

PATENT ASSIGNMENT COVER SHEET

Electronic Version v1.1
Stylesheet Version v1.2

EPAS ID: PAT5667096

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT
CONVEYING PARTY DATA	
Name	Execution Date
AFTERSHOCK SERVICES, INC.	02/26/2018
RECEIVING PARTY DATA	
Name:	ELECTRONIC ARTS INC.
Street Address:	209 REDWOOD SHORES PARKWAY
City:	REDWOOD CITY
State/Country:	CALIFORNIA
Postal Code:	94065
PROPERTY NUMBERS Total: 1	
Property Type	Number
Application Number:	16030764
CORRESPONDENCE DATA	
Fax Number:	(949)760-9502
<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>	
Phone:	9497600404
Email:	efiling@knobbe.com
Correspondent Name:	KNOBBE, MARTENS, OLSON & BEAR LLP
Address Line 1:	2040 MAIN STREET
Address Line 2:	14TH FLOOR
Address Line 4:	IRVINE, CALIFORNIA 92614
ATTORNEY DOCKET NUMBER:	EAI.125C2
NAME OF SUBMITTER:	DANIEL V. GIBSON
SIGNATURE:	/daniel gibson/
DATE SIGNED:	08/13/2019
Total Attachments: 20	
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PATENT PURCHASE AGREEMENT

ASSIGNMENT OF PATENT RIGHTS

This assignment of patent rights agreement (“**Assignment**”) is between Aftershock Services, Inc., a Delaware corporation, with its principal place of business at 795 Folsom St Suite 600, San Francisco, CA 94107 (“**Assignor**”) and Electronic Arts Inc., a Delaware corporation with its principal place of business at 209 Redwood Shores Parkway, Redwood City, CA 94065 (“**Assignee**”), pursuant to the terms of a Patent Purchase Agreement between the Parties of even date herewith.

Subject to the terms of the Patent Purchase Agreement, and for good and valuable consideration, the receipt of which is hereby acknowledged, **as of the Effective Date, Assignor hereby sells, assigns, transfers, sets over, and conveys to Assignee, its successors, legal representatives, and assigns all right, title, and interest throughout the world in and to:**

(a) the provisional patent applications, patent applications, and patents listed in **Exhibit A** (the “**Listed Patents**”);

(b) all patents or patent applications (whether pending, abandoned, lapsed, in force, or expired):

(i) to which any of the Listed Patents claims priority,

(ii) for which any of the Listed Patents forms a basis for priority,

(iii) that were co-owned applications that incorporate by reference the Listed Patents, and/or

(iv) which are subject to a terminal disclaimer with any of the Listed Patents;

(c) all reissues, reexaminations, extensions, continuations, continuations-in-part, continuing prosecution applications, divisions, results of any reexamination or any other post issuance review, and registrations of any item in any of the foregoing categories (a) and (b);

(d) all foreign patents, patent applications and counterparts relating to any item in any of the foregoing categories (a) through (c), including, without limitation, certificates of invention and utility models, industrial design protection, design patent protection, and other governmental grants or issuances; and

(e) any items in any of the foregoing categories (b) through (d) whether or not expressly listed as Listed Patents and whether or not claims in any of the foregoing have been rejected, withdrawn, cancelled, or the like;

(f) Assignor’s inventions, invention disclosures, and discoveries, disclosed or described in any of the Listed Patents;

(g) all rights to apply in any or all countries of the world for patents, certificates of invention, utility models, industrial design protections, design patent protections, or other governmental grants or issuances of any type related to any item in any of the foregoing categories (a) through (f), including, without limitation, under the Paris Convention for the Protection of Industrial Property, the International Patent Cooperation Treaty, or any other convention, treaty, agreement, or understanding;

(h) all causes of action (whether known or unknown or whether currently pending, filed, or otherwise) claims for damages, and other enforcement rights under, arising out of, or on account of, any of the Rights and/or any item in any of the foregoing categories (b) through (g), including, without limitation, all causes of action and other enforcement rights for

PATENT PURCHASE AGREEMENT

- (1) damages,
 - (2) injunctive relief, and
 - (3) any other remedies of any kind for past, current, and future infringement; and
- (i) all rights to collect royalties, lost profits, and other payments under or on account of any of the Patents and/or any item in any of the foregoing categories (b) through (h).

Items (a)-(i) collectively constitute the "Rights."

Assignor represents, warrants, and covenants that:

(1) Assignor has the full power and authority, and has obtained all third party consents, approvals and/or other authorizations required to enter into this Assignment and to carry out its obligations hereunder, including the assignment of the Rights to Assignee. This Assignment is fully assignable by Assignee. The obligations set forth in this Assignment shall survive the term of any agreement or any other affiliation between the Assignee and Assignor; and

(2) Subject to the terms of the Patent Purchase Agreement, Assignor owns, and by this document hereby assigns to Assignee, all right, title, and interest to the Rights, including, without limitation, all right, title, and interest to sue for infringement of the Rights. Assignor has obtained and properly recorded previously executed assignments for the patents contained in the Rights as necessary to fully perfect its rights and title therein in accordance with governing law and regulations in each respective jurisdiction. Subject to the terms of the Patent Purchase Agreement, the Rights are free and clear of all liens, claims, mortgages, security interests or other encumbrances, and restrictions. There are no actions, suits, investigations, claims or proceedings pending, in progress or, to Seller's knowledge, threatened that relate in any way to the Rights. There are no existing contracts, agreements, options, commitments, proposals, bids, offers, or rights with, to, or in any person to acquire any of the Rights.

(3) Assignor hereby authorizes the respective patent office or governmental agency in each jurisdiction to issue any and all patents, certificates of invention, utility models or other governmental grants or issuances that may be granted upon any of the Rights in the name of Assignee, as the assignee to the entire interest therein.

(4) Assignor will, at the reasonable request of Assignee, do all things necessary, proper, or advisable, including without limitation, the execution, acknowledgment, and recordation of specific assignments, oaths, declarations, and other documents on a country-by-country basis, to assist Assignee in obtaining, perfecting and conveying unto Assignee the Rights.

(5) This Assignment is binding on Assignor, its officers, agents, employees, heirs, successors, assigns, affiliates, and those entities acting under its direction and control. The terms and conditions of this Assignment will inure to the benefit of Assignee, its successors, assigns, and other legal representatives and will be binding upon Assignor, its successors, assigns, and other legal representatives. This Assignment, and the rights and obligations arising hereunder, are not assignable or transferable by Assignor, by operation of law or otherwise, and any attempt to do so shall be null and void.

