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 screen-shot below showing a remote data source being contacted by Zynga Slots.

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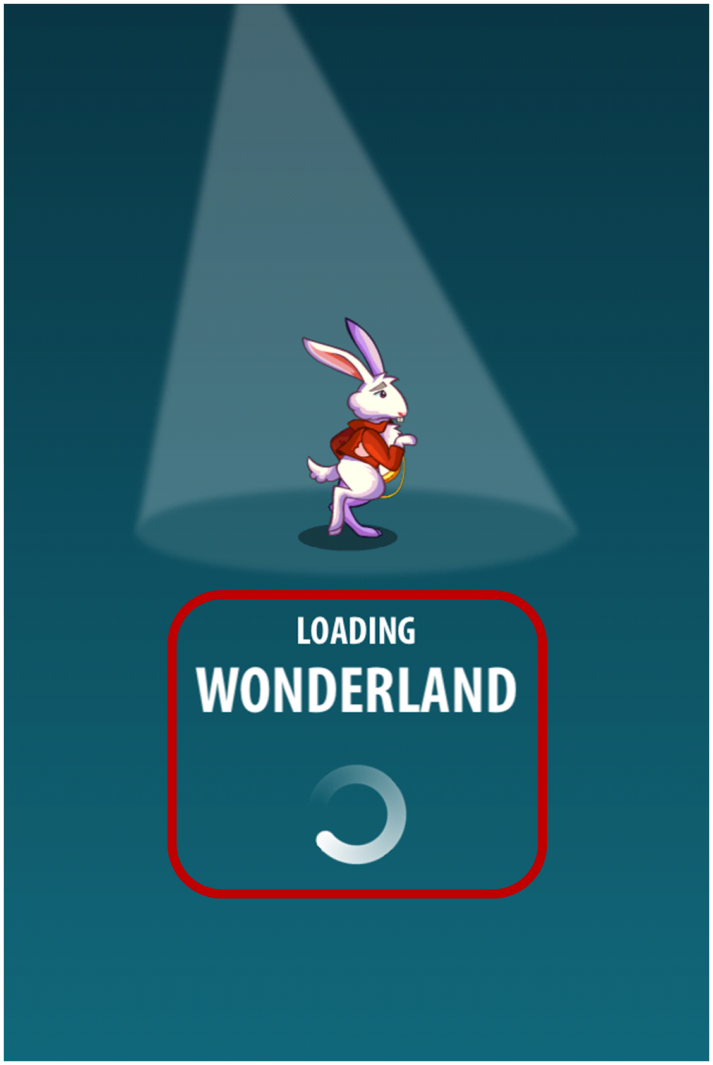
ZYNGA EXHIBIT 1002
(Part 8 of 15)

Claim Language	Evidence of Infringement
	

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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.

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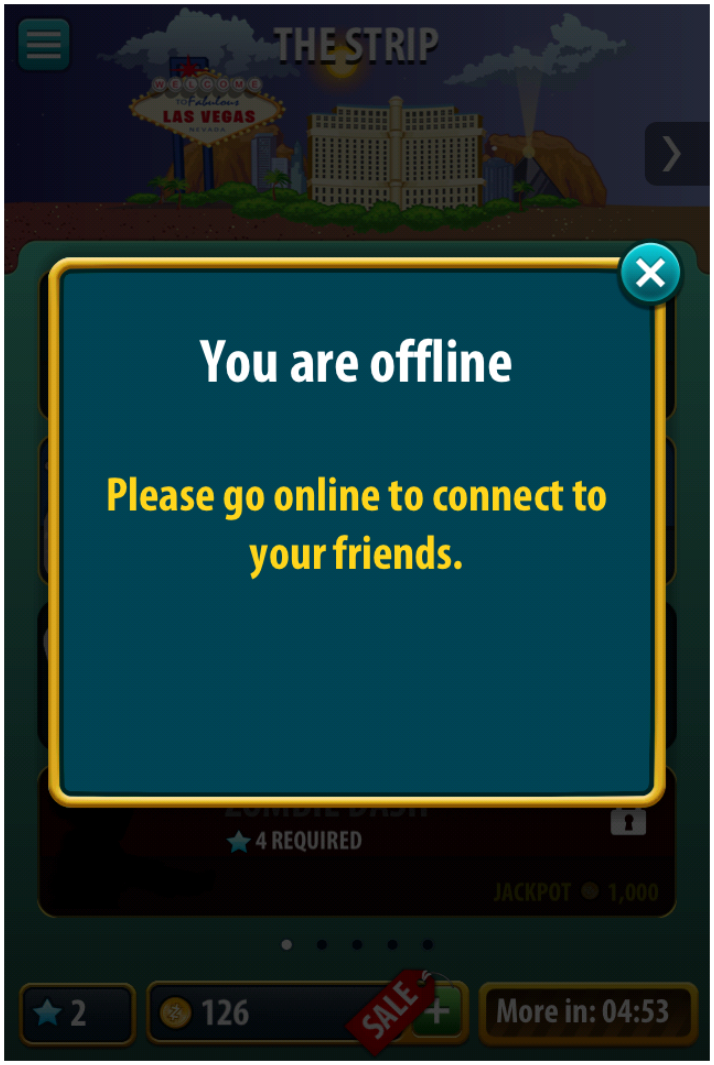
Claim Language	Evidence of Infringement
	

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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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
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;	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.

