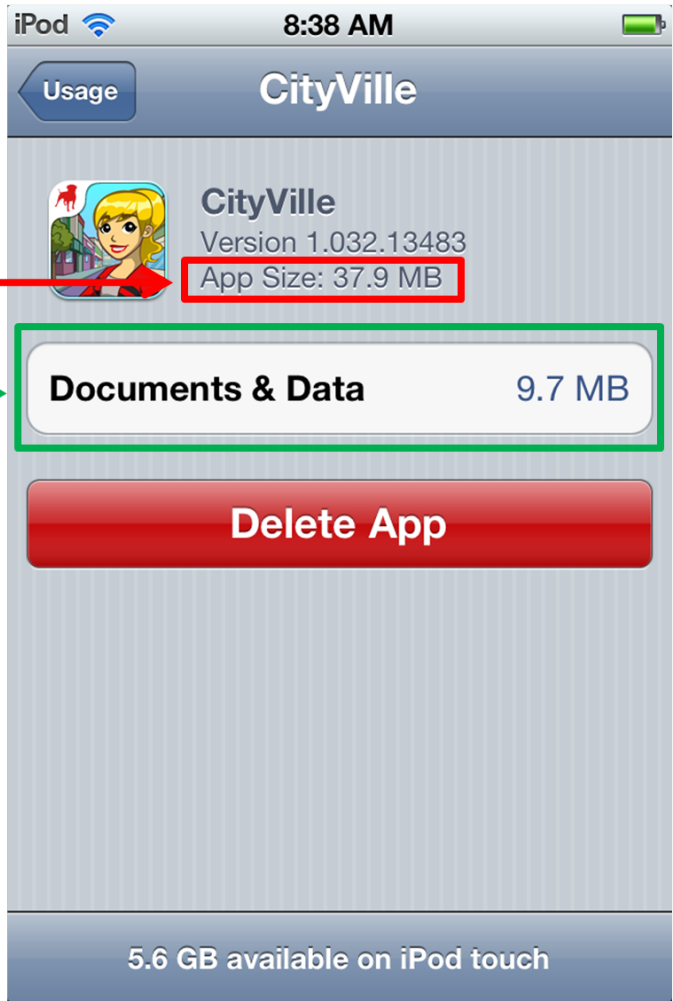| Claim Language	Evidence of Infringement
1. A method of enabling a station of a particular kind to deliver complete programming, said station including a storage device, and said method comprising the steps of:	Zynga provides CityVille as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille 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 CityVille. 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 CityVille. The priority date for Claim 1 is September 11, 1987.
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,	CityVille 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, CityVille 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.

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(Part 1 of 8)

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
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	When executed on the station, the CityVille computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the CityVille 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, CityVille 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 name for the city, 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.

Claim Language	Evidence of Infringement

Continued on next page

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 CityVille to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, CityVille 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 "Hire Luisa!" (highlighted in the second figure below).

Claim Language	Evidence of Infringement

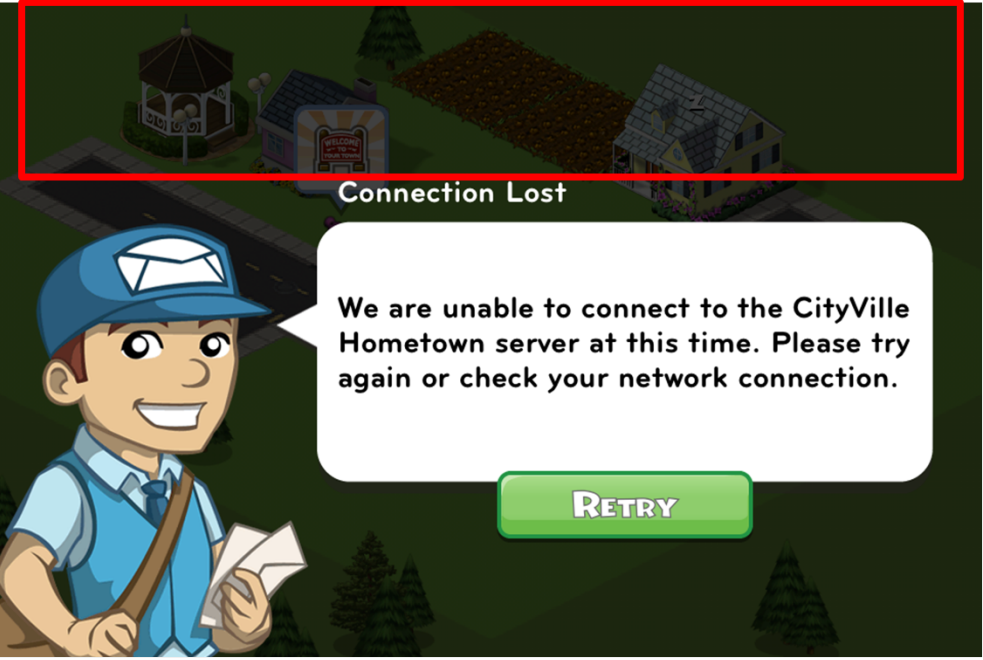| Claim Language	Evidence of Infringement
whereby said station of a particular kind is enabled to deliver complete programming.	The station is enabled to deliver complete programming of CityVille. See figure below for an example of the station delivering complete programming.

