Supercell Oy (Petitioner)

v.

GREE, Inc. (Patent Owner)

Case PGR2018-00029 / U.S. Patent 9,636,583
Case PGR2018-00047 / U.S. Patent 9,770,659

Patent Owner's Demonstratives

Wednesday, June 19, 2019

1:00 PM (EDT), Courtroom B

Patent Owner Demonstrative Exhibit – Not Evidence – 1

Exhibit 2009

All Challenged Claims are Valid

- The Challenged Claims Are Not Directed to an Abstract Idea

- The Challenged Claims Satisfy *Alice* Step Two

- The Challenged Claims Have Sufficient Written Description

- The Challenged Claims Are Definite

GR2018-00029
tent Owner Response, Paper 26, at 16-75;
tent Owner Sur-Reply, Paper 35, at 1-24.

GR2018-00047
tent Owner Response, Paper 20, at 16-81;
tent Owner Sur-Reply, Paper 29, at 1-25.

Patent Owner Demonstrative Exhibit – Not Evidence – 2

Exhibit 2009

Instituted Grounds

- U.S. 9,636,583 – claims 1-15 under 35 U.S.C. §§ 101, 112(1), 112(2)

- U.S. 9,770,659 – claims 1-15 under 35 U.S.C. §§ 101, 112(1), 112(2)

Patent Owner Demonstrative Exhibit – Not Evidence – 3

Exhibit 2009

'583 Patent – Claim 1

1. A non-transitory computer readable recording medium storing game program code instructions for a game in which a first user and a second user do battle, and when the game program code instructions are executed by a computer, the game program code instructions cause the computer to perform:

a data storage function of storing a first panel database that includes a plurality of panels that the first user possesses, and a second panel database that includes a plurality of panels that the second user possesses;

a panel selection function of selecting one or more panels to be disposed in one or more divisions of a game display screen including a display region formed by the divisions, from the first panel database and the second panel database;

a panel layout function of disposing the panels selected by the panel selection function in the divisions; and

a screen display control function of displaying the game display screen on a screen display unit, wherein

the data storage function further stores points set for the first user, which are decreased by disposing a panel,

the panel selection function selects a panel from the first panel database according to the points set for the first user,

the divisions include a division where a panel selected from the first panel database is allowed to be disposed and a division where a panel selected from the second panel database is allowed to be disposed, and

the panel layout function disposes the panel selected by the panel selection function in a target division when the panel is allowed to be disposed in the target division.

GR2018-00029
. 1001, 9:11-40.

Patent Owner Demonstrative Exhibit – Not Evidence – 4

'659 Patent – Claim 1

1. A non-transitory computer readable recording medium storing game program code instructions for a game in which a first user and a second user do battle, and when the game program code instructions are executed by a computer, the game program code instructions cause the computer to perform:

a panel selection function of receiving a selection by the first user, the selection being for one or more panels indicating characters to be disposed in one or more divisions of a game display screen including a display region formed by the divisions;

a panel layout function of disposing the panels in the divisions on the basis of the selection received by the panel selection function; and

a screen display control function of controlling the game display screen on a screen display unit on the basis of information regarding the layout by the panel layout function and layout of the panel in the divisions by the second user, wherein

the panel layout function disposes the panel received by the panel selection function in a target division or receives an instruction that the panel is disposed in the target division, when the panel is allowed to be disposed in the target division, and

the panel indicating the character is displayed as an animation when being disposed in the target division.

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