


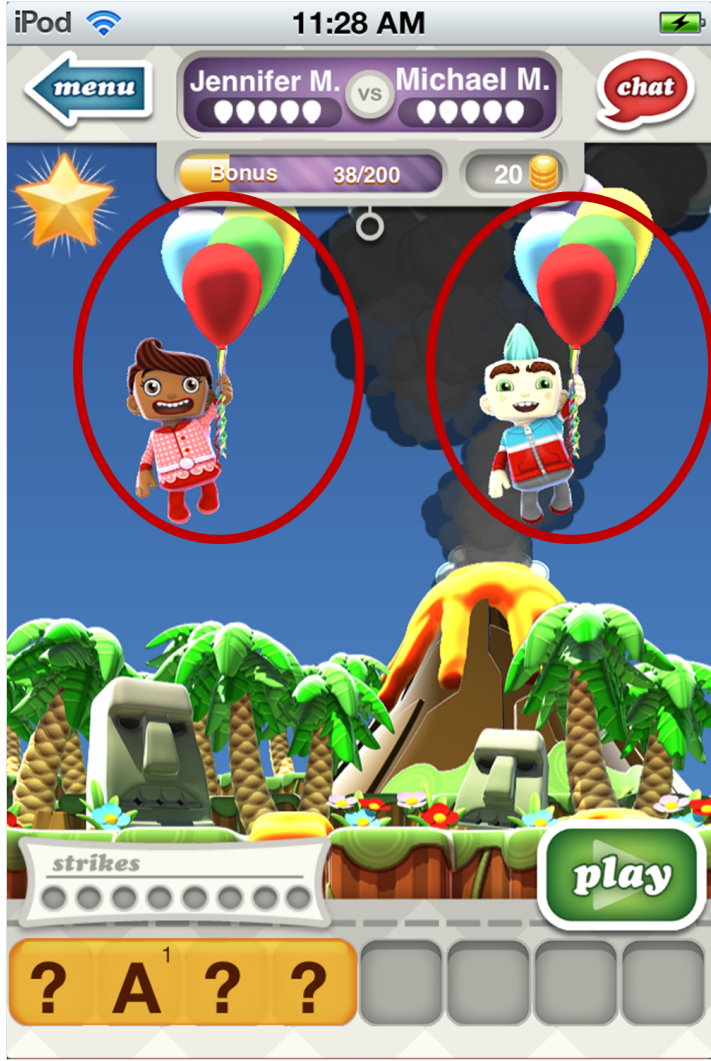
Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Hanging with Friends' mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:15 AM', and battery level. The game title 'hanging with friends' is at the top center, with a green plus icon to the right. Below the title is a 'News' banner. The main content area is titled 'Your Turn' and features a game card for 'Hanging with Michael Mckenzie'. The card includes a photo of a dog (circled in red), the text 'Last move 42 minutes ago', and 'Michael M.'s solve attempt of HUNG is ready to view.'. Below the card are social media links for Facebook ('2 friends playing!') and Twitter ('Invite followers!'). A bottom menu contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. Below the menu is a 'Updating Games...' indicator and a 'Their Turn' section with a game card for 'Hanging with Mary Smith'. This card includes a photo of a dog (circled in red), the text 'Last move 2 days ago', and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is visible on the right side of this card.</p>

Continued on next page


ZYNGA EXHIBIT 1002

Claim Language	Evidence of Infringement
detecting said first discrete signal and said second discrete signal in said at least one information transmission;	Hanging with Friends detects the first and second discrete signals in the information transmission. For example, Hanging with Friends detects a first discrete signal containing information related to the placement of a game item and detects a second discrete signal information related to the placement of a second game item. See below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:28 AM', and battery level. The game header includes a 'menu' button, player names 'Jennifer M.' and 'Michael M.' with 'vs' between them, and a 'chat' button. Below the header, there is a 'Bonus' indicator showing '38/200' and a coin icon with '20'. The main game area features two cartoon characters hanging from colorful balloons (red, green, yellow, blue) against a blue sky with a yellow star. The characters are circled in red. Below the characters is a volcano and a landscape with palm trees and a 'play' button. At the bottom, there is a 'strikes' indicator and a keyboard with a highlighted letter 'A'.</p>

