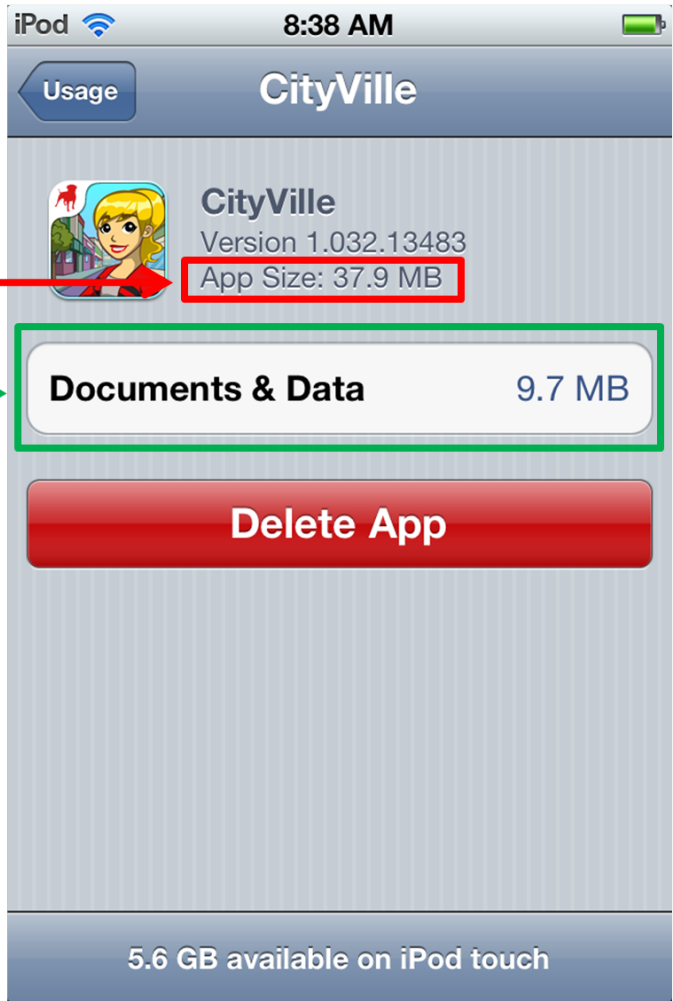


Claim Language	Evidence of Infringement
<p>1. A method of enabling a station of a particular kind to deliver complete programming, said station including a storage device, and said method comprising the steps of:</p>	<p>Zynga provides CityVille as a “mobile game” to its users playing on personal computing 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.</p>
<p>storing programming at said storage device, said programming comprising a computer program and a portion to be completed by accessing pre-stored data at said station of a particular kind,</p>	<p>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.</p>

Continued on next page


ZYNGA EX. 1002
(Part 1 of 8)

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' page for the CityVille app on an iPod touch. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, and the time '8:38 AM'. The app name 'CityVille' is displayed at the top of the usage page. Below the app icon, the version 'Version 1.032.13483' and 'App Size: 37.9 MB' are listed. A red box highlights the app size, with a red arrow pointing to it from the text 'Computer program and portion to be completed'. Below this, a green box highlights the 'Documents & Data' section, which shows '9.7 MB', with a green arrow pointing to it from the text 'Prestored data'. A red 'Delete App' button is visible at the bottom of the app's usage information. The bottom of the screen shows '5.6 GB available on iPod touch'.</p>

Continued on next page

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 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.</p>

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Claim Language	Evidence of Infringement
	<p data-bbox="1094 269 1409 337">Computer program and portion to be completed</p>  <p data-bbox="1146 1101 1461 1169">Portion completed by accessing prestored data</p>


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).

Continued on next page

Claim Language	Evidence of Infringement
	

Continued on next page

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 CityVille. See figure below for an example of the station delivering complete programming.</p>

