


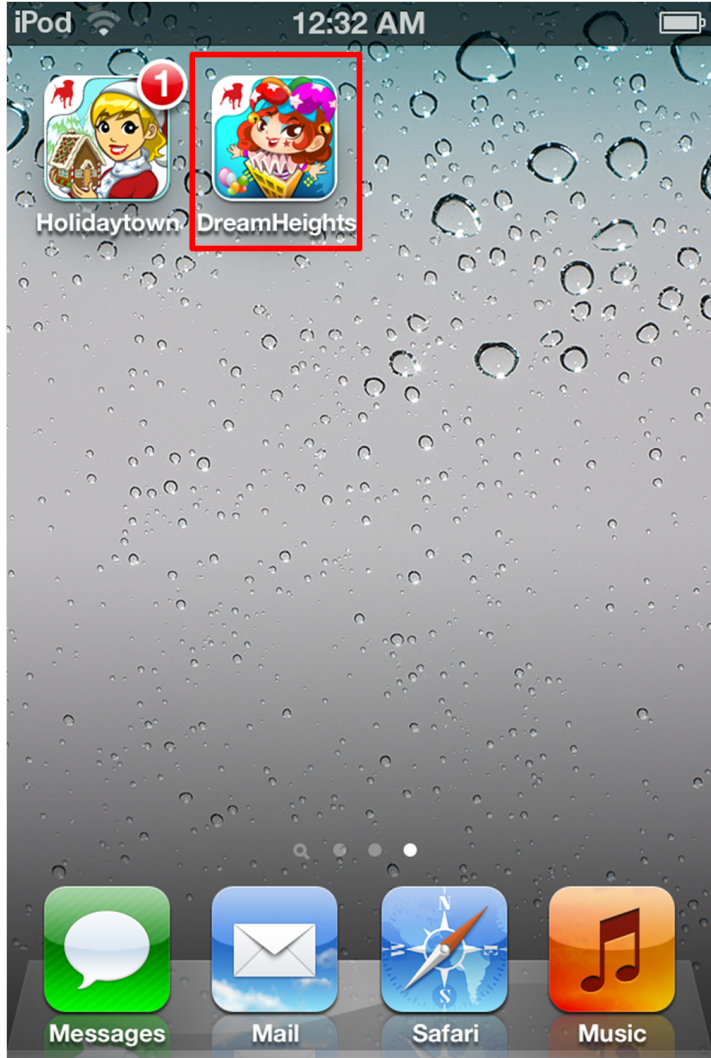
Claim Language	Evidence of Infringement
<p>wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular kind to select a specific datum from said prestored 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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ZYNGA EX. 1002
(Part 3 of 8)

Claim Language	Evidence of Infringement
	 <p data-bbox="787 540 982 581">Computer program and portion to be completed</p> <p data-bbox="1543 722 1732 787">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 'Holidaytown', featuring a blonde girl with a red bow and a red '1' badge. The second icon is 'DreamHeights', featuring a girl with red hair and a crown, and this icon is enclosed in a red rectangular box. Below the icons, the dock contains four standard iOS icons: Messages (green), Mail (blue), Safari (blue compass), and Music (orange). The background of the home screen is a grey gradient with many small, white, circular water droplets.</p>

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows a 3D-rendered building with three floors. The top floor is under construction, with a sign that says 'NEW FLOOR 100' and a hand icon. A red-bordered text box is overlaid on the building, containing the text: 'Build a store, so Joel Beckett can get a job!'. The middle floor is labeled 'LOBBY' and contains a kitchen and a dining table. The bottom floor contains a living room with a sofa and a television. The game interface at the bottom shows a gold coin icon with the number '100', a gear icon, a red and blue speech bubble icon, and a green gem icon with the number '5'. A sign on the building says '12 METERS'.</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: 04 TIKI LOUNGE (purple header) with a character and a bar; 03 SPICE MAKER (yellow header) with a character and a kitchen; 02 ZYNGA LOFTS (orange header) with a character and a dining area; and 01 LOBBY (blue header) with multiple characters and a red sofa. A bottom menu contains a gold coin icon with '913', a gear icon, a social media icon, and a green gem icon with '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>

