

<b>PATENT ASSIGNMENT COVER SHEET</b>
--------------------------------------

Electronic Version v1.1  
 Stylesheet Version v1.2

EPAS ID: PAT4386116

<b>SUBMISSION TYPE:</b>	NEW ASSIGNMENT
<b>NATURE OF CONVEYANCE:</b>	ASSIGNMENT
<b>CONVEYING PARTY DATA</b>	
<b>Name</b>	<b>Execution Date</b>
KABAM, INC.	04/06/2017
<b>RECEIVING PARTY DATA</b>	
<b>Name:</b>	AFTERSHOCK SERVICES, INC.
<b>Street Address:</b>	795 FOLSOM STREET
<b>Internal Address:</b>	SUITE 600
<b>City:</b>	SAN FRANCISCO
<b>State/Country:</b>	CALIFORNIA
<b>Postal Code:</b>	94107
<b>PROPERTY NUMBERS Total: 1</b>	
<b>Property Type</b>	<b>Number</b>
<b>Application Number:</b>	15497962
<b>CORRESPONDENCE DATA</b>	
<b>Fax Number:</b>	
<i>Correspondence will be sent to the e-mail address first; if that is unsuccessful, it will be sent using a fax number, if provided; if that is unsuccessful, it will be sent via US Mail.</i>	
<b>Email:</b>	dmipdocketing@sheppardmullin.com
<b>Correspondent Name:</b>	SHEPPARD MULLIN RICHTER AND HAMPTON
<b>Address Line 1:</b>	12275 EL CAMINO REAL SUITE 200
<b>Address Line 4:</b>	SAN DIEGO, CALIFORNIA 92130
<b>ATTORNEY DOCKET NUMBER:</b>	55KF-257154 (2 OF 2)
<b>NAME OF SUBMITTER:</b>	CHELSEA PEARSALL
<b>SIGNATURE:</b>	/Chelsea Pearsall/
<b>DATE SIGNED:</b>	04/26/2017
<b>Total Attachments: 28</b>	
source=Assignment Kabam to Aftershock#page1.tif	
source=Assignment Kabam to Aftershock#page2.tif	
source=Assignment Kabam to Aftershock#page3.tif	
source=Assignment Kabam to Aftershock#page4.tif	
source=Assignment Kabam to Aftershock#page5.tif	
source=Assignment Kabam to Aftershock#page6.tif	

source=Assignment Kabam to Aftershock#page7.tif  
source=Assignment Kabam to Aftershock#page8.tif  
source=Assignment Kabam to Aftershock#page9.tif  
source=Assignment Kabam to Aftershock#page10.tif  
source=Assignment Kabam to Aftershock#page11.tif  
source=Assignment Kabam to Aftershock#page12.tif  
source=Assignment Kabam to Aftershock#page13.tif  
source=Assignment Kabam to Aftershock#page14.tif  
source=Assignment Kabam to Aftershock#page15.tif  
source=Assignment Kabam to Aftershock#page16.tif  
source=Assignment Kabam to Aftershock#page17.tif  
source=Assignment Kabam to Aftershock#page18.tif  
source=Assignment Kabam to Aftershock#page19.tif  
source=Assignment Kabam to Aftershock#page20.tif  
source=Assignment Kabam to Aftershock#page21.tif  
source=Assignment Kabam to Aftershock#page22.tif  
source=Assignment Kabam to Aftershock#page23.tif  
source=Assignment Kabam to Aftershock#page24.tif  
source=Assignment Kabam to Aftershock#page25.tif  
source=Assignment Kabam to Aftershock#page26.tif  
source=Assignment Kabam to Aftershock#page27.tif  
source=Assignment Kabam to Aftershock#page28.tif

**ASSIGNMENT**

WHEREAS, **KABAM, INC.**, having a place of business at 795 Folsom Street, Suite 600, San Francisco, California 94107, (hereinafter "Assignor"), is the owner of the entire right, title and interest, by assignment filed for recordation at the United States Patent and Trademark Office, in and to the patents and patent applications listed in the attached Schedule A; and

WHEREAS, **AFTERSHOCK SERVICES, INC.** (hereinafter "Assignee"), a corporation of Delaware, having a place of business at 795 Folsom Street, Suite 600, San Francisco, California 94107, is desirous of acquiring the entire right, title and interest in and to the aforesaid invention, application and all Letters Patent of the United States or any foreign country, including continuations, continuations-in-part, reissues, reexaminations, extensions, substitutes, and divisions which may be granted therefor;

NOW THEREFORE, in consideration of the sum of One Dollar (\$1.00) and other good and valuable consideration, the receipt of which is hereby acknowledged, the said Assignor, by these presents does sell, assign and transfer unto Assignee, its successors, legal representatives and assigns, the full and exclusive right in and to the said invention as described in the said application, and in and to any Letters Patent of the United States or any foreign country, including continuations, continuations-in-part, reissues, reexaminations, extensions, substitutes, and divisions which may be granted therefor and all rights to claim priority on the basis of said application; and Assignor further grants to Assignee the sole right to sue and collect damages for past infringement;

AND ASSIGNOR HEREBY authorizes and requests the Commissioner of Patents and Trademarks or any other proper officer or agency of any country to issue all said Letters Patent to said Assignee;

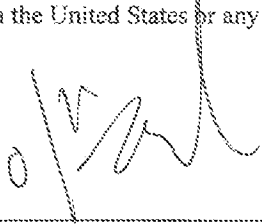
AND ASSIGNOR HEREBY warrants and covenants that it has the full right to convey the entire interest herein assigned and that Assignor has not executed and will not execute any instrument or assignment in conflict herewith;

AND ASSIGNOR HEREBY agrees to communicate to said Assignee or its representatives any facts known to it respecting said invention, to execute all divisional, continuation, reissue, reexamination, extension, substitute and foreign applications, sign all lawful documents and make all rightful oaths and declarations relating to said invention, execute

and deliver any and all papers that may be necessary or desirable to perfect the title to this invention in said Assignee, its successors, legal representatives or assigns, and to testify in any judicial or administrative proceeding and generally do everything possible to aid the said Assignee to obtain and enforce said Letters Patent in the United States or any foreign country when requested so to do by said Assignee.