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Claim Language	Evidence of Infringement

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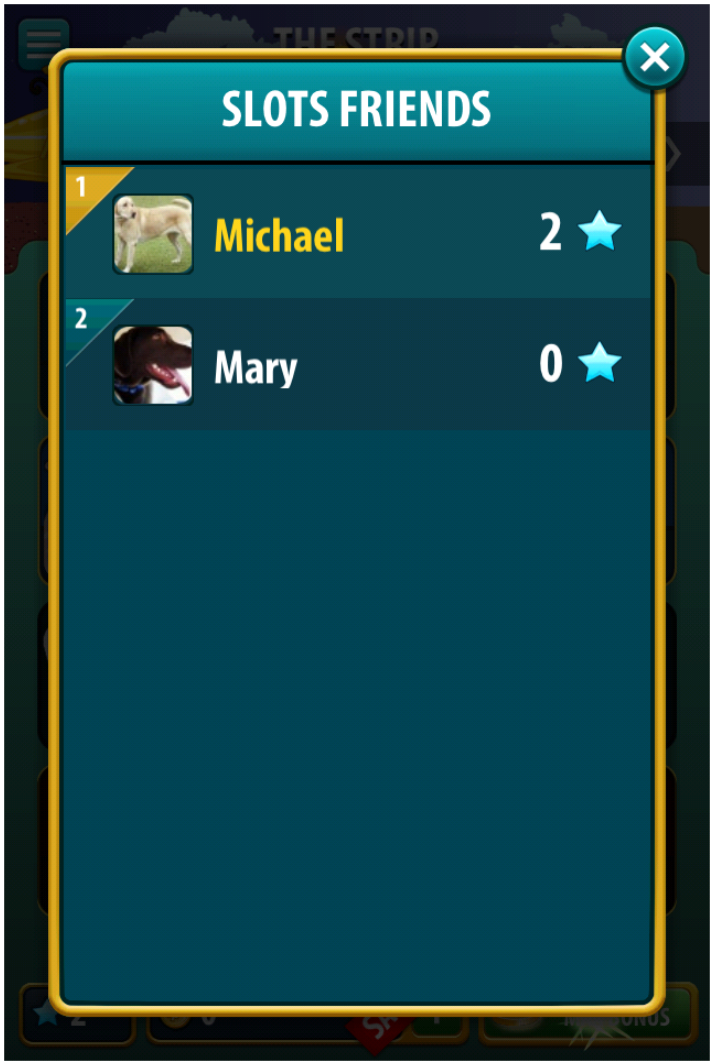
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
	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:

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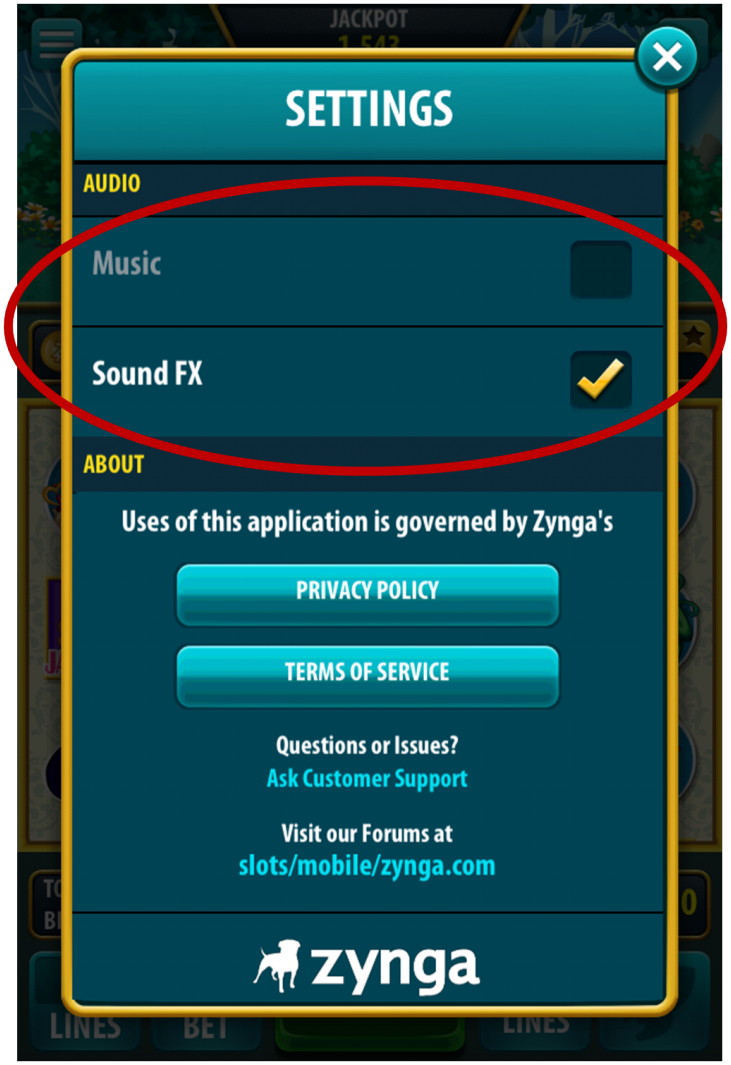
Claim Language	Evidence of Infringement
	

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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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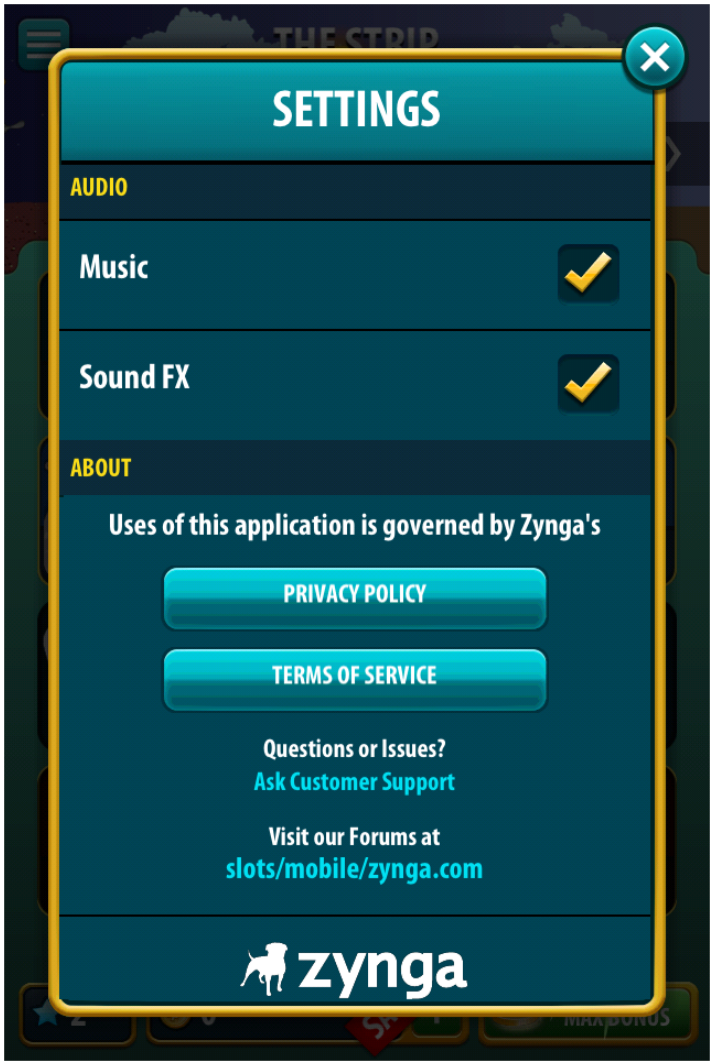
Claim Language	Evidence of Infringement
	