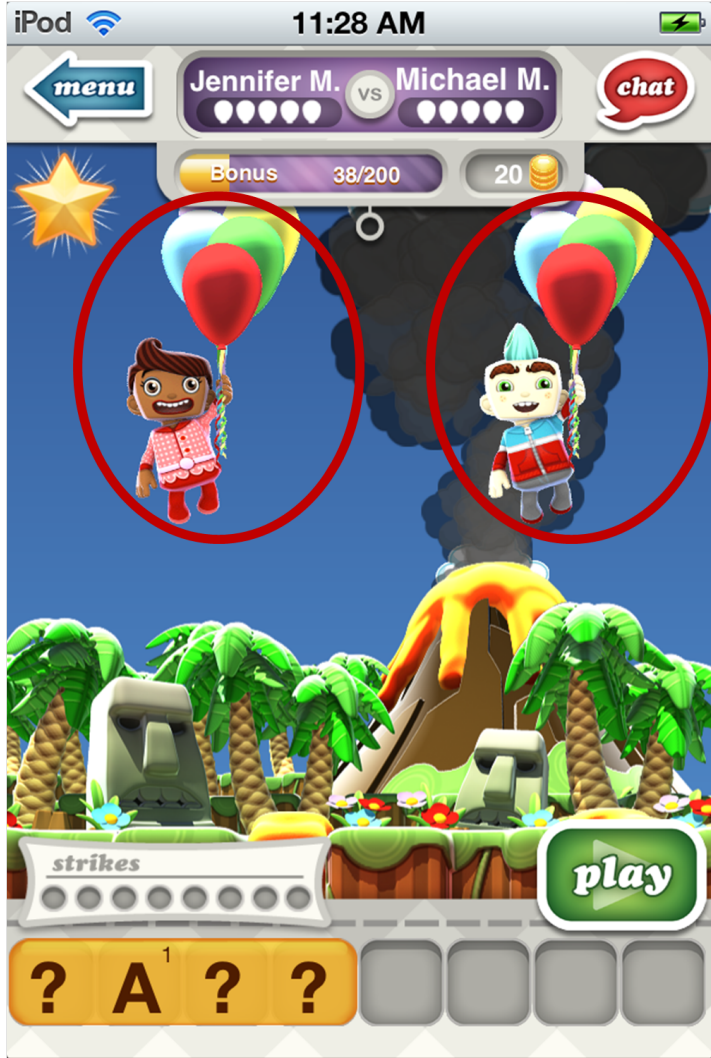
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Hanging with Friends' mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:15 AM', and battery level. The game title 'hanging with friends' is prominently displayed. Below the title is a 'News' banner. The main content area is titled 'Your Turn' and features a game card for 'Hanging with Michael Mckenzie'. This card includes a photo of a dog (circled in red), the text 'Last move 42 minutes ago', and 'Michael M.'s solve attempt of HUNG is ready to view.'. Below this card are social media links for Facebook ('2 friends playing!') and Twitter ('Invite followers!'). A bottom navigation bar contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. Below the navigation bar is a 'Updating Games...' indicator and a 'Their Turn' section featuring a game card for 'Hanging with Mary Smith'. This card includes a photo of a dog (circled in red), the text 'Last move 2 days ago', and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is visible on the right side of this card.</p>


Continued on next page

Claim Language	Evidence of Infringement
passing said detected at least one first discrete signal and said second discrete signal to at least one processor;	Hanging with Friends passes the detected first and second discrete signals to a processor so that they can be processed. For example, Hanging with Friends passes a first discrete signal containing information related to the placement of a first game element and passes a second discrete signal containing information related to the placement of a second game element. See below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:28 AM', and battery level. The game header includes a 'menu' button, player names 'Jennifer M.' and 'Michael M.' with 'vs' between them, and a 'chat' button. Below the header, there is a 'Bonus' indicator showing '38/200' and a coin icon with '20'. The main game area features two cartoon characters hanging from colorful balloons (red, green, yellow, blue) against a blue sky with a yellow star. The characters are circled in red. Below the characters is a volcano and a landscape with palm trees and a stone archway. At the bottom, there is a 'strikes' indicator with five dots, a 'play' button, and a keyboard with a highlighted letter 'A' and several question marks.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, '11:15 AM', and battery level. The app header features the 'hanging with friends' logo and a green plus icon. Below the header is a 'News' banner. The main content area is titled 'Your Turn' and contains a game card for 'Hanging with Michael Mckenzie'. The card shows a dog's head image circled in red, the text 'Last move 42 minutes ago', and 'Michael M.'s solve attempt of HUNG is ready to view.'. Below the card are social media links for Facebook ('2 friends playing!') and Twitter ('Invite followers!'). A bottom navigation bar includes icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. Below the navigation bar is a 'Updating Games...' indicator and a 'Their Turn' section with a game card for 'Hanging with Mary Smith'. This card shows a dog's head image circled in red, the text 'Last move 2 days ago', and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is visible on the right side of the card.</p>


Continued on next page

Claim Language	Evidence of Infringement
organizing information included in said at least one first discrete signal with information included in said second discrete signal to provide an organized signal at said receiver station;	Hanging with Friends organizes information (the placement of game elements) included in the first and second discrete signals to provide an organized signal at the receiver station. For example, multiple game elements are organized so that they are displayed at organized locations on the background image, as shown below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the game interface on an iPod. At the top, the status bar shows 'iPod', signal strength, '11:28 AM', and battery level. The game header includes a 'menu' button, player names 'Jennifer M.' and 'Michael M.' with a 'vs' indicator, and a 'chat' button. Below the header, a 'Bonus' indicator shows '38/200' and a coin counter shows '20'. The main game area features two cartoon characters suspended by balloons, circled in red. The background shows a volcano and palm trees. At the bottom, there is a 'strikes' indicator, a 'play' button, and a keyboard with a 'play' button and a 'strikes' indicator.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, '11:15 AM', and battery level. The app header includes the 'hanging with friends' logo and a green plus icon. A 'News' banner is visible. The main content area is titled 'Your Turn' and features a game card for 'Hanging with Michael Mckenzie'. This card includes a photo of a dog (circled in red), the text 'Last move 42 minutes ago', and 'Michael M.'s solve attempt of HUNG is ready to view.'. Below this are social media sharing options for Facebook (2 friends playing!) and Twitter (Invite followers!). A bottom navigation bar contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. The lower section of the screen is titled 'Updating Games...' and 'Their Turn', featuring a game card for 'Hanging with Mary Smith'. This card includes a photo of a dog (circled in red), the text 'Last move 2 days ago', and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is also present.</p>


