

**Exhibit B-2 - Preliminary Invalidity Contentions - U.S. Patent No. 10,413,832 to Yoshikawa, et al.
Based on FarmVille, by Zynga, and “FarmVille for Dummies” by Angela Morales and Kyle Orland, ISBN: 978-1-118-01696-1**

The following chart contains Supercell’s Invalidity Contentions demonstrating that FarmVille and “FarmVille for Dummies” anticipates and/or renders obvious Claims 1-15 of U.S. Patent No. 10,413,832 under 35 U.S.C. § 102 and 35 U.S.C. § 103, alone or in view of other prior art. Because the Court has yet to issue a claim construction in this case, fact discovery is ongoing, and the invalidity of the asserted claims will likely be the subject of expert discovery, these contentions are preliminary only and Supercell reserves the right to supplement or modify these contentions in accordance with the agreed patent-disclosure procedures and the Docket Control Order in this case. Additionally, and in further consideration of the preliminary stages of the case, Supercell notes that the pinpoint citations referenced in this chart are not exhaustive, and Supercell reserves the right to rely on additional citations within the reference. Furthermore, citations to any figure, table, or chart are meant to encompass the language describing the respective figure, table, or chart, and vice versa.

These charts also incorporate analysis based upon GREE’s apparent interpretation of the asserted claims, as reflected in GREE’s infringement contentions to date. Supercell does not agree with GREE’s incomplete, ambiguous, and inadequate application of the asserted claims in those contentions. However, as detailed below, such application (to the extent that it can be reasonably ascertained) further renders each asserted claim invalid. Supercell further reserves its right to supplement these contentions based on further discovery, including any supplemental infringement contentions or any interrogatory response purporting to rebut these invalidity contentions provided by GREE.

Additionally, Supercell notes that while certain potential obviousness arguments and combinations may be cited within these charts, such recitations are not exhaustive. As such, to the extent that any asserted claims are found not to be anticipated by FarmVille or “FarmVille for Dummies,” Supercell reserves the right to argue that such non-anticipated claims are obvious over FarmVille for Dummies alone, in view of any of the arguments raised within the charts, in view of any of the other prior art cited in Supercell’s cover pleading, or in view of prior art that may later become known to Supercell as part of the discovery process.

'832 Patent Claim 1	Disclosure from FarmVille
<p>[Preamble]</p> <p>A game control method executed by a game server, the method comprising:</p>	<p>FarmVille discloses game control method executed by a game server:</p> <p>FarmVille is a web-based social network video game developed and published by Zynga, and was first released for the Facebook platform on June 19, 2009. In addition, an HTML5 version was released on October 13, 2011.</p> <p>FarmVille for Dummies is a book published by Wiley Publishing, Inc. in 2011. The book describes how to play FarmVille as it existed at the time.</p> <p>“FarmVille is a Web-based farming simulation game produced by a gaming company called Zynga. In contrast to many computer games that you have to buy on a disc, anyone with an Internet connection and a Facebook account can load FarmVille in his or her Web browser and play for free in an instant. The ease of access is one of the reasons FarmVille has become so popular.” P. 7</p> <p>“After you install the FarmVille app on your Facebook account (see how in Chapter 2), you start with a small, mostly empty farm, which we call the play area. This farm, and the game itself, aren’t actually stored permanently on your computer, but exist on “the cloud” of FarmVille servers maintained by developer Zynga.” P. 11</p> <p>“In contrast to most games on traditional gaming consoles such as the Nintendo Wii or Sony PlayStation 3, FarmVille is a Web-based game that you can play without inserting a disc or installing any programs to your hard drive. Your farm and the game program required to maintain it exist as part of a series of online data centers maintained by FarmVille’s publisher, Zynga.” P. 16.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Kamiyama, FFXIV, WoW</p>

