



Claim Language	Evidence of Infringement
	
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>Zynga provides Horn as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Horn 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 Horn. 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 Horn. The priority date for Claim 3 is September 11, 1987.</p>

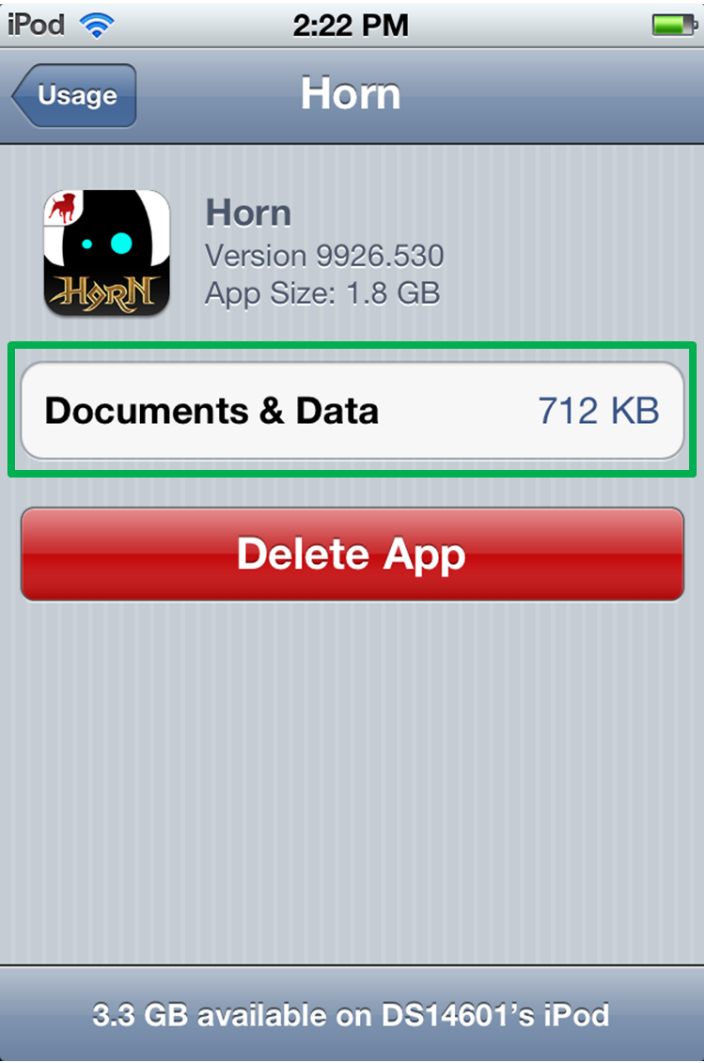
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Claim Language	Evidence of Infringement
	<p>Prestored data designates subscriber data in Horn. Such prestored data is used, for example, to maintain continuity between successive playings of Horn. For example, the prestored subscriber data may include game play state, statistics, or user preferences. 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 statistics or game play state properties, is still available because it is prestored. The statistics and game play state properties are 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="1087 261 1556 347">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 1073 737 1177">said method further comprising the step of storing subscriber data.</p>	<p data-bbox="762 1073 1797 1143">Horn stores subscriber data so that it can be used in a subsequent playing of Horn as prestored data.</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Horn' app page on an iPod. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, and the time '2:22 PM'. The app name 'Horn' is displayed in a large font. Below the app icon, the version '9926.530' and app size '1.8 GB' are listed. A green box highlights the 'Documents & Data' section, which shows '712 KB'. A red 'Delete App' button is visible below. At the bottom, a blue bar indicates '3.3 GB available on DS14601's iPod'.</p>

