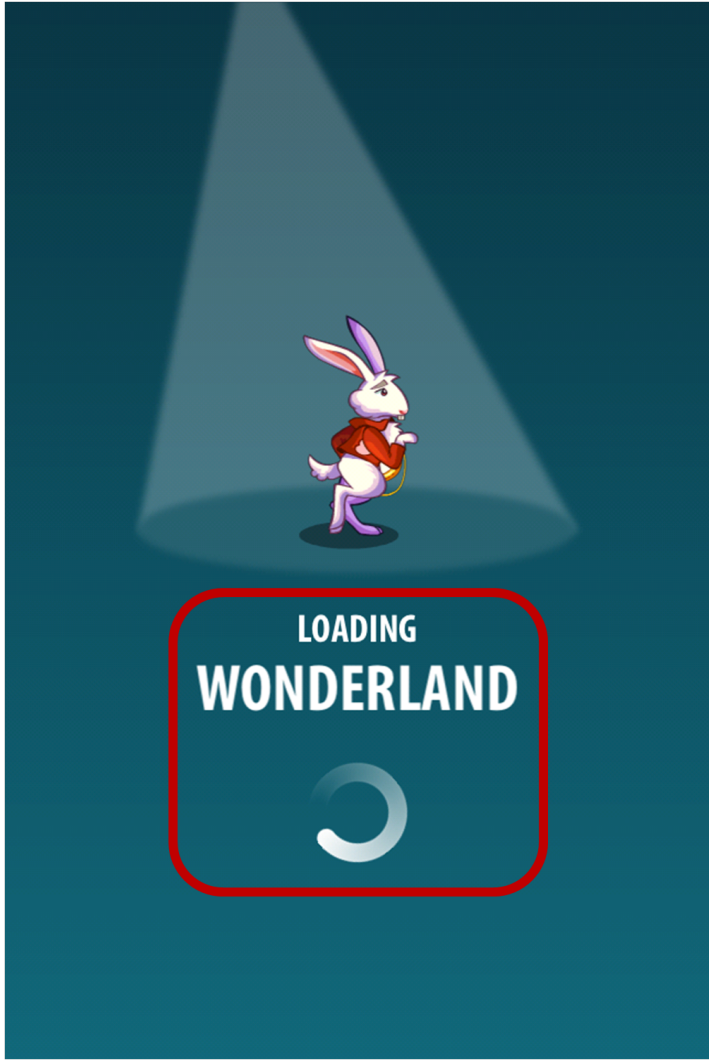


Claim Language	Evidence of Infringement
contacting a remote data source after said step of receiving said user specific data;	After receiving user specific data, Zynga Slots contacts a remote data source. For example, after the user specific data is received and displayed, Zynga Slots contacts a game server to update games. See, for example, the screenshot below showing a remote data source being contacted by Zynga Slots.

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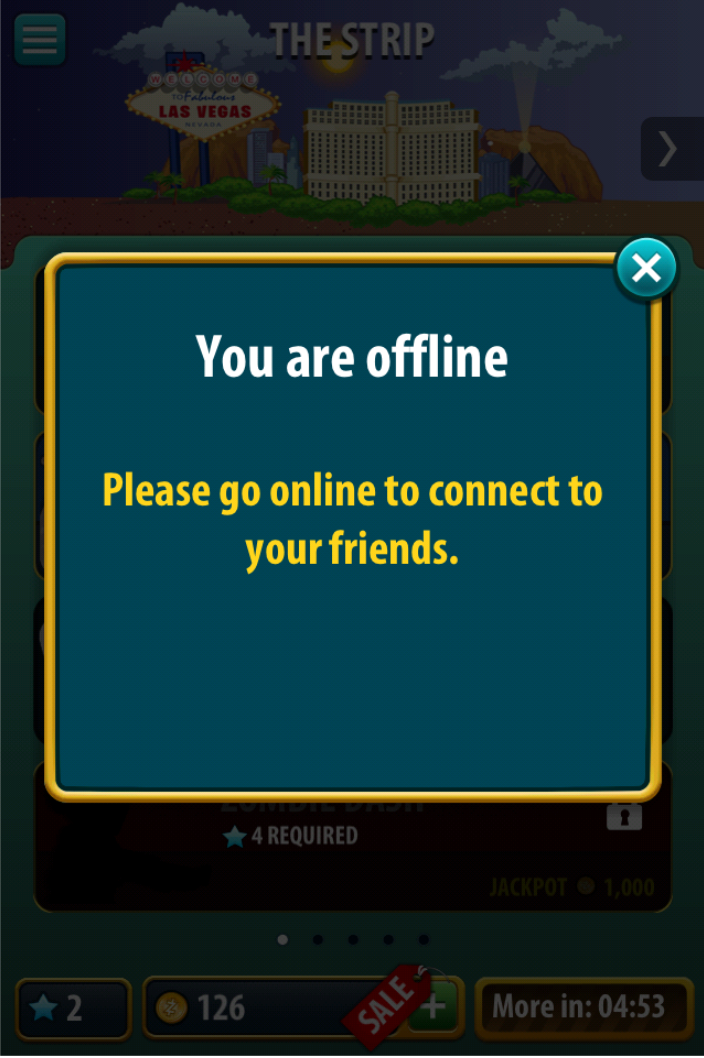
ZYNGA EXHIBIT 1002
(Part 8 of 15)

Claim Language	Evidence of Infringement
	 <p>The image shows a loading screen for a mobile game. The background is a dark teal color. In the center, a white rabbit character with purple ears and a red vest is standing on a circular spotlight. Below the rabbit, the text "LOADING WONDERLAND" is displayed in white, bold, uppercase letters. Underneath the text is a white circular loading icon. The entire loading screen content is enclosed in a red rounded rectangular border.</p>

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Claim Language	Evidence of Infringement
	After Zynga Slots receives user specific data, Zynga Slots also contacts a Zynga game server with user information. For example, if the Internet is disconnected during gameplay, Zynga Slots cannot display all of the user’s information, which shows that Zynga Slots attempts to contact a remote data source after receiving user specific data.