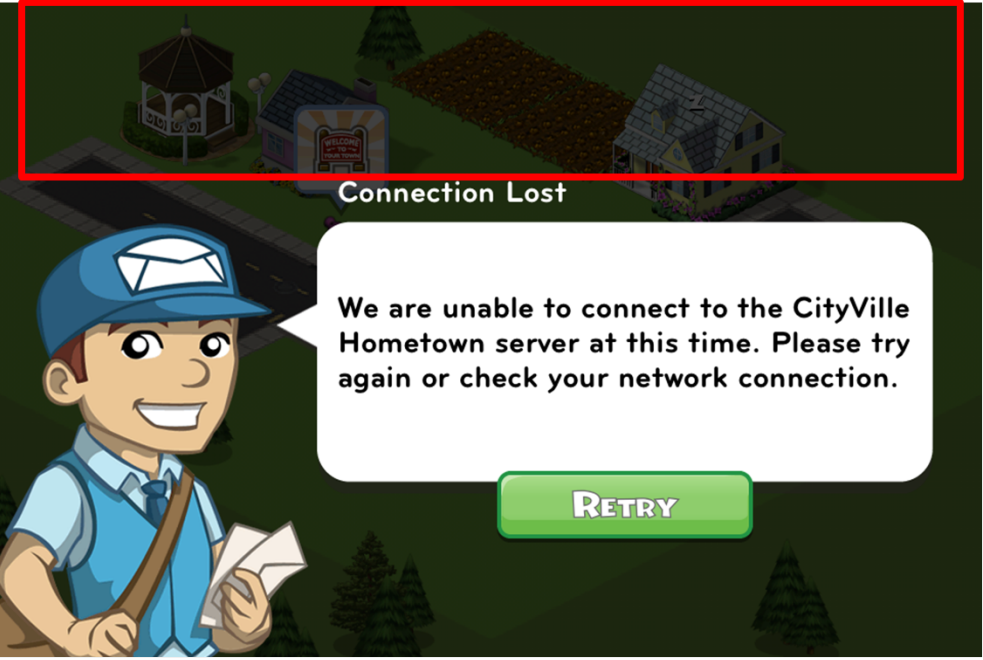
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a 3D isometric view of a town named "McKENZIEVILLE". The town features a central road intersection, a gazebo, a small house, a field of sunflowers, and a larger house with a "Z" on its roof. A player character is standing on the road. The bottom of the screen shows a user interface with a "GOALS" button (1), a star icon (2), the town name "McKENZIEVILLE", "POP: 3", a gear icon, a "MENU" button, and resource counters for gold (2300) and gems (13).</p>

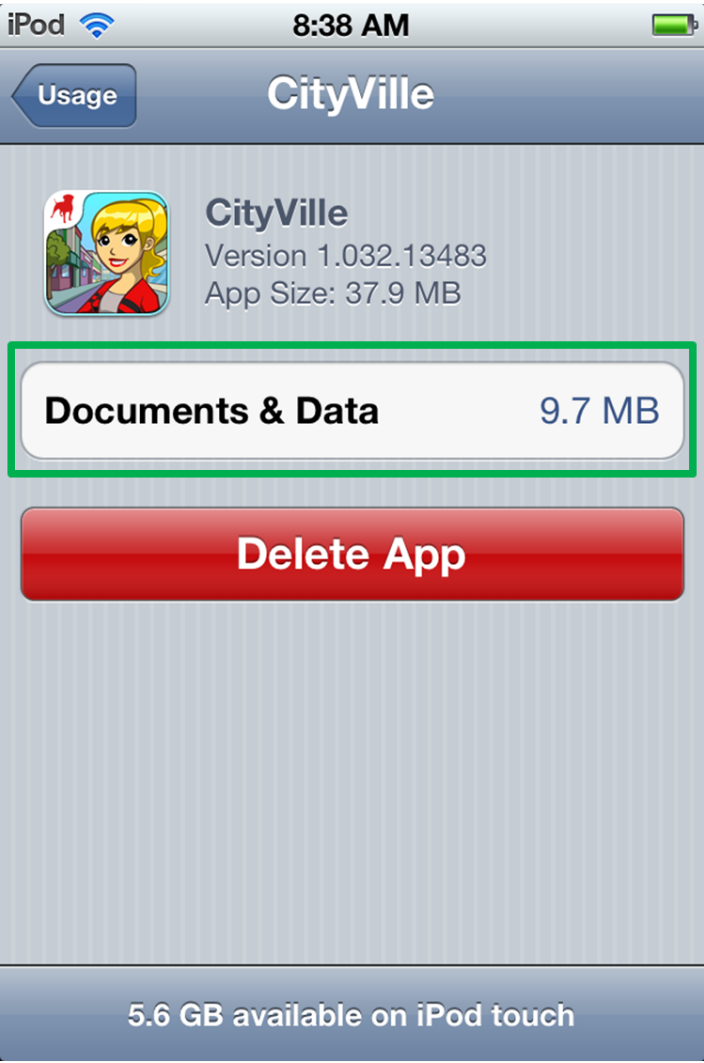
Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>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.</p> <p>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.</p>

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Claim Language	Evidence of Infringement
	<p style="color: red; text-align: center;">Without access to the internet, the portion to be completed is completed by accessing the prestored data</p> 
<p>said method further comprising the step of storing subscriber data.</p>	<p>CityVille stores subscriber data so that it can be used in a subsequent playing of CityVille as prestored data.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the CityVille app on an iPod touch. The app's icon, a cartoon girl, is on the left. To its right, the text reads 'CityVille', 'Version 1.032.13483', and 'App Size: 37.9 MB'. A green rectangular box highlights the 'Documents & Data' section, which displays '9.7 MB'. Below this is a prominent red button with the text 'Delete App'. The top status bar indicates 'iPod', signal strength, Wi-Fi, and the time '8:38 AM'. The bottom status bar shows '5.6 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 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.</p> <p>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.</p>

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Claim Language	Evidence of Infringement
	<p data-bbox="816 430 989 532">First control instruction to plant a crop</p>  <p data-bbox="791 800 997 902">Second control instruction to harvest the crop</p> 

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.