(6) If Assignor cannot be located or is unable or unwilling to sign documents as required hereunder, Assignor agrees to and does hereby appoint Assignee as Assignor's attorney-in-fact for the limited purpose of executing all documents and performing all other acts necessary to give effect and legality to the provisions of this Assignment, including to enforce or maintain the Rights. Assignor acknowledges that this appointment is coupled with an interest and is irrevocable.

PATENT PURCHASE AGREEMENT

(7) This Assignment shall be governed by the laws of the State of Delaware, its rules of conflict of laws notwithstanding. The Parties agree and consent to the exclusive jurisdiction of the Delaware Chancery Court and any appellate court therefrom, in any suit, action or proceeding seeking to enforce any provision of, or based on any matter arising out of or in connection with, this Assignment or the transactions contemplated hereby, or, if such court declines to accept jurisdiction, the Parties shall submit any such claim to binding arbitration before the Delaware Chancery Court, and EA and Seller shall share equally the costs of such arbitration. Each Party irrevocably consents to the service of any and all process in any such suit, action or proceeding via overnight delivery as the equivalent of personal service.

Nothing herein is intended to alter the scope of any rights or obligations of the Parties under the Patent Purchase Agreement. To the extent there is any conflict between the terms of the Patent Purchase Agreement and this Assignment, the terms of the Patent Purchase Agreement shall prevail.

IN WITNESS WHEREOF this Assignment of Patent Rights is executed on 2/23/18

ASSIGNOR:

Aftershock Services, Inc.

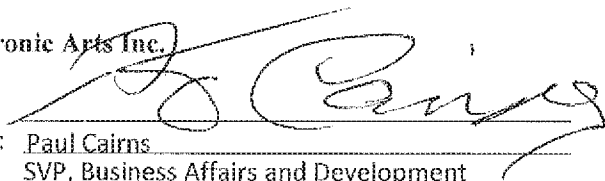
By: _____
Name: _____
Title: _____

(Signature MUST be before a Notary)

The appropriate notarial documentation must be attached.

ASSIGNEE:

Electronic Arts Inc.

By: 
Name: Paul Cairns
Title: SVP, Business Affairs and Development

(Signature MUST be before a Notary)

The appropriate notarial documentation must be attached.

A NOTARY PUBLIC OR OTHER OFFICER COMPLETING ANY CERTIFICATE VERIFIES ONLY THE IDENTITY OF THE INDIVIDUAL WHO SIGNED THE DOCUMENT TO WHICH ANY CERTIFICATE IS ATTACHED, AND NOT THE TRUTHFULNESS, ACCURACY, OR VALIDITY OF THAT DOCUMENT.

CALIFORNIA ALL-PURPOSE ACKNOWLEDGMENT

CIVIL CODE § 1189

A notary public or other officer completing this certificate verifies only the identity of the individual who signed the document to which this certificate is attached, and not the truthfulness, accuracy, or validity of that document.

State of California)
County of San Mateo)

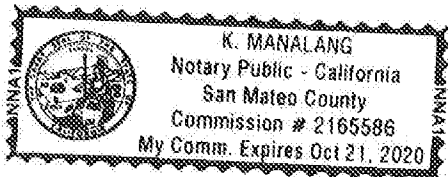
On Feb. 23, 2019 before me, K. Manalang, Notary Public
Date Here Insert Name and Title of the Officer

personally appeared PAUL COLENS
Name(s) of Signer(s)

who proved to me on the basis of satisfactory evidence to be the person(s) whose name(s) is/are subscribed to the within instrument and acknowledged to me that he/she/they executed the same in his/her/their authorized capacity(ies), and that by his/her/their signature(s) on the instrument the person(s), or the entity upon behalf of which the person(s) acted, executed the instrument.

I certify under PENALTY OF PERJURY under the laws of the State of California that the foregoing paragraph is true and correct.

WITNESS my hand and official seal.



Signature [Handwritten Signature]
Signature of Notary Public

Place Notary Seal Above

OPTIONAL

Though this section is optional, completing this information can deter alteration of the document or fraudulent reattachment of this form to an unintended document.

Description of Attached Document

Title or Type of Document: Document Date:
Number of Pages: Signer(s) Other Than Named Above:

Capacity(ies) Claimed by Signer(s)

Signer's Name:
[] Corporate Officer - Title(s):
[] Partner - [] Limited [] General
[] Individual [] Attorney in Fact
[] Trustee [] Guardian or Conservator
[] Other:
Signer Is Representing:

Signer's Name:
[] Corporate Officer - Title(s):
[] Partner - [] Limited [] General
[] Individual [] Attorney in Fact
[] Trustee [] Guardian or Conservator
[] Other:
Signer Is Representing:

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Nothing herein is intended to alter the scope of any rights or obligations of the Parties under the Patent Purchase Agreement. To the extent there is any conflict between the terms of the Patent Purchase Agreement and this Assignment, the terms of the Patent Purchase Agreement shall prevail.

IN WITNESS WHEREOF this Assignment of Patent Rights is executed on February 26, 2018.

ASSIGNOR:

Aftershock Services, Inc.

By: [Signature]
Name: Steward R. Poirier
Title: CFO

(Signature MUST be before a Notary)

The appropriate notarial documentation must be attached.

ASSIGNEE:

Electronic Arts Inc.

By: _____
Name: _____
Title: _____

(Signature MUST be before a Notary)

The appropriate notarial documentation must be attached.

A NOTARY PUBLIC OR OTHER OFFICER COMPLETING ANY CERTIFICATE VERIFIES ONLY THE IDENTITY OF THE INDIVIDUAL WHO SIGNED THE DOCUMENT TO WHICH ANY CERTIFICATE IS ATTACHED, AND NOT THE TRUTHFULNESS, ACCURACY, OR VALIDITY OF THAT DOCUMENT.

ACKNOWLEDGMENT

A notary public or other officer completing this certificate verifies only the identity of the individual who signed the document to which this certificate is attached, and not the truthfulness, accuracy, or validity of that document.

