Exhibit A-8 - Preliminary Invalidity Contentions - U.S. Patent No. 9,079,107 to Oono
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[...] 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[...] the Court has yet to issue a claim construction in this case, fact discovery is ongoing, and the invalidity of the asse[...] be the subject of expert discovery, these contentions are preliminary only and Supercell reserves the right to suppl[...] contentions in accordance with the agreed patent-disclosure procedures and the Docket Control Order in this case[...] further consideration of the preliminary stages of the case, Supercell notes that the pinpoint citations reference[...] exhaustive, and Supercell reserves the right to rely on additional citations within the reference. Furthermore, c[...] table, or chart are meant to encompass the language describing the respective figure, table, or chart, and vice ver[...]

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

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

'107 Patent Claim 1	Disclosure from Ronen
[Preamble] 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:	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, device communicating with the plurality of communication terminals and havin "As illustrated in this figure, the system 100 includes a server 120 that is connec clients 110 via a network 140 (e.g., the Internet, a local area network (LAN), int network). Clients 110 connect to the server 120 via the network 140 to play the 110 may connect to the server 120 using any type of wired or wireless connectio "As the user plays the game 125, all data associated with the user's gaming sessi by the user's client 110 and stored on the server 120." ¶ [0037] To the extent this limitation is not explicitly disclosed, Supercell responds that i obvious. Moreover, it would have been obvious to one of ordinary skill in the ar 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.
[Element 1-A] (a) storing skill level information indicative of skill levels of each of the plurality of users of the game, in the storage unit;	Ronen discloses (a) storing skill level information indicative of skill levels of ea users of the game, in the storage unit. When saving information related to a user's session to the database 130, a variet parameters may be saved with each activity including time stamps, information activity that took place (e.g., opened a crate, opened a door or added a building) associated with the activity (e.g., an identification number for a door that was op

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	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 v location of the player or activity, game specific data (e.g., pertaining to a task or used in performing the activity (e.g., a club or car). ¶ [0039]
	To the extent this limitation is not explicitly disclosed, Supercell responds that i obvious. Moreover, it would have been obvious to one of ordinary skill in the ar 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.
[Element 1-B] (b) grouping the plurality of users into one or more groups;	Ronen discloses (b) grouping the plurality of users into one or more groups. "After a game 125 has been initialized, a team 115 comprising at least two playe 610). The operations related block 610 may be implemented by the team contro above. During the creation of a team 115, roles may be assigned to specific play include a set of parameters, functions, features, abilities, etc. which are not avail participating in the game 115. Referring back to the example provided above wi three players may be assigned different roles (i.e., an army commander, an air fc a naval commander), and each of the roles may be associated with a distinct sub and attributes (e.g., only the air force commander can attack with planes, and on commander can move in water)." ¶ [0087] To the extent this limitation is not explicitly disclosed, Supercell responds that i obvious. Moreover, it would have been obvious to one of ordinary skill in the ar

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	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.
[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;	Ronen discloses (c) providing one or more of a plurality of game pieces to a firs a first group of said one or more groups, based on the skill level information, wh of users are at certain events in the game. "A plurality of clients 110 may collaboratively play the game 125 together as a Users that are part of a virtual team 115 may work together or cooperate to com or achievements. In addition, virtual teams 115 may share an inventory (e.g., we elixirs), and exercise joint ownership over virtual goods (e.g., can buy, sell, upg the inventory). While each user can still have individual tasks or achievements, larger team-based gameplay progression." ¶ [0034] To the extent this limitation is not explicitly disclosed, Supercell responds that i obvious. Moreover, it would have been obvious to one of ordinary skill in the ar 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.

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[Element 1-D] (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;	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 r game item as a reward, in the storage unit. "A plurality of clients 110 may collaboratively play the game 125 together as a Users that are part of a virtual team 115 may work together or cooperate to com or achievements. In addition, virtual teams 115 may share an inventory (e.g., we elixirs), and exercise joint ownership over virtual goods (e.g., can buy, sell, upg the inventory). While each user can still have individual tasks or achievements, larger team-based gameplay progression." ¶ [0034] "As the user engages in gaming activities while playing the game 125, the clien records all associated information and transmits this information for storage on gaming activity information being stored on the server 120 may be used to upd joint inventory, tasks or other game data 351 associated with the game 125." ¶ "A team task represents a task that is completed by the actions of two or more p may be divided into sub-tasks that are completed by different team members. T can be comprised of a regular group of sub-tasks that can be achieved together. player can contribute to any of the sub-tasks relating to gathering five logs, retri sending a gift." ¶ [0080] "When saving information related to a user's session to the database 130, a varie parameters may be saved with each activity including time stamps, information activity that took place (e.g., opened a crate, opened a door or added a building) associated with the activity (e.g., an identification number for a door that was o 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 v location of the player or activity, game specific data (e.g., pertaining to a task o used in performing the activity (e.g., a club or car)." ¶ [0039]

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