'832 Patent Claim 1	Disclosure from FarmVille
<p>[Element 1-A] associating, in a memory of the game server, each of a plurality of cells with each of extracted items extracted from the memory;</p>	<p>FarmVille discloses associating, in a memory of the game server, each of a plurality of cells with each of extracted items extracted from the memory:</p> <p>FarmVille for Dummies describes that a player may obtain bushels as a result of harvests.</p> <p>“Receiving money directly for harvesting ripe crops is all well and good, but it’s only a part of the benefit you can derive from those crops. By finding and sharing bushels during your harvest, and assembling those bushels into sellable crafted goods, you can get rewards including experience points (XP), Farm Coins, and, most usefully, fuel for farming vehicles.... Bushels are the core of the Farmers Market. Bushels are simply a special type of item that you can use to improve your harvests, share with friends to collect bonuses, or collect to help craft goods.” P. 113.</p> <p>FarmVille for Dummies further describes that players can share bushels with other players, and/or obtain bushels from other players.</p> <p>“Bushels are the core of the Farmers Market. Bushels are simply a special type of item that you can use to improve your harvests, share with friends to collect bonuses, or collect to help craft goods.” P. 113.</p> <p>“You can also collect bushels that your neighbors are sharing in their market stalls.” P. 115</p> <p>“The Get Bushels section of the Farmers Market menu appears, as shown in Figure 7-2. (If you leave this section, you can click the Get Bushels tab at the top of the menu to return.) Click the up and down arrows on the right side of the menu to see what kinds of bushels are currently being offered in your neighbors’ market stalls, as indicated by that neighbor’s picture next to the bushel.” P. 115</p>



Figure 7-2 of FarmVille for Dummies (reproduced above) shows a plurality of cells, each associated with extracted items.

“The Shop for Bushels section of the Friend’s Market menu appears, as shown in Figure 7-3. Note that this menu may actually show multiple crops on offer from the applicable neighbor, not just the one you’re looking for.” P. 115.



Figure 7-3 of FarmVille for Dummies (reproduced above) shows a plurality of cells, each associated with extracted items.

“After you install the FarmVille app on your Facebook account (see how in Chapter 2), you start with a small, mostly empty farm, which we call the play area. This farm, and the game itself, aren’t actually stored permanently on your computer, but exist on “the cloud” of FarmVille servers maintained by developer Zynga.” P. 11

In addition, FarmVille for Dummies discloses that a player may also use bushels they have collected. An interface for using bushels is illustrated in Figure 7-5 of FarmVille for Dummies.

“You can use bushels to access temporary bonus effects for your usual planting and harvest cycle.” P. 120.

“Click the Use Bushels tab at the top of the menu. A display of all the bushels currently in your inventory appears (refer to Figure 7-5 to see what an inventory looks like). Click the tabs above the bushels to filter the list by types of crops, or use the left and right arrows on the side of the menu to navigate multiple pages of bushels.” P. 121.



Figure 7-5: The Use Bushels section of the Farmers Market menu.

As illustrated in Figure 7-5, the interface comprises a plurality of cells each associated with an item.

A POSITA would have understood that, as the game is executed by a game server, the items displayed in the cells of the Farmer’s Market are stored in a memory of the game server, and extracted from the memory for display.

'832 Patent Claim 1	Disclosure from FarmVille
	<p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Kamiyama, FFXIV, WoW</p>
<p>[Element 1-B] sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items;</p>	<p>FarmVille discloses sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items:</p> <p>Figures 7-2 and 7-3 of Farmville for Dummies (reproduced below, annotations added) each show a sheet comprising a plurality of cells and obtainable item information. As the game is executed by a game server, the POSITA would have understood that the interfaces of Figures 7-2 and 7-3 are displayed to a player at a user terminal (e.g., the player's computer, mobile device, etc.) by sending information to the player's user terminal.</p>

'832 Patent Claim 1

Disclosure from FarmVille



'832 Patent Claim 1

Disclosure from FarmVille



In addition, Figure 7-5 also shows obtainable item information.

'832 Patent Claim 1

Disclosure from FarmVille



Figure 7-5: The Use Bushels section of the Farmers Market menu.

To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Matsuzo, FFXIV, WoW

[Element 1-C]

receiving, in the virtual game, a selection request from the

FarmVille discloses receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells:

'832 Patent Claim 1

Disclosure from FarmVille

user terminal to select one cell among the plurality of cells;

"3. Click the Take One button underneath the bushel you want. You can collect up to three total bushels from each neighbor each calendar day." P. 116



In addition, the player may use a bushel.

"3. Click the green Use button underneath the bushel you want to use. A pop-up notification appears.

4. Click the green Accept button. The bushel is removed from your inventory. Click the red X button in the upper-right corner of the Farmers Market menu to return to your farm. A small icon

of the bushel appears in the bottom-right corner of the play area, indicating that the bushel's bonus is in effect. This effect lasts for two hours." P. 121.



