


| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a winter-themed town in the game CityVille Hollidaytown. The scene includes snow-covered ground, evergreen trees, and various buildings. A red circle highlights a building with a green roof and a sign. Another red circle highlights a bench on a sidewalk. The bottom interface features a 'GOALS' button with a '1' icon, a profile picture, the town name 'MARY'S TOWN', 'Elf Population: 3', a coin icon with the number '1362', and a 'MENU' button with a '2' icon.</p> |

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ZYNGA EXHIBIT 1002
(Part 4 of 15)

| Claim Language | Evidence of Infringement |
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| |  |
| <p>passing said detected at least one first discrete signal and said second discrete signal to at least one processor;</p> | <p>CityVille Hollidaytown passes the detected first and second discrete signals to a processor so that they can be processed. For example, CityVille Hollidaytown 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:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a winter-themed town in the game CityVille Hollidaytown. The scene is filled with snow-covered buildings, trees, and various holiday characters. Two red circles are drawn on the image to highlight specific elements: one circle is around a building with a green roof and a sign, and the other is around a bench on a snowy path. At the bottom of the screen, there is a UI bar with several elements: a 'GOALS' button with a green '1' icon, a profile picture, the text 'MARY'S TOWN', a blue progress bar, a gold coin icon with the number '1362', a yellow speech bubble icon, a purple box icon, and a 'MENU' button with a green '2' icon. The text 'Elf Population: 3' is also visible next to the gold coin icon.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>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 the receiver station;</p> | <p>CityVille Hollidaytown 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:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a winter-themed town in the game CityVille Hollidaytown. The scene is viewed from an isometric perspective, showing snow-covered ground, evergreen trees, and various buildings. Two red circles are drawn around specific elements: one around a building with a green roof and another around a bench on a sidewalk. The bottom of the screen features a dark grey UI bar with several icons and text. From left to right, it includes a 'GOALS' button with a green '1' in a circle, a small profile picture, the text 'MARY'S TOWN', a blue coin icon with a '5', a green bar with the number '1362', a yellow bar with a speech bubble icon, a purple bar with a box icon, and a 'MENU' button with a green '2' in a circle. The text 'Elf Population: 3' is also visible on the right side of the UI bar.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a winter-themed town in the game CityVille Hollidaytown. Two small yellow buildings with snow on their roofs are circled in red. A red arrow points to a signpost. A speech bubble at the bottom of the screen says "Collect your daily bonus from Bobville!" with "Bobville!" circled in red. A "COLLECT" button is also visible.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>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</p> | <p>CityVille Hollidaytown 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:</p> |


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| Claim Language | Evidence of Infringement |
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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1803 1177">CityVille Hollidaytown stores the user specific subscriber datum (such as a user name, user account, or user preferences) 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 CityVille Hollidaytown the user enters her name and other user specific information, such as her Facebook information, as shown below:</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="760 954 1797 1101">The image generated by CityVille Hollidaytown 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> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant winter-themed town in the game CityVille Hollidaytown. The scene is viewed from an isometric perspective, showing snow-covered rooftops, evergreen trees, and various holiday-themed buildings. A central street is marked with white lines. In the foreground, a candy cane signpost stands on a sidewalk. The UI at the bottom features a dark grey bar with several elements: a 'GOALS' button with a green '1' badge, a profile picture, the town name 'MARY'S TOWN', a blue progress bar, a gold coin icon with the number '1362', a yellow speech bubble icon, a purple gift icon, and a 'MENU' button with a green '2' badge. The text 'Elf Population: 3' is visible to the right of the gold coin icon. Two circular icons with character portraits are positioned in the upper left and right areas of the town.</p> |

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| Claim Language | Evidence of Infringement |
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| <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). CityVille Hollidaytown 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, CityVille Hollidaytown outputs a coordinated display using the generated image and video images such as movement of people through the city, where two homes have been organized according to the first and second signals.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a winter-themed town in the game CityVille Hollidaytown. The scene is filled with snow-covered buildings, evergreen trees, and various holiday characters. A red circle highlights a character on a sled in the upper left, and another red circle highlights a character on a train in the lower right. The interface includes a 'GOALS' button with a '1' notification, a 'MENU' button with a '2' notification, and a status bar at the bottom showing 'MARY'S TOWN', 'Elf Population: 3', and '1362'.</p> |

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| Claim Language | Evidence of Infringement |
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| <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 CityVille Hollidaytown as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille Hollidaytown 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 CityVille Hollidaytown. 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 CityVille Hollidaytown. The priority date for Claim 19 is November 3, 1981.</p> <p>CityVille Hollidaytown 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 the video presentation, such as the build button.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="772 954 1803 1024">Once the user clicks on the build button, a video of a rising lightning bolt and a falling star is output to the user, as shown below.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a winter-themed town in the game CityVille Hollidaytown. The scene includes snow-covered streets, evergreen trees, a candy cane street sign, a bench, and a train on tracks. Several UI elements are overlaid on the scene: a red circle with a yellow lightning bolt and the text 'Energy' (1), a red circle with a blue star, and a blue speech bubble with a character's face. At the bottom, a dark grey UI bar contains a 'GOALS' button with a '1' notification, a character profile icon, '10/19' progress, 'HEART'S TOWN' text, a blue progress bar with a '\$' icon, a gold coin icon with '962', 'Elf Population: 3', a yellow progress bar, a purple progress bar, and a 'MENU' button with a '2' notification.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>22. The method of claim 18, further comprising the steps of:</p> | <p>Zynga provides CityVille Hollidaytown as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille Hollidaytown 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 CityVille Hollidaytown. 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 CityVille Hollidaytown. 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> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1062">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.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1803 1062">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.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a 3D-rendered winter town scene. In the foreground, there is a notification bubble that says "Collect your daily bonus from Bobville!" with a "COLLECT" button next to it. The interface also includes a heart icon with the number "1", a house icon, a hand icon, and a character icon.</p> |
| <p>passing said at least one user specific subscriber datum to a storage device.</p> | <p>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, and instead shows the previously entered user preference, as shown below. Thus, the user preferences are stored on a storage device.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1097">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 placement of houses in the town.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="762 954 1793 1024">As another example, the Zynga server stores the user’s account information, which is validated each time the user logs in.</p> |


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| Claim Language | Evidence of Infringement |
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| <p>23. The method of claim 18, further including the step of:</p> | <p>Zynga provides CityVille Hollidaytown as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille Hollidaytown 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 CityVille Hollidaytown. 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 CityVille Hollidaytown. The priority date for Claim 23 is November 3, 1981.</p> |
| <p>contacting a remote station to obtain said at least one user specific subscriber datum.</p> | <p>CityVille Hollidaytown 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.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant winter-themed town in the game CityVille Hollidaytown. The scene is filled with snow-covered rooftops, evergreen trees, and festive decorations. A central street is lined with various buildings, including a large house with a chimney and a smaller shop. A train track with a red and white train is visible in the lower right. The UI overlay at the bottom features a 'GOALS' button with a '1' icon, a profile picture, the town name 'MARY'S TOWN', 'Elf Population: 3', a currency icon with '1362', a 'MENU' button with a '2' icon, and several other icons representing different game functions.</p> <p>CityVille Hollidaytown also contacts the Zynga server to update advertisement information.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a mobile application interface with a red header bar containing a white dog icon and the text "Free Games" with a close button. Below the header, there are three game cards. The first card is for "ForestVille", featuring a cartoon fox character and the text "Help furry friends create a magical woodland world!". The second card is for "Words Free" with a 5-star rating and the text "1 friend has played". The third card is for "FarmVille Express" with a 5-star rating and the text "2 friends have played". At the bottom, there is a section titled "Play Zynga Games" with a white dog icon and the text "Check out our other games in the App Store!".</p> <p>As another example, CityVille Hollidaytown also contacts the Zynga server to update the user’s friend’s game state.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a 3D-rendered winter town scene. In the foreground, a notification banner with a blue border contains the text "Collect your daily bonus from Bobville!" in blue font. To the right of the text is a green button with the word "COLLECT" in white. To the left of the text are three icons: a heart with the number "1", a hand with fingers spread, and a house icon. The background shows a snowy landscape with evergreen trees, a large yellow and red building, a smaller yellow house, a red and white striped signpost, and a red sleigh. The interface elements are overlaid on the game scene.</p> |