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface for 'THE STRIP'. At the top, there is a menu icon and the text 'THE STRIP'. Below this is a 'WELCOME LAS VEGAS' sign and a building. A large, semi-transparent blue box with a yellow border and a close button (X) in the top right corner is overlaid on the screen. The text inside the box reads: 'You are offline' in white, and 'Please go online to connect to your friends.' in yellow. Below the box, the text '★ 4 REQUIRED' is visible. At the bottom of the screen, there are several UI elements: a star icon with the number '2', a coin icon with the number '126', a red 'SALE' tag, a plus sign, and a timer that says 'More in: 04:53'. The background of the game shows a cityscape at night with a 'JACKPOT ● 1,000' indicator.</p>


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, Zynga Slots receives remotely originated game data from the remote data source to serve as a basis for displaying the video game presentation. For example, Zynga Slots receives remotely originated game data such as specific game status, game statistics, and positions of graphical elements from the remote data source. See below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a rabbit character is shown running through a forest, carrying a basket of eggs and a clock. A red circle highlights the rabbit character. Below the rabbit, a 'SALE' tag is present. The main game area features a 5x3 grid of symbols, including a rabbit, a character in a top hat, a club, a bonus bottle, a diamond, a spade, a heart, and a rose. A red circle highlights the entire 5x3 grid. At the bottom, the interface shows 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large green 'SPIN' button, and 'MAX LINES'.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface titled "SLOTS FRIENDS". It displays a list of two friends:</p> <ul style="list-style-type: none">1. Michael (dog icon) with 2 stars.2. Mary (dog icon) with 0 stars. <p>The entry for Mary is circled in red, indicating it is the focus of the evidence.</p>


Continued on next page

Claim Language	Evidence of Infringement
<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>Zynga Slots 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 Zynga Slots shown below includes graphical elements, such as the background and the images of icons that come from local storage.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots mobile game interface. At the top, a rabbit character is running in a forest. A 'JACKPOT 1,513' banner is visible. Below the rabbit, a balance of '10' is shown next to a 'SALE + 1,397' tag. The game board features five reels with symbols including a rabbit, a character, a bonus bottle, and playing cards (spades, hearts, diamonds, clubs). The bottom interface shows 'TOTAL BET 15', '15 LINES', '1 BET', a large 'SPIN' button, and 'LAST WIN 12'.</p>

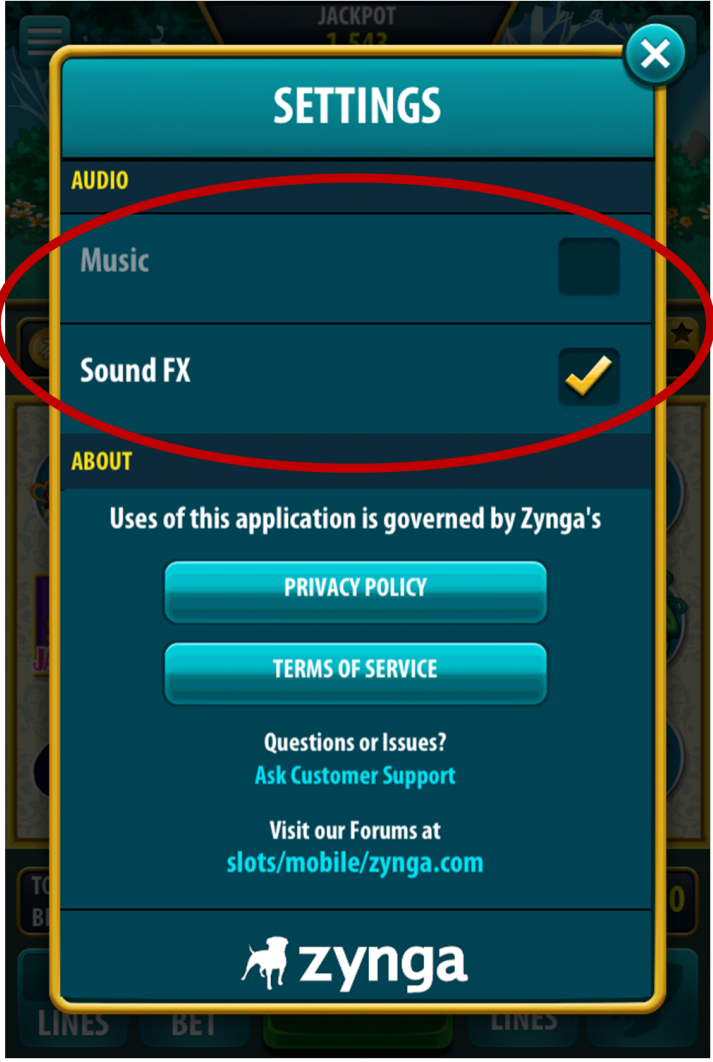
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a title bar with the text "SLOTS FRIENDS" in white, bold, sans-serif font. Below the title bar, there is a list of two friends. The first friend is "Michael", with a small dog icon to his left, the name "Michael" in yellow, and "2" followed by a blue star icon to his right. The second friend is "Mary", with a dog icon to her left, the name "Mary" in white, and "0" followed by a blue star icon to her right. The list is numbered "1" and "2" on the left side. A close button with a white 'X' on a blue circular background is in the top right corner of the list. The background of the game shows a slot machine interface with various symbols and a "THE STUPID" sign.</p>

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Claim Language	Evidence of Infringement
	Additionally, Zynga Slots 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
	 <p>The screenshot shows the 'SETTINGS' menu of the Zynga Slots mobile game. The 'AUDIO' section is highlighted with a red oval. It contains two options: 'Music' with an unchecked checkbox and 'Sound FX' with a checked checkbox. Below the 'AUDIO' section is the 'ABOUT' section, which includes links for 'PRIVACY POLICY', 'TERMS OF SERVICE', and 'Ask Customer Support', along with the Zynga logo at the bottom.</p>

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Claim Language	Evidence of Infringement
receiving, at said audio receiver, audio which 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, Zynga Slots 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.