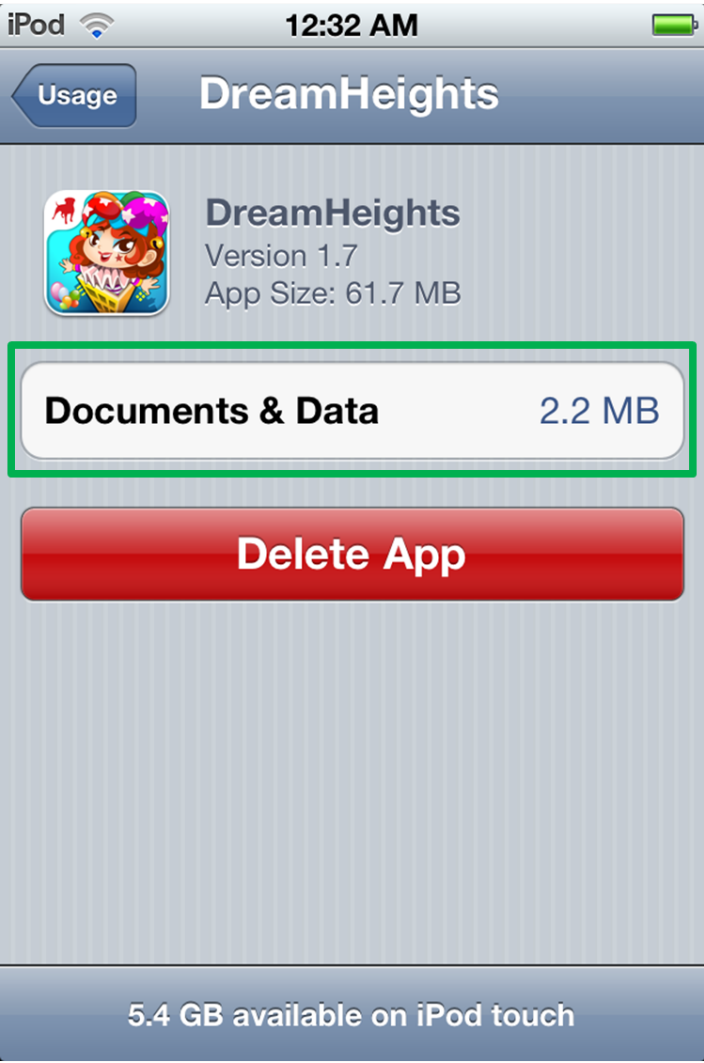
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Claim Language	Evidence of Infringement
	<p data-bbox="863 267 1377 375">Without access to the internet, the portions to be completed are completed by accessing the prestored data</p> 

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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' page for the DreamHeights app on an iPod touch. The app's name 'DreamHeights' is at the top, followed by its version 'Version 1.7' and size 'App Size: 61.7 MB'. Below this, the 'Documents & Data' section is highlighted with a green border, indicating it contains 2.2 MB of data. A prominent red button labeled 'Delete App' is positioned below the data section. The status bar at the top shows 'iPod', signal strength, Wi-Fi, the time '12:32 AM', and battery level. At the bottom, 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>

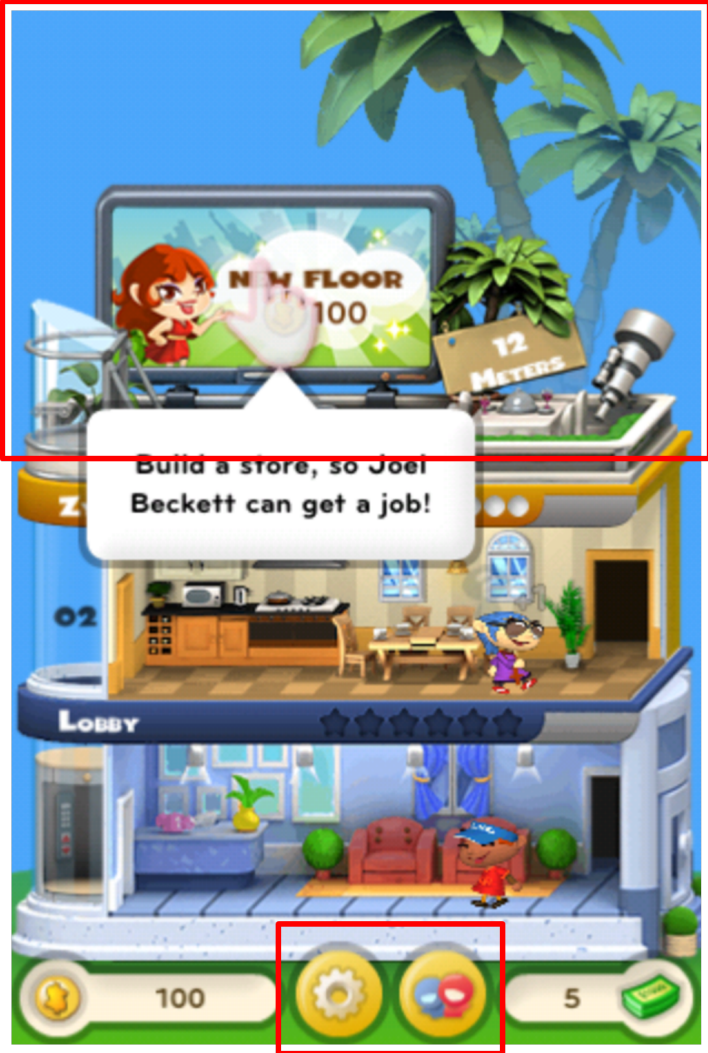
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Claim Language	Evidence of Infringement
	
