



Claim Language	Evidence of Infringement
<p>4. The method of claim 1, wherein said control signal comprises a series or stream of sequentially transmitted control instructions,</p>	<p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 4 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 4 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 4 by testing and demonstrating Dream Zoo. Each element in Claim 4 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Dream Zoo. The priority date for Claim 4 is September 11, 1987.</p> <p>Dream Zoo uses a control signal that comprises a series of sequentially transmitted control instructions. For example, one transmitted control instruction may cause execution to enable delivery of complete programming of Dream Zoo regarding giving birth to a baby Giraffe with the option to speed up the birthing process, while a second transmitted control instruction may cause execution to enable delivery of complete programming of Dream Zoo regarding congratulations on the birth of the baby Giraffe, and the option to tell friends about the birth. See the examples shown below.</p>

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ZYNGA EX. 1002
(Part 2 of 8)

Claim Language	Evidence of Infringement
	<div data-bbox="814 378 978 542" style="color: red; font-weight: bold;"> <p>First control instruction to speed up the delivery of a baby Giraffe</p> </div>  <div data-bbox="789 834 974 1029" style="color: red; font-weight: bold;"> <p>Second control instruction to tell friends about the birth of a very rare Giraffe</p> </div> 


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Claim Language	Evidence of Infringement
said method further comprising the step of storing in said control signal two or more control instructions in a specific order with information designating a time period.	The two control instructions are stored in the order of their occurrence. In the figures below, the control instructions are stored according to a specific order in which the control instruction to speed up the birthing process is always transmitted before the control instruction to tell friends about the birth. Further, the control signal also includes information designating a time period, such as the time period needed for delivery of the baby Giraffe or the day the baby Giraffe was born.

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Claim Language	Evidence of Infringement
	 <p>Very Rare Baby On The Way</p> <p>Delivery Time: 09:51</p> <p>Instant Delivery for: 2</p> <p>Wait Speed Up</p> <p>mckenzie zoo Zoo Grade A- 5071 13</p>  <p>Congratulations!</p> <p>New Very Rare Giraffe!</p> <p>Born: Aug 22, 2012</p> <p>Earns: 45/9 mins</p> <p>Breeds: Champion</p> <p>Very Rare</p> <p>Chief Edit</p> <p>Done Tell Friends</p> <p>Zoo Grade A- 5071 11</p>


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Claim Language	Evidence of Infringement
<p>6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.</p>	<p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 6 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 6 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 6 by testing and demonstrating Dream Zoo. The priority date for Claim 6 is September 11, 1987.</p> <p>The portion to be completed in Dream Zoo includes generally applicable information. For example, such generally applicable information includes images, sounds, or background layouts that are common to many players and that are completed by accessing prestored data. See figure below:</p> 


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Claim Language	Evidence of Infringement
<p>9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,</p>	<p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 9 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 9 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 9 by testing and demonstrating Dream Zoo. Each element in Claim 9 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Dream Zoo. The priority date for Claim 9 is September 11, 1987.</p> <p>A control signal in Dream Zoo causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for Dream Zoo, as shown below.</p>

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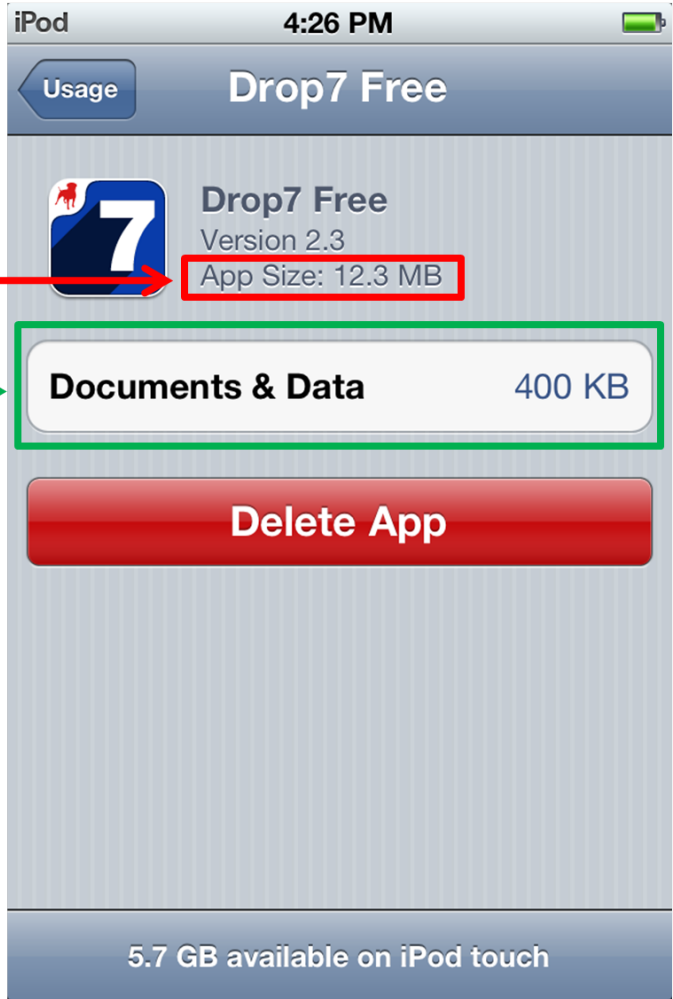
Claim Language	Evidence of Infringement
	
<p>said method further comprising the step of storing said control signal.</p>	<p>As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of Dream Zoo.</p>

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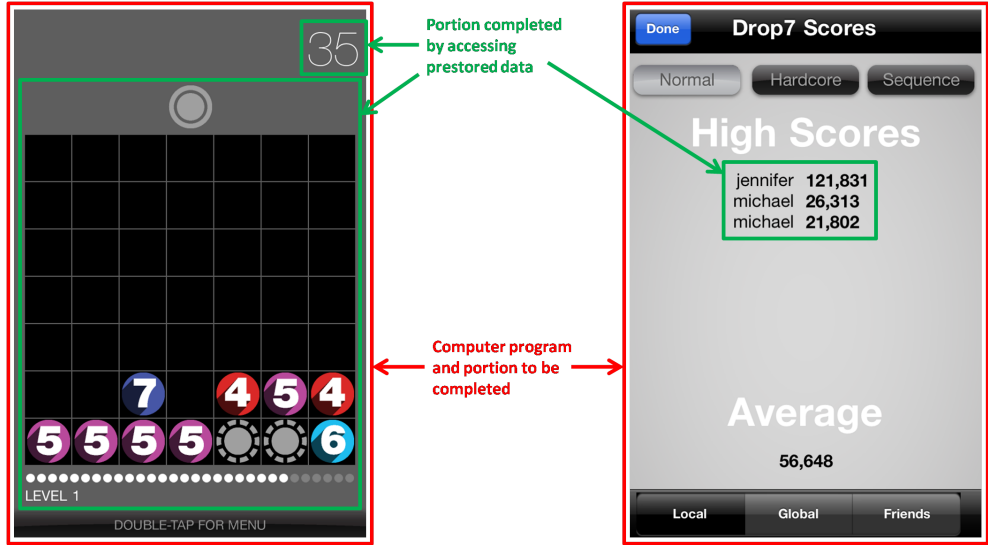
Claim Language	Evidence of Infringement
	
<p>11. The method of claim 1, wherein said storage device is an ultimate receiver station.</p>	<p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 11 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 11 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 11 by testing and demonstrating Dream Zoo. The priority date for Claim 11 is September 11, 1987.</p> <p>Dream Zoo is made available for play on an ultimate receiver station that is a storage device, such as a mobile device.</p>

