selling, storing, transmitting, trading and exchanging digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Software for executing and recording financial transactions; Distributed ledger software for use in processing financial transactions; Software for creating accounts and maintaining and managing information about financial transactions on distributed ledgers and peer to peer payment networks; Software for use in financial trading; Software for use in financial exchange; Software for accessing financial information and market data and trends; Software for providing authentication of parties to a financial transaction; Software for maintaining ledgers for financial transactions; Software for the management of cryptographic security of electronic transmissions across computer networks; Software for encrypting and enabling secure transmission of digital information over the Internet; Software for allowing users to calculate parameters related to financial transactions; Software for electronic funds transfer; Software for currency conversion; Software for the collection and distribution of data; Software for payment transactions; Software for connecting computers to local databases and global computer networks; Software for creating searchable databases of information and data; Software for managing and validating transactions involving digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Software for creating, executing, and managing smart contracts; Software for managing payment and exchange transactions; Software and hardware for use as a digital currency wallet, virtual currency wallet, digital asset wallet, crypto token wallet, and utility wallet; Software for creating a decentralized and open source digital currency, virtual currency, cryptocurrency, digitized assets, digital token for use in blockchain-based transactions; Software for decentralized finance; Software for developing decentralized applications; Software for recording, managing, tracking, and transferring ownership interests in decentralized autonomous organizations; Software for management and governance of decentralized autonomous organizations; Software for participating and voting in decentralized autonomous organizations; Software for arranging and conducting auctions; Software for voting; Computer application software for blockchain-based platforms, namely, software for digital exchanges for virtual items; Software for creating, selling and managing blockchain-based tokens or appcoins; Software for use in an electronic financial platform; Software for processing electronic payments and for transferring funds to and from others; Blockchain platform software; Software for managing and verifying transactions on a blockchain; Software for use in the

management and implementation of digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token transactions; Software for creating and managing a blockchain platform for use in managing digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token accounts; Software for managing crypto currency and digital currency accounts; Software for use in payments, purchases, and investments using digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Software for use in managing the conversion of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens into hard currency; Software for developing, deploying, and managing software applications, and integrating software applications for digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token accounts; Software and hardware for use in electronically exchanging currency for digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Software for use as an application programming interface (API) for the development, testing, and integration of blockchain software applications; Computer hardware for digital currency, virtual currency, cryptocurrency, digital and blockchain asset, and digitized asset mining; Security token hardware; Electronic currency converters; Software, namely, electronic financial platform that accommodates multiple types of payment and transactions in an integrated mobile phone, personal digital assistant (PDA), and web-based environment; Software for creating tokens to be used to pay for products and services, and that may be traded or exchanged for cash value; Software for managing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized asset, digital token, crypto token and utility token payments, money transfers, and commodity transfers; Software for use as an application program interface (API) software for use in computer hardware device identification; Software for use in authenticating user access to computers and computer networks; Software for use in facilitating secure transactions; Software for use in accessing, reading, tracking, and using blockchain technology; Software and hardware for managing identity information, access rights to information resources and applications and authentication functionality; Software for network identification verification, authentication and management services for security purposes; Downloadable authentication software for controlling access to and communications with computers and computer networks; Magnetically encoded credit cards and payment cards; Encryption devices; Security tokens; Software for use as a security token; Software used in issuing digital currency, virtual currency,



cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Crypto tokens and utility tokens; Software used in auditing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Ad server, namely, a computer server for storing advertisements and delivering advertisements to websites; Altimeters; Application programming interface (API) for computer software for developing and creating virtual reality, augmented reality and mixed reality experiences; Application programming interface (API) for computer software which facilitates online services for social networking and for data retrieval, upload, download, access and management; Application programming interface (API) for software which facilitates online services for social networking and for data retrieval, upload, download, access and management; Application programming interface (API) for use in building software applications; Augmented reality glasses; Augmented reality headsets; Augmented reality software; Augmented reality software for interactive entertainment; Augmented reality software for navigating an augmented reality environment; Augmented reality software for object tracking, motion control and content visualization; Augmented reality software for operating augmented reality headsets; Augmented reality software for users to experience augmented reality visualization, manipulation and immersion; Cables, namely, electronic cables and connection cables; Cases, straps, wrist and arm bands for electronic monitoring devices; Computer application software for smartphones and mobile devices in the fields of fitness and exercise featuring personal training services, coaching, workouts and fitness assessments; Computer application software for use in connection with configuring and controlling wearable computer hardware and wearable computer peripherals; Computer hardware for displaying data and video; Computer hardware for use in measuring heart rhythm; Computer hardware for use in taking electrocardiograms; Computer operating system software; Computer peripheral equipment for use with smartwatches, namely, smartwatch bands and smartwatch straps; Computer peripherals for displaying data and video; Computer peripherals for mobile devices for displaying data and video, namely, peripherals worn on the head for mobile devices for displaying data and video; Computer peripherals for mobile devices for remotely accessing and transmitting data, namely, peripherals worn on the head for mobile devices for remotely accessing and transmitting data; Computer peripherals for mobile devices, namely, electronic devices, monitors, sensors, and displays for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, navigational information, weather information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data; Computer peripherals for remotely

accessing and transmitting data; Computer software and computer application software\_for mobile phones and personal digital devices that provides a fitness assessment and fitness score by comparing previous athletic performances and fitness levels with future athletic performances and fitness levels, and provides advice and customized workouts for improving in specific areas of a particular sport or fitness activity; Computer software and computer application software for mobile phones and personal digital devices that monitor, track, and compare sport activity and fitness level; Computer software and computer application software for mobile phones and personal digital devices that evaluates a user's fitness level and athleticism, and provides fitness scores; Computer software and computer application software for mobile phones and personal digital devices that provides tips, coaching, and personalized workouts, to improve the user's fitness score; Computer software and computer application software for mobile phones and personal digital devices for communicating with gaming consoles, personal computers, personal digital devices, and mobile phones, regarding time, pace, speed, steps taken, athletic skill, calories burned, agility, motion, balance, coordination, and flexibility; Computer software and computer application software for mobile phones and personal digital devices for monitoring, uploading, and downloading data regarding sport activity, fitness training, and fitness level to the internet and other computer and electronic communication networks; Computer software and computer application software that detects user's movements during physical activity, fitness sessions, workouts, to provide personalized fitness scores and assessments; Computer software and firmware, namely, operating system programs, database synchronization software, and data synchronization programs; Computer software development tools; Computer software for accessing, browsing and searching online databases; Computer software for accessing, monitoring, searching, displaying, reading, recommending, sharing, organizing, and annotating news, sports, weather, commentary, and other information, content from periodicals, blogs, and websites, and other text, data, graphics, images, audio, video, and multimedia content; Computer software for communicating with gaming consoles regarding time, pace, speed, steps taken, athletic skill, calories burned, agility, motion, balance, coordination, and flexibility; Computer software for creating, authoring, distributing, downloading, transmitting, receiving, playing, editing, extracting, encoding, decoding, displaying, storing and organizing text, data, graphics, images, audio, video, and multimedia content, and electronic publications, and electronic games; Computer software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, embedding, transmitting, and sharing or otherwise providing electronic media or information via computer the internet and communication

networks; Computer software for creating, managing, and interacting with an online community; Computer software for fitness and weight management; Computer software for fitness, fitness assessments, and sport activities; Computer software for integrating electronic data with real world environments for the purposes of entertainment, communicating, and social networking; Computer software for managing information regarding tracking, compliance and motivation with a health and fitness program; Computer software for modifying and enabling transmission of images, audio, audio visual and video content and data; Computer software for modifying photographs, images and audio, video, and audio-visual content with photographic filters and virtual reality, mixed reality and augmented reality (AR) effects, namely, graphics, animations, text, drawings, geotags, metadata tags, hyperlinks; Computer software for monitoring, processing, displaying, storing and transmitting data relating to a user's physical activity; Computer software for processing images, graphics, audio, video, and text; Computer software for sending and receiving electronic messages, graphics, images, audio and audio visual content via computer the internet and communication networks; Computer software for sending and receiving electronic messages, alerts, notifications and reminders; Computer software for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, navigational information, weather information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data; Computer software for setting up, configuring, operating and controlling mobile devices, wearable devices, mobile phones, computers, and computer peripherals; Computer software for social networking and interacting with online communities; Computer software for the collection, managing, editing, organizing, modifying, transmission, sharing, and storage of data and information; Computer software for the redirection of messages, Internet e-mail, and/or other data to one or more electronic wearable wireless communication devices from a data store on or associated with a personal computer or a server; Computer software for tracking and managing information regarding health, fitness, and wellness programs; Computer software for use as an application programming interface (API); Computer software for use in creating, managing, measuring, and disseminating advertising of others; Computer software for viewing digital images and photographs provided as updates for or in combination with head-mounted display screen devices; Computer software for wireless content, data and information delivery; Computer software for wireless data communication for receiving, processing, transmitting and displaying information relating to fitness, body fat, body mass index; Computer software in the field of health, fitness, exercise, and wellness for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude,

speed, navigational information, temperature, physical activity level, heart rate, pulse rate, blood pressure, calories burned, steps taken, and biometric data and for tracking and managing information regarding health, fitness, exercise, and wellness programs; Computer software that detects user's movements during physical activity, fitness sessions, workouts, to provide personalized fitness scores and assessments; Computer software that evaluates a user's fitness level and athleticism, and provides fitness scores; Computer software that monitor, track, and compare sport activity and fitness level; Computer software that provides a fitness assessment and fitness score by comparing previous athletic performances and fitness levels with future athletic performances and fitness levels, and provides advice and customized workouts for improving in specific areas of a particular sport or fitness activity; Computer software that provides tips, coaching, and personalized workouts, to improve the user's fitness score; Computer software to enable accessing, displaying, editing, linking, sharing and otherwise providing electronic media and information via the internet and communications networks; Computer software to enable development, assessment, testing, and maintenance of mobile software applications for portable electronic communication devices, namely, mobile phones, smartphones, handheld computers and computer tablets; Computer software to enhance the audio-visual capabilities of multimedia applications, namely, for the three-dimensional rendering of graphics, still images and moving pictures provided as updates for or in combination with head-mounted display screen devices; Software for creating, managing and accessing groups within virtual communities; Computer software, namely, an application providing social networking functionalities; Computer software, namely, an interpretive interface for facilitating interaction between humans and machines; Computer software, namely, software development tools for the creation, debugging, and deployment of software applications for smart glasses, near eye displays, head mounted displays, and smartphones; Smartwatches; Connection cables; Eyewear; Sunglasses; Digital video eyewear; Digital video eyewear, head mounted video displays, namely, micro screens and associated optics, virtual reality headsets, associated electronics, namely, connection cables and adaptors, software and firmware for displaying video games, electronic media and images; Downloadable computer application software for mobile phones, smartphones, computers, tablets, smart glasses, digital video eyewear, wearable digital electronic devices, namely, glasses, goggles, and headsets, head mounted displays, near eye display systems, communications networks, cloud computing services, and computer systems for communicating between the devices, networks and services; Downloadable computer application software for smart glasses, near eye display systems, and head mounted displays for displaying icons, determining and responding to user selection of icons, controlling connections to and communication