On Behalf of **KABAM, INC.**

Signature of Officer:



Officer's Name:

Seungwon Lee

Officer's Title:

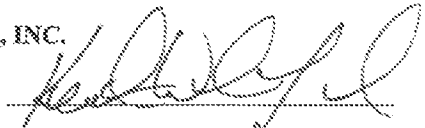
CEO

Date of Execution:

06/04/2014

On Behalf of **AFTERSHOCK SERVICES, INC.**

Signature of Officer:



Officer's Name:

Kent Warkford

Officer's Title:

COO

Date of Execution:

April 4, 2017

SCHEDULE A

Number	App. Number	Patent Number	Filing Date	Title	Jurisdiction	Notes
1.	13/629122	8784199	9/27/2012	SYSTEM AND METHOD FOR ENCODING COMPRESSED MAP INFORMATION FOR A GAME MAP USING A QUADRANT BASED PNG IMAGE FILE	United States of America	
2.	14/814,375		7/30/2015	ESTABLISHING A SOCIAL APPLICATION LAYER	United States of America	
3.	14/848,095	9,504,921	9/8/2015	SYSTEM AND METHOD FOR PREDICTING PAYER DORMANCY THROUGH THE USE OF A TEST BED ENVIRONMENT	United States of America	
4.	13/863109		4/15/2013	SYSTEM AND METHOD FOR ADJUSTING INDIVIDUALIZED WAIT TIMES FOR IN-GAME ACTIONS	United States of America	Abandoned
5.	13/918488		6/14/2013	SYSTEM AND METHOD FOR PROVIDING A SECONDARY GAME SPACE	United States of America	
6.	14/028146	9,172,697	9/16/2013	FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	United States of America	
7.	13/904832		5/29/2013	SYSTEM AND METHOD FOR DISTRIBUTING ACQUIRED VIRTUAL ITEMS TO A USER OF A VIRTUAL SPACE	United States of America	
8.	14/107615		12/16/2013	DYNAMICALLY SELECTING SPEECH FUNCTIONALITY ON CLIENT DEVICES	United States of America	

SCHEDULE A

9.	13/933096		7/1/2013	SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	United States of America	
10.	13/928260		6/26/2013	SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	United States of America	
11.	13/907664		5/31/2013	PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	United States of America	
12.	13/894208		5/14/2013	METHOD AND SYSTEM FOR DETERMINING POTENTIAL REVENUE OF ONLINE GAMES	United States of America	
13.	13/938140		7/9/2013	PROMOTIONAL GAME SCORING SYSTEMS	United States of America	
14.	13/965,056	9,415,306	8/12/2013	CLIENTS COMMUNICATE INPUT TECHNIQUE TO SERVER	United States of America	
15.	13/965029		8/12/2013	SYSTEM AND METHOD FOR REDUCING PROCESSING TIME FOR SEQUENTIAL COMMANDS	United States of America	
16.	14/037284		9/25/2013	PROVIDING CONTENT BASED ON PRESENTATION CONTROL DEVICE	United States of America	
17.	13/906184		5/30/2013	SYSTEM AND METHOD FOR FORWARDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE FROM A PRESENTATION CONTROL DEVICE TO A USER DEVICE	United States of America	
18.	14/139488		12/23/2013	SYSTEM AND METHOD FOR FORWARDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE FROM A USER DEVICE TO A PRESENTATION CONTROL DEVICE	United States of America	

SCHEDULE A

19.	13/705,034		12/4/2012	PLATFORM AND GAME AGNOSTIC SOCIAL GRAPH	United States of America	
20.	13/922170		6/19/2013	SYSTEM AND METHOD FOR IDENTIFYING INFLUENTIAL PLAYERS IN AN ONLINE GAME	United States of America	
21.	13/783057		3/1/2013	CURRENCY-PURCHASING-BASED REWARDING	United States of America	
22.	13/782945		3/1/2013	PROVIDING CONTENT DURING A CHAT SESSION	United States of America	Abandoned
23.	13/902574		5/24/2013	SYSTEM AND METHOD FOR PROVIDING A TIERED REBATE SYSTEM TO A USER	United States of America	
24.	13/901496	9,479,466	5/23/2013	SYSTEM AND METHOD FOR GENERATING VIRTUAL SPACE MESSAGES BASED ON INFORMATION IN A USER'S CONTACT LIST	United States of America	
25.	14/084370		11/19/2013	SYSTEM AND METHOD OF DISPLAYING DEVICE INFORMATION FOR PARTY FORMATION	United States of America	
26.	13/791668		3/8/2013	SYSTEM AND METHOD FOR FACILITATING A GAME THROUGH A PRIMARY CLIENT DEVICE AND IN-GAME CONTENT PURCHASES THROUGH A MOBILE DEVICE	United States of America	
27.	13/828469	9,330,531	3/14/2013	SYSTEM AND METHOD FOR DISPLAYING A GAME USING A PRIMARY DISPLAY AND COMMUNICATING ALLIANCE INFORMATION AMONG ALLIANCE MEMBERS USING A SECONDARY DISPLAY	United States of America	