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| Claim Language | Evidence of Infringement |
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| <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 CityVille Hollidaytown as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille Hollidaytown 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 CityVille Hollidaytown. 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 CityVille Hollidaytown. The priority date for Claim 24 is November 3, 1981.</p> <p>CityVille Hollidaytown 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 build button, which is represented by a picture of a hammer.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1780 987">Once the user clicks the button, a video presentation is output to the user.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The display is output based on the receiver specific control signal, specifically the build button.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a winter-themed town in the game CityVille Hollidaytown. The scene includes a train on tracks, a wooden building under construction, a house, a bench with a Santa Claus figure, and several Christmas trees. A red circle highlights a hammer icon, and a blue speech bubble contains a Santa Claus face. The bottom UI bar shows 'GOALS' (1), 'MARY'S TOWN', 'Elf Population: 3', '1162' (gold coins), and 'MENU' (2).</p> |

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| Claim Language | Evidence of Infringement |
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| <p>28. The method of claim 18, wherein said receiver station includes a video monitor that 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 CityVille Hollidaytown as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of CityVille Hollidaytown 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 CityVille Hollidaytown. 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 CityVille Hollidaytown. 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 CityVille Hollidaytown comprises a series of computer generated video display outputs. As an example, shown below is a series of screenshots taken during a video presentation that demonstrate the series of computer generated video display outputs, which includes user specific subscriber datum.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant winter-themed town in the game CityVille Hollidaytown. The scene is set in a snowy environment with various buildings, trees, and characters. Key UI elements include a 'GOALS' button with a '1' notification, a 'MENU' button with a '2' notification, and a central status bar for 'HEART'S TOWN' showing '10/19' progress, a currency icon, and '962' units. A 'Elf Population: 3' indicator is also present. Several floating icons are visible: a red lightning bolt in a circle labeled 'Energy', a blue star in a circle, and a character portrait in a speech bubble. The bottom of the screen features a navigation bar with icons for goals, a character profile, currency, and menu.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1179">CityVille Hollidaytown processes the user specific subscriber datum and under the direction of CityVille Hollidaytown the processor delivers the generated image at the video monitor in one of the series of computer generated display outputs. For example, CityVille Hollidaytown receives the user's game status, such as the score, the user's level, instructions to continue to play, and locations of graphical elements. See below:</p> |

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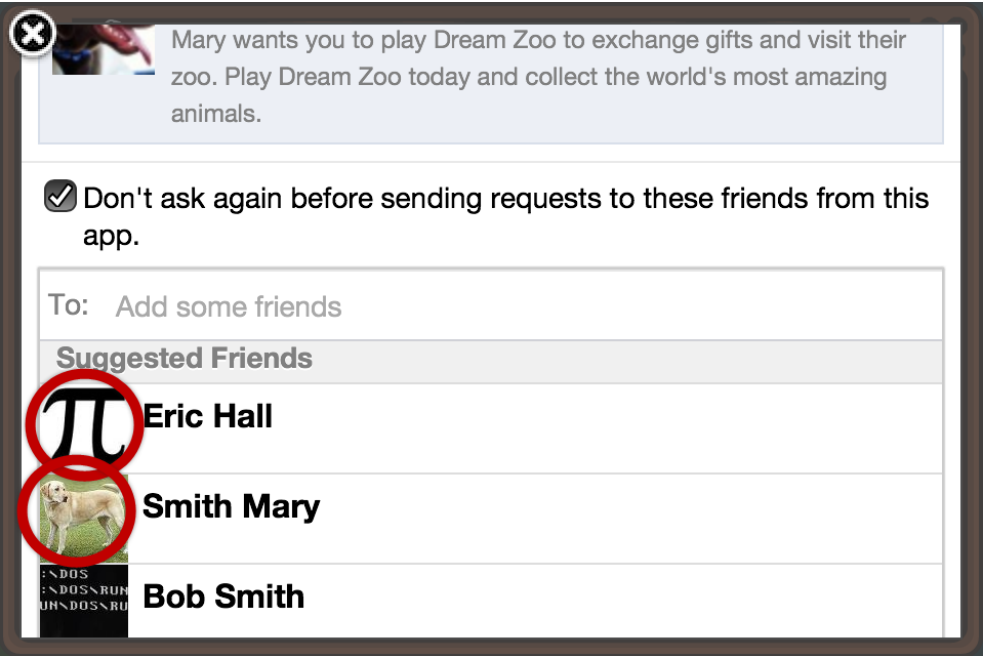
| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="762 954 1797 1062">CityVille Hollidaytown receives the user specific subscriber datum from a remote data source. See the screenshot below showing that a connection with the Zynga servers is required to play CityVille Hollidaytown.</p> |

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| Claim Language | Evidence of Infringement |
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| Claim Language | Evidence of Infringement |
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| <p>17. A method for receiving and processing remotely originated and user specific data for use with a video apparatus, said video apparatus having an audio receiver and a video output device for displaying a video presentation comprising a locally generated image and an image received from a remote video source, said method comprising the steps of</p> | <p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 17 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 17 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 17 by testing and demonstrating Dream Zoo. Unless indicated otherwise, each element in Claim 17 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Dream Zoo. The priority date for Claim 17 is November 3, 1981.</p> <p>Dream Zoo receives and processes remotely originated and user specific data for use with a video apparatus, such as a mobile device, having an audio receiver and a video output device. For example, Dream Zoo receives data from the Zynga servers that is processed with user specific data, such as user name or a user game state. Dream Zoo displays a video presentation comprising a locally generated image and an image received from a remote video source. For example, the screenshot below shows a video presentation (the Dream Zoo screen) comprising a locally generated image (combination of background and graphical elements) and an image received from a remote video source (friend picture).</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="762 954 1797 1102">As a second example, the screenshot below illustrates a video presentation comprising an image received from a remote video source, such as a photo of a friend. The combination of the background and graphical elements is a locally generated image.</p> |

