

## PATENT ASSIGNMENT COVER SHEET

Electronic Version v1.1  
 Stylesheet Version v1.2

EPAS ID: PAT4696994

|                                                                                                                                                                                                 |                                       |                       |
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| <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>         |
|                                                                                                                                                                                                 | Application Number:                   | 15817615              |
| <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>Phone:</b>                                                                                                                                                                                   | 858-720-8900                          |                       |
| <b>Email:</b>                                                                                                                                                                                   | dmipdocketing@sheppardmullin.com      |                       |
| <b>Correspondent Name:</b>                                                                                                                                                                      | SHEPPARD MULLIN RICHTER & HAMPTON LLP |                       |
| <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-264578                           |                       |
| <b>NAME OF SUBMITTER:</b>                                                                                                                                                                       | CHELSEA PEARSALL                      |                       |
| <b>SIGNATURE:</b>                                                                                                                                                                               | /Chelsea Pearsall/                    |                       |
| <b>DATE SIGNED:</b>                                                                                                                                                                             | 11/20/2017                            |                       |
| <b>Total Attachments: 28</b>                                                                                                                                                                    |                                       |                       |
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**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.

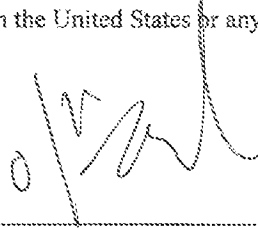
On Behalf of **KABAM, INC.**

Signature of Officer:

Officer's Name:

Officer's Title:

Date of Execution:



Seungwon Lee

CEO

06/04/2014

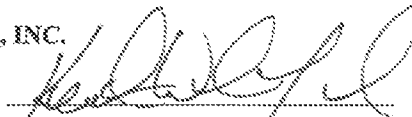
On Behalf of **AFTERSHOCK SERVICES, INC.**

Signature of Officer:

Officer's Name:

Officer's Title:

Date of Execution:



Kent Wakeford

COO

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 |           |

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# 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 |  |

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|     |            |            |                                                                                                                                                                      |                          |           |
|-----|------------|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-----------|
| 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  | 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  | 3/14/2013  | 9,330,531<br>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 |           |

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|     |            |            |                                                                                                                                    |                          |  |
|-----|------------|------------|------------------------------------------------------------------------------------------------------------------------------------|--------------------------|--|
| 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  | 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 | 3/8/2013   | SYSTEM AND METHOD FOR PROVIDING CONTROLS IN A VIRTUAL SPACE BASED ON USER GEOLOCATIONS                                             | United States of America |  |
| 31. | 13/781651  | 2/28/2013  | A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE                                                                    | United States of America |  |
| 32. | 13/734821  | 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  | 2/28/2013  | GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA                                                            | United States of America |  |
| 37. | 13/783,120 | 3/1/2013   | SYSTEM AND METHOD FOR PROVIDING AN ENHANCED RESEARCH GAME MECHANIC                                                                 | United States of America |  |

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|     |            |           |            |                                                                                   |                          |  |
|-----|------------|-----------|------------|-----------------------------------------------------------------------------------|--------------------------|--|
| 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 |  |

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|     |            |            |                                                                                                           |                          |  |
|-----|------------|------------|-----------------------------------------------------------------------------------------------------------|--------------------------|--|
| 50. | 13/432828  | 3/28/2012  | INTUITIVE INTERFACE FOR UPGRADING A VIRTUAL ITEM                                                          | United States of America |  |
| 51. | 13/330242  | 12/19/2011 | COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES                     | United States of America |  |
| 52. | 13/316190  | 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 | 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  | 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 |  |

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| 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 |  |
| 68. | 14/069,143 | 10/31/2013 | AGGREGATING RESULTS IN A SLOT GAME                                                                                 | United States of America |  |
| 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

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|-----|------------|------------|------------|---------------------------------------------------------------------------------------|----------------------------|---------|
| 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**