SCHEDULE A

28.	13/889205		5/7/2013	DISPLAY OF A GAME THROUGH A PRIMARY AND MOBILE DISPLAY WITH INDIVIDUALIZED AUDIO THROUGH THE MOBILE DEVICE	United States of America	
29.	13/798008	9,448,634	3/12/2013	SYSTEM AND METHOD FOR PROVIDING REWARDS TO A USER IN A VIRTUAL SPACE BASED ON USER PERFORMANCE OF GESTURES	United States of America	
30.	13/791,516	9,483,854	3/8/2013	SYSTEM AND METHOD FOR PROVIDING CONTROLS IN A VIRTUAL SPACE BASED ON USER GEOLOCATIONS	United States of America	
31.	13/781651	9,195,376	2/28/2013	A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE	United States of America	
32.	13/734821	9,186,583	1/4/2013	SYSTEM AND METHOD FOR PROVIDING A MARKETPLACE OF USER-INVOKABLE INSTRUCTIONS USED BY A GAME APPLICATION IN AN EXPRESSION OF A GAME	United States of America	
33.	13/739869		1/11/2013	PROXIMATE-TILE-TYPE-BASED MAP GENERATION	United States of America	
34.	13/737621		1/9/2013	BATTLE-ATTRIBUTE-BASED ARRANGEMENT OF MAP AREAS	United States of America	
35.	13/720,379		12/19/2012	QUEST-COMPLETION-BASED STOCHASTIC SELECTION OF OUTCOMES	United States of America	
36.	13/781567	9,186,588	2/28/2013	GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA	United States of America	
37.	13/783,120	9,498,706	3/1/2013	SYSTEM AND METHOD FOR PROVIDING AN ENHANCED RESEARCH GAME MECHANIC	United States of America	



SCHEDULE A

38.	13/715,818	9,186,576	12/14/2012	SYSTEM AND METHOD FOR ALTERING PERCEPTION OF VIRTUAL CONTENT IN A VIRTUAL SPACE	United States of America	
39.	13/678359	8790178	11/15/2012	METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS	United States of America	
40.	13/715888	9022869	12/14/2012	SYSTEM AND METHOD FOR MERGING USER ACCOUNTS	United States of America	
41.	13/661568	8764534	10/26/2012	SYSTEM AND METHOD FOR MAINTAINING USER ENGAGEMENT IN A REALM-BUILDING GAME	United States of America	
42.	13/659801	9,171,381	10/24/2012	SYSTEM AND METHOD FOR RENDERING AN IMAGE OF A FRAME OF AN ANIMATION	United States of America	
43.	13/888161		5/6/2013	SYSTEM AND METHOD FOR PROVIDING PROMOTIONS TO USERS DURING IDLE TIME	United States of America	
44.	13/736814		1/8/2013	CONSIDERATION-BASED NON-PLAYER CHARACTER COUNSELING	United States of America	
45.	13/644644		10/4/2012	SYSTEM AND METHOD FOR DISPLAY OBJECT BITMAP CACHING	United States of America	
46.	13/657703	9,333,425	10/22/2012	PROVIDING INCENTIVIZED REDUCTION OF IN-GAME ACTIONS	United States of America	
47.	13/589473	9,174,118	8/20/2012	SYSTEM AND METHOD FOR DETECTING GAME CLIENT MODIFICATION THROUGH SCRIPT INJECTION	United States of America	
48.	13/604485		9/5/2012	SYSTEM AND METHOD FOR UNITING USER ACCOUNTS ACROSS DIFFERENT PLATFORMS	United States of America	
49.	13/464190	8881181	5/4/2012	ESTABLISHING A SOCIAL APPLICATION LAYER	United States of America	

SCHEDULE A

50.	13/432828		3/28/2012	INTUITIVE INTERFACE FOR UPGRADING A VIRTUAL ITEM	United States of America	
51.	13/330242	8843557	12/19/2011	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	
52.	13/316190	8868655	12/9/2011	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	
53.	13/946900		7/19/2013	FACILITATING USER PROGRESSION IN A VIRTUAL SPACE BASED ON USER PURCHASES OF VIRTUAL CURRENCY	United States of America	
54.	14/082,011	9,480,922	11/15/2013	SYSTEM AND METHOD FOR FACILITATING USE OF TEMPORARY DEFENSIVE STRUCTURES IN A TOWER DEFENSE GAME	United States of America	
55.	14/054635		10/15/2013	SYSTEM AND METHOD FOR COMBINING MULTIPLE TYPES OF VIRTUAL UNITS IN A SINGLE MARCH IN A TOWER DEFENSE GAME	United States of America	
56.	13/969400		8/16/2013	SYSTEM AND METHOD FOR PURCHASING NAMING RIGHTS IN A VIRTUAL SPACE	United States of America	
57.	14/072662	9,144,742	11/5/2013	SYSTEM AND METHOD FOR PREDICTING PAYER DORMANCY THROUGH THE USE OF A TEST BED ENVIRONMENT	United States of America	
58.	14/030994		9/18/2013	USING BIOMETRICS TO ALTER GAME CONTENT	United States of America	
59.	14/023321		9/10/2013	SYSTEMS AND METHODS FOR USING CALENDAR INFORMATION WITHIN ONLINE GAMES	United States of America	