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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 simultaniously displaying an image recieved from a remote video source, such as friend information or opponent information.

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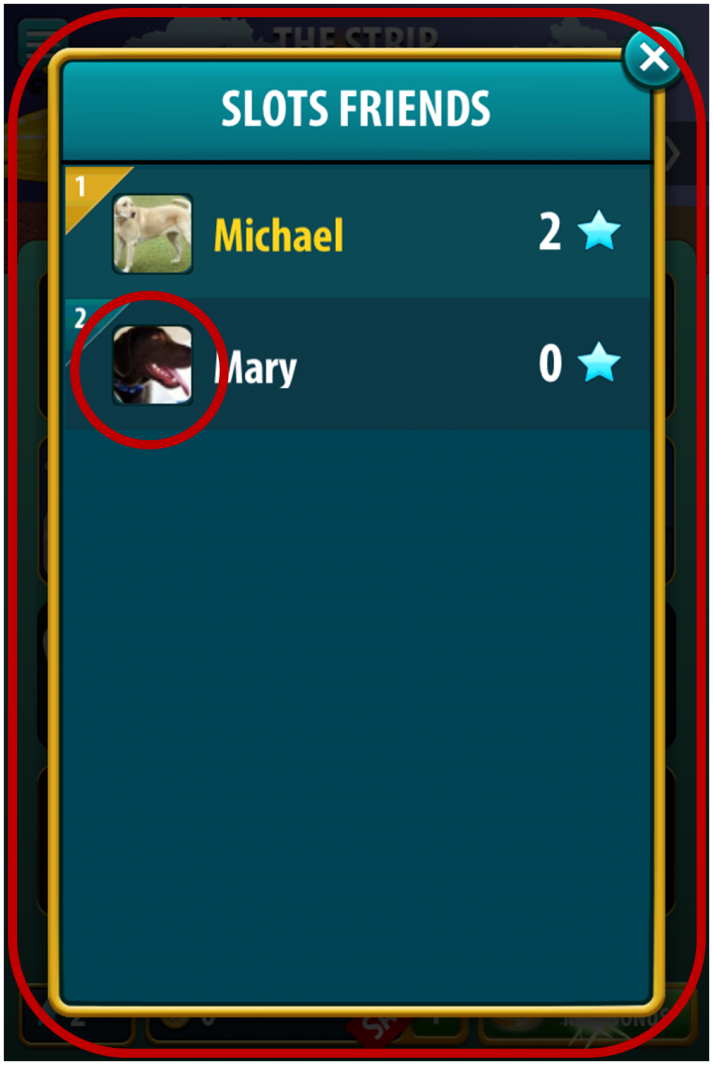
Claim Language	Evidence of Infringement
	

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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 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:

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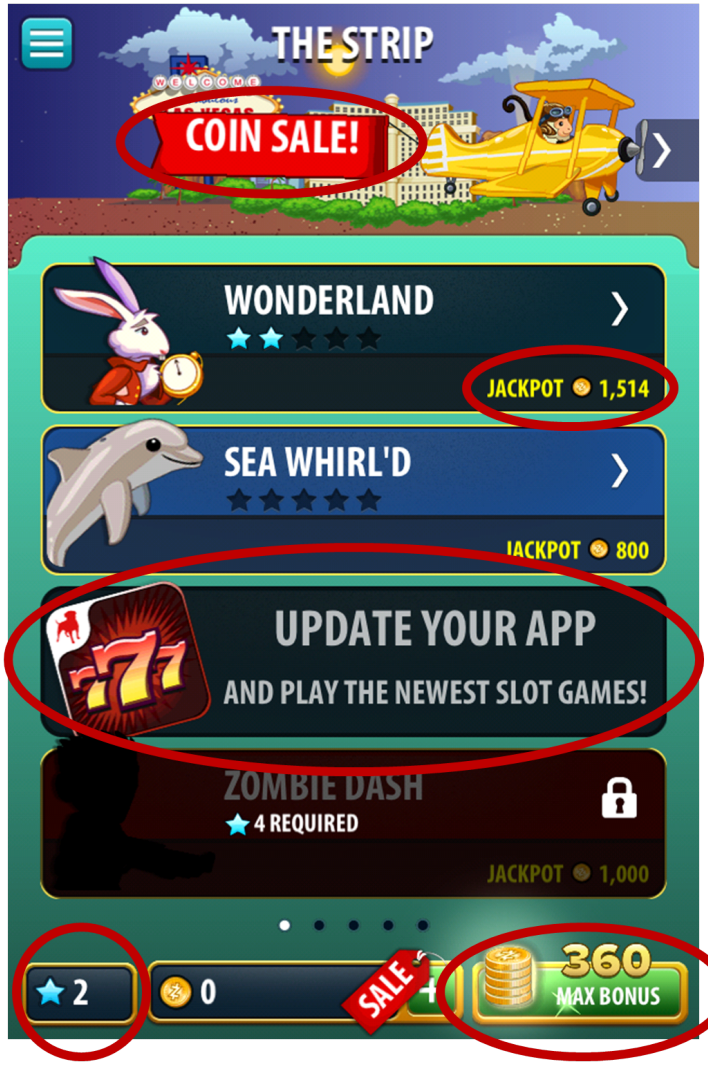
Claim Language	Evidence of Infringement
	

