

ESTTA Tracking number: **ESTTA776367**

Filing date: **10/12/2016**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Notice of Opposition

Notice is hereby given that the following party opposes registration of the indicated application.

Opposer Information

Name	Battlebots, Inc.		
Entity	Corporation	Citizenship	California
Address	1024 Nimitz Avenue Building 140 Vallejo, CA 94592 UNITED STATES		

Attorney information	Alexa L. Lewis Mitchell Silberberg & Knupp LLP 11377 West Olympic Boulevard Los Angeles, CA 90064 UNITED STATES all@msk.com, kls@msk.com, gxb@msk.com Phone:(310) 312-2000		
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Applicant Information

Application No	86773002	Publication date	09/13/2016
Opposition Filing Date	10/12/2016	Opposition Period Ends	10/13/2016
Applicant	RAYMOND ESTRIN 523 EURO TOWERS, EUROPORT RD GIBRALTAR, NW74QN UNITED KINGDOM		

Goods/Services Affected by Opposition

Class 009. First Use: 0 First Use In Commerce: 0 All goods and services in the class are opposed, namely: Video game software; pre-recorded DVD'sfeaturing movies in the field of action, adventure and comedy; downloadable video recordings featuring music, self-improvement, mathematics instruction; downloadable games software; downloadable interactive entertainment software for playing computer and video games
Class 028. First Use: 0 First Use In Commerce: 0 All goods and services in the class are opposed, namely: Toys, games and playthings, namely, board games and dolls; playing cards; toy action figures; playsets for action figures; toy vehicles; tracks for toy vehicles

Grounds for Opposition

Priority and likelihood of confusion	Trademark Act Section 2(d)
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Marks Cited by Opposer as Basis for Opposition

U.S. Registration No.	2731171	Application Date	02/12/2001
Registration Date	07/01/2003	Foreign Priority	NONE

		Date	
Word Mark	BATTLEBOTS		
Design Mark			
Description of Mark	NONE		
Goods/Services	<p>Class 009. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Computer products, namely, computer game software [and software for designing computer games], computer game disks, computer game programs, [computer game cassettes and tapes,] computer game cartridges, [multimedia software downloadable from a global computer network and computer firmware for playing and designing computer games, computer mouse pads, computer screen savers; video game machines for use with television sets;] video game cartridges and tape cassettes, pre-recorded video tapes and digital video discs featuring robotic competitions, computergame programs [and video game output machines for use with television sets, cinematographic motion picture films featuring robotic competitions and the action and science fiction genres, electronic burglar and fire alarms; electronic door sentinels, namely, computerized smart card for controlling access to facilities, password-activated electronic diaries, pocket reference personal digital assistants, hand-held electronic mail message communicators, namely, pocket computers]</p> <p>Class 016. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 [Printed matter, namely, magazines, periodicals, newsletters and news bulletins featuring robotic characters and vehicles, children's fictional and action books featuring robotic characters and vehicles ; stationery, posters, comic books,stickers, pens and pencils all featuring robotic characters and vehicles; collectible trading cards featuring robotic characters and vehicles]</p> <p>Class 025. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Clothing, namely, t-shirts [, sweatshirts, sweatpants,] hats, caps[and shoes]</p> <p>Class 028. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Toys, namely, battery and non-battery operated, assembled and non-assembled action figures featuring robots and vehicles, remote and radio controlled vehicles;[slot and open track racing sets; die-cast toy vehicles;] battery and non-battery operated action figures featuring robots and vehicles, toy model hobby-craft kits of all descriptions; [talking and] non-talking, electronic and non-electronic action figures [and dolls] in various designs, scales and materials and constructions; [talking and non-talking, electronic and non-electronic stuffed, plushand cloth toys in all designs, scales, materials and constructions including bean bag plush toys; plush toys, namely, collectible back-pack clip-ons; action figures, playsets and accessories of all descriptions for use in connection with all aforementioned action figures featuring robots, vehicles, dolls, stuffed, plush and cloth toys; collectible backpack toys featuring robotic characters and vehicles;] electronic and non-electronic construction activity sets for use with action figures featuring robots, vehiclesand accessories; [electronic hand-held game equipment of all descriptions;]electronic and non-electronic table-top, board and action games of all descriptions, [electronic table-top pinball machines, creative activity games, namely, parlor games, creative cooking activity playsets, namely, a toy oven, toy cooking utensils, and also containing foods preparations to be</p>		

	<p>used therewith, electronic and non-electronic toy tools, toy design devices and toy accessories to be used with role-playing game activities, and electronic and animatronic toy piggy banks]</p> <p>Class 035. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 [On-line retail store services featuring computer products, pre-recorded video-tapes, printed materials, clothing, sports bags, keychains, plastic sports bottles and toys]</p> <p>Class 041. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Entertainment services, namely, competitive events between robots; entertainment in the nature of a series of motion pictures, television programs and cable television programs featuring competitive events between robots; providing a web site via the global computer network for providing entertainment information relating to motion picture film, television and video entertainment featuring competitive events between robots</p>
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U.S. Registration No.	2790061	Application Date	02/06/2001
Registration Date	12/09/2003	Foreign Priority Date	NONE
Word Mark	BATTLEBOTS		
Design Mark			
Description of Mark	NONE		
Goods/Services	<p>Class 020. First use: First Use: 2001/11/06 First Use In Commerce: 2001/11/06 Plastic and non-metal collectible key chains featuring robotic characters and vehicles</p> <p>Class 021. First use: First Use: 2001/11/06 First Use In Commerce: 2001/11/06 Plastic sports bottles sold empty and plastic cups featuring robotic characters and vehicles [and non-metal piggy banks]</p>		

U.S. Registration No.	2756698	Application Date	08/14/2000
Registration Date	08/26/2003	Foreign Priority Date	NONE
Word Mark	BATTLEBOTS		

Design Mark	
Description of Mark	NONE
Goods/Services	<p>Class 006. First use: First Use: 2001/10/01 First Use In Commerce: 2001/10/01 [Metal key chains; electronic and animatronic metal piggy banks]</p> <p>Class 009. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Computer products, namely, computer game software and [software for designing computer games,] computer game disks, computer game programs, [computer game cassettes and tapes,] computer game cartridges, [multimedia software downloadable from a global computer network and computer firmware for playing and designing computer games, computer mouse pads, computer screen savers,] video game products, namely, computer game programs and [video game machines for use with television sets,] video game cartridges and tape cassettes; prerecorded video tapes and digital video discs featuring computer games and characters; [cinematographic motion picture films featuring action and science fiction;] motion picture films for broadcast on television and cable networks featuring action [and science fiction]; electronic message boards; [electronic door sentinels, namely, computerized smart card for controlling access to facilities; password-activated electronic diaries; pocket reference personal digital assistants, hand-held electronic mail message communicators, namely, pocket computers,] and electronic and animatronic clocks</p> <p>Class 016. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 [Printed matter, namely, magazines, periodicals, newsletters and news bulletins featuring robotic characters and vehicles, children's fictional, action books featuring robotic characters and vehicles; stationery, posters, comic books, stickers, pens and pencils all featuring robotic characters and vehicles; collectible trading cards featuring robotic characters and vehicles]</p> <p>Class 018. First use: First Use: 2001/10/01 First Use In Commerce: 2001/10/01 [All-purpose sports bags featuring robotic characters and vehicles; collectible non-metal key chains featuring robotic characters and vehicles]</p> <p>Class 021. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Plastic sports bottles [and plastic cups] featuring robotic characters and vehicles [and non-metal piggy banks]</p> <p>Class 025. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Clothing, namely, t-shirts, [sweatshirts, and sweatpants]</p> <p>Class 028. First use: First Use: 2000/12/07 First Use In Commerce: 2000/12/07 Toys, namely, battery and non-battery operated, assembled and non-assembled action figures featuring robots and vehicles, remote and radio controlled vehicles; [slot and open track racing sets; die-cast toy vehicles;] battery and non-battery operated action figures featuring robots and vehicles; toy model</p>

