EXHIBIT 8

6,701,344	Accused Product: Destiny
The statements and documents cited below are solely provided by way of example by Acceleration Bay, LLC ("Acceleration Bay" or "Plaintiff"), and are not to be used by way of limitation or for purposes of construing the claim terms. "Accused Product" refers to the PlayStation 3, PlayStation 4, Xbox One and Xbox 360 versions of Destiny (including without limitation Destiny Limited Edition, Destiny Standard Edition, Destiny: The Taken King – Collector's Edition, Destiny: The Taken King – Digital Collector's Edition, Destiny: The Taken King – Legendary Edition, Destiny: The Taken King – Limited Edition, Iron Banner, Prison of Elders, Trials of Osiris, the Dark Below and The House of Wolves). Acceleration Bay contends that the Accused Product infringes both literally and under the doctrine of equivalents. Gameplay of the Accused Product is consistent with the following contentions.	

Claim 1	
1-a. A computer network for providing a game environment for a plurality of participants,	The Accused Product meets the recited claim language because it provides a computer network for providing a game environment for a plurality of participants. For example and without limitation, the following screen capture shows that the Accused Product provides a computer network for providing a game environment that allows multiple participants to play the game online concurrently, including in sessions of 16 player participants:

http://vgboxart.com/viewfullsize/66658/Destiny/

Such computer network for providing a game environment includes, for example and without limitation, Public Event, Tower, Crucible, Strike, Fireteam, Iron Banner, and in game voice over Internet protocol ("VoIP") voice chat functionality.

As a further example and without limitation, the following screen captures show that the Accused Product provides a computer network for providing a game environment for a plurality of player participants by utilizing a "mesh-based" network that supports "millions of players online at once":

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How does this mesh-based network play out in the game?

What happens is everybody in the world can play together. There aren't these barriers that are in place. You're all playing in one connected online world. When you're moving from location to location you're always going to have people to play with because there's this huge population. You never have to go to an area of the world that's deserted because there happens to be no one here on the server at this time.

There are these artifacts that you get when you have, when you do a simulation that runs on a single server on a big mainframe type thing, there are two problems that you get. One problem is all of the 5,000 people on your server nobody is playing in Old Russia at the moment so it's just empty when you go there. Or the other problem is all 5,000 people logged in and tried to go to the same place at the same time and the server crashes or it gets so full up that it's totally lagged out. And if it does get full then there are some of those games that will start having different instances, but typically they don't handle that very well because it's not a core part of the game design.

For us we've kind of said we want this game world to be able to work with millions of players online at once. And that means playing to the strengths of the consoles. Being able to use these very powerful machines to run a lot of the simulation. Being able to use the servers in a seamless fashion so that as you're moving from place to place you're switching networks with all of the different people that are around you. You've got a very high quality fast action gameplay experience. If you have all of these calculations taking place in a central server that's one place in the world you can't really have a fast action experience.

What if you're playing from Brazil or the West Coast of America? When we have this big pool of global players to matchmake with we're able to use all of our technology to make sure you're playing with people who are physically located near you so you have good ping to everybody else. So you're able to have this great action experience that you're used to in these action games. But at the same time you can do it in this global fashion.

http://www.gameinformer.com/b/features/archive/2013/12/06/the-matchmaking-technology-of-destiny.aspx?PostPageIndex=1

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We're always storing data about how good your connection is to everybody else. We have all of this logic that's going on about who's got the fastest connections and therefore who the best person is to be coordinating the activity in that particular region.

It's as if you're the host right there. There's a ton of technology that goes into it. When it works it feels like you're playing a single player game because everything that's being simulated near you is running on your local machine and there's no lag and no latency or anything like that. But at the same time you're in this world full of lots and lots of players.

http://www.gameinformer.com/b/features/archive/2013/12/06/the-matchmaking-technology-of-destiny.aspx?PostPageIndex=1

For example and without limitation, the following screen captures show that the Accused Product provides voice chat features to allow multiple players to chat with each other in game using the peer-to-peer technology:

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