Claim Language	Evidence of Infringement
1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:	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. As described below, ZyngaPoker processes video signals at a receiver station based on at least one information transmission.
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;	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. 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.

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ZYNGA EXHIBIT 1002
(Part 1 of 7)

Claim Language	Evidence of Infringement
	 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: *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;	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.

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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;	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:

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). 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:

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Claim Language	Evidence of Infringement
controlling said receiver station based on said subscriber input.	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.

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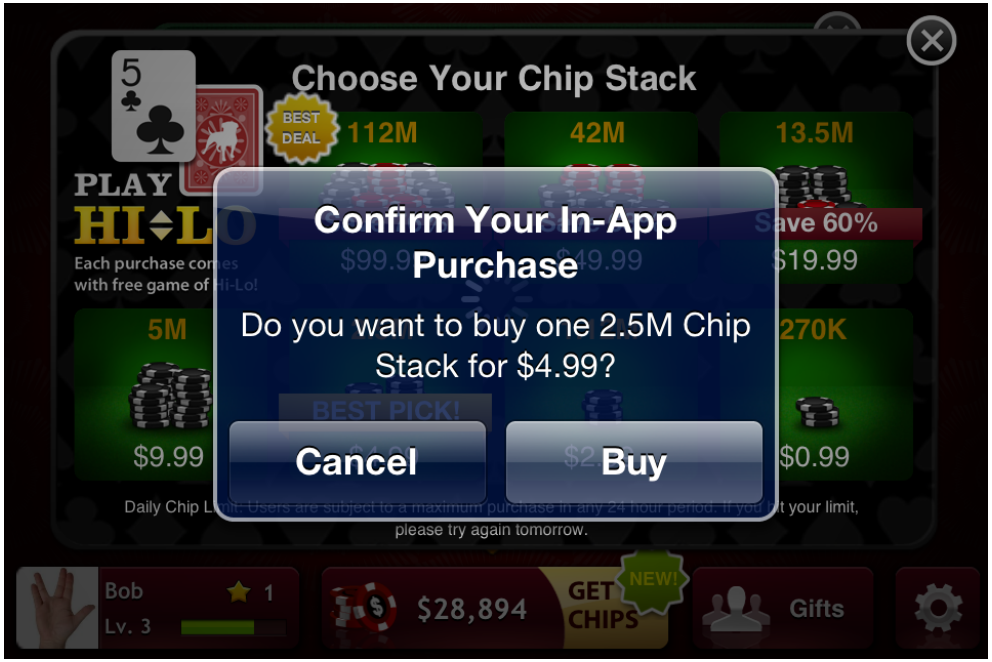
Claim Language	Evidence of Infringement
	

Continued on next page

Claim Language	Evidence of Infringement
2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.	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. 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:

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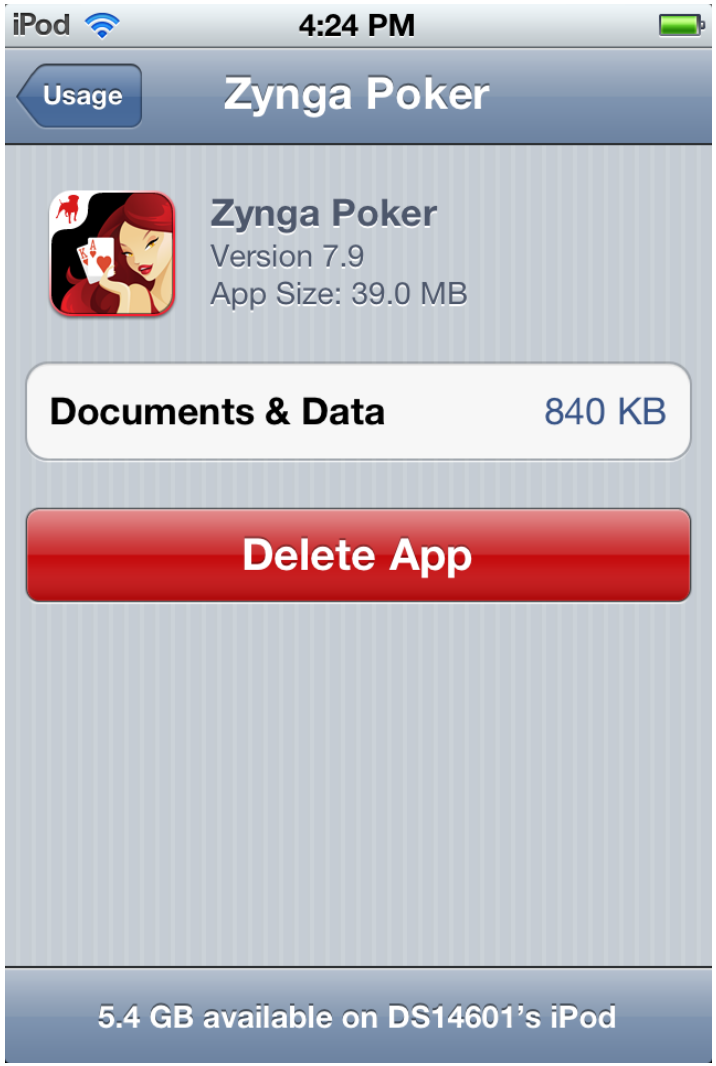
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.	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. 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:

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Claim Language	Evidence of Infringement
4. The method of claim 1, wherein said information content comprises a commercial.	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. ZyngaPoker receives information content that includes a commercial for the resources.

