

**Exhibit G-3:** U.S. Patent No. 10,335,682 to U.S. Patent Application 2007/0105626 (“Cho”)

The following chart contains Supercell’s Invalidity Contentions demonstrating that Cho anticipates claims 1-16 of U.S. Patent No. 10,335,682 under 35 U.S.C. § 102 or renders the same claims obvious alone or in view of other prior art under 35 U.S.C. § 103. 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 modify these contentions in accordance with the agreed patent-disclosure procedures and the Docket Control Order. Additionally, and in further consideration of the preliminary stages of the case, Supercell notes that the pinpoint citations in this chart are not exhaustive, and Supercell reserves the right to rely on additional citations within the reference. 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 relied upon) further renders each asserted claim invalid. Supercell further reserves its right to supplement these contentions based upon further discovery, including any supplemental infringement contentions or any interrogatory response purporting to rebut the contentions provided by GREE.

Additionally, Supercell notes that while certain potential obviousness arguments and combinations may be cited in the charts, such recitations are not exhaustive. As such, to the extent that any asserted claims are found not to be anticipated or obvious over Cho alone, Supercell reserves the right to argue that such non-anticipated claims are obvious over Cho alone, in view of any of the other prior art cited in 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 be discovered to Supercell as part of the discovery process.

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'682 Patent claim 1	Cho
<p>1 Preamble: A method performed by a user terminal used by a first player, the method comprising:</p>	<p>Cho discloses a method performed by a user terminal used by a first player, the</p> <p><i>See, e.g., Cho at Abstract:</i></p> <p>Example systems and methods involve a video game system that has a touch sensitive display screen that can be used to supply inputs used in video game control. In one example method, a user or player draws movement patterns on the touch sensitive display screen. The drawn movement patterns are stored and a game object can be moved in accordance with a drawn movement pattern selected from the memory by the user.</p> <p><i>See, e.g., Cho at [0002]:</i></p> <p>This application describes various inputs to a touch screen of a game device, for example, to control game play.</p> <p><i>See, e.g., Cho at [0005]:</i></p> <p>In one example system and method, a user or player draws movement patterns on a touch sensitive display screen. The drawn movement patterns are stored and a game object can be moved in accordance with a movement pattern selected from the memory by the user. This example system and method can be applied by way of example without limitation to a video game in which a user can design and store plays involving various football plays.</p> <p><i>See, e.g., Cho at [0006]:</i></p>

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	<p>In another example system and method, a user or player draws a movement pattern on a touch sensitive display screen and a game object is moved based on the drawn movement pattern. This example system and method can be applied without limitation to moving different game objects using the same movement pattern. For example, a first game object can be moved by drawing a movement pattern of a first color and a second game object can be moved by drawing a movement pattern of a second color.</p> <p><i>See, e.g., Cho at [0020]:</i></p> <p>Referring to FIGS. 1 and 2, in an illustrative embodiment the game system includes a main body 12 and a cover body 14 hingedly connected to each other along an upper edge of the main body 12 and a lower edge of the cover body 14 (references herein to terms “lower” and “forward” and “rearward” are for ease of understanding and are not intended to indicate an orientation of the game device where the cover body 14 is in an open position as shown in FIG. 1 (the cover body 14 is being held by a user in a normal operating position). Hinge elements 16, 18 and 20 connect the main body 12 mesh with hinge elements 22 and 24 on the cover body, with the hinge elements (as shown) extending through the aligned hinge elements in conventional fashion. Because hinge elements 16, 18 and 20 extend from the upper (or inner) face of the main body 12, the cover body 14 overlies the upper face 26 when the cover body 14 is in its closed position. When the cover body 14 is in its fully open position, it is substantially parallel to the main body 12 but lies in a substantially parallel, offset plane. The main body 12 includes a lower (or outer) face 28 (FIG. 2) and a peripheral edge 30.</p> <p><i>See, e.g., Cho at [0052]:</i></p>

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	<p>These plays can be created advance and stored in memory for selection during the game. A new play can be created during the game to take into account a particular game state. For example, FIGS. 9A and 9B show two plays in which paths with arrows on the touch screen to move offensive players (indicated by circles). Similar plays may be developed for defensive players are moved in accordance with paths drawn using the touch screen. In various implementations, the touchscreen may be used to develop various offensive formations and paths may be drawn to move the players from these initial positions. When an offensive player chooses to use a particular formation (e.g., by selection of a formation previously specified by that user and stored in memory or by drawing a path on the touch screen), the game program may be configured to recognize the formation and select for, or suggest to, the defensive player a particular defensive formation. In various implementations, various defensive formations previously specified by that user and stored in memory may be suggested to the defensive player.</p> <p><i>See, e.g., Cho at [0062]:</i></p> <p>For example, in a squad-based military game, User 1 may want to show his position to User 2 and User 3, where to position themselves in a field of play. User 1 presses a button in the game. This triggers the display of an overhead map on the screen of User 1 and User 2 and 3 as shown in (B) of FIG. 11. All users may then draw on this map using their respective touchpads. User 1 may, for example, show User 2 where to go by drawing an arrow from his current position (displayed on the map), to a target position as shown in (C) of FIG. 11. The touchpad and drawing information is communicated to the portable game system of User 2 and 3 and the maps on their respective screens are updated to be same as the map on the touchscreen of User 1's portable game system as shown in (D) of FIG. 11. In another implementation (not shown in FIG. 11), User 2 may acknowledge receipt of the information by drawing a checkmark on the map at this position. This checkmark would be seen by Users 1, 2, and 3.</p>

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	<p><i>See, e.g.,</i> Cho at [0063]:</p> <p>User 2 may then propose to further move from the target position designated another target position by drawing a path with an arrow on his/her touchscreen of FIG. 11. Touchscreen and drawing information is transmitted from User the game systems of Users 1 and 3 and their touchscreens are updated to be map on the touchscreen of User 2's portable game system as shown in (F) o</p> <p><i>See, e.g.,</i> Cho at Claim 1:</p> <p>1. A video game system comprising: a touch sensitive display screen on which movement patterns; a memory for storing the drawn movement patterns; and circuitry for moving a game object in accordance with a drawn movement the memory by a player.</p> <p><i>See, e.g.,</i> Cho at Claim 22:</p> <p>22. A video game system for use in a multi-player video game, the video game comprising: a touch-sensitive display screen for displaying a map of a game deployment of one or more game objects associated with a video game team more game objects associated with a video game opponent and for receiving drawn on the displayed map; and communication circuitry for communicating drawn tactical data to another video game system for display on a corresponding on the other video game system.</p>

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