

Exhibit G-7: U.S. Patent No. 10,335,682 to Gratuitous Space Battles, Game and Manual (“Gratuitous S

The following chart contains Supercell’s Invalidity Contentions demonstrating that Gratuitous Space Battles, Ga anticipates claims 1-16 of U.S. Patent No. 10,335,682 under 35 U.S.C. § 102 or renders the same claims obvious over other prior art under 35 U.S.C. § 103. Because the Court has yet to issue a claim construction in this case, fact d and the invalidity of the asserted claims will likely be the subject of expert discovery, these contentions are preliminary. Supercell reserves the right to supplement or modify these contentions in accordance with the agreed patent-disc the Docket Control Order in this case. Additionally, and in further consideration of the preliminary stages of the that the pinpoint citations referenced in this chart are not exhaustive, and Supercell reserves the right to rely on a within the reference. Furthermore, citations to any figure, table, or chart are meant to encompass the language d respective figure, table, or chart, and vice versa.

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

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

¹ Gratuitous Space Battles is a video game that was publicly available on or before November 17, 2009. The printed publications cited Gratuitous Space Battles. Version 1.1; Gratuitous Space Battles - Gameplay How to! (part 1) - TGN available at <https://www.youtube.com/watch?v=RCHroucekmQ>; Gratuitous Space Battles - Gameplay How to! (part 2) - TGN available at https://www.youtube.com/watch?v=jMF_HOHxTwI) qualify as prior art to the asserted patent herein as disclosing a prior art system, a publications, or both.

Exhibit G-7: U.S. Patent No. 10,335,682 to Gratuitous Space Battles, Game and Manual (“Gratuitous S

'682 Patent claim 1	Gratuitous Space Battles
<p>1 Preamble: A method performed by a user terminal used by a first player, the method comprising:</p>	<p>Gratuitous Space Battles discloses a method performed by a user terminal used by a method.</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 4:</p> <p>“‘[S]urvival’ mode missions, which pit you against endless waves of enemies attacking from all directions. Skirmish missions can be uploaded as challenges to other players, which are strictly single-player affairs.”</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 7:</p> <p>“Editing and Adding Ship Designs Right clicking the design icons allows you to delete a design. Be warned that this deletes the design entirely from your PC.”</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 9:</p> <p>“Browsing Challenges. The main menu has an option for you to check your challenges. If you will connect online to the galactic server, so ensure your firewall will allow this, if it doesn’t. We recommend doing this in windowed mode the first time.”</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 10:</p> <p>“The enemy Admiral may have cruelly taunted you along with the challenge. After you download the challenger’s fleet formation to your PC, and battle can then be fought in another mission. The server will keep track of how many attempts you make to beat the challenger before finally doing so.”</p>

Exhibit G-7: U.S. Patent No. 10,335,682 to Gratuitous Space Battles, Game and Manual (“Gratuitous S

'682 Patent claim 1	Gratuitous Space Battles
	<p><i>See, e.g.,</i> Gratuitous Space Battles at pg. 10:</p> <p>“GSB is relatively demanding for a 2D game. Especially on your video card. You can turn some options off from the options screen. It’s also likely you might want to switch to windowed mode, or change the screen resolution. You can also adjust the volumes here, and</p> <p><i>See, e.g.,</i> Gratuitous Space Battles at pg. 10:</p> <p><i>“Ensure you have the latest video card drivers for your PC before trying anything. Try the demo first. This game uses Microsoft’s DirectX9, which should be already installed on your computer. Your video card must support a minimum screen height of 768 pixels. Netbooks do not support this and will not run the game.”</i></p> <p><i>See, e.g.,</i> Gratuitous Space Battles at pgs. 9-10:</p>

Exhibit G-7: U.S. Patent No. 10,335,682 to Gratuitous Space Battles, Game and Manual (“Gratuitous S