	hobby-craft kits of all descriptions; talking and non-talking, electronic and non-electronic action figures and dolls in various designs, scales and materials and constructions; [talking and non-talking, electronic and non-electronic stuffed, plush and cloth toys in all designs, scales, materials and constructions including bean bag plush toys; Plush toys, namely, collectible back-pack clip-ons; action figures, playsets and accessories of all descriptions for use in connection with all aforementioned action figures featuring robots, vehicles, dolls, stuffed, plush and cloth toys; collectible backpack toys featuring robotic characters and vehicles;] electronic and non-electronic construction activity sets for use with action figures featuring robots, vehicles and accessories; [electronic hand-held game equipment of all descriptions; electronic and] non-electronic table-top, board and action games of all descriptions; [electronic table-top pinball machines; creative activity games, namely, parlor games, creative cooking activity playsets, namely, a toy oven, toy cooking utensils, and also containing foods preparations to be used therewith; electronic and non-electronic toy tools, toy design devices and toy accessories to be used with role-playing game activities; and electronic and animatronic toy piggy banks]
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U.S. Registration No.	4087293	Application Date	05/26/2011
Registration Date	01/17/2012	Foreign Priority Date	NONE
Word Mark	BOXERBOTS		
Design Mark			
Description of Mark	NONE		
Goods/Services	Class 041. First use: First Use: 2011/04/18 First Use In Commerce: 2011/04/18 Entertainment services, namely, arranging and conducting fighting competitions between robots; entertainment services, namely, production of series of motion pictures, on-going television programs, video programs, and video disc for others, all featuring competitive events between robots; providing a website via the internet featuring entertainment information relating to live events, motion picture, television, video, and digital discentertainment featuring competitive events between robots		

U.S. Registration No.	5030484	Application Date	11/30/2015
Registration Date	08/30/2016	Foreign Priority Date	NONE
Word Mark	BATTLEBOX		

Design Mark	BATTLEBOX
Description of Mark	NONE
Goods/Services	Class 028. First use: First Use: 1999/01/00 First Use In Commerce: 1999/01/00 Toys, namely, electronic and non-electronic, assembled and non-assembled actiontoy model hobbycraft kits of all descriptions; playsets of all descriptions for use in connection with action figures featuring robots; toy vehicles and toy vehicle accessories, plastic collectible clip-on toys; construction toys, namely, electronic and non-electronic construction activity sets for use in connection with action figures featuring robots, toyvehicles and accessories

Attachments	76209135#TMSN.png(bytes) 75982564#TMSN.png(bytes) 76108549#TMSN.png(bytes) 85331832#TMSN.png(bytes) 86834722#TMSN.png(bytes) 8235563.PDF(2492100 bytes)
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Certificate of Service

The undersigned hereby certifies that a copy of this paper has been served upon all parties, at their address record by First Class Mail on this date.

Signature	/s/ Alexa L. Lewis
Name	Alexa L. Lewis
Date	10/12/2016

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD**

BATTLEBOTS, INC.,)	
)	
Opposer,)	
)	Opposition No.
v.)	App. Serial No. 86/773,002
)	Mark: BATTLE BAT'S
RAYMOND ESTRIN,)	
)	
Applicant.)	
<hr style="border: 0.5px solid black;"/>		

NOTICE OF OPPOSITION

Battlebots, Inc. (“Opposer” or “Battlebots”), a California corporation with a business address at 1024 Nimitz Avenue, Building 140, Vallejo, California 94592, believes that it will be damaged by the registration of the mark that is the subject of Application No. 86/773,002, and hereby opposes its registration on the following grounds:

1. Battlebots is an entity that has been engaged in, among other things, the development, production, and licensing of television shows, toy robots and battling robots, and other merchandise, and has built a successful business in connection therewith. Since at least as early as December 7, 2000, Opposer has used BATTLEBOTS trademarks in connection with its goods and services. As such, Battlebots is the owner of a family of marks comprised of the word BATTLEBOTS that identify and distinguish its goods and services in commerce.

2. Examples of the extent of Opposer's use of its BATTLEBOTS names and mark can be seen at its website, www.battlebots.com, and includes but is not limited to television programs delivered by broadcast television and the world wide web, toys, clothing, and various other licensed merchandising programs. A portion of the Opposer's website is attached as Exhibit A. Opposer has authorized merchandising deals with prominent toy companies, and its products are currently distributed through, *inter alia*, Amazon.com, Toys 'R Us and Walmart. Printouts showing Opposer's merchandise at its on Amazon are included in Exhibit B. In 2015, the BATTLEBOTS television show aired on network television with repeats airing on cable. This year, the BATTLEBOTS television show was again carried on network television with eleven original episodes as well as two repeats. The 2015 and 2016 seasons are now being syndicated to over 150 countries internationally. A printout showing ABC's promotion of BATTLEBOTS is included at Exhibit C.

3. Battlebots also is the owner of U.S. registrations in the U.S. Patent and Trademark Office ("USPTO") for the following marks:

A.	Mark:	BATTLEBOTS
	Reg. No.:	2,731,171
	First Use:	December 7, 2000
	Filed:	February 12, 2001
	Registered:	July 1, 2003
	Goods/Services:	Computer products, namely, computer game software, computer game disks, computer game programs, computer game cartridges, video game cartridges and tape cassettes, pre-recorded video

tapes and digital video discs featuring robotic competitions, computer game programs, in Class 9

Clothing, namely, t-shirts hats, caps, in Class 25
Toys, namely, battery and non-battery operated, assembled and non-assembled action figures featuring robots and vehicles, remote and radio controlled vehicles; battery and non-battery operated action figures featuring robots and vehicles, toy model hobby-craft kits of all descriptions; non-talking, electronic and non-electronic action figures in various designs, scales and materials and constructions; electronic and non-electronic construction activity sets for use with action figures featuring robots, vehicles and accessories; electronic and non-electronic table-top, board and action games of all descriptions, in Class 28

