



TaylorWessing

NFTs and Brands in the Metaverse

World Law Group IP & IT webinar

6 December 2022 | Wiebke Baars, Christian Tenkhoff

Privat und vertraulich

Agenda

1	What is the metaverse?	3
2	What are NFTs?	11
3	Example of a use case	23
4	Further issues	31

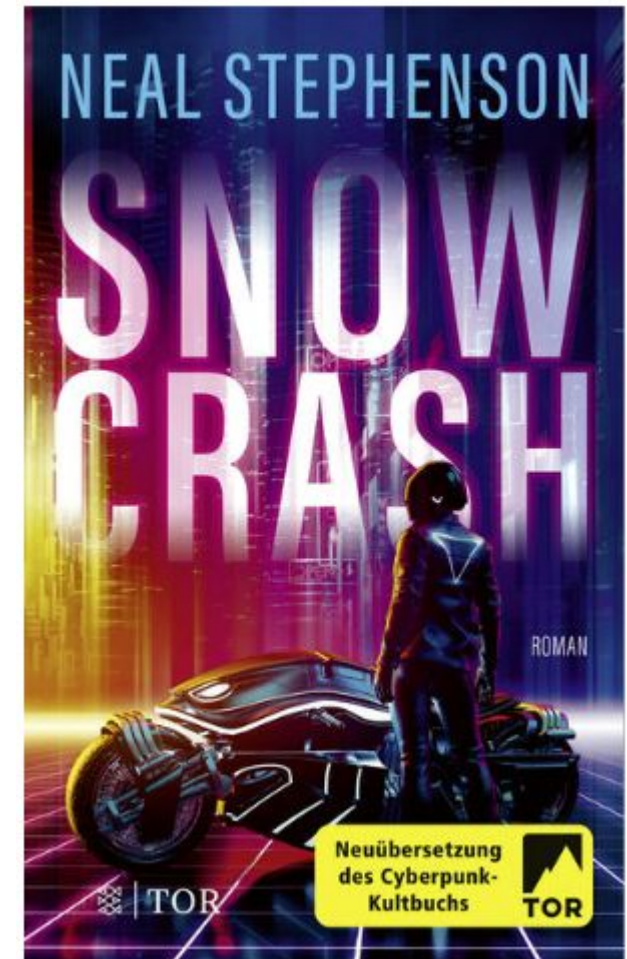




1 | What is the metaverse?

What is the metaverse?

- Merely a concept
- Term: Neal Stephenson's „Snow Crash“
- 3D successor to today's internet



What is the metaverse?

*“...massively scaled and **interoperable network of**
real-time rendered **3D virtual worlds***

*which can be experienced synchronously and persistently
by an effectively unlimited number of users with an individual sense of presence,
and **with continuity of data**, such as identity, history, entitlements, objects,
communications, and payments.”*

(Matthew Ball)

What is the metaverse?

The metaverse is not:

- ❑ Virtual reality (VR)
- ❑ Augmented Reality (AR)
- ❑ web 3.0 & blockchain technology



Source: AR/VR Journey: Augmented & Virtual Reality Magazine



Source: Raxium



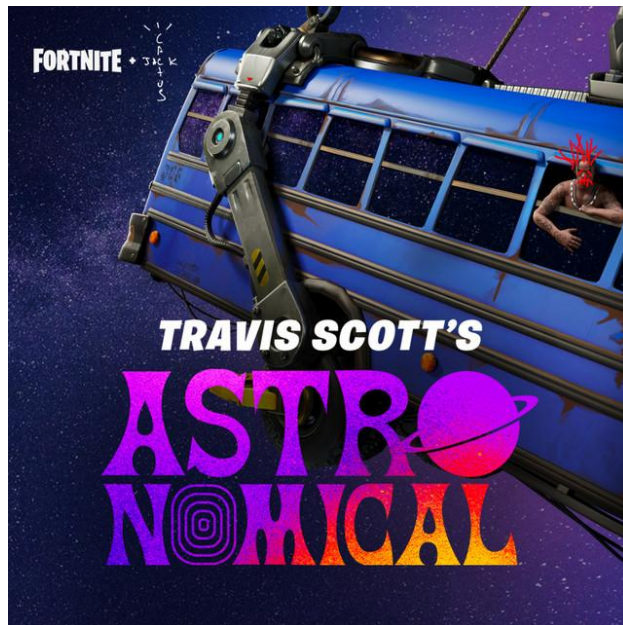
Source: Christoph Scholz (CC BY-SA 2.0)

Events in the metaverse

- ▣ Concerts
- ▣ Art shows
- ▣ Trade fairs
- ▣ Sightseeing / tourism



Source: Reflect in The Gallery by Jeff Berezny



Source: Spotify



Source: rockpapershotgun.com

12,3 million concurrent players participated live in the first event of Travis Scott's Astronomical concert in Fortnite in April 2020

Platforms for virtual worlds

Centralized virtual-world platforms

Fortnite (Epic Games), Minecraft (Mojang Studios Microsoft), Roblox (Roblox Corporation)

Example: Some statistics about Roblox

- Market capitalisation around \$ 20 billion (as of 2 December 2022)
- 9.5 million developers on the Roblox platform
- > 40 million games
- Daily active users at around 43.2 million
- 67% of users are under 16



