PATENT ASSIGNMENT COVER SHEET

Electronic Version v1.1 Stylesheet Version v1.2 EPAS ID: PAT6889918

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT

CONVEYING PARTY DATA

Name	Execution Date
EIDOS INTERACTIVE CORPORATION	08/13/2021

RECEIVING PARTY DATA

Name:	SQUARE ENIX LIMITED
Street Address:	240 BLACKFRIARS ROAD
City:	LONDON
State/Country:	ENGLAND
Postal Code:	SE1 8NW

PROPERTY NUMBERS Total: 1

Property Type	Number
Application Number:	17162843

CORRESPONDENCE DATA

Fax Number:

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.

5149541500 Phone:

Email: zgoldig@smartbiggar.ca

Correspondent Name: **ZACK GOLDIG**

Address Line 1: 3300-1000 RUE DE LA GAUCHETIÈRE O

Address Line 4: MONTREAL, CANADA H3B 4W5

ATTORNEY DOCKET NUMBER:	34444-48240/US
NAME OF SUBMITTER:	SANRO ZLOBEC
SIGNATURE:	/SANRO ZLOBEC/
DATE SIGNED:	08/30/2021

Total Attachments: 4

source=2021- Executed Assignment from EIC to SEL#page1.tif source=2021- Executed Assignment from EIC to SEL#page2.tif source=2021- Executed Assignment from EIC to SEL#page3.tif source=2021- Executed Assignment from EIC to SEL#page4.tif

> **PATENT REEL: 057324 FRAME: 0572**

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CONFIRMATORY ASSIGNMENT

WHEREAS, EIDOS INTERACTIVE CORPORATION, a Canadian corporation having a registered office at 400 de Maisonneuve Blvd. West, 6th Floor, Montreal, Quebec, H3A 1L4, Canada (hereinafter, the "Assignor") entered into a Deed of Assignment as of December 9, 2008 (the "Agreement") with SQUARE ENIX LIMITED (previously known as EIDOS INTERACTIVE LIMITED), a related corporation registered in England (Company No. 01804186) and having a registered office at 240 Blackfriars Road, London, SE1 8NW, United Kingdom (hereinafter, the "Assignee");

AND WHEREAS, pursuant to the Agreement, the Assignor assigned and transferred to the Assignee certain intellectual property rights and assets throughout the world, including rights listed in Schedule "A" attached hereto (hereinafter, the "Patent Assets"):

AND WHEREAS, the Assignor and the Assignee hereby agree to sign this Confirmatory Assignment in order to effect the recordal of the assignment and transfer of the Patent Assets and related patent rights based on such Patent Assets worldwide to the Assignee.

NOW, THEREFORE, for good and valuable consideration, the receipt and sufficiency of which is hereby acknowledged, the Assignor hereby confirms having assigned and transferred to the Assignee, its successors and assigns, its entire right, title, and interest, for any and all countries in the world, in and to the Patent Assets, inclusive of any continuations, continuations-in-part, divisionals, re-issuances and re-examinations thereof, all rights of priority derived therefrom, any and all patents that may issue on any of the foregoing, and any and all right, title, interest, privileges, damages, settlements and proceeds under, relating to, or arising from the Patent Assets, including, without limitation, any claim against third parties for past, present or future infringement or misappropriation of the Patent Assets, all of which or the same to be held and enjoyed by the Assignee for its own use and benefit, and for the use and benefit of its successors and assigns, as fully and entirely as the same would have been held and enjoyed by the Assignor had no assignment or transfer been made.

IN TESTIMONY WHEREOF, the Assignor and the Assignee have caused this Confirmatory Assignment to be signed and executed by the undersigned officers duly authorized, on the date(s) specified herein below.

[Signature page to follow]

Confirmatory Assignment from EIDOS INTERACTIVE CORP. to SQUARE ENIX LTD. Page 1 of 4

EIDOS INTERACTIVE CORPORATION David Anfossi Name: David Anfossi Title: Studio Head **DECLARATION OF WITNESS** Cecilia Boije whose full postal address 3456 rue Cartier H2K 4G2 Montreal Quebec Canada hereby declare that I was personally present and did see David Anfossi , who is personally known to me to be the person named in this Assignment, sign and execute same. Declared at Montreal ___, this <u>13th__</u> day of <u>August_,</u> 20<u>21__.</u> (City/town) ACKNOWLEDGED AND ACCEPTED at 240 Blackfreen Road, London this 23 day of August, 20 21. SQUARE ENIX LIMITED Name: /#// ROGECT CEO Title: DECLARATION OF WITNESS SIAN whose full postal address is ME71BZ hereby declare that I 113 STATION RD, ASHFORD, KENT, was personally present and did see PHIL ROGGRS , who is personally known to me to be the person named in this Assignment, sign and execute same. Declared at LONPON, this 23 day of August 20 21 (City/town) Witness signature