with other devices, networks, and systems, operating a camera to record and display images and audio visual files, organizing digital image and audio visual files, controlling microphones, controlling sound level of built-in speakers, transferring computer files between the smart glasses, near eye display systems, head mounted displays and other devices, networks, and systems, controlling user notifications, controlling a touchpad, controlling and obtaining data from sensors in the smart glasses, near eye display systems, and head mounted displays, including accelerometers, barometric, temperature, tilt, tip, and yaw sensors, head orientation sensors, and GPS receivers, controlling the speed of the CPU, and sensing and displaying the battery charge level, and displaying, capturing, recording, and streaming data, images, and audio visual content in standard reality, augmented reality, and mixed reality environments; Downloadable computer application software for smart glasses, near eye display systems, and head mounted displays for the generation and display of standard reality, augmented reality, mixed reality content; Downloadable computer application software for smart glasses, near eye display systems, and head mounted displays for communication with other smart glasses, near eye display systems, and head mounted displays; Downloadable computer software for enabling capture, storage, and transmission of photographs, videos, data, and information with a user's biometric, health, and other performance data overlaid and integrated into the recording; Downloadable computer software for viewing and interacting with a feed of images, audio, audio-visual and video content and associated text and data; Downloadable computer software, namely, mobile application for setting up, configuring, and controlling wearable computer hardware and wearable computer peripherals; Electric cables; Electrical adapters; Electronic monitoring devices incorporating indicators that light up and change color based on wearer's cumulative activity level; Electronic monitoring devices incorporating microprocessors, digital display, and accelerometers, for detecting, storing, reporting, monitoring, uploading and downloading sport, fitness training, and activity data to the internet, and communication with gaming consoles and personal computers, regarding time, pace, speed, steps taken, athletic skill, calories burned, heart and body rate, global positioning, direction, distance, altitude, navigational and weather information; Electronic navigational instruments and apparatus; Fitness and exercise sensors, monitors, and displays for sensing, monitoring, recording, displaying, measuring, and transmitting global positioning, direction, distance, altitude, speed, temperature, and navigational information, to be worn during exercise and for sports activities; Gesture recognition software; Glasses with the function of wireless communication; Global positioning system (GPS) devices; Goggles for enabling virtual reality, augmented reality and mixed reality world experiences; Hardware and software to view virtual images in creating virtual, augmented

and mixed reality; Head mounted video display; Head-mounted display screen devices and their component parts, namely, video display cards; Headsets for use with computers; interactive entertainment software; interface electronics, namely, video driver interface circuits for digital video eyewear; Location-aware computer software, downloadable computer software and mobile application software for searching, determining and sharing locations; Loudspeakers; Messaging software; Microdisplays, namely, head mounted video displays and near eye video displays; Mixed reality computer hardware; Mixed reality glasses; Mixed reality headsets; Mixed reality software; Mixed reality software for interactive entertainment; Mixed reality software for navigating a mixed reality environment; Mixed reality software for object tracking, motion control and content visualization; Mixed reality software for operating mixed reality headsets; Mixed reality software for users to experience mixed reality visualization, manipulation and immersion; Mobile application software for creating personalized fitness training programs; Motion tracking sensors for augmented reality technology; Motion tracking sensors for mixed reality technology; Motion tracking sensors for virtual reality technology; Multifunctional electronic devices for displaying, measuring, and uploading to the Internet information including time, date, body and heart rates, global positioning, direction, distance, altitude, speed, steps taken, calories burned, navigational information, weather information, the temperature, wind speed, and the declination of body and heart rates, altitude and speed; Multifunctional electronic devices for displaying, measuring, and uploading to the Internet information including time, date, heart rate, global positioning, direction, distance, altitude, speed, steps taken, calories burned, navigational information, changes in heart rate, activity level, hours slept, quality of sleep, and silent wake alarm; Near eye display optics, namely, video display screens for mounting near a user's eyes and lenses for displaying images to a user; Near eye display systems comprised of GPS sensors, accelerometers, magnetometers, directional compasses, environment temperature sensors, and electronic tip and tilt orientation sensors; Near eye display systems comprising computer hardware, electronic display interfaces, and software for the generation and display of virtual reality and mixed reality content; Near eye display systems comprising computer hardware, electronic display interfaces, and software specifically adapted for goggles; Near eye display systems comprising eyewear and software for the generation and display of standard reality, augmented reality, and mixed reality content; Near eye displays; Network communication apparatus, namely, mobile and wearable digital electronic devices for the sending and receiving of text, data, audio, image, and video files across networks; Pedometers; Peripherals for mobile devices, namely, pedometers and altimeters; Personal assistant software; Personal digital assistants; Personal electronic

devices used to track fitness goals and statistics; Personal fitness trackers; Personal video display devices in the nature of wearable displays for viewing digital content including virtual reality, augmented reality and mixed reality content; Personal video display screens; Portable, handheld, and personal digital electronic devices for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, and digital files; Remote control apparatus for wearable computer hardware and smartwatches; Sensors for scientific use to be worn by a human to gather human biometric data, mobile and wearable digital electronic devices for recording, organizing, transmitting, manipulating, and reviewing text, data, audio, image and video files; Smart glasses; Smart glasses with wired and wireless audio capability; Smartwatch bands; Smartwatch straps; Smartwatches; Smart jewelry; Social assistant software; Software and firmware for controlling, configuring and managing controllers; Software and firmware for displaying video games and electronic media on display screen devices provided as updates for or in combination with head-mounted display screen devices; Software and firmware for operating system programs; Software and firmware for video drivers and video processing provided as updates for or in combination with head-mounted display screen devices; Software and firmware for enabling electronic devices to share data and communicate with each other; Software driver programs for electronic devices for enabling computer hardware and electronic devices to communicate with each other; Software for advertisers to communicate and interact with online communities; Software for alerts, messages, emails, and reminders, and for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, audio, image and digital files and display screens; Software for communicating by wireless local area networks, wireless technologies, and other communication protocols between near-eye display systems and network devices, namely, mobile phones, smart phones, computers, tablets, and other computer systems; Software for converting natural language into machine-executable commands; Software for creating and managing social media profiles and user accounts; Software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, embedding, transmitting, and sharing or otherwise providing electronic media or information via computer and communication networks; Software for creating, managing and accessing groups within virtual communities; Software for creating, managing, and interacting with an online community; Software for facilitating and arranging for the financing and distribution of fundraising and donations; Software for generating images to be displayed in near-eye display system; Software for integrating electronic data with real world environments for the purposes of entertainment, education, gaming, communicating, and social networking; Software for

modifying and enabling transmission of images, audio, audio visual and video content and data; Software for online charitable fundraising services and financial donation services; Software for ordering and/or purchasing goods and services; Software for organizing, searching for and managing events; Software for planning activities with other users, making recommendations; Software for processing images, graphics, audio, video, and text; Software for recording, storing, transmitting, receiving, displaying and analyzing data from wearable computer hardware; Software for smart phones and other computer systems to generate data, images, and audio for display in near-eye display systems and for transmitting such data, images, audio to near-eye display systems; Software for smart phones and other computer systems to receive data from near-eye display systems; Software for social and destination mapping; Software for social networking; Software for streaming multimedia entertainment content; Software for the collection, managing, editing, organizing, modifying, transmission, sharing, and storage of data and information; Software for tracking motion in, visualizing, manipulating, viewing, and displaying augmented, mixed and virtual reality experiences; Software for use as an application programming interface (API); Software for use in creating and designing virtual reality, augmented reality and mixed reality software; Software for wireless content, data and information delivery; Software in the nature of a mobile application; Software that enables individuals, groups, companies, and brands to create and maintain an online presence for marketing purposes; Software, namely, an interpretive interface for facilitating interaction between humans and machines; Telecommunications apparatus and instruments, namely, speakers and microphones sold as component features of computers, mobile and wearable digital electronic devices for the sending and receiving of telephone calls, text messages, electronic mail, and other digital data, and for use in providing access to the internet; Virtual reality glasses; Virtual reality headsets; Virtual reality software; Virtual reality software for interactive entertainment; Virtual reality software for navigating a virtual reality environment; Virtual reality software for object tracking, motion control and content visualization; Virtual reality software for operating virtual reality headsets; Virtual reality software for users to experience virtual reality visualization, manipulation and immersion; Virtual, augmented, and mixed reality software for use in enabling computers, video game consoles, handheld video game consoles, tablet computers, mobile devices, and mobile telephones to provide virtual, augmented, and mixed reality experiences; Watches, bracelets, and wrist bands that communicate data to personal digital assistants, smart phones, and personal computers through Internet websites and other computer and electronic communication networks; Waterproof near eye display systems comprising computer hardware, electronic display interfaces, and software for the generation and display of virtual



reality and mixed reality content; Wearable activity trackers; Wearable computer peripherals; Wearable computing devices comprised primarily of software and display screens for connection to computers, tablet computers, mobile devices, and mobile phones in order to enable virtual reality, augmented reality and mixed reality world experiences; Wearable digital electronic devices comprised primarily of software for alerts, messages, emails, and reminders, and for recording, organizing, transmitting, manipulating, reviewing, and receiving text, data, audio, image and digital files and display screens; Wearable digital electronic devices, namely, glasses, goggles, and headsets; Wearable electronic devices, namely, watches, bracelets, and wristbands that are comprised of software that communicates data to personal digital assistants, smart phones, and personal computers through Internet websites and other computer and electronic communication networks; Wearable peripherals for computers, tablet computers, mobile devices and mobile telephones, namely, configurable head-mounted displays; Wireless computer peripherals; Light emitting diode (LED) signs; Neon signs; Non-fungible token (NFT) multimedia files; Non-fungible token (NFT) music files; Non-fungible token (NFT) image files; Non-fungible token (NFT) video files; Non-fungible token (NFT) text files; Non-fungible token (NFT) audio files; Image, music, audio, video and multimedia files authenticated by non-fungible tokens (NFTs); Digital images, audio, video and multimedia files; Computer graphics; Software for creating NFTs; Software for minting, creating, and issuing digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Software for viewing and providing access to digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Software for distributing, trading, storing, sending, receiving, accepting, and transmitting digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies.

