

Claim Language	Evidence of Infringement
<p>1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker 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 ZyngaPoker. Unless indicated otherwise, 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 ZyngaPoker. The priority date for Claim 1 is September 11, 1987.</p> <p>As described below, ZyngaPoker processes video signals at a receiver station based on at least one information transmission.</p>
<p>receiving information content and a first control signal in said at least one information transmission at said receiver station, said information content describing at least one of a product and a service;</p>	<p>ZyngaPoker receives at least one information transmission from a server, such as when additional game components are loading and ZyngaPoker receives information content such as advertisements, game graphics, animations, and user information and statistics (such as points/levels earned, resources accumulated, prizes earned, purchases, and/or preferences). The information content describes a product or a service.</p> <p>The information transmission also includes a first control signal. For example, ZyngaPoker receives a first control signal that causes additional game components to load and to compute the user statistics to be displayed on the game interface. For example, as shown below, a loading screen indicates that ZyngaPoker received a control signal that causes additional game components to load.</p>

Continued on next page


ZYNGA EXHIBIT 1002

Claim Language	Evidence of Infringement
	 <p data-bbox="760 954 1797 1295">ZyngaPoker also receives information content and control signals to provide messages to the game user, such as the availability of various resources (energy, coins, chips, for example) available during game play, to remind the user to play other games, to respond to requests from other users, and to accept or give gifts to other game users. The information content is the content of the message, and the first control signal is the signal that causes the message to be displayed. The information content may include advertisements to purchase products or services, such as to purchase additional resources (e.g., Get Chips) or unlock special features. See below:</p>


Continued on next page

Claim Language	Evidence of Infringement
	
<p>generating a benefit datum in response to said first control signal by processing subscriber specific data at said receiver station;</p>	<p>ZyngaPoker generates a benefit datum in response to the first control signal by processing subscriber specific data at the receiver station on which ZyngaPoker is being played. For example, ZyngaPoker processes subscriber specific data (such as a game state stored at the receiver station, which includes an amount of various resources the subscriber has accumulated) at the receiver station to generate a benefit datum. An example of such a benefit datum is an offer to purchase additional resources (e.g., Don't shy away - buy some chips and play!) when the user does not have enough resources to complete a certain activity.</p>


Continued on next page

Claim Language	Evidence of Infringement
	
<p>delivering said information content and said benefit datum at an output device at said receiver station, wherein said information content and said benefit datum explain a benefit of acquiring said product or service specific to said subscriber;</p>	<p>ZyngaPoker delivers the information content and the benefit datum at an output device at the receiver station. The information content and the benefit datum explain a benefit of acquiring the product or service specific to the subscriber. For example, ZyngaPoker delivers information content explaining the use of resources. See an example below:</p>


Continued on next page

Claim Language	Evidence of Infringement
	
<p>receiving a subscriber input at said receiver station after said step of delivering; and</p>	<p>This claim element does not include a “software limitation” under P.R. 3-1(g). ZyngaPoker receives a subscriber input at the receiver station after the delivering step. Such an input includes, for example, a click or clicks detected on display buttons such as Buy, Skip, Okay, Accept, Continue, Proceed to Send, Place Now, Play, or Share (and other similar buttons on the display while playing ZyngaPoker). Such a display button is shown below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a 'Choose Your Chip Stack' interface. At the top left, it says 'PLAY HI-LO' and 'Each purchase comes with free game of Hi-Lo!'. There are two cards shown: a 5 of clubs and a red card with a white animal. The interface lists several chip stack options:</p> <ul style="list-style-type: none"> 112M: Save 76%, \$99.99 (labeled 'BEST DEAL') 42M: Save 68%, \$49.99 13.5M: Save 60%, \$19.99 5M: \$9.99 2.5M: \$4.99 (labeled 'BEST PICK!') 1.12M: \$2.99 (highlighted with a red box) 270K: \$0.99 <p>At the bottom, there is a 'Daily Chip Limit' notice: 'Users are subject to a maximum purchase in any 24 hour period. If you hit your limit, please try again tomorrow.' Below that, a player profile for 'Bob' (Lv. 3, 1 star) is shown, along with a balance of '\$28,894', a 'GET CHIPS' button, a 'Gifts' button, and a settings gear icon.</p>
<p>controlling said receiver station based on said subscriber input.</p>	<p>ZyngaPoker controls the receiver station based on the subscriber input. For example, ZyngaPoker may present a payment screen to allow the subscriber to pay for the benefit datum.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the ZyngaPoker in-app purchase interface. A modal dialog box is centered on the screen, titled "Confirm Your In-App Purchase". The dialog asks, "Do you want to buy one 2.5M Chip Stack for \$4.99?" and provides "Cancel" and "Buy" options. The background shows a "Choose Your Chip Stack" screen with various options: 112M (Best Deal, \$99.99), 42M (\$49.99), 13.5M (Save 60%, \$19.99), 5M (\$9.99), and 270K (\$0.99). The "5M" option is highlighted as the "BEST PICK!". At the bottom, the user's profile "Bob" (Lv. 3) and a balance of "\$28,894" are visible, along with a "GET CHIPS" button and a "Gifts" icon.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker directly infringes Claim 2 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 2 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 2 by testing and demonstrating ZyngaPoker. Unless indicated otherwise, each element in Claim 2 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 ZyngaPoker. The priority date for Claim 2 is September 11, 1987.</p> <p>ZyngaPoker stores subscriber specific data at a computer at the receiver station. See, for example, the local storage (e.g., device memory) shown below containing subscriber specific data:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the Zynga Poker app on an iPod. The status bar at the top indicates 'iPod', signal strength, Wi-Fi, and the time '4:24 PM'. The app title 'Zynga Poker' is displayed in a blue header. Below the title, the app icon is shown, followed by the text 'Zynga Poker', 'Version 7.9', and 'App Size: 39.0 MB'. A white box displays 'Documents & Data' and '840 KB'. A prominent red button labeled 'Delete App' is centered on the screen. The bottom status bar shows '5.4 GB available on DS14601's iPod'.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker 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 ZyngaPoker. Unless indicated otherwise, 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 ZyngaPoker. The priority date for Claim 3 is September 11, 1987.</p> <p>ZyngaPoker modifies subscriber specific data (such as a resource counter stored in the local game state) when the subscriber input causes those resources to change. See, for example, below where the purchase of additional resources results in an increase of the amount of resources available to the user:</p>

Continued on next page

Claim Language	Evidence of Infringement
	
<p>4. The method of claim 1, wherein said information content comprises a commercial.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker 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 ZyngaPoker. The priority date for Claim 4 is September 11, 1987.</p> <p>ZyngaPoker receives information content that includes a commercial for the resources.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile game interface for ZyngaPoker. A large, circular pop-up window is centered on the screen, featuring a red and white striped border. The text inside the pop-up reads: "DAILY CHIP BONUS" at the top, "YOU WON \$5000 CHIPS" in the center, and "PLAY EVERYDAY TO WIN" at the bottom. Below the pop-up, a dark red navigation bar contains several icons and text elements. From left to right: a hand icon, the name "Bob" with "Lv. 3" and a progress bar, a star icon with the number "1", a chip icon with the value "\$28,894", a yellow button labeled "GET CHIPS" with a green "NEW!" badge, a "Gifts" button with a person icon, and a gear icon for settings.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker directly infringes Claim 5 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 5 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 5 by testing and demonstrating ZyngaPoker. Unless indicated otherwise, each element in Claim 5 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 ZyngaPoker. The priority date for Claim 5 is September 11, 1987.</p> <p>The commercial in Claim 4 is stored locally by ZyngaPoker prior to delivery of the commercial. See below:</p>


Continued on next page

Claim Language	Evidence of Infringement
	

Continued on next page

Claim Language	Evidence of Infringement
<p>6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage at said receiver station.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker 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 ZyngaPoker. Unless indicated otherwise, each element in Claim 6 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 ZyngaPoker. The priority date for Claim 6 is September 11, 1987.</p> <p>The commercial in Claim 5 is delivered from storage at the receiver station. See below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' page for the Zynga Poker app on an iPod. The app is identified as 'Zynga Poker', Version 7.9, with an app size of 39.0 MB. The 'Documents & Data' section shows 840 KB. A prominent red button labeled 'Delete App' is visible. The status bar at the top indicates the device is an iPod, showing signal strength, Wi-Fi, and the time 4:24 PM. The bottom status bar indicates 5.4 GB of storage is available on the device DS14601.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>7. The method of claim 6 wherein said step of delivering is performed based on a schedule.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker directly infringes Claim 7 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 7 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 7 by testing and demonstrating ZyngaPoker. Unless indicated otherwise, each element in Claim 7 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 ZyngaPoker. The priority date for Claim 7 is September 11, 1987.</p> <p>Zynga delivers commercials based on a schedule. For example, certain purchase options for resources may include sale or bonus items if a purchase is made at a certain time.</p>

Continued on next page

Claim Language	Evidence of Infringement
	<p>The screenshot shows a 'Choose Your Chip Stack' interface. At the top left, there is a '5' of clubs card and a 'PLAY HI-LO' logo. Below the logo, it says 'Each purchase comes with free game of Hi-Lo!'. The main area contains eight chip stack options arranged in two rows. The top row options are: 112M (\$99.99, Save 76%, labeled 'BEST DEAL'), 42M (\$49.99, Save 68%, highlighted with a red box), and 13.5M (\$19.99, Save 60%). The bottom row options are: 5M (\$9.99), 2.5M (\$4.99, labeled 'BEST PICK!'), 1.12M (\$2.99), and 270K (\$0.99). At the bottom of the screen, there is a player profile for 'Bob' (Lv. 3), a balance of \$28,894, and buttons for 'GET CHIPS', 'Gifts', and settings.</p>

Continued on next page


Claim Language	Evidence of Infringement
<p>9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.</p>	<p>Zynga provides ZyngaPoker as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of ZyngaPoker 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 ZyngaPoker. Unless indicated otherwise, 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 ZyngaPoker. The priority date for Claim 9 is September 11, 1987.</p> <p>ZyngaPoker selects commercials from a plurality of commercials based on subscriber specific data such as the level of the subscriber and the content already obtained by the subscriber.</p>

Continued on next page

Claim Language	Evidence of Infringement																								
	 <p>The screenshot displays a 'Choose Your Chip Stack' interface for the game 'PLAY HI-LO'. It features a grid of chip purchase options with the following details:</p> <table border="1"> <thead> <tr> <th>Chip Stack</th> <th>Discount</th> <th>Price</th> </tr> </thead> <tbody> <tr> <td>112M (BEST DEAL)</td> <td>Save 76%</td> <td>\$99.99</td> </tr> <tr> <td>42M</td> <td>Save 68%</td> <td>\$49.99</td> </tr> <tr> <td>13.5M</td> <td>Save 60%</td> <td>\$19.99</td> </tr> <tr> <td>5M</td> <td></td> <td>\$9.99</td> </tr> <tr> <td>2.5M (BEST PICK!)</td> <td></td> <td>\$4.99</td> </tr> <tr> <td>1.12M</td> <td></td> <td>\$2.99</td> </tr> <tr> <td>270K</td> <td></td> <td>\$0.99</td> </tr> </tbody> </table> <p>Additional interface elements include a 'Daily Chip Limit' warning, a player profile for 'Bob' (Lv. 3, 1 star), a chip balance of '\$28,894', and buttons for 'GET CHIPS', 'Gifts', and settings.</p>	Chip Stack	Discount	Price	112M (BEST DEAL)	Save 76%	\$99.99	42M	Save 68%	\$49.99	13.5M	Save 60%	\$19.99	5M		\$9.99	2.5M (BEST PICK!)		\$4.99	1.12M		\$2.99	270K		\$0.99
Chip Stack	Discount	Price																							
112M (BEST DEAL)	Save 76%	\$99.99																							
42M	Save 68%	\$49.99																							
13.5M	Save 60%	\$19.99																							
5M		\$9.99																							
2.5M (BEST PICK!)		\$4.99																							
1.12M		\$2.99																							
270K		\$0.99																							

