


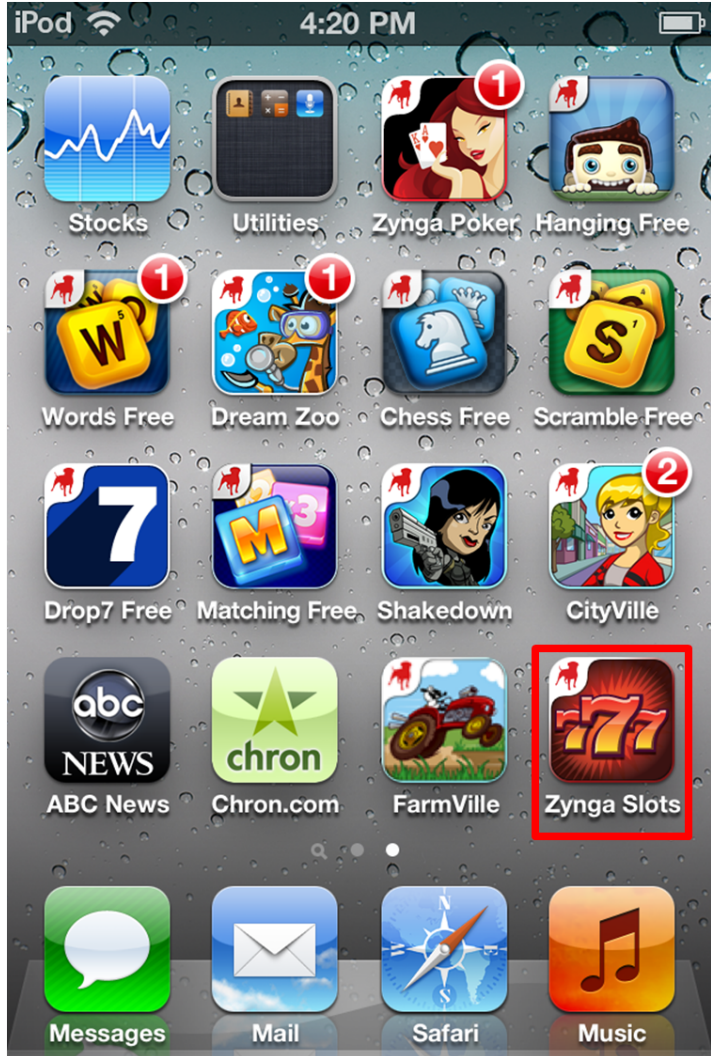
Claim Language	Evidence of Infringement
<p>wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular kind to select a specific datum from said prestored 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 Zynga Slots computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Zynga Slots 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, Zynga Slots 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 game play state, the number of coins available, total earnings, or the user’s last win, and placing the resulting information, such as the number of coins available to the user, in the portion to be completed.</p>

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ZYNGA EX. 1002
(Part 6 of 8)

Claim Language	Evidence of Infringement
	 <p>Computer program and portion to be completed</p> <p>Portion 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 Zynga Slots to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Zynga Slots 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 “SPIN” (highlighted in the second figure below).</p>

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Claim Language	Evidence of Infringement
	


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Claim Language	Evidence of Infringement
	

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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 Zynga Slots. See figure below for an example of the station delivering complete programming.


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Claim Language	Evidence of Infringement
	

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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 Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. The priority date for Claim 3 is September 11, 1987.</p> <p>Prestored data designates subscriber data in Zynga Slots. Such prestored data is used, for example, to maintain continuity between successive playings of Zynga Slots. For example, the prestored subscriber data may include game play state, the number of coins available, total earnings, or the user’s last win. 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 number of coins available to the user, is still available because it is prestored. The number of coins available to the user 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 1331 367">Without access to the internet, the portion to be completed is completed by accessing the prestored data</p>  <p>The screenshot shows the Zynga Slots game interface. At the top, a rabbit character is running in a forest. A 'JACKPOT 1,513' banner is visible. Below the rabbit, a red box highlights a control bar containing a coin icon, the number '10', a '+' button, the number '1,397', and a five-star progress indicator. The main game area displays a 3x5 grid of reels with various symbols including a rabbit, a woman, a man, and a green frog. At the bottom, there are buttons for 'TOTAL BET 15', 'LAST WIN 0', '15 LINES', '1 BET', a large green 'SPIN' button, and 'MAX LINES'.</p>

