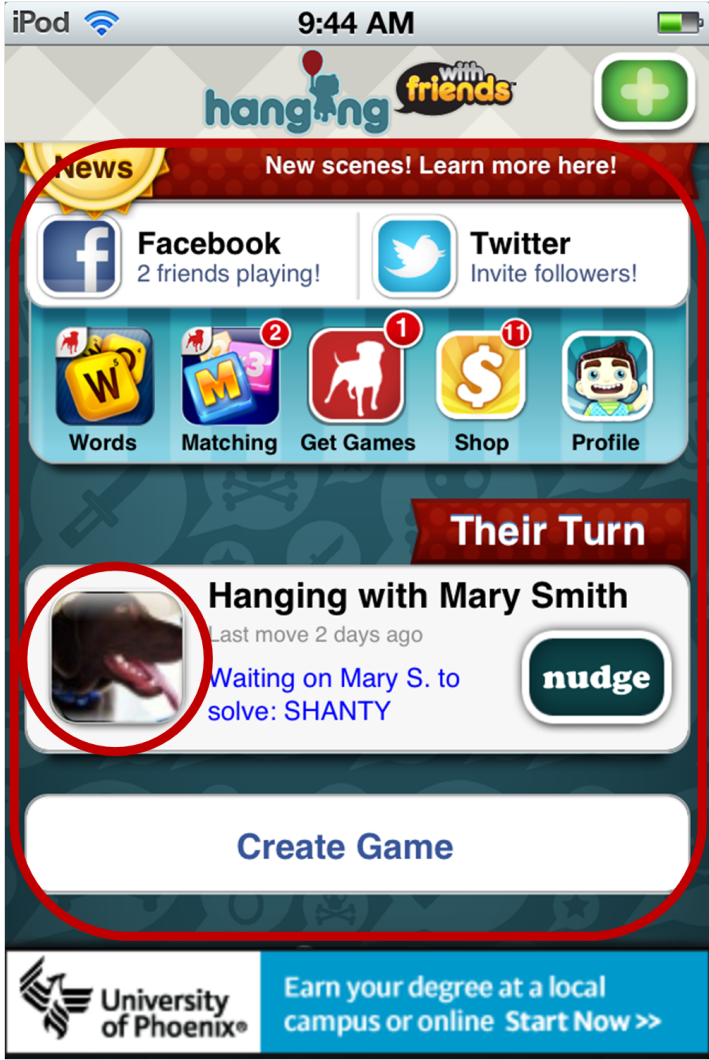


Claim Language	Evidence of Infringement
<p>17. A method for receiving and processing remotely originated and user specific data for use with a video apparatus, said video apparatus having an audio receiver and a video output device for displaying a video presentation comprising a locally generated image and an image received from a remote video source, said method comprising the steps of</p>	<p>Zynga provides Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 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 Hanging with Friends. 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 Hanging with Friends. The priority date for Claim 17 is November 3, 1981.</p> <p>Hanging with Friends 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, Hanging with Friends receives data from the Zynga servers which is processed with user specific data, such as user name or a user game state. Hanging with Friends displays a video presentation comprising a locally generated image and an image received from a remote video source. For example, the screenshot below demonstrates a video presentation (the Hanging with Friends screen) comprising a locally generated image (combination of background and graphical elements) and an image received from a remote video source (friend picture).</p>

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ZYNGA EXHIBIT 1002
 (Part 1 of 15)

Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, Wi-Fi, and the time '9:44 AM'. The app title 'hanging with friends' is at the top center, with a green plus icon on the right. Below the title is a red banner with a gold 'News' badge and the text 'New scenes! Learn more here!'. A social media section features Facebook and Twitter icons with text: 'Facebook 2 friends playing!' and 'Twitter Invite followers!'. A menu bar contains icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile', each with a red notification badge (1 or 2). A 'Their Turn' section shows a player profile for 'Hanging with Mary Smith' with the text 'Last move 2 days ago' and 'Waiting on Mary S. to solve: SHANTY'. A 'nudge' button is next to the player's name. Below this is a 'Create Game' button. At the bottom, there is a University of Phoenix advertisement.</p>

Continued on next page

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 profile photo of a friend. The combination of the background and graphical elements is a locally generated image.