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Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.	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. The commercial in Claim 4 is stored locally by ZyngaPoker prior to delivery of the commercial. See below:

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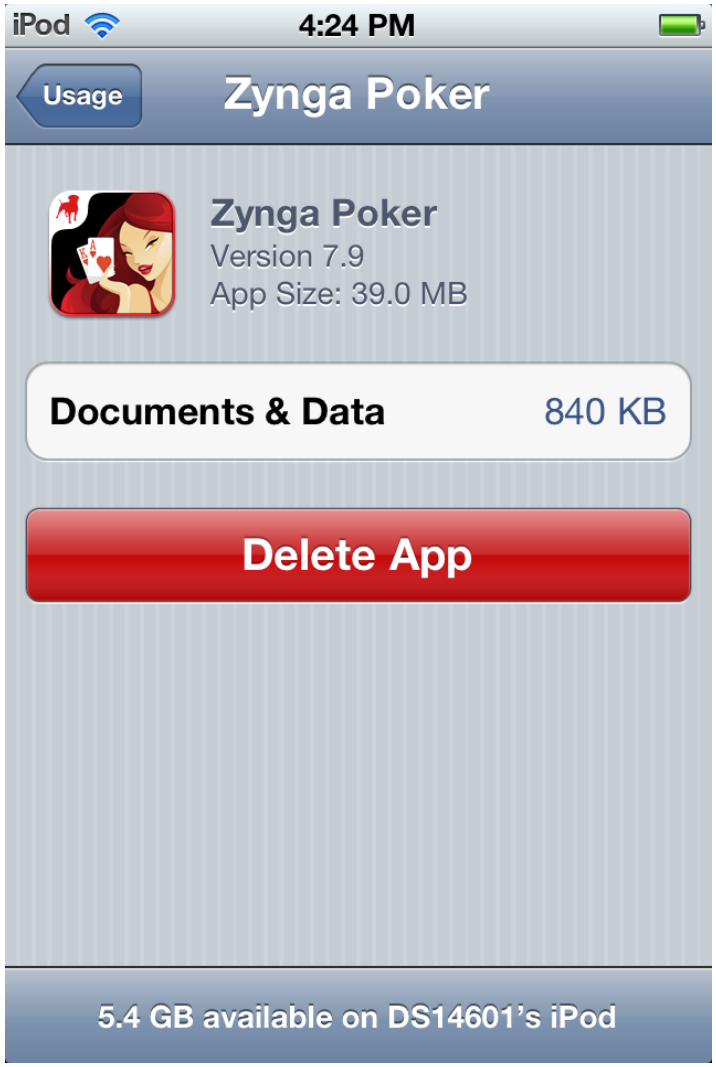
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage at said receiver station.	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. The commercial in Claim 5 is delivered from storage at the receiver station. See below:

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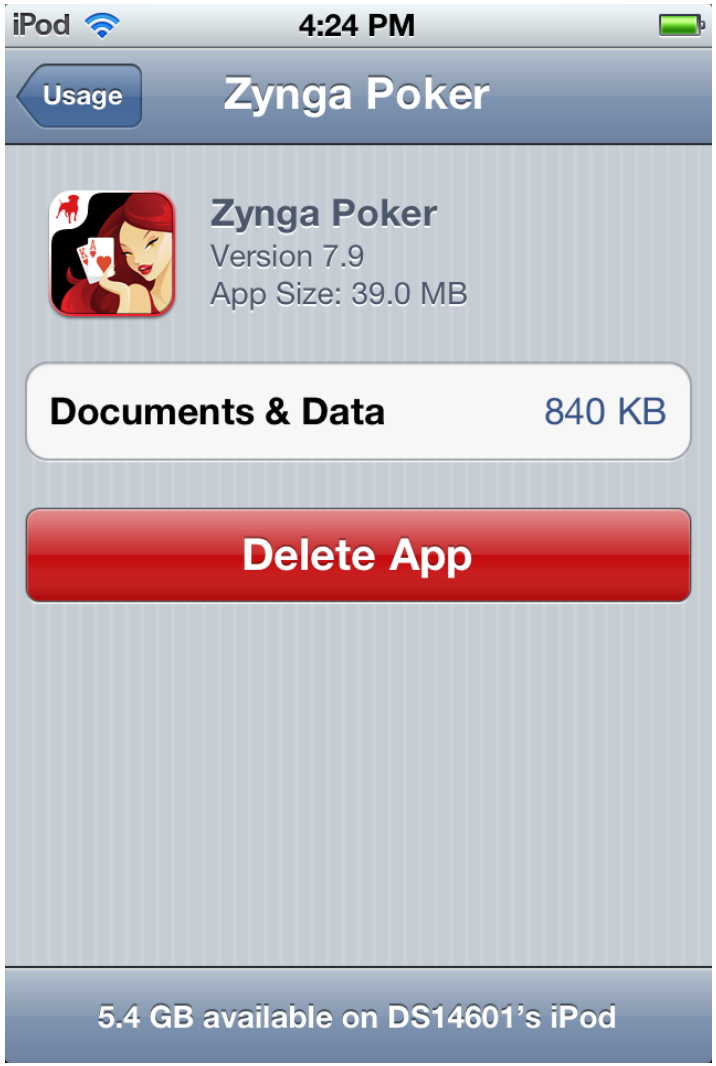
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
7. The method of claim 6 wherein said step of delivering is performed based on a schedule.	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. 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.

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.	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. 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.

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Claim Language	Evidence of Infringement

Claim Language	**Evidence of Infringement**
1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:	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. As described below, BubbleSafari processes video signals at a receiver station based on at least one information transmission.
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;	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. 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.

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Claim Language	Evidence of Infringement

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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:

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Claim Language	Evidence of Infringement

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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.