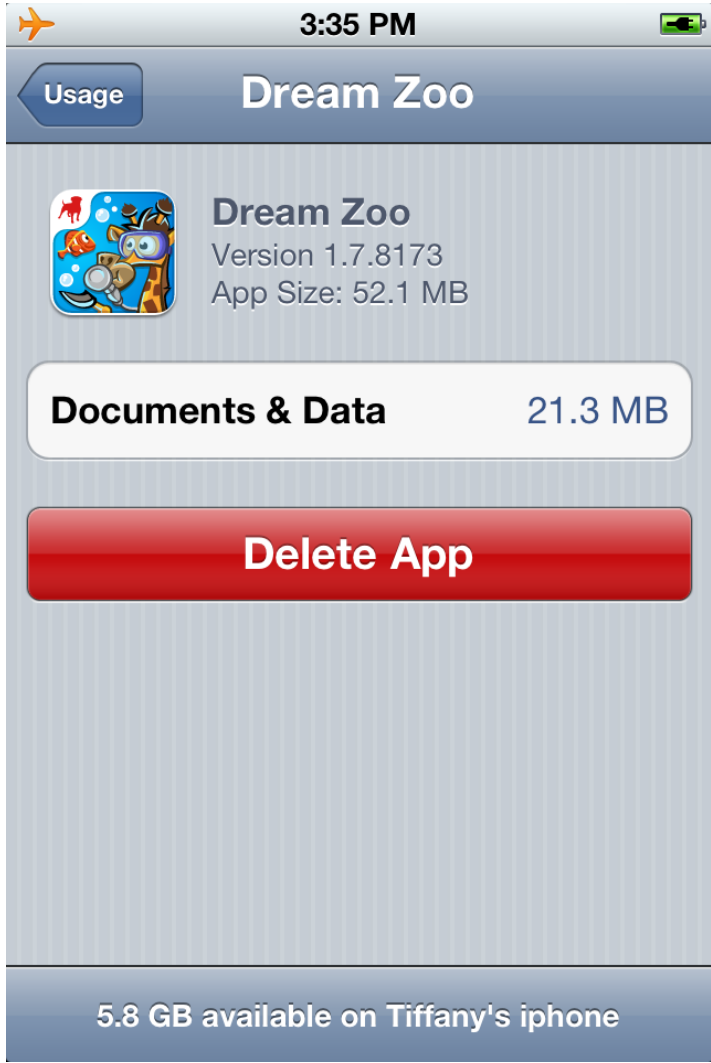
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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1803 1101">As a third example, the screenshot below shows a video presentation (the Dream Zoo screen) comprising a locally generated image (combination of background and graphical elements) and images received from a remote video source (advertisements).</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1724 987">Dream Zoo information is stored on the user's device, as shown below.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows the 'Usage' screen for the 'Dream Zoo' app on an iPhone. The status bar at the top indicates the time is 3:35 PM and the battery is at a low level. The app's icon, which features a cartoon animal, is displayed next to the app name 'Dream Zoo', its version '1.7.8173', and its size '52.1 MB'. Below this information, a white box shows 'Documents & Data' as '21.3 MB'. A prominent red button with the text 'Delete App' is visible. At the bottom of the screen, a blue bar indicates that '5.8 GB' is available on the device, identified as 'Tiffany's iphone'.</p> |


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| Claim Language | Evidence of Infringement |
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| | <p>Further, as shown below, Dream Zoo must receive remotely originated data.</p>  |
| <p>receiving said user specific data at said video apparatus, said user specific data being specific to a user of said video apparatus;</p> | <p>Dream Zoo receives user specific data at the video apparatus that is specific to the user of the video apparatus. This user specific data includes the current state of the game, and other user specific data. For example, when loading, Dream Zoo communicates with the Zynga game servers to validate a user, check for messages specific to the user, and update the user’s game state, among other user specific configurations and values. As a second example, user specific data may be received by the video apparatus directly from the user.</p> |


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| Claim Language | Evidence of Infringement |
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| | <p>Further, Zynga uses the information collected from the user to send user specific information for a personalized game experience, and Dream Zoo receives that user specific data:</p> <div data-bbox="806 418 1360 474" style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>4 How We Use the Information We Collect</p> </div> <p>In general, We collect, store and use your information to provide you with a safe, smooth, efficient, and customized experience. For example, We may use information collected from you in any one or more of the following ways:</p> <ul style="list-style-type: none"> • to create your game accounts and allow play of our games • to identify and suggest connections with other Zynga users • to enable user-to-user communications • to provide technical support and respond to user inquiries • to prevent fraud or potentially illegal activities, and enforce our Terms of Service • to deliver and target advertising • to notify users of in-game updates • to provide in-game leader boards and promote in-game player achievements • to solicit input and feedback to improve Zynga products and services and customize your user experience • to inform users about new products or promotional offers • to engage in commonly accepted practices, such as contacting you at the email address We have on file if you are a potential winner in a sweepstakes <p>One important use of your information is communication. If you have provided your e-mail address to Zynga, We'll use it to respond to (i) customer support inquiries, and (ii) keep you informed of your in-game activity, including comments from friends, notifications about in-game status such as "crops ready" as well as notifications of gift and neighbor requests. Some messages, such as invites for friends to join you in a game, may include your name and profile photo. We may also send promotional e-mail messages and promotional SMS messages ("Promotional Communications") directly or in partnership with parties other than Zynga. Each Promotional Communication will generally offer recipients choices about receiving additional messages.</p> <p>Source: http://company.zynga.com/about/privacy-center/privacy-policy</p> |

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| Claim Language | Evidence of Infringement |
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| | <p>As another example of receiving user specific data, Dream Zoo receives user specific data, such as user name or sound preferences, directly from the user at the video apparatus through user input, or Dream Zoo, at the video apparatus, may receive user specific information, such as the user’s game state, personalized messages, or targeted advertisements, from the Zynga servers. The sound settings are on by default but can be turned off by the user, as shown below, which is another example of Dream Zoo receiving user specific data.</p>  <p>As an additional example, Dream Zoo at the video apparatus receives user information such as a profile image of the user.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>Further, the user specific data is specific to a user of the video apparatus, being based on user name, user profile, user account, user activity and status, user preferences, game status and user contact information. For example, Dream Zoo receives data about friends playing the game, news applicable to the user, personalized advertisements, user preferences, user’s game status, user’s friends’ game status, and personalized messages to the user. See, for example, below:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, cartoonish zoo environment. At the top left, a red circle highlights a hand icon next to the text 'Bobs Zoo' and 'Bob'. A wooden signpost on the right points to the right with the word 'Next'. The bottom navigation bar includes a red 'Home' button, a heart icon with the number '3', a coin icon with the number '2696', a plus sign icon, and a green gem icon with the number '3'. The game area shows various animals like a zebra, giraffe, and deer, along with a path and a small building.</p> |