SCHEDULE A

60.	13/971754	8/20/2013	UNIT-DEVELOPMENT DURATIONS	United States of America	
61.	14/029,726	9/17/2013	FACILITATING USERS TO OBTAIN INFORMATION REGARDING LOCATIONS WITHIN A VIRTUAL SPACE	United States of America	
62.	14/028422	9/16/2013	SYSTEM AND METHOD FOR PROVIDING A CURRENCY MULTIPLIER ITEM IN AN ONLINE GAME WITH A VALUE BASED ON A USER'S ASSETS	United States of America	
63.	14/019477	9/5/2013	IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	United States of America	
64.	14/043790	10/1/2013	GENERATING INDIVIDUAL PLAY BASES IN A VIRTUAL SPACE USING MARKUP INFORMATION	United States of America	
65.	14/034685	9/24/2013	INCENTIVIZING USERS TO ALTER VIRTUAL ITEM BALANCES IN AN ONLINE GAME	United States of America	
66.	14/069084	10/31/2013	DETERMINING OUTCOMES IN A SLOT GAME BASED ON PLAYER CHARACTERS	United States of America	
67.	14/069119	10/31/2013	DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	United States of America	9,373,226
68.	14/069,143	10/31/2013	AGGREGATING RESULTS IN A SLOT GAME	United States of America	9,418,521
69.	14/106345	12/13/2013	FACILITATING MAP NAVIGATION IN AN ONLINE GAME	United States of America	
70.	14/169139	1/30/2014	AUTOMATION OF IN-GAME PURCHASES	United States of America	

SCHEDULE A

71.	14/194,643	9,511,280	2/28/2014	ONLINE GAMING SYSTEM INCLUDING VIRTUAL ITEMS THAT TRANSCEND MULTIPLE CHARACTER DEATHS	United States of America	
72.	14/288085	9,511,281	5/27/2014	BEGINNER'S OFFER VIA INVENTORY ITEM PACKAGE	United States of America	
73.	14/162813	9,508,222	1/24/2014	CUSTOMIZED CHANCE-BASED ITEMS	United States of America	
74.	99103788.2	HK1019209	5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Hong Kong	
75.	97924607.1	GB0898487	5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	United Kingdom	
76.	97924607.1	FR0898487	5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	France	
77.	97924607.1	0898487	5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	European Patent Convention	
78.	97924607.1	69728979.6	5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Germany	
79.	2253481	2253481	5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Canada	
80.	09/442120	6745236	11/17/1999	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	United States of America	Expired
81.	14/156800		1/16/2014	FACILITATING USER VOTING FOR FUTURE GAME CONTENT IN AN ONLINE GAME	United States of America	

SCHEDULE A

82.	13/073059	9,511,285	3/28/2011	NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS	United States of America	
83.	13/072266	9,101,835	3/25/2011	NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	United States of America	
84.	61/318121		3/26/2010	NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS	United States of America	Expired
85.	61/317487		3/25/2010	NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	United States of America	Expired
86.	14/170484		1/31/2014	FACILITATING AN EVENT ACROSS MULTIPLE ONLINE GAMES	United States of America	
87.	14/205236		3/11/2014	PROVIDING VIRTUAL CONTAINERS ACROSS ONLINE GAMES	United States of America	
88.	14/320507		6/30/2014	DOUBLE OR NOTHING VIRTUAL CONTAINERS	United States of America	
89.	14/247,946		4/8/2014	A SYSTEM AND METHOD FOR IN-GAME CALENDAR-BASED ITEM PROMOTION	United States of America	
90.	14/254769		4/16/2014	SYSTEM AND METHOD FOR IN-GAME ADVERTISING TO ASSIST IN RECRUITING OF AFFILIATION MEMBERS	United States of America	
91.	14/265345		4/29/2014	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	United States of America	
92.	14/320532		6/30/2014	METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED PAYMENT FOR ITEMS IN A GAME	United States of America	
93.	14/248,055	9,433,859	4/8/2014	FREQUENCY BASED REQUEST THROTTLING AND AGGREGATION	United States of America	

SCHEDULE A

94.	14/200,005		3/6/2014	MODERATION OF ANTISOCIAL BEHAVIOR IN CHAT VIA GAME MECHANICS	United States of America	
95.	14/252777		4/15/2014	A METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED IN-GAME VIRTUAL ITEM DISTRIBUTION	United States of America	
96.	14/195,733	9,011,242	3/3/2014	SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	United States of America	
97.	14/306165	9,452,355	6/16/2014	GAME DESIGN BASED CAPTCHAS	United States of America	
98.	14/275941		5/13/2014	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	
99.	14/497373		9/26/2014	SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS THROUGH VIRTUAL PURCHASES WITH A DECREASING SECONDARY VIRTUAL CURRENCY	United States of America	
100.	14/527809		10/30/2014	FACILITATING MULTIGAME CURRENCIES IN MULTIPLE ONLINE GAMES	United States of America	
101.	14/320544		6/30/2014	PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY TIME REQUIREMENT SUSPENSION IN AN ONLINE GAME	United States of America	
102.	14/331156	8974299	7/14/2014	METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS	United States of America	
103.	14/320537	9,101,842	6/30/2014	SYSTEM AND METHOD FOR MAINTAINING USER ENGAGEMENT IN A REALM-BUILDING GAME	United States of America	