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


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the Zynga Slots app on an iPod touch. The app's icon, name, version (1.8), and size (26.8 MB) are visible. A green rectangular box highlights the 'Documents & Data' section, which indicates that 73.7 MB of data is associated with the app. Below this, there is a prominent red button labeled 'Delete App'. The top status bar shows the device is an iPod with a Wi-Fi connection and the time is 4:15 PM. The bottom status bar shows that 5.5 GB of storage is available on the device.</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 Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. The priority date for Claim 6 is September 11, 1987.</p> <p>The portion to be completed in Zynga Slots 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>

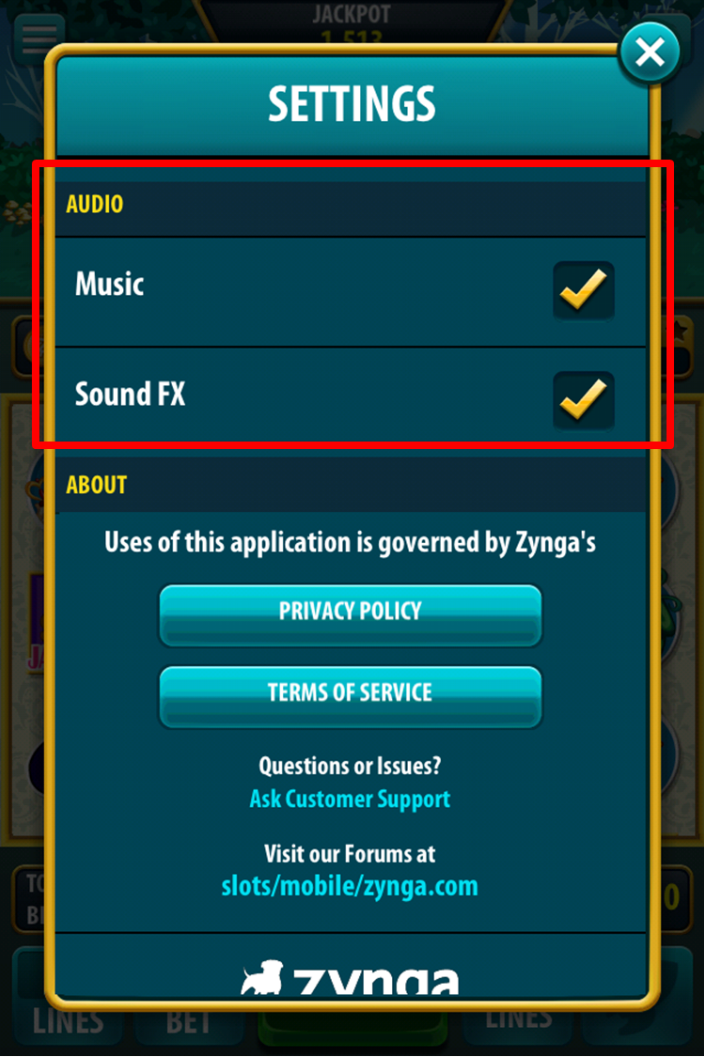
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a rabbit character in a red vest and hat is running through a field. The game's currency is shown as '10' with a 'SALE' tag and a balance of '1,397'. The slot machine has five reels with various symbols including a rabbit, a character, a club, a bonus bottle, a diamond, a spade, a heart, and a rose. The bottom control panel shows 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large green 'SPIN' button, and 'MAX LINES'.</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 Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. The priority date for Claim 9 is September 11, 1987.</p> <p>A control signal in Zynga Slots causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for Zynga Slots, as shown below.</p>