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

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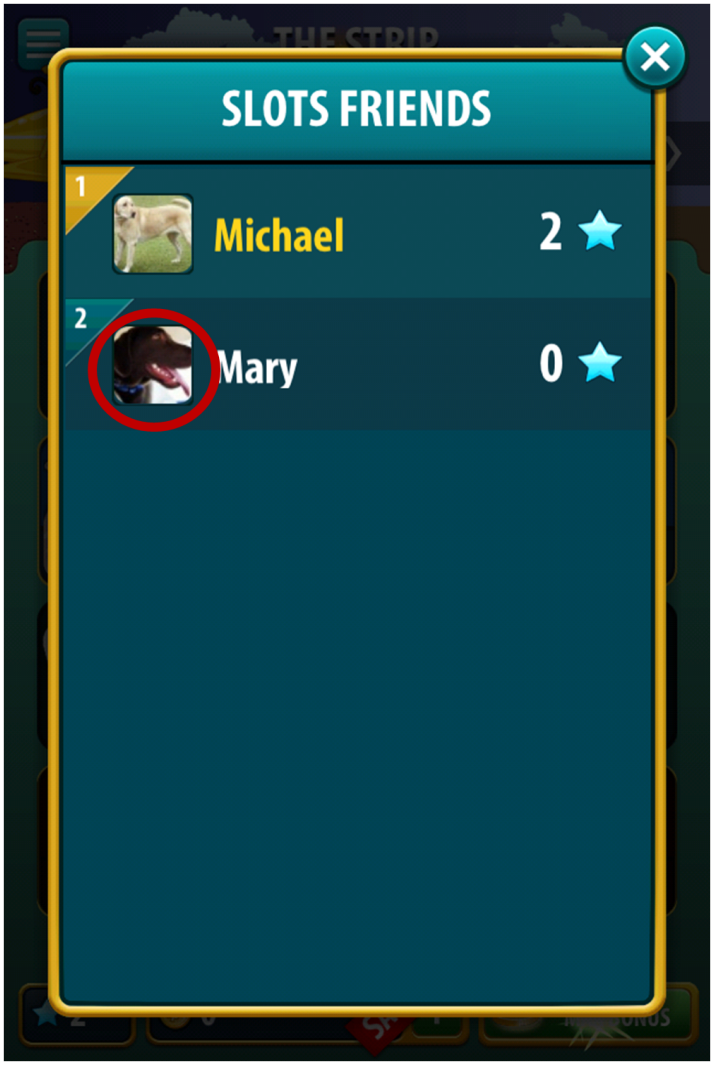
Claim Language	Evidence of Infringement
	

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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
18. A method of outputting a video presentation at a receiver station, said method comprising the steps 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 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. Zynga Slots outputs a video presentation at a receiver station. See screen shots of example video presentations below:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
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;	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 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).

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	**Evidence of Infringement**
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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	**Evidence of Infringement**
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

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Claim Language	Evidence of Infringement

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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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	**Evidence of Infringement**
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	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:

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
	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:

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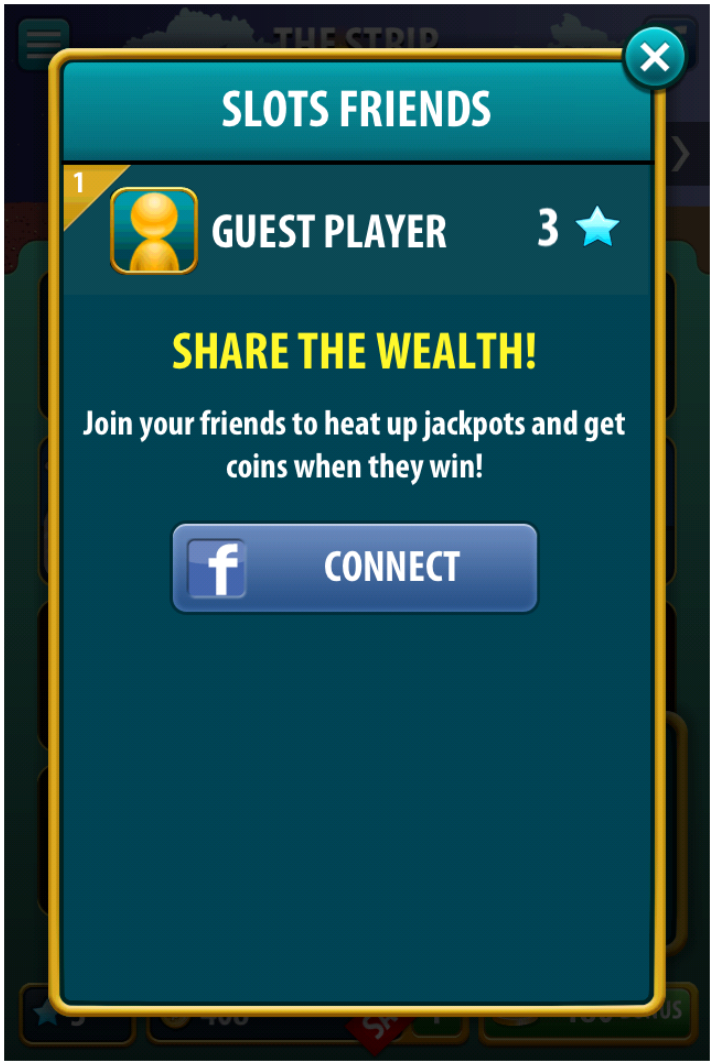
Claim Language	Evidence of Infringement
	

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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

