	Case 3:19-cv-07027-WHA Documen	nt 68	Filed 12/05/19	Page 1 of 96
1 2 3 4 5 6 7 8 9 10	PAUL ANDRE (State Bar No. 196585) pandre@kramerlevin.com LISA KOBIALKA (State Bar No. 191404) <u>lkobialka@kramerlevin.com</u> JAMES HANNAH (State Bar No. 237978) jhannah@kramerlevin.com KRAMER LEVIN NAFTALIS & FRANKEL LLP 990 Marsh Road Menlo Park, CA 94025-1949 Telephone: (650) 752-1700 Facsimile: (650) 752-1800 AARON FRANKEL (pro hac vice pending) <u>afrankel@kramerlevin.com</u> KRAMER LEVIN NAFTALIS & FRANKEL LLP 1177 Avenue of the Americas New York, NY 10036 Telephone: (212) 715-9100			
11	Attorneys for Plaintiff			
12	BOT M8 LLC			
13		TEC	DISTRICT COL	DT
14	IN THE UNITED STA			
15	FOR THE NORTHERN D			UKNIA
16	SAN FRANCI	ISCO	DIVISION	
17	BOT M8 LLC, a Delaware Limited Liability Company,	Ca	se No. 3:19-cv-07	027-WHA
18	Plaintiff,		AINTIFF BOT N OMPLAINT FOR	AN LLC'S AMENDED
19 20	v.		FRINGEMENT	
20 21	SONY CORPORATION OF AMERICA, a New	DF	CMAND FOR JU	RY TRIAL
22	York Corporation; SONY CORPORATION, a Japanese Corporation; and SONY			
23	INTERACTIVE ENTERTAINMENT LLC, a California Limited Liability Company,			
24	Defendants.			
25				
26				
27				
28				
	PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT		CAS	SE NO.: 3:19-cv-07027-WHA

Plaintiff Bot M8 LLC ("Bot M8") files this Amended Complaint for Patent Infringement and Demand for Jury Trial against Sony Interactive Entertainment, Sony Interactive Entertainment LLC, Sony Corporation of America, and Sony Corporation (collectively, "Sony"), and alleges as follows:

THE PARTIES

1.

1

2

3

4

5

Plaintiff Bot M8 is a Delaware Limited Liability Company.

Defendant Sony Corporation of America ("SCA") is a corporation organized and
 existing under the laws of the State of New York, having a principal place of business at 25 Madison
 Avenue, New York, New York 10010. SCA is a wholly-owned subsidiary of Japanese conglomerate
 Sony Corporation and is the United States headquarters of Sony Corporation. Upon information and
 belief, Defendant Sony Corporation of America has authority to negotiate and enter into patent licenses
 on behalf of Sony Corporation.

3. Defendant Sony Corporation is a corporation organized and existing under the laws of
 Japan, with a principal place of business at 1-7-1 Konan, Minato-ku, Tokyo 108-0075, Japan. Sony
 Corporation is a Japanese multinational conglomerate, with businesses including gaming, consumer
 and professional electronics, entertainment and financial services.

4. Sony Interactive Entertainment is a multinational video game and digital entertainment
 company that is a wholly-owned subsidiary of Japanese conglomerate Sony Corporation. Defendant
 Sony Interactive Entertainment LLC ("SIE") is the global and Americas regional headquarters of Sony
 Interactive Entertainment, located at 2207 Bridgepointe Parkway, San Mateo, California.

Sony designs, manufactures, uses, advertises, imports, distributes, offers for sale and
 sells PlayStation 4 consoles, PlayStation Network services and PlayStation 4 videogames, including
 single player games and multiplayer games. The PlayStation 4 console is an eighth-generation home
 video game console developed by Sony, and launched on November 15, 2013 in North America.

JURISDICTION AND VENUE

6. This action arises under the Patent Act, 35 U.S.C. § 101 *et seq*. This Court has original
jurisdiction over this controversy pursuant to 28 U.S.C. §§ 1331 and 1338.

7. Venue is proper in this Court pursuant to 28 U.S.C. §§ 1391(b) and (c) and 1400(b).

1

28

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 3 of 96

8. This Court has personal jurisdiction over Defendants because the Defendants moved to
 transfer this case from the United States District Court for the Southern District of New York and
 consented to the jurisdiction and venue of this Court. Additionally, Defendants have committed acts of
 infringement in this District and SIE's principle place of business is within the District.

9. This Court has personal jurisdiction over Defendant Sony Corporation because it has
committed acts of infringement and has a regular and established place of business within this District
through its subsidiary SIE and its regular contacts with and conduct of business within this District. As
a foreign corporation, Sony Corporation is subject to venue within this District.

9 10. Additionally, this Court can further exercise personal jurisdiction over the Defendants 10 in this action because they have committed acts of infringement and inducement of infringement in this 11 District, including through designing, manufacturing, advertising, using, distributing, offering for sale 12 and selling infringing products and services in this District and because Plaintiff's claims arise out of 13 and relate to Defendants' acts of infringement and inducement of infringement in this District, and because the exercise of jurisdiction by this Court over Defendants would be reasonable. Defendants 14 15 have more than minimal contacts with this District, such that the maintenance of this action within this 16 District would not offend traditional notions of fair play and substantial justice.