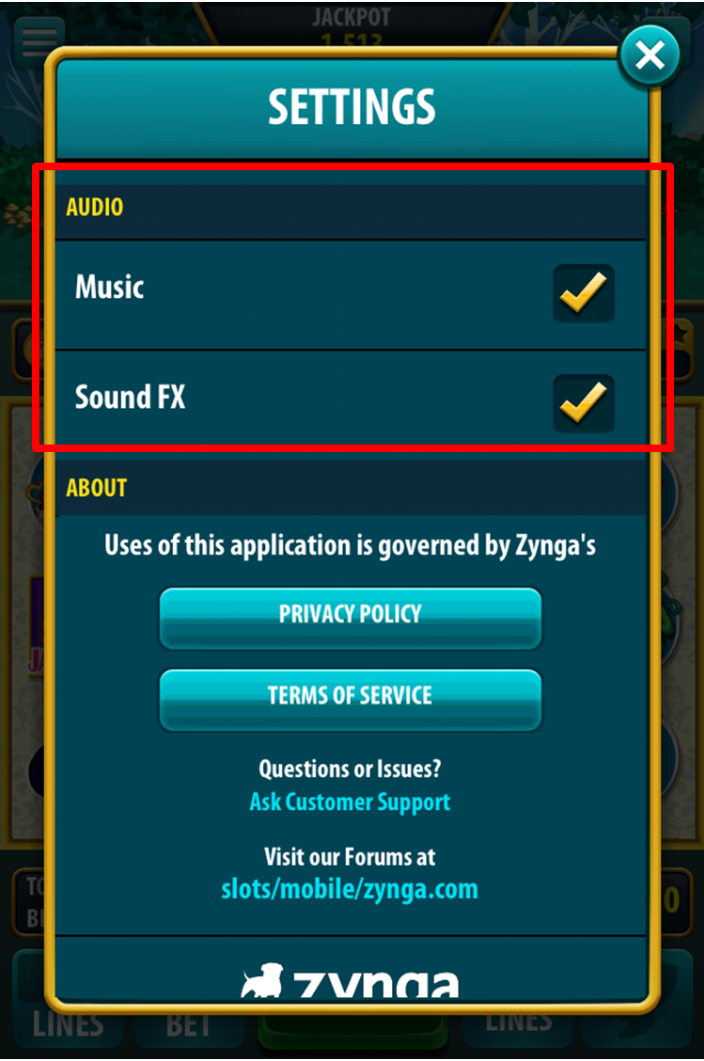
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'SETTINGS' menu of the Zynga Slots mobile game. The 'AUDIO' section is highlighted with a red rectangular box. Within this section, the 'Music' and 'Sound FX' options are both checked with yellow checkmarks. Below the 'AUDIO' section is the 'ABOUT' section, which includes text stating 'Uses of this application is governed by Zynga's' and two buttons: 'PRIVACY POLICY' and 'TERMS OF SERVICE'. At the bottom of the 'ABOUT' section, there is a link to 'Ask Customer Support' and a link to 'Visit our Forums at slots/mobile/zynga.com'. The Zynga logo is visible at the very bottom of the settings overlay.</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 Zynga Slots.

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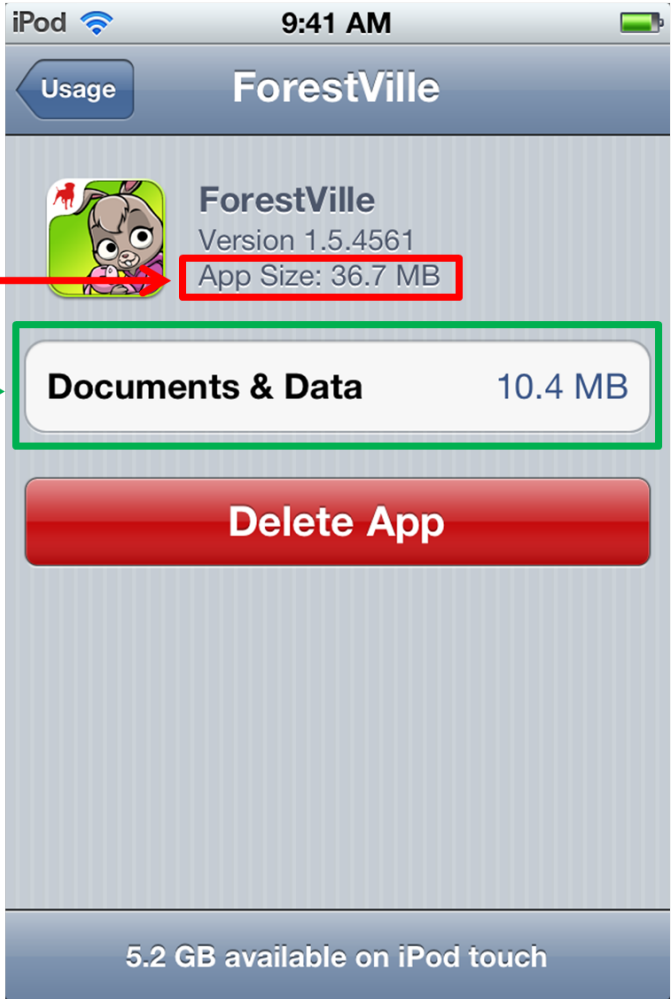
Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'SETTINGS' menu of the Zynga Slots mobile game. The 'AUDIO' section is highlighted with a red rectangular box. Within this section, the 'Music' and 'Sound FX' options are both checked with yellow checkmarks. Below the 'AUDIO' section is the 'ABOUT' section, which includes text stating 'Uses of this application is governed by Zynga's' and two buttons: 'PRIVACY POLICY' and 'TERMS OF SERVICE'. At the bottom of the 'ABOUT' section, there is a link to 'Ask Customer Support' and a link to 'Visit our Forums at slots/mobile/zynga.com'. The Zynga logo is visible at the very bottom of the settings menu.</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 Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. The priority date for Claim 11 is September 11, 1987.</p> <p>Zynga Slots 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 ForestVille as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ForestVille 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 ForestVille. 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 ForestVille. 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>ForestVille 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, ForestVille 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 data-bbox="795 475 1062 586">Computer program and portion to be completed</p> <p data-bbox="795 618 1089 651">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 ForestVille computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the ForestVille 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, ForestVille 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 the type of houses or crops selected, or the orientation/layout of graphics, and placing the resulting information, such as the houses selected by the user, in the portion to be completed.</p>