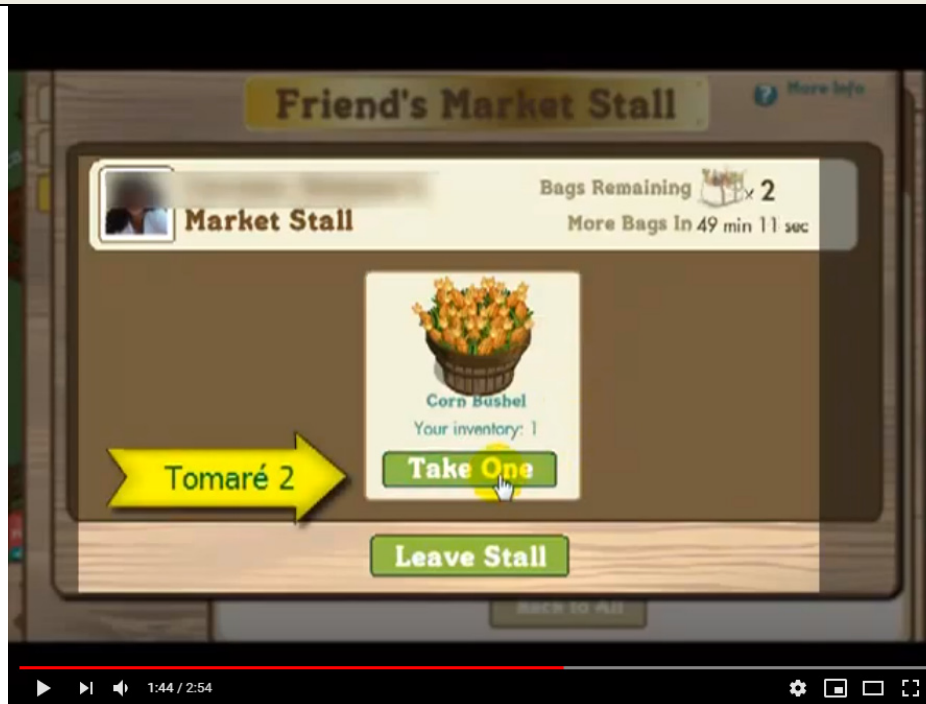
Figure 7-5: The Use Bushels section of the Farmers Market menu.

To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Kamiyama, FFXIV, WoW

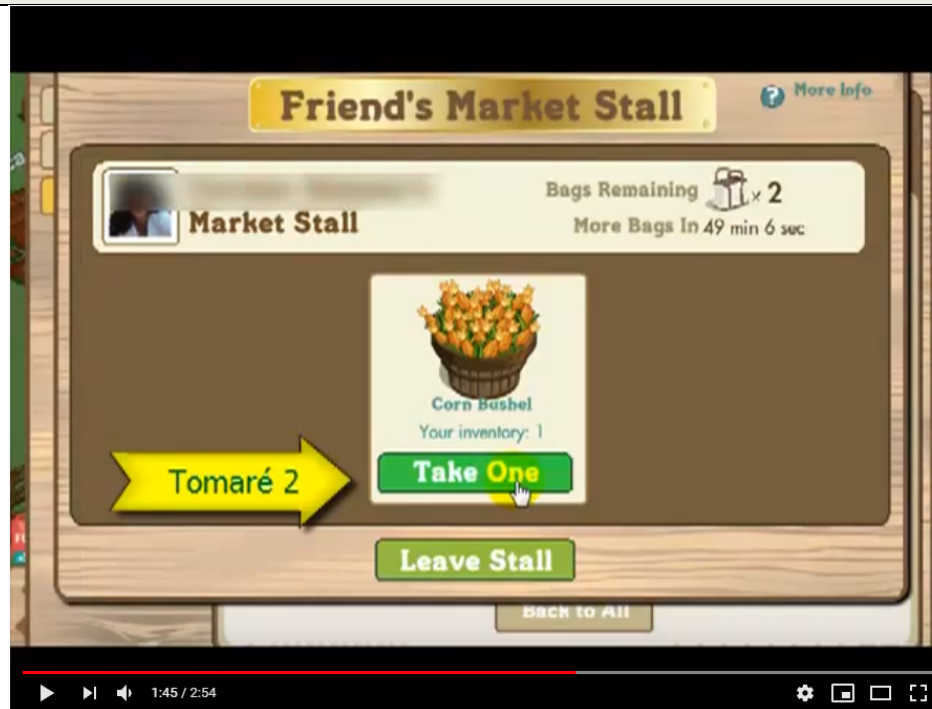
'832 Patent Claim 1	Disclosure from FarmVille
<p>[Element 1-D] sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell; and</p>	<p>FarmVille discloses sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cel:</p> <p>FarmVille for Dummies shows a player at a user terminal can select a cell from the plurality of cells showing different bushels by clicking the “Take One” button within a particular cell.</p> <p>To the extent that FarmVille for Dummies does not explicitly show sending information for differentiating a display of the one cell from other cell of the plurality of cells in response to the selection request to select the one cell, see “Farmers Market Market Stall” (hereinafter “Video 1”), available at https://www.youtube.com/watch?v=ZBlcQrmong. Video 1 was published on Youtube on July 3, 2010, and depicts operations of FarmVille as they existed at the time.</p> <p>As shown at 1:44 of Video 1, prior to the player clicking on the “Take One” button within a market stall cell, the “Take One” button has a pale green color:</p>