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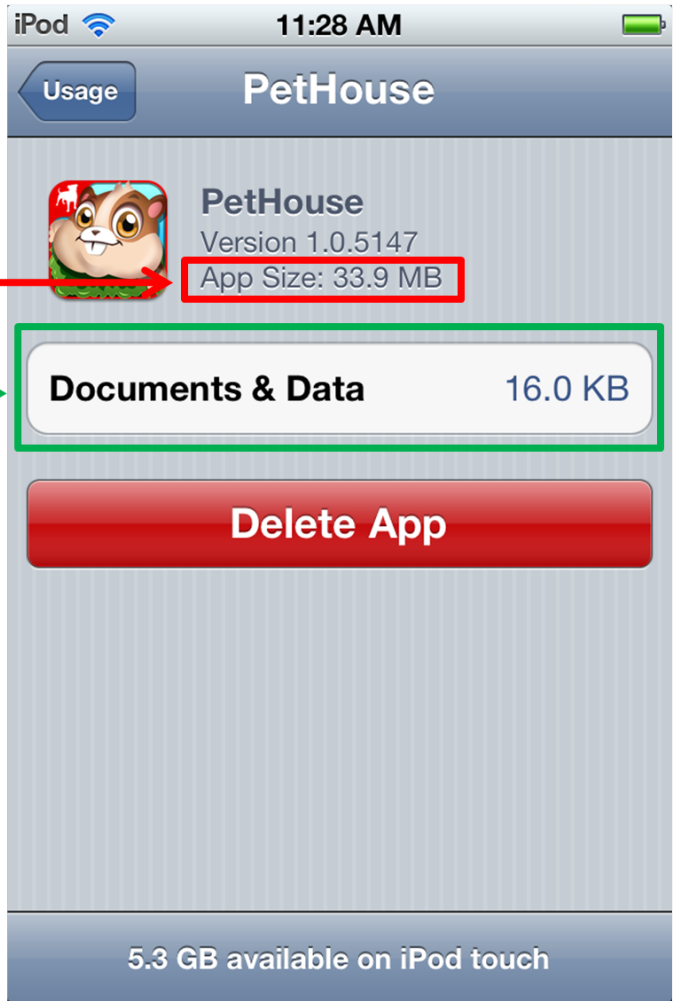
Claim Language	Evidence of Infringement
<p>6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.</p>	<p>Zynga provides Horn as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Horn 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 Horn. The priority date for Claim 6 is September 11, 1987.</p> <p>The portion to be completed in Horn 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 image is a screenshot from a mobile game. It shows a character in a medieval-style environment. The character is in the foreground, facing away from the viewer. The background features stone buildings and a large tree. A red box highlights a specific area in the background, likely related to the claim language. The interface includes a health bar at the top left, a pause button at the top center, and a score of 2201 at the top right. There are also three circular icons on the left side of the screen.</p>
<p>11. The method of claim 1, wherein said storage device is an ultimate receiver station.</p>	<p>Zynga provides Horn as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Horn 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 Horn. The priority date for Claim 11 is September 11, 1987.</p> <p>Horn 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 Dream PetHouse as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream PetHouse 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 Dream PetHouse. 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 Dream PetHouse. 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>Dream PetHouse 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, Dream PetHouse 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>

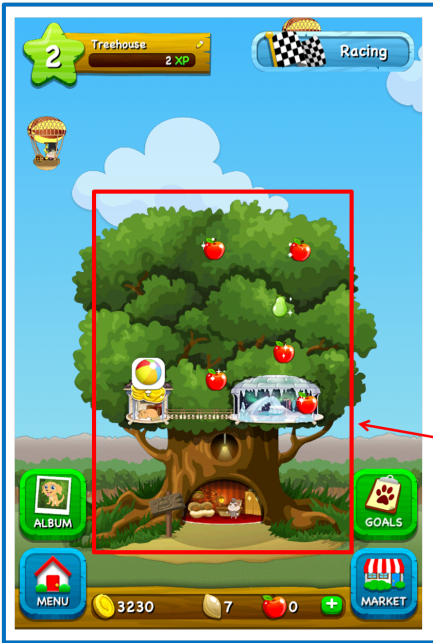
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Claim Language	Evidence of Infringement
	 <p data-bbox="793 475 1062 586">Computer program and portion to be completed</p> <p data-bbox="793 618 1087 651">Prestored data</p>