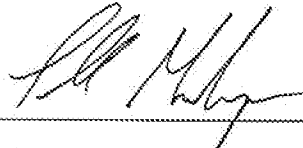
State of California
County of Nevada)

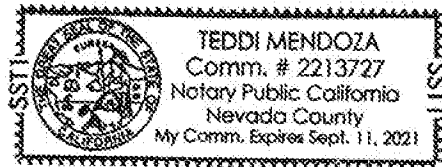
On February 26, 2018 before me, Teddi Mendoza
(insert name and title of the officer)

personally appeared Sheldon Perham
who proved to me on the basis of satisfactory evidence to be the person(s) whose name(s) is/are subscribed to the within instrument and acknowledged to me that he/she/they executed the same in his/her/their authorized capacity(ies), and that by his/her/their signature(s) on the instrument the person(s), or the entity upon behalf of which the person(s) acted, executed the instrument.

I certify under PENALTY OF PERJURY under the laws of the State of California that the foregoing paragraph is true and correct.

WITNESS my hand and official seal.

Signature 



(Seal)

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**EXHIBIT A
LISTED PATENTS**

No.	App. Number	Pat. Number	App. Title	Status
1	11/133814		CREATION OF GAME ELEMENTS USING LOCATION INFORMATION	ABANDONED
2	11/584347		INVITATION METHOD FOR INTERACTIVE MULTI-USER APPLICATIONS ON MOBILE PHONES	ABANDONED
3	13/330320		SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE FOR ACTIONS TO BE PERFORMED IN A VIRTUAL SPACE	ABANDONED
4	13/535058		ENHANCING THE POST-MOVEMENT PERFORMANCE OF LOADING OF VISUAL INFORMATION IN BROWSER-BASED PRESENTATIONS OF VISUAL INFORMATION	ABANDONED
5	13/593465		SYSTEM AND METHOD FOR UPDATING MOBILE APPLICATIONS	ABANDONED
6	13/601960		SYSTEM AND METHOD FOR SIMULATING AMBIENT FLUID MOTION IN AN ANIMATION SEQUENCE	ABANDONED
7	13/603237		EFFICACY OF VIRAL MESSAGING IN A VIRTUAL ENVIRONMENT	ABANDONED
8	13/674743		IMPLEMENTATION/NON-IMPLEMENTATION OF A FEATURE SET ON USERS MATCHING CRITERIA ASSOCIATED WITH THE FEATURE SET	ABANDONED
9	13/687722		GAME-PROGRESS-BASED MIGRATION OF USER ACCOUNTS	ABANDONED
10	13/720379		QUEST-COMPLETION-BASED STOCHASTIC SELECTION OF OUTCOMES	ABANDONED
11	13/751008		GAME VIEW CREATION USING OBJECT DESCRIPTORS THAT ARE GENERATED BASED ON USER INTERFACE VIEWS	ABANDONED
12	13/757654		SYSTEM AND METHOD FOR PROVIDING INCENTIVES TO INFLUENTIAL USERS IN A VIRTUAL SPACE	ABANDONED
13	13/759428		CURRENCY-PURCHASING-BASED REWARDING	ABANDONED
14	13/759713		SYSTEM AND METHOD FOR DETERMINING VIRTUAL CONSIDERATION IN EXCHANGE FOR PERFORMING A TASK IN A VIRTUAL SPACE	ABANDONED
15	13/781618		GAME WITH SPATIALLY OVERLAPPING EMPIRES OF INFLUENCE	ABANDONED
16	13/851018		A SYSTEM AND METHOD FOR PRESENTING A VIRTUAL SPACE THROUGH COMMON AND PRIVATE VIEWS	ABANDONED
17	13/863109		SYSTEM AND METHOD FOR ADJUSTING INDIVIDUALIZED WAIT TIMES FOR IN-GAME ACTIONS	ABANDONED
18	13/870720		SYSTEM AND METHOD FOR FACILITATING USER DESIGNATION OF CITY WALLS IN A GAME	ABANDONED
19	13/891980		SYSTEM AND METHOD FOR TRIGGERING DISPLAY OF EVENTS IN AN ONLINE GAME BASED ON ACCESS OF EVENT NOTIFICATIONS	ABANDONED

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20	13/894248	SYSTEM AND METHOD OF FACILITATING EXTERNAL NOTIFICATIONS FOR EVENTS THAT OCCUR IN A PLURALITY OF DIFFERENT VIRTUAL SPACES	ABANDONED
21	13/901459	SYSTEM AND METHOD FOR DETERMINING CONTENT OF VIRTUAL SPACE MESSAGES BASED ON RECIPIENT'S DEVICES	ABANDONED
22	13/912145	DYNAMICALLY PROVIDING SUPPORT SERVICE IN A VIRTUAL SPACE ON A PER USER BASIS	ABANDONED
23	13/913079	DYNAMICALLY GENERATED IN-GAME OBJECTIVES	ABANDONED
24	13/914289	IMPLEMENTING CONTROLS FROM PRESENTATION CONTROL DEVICES TO ONLINE GAME SERVERS	ABANDONED
25	13/918488	SYSTEM AND METHOD FOR PROVIDING A SECONDARY GAME SPACE	ABANDONED
26	13/929700	DYNAMIC LOG-IN FROM MOBILE PHONE TO SET-TOP BOX	ABANDONED
27	13/938140	PROMOTIONAL GAME SCORING SYSTEMS	ABANDONED
28	13/948042	MODIFICATION OF STRUCTURE DETECTABILITY	ABANDONED
29	13/966218	PERFORMANCE-BASED ACTIVATION OF INACTIVE VIRTUAL CURRENCY AMOUNTS	ABANDONED
30	13/969400	SYSTEM AND METHOD FOR PURCHASING NAMING RIGHTS IN A VIRTUAL SPACE	ABANDONED
31	13/971754	DETERMINATION OF CHARACTER-UNIT-DEVELOPMENT DURATIONS	ABANDONED
32	14/023321	SYSTEMS AND METHODS FOR USING CALENDAR INFORMATION WITHIN ONLINE GAMES	ABANDONED
33	14/024571	CREATION OF VIRTUAL OFFSPRING BASED ON VALUES OF EXHIBITED AND NON-EXHIBITED ATTRIBUTES	ABANDONED
34	14/067882	SYSTEM AND METHOD FOR PROVIDING MULTI-LEVEL UPGRADES	ABANDONED
35	60/728858	INVITATION METHOD FOR INTERACTIVE MULTI-USER APPLICATIONS ON MOBILE PHONES	ABANDONED
36	PCT/US2006/016058	CREATION OF GAME ELEMENTS USING LOCATION INFORMATION	ABANDONED
37	PCT/US2012/068363	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ABANDONED
38	PCT/US2012/070282	SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE FOR ACTIONS TO BE PERFORMED IN A VIRTUAL SPACE	ABANDONED
39	PCT/US2014/036021	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ABANDONED
40	PCT/US2014/040206	FORWARDING VIRTUAL EVENT NOTIFICATIONS TO A USER DEVICE	ABANDONED
41	PCT/US2014/041453	DYNAMICALLY GENERATED IN-GAME OBJECTIVES	ABANDONED
42	PCT/US2014/044287	SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	ABANDONED
43	PCT/US2014/044290	DYNAMIC LOG-IN FROM MOBILE PHONE TO SET-TOP BOX	ABANDONED
44	PCT/US2014/044297	SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTING PRIZES OR AWARDS BASED ON A PLATFORM	ABANDONED
45	PCT/US2014/045273	SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	ABANDONED

