

Exhibit C-13: U.S. Patent No. 10,307,676 to Mastermind’s In-Game Builder Post (“Mastermind”)

The following chart contains Supercell’s Invalidity Contentions demonstrating that Mastermind’s In-Game Builder claims 1-24 of U.S. Patent No. 10,307,676 under 35 U.S.C. § 102 or renders the same claims obvious alone or in combination with other prior art under 35 U.S.C. § 103. Because the Court has yet to issue a claim construction in this case, fact discovery is required. In view of the invalidity of the asserted claims will likely be the subject of expert discovery, these contentions are preliminary and Supercell reserves the right to supplement or modify these contentions in accordance with the agreed patent-disclosure protocol and the Docket Control Order in this case. Additionally, and in further consideration of the preliminary stages of the case, the pinpoint citations referenced in this chart are not exhaustive, and Supercell reserves the right to rely on additional prior art in the reference. Furthermore, citations to any figure, table, or chart are meant to encompass the language describing the figure, table, or chart, and vice versa.

These charts also incorporate analysis based upon GREE’s apparent interpretation of the asserted claims, as reflected in 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 based upon fact discovery, including any supplemental infringement contentions or any interrogatory response purporting to rebut 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 Mastermind alone, Supercell reserves the right to argue that such non-anticipated claims are obvious over Mastermind alone, in view of the prior art arguments raised within the charts, in view of any of the other prior art cited in Supercell’s cover pleading, or in view of any prior art that may later become known to Supercell as part of the discovery process.

¹ Mastermind is a video game that was publicly available on or before September 11, 2013. The printed publications cited herein (e.g., Declaration; Pocket Gamer available at <https://web.archive.org/web/20130502020345/http://www.pocketgamer.co.uk/r/iPhone/Clash+of+Clans/review.asp?c=47309>, 148; App Store available at <https://web.archive.org/web/20130520190542/http://www.148apps.com/reviews/clash-clans-review/>; Gamezebo available at <https://web.archive.org/web/20130501012448/http://www.gamezebo.com/games/clash-clans/review/>; GSM Arena available at https://web.archive.org/web/20130513063213/http://www.gsmarena.com/apple_iphone_3gs-2826.php; Gameplay 3 available at <https://www.youtube.com/watch?v=AIYLcHgA-Hw>) qualify as prior art to the asserted patent herein as disclosing a prior art system, a method, or both.

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'676 Patent claim 1	Mastermind
<p>1 Preamble: An electronic device comprising:</p>	<p>Mastermind discloses an electronic device.</p> <p><i>See, e.g.,</i> 148Apps:</p> <div data-bbox="672 995 1198 1199" style="border: 1px solid black; padding: 5px;"><p>Developer: Supercell Price: FREE Version: 2.3 App Reviewed on: iPhone 3GS</p></div> <p><i>See, e.g.,</i> Gamezebo:</p> <p>“Clash of Clans is thus a simple game, but that's more of a strength than a weakness. It's easy enough to provide quick, painless matches on an iPhone in an idle moment and enough different units to choose from in the battle mode to make playing a little more endlessly rewarding. Best of all, the option to fight against NPC goblins gives you a small edge over similar strategy games that rely almost entirely on player-vs-player combat.”</p> <p><i>See, e.g.,</i> GSM Arena (showing features of iPhone 3 gs):</p>

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	<p>To the extent GREE claims that the claimed functionality is not sufficiently disclosed by Mastermind, it is further shown through operation of the Clash of Clans game (Ex. 4.120), which will be made available to GREE for inspection. To the extent that the functionality is explicitly disclosed by this combination, Supercell responds that it is inherent in the art. Moreover, it would have been obvious to one of ordinary skill in the art to modify the claimed limitation 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 numerous prior art patents, U.S. patent publications, articles, and products available at the time the claimed invention 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 references cited herein, which are incorporated by reference as if fully set forth herein: Mastermind, E. Cho, Farone, Kim, Sword of the Stars.</p>
<p>1a: circuitry configured to</p>	<p>Mastermind discloses circuitry configured to.</p> <p><i>See, e.g.</i>, 148Apps:</p> <div data-bbox="672 1417 1198 1621" style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Developer: Supercell Price: FREE Version: 2.3 App Reviewed on: iPhone 3GS</p> </div> <p><i>See, e.g.</i>, Gamezebo:</p> <p>“Clash of Clans is thus a simple game, but that's more of a strength than a weakness. It is simple enough to provide quick, painless matches on an iPhone in an idle moment, and it has enough different units to choose from in the battle mode to make playing a</p>

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