Entertainment services, namely, competitive events between robots; entertainment in the nature of a series of motion pictures, television programs and cable television programs featuring competitive events between robots; providing a web site via the global computer network for providing entertainment information relating to motion picture film, television and video entertainment featuring competitive events between robots, in Class 41

B. Mark: BATTLEBOTS
Reg. No.: 2,790,061
First Use: November 6, 2001
Filed: February 6, 2001
Registered: December 9, 2003
Goods/Services: Plastic and non-metal collectible key chains featuring robotic characters and vehicles, in Class 20

Plastic sports bottles sold empty and plastic cups featuring robotic characters and vehicles, in Class 21

C. Mark:



Reg. No.: 2,756,698

First Use: December 7, 2000

Filed: August 14, 2000

Registered: August 26, 2003

Goods/Services: Computer products, namely, computer game software and computer game disks, computer game programs, computer game cartridges, video game products, namely, computer game programs and video game cartridges and tape cassettes; prerecorded video tapes and digital video discs featuring computer games and characters; motion picture films for broadcast on television and cable networks featuring action; electronic message boards; and electronic and animatronic clocks, in Class 9

Plastic sports bottles featuring robotic characters and vehicles, in Class 21

Toys, namely, battery and non-battery operated, assembled and non-assembled action figures featuring robots and vehicles, remote and radio controlled vehicles; battery and non-battery operated action figures featuring robots and vehicles; toy model hobby-craft kits of all descriptions; talking and non-talking, electronic and non-electronic action figures and dolls in various designs, scales and materials and constructions; electronic and non-electronic construction activity sets for use with action figures featuring robots, vehicles and accessories; non-electronic table-top,

board and action games of all descriptions, in Class 28

- D. Mark: BOXERBOTS
- Reg. No.: 4,087,293
- First Use: April 18, 2011
- Filed: May 26, 2011
- Registered: January 17, 2012
- Goods/Services: Entertainment services, namely, arranging and conducting fighting competitions between robots; entertainment services, namely, production of series of motion pictures, on-going television programs, video programs, and video disc for others, all featuring competitive events between robots; providing a website via the internet featuring entertainment information relating to live events, motion picture, television, video, and digital disc entertainment featuring competitive events between robots, in Class 41
- E. Mark: BATTLEBOX
- Reg. No.: 5,030,484
- First Use: 1999
- Filed: November 30, 2015
- Registered: August 30, 2016
- Goods/Services: Toys, namely, electronic and non-electronic, assembled and non-assembled action toy model hobbycraft kits of all descriptions; playsets of all descriptions for use in connection with action figures featuring robots; toy vehicles and toy vehicle accessories, plastic collectible clip-on toys; construction toys, namely, electronic and non-electronic construction activity sets for use in connection with action figures featuring robots, toy vehicles and accessories, in Class 28

4. As proof of status and title, attached as Exhibit D hereto and incorporated by reference herein are true and correct copies of the foregoing registrations and associated renewal documents. (The marks identified above in paragraphs 1-2, and the registrations and application identified above in paragraph 3, A through E, hereinafter are designated as the “Marks” for purposes of this pleading.)

5. Battlebots has expended considerable funds and made significant efforts in promoting and advertising Battlebots’ goods and services identified by the Marks. These goods and services have enjoyed enormous commercial success and have been the subject of substantial, unsolicited media attention. As a result, Battlebots has established an enviable reputation with the public, acquired substantial goodwill, and attained distinctiveness and fame in each of the Marks throughout the entire United States.

6. Indeed, Opposer’s business under its Marks is not only limited to the United States, but has been international in scope since prior to September 30, 2015. Opposer maintains multiple valid trademark registrations in at least seventeen (17) other countries including Argentina, Australia, Chile, China, the European Union, Hong Kong, Japan, Korea, Malaysia, Mexico, New Zealand, Norway, the Russian Federation, Singapore, Switzerland, Thailand and Taiwan.

7. Battlebots’ rights in the Marks notwithstanding, on September 30, 2015, Applicant Raymond Estrin (“Applicant” or “Estrin”) filed with the USPTO an intent-to-use trademark application designated as Application Serial No. 86/773,002 to register the mark BATTLE BAT’S for: (1) “video game software; pre-recorded DVD’s featuring movies in the field of action, adventure and comedy; downloadable video recordings featuring music, self-improvement, mathematics instruction; downloadable games

software; downloadable interactive entertainment software for playing computer and video games,” in Class 9, and (2) “toys, games and playthings, namely, board games and dolls; playing cards; toy action figures; playsets for action figures; toy vehicles; tracks for toy vehicles,” in Class 28 (herein “the Opposed Application”).

8. Battlebots’ use and/or constructive use rights for the Marks are prior to any rights of Applicant to the mark BATTLE BAT’S and have been continuous and extremely commercially significant. Opposer has accumulated extensive goodwill in connection with, *inter alia*, the exhibition of robotic contests for the general public, for corporate events, and through licensing to non-profit education organizations, and the sale of its goods bearing this mark, and this goodwill is an important asset of its business and very valuable to it.

9. In view of the similarities between, on the one hand, each of the Marks, and, on the other hand, the BATTLE BAT’S mark that is the subject of the Opposed Application, and the relationship between Battlebots’ goods and services as identified by the Marks and the goods identified in the Opposed Application, it is likely that members of the public will erroneously believe that Applicant's goods originate with, or are in some manner connected or associated with, or sponsored by, Battlebots, all to the harm of Battlebots’ goodwill and reputation.

10. Applicant’s BATTLE BAT’S mark so resembles each of the Marks when used on or in connection with Applicant's goods as to be likely to cause confusion, mistake or to deceive, and is therefore precluded from registration under Section 2(d) of the Lanham Act, 15 U.S.C. § 1052(d).

11. In view of the fame of each of the Marks, and that this fame preceded any of Applicant's rights in its mark, Applicant's BATTLE BAT'S mark is likely to cause dilution, and registration is therefore also precluded under Section 2(f), 15 U.S.C. § 1052(f); Section 13(a), 15 U.S.C. § 1063, and Section 43(c), 15 U.S.C. § 1125(c).

12. If Applicant is granted registration of the BATTLE BAT'S mark, it would cause damage and injury to Battlebots, *inter alia* because Applicant would obtain a wrongful prima facie exclusive right to use of its BATTLE BAT'S mark.

WHEREFORE, Battlebots respectfully requests that this Opposition be granted and that Application No. 86/773,002 be denied registration.

Date: October 12, 2016

BATTLEBOTS, INC.

By: Alexa Lewis
Alexa L. Lewis
Mitchell Silberberg & Knupp LLP
11377 West Olympic Blvd.
Tel: (310) 312-3154
Fax: (310) 312-3200
Attorneys for Opposer

CERTIFICATE OF ELECTRONIC TRANSMISSION

I hereby certify that this correspondence is being transmitted electronically through ESTTA pursuant to 37 C.F.R. §2.195(a) on October 12, 2016.