SCHEDULE A

104.	14/493033	9,450,900	9/22/2014	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	
105.	14/503470	9,116,732	10/2/2014	ESTABLISHING A SOCIAL APPLICATION LAYER	United States of America	
106.	14/944,075		11/17/2015	USER GENERATED PROBABILITY ITEM BUNDLES	United States of America	
107.	14/690865		4/20/2015	SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	United States of America	
108.	15/006,054		1/25/2016	SYSTEM AND METHOD FOR DETERMINING AND EXECUTING ACTIONS IN AN ONLINE GAME	United States of America	
109.	14/980,787		12/28/2015	FACILITATING CONTEXTUAL GAME NOTIFICATIONS AND SMART ACTION OPTIONS	United States of America	
110.	14/986364		12/31/2015	FACILITATING SMART NOTIFICATIONS ON A WEARABLE DEVICE	United States of America	
111.	14/920,752		10/22/2015	GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA	United States of America	
112.	14/990,688		1/7/2016	SYSTEM AND METHOD FOR DISPLAYING A GAME USING A PRIMARY DISPLAY AND COMMUNICATING ALLIANCE INFORMATION AMONG ALLIANCE MEMBERS USING A SECONDARY DISPLAY	United States of America	
113.	14/923,298		10/26/2015	FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	United States of America	

SCHEDULE A

114.	14/942,870		11/16/2015	SYSTEM AND METHOD FOR PROVIDING A MARKETPLACE OF USER-INVOKABLE INSTRUCTIONS USED BY A GAME APPLICATION IN AN EXPRESSION OF A GAME	United States of America	
115.	14/930,568	9,364,760	11/2/2015	SYSTEM AND METHOD FOR DETECTING GAME CLIENT MODIFICATION THROUGH SCRIPT INJECTION	United States of America	
116.	14/949,765		11/23/2015	A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE	United States of America	
117.	14/994,046		1/12/2016	IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	United States of America	
118.	15/048,958		2/19/2016	SYSTEMS AND METHODS FOR PROVIDING VIRTUAL REALITY CONTENT IN AN ONLINE GAME	United States of America	
119.	15/048,947		2/19/2016	SYSTEMS AND METHODS FOR MAKING GAME CONTENT FROM A SINGLE ONLINE GAME ACCESSIBLE TO USERS VIA MULTIPLE PLATFORMS	United States of America	
120.	15/048,920		2/19/2016	SYSTEMS AND METHODS FOR MAKING PROGRESS OF A USER CHARACTER OBTAINED IN AN ONLINE GAME VIA A NON-VIRTUAL REALITY INTERFACE AVAILABLE IN A VIRTUAL REALITY INTERFACE	United States of America	
121.	15/048,903		2/19/2016	SYSTEMS AND METHODS FOR DETERMINING AND IMPLEMENTING PLATFORM SPECIFIC ONLINE GAME CUSTOMIZATIONS	United States of America	



SCHEDULE A

122.	15/158,562		5/18/2016	DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	United States of America	
123.	15/232,706		8/9/2016	SYSTEMS AND METHODS FOR FACILITATING GROUP GAMEPLAY IN AN ONLINE GAME	United States of America	
124.	15/237,464		8/15/2016	AGGREGATING RESULTS IN A SLOT GAME	United States of America	
125.	14/101215		12/9/2013	DELAYED, PURCHASE REQUEST-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	United States of America	
126.	14/101152		12/9/2013	PLATFORM TRIGGERED REGISTRATION	United States of America	
127.	14/099584		12/6/2013	DELAYED, GAME-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	United States of America	
128.	13/887170	9,104,814	5/3/2013	A SYSTEM AND METHOD FOR INTEGRATED TESTING OF A VIRTUAL SPACE	United States of America	
129.	13/895573		5/16/2013	A SYSTEM AND METHOD FOR NON-DETERMINISTICALLY PROVIDING DENOMINATED VIRTUAL CURRENCIES IN A VIRTUAL SPACE	United States of America	
130.	13/935967		7/5/2013	PROVIDING OFFERS BASED ON USER DEVICE INFORMATION	United States of America	
131.	13/921092		6/18/2013	DYNAMICALLY ADJUSTING VIRTUAL REWARDS PRESENTED IN OFFERS	United States of America	
132.	13/759428		2/5/2013	CURRENCY-PURCHASING-BASED REWARDING	United States of America	

SCHEDULE A

133.	13/918580	9,463,376	6/14/2013	METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	United States of America	
134.	13/907755		5/31/2013	SYSTEM AND METHOD FOR UPDATING A GAME STATE IN AN ONLINE GAME	United States of America	
135.	61/773028		3/5/2013	DELAYED, PURCHASE REQUEST-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	United States of America	Expired
136.	61/773020		3/5/2013	PLATFORM TRIGGERED REGISTRATION	United States of America	Expired
137.	61/773012		3/5/2013	DELAYED, GAME-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	United States of America	Expired
138.	13/934,114		7/2/2013	DYNAMIC EFFECTIVENESS FOR VIRTUAL ITEMS	United States of America	
139.	14/015666		8/30/2013	SYSTEM AND METHOD FOR DYNAMICALLY INSERTING TUTORIALS IN A MOBILE APPLICATION	United States of America	
140.	14/022118		9/9/2013	A SYSTEM AND METHOD FOR ADJUSTING THE USER COST ASSOCIATED WITH PURCHASABLE VIRTUAL ITEMS	United States of America	
141.	13/874325	8998726	4/30/2013	SYSTEM AND METHOD FOR ASSOCIATING A USER TO A SHARD ON THIRD PARTY LATENCY	United States of America	
142.	13/873584	8998725	4/30/2013	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	United States of America	