Continued on next page

Claim Language	Evidence of Infringement
	 

Continued on next page

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 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.</p> <p>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):</p>

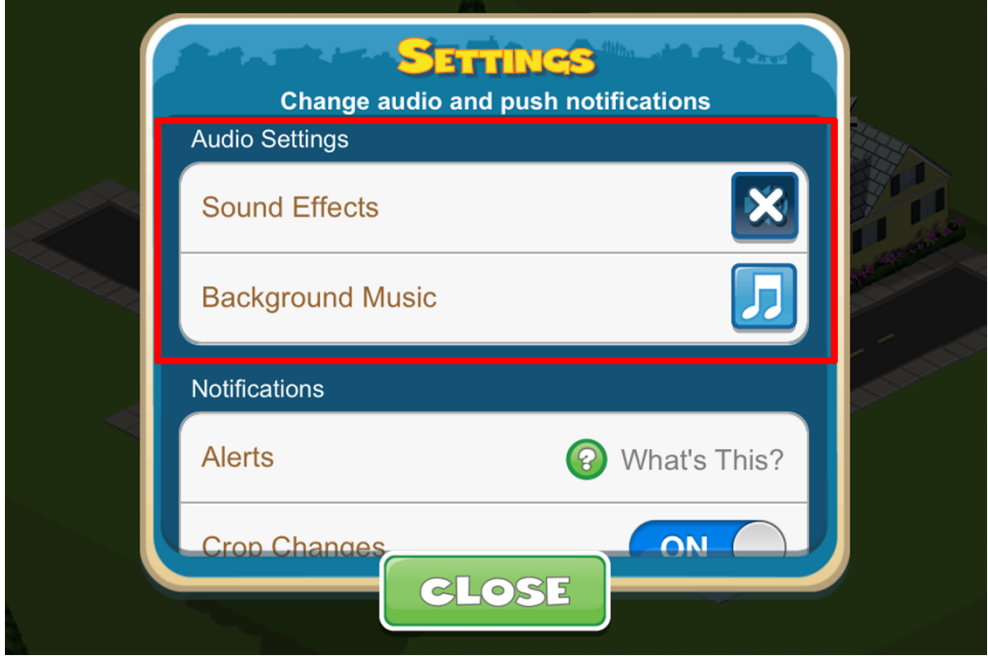
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the CityVille mobile game interface. The main area is a green landscape with a road, buildings, and trees. A red box highlights a train station and tracks in the upper left. Another red box highlights a cluster of trees in the upper right. A third red box highlights a road intersection in the lower left. A fourth red box highlights the 'GOALS' button in the bottom left corner of the UI. A fifth red box highlights the 'MENU' button in the bottom right corner of the UI. The UI also displays 'McKENZIEVILLE', 'POP: 3', '2300', and '13'.</p>

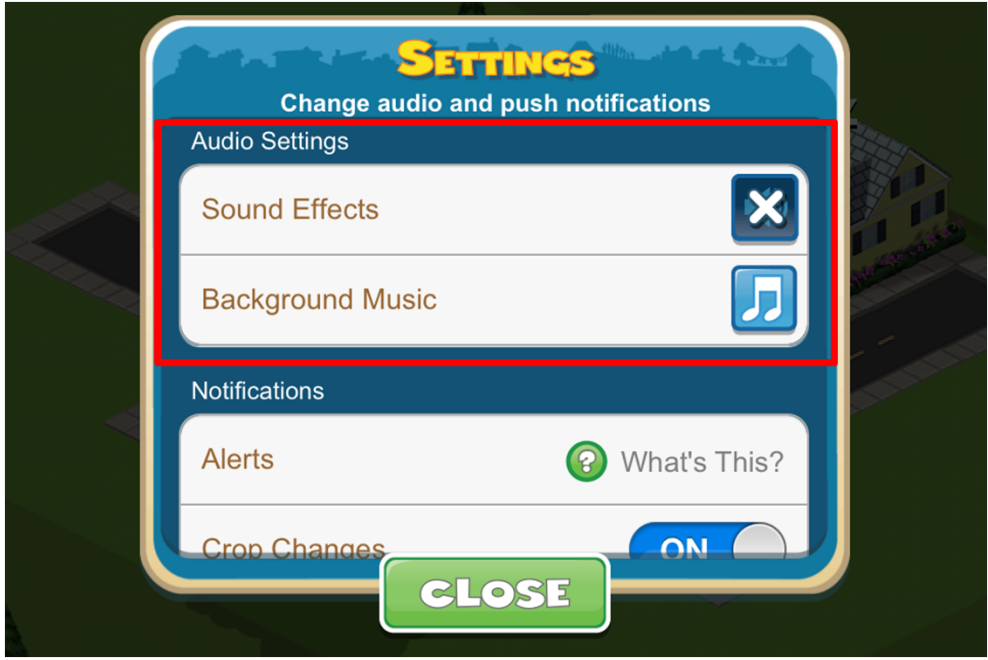
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Claim Language	Evidence of Infringement
<p>9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,</p>	<p>Zynga provides CityVille as a “mobile game” to its 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.</p> <p>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.</p>