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

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Claim Language	Evidence of Infringement
	As a third example, the screenshot below shows a video presentation (the Hanging with Friends screen) comprising a locally generated image (combination of background and graphical elements) and images received from a remote video source (advertisements).


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface with the following elements:</p> <ul style="list-style-type: none">Top status bar: iPod, Wi-Fi signal, 11:11 AM, battery level.Red header bar: Dog icon, "Free Games", close button (X).Game card 1: "Words With Friends" with a blue background, yellow letter tiles, and a 5-star rating. This card is circled in red.Game card 2: "Zynga Poker" with a red background, a woman playing cards, and a 5-star rating. This card is circled in red.Game card 3: "Chess Free" with a blue and white checkered background, chess pieces, and a 5-star rating. This card is circled in red.Bottom section: "Play Zynga Games" with a dog icon and the text "Check out our other games in the App Store!".

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Claim Language	Evidence of Infringement
	Hanging with Friends information is stored on the user's device, as shown below.


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Usage' screen for the 'Hanging Free' app on an iPod touch. The status bar at the top indicates the device is an iPod, has Wi-Fi and cellular signal, and the time is 1:53 PM. The app's icon, name, version (4.20), and size (54.9 MB) are displayed. Below the app information, the 'Documents & Data' section shows 14.2 MB. A prominent red button labeled 'Delete App' is visible. The bottom status bar indicates that 5.5 GB of storage is available on the iPod touch.</p>

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Claim Language	Evidence of Infringement
	Further, as shown below, Hanging with Friends must receive remotely originated data.

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Claim Language	Evidence of Infringement
	

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Claim Language	Evidence of Infringement
<p>receiving said user specific data at said video apparatus, said user specific data being specific to a user of said video apparatus;</p>	<p>Hanging with Friends 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, Hanging with Friends 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 recieved by the video apparatus directly from the user.</p> <p>Hanging with Friends receives user specific data. For example, Zynga uses the information collected from the user to send the user specific information for a personalized game experience, and Hanging with Friends receives the user specific data:</p>