'832 Patent Claim 1

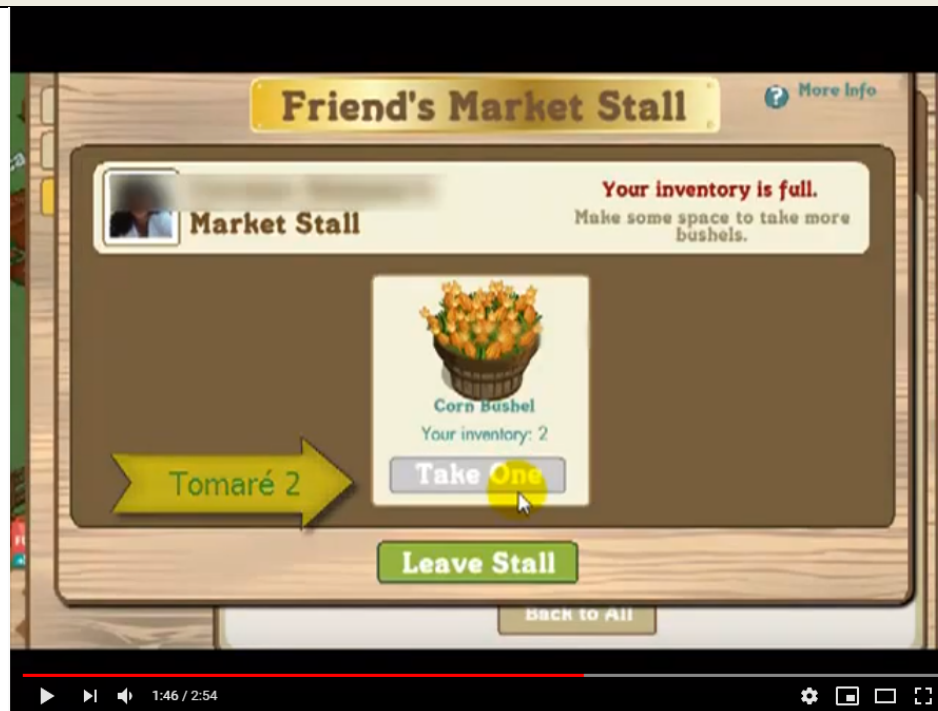
Disclosure from FarmVille



However, when the player has moved their cursor over and clicks the “Take One” button, the button has a bright green color.



Furthermore, once the player has taken all of a particular item that they can corresponding to a particular cell, the “Take One” button for the cell is greyed out.



As such, a POSITA would have understood that a cell associated with an item (e.g., a particular type of bushel) and containing the “Take One” button described and illustrated in FarmVille for Dummies would be differentiated visually when the cell is selected (e.g., the player clicks the “Take One” button in the cell, changing the color of the button from pale green to bright green), and that this would involve “sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell.”

In addition, see “4.1 How to Make More Bushels in Farmville” (hereinafter “Video 2”), available at <https://www.youtube.com/watch?v=BVvLVlt-DBA>. Video 2 was published on Youtube on May 6, 2011, and depicts operations of FarmVille as they existed at the time.

'832 Patent Claim 1

Disclosure from FarmVille

As shown at 0:23 of Video 2, prior to the player clicking on the “Use” button within a cell of the “Use Bushels” interface, the “Use” button has a pale green color:



When the player selects the “Use” button, the button becomes dark green.

