# EXHIBIT 7

6,701,344	Accused Product: Grand Theft Auto Five/Grand Theft Auto Online
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 PC Windows, Xbox One, Xbox 360, PS3 and PS4 versions of Grand Theft Auto Five, including its online mode Grand Theft Auto Online (together, "GTA-V"). Acceleration Bay contends that the Accused Product infringes at least each of the claims identified below 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 Accused Product meets the recited claim language because the Multiplayer modes of GTA-V, as a computer network for providing a game environment, support 16 players on Xbox 360 and PS3 and 30 players (with 2 extra spaces for viewers) on Xbox One, PS4 and PC). http://www.rockstargames.com/V/GTAOnline; http://gta.wikia.com/Grand_Theft_Auto_Online; *also see* http://gta.wikia.com/Grand_Theft_Auto_V This recited claim language is also met because in GTA-V, players may travel around and interact with other players and the map/environment at will and can take part in many gameplay activities, including assaults on local gangs, robbing armored trucks, and challenging other players to impromptu races. http://gta.wikia.com/Grand_Theft_Auto_Online. Examples of these infringing game modes include without limitation Voice Chat; multiplayer Jobs, use of Social Club and Crews to join and organize multiplayer jobs, Heists, Races (such as lap race, point to point, GTA Race, rally race), Capture (contend, GTA, hold, raid), Last Team Standing, Mission, Versus Mission, Survival, Parachuting, Team Death-match, Come Out to Play, Hasta la Vista and Siege Mentality. For example and without limitation, Rockstar Games Social Club is a digital rights management, multiplayer and

communications service provided by Rockstar Games for use with their latest generation of games, including GTA-V. http://en.wikipedia.org/wiki/Rockstar_Games_Social_Club. When consumers purchase the Accused Product, they gain full access to Social Club features in-game and on the website. http://socialclub.rockstargames.com/about. Consumers, however, will need to log in to www.rockstargames.com/socialclub with a registered and activated Social Club account together with their Social Club account linked with their PLAYSTATION®Network Sign-In ID, Xbox LIVE® Gamertag, or Games for Windows LIVE® Gamertag. *Id.*