Kimberly Stewart

CERTIFICATE OF SERVICE

This is to certify that a copy of the foregoing **NOTICE OF OPPOSITION** was served on October 12, 2016, by first-class mail, postage prepaid, on the following:

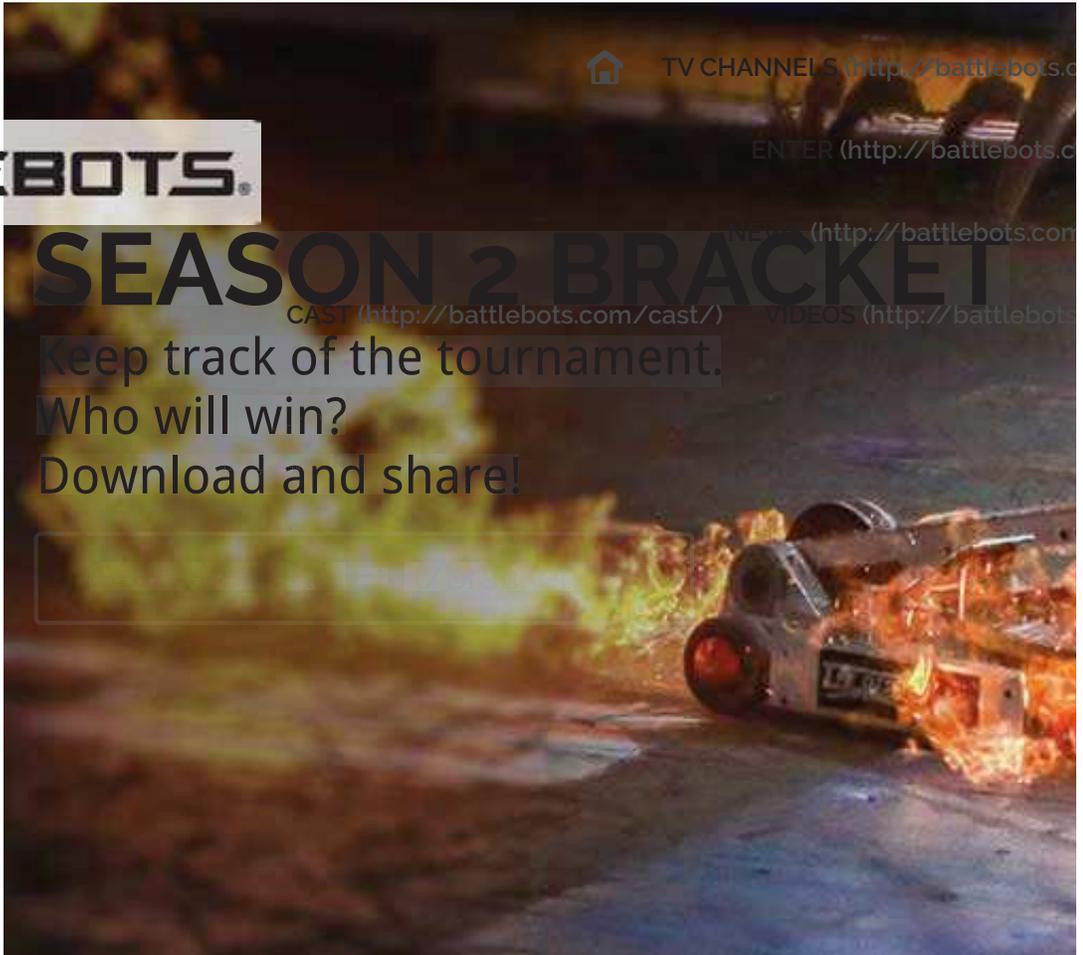
ISG MANTRA
400 W. Ocean Blvd., Unit 2804
Long Beach, CA 90802-8171


Kimberly Stewart

EXHIBIT A

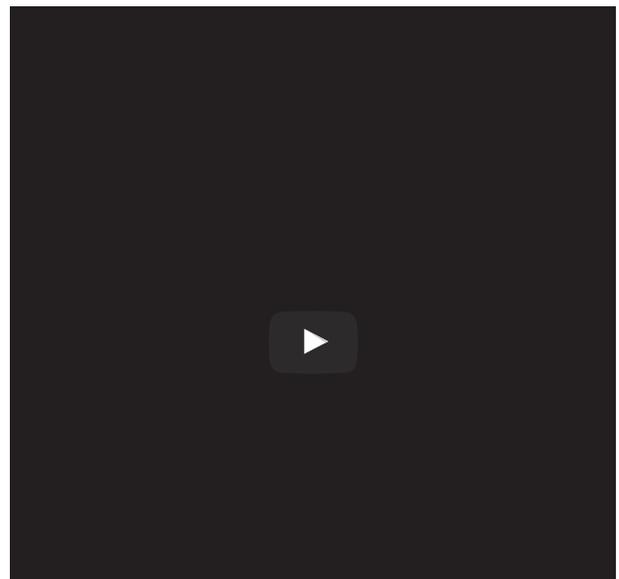
BATTLEBOTS.

(<http://battlebots.com>)



BattleBots season 2 is a wrap.

That's a wrap on Season 2. Huge love to all the US BotFans and welcome to our soon-to-be-fans in Europe, Asia, Latin America, Australia, and the rest of the planet. Follow us on [Facebook](https://www.facebook.com/battlebots/) (<https://www.facebook.com/battlebots/>), [YouTube](https://www.youtube.com/c/battlebots/) (<https://www.youtube.com/c/battlebots/>), [Instagram](#)



[\(https://www.instagram.com/battlebots/\)](https://www.instagram.com/battlebots/),
[Twitter](#)
[\(<https://twitter.com/BattleBots>\)](https://twitter.com/BattleBots) and
[Twitch](#)
[\(https://www.twitch.tv/battlebots/\)](https://www.twitch.tv/battlebots/)
for exclusive content not seen in
Season 2, International news, info
on Season 3 and more!

BattleBots now available worldwide.

BattleBots® now has coverage in more than 150 countries. That means robotic combat fans across the globe can enjoy the world's largest, and only professional, robot fighting sport on their screens.

