Claim Language	Evidence of Infringement

ZYNGA EXHIBIT 1002

(Part 4 of 15)

Claim Language	Evidence of Infringement
passing said detected at least one first discrete signal and said second discrete signal to at least one processor;	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:

Claim Language	Evidence of Infringement

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;	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:

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement

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	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:

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
	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:

Claim Language	Evidence of Infringement
	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.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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.

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. |

Claim Language	Evidence of Infringement
	  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.

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
22. The method of claim 18, further comprising the steps of:	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.
receiving said at least one user specific subscriber datum; and	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.

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
	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.

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, and instead shows the previously entered user preference, as shown below. Thus, the user preferences are stored on a storage device.

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 placement of houses in the town.

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.

Continued on next page

Claim Language	Evidence of Infringement
23. The method of claim 18, further including the step of:	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.
contacting a remote station to obtain said at least one user specific subscriber datum.	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.

Claim Language	Evidence of Infringement
	CityVille Hollidaytown also contacts the Zynga server to update advertisement information.

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

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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. 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.

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

Continued on next page

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

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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.

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. |

Claim Language	Evidence of Infringement

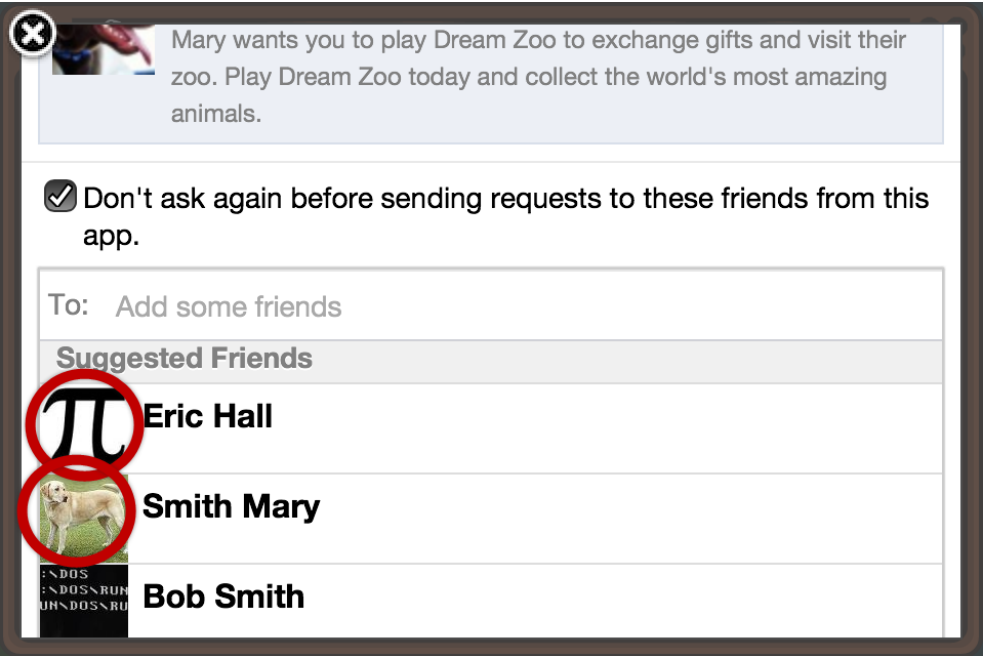| Claim Language	Evidence of Infringement
	CityVille Hollidaytown processes the user specific subscriber datum and under the direction of CityVille Hollidaytown the processor delivers the generated image at the video monitor in one of the series of computer generated display outputs. For example, CityVille 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:

Claim Language	Evidence of Infringement
	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.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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	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.
	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).