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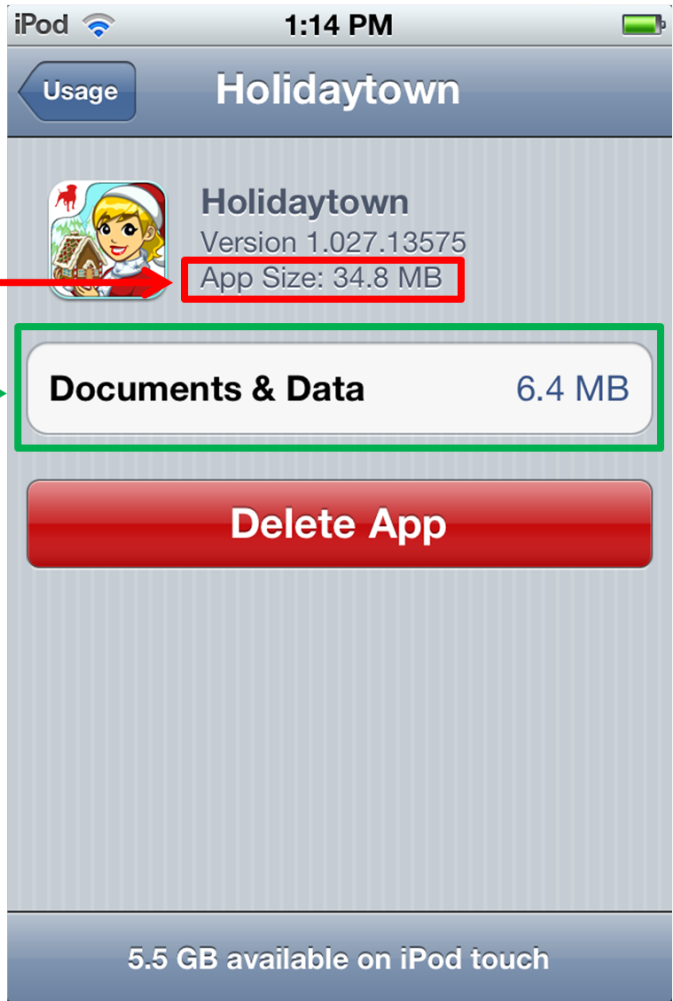
Claim Language	Evidence of Infringement
	
<p>said method further comprising the step of storing said control signal.</p>	<p>As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of CityVille.</p>

Continued on next page

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 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.</p> <p>CityVille 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 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.</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>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.</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>

Continued on next page

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 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.</p>

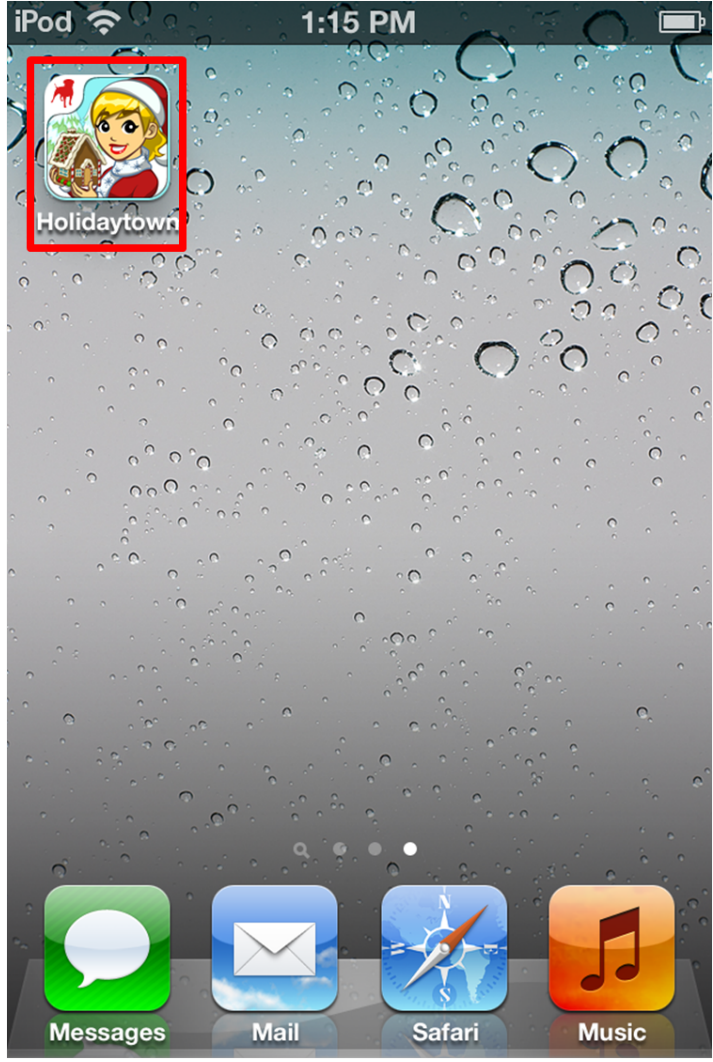
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Claim Language	Evidence of Infringement
	<p data-bbox="1098 267 1409 337">Computer program and portion to be completed</p>  <p data-bbox="1150 1101 1461 1170">Portion completed by accessing prestored data</p>