Continued on next page

Claim Language	Evidence of Infringement
generating an image in response to said organized signal by processing at least one user specific subscriber datum, said at least one user specific subscriber datum being stored at said receiver station prior to said step of organizing and based on information supplied by a user of said receiver station, said generated image including at least some information content that does not include any information from said discrete signals; and	Hanging with Friends generates an image in response to the organized signal (containing information related to the placement of game elements, for example) by processing at least one user specific subscriber datum such as a user name, user account, or user preferences. See below:

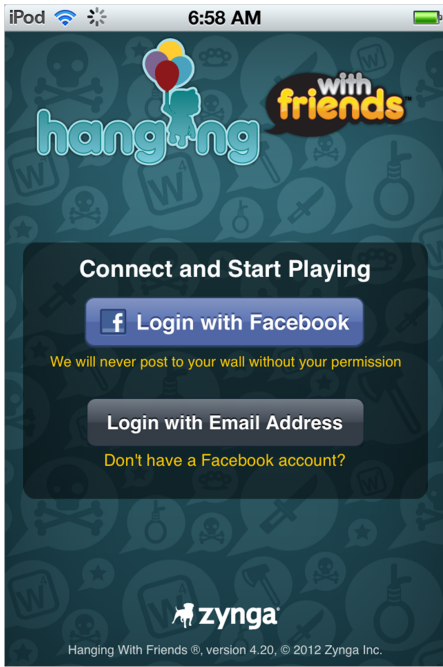
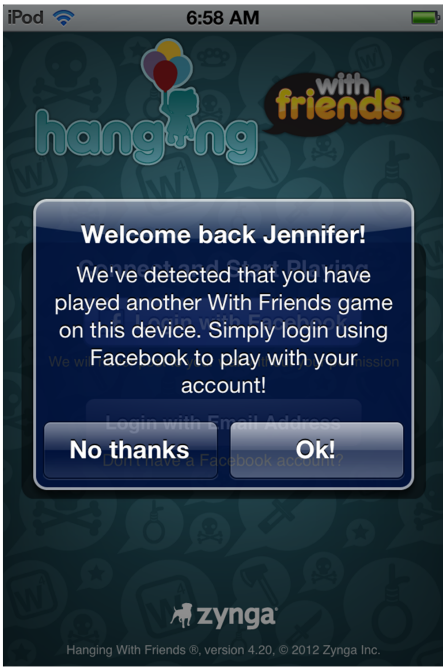
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the mobile game 'Hanging with Friends' running on an iPod. The top status bar indicates the device is an iPod, the time is 11:12 AM, and the battery is partially charged. The game interface features a 'menu' button on the left and a 'chat' button on the right. The player names 'Jennifer M.' and 'Michael M.' are displayed in the center, with 'Jennifer M.' circled in red. Below the names is a 'Bonus' bar showing 26/200 and 20 coins. The game scene depicts two characters hanging from balloons in a tropical environment with a volcano in the background. At the bottom, there is a 'strikes' bar, a 'skip' button, and a 'watch' button.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, '11:15 AM', and battery level. The app header features the 'hanging with friends' logo and a green plus icon. Below the header is a 'News' banner. The main content area is titled 'Your Turn' and contains a game card for 'Hanging with Michael Mckenzie'. This card includes a photo of a dog's head (circled in red), the text 'Last move 42 minutes ago', and 'Michael M.'s solve attempt of HUNG is ready to view.'. Below the card are social media sharing options for Facebook ('2 friends playing!') and Twitter ('Invite followers!'). A bottom navigation bar contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. Below the navigation bar is a 'Updating Games...' indicator and a 'Their Turn' section with a game card for 'Hanging with Mary Smith'. This card includes another dog's head photo (circled in red), the text 'Last move 2 days ago', and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is visible on the right side of this card.</p>


Continued on next page

Claim Language	Evidence of Infringement
	<p>Hanging with Friends stores the user specific subscriber datum (such as a user name, user account, or user preference) at the receiver station prior to the step of organizing and based on information supplied by a user of the receiver station. For example, when the user first signs up for Hanging with Friends the user enters her name and other user specific information, such as her facebook information, as shown below:</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>The image generated by Hanging with Friends includes information content that is not from the first and second discrete signals, such as locally stored user information and the graphical representation of items and background images.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, it displays 'iPod', signal strength, '11:28 AM', and battery level. Below the status bar, there is a 'menu' button on the left, a player name 'Jennifer M.' with a score of 5 (represented by 5 white dots) and 'vs' in the center, and another player name 'Michael M.' with a score of 5 (represented by 5 white dots) on the right. A 'chat' button is on the far right. Below the player names, there is a 'Bonus' indicator showing '38/200' and a coin counter showing '20'. The main game area features two cartoon characters hanging from colorful balloons (red, yellow, green, blue) against a blue sky with a yellow star. The background includes a volcano with orange lava, palm trees, and a green landscape. At the bottom of the screen, there is a 'strikes' indicator with 5 white dots, a 'play' button, and a keyboard with the letter 'A' entered in the second position, followed by three question marks and three empty slots.</p>