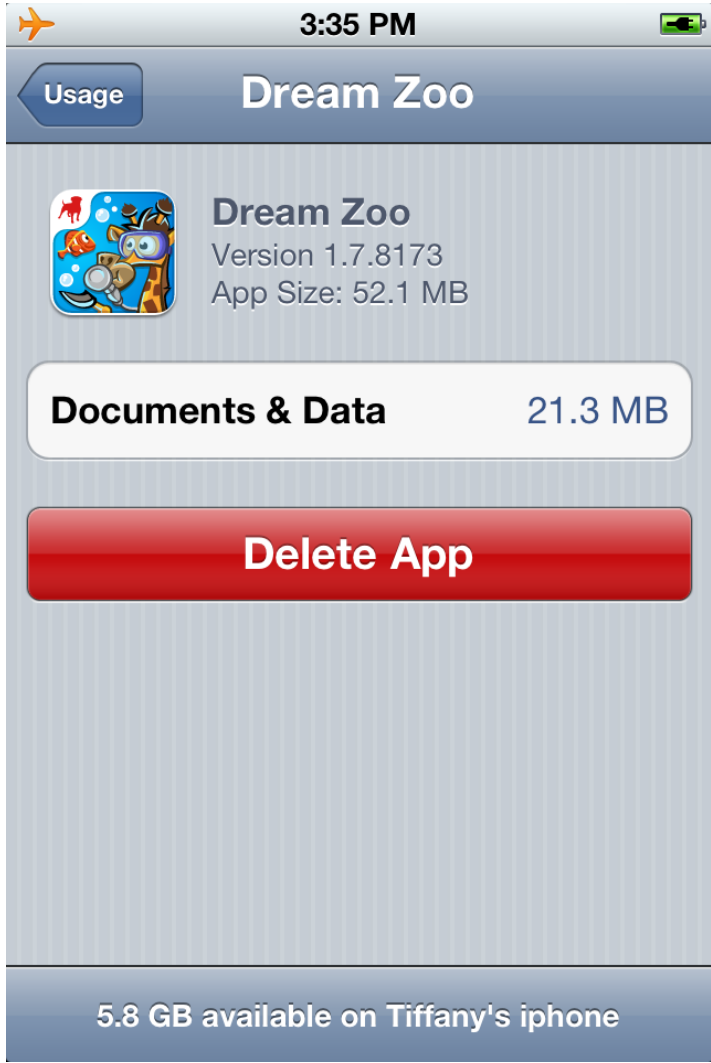| Claim Language	Evidence of Infringement
	  As a second example, the screenshot below illustrates a video presentation comprising an image received from a remote video source, such as a photo of a friend. The combination of the background and graphical elements is a locally generated image.

Continued on next page

Claim Language	Evidence of Infringement
	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).

Claim Language	Evidence of Infringement
	Dream Zoo information is stored on the user's device, as shown below.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
	Further, as shown below, Dream Zoo must receive remotely originated data.
receiving said user specific data at said video apparatus, said user specific data being specific to a user of said video apparatus;	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.

Continued on next page

Claim Language	Evidence of Infringement
	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:

4 How We Use the Information We Collect

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:

- 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

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.

Source: http://company.zynga.com/about/privacy-center/privacy-policy

Claim Language	Evidence of Infringement
	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. As an additional example, Dream Zoo at the video apparatus receives user information such as a profile image of the user.

Claim Language	Evidence of Infringement
	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:

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
	  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:

Continued on next page

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
contacting a remote data source after said step of receiving said user specific data;	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.

Continued on next page

Claim Language	Evidence of Infringement
	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.

Continued on next page

Claim Language	Evidence of Infringement
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;	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:

Continued on next page

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
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;	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.

