

**Exhibit A-8 - Preliminary Invalidity Contentions - U.S. Patent No. 9,079,107 to Oono et al.
Based on U.S. Patent App. Pub. No. US2013/0190094 to Ronen et al. (“Ronen”)**

The following chart contains Supercell’s Invalidity Contentions demonstrating that Ronen anticipates Claims 1-10 of U.S. Patent No. 9,079,107 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. As the Court has yet to issue a claim construction in this case, fact discovery is ongoing, and the invalidity of the asserted claims may be the subject of expert discovery, these contentions are preliminary only and Supercell reserves the right to supplement these contentions in accordance with the agreed patent-disclosure procedures and the Docket Control Order in this case. In light of the further consideration of the preliminary stages of the case, Supercell notes that the pinpoint citations referenced in the charts are not exhaustive, and Supercell reserves the right to rely on additional citations within the reference. Furthermore, the figures, 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 well as 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 relied upon) further renders each asserted claim invalid. Supercell further reserves its right to supplement these contentions with further discovery, including any supplemental infringement contentions or any interrogatory response purporting to address the contentions provided by GREE.

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

’107 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 and having a storage unit, the method comprising the steps of:</p>	<p>Ronen discloses a game control method carried out by a game control device for a plurality of communication terminals respectively used by a plurality of users, the device communicating with the plurality of communication terminals and having a storage unit.</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. Client 110 may connect to the server 120 using any type of wired or wireless connection.”</p> <p>“As the user plays the game 125, all data associated with the user's gaming session is stored in the storage unit 130 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 obvious. Moreover, it would have been obvious to one of ordinary skill in the art 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 the references cited in the prior art, patents, U.S. patent publications, articles, and products available at the time the claim 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 references incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer Online, Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-A]</p> <p>(a) storing skill level information indicative of skill levels of each of the plurality of users of the game, in the storage unit;</p>	<p>Ronen discloses (a) storing skill level information indicative of skill levels of each of the plurality of users of the game, in the storage unit.</p> <p>When saving information related to a user's session to the database 130, a variety of parameters may be saved with each activity including time stamps, information related to the activity that took place (e.g., opened a crate, opened a door or added a building) and an identification number associated with the activity (e.g., an identification number for a door that was opened).</p>

'107 Patent Claim 1	Disclosure from Ronen
	<p>data (e.g., vectors and locations), information indicating the speed of an activity related to the data (e.g., whether a trophy was achieved or whether a new level was reached), the location of the player or activity, game specific data (e.g., pertaining to a task or object used in performing the activity (e.g., a club or car). ¶ [0039]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is obvious. Moreover, it would have been obvious to one of ordinary skill in the art in view of the 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 the prior art, patents, U.S. patent publications, articles, and products available at the time the claim 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 patents incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer 40,000: Dawn of War 2, Engلمان, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-B]</p> <p>(b) grouping the plurality of users into one or more groups;</p>	<p>Ronen discloses (b) 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 (block 610). The operations related block 610 may be implemented by the team controller 610 described above. During the creation of a team 115, roles may be assigned to specific players. Roles may include a set of parameters, functions, features, abilities, etc. which are not available to other players participating in the game 115. Referring back to the example provided above with respect to 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 actions 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 obvious. Moreover, it would have been obvious to one of ordinary skill in the art in view of the 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 the prior art, patents, U.S. patent publications, articles, and products available at the time the claim 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 patents incorporated by reference as if fully set forth herein: World of Warcraft, Warhammer 40,000: Dawn of War 2, Engلمان, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>

’107 Patent Claim 1	Disclosure from Ronen
	<p>reference so as to include this claim limitation in light of the knowledge possess skill in the art. Further, this claim limitation would have been obvious in light of patents, U.S. patent publications, articles, and products available at the time the filed, and it would have been obvious to combine these references to a person of art. For example, see at least the corresponding claim elements in the respective incorporated by reference as if fully set forth herein: World of Warcraft, Warhar Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi, Forsaken World.</p>
<p>[Element 1-C] (c) providing one or more of a plurality of game pieces to a first plurality of users in a first group of said one or more groups, based on the skill level information, while the first plurality of users are at certain events in the game;</p>	<p>Ronen discloses (c) providing one or more of a plurality of game pieces to a first group of said one or more groups, based on the skill level information, while the first plurality of users are at certain events in the game.</p> <p>“A plurality of clients 110 may collaboratively play the game 125 together as a virtual team 115. Users that are part of a virtual team 115 may work together or cooperate to complete tasks or achievements. In addition, virtual teams 115 may share an inventory (e.g., weapons, elixirs), and exercise joint ownership over virtual goods (e.g., can buy, sell, upgrade, or use the inventory). While each user can still have individual tasks or achievements, the game provides a larger team-based gameplay progression.” ¶ [0034]</p> <p>To the extent this limitation is not explicitly disclosed, Supercell responds that it is obvious. Moreover, it would have been obvious to one of ordinary skill in the art to make reference so as to include this claim limitation in light of the knowledge possess skill in the art. Further, this claim limitation would have been obvious in light of patents, U.S. patent publications, articles, and products available at the time the claim 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 references incorporated by reference as if fully set forth herein: World of Warcraft, Warhar Wars 2, Englman, Qiang, Bethke, Kane, Kobayashi.</p>

'107 Patent Claim 1	Disclosure from Ronen
<p>[Element 1-D]</p> <p>(d) storing allocation information indicating which game piece has been provided to which user with a respective skill level, and a number and type of game pieces required to obtain a game item as a reward, in the storage unit;</p>	<p>Ronen discloses (d) storing allocation information indicating which game piece which user with a respective skill level, and a number and type of game pieces required to obtain a game item as a reward, in the storage unit.</p> <p>“A plurality of clients 110 may collaboratively play the game 125 together as a virtual team 115. Users that are part of a virtual team 115 may work together or cooperate to complete tasks or achievements. In addition, virtual teams 115 may share an inventory (e.g., weapons, elixirs), and exercise joint ownership over virtual goods (e.g., can buy, sell, upgrade items in the inventory). While each user can still have individual tasks or achievements, the game 125 may include larger team-based gameplay progression.” ¶ [0034]</p> <p>“As the user engages in gaming activities while playing the game 125, the client 110 records all associated information and transmits this information for storage on the server 120. Gaming activity information being stored on the server 120 may be used to update a joint inventory, tasks or other game data 351 associated with the game 125.” ¶ [0035]</p> <p>“A team task represents a task that is completed by the actions of two or more players. The task may be divided into sub-tasks that are completed by different team members. The task may be comprised of a regular group of sub-tasks that can be achieved together. A player can contribute to any of the sub-tasks relating to gathering five logs, retrieving a key, or sending a gift.” ¶ [0080]</p> <p>“When saving information related to a user's session to the database 130, a variety of parameters may be saved with each activity including time stamps, information indicating the activity that took place (e.g., opened a crate, opened a door or added a building), data associated with the activity (e.g., an identification number for a door that was opened), location data (e.g., vectors and locations), information indicating the speed of an activity, information related to the data (e.g., whether a trophy was achieved or whether a new level was reached), the location of the player or activity, game specific data (e.g., pertaining to a task or achievement), and information used in performing the activity (e.g., a club or car).” ¶ [0039]</p>

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