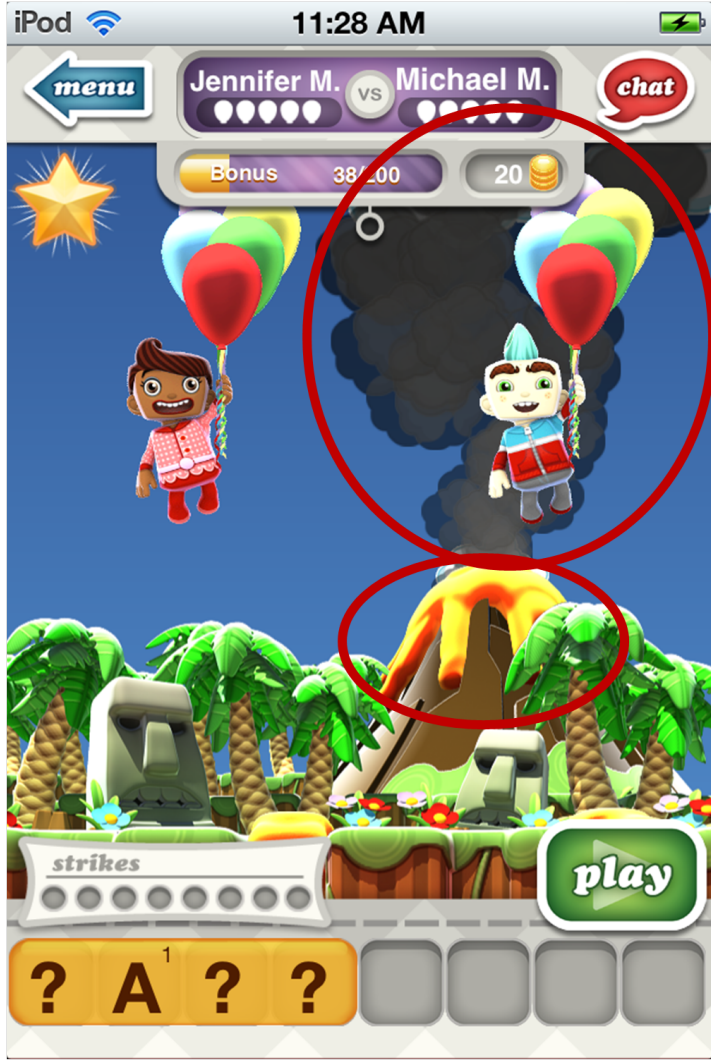
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, '11:15 AM', and battery level. The app header features the 'hanging with friends' logo and a green plus icon. Below the header is a red 'News' banner. The main content area is titled 'Your Turn' and shows a game update for 'Hanging with Michael Mckenzie' with a dog image, stating 'Last move 42 minutes ago' and 'Michael M.'s solve attempt of HUNG is ready to view.' Below this are social media sharing options for Facebook ('2 friends playing!') and Twitter ('Invite followers!'). A bottom navigation bar contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. At the bottom, a 'Their Turn' section shows a game update for 'Hanging with Mary Smith' with a pig image, stating 'Last move 2 days ago' and 'Waiting on Mary S. to solve: SHANTY' with a 'nudge' button.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>outputting said video presentation to said user, said video presentation comprising, firstly, a video image and, secondly, a coordinated display using said generated image and said video image, wherein said at least some information content of said generated image is displayed.</p>	<p>This claim element does not include a “software limitation” under P.R. 3-1(g). Hanging with Friends outputs a video presentation to the user that includes a video image and a coordinated display using the generated image and the video image. For example, Hanging with Friends outputs a coordinated display using the generated image and video images, such as the rising of ashes from the volcano and the movement of lava, where two avatars representing the user and an opponent have been organized according to the first and second signals.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, it displays 'iPod', signal strength, Wi-Fi, and the time '11:28 AM'. Below the status bar, there is a 'menu' button on the left and a 'chat' button on the right. The main display area shows a match between 'Jennifer M.' and 'Michael M.' with a 'vs' symbol between them. Below the names are two progress bars. The score for Jennifer M. is 'Bonus 38,200' and for Michael M. is '20'. Two cartoon characters are hanging from balloons. A volcano is in the background. The bottom of the screen shows a keyboard with a 'play' button and a 'strikes' indicator.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>19. The method of claim 18, wherein a receiver specific control signal is generated based on a third discrete signal, said method further including the step of: selecting said video presentation in response to said generated receiver specific control signal.</p>	<p>Zynga provides Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 19 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 19 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 19 by testing and demonstrating Hanging with Friends. Unless indicated otherwise, each element in Claim 19 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 Hanging with Friends. The priority date for Claim 19 is November 3, 1981.</p> <p>Hanging with Friends includes a third discrete signal that generates a receiver specific control signal. Further, a video presentation is selected in response to the generated receiver specific control signal. For example, the screenshot below displays an additional element that starts a video presentation, such as the “watch” button.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, and the time '1:46 PM'. The game header shows a match between 'Jennifer M.' and 'Michael M.' with progress indicators. Below the header, there is a 'Bonus' section with '52/200' and '20' coins. The main game area features two cartoon characters hanging from balloons. A speech bubble from Michael M. says 'Tap Watch to see Michael M. guess: WICK'. At the bottom, there is a 'strikes' indicator, a 'skip' button, and a 'watch' button circled in red.</p>


Continued on next page

Claim Language	Evidence of Infringement
	Once the user clicks on the “watch” button, a video of the opponent’s attempt to guess a word is output to the user, as shown below. As another example, also output to the user are three icons, representing life lines for the user, that slide into their locations.