Claim Language	Evidence of Infringement
<p>1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari 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 BubbleSafari. Unless indicated otherwise, 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 BubbleSafari. The priority date for Claim 1 is September 11, 1987.</p> <p>As described below, BubbleSafari processes video signals at a receiver station based on at least one information transmission.</p>
<p>receiving information content and a first control signal in said at least one information transmission at said receiver station, said information content describing at least one of a product and a service;</p>	<p>BubbleSafari receives at least one information transmission from a server, such as when additional game components are loading and BubbleSafari receives information content such as advertisements, game graphics, animations, and user information and statistics (such as points/levels earned, resources accumulated, prizes earned, purchases, and/or preferences). The information content describes a product or a service.</p> <p>The information transmission also includes a first control signal. For example, BubbleSafari receives a first control signal that causes additional game components to load and to compute the user statistics to be displayed on the game interface. For example, as shown below, a loading bar indicates that BubbleSafari received a control signal that causes additional game components to load.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The image shows a loading screen for the game 'Bubble Safari'. At the top center, the 'zynga' logo is displayed in black with a small zebra icon to its left. Below the logo, the word 'BUBBLE' is written in large, blue, 3D-style block letters with a black outline. Underneath 'BUBBLE', the word 'SAFARI' is written in large, block letters with a red-to-yellow gradient fill and a black outline. To the right of the 'SAFARI' text is a small orange slice icon. At the bottom center, the word 'LOADING' is written in green, bold, sans-serif capital letters above a horizontal yellow progress bar that is approximately 75% full.</p>

Continued on next page

Claim Language	Evidence of Infringement
	BubbleSafari also receives information content and control signals to provide messages to the game user, such as the availability of various resources (energy, coins, chips, for example) available during game play, to remind the user to play other games, to respond to requests from other users, and to accept or give gifts to other game users. The information content is the content of the message, and the first control signal is the signal that causes the message to be displayed. The information content may include advertisements to purchase products or services, such as to purchase additional resources or unlock special features (e.g., extra spins). See below:


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the BubbleSafari game interface. At the top, there are navigation buttons for 'Free Gifts', 'Add Coins & Cash', 'Game Cards', and 'Offers'. The score is shown as 470 and the currency as 5,278. A central 'Add cash!' button is visible. The game board features a grid of colorful bubbles (yellow, cyan, purple, pink) arranged in a pattern. A monkey character is positioned at the bottom center, holding a coconut. A 'BOOST BUBBLES' menu is open, showing a 'COCONUT' boost with a 'RESPIN 1' button, a 'USE' button, and a 'Use and Share' checkbox. The background is a lush jungle scene with mountains and trees.</p>

Continued on next page

Claim Language	Evidence of Infringement
generating a benefit datum in response to said first control signal by processing subscriber specific data at said receiver station;	BubbleSafari generates a benefit datum in response to the first control signal by processing subscriber specific data at the receiver station on which BubbleSafari is being played. For example, BubbleSafari processes subscriber specific data (such as a game state stored at the receiver station, which includes an amount of various resources the subscriber has accumulated) at the receiver station to generate a benefit datum. An example of such a benefit datum is an offer to purchase additional resources when the user does not have enough resources to complete a certain activity.


Continued on next page

Claim Language	Evidence of Infringement																					
	 <p>The screenshot displays the 'BUY SAFARI CASH & COINS' interface. It features a 'Safari Cash' tab selected over a 'Safari Coins' tab. A 'Buy with Mobile' button is present in the top right. The purchase options are as follows:</p> <table border="1"> <thead> <tr> <th>Quantity</th> <th>Price (USD)</th> <th>Button</th> </tr> </thead> <tbody> <tr> <td>7 Safari Cash</td> <td>\$1.00 USD</td> <td>BUY</td> </tr> <tr> <td>40 Safari Cash</td> <td>\$5.30 USD</td> <td>BUY</td> </tr> <tr> <td>80 Safari Cash</td> <td>\$10.70 USD</td> <td>BUY</td> </tr> <tr> <td>170 Safari Cash</td> <td>\$21.40 USD</td> <td>BUY</td> </tr> <tr> <td>450 Safari Cash</td> <td>\$53.60 USD</td> <td>BUY</td> </tr> <tr> <td>950 Safari Cash</td> <td>\$107.20 USD</td> <td>BUY</td> </tr> </tbody> </table> <p>The 950 Safari Cash option is marked as 'Best Value!' in red text. A disclaimer at the bottom states: '* Prices include all applicable TX taxes.' Below this, there is a notice: 'By clicking "Buy" you accept or re-affirm your acceptance of the Zynga Terms of Service and Privacy Policy.' Payment logos for Facebook, VISA, MasterCard, American Express, Discover, JCS, and PayPal are shown at the bottom, along with a 'Secure Payment' icon.</p>	Quantity	Price (USD)	Button	7 Safari Cash	\$1.00 USD	BUY	40 Safari Cash	\$5.30 USD	BUY	80 Safari Cash	\$10.70 USD	BUY	170 Safari Cash	\$21.40 USD	BUY	450 Safari Cash	\$53.60 USD	BUY	950 Safari Cash	\$107.20 USD	BUY
Quantity	Price (USD)	Button																				
7 Safari Cash	\$1.00 USD	BUY																				
40 Safari Cash	\$5.30 USD	BUY																				
80 Safari Cash	\$10.70 USD	BUY																				
170 Safari Cash	\$21.40 USD	BUY																				
450 Safari Cash	\$53.60 USD	BUY																				
950 Safari Cash	\$107.20 USD	BUY																				

Continued on next page

Claim Language	Evidence of Infringement
delivering said information content and said benefit datum at an output device at said receiver station, wherein said information content and said benefit datum explain a benefit of acquiring said product or service specific to said subscriber;	BubbleSafari delivers the information content and the benefit datum at an output device at the receiver station. The information content and the benefit datum explain a benefit of acquiring the product or service specific to the subscriber. For example, BubbleSafari delivers information content explaining the use of resources. See an example below, illustrating additional cash is needed:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a game interface for 'Bubble Safari'. At the top, there are navigation buttons: 'Free Gifts', 'Add Coins & Cash', 'Game Cards', and 'Offers'. The score is 470 and the coin count is 5,278. A large 'OUT OF CASH' message is displayed in the center, accompanied by a Zynga 'Safari Cash' card. Below the message, it says 'Oops! You don't have enough cash! Would you like to get some now?' and a green 'GET CASH' button. In the bottom left, there is a 'BOOST BUBBLES' section with a 'COCONUT' power-up, a 'RESPIN 1' button, a 'USE' button, and a 'SPIN' button. The background shows a jungle scene with a monkey and various game elements.</p>

Continued on next page

Claim Language	Evidence of Infringement
receiving a subscriber input at said receiver station after said step of delivering; and	This claim element does not include a “software limitation” under P.R. 3-1(g). BubbleSafari receives a subscriber input at the receiver station after the delivering step. Such an input includes, for example, a click or clicks detected on display buttons such as Buy, Skip, Okay, Accept, Continue, Proceed to Send, Place Now, Play, or Share (and other similar buttons on the display while playing BubbleSafari). Such a display button (e.g., Buy) is shown below:


Continued on next page

Claim Language	Evidence of Infringement																					
	 <p>The screenshot shows a purchase screen for 'BUBBLE SAFARI' by Zynga. The title is 'BUY SAFARI CASH & COINS'. There are two tabs: 'Safari Cash' and 'Safari Coins'. A 'Buy with Mobile' button is present. The purchase options are as follows:</p> <table border="1"> <thead> <tr> <th>Quantity</th> <th>Price (USD)</th> <th>Label</th> </tr> </thead> <tbody> <tr> <td>7 Safari Cash</td> <td>\$1.00 USD</td> <td></td> </tr> <tr> <td>40 Safari Cash</td> <td>\$5.30 USD</td> <td></td> </tr> <tr> <td>80 Safari Cash</td> <td>\$10.70 USD</td> <td></td> </tr> <tr> <td>170 Safari Cash</td> <td>\$21.40 USD</td> <td></td> </tr> <tr> <td>450 Safari Cash</td> <td>\$53.60 USD</td> <td></td> </tr> <tr> <td>950 Safari Cash</td> <td>\$107.20 USD</td> <td>Best Value!</td> </tr> </tbody> </table> <p>* Prices include all applicable TX taxes. ?</p> <p>By clicking "Buy" you accept or re-affirm your acceptance of the Zynga Terms of Service and Privacy Policy.</p> <p>Payment methods: VISA, MasterCard, AMERICAN EXPRESS, DISCOVER, JCS, PayPal. Secure Payment.</p>	Quantity	Price (USD)	Label	7 Safari Cash	\$1.00 USD		40 Safari Cash	\$5.30 USD		80 Safari Cash	\$10.70 USD		170 Safari Cash	\$21.40 USD		450 Safari Cash	\$53.60 USD		950 Safari Cash	\$107.20 USD	Best Value!
Quantity	Price (USD)	Label																				
7 Safari Cash	\$1.00 USD																					
40 Safari Cash	\$5.30 USD																					
80 Safari Cash	\$10.70 USD																					
170 Safari Cash	\$21.40 USD																					
450 Safari Cash	\$53.60 USD																					
950 Safari Cash	\$107.20 USD	Best Value!																				
<p>controlling said receiver station based on said subscriber input.</p>	<p>BubbleSafari controls the receiver station based on the subscriber input. For example, BubbleSafari may present a payment screen to allow the subscriber to pay for the benefit datum.</p>																					

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a browser window titled 'Buy 950 Safari Cash? - Google Chrome' with the URL 'https://www.facebook.com/dialog/pay?api_key=164731003644283&app_id=164731003644283&dev_'. The page content includes a Facebook logo, the title 'Buy 950 Safari Cash?', a price of '\$107.20 USD', and a note 'Price includes 7.25% TX tax Bubble Safari by Zynga · Terms Apply'. Below this, it states 'Only Me This transaction will not be shared with your friends.' and asks 'How would you like to pay?' with radio buttons for 'New credit card' and 'PayPal'. The 'New credit card' option is selected, showing logos for VISA, VISA ELECTRON, MasterCard, AMERICAN EXPRESS, and DISCOVER. The PayPal logo is also visible. At the bottom right, there are 'Continue' and 'Cancel' buttons.</p>
<p>2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari directly infringes Claim 2 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 2 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 2 by testing and demonstrating BubbleSafari. Unless indicated otherwise, each element in Claim 2 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 BubbleSafari. The priority date for Claim 2 is September 11, 1987.</p>