http://socialclub.rockstargames.com/about

3
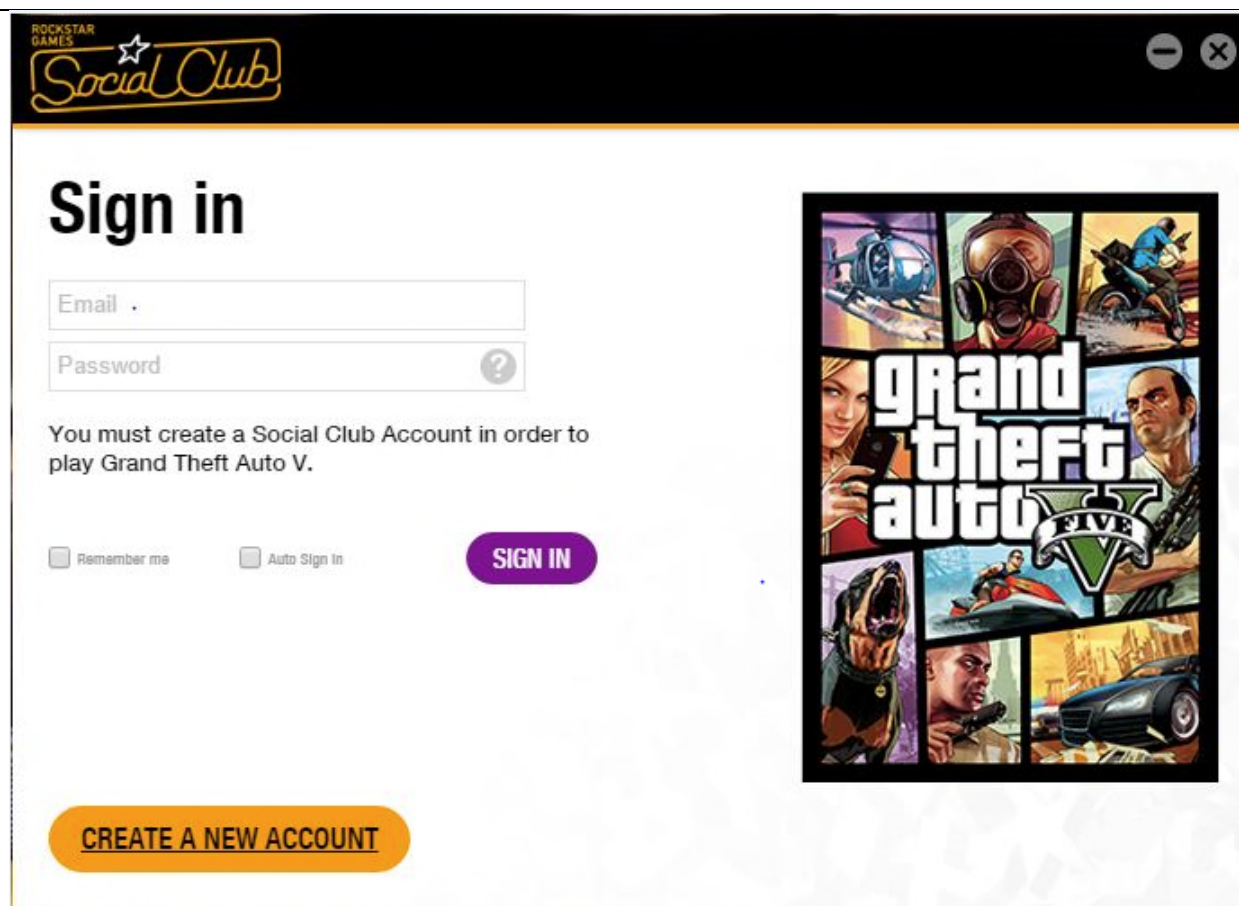
For example and without limitation, Rockstar utilizes the same servers used for Rockstar Games Social Club to provide GTA-V's multiplayer modes. http://www.idigitaltimes.com/gta-v-online-details-700-multiplayer-missions-confirmed-rockstar-exec-report-362495 (Rockstar's executive Leslie Benzies stating: "We'll use the Rockstar Social Club servers to create our 'cloud,' which control everything. We have servers spread across several of our offices, like New York or San Diego, who are responsible for managing information generated persistent GTA online. How driving is, however, different from other similar games less problematic. But yes, it is a traditional server based on the 'cloud'."). This system involving the Rockstar Social Club servers and the "cloud" is a hybrid peer-to-peer system where participants of the system, either the numerous Rockstar Social Club servers or players of the Accused

DOCKET ALARM

Explore Litigation Insights

Docket Alarm provides insights to develop a more informed litigation strategy and the peace of mind of knowing you're on top of things.

Real-Time Litigation Alerts

Keep your litigation team up-to-date with **real-time alerts** and advanced team management tools built for the enterprise, all while greatly reducing PACER spend.

Our comprehensive service means we can handle Federal, State, and Administrative courts across the country.

Advanced Docket Research

With over 230 million records, Docket Alarm's cloud-native docket research platform finds what other services can't. Coverage includes Federal, State, plus PTAB, TTAB, ITC and NLRB decisions, all in one place.

Identify arguments that have been successful in the past with full text, pinpoint searching. Link to case law cited within any court document via Fastcase.

Analytics At Your Fingertips

Learn what happened the last time a particular judge, opposing counsel or company faced cases similar to yours.

Advanced out-of-the-box PTAB and TTAB analytics are always at your fingertips.

API

Docket Alarm offers a powerful API (application programming interface) to developers that want to integrate case filings into their apps.

LAW FIRMS
Build custom dashboards for your attorneys and clients with live data direct from the court.

Automate many repetitive legal tasks like conflict checks, document management, and marketing.

FINANCIAL INSTITUTIONS
Litigation and bankruptcy checks for companies and debtors.

E-DISCOVERY AND LEGAL VENDORS
Sync your system to PACER to automate legal marketing.

fastcase®
Smarter legal research.