Continued on next page

Claim Language	Evidence of Infringement
	

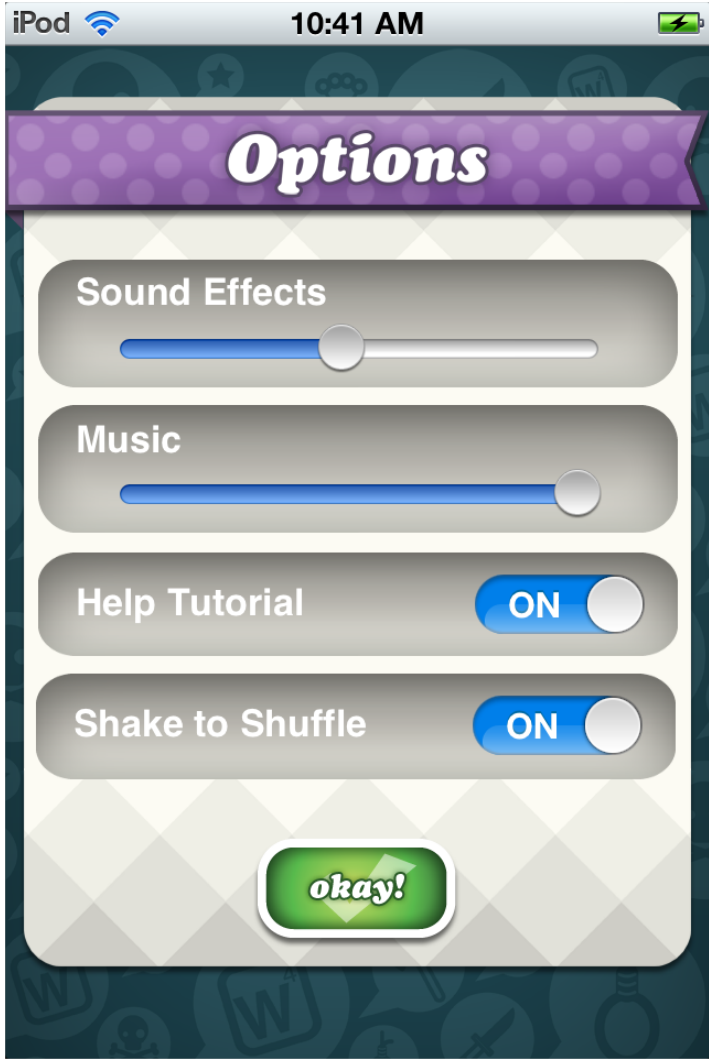
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, it displays 'iPod', signal strength, '1:48 PM', and battery level. Below this is a 'menu' button, a player name 'Jennifer M.' vs 'Michael M.', and a 'chat' button. A 'Bonus' bar shows '52/200' and '20' coins. The main game area features a character hanging from a rope and another character holding balloons. A 'strikes' bar is visible. At the bottom, a keyboard is shown with the letter 'I' highlighted. Three icons (a blue brain, a red camera, and a green bandage) are circled in red.</p>

Continued on next page

Claim Language	Evidence of Infringement
<p>22. The method of claim 18, further comprising the steps of:</p>	<p>Zynga provides Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 22 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 22 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 22 by testing and demonstrating Hanging with Friends. Unless indicated otherwise, each element in Claim 22 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 Hanging with Friends. The priority date for Claim 22 is November 3, 1981.</p>
<p>receiving said at least one user specific subscriber datum; and</p>	<p>The receiver station receives at least one user specific subscriber datum through user input or the user specific subscriber datum may be received from the Zynga servers. For example, the user can update their sound preferences.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface with the following elements:</p> <ul style="list-style-type: none">Status bar at the top: iPod, Wi-Fi signal, 10:41 AM, and battery level.Header: A purple banner with white polka dots and the word "Options" in white serif font.Sound Effects: A slider control with a blue bar and a white knob.Music: A slider control with a blue bar and a white knob.Help Tutorial: A toggle switch labeled "ON" with a blue bar and a white knob.Shake to Shuffle: A toggle switch labeled "ON" with a blue bar and a white knob.Bottom: A green button with a white arrow and the text "okay!"

Continued on next page

Claim Language	Evidence of Infringement
	As another example, the screenshot below shows specific subscriber datum that was received from the Zynga servers, such as the current game state of the user.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, it displays 'iPod', signal strength, '11:28 AM', and battery level. Below the status bar, there is a 'menu' button on the left, a player name 'Jennifer M.' with a 'vs' indicator and 'Michael M.' on the right, and a 'chat' button. A progress bar shows 'Bonus 38/200' and '20' coins. The main game area features two cartoon characters hanging from colorful balloons against a blue sky with a volcano and palm trees in the background. At the bottom, there is a 'strikes' indicator, a 'play' button, and a keyboard with the letter 'A' highlighted.</p>

Continued on next page

Claim Language	Evidence of Infringement
	As a further example, the screenshot below shows specific subscriber datum that was received from the Zynga servers, such as the current game state of the user's friend.