Claim Language	Evidence of Infringement

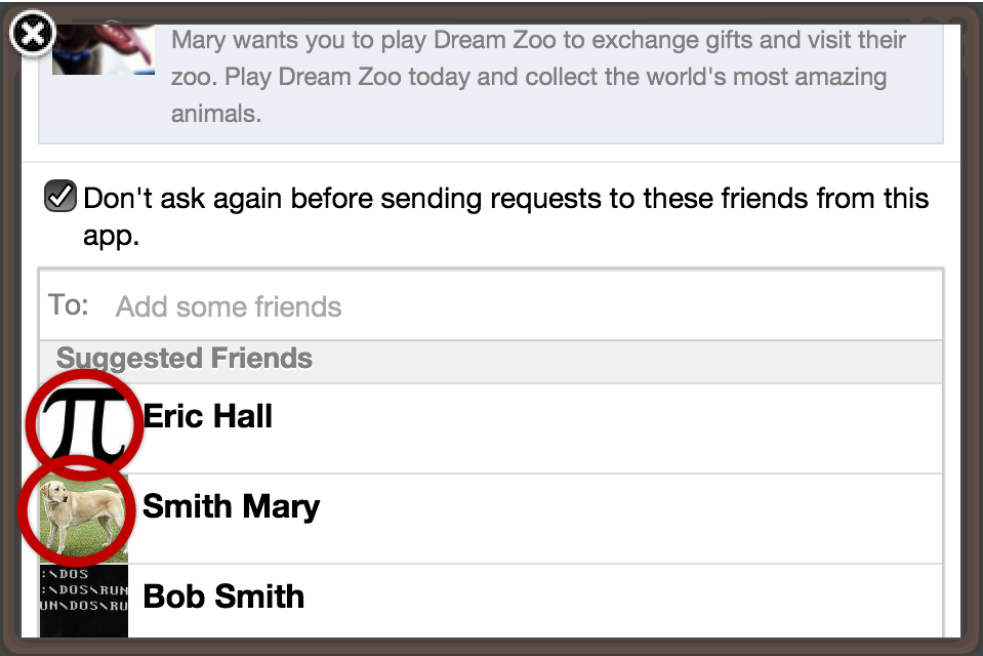| Claim Language	Evidence of Infringement
	Additionally, Dream Zoo displays locally generated images that include information such as sound settings and notification settings, etc. This information comes from local storage. See, for example, below:

Continued on next page

Claim Language	Evidence of Infringement
receiving, at said audio receiver, audio that describes information displayed in said video presentation;	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.

Claim Language	Evidence of Infringement
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;	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.

<div align="right">Continued on next page</div>

Claim Language	Evidence of Infringement

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:

Continued on next page

Claim Language	Evidence of Infringement
	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. Additionally, remote images, such as friend photos are displayed along with locally stored graphics.

Claim Language	Evidence of Infringement
and outputting said audio at said video apparatus before ceasing to display said locally generated video image.	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.
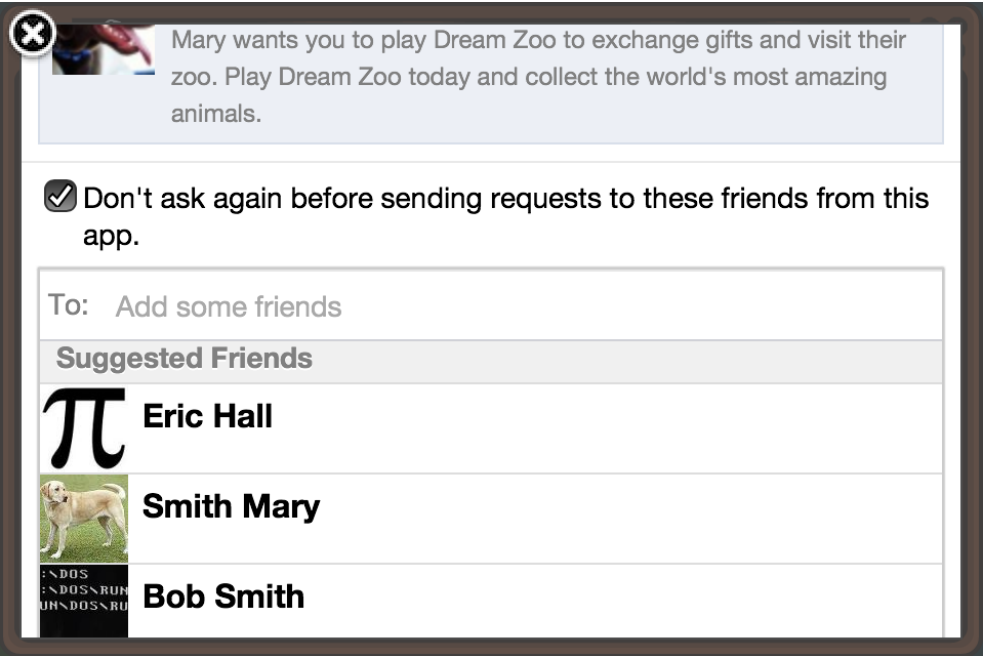
Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
18. A method of outputting a video presentation at a receiver station, said method comprising the steps of:	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. Dream Zoo outputs a video presentation at a receiver station. See examples of video presentations below:

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
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;	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).