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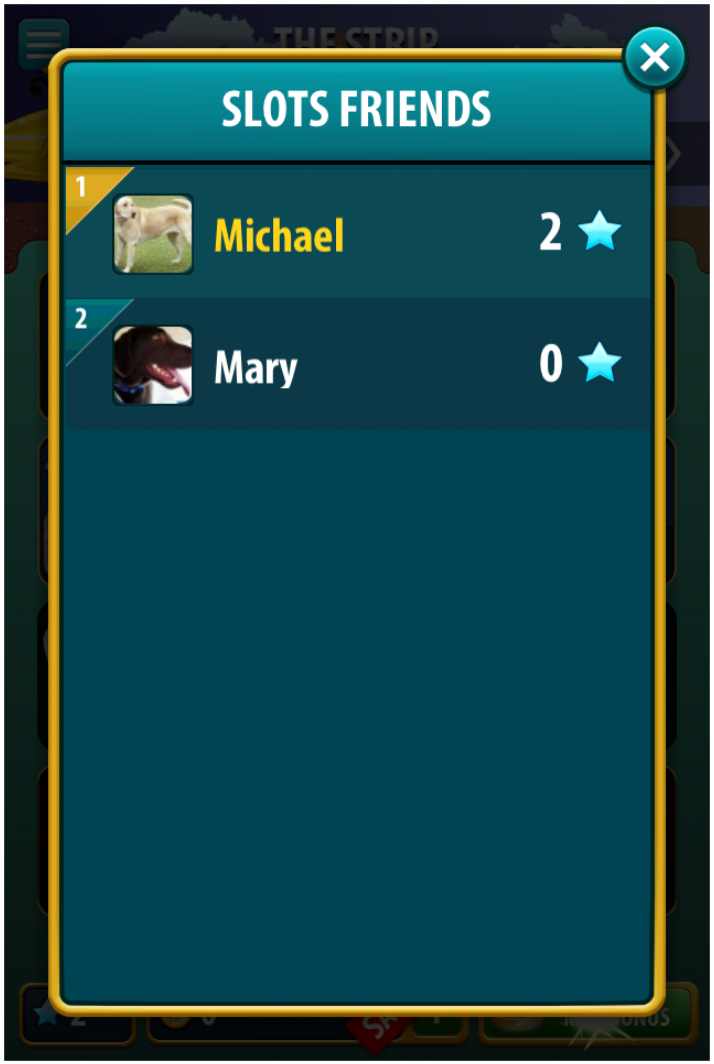
Claim Language	Evidence of Infringement
	

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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). 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.

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Claim Language	Evidence of Infringement

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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 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. 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.

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Claim Language	Evidence of Infringement

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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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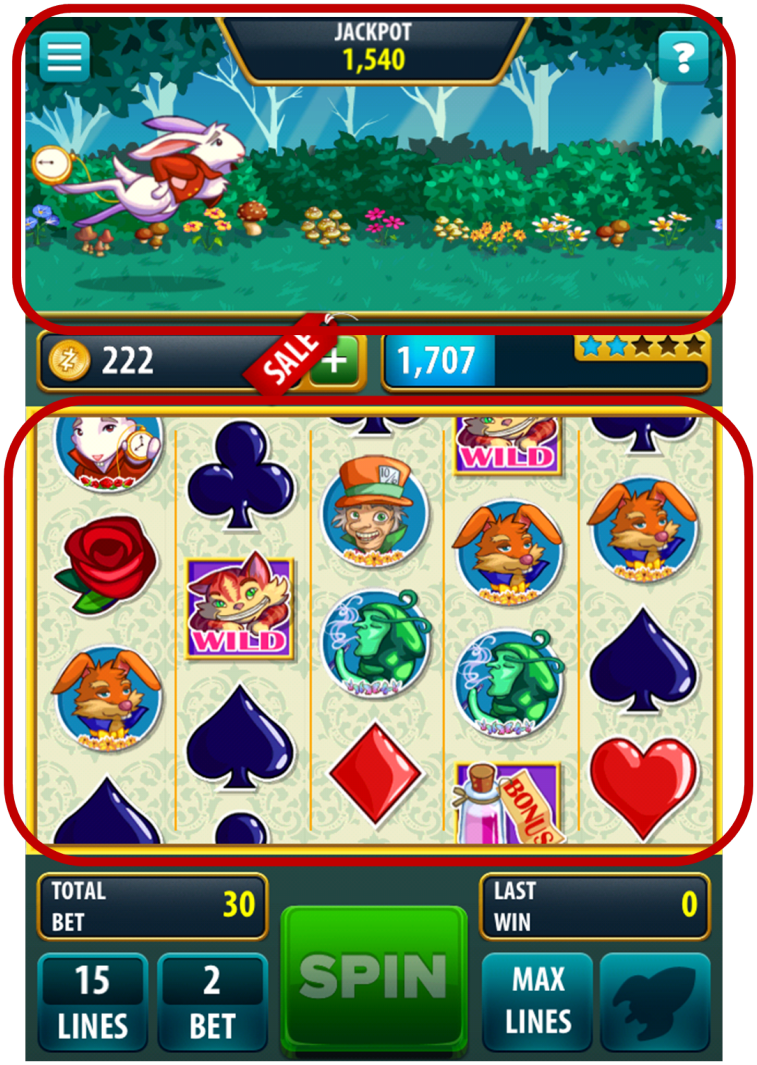
Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement

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Claim Language	Evidence of Infringement
22. The method of claim 18, further comprising the steps 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 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.
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.

