

Supercell Oy v. GREE, Inc.  
PGR2018-00029 (9,636,  
PGR2018-00047 (9,770,

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June 19, 2019

Jennifer Bush

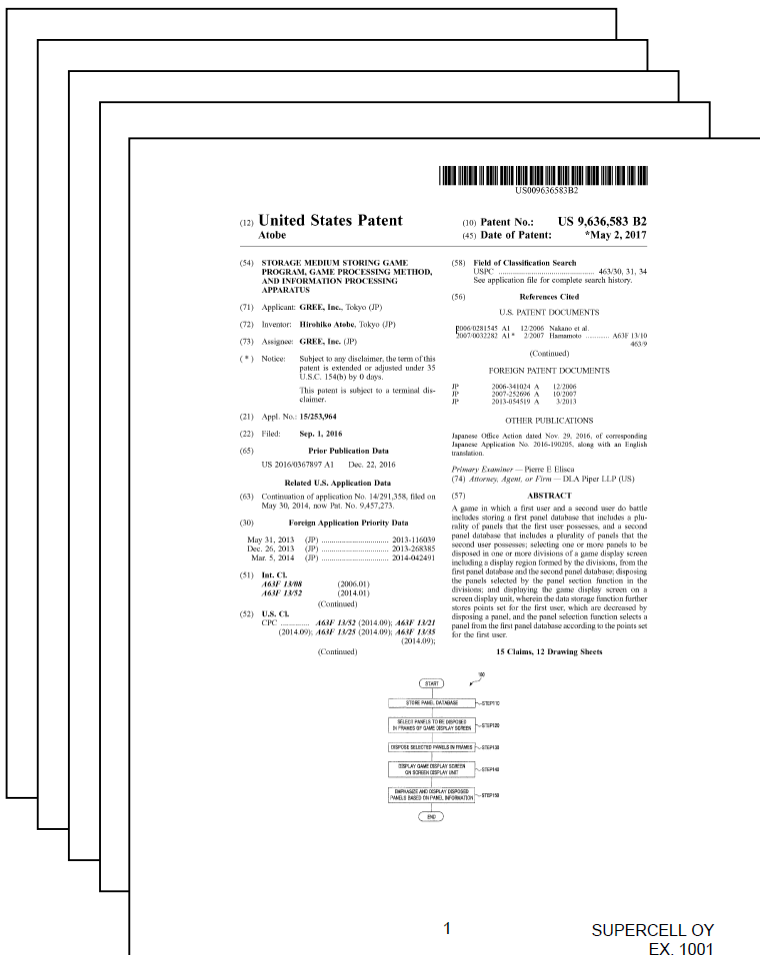
Michael Sacksteder

Geoffrey Miller

Attorneys for Petitioner Supercell Oy

DEMONSTRATIVE EXHIBIT – NOT EVIDENCE

# PGR2018-00029 (“[29]”) U.S. Patent No. 9,636,583 (“583 patent”)



■ “We are persuaded by Petitioner that the claims are directed to displaying a video game on stored panel information.”

Decision Granting Institution [29]



DEMONSTRATIVE EXHIBIT – NOT EVIDENCE

# PGR2018-00047 (“[47]”) U.S. Patent No. 9,770,659 (“659”)

US09770659B2

(12) **United States Patent** (10) **Patent No.:** US 9,770,659 B2  
**Atobe** (45) **Date of Patent:** Sep. 26, 2017

(54) **STORAGE MEDIUM STORING GAME PROGRAM, GAME PROCESSING METHOD, AND INFORMATION PROCESSING APPARATUS** (58) **Field of Classification Search**  
 USPC 463/30, 31, 34  
 See application file for complete search history.

(71) **Applicant:** GREE, Inc., Tokyo (JP) (56) **References Cited**

(72) **Inventor:** Hirohiko Atobe, Tokyo (JP) U.S. PATENT DOCUMENTS  
 2006/0281545 A1 12/2006 Nakano et al.  
 2007/0023292 A1 2/2007 Hamano A63F 13/10  
 463/9

(73) **Assignee:** GREE, Inc. (JP) (Continued)

(\*) **Notice:** Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) **Appl. No.:** 15/994,123 FOREIGN PATENT DOCUMENTS  
 JP 2006-220904 8/2006  
 JP 2006-341024 A 12/2006  
 (Continued)

(22) **Filed:** Dec. 27, 2016 OTHER PUBLICATIONS

(65) **Prior Publication Data** Notice of Reasons for Refusal dated Jul. 12, 2016 of corresponding Japanese Application No. 2014-042491 with English translation. (Continued)