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46	PCT/US2014/047758		MULTI-PRIZE MYSTERY BOX THAT DYNAMICALLY CHANGES PROBABILITIES	ABANDONED
47	PCT/US2015/028096		SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	ABANDONED
48	PCT/US2015/036744		SYSTEM AND METHOD FOR PROVIDING A QUEST FROM A PROBABILITY ITEM BUNDLE IN AN ONLINE GAME	ABANDONED
49	2253481	2253481	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
50	97924607.1	GB0898487	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
51	97924607.1	FR0898487	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
52	97924607.1	69728979.6	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
53	97924607.1	898487	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
54	99103788.2	HK1019209	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
55	2012355385	2012355385	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
56	2014 80041052.1		PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	ACTIVE
57	08/644020	6009458	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	ACTIVE
58	09/442120	6745236	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENTPLAYING OBJECTS	ACTIVE
59	10-2014-7018970		USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
60	10-2014-7019850		COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
61	10-2015-7036804		PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	ACTIVE
62	12855275.9		USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
63	12858984.3		COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
64	13/072266	9101835	NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	ACTIVE
65	13/073059	9511285	NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS	ACTIVE
66	13/316190	8868655	USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
67	13/330242	8843557	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
68	13/432828		INTUITIVE INTERFACE FOR UPGRADING A VIRTUAL ITEM	ACTIVE
69	13/464190	8881181	ESTABLISHING A SOCIAL APPLICATION LAYER	ACTIVE
70	13/546843	8852000	USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	ACTIVE
71	13/563597	9400681	MANAGING SCHEDULED TASKS WITHIN A VIRTUAL SPACE	ACTIVE
72	13/564654	8789055	MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	ACTIVE

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73	13/589473	9174118	SYSTEM AND METHOD FOR DETECTING GAME CLIENT MODIFICATION THROUGH SCRIPT INJECTION	ACTIVE
74	13/604485	9569801	SYSTEM AND METHOD FOR UNITING USER ACCOUNTS ACROSS DIFFERENT PLATFORMS	ACTIVE
75	13/629122	8784199	SYSTEM AND METHOD FOR ENCODING COMPRESSED MAP INFORMATION FOR A GAME MAP USING A QUADRANT BASED PNG IMAGE FILE	ACTIVE
76	13/629272		PROVIDING EMAILS CODED TO SPECIFY EMAIL FEATURES FOR DIFFERENT DEVICE TYPES	ACTIVE
77	13/644644		SYSTEM AND METHOD FOR DISPLAY OBJECT BITMAP CACHING	ACTIVE
78	13/645791	8956225	SYSTEM AND METHOD FOR USING FLASH SYMBOLS FOR TRAVEL NOD IN AN ONLINE FLASH-BASED GAME	ACTIVE
79	13/657703	9333425	PROVIDING INCENTIVIZED REDUCTION OF IN-GAME ACTIONS	ACTIVE
80	13/659801	9171381	SYSTEM AND METHOD FOR RENDERING AN IMAGE OF A FRAME OF AN ANIMATION	ACTIVE
81	13/661568	8764534	SYSTEM AND METHOD FOR MAINTAINING USER ENGAGEMENT IN A REALM-BUILDING GAME	ACTIVE
82	13/665677		SYSTEM AND METHOD FOR VARIABLE PRICING AND PROMOTION OF VIRTUAL ITEMS	ACTIVE
83	13/668147	9336618	STOCHASTIC CHUNK-BASED MAP GENERATION	ACTIVE
84	13/670441	8821260	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	ACTIVE
85	13/677024	9452350	SUBSTITUTION OF GAME COMMANDS WITH DIFFERENT REPLACEMENT COMMANDS AT CLIENT DEVICES USING SUBSTITUTION REFERENCE SETS	ACTIVE
86	13/678359	8790178	METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS	ACTIVE
87	13/705034	9578094	PLATFORM AND GAME AGNOSTIC SOCIAL GRAPH	ACTIVE
88	13/709667	8851978	SYSTEM AND METHOD FOR THE PROVISION OF TIME-BASED AWARDS IN AN ONLINE GAME	ACTIVE
89	13/715818	9186576	SYSTEM AND METHOD FOR ALTERING PERCEPTION OF VIRTUAL CONTENT IN A VIRTUAL SPACE	ACTIVE
90	13/715888	9022869	SYSTEM AND METHOD FOR MERGING USER ACCOUNTS	ACTIVE
91	13/734821	9186583	SYSTEM AND METHOD FOR PROVIDING A MARKETPLACE OF USER INVOKABLE INSTRUCTIONS USED BY A GAME APPLICATION IN AN EXPRESSION OF A GAME	ACTIVE
92	13/736814	9672190	CONSIDERATION-BASED NON-PLAYER CHARACTER COUNSELING	ACTIVE
93	13/737621	9592440	BATTLE-ATTRIBUTE-BASED ARRANGEMENT OF MAP AREAS	ACTIVE
94	13/739869		PROXIMATE-TILE-TYPE-BASED MAP GENERATION	ACTIVE
95	13/781567	9186588	GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA	ACTIVE
96	13/781651	9195376	A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE	ACTIVE
97	13/782945		PROVIDING CONTENT DURING A CHAT SESSION	ACTIVE