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Claim Language	Evidence of Infringement
	<p data-bbox="1094 266 1409 334">Computer program and portion to be completed</p>  <p data-bbox="1146 1101 1461 1169">Portion completed by accessing prestored data</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 ForestVille to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, ForestVille 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” (highlighted in the second figure below).

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone home screen with a grey, water-droplet background. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, '9:41 AM', and battery level. Below the status bar are five game icons in a row: 'Holidaytown' (a girl with a basket), 'DreamHeights' (a girl with a crown), 'PetHouse' (a dog's face), 'Gems Free' (a pink gem), and 'ForestVille' (a dog's face). Each of the first four icons has a red circle with the number '1' in the top right corner. The 'ForestVille' icon is enclosed in a red rectangular box. Below the game icons are four dock 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>whereby said station of a particular kind is enabled to deliver complete programming.</p>	<p>The station is enabled to deliver complete programming of ForestVille. See figure below for an example of the station delivering complete programming.</p>


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Claim Language	Evidence of Infringement
	

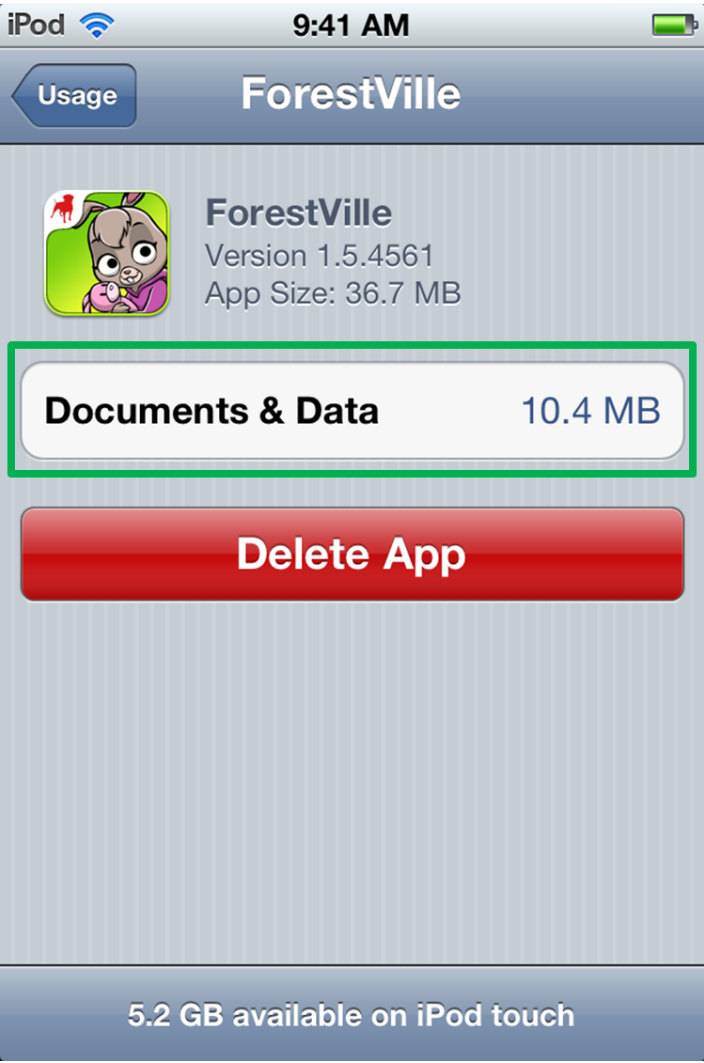
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Claim Language	Evidence of Infringement
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>Zynga provides ForestVille as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ForestVille 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 ForestVille. 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 ForestVille. The priority date for Claim 3 is September 11, 1987.</p> <p>Prestored data designates subscriber data in ForestVille. Such prestored data is used, for example, to maintain continuity between successive playings of ForestVille. For example, the prestored subscriber data may include the type of houses or crops selected, or the orientation/layout of graphics. 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 orientation or layout, is still available because it is prestored. The game orientation or layout 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="1066 261 1528 342">Without access to the internet, the portion to be completed is completed by accessing the prestored data that designates subscriber data</p> 
<p data-bbox="300 1068 737 1172">said method further comprising the step of storing subscriber data.</p>	<p data-bbox="762 1068 1797 1138">ForestVille stores subscriber data so that it can be used in a subsequent playing of ForestVille as prestored data.</p>