US 2017/0106284 A1 Apr. 20, 2017

**Related U.S. Application Data**  
 (63) Continuation of application No. 15/253,964, filed on Sep. 1, 2016, now Pat. No. 9,636,583, which is a (Continued)

**Foreign Application Priority Data**  
 (30) May 21, 2013 (JP) 2013-116039  
 Dec. 26, 2013 (JP) 2013-268385  
 Mar. 5, 2014 (JP) 2014-042491

(51) **Int. Cl.** (2006.01)  
 A63F 13/08 (2014.01)  
 A63F 13/52 (Continued)

(52) **U.S. Cl.** A63F 13/52 (2014.09); A63F 13/21 (2014.09); A63F 13/25 (2014.09); A63F 13/35 (2014.09). (Continued)

**ABSTRACT**  
 (57) A game in which a first user and a second user do battle includes 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; 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; disposing the panels selected by the panel selection function in the divisions; and 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, and the panel selection function selects a panel from the first panel database according to the points set for the first user.

15 Claims, 12 Drawing Sheets

Supercell  
Exhibit 1001  
Page 1

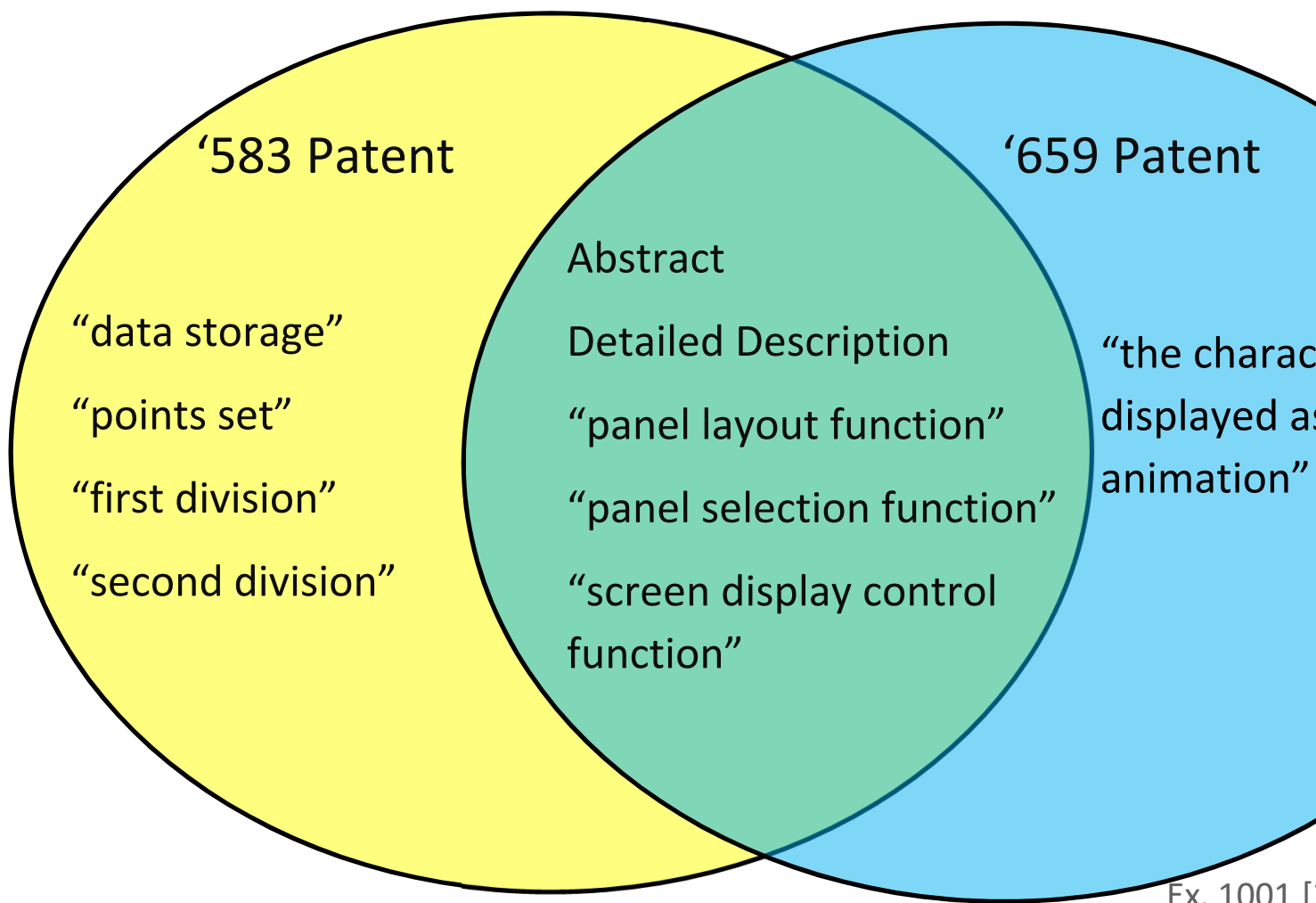
■ “We are persuaded by Pe... that the claims are directed... controlling the display of video game based on a re... selection of panel informa...