SCHEDULE A

143.	13/953701		7/29/2013	AD SERVING OFFERS AND NEW GAME PROMOTIONS OUTSIDE THE GAME MODULE WITH BUSINESS INTELLIGENCE BASED ON PORTFOLIO OF GAMES	United States of America	
144.	13/665677		10/31/2012	SYSTEM AND METHOD FOR VARIABLE PRICING AND PROMOTION OF VIRTUAL ITEMS	United States of America	
145.	13/709667	8851978	12/10/2012	SYSTEM AND METHOD FOR THE PROVISION OF TIME-BASED AWARDS IN AN ONLINE GAME	United States of America	
146.	13/894248		5/14/2013	SYSTEM AND METHOD OF FACILITATING EXTERNAL NOTIFICATIONS FOR EVENTS THAT OCCUR IN A PLURALITY OF DIFFERENT VIRTUAL SPACES	United States of America	Abandoned
147.	13/921045		6/18/2013	DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	United States of America	
148.	14/043803		10/1/2013	SYSTEM AND METHOD FOR IMPLEMENTING A SECONDARY GAME WITHIN AN ONLINE GAME	United States of America	
149.	14/184709		2/20/2014	SYSTEM AND METHOD FOR FACILITATING ASSUMPTION OF PLAYER IDENTITY IN AN ONLINE GAME	United States of America	
150.	13/942,505		7/15/2013	SECONDARY-GAME-MODE SESSIONS BASED ON PRIMARY-GAME-MODE ARRANGEMENTS OF USER-CONTROLLED ELEMENTS	United States of America	
151.	14/067882		10/30/2013	SYSTEM AND METHOD FOR PROVIDING MULTI-LEVEL UPGRADES	United States of America	
152.	13/962707		8/8/2013	PROVIDING EVENT REWARDS TO PLAYERS IN AN ONLINE GAME	United States of America	

SCHEDULE A

153.	14/198573		3/5/2014	SYSTEM AND METHOD FOR AUTOMATED TESTING OF AN ONLINE GAME	United States of America	
154.	14/038655		9/26/2013	SYSTEM AND METHOD FOR FACILITATING PLAYER PAYMENTS FOR IN-GAME ACTIONS THROUGH ACTIVITIES EXTERNAL TO AN ONLINE GAME	United States of America	
155.	14/320424	9,440,145	6/30/2014	PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY RESOURCE REQUIREMENT REDUCTION IN AN ONLINE GAME	United States of America	
156.	14/203411	9,457,264	3/10/2014	SYSTEM AND METHOD FOR PROVIDING SPEED-UP QUEST OFFERS TO USERS DURING IDLE TIME	United States of America	
157.	14/548,430		11/20/2014	SYSTEMS AND METHODS FOR PROVIDING OFFERS WITHIN A GAME SPACE THAT DECREASE IN VALUE BASED ON PREVIOUS ACCEPTANCES OF THE OFFERS	United States of America	
158.	14/337079		7/21/2014	SYSTEM AND METHOD FOR COMBINING PROBABILITY ITEM BUNDLES	United States of America	
159.	13/564,654	8789055	8/1/2012	MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	United States of America	
160.	14/331198	9,424,109	7/14/2014	MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	United States of America	

SCHEDULE A

161.	13/546,843		7/11/2012	USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	United States of America
162.	14/478929	9,364,761	9/5/2014	USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	United States of America
163.	14/503330		9/30/2014	SYSTEM AND METHOD FOR THE PROVISION OF TIME-BASED AWARDS IN AN ONLINE GAME	United States of America
164.	15/209,698		7/13/2016	SYSTEM AND METHOD FOR INCREASING ATTRIBUTES OF A VIRTUAL ITEM	United States of America
165.	14/677949		4/2/2015	SYSTEMS AND METHODS FOR INCENTIVIZING USER LOG-IN TO A USER ACCOUNT ASSOCIATED WITH AN ONLINE GAME	United States of America
166.	14/678,904	9,492,757	4/3/2015	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	United States of America
167.	14/932,886		11/4/2015	METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	United States of America
168.	15/284,367		10/3/2016	SYSTEM AND METHOD FOR PROVIDING SPEED-UP QUEST OFFERS TO USERS DURING IDLE TIME	United States of America
169.	15/246,719		8/25/2016	PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY RESOURCE REQUIREMENT REDUCTION IN AN ONLINE GAME	United States of America

SCHEDULE A

170.	15/335,119	10/26/2016	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	United States of America	
171.	13/677024	11/14/2012	SUBSTITUTION OF GAME COMMANDS WITH DIFFERENT REPLACEMENT COMMANDS AT CLIENT DEVICES USING SUBSTITUTION REFERENCE SETS	United States of America	
172.	15/276,764	9/26/2016	SUBSTITUTION OF GAME COMMANDS WITH DIFFERENT REPLACEMENT COMMANDS AT CLIENT DEVICES USING SUBSTITUTION REFERENCE SETS	United States of America	
173.	PCT/US2015/036744	6/19/2015	SYSTEM AND METHOD FOR PROVIDING A QUEST FROM A PROBABILITY ITEM BUNDLE IN AN ONLINE GAME	United States of America	
174.	13/833949	3/15/2013	SYSTEM AND METHOD FOR DETERMINING MONETIZATION EFFICIENCY FOR ONE OR MORE MOBILE APPLICATIONS FROM PUBLICLY AVAILABLE INFORMATION	United States of America	Abandoned
175.	13/913079	6/7/2013	DYNAMICALLY GENERATED IN-GAME OBJECTIVES	United States of America	Abandoned
176.	PCT/US2012/070260	12/18/2012	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	
177.	PCT/US2012/068363	12/7/2012	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	
178.	13/929700	6/27/2013	DYNAMIC LOG-IN FROM MOBILE PHONE TO SET-TOP BOX	United States of America	Abandoned