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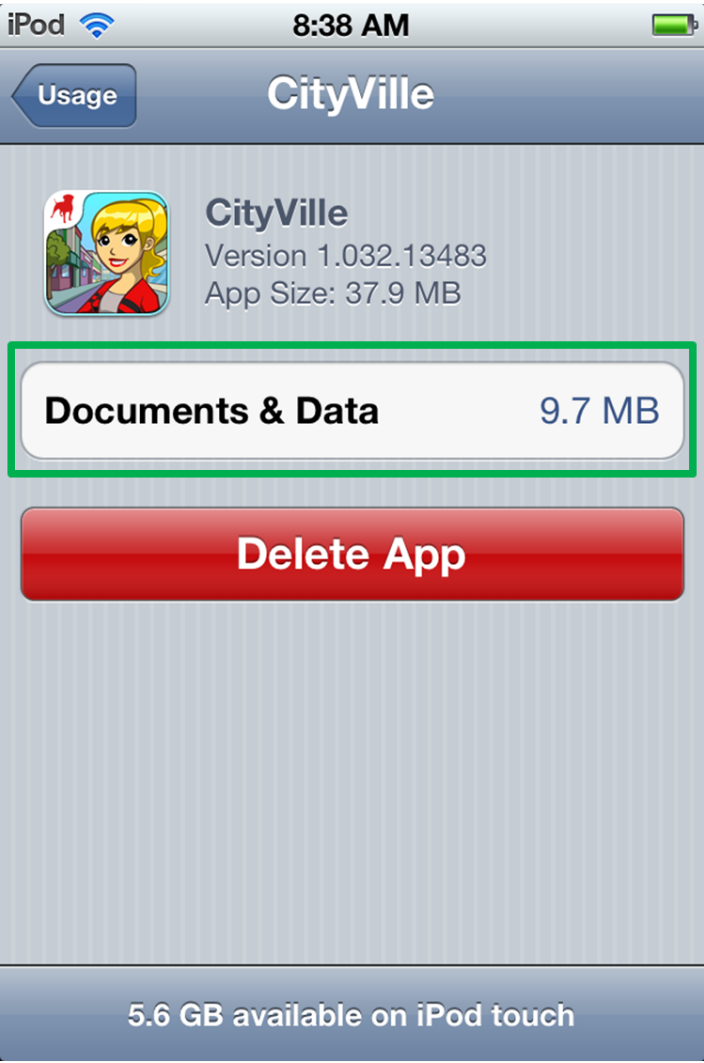| Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
3. The method of claim 1, wherein said prestored data designates subscriber data,	Zynga provides CityVille as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille 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 CityVille. 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 CityVille. The priority date for Claim 3 is September 11, 1987. Prestored data designates subscriber data in CityVille. Such prestored data is used, for example, to maintain continuity between successive playings of CityVille. For example, the prestored subscriber data may include the name for the city, 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.

Claim Language	Evidence of Infringement
	Without access to the internet, the portion to be completed is completed by accessing the prestored data **Connection Lost** We are unable to connect to the CityVille Hometown server at this time. Please try again or check your network connection. **RETRY**
said method further comprising the step of storing subscriber data.	CityVille stores subscriber data so that it can be used in a subsequent playing of CityVille as prestored data.

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
4. The method of claim 1, wherein said control signal comprises a series or stream of sequentially transmitted control instructions,	Zynga provides CityVille as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille 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 CityVille. 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 CityVille. The priority date for Claim 4 is September 11, 1987. CityVille 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 CityVille regarding the planting of crops, while a second transmitted control instruction may cause execution to enable delivery of complete programming of CityVille regarding the harvesting of the planted crops, along with the option to speed up the harvesting process. See the examples shown below.

Claim Language	Evidence of Infringement

Continued on next page

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.