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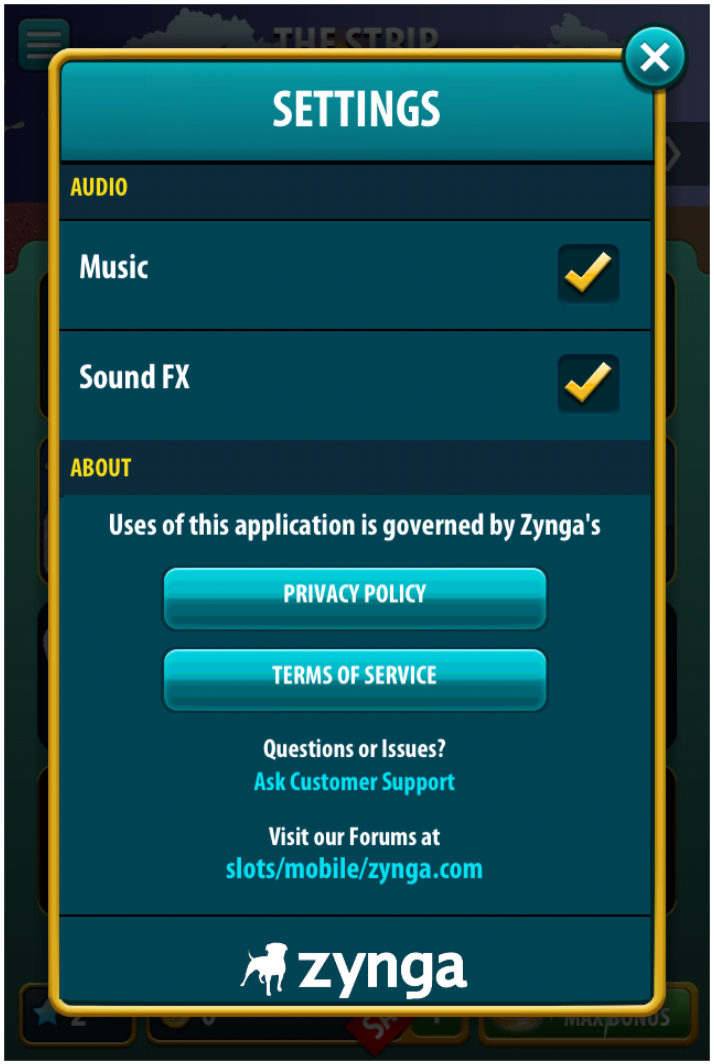
Claim Language	Evidence of Infringement
	

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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

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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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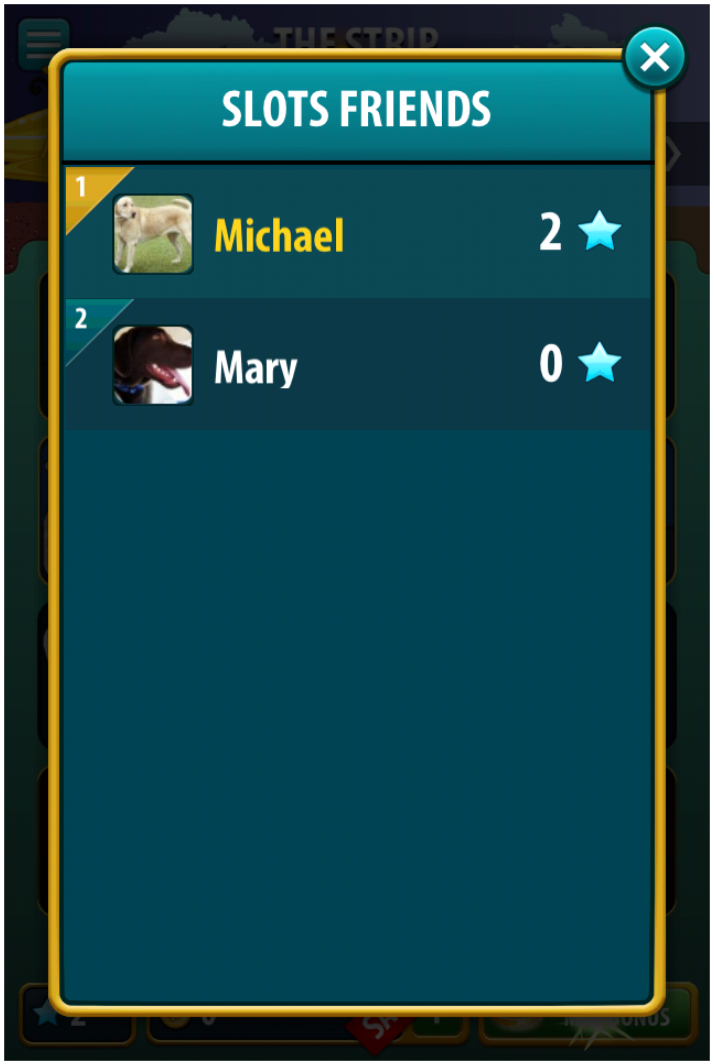
Claim Language	Evidence of Infringement
	

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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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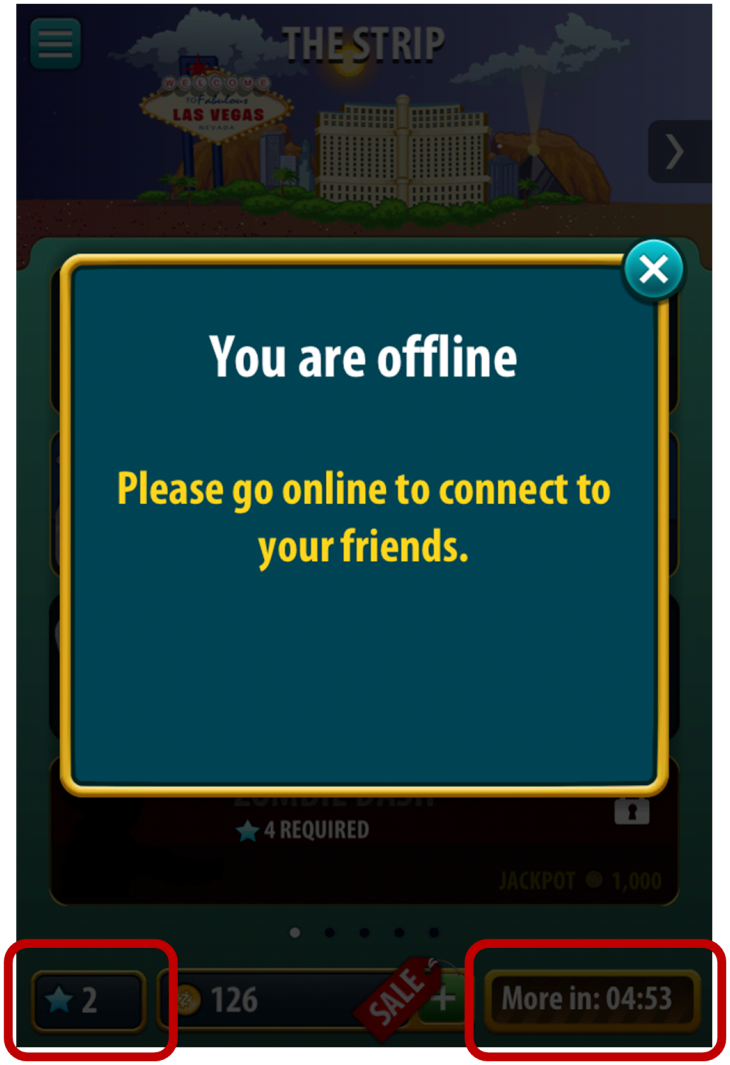
Claim Language	Evidence of Infringement
	

