PATENT ASSIGNMENT COVER SHEET

Electronic Version v1.1 Stylesheet Version v1.2 EPAS ID: PAT3928127

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT

CONVEYING PARTY DATA

Name	Execution Date
CFPH, LLC	03/08/2016

RECEIVING PARTY DATA

Name:	INTERACTIVE GAMES LLC
Street Address:	110 EAST 59TH STREET
City:	NEW YORK
State/Country:	NEW YORK
Postal Code:	10022

PROPERTY NUMBERS Total: 21

Property Type	Number
Application Number:	13346133
Application Number:	13561274
Application Number:	13561299
Application Number:	13561303
Application Number:	13561335
Application Number:	13616268
Patent Number:	8696443
Application Number:	11557131
Patent Number:	8162756
Application Number:	11839412
Patent Number:	8308568
Application Number:	11839425
Application Number:	14929881
Patent Number:	7637810
Patent Number:	8506400
Application Number:	13615981
Application Number:	11201812
Patent Number:	8504617
Application Number:	13612301
Patent Number:	8070604

PATENT REEL: 038973 FRAME: 0957

503881477

Property Type	Number	
Patent Number:	8690679	

CORRESPONDENCE DATA

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ATTORNEY DOCKET NUMBER:	04-7121/04-7136/05-7174
NAME OF SUBMITTER:	LISA KOROVICH
SIGNATURE:	/Lisa Korovich/
DATE SIGNED:	06/21/2016

Total Attachments: 6

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PATENT REEL: 038973 FRAME: 0958

PATENT ASSIGNMENT

This PATENT ASSIGNMENT (this "<u>Assignment</u>") is made and entered into this 8th day of March 2016 by and between CFPH, LLC, organized under the laws of the State of Delaware having an office and place of business at 110 East 59th Street, New York, New York 10022, United States ("<u>Assignor</u>"), and Interactive Games LLC organized under the laws of the State of Nevada having an office and place of business at 110 East 59th Street, New York, New York 10022, United States ("<u>Assignee</u>") (each a "<u>Party</u>," and collectively, the "<u>Parties</u>").

WHEREAS, Assignor is the owner of the patents and/or applications set forth in the attached Table I (along with any nonprovisional, continuation, divisional, renewal, extension, substitute, reexamination, reissue or continuation-in-part thereof, any application from which priority is claimed for any country or any regional or international patent convention, all treaty and convention rights and all rights of priority arising therefrom, all patents, utility models, invention registrations or any other form of legal protection issuing from any of the aforesaid, and all inventions or discoveries disclosed or claimed in any of the aforesaid, being the "Patents");

WHEREAS Assignor desires to assign to Assignee its entire right, title, and interest in and to the Patents, and any claims relating thereto, and Assignee desires to accept such assignment;

NOW THEREFORE, for good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, the Parties agree as follows:

- 1. <u>Assignment</u>. Assignor hereby assigns all of Assignor's right, title, interest, and benefit in and to the Patents to Assignee, including, without limitation, the right to sue for past infringement of the Patents, and the right to collect and receive any damages, royalties, or settlement for such past infringements and any and all causes of action relating to any of the inventions or discoveries disclosed in the Patents.
- 2. <u>No Warranties</u>. Assignor makes no warranties, express or implied, with respect to the Patents.
- 3. <u>Further Assurances</u>. Assignor shall, at the cost and expense of Assignee, take all actions and execute all documents necessary or desirable to record and perfect the interest of Assignee and/or its successors or assigns in and to the Patents, and shall not enter into any agreement in conflict with this Assignment. Assignor shall provide all reasonable assistance to enable the Assignee to pursue any claim, action or proceedings relating to the Patents.
- 4. <u>Acknowledgement</u>. Assignor hereby authorizes and requests that the competent authorities record this Assignment, and grant and issue any and all patents included in the Patents to the Assignee as the assignee of all right, title and interest therein.
- 5. Representations and Warranties. Assignor represents and warrants that
 (a) Assignor has full power and authority to enter into this Assignment, and (b) this Assignment has been duly authorized, executed and delivered by Assignor and constitutes the legal, valid and binding obligation of Assignor, enforceable against it in accordance with the terms hereof.
- 6. <u>Successors</u>. This Assignment shall be binding upon and inure to the benefit of the Parties hereto and to their respective successors and assigns.