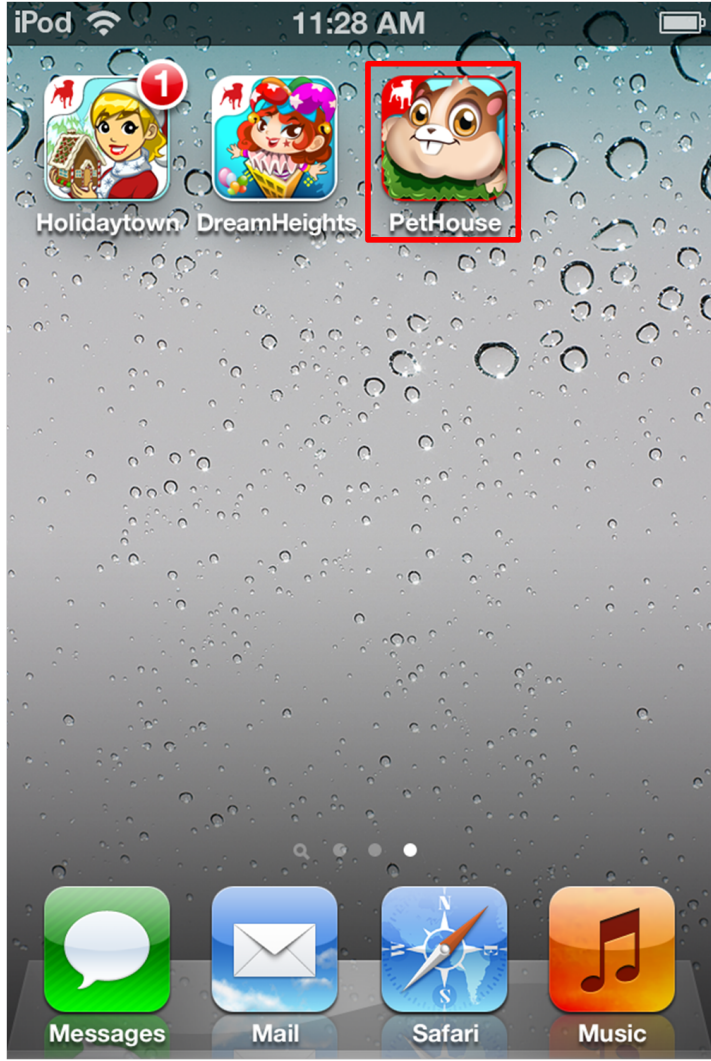
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Claim Language	Evidence of Infringement
<p>wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular 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 Dream PetHouse computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Dream PetHouse 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, Dream PetHouse 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 seed value, and placing the resulting information, such as the pets selected by the user or the seed value for the user, in the portion to be completed.</p>


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Claim Language	Evidence of Infringement
	 <p data-bbox="785 521 982 565">Computer program and portion to be completed</p> <p data-bbox="1541 656 1730 721">Example of 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 Dream PetHouse to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Dream PetHouse 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).</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, the time '11:28 AM', and a battery icon. Below the status bar are three game icons: 'Holidaytown' (a girl with a house), 'DreamHeights' (a girl with a house), and 'PetHouse' (a brown squirrel). The 'PetHouse' icon is enclosed in a red rectangular box. Below the game icons are four system icons: 'Messages' (green speech bubble), 'Mail' (blue envelope), 'Safari' (blue compass), and 'Music' (orange musical note). The background of the home screen is a grey surface with many small water droplets.</p>


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Claim Language	Evidence of Infringement
	

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whereby said station of a particular kind is enabled to deliver complete programming.	The station is enabled to deliver complete programming of Dream PetHouse. See figure below for an example of the station delivering complete programming.

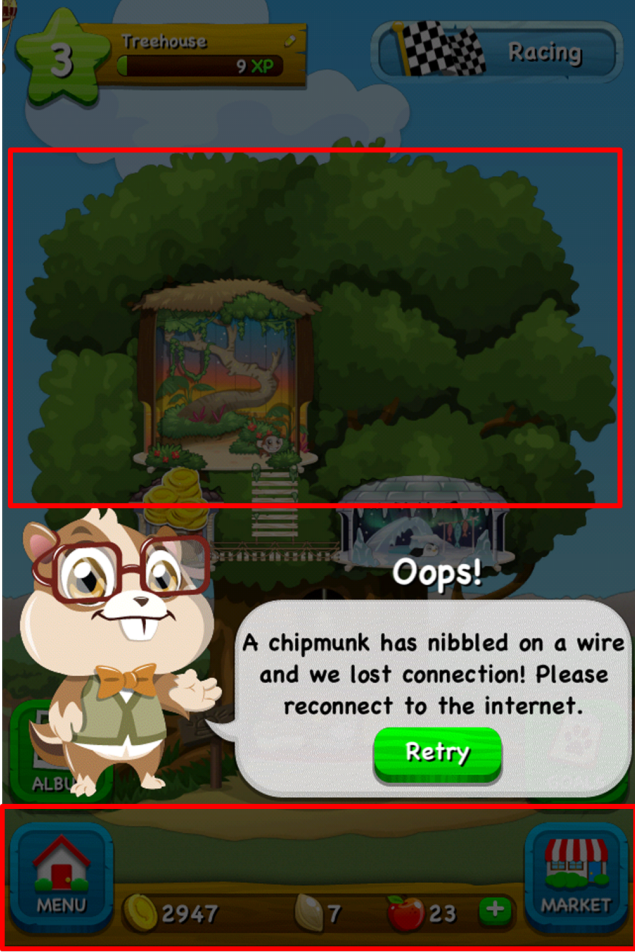
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the main interface of the Dream PetHouse mobile game. At the top left, a green star icon contains the number '3', next to a yellow 'Treehouse' button with a progress bar and '9 XP' text. To the right is a blue 'Racing' button with a checkered flag icon. The central focus is a large green tree with a thatched-roof treehouse, a small gazebo, and a fountain. At the bottom, there are several navigation buttons: 'ALBUM' (green with a photo icon), 'GOALS' (green with a paw print icon), 'MENU' (blue with a house icon), and 'MARKET' (blue with a storefront icon). A bottom status bar shows a gold coin icon with '2933', a leaf icon with '7', an apple icon with '21', and a green plus sign.</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 Dream PetHouse as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream PetHouse 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 Dream PetHouse. 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 Dream PetHouse. The priority date for Claim 3 is September 11, 1987.</p> <p>Prestored data designates subscriber data in Dream PetHouse. Such prestored data is used, for example, to maintain continuity between successive playings of Dream PetHouse. For example, the prestored subscriber data may include user preferences, a coin value, or a seed value. As an example, the subscriber data, such as the pets selected by the user or the seed 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 pets or seed 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>