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Claim Language	Evidence of Infringement
	

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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;	Zynga Slots 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 game icons, while simultaneously displaying an image received from a remote video source, such as friend information or opponent information.

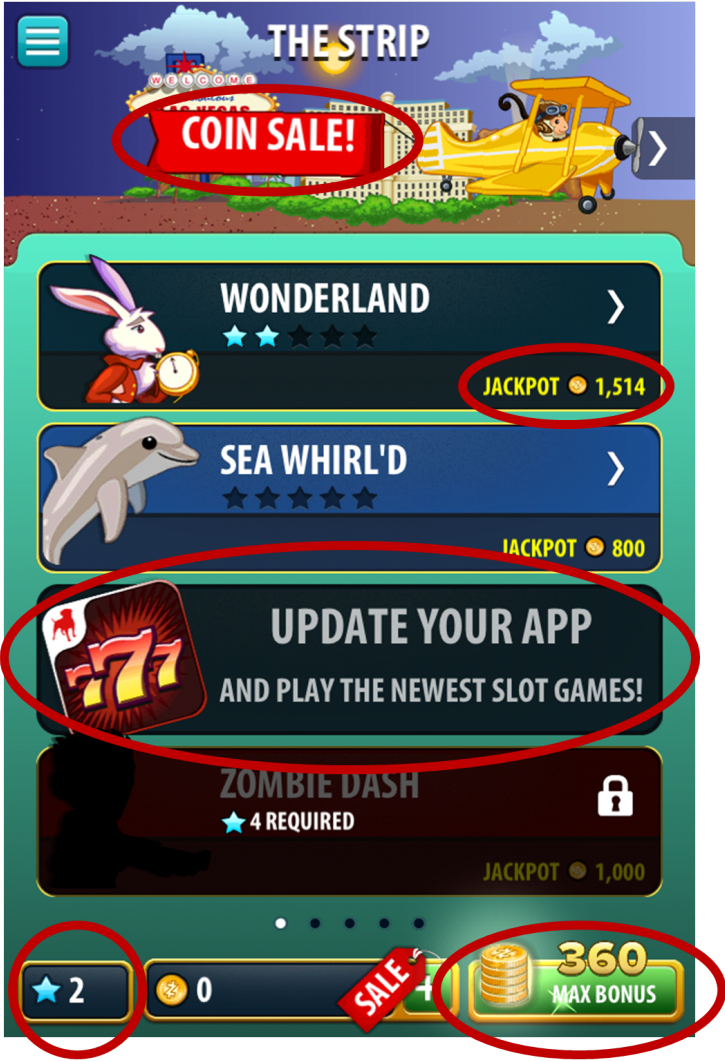
Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a title bar that says "SLOTS FRIENDS" in white capital letters. Below the title bar, there is a list of friends. The first friend is "Michael", with a small dog icon to the left of his name, and a score of "2" followed by a blue star icon. The second friend is "Mary", with a small dog icon to the left of her name, and a score of "0" followed by a blue star icon. The "Mary" entry is circled in red. The entire interface is framed by a yellow border, and there is a red circle around the "Mary" entry. A red "X" icon is visible in the top right corner of the interface.</p>

Continued on next page

Claim Language	Evidence of Infringement
	<p>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 Zynga Slots 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 titles for each level, the animals figures, or the background:</p>


Continued on next page

Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
	<p>Further, the game state is recieved from the remote video source by the video output device, such as the number of coins or stars the user has available, etc.</p> <p>Additionally, remote images, such as friend photos are displayed along with locally stored graphics.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface titled "SLOTS FRIENDS". It displays a list of two friends:</p> <ul style="list-style-type: none">1. Michael: 2 stars2. Mary: 0 stars <p>The name "Mary" and her profile picture are circled in red. The interface includes a close button (X) in the top right corner and a list of icons at the bottom.</p>

Continued on next page

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). Zynga Slots 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 sounds of nature.


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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
<p>18. A method of outputting a video presentation at a receiver station, said method comprising the steps of:</p>	<p>Zynga provides Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. The priority date for Claim 18 is November 3, 1981.</p> <p>Zynga Slots outputs a video presentation at a receiver station. See screen shots of example video presentations below:</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots mobile game interface. At the top, a rabbit character is running in a forest. A 'JACKPOT 1,513' banner is visible. Below the rabbit, a balance of '10' is shown next to a 'SALE + 1,397' tag. The game board features five reels with various symbols: a rabbit, a character, a club, a bonus bottle, a diamond, a spade, a heart, and a rose. The bottom interface includes 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large 'SPIN' button, and 'MAX LINES'.</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile slot game interface. At the top, a 'JACKPOT 1,540' banner is visible. Below it, a rabbit character is shown in a forest setting. The game's status bar shows a balance of 222, a 'SALE' tag, and a multiplier of 1,707. The main grid consists of five reels and three rows. The symbols include a rabbit, a cat, a leprechaun, a green frog, a red rose, a blue club, a blue spade, a red diamond, a red heart, and a 'BONUS' symbol. The bottom control panel features a 'TOTAL BET 30' display, a 'LAST WIN 0' display, a large green 'SPIN' button, and buttons for '15 LINES', '2 BET', and 'MAX LINES'.</p>