SCHEDULE A

179.	13/914289		6/10/2013	IMPLEMENTING CONTROLS FROM PRESENTATION CONTROL DEVICES TO ONLINE GAME SERVERS	United States of America	Abandoned
180.	PCT/US2012/070282		12/18/2012	SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE FOR ACTIONS TO BE PERFORMED IN A VIRTUAL SPACE	United States of America	Abandoned
181.	13/901,459		5/23/2013	SYSTEM AND METHOD FOR DETERMINING CONTENT OF VIRTUAL SPACE MESSAGES BASED ON RECIPIENT'S DEVICES	United States of America	Abandoned
182.	13/934047	9,440,143	7/2/2013	SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	United States of America	
183.	13/851018		3/26/2013	A SYSTEM AND METHOD FOR PRESENTING A VIRTUAL SPACE THROUGH COMMON AND PRIVATE VIEWS	United States of America	Abandoned
184.	13/895,563	8,636,591	5/16/2013	SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	United States of America	
185.	13/757,654		2/1/2013	SYSTEM AND METHOD FOR PROVIDING INCENTIVES TO INFLUENTIAL USERS IN A VIRTUAL SPACE	United States of America	Abandoned
186.	13/759713		2/5/2013	SYSTEM AND METHOD FOR DETERMINING VIRTUAL CONSIDERATION IN EXCHANGE FOR PERFORMING A TASK IN A VIRTUAL SPACE	United States of America	Abandoned

SCHEDULE A

187.	13/891980		5/10/2013	SYSTEM AND METHOD FOR TRIGGERING DISPLAY OF EVENTS IN AN ONLINE GAME BASED ON ACCESS OF EVENT NOTIFICATIONS	United States of America	Abandoned
188.	13/563597	9,400,681	7/31/2012	MANAGING SCHEDULED TASKS WITHIN A VIRTUAL SPACE	United States of America	
189.	13/866,342		4/19/2013	IMPLEMENTATION OF GAME ELEMENTS USING DATABASE OBJECTS	United States of America	Abandoned
190.	13/687722		11/28/2012	GAME-PROGRESS-BASED MIGRATION OF USER ACCOUNTS	United States of America	Abandoned
191.	13/870720		4/25/2013	SYSTEM AND METHOD FOR FACILITATING USER DESIGNATION OF CITY WALLS IN A GAME	United States of America	Abandoned
192.	13/781618		2/28/2013	GAME WITH SPATIALLY OVERLAPPING EMPIRES OF INFLUENCE	United States of America	Abandoned
193.	13/751008		1/25/2013	GAME VIEW CREATION USING OBJECT DESCRIPTORS THAT ARE GENERATED BASED ON USER INTERFACE VIEWS	United States of America	Abandoned
194.	13/668,147	9,336,618	11/2/2012	STOCHASTIC CHUNK-BASED MAP GENERATION	United States of America	
195.	13/629272		9/27/2012	PROVIDING EMAILS CODED TO SPECIFY EMAIL FEATURES FOR DIFFERENT DEVICE TYPES	United States of America	
196.	13/670441	882,126	11/6/2012	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	United States of America	
197.	13/645791	8956225	10/5/2012	SYSTEM AND METHOD FOR USING FLASH SYMBOLS FOR TRAVEL NODES IN AN ONLINE FLASH-BASED GAME	United States of America	



SCHEDULE A

198.	13/546843	8852000	7/11/2012	USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	United States of America	
199.	13/674743		11/12/2012	IMPLEMENTATION/NON-IMPLEMENTATION OF A FEATURE SET ON USERS MATCHING CRITERIA ASSOCIATED WITH THE FEATURE SET	United States of America	Abandoned
200.	13/601960		8/31/2012	SYSTEM AND METHOD FOR SIMULATING AMBIENT FLUID MOTION IN AN ANIMATION SEQUENCE	United States of America	Abandoned
201.	13/603237		9/4/2012	EFFICACY OF VIRAL MESSAGING IN A VIRTUAL ENVIRONMENT	United States of America	Abandoned
202.	13/535058		6/27/2012	ENHANCING THE POST-MOVEMENT PERFORMANCE OF LOADING OF VISUAL INFORMATION IN BROWSER-BASED PRESENTATIONS OF VISUAL INFORMATION	United States of America	Abandoned
203.	13/593465		8/23/2012	SYSTEM AND METHOD FOR UPDATING MOBILE APPLICATIONS	United States of America	Abandoned
204.	13/564654	8789055	8/1/2012	MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	United States of America	
205.	61/676271		7/26/2012	MANAGING SCHEDULED TASKS WITHIN A VIRTUAL SPACE	United States of America	Expired
206.	61/655838		6/5/2012	USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	United States of America	Expired