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98	13/783120	9498706	SYSTEM AND METHOD FOR PROVIDING AN ENHANCED RESEARCH GAME MECHANIC	ACTIVE
99	13/783057		CURRENCY-PURCHASING-BASED REWARDING	ACTIVE
100	13/791516	9483854	SYSTEM AND METHOD FOR PROVIDING CONTROLS IN A VIRTUAL SPACE BASED ON USER GEOLOCATIONS	ACTIVE
101	13/791668	9721284	SYSTEM AND METHOD FOR FACILITATING A GAME THROUGH A PRIMARY CLIENT DEVICE AND IN-GAME CONTENT PURCHASES THROUGH A MOBILE DEVICE	ACTIVE
102	13/798008	9448634	SYSTEM AND METHOD FOR PROVIDING REWARDS TO A USER IN A VIRTUAL SPACE BASED ON USER PERFORMANCE OF GESTURES	ACTIVE
103	13/828469	9330531	SYSTEM AND METHOD FOR DISPLAYING A GAME USING A PRIMARY DISPLAY AND COMMUNICATING ALLIANCE INFORMATION AMONG ALLIANCE MEMBERS USING A SECONDARY DISPLAY	ACTIVE
104	13/833949		SYSTEM AND METHOD FOR DETERMINING MONETIZATION EFFICIENCY FOR ONE OR MORE MOBILE APPLICATIONS FROM PUBLICLY AVAILABLE INFORMATION	ACTIVE
105	13/866342		IMPLEMENTATION OF GAME ELEMENTS USING DATABASE OBJECTS ABANDONED	ACTIVE
106	13/873584	8998725	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
107	13/874325	8998726	SYSTEM AND METHOD FOR ASSOCIATING A USER TO A SHARD ON THIRD PARTY LATENCY	ACTIVE
108	13/887170	9104814	A SYSTEM AND METHOD FOR INTEGRATED TESTING OF A VIRTUAL SPACE	ACTIVE
109	13/888161	9600150	SYSTEM AND METHOD FOR PROVIDING PROMOTIONS TO USERS DURING IDLE TIME	ACTIVE
110	13/889205	9539497	DISPLAY OF A GAME THROUGH A PRIMARY AND MOBILE DISPLAY WITH INDIVIDUALIZED AUDIO THROUGH THE MOBILE DEVICE	ACTIVE
111	13/894208		METHOD AND SYSTEM FOR DETERMINING POTENTIAL REVENUE OF ONLINE GAMES	ACTIVE
112	13/895563	8636591	SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	ACTIVE
113	13/895573		A SYSTEM AND METHOD FOR NON-DETERMINISTICALLY PROVIDING DENOMINATED VIRTUAL CURRENCIES IN A VIRTUAL SPACE	ACTIVE
114	13/901496	9479466	SYSTEM AND METHOD FOR GENERATING VIRTUAL SPACE MESSAGES BASED ON INFORMATION IN A USERS CONTACT LIST	ACTIVE
115	13/902574		SYSTEM AND METHOD FOR PROVIDING A TIERED REBATE SYSTEM TO A USER	ACTIVE
116	13/904832		SYSTEM AND METHOD FOR DISTRIBUTING ACQUIRED VIRTUAL ITEMS TO A USER OF A VIRTUAL SPACE	ACTIVE
117	13/906184		SYSTEM AND METHOD FOR FORWARDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE FROM A PRESENTATION CONTROL DEVICE TO A USER DEVICE	ACTIVE

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118	13/907755	9616330	SYSTEM AND METHOD FOR UPDATING A GAME STATE IN AN ONLINE GAME	ACTIVE
119	13/907664		PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	ACTIVE
120	13/918580	9463376	METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	ACTIVE
121	13/921045	9564009	DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	ACTIVE
122	13/921092		DYNAMICALLY ADJUSTING VIRTUAL REWARDS PRESENTED IN OFFERS	ACTIVE
123	13/922170		SYSTEM AND METHOD FOR IDENTIFYING INFLUENTIAL PLAYERS IN AN ONLINE GAME	ACTIVE
124	13/928260	9573066	SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	ACTIVE
125	13/933096		SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	ACTIVE
126	13/934114	9555324	DYNAMIC EFFECTIVENESS FOR VIRTUAL ITEMS	ACTIVE
127	13/934047	9440143	SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	ACTIVE
128	13/935967		PROVIDING OFFERS BASED ON USER DEVICE INFORMATION	ACTIVE
129	13/942505	9586133	SECONDARY-GAME-MODE SESSIONS BASED ON PRIMARY-GAME-MODE ARRANGEMENTS OF USER-CONTROLLED ELEMENTS	ACTIVE
130	13/946900	9665239	FACILITATING USER PROGRESSION IN A VIRTUAL SPACE BASED ON USER PURCHASES OF VIRTUAL CURRENCY	ACTIVE
131	13/953701	9666029	AD SERVING OFFERS AND NEW GAME PROMOTIONS OUTSIDE THE GAME MODULE WITH BUSINESS INTELLIGENCE BASED ON PORTFOLIO OF GAMES	ACTIVE
132	13/962707	9561433	PROVIDING EVENT REWARDS TO PLAYERS IN AN ONLINE GAME	ACTIVE
133	13/965056	9415306	CLIENTS COMMUNICATE INPUT TECHNIQUE TO SERVER	ACTIVE
134	13/965029		SYSTEM AND METHOD FOR REDUCING PROCESSING TIME FOR SEQUENTIAL COMMANDS	ACTIVE
135	14/014240		CHANCE-BASED WAIT TIME REDUCTIONS	ACTIVE
136	14/015666	9649556	SYSTEM AND METHOD FOR DYNAMICALLY INSERTING TUTORIALS IN A MOBILE APPLICATION	ACTIVE
137	14/019477	9259642	IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	ACTIVE
138	14/022118		A SYSTEM AND METHOD FOR ADJUSTING THE USER COST ASSOCIATED WITH PURCHASABLE VIRTUAL ITEMS	ACTIVE
139	14/023279	9352217	SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	ACTIVE
140	14/028146	9172697	FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	ACTIVE
141	14/028422		SYSTEM AND METHOD FOR PROVIDING A CURRENCY MULTIPLIER ITEM IN AN ONLINE GAME WITH A VALUE BASED ON A USER'S ASSETS	ACTIVE
142	14/029726	9649554	FACILITATING USERS TO OBTAIN INFORMATION REGARDING LOCATIONS WITHIN A VIRTUAL SPACE	ACTIVE