Continued on next page

Claim Language	Evidence of Infringement
	<p>BubbleSafari stores subscriber specific data at a computer at the receiver station. See, for example, the local storage (e.g., cache) shown below containing subscriber specific data:</p>  <p>The screenshot shows the game's main interface with a top navigation bar containing 'Free Gifts', 'Add Coins & Cash', 'Game Cards', 'Offers', 'Power Up Store', and 'Story'. A status bar at the top displays '20:50', '15', and '5,278'. A 'PRIZES FROM FRIENDS' panel is on the right. An 'Adobe Flash Player Settings' dialog box is open in the center, titled 'Local Storage', asking 'How much information can zynga1-a.akamaihd.net store on your computer?'. The dialog shows a slider set to 100 KB and 'Currently used: 2KB'. The background game scene depicts a tropical island with a waterfall, a pool, and numbered markers (1, 2, 3).</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari 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 BubbleSafari. Unless indicated otherwise, 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 BubbleSafari. The priority date for Claim 3 is September 11, 1987.</p> <p>BubbleSafari modifies subscriber specific data (such as a resource counter stored in the local game state) when the subscriber input causes those resources to change. For example, the purchase of additional resources results in an increase of the amount of resources available to the user. The screen below illustrates a display of the number of resources, such as after the resources are increased after modifying the subscriber specific data:</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the BubbleSafari game interface. At the top, there are navigation buttons for 'Free Gifts', 'Add Coins & Cash', 'Game Cards', and 'Offers'. The score is shown as 470, and the player has 5,278 coins. A '0' is displayed next to a plus sign, and an 'Add cash!' button is visible. The game board consists of a grid of colorful bubbles (yellow, cyan, purple, pink) arranged in a pattern. A monkey character is positioned at the bottom center, holding a coconut. A 'BOOST BUBBLES' menu is open, showing a 'COCONUT' boost with a 'RESPIN 1' button, a 'USE' button, and a 'Use and Share' checkbox. The 'SPIN' button is also visible. The background features a lush jungle landscape with mountains and trees. At the bottom, there are two baskets containing 500 and 250 coins, and a '28' is displayed next to a plus sign.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>4. The method of claim 1, wherein said information content comprises a commercial.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari 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 BubbleSafari. The priority date for Claim 4 is September 11, 1987.</p> <p>BubbleSafari receives information content that includes a commercial (e.g., Add Coins and Cash) for the resources.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the BubbleSafari game interface. At the top, there are navigation buttons: 'Free Gifts', 'Add Coins & Cash' (highlighted with a red box), 'Game Cards', and 'Offers'. The score is shown as 470 and the currency as 5,278. A central 'Add cash!' button is visible. The game board features colorful bubbles in yellow, cyan, purple, and pink. In the bottom left, a 'BOOST BUBBLES' menu is open, showing a 'COCONUT' boost bubble with a 'RESPIN 1' button, a 'USE' button, and a 'Use and Share' checkbox. A monkey character is holding a large blue bubble in the center. At the bottom, there are two baskets labeled '500' and '250'.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari directly infringes Claim 5 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 5 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 5 by testing and demonstrating BubbleSafari. Unless indicated otherwise, each element in Claim 5 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 BubbleSafari. The priority date for Claim 5 is September 11, 1987.</p> <p>The commercial in Claim 4 is stored locally (e.g., in a cache) by BubbleSafari prior to delivery of the commercial. See below:</p>


Continued on next page

Claim Language	Evidence of Infringement
	

Continued on next page

Claim Language	Evidence of Infringement
<p>6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage (e.g., cache) at said receiver station.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari 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 BubbleSafari. Unless indicated otherwise, each element in Claim 6 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 BubbleSafari. The priority date for Claim 6 is September 11, 1987.</p> <p>The commercial in Claim 5 is delivered from storage at the receiver station. See below:</p>

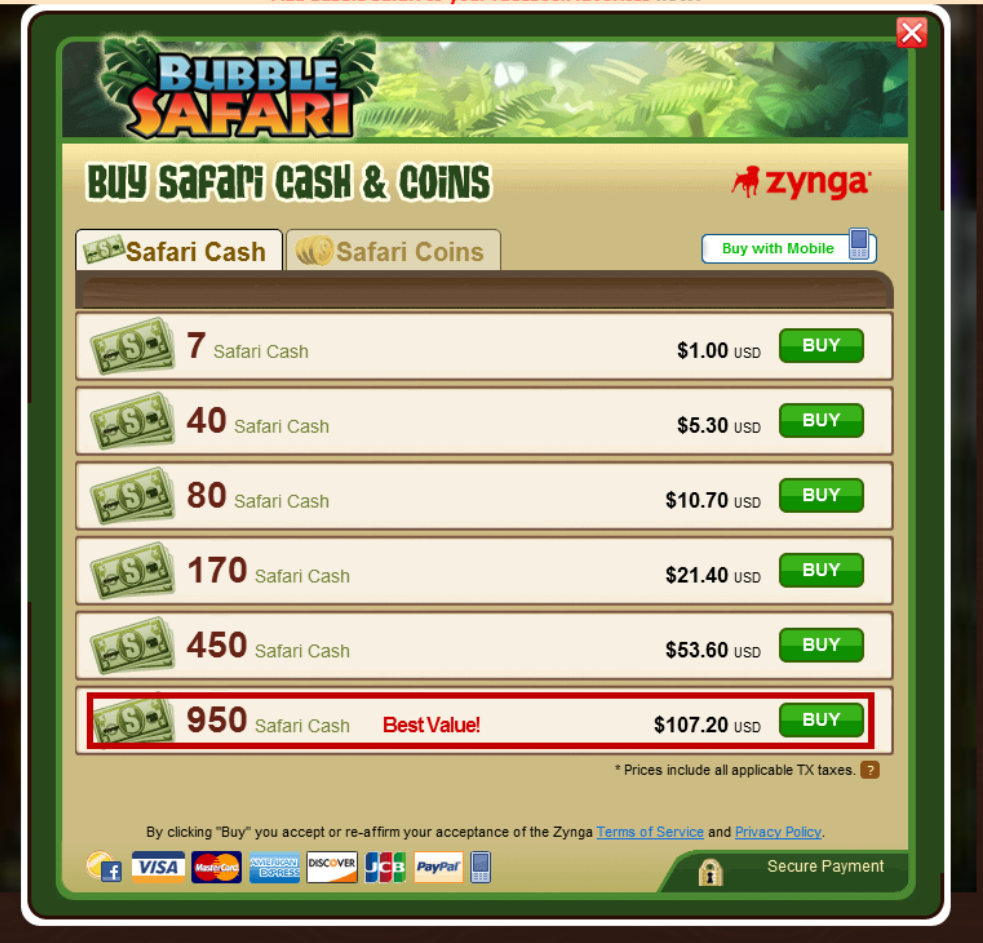
Continued on next page

Claim Language	Evidence of Infringement
	

Continued on next page

Claim Language	Evidence of Infringement
<p>7. The method of claim 6 wherein said step of delivering is performed based on a schedule.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari directly infringes Claim 7 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 7 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 7 by testing and demonstrating BubbleSafari. Unless indicated otherwise, each element in Claim 7 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 BubbleSafari. The priority date for Claim 7 is September 11, 1987.</p> <p>Zynga delivers commercials based on a schedule. For example, certain purchase options for resources may include sale or bonus items if a purchase is made at a certain time.</p>

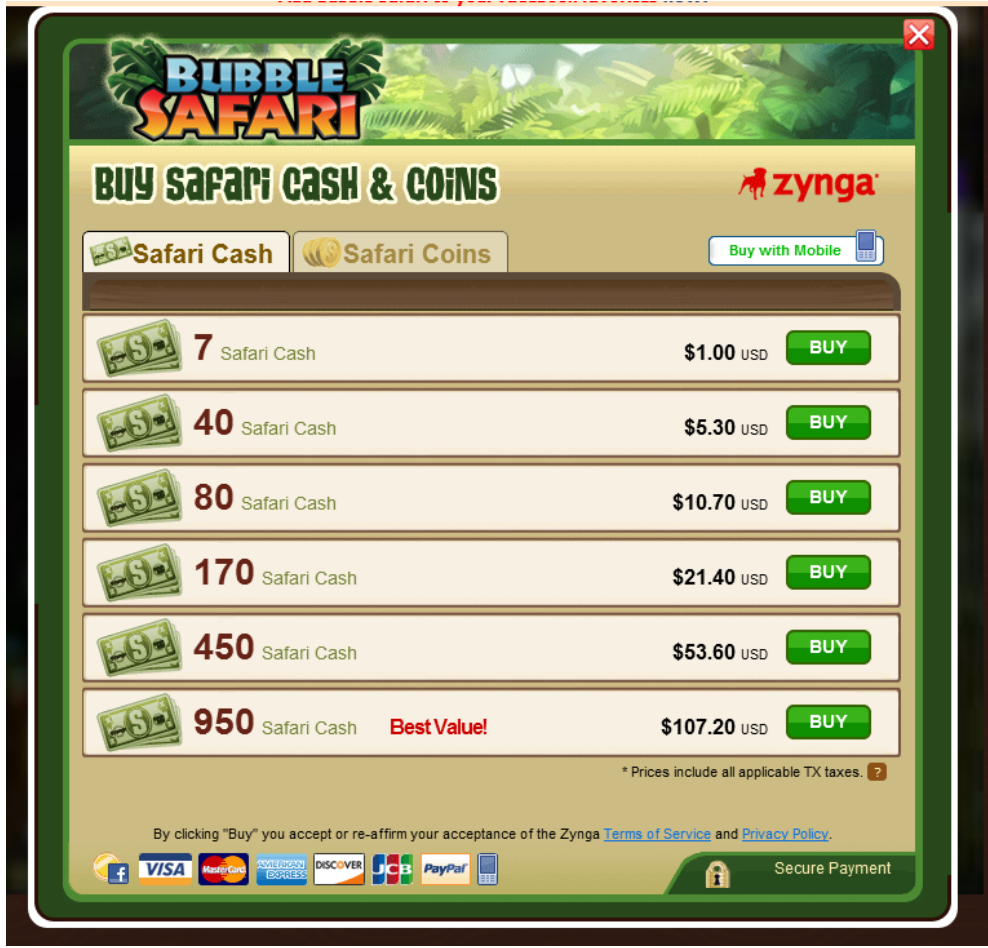
Continued on next page

Claim Language	Evidence of Infringement																					
	 <p>The screenshot shows the 'BUY SAFARI CASH & COINS' interface. It features a list of purchase options for Safari Cash, with the 950 Safari Cash option highlighted as 'Best Value!' and enclosed in a red border. The interface includes the Zynga logo, a 'Buy with Mobile' button, and various payment method logos (Facebook, Visa, MasterCard, American Express, Discover, JCS, PayPal) at the bottom. A disclaimer at the bottom states: '* Prices include all applicable TX taxes.' and another line reads: 'By clicking "Buy" you accept or re-affirm your acceptance of the Zynga Terms of Service and Privacy Policy.'</p> <table border="1"> <thead> <tr> <th>Quantity</th> <th>Price (USD)</th> <th>Button</th> </tr> </thead> <tbody> <tr> <td>7 Safari Cash</td> <td>\$1.00 USD</td> <td>BUY</td> </tr> <tr> <td>40 Safari Cash</td> <td>\$5.30 USD</td> <td>BUY</td> </tr> <tr> <td>80 Safari Cash</td> <td>\$10.70 USD</td> <td>BUY</td> </tr> <tr> <td>170 Safari Cash</td> <td>\$21.40 USD</td> <td>BUY</td> </tr> <tr> <td>450 Safari Cash</td> <td>\$53.60 USD</td> <td>BUY</td> </tr> <tr> <td>950 Safari Cash Best Value!</td> <td>\$107.20 USD</td> <td>BUY</td> </tr> </tbody> </table>	Quantity	Price (USD)	Button	7 Safari Cash	\$1.00 USD	BUY	40 Safari Cash	\$5.30 USD	BUY	80 Safari Cash	\$10.70 USD	BUY	170 Safari Cash	\$21.40 USD	BUY	450 Safari Cash	\$53.60 USD	BUY	950 Safari Cash Best Value!	\$107.20 USD	BUY
Quantity	Price (USD)	Button																				
7 Safari Cash	\$1.00 USD	BUY																				
40 Safari Cash	\$5.30 USD	BUY																				
80 Safari Cash	\$10.70 USD	BUY																				
170 Safari Cash	\$21.40 USD	BUY																				
450 Safari Cash	\$53.60 USD	BUY																				
950 Safari Cash Best Value!	\$107.20 USD	BUY																				