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Claim Language	Evidence of Infringement
<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>Zynga Slots receives at least one information transmission at the receiver station that includes a first discrete signal and a second discrete signal. For example, Zynga Slots 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, Zynga Slots receives data related to other users, such as 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>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a rabbit character is shown running through a forest, carrying a clock and a basket of eggs. A red circle highlights the rabbit character. Below the rabbit, a 'SALE' tag is visible. The game board consists of a 5x3 grid of symbols. A red circle highlights the entire grid. The symbols in the grid are: Row 1: a rabbit, a character in a top hat, a blue club, a purple bottle labeled 'BONUS', and a red diamond; Row 2: a blue spade, a blue spade, a red diamond, a red heart, and a red rose; Row 3: a red heart, a blue spade, a blue club, a blue club, and a blue spade. Below the grid, the 'TOTAL BET' is 15 and the 'LAST WIN' is 12. At the bottom, there are buttons for '15 LINES', '1 BET', a large green 'SPIN' button, and 'MAX LINES'.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a yellow-bordered box with a teal header that reads "SLOTS FRIENDS" in white capital letters. Below the header, there is a list of two friends. The first friend is "Michael", with a profile picture of a white dog, a yellow star icon to the left of the name, and a score of "2" followed by a blue star icon. The second friend is "Mary", with a profile picture of a brown dog, a white star icon to the left of the name, and a score of "0" followed by a blue star icon. Red circles are drawn around the profile pictures of both Michael and Mary. A close button (an 'X' in a blue circle) is located in the top right corner of the yellow-bordered box. The background of the game shows a slot machine interface with various symbols and a "THE STUPID" sign.</p>


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

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a white rabbit character wearing a brown vest and holding a clock is highlighted with a red circle. The game board consists of a 5x3 grid of symbols, which is also highlighted with a red rounded rectangle. The symbols include a rabbit, a character in a top hat, a blue club, a purple 'BONUS' bottle, a red diamond, a blue spade, a red heart, and a red rose. Below the grid, the 'TOTAL BET' is 15 and the 'LAST WIN' is 12. A large green 'SPIN' button is prominently displayed in the center of the bottom control panel, along with buttons for '15 LINES', '1 BET', and 'MAX LINES'.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a yellow-bordered box with a blue header containing the text "SLOTS FRIENDS" and a close button (an 'X' in a blue circle). Below the header, there is a list of two friends. The first friend is "Michael", with a profile picture of a white dog, a yellow rank indicator "1", and a score of "2" followed by a blue star icon. The second friend is "Mary", with a profile picture of a brown dog, a white rank indicator "2", and a score of "0" followed by a blue star icon. Red circles are drawn around the profile pictures of both Michael and Mary. At the bottom of the screen, there are some faint icons and text, including "SLOTS" and "STARS".</p>


Continued on next page

Claim Language	Evidence of Infringement
passing said detected at least one first discrete signal and said second discrete signal to at least one processor;	Zynga Slots passes the detected first and second discrete signals to a processor so that they can be processed. For example, Zynga Slots 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:

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a rabbit character is shown running through a forest, carrying a clock and a basket of eggs. A red circle highlights the rabbit character. Below the rabbit, a 'SALE' tag is present. The game board consists of a 5x3 grid of symbols, including a rabbit, a character in a hat, a club, a bonus bottle, a diamond, a spade, a heart, and a rose. A red circle highlights the entire 5x3 grid. At the bottom, the 'TOTAL BET' is 15, 'LAST WIN' is 12, and there are buttons for '15 LINES', '1 BET', 'SPIN', and 'MAX LINES'.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a yellow-bordered box with a blue header that says "SLOTS FRIENDS" and a close button (an 'X' in a blue circle). Below the header, there is a list of two friends. The first friend is "Michael", with a profile picture of a white dog, a yellow star icon with the number "1" next to it, and a score of "2" followed by a blue star icon. The second friend is "Mary", with a profile picture of a brown dog, a white star icon with the number "2" next to it, and a score of "0" followed by a blue star icon. Red circles are drawn around the profile pictures of Michael and Mary.</p>


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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;	Zynga Slots organizes information (the placement of game elements) included in the first and second discrete signals to provide an organized signal at the receiver station. For example, multiple game elements are organized so that they are displayed at organized locations on the background image, as shown below:

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a white rabbit character with a brown backpack and a pocket watch is running through a forest scene. A red circle highlights the rabbit. Below the rabbit, a 'SALE' tag is present. The game's currency is shown as '10' and '1,397'. The main game area features a 5x3 grid of symbols: a rabbit, a character in a top hat, a blue club, a purple bottle labeled 'BONUS', and a red diamond. The bottom section shows 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large green 'SPIN' button, and 'MAX LINES' with a rabbit icon. A red circle highlights the entire 5x3 grid of symbols.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a yellow-bordered box with a blue header that says "SLOTS FRIENDS" and a close button (an 'X' in a blue circle). Below the header, there is a list of two friends. The first friend is "Michael", with a profile picture of a white dog, a yellow star icon to the left of the name, and a score of "2" followed by a blue star icon. The second friend is "Mary", with a profile picture of a brown dog, a white star icon to the left of the name, and a score of "0" followed by a blue star icon. Red circles are drawn around the profile pictures of both Michael and Mary. The background of the game shows a slot machine interface with various symbols and a "THE STRIP" sign.</p>


Continued on next page

Claim Language	Evidence of Infringement
<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>Zynga Slots 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>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a white rabbit character wearing a brown vest and holding a pocket watch is circled in red. The game board consists of a 5x3 grid of symbols, which is also circled in red. The symbols include a rabbit, a character in a top hat, a blue club, a purple bottle labeled 'BONUS', a red diamond, a blue spade, a red heart, and a red rose. Below the grid, the 'TOTAL BET' is 15 and the 'LAST WIN' is 12. A large green 'SPIN' button is prominently displayed in the center of the bottom control panel. Other controls include buttons for '15 LINES', '1 BET', and 'MAX LINES'.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a yellow-bordered box with a dark teal header that says "SLOTS FRIENDS" in white capital letters. Below the header, there is a list of two friends. The first friend is "Michael", with a profile picture of a white dog, a yellow number "1" in a triangle to the left, and "2" blue stars to the right. The second friend is "Mary", with a profile picture of a brown dog, a white number "2" in a triangle to the left, and "0" blue stars to the right. Red circles are drawn around the profile pictures of Michael and Mary. A blue "X" icon is in the top right corner of the yellow-bordered box. The background of the game shows a slot machine interface with "THE STRIP" visible at the top.</p>