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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 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).

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The image is a screenshot of an iPod/iPhone home screen. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, and the time '1:15 PM'. The background is a grey gradient with water droplets. A red box highlights the 'Holidaytown' app icon, which features a cartoon girl in a Santa hat. The dock at the bottom contains four icons: Messages (green), Mail (blue), Safari (blue), and Music (orange).</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>Seth says:</p> <p>HEY! WHERE'S SANTA?</p> <p>Maybe he's asleep in his house? Let's go wake him up and find out what's going on.</p> <p>START</p>
<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 Holidaytown. See figure below for an example of the station delivering complete programming.</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a vibrant, isometric winter town scene. The environment is covered in snow, with several evergreen trees and colorful buildings. A central street features a red and white striped candy cane signpost. In the foreground, a small train with a red engine and green cars is visible. The user interface (UI) at the bottom includes a 'GOALS' button with a green '1' badge, a profile picture, the town name 'MARY'S TOWN', a blue progress bar, a gold coin icon with the number '1362', a yellow speech bubble icon, a purple gift icon, and a 'MENU' button with a green '2' badge. The text 'Elf Population: 3' is also present. Two speech bubbles with character portraits are overlaid on the scene.</p>

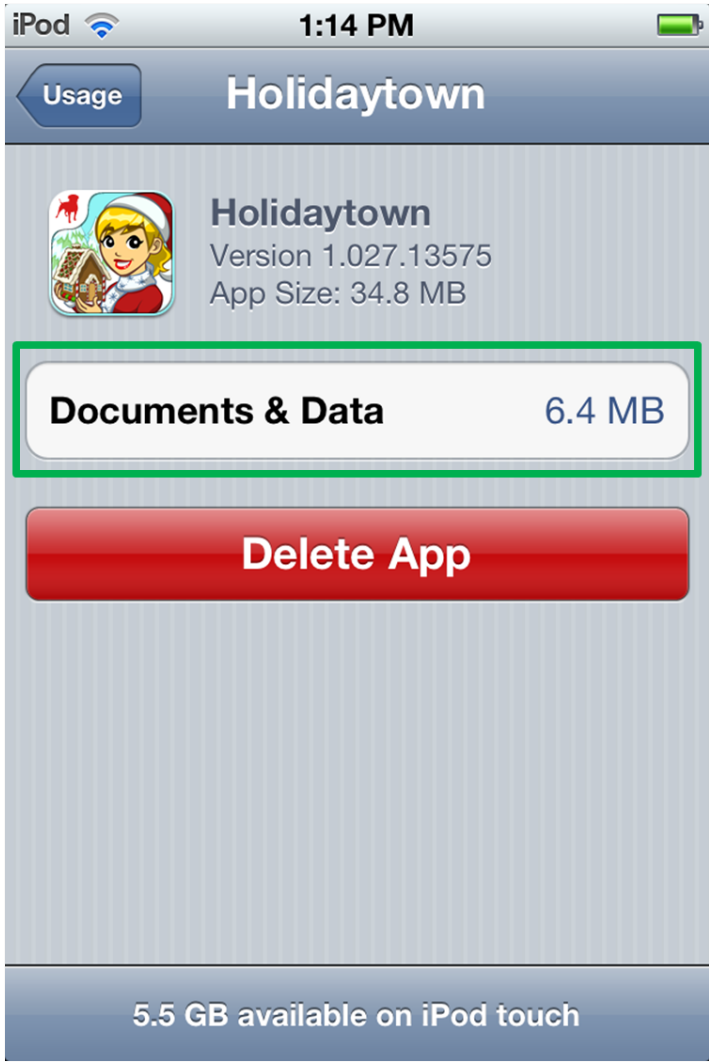
Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1, wherein said prestored data designates subscriber data,</p>	<p>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.</p> <p>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.</p>

