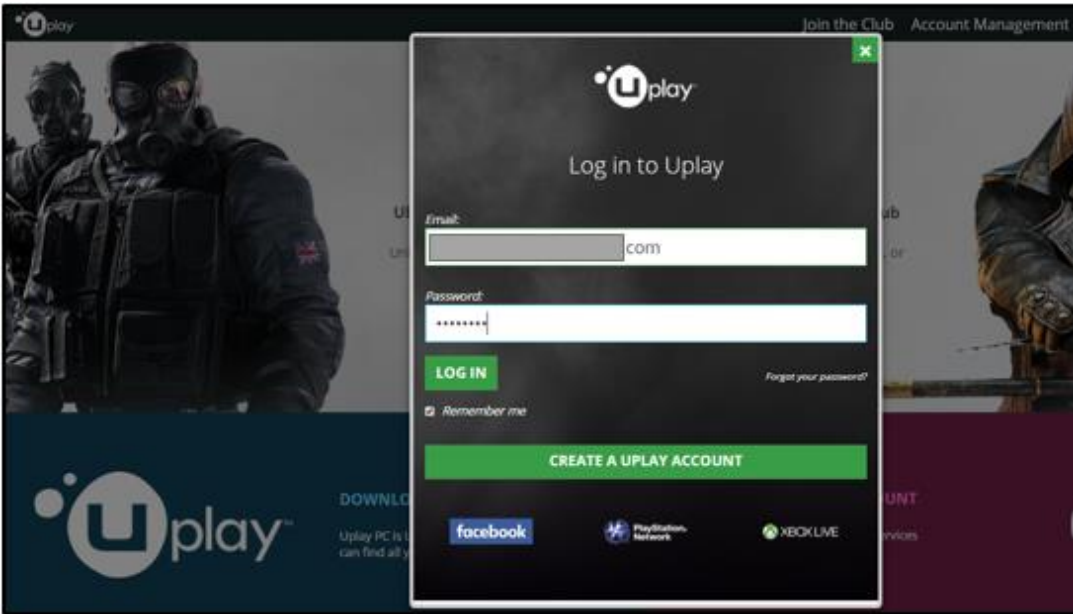
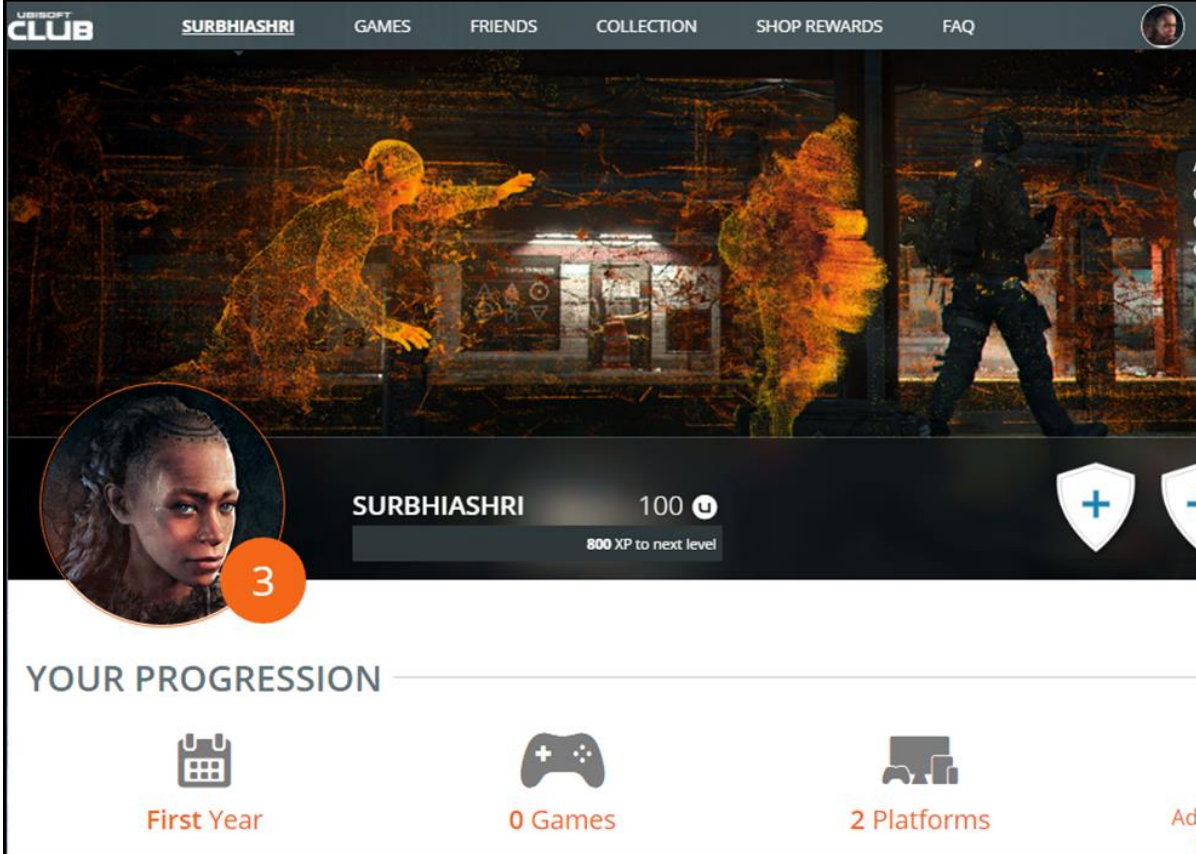