SCHEDULE A

207.	61/577398		12/19/2011	SOCIAL GRAPH FOR USERS BELONGING TO COMMON AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	United States of America	Expired
208.	13/330320		12/19/2011	SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE FOR ACTIONS TO BE PERFORMED IN A VIRTUAL SPACE	United States of America	Abandoned
209.	13/966218		8/13/2013	PERFORMANCE-BASED ACTIVATION OF INACTIVE VIRTUAL CURRENCY AMOUNTS	United States of America	Abandoned
210.	14/014240		8/29/2013	CHANCE-BASED WAIT TIME REDUCTIONS	United States of America	
211.	61/826413		5/22/2013	AUTOMATIC PRICE ADJUSTMENT BASED ON TEST BED ENVIRONMENT	United States of America	Expired
212.	13/912145		6/6/2013	DYNAMICALLY PROVIDING SUPPORT SERVICE IN A VIRTUAL SPACE ON A PER USER BASIS	United States of America	Abandoned
213.	14/023279	9,352,217	9/10/2013	SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	United States of America	
214.	14/024571		9/11/2013	CREATION OF VIRTUAL OFFSPRING BASED ON VALUES OF EXHIBITED AND NON-EXHIBITED ATTRIBUTES	United States of America	Abandoned
215.	13/948042		7/22/2013	MODIFICATION OF STRUCTURE DETECTABILITY	United States of America	Abandoned
216.	08/644020	6009458	5/9/1996	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	United States of America	Expired
217.	PCT/US1997/007724		5/8/1997	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Patent Cooperation Treaty	

SCHEDULE A

218.	11/133814		5/19/2005	CREATION OF GAME ELEMENTS USING LOCATION INFORMATION	United States of America	Abandoned
219.	PCT/US2006/016058		4/26/2006	CREATION OF GAME ELEMENTS USING LOCATION INFORMATION	Patent Cooperation Treaty	
220.	60/728858		10/20/2005	INVITATION METHOD FOR INTERACTIVE MULTI-USER APPLICATIONS ON MOBILE PHONES	United States of America	Expired
221.	11/584347		10/19/2006	INVITATION METHOD FOR INTERACTIVE MULTI-USER APPLICATIONS ON MOBILE PHONES	United States of America	Abandoned
222.	PCT/US2011/030000		3/25/2011	NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	Patent Cooperation Treaty	Abandoned
223.	PCT/US2011/030184		3/28/2011	NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS	Patent Cooperation Treaty	Abandoned
224.	14/207521	9,517,405	3/12/2014	FACILITATING CONTENT ACCESS ACROSS ONLINE GAMES	United States of America	
225.	14/548469		11/20/2014	PURCHASABLE TOURNAMENT MULTIPLIERS	United States of America	
226.	14/165375		1/27/2014	SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	United States of America	
227.	PCT/US2014/036021		4/30/2014	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Patent Cooperation Treaty	
228.	PCT/US2014/040206		5/30/2014	FORWARDING VIRTUAL EVENT NOTIFICATIONS TO A USER DEVICE	Patent Cooperation Treaty	Abandoned
229.	PCT/US2014/040252		5/30/2014	PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Patent Cooperation Treaty	

SCHEDULE A

230.	2012347641		12/7/2012	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Australia	
231.	201280068268.8		12/7/2012	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	China (People's Republic)	
232.	12855275.9		12/7/2012	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	European Patent Convention	
233.	10-2014-7018970		12/7/2012	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Korea, Republic of	
234.	PCT/US2014/041453		6/9/2014	DYNAMICALLY GENERATED IN-GAME OBJECTIVES	Patent Cooperation Treaty	Abandoned
235.	PCT/US2014/044290		6/26/2014	DYNAMIC LOG-IN FROM MOBILE PHONE TO SET-TOP BOX	Patent Cooperation Treaty	Abandoned
236.	PCT/US2014/044297		6/26/2014	SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTING PRIZES OR AWARDS BASED ON A PLATFORM	Patent Cooperation Treaty	Abandoned
237.	PCT/US2014/044287		6/26/2014	SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	Patent Cooperation Treaty	Abandoned
238.	14/331117		7/14/2014	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	United States of America	
239.	PCT/US2014/042679		6/17/2014	DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	Patent Cooperation Treaty	Abandoned
240.	201280068754.X		12/18/2012	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	China (People's Republic)	
241.	12858984.3		12/18/2012	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	European Patent Convention	

SCHEDULE A

242.	2012355385	2012355385	12/18/2012	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Australia	
243.	10-2014-7019850		12/18/2012	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Korea, Republic of	
244.	PCT/US2014/045273		7/2/2014	SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	Patent Cooperation Treaty	Abandoned
245.	PCT/US2014/047758		7/23/2014	MULTI-PRIZE MYSTERY BOX THAT DYNAMICALLY CHANGES PROBABILITIES	Patent Cooperation Treaty	Abandoned
246.	PCT/US2015/028096		4/28/2015	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	Patent Cooperation Treaty	
247.	14/919,546		10/21/2015	SYSTEM AND METHOD FOR ALTERING PERCEPTION OF VIRTUAL CONTENT IN A VIRTUAL SPACE	United States of America	
248.	2,914,057		5/30/2014	PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Canada	
249.	14804626.1		5/30/2014	PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	European Patent Convention	
250.	10-2015-7036804		5/30/2014	PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Korea, Republic of	
251.	201480041052.1		5/30/2014	PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	China (People's Republic)	
252.	15/048,932		2/19/2016	SYSTEMS AND METHODS FOR REGULATING ACCESS TO GAME CONTENT OF AN ONLINE GAME	United States of America	

SCHEDULE A

253.	15/236,339		8/12/2016	SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	United States of America	
254.	15/094,932		4/8/2016	STOCHASTIC CHUNK-BASED MAP GENERATION	United States of America	
255.	15/166,253		5/26/2016	SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	United States of America	
256.	15/334,957		10/26/2016	CUSTOMIZED CHANGE-BASED ITEMS	United States of America	