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143	14/030994	9669297	USING BIOMETRICS TO ALTER GAME CONTENT	ACTIVE
144	14/034685	9582965	INCENTIVIZING USERS TO ALTER VIRTUAL ITEM BALANCES IN AN ONLINE GAME	ACTIVE
145	14/037284	9764227	PROVIDING CONTENT BASED ON PRESENTATION CONTROL DEVICE	ACTIVE
146	14/038655	9656159	SYSTEM AND METHOD FOR FACILITATING PLAYER PAYMENTS FOR IN-GAME ACTIONS THROUGH ACTIVITIES EXTERNAL TO AN ONLINE GAME	ACTIVE
147	14/043790		GENERATING INDIVIDUAL PLAY BASES IN A VIRTUAL SPACE USING MARKUP INFORMATION	ACTIVE
148	14/043803		SYSTEM AND METHOD FOR IMPLEMENTING A SECONDARY GAME WITHIN AN ONLINE GAME	ACTIVE
149	14/054635		SYSTEM AND METHOD FOR COMBINING MULTIPLE TYPES OF VIRTUAL UNITS IN A SINGLE MARCH IN A TOWER DEFENSE GAME	ACTIVE
150	14/069143	9418521	AGGREGATING RESULTS IN A SLOT GAME	ACTIVE
151	14/069084		DETERMINING OUTCOMES IN A SLOT GAME BASED ON PLAYER CHARACTERS	ACTIVE
152	14/069119	9373226	DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	ACTIVE
153	14/072662	9144742	SYSTEM AND METHOD FOR PREDICTING PAYER DORMANCY THROUGH THE USE OF A TEST BED ENVIRONMENT	ACTIVE
154	14/082011	9480922	SYSTEM AND METHOD FOR FACILITATING USE OF TEMPORARY DEFENSIVE STRUCTURES IN A TOWER DEFENSE GAME	ACTIVE
155	14/084370	9623322	SYSTEM AND METHOD OF DISPLAYING DEVICE INFORMATION FOR PARTY FORMATION	ACTIVE
156	14/099584	9721428	DELAYED GAME-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	ACTIVE
157	14/101152		PLATFORM TRIGGERED REGISTRATION	ACTIVE
158	14/101215		DELAYED PURCHASE REQUEST-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	ACTIVE
159	14/106345		FACILITATING MAP NAVIGATION IN AN ONLINE GAME	ACTIVE
160	14/107615	9767803	DYNAMICALLY SELECTING SPEECH FUNCTIONALITY ON CLIENT DEVICES	ACTIVE
161	14/139488	9608890	SYSTEM AND METHOD FOR FORWARDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE FROM A USER DEVICE TO A PRESENTATION CONTROL DEVICE	ACTIVE
162	14/156800		FACILITATING USER VOTING FOR FUTURE GAME CONTENT IN AN ONLINE GAME	ACTIVE
163	14/162813	9508222	CUSTOMIZED CHANCE-BASED ITEMS	ACTIVE
164	14/165375	9734664	SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	ACTIVE
165	14/169139		AUTOMATION OF IN-GAME PURCHASES	ACTIVE
166	14/170484		FACILITATING AN EVENT ACROSS MULTIPLE ONLINE GAMES	ACTIVE
167	14/184709	9656161	SYSTEM AND METHOD FOR FACILITATING ASSUMPTION OF PLAYER IDENTITY IN AN ONLINE GAME	ACTIVE

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168	14/194643	9511280	ONLINE GAMING SYSTEM INCLUDING VIRTUAL ITEMS THAT TRANSCEND MULTIPLE CHARACTER DEATHS	ACTIVE
169	14/195733	9011242	SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	ACTIVE
170	14/198573		SYSTEM AND METHOD FOR AUTOMATED TESTING OF AN ONLINE GAME	ACTIVE
171	14/200005	9533218	MODERATION OF ANTISOCIAL BEHAVIOR IN CHAT VIA GAME MECHANICS	ACTIVE
172	14/203411	9457264	SYSTEM AND METHOD FOR PROVIDING SPEED-UP QUEST OFFERS TO USERS DURING IDLE TIME	ACTIVE
173	14/205236		PROVIDING VIRTUAL CONTAINERS ACROSS ONLINE GAMES	ACTIVE
174	14/207521	9517405	FACILITATING CONTENT ACCESS ACROSS ONLINE GAMES	ACTIVE
175	14/247946		A SYSTEM AND METHOD FOR IN-GAME CALENDAR-BASED ITEM PROMOTION	ACTIVE
176	14/248055	9433859	FREQUENCY BASED REQUEST THROTTLING AND AGGREGATION	ACTIVE
177	14/252777	9610493	METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED IN-GAME VIRTUAL ITEM DISTRIBUTION	ACTIVE
178	14/254769	9662566	SYSTEM AND METHOD FOR IN-GAME ADVERTISING TO ASSIST IN RECRUITING OF AFFILIATION MEMBERS	ACTIVE
179	14/265345	9675891	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	ACTIVE
180	14/275941		USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
181	14/288085	9511281	BEGINNER'S OFFER VIA INVENTORY ITEM PACK	ACTIVE
182	14/306165	9452355	GAME DESIGN BASED CAPTCHAS	ACTIVE
183	14/320507	9579564	DOUBLE OR NOTHING VIRTUAL CONTAINERS	ACTIVE
184	14/320424	9440145	PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY RESOURCE REQUIREMENT REDUCTION IN AN ONLINE GAME	ACTIVE
185	14/320532	9539502	METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED PAYMENT FOR ITEMS IN A GAME	ACTIVE
186	14/320537	9101842	SYSTEM AND METHOD FOR MAINTAINING USER ENGAGEMENT IN A REALM-BUILDING GAME	ACTIVE
187	14/320544		PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY TIME REQUIREMENT SUSPENSION IN AN ONLINE GAME	ACTIVE
188	14/331117	9623320	SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	ACTIVE
189	14/331156	8974299	METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS	ACTIVE
190	14/331198	9424109	MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	ACTIVE
191	14/337079		SYSTEM AND METHOD FOR COMBINING PROBABILITY ITEM BUNDLES	ACTIVE
192	14/478929	9364761	USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	ACTIVE