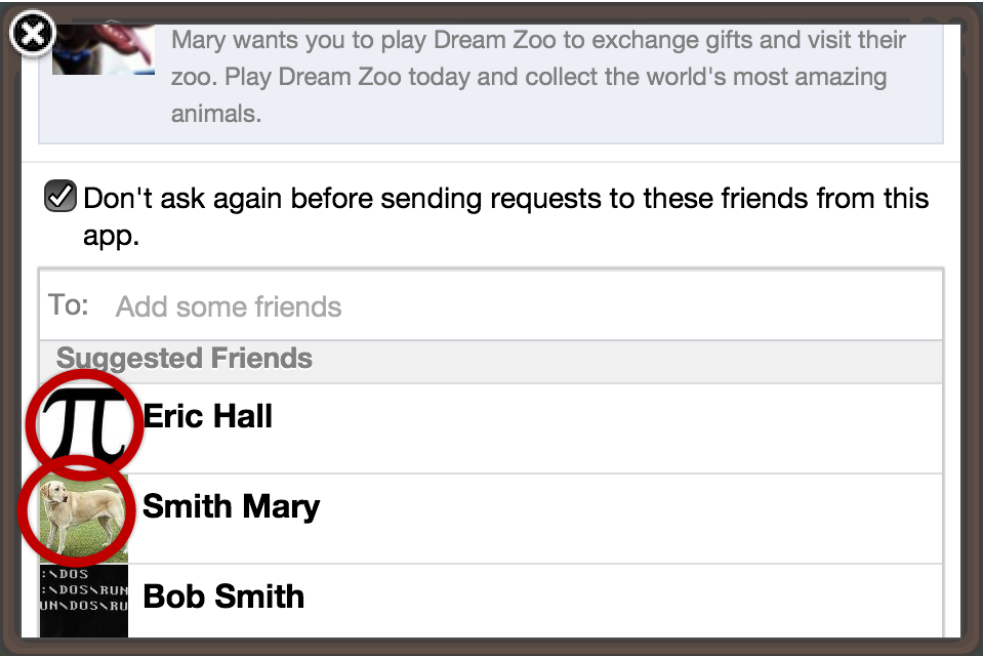
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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows the Dream Zoo mobile game interface. At the top, there is a dark header with the Zynga logo on the left, the text "Dream Zoo" in the center, and a red "X" close button on the right. Below the header is a promotional banner for "zyngapoker" featuring a woman in a red dress holding a card. To the right of the banner is a white box with the text "Play Zynga games" and "Check out other Zynga games!". Below the banner are three game tiles: "Zynga Poker" (with a red circle around the text and "Bob S, Jennifer M and 1 other have played" below it), "Words with Friends" (with a red circle around "1 friend has played" below it), and "Hanging with Friends" (with a red circle around "2 friends have played" below it). At the bottom of the screen are two icons: an envelope labeled "Inbox" and a dog silhouette labeled "Games".</p> <p>Dream Zoo also receives status and information that is data specific to a user at the video apparatus. Such data includes, for example, user profile information, pending messages and goals, game statistics, friend information and user account. See below:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric zoo environment. At the top left, a 'Check In' button is visible. The scene includes various animals such as a zebra, giraffes, and a kangaroo. A wooden bridge crosses a blue river on the right. The bottom UI bar features several elements: a clipboard icon with the number '32', a green star icon with the number '8', the text 'Marys Zoo', 'Zoo Grade C+', a gold coin icon with the number '7256', a green gem icon with the number '3', and a red 'Menu' button. A timer showing '4:44:39' is also present in the lower right area of the game view.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a notification from a user named 'Mary' with the text: 'Mary wants you to play Dream Zoo to exchange gifts and visit their zoo. Play Dream Zoo today and collect the world's most amazing animals.' Below the notification is a checkbox labeled 'Don't ask again before sending requests to these friends from this app.' which is checked. Underneath is a section titled 'Suggested Friends' with three entries: 'Eric Hall' (with a pi symbol icon), 'Smith Mary' (with a dog icon), and 'Bob Smith' (with a DOS command prompt icon). Each name is circled in red.</p> |
| <p>contacting a remote data source after said step of receiving said user specific data;</p> | <p>After receiving user specific data, Dream Zoo contacts a remote data source. For example, after the user specific data is received and displayed, Dream Zoo contacts a game server to update games. See, for example, the screenshot below showing a remote data source being contacted by Dream Zoo.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1138">After Dream Zoo receives user specific data, Dream Zoo also contacts a Zynga game server with an updated game status. For example, if the Internet is disconnected during gameplay, an error message is displayed, which shows that Dream Zoo attempts to contact a remote data source after receiving user specific data.</p> |

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| Claim Language | Evidence of Infringement |
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| |  |
| <p>receiving from said remote data source based on said step of contacting said remotely originated data to serve as a basis for displaying said video presentation;</p> | <p>Based on the contacting step, Dream Zoo receives remotely originated game data from the remote data source to serve as a basis for displaying the video game presentation. For example, Dream Zoo receives remotely originated game data such as specific game status, game statistics, positions of graphical elements, and instructions to continue play from the remote data source. See below:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays the Dream Zoo mobile game interface. Several elements are circled in red to indicate evidence of infringement:</p> <ul style="list-style-type: none">A "Check In" button in the top left corner.A timer icon showing "1:59:56" next to a cartoon character.A timer icon showing "4:35:01" next to a cartoon character.A "32" icon next to a star icon.The text "Marys Zoo" in the bottom center.The text "Zoo Grade C+" next to a smiley face icon and the number "11230".A "+" icon next to a green gem icon and the number "3".A "Menu" button in the bottom right corner. |


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| Claim Language | Evidence of Infringement |
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| |  |
| <p>executing processor instructions to process said remotely originated data and said user specific data at said video apparatus in order to generate said locally generated image, said locally generated image including at least some information content that does not include any information from said remote video source and said remote data source;</p> | <p>Dream Zoo executes processor instructions to process the remotely originated data and the user specific data at the video apparatus to generate locally generated game images. The locally generated image includes at least some information content that does not include any information from a remote video source and a remote data source. For example, the locally generated image of Dream Zoo shown below includes graphical elements such as the background and the images of the animals and cradles that come from local storage.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric view of a zoo. In the top left, a circular icon with a location pin is labeled 'Check In'. A timer shows '1:59:56'. The zoo contains various animals including a zebra, a giraffe, a lion, a tiger, and a cheetah. A path leads through the zoo with several people walking. In the bottom left, a clipboard icon shows '32' and '8' stars. The bottom status bar includes 'Marys Zoo', 'Zoo Grade C+', a coin icon with '11230', a plus sign, a gem icon with '3', and a red 'Menu' button.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1062">Additionally, Dream Zoo displays locally generated images that include information such as sound settings and notification settings, etc. This information comes from local storage. See, for example, below:</p> |

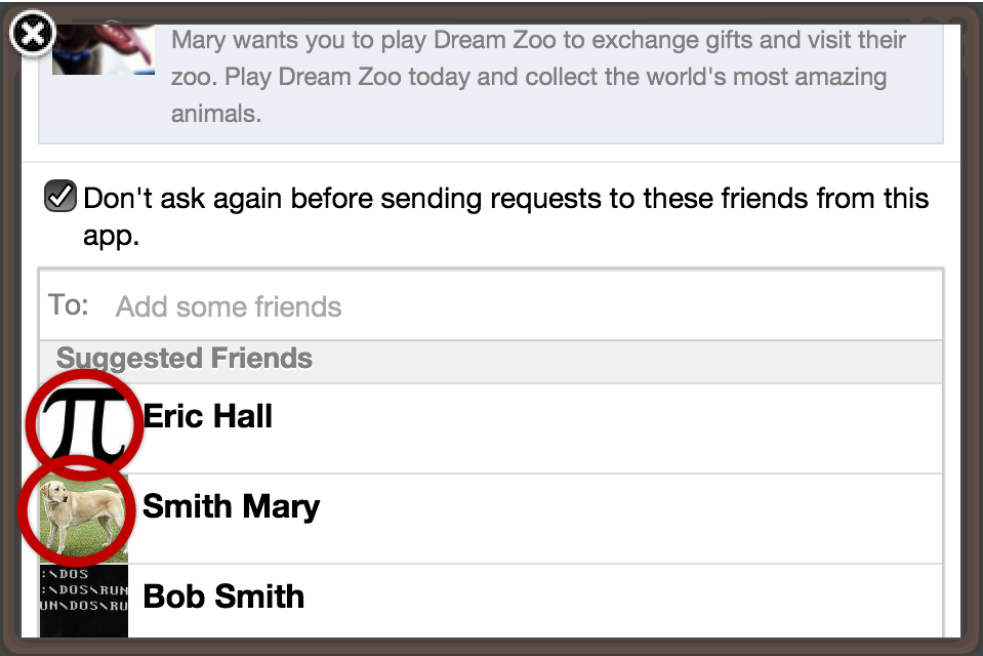
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| Claim Language | Evidence of Infringement |
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| |  |
| <p>receiving, at said audio receiver, audio that describes information displayed in said video presentation;</p> | <p>This claim element does not include a “software limitation” under P.R. 3-1(g). The audio receiver receives audio that describes information displayed in the video game presentation. For example, Dream Zoo has audio settings (as shown below) where music and sound effects are set. Those sound effects and music are stored at the mobile device and are received by the audio receiver when they are played during game play as sound effects and video presentation music. These sound effects and music describe information displayed in the video game presentation.</p> |