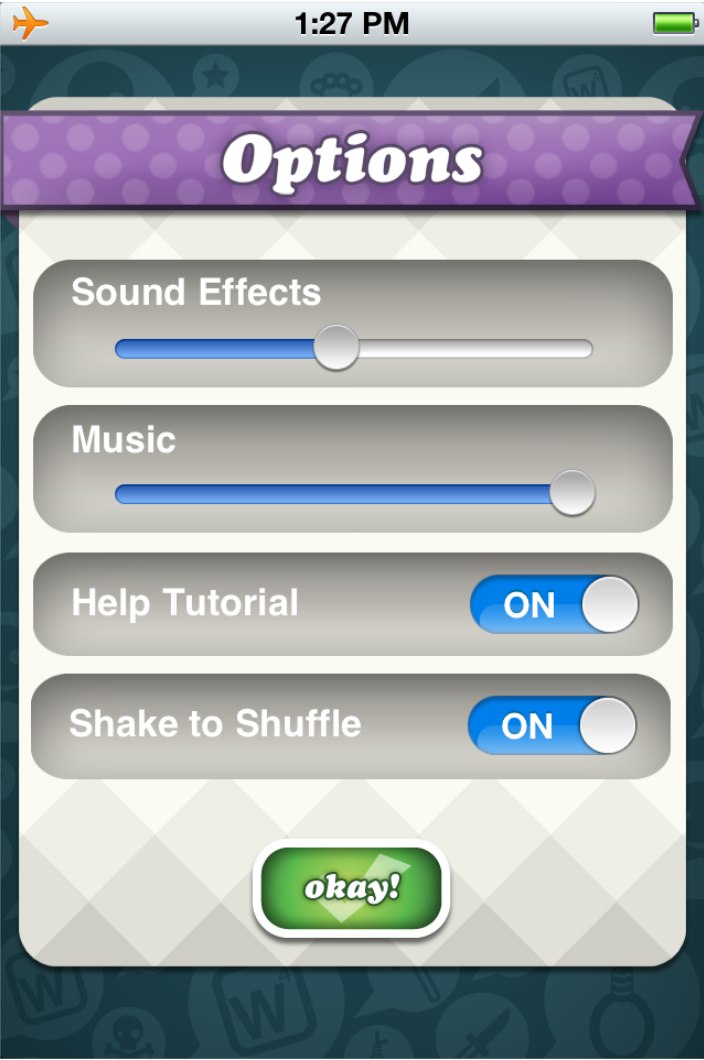
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, '11:15 AM', and battery level. The app header features the 'hanging with friends' logo and a green plus icon. Below this is a red 'News' banner. The main content area is titled 'Your Turn' and shows a game update for 'Hanging with Michael Mckenzie' with a dog image, stating 'Last move 42 minutes ago' and 'Michael M.'s solve attempt of HUNG is ready to view.' Below the update are social media links for Facebook ('2 friends playing!') and Twitter ('Invite followers!'). A horizontal menu contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'. A loading indicator 'Updating Games...' is visible above another game update for 'Hanging with Mary Smith', which includes a pig image and the text 'Last move 2 days ago' and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is present next to the update.</p>

Continued on next page

Claim Language	Evidence of Infringement
passing said at least one user specific subscriber datum to a storage device.	The user specific subscriber datum received by user input or from the Zynga server is passed to a storage device. This is demonstrated when the program is exited and reentered without an Internet connection. The user preferences for the sound settings is not reset to default when accessed without an Internet connection, and instead shows the previously entered user preference, as shown below. Thus, the user preferences are stored on a storage device.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a status bar at the top displaying an airplane mode icon, the time 1:27 PM, and a battery level indicator. Below the status bar is a purple banner with the word "Options" in white, stylized font. The options menu consists of four rows, each with a grey rounded rectangle background. The first row is "Sound Effects" with a blue slider bar. The second row is "Music" with a blue slider bar. The third row is "Help Tutorial" with a blue toggle switch labeled "ON". The fourth row is "Shake to Shuffle" with a blue toggle switch labeled "ON". At the bottom of the menu is a green button with the word "okay!" in white, italicized font.</p>

Continued on next page

Claim Language	Evidence of Infringement
	Further, user data received from the Zynga servers are stored at the receiver station. For example, the screenshot below shows a game without a valid connection that shows specific user data is still available, such as the last word played by the user, “SHANTY” in this example, and information relating to the user’s ongoing game with a friend or opponent.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Hanging with Friends' mobile game interface on an iPod. The status bar at the top indicates 'iPod' and '11:18 AM'. The game title 'hanging with friends' is visible at the top. A 'News' banner is present. A central dialog box titled 'Network Required' states: 'Hanging With Friends requires an active internet connection to play. EDGE, 3G and Wi-Fi are supported. Please go to settings on your device and adjust network connection.' Below the dialog is an 'OK' button. At the bottom, a red box highlights a 'Their Turn' section for a player named 'Mary Smith' with the text 'Waiting on Mary S. to solve: SHANTY' and a 'nudge' button.</p>