Claim Language	Evidence of Infringement

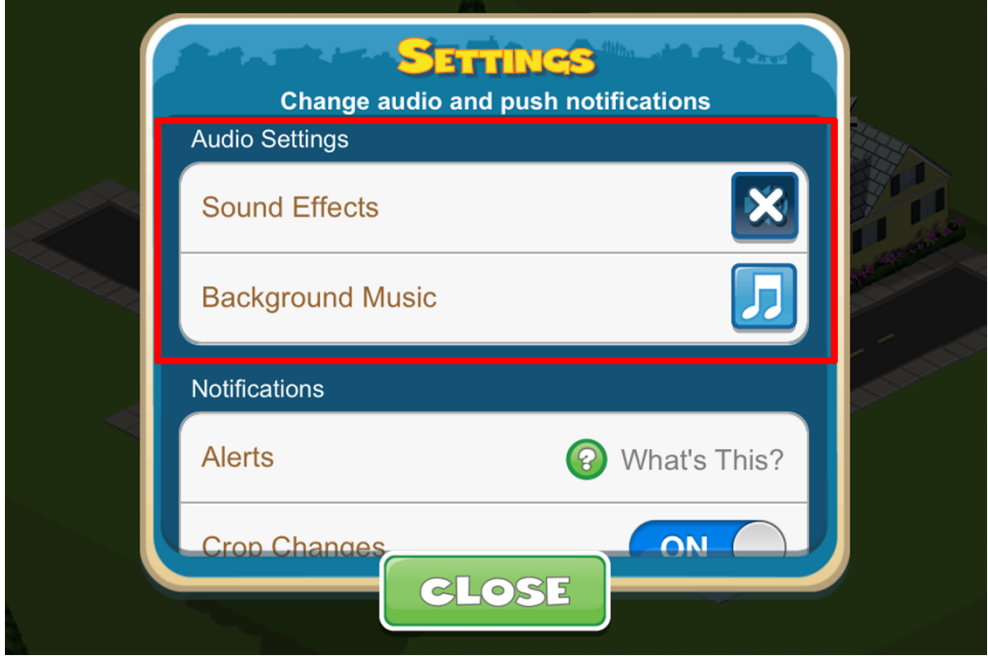| Claim Language	Evidence of Infringement
6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.	Zynga provides CityVille as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille 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 CityVille. The priority date for Claim 6 is September 11, 1987. The portion to be completed in CityVille 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):

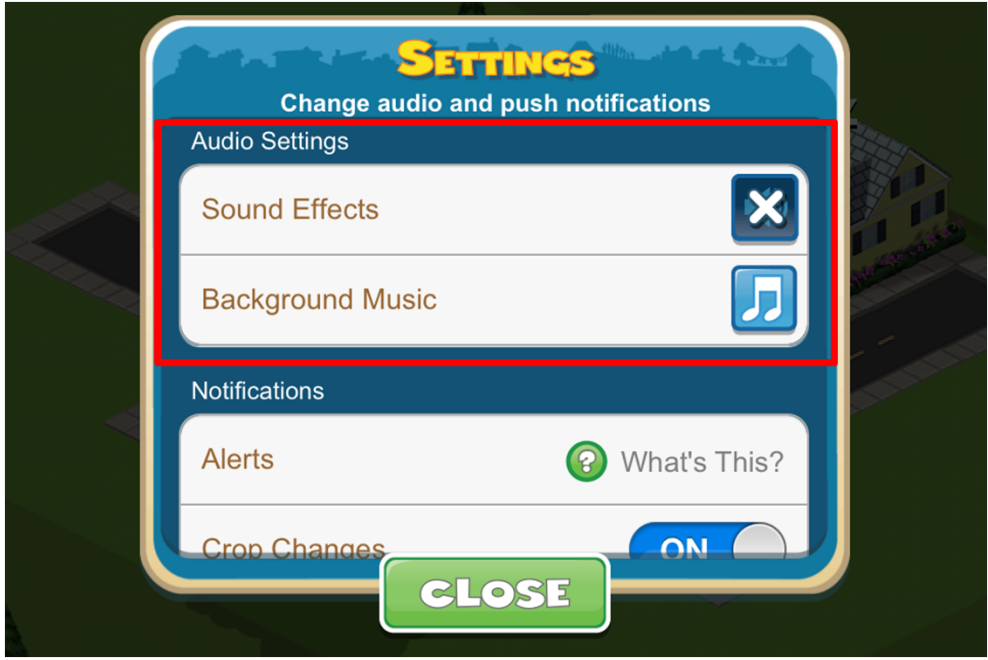| Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,	Zynga provides CityVille as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille 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 CityVille. 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 CityVille. The priority date for Claim 9 is September 11, 1987. A control signal in CityVille causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for CityVille, as shown below.

