

**IN THE UNITED STATES DISTRICT COURT  
FOR THE DISTRICT OF DELAWARE**

ACCELERATION BAY LLC,	)	
	)	
Plaintiff,	)	
	)	
v.	)	C.A. No. 16-453 (RGA)
	)	
ACTIVISION BLIZZARD, INC.,	)	
	)	
Defendant.	)	
	)	
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ACCELERATION BAY LLC,	)	
	)	
Plaintiff,	)	
	)	C.A. No. 16-454 (RGA)
v.	)	
	)	
ELECTRONIC ARTS INC.,	)	
	)	
Defendant.	)	
	)	
-----	)	
ACCELERATION BAY LLC,	)	
	)	
Plaintiff,	)	
	)	C.A. No. 16-455 (RGA)
v.	)	
	)	
TAKE-TWO INTERACTIVE SOFTWARE,	)	
INC., ROCKSTAR GAMES, INC., and 2K	)	
SPORTS, INC., Delaware Corporations,	)	
	)	
Defendant.	)	
	)	
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**[PROPOSED] ORDER**

WHEREAS, the Special Master having considered Plaintiff Acceleration Bay LLC’s (“Acceleration Bay”) Motion to Compel and the related briefing and oral argument thereto;

IT IS HEREBY ORDERED this \_\_\_ day of \_\_\_\_\_, 2017, that Acceleration Bay’s Motion is hereby GRANTED.

- (1) Defendants shall produce within thirty days emails matching the search terms identified in Exhibit 1, to Acceleration Bay's Motion to Compel.
- (2) Defendants shall produce by April 21, 2017 amended invalidity contentions that:
  - a. Comply with the 12 prior art references against each patent and not more than a total of 40 references limit in the Scheduling Order;
  - b. Identify with specificity the specific software and hardware related to ActiveNet, DirectX and NAT that Defendants intend to rely upon at trial;
  - c. Identify the specific versions of Air Warrior, NeTrek, Quake, Ultima Online, EverQuest, NFL 2K1 and NBA 2K1 and Napster software that Defendants intend to rely upon at trial; and
  - d. Chart the FlyThru, Genesis, KIRTS and SWAN systems to the claims of the asserted patents for which Defendants claim those systems are prior art.
- (3) By April 21, 2017, Defendant Activision Blizzard, Inc. shall produce all responsive documents related to its Software and Publishing and Development Agreement with Bungie.
- (4) By April 21, 2017, Defendants shall supplement their response to Common Interrogatory No. 6 to identify where each component and element of the accused games are manufactured, developed and tested.
- (5) By April 21, 2017, Defendant Electronic Arts Inc. shall produce gross revenue information from before FY2015 for the accused products.

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Special Master Allen M. Terrell, Jr.

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