Continued on next page

Claim Language	Evidence of Infringement
	As another example, the Zynga server stores the user’s account information, which is validated each time the user logs in.
23. The method of claim 18, further including the step of:	Zynga provides Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 23 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 23 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 23 by testing and demonstrating Hanging with Friends. Unless indicated otherwise, each element in Claim 23 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 Hanging with Friends. The priority date for Claim 23 is November 3, 1981.
contacting a remote station to obtain said at least one user specific subscriber datum.	Hanging with Friends contacts the Zynga server to obtain at least one specific subscriber datum, such as to update user specific subscriber data. As an example, the user specific subscriber datum is the game state, as shown below.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:28 AM', and battery level. The game header includes a 'menu' button, player names 'Jennifer M.' and 'Michael M.' with progress indicators, and a 'chat' button. Below the header, a 'Bonus' indicator shows '38/200' and a coin counter shows '20'. The main game area features two cartoon characters hanging from colorful balloons against a blue sky with a volcano and palm trees in the background. At the bottom, there is a 'strikes' indicator, a 'play' button, and a keyboard with the letter 'A' entered in the second position.</p>

Continued on next page

Claim Language	Evidence of Infringement
	Hanging with Friends also contacts the Zynga server to update advertisement information.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface for a 'Free Games' app. At the top, there is a red header with a white dog icon on the left and the text 'Free Games' in white, with a close button (X) on the right. Below the header, the main content area features a large blue tile for 'Words With Friends' with yellow letter tiles (W, D, S) and the text 'WORDS with friends'. Below this tile, the text 'Words With Friends' is displayed in bold, followed by 'Best social word game' and a five-star rating. To the left of this main tile are two smaller tiles: 'Zynga Poker' with a woman playing cards and 'Chess Free' with a chessboard. Both smaller tiles have five-star ratings and text indicating how many friends have played. At the bottom of the screen, there is a red button with a white dog icon and the text 'Play Zynga Games', followed by the text 'Check out our other games in the App Store!'.</p>

Continued on next page

Claim Language	Evidence of Infringement
	As another example, Hanging with Friends also contacts the Zynga server to update the user's friend's game state.


Continued on next page

Claim Language	Evidence of Infringement
	

Continued on next page

Claim Language	Evidence of Infringement
<p>24. The method of claim 18, wherein a receiver specific control signal is processed based on a third discrete signal, said method further including the step of outputting said video image in response to said receiver specific control signal, wherein said coordinated display is output based on said receiver specific control signal.</p>	<p>Zynga provides Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 24 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 24 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 24 by testing and demonstrating Hanging with Friends. Unless indicated otherwise, each element in Claim 24 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 Hanging with Friends. The priority date for Claim 24 is November 3, 1981.</p> <p>Hanging with Friends includes a third discrete signal that processes a receiver specific control signal. For example, the screenshot below displays an additional element that starts the coordinated display, such as the “watch” button.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, and the time '1:46 PM'. The game header shows a match between 'Jennifer M.' and 'Michael M.' with progress indicators. Below the header, a 'Bonus' indicator shows '52/200' and a coin count of '20'. A central speech bubble contains the text: 'Tap Watch to see Michael M. guess: WICK'. The game scene features two cartoon characters hanging from balloons against a blue sky with clouds. The ground is a colorful, stylized landscape with palm trees and a volcano. At the bottom, there is a 'strikes' indicator, a 'skip' button, and a 'watch' button which is circled in red.</p>

Continued on next page

Claim Language	Evidence of Infringement
	Once the user clicks the “watch” button, a video presentation is output to the user.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, it displays 'iPod', signal strength, Wi-Fi, and the time '1:46 PM'. Below this is a 'menu' button and a player status bar showing 'Jennifer M.' vs 'Michael M.' with progress indicators. A 'Bonus' bar shows '52/200' and '20' coins. The main game area features two cartoon characters hanging from ropes against a blue sky with a volcano and Moai statues. A speech bubble containing the letter 'W' is positioned above the characters. At the bottom, a keyboard-like interface shows the word 'WICK' in yellow and green tiles, with a 'strikes' indicator above it. Red circles highlight the 'W' in the speech bubble and the 'W' tile in the keyboard.</p>

Continued on next page

Claim Language	Evidence of Infringement
	The display is output based on the receiver specific control signal, specifically the “watch” button.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, Wi-Fi, and the time '1:46 PM'. The game header shows a match between 'Jennifer M.' and 'Michael M.' with progress indicators. Below the header, there are 'Bonus 52/200' and '20' gold coins. The main game area features two cartoon characters hanging from balloons against a blue sky with clouds. A speech bubble from Michael M. says 'Tap Watch to see Michael M. guess: WICK'. At the bottom, there is a 'strikes' indicator, a 'skip' button, and a 'watch' button circled in red. A 'chat' button is also visible in the top right corner.</p>