|             |            |           |            |                                                                                                                      |                          |  |
|-------------|------------|-----------|------------|----------------------------------------------------------------------------------------------------------------------|--------------------------|--|
| <b>94.</b>  | 14/200,005 |           | 3/6/2014   | MODERATION OF ANTISOCIAL BEHAVIOR IN CHAT VIA GAME MECHANICS                                                         | United States of America |  |
| <b>95.</b>  | 14/252777  |           | 4/15/2014  | A METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED IN-GAME VIRTUAL ITEM DISTRIBUTION                                  | United States of America |  |
| <b>96.</b>  | 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 |  |
| <b>97.</b>  | 14/306165  | 9,452,355 | 6/16/2014  | GAME DESIGN BASED CAPTCHAS                                                                                           | United States of America |  |
| <b>98.</b>  | 14/275941  |           | 5/13/2014  | USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES                                                                   | United States of America |  |
| <b>99.</b>  | 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 |  |
| <b>100.</b> | 14/527809  |           | 10/30/2014 | FACILITATING MULTIGAME CURRENCIES IN MULTIPLE ONLINE GAMES                                                           | United States of America |  |
| <b>101.</b> | 14/320544  |           | 6/30/2014  | PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY TIME REQUIREMENT SUSPENSION IN AN ONLINE GAME             | United States of America |  |
| <b>102.</b> | 14/331156  | 8974299   | 7/14/2014  | METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS                                                  | United States of America |  |
| <b>103.</b> | 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<br>BELONGING TO AFFILIATIONS<br>SPANNING MULTIPLE VIRTUAL<br>SPACES                                                                            | United States of America |  |
| 105. | 14/505470  | 9,116,732 | 10/2/2014  | ESTABLISHING A SOCIAL<br>APPLICATION LAYER                                                                                                                                | United States of America |  |
| 106. | 14/944,075 |           | 11/17/2015 | USER GENERATED PROBABILITY<br>ITEM BUNDLES                                                                                                                                | United States of America |  |
| 107. | 14/690865  |           | 4/20/2015  | SYSTEM AND METHOD FOR<br>DETERMINING AND ACTING ON A<br>USER'S VALUE ACROSS DIFFERENT<br>PLATFORMS                                                                        | United States of America |  |
| 108. | 15/006,054 |           | 1/25/2016  | SYSTEM AND METHOD FOR<br>DETERMINING AND EXECUTING<br>ACTIONS IN AN ONLINE GAME                                                                                           | United States of America |  |
| 109. | 14/980,787 |           | 12/28/2015 | FACILITATING CONTEXTUAL<br>GAME NOTIFICATIONS AND SMART<br>ACTION OPTIONS                                                                                                 | United States of America |  |
| 110. | 14/986364  |           | 12/31/2015 | FACILITATING SMART<br>NOTIFICATIONS ON A WEARABLE<br>DEVICE                                                                                                               | United States of America |  |
| 111. | 14/920,752 |           | 10/22/2015 | GAME WITH AN AREA OF EFFECT<br>FOR STRUCTURES IMPACTING A<br>SURROUNDING AREA                                                                                             | United States of America |  |
| 112. | 14/990,688 |           | 1/7/2016   | SYSTEM AND METHOD FOR<br>DISPLAYING A GAME USING A<br>PRIMARY DISPLAY AND<br>COMMUNICATING ALLIANCE<br>INFORMATION AMONG ALLIANCE<br>MEMBERS USING A SECONDARY<br>DISPLAY | United States of America |  |
| 113. | 14/923,298 |           | 10/26/2015 | FACILITATING USERS TO<br>OBFUSCATE USER CREDENTIALS<br>IN CREDENTIAL RESPONSES FOR<br>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<br>SLOT GAME BASED ON PLAYER<br>CHARACTERS                                                | United States of America |  |
| 123. | 15/232,706 |           | 8/9/2016  | SYSTEMS AND METHODS FOR<br>FACILITATING GROUP GAMEPLAY<br>IN AN ONLINE GAME                                         | United States of America |  |
| 124. | 15/237,464 |           | 8/15/2016 | AGGREGATING RESULTS IN A SLOT<br>GAME                                                                               | United States of America |  |
| 125. | 14/101215  |           | 12/9/2013 | DELAYED, PURCHASE REQUEST-<br>TRIGGERED ONLINE GAME<br>PLATFORM REGISTRATION                                        | United States of America |  |
| 126. | 14/101152  |           | 12/9/2013 | PLATFORM TRIGGERED<br>REGISTRATION                                                                                  | United States of America |  |
| 127. | 14/099584  |           | 12/6/2013 | DELAYED, GAME-TRIGGERED<br>ONLINE GAME PLATFORM<br>REGISTRATION                                                     | United States of America |  |
| 128. | 13/887170  | 9,104,814 | 5/3/2013  | A SYSTEM AND METHOD FOR<br>INTEGRATED TESTING OF A<br>VIRTUAL SPACE                                                 | United States of America |  |