Claim Language	Evidence of Infringement
<p>1. A method of enabling a station of a particular kind to deliver complete programming, said station including a storage device, and said method comprising the steps of:</p>	<p>Zynga provides Drop7 as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Drop7 directly infringes Claim 1 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 1 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 1 by testing and demonstrating Drop7. Each element in Claim 1 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Drop7. The priority date for Claim 1 is September 11, 1987.</p>
<p>storing programming at said storage device, said programming comprising a computer program and a portion to be completed by accessing prestored data at said station of a particular kind,</p>	<p>Drop7 is stored on a storage device and includes a computer program and a portion to be completed by accessing prestored data at the station. For example, Drop7 accesses prestored data such as game data and game images. As shown below, the programming, which is the game viewed and played, includes a computer program and a portion to be completed, and is stored at the storage device along with prestored data.</p>

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Drop7 Free' app page on an iPod touch. The status bar at the top indicates 'iPod', '4:26 PM', and a battery icon. Below the status bar is a 'Usage' button and the app name 'Drop7 Free'. The app icon is a blue square with a white '7' and a red dragon. To the right of the icon, the text reads 'Drop7 Free', 'Version 2.3', and 'App Size: 12.3 MB'. Below this is a 'Documents & Data' section showing '400 KB'. At the bottom of the app page is a red 'Delete App' button. At the very bottom of the screen, it says '5.7 GB available on iPod touch'.</p> <p>Computer program and portion to be completed →</p> <p>Prestored data →</p>

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Claim Language	Evidence of Infringement
<p>wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular kind to select a specific datum from said prestored data and place information, which results from a processing of said selected datum, into said portion to be completed, thereby completing said programming; and</p>	<p>When executed on the station, the Drop7 computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Drop7 computer program enables a processor at the station to select a specific datum from the prestored data. The selected datum is processed, and information resulting from the processing of the selected datum is placed into the portion to be completed, thereby completing the programming. For example, upon accessing prestored data, Drop7 displays the portion to be completed, such as the game image displayed at the station, and completes it by selecting and processing datum from the prestored data, such as profile names, game play state, or game scores, and placing the resulting information, such as the user's score, in the portion to be completed.</p>  <p>The diagram illustrates the evidence of infringement. It shows two mobile game screens. The left screen displays a game board with numbers and a score of 35. The right screen displays a 'Drop7 Scores' high scores list. Arrows indicate that the score '35' is completed by accessing prestored data, and the high scores list is completed by the computer program.</p>

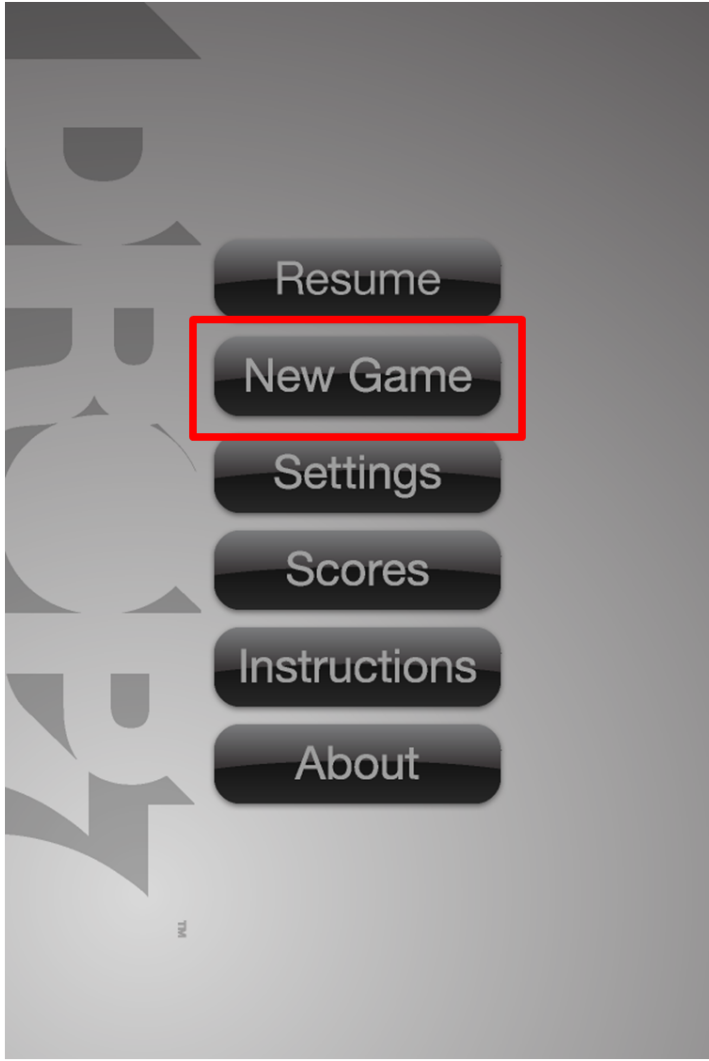
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Claim Language	Evidence of Infringement
storing a control signal, which is operative at at least one particular kind of station, said control signal operative to cause said execution of said computer program,	A control signal is operative to cause execution of a computer program included as part of the programming for Drop7 to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Drop7 stores a control signal that includes an icon that is operative to cause execution of the computer program. Control instructions, which are part of the stored control signal, are also included in the computer program, such as the control instruction to start a “New Game” (highlighted in the second figure below).

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Claim Language	Evidence of Infringement
	 <p>The image is a screenshot of an iPod/iPhone home screen. At the top, it says 'iPod' on the left, '4:31 PM' in the center, and a battery icon on the right. The screen is filled with various application icons arranged in a grid. The icons include: 'Stocks' (blue with a white line graph), 'Utilities' (dark grey with white icons), 'CityVille' (yellow with a blonde woman), 'Zynga Poker' (red with a woman holding cards and a red '1' badge), 'Hanging Free' (blue with a cartoon man), 'Words Free' (yellow with a white 'W' and a red '1' badge), 'Dream Zoo' (blue with a cartoon animal), 'Chess Free' (blue with a white chess knight), 'Scramble Free' (yellow with a white 'S'), 'Drop7 Free' (blue with a white '7', highlighted with a red box), 'Matching Free' (blue with a white 'M' and a red '3' badge), and 'Shakedown' (black with a woman's face). At the bottom, there is a dock with four icons: 'Messages' (green with a white speech bubble), 'Mail' (blue with a white envelope), 'Safari' (blue with a white compass), and 'Music' (orange with a white musical note).</p>

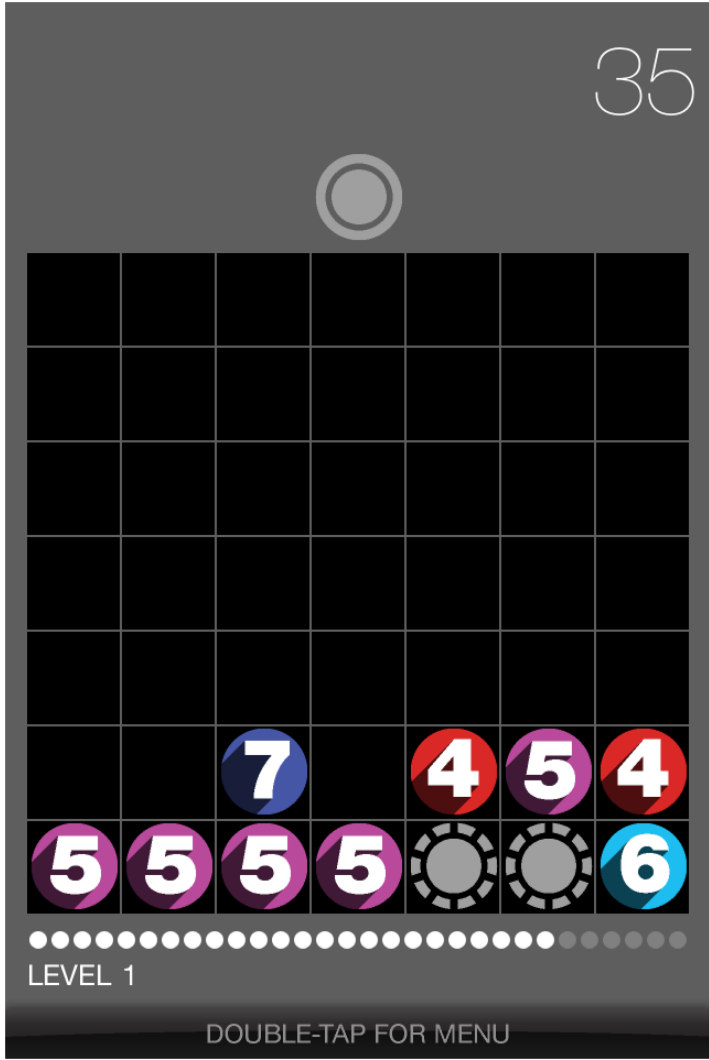
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Claim Language	Evidence of Infringement
	 <p>A screenshot of a mobile game's main menu. The menu consists of several dark, rounded rectangular buttons with white text, arranged vertically. From top to bottom, the buttons are labeled: 'Resume', 'New Game', 'Settings', 'Scores', 'Instructions', and 'About'. The 'New Game' button is highlighted with a red rectangular border. The background of the menu is a dark gray gradient with faint, stylized white letters 'D', 'R', 'O', 'P', '7' visible on the left side.</p>