Continued on next page

Claim Language	Evidence of Infringement
<p>9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.</p>	<p>Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of BubbleSafari 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 BubbleSafari. Unless indicated otherwise, 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 BubbleSafari. The priority date for Claim 9 is September 11, 1987.</p> <p>BubbleSafari selects commercials from a plurality of commercials based on subscriber specific data such as the level of the subscriber and the content already obtained by the subscriber.</p>

Continued on next page

Claim Language	Evidence of Infringement																					
	 <p>The screenshot displays the 'BUY SAFARI CASH & COINS' interface for the game Bubble Safari. It features a 'zynga' logo and a 'Buy with Mobile' button. The purchase options are as follows:</p> <table border="1"> <thead> <tr> <th>Quantity</th> <th>Price (USD)</th> <th>Button</th> </tr> </thead> <tbody> <tr> <td>7 Safari Cash</td> <td>\$1.00 USD</td> <td>BUY</td> </tr> <tr> <td>40 Safari Cash</td> <td>\$5.30 USD</td> <td>BUY</td> </tr> <tr> <td>80 Safari Cash</td> <td>\$10.70 USD</td> <td>BUY</td> </tr> <tr> <td>170 Safari Cash</td> <td>\$21.40 USD</td> <td>BUY</td> </tr> <tr> <td>450 Safari Cash</td> <td>\$53.60 USD</td> <td>BUY</td> </tr> <tr> <td>950 Safari Cash</td> <td>\$107.20 USD</td> <td>BUY</td> </tr> </tbody> </table> <p>The 950 Safari Cash option is marked as 'Best Value!'. A note at the bottom states: '* Prices include all applicable TX taxes.' Below the purchase options, there is a disclaimer: 'By clicking "Buy" you accept or re-affirm your acceptance of the Zynga Terms of Service and Privacy Policy.' Payment logos for VISA, MasterCard, American Express, Discover, JCS, and PayPal are shown at the bottom, along with a 'Secure Payment' icon.</p>	Quantity	Price (USD)	Button	7 Safari Cash	\$1.00 USD	BUY	40 Safari Cash	\$5.30 USD	BUY	80 Safari Cash	\$10.70 USD	BUY	170 Safari Cash	\$21.40 USD	BUY	450 Safari Cash	\$53.60 USD	BUY	950 Safari Cash	\$107.20 USD	BUY
Quantity	Price (USD)	Button																				
7 Safari Cash	\$1.00 USD	BUY																				
40 Safari Cash	\$5.30 USD	BUY																				
80 Safari Cash	\$10.70 USD	BUY																				
170 Safari Cash	\$21.40 USD	BUY																				
450 Safari Cash	\$53.60 USD	BUY																				
950 Safari Cash	\$107.20 USD	BUY																				

Claim Language	Evidence of Infringement
<p>1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld 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 CafeWorld. Unless indicated otherwise, 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 CafeWorld. The priority date for Claim 1 is September 11, 1987.</p> <p>As described below, CafeWorld processes video signals at a receiver station based on at least one information transmission.</p>
<p>receiving information content and a first control signal in said at least one information transmission at said receiver station, said information content describing at least one of a product and a service;</p>	<p>CafeWorld receives at least one information transmission from a server, such as when additional game components are loading and CafeWorld receives information content such as advertisements, game graphics, animations, and user information and statistics (such as points/levels earned, resources accumulated, prizes earned, purchases, and/or preferences). The information content describes a product or a service.</p> <p>The information transmission also includes a first control signal. For example, CafeWorld receives a first control signal that causes additional game components to load and to compute the user statistics to be displayed on the game interface. For example, as shown below, a loading bar indicates that CafeWorld received a control signal that causes additional game components to load.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CafeWorld logo at the top, featuring the word 'Café' in orange and 'World' in blue with a globe as the letter 'o'. Below the logo is the Zynga logo. The main scene is a 3D-rendered restaurant interior with a long table set with white tablecloths, red chairs, and various dishes. A cartoon chef character with blonde hair and a white uniform is standing at the head of the table, holding a small black object. An American flag is visible on the wall in the background. A red banner at the bottom of the scene reads '7 COURSE MEAL' in white, bold, outlined letters. Below the banner is a blue button with a yellow gradient and the text 'HEADING TO YOUR CAFÉ...' in white, bold, outlined letters.</p>

Continued on next page

Claim Language	Evidence of Infringement
	<p>CafeWorld also receives information content and control signals to provide messages to the game user, such as the availability of various resources (energy, coins, chips, for example) available during game play, to remind the user to play other games, to respond to requests from other users, and to accept or give gifts to other game users. The information content is the content of the message, and the first control signal is the signal that causes the message to be displayed. The information content may include advertisements (e.g., Add Coins and Crowns) to purchase products or services, such as to purchase additional resources (e.g., crowns and coins) or unlock special features. See below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	
<p>generating a benefit datum in response to said first control signal by processing subscriber specific data at the receiver station on which CafeWorld is being played. For example, CafeWorld processes subscriber specific data (such as a game state stored at the receiver station, which includes an amount of various resources the subscriber has accumulated) at the receiver station to generate a benefit datum. An example of such a benefit datum is an offer to purchase additional resources when the user does not have enough resources to complete a certain activity.</p>	<p>CafeWorld generates a benefit datum in response to the first control signal by processing subscriber specific data at the receiver station on which CafeWorld is being played. For example, CafeWorld processes subscriber specific data (such as a game state stored at the receiver station, which includes an amount of various resources the subscriber has accumulated) at the receiver station to generate a benefit datum. An example of such a benefit datum is an offer to purchase additional resources when the user does not have enough resources to complete a certain activity.</p>


Continued on next page

Claim Language	Evidence of Infringement																								
	 <p>The screenshot displays a promotional banner at the top for a "FREE GIFT (value of 40 Café Cash) WITH PURCHASE" of a "RED LIGHTNING SUPER STOVE" when purchasing any Café Cash or Coins package of \$50 or more. Below the banner is the CaféWorld logo and the Zynga logo. The main section is titled "Buy Coins & Cafe Cash" and features a list of purchase options:</p> <table border="1"> <thead> <tr> <th>Café Cash</th> <th>Price</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>1,250</td> <td>\$160.88</td> <td>Best Value!</td> </tr> <tr> <td>780</td> <td>\$107.25</td> <td></td> </tr> <tr> <td>350</td> <td>\$53.62</td> <td></td> </tr> <tr> <td>120</td> <td>\$21.45</td> <td></td> </tr> <tr> <td>55</td> <td>\$10.73</td> <td></td> </tr> <tr> <td>25</td> <td>\$5.36</td> <td></td> </tr> <tr> <td>4</td> <td>\$1.07</td> <td></td> </tr> </tbody> </table> <p>At the bottom, there are logos for payment methods (Facebook, VISA, MasterCard, American Express, Discover, JCB, PayPal) and a "Secure Payment" icon. A note states: "All purchases subject to Zynga's Terms of Service." and "* Prices include all applicable TX taxes."</p>	Café Cash	Price	Value	1,250	\$160.88	Best Value!	780	\$107.25		350	\$53.62		120	\$21.45		55	\$10.73		25	\$5.36		4	\$1.07	
Café Cash	Price	Value																							
1,250	\$160.88	Best Value!																							
780	\$107.25																								
350	\$53.62																								
120	\$21.45																								
55	\$10.73																								
25	\$5.36																								
4	\$1.07																								

Continued on next page

Claim Language	Evidence of Infringement
delivering said information content and said benefit datum at an output device at said receiver station, wherein said information content and said benefit datum explain a benefit of acquiring said product or service specific to said subscriber;	CafeWorld delivers the information content and the benefit datum at an output device at the receiver station. The information content and the benefit datum explain a benefit of acquiring the product or service specific to the subscriber. For example, CafeWorld delivers information content explaining the use of resources. See an example below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays a game interface with a central pop-up window titled "CAFE COINS!". Inside the window, a cartoon chef character with pink hair and a white hat is shown. To the right of the character, the text reads: "Hey Darren! That bistro chair looks fantastic! Customers at My Cafe are going to love it. You need a bit more Cafe Coins to make it happen though... would you like to see the packages we have available?". Below this text are two buttons: "NOT NOW" and "GO!". The background of the game shows a menu for "Chairs" with various chair icons and their costs in Cafe Coins (e.g., 250, 1,000, 100,000, 900, 3,000). The top of the screen shows "98,267" and "CW 25".</p>

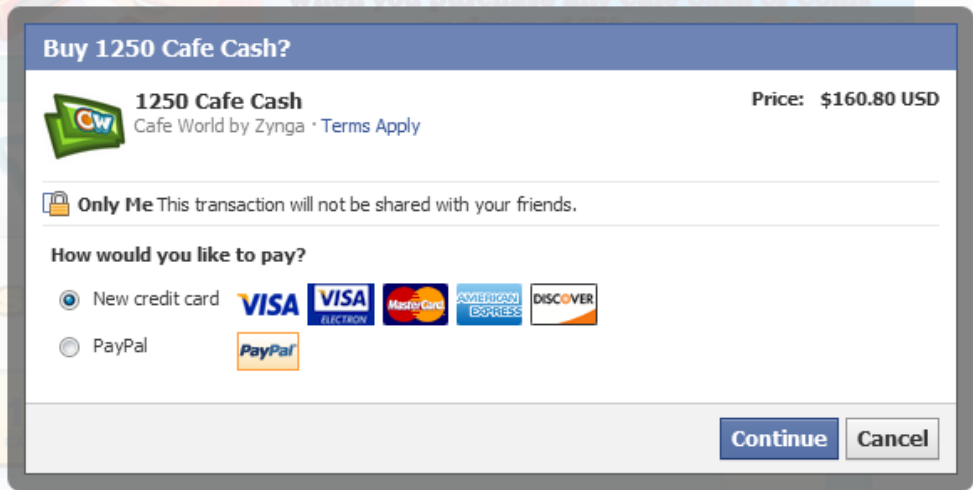
Continued on next page

Claim Language	Evidence of Infringement
receiving a subscriber input at said receiver station after said step of delivering; and	This claim element does not include a “software limitation” under P.R. 3-1(g). CafeWorld receives a subscriber input at the receiver station after the delivering step. Such an input includes, for example, a click or clicks detected on display buttons such as Buy, Skip, Okay, Accept, Continue, Proceed to Send, Place Now, Play, or Share (and other similar buttons on the display while playing CafeWorld). Such a display button (e.g., Buy) is shown below:

Continued on next page

Claim Language	Evidence of Infringement																								
	 <p>FREE GIFT (value of 40 Café Cash) WITH PURCHASE</p> <p>GET A RED LIGHTNING SUPER STOVE When you purchase any Café Cash or Coins package of \$50 or more</p> <p>Buy Coins & Cafe Cash</p> <table border="1"> <thead> <tr> <th>Café Cash</th> <th>Price</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>1,250 CAFÉ CASH (Best Value!)</td> <td>\$160.88</td> <td>BUY</td> </tr> <tr> <td>780 CAFÉ CASH</td> <td>\$107.25</td> <td>BUY</td> </tr> <tr> <td>350 CAFÉ CASH</td> <td>\$53.62</td> <td>BUY</td> </tr> <tr> <td>120 CAFÉ CASH</td> <td>\$21.45</td> <td>BUY</td> </tr> <tr> <td>55 CAFÉ CASH</td> <td>\$10.73</td> <td>BUY</td> </tr> <tr> <td>25 CAFÉ CASH</td> <td>\$5.36</td> <td>BUY</td> </tr> <tr> <td>4 CAFÉ CASH</td> <td>\$1.07</td> <td>BUY</td> </tr> </tbody> </table> <p>All purchases subject to Zynga's Terms of Service. * Prices include all applicable TX taxes.</p> <p>Payment logos: VISA, MasterCard, American Express, DISCOVER, JCB, PayPal</p> <p>Secure Payment</p>	Café Cash	Price	Action	1,250 CAFÉ CASH (Best Value!)	\$160.88	BUY	780 CAFÉ CASH	\$107.25	BUY	350 CAFÉ CASH	\$53.62	BUY	120 CAFÉ CASH	\$21.45	BUY	55 CAFÉ CASH	\$10.73	BUY	25 CAFÉ CASH	\$5.36	BUY	4 CAFÉ CASH	\$1.07	BUY
Café Cash	Price	Action																							
1,250 CAFÉ CASH (Best Value!)	\$160.88	BUY																							
780 CAFÉ CASH	\$107.25	BUY																							
350 CAFÉ CASH	\$53.62	BUY																							
120 CAFÉ CASH	\$21.45	BUY																							
55 CAFÉ CASH	\$10.73	BUY																							
25 CAFÉ CASH	\$5.36	BUY																							
4 CAFÉ CASH	\$1.07	BUY																							

Continued on next page

Claim Language	Evidence of Infringement
<p>controlling said receiver station based on said subscriber input.</p>	<p>CafeWorld controls the receiver station based on the subscriber input. For example, CafeWorld may present a payment screen to allow the subscriber to pay for the benefit datum.</p>  <p>The screenshot shows a payment dialog box with the following elements: <ul style="list-style-type: none"> Title: Buy 1250 Cafe Cash? Item: 1250 Cafe Cash (Cafe World by Zynga) with a price of \$160.80 USD. Privacy notice: Only Me. This transaction will not be shared with your friends. Payment section: 'How would you like to pay?' with radio buttons for 'New credit card' (selected) and 'PayPal'. Credit card logos: VISA, VISA ELECTRON, MasterCard, AMERICAN EXPRESS, DISCOVER. Buttons: Continue and Cancel. </p>

Continued on next page

Claim Language	Evidence of Infringement
<p>2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld directly infringes Claim 2 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 2 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 2 by testing and demonstrating CafeWorld. Unless indicated otherwise, each element in Claim 2 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 CafeWorld. The priority date for Claim 2 is September 11, 1987.</p> <p>CafeWorld stores subscriber specific data at a computer at the receiver station. See, for example, the local storage (e.g., cache) shown below containing subscriber specific data:</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CafeWorld game interface. At the top, there are several UI elements: a gold coin icon with '99,200', a lightning bolt icon with '50 / 50', a chef hat icon with 'Level 4', a thumbs up icon with '5.0', and a 'My Cafe' dropdown menu. Below these, there is a 'CW 25 SALE!' badge and a 'Matty Invite to Academy' button. The main area shows a 3D-rendered cafe interior with a blue wall, wooden floor, and various kitchen equipment like stoves and a sink. A character named 'Darr' is visible near the kitchen. An 'Adobe Flash Player Settings' dialog box is overlaid on the scene, asking 'How much information can facebook.cafe.static.zynga.com store on your computer?' with a slider set to '100 KB' and a 'Never Ask Again' checkbox. The dialog also shows 'Currently used: 0KB' and a 'Close' button. In the bottom right corner, there are icons for a document and a gear.</p>


Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld 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 CafeWorld. Unless indicated otherwise, 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 CafeWorld. The priority date for Claim 3 is September 11, 1987.</p> <p>CafeWorld modifies subscriber specific data (such as a resource counter stored in the local game state) when the subscriber input causes those resources to change. For example, the purchase of additional resources results in an increase of the amount of resources available to the user. The number of resources available to a user is displayed below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the CafeWorld game interface. At the top, there are several UI elements: a gold coin icon with '107,260', a lightning bolt icon with '50/50', a chef hat icon with 'Level 3', a thumbs up icon with '5.0', and a dropdown menu labeled 'My Cafe'. Below these, there is a 'CW 25 SALE!' banner. The main area shows a street intersection with a cafe building in the center. A 'CATERING TRUCK' is parked on the right, with a text box that says 'Click the truck to start your busi'. There are also icons for a chair, a table, and a mailbox labeled 'Matty Invite to Academy'. The bottom right corner has a settings gear icon.</p>
<p>4. The method of claim 1, wherein said information content comprises a commercial (e.g., add coins and crowns).</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld 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 CafeWorld. The priority date for Claim 4 is September 11, 1987.</p>

Continued on next page

Claim Language	Evidence of Infringement
	<p data-bbox="762 240 1797 310">CafeWorld receives information content that includes a commercial for the resources.</p>  <p data-bbox="779 370 1749 1109">The screenshot displays the CafeWorld game interface. At the top, there are several status bars: a gold coin icon with '107,260', a lightning bolt icon with '50/50', a chef hat icon with 'Level 3', and a thumbs-up icon with '5.0'. A 'My Cafe' dropdown menu is on the right. A red-bordered notification box in the upper left shows 'CW 25 SALE!'. A 'Matty Invite to Academy' notification is on the right. A 'CATERING TRUCK' advertisement is visible, with the text 'Click the truck to start your busi'. The main area shows a 3D isometric view of a cafe building on a street corner, with a white catering truck parked nearby. The interface includes various icons for furniture and game actions.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld directly infringes Claim 5 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 5 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 5 by testing and demonstrating CafeWorld. Unless indicated otherwise, each element in Claim 5 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 CafeWorld. The priority date for Claim 5 is September 11, 1987.</p> <p>The commercial in Claim 4 is stored locally (e.g., in a cache) by CafeWorld prior to delivery of the commercial. See below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CafeWorld game interface. At the top, there are several UI elements: a gold coin icon with '99,200', a lightning bolt icon with '50 / 50', a chef hat icon with 'Level 4', a thumbs up icon with '5.0', and a 'My Cafe' dropdown menu. Below these, there is a 'CW 25 SALE!' banner and a 'Matty Invite to Academy' button. The main area shows a 3D-rendered cafe interior with blue walls, a wooden floor, a stove with two burners, a sink, and a table with a chair. A character named 'Darr' is visible near the stove. An Adobe Flash Player settings dialog box is overlaid on the scene, asking 'How much information can facebook.cafe.static.zynga.com store on your computer?' with a slider set to 100 KB and a 'Never Ask Again' checkbox. The dialog box also shows 'Currently used: 0KB' and a 'Close' button.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage at said receiver station.</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld 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 CafeWorld. Unless indicated otherwise, each element in Claim 6 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 CafeWorld. The priority date for Claim 6 is September 11, 1987.</p> <p>The commercial in Claim 5 is delivered from storage (e.g., cache) at the receiver station. See below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CafeWorld game interface. At the top, there are several UI elements: a gold coin icon with '99,200', a lightning bolt icon with '50 / 50', a chef hat icon with 'Level 4', a thumbs up icon with '5.0', and a dropdown menu labeled 'My Cafe'. Below these, there is a 'CW 25 SALE!' banner and a 'Matty Invite to Academy' button. The main area shows a 3D-rendered cafe interior with a wooden floor, blue walls, and a kitchen area with a stove and a character named 'Darr'. An 'Adobe Flash Player Settings' dialog box is overlaid on the scene, asking 'How much information can facebook.cafe.static.zynga.com store on your computer?' with a slider set to '100 KB' and a 'Never Ask Again' checkbox. The dialog also shows 'Currently used: 0KB' and a 'Close' button.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>7. The method of claim 6 wherein said step of delivering is performed based on a schedule.</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld directly infringes Claim 7 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 7 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 7 by testing and demonstrating CafeWorld. Unless indicated otherwise, each element in Claim 7 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 CafeWorld. The priority date for Claim 7 is September 11, 1987.</p> <p>Zynga delivers commercials based on a schedule. For example, certain purchase options for resources may include sale or bonus items if a purchase is made at a certain time. The screens shown below illustrate different commercials provided to the subscriber at different times:</p>