» [Find out where BattleBots is broadcasting in your country.](#)
[\(http://battlebots.com/local/\)](http://battlebots.com/local/)

Meet the robots





Ambush (S2)



Bad Kitty (S2)

[See more robots \(/robots\)](/robots)

Championship bracket

Season 2 championship bracket:

[See the bracket 🏆 \(/bracket-s2/\)](/bracket-s2/)

Latest news



(<http://battlebots.com/bb-international/>)

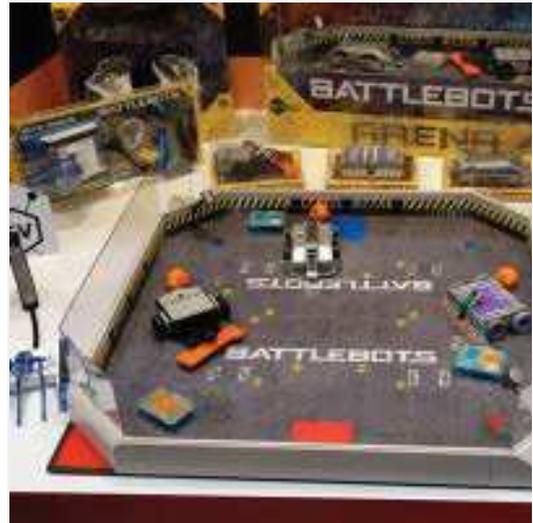
19

07 '16



[Hello World! BattleBots Going International](http://battlebots.com/bb-international/)
(<http://battlebots.com/bb-international/>)

From tbivision.com Viacom networks Spike UK and Channel 5 will broadcast the ABC mech combat...



(<http://battlebots.com/23274-2-2/>)

27

06 '16



[BattleBots HexB Toys Coming this](http://battlebot/23274-2-2/)
(<http://battlebot/23274-2-2/>)

From HexBugs.com H is creating a line of an BattleBots toys This fi will...



BattleBots Inc.
Tel: (707) 336-BOTS (2687)



(✓)

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E-mail:

[hello\(at\)battlebots\(dot\)com](mailto:hello@battlebots.com)
[\(mailto:hello@battlebots.com\)](mailto:hello@battlebots.com)

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[top ↑](#)

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<http://www.twitter.com/battlebots>

<http://www.instagram.com/battlebots>

<https://www.youtube.com/battlebots>



EXHIBIT B

amazon **Try Prime** All battlebots   Hello, Sign in **Your Account** **Try Prime** **Lists**  **Cart**

1-16 of 322 results for "battlebots"

Sort by **Relevance**

Show results for

Toys & Games >

- Action & Toy Figures
- Action & Toy Figure Playsets
- Board Games
- Toy RC Vehicles
- Kids' Electronics
- Dolls
- Hobby RC Cars

Apps & Games >

- Action Games

Video Games >

- Kids & Family Games & Consoles
- Game Boy Advance Games

+ See All 18 Departments

Refine by

Amazon Prime

Prime

Eligible for Free Shipping

Free Shipping by Amazon

Toys Department

- Boys
- Girls

Toys Age Range

- Birth to 24 Months
- 2 to 4 Years
- 5 to 7 Years
- 8 to 13 Years
- 14 Years & Up

Brand

- Battroborg
- TOMY
- Battlebots
- Majesco
- Jakks Pacific
- Hasbro
- KickBot Arena Game
- Hexbug
- Tiger Electronics
- Happy Meal Toys
- Air Hogs
- Mattel
- Atari
- McDonald's
- Klutz



HEXBUG Battlebots Arena (IR) Playset

by Hexbug

\$79.99 Prime

Temporarily out of stock. Order now and we'll deliver when available.

More Buying Choices
\$79.99 new (2 offers)

★★★★☆ 1

FREE Shipping on eligible orders [See Details](#)

Manufacturer recommended age: 8 - 15 Years

Toys & Games: [See all 59 items](#)



HEXBUG BattleBots Rivals (IR) 2 Pk Toy

by Hexbug

\$49.99 Prime

Get it by **Monday, Sep 26**

More Buying Choices
\$49.99 new (2 offers)

★★★★☆ 1

FREE Shipping on eligible orders [See Details](#)

Manufacturer recommended age: 8 - 15 Years

Toys & Games: [See all 59 items](#)



McDonalds - Battlebots Complete Happy Meal Set - 2002

by Happy Meal Toys

\$39.99 + \$9.97 shipping

Only 5 left in stock - order soon.

★★★★★ 2

Product Description

... featured Tiger's toy craze, *BATTLEBOTS*. Each standing between 1" to 3 ...

Toys & Games: [See all 59 items](#)



HEXBUG Battlebots Remote (IR) Combat Toy (One Pack)

by Hexbug

\$49.99 + \$9.99 shipping

More Buying Choices
\$29.99 new (2 offers)

Manufacturer recommended age: 8 - 15 Years

Toys & Games: [See all 59 items](#)



Battle-Bots T Shirt

by Battle-Bots

\$19.99 Prime

Some sizes/colors are Prime eligible

FREE Shipping on eligible orders [See Details](#)

Product Features

Battle-Bots T Shirt

Clothing, Shoes & Jewelry: [See all 142 items](#)

Toys Interest

- Fantasy & Sci-Fi
- Learning
- Transportation
- Video Games

Apps by Fire Tablet Model

- Fire HD 8 (6th Generation)
- Fire HD 10
- Fire HD 8 (5th Generation)
- Fire
- Fire HDX 8.9
- Fire HD 7
- Fire HD 6
- Kindle Fire HDX 8.9"
- Kindle Fire HDX
- Kindle Fire HD
- Kindle Fire HD 8.9"
- Kindle Fire HD (Previous Generation)
- Kindle Fire
- Kindle Fire (Previous Generation)

Apps by Device Type

- Fire Phone
- Fire Tablet

ESRB Rating

Everyone

Avg. Customer Review

- ★★★★★ & Up
- ★★★★☆ & Up
- ★★★☆☆ & Up
- ★★☆☆☆ & Up

International Shipping

- AmazonGlobal Eligible

Condition

- New
- Used

BattleBots: World Championship, Las Vegas 2006



DVD
\$24.95 ✓Prime
 Get it by **Monday, Sep 26**
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\$24.95 used & new (3 offers)

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Product Description
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BattleBots T-shirt

by BattleBots T-shirt



\$19.99 ✓Prime
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Product Features
BattleBots, BattleBots t-shirt

Clothing, Shoes & Jewelry: See all 142 items

Battlebots RC VLAD the Impaler Electronic BIG Radio Control Custom Series Hasbro 2001

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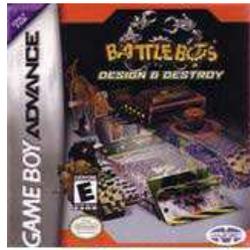


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Product Features
 Full Function Radio Control *Battlebot*

Toys & Games: See all 59 items



Battlebots Design & Destroy

Aug 1, 2003

ESRB Rating: Everyone

by Majesco

Game Boy Advance

\$10.54

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Product Description

... dreams and then take on famous BattleBots or link up and bash your ...

