

**Exhibit B-8 - Preliminary Invalidity Contentions - U.S. Patent No. 9,561,439 to Oono
Based on U.S. Patent App. Pub. No. 2013/0190094 to Ronen et al. ("Ronen")**

The following chart contains Supercell's Invalidity Contentions demonstrating that Ronen anticipates Claims 1-7 of U.S. Patent No. 9,561,439 under 35 U.S.C. § 102 or renders the same claims obvious alone or in view of other prior art under 35 U.S.C. § 103. Because the Court has yet to issue a claim construction in this case, fact discovery is ongoing, and the invalidity of the asserted claims will likely be the subject of expert discovery, these contentions are preliminary only and Supercell reserves the right to supplement or modify these contentions in accordance with the agreed patent-disclosure procedures and the Docket Control Order in this case. Additionally, and in further consideration of the preliminary stages of the case, Supercell notes that the pinpoint citations referenced in this chart are not exhaustive, and Supercell reserves the right to rely on additional citations within the reference. Furthermore, citations to any figure, table, or chart are meant to encompass the language describing the respective figure, table, or chart, and vice versa.

These charts also incorporate analysis based upon GREE's apparent interpretation of the asserted claims, as reflected in GREE's infringement contentions to date. Supercell does not agree with GREE's incomplete, ambiguous, and inadequate application of the asserted claims in those contentions. However, as detailed below, such application (to the extent that it can be reasonably ascertained) further renders each asserted claim invalid. Supercell further reserves its right to supplement these contentions based on further discovery, including any supplemental infringement contentions or any interrogatory response purporting to rebut these invalidity contentions provided by GREE.

Additionally, Supercell notes that while certain potential obviousness arguments and combinations may be cited within these charts, such recitations are not exhaustive. As such, to the extent that any asserted claims are found not to be anticipated by Ronen, Supercell reserves the right to argue that such non-anticipated claims are obvious over Ronen alone, in view of any of the arguments raised within the charts, in view of any of the other prior art cited in Supercell's cover pleading, or in view of prior art that may later become known to Supercell as part of the discovery process.

'439 Patent Claim 1	Disclosure from Ronen
<p>[Preamble]</p> <p>A game control method carried out by a game control device for providing a game to a plurality of communication terminals respectively used by a plurality of users, the game control device communicating with the plurality of communication terminals over a communication network and having a storage unit for storing information for each of the plurality of users, the method comprising the steps of:</p>	<p>Ronen discloses a game control method carried out by a game control device for providing a game to a plurality of communication terminals respectively used by a plurality of users, the game control device communicating with the plurality of communication terminals over a communication network and having a storage unit for storing information for each of the plurality of users.</p> <p>“As illustrated in this figure, the system 100 includes a server 120 that is connected to a plurality of clients 110 via a network 140 (e.g., the Internet, a local area network (LAN), intranet or other network). Clients 110 connect to the server 120 via the network 140 to play the game 125. Clients 110 may connect to the server 120 using any type of wired or wireless connection.” ¶ [0032]</p> <p>“As the user plays the game 125, all data associated with the user's gaming session may be recorded by the user's client 110 and stored on the server 120.” ¶ [0037]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer Online, Guild Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-A]</p> <p>(a) grouping the plurality of users into one or more groups;</p>	<p>Ronen discloses (a) grouping the plurality of users into one or more groups.</p> <p>“After a game 125 has been initialized, a team 115 comprising at least two players is created (block 610). The operations related block 610 may be implemented by the team controller 310 described above. During the creation of a team 115, roles may be assigned to specific players. A role may include a set of parameters, functions, features, abilities, etc. which are not available to other players</p>

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	<p>participating in the game 115. Referring back to the example provided above with respect to FIG. 11, three players may be assigned different roles (i.e., an army commander, an air force commander and a naval commander), and each of the roles may be associated with a distinct subset of functionalities and attributes (e.g., only the air force commander can attack with planes, and only the naval commander can move in water).” ¶ [0087]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer Online, Guild Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-B]</p> <p>(b) storing a correspondence between the plurality of users and the one or more groups in the storage unit;</p>	<p>Ronen discloses (b) storing a correspondence between the plurality of users and the one or more groups in the storage unit.</p> <p>“When adding or removing users from a team 115, the team controller 310 may associate or disassociate a user profile 353 with an instance of a team profile 354 stored in the gaming database 350. The team profile 354 may store all data related to a team (e.g., team members, games being played by the team, etc.) Likewise, when editing an existing member of a team 115, the team controller 310 may modify the team profile 354 and/or user's profile 353 stored in the gaming database 350.” ¶ [0056]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary</p>

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	<p>skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer Online, Guild Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-C] (c) transmitting information over the communication network to initiate a group event in which a first plurality of users forming a first group cooperatively participate in the game;</p>	<p>Ronen discloses (c) transmitting information over the communication network to initiate a group event in which a first plurality of users forming a first group cooperatively participate in the game.</p> <p>“Amongst other functions, the socializer 340 may be configured to: (1) transmit invitations (e.g., a player can invite other players or non-players to start a game, complete a tasks or engage in some type of gaming activity); (2) post information on the wall of a user in a social forum (e.g., “click here to play” or “send virtual good”); (3) send gifts or virtual goods to a friend or group of friends; (4) send notifications to players or teams (e.g., indicating a new call for action or indicating that information was posted on the user's wall); or (5) provide a ticker function which provides a short textual notification about gaming activities. The socializer 340 may be configured to provide additional means of communicating as well.” ¶ [0085]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer Online, Guild Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>

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<p>[Element 1-D]</p> <p>(d) storing a parameter value for each of the plurality of users, wherein the parameter value for a respective user is increased as the respective user makes progress in the group event;</p>	<p>Ronen discloses (d) storing a parameter value for each of the plurality of users, wherein the parameter value for a respective user is increased as the respective user makes progress in the group event.</p> <p>”Virtual goods can be acquired in various ways including, but not limited to, using virtual currency, using real money in a game store, receiving a gift from friend, requesting a gift and receiving a positive reply, completing a task or mission, picking up or activating objects which randomly appear when playing the game, jointly purchasing a virtual good, obtaining an achievement or trophy in game, virtually betting on an item with another team or user, or by responding to a wall post in a social forum. Virtual goods can be obtained in other ways as well.” ¶ [0074]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is inherent or obvious. Moreover, it would have been obvious to one of ordinary skill in the art to modify this reference so as to include this claim limitation in light of the knowledge possessed by one of ordinary skill in the art. Further, this claim limitation would have been obvious in light of numerous other U.S. patents, U.S. patent publications, articles, and products available at the time the asserted patent was filed, and it would have been obvious to combine these references to a person of ordinary skill in the art. For example, see at least the corresponding claim elements in the respective charts, which are incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer Online, Guild Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-E]</p> <p>(e) monitoring progress of the group event and updating the parameter value for each of the first plurality of users in accordance with the progress</p>	<p>Ronen discloses (e) monitoring progress of the group event and updating the parameter value for each of the first plurality of users in accordance with the progress of the first group in the group event.</p> <p>“Virtual goods can be acquired in various ways including, but not limited to, using virtual currency, using real money in a game store, receiving a gift from friend, requesting a gift and receiving a positive reply, completing a task or mission, picking up or activating objects which randomly appear</p>

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