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Claim Language	Evidence of Infringement
whereby said station of a particular kind is enabled to deliver complete programming.	The station is enabled to deliver complete programming of Drop7. See figure below for an example of the station delivering complete programming.

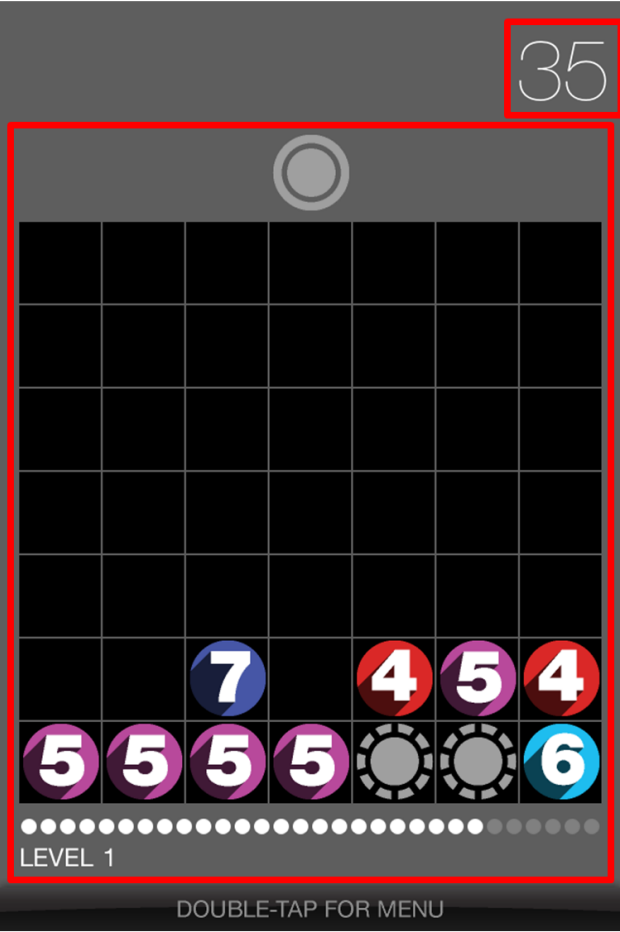
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface for 'Drop7'. At the top right, the score '35' is displayed. Below the score is a grey circular icon. The main area is a 7x7 grid. The bottom row of the grid contains the following numbers from left to right: 5 (purple), 5 (purple), 5 (purple), 5 (purple), a grey gear icon, another grey gear icon, and 6 (blue). The row above it contains: 7 (blue), 4 (red), 5 (purple), and 4 (red). Below the grid is a progress bar consisting of 15 dots, with the first 14 being white and the last one being grey. Below the progress bar, the text 'LEVEL 1' is visible. At the bottom of the screen, the text 'DOUBLE-TAP FOR MENU' is displayed.</p>

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Claim Language	Evidence of Infringement
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>Zynga provides Drop7 as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Drop7 directly infringes Claim 3 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 3 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 3 by testing and demonstrating Drop7. Each element in Claim 3 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Drop7. The priority date for Claim 3 is September 11, 1987.</p> <p>Prestored data designates subscriber data in Drop7. Such prestored data is used, for example, to maintain continuity between successive playings of Drop7. For example, the prestored subscriber data may include profile names, game play state, or game scores. As one example, when access to the Internet on the mobile device is disabled, as in the figure below, the subscriber data, such as the game score, is still available because it is prestored. The score is available on the device as prestored data, as are other subscriber data.</p>

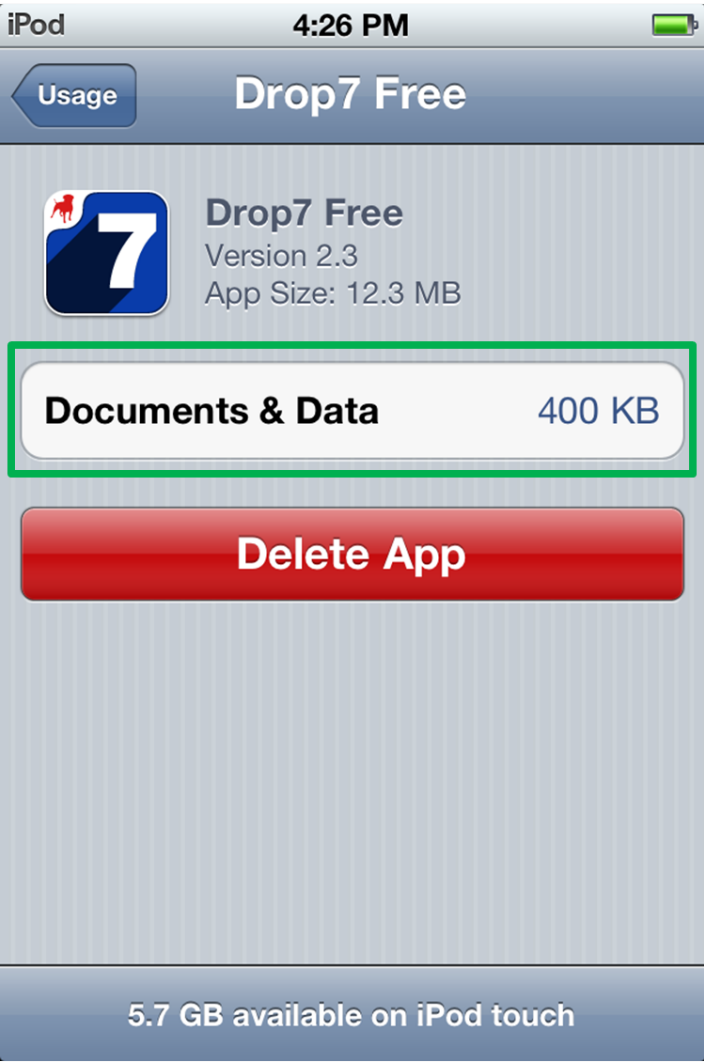
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Claim Language	Evidence of Infringement
	<p data-bbox="831 266 1346 370">Without access to the internet, access to prestored subscriber data completes the portion to be completed</p>  <p data-bbox="779 378 1394 1304">The screenshot shows a mobile game interface. At the top right, a score of '35' is displayed in a red box. Below it is a 7x7 grid. At the bottom of the grid is a row of seven numbered tiles: 5, 5, 5, 5, 7, 4, 5, 4. Below the tiles is a progress bar with 15 dots, the first four of which are filled. The text 'LEVEL 1' is at the bottom left, and 'DOUBLE-TAP FOR MENU' is at the bottom center.</p>