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★★★★☆ 44

FREE Shipping on eligible orders

Manufacturer recommended age: 6 Months - 8 Years 3 Months

Toys & Games: See all 59 items

BattleBots T-shirt

by BattleBots T-shirt



\$19.99 Prime

Some sizes/colors are Prime eligible

FREE Shipping on eligible orders [See Details](#)

Product Features

BattleBots, BattleBots t-shirt

Clothing, Shoes & Jewelry: See all 142 items

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by U.S. Toy



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★★★★☆ 1

Toys & Games: See all 59 items

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EXHIBIT C



BATTLEBOTS



The Champion is Crowned!

watch the season finale



EXHIBIT D

EXHIBIT D

Int. Cls.: 9, 16, 25, 28, 35 and 41

Prior U.S. Cls.: 2, 5, 21, 22, 23, 26, 29, 36, 37, 38, 39,
50, 100, 101, 102 and 107

United States Patent and Trademark Office

Reg. No. 2,731,171

Registered July 1, 2003

**TRADEMARK
SERVICE MARK
PRINCIPAL REGISTER**

BATTLEBOTS

BATTLEBOTS, INC. (CALIFORNIA CORPORATION)
701 DE LONG AVENUE
UNIT K
NOVATO, CA 94947

FOR: COMPUTER PRODUCTS, NAMELY COMPUTER GAME SOFTWARE AND SOFTWARE FOR DESIGNING COMPUTER GAMES, COMPUTER GAME DISKS, COMPUTER GAME PROGRAMS, COMPUTER GAME CASSETTES AND TAPES, COMPUTER GAME CARTRIDGES, MULTIMEDIA SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK AND COMPUTER FIRMWARE FOR PLAYING AND DESIGNING COMPUTER GAMES, COMPUTER MOUSE PADS, COMPUTER SCREEN SAVERS; VIDEO GAME MACHINES FOR USE WITH TELEVISION SETS; VIDEO GAME CARTRIDGES AND TAPE CASSETTES, PRE-RECORDED VIDEO TAPES AND DIGITAL VIDEO DISCS FEATURING ROBOTIC COMPETITIONS, COMPUTER GAME PROGRAMS AND VIDEO GAME OUTPUT MACHINES FOR USE WITH TELEVISION SETS, CINEMATOGRAPHIC MOTION PICTURE FILMS FEATURING ROBOTIC COMPETITIONS AND THE ACTION AND SCIENCE FICTION GENRES, ELECTRONIC BURGLAR AND FIRE ALARMS; ELECTRONIC DOOR SENTINELS, NAMELY COMPUTERIZED SMART CARD FOR CONTROLLING ACCESS TO FACILITIES, PASSWORD-ACTIVATED ELECTRONIC DIARIES, POCKET REFERENCE PERSONAL DIGITAL ASSISTANTS, HAND-HELD ELECTRONIC MAIL MESSAGE COMMUNICATORS, NAMELY POCKET COMPUTERS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: PRINTED MATTER, NAMELY, MAGAZINES, PERIODICALS, NEWSLETTERS AND NEWS

BULLETINS FEATURING ROBOTIC CHARACTERS AND VEHICLES, CHILDREN'S FICTIONAL AND ACTION BOOKS FEATURING ROBOTIC CHARACTERS AND VEHICLES; STATIONERY, POSTERS, COMIC BOOKS, STICKERS, PENS AND PENCILS ALL FEATURING ROBOTIC CHARACTERS AND VEHICLES; COLLECTIBLE TRADING CARDS FEATURING ROBOTIC CHARACTERS AND VEHICLES, IN CLASS 16 (U.S. CLS. 2, 5, 22, 23, 29, 37, 38 AND 50).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: CLOTHING, NAMELY, T-SHIRTS, SWEAT-SHIRTS, SWEATPANTS, HATS, CAPS AND SHOES, IN CLASS 25 (U.S. CLS. 22 AND 39).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: TOYS, NAMELY BATTERY AND NON-BATTERY OPERATED, ASSEMBLED AND NON-ASSEMBLED ACTION FIGURES FEATURING ROBOTS AND VEHICLES, REMOTE AND RADIO CONTROLLED VEHICLES; SLOT AND OPEN TRACK RACING SETS; DIE-CAST TOY VEHICLES; BATTERY AND NON-BATTERY OPERATED ACTION FIGURES FEATURING ROBOTS AND VEHICLES, TOY MODEL HOBBY-CRAFT KITS OF ALL DESCRIPTIONS; TALKING AND NON-TALKING, ELECTRONIC AND NON-ELECTRONIC ACTION FIGURES AND DOLLS IN VARIOUS DESIGNS, SCALES AND MATERIALS AND CONSTRUCTIONS; TALKING AND NON-TALKING, ELECTRONIC AND NON-ELECTRONIC STUFFED, PLUSH AND CLOTH TOYS IN ALL DESIGNS, SCALES, MATERIALS AND CONSTRUCTIONS INCLUDING; BEAN BAG PLUSH TOYS; PLUSH TOYS, NAMELY COLLECTIBLE BACK-PACK CLIP-ONS; ACTION FIGURES, PLAYSETS AND ACCESSORIES OF ALL DESCRIPTIONS FOR USE IN CONNECTION WITH ALL AFOREMENTIONED ACTION FIGURES FEATURING

TURING ROBOTS, VEHICLES, DOLLS, STUFFED, PLUSH AND CLOTH TOYS; COLLECTIBLE BACK-PACK TOYS FEATURING ROBOTIC CHARACTERS AND VEHICLES; ELECTRONIC AND NON-ELECTRONIC CONSTRUCTION ACTIVITY SETS FOR USE WITH ACTION FIGURES FEATURING ROBOTS, VEHICLES AND ACCESSORIES; ELECTRONIC HAND-HELD GAME EQUIPMENT OF ALL DESCRIPTIONS; ELECTRONIC AND NON-ELECTRONIC TABLE-TOP, BOARD AND ACTION GAMES OF ALL DESCRIPTIONS, ELECTRONIC TABLE-TOP PINBALL MACHINES, CREATIVE ACTIVITY GAMES, NAMELY PARLOR GAMES, CREATIVE COOKING ACTIVITY PLAYSETS, NAMELY A TOY OVEN, TOY COOKING UTENSILS, AND ALSO CONTAINING FOODS PREPARATIONS TO BE USED THEREWITH, ELECTRONIC AND NON-ELECTRONIC TOY TOOLS, TOY DESIGN DEVICES AND TOY ACCESSORIES TO BE USED WITH ROLE-PLAYING GAME ACTIVITIES, AND ELECTRONIC AND ANIMATRONIC TOY PIGGY BANKS, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: ON-LINE RETAIL STORE SERVICES FEATURING COMPUTER PRODUCTS, PRE-RECORDED VIDEOTAPES, PRINTED MATERIALS,

CLOTHING, SPORTS BAGS, KEYCHAINS, PLASTIC SPORTS BOTTLES AND TOYS, IN CLASS 35 (U.S. CLS. 100, 101 AND 102).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: ENTERTAINMENT SERVICES, NAMELY COMPETITIVE EVENTS BETWEEN ROBOTS; ENTERTAINMENT IN THE NATURE OF A SERIES OF MOTION PICTURES, TELEVISION PROGRAMS AND CABLE TELEVISION PROGRAMS FEATURING COMPETITIVE EVENTS BETWEEN ROBOTS; PROVIDING A WEB SITE VIA THE GLOBAL COMPUTER NETWORK FOR PROVIDING ENTERTAINMENT INFORMATION RELATING TO MOTION PICTURE FILM, TELEVISION AND VIDEO ENTERTAINMENT FEATURING COMPETITIVE EVENTS BETWEEN ROBOTS, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

OWNER OF U.S. REG. NO. 2,397,203.