17

BOT M8'S ASSERTED PATENTS

18 11. On March 4, 2008, the USPTO issued U.S. Patent No. 7,338,363 ("the '363 Patent"),
19 titled "Gaming Machine, Server, and Program" to Kazuo Okada. All rights, title, and interests in the
20 '363 Patent have been assigned to Bot M8 who is the sole owner of the '363 Patent. A true and correct
21 copy of the '363 Patent is attached to this Complaint as Exhibit 1 and is incorporated by reference
22 herein.

12. The '363 Patent generally relates to a gaming machine, a server and a program. More
particularly, the specification values of a game machine can be changed by each game player to meet
each player's unique preference. One of the ways this is accomplished is by renewing specification
values of a game machine on the basis of the total of the number of medals paid out by a game player

2

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 4 of 96

to the gaming machine. Furthermore, a game can be jointly played on two gaming machines, and the
total results of the jointly played game can be used to update specification values.

3 13. On December 13, 2011, the USPTO issued U.S. Patent No. 8,078,540 ("the '540
4 Patent"), titled "Gaming Machine, Gaming Information Authentication and Acquisition Device, and
5 Gaming Information Acquisition Device" to Tatsuhiko Tanimura. All rights, title, and interests in the
6 '540 Patent have been assigned to Bot M8 who is the sole owner of the '540 Patent. A true and correct
7 copy of the '540 Patent is attached to this Complaint as Exhibit 2 and is incorporated by reference
8 herein.

9 14. The '540 Patent generally relates to a gaming machine, a gaming information
10 authenticating and loading device, and a loading device for loading gaming information, whereby
11 gaming information recorded on a portable storage medium can be authenticated. Double
12 authentication is used to authenticate gaming information and increase authentication reliability.
13 Namely, before a motherboard loads an authentication program to authenticate actual gaming
14 information, a preliminary authentication is carried out to confirm that the authentication program is a
15 legitimate program which has not been manipulated.

16 15. On January 10, 2012, the USPTO issued U.S. Patent No. 8,095,990 ("the '990 Patent"),
17 titled "Gaming Machine, Gaming Information Authentication Loading Device and Gaming
18 Information Loading Device" to Tatsuhiko Tanimura. All rights, title, and interests in the '990 Patent
19 have been assigned to Bot M8 who is the sole owner of the '990 Patent. A true and correct copy of the
20 '990 Patent is attached to this Complaint as Exhibit 3 and is incorporated by reference herein.

16. The '990 Patent generally relates to a gaming machine, a gaming information
authentication loading device, and a gaming information loading device. Mutual authentication is used
to increase authentication reliability. Namely, before a mutual authentication unit executes an
authentication program to authenticate actual gaming information, the mutual authentication unit
checks that the authentication program is a legitimate program.

26 17. On February 16, 2010, the USPTO issued U.S. Patent No. 7,664,988 ("the '988
27 Patent"), titled "Gaming Apparatus Having Memory Fault Detection" to Jun Haishima. All rights, title,

3

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 5 of 96

and interests in the '988 Patent have been assigned to Bot M8 who is the sole owner of the '988 Patent.
 A true and correct copy of the '998 Patent is attached to this Complaint as Exhibit 4 and is
 incorporated by reference herein.

18. The '988 Patent generally relates to an information process device in which a fault in hardware or software is inspected. Faults include, for example, damage, changes or falsification. The memory device in which a fault inspection program and a boot program are stored is different from another memory device where a game application program is stored. Both memory devices are connected to the same motherboard. If the memory device where the game application program is stored is damaged, the fault inspection program would not be affected. Therefore, fault detection reliability is increased.

11 19. On February 7, 2012, the USPTO issued U.S. Patent No. 8,112,670 ("the '670 Patent"),
12 titled "Gaming Apparatus Having Memory Fault Detection" to Jun Haishima. All rights, title, and
13 interest in the '670 Patent have been assigned to Bot M8 who is the sole owner of the '670 Patent. A
14 true and correct copy of the '670 Patent is attached to this Complaint as Exhibit 5 and is incorporated
15 by reference herein.

16 20. The '670 Patent relates to an information process device in which a fault in hardware or
17 software is inspected. The fault inspection program is stored in a memory device that is different from
18 the memory device storing the boot program. Both memory devices are connected to the same
19 motherboard. If the memory device where the game application program is stored is damaged, the
20 fault inspection program would not be affected. Therefore, fault detection reliability is increased.

21 21. On March 3, 2009, the USPTO issued U.S. Patent No. 7,497,777 ("the '777 Patent"),
22 titled "Gaming Machine and Computer-Readable Program Product" to Matsuzo Machida. All rights,
23 title, and interest in the '777 Patent have been assigned to Bot M8 who is the sole owner of the '777
24 Patent. A true and correct copy of the '777 Patent is attached to this Complaint as Exhibit 6 and is
25 incorporated by reference herein.