'832 Patent Claim 1

Disclosure from FarmVille



To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW

[Element 1-E]
providing, in the virtual game, an item of the extracted

FarmVille discloses providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal:

'832 Patent Claim 1	Disclosure from FarmVille
<p>items that is associated with the one cell to a user of the user terminal.</p>	<p>When the player selects a cell in a Farmer's Market (as illustrated in Figure 7-3), the player receives the bushel associated with the selected cell.</p> <p>“3. Click the Take One button underneath the bushel you want. You can collect up to three total bushels from each neighbor each calendar day.” P. 116</p> <p>Also see 1:44 of Video 1, showing the user having an inventory of 1 corn bushel prior to clicking the “Take One” button, and an inventory of 2 corn bushels after clicking the “Take One” button.</p> <p>In addition, when the player uses a bushel (by clicking on the “Use” button in a cell and clicking an “Accept” button of a subsequent pop-up), a bonus associated with the selected bushel is provided to the player. In other words, the effect of the bushel is provided to the player.</p> <p>“4. Click the green Accept button. The bushel is removed from your inventory. Click the red X button in the upper-right corner of the Farmers Market menu to return to your farm. A small icon of the bushel appears in the bottom-right corner of the play area, indicating that the bushel's bonus is in effect. This effect lasts for two hours.” P. 121.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Kamiyama, FFXIV, WoW</p>

'832 Patent Claim 2	Disclosure from FarmVille
<p>[Element 2] The game control method of claim 1, wherein</p>	<p>FarmVille discloses that the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell:</p>

'832 Patent Claim 2

the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.

Disclosure from FarmVille

As shown in Video 1, the “Take One” button of a cell changes between pale green, bright green, and grey, based on user selection of the cell.

A POSITA would have understood that the differentiating pattern of the one (selected) cell may be according to the item type of item associated with the one cell. For example, the “Take One” button for cells associated items that are still available for selection are displayed in green, while the “Take One” button for cells associated with items no longer available for selection are displayed in grey.

In addition, see Figure 6-3, reproduced below, showing cells associated with different trees a player can obtain. Cells associated with different types of trees (e.g., normal trees versus limited/seasonal trees) are displayed with differentiating patterns.



To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this

'832 Patent Claim 2	Disclosure from FarmVille
	reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW

'832 Patent Claim 3	Disclosure from FarmVille
<p>[Element 3]</p> <p>The game control method of claim 1, wherein</p> <p>the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.</p>	<p>FarmVille discloses that the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell:</p> <p>Figure 6-3, reproduced below, showing different trees a player can obtain, which include normal trees and limited edition trees:</p>



See also Figure 6-9:



See also Figure 7-9, reproduced below, showing Farmer's Market crafted goods that the player can obtain associated with different levels.

'832 Patent Claim 3

Disclosure from FarmVille



To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW

'832 Patent Claim 4	Disclosure from FarmVille
<p>[Element 4-A] A game server comprising: a memory in which each of a plurality of cells is associated with each of extracted items extracted from the memory; and</p>	<p>FarmVille discloses a game server comprising a memory in which each of a plurality of cells is associated with each of extracted items extracted from the memory:</p> <p>FarmVille for Dummies discloses:</p> <p>“FarmVille is a Web-based farming simulation game produced by a gaming company called Zynga. In contrast to many computer games that you have to buy on a disc, anyone with an Internet connection and a Facebook account can load FarmVille in his or her Web browser and play for free in an instant. The ease of access is one of the reasons FarmVille has become so popular.” P. 7</p> <p>“After you install the FarmVille app on your Facebook account (see how in Chapter 2), you start with a small, mostly empty farm, which we call the play area. This farm, and the game itself, aren’t actually stored permanently on your computer, but exist on “the cloud” of FarmVille servers maintained by developer Zynga.” P. 11</p> <p>“In contrast to most games on traditional gaming consoles such as the Nintendo Wii or Sony PlayStation 3, FarmVille is a Web-based game that you can play without inserting a disc or installing any programs to your hard drive. Your farm and the game program required to maintain it exist as part of a series of online data centers maintained by FarmVille’s publisher, Zynga.” P. 16.</p> <p>A POSITA would understand that in order for the FarmVille game and player information (e.g., the player’s farm) to be stored on FarmVille servers (e.g., a game server), the server would comprise memory.</p> <p>See also Element 1-A.</p> <p>A POSITA would have understood that, as the game is executed by a game server, the items displayed in the cells of the Farmer’s Market are stored in a memory of the game server, and extracted from the memory for display.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this</p>