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IN WITNESS WHEREOF, Assignor has caused this Assignment to be executed as of the date written below.

ASSIGNOR

Name: Stephen M. Merkel

Title: Executive Managing Director, General Counsel and Secretary

STATE OF New York
COUNTY OF New York

KATHERINE BISHOPRIC NOTARY PUBLIC, STATE OF NEW YORK Registration No. 01BI6127161 Qualified in New York County Commission Expires May 23, 2017

Before me this 8th day of March 2016, personally appeared Stephen M. Merkel to me personally known to be the person described in and who executed the above instrument, and acknowledged to me that he executed the same of his own free will for the purposes therein set forth.

TABLE I

TABLE 1 Application			
Patent No.	Serial No.	Title	Country
		System And Method For Remote Gaming Having	
	60/547,507	Location Verification	United States Of America
		System And Method For Remote Gaming Having	
	60/549,187	Location Verification	United States Of America
8,092,303	10/835,995	System And Method For Convenience Gaming	United States Of America
	13/346,133	System And Method For Convenience Gaming	United States Of America
	13/561,274	System And Method For Convenience Gaming	United States Of America
	13/561,299	System And Method For Convenience Gaming	United States Of America
	13/561,303	System And Method For Convenience Gaming	United States Of America
	13/561,335	System And Method For Convenience Gaming	United States Of America
	13/616,268	System And Method For Convenience Gaming	United States Of America
	PCT/US05/05905	System And Method For Convenience Gaming	International Application
	J/000125	System And Method For Convenience Gaming	Macau
2386170	2006133709	System And Method For Convenience Gaming	Russia
2005216239	2005216239	System And Method For Convenience Gaming	Australia
2011244922	2011244922	System And Method For Convenience Gaming	Australia
	2014201396	System And Method For Convenience Gaming	Australia
	2,557,209	System And Method For Convenience Gaming	Canada
	200580009075.5	System And Method For Convenience Gaming	China
	201610069312.7	System And Method For Convenience Gaming	China
	05723674.7	System And Method For Convenience Gaming	European
	2007-500972	System And Method For Convenience Gaming	Japan
	2012-117867	System And Method For Convenience Gaming	Japan
	2015-164144	System And Method For Convenience Gaming	Japan
124994	200605830-9	System And Method For Convenience Gaming	Singapore
8,616,967	11/063,311	System And Method For Convenience Gaming	United States Of America
8,696,443	11/557,125	System And Method For Convenience Gaming	United States Of America
<u> </u>	11/557,131	System And Method For Convenience Gaming	United States Of America
8,162,756	11/839,404	Time And Location Based Gaming	United States Of America
-7	11/839,412	System And Method For Convenience Gaming	United States Of America
8,308,568	11/839,418	Time And Location Based Gaming	United States Of America
-,,	11/839,425	Time And Location Based Gaming	United States Of America
		Network Based Control Of Remote System For	
	14/929,881	Enabling, Disabling, And Controlling Gaming	United States Of America
	PCT/US06/06315	System And Method For Convenience Gaming	International Application
2006216723	2006216723	System And Method For Convenience Gaming	Australia
2012203722	2012203722	System And Method For Convenience Gaming	Australia
	2015202558	System And Method For Convenience Gaming	Australia
	2,598,041	System And Method For Convenience Gaming	Canada
	06735821.8	System And Method For Convenience Gaming	European
	2007-556420	System And Method For Convenience Gaming	Japan
	2010-186542	System And Method For Convenience Gaming	Japan
	2012-208520	System And Method For Convenience Gaming	Japan
	2012-208320	System And Method For Convenience Gaming	Japan
	2010-104100	System And Method For Wireless Gaming System	Jupun
7,534,169	11/199,835	With User Profiles	United States Of America
8,613,658	12/247,623	System And Method For Wireless Gaming System	United States Of America