26 22. The '777 Patent generally relates to a gaming program and a gaming machine. An
27 object of the invention is to augment interests in a game. One of the ways this is accomplished is by

4

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 6 of 96

the gaming machine displaying a plurality of characters on a display screen and the gaming program
calculating an execution order of actions of the plurality of characters in the battle, where execution of
actions of different characters can be independent from each other as long as the different characters
take combination action.

5 23. The Asserted Patents are directed towards specific novel systems, apparatus, and 6 methods for augmenting gaming experience, authentication reliability, and fault inspection reliability. 7 The inventions of the Asserted Patents provide real-world benefits by solving real-world problems and 8 providing real-world improvements within the realm of gaming. For example, the Asserted Patents 9 disclose and specifically claim inventive concepts that represent significant improvements over 10 conventional systems by teaching persons skilled in the art improve videogame matchmaking through 11 the use of specification values, improve videogame authentication reliability through mutual 12 authentication and storage of the fault detection and game application programs on different memory 13 devices, and improve player interest in video games through the use of multiple characters that can 14 operate independently but execute combination actions. Thus, the Asserted Patents disclose more than 15 just a simple combination of generic components to perform conventional activities.

16

SONY'S INFRINGING PRODUCTS AND TECHNOLOGIES

Since November 2013, Sony has been making, using, designing, advertising, selling,
offering for sale, and importing into the United States and this District video game consoles, network
services, video games which infringe Bot M8's patents set forth above.

20 25. The infringing products and services include (1) the PlayStation 4, PlayStation 4 Slim,
21 and PlayStation 4 Pro consoles (collectively referred to as the "PlayStation 4"); (2) the Sony
22 PlayStation Network; and (3) various Sony-developed video games that include balanced multiplayer
23 matchmaking, control over ally non-player characters or mutual authentication functionality
24 (collectively, the "Accused Products").

25 26. Sony has sold over 100 million PlayStation 4 consoles. Sony makes, uses, designs,
26 advertises, sells, offers for sale, and imports into the United States and this District PlayStation 4
27 consoles. Through the PlayStation Store, Sony enables users to download video games as well as other

5

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 7 of 96

digital content to be used on the PlayStation 4 console. Through various retailers, Sony enables users
to purchase video games stored on digital optical disks to be used on the PlayStation 4 consoles. The
PlayStation 4 console can read and execute game information stored on a digital optical disk when
such digital optical disk is connected to the PlayStation 4 console. The PlayStation 4 console is a
hardware platform, and it typically contains a 1TB hard drive.



27. The PlayStation Network is an online service which includes various offerings. The PlayStation Store is a digital media shop that offers a range of downloadable content both for purchase and free of charge. The content includes full games, free-to-play games, add-ons, demos, music, movies and background themes. PlayStation Plus is a PlayStation Network subscription service that provides users with access to premium features. These extras include early access to upcoming games, beta trials, regular store discounts, and the ability to have system software updates and game patches download automatically to the console. The PlayStation App which can be integrated in a smart device, allows users to control a PlayStation 4, redeem voucher codes, manage game downloads remotely, message gamer friends, invite friends to join a game, and take control and try out game from the user's own PlayStation 4.

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT



10 28. Sony operates the PlayStation Network on PlayStation game servers, powerful
 11 computers used to store files including user account information, social network information, gaming
 12 programs, and gaming results. Sony's PlayStation game servers are located throughout the United
 13 States.

Sony makes, uses, designs, advertises, sells, offers for sale, and imports into the United
States and this District various video games for use with the PlayStation 4. Sony distributes these
PlayStation 4 video games on digital optical disks through retail channels or through digital download
from the PlayStation Network to PlayStation 4 consoles. PlayStation 4 games are installed to the
console's storage (internal or external). These games are executable by PlayStation 4 consoles.
Uncharted 4 is a representative example of a multiplayer game developed and sold by Sony for use
with the PlayStation 4.

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 9 of 96



SONY'S INFRINGEMENT OF BOT M8 PATENTS

30. Sony has infringed and continues to infringe the Asserted Patents in this District and elsewhere in the United States by making, using, advertising, importing, selling, and offering for sale the Accused Products.

31. In addition to directly infringing the Asserted Patents under 35 U.S.C. § 271(a), either literally, under the doctrine of equivalents, or both, Sony indirectly infringes the Asserted Patents by instructing, directing, and requiring others, including its customers, purchasers, users, and developers, to combine or make all or some of the components of the apparatus/system claims, either literally or under the doctrine of equivalents.

COUNT I

(Direct Infringement of the '363 Patent pursuant to 35 U.S.C. § 271(a))

32. Bot M8 repeats, realleges, and incorporates by reference, as if fully set forth herein, the allegations of the preceding paragraphs, as set forth above.

33. Sony infringes Claims 1, 8 and 11 of the '363 Patent in violation of 35 U.S.C. § 271(a).

34. Sony's infringement is based upon literal infringement or, in the alternative,

infringement under the doctrine of equivalents.

25 35. Sony's infringement includes, making, using, advertising, importing, selling, and 26 offering for sale PlayStation 4 consoles, PlayStation Network services and multiplayer games 27 developed by Sony and its subsidiaries (collectively, the "'363 Accused Products"). Sony's acts of

8

28

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

1 making, using, marketing, importing, selling, and offering for sale the '363 Accused Products were and
2 are without the permission, consent, authorization, or license of Bot M8.