Continued on next page

Claim Language	Evidence of Infringement
	<p>The screenshot displays the CafeWorld game interface with a navigation bar at the top containing links: Free Gifts, Play!, Neighbors, Invite Friends, Get Coins & Cash, Earn Café Cash, Redeem, Help, Gamebar, and VIP. The main promotional banner features the CafeWorld logo, the user name 'Darren Smith', and a speech bubble stating 'HERE'S A GREAT DEAL! Amazing deals at steep discounts!'. A large red starburst graphic reads 'UP TO 90% OFF'. A countdown timer indicates the sale expires in 08 days, 18 hours, 39 minutes, and 03 seconds. Three product bundles are offered for 'FUTURISTIC DECOR' items, each with a 'BUY NOW!' button. The bundles are: 1) 25 CW coins, 1,000 gold coins, and 20 items for \$26 (now only \$2); 2) 120 CW coins, 10,000 gold coins, and 20 items for \$84 (now only \$8); 3) 350 CW coins, 10,000 gold coins, and 20 items for \$140 (now only \$14). A chef character is on the left, and a speech bubble says 'HERE'S A GREAT DEAL! Amazing deals at steep discounts!'. A vertical sidebar on the right shows 'FUTURISTIC DECOR' items with the text 'includes unlimited supply of'.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays a game interface for CafeWorld. At the top, a player's name 'Matty Invite' and a 'Memy' icon are visible. A large yellow starburst graphic on the left indicates a '40% OFF' discount. The main text reads 'Congratulations Darren!' and 'For a limited time, purchase Cafe Cash at 40% discount!'. Below this, three deal options are presented: 'Great Deal' (120 Cafe Cash for \$12, was \$20), 'Super Deal' (780 Cafe Cash for \$60, was \$180), and 'Mega Deal' (1700 Cafe Cash for \$120, was \$280). Each deal has a 'BUY' button. The background shows a virtual cafe environment with various items and a 'STORE' button. The bottom of the screen features a grid of items with their respective Cafe Cash costs, including 'BUILD IT' and 'SELL' options.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.</p>	<p>Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld 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 CafeWorld. Unless indicated otherwise, 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 CafeWorld. The priority date for Claim 9 is September 11, 1987.</p> <p>CafeWorld selects commercials from a plurality of commercials based on subscriber specific data such as the level of the subscriber and the content already obtained by the subscriber.</p>

Continued on next page

Claim Language	Evidence of Infringement																																			
	 <p>FREE GIFT (value of 40 Café Cash) WITH PURCHASE</p> <p>GET A RED LIGHTNING SUPER STOVE When you purchase any Café Cash or Coins package of \$50 or more</p> <p>Café World</p> <p>Buy Coins & Cafe Cash</p> <p>Buy with Mobile</p> <p>Looking for Café Coins?</p> <table border="1"> <tbody> <tr> <td></td> <td>1,250 CAFÉ CASH</td> <td>Best Value!</td> <td>\$160.88</td> <td>BUY</td> </tr> <tr> <td></td> <td>780 CAFÉ CASH</td> <td></td> <td>\$107.25</td> <td>BUY</td> </tr> <tr> <td></td> <td>350 CAFÉ CASH</td> <td></td> <td>\$53.62</td> <td>BUY</td> </tr> <tr> <td></td> <td>120 CAFÉ CASH</td> <td></td> <td>\$21.45</td> <td>BUY</td> </tr> <tr> <td></td> <td>55 CAFÉ CASH</td> <td></td> <td>\$10.73</td> <td>BUY</td> </tr> <tr> <td></td> <td>25 CAFÉ CASH</td> <td></td> <td>\$5.36</td> <td>BUY</td> </tr> <tr> <td></td> <td>4 CAFÉ CASH</td> <td></td> <td>\$1.07</td> <td>BUY</td> </tr> </tbody> </table> <p>All purchases subject to Zynga's Terms of Service. * Prices include all applicable TX taxes.</p> <p>VISA MasterCard AMERICAN EXPRESS DISCOVER JCB PayPal</p> <p>Secure Payment</p>		1,250 CAFÉ CASH	Best Value!	\$160.88	BUY		780 CAFÉ CASH		\$107.25	BUY		350 CAFÉ CASH		\$53.62	BUY		120 CAFÉ CASH		\$21.45	BUY		55 CAFÉ CASH		\$10.73	BUY		25 CAFÉ CASH		\$5.36	BUY		4 CAFÉ CASH		\$1.07	BUY
	1,250 CAFÉ CASH	Best Value!	\$160.88	BUY																																
	780 CAFÉ CASH		\$107.25	BUY																																
	350 CAFÉ CASH		\$53.62	BUY																																
	120 CAFÉ CASH		\$21.45	BUY																																
	55 CAFÉ CASH		\$10.73	BUY																																
	25 CAFÉ CASH		\$5.36	BUY																																
	4 CAFÉ CASH		\$1.07	BUY																																

Claim Language	Evidence of Infringement
<p>1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille 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 CastleVille. Unless indicated otherwise, 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 CastleVille. The priority date for Claim 1 is September 11, 1987.</p> <p>As described below, CastleVille processes video signals at a receiver station based on at least one information transmission.</p>
<p>receiving information content and a first control signal in said at least one information transmission at said receiver station, said information content describing at least one of a product and a service;</p>	<p>CastleVille receives at least one information transmission from a server, such as when additional game components are loading and CastleVille receives information content such as advertisements, game graphics, animations, and user information and statistics (such as points/levels earned, resources accumulated, prizes earned, purchases, and/or preferences). The information content describes a product or a service.</p> <p>The information transmission also includes a first control signal. For example, CastleVille receives a first control signal that causes additional game components to load and to compute the user statistics to be displayed on the game interface. For example, as shown below, a loading bar indicates that CastleVille received a control signal that causes additional game components to load.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the main interface of the browser-based game CastleVille. At the top, a navigation bar includes the game title 'CastleVille' on the left, a banner for a 'Unicorn Raising Guide' in the center, and a small house icon on the right. Below the navigation bar is a menu with buttons for 'Free Gifts', 'Play', 'Invite Friends', 'Add Coins & Crowns', 'Earn Crowns', 'Game Cards', 'Help', and 'My Neighbors'. The central focus is a large, colorful illustration of a medieval-style village with a castle, surrounded by various cartoonish dragons and a man and a woman. The title 'CastleVille' is prominently displayed in a stylized font, with the Zynga logo below it. At the bottom of the illustration, the text 'BUILD a HAPPY KINGDOM with your FIERY FRIENDS!' is written in a bold, orange font.</p>

Continued on next page

Claim Language	Evidence of Infringement
	CastleVille also receives information content and control signals to provide messages to the game user, such as the availability of various resources (energy, coins, chips, for example) available during game play, to remind the user to play other games, to respond to requests from other users, and to accept or give gifts to other game users. The information content is the content of the message, and the first control signal is the signal that causes the message to be displayed. The information content may include advertisements (e.g., Add Coins and Crowns) to purchase products or services, such as to purchase additional resources (e.g., crowns and coins) or unlock special features. See below:


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, a banner reads "The Unicorn Raising Guide is available on our Forums! Click here to check it out! X". Below this is a navigation bar with links for "Free Gifts", "Play", "Invite Friends", "Add Coins & Crowns", "Earn Crowns", "Game Cards", "Help", and "My Neighbors". The player's resources are shown: 6,730 coins, 14 crowns, and 13 energy. A notification states "You have 14 Crowns". A quest notification from Yvette says "Yvette has another Quest. Click her to help." The game world features a character in a red hat, a yellow house, and a stone wall. A social interface at the bottom shows "Bob's Kingdom" with a list of friends including "THE DUKE" (300) and "BOB" (76), along with "ADD FRIEND" buttons. A vertical toolbar on the right contains various game icons.</p>

Continued on next page

Claim Language	Evidence of Infringement
generating a benefit datum in response to said first control signal by processing subscriber specific data at said receiver station;	CastleVille generates a benefit datum in response to the first control signal by processing subscriber specific data at the receiver station on which CastleVille is being played. For example, CastleVille processes subscriber specific data (such as a game state stored at the receiver station, which includes an amount of various resources the subscriber has accumulated) at the receiver station to generate a benefit datum. An example of such a benefit datum is an offer to purchase additional resources when the user does not have enough resources to complete a certain activity.

Continued on next page

Claim Language	Evidence of Infringement
	
<p>delivering said information content and said benefit datum at an output device at said receiver station, wherein said information content and said benefit datum explain a benefit of acquiring said product or service specific to said subscriber;</p>	<p>CastleVille delivers the information content and the benefit datum at an output device at the receiver station. The information content and the benefit datum explain a benefit of acquiring the product or service specific to the subscriber. For example, CastleVille delivers information content explaining the use of resources. See an example below:</p>

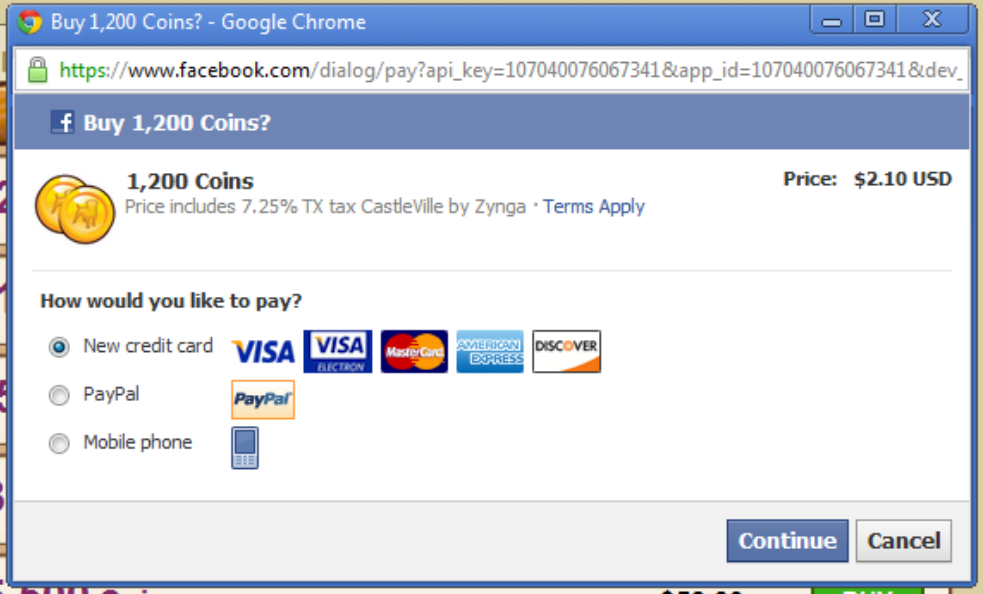
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, the game title "CastleVille" is visible, along with a banner for "The Unicorn Raising Guide" and navigation links like "Free Gifts", "Play", "Invite Friends", "Add Coins & Crowns", "Earn Crowns", "Game Cards", "Help", and "My Neighbors". The player's resources are shown as 6,730 coins, 14 crowns, and 0 hearts. A notification bubble from a character named Yvette says, "Yvette has another Quest. Click her to help." The central "Market" window is open, showing various items for purchase. A dialog box is overlaid on the market, featuring a character image and the text: "Looks like you don't have sufficient Crowns to complete that purchase. Would you like to get some more?" with an "OKAY" button. The market lists items such as "Pavilion" (4 crowns), "Guard Tower" (10 crowns), "Beastie Laboratory" (6 crowns), "Mining Camp" (6 crowns), "Slime Dissolver", "HUGE Energy Potion", and "Royal Garden". The bottom of the screen shows the player's name "Bob's Kingdom" and a list of friends, including "THE DUKE" and "BOB".</p>