Continued on next page

Claim Language	Evidence of Infringement
	Zynga Slots stores the user specific subscriber datum (such as a user name, user account, or user preference) at the receiver station prior to the step of organizing and based on information supplied by a user of the receiver station. For example, when the user first signs up for Zynga Slots the user enters his name and other user specific information, such as his facebook information, as shown below:


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark background. A teal-colored pop-up window titled "SLOTS FRIENDS" is centered on the screen. The pop-up has a close button (an 'X' in a circle) in the top right corner. Below the title, there is a player profile section. On the left is a gold-colored icon of a person's head and shoulders, with a small white number "1" in a yellow triangle to its upper left. To the right of the icon, the text "GUEST PLAYER" is displayed in white, followed by a blue star icon and the number "3". Below this section, the text "SHARE THE WEALTH!" is written in bold yellow letters. Underneath that, in white, is the text "Join your friends to heat up jackpots and get coins when they win!". At the bottom of the pop-up is a blue button with a white Facebook "f" icon on the left and the word "CONNECT" in white capital letters on the right. The background of the game is partially visible, showing some slot machine reels and a "THE STRIP" sign.</p>


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Claim Language	Evidence of Infringement
	The image generated by Zynga Slots 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.

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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile game interface for Zynga Slots. At the top, a rabbit character is running in a forest. A 'JACKPOT 1,513' banner is visible. Below the character, there is a balance of 10 and a 'SALE + 1,397' indicator. The main game area shows a 3x5 grid of symbols including a rabbit, a character, a club, a diamond, a spade, a heart, and a rose. At the bottom, there are controls for 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large 'SPIN' button, and 'MAX LINES'.</p>


Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark background. At the top, there is a teal header with the text "SLOTS FRIENDS" in white, and a close button (an 'X' in a circle) in the top right corner. Below the header is a list of two friends. The first friend is "Michael", with a small dog icon to his left, a yellow number "1" in a triangle to the left of the icon, and "2" followed by a blue star icon to the right of his name. The second friend is "Mary", with a dog icon to her left, a yellow number "2" in a triangle to the left of the icon, and "0" followed by a blue star icon to the right of her name. The list is set against a dark teal background with a yellow border.</p>

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Claim Language	Evidence of Infringement
<p>outputting said video presentation to said user, said video presentation comprising, firstly, a video image and, secondly, a coordinated display using said generated image and said video image, wherein said at least some information content of said generated image is displayed.</p>	<p>This claim element does not include a “software limitation” under P.R. 3-1(g). Zynga Slots 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, Zynga Slots outputs a coordinated display using the generated image and video images, such as the sliding up or down of a column, where the game icons and characters have been organized according to the first and second signals.</p>

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Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
<p>19. The method of claim 18, wherein a receiver specific control signal is generated based on a third discrete signal, said method further including the step of: selecting said video presentation in response to said generated receiver specific control signal.</p>	<p>Zynga provides Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. The priority date for Claim 19 is November 3, 1981.</p> <p>Zynga Slots includes a third discrete signal that generates a receiver specific control signal. Further, a video presentation is selected in response to the generated receiver specific control signal. For example, the screenshot below displays an additional element that starts a video presentation, such as the “SPIN” button.</p>

Continued on next page

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,540' banner is visible. Below it, a balance of 252 and a 'SALE + 1,677' offer are shown. The main game area features a 5x3 grid of symbols: a woman with a heart, a woman with a crown, a rabbit, a woman with a heart, a man with a top hat, a woman with a crown, a spade, a man with a top hat, a green creature, a woman with a heart, a man with a top hat, a green creature, a man with a top hat, and a green creature. At the bottom, the 'TOTAL BET' is 30 and the 'LAST WIN' is 0. A large green 'SPIN' button is prominently displayed and circled in red.</p>

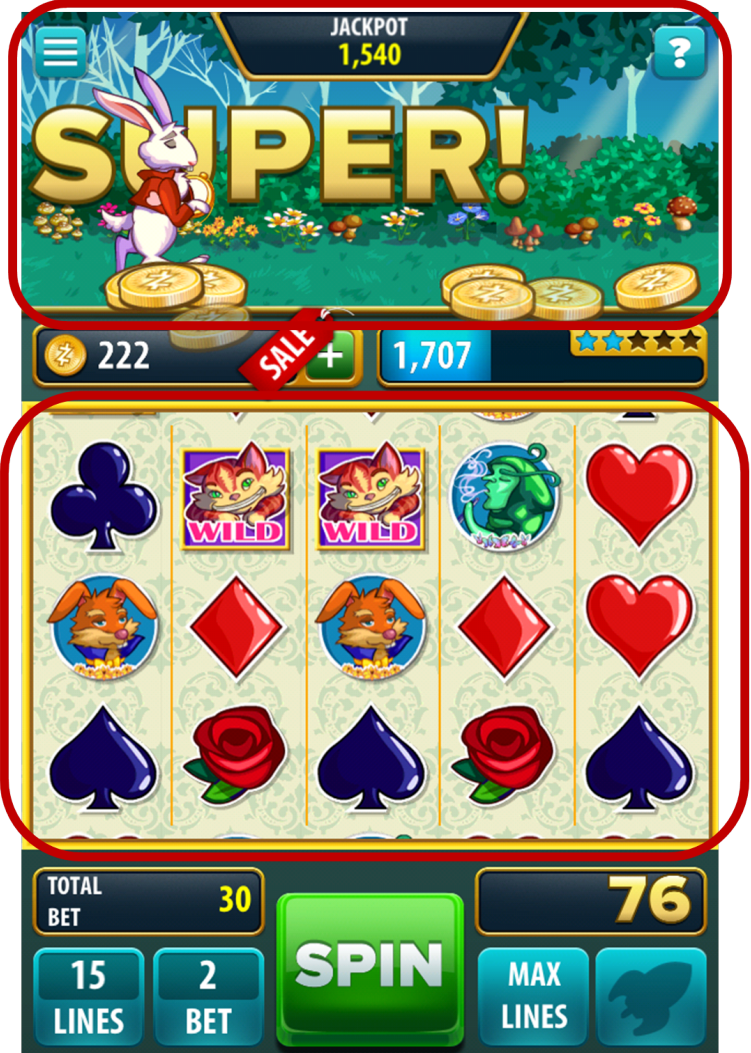
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Claim Language	Evidence of Infringement
	Once the user clicks on the “SPIN” button, a video of the columns of the slot machine sliding up or down is output to the user, as shown below. As another example, also output to the user is a video of the rabbit at the top of the screen running.