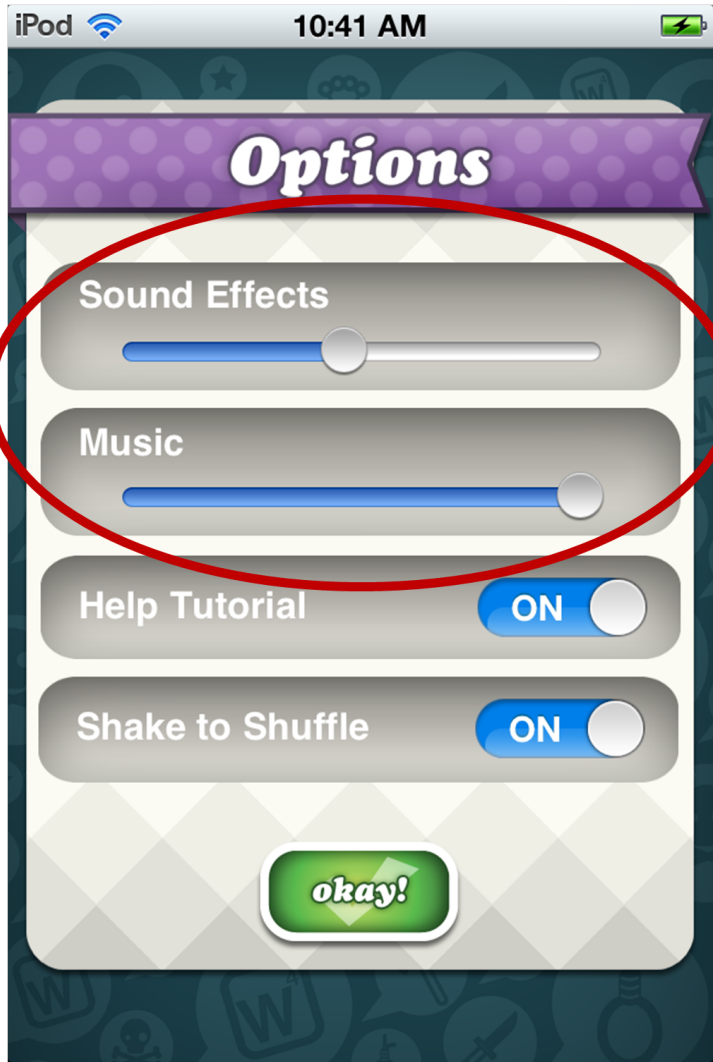
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Claim Language	Evidence of Infringement
	<p data-bbox="806 266 1360 321">4 How We Use the Information We Collect</p> <p data-bbox="806 347 1734 393">In general, We collect, store and use your information to provide you with a safe, smooth, efficient, and customized experience. For example, We may use information collected from you in any one or more of the following ways:</p> <ul data-bbox="827 412 1709 763" style="list-style-type: none"> • to create your game accounts and allow play of our games • to identify and suggest connections with other Zynga users • to enable user-to-user communications • to provide technical support and respond to user inquiries • to prevent fraud or potentially illegal activities, and enforce our Terms of Service • to deliver and target advertising • to notify users of in-game updates • to provide in-game leader boards and promote in-game player achievements • to solicit input and feedback to improve Zynga products and services and customize your user experience • to inform users about new products or promotional offers • to engage in commonly accepted practices, such as contacting you at the email address We have on file if you are a potential winner in a sweepstakes <p data-bbox="806 799 1726 964">One important use of your information is communication. If you have provided your e-mail address to Zynga, We'll use it to respond to (i) customer support inquiries, and (ii) keep you informed of your in-game activity, including comments from friends, notifications about in-game status such as "crops ready" as well as notifications of gift and neighbor requests. Some messages, such as invites for friends to join you in a game, may include your name and profile photo. We may also send promotional e-mail messages and promotional SMS messages ("Promotional Communications") directly or in partnership with parties other than Zynga. Each Promotional Communication will generally offer recipients choices about receiving additional messages.</p> <p data-bbox="764 1019 1751 1055">Source: http://company.zynga.com/about/privacy-center/privacy-policy</p>

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Claim Language	Evidence of Infringement
	As another example of receiving user specific data, Hanging with Friends receives user specific data, such as user name or sound preferences, directly from the user at the video apparatus through user input, or Hanging with Friends, 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 at the maximum setting by default but can be modified by the user, as shown below, which is another example of Hanging with Friends receiving user specific data.

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface with the title "Options" in a purple banner. Below the banner are four settings: "Sound Effects" and "Music" are sliders, both of which are circled in red. "Help Tutorial" and "Shake to Shuffle" are toggle switches, both set to "ON". A green "okay!" button is at the bottom.</p>

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

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface for a game titled "Hanging with Friends". At the top, it displays "iPod", signal strength, "11:06 AM", and battery level. Below the status bar, there is a "menu" button with a left-pointing arrow, a player name "Jennifer M." with a score of 5 (represented by 5 white dots), a "vs" indicator, another player name "Michael M." with a score of 5, and a "play" button with a right-pointing arrow. The main area is a chat window with a dark blue background featuring various icons like skulls, stars, and tools. A timestamp "August 27, 11:01 AM" is shown above a grey message bubble from Michael: "Hey Jennifer, thanks for playing with me. -Michael". A small profile picture of a dog is next to this message. Below that, another timestamp "August 27, 11:03 AM" is shown above a purple message bubble from Jennifer: "My pleasure. You're fun to play with." A small profile picture of a cat is next to this message and is circled in red. At the bottom, there is a white text input field and a blue "Send" button.</p>