Continued on next page

Claim Language	Evidence of Infringement																					
<p>receiving a subscriber input at said receiver station after said step of delivering; and</p>	<p>This claim element does not include a “software limitation” under P.R. 3-1(g). CastleVille receives a subscriber input at the receiver station after the delivering step. Such an input includes, for example, a click or clicks detected on display buttons such as Buy, Skip, Okay, Accept, Continue, Proceed to Send, Place Now, Play, or Share (and other similar buttons on the display while playing CastleVille). Such a display button (e.g., Buy) is shown below:</p>  <p>The screenshot shows the CastleVille game interface. At the top, there is a navigation bar with links: Free Gifts, Play, Invite Friends, Add Coins & Crowns, Earn Crowns, Game Cards, Help, My Neighbors. Below this is a banner for 'BUY CROWNS AND COINS!'. The banner has tabs for 'Crowns' and 'Coins', and a 'Buy with Mobile' button. The main content area lists several crown packages:</p> <table border="1"> <thead> <tr> <th>Crown Package</th> <th>Price</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>15 Crowns</td> <td>\$2.10 USD</td> <td>BUY</td> </tr> <tr> <td>40 Crowns</td> <td>\$5.30 USD</td> <td>BUY</td> </tr> <tr> <td>80 Crowns</td> <td>\$10.70 USD</td> <td>BUY</td> </tr> <tr> <td>160 Crowns + Get 19 Free Crowns! 179 Total Crowns</td> <td>\$21.40 USD</td> <td>BUY</td> </tr> <tr> <td>400 Crowns + Get 65 Free Crowns! 465 Total Crowns</td> <td>\$53.60 USD</td> <td>BUY</td> </tr> <tr> <td>800 Crowns + Get 200 Free Crowns! 1,000 Total Crowns</td> <td>\$107.20 USD</td> <td>BUY</td> </tr> </tbody> </table> <p>* Prices include all applicable TX taxes.</p> <p>At the bottom, there are logos for payment methods: VISA, MasterCard, American Express, Discover, JCB, PayPal, and Zynga Secure Payment.</p>	Crown Package	Price	Action	15 Crowns	\$2.10 USD	BUY	40 Crowns	\$5.30 USD	BUY	80 Crowns	\$10.70 USD	BUY	160 Crowns + Get 19 Free Crowns! 179 Total Crowns	\$21.40 USD	BUY	400 Crowns + Get 65 Free Crowns! 465 Total Crowns	\$53.60 USD	BUY	800 Crowns + Get 200 Free Crowns! 1,000 Total Crowns	\$107.20 USD	BUY
Crown Package	Price	Action																				
15 Crowns	\$2.10 USD	BUY																				
40 Crowns	\$5.30 USD	BUY																				
80 Crowns	\$10.70 USD	BUY																				
160 Crowns + Get 19 Free Crowns! 179 Total Crowns	\$21.40 USD	BUY																				
400 Crowns + Get 65 Free Crowns! 465 Total Crowns	\$53.60 USD	BUY																				
800 Crowns + Get 200 Free Crowns! 1,000 Total Crowns	\$107.20 USD	BUY																				

Continued on next page

Claim Language	Evidence of Infringement
controlling said receiver station based on said subscriber input.	<p>CastleVille controls the receiver station based on the subscriber input. For example, CastleVille may present a payment screen to allow the subscriber to pay for the benefit datum.</p>  <p>The screenshot shows a browser window titled "Buy 1,200 Coins? - Google Chrome" with the URL "https://www.facebook.com/dialog/pay?api_key=107040076067341&app_id=107040076067341&dev_". The page content includes a Facebook logo, the text "Buy 1,200 Coins?", two gold coins, "1,200 Coins", "Price: \$2.10 USD", and "Price includes 7.25% TX tax CastleVille by Zynga · Terms Apply". Below this is a section titled "How would you like to pay?" with three radio button options: "New credit card" (selected), "PayPal", and "Mobile phone". The "New credit card" option is accompanied by logos for VISA, VISA ELECTRON, MasterCard, AMERICAN EXPRESS, and DISCOVER. The "PayPal" option has the PayPal logo, and the "Mobile phone" option has a mobile phone icon. At the bottom right are "Continue" and "Cancel" buttons.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille directly infringes Claim 2 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 2 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 2 by testing and demonstrating CastleVille. Unless indicated otherwise, each element in Claim 2 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 CastleVille. The priority date for Claim 2 is September 11, 1987.</p> <p>CastleVille stores subscriber specific data at a computer at the receiver station. See, for example, the local storage (e.g., cache) shown below containing subscriber specific data:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, there is a navigation bar with options like 'Free Gifts', 'Play', 'Invite Friends', 'Add Coins & Crowns', 'Earn Crowns', 'Game Cards', 'Help', and 'My Neighbors'. The player's current resources are shown as 6,730 coins, 14 crowns, and 0 hearts. A quest notification bubble says 'Yvette has another Quest. Click her to help.' An 'Adobe Flash Player Settings' dialog box is open, asking for local storage permissions. The bottom of the screen shows a friend list for 'Bob's Kingdom' with several friends, including 'THE DUKE' and 'BOB', each with an 'ADD FRIEND' button.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille 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 CastleVille. Unless indicated otherwise, 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 CastleVille. The priority date for Claim 3 is September 11, 1987.</p> <p>CastleVille modifies subscriber specific data (such as a resource counter stored in the local game state) when the subscriber input causes those resources to change. For example, the purchase of additional resources results in an increase of the amount of resources available to the user. The number of resources available to a user is displayed below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, a banner reads "The Unicorn Raising Guide is available on our Forums! Click here to check it out! X". Below this is a navigation bar with links for "Free Gifts", "Play", "Invite Friends", "Add Coins & Crowns", "Earn Crowns", "Game Cards", "Help", and "My Neighbors". The player's resources are shown: 6,730 coins, 14 crowns, and a notification "You have 14 Crowns". Other stats include 13 energy, 6 castles, and 33 gems. A quest notification bubble says "Yvette has another Quest. Click her to help." The main scene is a lush, green village with trees, a yellow house, and a character named Yvette. A bottom panel shows "Bob's Kingdom" with a list of friends: "THE DUKE" (300 coins), "BOB" (76 coins), and three unknown friends. A toolbar on the right contains various game icons.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>4. The method of claim 1, wherein said information content comprises a commercial (e.g., add coins and crowns).</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille 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 CastleVille. The priority date for Claim 4 is September 11, 1987.</p> <p>CastleVille receives information content that includes a commercial for the resources.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, a navigation bar includes links for 'Free Gifts', 'Play', 'Invite Friends', 'Add Coins & Crowns', 'Earn Crowns', 'Game Cards', 'Help', and 'My Neighbors'. The 'Add Coins & Crowns' link is highlighted with a red box. The player's current resources are shown as 6,730 coins, 14 crowns, and 13 energy. A quest notification bubble states, 'Yvette has another Quest. Click her to help.' The game environment features a character named Yvette, a yellow house, and various trees and terrain. At the bottom, a social interface for 'Bob's Kingdom' shows a list of friends, including 'THE DUKE' and 'BOB', with 'ADD FRIEND' buttons and resource indicators.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille directly infringes Claim 5 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 5 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 5 by testing and demonstrating CastleVille. Unless indicated otherwise, each element in Claim 5 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 CastleVille. The priority date for Claim 5 is September 11, 1987.</p> <p>The commercial in Claim 4 is stored locally (e.g., in a cache) by CastleVille prior to delivery of the commercial. See below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, a banner reads "The Unicorn Raising Guide is available on our Forums! Click here to check it out! X". Below this is a navigation bar with links: "Free Gifts", "Play", "Invite Friends", "Add Coins & Crowns", "Earn Crowns", "Game Cards", "Help", and "My Neighbors". The player's resources are shown as 6,730 coins, 14 crowns, and 0 hearts. A quest notification bubble says "Yvette has another Quest. Click her to help." with a character icon. An "Adobe Flash Player Settings" dialog box is open, asking for local storage permissions. The game area shows a character in a red hat in a forest with a yellow house. At the bottom, a "Bob's Kingdom" panel shows "THE DUKE" and "BOB" with "ADD FRIEND" buttons.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage at said receiver station.</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille 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 CastleVille. Unless indicated otherwise, each element in Claim 6 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 CastleVille. The priority date for Claim 6 is September 11, 1987.</p> <p>The commercial in Claim 5 is delivered from storage (e.g., cache) at the receiver station. See below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the CastleVille game interface. At the top, the game title "CastleVille" is visible, along with a notification: "The Unicorn Raising Guide is available on our Forums! Click here to check it out! X". Below this is a navigation bar with buttons for "Free Gifts", "Play", "Invite Friends", "Add Coins & Crowns", "Earn Crowns", "Game Cards", "Help", and "My Neighbors". The player's resources are shown as 6,730 coins, 14 crowns, and 0 hearts. A quest notification bubble says "Yvette has another Quest. Click her to help." with a character icon. An "Adobe Flash Player Settings" dialog box is open, asking for local storage permissions. The bottom of the screen shows a "Bob's Kingdom" interface with a "THE DUKE" character and several "ADD FRIEND" buttons.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>7. The method of claim 6 wherein said step of delivering is performed based on a schedule.</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille directly infringes Claim 7 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 7 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 7 by testing and demonstrating CastleVille. Unless indicated otherwise, each element in Claim 7 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 CastleVille. The priority date for Claim 7 is September 11, 1987.</p> <p>Zynga delivers commercials based on a schedule. For example, certain purchase options for resources may include sale or bonus items if a purchase is made at a certain time.</p>

Continued on next page

Claim Language	Evidence of Infringement																					
	 <p>The screenshot shows the CastleVille website interface. At the top, there is a navigation bar with links: Free Gifts, Play, Invite Friends, Add Coins & Crowns, Earn Crowns, Game Cards, Help, and My Neighbors. Below this is a banner for 'BUY CROWNS AND COINS!'. The banner has tabs for 'Crowns' and 'Coins', and a 'Buy with Mobile' button. The main content area displays a list of crown packages:</p> <table border="1"> <thead> <tr> <th>Crown Package</th> <th>Price (USD)</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>15 Crowns</td> <td>\$2.10 USD</td> <td>BUY</td> </tr> <tr> <td>40 Crowns</td> <td>\$5.30 USD</td> <td>BUY</td> </tr> <tr> <td>80 Crowns</td> <td>\$10.70 USD</td> <td>BUY</td> </tr> <tr> <td>179 Total Crowns (includes 19 Free Crowns)</td> <td>\$21.40 USD</td> <td>BUY</td> </tr> <tr> <td>465 Total Crowns (includes 65 Free Crowns)</td> <td>\$53.60 USD</td> <td>BUY</td> </tr> <tr> <td>1,000 Total Crowns (includes 200 Free Crowns)</td> <td>\$107.20 USD</td> <td>BUY</td> </tr> </tbody> </table> <p>At the bottom of the pop-up, there are logos for various payment methods: VISA, MasterCard, American Express, DISCOVER, JCB, and PayPal. The Zynga logo and 'Secure Payment' badge are also visible. A note at the bottom right states: '* Prices include all applicable TX taxes.'</p>	Crown Package	Price (USD)	Action	15 Crowns	\$2.10 USD	BUY	40 Crowns	\$5.30 USD	BUY	80 Crowns	\$10.70 USD	BUY	179 Total Crowns (includes 19 Free Crowns)	\$21.40 USD	BUY	465 Total Crowns (includes 65 Free Crowns)	\$53.60 USD	BUY	1,000 Total Crowns (includes 200 Free Crowns)	\$107.20 USD	BUY
Crown Package	Price (USD)	Action																				
15 Crowns	\$2.10 USD	BUY																				
40 Crowns	\$5.30 USD	BUY																				
80 Crowns	\$10.70 USD	BUY																				
179 Total Crowns (includes 19 Free Crowns)	\$21.40 USD	BUY																				
465 Total Crowns (includes 65 Free Crowns)	\$53.60 USD	BUY																				
1,000 Total Crowns (includes 200 Free Crowns)	\$107.20 USD	BUY																				