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| Claim Language | Evidence of Infringement |
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| |  |
| <p>simultaneously displaying said locally generated image and said image received from said remote video source at said video output device, wherein said at least some information content of said locally generated image is displayed;</p> | <p>Dream Zoo simultaneously displays the locally generated image and the image received from the remote video source at the video output device. As an example, the locally generated image includes graphical elements that are stored locally, such as the background and house graphics, while simultaneously displaying an image received from a remote video source, such as friend information or opponent information.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="762 954 1797 1292">As another example, the locally generated image includes the user name, selected character, game statistics, profile picture, user preferences, and/or other game graphics that come from local storage. These images are displayed simultaneously with an image received from a remote video source when Dream Zoo also displays remote game information and data. For example, locally generated images are displayed simultaneously with information received from a remote source. See below, where remotely received images are circled in red and local images include, for example, the header image or the Zynga icon:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1803 1062">Further, the game state is received from the remote video source by the video output device, such as the placement of graphical elements for friend information, etc.</p> <p data-bbox="758 1105 1803 1179">Additionally, remote images, such as friend photos are displayed along with locally stored graphics.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>and outputting said audio at said video apparatus before ceasing to display said locally generated video image.</p> | <p>This claim element does not include a “software limitation” under P.R. 3-1(g). Dream Zoo outputs the audio at the video apparatus before ceasing receives audio to display the locally generated images. For example, during gameplay, sound effects play simultaneously with the video game display, which includes the display of locally generated video game images such as user specific information overlaid on background graphical displays. For example, in the screenshot below audio is output comprising birds chirping.</p> |

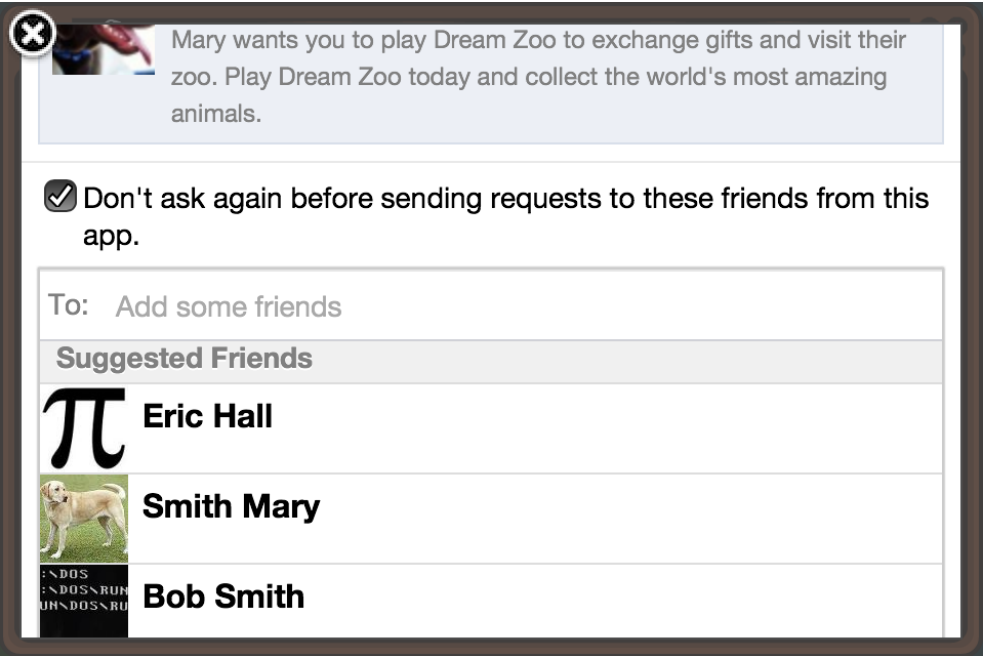
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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays the Dream Zoo mobile game interface. At the top left, a hand icon is next to the text "Bobs Zoo" and "Bob". A "Next" sign is in the top right. The main area shows a 3D-rendered zoo with various animals (zebra, giraffe, deer, kangaroo), trees, and a path. A bottom navigation bar contains a "Home" button, a heart icon with the number "3", a coin icon with the number "2696", a plus sign icon, and a gift icon with the number "3".</p> |

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| Claim Language | Evidence of Infringement |
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| <p>18. A method of outputting a video presentation at a receiver station, said method comprising the steps of:</p> | <p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 18 by performing the method steps on a personal computing device. Zynga indirectly infringes Claim 18 by inducing and contributing to the direct infringement of its users. Zynga directly infringes Claim 18 by testing and demonstrating Dream Zoo. Unless indicated otherwise, each element in Claim 18 includes a “software limitation” under P.R. 3-1(g). Additional evidence of infringement may be supplied as needed in accordance with the Local Rules and the Docket Control Order following the production of source code, source code documentation, flowcharts, and/or other source code related documents or testimony for Dream Zoo. The priority date for Claim 18 is November 3, 1981.</p> <p>Dream Zoo outputs a video presentation at a receiver station. See examples of video presentations below:</p> |