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193	14/493033	9450900	COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
194	14/497373		SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS THROUGH VIRTUAL PURCHASES WITH A DECREASING SECONDARY VIRTUAL CURRENCY	ACTIVE
195	14/503330		SYSTEM AND METHOD FOR THE PROVISION OF TIME-BASED AWARDS IN AN ONLINE GAME	ACTIVE
196	14/505470	9116732	ESTABLISHING A SOCIAL APPLICATION LAYER	ACTIVE
197	14/527809		FACILITATING MULTIGAME CURRENCIES IN MULTIPLE ONLINE GAMES	ACTIVE
198	14/548430	9666026	SYSTEMS AND METHODS FOR PROVIDING OFFERS WITHIN A GAMESPACE THAT DECREASE IN VALUE BASED ON PREVIOUS ACCEPTANCES OF THE OFFERS	ACTIVE
199	14/548469	9656174	PURCHASABLE TOURNAMENT MULTIPLIERS	ACTIVE
200	14/677949	9782677	SYSTEMS AND METHODS FOR INCENTIVIZING USER LOG-IN TO A USER ACCOUNT ASSOCIATED WITH AN ONLINE GAME	ACTIVE
201	14/678904	9492757	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
202	14/690865	9656179	SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	ACTIVE
203	14/814375	9596277	ESTABLISHING A SOCIAL APPLICATION LAYER	ACTIVE
204	14/848095	9504921	SYSTEM AND METHOD FOR PREDICTING PAYER DORMANCY THROUGH THE USE OF A TEST BED ENVIRONMENT	ACTIVE
205	14/919546		SYSTEM AND METHOD FOR ALTERING PERCEPTION OF VIRTUAL CONTENT IN A VIRTUAL SPACE	ACTIVE
206	14/920752		GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA	ACTIVE
207	14/923298		FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	ACTIVE
208	14/930568	9364760	SYSTEM AND METHOD FOR DETECTING GAME CLIENT MODIFICATION THROUGH SCRIPT INJECTION	ACTIVE
209	14/932886	9682314	METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	ACTIVE
210	14/942870	9579571	SYSTEM AND METHOD FOR PROVIDING A MARKETPLACE OF USER INVOKABLE INSTRUCTIONS USED BY A GAME APPLICATION IN AN EXPRESSION OF A GAME	ACTIVE
211	14/944075		USER GENERATED PROBABILITY ITEM BUNDLES	ACTIVE
212	14/949765		A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE	ACTIVE
213	14/980787		FACILITATING CONTEXTUAL GAME NOTIFICATIONS AND SMART ACTION OPTIONS	ACTIVE
214	14/986364		FACILITATING SMART NOTIFICATIONS ON A WEARABLE DEVICE	ACTIVE
215	14/990688	9555327	SYSTEM AND METHOD FOR DISPLAYING A GAME USING A PRIMARY DISPLAY AND COMMUNICATING ALLIANCE INFORMATION AMONG ALLIANCE MEMBERS USING A SECONDARY DISPLAY	ACTIVE

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216	14/994046	9666018	IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	ACTIVE
217	14804626.1		PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	ACTIVE
218	15/006054		SYSTEM AND METHOD FOR DETERMINING AND EXECUTING ACTIONS IN AN ONLINE GAME	ACTIVE
219	15/048903		SYSTEMS AND METHODS FOR DETERMINING AND IMPLEMENTING PLATFORM SPECIFIC ONLINE GAME CUSTOMIZATIONS	ACTIVE
220	15/048920		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	ACTIVE
221	15/048932		SYSTEMS AND METHODS FOR REGULATING ACCESS TO GAME CONTENT OF AN ONLINE GAME	ACTIVE
222	15/048947		SYSTEMS AND METHODS FOR MAKING GAME CONTENT FROM A SINGLE ONLINE GAME ACCESSIBLE TO USERS VIA MULTIPLE PLATFORMS	ACTIVE
223	15/048958		SYSTEMS AND METHODS FOR PROVIDING VIRTUAL REALITY CONTENT IN AN ONLINE GAME	ACTIVE
224	15/094932	9626380	STOCHASTIC CHUNK-BASED MAP GENERATION	ACTIVE
225	15/158562	9666019	DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	ACTIVE
226	15/166253	9776089	SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	ACTIVE
227	15/209698		SYSTEM AND METHOD FOR INCREASING ATTRIBUTES OF AVIRTUAL ITEM	ACTIVE
228	15/232706		SYSTEMS AND METHODS FOR FACILITATING GROUP GAMEPLAY IN AN ONLINE GAME	ACTIVE
229	15/236339		SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	ACTIVE
230	15/237464		AGGREGATING RESULTS IN A SLOT GAME	ACTIVE
231	15/246719		PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY RESOURCE REQUIREMENT REDUCTION IN AN ONLINE GAME	ACTIVE
232	15/276764		SUBSTITUTION OF GAME COMMANDS WITH DIFFERENT REPLACEMENT COMMANDS AT CLIENT DEVICES USING SUBSTITUTION REFERENCE SETS	ACTIVE
233	15/284367		SYSTEM AND METHOD FOR PROVIDING SPEED-UP QUEST OFFERS TO USERS DURING IDLE TIME	ACTIVE
234	15/334957		CUSTOMIZED CHANCE-BASED ITEMS	ACTIVE
235	15/335119	9744467	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
236	15/409068		SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	ACTIVE
237	15/422267		ESTABLISHING A SOCIAL APPLICATION LAYER	ACTIVE
238	15/456274		SYSTEM AND METHOD FOR UPDATING A GAME STATE IN AN ONLINE GAME	ACTIVE

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239	15/466674		SYSTEM AND METHOD OF DISPLAYING DEVICE INFORMATION FOR PARTY FORMATION	ACTIVE
240	15/466733	9731201	METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED IN-GAME VIRTUAL ITEM DISTRIBUTION	ACTIVE
241	15/469271		SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	ACTIVE
242	15/469394		STOCHASTIC CHUNK-BASED MAP GENERATION	ACTIVE
243	15/490771		FACILITATING USERS TO OBTAIN INFORMATION REGARDING LOCATIONS WITHIN A VIRTUAL SPACE	ACTIVE
244	15/490788		SYSTEM AND METHOD FOR DYNAMICALLY INSERTING TUTORIALS IN A MOBILE APPLICATION	ACTIVE
245	15/495004		SYSTEM AND METHOD FOR FACILITATING ASSUMPTION OF IDENTITY IN AN ONLINE GAME	ACTIVE
246	15/496979		SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	ACTIVE
247	15/497962		PURCHASABLE TOURNAMENT MULTIPLIERS	ACTIVE
248	15/499777		SYSTEM AND METHOD FOR FACILITATING PLAYER PAYMENTS FOR IN-GAME ACTIONS THROUGH ACTIVITIES EXTERNAL TO AN ONLINE GAME	ACTIVE
249	15/590932		DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	ACTIVE
250	15/591703		DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	ACTIVE
251	15/599721		FACILITATING USER PROGRESSION IN A VIRTUAL SPACE BASED ON USER PURCHASES OF VIRTUAL CURRENCY	ACTIVE
252	15/599836		SYSTEM AND METHOD FOR IN-GAME ADVERTISING TO ASSIST IN RECRUITING OF AFFILIATION MEMBERS	ACTIVE
253	15/607297		SYSTEMS AND METHODS FOR PROVIDING OFFERS WITHIN A GAMESPACE THAT DECREASE IN VALUE BASED ON PREVIOUS ACCEPTANCES OF THE OFFERS	ACTIVE
254	15/607303		AD SERVING OFFERS AND NEW GAME PROMOTIONS OUTSIDE THE GAME MODULE WITH BUSINESS INTELLIGENCE BASED ON PORTFOLIO OF GAMES	ACTIVE
255	15/607310		IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	ACTIVE
256	15/612835		SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	ACTIVE
257	15/613002		CONSIDERATION-BASED NON-PLAYER CHARACTER COUNSELING	ACTIVE
258	15/613033		USING BIOMETRICS TO ALTER GAME CONTENT	ACTIVE
259	15/711209		ITEM IN AN ONLINE GAME WITH A VALUE BASED ON A USER'S	ACTIVE
260	2914057		PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	ACTIVE
261	2012347641		USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
262	201280068268.8		USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
263	201280068754.X		COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE