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Claim Language	Evidence of Infringement
	<p data-bbox="1003 269 1549 380">Without access to the internet, the portion to be completed is completed by accessing the prestored data</p> 
<p data-bbox="300 1105 737 1208">said method further comprising the step of storing subscriber data.</p>	<p data-bbox="762 1105 1797 1175">Holidaytown stores subscriber data so that it can be used in a subsequent playing of Holidaytown as prestored data.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' page for the 'Holidaytown' app on an iPod touch. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, the time '1:14 PM', and battery level. The app title 'Holidaytown' is displayed in a blue header. Below the title, the app icon is shown next to the text 'Holidaytown', 'Version 1.027.13575', and 'App Size: 34.8 MB'. A white box with a green border highlights the 'Documents & Data' section, which shows '6.4 MB'. Below this is a large red button labeled 'Delete App'. At the bottom of the screen, a blue bar indicates '5.5 GB available on iPod touch'.</p>

Continued on next page

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 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.</p> <p>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.</p>

Continued on next page

Claim Language	Evidence of Infringement
	<p data-bbox="814 430 991 527">First control instruction to plant a crop</p>  <p data-bbox="793 799 997 896">Second control instruction to harvest the crop</p> 

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.


Continued on next page

Claim Language	Evidence of Infringement
	 

Continued on next page

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 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.</p> <p>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):</p>

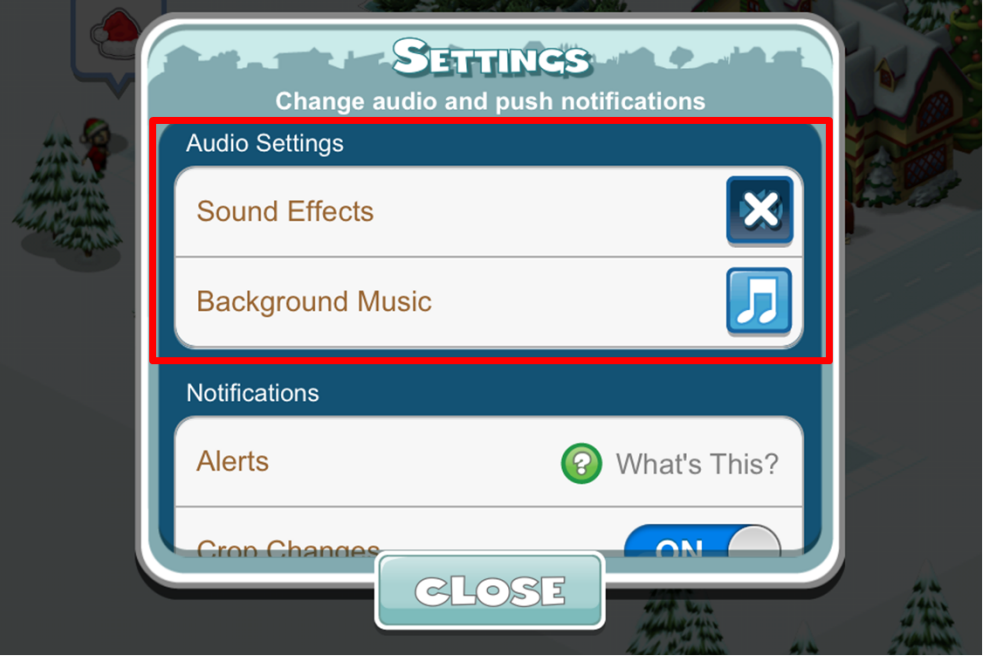
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays a 3D-rendered snowy town environment. A central house with a snow-covered roof is surrounded by numerous evergreen trees. A character is visible near the house. The bottom of the screen features a dark grey UI bar with several elements: a 'GOALS' button with a green '1' icon, a blue character icon, the text 'YOUR TOWN', a blue progress bar, a gold coin icon with the number '100', a yellow speech bubble icon, a purple box icon, the text 'Elf Population: 2', and a 'MENU' button. Four red rectangular boxes are overlaid on the image, highlighting a single tree in the top-left, a cluster of trees in the top-right, a cluster of trees in the middle-left, and the 'GOALS' and 'MENU' buttons in the bottom corners.</p>