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Claim Language	Evidence of Infringement

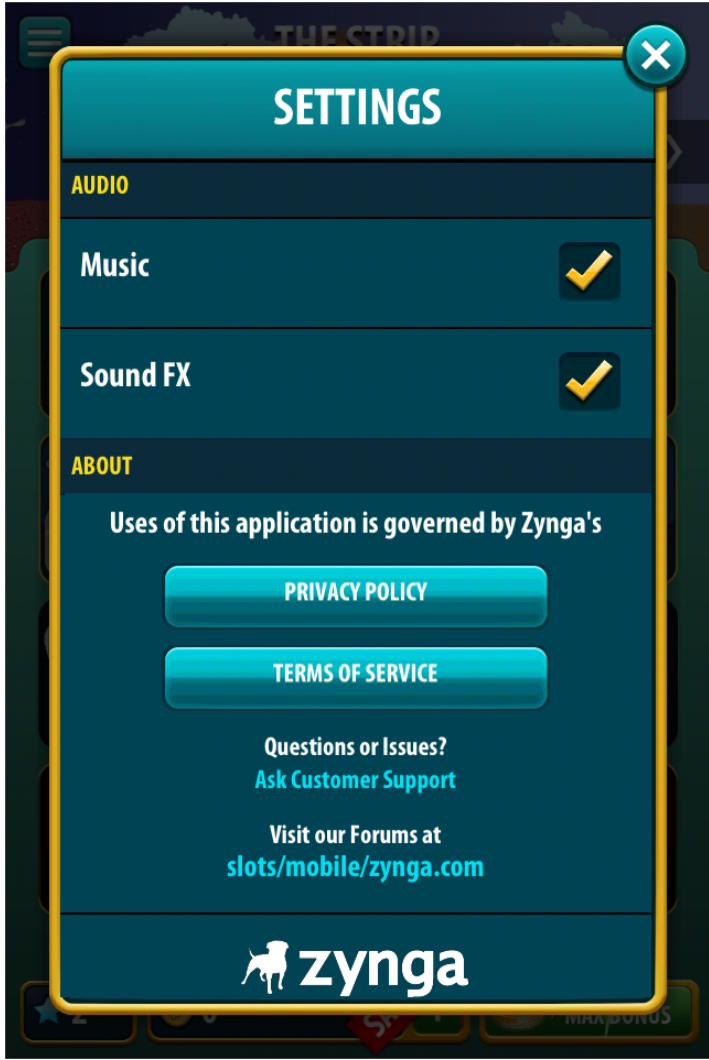
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile slot game interface during a bonus round. At the top, a 'JACKPOT 1,540' is shown. The word 'SUPER!' is prominently displayed in large yellow letters. Below this, a rabbit character is visible. The interface includes a balance of 222, a 'SALE' banner, and a 'SPIN' button. The reels show various symbols including a rabbit, a cat, a dog, and playing cards. The total bet is 30, and the current win is 76.</p>

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


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots mobile game interface. At the top, a 'JACKPOT 1,513' banner is visible. Below it, a white rabbit character is running through a forest. The game's status bar shows a balance of 10 coins, a 'SALE' tag, and a current balance of 1,397. The slot machine has five reels with various symbols including a rabbit, a character in a top hat, a club, a bonus bottle, a diamond, a spade, a heart, and a rose. The bottom control panel shows 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large green 'SPIN' button, and 'MAX LINES'.</p>

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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 information about the user's friend.