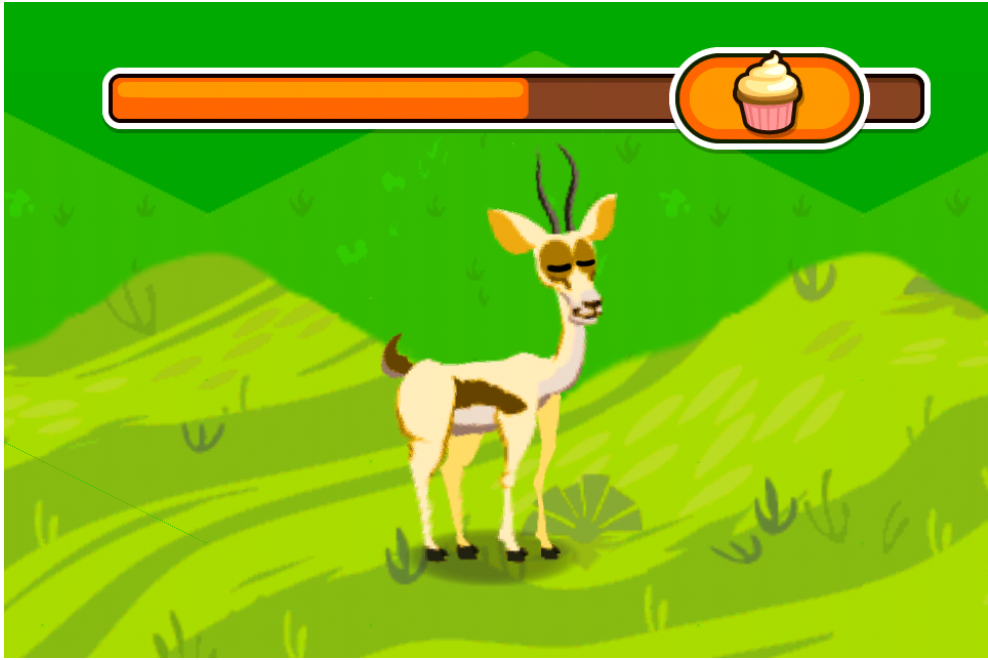
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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a mobile application interface. At the top, there is a notification with a close button (X) and a small image of a hand holding a device. The notification text reads: "Mary wants you to play Dream Zoo to exchange gifts and visit their zoo. Play Dream Zoo today and collect the world's most amazing animals." Below the notification is a checked checkbox with the text "Don't ask again before sending requests to these friends from this app." Underneath is a search bar with the placeholder text "To: Add some friends". Below the search bar is a section titled "Suggested Friends" with a light gray background. The list of suggested friends includes: "Eric Hall" with a pi symbol (π) as a profile picture, "Smith Mary" with a photo of a dog, and "Bob Smith" with a photo of a computer terminal displaying "C:\>DOS" and "C:\>DOS\RUN" on multiple lines.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, cartoonish zoo environment. At the top left, a hand icon is next to the text "Bobs Zoo" and "Bob". A wooden signpost on the right points right with the word "Next". The central area features a winding path with various animals: a zebra, a giraffe, two deer, and a small brown animal. There are also several wooden enclosures or feeders. At the bottom, a dark brown UI bar contains a red "Home" button with a house icon, a heart icon with the number "3", a gold coin icon with the number "2696", a green gem icon with a plus sign, and another green gem icon with the number "3". On the right side of the UI bar, there is a gift box icon and a small animal icon.</p> |


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| Claim Language | Evidence of Infringement |
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| <p>receiving at least one information transmission at said receiver station, said at least one information transmission including a first discrete signal and a second discrete signal;</p> | <p>Dream Zoo receives at least one information transmission at the receiver station that includes a first discrete signal and a second discrete signal. For example, Dream Zoo receives the game status information, which includes game information such as information related to the placement of a first game item (a first discrete signal) and information related to the placement of a second game item (a second discrete signal). As a second example, Dream Zoo receives other users' data such as a the placement of a first game item (a first discrete signal) and information related to the placement of a second game item (a second discrete signal).</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric view of a zoo. In the top-left corner, there is a circular 'Check In' button with a location pin icon. Two red circles highlight specific elements: one around a wooden signpost with a timer showing '1:59:56' and a cartoon duck character, and another around a wooden bench with a red heart icon. The zoo contains various animals including a zebra, a giraffe, a lion, a tiger, and a cheetah. A path with several people is visible on the right. At the bottom, a dark UI bar shows a clipboard icon with '32', a star icon with '8', the name 'Marys Zoo', 'Zoo Grade C+', a coin icon with '11230', a plus sign, a gem icon with '3', and a red 'Menu' button.</p> |


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| Claim Language | Evidence of Infringement |
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| <p>detecting said first discrete signal and said second discrete signal in said at least one information transmission;</p> | <p>Dream Zoo detects the first and second discrete signals in the information transmission. For example, Dream Zoo 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:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric zoo environment. At the top left, a circular 'Check In' button is visible. Two red circles highlight specific elements: one around a signpost with a timer '1:59:56' and a cartoon character, and another around a wooden bench. The zoo contains various animals including a zebra, a giraffe, a lion, a tiger, and a cheetah. In the bottom left, a UI panel shows a clipboard icon with '32', a star icon with '8', and the name 'Marys Zoo'. Below this, it displays 'Zoo Grade C+' and '11230' next to a coin icon. To the right are buttons for '+', '3', and a 'Menu' button.</p> |


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| Claim Language | Evidence of Infringement |
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| <p>passing said detected at least one first discrete signal and said second discrete signal to at least one processor;</p> | <p>Dream Zoo passes the detected first and second discrete signals to a processor so that they can be processed. For example, Dream Zoo 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:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric zoo environment. At the top left, a circular 'Check In' button is visible. Two red circles highlight specific elements: one around a signpost with a timer '1:59:56' and a cartoon character, and another around a wooden bench. The zoo contains various animals including a zebra, a giraffe, a lion, a tiger, and a cheetah. In the bottom left, a UI panel shows a clipboard icon with '32', a star icon with '8', and the name 'Marys Zoo'. Below this, it displays 'Zoo Grade C+' and a coin icon with '11230'. To the right of the grade are a plus sign and a green gem icon with '3'. A red 'Menu' button is located in the bottom right corner. A gift box icon is also present in the bottom right area.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>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;</p> | <p>Dream Zoo 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:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric zoo environment. At the top left, a circular 'Check In' button is visible. Two red circles highlight specific elements: one around a signpost with a timer '1:59:56' and a cartoon character, and another around a wooden bench. The zoo contains various animals including a zebra, a giraffe, a lion, a tiger, and a cheetah. In the bottom left, a clipboard icon shows '32' items. The bottom status bar includes a star icon with '8', the name 'Marys Zoo', 'Zoo Grade C+', a coin icon with '11230', a plus sign, a gem icon with '3', and a red 'Menu' button. A timer '4:35:01' is also present near a tiger.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, cartoonish zoo environment. At the top left, a hand icon is circled in red, next to a banner that reads "Bobs Zoo" and "Bob". In the center of the game area, three wooden signs are circled in red. The bottom of the screen features a navigation bar with a "Home" button, a heart icon with the number "3", a coin icon with the number "2696", a plus sign button, and a gem icon with the number "3". A "Next" sign is visible in the top right corner, and a gift box icon is in the bottom right corner.</p> |