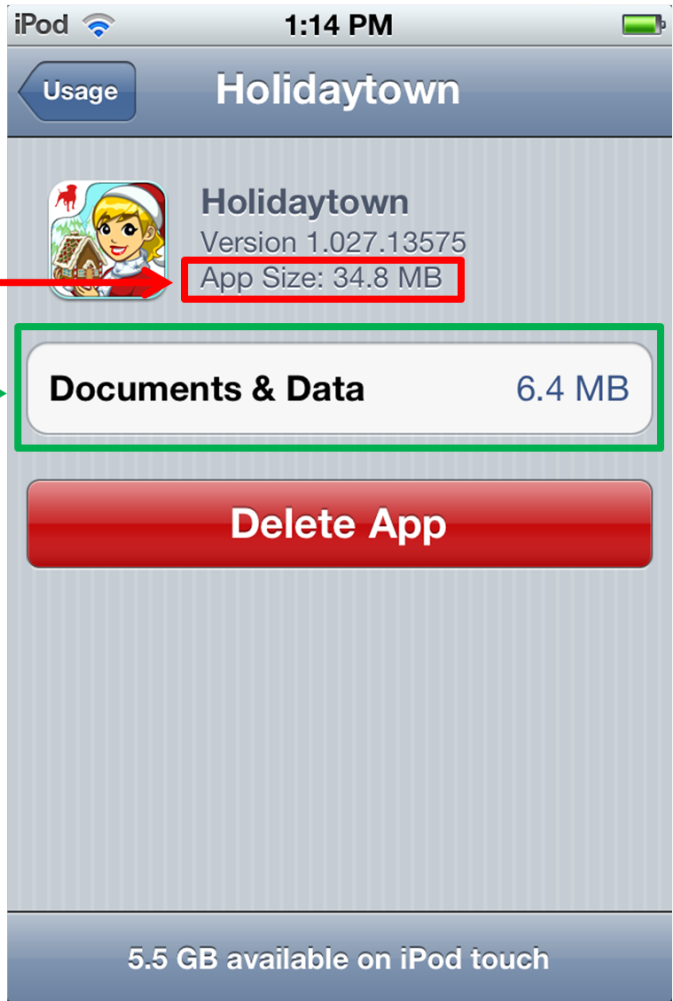| Claim Language	Evidence of Infringement
said method further comprising the step of storing said control signal.	As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of CityVille.

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Claim Language	Evidence of Infringement
11. The method of claim 1, wherein said storage device is an ultimate receiver station.	Zynga provides CityVille as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille 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 CityVille. The priority date for Claim 11 is September 11, 1987.
	CityVille is made available for play on an ultimate receiver station that is a storage device, such as a mobile device.

Claim Language	Evidence of Infringement
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:	Zynga provides Holidaytown as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Holidaytown 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 Holidaytown. 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 Holidaytown. The priority date for Claim 1 is September 11, 1987.
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,	Holidaytown 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, Holidaytown 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.