<p>6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.</p>	<p>Zynga provides DreamHeights as a “mobile game” to its users playing on personal computing 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:

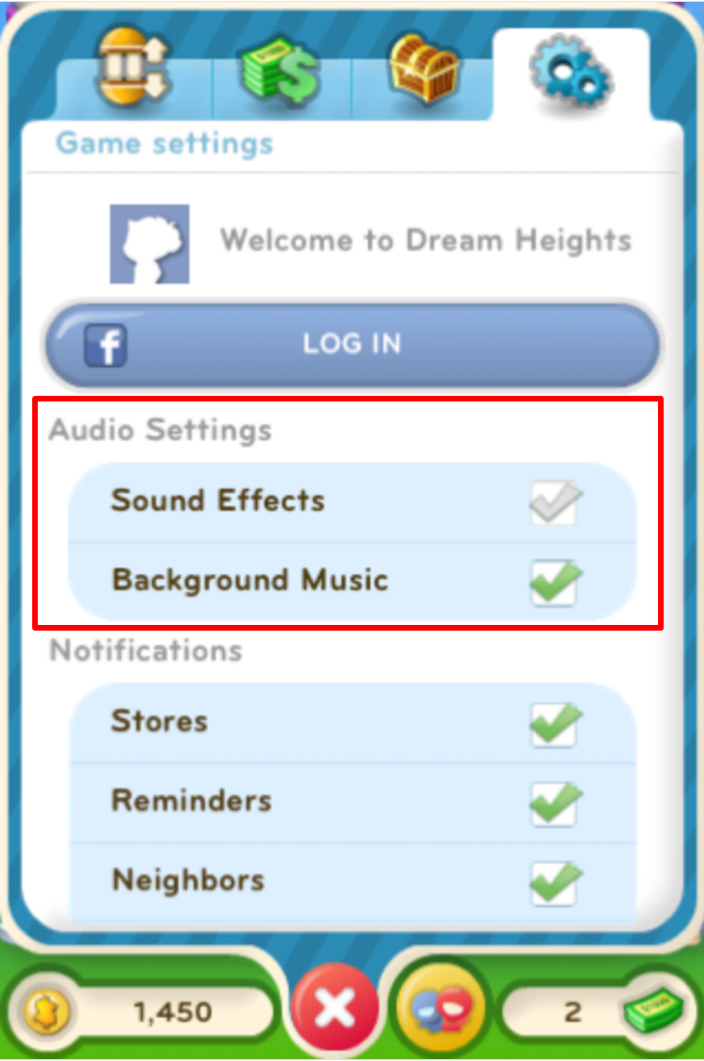
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a 3D-rendered building under construction. At the top, a monitor shows a character and the text "NEW FLOOR 100". To the right, a sign reads "12 METERS". A white speech bubble in the center contains the text "Build a store, so Joel Beckett can get a job!". The building has a "LOBBY" section on the ground floor. At the bottom of the screen, there is a UI bar with a gold coin icon and 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 bar.</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>