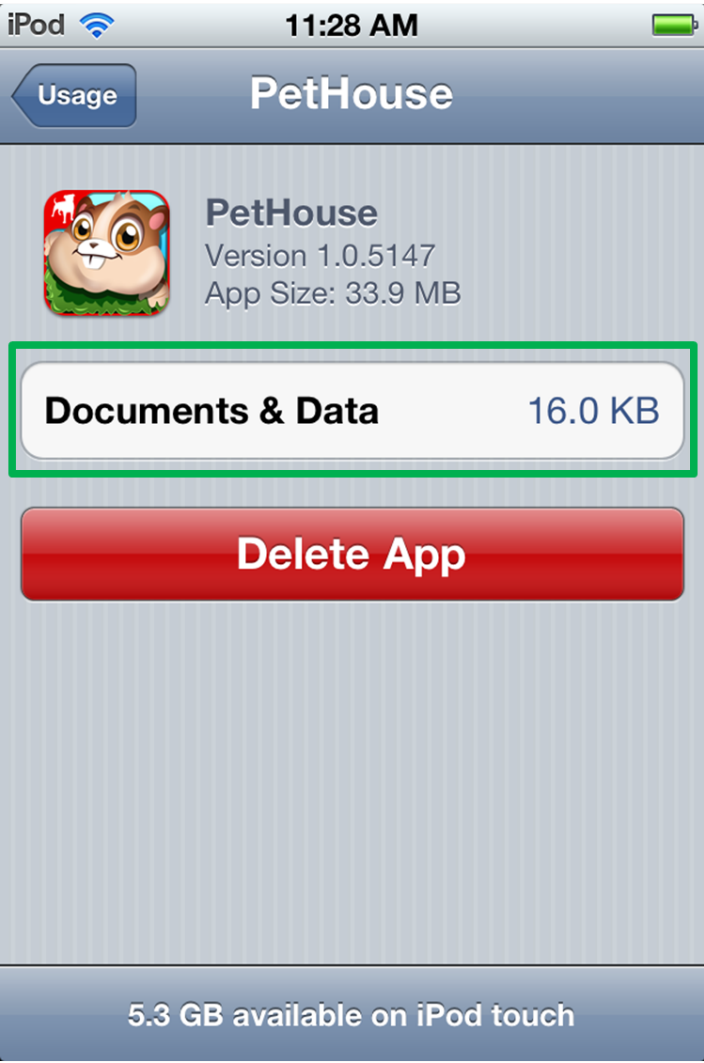
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Claim Language	Evidence of Infringement
	<p data-bbox="867 261 1318 342">Without access to the internet, the portions to be completed are completed by accessing the prestored data that designates subscriber data</p> 

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



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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the PetHouse app on an iPod touch. The app's icon, a cartoon squirrel, is displayed next to the app name 'PetHouse', version '1.0.5147', and app size '33.9 MB'. A green rectangular box highlights the 'Documents & Data' section, which indicates that the app has 16.0 KB of data stored. Below this section is a prominent red button labeled 'Delete App'. The status bar at the top of the device shows 'iPod', signal strength, Wi-Fi, and the time '11:28 AM'. The bottom status bar shows '5.3 GB available on iPod touch'.</p>