Platforms for virtual worlds

□ Decentralized virtual-world platforms

□ The Sandbox (Animoca), Decentraland (Decentraland Foundation)

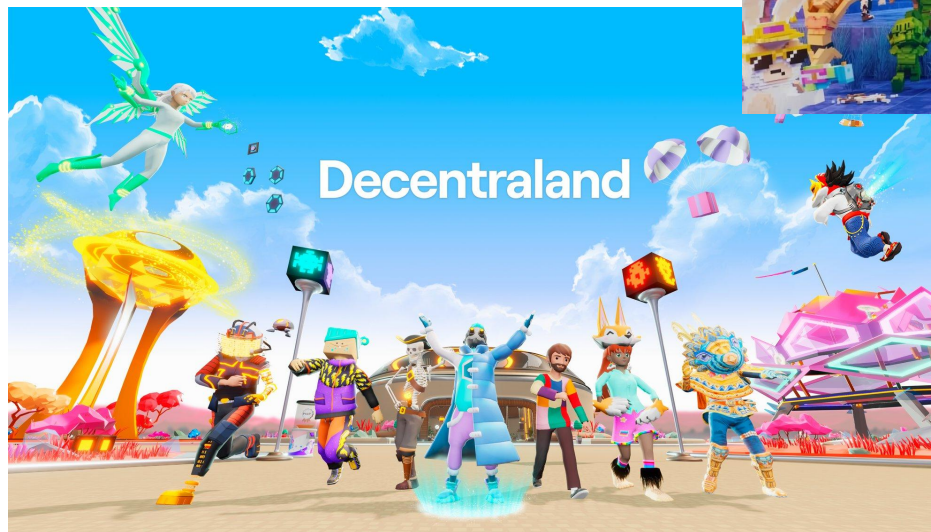
□ Example: Some statistics about The Sandbox

□ Market cap at about \$ 1 billion

□ ~39,000 daily active users

□ 4.1 million total wallets

□ 22,267 land owner



Source: [sandboxgaming.de](https://www.sandboxgaming.de)

Economical figures

- Economically very interesting!
- Some economic figures from June 2022:
 - “By 2030, the value of the metaverse could reach ~ \$ 5 trillion”
 - E-commerce is the main driver (up to \$ 2.6 trillion), followed by the academic virtual learning market (up to \$ 270 billion), advertising (up to \$ 206 billion) and gaming (up to \$ 125 billion)
 - Corporations, VC and private equity have already invested more than \$ 120 billion in the metaverse in the first 5 months of 2022
 - Facebook changed its company name to Meta
 - Meta itself invested \$ 10 billion in developing its platform
 - Microsoft acquired gaming company Activision Blizzard for \$ 69 billion
 - ~ 11 million extended reality headsets were shipped so far (80% produced by Meta)

Source: McKinsey, “Value creation in the Metaverse”, June 2022



2 | What are NFTs?

What are NFTs?

□ Means / technology enabling “digital ownership” of assets

□ Examples



PFPs



Digital Fashion



Generative Art

NFTs as collectibles

- Digital scarcity
- Trustless trading
- Traits with different rarities

Doodle #4219
Owned by 87AF1F

340 | 1.4K views | 38 favorites

Sale ends 15. Februar 2023 at 7:00 PM GMT+1

Current price
77 ETH \$87,034.64

[Add to cart](#) [Make offer](#)

Description

By Doodles_LLC

A community-driven collectibles project featuring art by Burnt Toast. Doodles come in a joyful range of colors, traits and sizes with a collection size of 10,000. Each Doodle allows its owner to vote for experiences and activations paid for by the Doodles Community Treasury. Burnt Toast is the working alias for Scott Martin, a Canadian-based illustrator, designer, animator and musician.

Properties

BACKGROUND	FACE	HEAD
Light Blue 7% have this trait	Grumpy 7% have this trait	Balloon 0.3% have this trait

Price History

Volume (ETH) vs Time (Nov 21 to Jan 22)

OpenSea Search items, collections, and accounts

Explore Drops Stats Resources

Doodles
By Doodles_LLC

Items 10,000 · Created Oct 2021 · Creator fee 5% · Chain Ethereum

A community-driven collectibles project featuring art by Burnt Toast. Doodles come in a joyful range of colors, traits and sizes... See more

151,968 ETH total volume | 6,87 ETH floor price | 6,19 WETH best offer | 5% listed | 5,457 owners | 55% unique owners

