

Appendix E
Infringement of U.S. Patent No. 10,825,294 (“294 Patent”) By Accused Products¹
Milestone Entertainment, LLC’s Infringement Contentions

Milestone Entertainment, LLC (“Milestone”) contends that Activision Blizzard, Inc. (“Activision”) infringes at least the following claims of the U.S. Patent No. 10,825,294: 1, 2, 3, 4, 5, 6, 7, 8, 9, 13, 16, 17, 18, 19, 20.

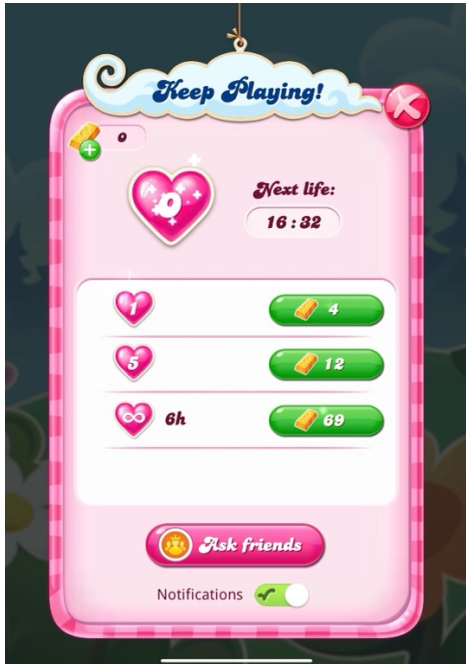
Activision directly infringes at least claims 1, 2, 3, 4, 5, 6, 7, 8, 9, 13, 16, 17, 18, 19, 20 under 35 U.S.C. § 271(a), as set forth in Milestone’s Infringement Contentions.

Activision induces direct infringement of at least claims 1, 2, 3, 4, 5, 6, 7, 8, 9, 13, 16, 17, 18, 19, 20 under 35 U.S.C. § 271(b), as set forth in Milestone’s Infringement Contentions.

The following claim chart containing exemplary disclosures is based on the information presently available to Milestone. Milestone’s investigation of the case continues, and Milestone reserves the right to supplement this claim chart as appropriate.

¹ The “Accused Products are Defendant’s “Candy Crush” casual games, including “Candy Crush Saga,” “Candy Crush Friends Saga,” “Candy Crush Jelly Saga,” and “Candy Crush Soda Saga”. Milestone’s contentions concerning Candy Crush Saga are representative of infringement by all Candy Crush Accused Products, because each utilizes variable parameters to modify game odds or prizing so as to achieve a set of mandated parameters, and utilizes virtual currencies in a manner not different from Candy Crush Saga for purposes of infringement.

Claim Language	Infringement Evidence
1pre. A system for effecting user experience on a user communication device in a multi-level electronic game environment comprising:	Even if the preamble is limiting, it is met by the Accused Products. Specifically, the Accused Products are multi-level games played by remote users on electronic communication devices including Android and iOS mobile phones and tablets.
1(a) memory storing information on game play, the information including input received from the user, information relating to levels within the multi-level game and game display information for output to the user,	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(a), (Appendix E).
1(b) a processor coupled to the memory generating game play information,	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(b), (Appendix E).
(a) the game play information including game play with virtual money,	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 164 Patent, limitation 1(g) (Appendix C).
(b) the virtual money being acquired through:	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 164 Patent, limitation 1(h) (Appendix C).
(1) game play and	This limitation is satisfied by the Accused Products. For example, “gold bars” used as currency in the game can be acquired by game play.
(2) cash purchase,	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 164 Patent, limitation 1(h) (Appendix C).
1(c) the virtual money acquired by cash purchase being subject to a multiplier,	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 164 Patent, limitation 1(i) (Appendix C).
1(d) conversion of the virtual money into a non-cash good comprising an image, the image to permit advancement to another level within the game, and	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(e) (Appendix E).
1(e) the processor enforcing a limit on the amount of game play by the user,	This limitation is satisfied by the Accused Products. For example, the Accused Products keep track of the user’s losses against a count of losses, and once a set number of losses in

Claim Language	Infringement Evidence
and;	<p>a specific time period has occurred, prevents further game play until an amount of time has lapsed.</p> 
<p>1(f) memory storing account information which is increased and decreased through the user experience.</p>	<p>This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(f) (Appendix E).</p>
<p>2. The system for effecting user experience in a multi-level electronic game environment of claim 1 wherein the processor includes memory for a player's club.</p>	<p>This limitation is satisfied by the Accused Products for the reasons stated in connection with the 279 Patent, limitation 1(d) (Appendix A).</p>
<p>3. The system for effecting user experience in a multi-level electronic</p>	<p>This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(d)(1) (Appendix E).</p>

Claim Language	Infringement Evidence
game environment of claim 1 wherein the virtual money is further acquired by non-cash purchase.	
4. The system for effecting user experience in a multi-level electronic game environment of claim 3 wherein the non-cash purchase is a bonus.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(d)(1) (Appendix E).
5. The system for effecting user experience in a multi-level electronic game environment of claim 3 wherein the non-cash purchase utilizes an inducement.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, limitation 1(d)(1) (Appendix E).
6. The system for effecting user experience in a multi-level electronic game environment of claim 3 wherein the non-cash purchase utilizes a promotion.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, Claim 9 (Appendix E).
7. The system for effecting user experience in a multi-level electronic game environment of claim 1 wherein the processor includes memory for limiting the geography of game play by the user.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 336 Patent, Claim 42 (Appendix D).
8. The system for effecting user experience in a multi-level electronic game environment of claim 1 wherein the multiplier is variable over time.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, Claim 9 (Appendix E).
9. The system for effecting user experience in a multi-level electronic game environment of claim 1 wherein the multiplier is variable based on player status.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, Claim 10 (Appendix E).

Claim Language	Infringement Evidence
13. The system for effecting user experience in a multi-level electronic game environment of claim 1 wherein the game play information further includes a leader board.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 635 Patent, Claim 14 (Appendix E).
16. The system for effecting user experience in a multi-level electronic game environment of claim 1 further including a game play analysis system.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 279 Patent, limitation 1(i) (Appendix A).
17. The system for effecting user experience in a multi-level electronic game environment of claim 16 wherein the game play analysis system tracks user specific play.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 279 Patent, limitation 1(i), and Claim 23 (Appendix A).
18. The system for effecting user experience in a multi-level electronic game environment of claim 16 wherein the game play analysis system includes a decision engine to optimize the prizing structure.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 279 Patent, limitations 1(g), 1(h), 1(i)(ii) (Appendix A).
19. The system for effecting user experience in a multi-level electronic game environment of claim 16 wherein the game play analysis system includes a decision engine to maximize game play.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 279 Patent, limitations 1(g), 1(h), 1(i)(ii) (Appendix A).
20. The system for effecting user experience in a multi-level electronic game environment of claim 1 further including a game application to be downloaded to a wireless communications device.	This limitation is satisfied by the Accused Products for the reasons stated in connection with the 336 Patent, Claim 44 (Appendix D).