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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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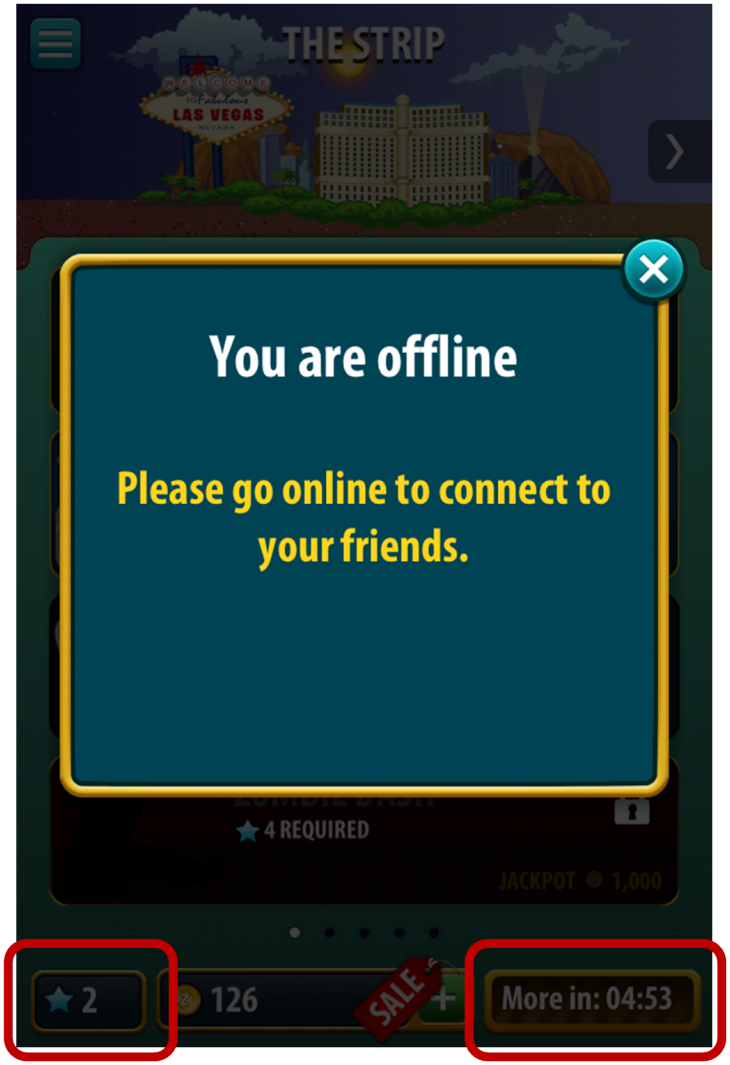
Claim Language	Evidence of Infringement
	

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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

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

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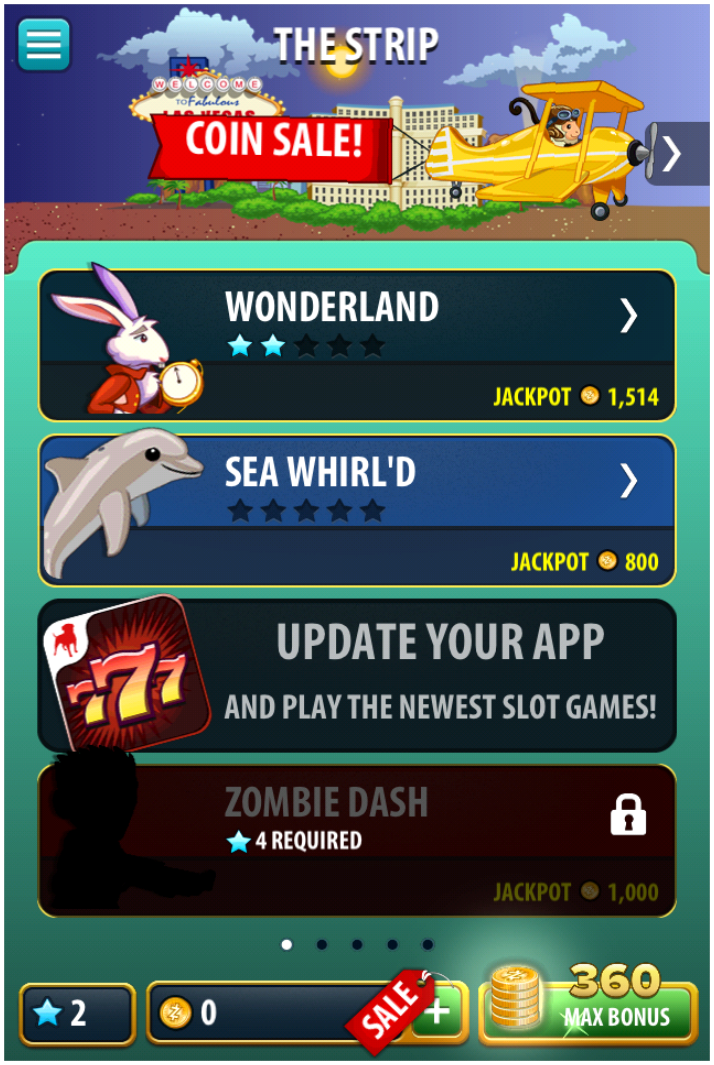
Claim Language	Evidence of Infringement
	