'832 Patent Claim 4	Disclosure from FarmVille
	reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Kamiyama, FFXIV, WoW
<p>[Element 4-B] a controller configured to send information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items,</p>	<p>FarmVille discloses a controller configured to send information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items:</p> <p>A POSITA would have understood that the game server would comprise a processing element, such as a controller, for controlling operations of the game.</p> <p>See also Element 1-B.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Matsuzo, FFXIV, WoW</p>
<p>[Element 4-C] receive, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells,</p>	<p>FarmVille discloses the controller configured to receive, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells:</p> <p>See Element 1-C.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary</p>

’832 Patent Claim 4	Disclosure from FarmVille
	<p>skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Kamiyama, FFXIV, WoW</p>
<p>[Element 4-D] send information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell, and</p>	<p>FarmVille discloses the controller configured to send information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell:</p> <p>See Element 1-D.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW</p>
<p>[Element 4-E] provide, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.</p>	<p>FarmVille discloses the controller configured to provide, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal:</p> <p>See Element 1-E.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art.</p>

'832 Patent Claim 4	Disclosure from FarmVille
	art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Kamiyama, FFXIV, WoW

'832 Patent Claim 5	Disclosure from FarmVille
<p>[Element 5] The game server of claim 4, wherein the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.</p>	<p>FarmVille discloses that the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell:</p> <p>See Element 2.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW</p>

'832 Patent Claim 6	Disclosure from FarmVille
<p>[Element 6] The game server of claim 4, wherein the information sent to the user terminal for displaying the sheet includes information</p>	<p>FarmVille discloses that the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell:</p> <p>See Element 3.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this</p>

'832 Patent Claim 6	Disclosure from FarmVille
<p>of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.</p>	<p>reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW</p>

'832 Patent Claim 7	Disclosure from FarmVille
<p>[Element 7] The game control method of claim 1, wherein the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items.</p>	<p>FarmVille discloses that the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un obtained items:</p> <p>As discussed in relation to Element 1-B, FarmVille for Dummies shows sending information to a user terminal for display, in a virtual game, obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items.</p> <p>FarmVille for Dummies discloses that the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un obtained items. See, e.g., Figures 7-2 and 7-3 of FarmVille for Dummies (reproduced below, annotations added).</p>





See also Figure 7-5.



Figure 7-5: The Use Bushels section of the Farmers Market menu.

To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Matsuzo, FFXIV

'832 Patent Claim 8	Disclosure from FarmVille
<p>[Element 8]</p> <p>The game server of claim 4, wherein</p> <p>the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items.</p>	<p>FarmVille discloses that the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un obtained items:</p> <p>See Element 7.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Matsuzo, FFXIV</p>

'832 Patent Claim 9	Disclosure from FarmVille
<p>[Preamble]</p> <p>A non-transitory computer readable recording medium having stored thereon instructions to be executed on a computer, the instructions causing the computer to perform the steps of:</p>	<p>FarmVille discloses a non-transitory computer readable recording medium having stored thereon instructions to be executed on a computer, the instructions causing the computer to perform steps:</p>

'832 Patent Claim 9	Disclosure from FarmVille
<p>[Element 9-A] associating, in a memory of the computer, each of a plurality of cells with each of extracted items extracted from the memory;</p>	<p>FarmVille discloses associating, in a memory of the computer, each of a plurality of cells with each of extracted items extracted from the memory: See Element 1-A.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Kamiyama, FFXIV, WoW</p>
<p>[Element 9-B] sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items;</p>	<p>FarmVille discloses sending information to a user terminal for displaying, in a virtual game, a sheet comprising the plurality of cells and obtainable item information, the obtainable item information comprising at least one of (i) a total number of items for each item type, (ii) a number of obtained items and (iii) a number of un-obtained items: See Element 1-B.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Matsuzo, FFXIV, WoW</p>
<p>[Element 9-C] receiving, in the virtual game, a selection request from the</p>	<p>FarmVille discloses receiving, in the virtual game, a selection request from the user terminal to select one cell among the plurality of cells: See Element 1-C.</p>