'682 Patent claim 1	Gratuitous Space Battles
	<p>Challenges</p> <p>Battling against the AI is only part of the war. Once you have beaten the enemy on the hardest difficulty (or before you are keen), you might want to try your hand at beating fellow humans (or members of your own species, as applicable). This is where the challenge system comes in.</p> <p style="text-align: center;">“Battling against the AI is only part of the war”</p> <p>Issuing A Challenge</p> <p>The challenge button takes you to a screen where you enter the name of your opponent, and the taunt you wish to display to them. This name must be the username of another GSB player, or tick 'all' if you wish it to be an open challenge. Once the challenge is submitted they will see it the next time they play the game. Do not be surprised if they respond with a challenge of their own.</p> <p>Browsing Challenges</p> <p>The main menu has an option for you to check your challenges. This button will connect online to the galactic server so ensure your firewall will allow this, or be prepared to fix it if it doesn't. We recommend doing this in windowed mode the first time.</p> <p>The challenges listed can be toggled to be either all challenges, or those that are explicitly sent to you by other players. The enemy Admiral may have cruelly taunted you along with the challenge. Accepting a challenge downloads the challenger's fleet formation to your PC, and battle can then be fought just like any other mission. The server keeps track of how many attempts you make to beat the challenge, before finally doing so.</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is in the art. Moreover, it would have been obvious to one of ordinary skill in the art to modify the claim 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. patent publications, articles, and products available at the time the asserted patent was filed. It would have been obvious to combine these references to a person of ordinary skill in the art to include at least the corresponding claim elements in the respective charts, which are incorporated by reference.</p>

Exhibit G-7: U.S. Patent No. 10,335,682 to Gratuitous Space Battles, Game and Manual (“Gratuitous S

'682 Patent claim 1	Gratuitous Space Battles
	<p>if fully set forth herein: Mastermind, Backyard Monsters, Cho, Farone, Kim, Sword, Madden 25, FIFA 13, Gratuitous Tank Battles, JP 200.</p>
<p>1a: transmitting first information to a server from the user terminal, the first information identifying a second player which is different from the first player and being designated by the first player,</p>	<p>Gratuitous Space Battles discloses transmitting first information to a server from the first information identifying a second player which is different from the first player by the first player.</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 4:</p> <p>“‘[S]urvival’ mode missions, which pit you against endless waves of enemies attacking from all directions. Skirmish missions can be uploaded as challenges to other players, which are strictly single-player affairs.”</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 7:</p> <p>“Editing and Adding Ship Designs Right clicking the design icons allows you to delete a design. We warned that this deletes the design entirely from your PC.”</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 9:</p> <p>“Browsing Challenges. The main menu has an option for you to check your challenges. You will connect online to the galactic server, so ensure your firewall will allow this, and if it doesn’t. We recommend doing this in windowed mode the first time.”</p> <p><i>See, e.g.</i>, Gratuitous Space Battles at pg. 10:</p>

Explore Litigation Insights

Docket Alarm provides insights to develop a more informed litigation strategy and the peace of mind of knowing you're on top of things.

Real-Time Litigation Alerts



Keep your litigation team up-to-date with **real-time alerts** and advanced team management tools built for the enterprise, all while greatly reducing PACER spend.

Our comprehensive service means we can handle Federal, State, and Administrative courts across the country.

Advanced Docket Research



With over 230 million records, Docket Alarm's cloud-native docket research platform finds what other services can't. Coverage includes Federal, State, plus PTAB, TTAB, ITC and NLRB decisions, all in one place.

Identify arguments that have been successful in the past with full text, pinpoint searching. Link to case law cited within any court document via Fastcase.

Analytics At Your Fingertips



Learn what happened the last time a particular judge, opposing counsel or company faced cases similar to yours.

Advanced out-of-the-box PTAB and TTAB analytics are always at your fingertips.

API

Docket Alarm offers a powerful API (application programming interface) to developers that want to integrate case filings into their apps.

LAW FIRMS

Build custom dashboards for your attorneys and clients with live data direct from the court.

Automate many repetitive legal tasks like conflict checks, document management, and marketing.

FINANCIAL INSTITUTIONS

Litigation and bankruptcy checks for companies and debtors.

E-DISCOVERY AND LEGAL VENDORS

Sync your system to PACER to automate legal marketing.