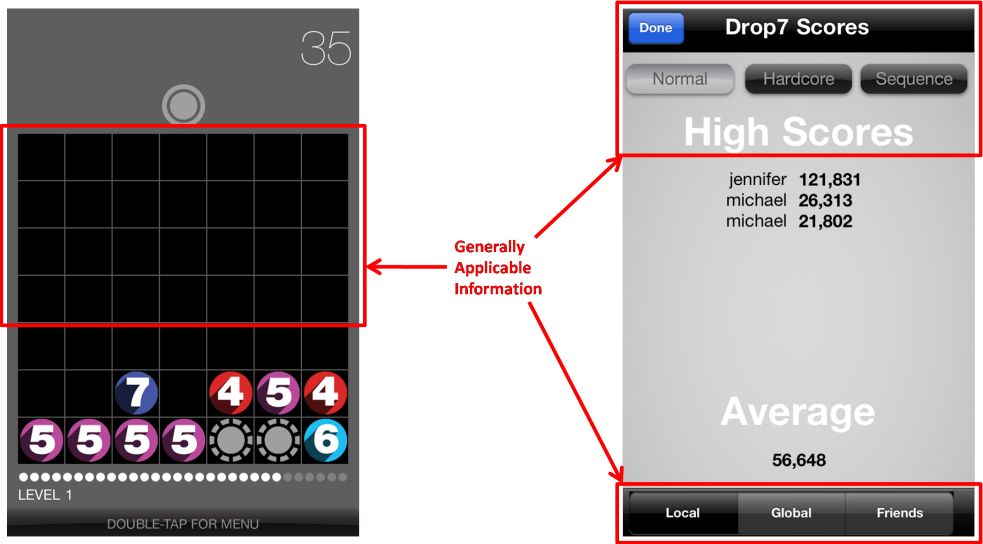
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Claim Language	Evidence of Infringement
said method further comprising the step of storing subscriber data.	Drop7 stores subscriber data so that it can be used in a subsequent playing of Drop7 as prestored data.

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Drop7 Free' app usage page on an iPod touch. The status bar at the top indicates 'iPod', '4:26 PM', and a battery icon. Below the status bar is a blue header with a 'Usage' button and the app name 'Drop7 Free'. The main content area shows the app icon (a blue square with a white '7' and a red horse), the app name 'Drop7 Free', 'Version 2.3', and 'App Size: 12.3 MB'. A white box with a green border highlights the 'Documents & Data' section, which shows '400 KB'. Below this is a large red button labeled 'Delete App'. At the bottom of the screen, a blue bar indicates '5.7 GB available on iPod touch'.</p>

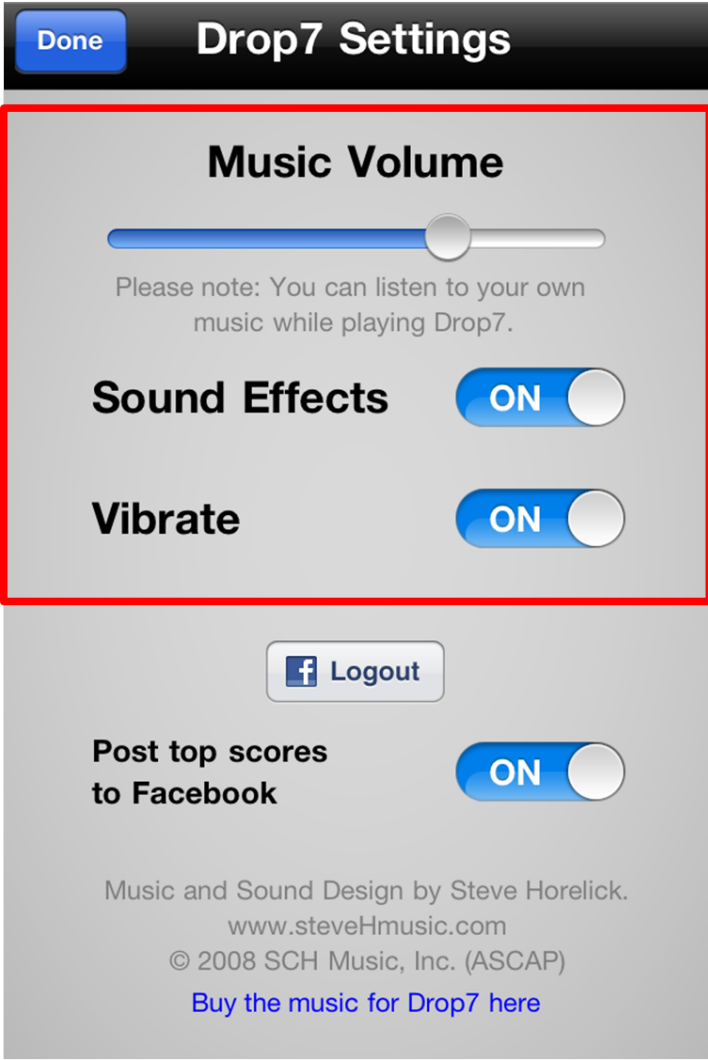
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Claim Language	Evidence of Infringement
<p>6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.</p>	<p>Zynga provides Drop7 as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Drop7 directly infringes Claim 6 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 6 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 6 by testing and demonstrating Drop7. The priority date for Claim 6 is September 11, 1987.</p> <p>The portion to be completed in Drop7 includes generally applicable information. For example, such generally applicable information includes images, sounds, or background layouts that are common to many players and that are completed by accessing prestored data. See figure below:</p> 

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Claim Language	Evidence of Infringement
<p>9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,</p>	<p>Zynga provides Drop7 as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Drop7 directly infringes Claim 9 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 9 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 9 by testing and demonstrating Drop7. Each element in Claim 9 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Drop7. The priority date for Claim 9 is September 11, 1987.</p> <p>A control signal in Drop7 causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for Drop7, as shown below.</p>

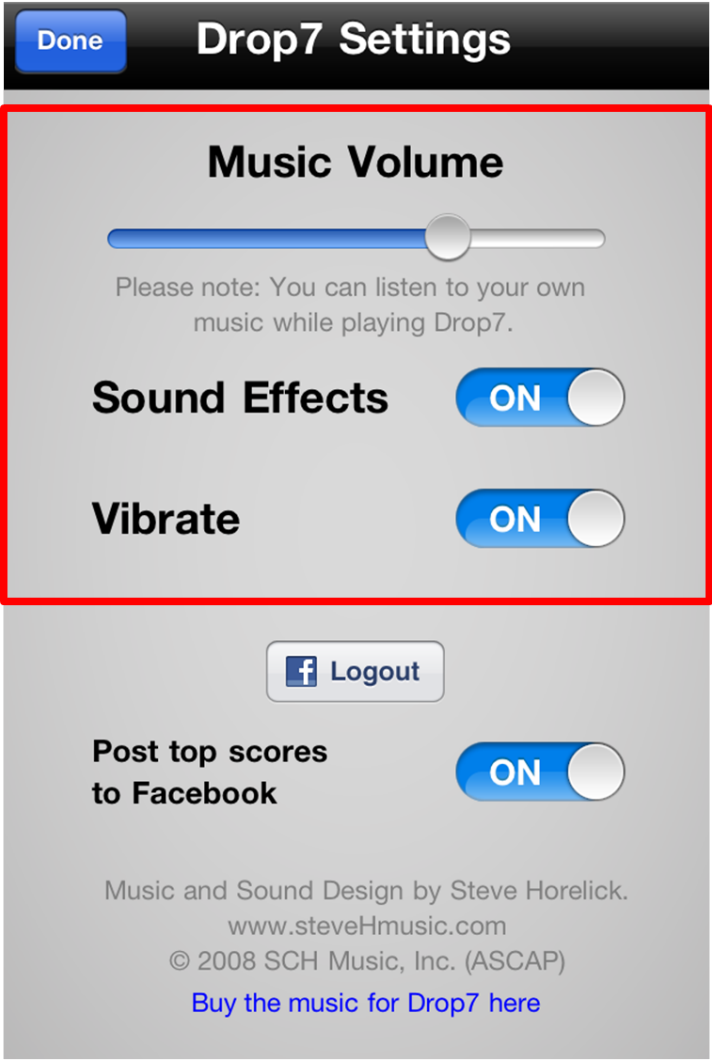
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Drop7 Settings' menu. A red rectangular box highlights the 'Music Volume' section, which includes a volume slider and the text 'Please note: You can listen to your own music while playing Drop7.' Below this, the 'Sound Effects' and 'Vibrate' options are shown as toggle switches, both of which are currently turned 'ON'. At the bottom of the settings menu, there is a 'Logout' button with a Facebook icon, a 'Post top scores to Facebook' toggle (also 'ON'), and copyright information for Steve Horelick and SCH Music, Inc. (ASCAP).</p>