Claim Language	Evidence of Infringement

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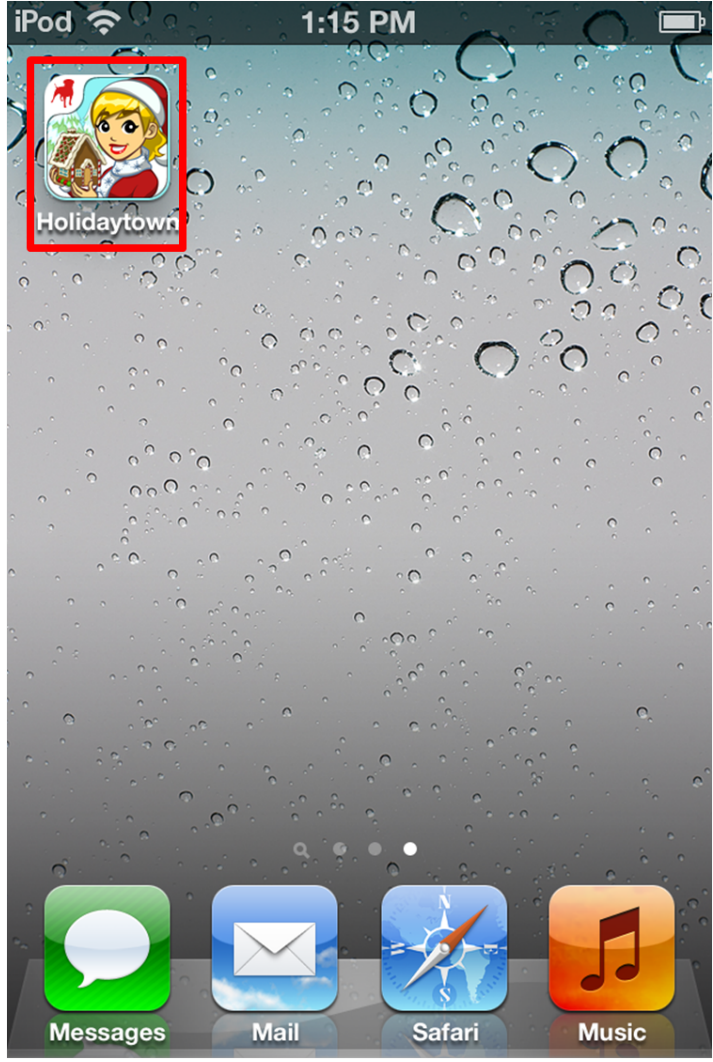| Claim Language	Evidence of Infringement
wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular kind to select a specific datum from said prestored data and place information, which results from a processing of said selected datum, into said portion to be completed, thereby completing said programming; and	When executed on the station, the Holidaytown computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Holidaytown 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, Holidaytown 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 name for the city, 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.

Claim Language	Evidence of Infringement

Continued on next page

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 Holidaytown to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Holidaytown 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).

Claim Language	Evidence of Infringement

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

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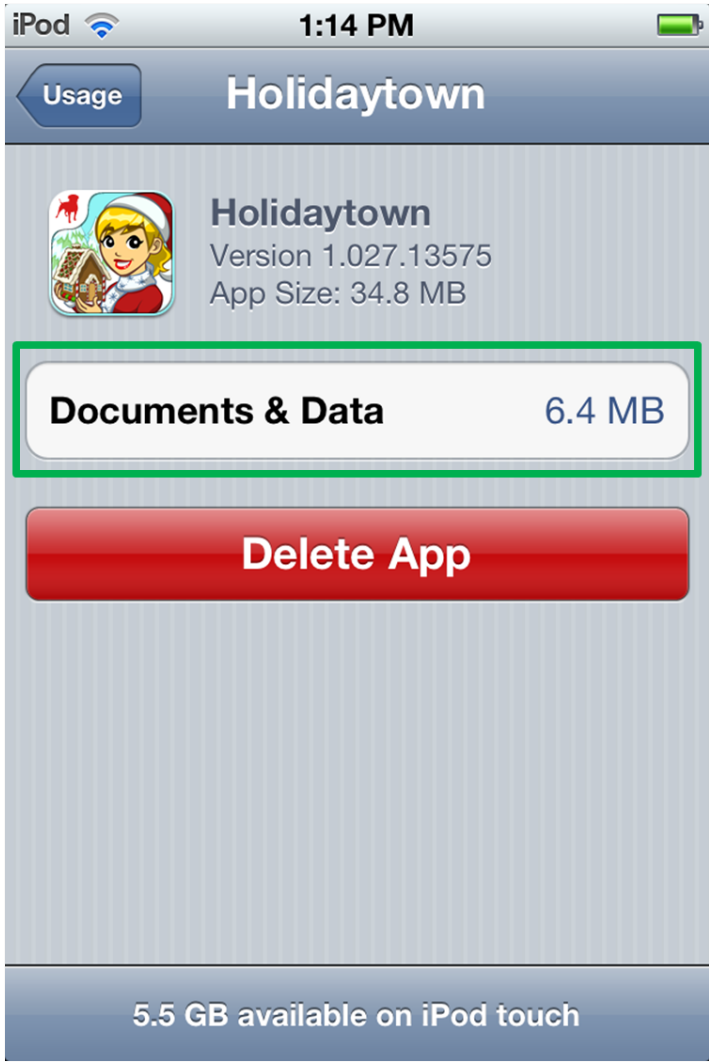| Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
3. The method of claim 1, wherein said prestored data designates subscriber data,	Zynga provides Holidaytown as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Holidaytown 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 Holidaytown. 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 Holidaytown. The priority date for Claim 3 is September 11, 1987. Prestored data designates subscriber data in Holidaytown. Such prestored data is used, for example, to maintain continuity between successive playings of Holidaytown. For example, the prestored subscriber data may include the name for the city, 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.