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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, Hanging with Friends 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:

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Claim Language	Evidence of Infringement
	


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface at 11:11 AM. At the top, there is a red header with a white dog icon and the text "Free Games" next to a close button (X). Below this is a large banner for "Words With Friends" featuring yellow letter tiles and the game's logo. Underneath the banner, the text "Words With Friends" is displayed with a five-star rating and the subtitle "Best social word game". Below this are two smaller game tiles: "Zynga Poker" and "Chess Free". The "Zynga Poker" tile shows a woman holding cards and has a five-star rating with the text "2 friends have played" circled in red. The "Chess Free" tile shows a chessboard and has a five-star rating with the text "1 friend has played" circled in red. At the bottom, there is a red dog icon and the text "Play Zynga Games" followed by "Check out our other games in the App Store!".</p>


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Claim Language	Evidence of Infringement
	Hanging with Friends also receives status and information that is data specific to a user at the video apparatus. Such data includes, for example, user profile information, messages about friends, game statistics, friend information and user account. See below:

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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:12 AM', and battery level. The game header includes a 'menu' button, player names 'Jennifer M.' and 'Michael M.' (both circled in red), and a 'chat' button. Below the header, a 'Bonus' indicator shows '26/200' and a coin counter shows '20' (both circled in red). The main game area depicts two cartoon characters hanging from balloons against a blue sky with clouds and a volcano in the background. At the bottom, there is a 'strikes' indicator, a 'skip' button, and a 'watch' button.</p>


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Claim Language	Evidence of Infringement
	

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


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the 'Hanging with Friends' mobile application interface. At the top, the status bar indicates 'iPod', signal strength, '11:15 AM', and battery level. The app header features the 'hanging with friends' logo and a green plus icon. Below the header is a 'News' banner. The main content area is titled 'Your Turn' and displays a game card for 'Hanging with Michael McKenzie'. The card includes a photo of a dog, the text 'Last move 42 minutes ago', and a link to 'Michael M.'s solve attempt of HUNG is ready to view.'. Below the game card are social media sharing options for Facebook (2 friends playing!) and Twitter (Invite followers!). A navigation bar contains icons for 'Words', 'Matching' (with a '2' notification), 'Get Games' (with a dog icon), 'Shop' (with a '\$' icon and '11' notification), and 'Profile'. Below the navigation bar is a loading bar with a circular progress indicator and the text 'Updating Games...'. Below the loading bar is another game card titled 'Hanging with Mary Smith', which includes a photo of a dog, the text 'Last move 2 days ago', and a 'nudge' button. A red box highlights the 'Updating Games...' loading bar.</p>

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Claim Language	Evidence of Infringement
	After Hanging with Friends receives user specific data, Hanging with Friends 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 Hanging with Friends attempts to contact a remote data source after receiving user specific data.