Decision Granting Institution [47]

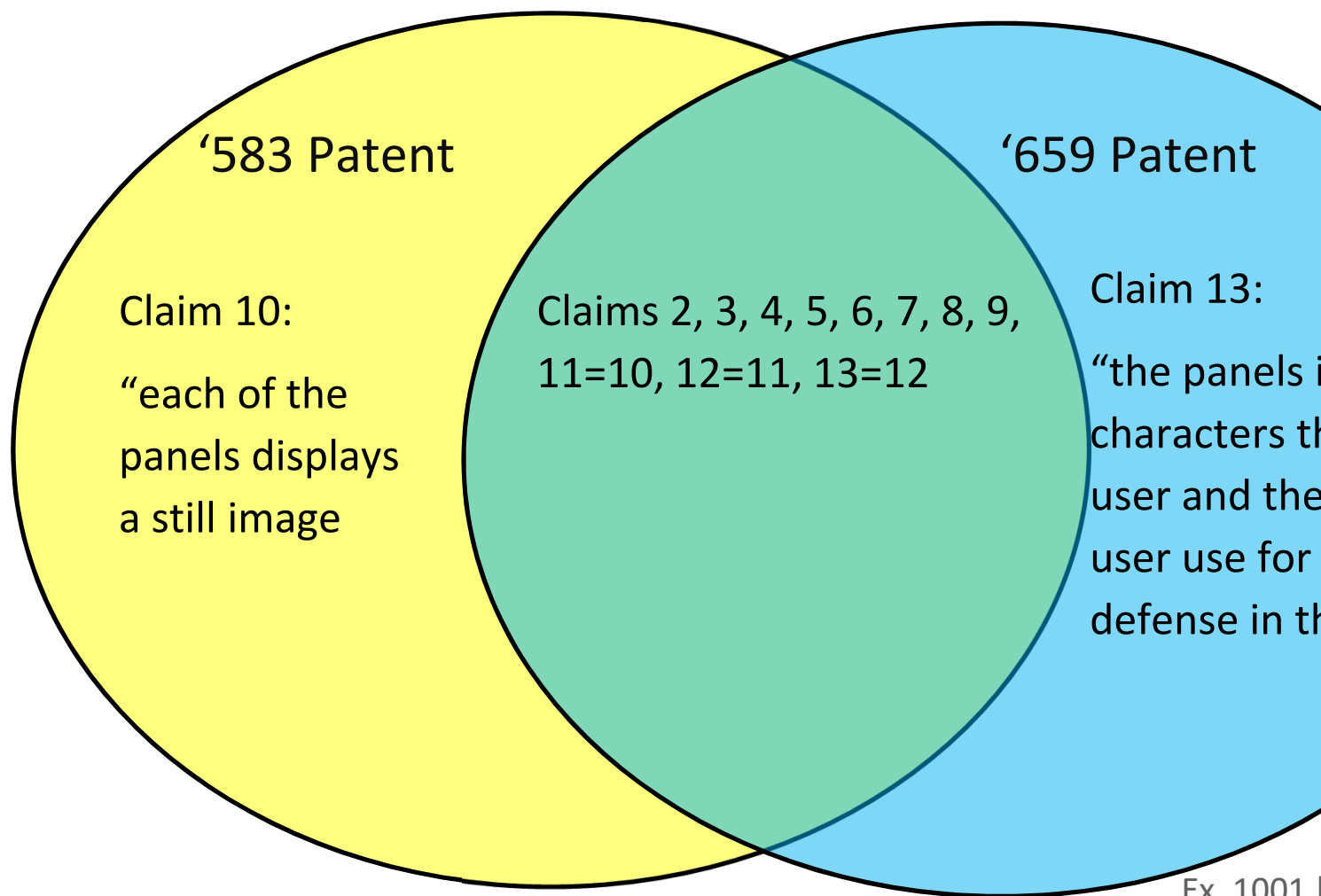


DEMONSTRATIVE EXHIBIT – NOT EVIDENCE

## Shared Specification and Independent Claim Limitations



## Shared Dependent Claims



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