**Class 14:**

Jewelry; Imitation jewelry; Watches; Keychains; Key rings.

**Class 16:**

Printed publications; Books; Game cards; Magazines; Pictures; Posters; Stationery; Trading cards.

**Class 18:**

Bags; Backpacks; Luggage; Wallets.

**Class 24:**

Blankets; Bedspreads.

**Class 25:**

Clothing; Hats; Headwear; Jackets; Jerseys; Pants; Shirts; T-shirts; Sweaters; Sweatshirts; Shoes; Scarves; Sneakers; Socks.

**Class 27:**

Rugs; Carpets; Mats.

**Class 28:**

Virtual reality headsets for playing video games for connection to computers, video game consoles, handheld video game consoles, tablet computers, mobile devices, and mobile phones in order to enable virtual reality experiences; Electronic and interactive multimedia game consoles; Video game interactive remote control units; Wearable peripherals for playing video games specially adapted for computers, video game consoles, handheld video game consoles, tablet computers, mobile devices, and mobile telephones; Game controllers for computer and video games; Audio and visual headsets for use in playing video games; Hand-held units for playing electronic, computer, interactive, and video games; Gaming devices; Mobile gaming devices; Amusement game machines; Gaming devices, mobile gaming devices, namely, gaming machines with or without video output for playing computer games and video games; Computer game consoles for use with an external display screen or monitor; Apparatus for electronic games other than those adapted for use with an external display screen or monitor; Apparatus for electronic games adapted for use with an external display screen or monitor; Bags specially adapted for handheld video games and video game consoles; Computer and video game joysticks; Gaming mice; Gaming keypads; Computer gaming consoles for recreational game playing; Fitted plastic films known as skins for covering and protecting electronic game playing apparatus,

namely, video game consoles and hand-held video game units; Game controllers in the nature of keyboards for computer games; Games adapted for use with television receivers; Gaming headsets adapted for use in playing video games; Hand held joy stick units for playing video games; Game consoles; Handheld game consoles; Hand-held electronic games adapted for use with television receivers only; Hand-held games with liquid crystal displays; Hand-held units for playing electronic games for use with external display screen or monitor; Home video game machines; LCD game machines; Player-operated electronic controllers for electronic video game machines; Protective carrying cases specially adapted for handheld video games and video game consoles; Standalone video game machine; Stands for electronic game playing apparatus, namely, video game consoles and hand-held video game units; Tabletop units for playing electronic games other than in conjunction with a television or computer; Video game interactive hand held remote controls for playing electronic games; Controllers for game consoles; Arcade video game machines; Video game consoles; Gymnastic and sporting articles not included in other classes; Decorations for Christmas trees; Body-building apparatus; Body-training apparatus; Body-training equipment; Equipment for sports and games; Exercise machines; Toys, games and playthings; Toy figurines; Plush toys; Action figures; Balls; Basketballs; Playing cards; Trading cards; Skateboards; Skateboard decks.

**Class 32:**

Energy drinks; Non-alcoholic beverages; Soft drinks.

**Class 35:**

Advertising services; Advertising via electronic media; Dissemination of advertising for others via a global computer network; Business and advertising services, namely, advertising services for tracking advertising performance, for managing, distributing and serving advertising, for analyzing advertising data, for reporting advertising data, and for optimizing advertising performance; Advertising services, namely, advertising campaign management, targeting, implementation and optimization services; Preparation and realization of media and advertising plans and concepts; Design of advertising materials for others; Advertising services, namely, media planning and media buying for others, brand evaluation and brand positioning services for others, and advertising procurement services for others; Ad serving, namely, placing advertisements on websites for others; Advertising, marketing and promoting the goods and services of others by means of providing photo and video equipment at

special events; Organizing exhibitions and events in the field of software and hardware development for commercial or advertising purposes; Advertising services, namely, providing classified advertising space via the internet and other communication networks; Compiling of data in online computer databases and online searchable databases in the field of classifieds; Promoting the goods and services of others via computer and communication networks; Promoting the goods and services of others by means of distributing video advertising on via the internet and other communications networks; Providing promotional events via live streaming video; Marketing and promotion services; Consulting services in the fields of advertising and marketing; Business assistance and consulting services; Business consultation regarding marketing activities; Brand strategy consulting services; Business consultation in the field of telecommunications; Business management consulting services to enable business entities, non-governmental organizations and non-profit organizations to develop, organize, and administer programs to offer greater access to global communications networks; Business networking services; Employment consultancy and recruiting services; Promoting sales for others by facilitating pre-paid gift card services, namely, issuing gift card certificates that may be redeemed for goods or services; Advertising services for promoting public awareness about charitable, philanthropic, volunteer, public and community service and humanitarian activities; Providing contest and incentive award programs for marketing and advertising purposes to recognize, reward and encourage individuals and groups which engage in self-improvement, self-fulfillment, charitable, philanthropic, volunteer, public and community service and humanitarian activities and sharing of creative work product; Business consultancy services for professionals and businesses in the field of mobile software application development; Organizing, promoting, arranging and conducting special events, exhibitions, and tradeshow for commercial, promotional or advertising purposes; Organizing and conducting events, exhibitions, expositions and conferences for commercial purposes in the interactive entertainment, virtual reality, consumer electronics and video game entertainment industries; Retail services; Online retail store services featuring virtual reality and augmented reality hardware and software; Online retail store services featuring virtual reality content and digital media, namely, pre-recorded music, video, images, text, audiovisual works and virtual and augmented reality game software; Providing an online marketplace; Providing online marketplaces for sellers of goods and/or services; Providing online facilities for connecting buyers with sellers; Facilitating the exchange and sale of products and services via computer and communication networks; Business intermediary services in the nature of facilitating the exchange and sale of services and products of third parties via computer and communication networks; Connecting buyers and sellers via an online network

environment; Promotional services, namely, providing electronic catalog services; Providing telephone directory information via global communications networks; Business assistance services, namely, customer relationship management; Providing commercial information, namely, user comments concerning business organizations, service providers, and other resources; Marketing research, namely, advertising campaign and consumer preferences research and analysis; Market research services; Provision of market research and information services; Business information management, namely, reporting of business information and business analytics in the fields of advertising and marketing; Business management; Business administration, office functions; Compiling online business directories featuring the businesses, products and services of others; Promoting the public interest and awareness of issues involving access to the internet for the global population; Association services, namely, promoting the adoption, acceptance and development of open source computer technologies; Organizing business networking events in the field of open source software; Promoting voluntary common industry standards for software development and execution; Arranging and conducting business conferences; Arranging and conducting business conferences in the field of programming language development and use; Conducting business investigations in the field of social media; Consulting services in the field of evaluating social media content; Consulting services in the field of social media policies and regulations; Marketing services; Promotion services; Business and advertising services; Market intelligence services; Providing a website featuring an online marketplace for selling and trading virtual goods with other users; Providing an online marketplace for digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Providing an online marketplace for buyers and sellers of digital goods authenticated by non-fungible tokens (NFTs); Providing online marketplace to rent, borrow, and trade digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Providing a virtual marketplace for digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies ; Providing a virtual marketplace for buyers and sellers of digital goods authenticated by non-fungible tokens (NFTs); Providing a virtual marketplace to rent, borrow, and trade non-fungible tokens (NFTs); Auction services; Voting services; Online trading services; Arranging and conducting special events for business purposes; Blockchain as a service, namely, business advice and information in the field of blockchain technology; Provision of electronic reminders and notifications; Advertising and

information distribution services, namely, providing classified advertising space via the internet and communications networks; Advertising services, namely, targeting and optimization of online advertising; Arranging and conducting special events for commercial, promotional or advertising purposes; Association services that promote the interests of professionals and businesses in the field of mobile software application development; Brand consulting; Business and advertising services, namely, advertising services for tracking advertising performance, for managing, distributing and serving advertising, for analyzing advertising data, for reporting advertising data, and for optimizing advertising performance; Business and advertising services, namely, media planning and media buying for others; Procurement services for others, namely, purchasing goods and service for other businesses; Business networking; Charitable services, namely, promoting public awareness about charitable, philanthropic, volunteer, public and community service and humanitarian activities; Consulting services in the fields of advertising and marketing, namely, customizing advertising and marketing efforts of others; Dissemination of advertising for others via the internet and communication networks; Employment and recruiting services; Facilitating the exchange and sale of services and products of third parties via computer and communication networks; Marketing, advertising and promotion services, namely, providing information regarding discounts, coupons, rebates, vouchers, links to retail websites of others, and special offers for the goods and services of others; Online advertising and promoting the goods and services of others via the internet; Online retail store services featuring virtual reality, mixed reality and augmented reality headsets, games, content and digital media; Online retail store services in relation to electronic wearable fitness devices, personal weighing scales, wearable activity trackers, fitness and sports apparel, and accessories for the aforesaid goods; Organizing, promoting and conducting exhibitions, tradeshow and events for business purposes; Promoting the goods and services of others by means of distributing video advertising on the internet and communication networks; Promoting the goods and services of others via the internet and communication networks; Providing online business directories featuring the businesses, products and services of others; Providing online facilities for connecting sellers with buyers; Providing online facilities for live streaming video of promotional events; Providing online facilities for connecting sellers with buyers; Retail and online retail services for software, electronic devices and footwear incorporating sensors that allow consumers to engage in virtual athletic competitions and individual and group fitness classes; Retail and online retail store services that allow consumers to engage in fitness coaching, virtual athletic competitions, and individual and group fitness

classes; Retail store services in relation to electronic wearable fitness devices, personal weighing scales, wearable activity trackers, fitness and sports apparel, and accessories for the aforesaid goods.