Items Analytics BETA Activity

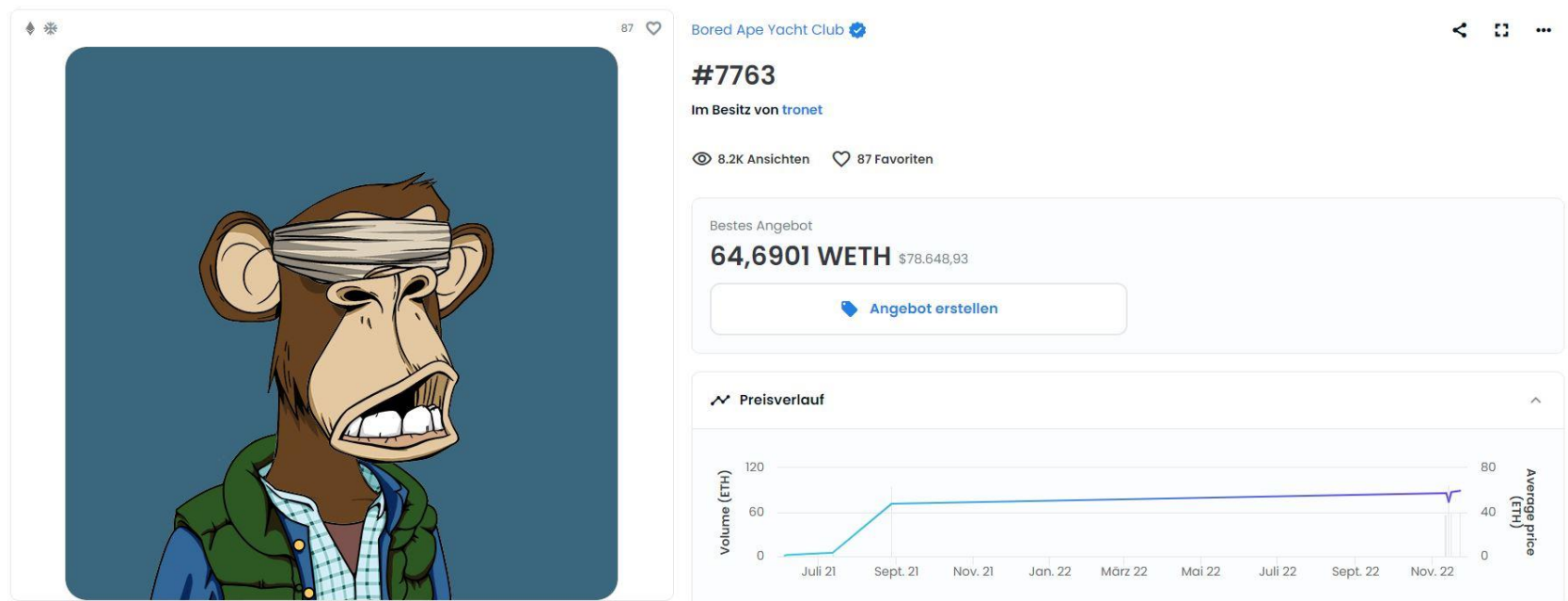
Search by name or attribute | Price low to high | Make collection offer

Updated 5s ago | 10,000 items

Doodle #	Price	Last Sale
Doodle #900 # 5,121	6,87 ETH	Ends in 4 days
Doodle #9750 # 9,907	6,9 ETH	Last sale: 8,5 ETH
Doodle #3207 # 4,899	7 ETH	Last sale: 15,39 ETH
Doodle #331 # 2,921	7 ETH	Last sale: 1,077 ETH
Doodle #7876 # 8,813	7 ETH	Ends in 4 days
Doodle #95 # 3,403	7,19 ETH	Ends in 2 days

NFTs and blockchains

- Tokens existing on a blockchain
- Typically: pointer to some location / content
- Not: the image itself



Bored Ape Yacht Club

#7763

Im Besitz von [tronet](#)

8.2K Ansichten 87 Favoriten

Bestes Angebot

64,690 WETH \$78.648,93

Angebot erstellen

Preisverlauf

Volume (ETH) Average price (ETH)

Month	Volume (ETH)	Average price (ETH)
July 21	0	0
Sept. 21	60	40
Nov. 21	60	40
Jan. 22	60	40
März 22	60	40
Mai 22	60	40
Juli 22	60	40
Sept. 22	60	40
Nov. 22	60	40

Source: opensea.io / Bored Ape Yacht Club #7763

NFTs and IP

- Owning an NFT ≠ owning the IP in the associated asset
- Terms & conditions handled off-chain
- Different types of licences



(Initially) restrictive license



Broad license (incl. commercial use)



(Now) public domain

NFTs as digital identities in the metaverse

- PFPs on social media platforms (social status)
- Access to token-gated services / events (membership)
- Avatars on third-party platforms (interoperability)