36. The '363 Accused Products practice the patented invention of the '363 Patent and
infringed the '363 Patent because they integrate mechanisms of facilitating gaming experiences by
renewing and replacing specification value settings after each multiplayer match, and mechanisms of
determining a second gaming machine operated by a co-player. The specification values can include
total result data, offensive score, support score, who won, who lost, etc. The PlayStation Network and
PlayStation 4 operating system running games provide one or more players to competitively play the
game, in which a player can be matched with a plurality of available game players.

37. The PlayStation Network and PlayStation 4 operating system serve as a gaming
machine determining device, because they provides one or more players to competitively play the
game, and a player can be matched with a plurality of available game players.

13 38. The PlayStation 4 console transmits and receives data from the PlayStation Network
14 servers for multiplayer gaming purposes, using a network processor, an Ethernet controller and a
15 wireless communication module. These data include specification data.

16	Sony PlayStation 4		tis accord iSuppli
17	Disassembly – Main PCB, Bottom	A SAMSUNG SEMICONDUCTOR INC	Teardown Analysis
1 /	SE20148T FFM	K482G1646E BCK0 SORAM, DOR3, 26b	
18			CTOR LTD
19	Billetooth / FM / WLAN	RENESAS ELECTRI ASIC	DNICS CORP
20	MARVELL SEMICONDUCTOR INC 888 CORO-INVR2 Ethernet Controller		
21	SONV CORP		
22	Network Processor		
23			
24	Bx SAMSUNG SEMICONDUCTOR INC K4G41325FC HC03 Graphics DRAM, GDDR5, 4Gb	SONY CORP CK0900266 CPU, Il-Core AMD Jaguar	
25	Copyright 8) 2013 <u>(Hunolii</u> Corporation - a Company Which was)		
•	http://gamingbolt.com/inside-the-p	playstation-4-motherl	ooard-components-explained
26			
27			
28			
		9	
	PLAINTIFF BOT M8, LLC'S 'S AMENDE		CASE NO.: 3:19-cv-07027-WHA
	COMPLAINT FOR PATENT INFRINGEM	1ENT	

39. The PlayStation Network interface is the total result data receiving device which receives total game results from the PlayStation game server. These data are retrieved from the server by the PlayStation 4 operating system using the network interface. The PlayStation 4 and PlayStation Network display several specification values, including the total result data, offensive score, support score, who won, and who lost. This information is sent from the PlayStation game server and matchmaking service to end-users' consoles.

		You L 33 : 4		
	Heroes		Offense Score	Support Score
at	Futuramaforlife	1375	1250	125
al	CooperFyfe	1275	1100	175
al				
at	Lion_Squid		1000	
al	morg106			
	Total	5875	5250	625
	Villains		Offense Score	Support Score
đ				
ati				
at				
af				
atl				

http://www.playstationtrophies.org/forum/the-arena/290780-uncharted-4-game-night-birthday-special june-25th-2016-a-28.html

40. The PlayStation Network and PlayStation 4 operaing system serve as a specification
value determining device for determining a specification value based on the data of the total game
result received by the total result data receiving device. The PlayStation Network and PlayStation 4
operating system utilize a specification value in their software code base.

41. The PlayStation 4 provides a specification value setting in software modules and
gaming programs, the specification value can be a character level, points, currency, a title, a rank, or a
reward. The specification value can have an effect on matchmaking for the next multiplayer match.
The PlayStation 4 operating system, loaded on a PlayStation 4 console, manages computer hardware
and software resources and provides services for software modules to set at least one specification

1 value as a control condition for game control purposes. Game results are written into a memory of the 2 PlayStation 4 console and are calculated by the CPU of the PlayStation 4 console.

3

4

5

6

7

8

42. "Uncharted 4" is a multiplayer, multi-character game made by Naughty Dog, Inc., a subsidiary of Sony Interactive Entertainment. Uncharted 4 can be downloaded to PlayStation 4 console from the PlayStation Network or can be bought in physical form through various retailers, such as Amazon.com. The PlayStation 4 operating system runs the Uncharted 4 video game. Uncharted 4 is a representative example of the use of speciation values in the Accused Products for matchmaking purposes.

9 43. Uncharted 4 includes a multiplayer matchmaking system. The matchmaking system 10 takes into consideration the specification value settings. Uncharted 4 has multiple multiplayer modes 11 including Team Deathmatch, Command, Plunder, Ranked Team Deathmatch, Bounty Hunter, Classic 12 Mode and Survival. These game modes utilize different specification value settings to facilitate 13 matchmaking. For example, in Ranked Team Deathmatch, an initial Rank is determined with 3 placement matches. The placement matches are based on the internal "Skill Rating." This is a metric 14 15 used to judge performance. Skill Rating takes into account one's scoreboard position along with other 16 factors. This Skill Rating can also be a specification value.