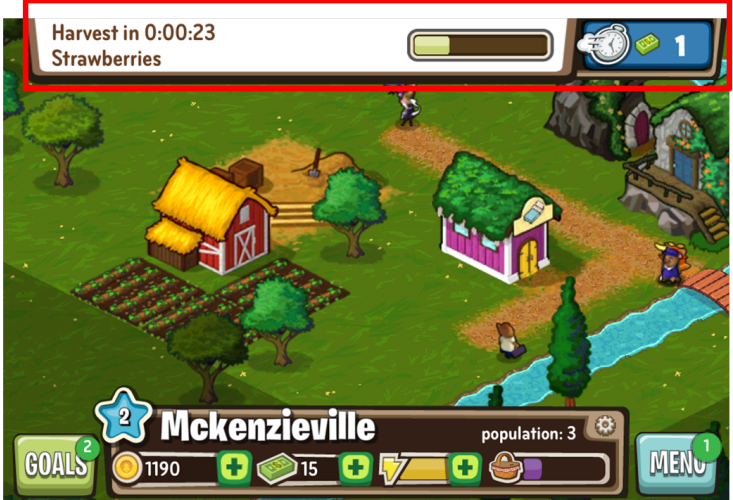
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' page for the ForestVille app on an iPod touch. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, the time '9:41 AM', and battery level. The app title 'ForestVille' is displayed in a blue header. Below the title, the app icon is shown next to the text 'ForestVille', 'Version 1.5.4561', and 'App Size: 36.7 MB'. A section titled 'Documents & Data' is highlighted with a green border and shows '10.4 MB'. Below this is a large red button labeled 'Delete App'. At the bottom of the screen, it says '5.2 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 ForestVille as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ForestVille 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 ForestVille. 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 ForestVille. The priority date for Claim 4 is September 11, 1987.</p> <p>ForestVille 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 ForestVille regarding the planting of crops, while a second transmitted control instruction may cause execution to enable delivery of complete programming of ForestVille regarding the harvesting of the planted crops, along with the option to speed up the harvesting process. See the examples shown below.</p>

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Claim Language	Evidence of Infringement
	<p data-bbox="814 435 989 537">First control instruction to plant a crop</p>  <p data-bbox="793 805 995 907">Second control instruction to harvest the crop</p> 

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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 plant a crop is always transmitted before the control instruction to harvest the crop. Further, the control signal also includes information designating a time period, such as the time period needed to harvest the crop or the time remaining before harvesting can occur.

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile game interface with a harvest timer for strawberries. The timer is located at the top of the screen and shows a progress bar, a clock icon, and the text "Harvest in 0:00:23 Strawberries". A red box highlights the timer text. Below the timer, the game shows a farm scene with a barn, a house, and a river. The bottom of the screen features a status bar with the name "Mckenzieville", a population of 3, and various resource icons. A red box also highlights the "Strawberries" text in the timer.</p> <p>Strawberries Harvest in 30s Yields 15</p> <p>Raspberries Available at level 3 Yields 90</p> <p>Blueberries Available at level 5 Yields 150</p> <p>CLOSE</p> <p>Harvest in 0:00:23 Strawberries</p> <p>GOALS 2 1190 15 1 MENU 1</p> <p>Mckenzieville population: 3</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 ForestVille as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ForestVille 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 ForestVille. The priority date for Claim 6 is September 11, 1987.</p> <p>The portion to be completed in ForestVille 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 for examples of generally applicable information (examples specified with red boxes):</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the ForestVille mobile game interface. A winding blue river flows through a green landscape with various trees and buildings. A red box highlights a section of the river in the upper left. Another red box highlights a section of the river in the upper right. A third red box highlights a white cloud in the lower left. At the bottom, a dark brown UI bar contains several elements: a green 'GOALS' button with a '1' notification, a gold coin icon with '1000', a green plus sign, a green house icon with '15', another green plus sign, a lightning bolt icon with a green plus sign, a purple basket icon, and a 'population: 2' label with a gear icon. A blue 'MENU' button is on the far right. A white starburst with the number '1' is positioned above the 'GOALS' button.</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 ForestVille as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ForestVille 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 ForestVille. 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 ForestVille. The priority date for Claim 9 is September 11, 1987.</p> <p>A control signal in ForestVille causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for ForestVille, as shown below.</p>