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Claim Language	Evidence of Infringement
said method further comprising the step of storing said control signal.	As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of Drop7.

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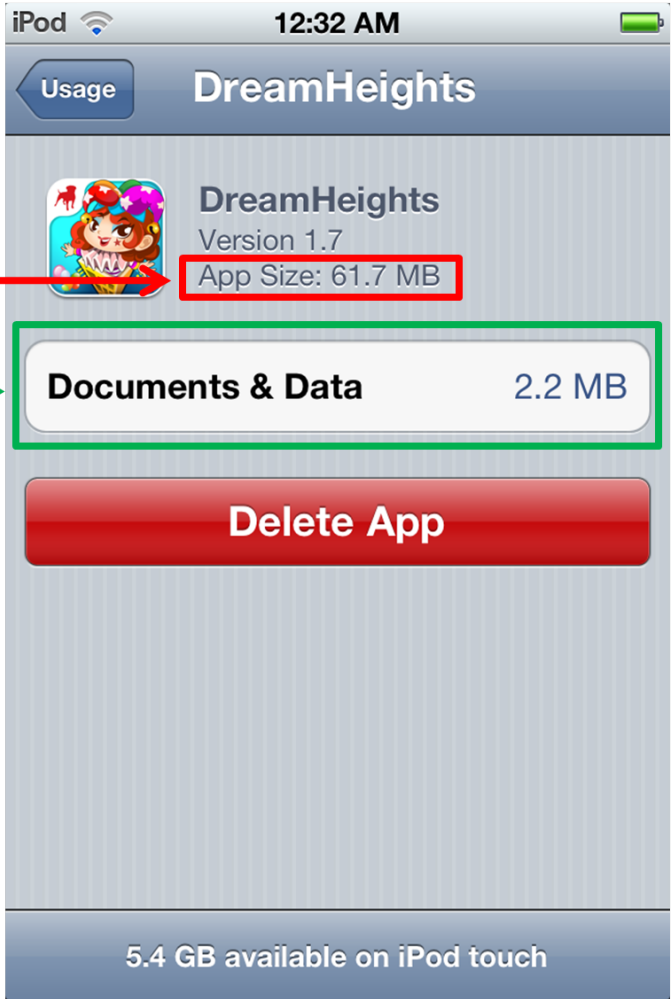
Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Drop7 Settings' menu. A red rectangular box highlights the 'Music Volume' section, which includes a volume slider and the text 'Please note: You can listen to your own music while playing Drop7.' Below this, the 'Sound Effects' and 'Vibrate' options are shown as toggle switches, both of which are currently turned 'ON'. At the bottom of the settings menu, there is a 'Logout' button with a Facebook icon, a 'Post top scores to Facebook' toggle (also 'ON'), and copyright information for Steve Horelick and SCH Music, Inc. (ASCAP).</p>

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Claim Language	Evidence of Infringement
11. The method of claim 1, wherein said storage device is an ultimate receiver station.	<p>Zynga provides Drop7 as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Drop7 directly infringes Claim 11 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 11 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 11 by testing and demonstrating Drop7. The priority date for Claim 11 is September 11, 1987.</p> <p>Drop7 is made available for play on an ultimate receiver station that is a storage device, such as a mobile device.</p>

Claim Language	Evidence of Infringement
<p>1. A method of enabling a station of a particular kind to deliver complete programming, said station including a storage device, and said method comprising the steps of:</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 1 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 1 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 1 by testing and demonstrating DreamHeights. Each element in Claim 1 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for DreamHeights. The priority date for Claim 1 is September 11, 1987.</p>
<p>storing programming at said storage device, said programming comprising a computer program and a portion to be completed by accessing prestored data at said station of a particular kind,</p>	<p>DreamHeights is stored on a storage device and includes a computer program and a portion to be completed by accessing prestored data at the station. For example, DreamHeights accesses prestored data such as game data and game images. As shown below, the programming, which is the game viewed and played, includes a computer program and a portion to be completed, and is stored at the storage device along with prestored data.</p>

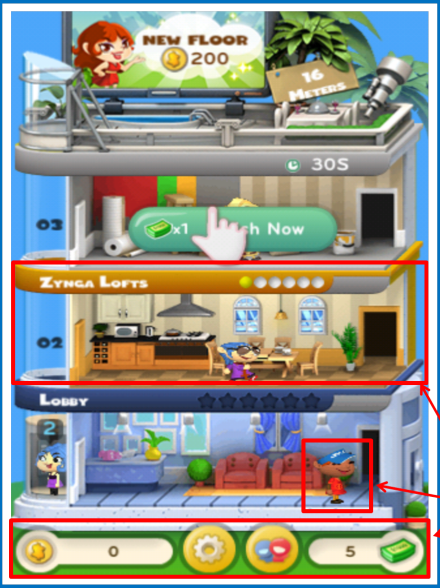
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' page for the 'DreamHeights' app on an iPod touch. The app is Version 1.7 and has an App Size of 61.7 MB. Below the app information, there is a section for 'Documents & Data' which is 2.2 MB. A red arrow points to the app icon and the 'App Size: 61.7 MB' text, with the annotation 'Computer program and portion to be completed'. A green arrow points to the 'Documents & Data' section, with the annotation 'Prestored data'. A red 'Delete App' button is visible at the bottom of the app's usage page. The status bar at the top shows 'iPod', signal strength, Wi-Fi, and the time '12:32 AM'. The bottom of the screen shows '5.4 GB available on iPod touch'.</p>