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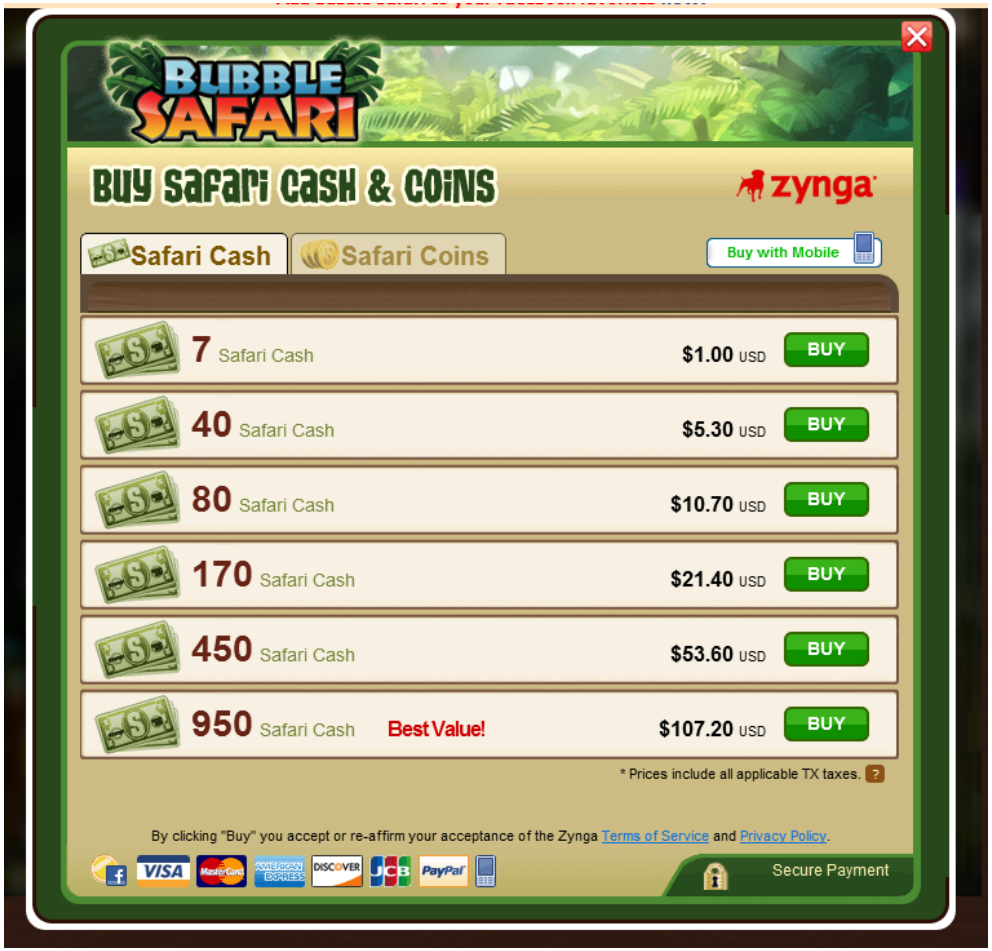
Claim Language	Evidence of Infringement
	

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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:

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Claim Language	Evidence of Infringement

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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:

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Claim Language	Evidence of Infringement
controlling said receiver station based on said subscriber input.	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.

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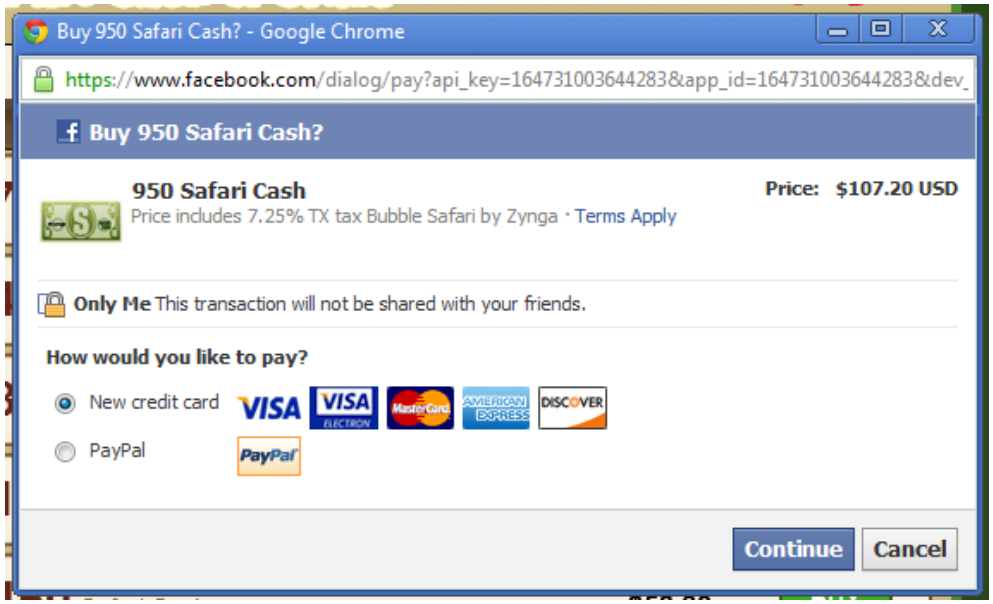
Claim Language	Evidence of Infringement
	
2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.	Zynga provides BubbleSafari as a browser-based game to its users via social networking websites and via the Zynga.com website. 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.

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Claim Language	Evidence of Infringement
	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:

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Claim Language	Evidence of Infringement
3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.	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. 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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
4. The method of claim 1, wherein said information content comprises a commercial.	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. BubbleSafari receives information content that includes a commercial (e.g., Add Coins and Cash) for the resources.

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.	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. The commercial in Claim 4 is stored locally (e.g., in a cache) by BubbleSafari prior to delivery of the commercial. See below:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage (e.g., cache) at said receiver station.	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. The commercial in Claim 5 is delivered from storage at the receiver station. See below:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
7. The method of claim 6 wherein said step of delivering is performed based on a schedule.	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. 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.