Confirmatory Assignment from EIDOS INTERACTIVE CORP. to SQUARE ENIX LTD. Page 2 of 4

SCHEDULE "A" (Patent Assets)

Title Filling Date Country/ Region Serial No. METHOD AND APPARATUS FOR DYNAMIC TRACKING OF NIFORMATION REGARDING AND OBJECT IN A VIDEO GAME METHOD AND SYSTEM FOR METHOD AND METHOD FOR DETERMINING CURVED PATH OF TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT June 5, 2017 United Kingdom Travel FOR A CHARACTER IN SYSTEM AND METHOD FOR DETERMINING CURVED PATH OF TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT Travel FOR A CHARACTER IN SYSTEM AND METHOD FOR DYNAMIC MANAGEMENT OF TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT Travel FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME TRAVEL FOR A CHARACTER IN COVER MODE IN A		SCHEDUL	SCHEDULE "A" (Patent Assets)	sets)		
March 30, 2020 Canada October 30, 2017 Canada November 21, 2017 Europe November 30, 2017 Japan June 5, 2017 United Kingdom June 5, 2017 France February 28, 2020 Canada January 29, 2021 United States	Title	Filing Date	Country/ Region	Serial No.	Issue date	Pat. No.
S October 30, 2017 Canada November 21, 2017 Europe November 30, 2017 Japan June 5, 2017 United Kingdom June 5, 2017 France February 28, 2020 Canada January 29, 2021 United States	METHOD AND APPARATUS FOR DYNAMIC TRACKING OF INFORMATION REGARDING AN OBJECT IN A VIDEO GAME	March 30, 2020	Canada	3,077,448	N/A	N/A
S November 21, 2017 Europe November 30, 2017 Japan June 5, 2017 United Kingdom June 5, 2017 France June 5, 2017 Germany February 28, 2020 Canada January 29, 2021 United States	METHOD AND SYSTEM FOR RENDERING VIDEO GAME IMAGES	October 30, 2017	Canada	2,984,295	April 13, 2021	2,984,295
S November 30, 2017 Japan June 5, 2017 United Kingdom June 5, 2017 France June 5, 2017 Germany February 28, 2020 Canada January 29, 2021 United States	METHOD AND SYSTEM FOR RENDERING VIDEO GAME IMAGES	November 21, 2017	Europe	17202834.2	N/A	N/A
June 5, 2017 June 5, 2017 France June 5, 2017 Germany February 28, 2020 Canada January 29, 2021 United States	METHOD AND SYSTEM FOR RENDERING VIDEO GAME IMAGES	November 30, 2017	Japan	2017-230189	N/A	N/A
June 5, 2017 France June 5, 2017 Germany February 28, 2020 Canada January 29, 2021 United States	SYSTEM AND METHOD FOR DETERMINING CURVED PATH OF TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT	June 5, 2017	United Kingdom	17174412.1	November 25, 2020	3,254,741
TH OF June 5, 2017 Germany OR February 28, 2020 Canada AME OR January 29, 2021 United States	SYSTEM AND METHOD FOR DETERMINING CURVED PATH OF TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT	June 5, 2017	France	17174412.1	November 25, 2020	3,254,741
February 28, 2020 Canada January 29, 2021 United States	SYSTEM AND METHOD FOR DETERMINING CURVED PATH OF TRAVEL FOR A CHARACTER IN COVER MODE IN A GAME ENVIRONMENT	June 5, 2017	Germany	17174412.1	November 25, 2020	3,254,741
January 29, 2021 United States	METHOD AND APPARATUS FOR DYNAMIC MANAGEMENT OF FORMATIONS IN A VIDEO GAME	February 28, 2020	Canada	3,074,299	N/A	N/A
	METHOD AND APPARATUS FOR DYNAMIC MANAGEMENT OF FORMATIONS IN A VIDEO GAME	January 29, 2021	United States	17/162,843	N/A	N/A
CONTROL OF PLAYER CHARACTER WITH ENHANCED MOTION FUNCTIONALITY CO20-205903 FUNCTIONALITY	CONTROL OF PLAYER CHARACTER WITH ENHANCED MOTION FUNCTIONALITY	December 11, 2020	Japan	2020-205903	N/A	N/A

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METHOD FOR PROVIDING ASSISTED TRAVEL ALONG A COVER PATH IN A VIDEO GAME	February 10, 2020	United States	16/786,818	N/A	N/A
METHOD FOR PROVIDING ASSISTED TRAVEL ALONG A COVER PATH IN A VIDEO GAME	March 19, 2020	Japan	2020-048973	N/A	N/A

RECORDED: 08/30/2021

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