Team Deathmatch: Two teams of five compete to be the first to gain 40

Command: Two teams of five fight for control over three command

17 18 19

20

26 27

28

	by being the first to reach 700 points.			
	 Plunder: Two teams of four attempt to secure the ide chests. First team to 3 points wins. 	ol in their respective		
	 Ranked Team Deathmatch: Two teams of five comp gain 40 enemy KOs. Players are ranked and matche performance. Rewards are given at the end of the se what ranked you are Bounty Hunter: A new gamemode introduced in the DLC. Two teams compete to reach the score limit by from KO'd players. When you KO a player, they drop points, which you or your teammates must retrieve be swoop in and deny it. Classic Mode: A back-to-basics mode based on tea uncharted 2 multiplayer. There's no in-match Store, F Also Heavy Weapons will now spawn around the ma. Survival: A co-op gamemode where you have to sur 	d based on their eason depending on a Bounty Hunter collecting Bounties o a Bounty worth 10 lefore an enemy can am deathmatch from Radar and more. up.	,	
http://uncharte	d.wikia.com/wiki/Uncharted_	<u>4:_A_Thie</u>	ef's_End_	multiplayer
	11			
PLAINTIFF BOT M8, LLC	'S 'S AMENDED		CASE N	IO.: 3:19-cv
COMPLAINT FOR PATEN	IT INFRINGEMENT			

Game modes

enemy KOs

Seven dame modes are available

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 13 of 96

l	OVERVIEW
2	Ranked Team Deathmatch is a high-stakes mode where every match counts. Ranked runs for a season of 60 days, during which players compete to rise to the highest Ranks. Reaching certain Ranks immediately grants you exclusive rewards, and depending on your Rank at the end of the
3	Season you may earn additional rewards.
4	PLACEMENT MATCHES
5	After playing 5 matches, Ranked Team Deathmatch will become available to you. In order to determine your initial Rank you will play 3 placement matches. The placement you
	get is based on your internal' Skill Rating' (SR), a metric we use to judge your performance. SR takes into account your scoreboard position at the end of the match, along with your score and a
5	few other factors. This means that if you are a top performer, whether you win or lose in those 3 placement matches you are bound to be placed higher than others.
7	There are 17 total Ranks ranging from Apprentice to Master Rank.
3	http://www.unchartedthegame.com/rank-system/the-system
9	44. Uncharted 4 includes Rank Points which can be a specification value.
)	RANK POINTS
1	
2	(explained below). Master Rank uses its own system which is detailed later.
3	
4	
5	Gold III Match Win 10pts 5 Gold Player 30pts
5	Raink Points: 69/100
7	
	Here are the points you earn and lose for winning and losing matches, and points required to reach
8	Qualifiers, broken down by Rank:
9	RankWin PointsLoss PointsPoints to QualifiersApprentice10-850
0	Bronze 10 -12 100 Silver 10 -14 100
	Gold 10 -16 100
1	Platinum 10 -18 100 Diamond 10 -20 100
2	At the end of the match, you'll also receive a performance grade that determines how many
3	Performance Bonus points you will get (S is highest, C is lowest). Without going into exact details of the formula, the grade is based on a combination of your scoreboard values and your position on the scoreboard. Below is a description of each grade:
4	
5	http://www.unchartedthegame.com/rank-system
	45. As shown below, the player obtained an "idol" and in game currency both of which may
5	be specification values, impacting matching.
7	
3	12
	PLAINTIFF BOT M8, LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA
	COMPLAINT FOR PATENT INFRINGEMENT



http://www.unchartedthegame.com/en-us/multiplayer

46. Specification values are renewed and replaced after each multiplayer match for matching purposes. For example, in Ranked Team Deathmatch an initial Rank is determined with 3 placement matches. The placement matches are based on the internal "Skill Rating" which is a metric used to judge performance. Skill Rating takes into account one's scoreboard position along with other factors. This Skill Rating is renewed after each match.

OVERVIEW

Ranked Team Deathmatch is a high-stakes mode where every match counts. Ranked runs for a season of 60 days, during which players compete to rise to the highest Ranks. Reaching certain Ranks immediately grants you exclusive rewards, and depending on your Rank at the end of the Season you may earn additional rewards.

PLACEMENT MATCHES

After playing 5 matches, Ranked Team Deathmatch will become available to you.

In order to determine your initial Rank you will play 3 placement matches. The placement you get is based on your internal 'Skill Rating' (SR), a metric we use to judge your performance. SR takes into account your scoreboard position at the end of the match, along with your score and a few other factors. This means that if you are a top performer, whether you win or lose in those 3 placement matches you are bound to be placed higher than others.

There are 17 total Ranks ranging from Apprentice to Master Rank.

http://www.unchartedthegame.com/rank-system/the-system

47. When new specification data are calculated, the PlayStation 4 renews the specification value, set by the specification value setting device, with the specification value determined by the specification value determining device.

48. The following is an element-by-element analysis of Sony's infringement of Claim 1 of the '363 Patent based on the Uncharted 4.