**Class 36:**

Financial transaction processing services, namely, providing secure electronic transactions and payment options; Electronic processing of bill payment data for users of the internet and communication networks; Payment transaction processing services; Electronic funds transfer services; Electronic credit card, debit card, and gift card transaction processing services; Providing electronic mobile payment services for others; Financial services; Payment processing services; Financial transaction services; Distribution, trading, lending, exchange, storage and transmission of digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Facilitating and arranging fundraising and the distribution of fundraising donations; Charitable services, namely, coordination of the procurement and distribution of monetary donations from individuals and companies to third-parties; Providing bill payment services via electronic mobile applications; Financial services, namely, providing a virtual currency for use by members of an online community in connection with video games, live streaming content, and video on demand content via the internet and communications networks; Financial exchange services; Electronic mobile payment services for others; Virtual currency exchange; Electronic transfer of virtual currencies; Financial affairs, namely, financial management, financial planning, financial forecasting, financial portfolio management and financial analysis and consultation; Financial information provided by electronic means; Brokerage services; Dealer services; Currency dealing services; Digital currency services; Cryptocurrency services; Virtual currency services; Electronic currency services; Digital currency wallet and storage services; E-wallet services; Electronic wallet services; Financial services relating to electronic wallet services; Bill payment services provided via an electronic wallet; Electronic banking services via a global computer network; Banking services; Currency trading services; Electronic payment services involving electronic processing and subsequent transmission of bill payment data; Digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token trading services; Digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token processing services for others; Facilitating transfers of electronic cash equivalents; News reporting services in the field of financial news;

Financial services, namely, providing virtual currency services for use by members of an online community via a global computer network; Issuance of tokens of value; Management of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Financial services, namely, providing a financial exchange for the trading of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Cryptocurrency trading services; Cryptocurrency exchange services; Cryptocurrency payment processing; Electronic payment services; Processing electronic payments through electronic wallet services; Currency management services; Currency transfer services; Financial services, namely, providing electronic transfer of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Financial consultation in the field of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Providing electronic processing and tracking of electronic funds transfers; Currency exchange services; Investment management services; Custodial services for financial institutions and funds; Listing and trading of swaps and derivatives on digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Monetary services; Monetary exchange; Clearing and reconciling financial transactions; Providing financial information; Electronic financial trading services; Electronic financial trading, namely, trading of the field of digitized assets; Providing on-demand and real-time financial information about digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Providing information in the fields of investment and finance over computer networks and global communication network; Blockchain-based payment verification services; Providing information in the fields of digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Electronic trading of financial instruments; Electronic commerce payment services; Electronic processing and transmission of bill payment data for users of internet and communications networks; Financial transaction processing services, namely, providing secure commercial transactions and payment options; Financial transaction services, namely, providing a virtual currency for use by members of an online community via the internet and communications networks; Merchant services, namely, payment transaction processing services; Payment processing services, namely, providing virtual currency transaction processing services for others; Pre-paid gift card services, namely, issuing gift card certificates that may be redeemed for goods or services; Loan



services; Creation and issuance of digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies.

**Class 38:**

Telecommunications; Communications services; Telecommunications services, namely, electronic transmission of electronic media, data, messages, graphics, images, photos, videos, audio visual content and files; Telecommunication services, namely, data transmission and reception services via telecommunication networks; Computer aided transmission of information and images; Electronic messaging services; Telecommunications and peer-to-peer network computer services, namely, electronic transmission of images, audio-visual and video content, photographs, videos, data, text, messages, advertisements, media advertising communications and information; Photo, video, and data sharing services, namely, electronic transmission of digital photo files, videos, and audio visual content among internet users; Telecommunication services, namely, electronic exchange of voice, data, audio, video, text and graphics accessible via the internet and other communications networks; Providing access to computer, electronic and online databases; Providing access to computer databases in the fields of social networking and social introduction and dating; Providing online forums for communication on topics of general interest; Providing online forums for transmission of messages among computer users; Providing internet chat rooms; Providing online chat rooms, instant messaging services, and electronic bulletin boards; Chatroom services for social networking; Providing online communications links which transfer mobile device and internet users to other webpages; Facilitating access to third party websites or to other electronic third party content via a universal login; Audio, text and video broadcasting services over the internet or other communications network; Telephony communication services; Mobile phone communication services; Video conferencing services; Providing facilities and equipment for video conferencing; Audio and visual teleconferencing services; Streaming of data; Streaming and live streaming of audio, video, audiovisual, digital media, and interactive audiovisual content via the internet; Providing an online community forum for users to share and stream information, audio, video, real-time news, entertainment content, or information, to form virtual communities, and to engage in social networking; Providing user access to digital images, text, audio, video, games, multimedia content, digital collectibles, crypto-collectibles, and non-

fungible tokens (NFTs) Telecommunications services, namely, electronic transmission of virtual and augmented reality content and data; Computer services, namely, providing technical support services regarding the usage of communications equipment; Web messaging services; Instant messaging services; Encrypted electronic transmission and delivery of recovered data; Provision of access to telecommunication networks and the internet; Providing internet connectivity; Providing information about telecommunication; Consulting in the field of telecommunication services, namely, transmission of voice, data, and documents via telecommunications networks; Internet service provider services; Internet broadcasting services; Broadcasting services; Telecommunications services, namely, providing internet access via broadband networks; Streaming and live streaming of audio, visual and audiovisual gaming content via a global computer network; Streaming of electronic and video games; Entertainment services, namely, providing access to interactive electronic and online databases of user-defined content, third-party content, photos, video, audio, visual, and audio-visual material in the field of general interest; Photo-sharing and video sharing services; Audio, text and video broadcasting services over the internet and other communications networks; Electronic exchange of voice, data, audio, video, text and graphics via the internet and telecommunications networks; Peer-to-peer photo and data sharing services, namely, electronic transmission of digital photo files, graphics and audio content among internet users; Photo sharing and video sharing services, namely, electronic transmission of digital photo files, videos and audio visual content among internet users; Providing a forum, chat rooms, and electronic bulletin boards for registered users for transmission of messages and sharing information regarding health and fitness, sport activities, and social networking via an online website and other computer and electronic communication networks; Providing a website featuring information regarding sports, fitness training, and athletic skill development; Providing an on-line forum for registered users for sharing information regarding personal activities, fitness, and social networking; Providing an online forum for registered users for sharing information regarding fitness, sport activities, fitness goals, fitness training and coaching, and social networking via an online website and other computer and electronic communication networks; Providing an on-line forum, chat rooms, and electronic bulletin boards for registered users for transmission of messages and sharing information regarding nutrition, personal activities, health and fitness, classifieds, and social networking; Providing electronic bulletin boards for transmission of messages among users in the field of general interest; Providing online communications links which transfer mobile device and internet users to other local and global online locations; Providing online forums for communication, namely, transmission on topics of general interest; Providing technical support services regarding the usage of

communications equipment; Streaming of audio and video material related to athletic activities on the internet and other computer and electronic communication networks; Telecommunication services; Telecommunications services, namely, electronic transmission of data, messages, graphics, photographs, images, audio, video, audio-visual content, and information; Telecommunications services, namely, electronic transmission of virtual, mixed and augmented reality content and data; Teleconferencing.

**Class 41:**

Entertainment services; Electronic publishing services; Publication of educational materials, namely, publishing of books, journals, newsletters, and electronic publications; Publication of non-downloadable online journals, namely, weblogs (blogs) featuring user-defined content, blogs featuring advertising, marketing and business content, and blogs about virtual reality and augmented reality; Providing online non-downloadable electronic publications resources for software developers; Entertainment and educational services, namely, providing online non-downloadable publications about virtual reality technology via a website; Entertainment and educational services, namely, providing online non-downloadable publications about augmented reality technology via a website; Entertainment services, namely, providing interactive and multiplayer and single player games played via the internet or communication networks; Entertainment services, namely, providing online video games, computer games, electronic games, and interactive games; Providing online electronic, computer and video games; Providing a computer game for use network-wide by network users; Providing online non-downloadable game software; Virtual reality game services; Virtual reality game services provided via the internet and other communications networks; Virtual reality arcade services; Augmented reality game services provided via the internet and other communications networks; Entertainment services, namely, providing virtual reality, augmented reality and mixed reality interactive entertainment, content and experiences; Entertainment services, namely, providing augmented reality games, interactive entertainment and augmented reality content and experiences; Entertainment services, namely, providing mixed reality games, interactive entertainment and mixed reality content and experiences; Entertainment services, namely, providing online virtual reality, augmented reality, and mixed reality environments; Augmented reality video production for entertainment purposes; Virtual reality video production for entertainment purposes; Multimedia entertainment production and publishing services; Production and distribution of films, motion

pictures, radio, television and web programs; Production and post-production of multimedia entertainment content; Providing non-downloadable movies, television shows, webcasts, audiovisual, and multimedia works via the internet; Production of sound, video and multimedia recordings; Production of virtual reality, augmented reality and mixed reality video for entertainment purposes; Providing information about online computer games and video games via the internet and other communications networks; Arranging and conducting educational conferences; Organizing exhibitions, events, and conferences in the fields of culture, entertainment, education, and social networking for non-business and non-commercial purposes; Arranging and conducting competitions and entertainment events for players of video, computer, electronic or interactive multimedia games; Entertainment services, namely, arranging and conducting of competitions for encouraging use and development of interactive entertainment, virtual reality, augmented reality, consumer electronics, and video game entertainment software and hardware; Organizing exhibitions in the field of interactive entertainment, virtual reality, consumer electronics and video game entertainment industries for cultural or educational purposes; Offering and conducting contests designed to recognize, reward and encourage individuals and groups which engage in self-improvement, self-fulfillment, charitable, philanthropic, volunteer, public and community service and humanitarian activities, and sharing of creative work product; Organizing exhibitions, conferences, and events in the field of software development for educational purposes; Offering and conducting contests for educational and entertainment purposes for software developers; Educational services, namely, organizing and conducting conferences and seminars in the fields of artificial intelligence and the internet of things; Educational services, namely, organizing and conducting conferences, courses, seminars, and online training in the fields of advertising, marketing, social networking, the internet, and social media, and distribution of course material in connection therewith; Organizing, promoting and conducting exhibitions, tradeshow and events for business purposes; Organizing exhibitions, events, and conferences for entertainment and cultural purposes; Training in the field of design, advertising and communication technologies; Training in the field of strategic media planning relating to advertising, marketing and business; Providing information in the field of entertainment; Providing entertainment information including text, electronic documents, databases, graphics, photographic images and audio visual information, via the internet and other communications networks; Providing information for educational and entertainment purposes in the fields of entertainment, secondary, and collegiate life, and social and community interest groups; Rental of photography and videography kiosks for capturing, uploading, editing and sharing of pictures and videos; Education; Providing of training;