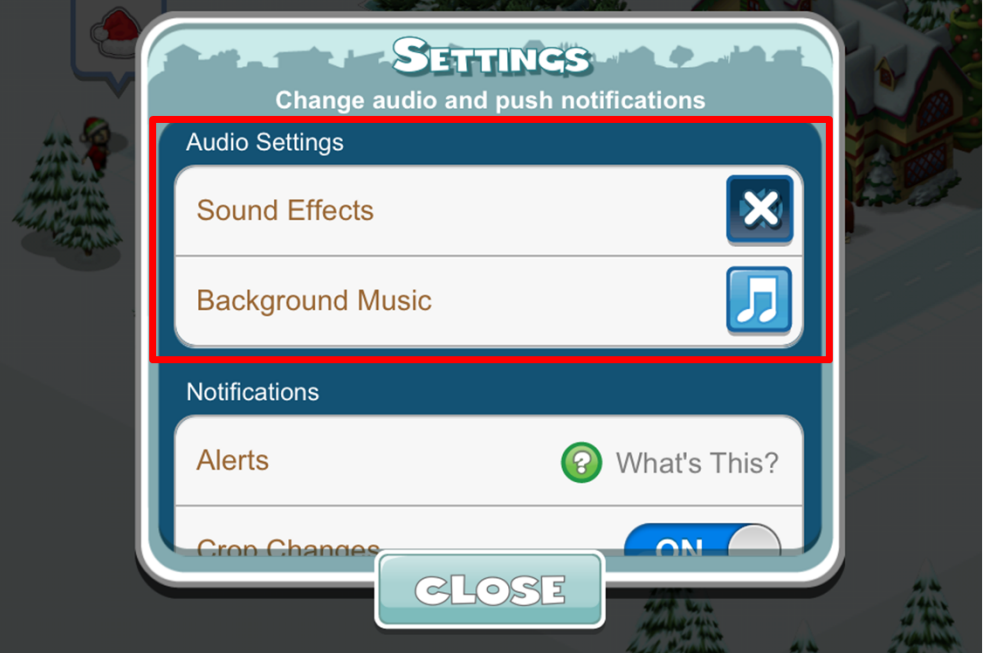
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Claim Language	Evidence of Infringement
<p>9. The method of claim 1, wherein a control signal causes a controller operatively connected to said storage station to control a peripheral device,</p>	<p>Zynga provides Holidaytown as a “mobile game” to 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.</p> <p>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.</p>

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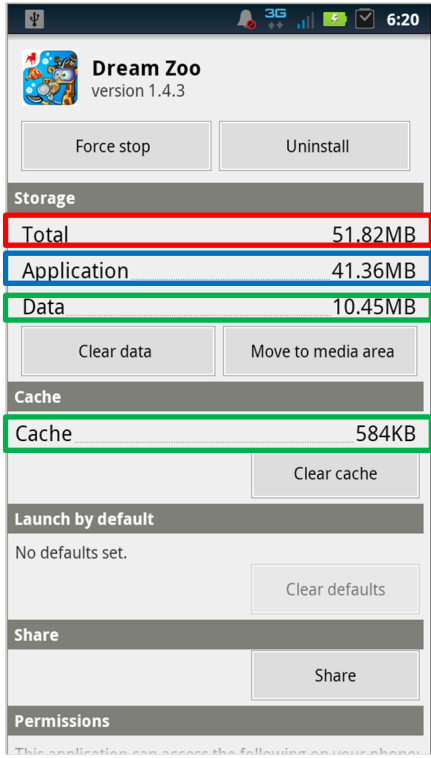
Claim Language	Evidence of Infringement
	
<p>said method further comprising the step of storing said control signal.</p>	<p>As shown below in an image from a subsequent playing of the game, audio control signals (including audio settings) are stored to control the speakers during play of Holidaytown.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

Continued on next page

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 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.</p> <p>Holidaytown 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 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.</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 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.</p>


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Claim Language	Evidence of Infringement
	 <p data-bbox="793 493 1045 548">Computer program and portion to be completed →</p> <p data-bbox="1570 607 1724 634">↔ Prestored data</p>