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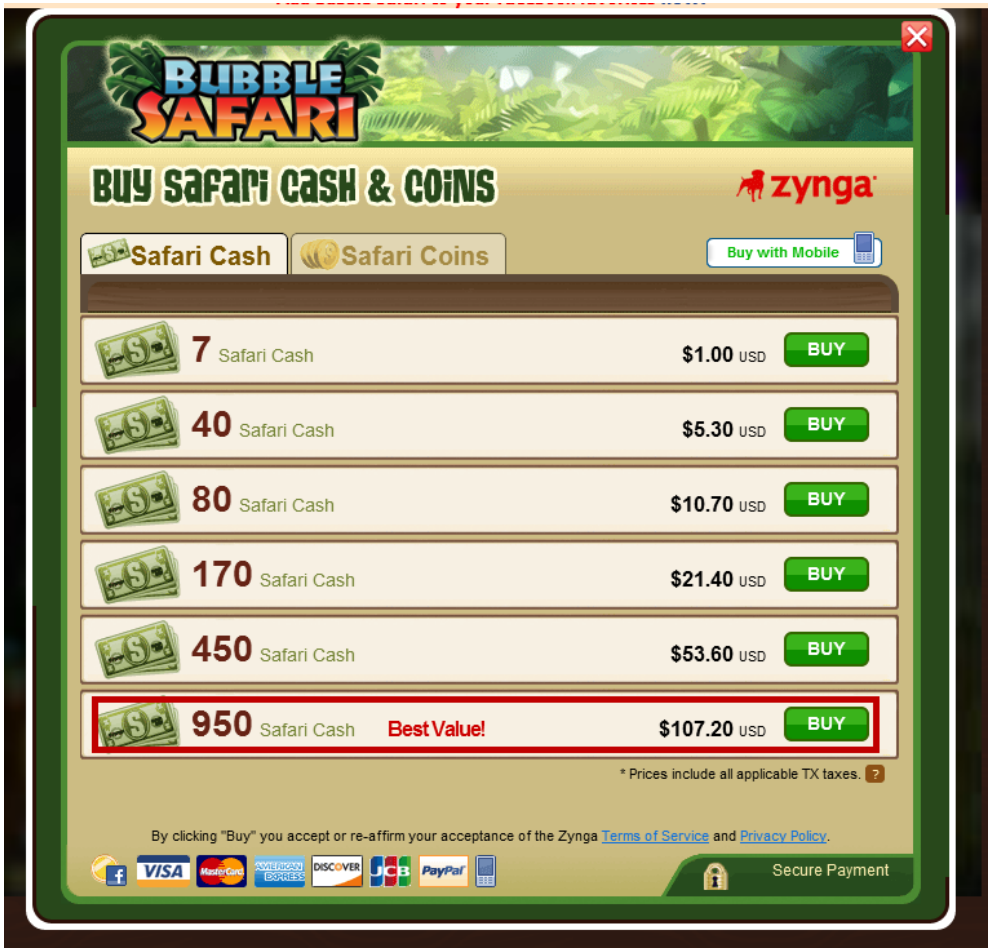
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.	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. 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.

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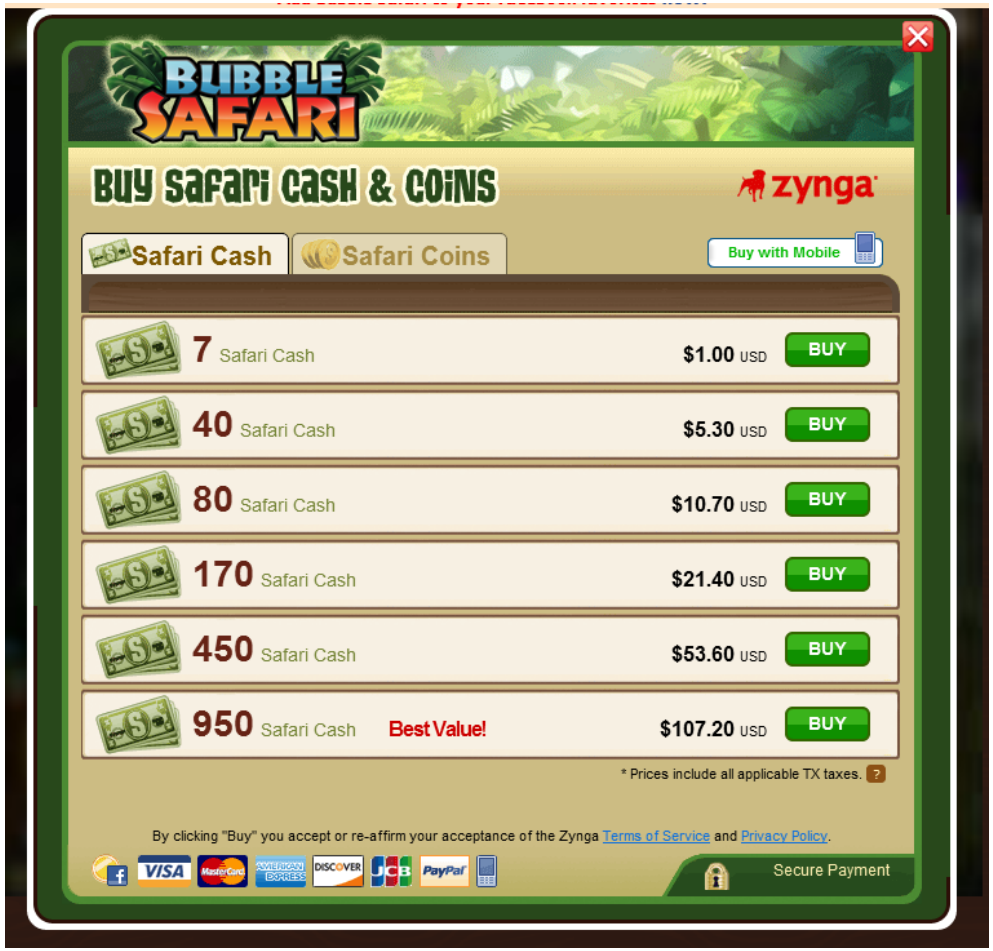
Claim Language	Evidence of Infringement
	

Claim Language	**Evidence of Infringement**
1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:	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. As described below, CafeWorld processes video signals at a receiver station based on at least one information transmission.
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;	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. 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.