World of Women - Verified collection by OpenSea
Woman #7305

Creator
0xc9b6...bdb1 ↗
WorldofWomen - Ethereum

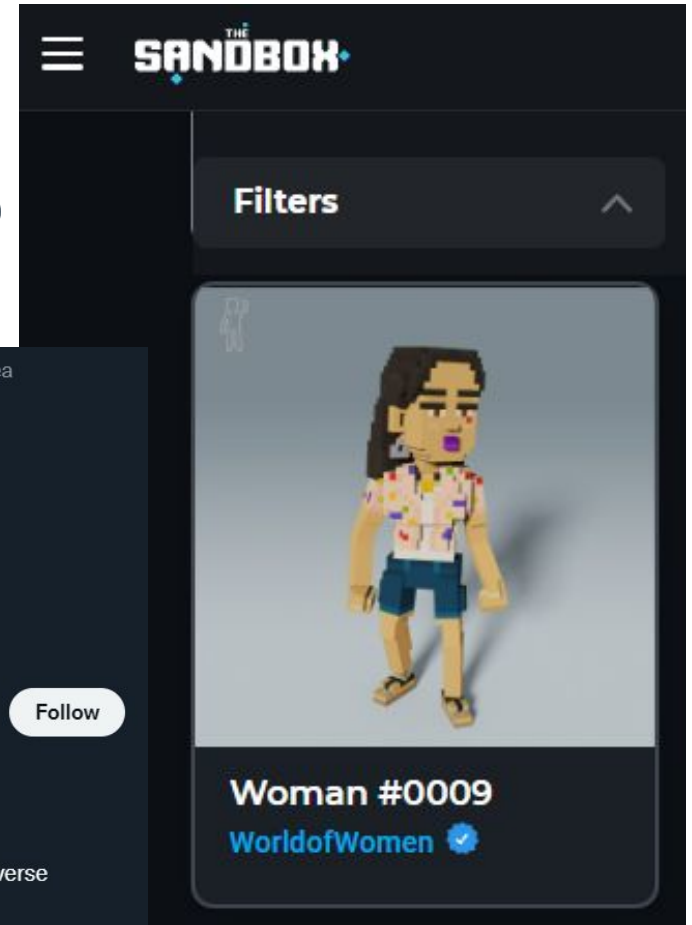
Owner
 **Gwyneth Paltrow** ✓
@GwynethPaltrow [Follow](#)

Description
World of Women: 10,000 unique, cool and diverse Women living on the Blockchain.

Collection
 **World of Women by WorldofWomen**
Verified collection by OpenSea

A community celebrating representation, inclusivity, and equal opportunities for all. United by a first-of-its-kind collection, featuring 10,000 artworks of diverse and powerful women...

[See more](#)



William Grant & Sons in the metaverse

Glenfiddich

- Partnership with BlockBar to launch a series of 15 limited edition liquor NFTs.
- The offering that bridges physical and digital marketplace as each NFT corresponds to a physical bottle:
 - When purchasing the NFT, the buyer becomes the owner of the physical product represented by the NFT, with the NFT serving as a digital receipt that verifies the buyer's ownership and the authenticity of the product.
 - The buyer then has the choice at any time:
 - I. to resell the NFT; or
 - II. to redeem it for the physical version – NFT then burned.
- BlockBar is responsible for storing the product and delivering it to the buyer (if requested).



William Grant & Sons in the metaverse

The screenshot shows a product page on the BlockBar platform. The header includes navigation links for 'RELEASES', 'MARKETPLACE', 'BRANDS', and 'ACTIVITY', along with a 'Subscribe to Newsletter' button and a 'Login' link. The main content area features the title 'Glenfiddich 1973 Armagnac Cask Finish Single Malt Scotch Whisky' under the 'BRAND RELEASE' category. A central image shows a bottle of the whisky. To the right, a sidebar lists product details: Brand (Glenfiddich), Age (46 Years Old), Type (Single Malt Scotch Whisky), Cask Type (Armagnac Cask), Size (700ml), ABV (43.9%), and Region (Speyside, Scotland, United Kingdom). It also indicates the item is 'AVAILABLE TO REDEEM' 'NOW'. On the left, there are statistics for '# OF EDITIONS RELEASED' (15) and '# OF REDEEMED EDITIONS' (1), and a 'LOWEST ASK' price of 25.22 ETH. A 'SELECT EDITION' button and social sharing icons are located at the bottom left.

BlockBar RELEASES MARKETPLACE BRANDS ACTIVITY Subscribe to Newsletter Login

BRAND RELEASE

Glenfiddich 1973 Armagnac Cask Finish Single Malt Scotch Whisky

About Drops NFT Details

Exceptional bottling of an ultra-rare Glenfiddich 46 year old Single Malt Scotch Whisky finished for 21 years in an Armagnac cask. Strictly limited edition of 15 numbered bottles

OF EDITIONS RELEASED: 15
OF REDEEMED EDITIONS: 1

LOWEST ASK: 25.22 ETH

BRAND
Glenfiddich

AGE
46 Years Old

TYPE
Single Malt Scotch Whisky

CASK TYPE
Armagnac Cask

SIZE
700ml

ABV
43.9%

REGION
Speyside, Scotland, United Kingdom

AVAILABLE TO REDEEM
NOW

SELECT EDITION


William Grant & Sons in the metaverse

Monkey Shoulder

- Another collaboration between WG&S, BlockBar and Bored Ape Yacht Club to launch Monkey Shoulder into the NFT marketplace:
 - I. It started with a ballot of Bored Ape holders where 10 winners were selected to put their own ape onto a limited edition of 100 MS bottles
 - II. Bored Ape holders also received their first BlockBar bottle of Monkey Shoulder Original Malt Whisky for free
 - III. All existing BlockBar NFT holders received 50% off bespoke, Monkey Shoulder NFT bottles
- BlockBar to store the bottles in its facility in Singapore – every NFT can be exchanged for the physical product, to be shipped anywhere in the world (and the NFT to be burned).