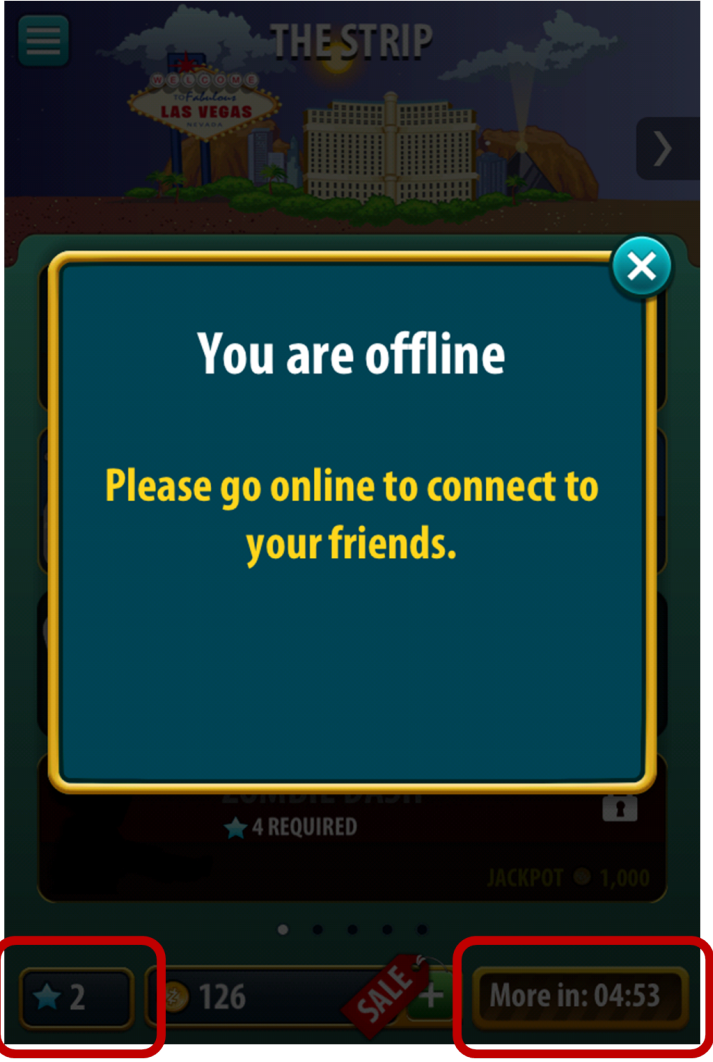
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface titled "SLOTS FRIENDS". It features a list of two friends:</p> <ul style="list-style-type: none">1. Michael: 2 stars2. Mary: 0 stars <p>The interface includes a close button (X) in the top right corner and a yellow border around the list area.</p>

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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. Specific subscriber datum, such as the number of stars or time remaining before the user may receive coins, is still available when Zynga Slots is accessed without an Internet connection. Thus, specific subscriber datum, such as the user’s statistics, is stored on a storage device.

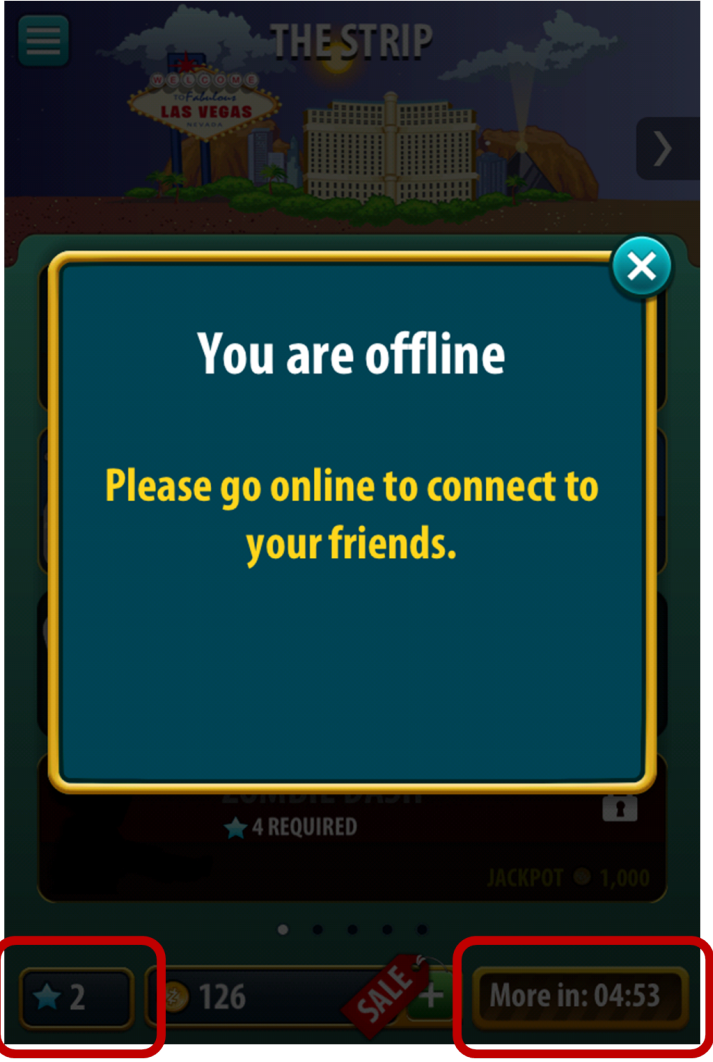
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile game interface for 'THE STRIP'. A large, semi-transparent blue message box with a yellow border is centered on the screen, containing the text 'You are offline' in white and 'Please go online to connect to your friends.' in yellow. Below the message box, the game interface shows a star icon with the number '2', a coin icon with the number '126', a 'SALE' tag, and a timer that says 'More in: 04:53'. The background of the game shows a Las Vegas-themed slot machine interface with 'THE STRIP' and 'LAS VEGAS' signs.</p>

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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 number of stars or time remaining before the user may receive coins.


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays a mobile game interface for 'THE STRIP'. A large, semi-transparent blue message box with a yellow border is centered on the screen, containing the text 'You are offline' in white and 'Please go online to connect to your friends.' in yellow. Below the message box, the game interface shows a star icon with the number '2', a coin icon with the number '126', a 'SALE' tag, and a timer that says 'More in: 04:53'. The background of the game shows a Las Vegas-themed slot machine interface with 'THE STRIP' and 'LAS VEGAS' signs.</p>

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Claim Language	Evidence of Infringement
	As another example, the Zynga server stores the user’s account information, which is validated each time the user logs in.
23. The method of claim 18, further including the step of:	Zynga provides Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. The priority date for Claim 23 is November 3, 1981.
contacting a remote station to obtain said at least one user specific subscriber datum.	Zynga Slots 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.