Sporting and cultural activities; Entertainment services, namely, providing online videos featuring games being played by others; Gaming services in the nature of providing a web site for consumers to broadcast game play to others; Arranging and conducting educational conferences in the field of software development; Educational seminars, classes, speaker series, conferences and training in the field of open source software and software development; Entertainment services, namely, ongoing comedy, drama, documentary, docu-series, animated, mystery, and reality web and television series provided over the Internet; Online journals, namely, blogs featuring comedy, drama, documentary, docu-series, animated, mystery, and reality and entertainment content; Providing online non-downloadable video clips, videos, vlogs, images, illustrations, articles, and abstracts of articles in the field of comedy, drama, documentary, docu-series, animated, mystery, and reality entertainment; Providing online non-downloadable videos in the field of comedy, drama, documentary, docu-series, animated, mystery, and reality entertainment; Educational services, namely, providing online publications in the field of social media content; Provision of information relating to social media content; Online electronic publishing concerning social media content; Publication of educational materials, namely, publishing of articles, manuals, journals and blogs in the fields of software development, artificial intelligence, machine learning, and building user interfaces; Arranging and conducting of training workshops; Recreation information; Augmented reality video production; Conduct and providing access to on-line live workouts, fitness instructions and sessions; Conducting fitness classes; Education services; Educational services, namely, conducting seminars, conferences, and workshops in the fields of health and wellness; Educational services, namely, organizing and conducting conferences and seminars in the fields of virtual reality, augmented reality, artificial intelligence and the internet of things; Electronic publishing services; Entertainment and educational services, namely, providing non-downloadable movies, television shows, webcasts, audiovisual, and multimedia works via the internet, as well as information, reviews, and recommendations regarding movies, television shows, webcasts, audiovisual, and multimedia works; Entertainment services, namely, arranging and conducting of competitions for encouraging use and development of interactive entertainment, virtual reality, augmented reality, mixed reality, consumer electronics, and video game entertainment software and hardware; Entertainment services, namely, contest and incentive award programs designed to reward program participants who exercise, participate in sports activities, engage in health-promoting activities, make achievements in exercise and sports activities, and reach personal goals regarding exercise, sports activities, and fitness; Entertainment services, namely, contest and incentive award programs designed to reward program participants who exercise, make healthy eating

choices, and engage in other health-promoting activities; Entertainment services, namely, incentive award programs designed to reward program participants who exercise; Entertainment services, namely, providing access to interactive electronic and online databases of user-defined content, third-party content, photos, video, audio, visual, and audio-visual material in the field of general interest; Entertainment services, namely, providing an online forum for the dissemination of content, data, and information for entertainment and social and business networking purposes; Entertainment services, namely, providing online facilities for streaming entertainment content and live streaming video of entertainment events; Entertainment services, namely, providing online facilities for streaming entertainment content and live streaming video of entertainment events; Entertainment services, namely, providing online mixed reality environments; Mixed reality video production; Multimedia production services; Online journals, namely, blogs featuring commentary, advice and information in the fields of health, wellness, sleep, fitness and nutrition; Online journals, namely, blogs; Online journals, namely, weblogs (blogs) featuring user-defined content; Organizing contest and incentive award programs for software developers; Organizing exhibitions and events for cultural, educational, or entertainment purposes; Organizing exhibitions and events in the field of interactive entertainment, virtual reality, mixed reality, and augmented reality, consumer electronics and video game entertainment industries for cultural or educational purposes; Organizing exhibitions and events in the field of software development for educational purposes; Organizing exhibitions in the field of interactive entertainment, virtual reality, augmented reality, mixed reality, consumer electronics and video game entertainment industries for cultural or educational purposes; Organizing live exhibitions and conferences in the fields of culture, entertainment and social networking for non-business and non-commercial purposes; Personal coaching services in the field of sports, exercise, health, and fitness; Photo-sharing and video sharing services; Pre-recorded athletic and fitness sessions; Providing a fitness assessment and a fitness score, and a personalized workout program based on that assessment and score; Providing a website featuring fitness coaching, instructions, and sessions; Providing a website featuring fitness instructions and sessions; Providing a website featuring information regarding fitness training, and athletic skill development; Providing a website featuring information regarding fitness training, fitness coaching, fitness goals, and athletic skill development; Providing a website featuring information regarding sports, athletic skill development, and fitness training; Providing a website featuring pre-recorded athletic and fitness sessions; Providing access to pre-recorded athletic and fitness sessions; Providing computer, electronic and online databases in the field of entertainment; Providing entertainment information from searchable indexes and databases of information, including

text, electronic documents, databases, graphics, photographic images and audio visual information, via the internet and communication networks; Providing group coaching in the field of sports, exercise, health, and fitness; Providing information regarding sports, athletic skill development, and fitness training via an online website, other computer and electronic communication networks, and via computer software for gaming consoles, personal computers, personal digital devices, and smart phones; Providing online resources for software developers; Providing pre-recorded athletic challenges, training, fitness sessions and challenges, and workouts via an online website, other computer and electronic communication networks, and via computer software for gaming consoles, personal computers, personal digital devices, and smart phones; Publishing services, namely, publishing of electronic publications for others; Virtual reality video production.

**Class 42:**

Design and development of computer hardware and software; Non-downloadable software; Non-downloadable software to enable development, assessment, testing, and maintenance of mobile software applications for portable electronic communication devices, namely, mobile phones, smartphones, handheld computers and computer tablets; Design, engineering, research, development and testing services in the field of mobile application software development related to the use and functionality of hyperlinks; Technical consultation in the field of mobile application software development related to the use and functionality of hyperlinks; Non-downloadable software that gives users the ability to engage in social networking and manage their social networking content; Non-downloadable software for social networking; Computer services, namely, creating an online community for registered users to engage in social networking; Non-downloadable software for creating, managing, and interacting with an online community; Non-downloadable software for creating, managing and accessing user-created and administered groups within virtual communities; Non-downloadable software for creating and managing social media profiles and user accounts; Non-downloadable software for social networking, creating a virtual community, and transmission of audio, video, images, text, content, and data; Computer services in the nature of customized electronic personal and group profiles or webpages featuring user-defined or specified information, including, audio, video, images, text, content, and data; Non-downloadable software that enables users to transfer personal identity data to and share personal identity data with and among multiple websites; Application service provider (ASP) featuring software for social networking, managing social

networking content, creating a virtual community, and transmission of images, audio-visual and video content, photographs, videos, data, text, messages, advertisements, media advertising communications and information; Platform as a service (PAAS) featuring software platforms for social networking, managing social networking content, creating a virtual community, and transmission of images, audio-visual and video content, photographs, videos, data, text, messages, advertisements, media advertising communications and information; Application service provider (ASP) featuring application programming interface (API) software which facilitates online services for social networking and developing software applications; Non-downloadable software for viewing and interacting with a feed of electronic media, namely, images, audio-visual and video content, live streaming video, commentary, advertisements, news, and internet links; Non-downloadable software for finding content and content publishers, and for subscribing to content; Non-downloadable software for organizing images, video, and audio-visual content using metadata tags; Non-downloadable software for creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, voting on, interacting with, embedding, transmitting, and sharing or otherwise providing electronic media, images, video, audio, audio-visual content, data, and information via the internet and communication networks; Application service provider (ASP) featuring software to enable or facilitate the creating, editing, uploading, downloading, accessing, viewing, posting, displaying, tagging, blogging, streaming, linking, annotating, indicating sentiment about, commenting on, interacting with, embedding, transmitting, and sharing or otherwise providing electronic media, images, video, audio, audio-visual content, data, and information via the internet and communication networks; Non-downloadable software for sending and receiving electronic messages, alerts, notifications and reminders; Providing application programming interface (API) software for use in electronic messaging and transmission of audio, video, images, text, content and data; Non-downloadable software for electronic messaging; Non-downloadable software to facilitate interactive discussions via communication networks; Non-downloadable software for organizing events, searching for events, calendaring and managing events; Non-downloadable software for modifying photographs, images and audio, video, and audio-video content; Non-downloadable software for use in taking and editing photographs and recording and editing videos; Application service provider (ASP) featuring software to enable or facilitate taking and editing photographs and recording and editing videos; Non-downloadable software for streaming multimedia entertainment content; Non-downloadable software for enabling transmission of images, audio, audio visual and video content and data; Computer services, namely, providing search engines



