Filed on behalf of Supercell Oy

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UNITED STATES PATENT AND TRADEMARK OFFICE
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BEFORE THE PATENT TRIAL AND APPEAL BOARD
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SUPERCELL OY,
Petitioner,

v.

GREE, Inc.,
Patent Owner.

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**DECLARATION OF ANTTI TAKALA REGARDING CLASH OF CLANS
VERSION 4.120**

I, Antti Takala, hereby declare and state as follows:

I.   INTRODUCTION AND QUALIFICATIONS

Clash of Clans Version 4.120

1.   I am a game programmer at Supercell Oy ("Supercell"). I have personal knowledge of the matters set forth in this declaration and, if called upon to do so, could and would testify competently as to the matters set forth herein. I was directly involved in the development of Clash of Clans and particularly version 4.120 of Supercell's Clash of Clans video game.

2.   I am familiar with the operation and gameplay features of Clash of Clans as available in Clash of Clans version 4.120.

3.   Clash of Clans is an online, mobile video game developed by Supercell.

4.   Clash of Clans was first published on the App Store and available to iOS devices on August 2, 2012. Version 4.120 of Clash of Clans was available for download on iOS devices through the App Store on August 28, 2013.

5.   I am also familiar with the process of submitting version 4.120 of Clash of Clans for inclusion in the App Store and its release to the public. I am familiar with the source code for version 4.120 of Clash of Clans and the executable file "magic.exe," which was used by the developers of Clash of Clans to test the features and operations of Clash of Clans version 4.120 on a personal computer.

6.   Supercell submitted to Apple, Inc. the file containing Clash of Clans version 4.120 through the iTunes Connect System on August 22, 2013, which was then made available for download through iOS devices on the App Store on August 28, 2013.

7.   The program submitted to Apple for distribution to iOS devices is specifically designed for the App Store and cannot be installed by a user on a device or computer outside of Apple's system.

8.   The file "magic.exe" is an executable application file containing the program that runs Clash of Clans version 4.120 on an IBM PC-compatible personal computer. This file is used by Supercell developers to test and see how the game Clash of Clans and its features in version 4.120 operate. It is referred to as the "developer build" of version 4.120 of Clash of Clans.

9.   The magic.exe program file was created based on the same source code that was used to create the iOS build of Clash of Clans version 4.120. The features and gameplay shown in the developer build are identical to the program submitted to Apple and released on August 28, 2013 and available for download and execution by iOS devices, except that the developer build simulates the touch screen capabilities of the application played on mobile devices by allowing input using a mouse and cursor, where the application available to players has a touchscreen interface, and the

developer build contains an offline game mode and a "Debug Menu," which are tools used by developers to test the game and its features.

10. The file containing Clash of Clans version 4.120, which was available to players through the App Store, runs on devices that communicate with a server via a network, and exchange data with the server in order to perform the various functions within the game.

Gameplay

11. The discussion of gameplay features of Clash of Clans 4.120 is based on my personal knowledge of Clash of Clans version 4.120. The figures below are screenshots taken from the developer build file of Clash of Clans version 4.120 and are included in this declaration to illustrate my personal knowledge of the operation of version 4.120 of Clash of Clans. The screenshots below are consistent with my personal knowledge of the operation of version 4.120 of Clash of Clans and are used to illustrate that knowledge. The gameplay and features shown in these screenshots accurately reflect the gameplay available to players operating version 4.120 of Clash of Clans on iOS devices as available on August 27, 2013.

12. In Clash of Clans, players build a cartoon-style medieval village comprised of a town hall, fortifications, and buildings for amassing an army and accruing resources such as elixir and gold. Players use their accrued resources to build and upgrade the components of their village and strength of their army. Players

use their armies to attack the villages of other players. During an attack, a player seeks to steal "loot" (i.e. gold and elixir resources) stored by the opposing player. Further, if a player completes a successful attack, he or she is awarded trophies, which improve the player's in-game ranking. Similarly, a player's village may be attacked by other players, where the other player will seek to steal loot stored in the village and earn trophies through a successful attack.

13.   Clash of Clans is played by a player executing the Clash of Clans application on a device, such as an iPhone or other iOS device, in communication with a gameplay server via the Internet.

14.   The gameplay server maintains data about each player and coordinates gameplay between the players. As part of this function, a gameplay server maintains information about each player's village, attacks made by players, messages between players, and facilitates matchmaking between players. The gameplay server exchanges data with iOS devices running the application that communicate with it via a network. The devices, in turn, exchange data with the server in order to perform the various functions within the game

Play Area and Game Objects

15.   Fig. 1 shows a player's home village screen showing the player's village.

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