| 129. | 13/895573  |           | 5/16/2013 | A SYSTEM AND METHOD FOR NON-<br>DETERMINISTICALLY PROVIDING<br>DENOMINATED VIRTUAL<br>CURRENCIES IN A VIRTUAL SPACE | United States of America |  |
| 130. | 13/935967  |           | 7/5/2013  | PROVIDING OFFERS BASED ON<br>USER DEVICE INFORMATION                                                                | United States of America |  |
| 131. | 13/921092  |           | 6/18/2013 | DYNAMICALLY ADJUSTING<br>VIRTUAL REWARDS PRESENTED IN<br>OFFERS                                                     | United States of America |  |
| 132. | 13/759428  |           | 2/5/2013  | CURRENCY-PURCHASING-BASED<br>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<br>VERIFY THE ACCURACY OF<br>RESULTS OF CLIENT-SIDE<br>DETERMINATIONS                           | United States of America |  |
| 162. | 14/478929  | 9,364,761 | 9/5/2014  | USING CROWD-SOURCING TO<br>VERIFY THE ACCURACY OF<br>RESULTS OF CLIENT-SIDE<br>DETERMINATIONS                           | United States of America |  |
| 163. | 14/503330  |           | 9/30/2014 | SYSTEM AND METHOD FOR THE<br>PROVISION OF TIME-BASED<br>AWARDS IN AN ONLINE GAME                                        | United States of America |  |
| 164. | 15/209,698 |           | 7/13/2016 | SYSTEM AND METHOD FOR<br>INCREASING ATTRIBUTES OF A<br>VIRTUAL ITEM                                                     | United States of America |  |
| 165. | 14/677949  |           | 4/2/2015  | SYSTEMS AND METHODS FOR<br>INCENTIVIZING USER LOG-IN TO A<br>USER ACCOUNT ASSOCIATED WITH<br>AN ONLINE GAME             | United States of America |  |
| 166. | 14/678,904 | 9,492,757 | 4/3/2015  | SYSTEM AND METHOD FOR<br>ENHANCED VIDEO OF GAME<br>PLAYBACK                                                             | United States of America |  |
| 167. | 14/932,886 |           | 11/4/2015 | METHOD AND SYSTEM FOR<br>TEMPORARILY INCENTIVIZING<br>USER PARTICIPATION IN A GAME<br>SPACE                             | United States of America |  |
| 168. | 15/284,367 |           | 10/3/2016 | SYSTEM AND METHOD FOR<br>PROVIDING SPEED-UP QUEST<br>OFFERS TO USERS DURING IDLE<br>TIME                                | United States of America |  |
| 169. | 15/246,719 |           | 8/25/2016 | PROVIDING VIRTUAL ITEMS<br>CONFIGURED TO FACILITATE<br>TEMPORARY RESOURCE<br>REQUIREMENT REDUCTION IN AN<br>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 | 9,452,350<br>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  | 8821260   | 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<br>VERIFY THE ACCURACY OF<br>RESULTS OF CLIENT-SIDE<br>DETERMINATIONS                                             | United States of America |           |
| 199. | 13/674743 |         | 11/12/2012 | IMPLEMENTATION/NON-<br>IMPLEMENTATION OF A FEATURE<br>SET ON USERS MATCHING<br>CRITERIA ASSOCIATED WITH THE<br>FEATURE SET                | United States of America | Abandoned |
| 200. | 13/601960 |         | 8/31/2012  | SYSTEM AND METHOD FOR<br>SIMULATING AMBIENT FLUID<br>MOTION IN AN ANIMATION<br>SEQUENCE                                                   | United States of America | Abandoned |
| 201. | 13/603237 |         | 9/4/2012   | EFFICACY OF VIRAL MESSAGING<br>IN A VIRTUAL ENVIRONMENT                                                                                   | United States of America | Abandoned |
| 202. | 13/535058 |         | 6/27/2012  | ENHANCING THE POST-MOVEMENT<br>PERFORMANCE OF LOADING OF<br>VISUAL INFORMATION IN<br>BROWSER-BASED PRESENTATIONS<br>OF VISUAL INFORMATION | United States of America | Abandoned |
| 203. | 13/593465 |         | 8/23/2012  | SYSTEM AND METHOD FOR<br>UPDATING MOBILE APPLICATIONS                                                                                     | United States of America | Abandoned |
| 204. | 13/564654 | 8789055 | 8/1/2012   | MAINTAINING TIME FIDELITY FOR<br>AN INSTANCE OF A VIRTUAL<br>SPACE PLACED IN A BACKGROUND<br>STATE                                        | United States of America |           |
| 205. | 61/676271 |         | 7/26/2012  | MANAGING SCHEDULED TASKS<br>WITHIN A VIRTUAL SPACE                                                                                        | United States of America | Expired   |
| 206. | 61/655838 |         | 6/5/2012   | USING CROWD-SOURCING TO<br>VERIFY THE ACCURACY OF<br>RESULTS OF CLIENT-SIDE<br>DETERMINATIONS                                             | United States of America | Expired   |

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|      |                   |           |            |                                                                                                     |                           |           |
|------|-------------------|-----------|------------|-----------------------------------------------------------------------------------------------------|---------------------------|-----------|
| 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 |           |

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

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|------|-------------------|--|------------|---------------------------------------------------------------------------------------|----------------------------|-----------|
| 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 |           |

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

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| 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 CHANCE-BASED ITEMS                                                          | United States of America |  |