<div align="right">Continued on next page</div>

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
detecting said first discrete signal and said second discrete signal in said at least one information transmission;	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:

Claim Language	Evidence of Infringement

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;	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:

Continued on next page

Claim Language	Evidence of Infringement

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;	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:

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement

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	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:

Continued on next page

Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
	  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:

Continued on next page

Claim Language	Evidence of Infringement
	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.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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.

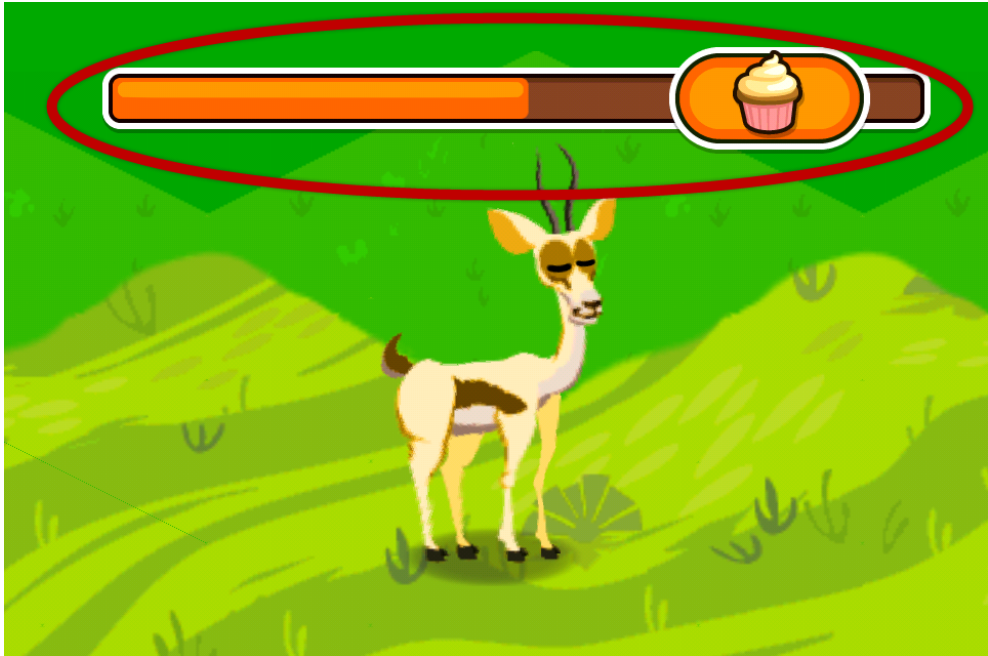| Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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. 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.

Claim Language	Evidence of Infringement
	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.

Continued on next page

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
22. The method of claim 18, further comprising the steps of:	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.
receiving said at least one user specific subscriber datum; and	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.

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.

<div align="right">Continued on next page</div>

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
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, and instead shows the previously entered user preference, as shown below. Thus, the user preferences are stored on a storage device.

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 placement of cradles.

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.

Claim Language	Evidence of Infringement
23. The method of claim 18, further including the step of:	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.
contacting a remote station to obtain said at least one user specific subscriber datum.	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.

Claim Language	Evidence of Infringement
	Dream Zoo also contacts the Zynga server to update advertisement information.

