Patent No. 10,335,682 — Petition for Post-Grant Review

Filed on behalf of Supercell Oy

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UNITED STATES PATENT AND TRADEMARK OFFICE

BEFORE THE PATENT TRIAL AND APPEAL BOARD

SUPERCELL OY, Petitioner,

v.

GREE, INC., Patent Owner.

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PETITION FOR POST-GRANT REVIEW OF U.S. PATENT 10,335,682

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	1.	Indepe	endent Claims 1 and 9	47		
		a.	Cho and GSB disclose "A method performed by a user terminal used by a first player" of claim 1, and "A method performed by a user terminal used by a second player" comprising "executing a game" of claim 9	47		
		b.	Cho and GSB disclose "transmitting first information to a server from the user terminal [] identifying a second player [] different from the first player and being designated by the first player" of claims 1 and the server "receiving first information identifying the second player" of claim 9	48		

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c.	Cho and GSB disclose "the server receiving second information from another user terminal executing a game, the second information being associated with the second player and [] indicating types and positions of at least one of a set of game contents arranged within at least a part of a game space" of claims 1, and "transmitting second information to [the] server from the user terminal [of the second player]" of claim 9			
d.	Cho and GSB disclose "receiving, at the user terminal, third information from the server based on the first information, the third information being associated with the second player, [] related to the second information, and [] used for reproducing the types and the positions of the at least one of the set of game contents arranged within the at least a part of the game space in the user terminal" of claims 1, "the server transmitting third information to the another user terminal" used by the first player of claim 9			
2. Indepe	Independent Claims 10 and 145			
a.	Cho and GSB disclose "A method for controlling a first computer" of claim 10, and "A method for controlling a second computer comprising a memory" of claim 14			
b.	Cho and GSB disclose "executing a game by arranging a set of plurality of game contents within a game space based on a player's command, [] including at least one game content for defending from another player's attack" of claim 10			

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