	Claim 1	PlayStation and Uncharted 4: A Thief's End
	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as
	a specification value setting device that sets at least one specification value as a control condition for game control;	"PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions.
	a transmitting device that transmits data of a game result to the server;	A PlayStation 4 console along with a PlayStation Network server, for playing streaming or multiplayer networked games, also constitute a gaming machine.
	a gaming machine determining device that determines a second gaming machine operated by a co-player;	
	a total result data receiving device that receives from the server data of a total game result achieved by the first gaming	
	machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;	DiauStation
	a specification value determining device that determines a specification value based on the data of the total game result received by the total result data	PlayStation. Network
	receiving device; and	
	a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification	
	value determined by the specification value determining device.	
		14
	LAINTIFF BOT M8, L COMPLAINT FOR PAT	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 16 of 96

b.

Claim 1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

1. A first gaming machine for transmitting and receiving data to and from a server, comprising:
a specification value setting device that

sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

c.

The **PlayStation 4 gaming console** (PS4) is a gaming machine which transmits and receives data to and from PlayStation Network servers, e.g., for online multiplayer gaming purposes.

The Technical Specification of the PS4 indicates data transmission and receiving networking capabilities that include:

- Ethernet (10 BASE-T, 100BASE-TX, 1000BASE-T)×1
- IEEE 802.11 a/b/g/n/ac
- Bluetooth®v4.0 Ethernet



 Ethernet (10BASE-T, 100BASE-T, 1000BASE-T) ×1

 Networking

 IEEE 802.11 a/b/g/n/ac

 Bluetooth*v4.0



15	Claim 1		
16	1. A first gaming machine for transmitting and receiving data to and		
17	from a server, comprising: a specification value setting device that	👶 PlayStation.Plus	
18	sets at least one specification value as a control condition for game control;		
19	a transmitting device that transmits data of a game result to the server;	PlayStation Plus is a paid-for PlayStation Network subscription service that provides users with access to "online multiplayer"	
20	a gaming machine determining device that determines a second gaming machine operated by a co-player;	portions of PS4 games.	Online Multiplayer
21	a total result data receiving device that receives from the server data of a total	PS4 utilizes PlayStation Network servers for gaming, including multiplayer gaming.	Play online multiplayer matches, join coop parties and raids, compete in official tournaments and
22	game result achieved by the first gaming machine and the second gaming machine based on the data of the game		community events, and experience the world of connected play (PlayStation Plus required).
23	result transmitted by the transmitting device;		Learn More
24	a specification value determining device that determines a specification value based on the data of the total game		
25	result received by the total result data receiving device; and		
26	a specification value renewing device that renews to replace the specification value set by the specification value		
27	setting device with the specification value determined by the specification value determining device.		
28		15	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 17 of 96

d.

Claim 1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

17

21

1. A first gaming machine for transmitting and receiving data to and from a server, comprising;

a specification value setting device that sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.



- "Uncharted 4: A Thief's End" and "Uncharted: The Lost Legacy" ("Uncharted") are video games developed by Naughty Dog and published by Sony Interactive Entertainment (SIE).
- · Naughty Dog is also a subsidiary of SIE.
- Uncharted is exclusively playable on the PS4.



e.

15 Claim 1 1. A first gaming machine for 16 transmitting and receiving data to and from a server, comprising As shown below, Uncharted 4: A Thief's End has an online multiplayer component. a specification value setting device that sets at least one specification value as a Expect the teamwork, over-the-top action-adventure, and detail-rich control condition for game control; gameplay environments you've come to expect from the Uncharted 18 series a transmitting device that transmits data of a game result to the server; 19 Uncharted 4 Multiplayer introduces a number of ne elevate gameplay including Sidekicks, Mysticals, a grappling hook, an a gaming machine determining device a deeper weapon list than previous multiplayer modes that determines a second gaming 20machine operated by a co-player; a total result data receiving device that receives from the server data of a total "Uncharted 4: The Lost Legacy" is a related stand-alone video game that shares a game result achieved by the first gaming machine and the second gaming multiplayer component and content with Uncharted 4: A Thief's End. 22 machine based on the data of the game result transmitted by the transmitting MULTIPLAYER AND SURVIVAL device: 23 Uncharted: The Lost Legacy will come with Uncharted 4's complete suite of a specification value determining device that determines a specification value multiplayer content, including its competitive multiplayer and cooperative 24 based on the data of the total game Survival modes, as well as all of the DLC updates released since the launch result received by the total result data of Uncharted 4. receiving device; and 25 In addition, instantly unlock the Uncharted 4 Multiplayer Bundle to boost a specification value renewing device that renews to replace the specification your multiplayer career with access to all the core unlocks*: value set by the specification value 26 setting device with the specification value determined by the specification value determining device. 27 28

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

16

CASE NO.: 3:19-cv-07027-WHA

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 18 of 96

1

2

3

Claim 1

1. A first gaming machine for

from a server, comprising:

transmitting and receiving data to and

f.

