

PATENT ASSIGNMENT COVER SHEET

Electronic Version v1.1
 Stylesheet Version v1.2

EPAS ID: PAT6009541

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| 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: | 16716287 |
| 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.095C2 | |
| NAME OF SUBMITTER: | DANIEL V. GIBSON | |
| SIGNATURE: | /daniel gibson/ | |
| DATE SIGNED: | 03/11/2020 | |
| 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.

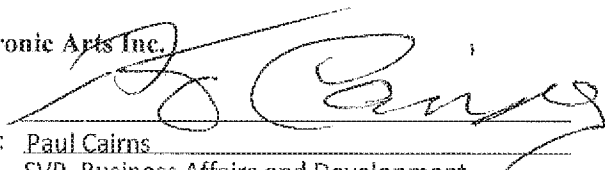
By: _____
Name: _____
Title: _____

(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)

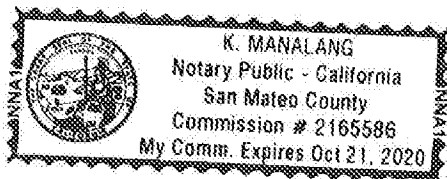
On Feb. 23, 2019 before me, K. Manalang, Notary Public,
Date Here Insert Name and Title of the Officer

personally appeared PAUL CHENS
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 K. Manalang
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: 

Name: Sheldon Porifan

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.

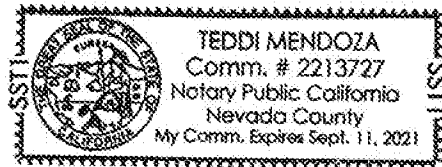
State of California
County of Nevada)

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 [Signature] (Seal)

PATENT PURCHASE AGREEMENT

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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

PATENT PURCHASE AGREEMENT

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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 |

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| 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 |