Continued on next page

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

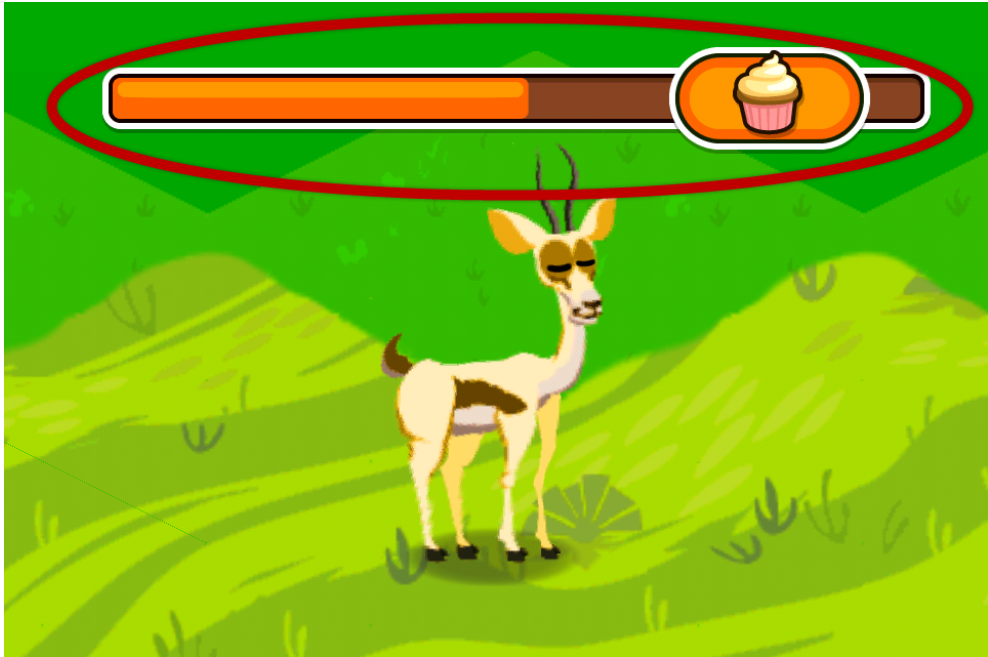| Claim Language	Evidence of Infringement

Continued on next page

Claim Language	Evidence of Infringement
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.	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.
	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.

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

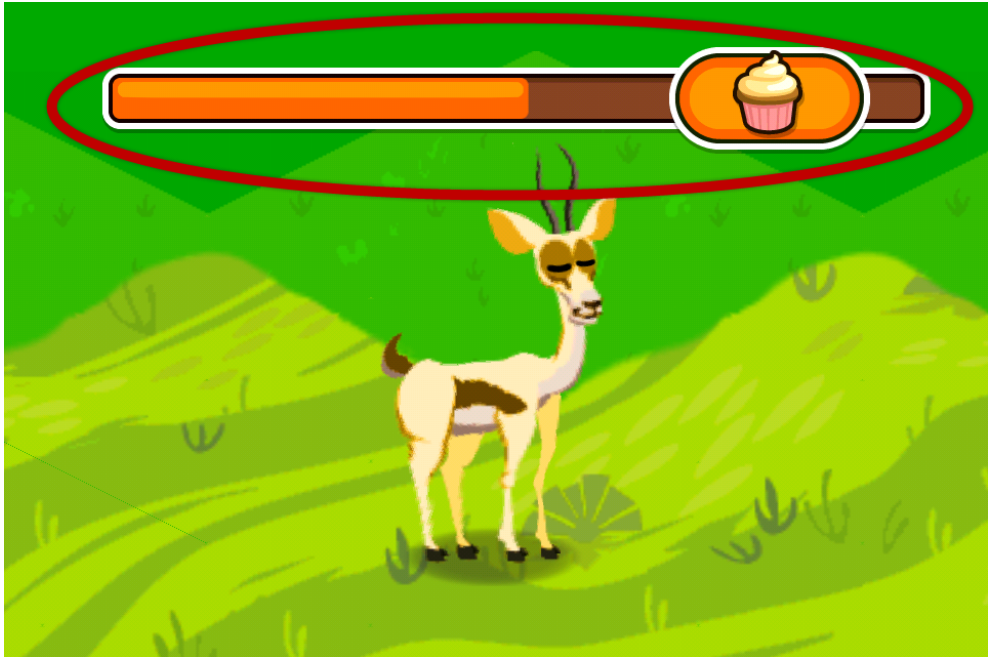| Claim Language	Evidence of Infringement
	The display is output based on the receiver specific control signal, specifically the feed button.

Claim Language	Evidence of Infringement

Claim Language	Evidence of Infringement
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.	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. 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.

Claim Language	Evidence of Infringement
	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:

Claim Language	Evidence of Infringement
	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.

Continued on next page

Claim Language	Evidence of Infringement