

Exhibit I-10: U.S. Patent No. 10,398,978 to U.S. Patent No. 9,079,105 (“Kim”)

The following chart contains Supercell’s Invalidity Contentions demonstrating that Kim anticipates claims 1-18 of U.S. Patent No. 10,398,978 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.

Exhibit I-10: U.S. Patent No. 10,398,978 to U.S. Patent No. 9,079,105 (“Kim”)

'978 Patent claim 1	Kim
<p>1 Preamble: A method performed by a portable electronic device, the method comprising:</p>	<p>Kim discloses a method performed by a portable electronic device, the method</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 terminals. 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 entering into a contract with each of the plurality of characters constituting the team.</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 connected to the Internet 200, a game server 300, and a team management apparatus 400. Each of user terminals 10 1 to 10 n is connected to the game server 300 through the Internet 200. Each of user terminals 10 1 to 10 n 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 an embodiment 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).</p>

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'978 Patent claim 1	Kim
	<p>example, a basic platform or management system equipped in the terminal, 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, or an application that is installed to the terminal by the user, and the method may be stored on a recording medium that may be read by a computer, for example, a terminal.</p> <p><i>See, e.g., Kim at 20:56-64:</i></p> <p>The computer, which can read the recording medium, in which the application is stored, for execution of the method for managing a team in an online game according to the above described embodiments of 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 other possible computing devices.</p> <p><i>See, e.g., Kim at 20:65-21:6:</i></p> <p>In addition, if the computer, which can read the recording medium, in which the application is stored, i.e. the program for execution of the method for managing a team in an online game, according to the respective embodiments of the present invention, is a smart phone, a tablet PC, or a mobile terminal, the application may be downloaded from the application provider server to the general PC, and may be installed in the mobile terminal via a synchronization.</p>

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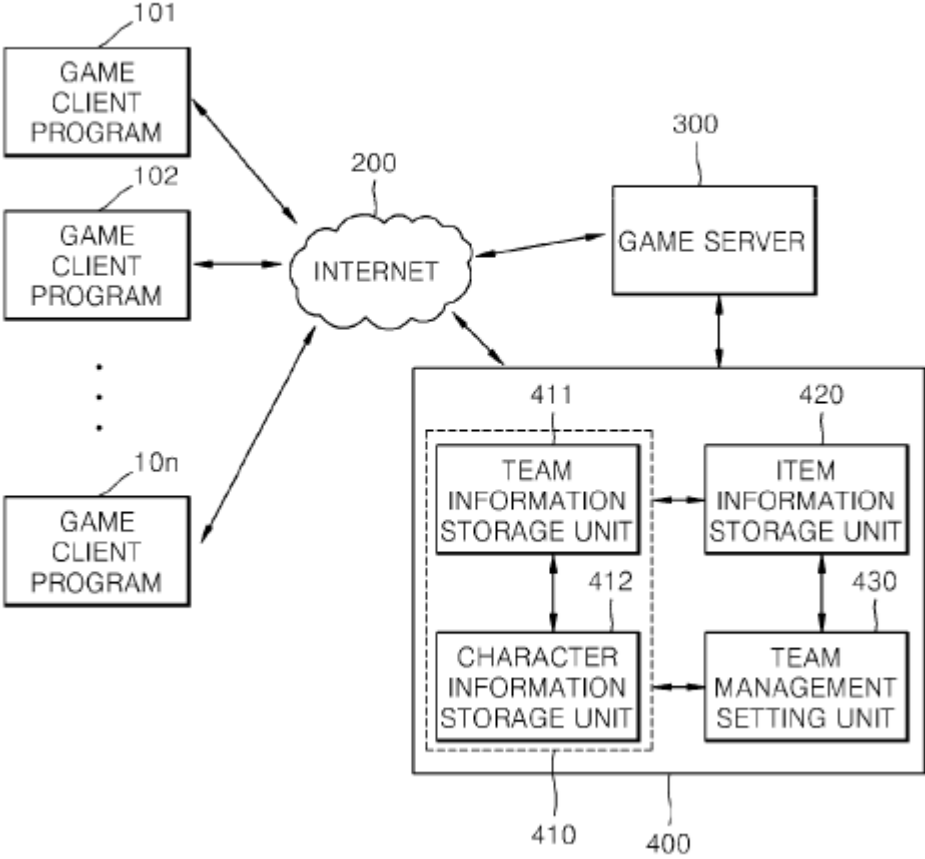
'978 Patent claim 1	Kim
	<p data-bbox="630 747 951 785"><i>See, e.g., Kim at Fig. 13:</i></p> <p data-bbox="1084 827 1179 865">Fig.13</p>  <pre> graph TD subgraph Clients GCP1[101 GAME CLIENT PROGRAM] GCP2[102 GAME CLIENT PROGRAM] GCPn[10n GAME CLIENT PROGRAM] end I((200 INTERNET)) GS[300 GAME SERVER] subgraph Server_Units [400] subgraph 410 [410] TISU[411 TEAM INFORMATION STORAGE UNIT] CISU[412 CHARACTER INFORMATION STORAGE UNIT] end IISU[420 ITEM INFORMATION STORAGE UNIT] TMSU[430 TEAM MANAGEMENT SETTING UNIT] TISU <--> IISU CISU <--> TMSU end I <--> GS GS <--> Server_Units GCP1 <--> I GCP2 <--> I GCPn <--> I </pre>

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'978 Patent claim 1	Kim
	<p>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 the reference so as 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 to one of ordinary skill in the art from numerous other U.S. patents, U.S. patent publications, articles, and products available to one of ordinary skill in the art at the time the asserted patent was filed, and it would have been obvious to combine these teachings to one of ordinary skill in the art. For example, see at least the corresponding teachings of U.S. Patent Nos. 7,811,111 (Backyard Monsters), 7,811,112 (Cho), 7,811,113 (Farone), 7,811,114 (Kim), and 7,811,115 (Sword of the Stars).</p>
<p>1a: executing a game by arranging, based on a command received from a first player, a plurality of game contents within a game space, the game contents including at least game contents for defending from an attack initiated by a second player;</p>	<p>Kim discloses executing a game by arranging, based on a command received from a first player, a plurality of game contents within a game space, the game contents including at least game contents for defending from an attack initiated by a second player.</p> <p><i>See, e.g., Kim at Abstract:</i></p> <p>A method for managing a team in an online game includes, by a team manager, configuring a team management screen, displaying the team management screen on at least one preset formation upon receiving a signal indicating that a user enters the team management screen from the user terminal, setting each information on at least one formation upon receiving setting related to details of a selected one of the at least one formation from the user terminal, judging whether the number of formations is less than a preset maximum number of formations upon receiving an addition request signal from the user terminal, and adding the formation if the number of currently set formations is less than the maximum number of formations, and displaying a formation change shortcut key.</p>

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