Continued on next page

Claim Language	Evidence of Infringement
<p>9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.</p>	<p>Zynga provides CastleVille as a browser-based game to its users via social networking websites and via the Zynga.com website. A user of CastleVille 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 CastleVille. Unless indicated otherwise, 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 CastleVille. The priority date for Claim 9 is September 11, 1987.</p> <p>CastleVille selects commercials from a plurality of commercials based on subscriber specific data such as the level of the subscriber and the content already obtained by the subscriber.</p>

Continued on next page

Claim Language	Evidence of Infringement																					
	 <p>The screenshot displays the 'BUY CROWNS AND COINS!' interface from the game CastleVille. At the top, there is a navigation bar with links: Free Gifts, Play, Invite Friends, Add Coins & Crowns, Earn Crowns, Game Cards, Help, and My Neighbors. Below this is a banner for 'BUY CROWNS AND COINS!' with tabs for 'Crowns' and 'Coins', and a 'Buy with Mobile' button. The main content area lists several crown packages:</p> <table border="1"> <thead> <tr> <th>Crown Package</th> <th>Price (USD)</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>15 Crowns</td> <td>\$2.10 USD</td> <td>BUY</td> </tr> <tr> <td>40 Crowns</td> <td>\$5.30 USD</td> <td>BUY</td> </tr> <tr> <td>80 Crowns</td> <td>\$10.70 USD</td> <td>BUY</td> </tr> <tr> <td>179 Total Crowns (including 19 Free Crowns)</td> <td>\$21.40 USD</td> <td>BUY</td> </tr> <tr> <td>465 Total Crowns (including 65 Free Crowns)</td> <td>\$53.60 USD</td> <td>BUY</td> </tr> <tr> <td>1,000 Total Crowns (including 200 Free Crowns)</td> <td>\$107.20 USD</td> <td>BUY</td> </tr> </tbody> </table> <p>At the bottom of the pop-up, it states '* Prices include all applicable TX taxes.' and lists payment methods: VISA, MasterCard, American Express, Discover, Facebook, and PayPal. The Zynga logo and 'Secure Payment' icon are also visible.</p>	Crown Package	Price (USD)	Action	15 Crowns	\$2.10 USD	BUY	40 Crowns	\$5.30 USD	BUY	80 Crowns	\$10.70 USD	BUY	179 Total Crowns (including 19 Free Crowns)	\$21.40 USD	BUY	465 Total Crowns (including 65 Free Crowns)	\$53.60 USD	BUY	1,000 Total Crowns (including 200 Free Crowns)	\$107.20 USD	BUY
Crown Package	Price (USD)	Action																				
15 Crowns	\$2.10 USD	BUY																				
40 Crowns	\$5.30 USD	BUY																				
80 Crowns	\$10.70 USD	BUY																				
179 Total Crowns (including 19 Free Crowns)	\$21.40 USD	BUY																				
465 Total Crowns (including 65 Free Crowns)	\$53.60 USD	BUY																				
1,000 Total Crowns (including 200 Free Crowns)	\$107.20 USD	BUY																				

Claim Language	Evidence of Infringement
<p>1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:</p>	<p>Zynga provides ChefVille as a browser-based game to its users via social networking websites. A user of ChefVille 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 ChefVille. Unless indicated otherwise, 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 ChefVille. The priority date for Claim 1 is September 11, 1987.</p> <p>As described below, ChefVille processes video signals at a receiver station based on at least one information transmission.</p>
<p>receiving information content and a first control signal in said at least one information transmission at said receiver station, said information content describing at least one of a product and a service;</p>	<p>ChefVille receives at least one information transmission from a server, such as when additional game components are loading and ChefVille receives information content such as advertisements, game graphics, animations, and user information and statistics (such as points/levels earned, resources accumulated, prizes earned, purchases, and/or preferences). The information content describes a product or a service.</p> <p>The information transmission also includes a first control signal. For example, ChefVille receives a first control signal that causes additional game components to load and to compute the user statistics to be displayed on the game interface. For example, as shown below, a loading bar indicates that ChefVille received a control signal that causes additional game components to load.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p data-bbox="760 984 1797 1325"> ChefVille also receives information content and control signals to provide messages to the game user, such as the availability of various resources (energy, coins, chips, for example) available during game play, to remind the user to play other games, to respond to requests from other users, and to accept or give gifts to other game users. The information content is the content of the message, and the first control signal is the signal that causes the message to be displayed. The information content may include advertisements to purchase products or services, such as to purchase additional resources (e.g., coins) or unlock special features. See below: </p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the ChefVille game interface. At the top, there are navigation buttons: 'Free Gifts', 'Play', 'Add Neighbors', 'Add Cash & Coins', 'Earn Cash', 'Game Cards', and 'Help'. Below these are resource indicators: 308 coins, 25 green cards, 0 hearts, and 0 thumbs up. A 'New Goals!' notification is displayed in the center. The main scene is an isometric view of a restaurant named 'Bob's Restaurant'. A chef is standing near a counter, and a customer is seated at a table. A woman is standing outside the restaurant. At the bottom, there are icons for 'Add Me!' and other game actions.</p>
<p>generating a benefit datum in response to said first control signal by processing subscriber specific data at said receiver station;</p>	<p>ChefVille generates a benefit datum in response to the first control signal by processing subscriber specific data at the receiver station on which ChefVille is being played. For example, ChefVille processes subscriber specific data (such as a game state stored at the receiver station, which includes an amount of various resources the subscriber has accumulated) at the receiver station to generate a benefit datum. An example of such a benefit datum is an offer to purchase additional resources when the user does not have enough resources to complete a certain activity.</p>

Continued on next page

Claim Language	Evidence of Infringement
	
<p>delivering said information content and said benefit datum at an output device at said receiver station, wherein said information content and said benefit datum explain a benefit of acquiring said product or service specific to said subscriber;</p>	<p>ChefVille delivers the information content and the benefit datum at an output device at the receiver station. The information content and the benefit datum explain a benefit of acquiring the product or service specific to the subscriber. For example, ChefVille delivers information content explaining the use of resources, such as how resources may be used to acquire different items for the subscriber’s restaurant. See an example below:</p>

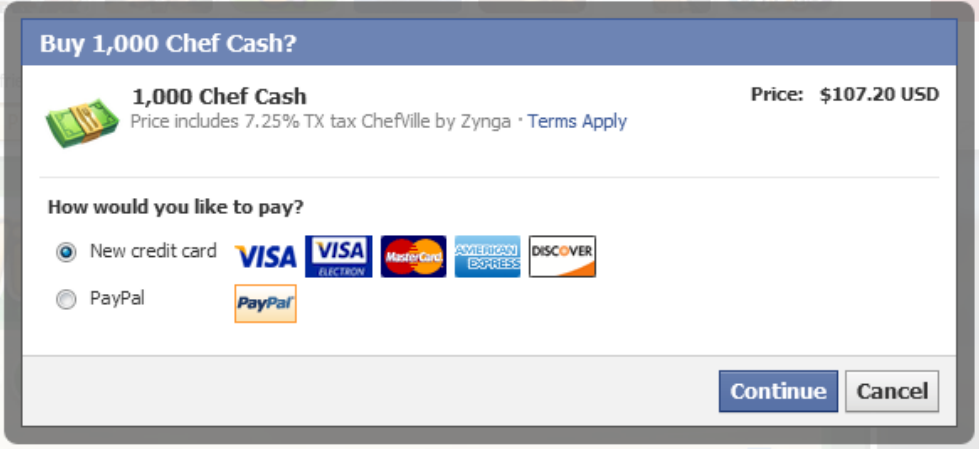
Continued on next page

Claim Language	Evidence of Infringement
	
<p>receiving a subscriber input at said receiver station after said step of delivering; and</p>	<p>This claim element does not include a “software limitation” under P.R. 3-1(g). ChefVille receives a subscriber input at the receiver station after the delivering step. Such an input includes, for example, a click or clicks detected on display buttons such as Buy, Skip, Okay, Accept, Continue, Proceed to Send, Place Now, Play, or Share (and other similar buttons on the display while playing ChefVille). Such a display button is shown below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	
<p>controlling said receiver station based on said subscriber input.</p>	<p>ChefVille controls the receiver station based on the subscriber input. For example, ChefVille may present a payment screen to allow the subscriber to pay for the benefit datum.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a payment interface for purchasing 1,000 Chef Cash. The title is "Buy 1,000 Chef Cash?". Below the title, there is a green icon of a stack of cash and the text "1,000 Chef Cash" with a price of "\$107.20 USD". A note states "Price includes 7.25% TX tax ChefVille by Zynga · Terms Apply". Underneath, it asks "How would you like to pay?" and provides radio buttons for "New credit card" and "PayPal". The "New credit card" option is selected, and several credit card logos are displayed: VISA, VISA ELECTRON, MasterCard, AMERICAN EXPRESS, and DISCOVER. The PayPal logo is also visible. At the bottom right, there are "Continue" and "Cancel" buttons.</p>
<p>2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.</p>	<p>Zynga provides ChefVille as a browser-based game to its users via social networking websites. A user of ChefVille directly infringes Claim 2 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 2 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 2 by testing and demonstrating ChefVille. Unless indicated otherwise, each element in Claim 2 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 ChefVille. The priority date for Claim 2 is September 11, 1987.</p> <p>ChefVille stores subscriber specific data at a computer at the receiver station. See, for example, the local storage (e.g., cache) shown below containing subscriber specific data:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the ChefVille game interface. At the top, there is a navigation bar with buttons for 'Free Gifts', 'Play', 'Add Neighbors', 'Add Cash & Coins', 'Earn Cash', 'Game Cards', and 'Help'. Below this, a status bar shows '207' (cash), a green leaf icon, a red heart icon, a green thumbs-up icon, '27' (XP), '15' (level), and '2XP'. A yellow 'Add Cash & Coins' button is visible. The main scene is an isometric view of a restaurant area with a character sitting at a table, a fountain, and a car. An 'Adobe Flash Player Settings' dialog box is overlaid, asking 'How much information can zynqa1-a.akamaihd.net store on your computer?' with a slider set to 100 KB and 'Currently used: 2KB'. A 'Close' button is at the bottom of the dialog. A yellow arrow points down from the car area. At the bottom of the game, there is a toolbar with icons for a coin, a gift, a dollar sign, a refresh arrow, a puzzle piece, a box, a shopping cart, and a green checkmark.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.</p>	<p>Zynga provides ChefVille as a browser-based game to its users via social networking websites. A user of ChefVille 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 ChefVille. Unless indicated otherwise, 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 ChefVille. The priority date for Claim 3 is September 11, 1987.</p> <p>ChefVille modifies subscriber specific data (such as a resource counter stored in the local game state) when the subscriber input causes those resources to change. For example, the purchase of additional resources results in an increase of the amount of resources available to the user. The display below illustrates the number of resources available to the subscriber, which varies with the number or resources purchased:</p>

Continued on next page