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| Claim Language | Evidence of Infringement |
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| 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 | Dream Zoo 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: |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays the Dream Zoo mobile game interface. At the top left, there is a 'Check In' button with a location pin icon. The main area shows a vibrant, isometric zoo environment with various animals including a zebra, giraffe, and cheetah, along with a timer showing 1:59:56 and another timer showing 4:35:01. The bottom status bar features a '32' icon, a green star icon with the number '8', the text 'Marys Zoo', 'Zoo Grade C+', a smiley face icon with the number '11230', a plus sign icon, and a green cube icon with the number '3'. A red 'Menu' button is located in the bottom right corner.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows the Dream Zoo mobile game interface. At the top left, there is a hand icon next to the text 'Bobs Zoo' and 'Bob'. A wooden signpost with the word 'Next' is in the top right. The main area is a green landscape with various animals (zebra, giraffe, deer, kangaroo) and structures. At the bottom, there is a navigation bar with a 'Home' button, a heart icon with the number '3', a coin icon with the number '2696', a plus sign, and a green gem icon with the number '3'. There is also a gift box icon on the right side of the bottom bar.</p> <p>Dream Zoo stores the user specific subscriber datum (such as a user name, user account, or user preferences) 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 Dream Zoo the user enters her name and other user specific information, such as her Facebook information, as shown below:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1062">The image generated by Dream Zoo 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> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric zoo environment. In the top left, a circular 'Check In' button is visible. A timer shows 1:59:56. The zoo contains various animals including a zebra, a giraffe, a lion, a tiger, and a cheetah. A 'Menu' button is located in the bottom right corner. The bottom UI bar shows 'Marys Zoo' with a star icon, 'Zoo Grade C+', a coin icon with '11230', a plus sign, and a green gem icon with '3'. A '32' icon is also present in the bottom left of the UI bar.</p> |

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| Claim Language | Evidence of Infringement |
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| <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). Dream Zoo 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, Dream Zoo outputs a coordinated display using the generated image and video images such as movement of animals in the zoo, where two cradles have been organized according to the first and second signals.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays a vibrant, isometric zoo environment. A giraffe with a purple and white patterned coat is highlighted with a red oval. The interface includes a 'Check In' button in the top left, a 'Menu' button in the bottom right, and a bottom status bar showing 'Marys Zoo', 'Zoo Grade C+', a score of 11230, and a currency of 3. Various animals like zebras, giraffes, and a tiger are visible in the scene.</p> |

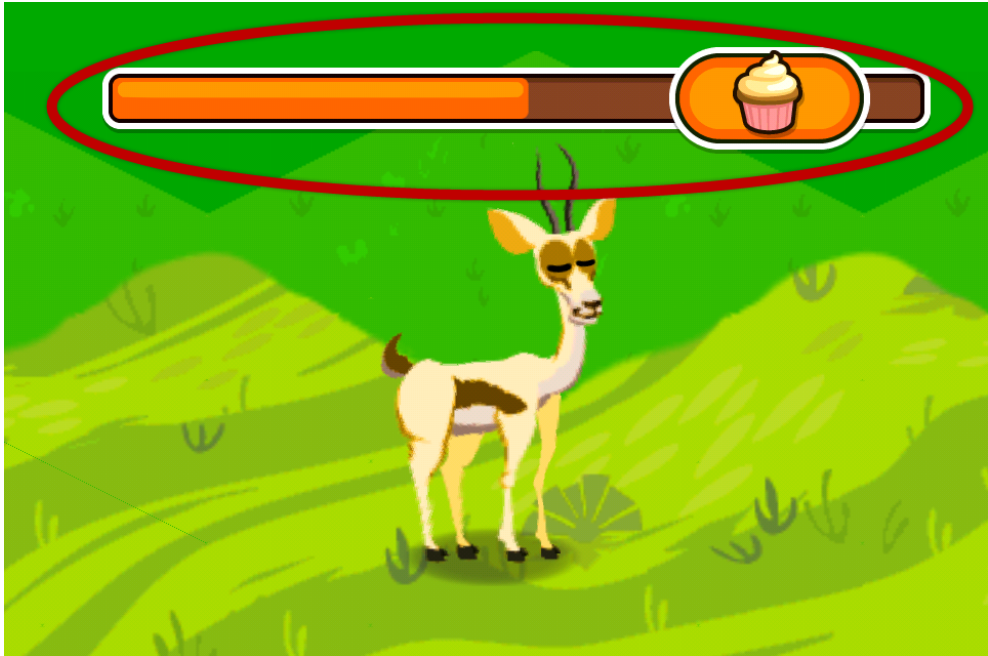
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| Claim Language | Evidence of Infringement |
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| <p>19. The method of claim 18, wherein a receiver specific control signal is generated based on a third discrete signal, said method further including the step of: selecting said video presentation in response to said generated receiver specific control signal.</p> | <p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 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 Dream Zoo. 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 Dream Zoo. The priority date for Claim 19 is November 3, 1981.</p> <p>Dream Zoo 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 the video presentation, such as the feed button.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a mobile game interface. At the top left, a player profile for 'Jennifer' is visible, labeled as a 'Community Player'. In the center, a cartoon gazelle named 'Sam Jr.' is shown in a green field. Below the gazelle, it is identified as a 'Rare Gazelle' with three stars and a crown icon. A status bar at the bottom indicates 'Sam Jr.' and 'Needs A Wild Rare Mate'. A red circle highlights a 'Feed' button in the top right corner, which features a cupcake icon. A gift box icon is also visible in the bottom right.</p> <p>Once the user clicks on the feed button, a video of a progress bar with a food item is output to the user, as shown below.</p> |


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| Claim Language | Evidence of Infringement |
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| |  A screenshot from a mobile game. The background is a stylized green landscape with rolling hills and sparse vegetation. In the center, a giraffe with brown and white spots stands facing right. At the top of the screen, there is a horizontal progress bar. The bar is divided into two sections: an orange section on the left and a brown section on the right. A red oval highlights the entire progress bar area. On the right side of the brown section, there is a circular icon containing a cupcake with white frosting and a pink liner. |

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| Claim Language | Evidence of Infringement |
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| <p>22. The method of claim 18, further comprising the steps of:</p> | <p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 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 Dream Zoo. 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 Dream Zoo. 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> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="760 954 1803 1062">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.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1803 1062">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.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>passing said at least one user specific subscriber datum to a storage device.</p> | <p>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, and instead shows the previously entered user preference, as shown below. Thus, the user preferences are stored on a storage device.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1101">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 placement of cradles.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="760 954 1797 1024">As another example, the Zynga server stores the user's account information, which is validated each time the user logs in.</p> |


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| Claim Language | Evidence of Infringement |
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| <p>23. The method of claim 18, further including the step of:</p> | <p>Zynga provides Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 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 Dream Zoo. 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 Dream Zoo. The priority date for Claim 23 is November 3, 1981.</p> |
| <p>contacting a remote station to obtain said at least one user specific subscriber datum.</p> | <p>Dream Zoo 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.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1793 1024">Dream Zoo also contacts the Zynga server to update advertisement information.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows the Dream Zoo mobile game interface. At the top, there is a dark red header with the Zynga logo on the left, the text "Dream Zoo" in the center, and a red "X" icon on the right. Below the header, there is a large banner for "Zynga Poker" featuring a woman in a red dress holding a card. To the right of the banner, the text "Play Zynga games" is displayed, followed by "Check out other Zynga games!". Below the banner, there are two smaller game recommendations: "Words Free" with the text "1 friend has played" and "Hanging Free" with the text "2 friends have played". At the bottom of the interface, there are two buttons: "Inbox" with an envelope icon and "Games" with a dog icon.</p> <p>As another example, Dream Zoo also contacts the Zynga server to update the user’s friend’s game state.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot displays the Dream Zoo mobile game interface. At the top left, a hand icon is next to the text "Bobs Zoo" and "Bob". A "Next" sign is in the top right. The main area shows a 3D-rendered zoo with various animals (zebra, giraffe, deer, kangaroo), trees, and a path. A bottom navigation bar contains a "Home" button, a heart icon with the number "3", a coin icon with the number "2696", a plus sign icon, and a gift icon with the number "3".</p> |