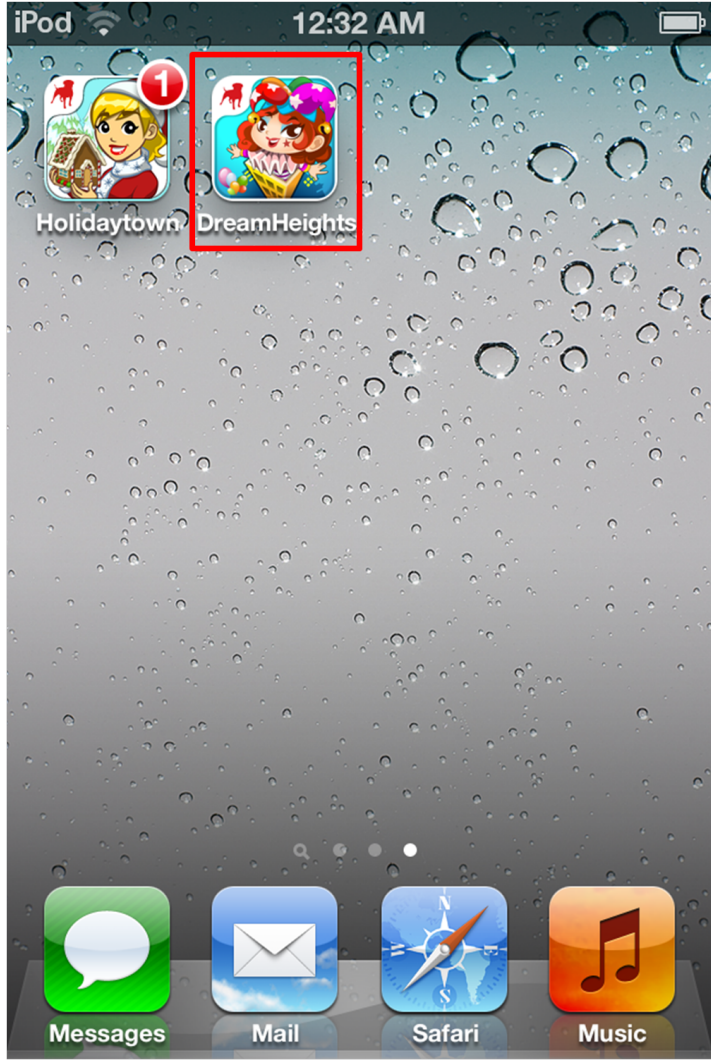
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Claim Language	Evidence of Infringement
<p>wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular kind to select a specific datum from said prestored data and place information, which results from a processing of said selected datum, into said portion to be completed, thereby completing said programming; and</p>	<p>When executed on the station, the DreamHeights computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the DreamHeights computer program enables a processor at the station to select a specific datum from the prestored data. The selected datum is processed, and information resulting from the processing of the selected datum is placed into the portion to be completed, thereby completing the programming. For example, upon accessing prestored data, DreamHeights displays the portion to be completed, such as the game image displayed at the station, and completes it by selecting and processing datum from the prestored data, such as user preferences, a coin value, or a dollar value, and placing the resulting information, such as the avatar selected by the user in their preferences or the dollar value for the user, in the portion to be completed.</p>

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Claim Language	Evidence of Infringement
	 <p>Computer program and portion to be completed</p> <p>Example of portions completed by accessing prestored data</p>
<p>storing a control signal, which is operative at at least one particular kind of station, said control signal operative to cause said execution of said computer program,</p>	<p>A control signal is operative to cause execution of a computer program included as part of the programming for DreamHeights to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, DreamHeights stores a control signal that includes an icon that is operative to cause execution of the computer program. Control instructions, which are part of the stored control signal, are also included in the computer program, such as the control instruction to “Build a store” (highlighted in the second figure below).</p>

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Claim Language	Evidence of Infringement
	 <p>The image is a screenshot of an iPod/iPhone home screen. At the top, the status bar shows 'iPod', signal strength, Wi-Fi, and the time '12:32 AM'. Below the status bar, there are two game icons. The first icon is labeled 'Holidaytown' and features a blonde woman in a red dress. The second icon is labeled 'DreamHeights' and features a woman with red hair and a crown, wearing a blue dress. This second icon is enclosed in a red rectangular box. The background of the home screen is a grey gradient with numerous water droplets. At the bottom, there is a dock with four icons: Messages (green speech bubble), Mail (blue envelope), Safari (blue compass), and Music (orange musical note).</p>

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a 3D-rendered building with three floors. The top floor is under construction, indicated by a 'NEW FLOOR' notification on a screen showing a character and the number '100'. A sign on the roof reads '12 METERS'. A red-bordered text box is overlaid on the screen with the text: 'Build a store, so Joel Beckett can get a job!'. The middle floor is labeled 'LOBBY' and contains a kitchen and a character. The bottom floor is a living area with a sofa and another character. At the bottom of the screen, there is a UI bar with icons for a gold coin (100), a gear, a red and blue button, and a green button (5).</p>

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Claim Language	Evidence of Infringement
whereby said station of a particular kind is enabled to deliver complete programming.	The station is enabled to deliver complete programming of DreamHeights. See figure below for an example of the station delivering complete programming.

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a vertical stack of four levels in a game. From top to bottom: 'TIKI LOUNGE' (level 04) with a bar and a character; 'SPICE MAKER' (level 03) with a kitchen and a character; 'ZYNGA LOFTS' (level 02) with a living area and two characters; and 'LOBBY' (level 03) with a reception area and several characters. A bottom menu contains icons for a gold coin (913), a gear (settings), a speech bubble (social), and a green gem (0).</p>

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Claim Language	Evidence of Infringement
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 3 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 3 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 3 by testing and demonstrating DreamHeights. Each element in Claim 3 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for DreamHeights. The priority date for Claim 3 is September 11, 1987.</p> <p>Prestored data designates subscriber data in DreamHeights. Such prestored data is used, for example, to maintain continuity between successive playings of DreamHeights. For example, the prestored subscriber data may include user preferences, a coin value, or a dollar value. As an example, the subscriber data, such as the avatar selected by the user in their preferences or the dollar value remaining, is available throughout game play as is shown in the figure below. When access to the Internet on the mobile device is disabled, as in the figure below, the subscriber data, still the subscriber’s selected avatar or dollar value remaining, is still available because it is prestored. The subscriber’s data is available on the device as prestored data, as are other subscriber data.</p>

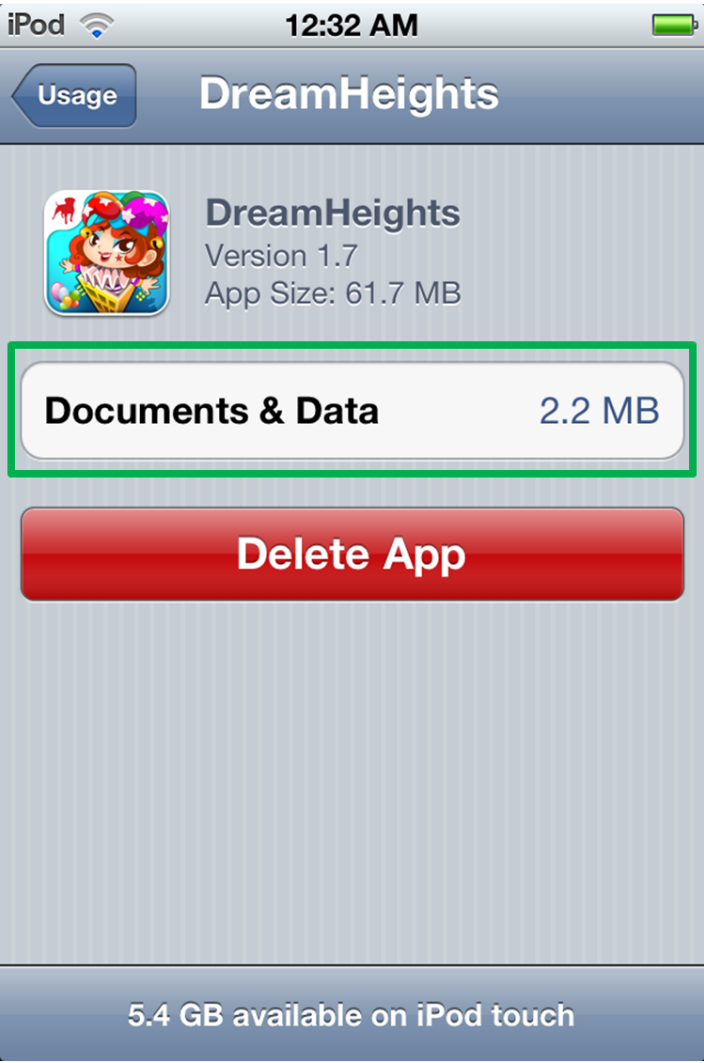
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Claim Language	Evidence of Infringement
	<p data-bbox="863 267 1377 375">Without access to the internet, the portions to be completed are completed by accessing the prestored data</p> 

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Claim Language	Evidence of Infringement
said method further comprising the step of storing subscriber data.	DreamHeights stores subscriber data so that it can be used in a subsequent playing of DreamHeights as prestored data.