William Grant & Sons in the metaverse



MONKEY SHOULDER
six-722 by shwaz #10

Monkey Shoulder x BlockBar Collaboration with Bored Ape #6722
[View Full Release](#)

CURRENT OWNER
@Shwaz

NFT ID
3609
[View on Etherscan](#)

CURRENT ADDRESS
[0xD4734ce5102715924FfD44a41d7bB785Ca2e6743](#)

PRICE
1.00 ETH ~\$1,541.00

[PURCHASE NFT](#)

SPIRIT	SIZE	REGION	ABV
Blended Malt Scotch Whisky	700ml	Global	40%

BURBERRY in the metaverse

Blankos Block Party 2021 & 2022

- In the summer of 2021, Burberry partnered with Mythical Games launching its first Blankos Block Party game.
- The limited-edition items could be purchased, upgraded and sold:
 - I. 750 of the “Burberry Blanko” character - \$299.99 each;
 - II. 1,500 editions of a jetpack accessory - \$99.99 each
 - III. unlimited number of \$49.99 pool shoes and \$24.99 arm bands
- The Burberry Blanko sold out in less than 30 seconds, the jetpack sold out in under two minutes.
- In the summer of 2022, Burberry released a new unicorn character called Minny B
 - I. The collection included Burberry branded accessories, which can be added to the player's virtual portfolio
 - II. Players who owned the first NFT character, received a free Monogram bucket hat



BURBERRY in the metaverse

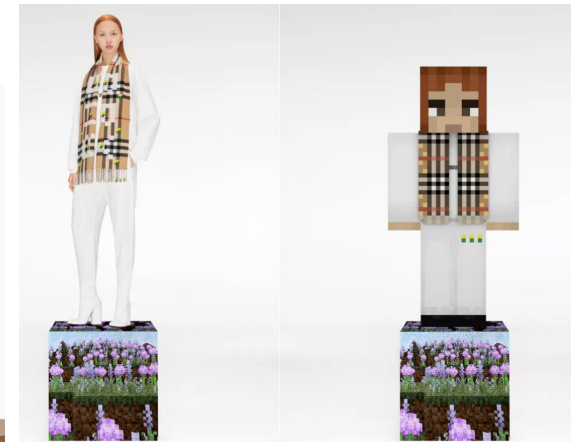
BURBERRY X MINECRAFT

□ 1 November 2022 – launch of the collaboration between Burberry and Minecraft

- in-game adventure
- capsule collection
- real-world experience

□ Launch online and in selected stores

- limited edition 15-item capsule collection
- gamers can dress their avatars in any of the 15 new pieces in the Burberry collection
- classic check and trenchcoats available in the Overworld and Minecraft motifs in the real world
- The drop also includes an exclusive Burberry x Minecraft Xbox.





3 | Example of a use case

Use Case: Fashion & Brands

Example: Metaverse Fashion Week (Decentraland)

- Brands like DKNY, Tommy Hilfiger, Paco Rabanne, Dolce & Gabbana, Etro, Charles & Keith and Prive Porter present their collections
- Shopping of “digital twins”
 - fashion (Gucci, Nike, Dolce & Gabbana)
 - automotive (Ferrari)
- What is needed: money in crypto-currency

Buy digital fashion and get the physical twin

What if you could match your virtual and real wardrobes, uniting your image across world?

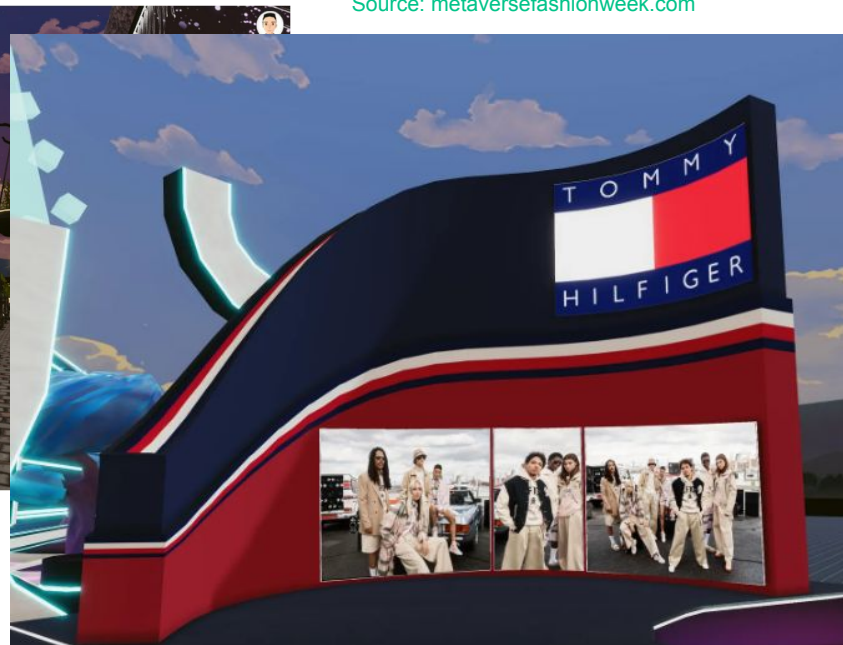
[Learn more](#)