A PlayStation Network Server (PSN Server) is a gaming machine which transmits and receives data to and from PlayStation 4 consoles and other PlayStation Network servers.

a specification value setting device that 4 *PlayStation®Plus membership required for online play, sold separately sets at least one specification value as a control condition for game control; 5 A PSN Server may execute a transmitting device that transmits data of a game result to the server; a server-side backend or instance for managing 6 a gaming machine determining device multiplayer matches of PlayStation™Network that determines a second gaming machine operated by a co-player; Uncharted ("Playstation Plus Network Service Status 7 membership required for online a total result data receiving device that play") receives from the server data of a total 8 game result achieved by the first gaming All services are up and running machine and the second gaming machine based on the data of the game result transmitted by the transmitting 9 device; a specification value determining device 10 that determines a specification value based on the data of the total game result received by the total result data 11 receiving device; and a specification value renewing device 12 that renews to replace the specification value set by the specification value setting device with the specification 13 value determined by the specification value determining device. 14 g. 15 Claim 1 1. A first gaming machine for 16 The PS4 executing Uncharted has a specification value setting device (processor transmitting and receiving data to and from a server, comprising running game software) that sets at least one specification value as a control condition 17 for game control. a specification value setting device that sets at least one specification value as a control condition for game control; 18 Single-chip custom processor a transmitting device that transmits data CPU : x86-64 AMD "Jaquar", 8 cores Main processor of a game result to the server; 19 a gaming machine determining device GPU : 1.84 TFLOPS, AMD Radeon™ based graphics engine that determines a second gaming 20machine operated by a co-player; a total result data receiving device that PS4's specification value setting device includes a 21 receives from the server data of a total custom processor: game result achieved by the first gaming SCEI (Sony Computer Entertainment, Inc.) machine and the second gaming 22 CXD90026G SoC, includes AMD "Jaguar" Cores machine based on the data of the game result transmitted by the transmitting and AMD Radeon GPU (Red) device: 23 a specification value determining device that determines a specification value 24 based on the data of the total game result received by the total result data receiving device; and 25 a specification value renewing device that renews to replace the specification value set by the specification value 26 setting device with the specification value determined by the specification value determining device. 27 28 17

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 19 of 96

h.

_	_	_	_
	-		

2	Claim 1		
2	1. A first gaming machine for	The DC4 supervision the sharehold sets at least	Game modes
3	transmitting and receiving data to and from a server, comprising:	The PS4 executing Uncharted sets at least one specification value as a control condition	Seven game modes are available:
4	a specification value setting device that sets at least one specification value as a control condition for game control;	for game control. In particular, the PS4 executing Uncharted sets a specification value as a control condition for match-	Team Deathmatch: Two teams of five compete to be the first to gain 40 enemy KOs. Command: Two teams of five fight for control over three command
5	a transmitting device that transmits data of a game result to the server;	making in online multiplayer modes.	zones. Teams gain points per second for each command zone and win by being the first to reach 700 points.
6	a gaming machine determining device that determines a second gaming	Uncharted has several different multiplayer modes including:	 Plunder: Two teams of four attempt to secure the idol in their respective chests. First team to 3 points wins. Ranked Team Deathmatch: Two teams of five compete to be the first to
7	machine operated by a co-player; a total result data receiving device that	Team Deathmatch Command Divertee	gain 40 enemy KOs. Players are ranked and matched based on their performance. Rewards are given at the end of the season depending on what ranked you are
8	receives from the server data of a total game result achieved by the first gaming machine and the second gaming	 Plunder Ranked Team Deathmatch Bounty Hunter 	Bounty Hunter: A new gamemode introduced in the Bounty Hunter DLC. Two teams compete to reach the score limit by collecting Bounties
9	machine based on the data of the game result transmitted by the transmitting device;	Classic Mode Survival.	from KO'd players. When you KO a player, they drop a Bounty worth 10 points, which you or your teammates must retrieve before an enemy can swoop in and deny it.
10	a specification value determining device that determines a specification value based on the data of the total game	These game modes utilize different specification value settings.	 Classic Mode: A back-to-basics mode based on team deathmatch from uncharted 2 multiplayer. There's no in-match Store, Radar and more. Also Heavy Weapons will now spawn around the map.
11	result received by the total result data receiving device; and		Survival: A co-op gamemode where you have to survive waves of enemy
12 13	a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification		
	value determining device.		
14	i.		
15	Claim 1		
15 16	1. A first gaming machine for transmitting and receiving data to and	The PS4 executing Uncharted sets a specification	
	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar	ment you get is based on your internal Skill
16	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	ment you get is based on your internal Skill d position at the end of the match, along with
16 17	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar	ment you get is based on your internal Skill d position at the end of the match, along with
16 17 18	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors."). OVERVIEW Ranked Team Deathmatch is a l season of 60 days, during which	ment you get is based on your internal Skill d position at the end of the match, along with
16 17 18 19	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	ement you get is based on your internal Skill d position at the end of the match, along with high-stakes mode where every match counts. Ranked runs for a players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the I rewards.
16 17 18 19 20	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	Internal Skill d position at the end of the match, along with high-stakes mode where every match counts. Ranked runs for a h players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the I rewards.
16 17 18 19 20 21	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	Ament you get is based on your internal Skill d position at the end of the match, along with high-stakes mode where every match counts. Ranked runs for a n players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the I rewards. MATCHES d Team Deathmatch will become available to you. al Rank you will play 3 placement matches. The placement you
 16 17 18 19 20 21 22 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	Ament you get is based on your internal Skill d position at the end of the match, along with high-stakes mode where every match counts. Ranked runs for a h players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the I rewards. INTERPOLATIONES d Team Deathmatch will become available to you. al Rank you will play 3 placement matches. The placement you cill Rating' (SR), a metric we use to judge your performance. SR poard position at the end of the match, along with your score and a hat if you are a top performer, whether you win or lose in those 3
 16 17 18 19 20 21 22 23 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	Ament you get is based on your internal Skill d position at the end of the match, along with high-stakes mode where every match counts. Ranked runs for a n players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the I rewards. NTMATCHES d Team Deathmatch will become available to you. al Rank you will play 3 placement matches. The placement you kill Rating' (SR), a metric we use to judge your performance. SR poard position at the end of the match, along with your score and a
 16 17 18 19 20 21 22 23 24 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	An end of the match, along with a position at the end of the match, along with a position at the end of the match, along with the high-stakes mode where every match counts. Ranked runs for a the players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the trewards.
 16 17 18 19 20 21 22 23 24 25 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value enewing device that renews to replace the specification value set by the specification value setting device with the specification 	control condition for game control ("The place Rating"; "SR takes into account your scoreboar your score and a few other factors.").	An end of the match, along with a position at the end of the match, along with a position at the end of the match, along with the high-stakes mode where every match counts. Ranked runs for a the players compete to rise to the highest Ranks. Reaching certain exclusive rewards, and depending on your Rank at the end of the trewards.