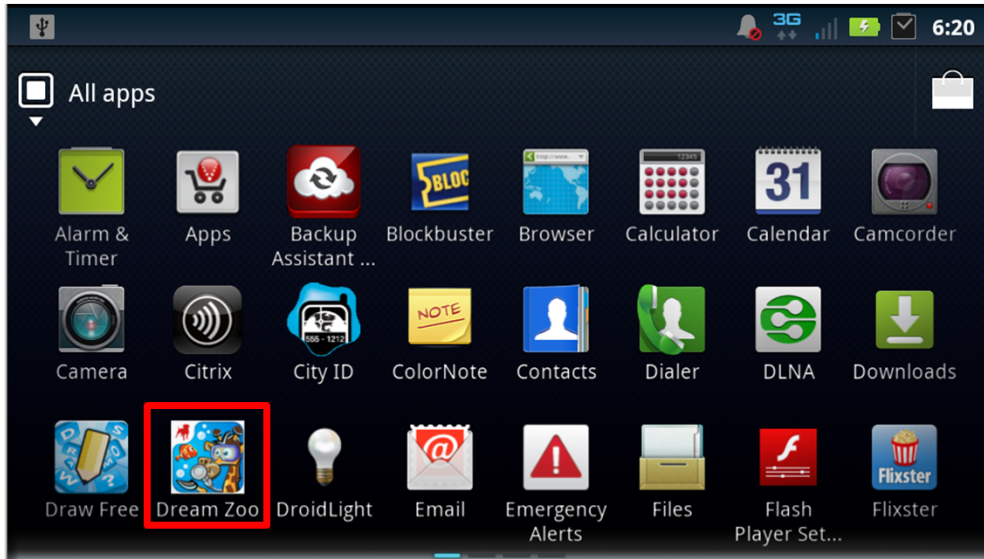
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Claim Language	Evidence of Infringement
<p>wherein said computer program is operative to complete said portion when executed at said station of a particular kind, said execution of said computer program enabling a processor at said station of a particular 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 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.</p>


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Claim Language	Evidence of Infringement
	<p data-bbox="1121 266 1402 326">Computer program and portion to be completed</p>  <p data-bbox="1121 997 1402 1057">Portion completed by accessing prestored data</p>

Continued on next page

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 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).</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 Dream Zoo. See figure below for an example of the station delivering complete programming.</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 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.</p>

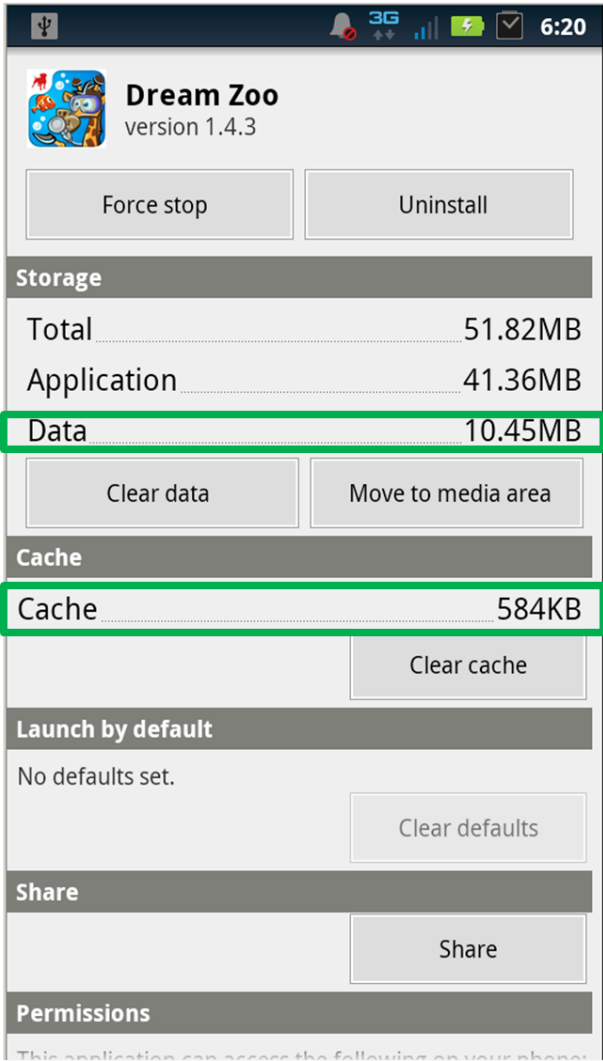
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Claim Language	Evidence of Infringement
	<p>Prestored data designates subscriber data in Dream Zoo. Such prestored data is used, for example, to maintain continuity between successive playings of Dream Zoo. For example, the prestored subscriber data 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.</p>

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Claim Language	Evidence of Infringement
	<p data-bbox="793 264 1010 402">Prestored subscriber data designates the organization of graphics and selected animals.</p>  <p data-bbox="793 789 1010 1016">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.</p> 
<p data-bbox="300 1243 735 1347">said method further comprising the step of storing subscriber data.</p>	<p data-bbox="762 1243 1787 1312">Dream Zoo stores subscriber data so that it can be used in a subsequent playing of Dream Zoo as prestored data.</p>

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the settings for the 'Dream Zoo' application. Under the 'Storage' section, the following values are listed:</p> <ul style="list-style-type: none"> Total: 51.82MB Application: 41.36MB Data: 10.45MB <p>Under the 'Cache' section, the following value is listed:</p> <ul style="list-style-type: none"> Cache: 584KB <p>The 'Data' and 'Cache' rows are highlighted with a green border in the original image.</p>

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