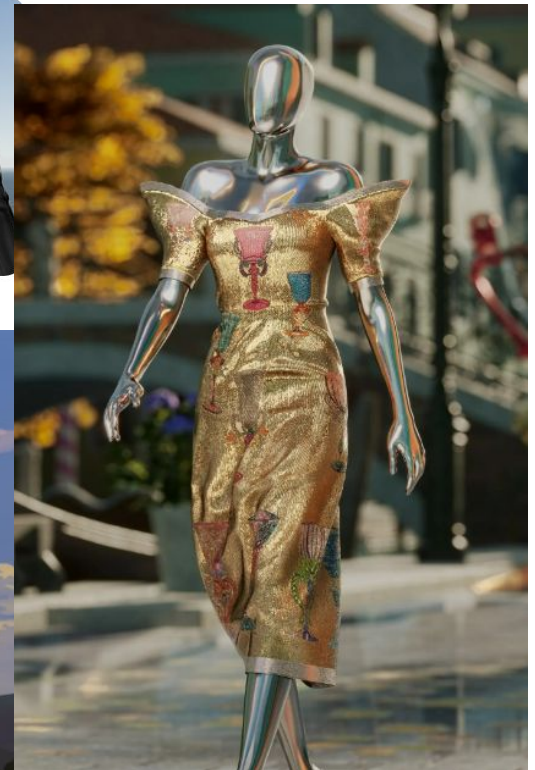
Source: metaversefashionweek.com



Source: FAZ.net (Screenshot by Gabriel Rinaldi)



Source: www.wd.com (Courtesy Shot by Lisa Lockwood)



The Gold Glass Dress NFT designed by Dolce & Gabbana and constructed by UNXD, a digital marketplace.

Source: UNXD and Dolce & Gabbana

Legal issues: trademarks

Trademark law:

- Does a trademark that designates physical goods extend to the virtual versions of those goods?
- Which classes cover the virtual goods?
 - EUIPO: class 9 “downloadable digital files authenticated by non-fungible tokens”
 - Maybe recommendable to include additional classes: class 41 (services for entertainment purposes) and class 42 (computer services et al.)



The screenshot shows the EUIPO website header with the logo and navigation menu. The main content area features a news article titled "Virtual goods, non-fungible tokens and the metaverse" dated June 23, 2022. The article discusses the Office's approach to classifying virtual goods and NFTs, noting that the term "virtual goods" is imprecise and should be further specified. It also mentions that the 12th Edition of the Nice Classification will incorporate the term "downloadable digital files authenticated by non-fungible tokens" in Class 9. The article concludes by stating that services relating to virtual goods and NFTs will be classified in line with established principles of classification for services, and that the Office's approach is set out in the 2023 draft Guidelines, which are open for comment until October 3, 2023.

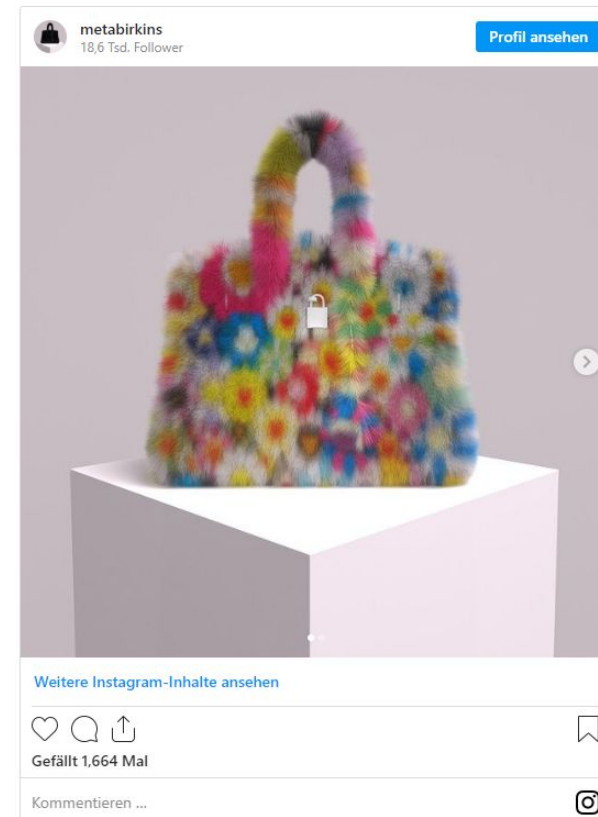
Legal issues: property rights with digital goods - NFTs

Acquisition of ownership of digital assets by NFTs

- NFTs as digital ownership certificates for virtual objects?
- (Immutably) saved within a blockchain
- Smart Contracts match the NFTs to a certain wallet (access right)
- NFTs (or rather the access rights) can be transferred (sold)



Photo: Rtfkt x Nike



How to deal with trademark infringement in the metaverse?

- Does a trade mark designating physical goods also cover their virtual version?
- Would physical and virtual goods be considered identical or similar?
- Can TM owners rely on likelihood of confusion or do they also need to rely on reputation?