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Claim Language	Evidence of Infringement
	Without access to the internet, the portion to be completed is completed by accessing the prestored data
said method further comprising the step of storing subscriber data.	Holidaytown stores subscriber data so that it can be used in a subsequent playing of Holidaytown as prestored data.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
4. The method of claim 1, wherein said control signal comprises a series or stream of sequentially transmitted control instructions,	Zynga provides Holidaytown as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Holidaytown 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 Holidaytown. 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 Holidaytown. The priority date for Claim 4 is September 11, 1987. Holidaytown 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 Holidaytown regarding the planting of crops, while a second transmitted control instruction may cause execution to enable delivery of complete programming of Holidaytown regarding the harvesting of the planted crops, along with the option to speed up the harvesting process. See the examples shown below.

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Claim Language	Evidence of Infringement
	First control instruction to plant a crop **Second control instruction to harvest the crop**

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.

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
6. The method of claim 1, wherein said portion to be completed comprises generally applicable information.	Zynga provides Holidaytown as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Holidaytown 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 Holidaytown. The priority date for Claim 6 is September 11, 1987.

The portion to be completed in Holidaytown 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): |
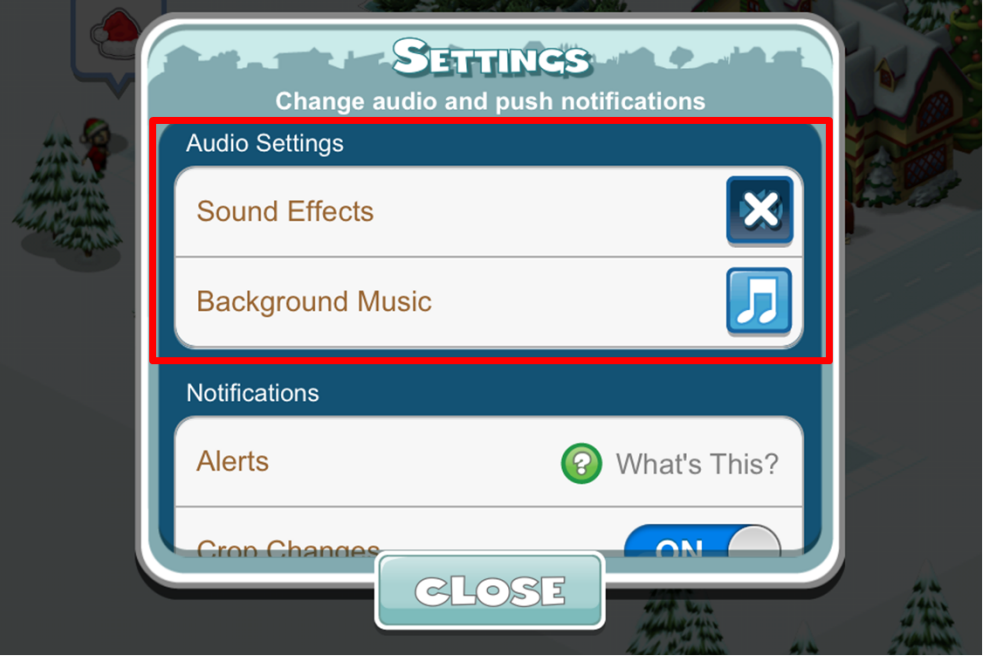
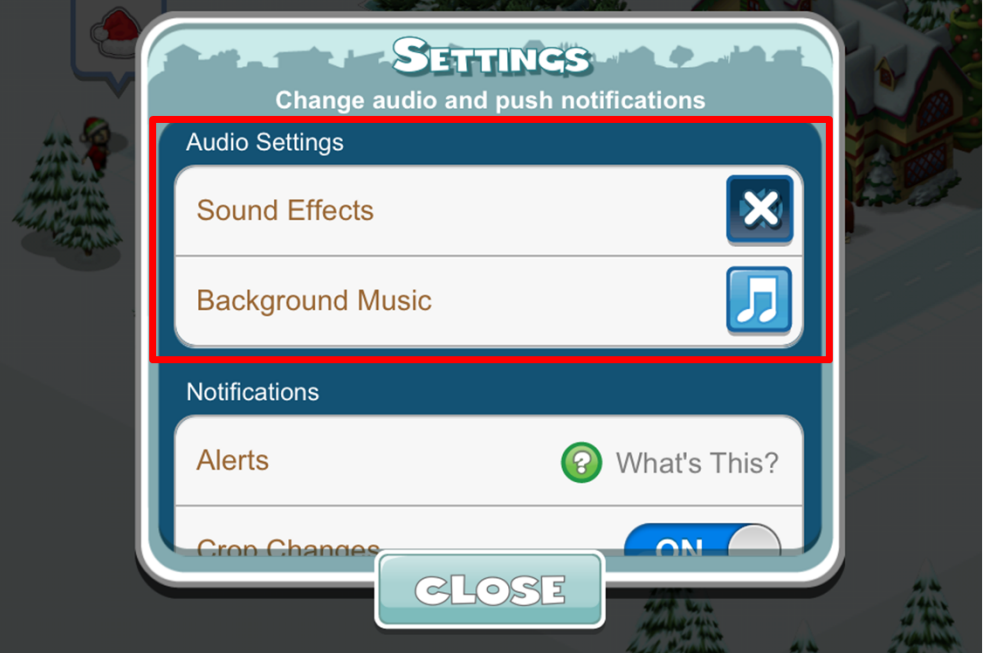| Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,	Zynga provides Holidaytown as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Holidaytown 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 Holidaytown. 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 Holidaytown. The priority date for Claim 9 is September 11, 1987. A control signal in Holidaytown causes a controller of the station to control a peripheral device, such as a speaker. The control signals set audio settings for Holidaytown, as shown below.

