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 o
10,335,682 under 35 U.S.C. § 102 or renders the same claims obvious alone or in view of other prior art under 3
Because the Court has yet to issue a claim construction in this case, fact discovery is ongoing, and the invalidity
will likely be the subject of expert discovery, these contentions are preliminary only and Supercell reserves the r
modify these contentions in accordance with the agreed patent-disclosure procedures and the Docket Control Or
Additionally, and in further consideration of the preliminary stages of the case, Supercell notes that the pinpoint
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
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
reserves the right to argue that such non-anticipated claims are obvious over Cho alone, in view of any of the arg
the charts, in view of any of the other prior art cited in Supercell's cover pleading, or in view of prior art that ma
to Supercell as part of the discovery process.

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

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'682 Patent claim 1	Cho
	In another example system and method, a user or player draws a movemen touch sensitive display screen and a game object is moved based a shape a drawn movement pattern. This example system and method can be applied without limitation to moving different game objects using the same movem example, a first game object can be moved by drawing a movement pattern a second game object can be moved by drawing a movement pattern of a s color. *See, e.g.*, Cho at [0020]: Referring to FIGS. 1 and 2, in an illustrative embodiment the game system body 12 and a cover body 14 hingedly connected to each other along an up 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 a an orientation of the game device where the cover body 14 is in an open po is being held by a user in a normal operating position). Hinge elements 16, main body 12 mesh with hinge elements 22 and 24 on the cover body, with shown) extending through the aligned hinge elements in conventional fash because hinge elements 16, 18 and 20 extend from the upper (or inner) face body 12, the cover body 14 overlies the upper face 26 when the cover body the main body. When the cover body 14 is in its fully open position, it is su to the main body 12 but lies in a substantially parallel, offset plane. The ma a lower (or outer) face 28 (FIG. 2) and a peripheral edge 30. *See, e.g.*, Cho at [0052]:

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'682 Patent claim 1	Cho
	These plays can be created advance and stored in memory for selection du new play can be created during the game to take into account a particular g example, FIGS. 9A and 9B show two plays in which paths with arrows on move offensive players (indicated by circles). Similar plays may be develo defensive players are moved in accordance with paths drawn using the tou implementations, the touchscreen may be used to develop various offensiv formations and paths may be drawn to move the players from these initial offensive player chooses to use a particular formation (e.g., by selection of formation previously specified by that user and stored in memory or by dra on the touch screen), the game program may be configured to recognize th select for, or suggest to, the defensive player a particular defensive formati various defensive formations previously specified by that user and stored i *See, e.g.*, Cho at [0062]: For example, in a squad-based military game, User 1 may want to show his and User 3, where to position themselves in a field of play. User 1 presses button in the game. This triggers the display of an overhead map on the scr and 3 as shown in (B) of FIG. 11. All users may then draw on this map usi 32. User 1 may, for example, show User 2 where to go by drawing an arro current position (displayed on the map), to a target position as shown in (C touchpad and drawing information is communicated to the portable game s and 3 and the maps on their respective screens are updated to be same as th touchscreen of User l's portable game system as shown in (D) of FIG. 11. I implementation (not shown in FIG. 11), User 2 may acknowledge receipt o move to the target position by drawing a checkmark on the map at this pos would be seen by Users 1, 2, and 3.

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'682 Patent claim 1	Cho
	See, e.g., Cho at [0063]: User 2 may then propose to further move from the target position designate another target position by drawing a path with an arrow on his/her touchsc 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 *See, e.g.*, Cho at Claim 1: 1. A video game system comprising: a touch sensitive display screen on wh movement patterns; a memory for storing the drawn movement patterns; ar circuitry for moving a game object in accordance with a drawn movement the memory by a player. *See, e.g.*, Cho at Claim 22: 22. A video game system for use in a multi-player video game, the video g comprising: a touch-sensitive display screen for displaying a map of a gam deployment of one or more game objects associated with a video game tea more game objects associated with a video game opponent and for receivin drawn on the displayed map; and communication circuitry for communicat drawn tactical data to another video game system for display on a correspo on the other video game system.

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