SER. NO. 76-209,135, FILED 2-12-2001.

DANIELLE MATTESSICH, EXAMINING ATTORNEY

Side - 1



NOTICE OF ACCEPTANCE OF §9 RENEWAL
MAILING DATE: Jul 10, 2013

The renewal application filed in connection with the registration identified below meets the requirements of Section 9 of the Trademark Act, 15 U.S.C. §1059. Although renewal is granted, the registration will not remain in force *unless* the owner of the registration filed a timely affidavit that meets the requirements of Section 8 of the Trademark Act, 15 U.S.C. §1058.

For further information about this notice, visit our website at: <http://www.uspto.gov>. To review information regarding the referenced registration, go to <http://tarr.uspto.gov>.

REG NUMBER: 2731171
MARK: BATTLEBOTS
OWNER: Battlebots, Inc.

Side - 2

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1939 Harrison Street
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Int. Cls.: 20 and 21

Prior U.S. Cls.: 2, 13, 22, 23, 25, 29, 30, 32, 33, 40 and 50

United States Patent and Trademark Office

Reg. No. 2,790,061

Registered Dec. 9, 2003

**TRADEMARK
PRINCIPAL REGISTER**

BATTLEBOTS

BATTLEBOTS, INC. (CALIFORNIA CORPORATION)
701 DE LONG AVENUE
UNIT K
NOVATO, CA 94947

FOR: PLASTIC AND NON-METAL COLLECTIBLE KEY CHAINS FEATURING ROBOTIC CHARACTERS AND VEHICLES, IN CLASS 20 (U.S. CLS. 2, 13, 22, 25, 32 AND 50).

FIRST USE 11-6-2001; IN COMMERCE 11-6-2001.

FOR: PLASTIC SPORTS BOTTLES SOLD EMPTY AND PLASTIC CUPS FEATURING ROBOTIC

CHARACTERS AND VEHICLES AND NON-METAL PIGGY BANKS, IN CLASS 21 (U.S. CLS. 2, 13, 23, 29, 30, 33, 40 AND 50).

FIRST USE 11-6-2001; IN COMMERCE 11-6-2001.

OWNER OF U.S. REG. NO. 2,397,203.

SER. NO. 75-982,564, FILED 2-6-2001.

CHRISTOPHER ADKINS, EXAMINING ATTORNEY

Side - 1



**NOTICE OF ACCEPTANCE OF §8
DECLARATION AND §9 RENEWAL**
MAILING DATE: Jul 10, 2013

The declaration and renewal application filed in connection with the registration identified below meets the requirements of Sections 8 and 9 of the Trademark Act, 15 U.S.C. §§1058 and 1059. The declaration is accepted and renewal is granted. The registration remains in force.

For further information about this notice, visit our website at: <http://www.uspto.gov>. To review information regarding the referenced registration, go to <http://tarr.uspto.gov>.

REG NUMBER: 2790061
MARK: BATTLEBOTS
OWNER: Battlebots, Inc.

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Int. Cls.: 6, 9, 16, 18, 21, 25, and 28

Prior U.S. Cls.: 1, 2, 3, 5, 12, 13, 14, 21, 22, 23, 25, 26,
29, 30, 33, 36, 37, 38, 39, 40, 41, and 50

Reg. No. 2,756,698

Registered Aug. 26, 2003

United States Patent and Trademark Office

TRADEMARK
PRINCIPAL REGISTER



BATTLEBOTS, INC. (CALIFORNIA CORPORATION)
701 DELONG AVENUE, UNIT K
NOVATO, CA 94947

FOR: METAL KEY CHAINS; ELECTRONIC AND ANIMATRONIC METAL PIGGY BANKS, IN CLASS 6 (U.S. CLS. 2, 12, 13, 14, 23, 25 AND 50).

FIRST USE 10-1-2001; IN COMMERCE 10-1-2001.

FOR: COMPUTER PRODUCTS, NAMELY, COMPUTER GAME SOFTWARE AND SOFTWARE FOR DESIGNING COMPUTER GAMES, COMPUTER GAME DISKS, COMPUTER GAME PROGRAMS, COMPUTER GAME CASSETTES AND TAPES, COMPUTER GAME CARTRIDGES, MULTIMEDIA SOFTWARE DOWNLOADABLE FROM A GLOBAL COMPUTER NETWORK AND COMPUTER FIRMWARE FOR PLAYING AND DESIGNING COMPUTER GAMES, COMPUTER MOUSE PADS, COMPUTER SCREEN SAVERS, VIDEO GAME PRODUCTS, NAMELY, COMPUTER GAME PROGRAMS AND VIDEO GAME MACHINES FOR USE WITH TELEVISION SETS, VIDEO GAME CARTRIDGES AND TAPE CASSETTES; PRERECORDED VIDEO TAPES AND DIGITAL VIDEO DISCS FEATURING COMPUTER GAMES AND CHARACTERS; CINEMATOGRAPHIC MOTION PICTURE FILMS FEATURING ACTION AND SCIENCE FICTION; MOTION PICTURE FILMS FOR BROADCAST ON TELEVISION AND CABLE NETWORKS FEATURING ACTION AND SCIENCE FICTION; ELECTRONIC MESSAGE BOARDS; ELECTRONIC DOOR SENTINELS, NAMELY, COMPUTERIZED SMART CARD FOR CONTROLLING ACCESS TO FACILITIES; PASSWORD-ACTIVATED ELECTRONIC DIARIES; POCKET REFERENCE PERSONAL

DIGITAL ASSISTANTS, HAND-HELD ELECTRONIC MAIL MESSAGE COMMUNICATORS, NAMELY POCKET COMPUTERS, AND ELECTRONIC AND ANIMATRONIC CLOCKS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: PRINTED MATTER, NAMELY MAGAZINES, PERIODICALS, NEWSLETTERS AND NEWS BULLETINS FEATURING ROBOTIC CHARACTERS AND VEHICLES, CHILDREN'S FICTIONAL ACTION BOOKS FEATURING ROBOTIC CHARACTERS AND VEHICLES; STATIONERY, POSTERS, COMIC BOOKS, STICKERS, PENS AND PENCILS ALL FEATURING ROBOTIC CHARACTERS AND VEHICLES; COLLECTIBLE TRADING CARDS FEATURING ROBOTIC CHARACTERS AND VEHICLES, IN CLASS 16 (U.S. CLS. 2, 5, 22, 23, 29, 37, 38 AND 50).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: ALL-PURPOSE SPORTS BAGS FEATURING ROBOTIC CHARACTERS AND VEHICLES; COLLECTIBLE NON-METAL KEY CHAINS FEATURING ROBOTIC CHARACTERS AND VEHICLES, IN CLASS 18 (U.S. CLS. 1, 2, 3, 22 AND 41).