for obtaining data via the internet and communications networks; Providing search engines of online network environments to provide information from searchable indexes and databases of information, including text, electronic documents, databases, graphics, electronic media, images and audio visual content, via the internet and communications networks; Application service provider (ASP) services, namely, hosting software applications of others; Non-downloadable software for providing, linking to, or streaming news or current events information; Non-downloadable e-commerce software; Non-downloadable e-commerce software to allow users to perform electronic business transactions via the internet and communications networks; Application service provider (ASP) featuring application programming interface (API) software to allow users to perform electronic business transactions via the internet and communication networks; Software as a service (SAAS) services featuring software for sending and receiving electronic messages, notifications and alerts and for facilitating electronic business transactions via the internet and communications networks; Non-downloadable software for use in designing, managing, measuring, analyzing, disseminating, and serving advertising of others; Application service provider (ASP) featuring application programming interface (API) software for creating, managing, tracking, reporting and measuring advertising of others; Non-downloadable software for allowing buyers and sellers of online advertising to purchase and sell advertising inventory; Non-downloadable software for creating, sharing, disseminating and posting advertising; Non-downloadable software for creating and maintaining an online presence for individuals, groups, companies, and brands; Non-downloadable software for advertisers to communicate and interact with online communities; Non-downloadable software for curating online user-defined content and advertisements and creating social media feeds; Designing and developing computer game software and video game software for use with computers, video game program systems and computer networks; Development of hardware for use in connection with electronic and interactive multimedia games; Non-downloadable software that gives users the ability to upload, modify and share virtual reality content, augmented reality content, mixed reality content, information, experiences and data; Hosting of virtual reality and augmented reality content on the internet; Providing user authentication services using single sign-on and software technology for e-commerce transactions; Providing user authentication services of electronic funds transfer, credit and debit card and electronic check transactions using single sign-on and software technology; Non-downloadable software for providing authentication of parties to a financial transaction; Providing an application programming interface (API) to allow users to perform electronic business transactions via the internet; Non-downloadable software for processing electronic payments; Platform as a service (PAAS) services featuring computer

software to allow users to perform business and e-commerce transactions; Non-downloadable software for providing electronic maps; Application service provider (ASP) featuring software for providing electronic maps; Non-downloadable computer software for searching, determining, and sharing locations; Non-downloadable software for searching and identifying local and location-based points of interest, events, landmarks, employment opportunities, entertainment, cultural events, shopping and offers; Non-downloadable software for making reservations and bookings; Application service provider (ASP) featuring software to enable or facilitate making reservations and bookings; Non-downloadable software that gives users the ability to post ratings, reviews, referrals and recommendations relating to businesses, restaurants, service providers, events, public services and government agencies; Non-downloadable software for providing a virtual marketplace; Non-downloadable software for ordering and/or purchasing goods and services; Application service provider (ASP) featuring software to enable or facilitate ordering and/or purchasing goods and services; Non-downloadable software for searching and identifying employment opportunities; Non-downloadable software for identifying and allowing users to contact government representatives; Non-downloadable software for facilitating interaction and communication between humans and AI (artificial intelligence) platforms; Application service provider (ASP) featuring software to enable or facilitate interaction and communication between humans and AI (artificial intelligence) platforms; Design of augmented reality and virtual reality effects for use in modifying photographs, images, videos and audio-visual content; Non-downloadable personal assistant software; Non-downloadable social assistant software; Non-downloadable software for use in facilitating voice over internet protocol (VOIP) calls, phone calls, video calls, text messages, electronic message, instant message, and online social networking services; Application service provider (ASP) services featuring software to enable or facilitate voice over internet protocol (VOIP) calls, phone calls, video calls, text messages, electronic message, instant message, and online social networking services; Providing a website featuring information in the fields of technology and software development via the internet and communication networks; Design and development of virtual reality, augmented reality and mixed reality hardware and software; Design and development of video game hardware and software; Computer game , electronic game and video game development services; Software development; Non-downloadable software development tools; Non-downloadable gaming software development tools; Non-downloadable blockchain gaming software; Non-downloadable software for game development; Non-downloadable software for creating NFTs; Non-downloadable game software; Non-downloadable virtual reality software; Non-downloadable software for voting; Non-downloadable

software for arranging and conducting auctions; Development of interactive multimedia software; Maintenance and repair of computer software; Computer services, namely, cloud hosting provider services; Cloud computing services; Non-downloadable cloud computing software for use in electronic storage of data; Non-downloadable cloud computing software for virtual, augmented reality applications and environments; File sharing services, namely, providing online non-downloadable software featuring technology enabling users to upload and download electronic files; Non-downloadable file sharing software; Application service provider, namely, providing, hosting, managing, developing, and maintaining applications, software, web sites, and databases in the fields of wireless communication, mobile information access, and remote data management for wireless delivery of content to handheld computers, laptops and mobile electronic devices; Computer services, namely, providing remote management of devices via computer networks, wireless networks or the internet; Data encryption services; Encrypted electronic transmission and delivery of recovered data; Non-downloadable software and applications for customer relationship management (CRM); Application service provider (ASP) featuring software for customer relationship management (CRM); Computer services, in particular, application service provider featuring application programming interface (API) software for customer relationship management (CRM); Non-downloadable software for facilitating and arranging fundraising and the distribution of fundraising donations; Non-downloadable software for online charitable fundraising services and donation services; Scientific and technological services and research and design relating thereto; Industrial analysis and research services; Computer hardware and software design, development, installation and maintenance; Research services and consulting in the field of information and telecommunications technology; Design of telecommunications apparatus and equipment; Consulting services in the field of design, selection, implementation and use of computer hardware and software systems for others; Providing online software platform featuring technology that enables online users to make payments and transfer funds; Providing online software platform featuring technology that enables online users to make payments and funds transfers across multiple websites and mobile applications; Computer services, namely, application services provider featuring application programming interface (API) software to allow users to perform e-commerce transactions via the internet and communications networks; Software as a services (SAAS) services featuring software for facilitating e-commerce transactions via the internet and communications networks; Application service provider featuring an application programming interface (API) software to allow users to perform e-commerce transactions via the internet and communications networks; Non-downloadable software for converting natural language

into machine-executable commands; Analyzing and evaluating social media content; Developing standards for third-party social media content; Conducting proceedings relating to standards concerning third-party social media content; Content moderation and supervision; Web publishing, namely, publishing of decisions concerning third-party social media content; Non-downloadable computer software in the nature of a query engine; Non-downloadable computer software for use in performing queries on large amounts of data; Non-downloadable computer software in the nature of a query engine functioning across business intelligence (BI) tools; Non-downloadable artificial intelligence software for facilitating machine learning software; Application service provider (ASP) featuring software to enable or facilitate machine learning software; Non-downloadable software for machine learning; Non-downloadable software tools for software development; Non-downloadable software for building user interfaces; Application service provider (ASP) featuring software to enable or facilitate user interface building software; Electronic data storage; Electronic storage of photographs; Interactive hosting services which allow the users to publish and share their own content and images online; Non-downloadable software for database management; Computer network services; Non-downloadable software for opinion polling; Non-downloadable software allowing users to post questions with answer options; Platform as a service (PAAS) services featuring technology that allows businesses, organizations and individuals to create and manage their online presences and to communicate with online users information and messages regarding their activities, products and services and to engage in business and social networking; Non-downloadable software featuring technology that allows users to manage their business networking accounts; Non-downloadable software for voice command and recognition software, speech to text conversion software, voice-enabled software applications for personal information management; Platform as a service (PAAS) featuring computer software platforms for personal assistant software; Platform as a service (PAAS) featuring computer software platforms for home automation and home device integration software; Platform as a service (PAAS) featuring computer software platforms for wireless communication software for voice, audio, video, and data transmission; Software as a service (SAAS) featuring computer software for personal information management; Non-downloadable software for accessing, monitoring, tracking, searching, saving, and sharing information on topics of general interest; Software as a service (SAAS) featuring computer software for use to connect and control internet of things (iot) electronic devices; Software as a service (SAAS) featuring computer software for others to use for the development of software to manage, connect, and operate internet of things (iot) electronic devices; Software as a service (SAAS) featuring computer software for use as an application programming

interface (API); Design, development and maintenance of proprietary computer software for others in the field of natural language, speech, language, and voice recognition excluding post-production of picture and sound recordings; Technical support and consultation services for developing applications; Information, advisory and consultancy services relating to voice command and recognition software, speech to text conversion software, and voice-enabled software applications, home automation, and internet-of-things software; Providing information, news, and commentary in the field of science and technology, home decorating, weather, and graphic, interior, product, and fashion design; Technological services, namely, data warehousing services; Application service provider (asp), namely, hosting computer software applications through the internet of others; Consultation services relating to programming of multimedia application management, computer programming, hardware, software, and computer system design and specification; Software as a service (SAAS) services, namely, hosting software for use by others for use in providing an online database featuring a wide range of general interest information via the internet; Non-downloadable mobile communications device software for enhancing mobile access to the internet via computers, mobile computers, and mobile communications devices; Technical support, namely, troubleshooting of computer hardware and software problems and mobile computer and mobile communications device hardware and software problems; Computer, mobile computer, and mobile communication device hardware and software consultation and design; Non-downloadable computer software that enables users to access and download computer software; Non-downloadable software and applications for accessing streaming audio and video files, games, social networks, text files, and multimedia files; Application service provider (ASP) featuring application programming interface (API) software for the streaming, storage, and sharing of video games, content, data and information; Computer software development in the field of mobile applications; Providing technical support services, namely, troubleshooting of computer software problems regarding the usage of communications equipment; Computer services; Information technology (IT) services; Application service provider (ASP) services, namely, hosting computer software applications of others; Application service provider (ASP) services, featuring e-commerce software for use as a payment gateway that authorizes processing of credit cards or direct payments for merchants; Application service provider (ASP) services, namely, providing, hosting, managing, developing, and maintaining applications, software, websites and databases in the fields of information technology, blockchain, virtual currency, digital currency, cryptocurrency, and digital assets; Application service provider (ASP) services featuring software for use in virtual currency, digital currency, cryptocurrency, and digital asset