	Application		
Patent No.	Serial No.	Title	Country
		With User Profiles	
8,708,805	13/586,142	Gaming System With Identity Verification	United States Of America
	13/616,356	Gaming System With Location Determination	United States Of America
ě.		Network Based Control Of Electronic Devices For	
	14/930,040	Gaming	United States Of America
	PCT/US06/26346	System For Wireless Gaming With User Profiles	International Application
2006269416	2006269416	System For Wireless Gaming With User Profiles	Australia
2011203051	2011203051	System For Wireless Gaming With User Profiles	Australia
	2012258503	System For Wireless Gaming With User Profiles	Australia
	2015258347	System For Wireless Gaming With User Profiles	Australia
2,613,335	2,613,335	System For Wireless Gaming With User Profiles	Canada
	2,754,756	System For Wireless Gaming With User Profiles	Canada
	06786486.8	System for Wireless Gaming With User Profiles	European
5320063	2008-520391	System For Wireless Gaming With User Profiles	Japan
	2012-225097	System For Wireless Gaming With User Profiles	Japan
	2015-218973	System For Wireless Gaming With User Profiles	Japan
	60/697,861	Enhanced Wireless Gaming System	United States Of America
		System And Method For Wireless Gaming System	
7,637,810	11/199,831	With Alerts	United States Of America
		System And Method For Wireless Gaming System	
8,506,400	12/647,887	With Alerts	United States Of America
		System And Method For Wireless Gaming System	
	13/615,981	With Alerts	United States Of America
	PCT/US06/26343	System For Wireless Gaming With Alerts	International Application
2006269413	2006269413	System For Wireless Gaming With Alerts	Australia
2011202267	2011202267	System For Wireless Gaming With Alerts	Australia
2,613,333	2,613,333	System For Wireless Gaming With Alerts	Canada
	06786483.5	System For Wireless Gaming With Alerts	European
5414273	2008-520389	System For Wireless Gaming With Alerts	Japan
	2013-165976	System For Wireless Gaming With Alerts	Japan
	2015-214615	System For Wireless Gaming With Alerts	Japan
	*	System And Method for Wireless Gaming With	
	11/201,812	Location Determination	United States Of America
		System And Method for Wireless Gaming With	
8,504,617	12/197,809	Location Determination	United States Of America
		System And Method for Wireless Gaming With	
	13/612,301	Location Determination	United States Of America
		System for Wireless Gaming With Location	
	PCT/US06/26348	Determination	International Application
		System for Wireless Gaming With Location	
2006269418	2006269418	Determination	Australia
		System for Wireless Gaming With Location	
2010202517	2010202517	Determination	Australia
		System for Wireless Gaming With Location	
	2013201174	Determination	Australia
		System for Wireless Gaming With Location	
2,613,338	2,613,338	Determination	Canada
		System for Wireless Gaming With Location	
	06786488.4	Determination	European