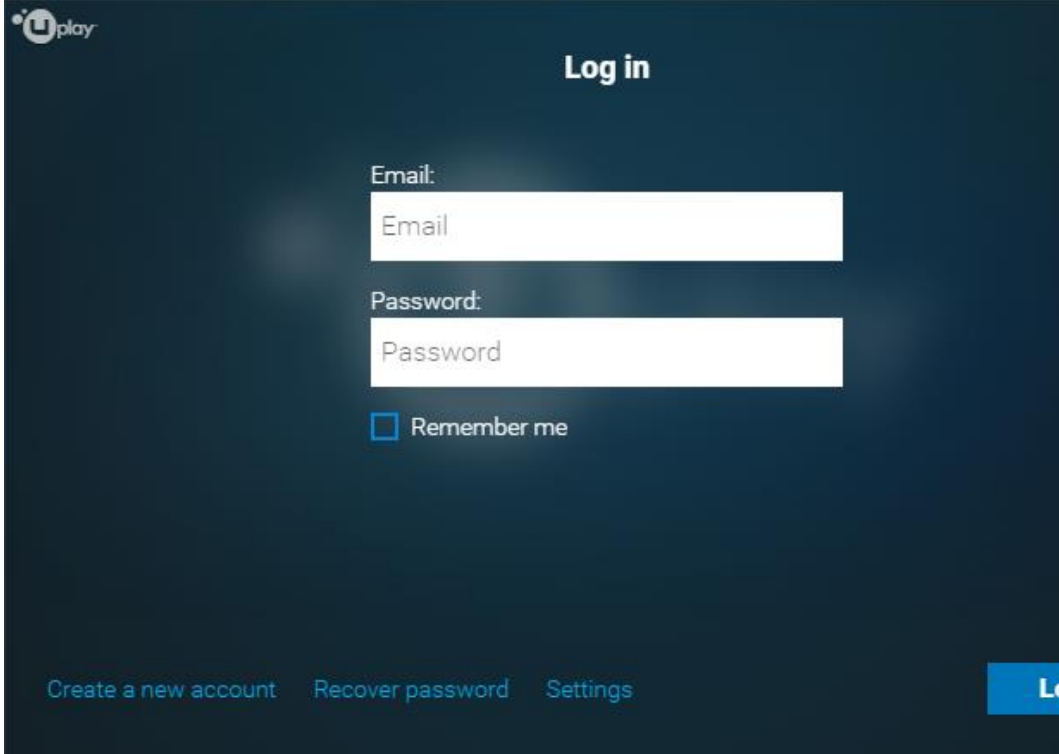