exchange and transactions; Application service provider (ASP) featuring software to enable or facilitate the creating, editing, uploading, downloading, accessing, viewing, posting, displaying, commenting on, embedding, transmitting, and sharing or otherwise providing electronic media or information via the internet and communications networks; Application service provider services featuring application programming interface (API) software to allow users to perform electronic business transactions via a global computer network; Application service provider (ASP) featuring software to enable or facilitate purchasing goods and services; Software as a service (SAAS) services; Platform as a service (PAAS) services; Non-downloadable cloud computing software; Providing distributed ledger technology; Non-downloadable distributed ledger software ;Non-downloadable cryptography software; Non-downloadable software for use with cryptocurrency; Non-downloadable software for use with digital currency; Non-downloadable software for use with virtual currency; Non-downloadable software for cryptocurrency mining; Non-downloadable software for cryptocurrency farming; Non-downloadable software that facilitates the ability of users to view, analyze, record, store, monitor, manage, trade and exchange digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Non-downloadable software for sending, receiving, accepting, buying, selling, storing, transmitting, trading and exchanging digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Non-downloadable software for implementing, executing, and recording financial transactions, Non-downloadable software for creating accounts and maintaining and managing information about financial transactions on distributed public ledgers and peer to peer payment networks; Non-downloadable software for managing and verifying transactions on a blockchain; Non-downloadable software for processing electronic payments and for transferring funds to and from others; Providing electronic financial platform software; Providing software for use as an application programming interface (API) for the development, testing, and integration of blockchain software applications; Non-downloadable software for transfers of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens between parties; Non-downloadable software for use in financial trading; Non-downloadable software for use in financial exchange; Non-downloadable software for use in accessing financial information and market data and trends; Non-downloadable software for the management of cryptographic security of electronic transmissions across computer networks; Non-downloadable software for use with virtual currency; Providing software for use with digital currency; Providing software for use with cryptocurrency; Non-downloadable software for use with digital currency wallet

and storage services; Providing non-downloadable software for use as a cryptocurrency wallet; Providing non-downloadable software for use as an electronic wallet; Providing non-downloadable software for use as a digital wallet; Non-downloadable software for creating and managing electronic wallets; Electronic data storage services; Non-downloadable software for electronic funds transfer; Non-downloadable software for currency conversion; Non-downloadable software for the collection and distribution of data; Non-downloadable software for payment and exchange transactions; Non-downloadable software for connecting computers to local databases and global computer networks; Non-downloadable software for creating searchable databases of information and data; Non-downloadable software for managing and validating digital currency, virtual currency, cryptocurrency, digital asset, blockchain asset, digitized asset, digital token, crypto token and utility token transactions; Non-downloadable software for creating, executing, and managing smart contracts; Development and implementation of smart contracts; Non-downloadable software for managing payment and exchange transactions; Non-downloadable software for electronically exchanging currency for digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Non-downloadable software for use in enabling the electronic transfer of funds to and from others; Non-downloadable software for decentralized finance; Non-downloadable software for creating a decentralized and open source digital currency for use in blockchain-based transactions; Non-downloadable software for creating a decentralized and open source virtual currency for use in blockchain-based transactions; Non-downloadable software for creating a decentralized and open source cryptocurrency for use in blockchain-based transactions; Non-downloadable software for encrypting and enabling secure transmission of digital information over the Internet, as well as over other modes of communication between computing devices; Distributed ledger platform software for use in processing financial transactions; Non-downloadable software for maintaining ledgers for financial transactions; Non-downloadable software for electronic funds transfer and currency conversion; Providing a web portal featuring blogs and non-downloadable publications in the nature of articles, columns, and informational guides in the fields of virtual currencies, digital and blockchain assets and market and trading trends; Non-downloadable electronic publications; Non-downloadable digital images, audio, video and multimedia files; Non-downloadable computer graphics; Platform as a service (PAAS) featuring computer software platforms for the selling and purchasing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Software as a service (SAAS) featuring computer software platforms for the selling and purchasing digital currency, virtual currency,

cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Computer services, namely, creating an on-line virtual environment for the selling and purchasing of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Platform as a service (PAAS) featuring computer software platforms for managing blockchain and token driven, distributed storage computer systems; Software as a service (SAAS) featuring computer software platforms for managing blockchain and token driven, distributed storage computer systems; Computer services, namely, providing secure, private encrypted cloud storage services; Computer services, namely, providing open source decentralized cloud storage platform; Data encryption services featuring blockchain software technology and peer-to-peer protocols to provide secure, private, and encrypted cloud storage; Data mining; Non-downloadable software for use with blockchain technology; Software as a service (SAAS) services featuring software for clearing, allocation, compliance, recordation and settlement of trading related to digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Platform as a service (PAAS) services featuring software for clearing, allocation, compliance, recordation and settlement of trading related to digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Platform as a service (PAAS) featuring software platforms for facilitating transactions and payments using digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens that allow users to buy from, and sell products and services to others; Software as a service (SAAS) featuring software platforms for facilitating transactions and payments using digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens that allow users to buy from, and sell products and services to others; Blockchain-based software platforms and distributed computing software platforms for auditing and verifying digital information and codes; Non-downloadable blockchain software; Design, development and implementation of audit and security software for blockchain-based platforms; Non-downloadable software for use in facilitating secure transactions; Non-downloadable software for auditing digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Design, development, and implementation of software for distributed computing platforms; Design, development, and implementation of software for blockchain; Design, development, and implementation of software for digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token wallets; Design,



development, and implementation of software for third-party verification services for digital currency transactions, including but not limited to transactions involving bitcoin currency; Non-downloadable software for users to buy and sell products by using digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Non-downloadable software for use in accessing, reading, tracking, and using blockchain technology; Technical consultancy services related to digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token transactions; Platform as a service (PAAS) featuring computer software platforms for computer system and application development, deployment, and management; Software as a service (SAAS) featuring computer software platforms for computer system and application development, deployment, and management; Non-downloadable software enabling users to develop, build and run distributed applications through an open-source peer-to-peer smart-contract and payment network platform; Providing temporary use of non-downloadable authentication software for controlling access to and communications with computers and computer networks; Non-downloadable communications software; Non-downloadable software for use in the exchange of virtual items; Providing a digital exchange; Non-downloadable software for use in issuing digital currency, virtual currency, cryptocurrency, digital and blockchain assets; Application service provider (ASP); Application service provider (ASP) featuring application programming interface (API) software which facilitates online services for social networking, developing software applications; Application service provider (ASP) featuring location-aware software for searching, determining and sharing the location of goods, services and events of interest; Application service provider (ASP) featuring software for mapping services; Application service provider (ASP) featuring software for social networking, managing social networking content, creating a virtual community, and transmission of images, audio-visual and video content, photographs, videos, data, text, messages, advertisements, media advertising communications and information; Application service provider (ASP) featuring software for use in buying, selling, designing, managing, tracking, valuing, optimizing, targeting, analyzing, delivery, and reporting of online advertising and marketing; Application service provider (ASP) featuring software to enable or facilitate the sharing and displaying a user's location, planning activities with other users and making recommendations; Application service provider (ASP) featuring software to enable or facilitate social and destination mapping; Application service provider (ASP) featuring software to enable or facilitate interaction and communication between humans and AI (artificial intelligence) platforms, namely, bots, virtual agents and virtual assistants; Application service provider (ASP) services; Application

service provider (ASP) services featuring software for controlling, integrating, operating, connecting, and managing voice -controlled information devices, namely, cloud-connected and voice-controlled smart consumer electronic devices and electronic personal assistant devices; Application service provider (ASP), namely, hosting, managing, developing and maintaining applications, software, and web sites, in the fields of personal productivity, wireless communication, and mobile applications; Application service provider (ASP), namely, providing, hosting, managing, developing, and maintaining applications, software, websites, and databases in the fields of calculation of website ranking based on user traffic; Application service provider (ASP), namely, remote hosting of computer applications of others; Application service provider, namely, providing, hosting, managing, developing, and maintaining applications, software, web sites, and databases in the fields of wireless communication, mobile information access, and remote data management for wireless delivery of content to handheld computers, laptops and mobile electronic devices; Application service provider, namely, providing, hosting, managing, developing, and maintaining applications, software, websites, and databases in the fields of calculation of website ranking based on user traffic; Computer consulting; Computer programming; Computer hardware and software consultation and design; Computer hardware, software, application, and network consulting services; Computer online services, namely, providing information, online links and electronic resources related to sports, health, and fitness; Computer services in the nature of providing customized online pages featuring user-defined or specified information, personal profiles, virtual reality, mixed reality, and augmented reality content and data; Computer services, namely, creating virtual communities for registered users to organize groups and events, participate in discussions, get feedback from their peers, and engage in social, business and community networking; Computer services, namely, curating online user-defined content and advertisements and creating social media feeds; Computer services, namely, hosting online web facilities for others for organizing and conducting meetings, events and interactive discussions via the internet and communication networks; Computer services, namely, providing information in the fields of technology and software development via the internet; Computer software development; Creating, maintaining and hosting of a website and other computer and electronic communication networks featuring information, online links, and electronic resources in the field of sports and fitness; Creating, maintaining and hosting of an interactive web site and other computer and electronic communication networks that enables users to enter, access, track progress, monitor and generate health, fitness, personal exercise, sports, and athletic activity information and achievements; Creating, maintaining and hosting of an interactive web site and other computer and

electronic communication networks that enables users to compete and compare athletic information and achievements with other users; Design and development of augmented reality hardware and software; Design and development of computer hardware and computer software; Design and development of interactive multimedia software; Design and development of augmented reality hardware and software; Design and development of mixed reality hardware and software; Design and development of virtual reality hardware and software; File sharing services, namely, providing online facilities for others featuring technology enabling users to upload and download electronic files; Hosting of digital content on the internet; Mapping services; Mobile computer and mobile communications device hardware and software consultation and design; Mobile computer and mobile communications device software design for others; Non-downloadable computer software for displaying, aggregating, analyzing and organizing data and information in the fields of health, wellness, fitness, physical activity, weight management, sleep, and nutrition; Non-downloadable computer software for facilitating interaction and communication between humans and AI (artificial intelligence) platforms, namely, bots, virtual agents and virtual assistants; Non-downloadable computer software for sharing and displaying a user's location, planning activities with other users and making recommendations; Non-downloadable computer software for social and destination mapping; Non-downloadable computer software for tracking fitness, health and wellness goals and statistics; Non-downloadable software for creating personalized fitness training programs; Non-downloadable software for creating, managing and accessing user-created and administered private groups within virtual communities; Non-downloadable software for ordering and/or purchasing goods and services; Non-downloadable software for processing electronic transactions; Non-downloadable software for providing a virtual marketplace; Non-downloadable software for providing personal training services, workouts and fitness assessments; Non-downloadable software for social networking, creating a virtual community, and transmission of audio, video, images, text and data; Non-downloadable software for streaming multimedia entertainment content; Non-downloadable software for transmitting, sharing, receiving, downloading, displaying, interacting with and transferring content, text, visual works, audio works, audiovisual works, literary works, data, files, documents and electronic works; Non-downloadable software for processing images, graphics, audio, video, and text; Non-downloadable software for the collection, managing, editing, organizing, modifying, transmission, sharing, and storage of data and information; Online ad-buying platform provider, namely, providing non-downloadable software programs for allowing buyers and sellers of online advertising to purchase and sell advertising inventory; Non-downloadable cloud computing software for use in electronic