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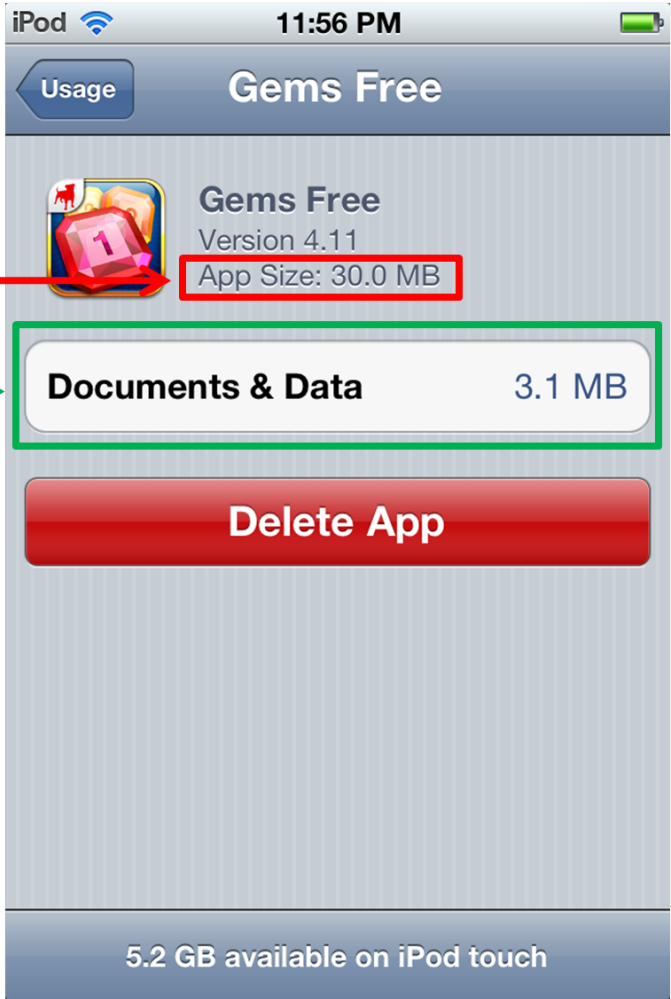
Claim Language	Evidence of Infringement
	
<p>said method further comprising the step of storing said control signal.</p>	<p>As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of ForestVille.</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 ForestVille as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ForestVille 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 ForestVille. The priority date for Claim 11 is September 11, 1987.</p> <p>ForestVille 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 Gems with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Gems 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 Gems 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 Gems 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 prestored data at said station of a particular kind,</p>	<p>Gems 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, Gems 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>The screenshot shows the 'Gems Free' app page on an iPod touch. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, and the time '11:56 PM'. Below the status bar is a 'Usage' button and the app name 'Gems Free'. The app icon is shown with a red '1' on it. To the right of the icon, the text reads 'Gems Free', 'Version 4.11', and 'App Size: 30.0 MB'. Below this is a 'Documents & Data' section showing '3.1 MB'. At the bottom of the app page is a red 'Delete App' button. At the very bottom of the screen, it says '5.2 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 Gems with Friends computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Gems 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, Gems 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 or game scores, and placing the resulting information, such as the user’s score, in the portion to be completed.</p>

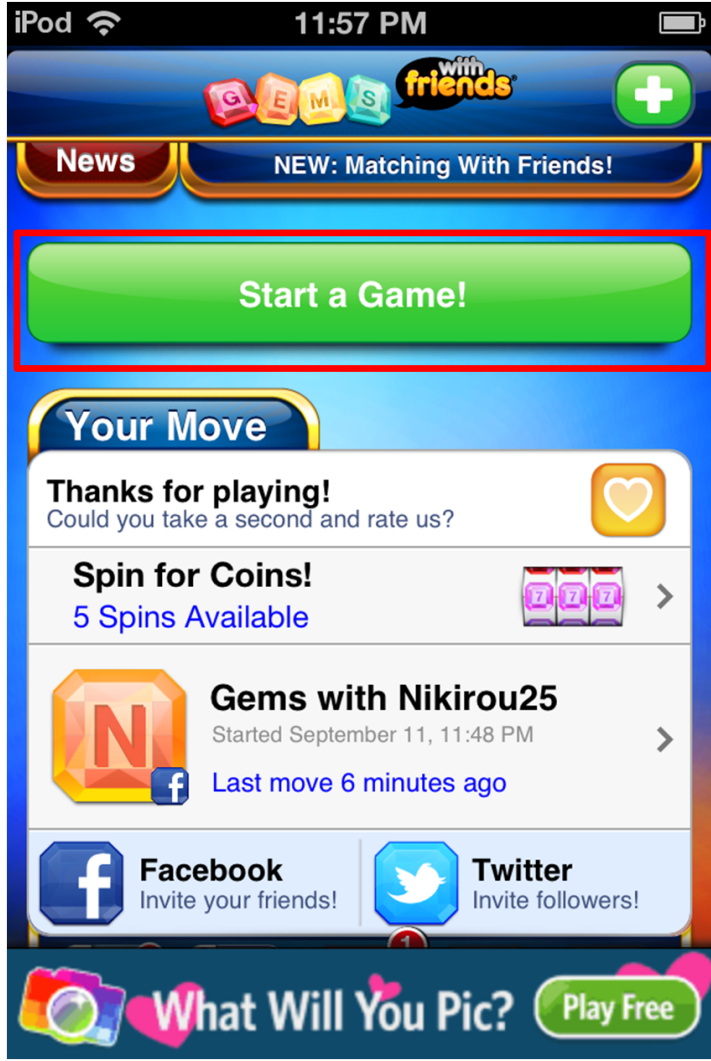
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Claim Language	Evidence of Infringement
	