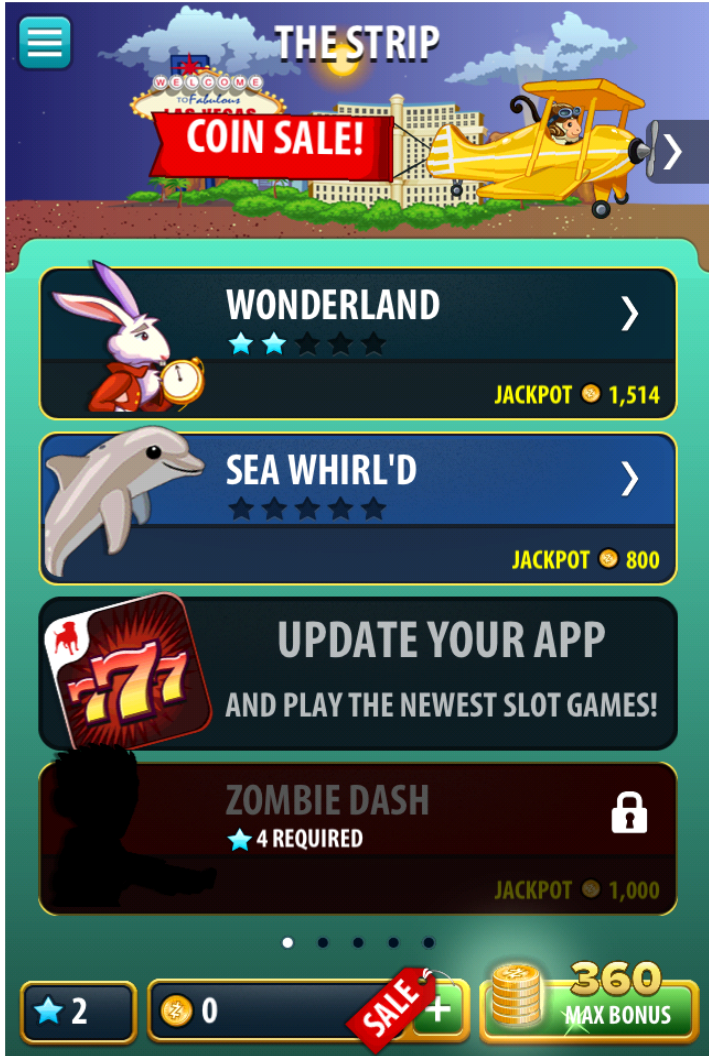
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots mobile game interface. At the top, a rabbit character is running in a forest. A 'JACKPOT 1,513' banner is visible. Below the rabbit, a balance of '10' is shown next to a 'SALE + 1,397' tag. The game board features five reels with symbols: a rabbit, a character, a club, a bonus bottle, a diamond, a spade, a heart, and a rose. The bottom interface includes 'TOTAL BET 15', 'LAST WIN 12', '15 LINES', '1 BET', a large 'SPIN' button, and 'MAX LINES'.</p>

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


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the main menu of the Zynga Slots mobile game. At the top, a banner for 'THE STRIP' features a 'WELCOME' sign and a 'COIN SALE!' banner. Below this, four slot game options are listed: 'WONDERLAND' (3 stars, 1,514 jackpot), 'SEA WHIRL'D' (5 stars, 800 jackpot), 'UPDATE YOUR APP AND PLAY THE NEWEST SLOT GAMES!' (with a 777 icon), and 'ZOMBIE DASH' (4 stars required, 1,000 jackpot, and a lock icon). At the bottom, a status bar shows 2 stars, 0 coins, a 'SALE +' button, and a '360 MAX BONUS' button.</p>

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


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a dark teal background. At the top, there is a title bar that says "SLOTS FRIENDS" in white capital letters. Below the title bar, there is a list of two friends. The first friend is "Michael", with a small dog icon to his left, a yellow number "1" in a triangle to the left of the icon, and a score of "2" followed by a blue star icon. The second friend is "Mary", with a dog icon to her left, a yellow number "2" in a triangle to the left of the icon, and a score of "0" followed by a blue star icon. The interface has a yellow border and a close button (an 'X' in a circle) in the top right corner.</p>

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Claim Language	Evidence of Infringement
<p>24. The method of claim 18, wherein a receiver specific control signal is processed based on a third discrete signal, said method further including the step of outputting said video image in response to said receiver specific control signal, wherein said coordinated display is output based on said receiver specific control signal.</p>	<p>Zynga provides Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. The priority date for Claim 24 is November 3, 1981.</p> <p>Zynga Slots 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 “SPIN” button.</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the Zynga Slots game interface. At the top, a 'JACKPOT 1,540' banner is visible. Below it, a balance of 252 and a 'SALE + 1,677' offer are shown. The main game area features a 5x3 grid of symbols: a woman with a heart, a woman with a crown, a rabbit, a woman with a heart, a man with a top hat, a woman with a crown, a spade, a man with a top hat, a green creature, a woman with a heart, a man with a top hat, a green creature, a woman with a heart, a man with a top hat, and a green creature. At the bottom, the 'TOTAL BET' is 30 and the 'LAST WIN' is 0. A large green 'SPIN' button is prominently displayed and circled in red.</p>

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

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Claim Language	Evidence of Infringement
	

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

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Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
<p>28. The method of claim 18, wherein said receiver station includes a video monitor which outputs said video presentation, wherein said video presentation comprises a series of computer generated video display outputs, and wherein by processing said at least one user specific subscriber datum said at least one processor delivers said generated image at said video monitor in one of said series of computer generated display outputs, said method further comprising the step of receiving said at least one user specific subscriber datum from a remote data source.</p>	<p>Zynga provides Zynga Slots as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Zynga Slots 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 Zynga Slots. 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 Zynga Slots. 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 Zynga Slots comprises a series of computer generated video display outputs. As an example, shown below is a series of screenshots taken during a video presentation which demonstrate the series of computer generated video display outputs, which includes user specific subscriber datum.</p>

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