'832 Patent Claim 9	Disclosure from FarmVille
<p>user terminal to select one cell among the plurality of cells;</p>	<p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Kamiyama, FFXIV, WoW</p>
<p>[Element 9-D] sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell; and</p>	<p>FarmVille discloses sending information for differentiating, in the virtual game, a display of the one cell from another cell of the plurality of cells in the sheet, wherein the differentiating of the display of the one cell is done in response to the selection request to select the one cell:</p> <p>See Element 1-D.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW</p>
<p>[Element 9-E] providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal.</p>	<p>FarmVille discloses providing, in the virtual game, an item of the extracted items that is associated with the one cell to a user of the user terminal:</p> <p>See Element 1-E.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was</p>

'832 Patent Claim 9	Disclosure from FarmVille
	filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Kamiyama, FFXIV, WoW

'832 Patent Claim 10	Disclosure from FarmVille
<p>[Element 10]</p> <p>The game control method of claim 1, wherein the obtainable item information is assigned for each user based on identification information unique to each user.</p>	<p>FarmVille discloses that the obtainable item information is assigned for each user based on identification information unique to each user:</p> <p>FarmVille for Dummies discloses that the information sent to the user terminal includes obtainable item information. See, e.g., Figures 7-2 and 7-3.</p>

'832 Patent Claim 10

Disclosure from FarmVille





As shown in Figures 7-2 and 7-3, the obtainable item information indicates how many items a particular user has obtained and/or how many items a particular user can still obtain.

As the obtainable item information is associated with a specific individual user, a POSITA would have understood that the obtainable item information is assigned to each user.

In addition, when using a bushel, the interface shown in Figure 7-5 shows cells having obtainable item information indicating how many of each bushel the player currently has, which is information specific to that player.

FarmVille for Dummies discloses that each user has unique identification information (e.g., a Facebook account).

'832 Patent Claim 10	Disclosure from FarmVille
	<p>“If you’re not already one of the 500 million (and growing) people with a Facebook account, you need to change that fact before jumping into FarmVille. Luckily, signing up for Facebook is a free and easy process that shouldn’t take long. Plus, signing up for Facebook can unlock a social journey. Just be careful of “oversharing.” P. 19.</p> <p>A POSITA would thus understand that the obtainable item information is assigned to each user based on the identification information unique to each user.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Matsuzo, FFXIV</p>

'832 Patent Claim 11	Disclosure from FarmVille
<p>[Element 11]</p> <p>The game server of claim 4, wherein</p> <p>the obtainable item information is assigned for each user based on identification information unique to each user.</p>	<p>FarmVille discloses that the obtainable item information is assigned for each user based on identification information unique to each user:</p> <p>See Element 10.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the</p>

'832 Patent Claim 11	Disclosure from FarmVille
	art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Matsuzo, FFXIV

'832 Patent Claim 12	Disclosure from FarmVille
<p>[Element 12]</p> <p>The non-transitory computer readable recording medium of claim 9, wherein</p> <p>the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un-obtained items.</p>	<p>FarmVille discloses that the information sent to the user terminal for displaying is for displaying the obtainable item information as at least one of (i) a numerical value indicating the total number of items for each item type, (ii) a numerical value indicating the number of obtained items and (iii) a numerical value indicating the number of un obtained items:</p> <p>See Element 7.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Matsuzo, FFXIV</p>

'832 Patent Claim 13	Disclosure from FarmVille
<p>[Element 13]</p> <p>The non-transitory computer readable recording medium of claim 9, wherein</p> <p>the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell.</p>	<p>FarmVille discloses that the information for differentiating the display of the one cell includes information for differentiating a pattern of the one cell according to the item type of the item associated with the one cell:</p> <p>See Element 2.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW</p>

'832 Patent Claim 14	Disclosure from FarmVille
<p>[Element 14]</p> <p>The non-transitory computer readable recording medium of claim 9, wherein</p> <p>the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell.</p>	<p>FarmVille discloses that the information sent to the user terminal for displaying the sheet includes information of a character to be displayed in each of the plurality of cells, the character indicating a rarity value of each item associated with each cell:</p> <p>See Element 3.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, FFXIV, WoW</p>

'832 Patent Claim 15	Disclosure from FarmVille
<p>[Element 15] The non-transitory computer readable recording medium of claim 9, wherein the obtainable item information is assigned for each user based on identification information unique to each user.</p>	<p>FarmVille discloses that the obtainable item information is assigned for each user based on identification information unique to each user: See Element 10.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: Xu, Matsuzo, FFXIV</p>