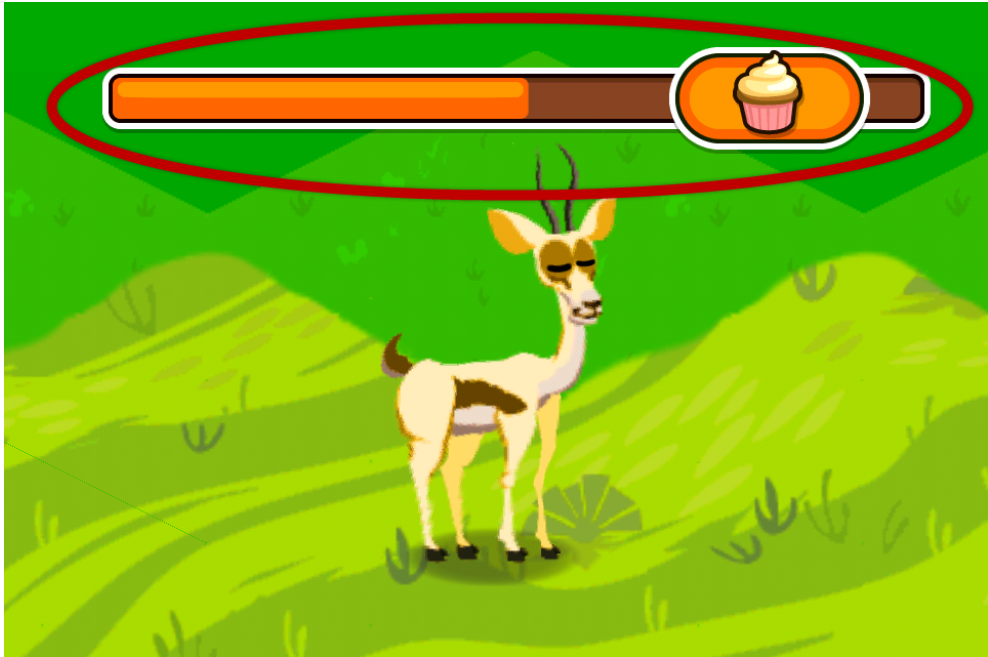
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| Claim Language | Evidence of Infringement |
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| <p>24. The method of claim 18, wherein a receiver specific control signal is processed based on a third discrete signal, said method further including 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 Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 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 Dream Zoo. 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 Dream Zoo. The priority date for Claim 24 is November 3, 1981.</p> <p>Dream Zoo 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 feed button, which is represented by a picture of food.</p> |


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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a mobile game interface. At the top left, a player profile for 'Jennifer' is shown as a 'Community Player' with a star and a gold coin icon. In the center, a cartoon gazelle named 'Sam Jr.' is displayed. Below the name, it says 'Rare Gazelle' with three stars and a crown icon. At the bottom, a dark bar contains the name 'Sam Jr.' and the text 'Needs A Wild Rare Mate'. On the right side, a 'Feed' button with a cupcake icon is circled in red. A heart icon is on the left, and a gift box icon is at the bottom right.</p> <p>Once the user clicks the button, a video presentation is output to the user.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="760 954 1797 1019">The display is output based on the receiver specific control signal, specifically the feed button.</p> |

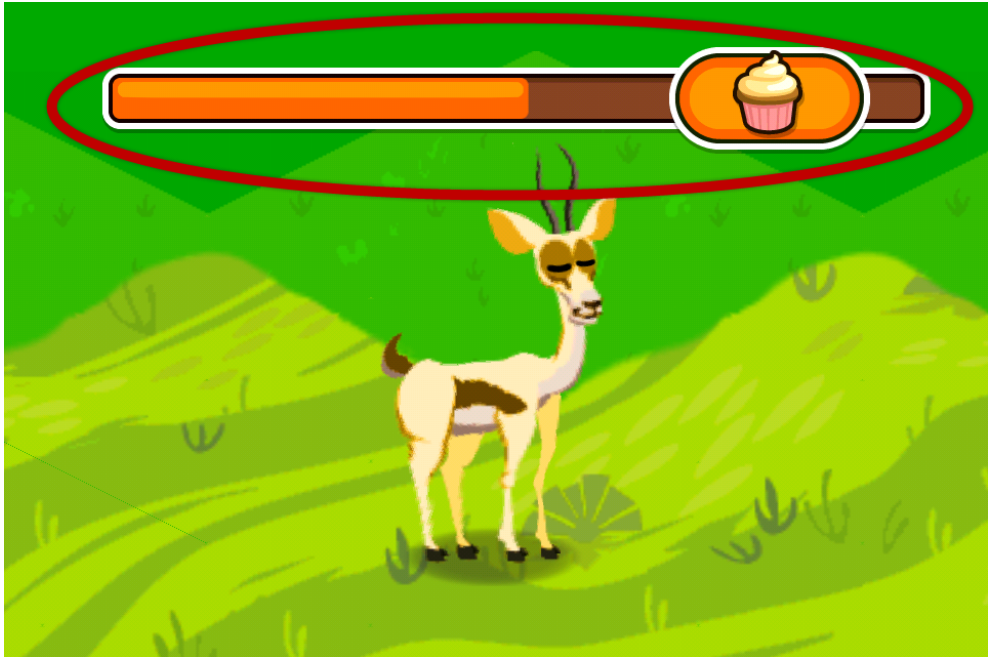
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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a mobile game interface. At the top left, a player profile for 'Jennifer' is visible, labeled as a 'Community Player'. In the center, a cartoon gazelle named 'Sam Jr.' is shown. Below the gazelle, it is identified as a 'Rare Gazelle' with three stars and a crown icon. A red heart icon is on the left, and a gift box icon is on the right. A 'Feed' button, featuring a cupcake icon, is circled in red in the top right corner. At the bottom, a status bar indicates 'Sam Jr.' and 'Needs A Wild Rare Mate'.</p> |

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| Claim Language | Evidence of Infringement |
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| <p>28. The method of claim 18, wherein said receiver station includes a video monitor that 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 Dream Zoo as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Dream Zoo directly infringes Claim 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 Dream Zoo. 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 Dream Zoo. 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 Dream Zoo comprises a series of computer generated video display outputs. As an example, shown below is a screenshots taken during a video presentation that demonstrate the series of computer generated video display outputs, which includes user specific subscriber datum.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="760 954 1797 1175">Dream Zoo processes the user specific subscriber datum and under the direction of Dream Zoo the processor delivers the generated image at the video monitor in one of the series of computer generated display outputs. For example, Dream Zoo receives the user’s game status, such as the score, the user’s level, instructions to continue to play, and locations of graphical elements. See below:</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p data-bbox="758 954 1797 1062">Dream Zoo receives the user specific subscriber datum from a remote data source. See the screenshot below showing that a connection with the Zynga servers is required to play Dream Zoo.</p> |

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| Claim Language | Evidence of Infringement |
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| |  <p>The screenshot shows a mobile game interface with a central dialog box. The dialog box has a title bar that reads "No Network Connection!" with a red close button (an 'X' in a circle) on the right. The main body of the dialog box contains the text: "This game requires network connection. Please go to the Setting of your device and check your network settings." Below the text is an orange button labeled "OK". The background of the game shows a green landscape with a river, a wooden bridge, and a small structure with a clock showing "2:08:44".</p> |