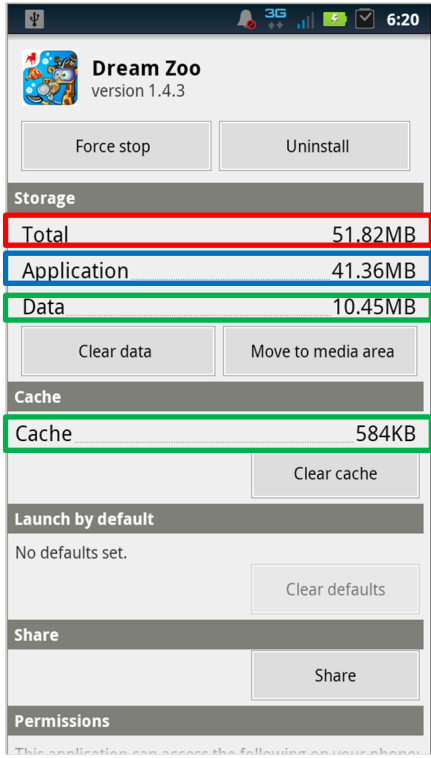*Continued on next page*

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 Holidaytown.

Continued on next page

Claim Language	Evidence of Infringement
11. The method of claim 1, wherein said storage device is an ultimate receiver station.	Zynga provides Holidaytown as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Holidaytown 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 Holidaytown. The priority date for Claim 11 is September 11, 1987. Holidaytown is made available for play on an ultimate receiver station that is a storage device, such as a mobile device.

Claim Language	Evidence of Infringement
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:	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 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 Zoo. 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 Zoo. The priority date for Claim 1 is September 11, 1987.
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,	Dream Zoo 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 Zoo 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.

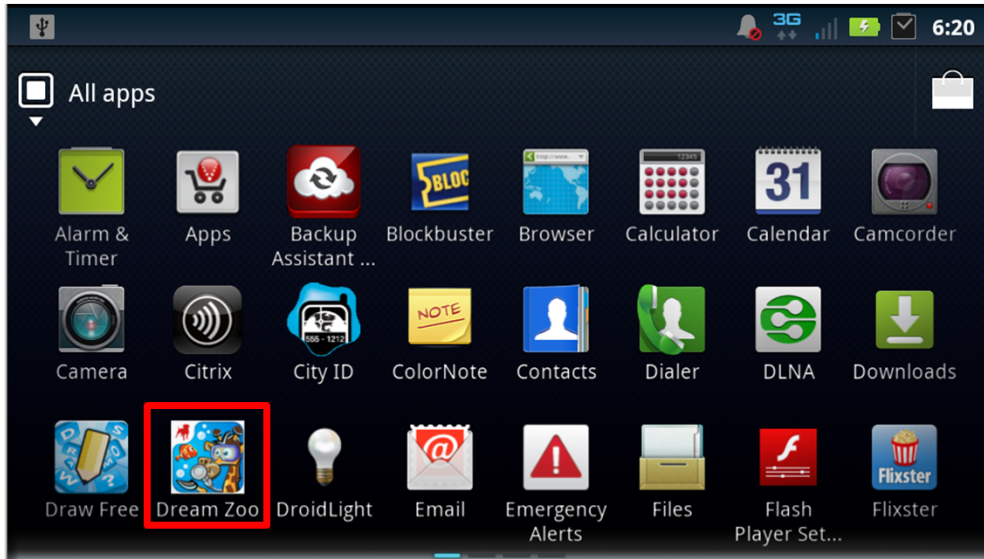| Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
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	When executed on the station, the Dream Zoo computer program is operative to complete the portion to be completed by, for example, accessing prestored data. Execution of the Dream Zoo 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 Zoo 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 name for the Zoo, the type of animals selected, or the orientation/layout of graphics, and placing the resulting information, such as the type of animal selected by the user, in the portion to be completed.