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
	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:

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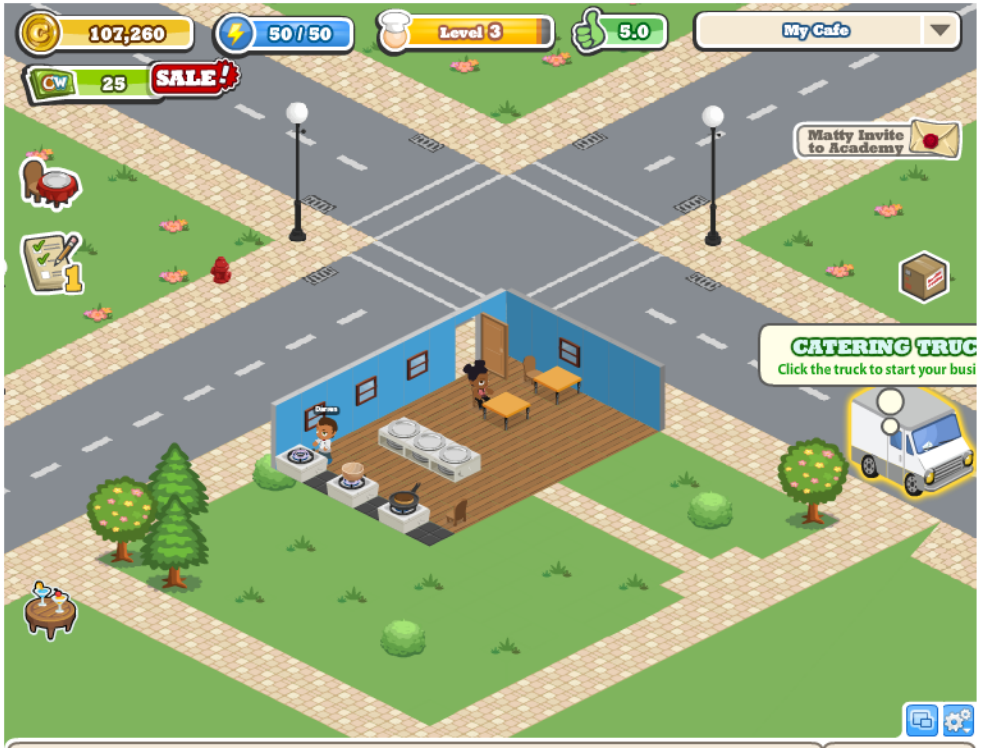
Claim Language	Evidence of Infringement
	
generating a benefit datum in response to said first control signal by processing subscriber specific data at said receiver station;	CafeWorld generates a benefit datum in response to the first control signal by processing subscriber specific data at the receiver 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.

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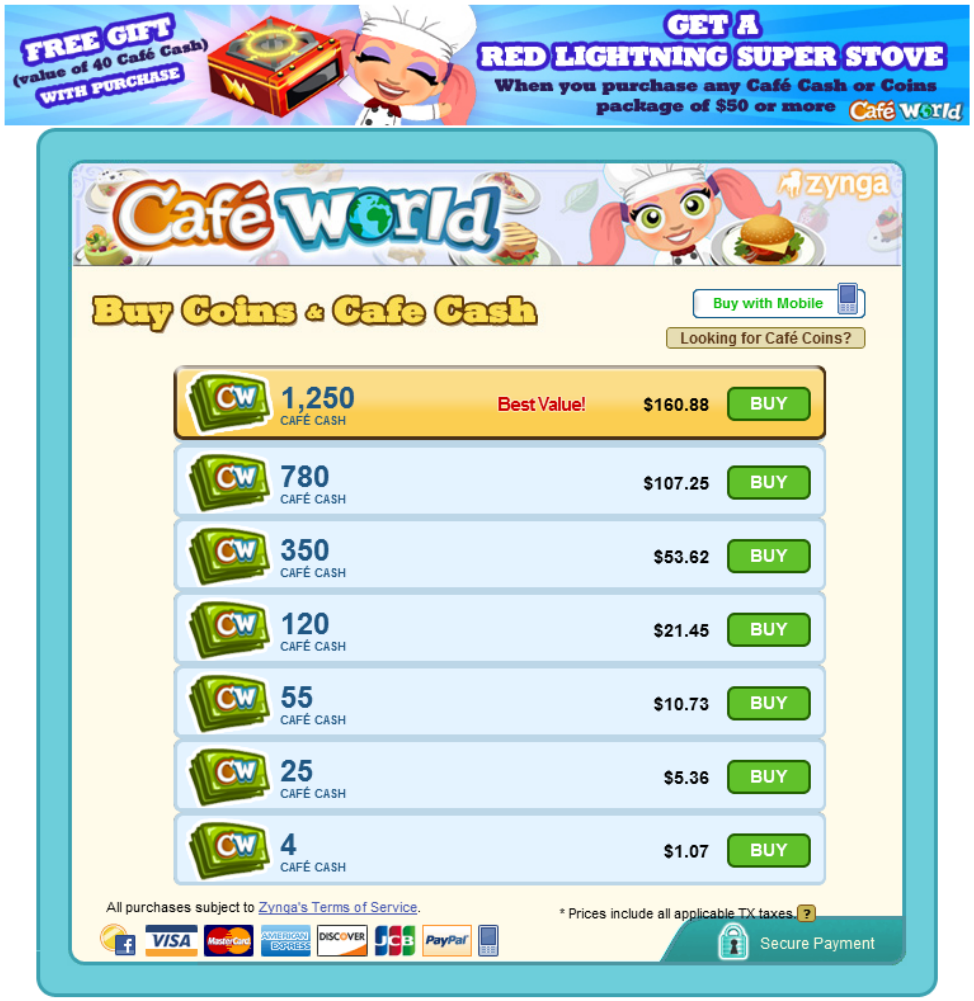
Claim Language	Evidence of Infringement
	