storage of data; Non-downloadable cloud computing software for virtual reality, mixed reality and augmented reality applications and environments; Non-downloadable computer software for use in providing retail and ordering services for a wide variety of consumer goods; Platform as a service (PAAS) featuring computer software platforms for use in purchasing and disseminating advertising; Platform as a service (PAAS) featuring computer software platforms for social networking, managing social networking content, creating a virtual community, and transmission of images, audio-visual and video content, photographs, videos, data, text, messages, advertisements, media advertising communications and information; Platform as a service (PAAS) featuring computer software platforms for voice command and recognition software, speech to text conversion software, voice-enabled software applications for personal information management; Platform as a service (PAAS) featuring software platforms for social networking and transmission of images, audio-visual content, video content and messages; Platform as a service (PAAS) services featuring computer software to allow users to perform electronic business and e-commerce transaction; Providing an interactive web site that enables users to enter, access, track progress, monitor and generate nutrition, calories, health, fitness, personal exercise, sports, and athletic activity information and achievements; Non-downloadable software to provide information regarding sports, athletic skill development, fitness coaching, and fitness training via an online website and other computer and electronic communication networks for gaming consoles, personal computers, personal digital devices, and smart phones; Providing an interactive web site that enables users to enter, access, track progress, monitor and generate calories, fitness, personal exercise, and athletic activity information and achievements; Providing an online network service that enables users to transfer personal identity data to and share personal identity data with and among multiple online facilities; Providing customized computer searching services, namely, searching and retrieving information at the user's specific request via the internet; Providing information from searchable indexes and databases of information, including text, electronic documents, databases, graphics, electronic media, images and audio visual content via the internet and communication networks; Providing internet search engines; Non-downloadable software to allow users to perform electronic business transactions via the internet and communications networks; Providing online facilities featuring technology that enables online users to create personal profiles featuring social and business networking information, to transfer and share such information among multiple online facilities, to engage in social networking, and to manage their social networking accounts; Providing online facilities that give users the ability to upload, modify and share audio, video, photographic images, text, graphics and data; Providing online facilities featuring

technology that enables online users to create personal profiles featuring social and business networking information and to transfer and share such information among multiple online facilities; Providing online non-downloadable software for setting up, configuring, and controlling wearable computer hardware and wearable computer peripherals; Providing online sites that gives users the ability to upload, modify and share virtual reality, mixed reality and augmented reality content, information, experiences and data; Non-downloadable personal assistant software; Non-downloadable social assistant software; Providing search platforms to allow users to request and receive photos, videos, text, data, images, and electronic works; Providing search platforms to allow users to request and receive content, text, visual works, audio works, audiovisual works, literary works, data, files, documents, and electronic works; Non-downloadable software for facilitating and arranging for the financing and distribution of fundraising and donations; Non-downloadable software for online charitable fundraising services and financial donation services; Non-downloadable software for mapping services; Providing online non-downloadable computer software and hosting online facilities to enable users to access and download computer software; Non-downloadable software enabling development, assessment, testing, and maintenance of mobile software applications for portable computing devices, namely, mobile phones, smartphones, handheld computers and computer tablets; Non-downloadable software for sharing and displaying a user's location, planning activities with other users and making recommendations; Non-downloadable software for social and destination mapping; Non-downloadable software for finding content and content publishers, and for subscribing to content; Non-downloadable software for accessing, collecting, displaying, editing, linking, modifying, organizing, tagging, streaming, sharing, storing, transmitting, and otherwise providing electronic media, photographs, images, graphics, audio, videos, audio-visual content, data and information via the internet and communication networks; Non-downloadable e-commerce software to allow users to perform electronic business transactions via the internet; Non-downloadable location-aware computer software for searching, determining and sharing the location of goods, services and events of interest; Non-downloadable software applications for searching and identifying local and location-based points of interest, events, landmarks, employment opportunities, entertainment, cultural events, shopping and offers; Non-downloadable software applications for providing location-based weather information; Non-downloadable software applications for providing, linking to, or streaming news or current events information; Non-downloadable software for modifying photographs, images and audio, video, and audio-video content with photographic filters and virtual reality, mixed reality, and augmented reality (AR) effects, namely, graphics, animations, text, drawings, geotags, metadata tags,

and hyperlinks; Non-downloadable software for taking photographs and recording audio, audio-visual and video content; Non-downloadable software for uploading, downloading, archiving, enabling transmission of, and sharing images, audio-visual and video content and associated text and data; Non-downloadable software for streaming multimedia entertainment content; Non-downloadable software and applications for instant messaging, voice over internet protocol (VOIP), video conferencing, and audio conferencing; Non-downloadable software for use in designing, managing, measuring, analyzing, disseminating, and serving advertising of others; Non-downloadable software for taking photographs and recording audio, audio-visual and video content; Provision of Internet search engine services; Rental of computer software that gives users the ability to upload, edit, and share images, videos and audio-visual content; Software as a service (SAAS) featuring computer software for accessing, browsing, and searching online databases, audio, video and multimedia content, games, and software applications, software application marketplaces; Software as a service (SAAS) featuring computer software for accessing, monitoring, tracking, searching, saving, and sharing information on topics of general interest; Software as a service (SAAS) featuring computer software for connecting, operating, integrating, controlling, and managing networked consumer electronic devices, home climate devices and lighting products via wireless networks; Software as a service (SAAS) featuring computer software used for controlling stand-alone voice controlled information and personal assistant devices; Software as a service (SAAS) for use in designing, creating and analyzing data, metrics and reports in the areas of health, fitness, sleep, nutrition and wellness; Software as a service (SAAS) services featuring software for sending and receiving electronic messages, notifications and alerts; Non-downloadable software for sending and receiving electronic messages, graphics, images, audio and audio-visual content via the internet and communication networks; Software as a service (SAAS) services featuring software for use of an algorithm for calculating and generating data for sport activity, fitness training, fitness level assessments, fitness coaching, fitness recommendations and goal setting; Software as a service (SAAS) services, namely, hosting software for use by others for use of an algorithm for calculating and generating data for sport activity, fitness training, fitness level assessments, fitness coaching, fitness recommendations and goal setting; Software as a service (SAAS) services, namely, providing a customized website and mobile portal for individuals featuring data analytics based on physiological metrics for purposes of health monitoring; Software as a service (SAAS) that enables users to manage employee accounts, schedule and track employee participation, and facilitate and manage corporate fitness and wellness programs; Software for electronic messaging; Technical support services, namely, troubleshooting in the nature of diagnosing computer hardware

and software problems; Technological services, namely, data warehousing services; Non-downloadable software for minting, creating, and issuing digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Non-downloadable software for viewing and providing access to digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Non-downloadable software for distributing, trading, storing, sending, receiving, accepting, and transmitting digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Organization, management and governance of decentralized autonomous organizations (DAOs); Recording, management and tracking of ownership interests in decentralized autonomous organizations (DAOs); design and development of decentralized applications; Non-downloadable software for developing decentralized applications; Non-downloadable software for recording, managing, tracking, and transferring ownership interests in decentralized autonomous organizations; Non-downloadable software for management and governance of decentralized autonomous organizations; Non-downloadable software for participating and voting in decentralized autonomous organizations; Non-downloadable software for managing and validating transactions involving digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies.

**Class 43:**

Restaurant services; Bar services; Hotel services.

**Class 45:**

Online social networking services; Online dating services; Social networking, social introduction and dating services provided via access to computer databases and online searchable databases in the fields of social networking, social introduction and dating; Providing information in the fields of social networking and social introduction; Providing social networking services, namely, the provision of information in the field of personal development, self-improvement, self-fulfillment, charitable, philanthropic, volunteer, public and community services, and humanitarian activities; Providing concierge services for others to meet the needs of individuals, namely, booking reservations,

facilitating personal purchases, arranging personal deliveries, making requested personal arrangements, providing recommendations on products and services, providing customer-specific information to meet individual needs; Legal services; Reviewing standards and practices relating to social media content; Compliance consulting in the field of social media; Consulting services in the field of online social networking and social media services; Authentication services; Providing authentication services for personal identification information; Identity verification services; Data and information security services; Online social investment network in the nature of an on-line social networking services in the field of investments; Providing a website featuring information on the development of privacy, security, blockchain and distributed ledger technologies, and data governance law; Regulatory compliance consultancy in the field of digital currency, virtual currency, cryptocurrency, digital and blockchain asset, digitized asset, digital token, crypto token and utility token applications; Online social networking service for investors allowing financial trades and exchange of digital currency, virtual currency, cryptocurrency, digital and blockchain assets, digitized assets, digital tokens, crypto tokens and utility tokens; Providing an online community for buying, selling, trading, and discussing and exchanging information about digital assets, digital tokens, crypto-tokens, utility tokens, non-fungible tokens (NFTs), digital collectibles, crypto-collectibles, cryptocurrencies, digital currencies and virtual currencies; Business identification verification services; Identification verification services; Online social networking services; Personal concierge services for others comprising making requested personal arrangements and reservations and providing customer-specific information to meet individual needs; Providing access to computer databases and online searchable databases in the fields of social networking, social introduction and dating; Social introduction and networking and dating services; Social networking services related to sports, fitness, and coaching activities provided through a community website online and other computer and electronic communication networks; User verification services.

**Trade mark application no. 085901 filed on 7 March 2022 in Jamaica.**

NOTICE IS ALSO GIVEN that YUGA LABS, INC. claims all rights in respect of the aforesaid trade mark in Somalia and will initiate appropriate legal action against any person or persons found to be using the aforesaid trade mark or any other trade mark deceptively or confusingly similar, or otherwise infringes on its rights.