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264	2253481	2253481	NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENTPLAYING OBJECTS	ACTIVE
265	61/317487		NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	ACTIVE
266	61/318121		NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS	ACTIVE
267	61/577398		SOCIAL GRAPH FOR USERS BELONGING TO COMMON AFFILIATIONSSPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
268	61/655838		USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	ACTIVE
269	61/676271		MANAGING SCHEDULED TASKS WITHIN A VIRTUAL SPACE	ACTIVE
270	61/773012		DELAYED GAME-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	ACTIVE
271	61/773020		PLATFORM TRIGGERED REGISTRATION	ACTIVE
272	61/773028		DELAYED PURCHASE REQUEST-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	ACTIVE
273	61/826413		AUTOMATIC PRICE ADJUSTMENT BASED ON TEST BEDENVIRONMENT	ACTIVE
274	PCT/US1997/007724		NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENTPLAYING OBJECTS	ACTIVE
275	PCT/US2011/030000		NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	ACTIVE
276	PCT/US2011/030184		NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITHSOCIAL NETWORK FUNCTIONS	ACTIVE
277	PCT/US2012/070260		COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	ACTIVE
278	PCT/US2014/042679		DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	ACTIVE
279	PCT/US2014/040252		PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	ACTIVE
280	PCT/US2014/042679		DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	ACTIVE
281	15/402188		METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED PAYMENT FOR ITEMS IN A GAME	ALLOWED
282	15/406225		DOUBLE OR NOTHING VIRTUAL CONTAINERS	ALLOWED
283	15/423236		BATTLE-ATTRIBUTE-BASED ARRANGEMENT OF MAP AREAS	ALLOWED
284	PCT/US2014/045021		SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	NATIONALIZED
285	13/693921		SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY	PENDING
286	15/423897		SECONDARY-GAME-MODE SESSIONS BASED ON PRIMARY-GAME-MODE ARRANGEMENTS OF USER-CONTROLLED ELEMENTS	PENDING
287	15/425121		SYSTEM AND METHOD FOR PROVIDING PROMOTIONS TO USERS DURING IDLE TIME	PENDING
288	15/430262		INCENTIVIZING USERS TO ALTER VIRTUAL ITEM BALANCES IN AN ONLINE GAME	PENDING

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289	15/627007	METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	PENDING
290	15/664950	SYSTEM AND METHOD FOR FACILITATING A GAME THROUGH A PRIMARY CLIENT DEVICE AND IN-GAME CONTENT PURCHASES THROUGH A MOBILE DEVICE	PENDING
291	15/665085	METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED IN-GAME VIRTUAL ITEM DISTRIBUTION	PENDING
292	15/665175	DELAYED GAME-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	PENDING
293	15/676793	SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	PENDING
294	15/688670	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	PENDING
295	15/695977	FACILITATING MAP NAVIGATION IN AN ONLINE GAME	PENDING
296	15/707935	DYNAMICALLY SELECTING SPEECH FUNCTIONALITY ON CLIENT DEVICES	PENDING
297	15/707977	PROVIDING CONTENT BASED ON PRESENTATION CONTROL DEVICE	PENDING
298	15/722951	SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	PENDING
299	15/727496	SYSTEMS AND METHODS FOR INCENTIVIZING USER LOG-IN TO A USER ACCOUNT ASSOCIATED WITH AN ONLINE GAME	PENDING
300	15/786305	PROVIDING VIRTUAL CONTAINERS ACROSS ONLINE GAMES	PENDING
301	15/790441	SYSTEM AND METHOD FOR ADJUSTING THE USER COST ASSOCIATED WITH PURCHASABLE VIRTUAL ITEMS	PENDING
302	15/790613	SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	PENDING
303	15/809263	SYSTEM AND METHOD FOR COMBINING MULTIPLE TYPES OF VIRTUAL UNITS IN A SINGLE MARCH IN A TOWER DEFENSE GAME	PENDING
304	15/811243	CUSTOMIZED CHANCE-BASED ITEMS	PENDING
305	15/816705	SYSTEM AND METHOD OF DISPLAYING DEVICE INFORMATION FOR PARTY FORMATION	PENDING
306	15/817615	SYSTEM AND METHOD FOR DISPLAY OBJECT BITMAP CACHING	PENDING
307	15/841559	ESTABLISHING A SOCIAL APPLICATION LAYER	PENDING
308	15/841635	GENERATING INDIVIDUAL PLAY BASES IN A VIRTUAL SPACE USING MARKUP INFORMATION	PENDING
309	15/841770	FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	PENDING
310	15/844213	FACILITATING AN EVENT ACROSS MULTIPLE ONLINE GAMES	PENDING
311	15/861931	BATTLE-ATTRIBUTE-BASED ARRANGEMENT OF MAP AREAS	PENDING
312	15/861994	SYSTEM AND METHOD FOR DYNAMICALLY INSERTING TUTORIALS IN A MOBILE APPLICATION	PENDING
313	15/863061	FACILITATING MULTIGAME CURRENCIES IN MULTIPLE ONLINE GAMES	PENDING

PATENT PURCHASE AGREEMENT

314	15/415233		DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	PUBLISHED
315	201480047889.7		SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	PUBLISHED
316	2014259987		SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
317	2911093		SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
318	201480037501.5		SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
319	14791574.8		SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
320	10-2015-7033996		SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	ACTIVE
321	201480047889.7		SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	ACTIVE
322	13/604534	8663004	SYSTEM AND METHODS FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	ACTIVE