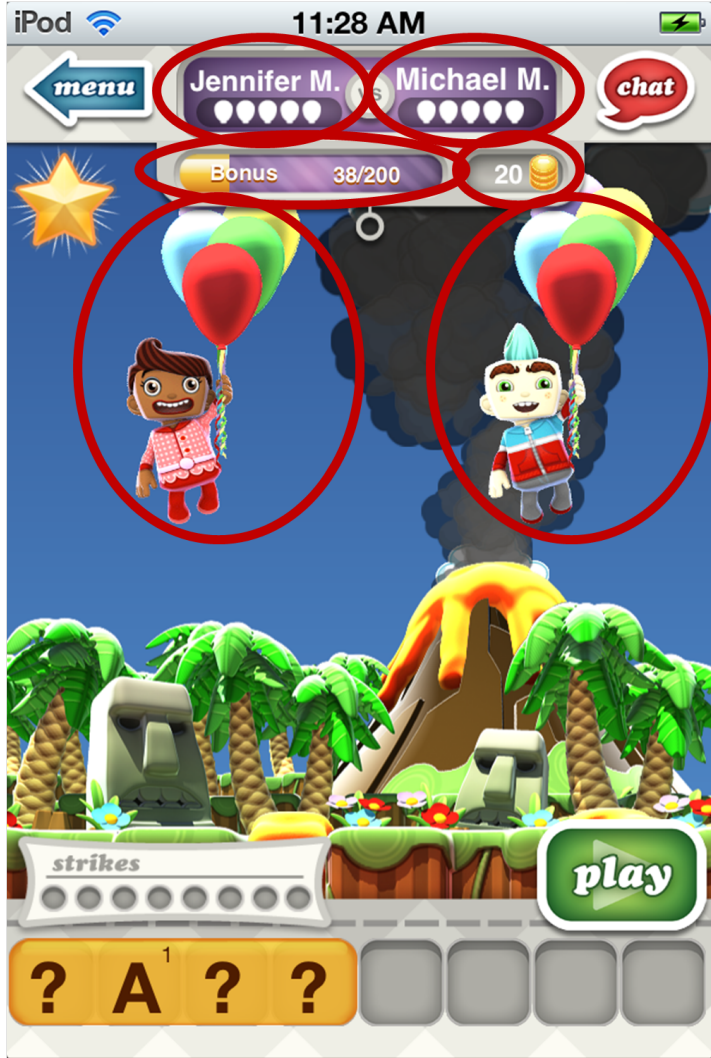
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar indicates 'iPod' and '11:18 AM'. The app's title 'hanging with friends' is visible, along with a green plus icon in a circle. Below the title is a 'News' banner. The main content area is titled 'Your Turn' and features a large, semi-transparent dialog box with the following text: 'Network Required. Hanging With Friends requires an active internet connection to play. EDGE, 3G and Wi-Fi are supported. Please go to settings on your device and adjust network connection.' An 'OK' button is positioned at the bottom of the dialog. In the background, a player's profile for 'Mary Smith' is visible, showing 'Last move 2 days ago' and a 'nudge' button. The bottom navigation bar includes icons for 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile'.</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, Hanging with Friends receives remotely originated game data from the remote data source to serve as a basis for displaying the video game presentation. For example, Hanging with Friends 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
	 <p>The screenshot shows the game interface on an iPod. At the top, the status bar displays 'iPod', signal strength, '11:28 AM', and battery level. The game interface includes a 'menu' button on the left and a 'chat' button on the right. Two player names, 'Jennifer M.' and 'Michael M.', are displayed in the top center, each with a row of five dots below it. Below the names is a 'Bonus' counter showing '38/200' and a coin icon with the number '20'. The main game area features two cartoon characters hanging from colorful balloons against a blue sky with a yellow star. The background shows a tropical island with palm trees and a volcano. At the bottom, there is a 'strikes' indicator with five dots, a 'play' button, and a keyboard with a highlighted letter 'A' and several question marks.</p>


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


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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;	Hanging with Friends 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 Hanging with Friends shown below includes graphical elements such as the background and the images of the avatars that come from local storage.