Claim Language	Evidence of Infringement
	Computer program and portion to be completed Portion completed by accessing prestored data

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 Dream Zoo to enable the station to deliver complete programming as described and shown above. For example, with reference to the figures below, Dream Zoo 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 tap a sign to collect coins (highlighted in the second figure below).

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 Dream Zoo. See figure below for an example of the station delivering complete programming.

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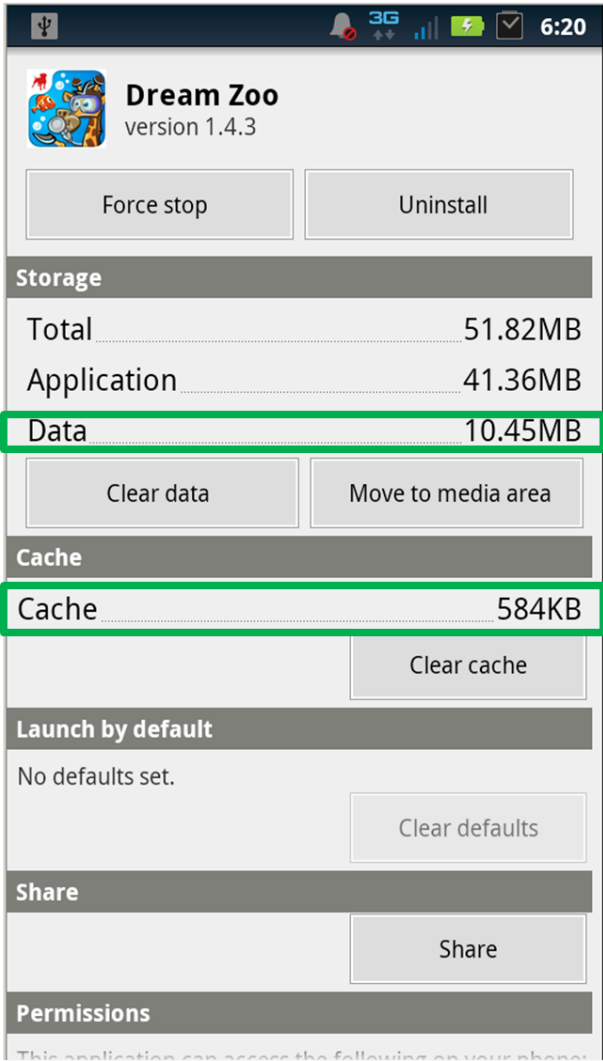| Claim Language	Evidence of Infringement
3. The method of claim 1, wherein said prestored data designates subscriber data,	Zynga provides Dream Zoo as a "mobile game" to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 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 Zoo. 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 Zoo. The priority date for Claim 3 is September 11, 1987.

Claim Language	Evidence of Infringement
	Prestored data designates subscriber data in Dream Zoo. Such prestored data is used, for example, to maintain continuity between successive playings of Dream Zoo. For example, the prestored subscriber data may include the name for the Zoo, the type of animals selected, or the orientation/layout of graphics. As one example illustrated below, the state of the Dream Zoo game for the user, which includes the orientation/layout of graphics or the type of animals available, is prestored and allows Dream Zoo to maintain continuity for subsequent game playing by the user. When the prestored data is removed from the storage device, as in the second figure below, the state of the game returns to the default state. The name of the zoo is also removed when the prestored data is removed. As the user continues to play the game, the subscriber data is stored in the storage device to be used as prestored data in a subsequent playing of the game.

Claim Language	Evidence of Infringement
	Prestored subscriber data designates the organization of graphics and selected animals. When the prestored subscriber data on the storage device is removed, the state of the game returns to the default state, and has no relation to the previous game state.
said method further comprising the step of storing subscriber data.	Dream Zoo stores subscriber data so that it can be used in a subsequent playing of Dream Zoo as prestored data.

Claim Language	Evidence of Infringement