<p>storing a control signal, which is operative at at least one particular kind of station, said control signal operative to cause said execution of said computer program,</p>	<p>A control signal is operative to cause execution of a computer program included as part of the programming for Gems with Friends to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Gems 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 “Start a Game!” (highlighted in the second figure below).</p>

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod home screen with a grey background covered in water droplets. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, '11:56 PM', and battery level. Four game icons are arranged in a row: 'Holidaytown' (a blonde woman), 'DreamHeights' (a woman with a crown), 'PetHouse' (a brown dog), and 'Gems Free' (a pink gem with the number 1). Each of these four icons has a red circle with the number '1' above it. The 'Gems Free' icon is enclosed in a red rectangular box. Below the games, the dock contains four standard iOS 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
	

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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 Gems with Friends. 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 on an iPod. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, and the time '12:07 AM'. The game's score is '1713' with a level indicator '4' (a star) on the left and a pause button on the right. Below the score, '+195' and a timer '1:22' are shown. The main play area is a 5x5 grid of gems. The gems are: Row 1: Pink 7, empty, empty, empty, Pink 7; Row 2: empty, Purple 6, empty, empty, empty; Row 3: empty, empty, Blue 5, empty, empty; Row 4: Pink 7, Purple 6, Green 4, empty, empty; Row 5: Pink 7, empty, empty, empty, Pink 7. At the bottom, there is a toolbar with five gems: two Red 1s, a Red Heart, a Grey Snowflake, and a Blue 5.</p>

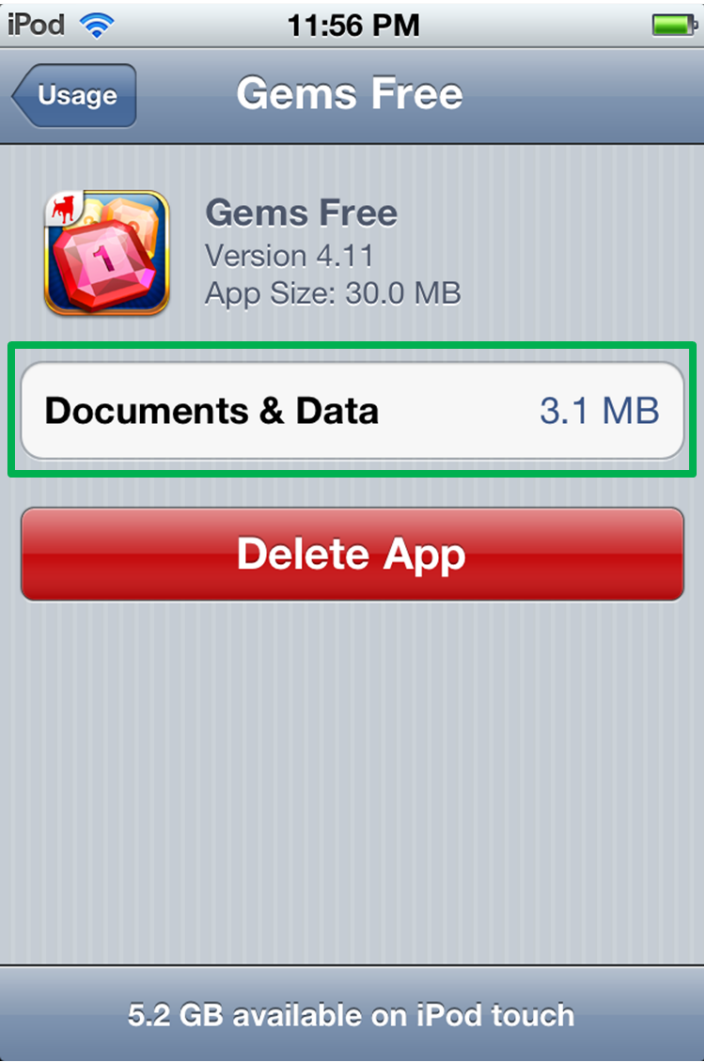
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Claim Language	Evidence of Infringement
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>Zynga provides Gems with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Gems with Friends 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 Gems with Friends. 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 Gems with Friends. The priority date for Claim 3 is September 11, 1987.</p> <p>Prestored data designates subscriber data in Gems with Friends. Such prestored data is used, for example, to maintain continuity between successive playings of Gems with Friends. For example, the prestored subscriber data may include, for both the subscriber or the subscriber’s opponent, profile names, game play activity, and game scores. As one example, the subscriber data, which is the subscriber’s game score in this example, is available throughout game play as is shown in the figure below to the left. When access to the Internet on the mobile device is disabled, as in the figure below to the right, the subscriber data, still the subscriber’s score in the game, is still available because it is prestored. The subscriber’s 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 style="color: red; text-align: center;">Subscriber specific data is present during live game play</p>  <p style="color: red; text-align: center;">Without access to the internet, prestored subscriber data is accessed to complete the portion to be completed</p>
<p>said method further comprising the step of storing subscriber data.</p>	<p>Gems with Friends stores subscriber data so that it can be used in a subsequent playing of Gems with Friends as prestored data.</p>