The protection of trademarks in the metaverse

- 12th Edition of Nice Classification includes "downloadable digital files authenticated by non-fungible tokens" (Class 9). Non fungible tokens, as such, not acceptable.
- The term "virtual goods" on its own lacks precision and must be specified (e.g. downloadable virtual goods, namely, virtual clothing).
- If exploitation of the trade mark in the virtual and real world: physical goods + classes 9, 35, 41 and 42



EU - Accepted Specification

Class 9

Downloadable software, namely Non-fungible tokens (NFTs) or other digital tokens based on blockchain technology; downloadable digital graphics; Downloadable software, namely digital collectibles being art, photographs, clothing and accessories, images, animation, and videos; downloadable clothing and accessories; downloadable interactive characters, avatars and skins; Downloadable software, namely virtual goods being clothing, footwear, headgear, bags, purses, wallets, umbrellas, watches, jewellery, eyewear and sunglasses, cases and covers holders for mobile phones and tablets, furniture, crockery, toys, perfume, toiletries and cosmetics, textile goods, pet accessories; virtual bags, textile goods, clothing, headgear, footwear, eyewear all displayed or used online and/or in virtual environments; video games and downloadable video game software; downloadable digital materials, namely, audio-visual content, videos, films, multimedia files, and animation, all delivered via global computer networks and wireless networks.

Class 35

Retail and wholesale services for clothing, footwear, headgear, bags, purses, wallets, umbrellas, watches, jewellery, eyewear and sunglasses, cases and covers holders for mobile phones and tablets, printed matter, furniture, crockery, toys, perfume, toiletries and cosmetics, textile goods, pet accessories; online retail services related to fashion accessories, clothing and related accessories; Retail store services and/or online retail store services in relation to virtual merchandise namely clothing, footwear, headgear, bags, purses, wallets, umbrellas, watches, jewellery, eyewear and sunglasses, cases and covers holders for mobile phones and tablets, printed matter, furniture, crockery, toys, perfume, toiletries and cosmetics, textile goods, pet accessories; presentation of goods on communication media, for retail purposes.

Class 41

Providing online non-downloadable digital collectibles namely art, photographs, clothing and accessories, images, animation, and videos; providing on-line information about fashion shows and digital games; entertainment services, namely providing on-line, non-downloadable virtual content namely clothing, footwear, headgear, bags, purses, wallets, umbrellas, jewellery, eyewear and sunglasses, cases and covers holders for mobile phones and tablets, printed matter, furniture, crockery, toys, perfume, toiletries and cosmetics, textile goods, pet accessories, for use online and/or in virtual environments; providing online video games; entertainment services, namely, providing online electronic games, providing a website with non-downloadable computer games and video games, computer interface themes, enhancements, audio-visual content in the nature of music, films, videos, and other multimedia materials; provision of online information in the field of computer games entertainment.

UK - Accepted Specification

Class 9

Downloadable software, namely non-fungible tokens (NFTs) or other digital tokens based on blockchain technology; downloadable digital graphics; downloadable digital collectibles; Downloadable software, namely downloadable clothing and accessories; Downloadable software, namely downloadable interactive characters, avatars and skins; downloadable virtual goods; Downloadable software, namely virtual bags, textile goods, clothing, headgear, footwear, eyewear all displayed or used online and/or in virtual environments; video games and downloadable video game software; downloadable digital materials, namely, audio-visual content, videos, films, multimedia files, and animation, all delivered via global computer networks and wireless networks.

Class 35

Retail services and wholesale services in connection with clothing, footwear, headgear, bags, purses, wallets, umbrellas, watches, jewellery, eyewear and sunglasses, cases and covers holders for portable electronic devices, printed matter, furniture, crockery, toys, perfume, toiletries and cosmetics, soft furnishings, bed clothes and blankets, pet products; online retail services related to fashion, clothing and related accessories; Retail store services and/or online retail store services featuring virtual merchandise namely clothing, footwear, headgear, bags, purses, wallets, umbrellas, watches, jewellery, eyewear and sunglasses, cases and covers holders for portable electronic devices, printed matter, furniture, crockery, toys, perfume, toiletries and cosmetics, soft furnishings, bed clothes and blankets, pet products; presentation of goods on communication media, for retail purposes.

Class 41

Providing online information about fashion shows, digital games and sustainability; online video games; entertainment services, namely, providing online electronic games and provision of non-downloadable computer games and video games, computer interface themes, enhancements, audio-visual content in the nature of music, films, videos, and other multimedia materials via a website; provision of online games services via an interactive website.

Class 42

Providing online non-downloadable digital collectibles namely art, photographs, clothing and accessories, images, animation, and video; providing on-line, non-downloadable virtual content for use in a virtual world namely clothing, footwear, headgear, bags, purses, wallets, umbrellas, jewellery, eyewear and sunglasses, cases and covers holders for portable electronic devices, printed matter, furniture, crockery, toys, perfume, toiletries and cosmetics, soft furnishings, bed clothes and blankets, pet products, for use online and/or in virtual environments.



4 | Further issues

Further issues

Bolstering protection

- Brand owners are registering key brands for virtual goods / services
 - Better enforcement
 - Block third parties
 - Public signal of intention to use in metaverse
 - Licensing potential

Further issues

Absolute grounds for refusal

- Is the perception of the relevant consumer the same in the real world and in the metaverse?
- Should the concepts of distinctive character and descriptiveness apply in the same way to physical goods and to virtual goods?
- How to prove acquired distinctiveness?
- Is it possible to have 3D marks in the metaverse?

