

Exhibit G-10: U.S. Patent No. 10,335,682 to U.S. Patent No. 9,079,105 (“Kim”)

The following chart contains Supercell’s Invalidity Contentions demonstrating that Kim 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 Kim alone, Supercell reserves the right to argue that such non-anticipated claims are obvious over Kim 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 | Kim |
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| <p>1 Preamble: A method performed by a user terminal used by a first player, the method comprising:</p> | <p>Kim discloses a method performed by a user terminal used by a first player, the</p> <p><i>See, e.g., Kim at 1:16-22:</i></p> <p>1. Technical Field The present invention relates to technologies with regard to having a team management function, in which a user may preset a plurality of characters on a team, and may immediately change the plurality of formations during game play.</p> <p><i>See, e.g., Kim at 1:30-42:</i></p> <p>Most current online games are character based. A user may access a game terminal, and enjoy an online game by selecting and manipulating game characters in online games. The characters provided in online games may be free of charge or purchased in game using game points. Assuming that the user possesses a plurality of characters, the user may play a game while changing characters between turns in an online game having a character provision function, the user possesses a team of a plurality of characters, and manages the team by individually scouting, employing, or contracting with each of the plurality of characters constituting the team.</p> <p><i>See, e.g., Kim at 2:24-30:</i></p> <p>Therefore, it is an object of the present invention to provide a method for managing an online game, in which a user may set a plurality of formations that represent a plurality of characters on a team prior to playing a match, and may set</p> |

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| '682 Patent claim 1 | Kim |
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| | <p>change between the plurality of formations, which allows the user to immediately change between formations even during game play.</p> <p><i>See, e.g., Kim at 18:4-11:</i></p> <p>As exemplarily shown in FIG. 13, a team management system of an online game according to an embodiment of the present invention includes a plurality of user terminals 100, an Internet 200, a game server 300, and a team management apparatus 400. Each of the plurality of user terminals 100 is connected to the game server 300 through the Internet 200. Each of the user terminals 100 is provided with a game client for implementation of a game.</p> <p><i>See, e.g., Kim at 19:44-60:</i></p> <p>The method and apparatus for managing a team in an online game according to the above described embodiments of the present invention as described above may be executed in a terminal that is originally equipped in a terminal (the application may include a program that is originally equipped in a terminal, for example, a basic platform or management system equipped in the terminal) that is executed by an application (i.e. a program) that is installed, by a user, to the terminal from an application provider server, such as a web server associated with a corresponding application, or an application store server. In this regard, the method for managing a team in an online game according to the above described embodiments of the present invention may be realized by the application (i.e. the program) that is originally equipped in the terminal, the application that is installed to the terminal by the user, and the method may be stored in a recording medium that may be read by a computer, for example, a terminal.</p> |

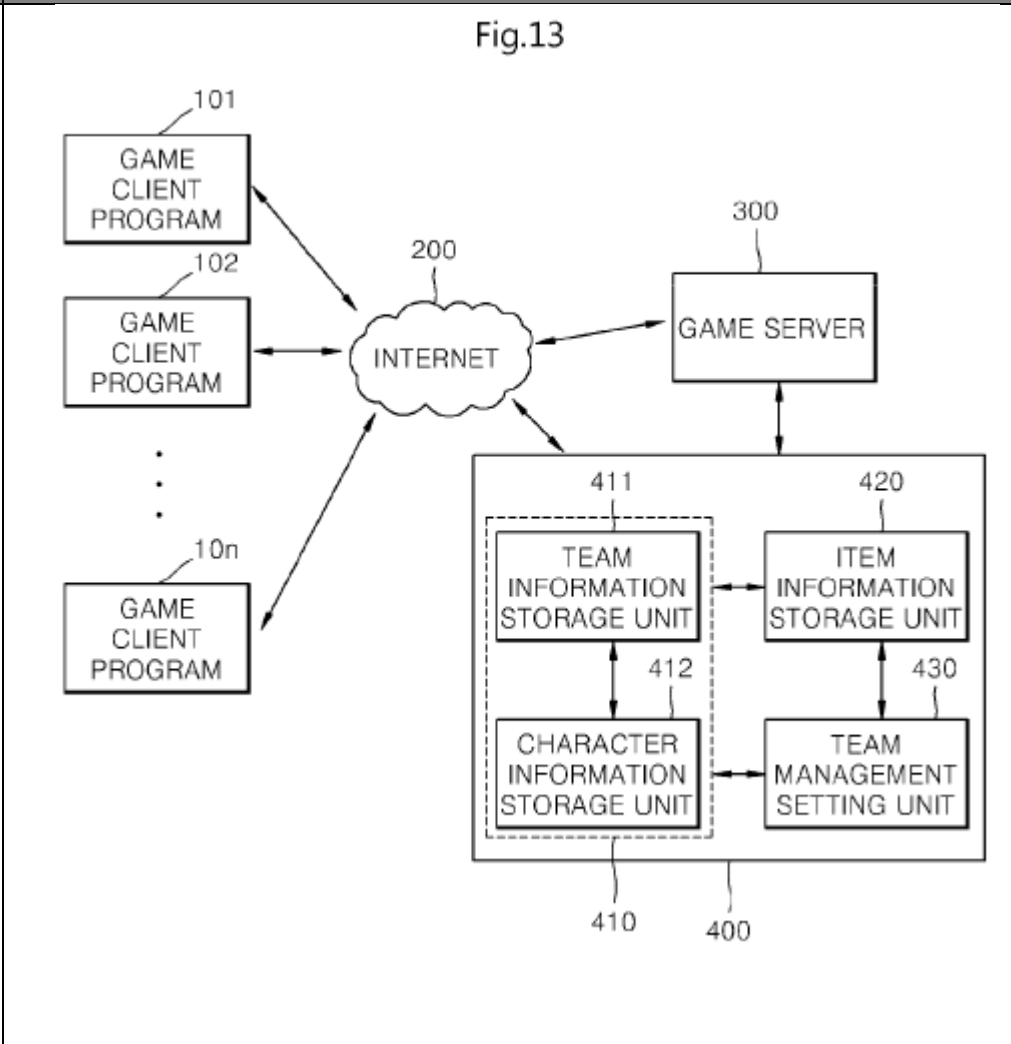
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| '682 Patent claim 1 | Kim |
|---------------------|--|
| | <p><i>See, e.g.</i>, Kim at 20:56-64:</p> <p>The computer, which can read the recording medium, in which the application for execution of the method for managing a team in an online game according to the present invention, may include a general PC, such as a desktop computer, a laptop computer, a smart phone, a tablet PC, a Personal Digital Assistant (PDA), a mobile terminal such as a mobile communication terminal, and moreover, may be various possible computing devices.</p> <p><i>See, e.g.</i>, Kim at 20:65-21:6:</p> <p>In addition, if the computer, which can read the recording medium, in which the program for execution of the method for managing a team in an online game, i.e. the program for execution of the method for managing a team in an online game, is installed in the respective embodiments of the present invention, is a smart phone, a mobile terminal, the application may be downloaded from the application server to the general PC, and may be installed in the mobile terminal via a synchronization.</p> <p><i>See, e.g.</i>, Kim at Fig. 13:</p> |

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'682 Patent claim 1

Kim



To the extent this limitation is not explicitly disclosed, Supercell responds that it is obvious. Moreover, it would have been obvious to one of ordinary skill in the art in view of the reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art at the time of the invention.

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