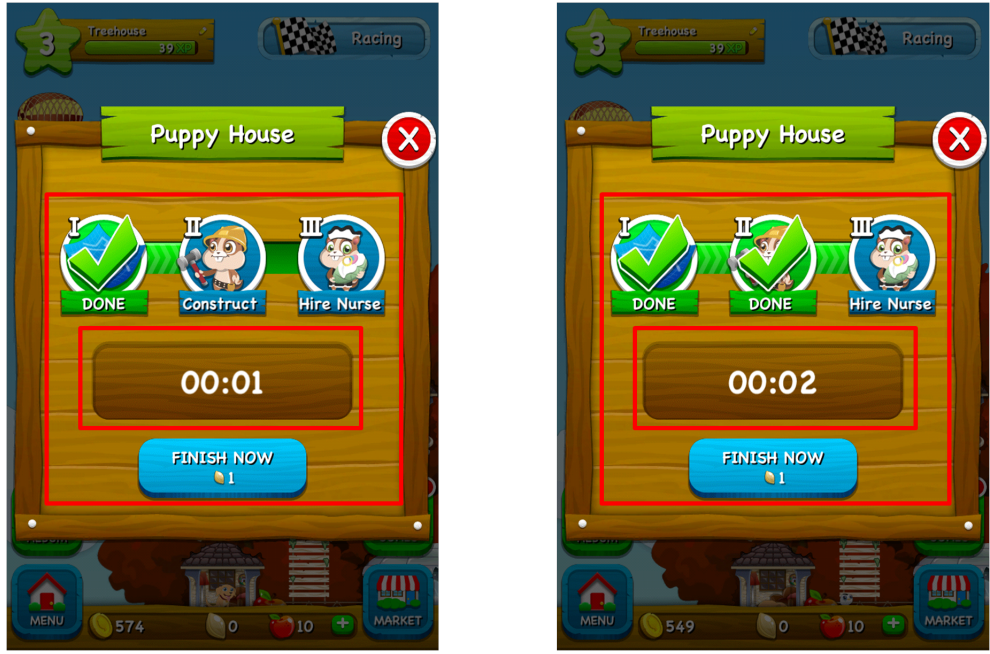
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Claim Language	Evidence of Infringement
<p>4. The method of claim 1, wherein said control signal comprises a series or stream of sequentially transmitted control instructions,</p>	<p>Zynga provides Dream PetHouse as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream PetHouse 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 PetHouse. 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 PetHouse. The priority date for Claim 4 is September 11, 1987.</p> <p>Dream PetHouse 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
	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>First control instruction to speed up the construction</p>  </div> <div style="text-align: center;"> <p>Second control instruction to hire a nurse faster</p>  </div> </div>
<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 a pethouse is always transmitted before the second control instruction to hire a nurse. Further, the control instructions also include information designating a time period, such as the time period remaining before the construction is completed or before the nurse is hired.</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 PetHouse as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream PetHouse 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 PetHouse. 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 Dream PetHouse 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
	

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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 PetHouse as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream PetHouse 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 PetHouse. 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 PetHouse. The priority date for Claim 9 is September 11, 1987.</p> <p>A control signal in Dream PetHouse causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for Dream PetHouse, as shown below.</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'SETTINGS' menu of the game. The 'AUDIO SETTINGS' section is highlighted with a red box, indicating that both 'Sound Effects' and 'In-Game Music' are turned 'ON'. The 'ALERTS' section below it shows four options: 'Room Collect', 'Build Complete', 'Baby Delivery', and 'Expansions', all of which are also turned 'ON'. The bottom of the screen features a navigation bar with a back arrow, a coin counter at 1149, a leaf counter at 0, an apple counter at 10, and a close button.</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 Dream PetHouse.

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'SETTINGS' menu of the game. The 'AUDIO SETTINGS' section, which is highlighted with a red box, includes 'Sound Effects' and 'In-Game Music', both of which are turned 'ON'. The 'ALERTS' section includes 'Room Collect', 'Build Complete', 'Baby Delivery', and 'Expansions', all of which are also turned 'ON'. The bottom of the screen features a navigation bar with a back arrow, a coin counter at 1149, a leaf counter at 0, an apple counter at 10, and a close button.</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 PetHouse as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream PetHouse 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 PetHouse. The priority date for Claim 11 is September 11, 1987.</p> <p>Dream PetHouse is made available for play on an ultimate receiver station that is a storage device, such as a mobile device.</p>