

Supercell Oy v. GREE, Inc. PGR2018-00060 U.S. Patent 9,694,287

June 26, 2019

Jennifer Bush

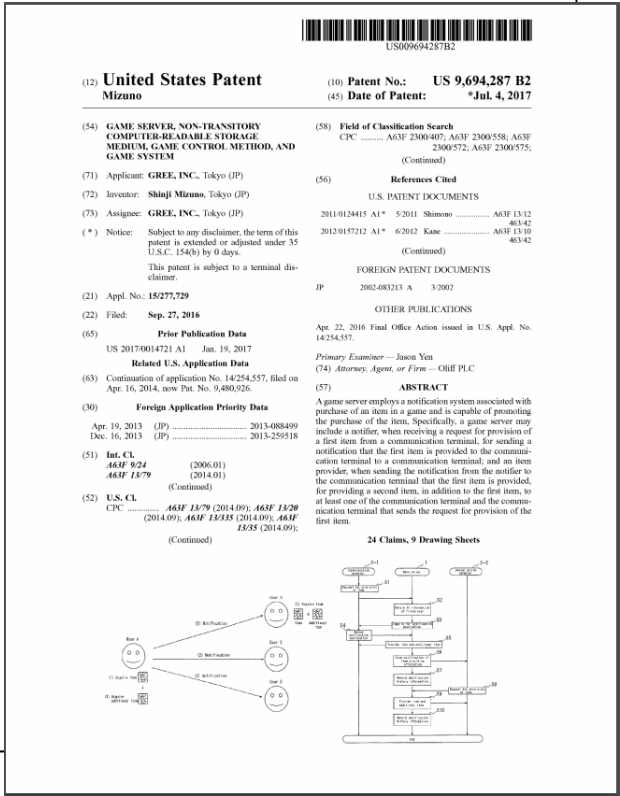
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DEMONSTRATIVE EXHIBIT – NOT EVIDENCE

U.S. Patent No. 9,694,287



- Petitioner sufficiently shows that the independent claims are directed to “**sending notifications about an item in a game.**”
- “Petitioner sufficiently shows that the independent claims recite **only functional results without guidance as to how the recited functions are performed.**”

Decision Granting Institution, 11, 16.

PO Rehashed Arguments in Sur-reply

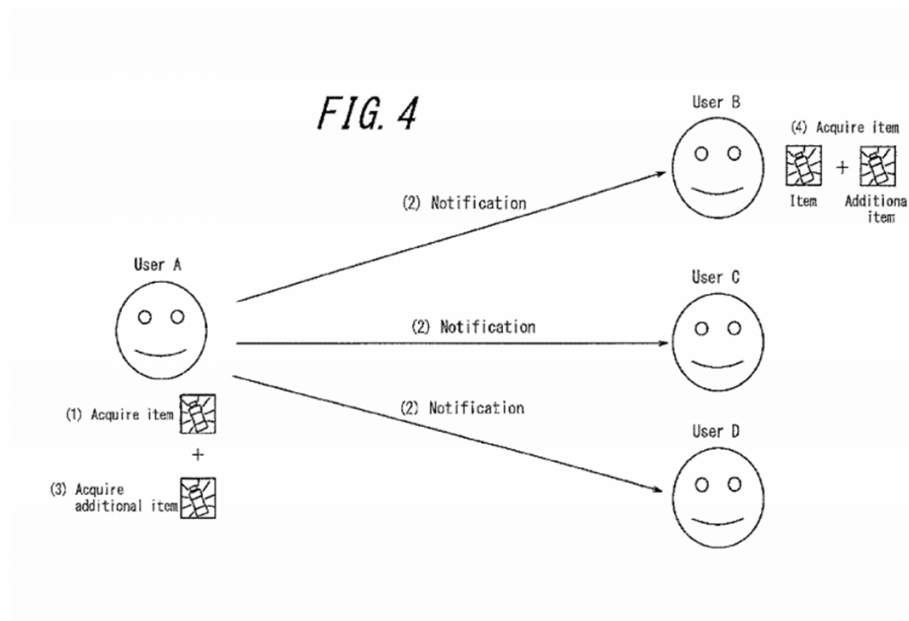
PO Sur-reply Re-hashed Argument	Board's Conclusion Upon Institution
Petitioner overgeneralizes the claims.	"Petitioner's analysis does not overgeneralize the claims."
Claims directed instead to "specific manner of establishing a framework within online gaming to implement an affiliate system into network-based gaming."	"Petitioner sufficiently shows that the independent claims are directed to "sending notifications about an item in a game."
Claims integrate judicial exception into an practice application because they improve computer technology.	"Petitioner sufficiently shows that the claims do not provide any technical improvements to computers or video game technology."
Petitioner doesn't provide sufficient factual evidence that claims were well-understood, routine, and conventional at the time of the invention.	"Petitioner, however, points to the specification of the '287 patent for factual evidence to support its position that the claims recite well-understood, routine, and conventional activities."

PO's Sur-reply, 1-5, 15. Decision Granting Institution, 10-11, 13, 15.

Step One: Claims are directed to an abstract idea

The claims are directed to:

“sending notifications about an item in a game”



Decision Granting Institution, 11.

Ex. 1001, FIG. 4.

Step One: Claims are directed to an abstract idea

The claims are directed to: “sending notifications about an item in a game.”

A game control method for providing a plurality of items usable in a game to a plurality of communication terminals connected to the game over a network, the game control method comprising:

an item providing step of, when receiving a request for provision of a first item usable in the game from a first communication terminal of the plurality of communication terminals corresponding to first user ID information, providing the first item to the first communication terminal; and

a notification step of, when providing the first item to the first communication terminal, sending a notification to a second communication terminal of the plurality of communication terminals that the first item is provided to the first communication terminal, the second communication terminal corresponding to second user ID information linked to the first user ID information,

wherein when receiving a request for provision of the first item from the second communication terminal based on the notification, a notification is sent to a third communication terminal of the plurality of communication terminals that the first item is provided to the second communication terminal, the third communication terminal corresponding to third user ID information linked to the second user ID information,

wherein the first user ID information identifies a first user, the second user ID information identifies a second user different from the first user, and the third user ID information identifies a third user different from the first user and the second user, and

wherein at the item providing step, a second item usable in the game, in addition to the first item, is provided to the second communication terminal that is mentioned in the notification sent to the third communication terminal by the notifier.

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