Continued on next page

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

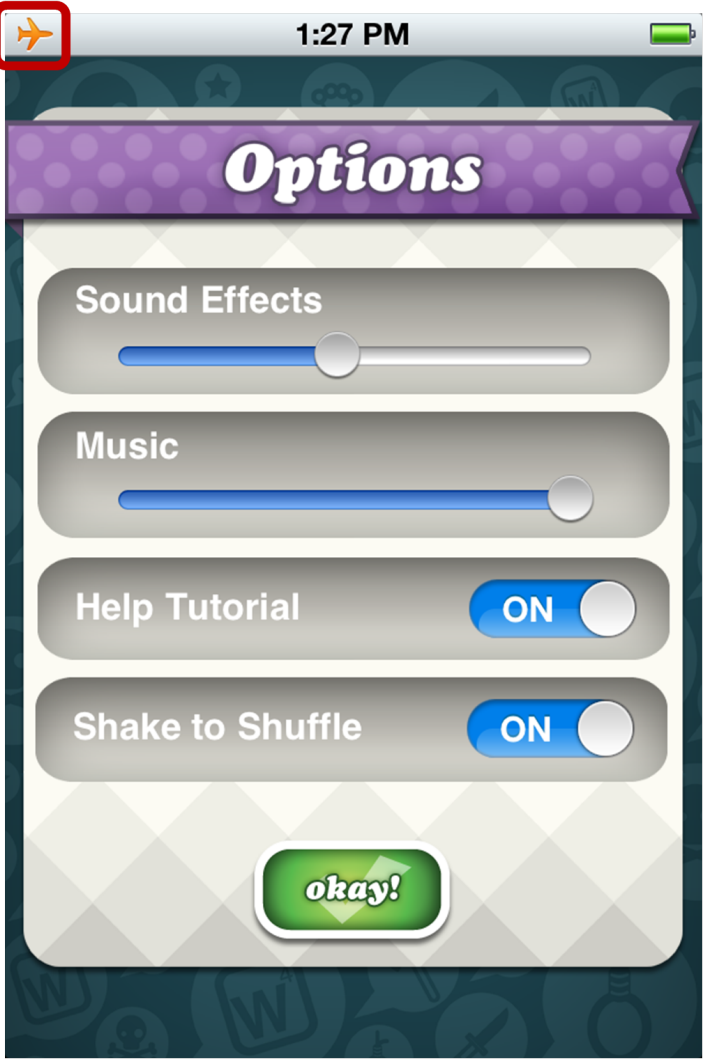
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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, '11:15 AM', and battery level. The app header features the 'hanging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

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Claim Language	Evidence of Infringement
	Additionally, Hanging with Friends 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:

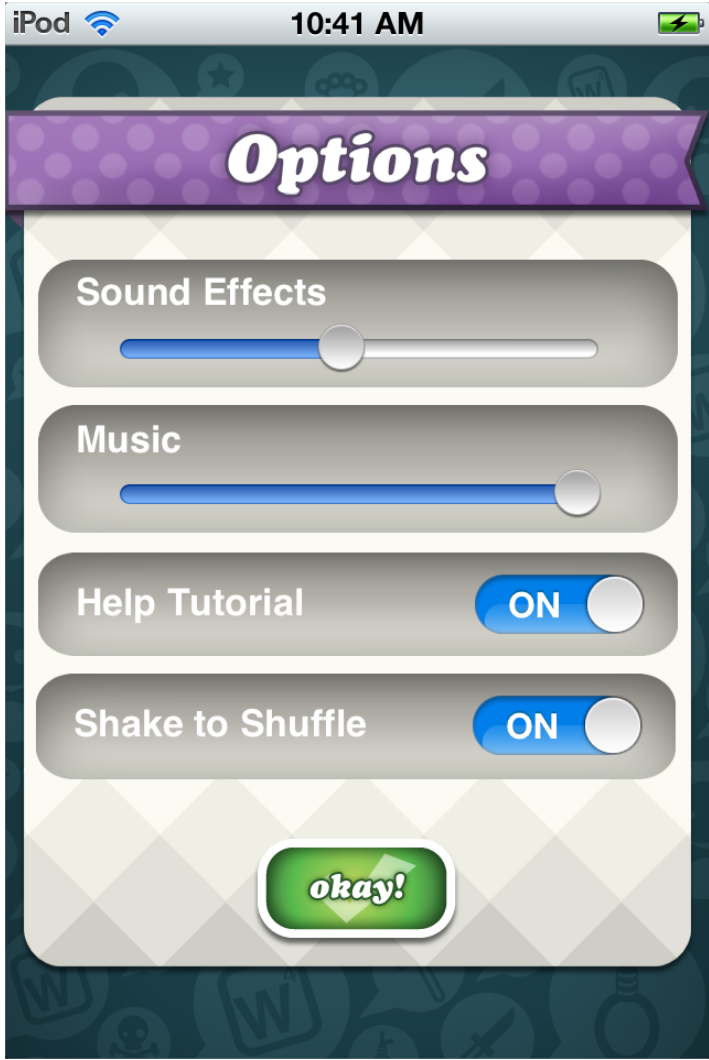
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows a mobile game interface with a status bar at the top displaying the time 1:27 PM and a battery icon. A red square highlights the airplane mode icon in the top left corner. Below the status bar is a purple banner with the word "Options" in white. The options menu includes sliders for "Sound Effects" and "Music", and toggle switches for "Help Tutorial" and "Shake to Shuffle", both of which are turned "ON". A green "okay!" button is 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, Hanging with Friends 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
	 <p>The screenshot shows an iPod/iPhone interface with the following elements:</p> <ul style="list-style-type: none">Status bar at the top: iPod, Wi-Fi signal, 10:41 AM, and battery level.Header: A purple banner with white polka dots and the word "Options" in white serif font.Sound Effects: A slider control with a blue bar and a white knob.Music: A slider control with a blue bar and a white knob.Help Tutorial: A toggle switch labeled "ON" with a blue bar and a white knob.Shake to Shuffle: A toggle switch labeled "ON" with a blue bar and a white knob.Bottom: A green button with a white arrow and the text "okay!" in white.