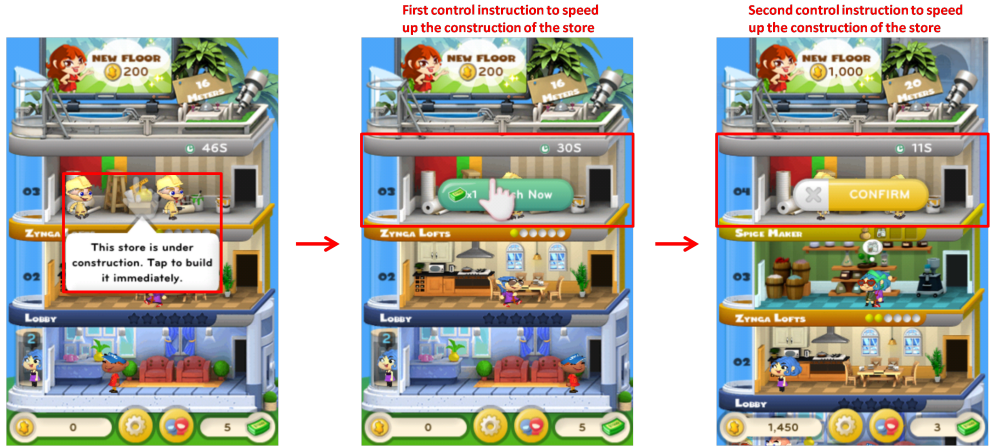
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the DreamHeights app on an iPod touch. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, the time '12:32 AM', and battery level. The app name 'DreamHeights' is displayed in a large font. Below the app name, the version 'Version 1.7' and 'App Size: 61.7 MB' are listed. A green rectangular box highlights the 'Documents & Data' section, which shows '2.2 MB'. Below this, a prominent red button with white text says 'Delete App'. At the bottom of the screen, it states '5.4 GB available on iPod touch'.</p>


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Claim Language	Evidence of Infringement
<p>4. The method of claim 1, wherein said control signal comprises a series or stream of sequentially transmitted control instructions,</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 4 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 4 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 4 by testing and demonstrating DreamHeights. Each element in Claim 4 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for DreamHeights. The priority date for Claim 4 is September 11, 1987.</p> <p>DreamHeights uses a control signal that comprises a series of sequentially transmitted control instructions. For example, one transmitted control instruction may cause execution to enable delivery of complete programming for a first player or a first turn, while a second transmitted control instruction may cause execution to enable delivery of complete programming for a second player or a second turn. See the examples shown below.</p>

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Claim Language	Evidence of Infringement
	
<p>said method further comprising the step of storing in said control signal two or more control instructions in a specific order with information designating a time period.</p>	<p>The two control instructions are stored in the order of their occurrence or by order of player. In the figures below, the control instructions are stored according to a specific order in which the first control instruction to initiate the speeding up of the construction of the store is always transmitted before the second control instruction to confirm the option to speed up the construction of the store. Further, the control instructions also include information designating a time period, such as the time period remaining before the construction of the store is completed.</p>

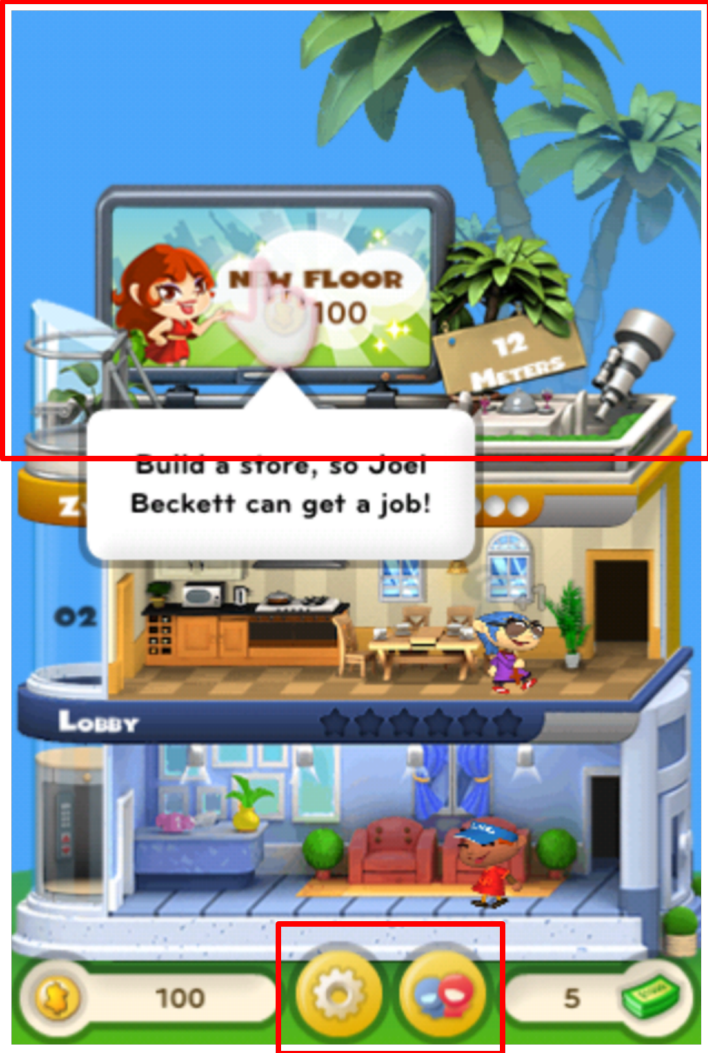
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Claim Language	Evidence of Infringement
	
<p>6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 6 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 6 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 6 by testing and demonstrating DreamHeights. The priority date for Claim 6 is September 11, 1987.</p>

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Claim Language	Evidence of Infringement
	The portion to be completed in DreamHeights includes generally applicable information. For example, such generally applicable information includes images, sounds, or background layouts that are common to many players and that are completed by accessing prestored data. See figure below:

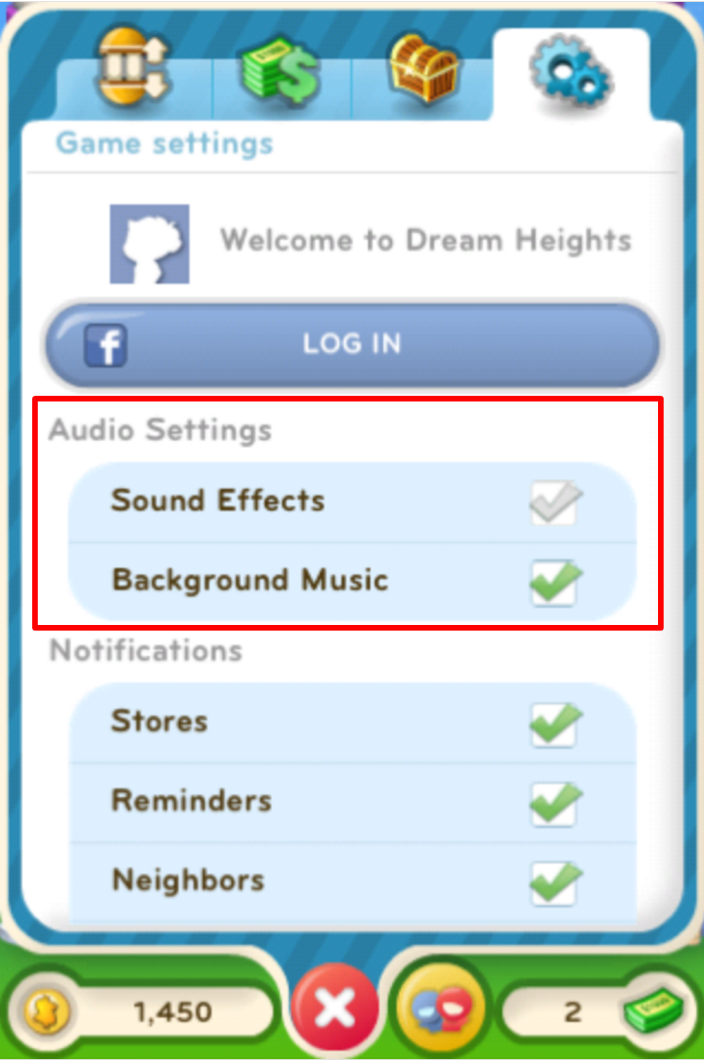
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a 3D-rendered building under construction. At the top, a monitor shows a character and the text "NEW FLOOR 100". To the right, a sign reads "12 METERS". A central speech bubble contains the text "Build a store, so Joel Beckett can get a job!". The building has a "LOBBY" section on the ground floor. The bottom interface features a gold coin icon with the number "100", a gear icon, a red speech bubble icon, and a green gem icon with the number "5". Red rectangular boxes highlight the top notification area and the bottom UI elements.</p>