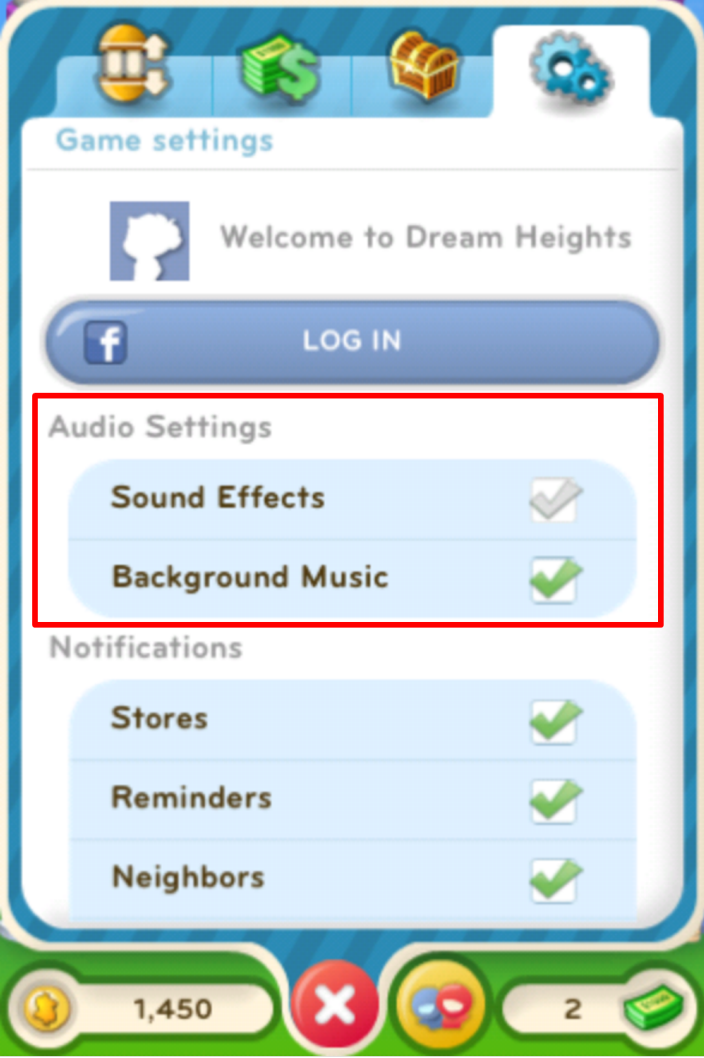
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Claim Language	Evidence of Infringement
	

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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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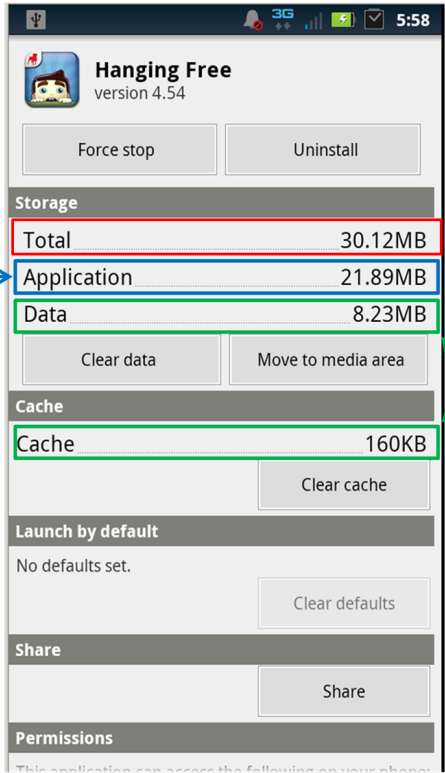
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
<p>11. The method of claim 1, wherein said storage device is an ultimate receiver station.</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 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 Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends 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 Hanging with Friends. 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 Hanging with Friends. 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 pre-stored data at said station of a particular kind,</p>	<p>Hanging with Friends 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, Hanging with Friends 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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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 Hanging with Friends computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Hanging with Friends 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, Hanging with Friends 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, selected avatars, selected balloon colors, or words played, and placing the resulting information, such as the selected balloon colors or the word played, in the portion to be completed.</p>

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Claim Language	Evidence of Infringement
	 <p data-bbox="787 544 997 625">Portion completed by accessing prestored data</p> <p data-bbox="1501 487 1743 544">Computer program and portion to be completed</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 Hanging with Friends to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Hanging with Friends 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 create a game (highlighted in the second figure below).</p>

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Claim Language	Evidence of Infringement
	 <p>A screenshot of an Android phone's application drawer. The screen displays a grid of app icons on a dark background. At the top, there is a status bar with a notification bell, signal strength, 3G connectivity, battery level, and the time 9:23. Below the status bar is a header for 'All apps' with a dropdown arrow. The app icons are arranged in three rows. The 'Hanging Free' app icon, which features a cartoon character in a blue house, is highlighted with a red rectangular box. Other visible app icons include GoToMeeti, Guided Tours, Have2Eat, Help Center, Houston Traffic, IM, Instagram, Latitude, Lets Golf 2, Local, Maps, Memory Test Pro, Messaging, Mobile Hotspot, MOTOPRINT, Music, My Accounts, My Verizon Mobile, Navigation, News, NFL Mobile, Nova, and Pandora.</p>

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