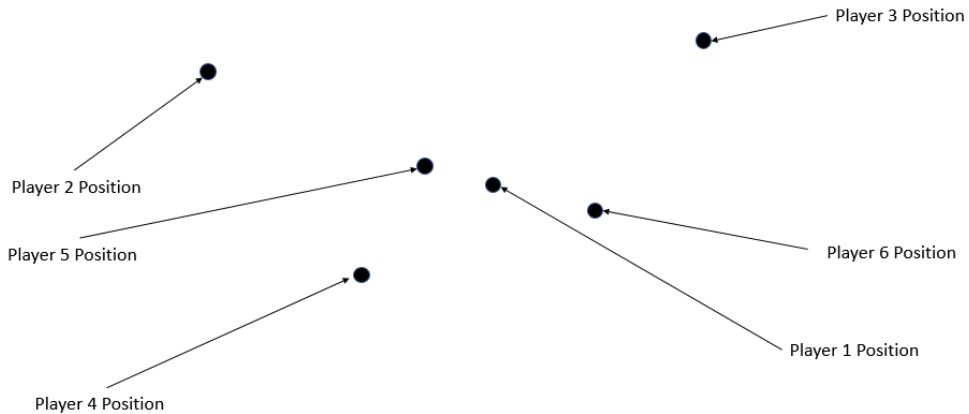# EXHIBIT V

Infringement Claim Chart for Claims 1, 2, 5, and 10 of U.S. Patent No. 8,082,501
Microsoft's Minecraft Products

U.S. Patent No. 8,082,501 Claims	Microsoft's Minecraft Products
1. A method for enabling a first user to interact with other users in a virtual space, each user of the first user and the other users being associated with a three dimensional avatar representing said each user in the virtual space, the method comprising the steps of:	To the extent the preamble is limiting, the Microsoft Minecraft Products provide a method for enabling a first user to interact with other users in a virtual space, each user of the first user and the other users being associated with a three dimensional avatar representing said each user in the virtual space. Microsoft's Minecraft Products are played in part on a "server" and multiple users interact with the server, each using "client" source code. The server hosts a "world" in which the users interact. See: https://minecraft.gamepedia.com/World https://minecraft.gamepedia.com/Server https://minecraft.gamepedia.com/Client.jar For example, six players could be positioned in a world as follows:

-1-

Player 3 Position

Player 2 Position

Player 5 Position

Player 6 Position

Player 4 Position

Player 1 Position

Each user is represented in the world as a three-dimensional avatar, with the default avatars being "Steve" or "Alex."

See:
https://minecraft.gamepedia.com/Player

...ustomizing, using a | The Microsoft Minecraft Products perform customizing, using a processor of a client device, an avatar in response

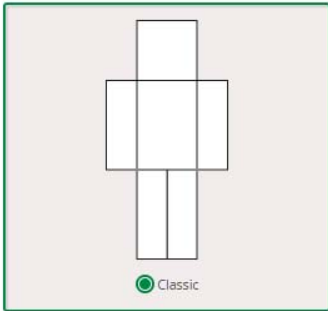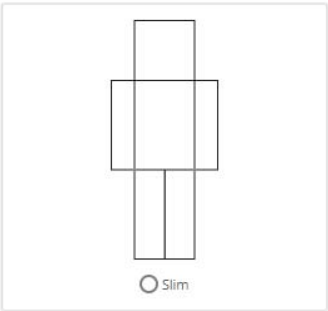|	
rocessor of a client evice, an avatar in esponse to input by he first user;	to input by the first user. The Microsoft Minecraft Product allows a user to customize the "skin" of their avatar by uploading an image file. "In Java Edition, players can change skins on the preferences page of minecraft.net or the launcher by uploading a PNG image file, which then replaces the default skin. Players also have the option to have three or four pixel wide arms on the character model. In Bedrock Edition, the player can change the skin by opening the settings from the main menu and going to the skin settings. The two default skins are Alex and Steve but the player can download and use Skin Packs from the Marketplace or, on the Windows 10, iOS and Android versions of the game, use their own skin by selecting the "Custom" option in the skin selection menu." See: https://minecraft.gamepedia.com/Player https://minecraft.gamepedia.com/Skin https://help.minecraft.net/hc/en-us/articles/360034635452-Minecraft-Skins- https://my.minecraft.net/en-us/profile/skin

-3-

receiving, by the	A client device in the Microsoft Minecraft Products receives position information associated with fewer than all of

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