Continued on next page

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;	Hanging with Friends 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 avatar graphics, 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 displays the 'Hanging with Friends' mobile application interface. A red circle highlights a central section of the screen. This section includes a 'News' badge, a Facebook widget indicating '2 friends playing!', a Twitter widget with the text 'Invite followers!', a row of five icons labeled 'Words', 'Matching', 'Get Games', 'Shop', and 'Profile', a 'Their Turn' notification for 'Hanging with Mary Smith' with a 'nudge' button, and a 'Create Game' button. The bottom of the screen features a University of Phoenix advertisement.</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 Hanging with Friends also displays remote game information and data. For example, locally generated images are displayed simultaneously with information received from a remote source. See below, where remotely received images are circled in red and local images include, for example, the header image or the Zynga icon:</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot shows an iPod/iPhone interface at 11:11 AM. At the top, there is a red header with a white dog icon and the text "Free Games" next to a close button (X). Below this is a large promotional banner for "Words With Friends" featuring yellow letter tiles and the game's logo. Underneath the banner, the text "Words With Friends" is displayed with a five-star rating and the subtitle "Best social word game". Below this are two smaller game tiles: "Zynga Poker" with a red background and a woman's face, and "Chess Free" with a blue and white checkered background. Both of these tiles have their titles and the text "2 friends have played" (for Zynga Poker) and "1 friend has played" (for Chess Free) circled in red. At the bottom, there is a section titled "Play Zynga Games" with the dog icon and the text "Check out our other games in the App Store!".</p>

Continued on next page

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 placement of graphical elements for friend information, etc.</p> <p>Additionally, remote images, such as friend photos are displayed along with locally stored graphics.</p>


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

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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). Hanging with Friends 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 running water and drum playing.


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


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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 Hanging with Friends as a “mobile game” to its users playing on personal computing devices such as, for example, mobile handheld devices. A user of Hanging with Friends directly infringes Claim 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 Hanging with Friends. 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 Hanging with Friends. The priority date for Claim 18 is November 3, 1981.</p> <p>Hanging with Friends outputs a video presentation at a receiver station. See screen shots of example video presentations below:</p>