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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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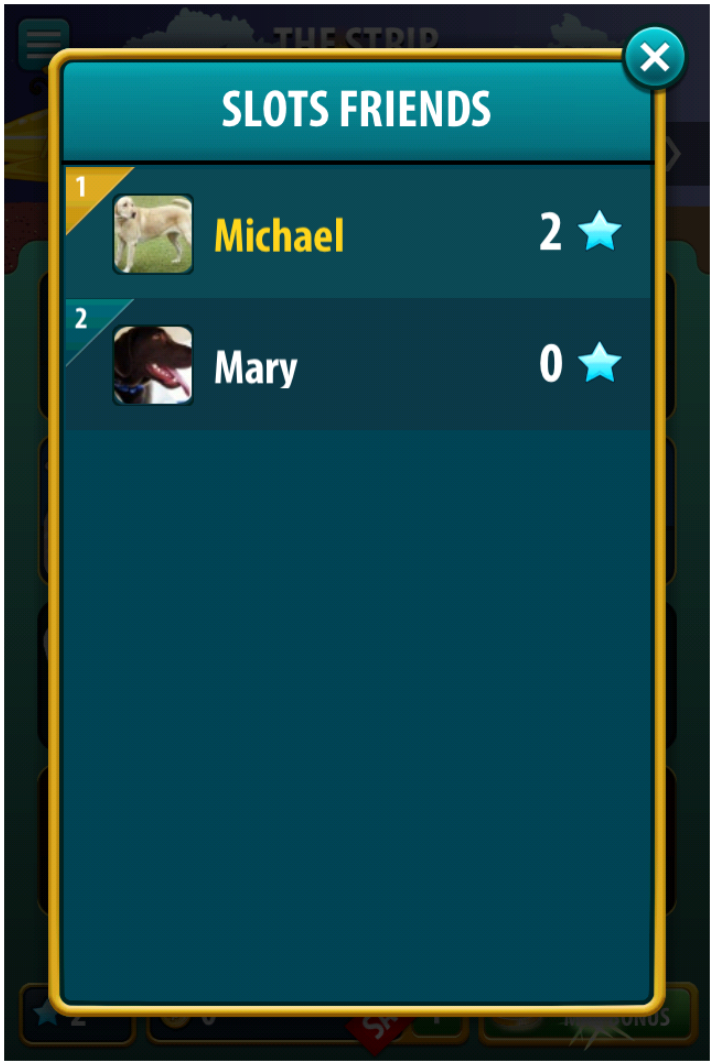
Claim Language	Evidence of Infringement
	

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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 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. 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.

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Claim Language	Evidence of Infringement

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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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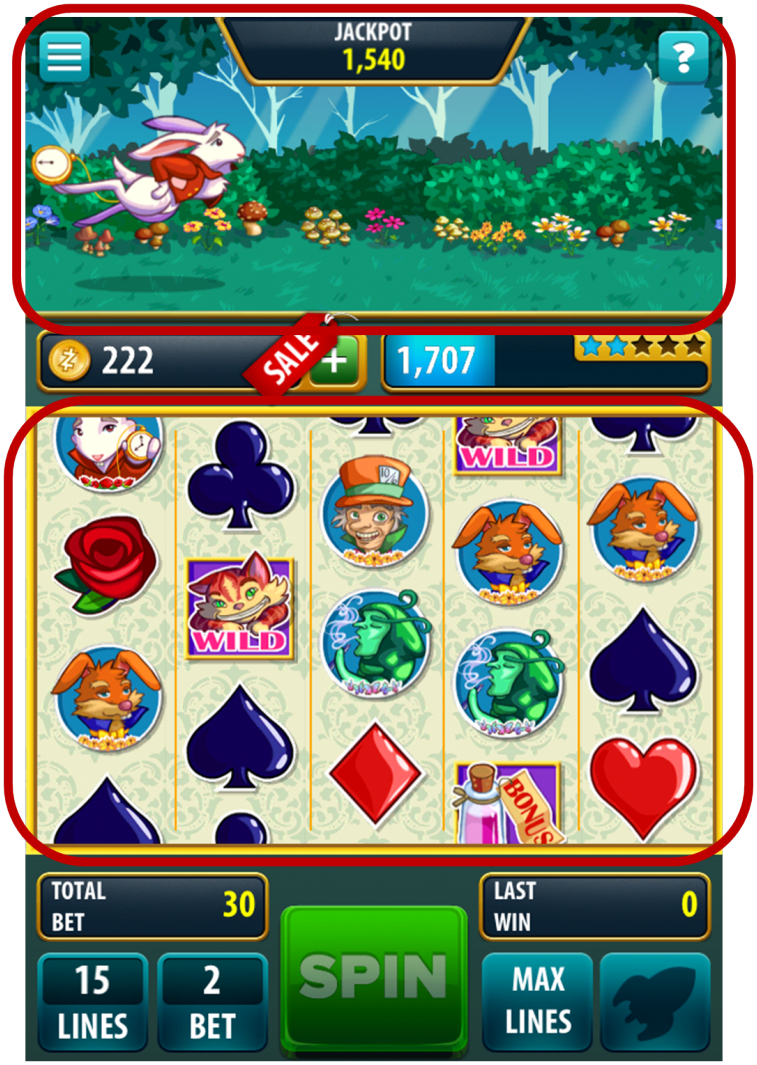
Claim Language	Evidence of Infringement
	

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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
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.	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. 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.

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