Further issues

The use requirement

- Where should brand owners register?
- How to prove the use of virtual goods (only in the virtual world, physical world, or combined use)?
- "Genuine use" of trade marks in class 9?
- What is the relevant territory?

Further issues

Trade mark infringement in the metaverse?

- Mere reproduction of a trade mark in the metaverse without any association to a digital product or service
- Offering an avatar design or accessory service where people can have a brand name for or the avatar
- Selling branded virtual avatar clothing or selling an avatar which includes the trade mark
- Offering goods or services in the metaverse under a third party trade mark, e.g. a metaverse storefront

Metaverse updates

- [Brands and NFTs](#) – Christian Tenkhoff (TWG) / Magdalena Borucka (TWUK) / Louise Popple (TWUK)
- [NFTs and copyright: \(More\) copyright disputes ahead?](#) – Jonathan Kropp (TWG)
- [Patenting the Metaverse – Possibilities for companies in another world](#) – Phillip Rektorschek (TWG) / Eva Steinmüller (TWG)
- [Play to earn: NFTs, IP and the future of gaming](#) – Calum Parfitt (TWUK)
- [200 Billion USD lost: What happened in one of the worst weeks for the crypto-markets?](#) – Miroslav Duric (TWG) / Christian Tenkhoff (TWG)
- [Filing strategies for brands in the Metaverse](#) – Magdalena Borucka (TWUK) / Christian Tenkhoff (TWG)
- [NFTs and real world assets](#) – Clare Reynolds (TWUK)
- [\(Virtual\) land acquisition and NFT land in the Metaverse](#) – Christopher Bakier (TWAT)
- [Metaverse, Mixed Reality and a whole new business world?](#) – Janine Krupa-Soltane (TWG)
- [What happens when a smart contract is breached?](#) – Emma Allen (TWUK)
- [Clearing the way by Chinese courts? - Comments on the first NFT copyright infringement decision made by the Hangzhou Internet Court](#) – Thomas Pattloch (TWCN)
- [NFT and virtual objects like “Metabirkin”: a challenge for rightsholders](#) – Marc Schuler / Inès Tribouillet (TWFR)
- [Am I investing or trading in crypto, and why should I care?](#) – Joshua Boughton / Olivia Davies (TWUK)
- [Bored Apes: a first look at Yuga’s lawsuit against Ryder Ripps](#) – Christian Tenkhoff (TWG) / Jonathan Kropp (TWG)
- [AI-generated works: a dead end from a copyright law perspective](#) – Marc Schuler (TWFR) / Inès Tribouillet (TWFR)
- [EUIPO: On virtual goods, non-fungible tokens and the metaverse](#) – Christian Tenkhoff (TWG)
- [Digital health in the metaverse: legal and regulatory challenges in the virtual world](#) – Alison Dennis (TWUK) / Alice Matthews (TWUK)
- [Pre-judgment attachment on an NFT in the Netherlands](#) – Maarten Rijks (TWNL) / Nicky Willemsen (TWNL)
- [Decryption – understanding virtual assets regulation in the EU, UAE and UK](#) – Verena Ritter(TWG) / Charlotte Hill (TWGUK) / Katie Fry-Paul (TWGUK)
- [Yuga Labs v Ryder Ripps – the trade mark perspective](#) - Christian Tenkhoff (TWG) / Magdalena Borucka (TWUK)
- [Space law – the next frontier for international disputes?](#) – Nick Storrs (TWUK) / Nicole Ng Yuen (TWUK)
- [Yuga Labs v Ryder Ripps - Franco-German cross-analysis of the copyright aspects of the case](#) - Inès Tribouillet (TWFR) / Jonathan Kropp (TWG)
- [Why are smart contracts the smart choice for financial services?](#) – Katie Fry-Paul (TWUK) / Daniel Hirschfield (TWUK) / Miroslav Duric (TWG)
- [The Metaverse: brands, avatars and digital fashion – Part I](#) – Christian Tenkhoff (TWG)
- [Disputes Quick Read: Ethereum Merge - what legal issues arise?](#) – Emma Allen (TWUK) / Ben Jones (TWUK)
- [Licensing of NFT collections: The Moonbirds are released to the public domain. But why?](#) – Jonathan Kropp (TWG) / Christian Tenkhoff (TWG) / Inès Tribouillet (TWFR)
- [The DSA – advertising, dark patterns and recommender systems](#) - Maarten Rijks / Annemijn Schipper (TWNL)
- [The Metaverse: brands, avatars and digital fashion – Part II](#) - Christian Tenkhoff (TWG) / Magdalena Borucka (TWUK)
- *And many, many more...*

[Europa](#) > [Mittlerer Osten](#) > [Asien](#) taylorwessing.com

© Taylor Wessing 2022

Diese Publikation stellt keine Rechtsberatung dar. Die unter der Bezeichnung Taylor Wessing tätigen Einheiten handeln unter einem gemeinsamen Markennamen, sind jedoch rechtlich unabhängig voneinander; sie sind Mitglieder des Taylor Wessing Vereins bzw. mit einem solchen Mitglied verbunden. Der Taylor Wessing Verein selbst erbringt keine rechtlichen Dienstleistungen. Weiterführende Informationen sind in unserem Impressum unter taylorwessing.com/de/legal/regulatory-information zu finden.