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Claim Language	Evidence of Infringement
	 <p>The screenshot displays the 'Hanging with Friends' mobile application interface. At the top, the status bar shows 'iPod', signal strength, Wi-Fi, and the time '9:44 AM'. The app header features the 'hanging with friends' logo and a green plus icon. Below the header is a red 'News' banner with the text 'New scenes! Learn more here!'. A social media section includes a Facebook icon with '2 friends playing!' and a Twitter icon with 'Invite followers!'. A row of five icons represents different game modes: 'Words' (yellow 'W' on a mug), 'Matching' (blue 'M' on a board), 'Get Games' (red dog icon), 'Shop' (yellow '\$' on a coin), and 'Profile' (cartoon character). A 'Their Turn' section highlights a game with 'Mary Smith', stating 'Last move 2 days ago' and 'Waiting on Mary S. to solve: SHANTY', with a 'nudge' button. A large white button labeled 'Create Game' is positioned below. At the bottom, there is a blue banner for the University of Phoenix with the text 'Earn your degree at a local campus or online Start Now >>'.</p>

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

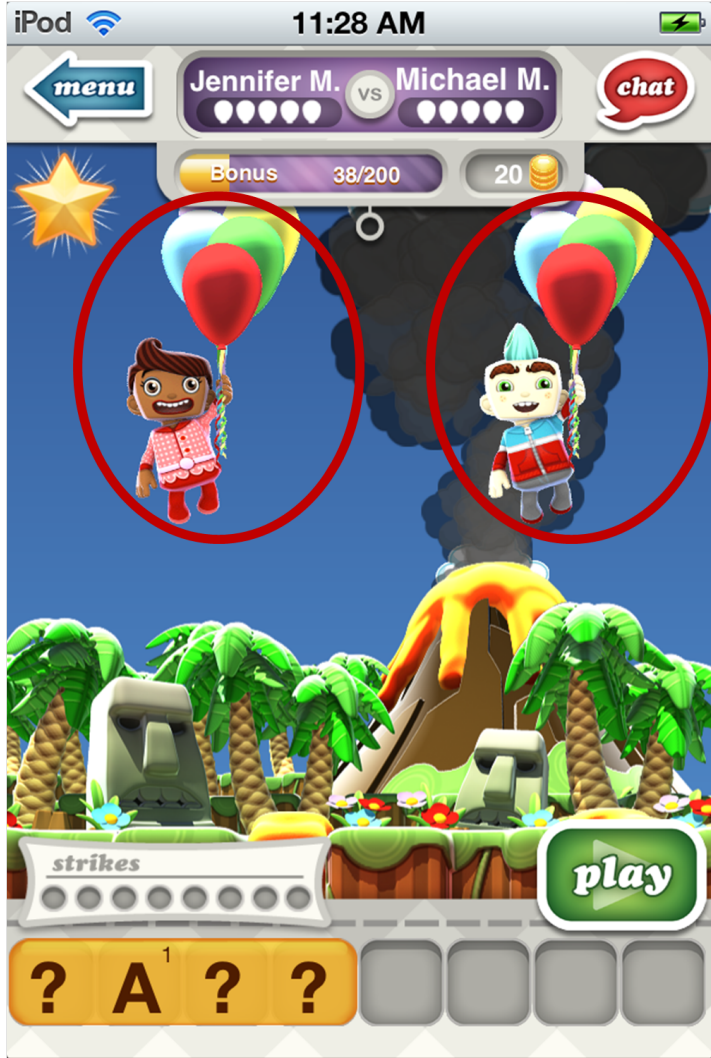
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Claim Language	Evidence of Infringement
	 <p>The screenshot shows the game interface on an iPod. At the top, it displays 'iPod', signal strength, '11:28 AM', and battery level. Below the status bar, there is a 'menu' button on the left and a 'chat' button on the right. The main header shows 'Jennifer M. vs Michael M.' with progress indicators. Below this, a 'Bonus' bar shows '38/200' and '20' coins. The game area features two cartoon characters hanging from balloons against a blue sky with a volcano and palm trees in the background. At the bottom, there is a 'strikes' indicator and a 'play' button. A keyboard is visible at the very bottom, with the letter 'A' highlighted.</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>Hanging with Friends receives at least one information transmission at the receiver station that includes a first discrete signal and a second discrete signal. For example, Hanging with Friends 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, Hanging with Friends 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).</p>

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

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