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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:

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Claim Language	Evidence of Infringement

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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:

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Claim Language	Evidence of Infringement

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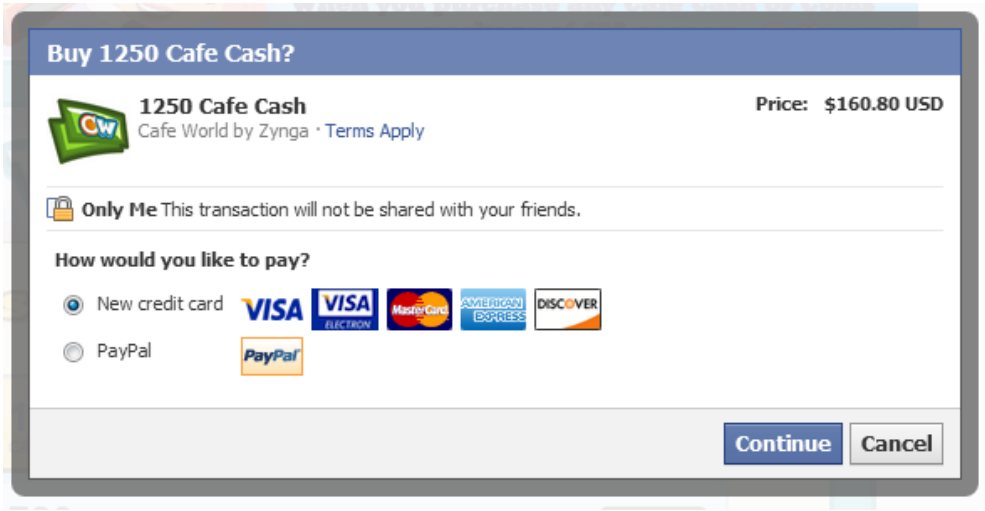
Claim Language	Evidence of Infringement
controlling said receiver station based on said subscriber input.	CafeWorld controls the receiver station based on the subscriber input. For example, CafeWorld may present a payment screen to allow the subscriber to pay for the benefit datum. 

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Claim Language	**Evidence of Infringement**
2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.	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. 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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.	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. 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:

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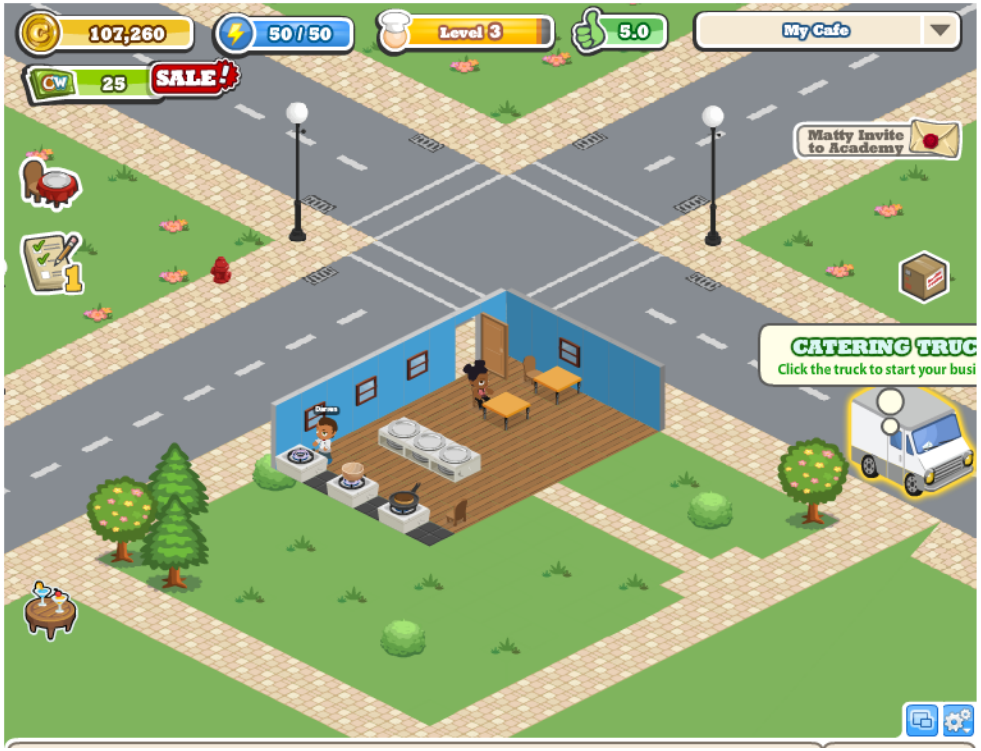
Claim Language	Evidence of Infringement
	
4. The method of claim 1, wherein said information content comprises a commercial (e.g., add coins and crowns).	Zynga provides CafeWorld as a browser-based game to its users via social networking websites. A user of CafeWorld directly infringes Claim 4 by performing 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.