FIRST USE 10-1-2001; IN COMMERCE 10-1-2001.

FOR: PLASTIC SPORTS BOTTLES AND PLASTIC CUPS FEATURING ROBOTIC CHARACTERS AND VEHICLES AND NON-METAL PIGGY BANKS, IN CLASS 21 (U.S. CLS. 2, 13, 23, 29, 30, 33, 40 AND 50).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: CLOTHING, NAMELY, T-SHIRTS, SWEAT-SHIRTS, AND SWEATPANTS, IN CLASS 25 (U.S. CLS. 22 AND 39).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

FOR: TOYS, NAMELY, BATTERY AND NON-BATTERY OPERATED, ASSEMBLED AND NON-ASSEMBLED ACTION FIGURES FEATURING ROBOTS AND VEHICLES, REMOTE AND RADIO CONTROLLED VEHICLES; SLOT AND OPEN TRACK RACING SETS; DIE-CAST TOY VEHICLES; BATTERY AND NON-BATTERY OPERATED ACTION FIGURES FEATURING ROBOTS AND VEHICLES; TOY MODEL HOBBY-CRAFT KITS OF ALL DESCRIPTIONS; TALKING AND NON-TALKING, ELECTRONIC AND NON-ELECTRONIC ACTION FIGURES AND DOLLS IN VARIOUS DESIGNS, SCALES AND MATERIALS AND CONSTRUCTIONS; TALKING AND NON-TALKING, ELECTRONIC AND NON-ELECTRONIC STUFFED, PLUSH AND CLOTH TOYS IN ALL DESIGNS, SCALES, MATERIALS AND CONSTRUCTIONS INCLUDING BEAN BAG PLUSH TOYS; PLUSH TOYS, NAMELY COLLECTIBLE BACK-PACK CLIP-ONS; ACTION FIGURES, PLAYSETS AND ACCESSORIES OF ALL DESCRIPTIONS FOR USE IN CONNECTION WITH ALL AFOREMENTIONED ACTION FIGURES FEATURING ROBOTS, VEHICLES, DOLLS, STUFFED, PLUSH AND CLOTH TOYS; COLLECTIBLE BACK-

PACK TOYS FEATURING ROBOTIC CHARACTERS AND VEHICLES; ELECTRONIC AND NON-ELECTRONIC CONSTRUCTION ACTIVITY SETS FOR USE WITH ACTION FIGURES FEATURING ROBOTS, VEHICLES AND ACCESSORIES; ELECTRONIC HAND-HELD GAME EQUIPMENT OF ALL DESCRIPTIONS; ELECTRONIC AND NON-ELECTRONIC TABLE-TOP, BOARD AND ACTION GAMES OF ALL DESCRIPTIONS; ELECTRONIC TABLE-TOP PINBALL MACHINES; CREATIVE ACTIVITY GAMES, NAMELY PARLOR GAMES, CREATIVE COOKING ACTIVITY PLAYSETS, NAMELY A TOY OVEN, TOY COOKING UTENSILS, AND ALSO CONTAINING FOODS PREPARATIONS TO BE USED THEREWITH; ELECTRONIC AND NON-ELECTRONIC TOY TOOLS, TOY DESIGN DEVICES AND TOY ACCESSORIES TO BE USED WITH ROLE-PLAYING GAME ACTIVITIES; AND ELECTRONIC AND ANIMATRONIC TOY PIGGY BANKS, IN CLASS 28 (U.S. CLS. 22, 23, 38 AND 50).

FIRST USE 12-7-2000; IN COMMERCE 12-7-2000.

OWNER OF U.S. REG. NO. 2,397,203.

SN 76-108,549, FILED 8-14-2000.

DANIELLE MATTESSICH, EXAMINING ATTORNEY

Side - 1



NOTICE OF ACCEPTANCE OF §9 RENEWAL
MAILING DATE: Jul 10, 2013

The renewal application filed in connection with the registration identified below meets the requirements of Section 9 of the Trademark Act, 15 U.S.C. §1059. Although renewal is granted, the registration will not remain in force *unless* the owner of the registration filed a timely affidavit that meets the requirements of Section 8 of the Trademark Act, 15 U.S.C. §1058.

For further information about this notice, visit our website at: <http://www.uspto.gov>. To review information regarding the referenced registration, go to <http://tarr.uspto.gov>.

REG NUMBER: 2756698
MARK: BATTLEBOTS AND DESIGN
OWNER: Battlebots, Inc.

Side - 2

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OAKLAND, CA 94612

United States of America
United States Patent and Trademark Office

Boxerbots

Reg. No. 4,087,293

Registered Jan. 17, 2012

Int. Cl.: 41

SERVICE MARK

PRINCIPAL REGISTER

BATTLEBOYS, INC. (CALIFORNIA CORPORATION)
6455 LOVMARK WAY
SEBASTOPOL, CA 95472

FOR: ENTERTAINMENT SERVICES, NAMELY, ARRANGING AND CONDUCTING FIGHTING COMPETITIONS BETWEEN ROBOTS; ENTERTAINMENT SERVICES, NAMELY, PRODUCTION OF SERIES OF MOTION PICTURES, ON-GOING TELEVISION PROGRAMS, VIDEO PROGRAMS, AND VIDEO DISC FOR OTHERS, ALL FEATURING COMPETITIVE EVENTS BETWEEN ROBOTS; PROVIDING A WEBSITE VIA THE INTERNET FEATURING ENTERTAINMENT INFORMATION RELATING TO LIVE EVENTS, MOTION PICTURE, TELEVISION, VIDEO, AND DIGITAL DISC ENTERTAINMENT FEATURING COMPETITIVE EVENTS BETWEEN ROBOTS, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 4-18-2011; IN COMMERCE 4-18-2011.

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

SER. NO. 85-331,832, FILED 5-26-2011.

WENDY JUN, EXAMINING ATTORNEY



David J. Kappas

Director of the United States Patent and Trademark Office

United States of America

United States Patent and Trademark Office

BATTLEBOX

Reg. No. 5,030,484

Registered Aug. 30, 2016

Int. Cl.: 28

Trademark

Principal Register

BattleBots, Inc. (CALIFORNIA CORPORATION)
Bldg 140
1024 Nimitz Avenue
Marine Island, Vallejo, CA 94592

CLASS 28: Toys, namely, electronic and non-electronic, assembled and non-assembled action toy model hobbycraft kits of all descriptions; playsets of all descriptions for use in connection with action figures featuring robots; toy vehicles and toy vehicle accessories, plastic collectible clip-on toys; construction toys, namely, electronic and non-electronic construction activity sets for use in connection with action figures featuring robots, toy vehicles and accessories

FIRST USE 1-00-1999; IN COMMERCE 1-00-1999

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

SER. NO. 86-834,722, FILED 11-30-2015
STEVEN W JACKSON, EXAMINING ATTORNEY



Michelle K. Lee

Director of the United States
Patent and Trademark Office