Patent No.	Application Serial No.	Title	Country
		System for Wireless Gaming With Location	
	2008-520393	Determination	Japan
		System And Method For Providing Wireless	
8,070,604	11/199,964	Gaming As A Service Application	United States Of America
	:	System And Method For Providing Wireless	
8,690,679	13/311,099	Gaming As A Service Application	United States Of America
		System And Method For Providing Wireless	
	14/246,320	Gaming As A Service Application	United States Of America
		System For Providing Wireless Gaming As A	
	PCT/US06/26599	Service Application	International Application
	•	System For Providing Wireless Gaming As A	
2006269267	2006269267	Service Application	Australia
		System For Providing Wireless Gaming As A	
2010212278	2010212278	Service Application	Australia
		System For Providing Wireless Gaming As A	
	2012241133	Service Application	Australia
		System For Providing Wireless Gaming As A	
2,613,084	2,613,084	Service Application	Canada
		System For Providing Wireless Gaming As A	
	06774581.0	Service Application	European
		System For Providing Wireless Gaming As A	
	2008-520419	Service Application	Japan
		System For Providing Wireless Gaming As A	
	2011-133236	Service Application	Japan
7,811,172	11/256,568	System And Method For Wireless Lottery	United States Of America
	12/903,112	Credit Allocation System	United States Of America
	PCT/US06/26600	System For Managing AWireless Lottery	International Application
2006269268	2006269268	System For Managing AWireless Lottery	Australia
	2011224094	System For Managing AWireless Lottery	Australia
	2013219208	System For Managing AWireless Lottery	Australia
	2,612,896	System For Managing AWireless Lottery	Canada
	06786672.3	System For Managing AWireless Lottery	European
4731604	2008-520420	System For Managing AWireless Lottery	Japan
		System And Method For Peer-To-Peer Wireless	
	11/210,482	Gaming	United States Of America
	13/180,065	System And Method For Gaming	United States Of America
	13/557,395	System And Method For Gaming	United States Of America
		System And Method For Peer-To-Peer Wireless	
	13/616,414	Gaming	United States Of America
	PCT/US06/26350	System For Peer-To-Peer Wireless Gaming	International Application
2006269420	2006269420	System For Peer-To-Peer Wireless Gaming	Australia
2010212329	2010212329	System For Peer-To-Peer Wireless Gaming	Australia
	2011235990	System For Peer-To-Peer Wireless Gaming	Australia
	2014200947	System For Peer-To-Peer Wireless Gaming	Australia
	2015213331	System For Peer-To-Peer Wireless Gaming	Australia
	2,613,362	System For Peer-To-Peer Wireless Gaming	Canada
	06774541.4	System For Peer-To-Peer Wireless Gaming	European
	2008-520395	System For Peer-To-Peer Wireless Gaming	Japan
	2012-225339	System For Peer-To-Peer Wireless Gaming	Japan
	4014-443337	System For Feet-To-Feet wheless daming	Jupun

	Application		
Patent No.	Serial No.	Title	Country
8,771,058	11/675,182	Zone Dependent Payout Percentage	United States Of America
	14/322,536	Zone Dependent Payout Percentage	United States Of America
	PCT/US08/54128	Zone Dependent Payout Percentage	International Application
2008216057	2008216057	Zone Dependent Payout Percentage	Australia
2011250845	2011250845	Zone Dependent Payout Percentage	Australia
	2013201204	Zone Dependent Payout Percentage	Australia
	2016200587	Zone Dependent Payout Percentage	Australia
	2,678,362	Zone Dependent Payout Percentage	Canada
	2009-550157	Zone Dependent Payout Percentage	Japan
	2014-204079	Zone Dependent Payout Percentage	Japan
8,262,465	11/859,821	Products And Processes For A Point Exchange	United States Of America
9,192,854	13/608,822	Products And Processes For A Point Exchange	United States Of America
	14/949,211	Products And Processes For A Point Exchange	United States Of America
		Products And Processes For Point Gaming	
8,506,393	12/393,735	Derivatives	United States Of America
		Products And Processes For Point Gaming	
	13/964,633	Derivatives	United States Of America
	PCT/US07/79266	Products And Processes For A Point Exchange	International Application
2007359549	2007359549	Products And Processes For A Point Exchange	Australia
2,700,282	2,700,282	Products And Processes For A Point Exchange	Canada
	2010-525790	Products And Processes For A Point Exchange	Japan
	2014-177068	Products And Processes For A Point Exchange	Japan
	61/656,232	Point And/or Money Based Gaming	United States Of America
		Method and Apparatus For Challenge-Based	
8,814,664	13/689,218	Gaming Using Points And/Or Money	United States Of America
	14/467,678	Point And/Or Money Based Gaming	United States Of America
	PCT/US13/44030	Point And/Or Money Based Gaming	International Application
	102119904	Gaming Apparatus and Playing Method	Taiwan
	2013271799	Point And/Or Money Based Gaming	Australia
	2,875,961	Point And/Or Money Based Gaming	Canada
	2014/015074	Point And/Or Money Based Gaming	Mexico