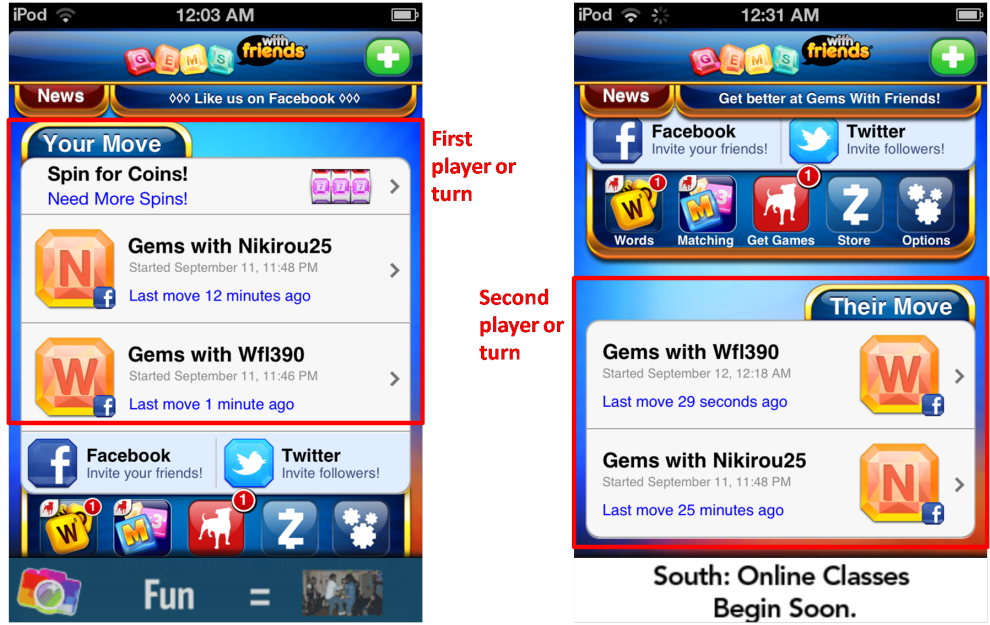
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the 'Gems Free' app on an iPod touch. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, the time '11:56 PM', and battery level. The app title 'Gems Free' is displayed in a blue header. Below the app icon, the text reads 'Gems Free', 'Version 4.11', and 'App Size: 30.0 MB'. A section titled 'Documents & Data' is highlighted with a green border and shows '3.1 MB'. Below this is a large red button labeled 'Delete App'. At the bottom of the screen, it says '5.2 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 Gems with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Gems with Friends 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 Gems with Friends. 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 Gems with Friends. The priority date for Claim 4 is September 11, 1987.</p> <p>Gems with Friends 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>First player or turn</p> <p>Second player or turn</p>
<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 player control instruction is always above the second player control instruction. Further, the control signal also includes information designating a time period, such as the time period that has passed since a player has made a move in the game or another turn has been played.</p>

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