EXHIBIT B

Claim	Ubisoft's Uplay Web Application, Uplay PC Application, Ubisoft Game App
<p>1pre. A method for management of configurable application programs on a network comprising the steps of:</p>	<p>Ubisoft practiced a method for management of configurable application programs on a network.</p> <p>For instance, Ubisoft practiced a method for managing a configurable web-based application program (https://uplay.ubisoft.com/en-US; "Uplay web application") and a desktop application program ("Uplay PC application"). Ubisoft also practiced a method for management of configurable game application programs (e.g., Child of Light, Watch Dogs, etc.) on a network.</p>
<p>1a. installing an application program having a plurality of configurable preferences and a plurality of authorized users on a server coupled to the network;</p>	<p>Ubisoft practiced a method for management of configurable application programs on a network including installing an application program with configurable preferences and authorized users on a server, coupled to a network.</p> <p>For example, Ubisoft's web-based Uplay application was installed on Ubisoft's server and a user could access the application through a website - https://uplay.ubi.com/#!/en-US/. The Ubisoft web-based Uplay application had configurable preferences (e.g., avatar setting, cover setting, badge setting, enable/disable 2-step verification security, username and password for authorized users. According to publicly available sources, the Uplay web application had over 35 million authorized users. https://www.digitaltrends.com/gaming/ubisoft-gets-into-the-digital-distribution-game-with-steam-comparison.html. According to Ubisoft, the number of authorized Uplay web application users exceeded 35 million by November 2013.)</p> <p>As a further example, the Uplay PC application was installed on a Ubisoft server (which is coupled to a network). The Uplay PC application had configurable preferences (detailed at Claim 1c below), and authorized users. According to publicly available sources, Uplay PC had at least 300k authorized users by July 2013. (http://web.archive.org/web/20140304010410/http://www.gadgetreview.com/2013/11/steam-vs-origins-comparison.html. According to Ubisoft, the number of authorized Uplay PC users may have been over 300k by November 2013.)</p> <p>As further examples, Ubisoft also installed Ubisoft game application programs (e.g., Assassin's Creed, Watch Dogs, etc.) on Ubisoft servers coupled to a network. The Ubisoft game applications installed on servers had configurable preferences (as detailed at 1c below) and authorized users.</p>
<p>1b. distributing an application launcher</p>	<p>Ubisoft practiced a method for management of configurable application programs on a network including distributing an application launcher program associated with the application program to a client computer.</p>

Claim	Ubisoft's Uplay Web Application, Uplay PC Application, Ubisoft Game App
<p>program associated with the application program to a client coupled to the network;</p>	<p>For example, Ubisoft distributed an application launcher program for its web-based Uplay application. The following screenshot shows the application launcher program for the Uplay web application.</p>  <p>Source: Product Testing, dated 09/06/2016 https://uplay.ubi.com/#!/en-GB/</p> <p>When the user entered his login credentials and clicked the “Log In” button, the Uplay web application launched. The following screenshot shows the Uplay web application once the program was launched.</p>

Claim	Ubisoft's Uplay Web Application, Uplay PC Application, Ubisoft Game App
	 <p>Source: Product Testing, dated 09/06/2016 https://club.ubi.com/#!/en-GB/profile/me</p> <p>As a further example, Ubisoft distributed an application launcher program for the Uplay PC client, showing the application launcher program.</p>

Claim	Ubisoft's Uplay Web Application, Uplay PC Application, Ubisoft Game App
	 <p>Source: Product Testing, Uplay Desktop Client; dated 14/06/2016</p> <p>When the user entered his login credentials and clicked the “Log In” button, the Uplay PC application shown in the following example screenshot once the program was launched.</p>

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