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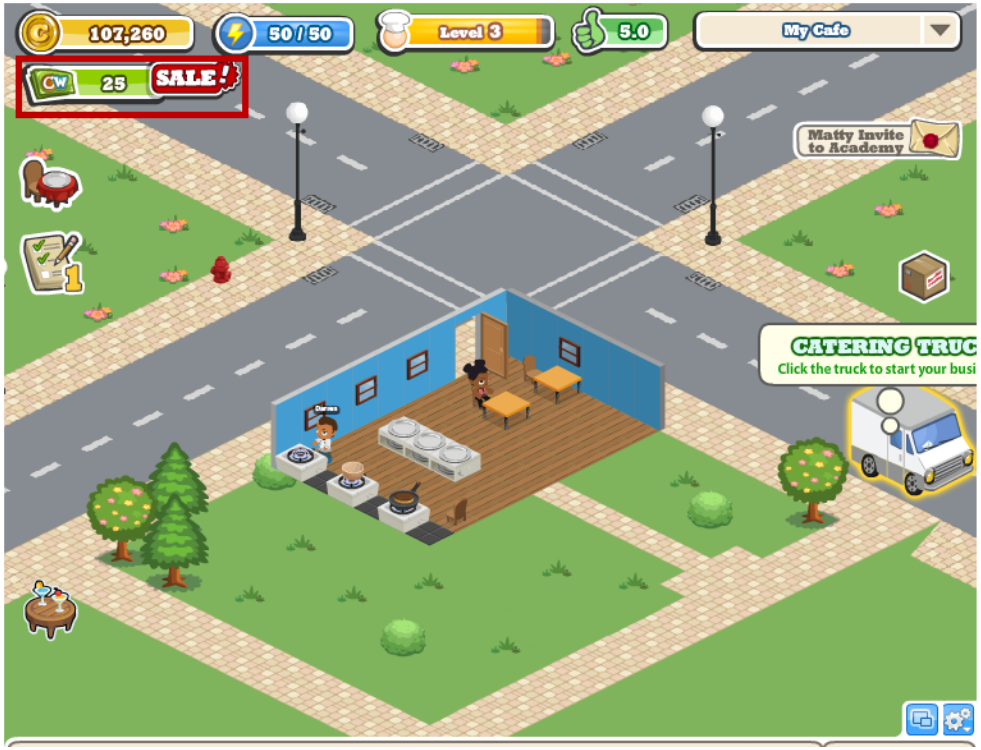
Claim Language	Evidence of Infringement
	CafeWorld receives information content that includes a commercial for the resources. 

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Claim Language	Evidence of Infringement
5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.	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. The commercial in Claim 4 is stored locally (e.g., in a cache) by CafeWorld prior to delivery of the commercial. See below:

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Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage at said receiver station.	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. The commercial in Claim 5 is delivered from storage (e.g., cache) at the receiver station. See below:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
7. The method of claim 6 wherein said step of delivering is performed based on a schedule.	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. 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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.	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. 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.

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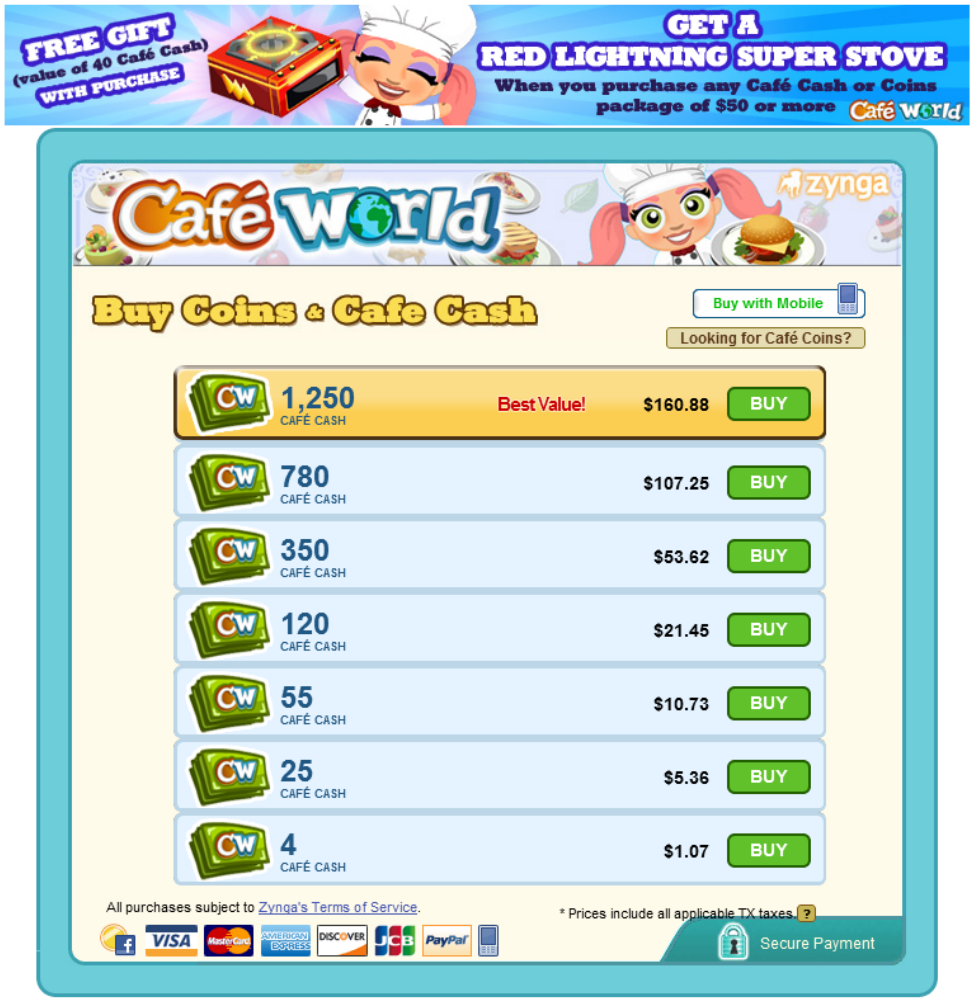
Claim Language	Evidence of Infringement
	

Claim Language	**Evidence of Infringement**
1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:	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. As described below, CastleVille processes video signals at a receiver station based on at least one information transmission.
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;	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. 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.