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Claim Language	Evidence of Infringement
<p>9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 9 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 9 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 9 by testing and demonstrating DreamHeights. Each element in Claim 9 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for DreamHeights. The priority date for Claim 9 is September 11, 1987.</p> <p>A control signal in DreamHeights causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for DreamHeights, as shown below.</p>

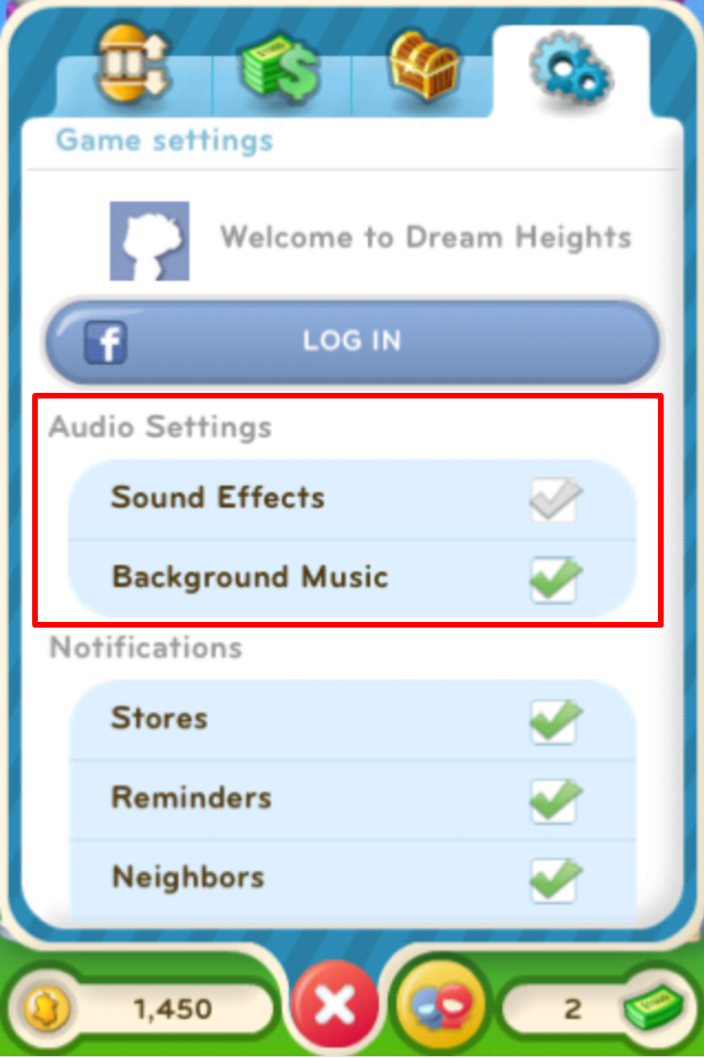
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Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
said method further comprising the step of storing said control signal.	As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of DreamHeights.

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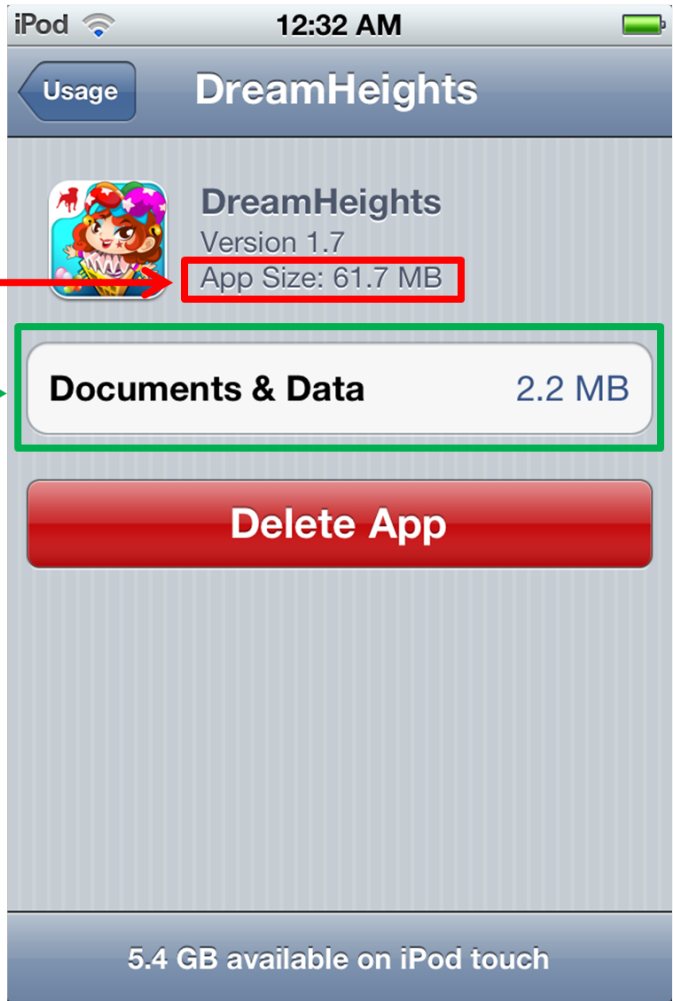
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
11. The method of claim 1, wherein said storage device is an ultimate receiver station.	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 11 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 11 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 11 by testing and demonstrating DreamHeights. The priority date for Claim 11 is September 11, 1987.</p> <p>DreamHeights is made available for play on an ultimate receiver station that is a storage device, such as a mobile device.</p>

Claim Language	Evidence of Infringement
<p>1. A method of enabling a station of a particular kind to deliver complete programming, said station including a storage device, and said method comprising the steps of:</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of DreamHeights directly infringes Claim 1 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 1 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 1 by testing and demonstrating DreamHeights. Each element in Claim 1 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for DreamHeights. The priority date for Claim 1 is September 11, 1987.</p>
<p>storing programming at said storage device, said programming comprising a computer program and a portion to be completed by accessing prestored data at said station of a particular kind,</p>	<p>DreamHeights is stored on a storage device and includes a computer program and a portion to be completed by accessing prestored data at the station. For example, DreamHeights accesses prestored data such as game data and game images. As shown below, the programming, which is the game viewed and played, includes a computer program and a portion to be completed, and is stored at the storage device along with prestored data.</p>

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Claim Language	Evidence of Infringement
	 <p>Computer program and portion to be completed →</p> <p>Prestored data →</p>

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