Continued on next page

Claim Language	Evidence of Infringement
<p>28. The method of claim 18, wherein said receiver station includes a video monitor which outputs said video presentation, wherein said video presentation comprises a series of computer generated video display outputs, and wherein by processing said at least one user specific subscriber datum said at least one processor delivers said generated image at said video monitor in one of said series of computer generated display outputs, said method further comprising the step of receiving said at least one user specific subscriber datum from a remote data source.</p>	<p>Zynga provides Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 28 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 28 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 28 by testing and demonstrating Hanging with Friends. Unless indicated otherwise, each element in Claim 28 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 Hanging with Friends. The priority date for Claim 28 is November 3, 1981.</p> <p>The receiver station includes a video monitor to output the video presentation. The video presentation of Hanging with Friends comprises a series of computer generated video display outputs. As an example, shown below is a series of screenshots taken during a video presentation which demonstrate the series of computer generated video display outputs, which includes user specific subscriber datum.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface on an iPod. At the top, it displays 'iPod', signal strength, '1:46 PM', and battery level. Below the status bar, there is a 'menu' button on the left, a player name 'Jennifer M.' vs 'Michael M.' in the center, and a 'chat' button on the right. A progress bar shows 'Bonus 52/200' and '20' coins. The main game area features two cartoon characters hanging from ropes against a blue sky with a volcano and palm trees. A speech bubble containing the letter 'W' is positioned above the characters. At the bottom, a keyboard-like interface shows the word 'WICK' in yellow and green tiles, with a 'strikes' indicator above it. Red circles highlight the 'W' in the speech bubble and the 'W' tile in the keyboard.</p>

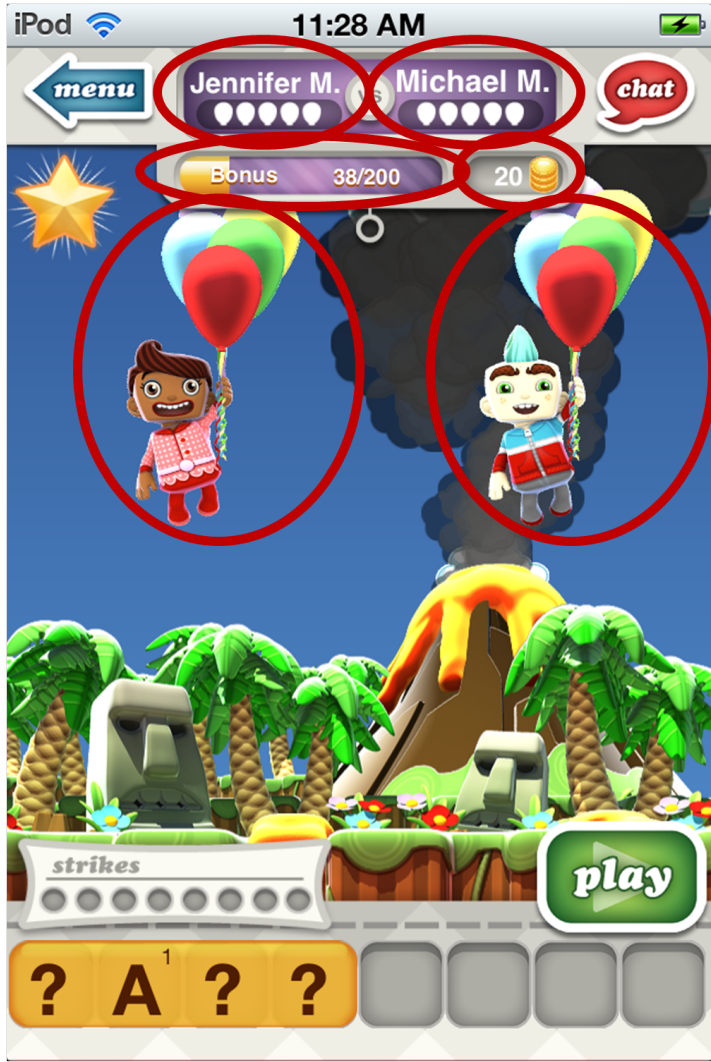
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, it displays 'iPod', signal strength, '1:48 PM', and battery level. Below this is a 'menu' button, a player name 'Jennifer M.' vs 'Michael M.', and a 'chat' button. A 'Bonus' bar shows '52/200' and '20' coins. The main game area features a character hanging from a rope and another character holding balloons. A 'strikes' bar is visible. At the bottom, a keyboard is shown with the letter 'I' highlighted. Three icons (a blue brain, a red camera, and a green bandage) are circled in red.</p>

Continued on next page

Claim Language	Evidence of Infringement
	Hanging with Friends processes the user specific subscriber datum and under the direction of Hanging with Friends the processor delivers the generated image at the video monitor in one of the series of computer generated display outputs. For example, Hanging with Friends receives the user’s game status, such as the score, the user’s level, and the locations of graphical elements. See below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the game interface on an iPod. At the top, the status bar shows 'iPod', signal strength, '11:28 AM', and battery level. The game UI includes a 'menu' button on the left and a 'chat' button on the right. Two player names, 'Jennifer M.' and 'Michael M.', are displayed in the top center, each with a progress indicator below it. Below the names, a 'Bonus' score of '38/200' and a coin count of '20' are shown. The main game area features two avatars, one on the left and one on the right, each holding a colorful balloon. The background shows a volcano and palm trees. At the bottom, there is a 'strikes' indicator with five dots, a 'play' button, and a keyboard with the letters '?', 'A', '?', and '?' visible.</p>

Continued on next page