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Claim Language	Evidence of Infringement

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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:

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Claim Language	Evidence of Infringement

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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.

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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;	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:

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Claim Language	Evidence of Infringement

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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). 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:

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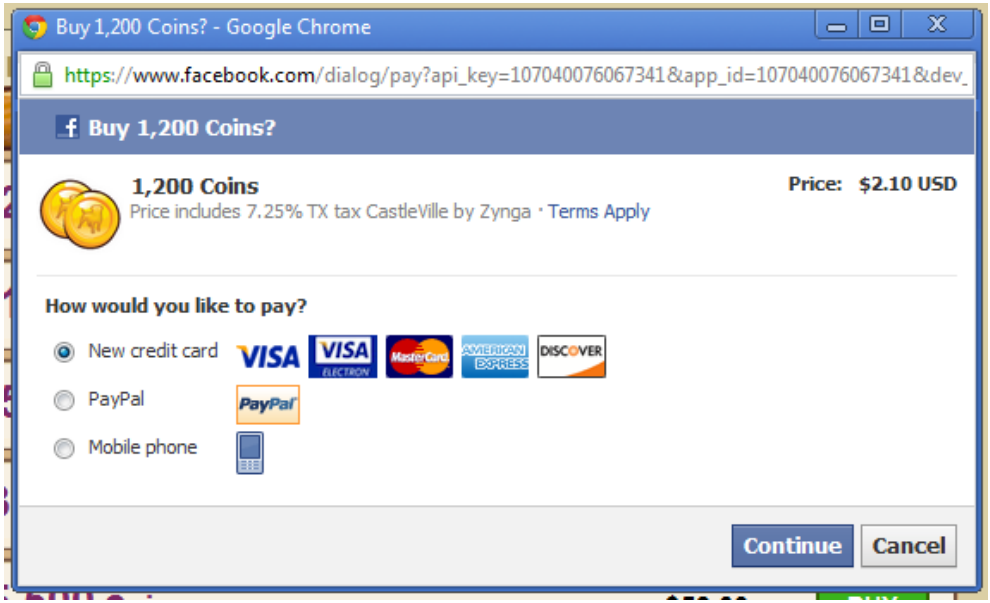
Claim Language	Evidence of Infringement
controlling said receiver station based on said subscriber input.	CastleVille controls the receiver station based on the subscriber input. For example, CastleVille may present a payment screen to allow the subscriber to pay for the benefit datum. 

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Claim Language	Evidence of Infringement
2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.	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. 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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.	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. 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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
4. The method of claim 1, wherein said information content comprises a commercial (e.g., add coins and crowns).	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. CastleVille receives information content that includes a commercial for the resources.

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
5. The method of claim 4, wherein said commercial is stored at said receiver station prior to said step of delivering.	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. The commercial in Claim 4 is stored locally (e.g., in a cache) by CastleVille prior to delivery of the commercial. See below:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
6. The method of claim 5, wherein said step of delivering comprises delivering said commercial from storage at said receiver station.	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. The commercial in Claim 5 is delivered from storage (e.g., cache) at the receiver station. See below:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
7. The method of claim 6 wherein said step of delivering is performed based on a schedule.	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. 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.

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
9. The method of claim 4, wherein said commercial is selected from a plurality of commercials based on said subscriber specific data.	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. 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.

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Claim Language	Evidence of Infringement

Claim Language	**Evidence of Infringement**
1. A method of processing video signals at a receiver station based on at least one information transmission, the method comprising the steps of:	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. As described below, ChefVille processes video signals at a receiver station based on at least one information transmission.
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;	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. 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.

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Claim Language	Evidence of Infringement
	 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:

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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;	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.

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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;	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:

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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). 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:

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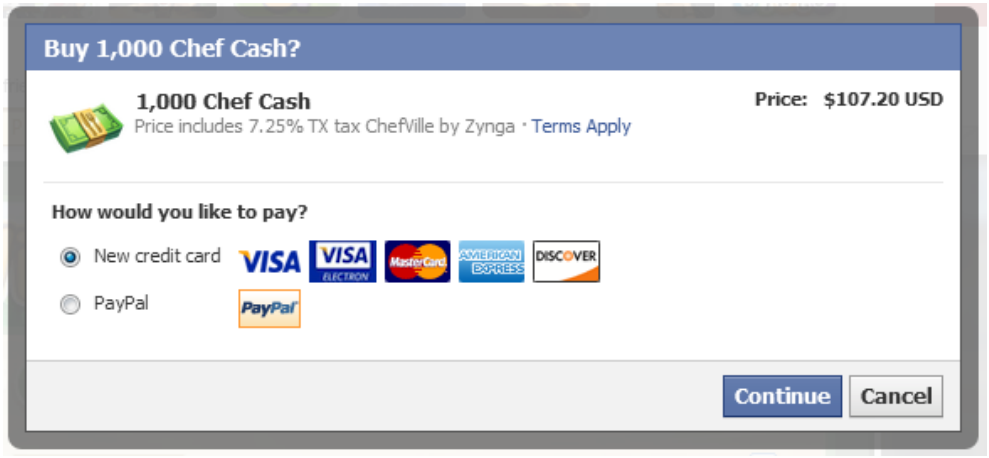
Claim Language	Evidence of Infringement
controlling said receiver station based on said subscriber input.	ChefVille controls the receiver station based on the subscriber input. For example, ChefVille may present a payment screen to allow the subscriber to pay for the benefit datum.

Continued on next page

Claim Language	Evidence of Infringement
	
2. The method of claim 1, further comprising the step of storing said subscriber specific data at a computer at said receiver station.	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. 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:

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Claim Language	Evidence of Infringement

Continued on next page

Claim Language	**Evidence of Infringement**
3. The method of claim 1 wherein said subscriber input modifies said subscriber specific data.	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. 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:

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