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 20 of 96

j.

Claim 1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

device;

 A first gaming machine for transmitting and receiving data to and from a server, comprising:
 a specification value setting device that

sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

that determines a second gaming

machine operated by a co-player;

machine and the second gaming machine based on the data of the game

a total result data receiving device that

receives from the server data of a total

result transmitted by the transmitting

that determines a specification value

result received by the total result data

a specification value renewing device

that renews to replace the specification

value set by the specification value setting device with the specification value determined by the specification

based on the data of the total game

receiving device; and

value determining device.

a specification value determining device

game result achieved by the first gaming

In another example, the PS4 executing Uncharted sets a specification value (Rank Points) as a control condition for game control ("you will be up into Qualifier Matches").

RANK POINTS

Win matches to earn Rank Points. Earn the required points for the Rank, and you will enter Qualifiers (explained below). Master Rank uses its own system which is detailed later.

QUALIFIER MATCHES Upon earning the necessary Rank Points for your current Rank, you will be put into **Qualifier** Matches. Qualifiers are a series of high tension matches that you must win a set number of matches in order to promote to the next Rank. Apprentice and Bronze require winning 1 out of 3

6 out of 10 matches!

matches to promote to the next Rank. Silver requires 2 out of 5. Gold until Diamond I requires 3

out of 5, and to promote from Diamond I to Master you will have to play a legendary gauntlet of

Succeeding at Qualifiers will bring you up to the next Rank. Failing at Qualifiers will reset you back at your current Rank – but fear not – you will keep most of your Rank Points and make it back to Qualifiers quickly.

k.

Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value set at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device

19

At the en

Perform formula,

oreboa

Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rani¹, players will start with a 200 Match Rating Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated.

In order to keep Master Players actively competing to keep themselves on top, players will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match Rating.

Claim 1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

21

22

23

 A first gaming machine for transmitting and receiving data to and from a server, comprising:

1.

a specification value setting device that sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. A PSN Server executing a server-side backend for Uncharted comprises a specification value setting device that **sets a specification value** (an internal Skill Rating or "SR") as a control condition for game control ("The placement you get is based on your internal Skill Rating"; "SR takes into account your scoreboard position at the end of the match, along with your score and a few other factors.").

OVERVIEW

Ranked Team Deathmatch is a high-stakes mode where every match counts. Ranked runs for a season of 60 days, during which players compete to rise to the highest Ranks. Reaching certain Ranks immediately grants you exclusive rewards, and depending on your Rank at the end of the Season you may earn additional rewards.

PLACEMENT MATCHES

After playing 5 matches, Ranked Team Deathmatch will become available to you.

In order to determine your initial Rank you will play 3 placement matches. The placement you get is based on your internal 'Skill Rating' (SR), a metric we use to judge your performance. SR takes into account your scoreboard position at the end of the match, along with your score and a few other factors. This means that if you are a top performer, whether you win or lose in those 3 placement matches you are bound to be placed higher than others.

There are 17 total Ranks ranging from Apprentice to Master Rank.

m.

Claim 1

 A first gaming machine for transmitting and receiving data to and from a server, comprising:

18 a specification value setting device that sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

20 a gaming machine determining device that determines a second gaming machine operated by a co-player;

> a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

device;

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. The PS4 has a **transmitting device**, namely communication components, that transmits data of a game result (multiplayer success/failure) to the server (PlayStation Network servers)

The PS4 has communication device(s) that provides wired and wireless network connectivity for transmitting and receiving data, including of a game result to the server.

These communication devices include:

- Marvell 88EC060-NN82 Ethernet Controller (blue)
- Marvell Wireless Avastar 88W8797 7 Integrated 2x2 WLAN/Bluetooth/FM Single-Chip SoC (orange)
- Skyworks 2614B 315BB



20



28

26

27

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT CASE NO.: 3:19-cv-07027-WHA

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 22 of 96

n.

Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

device;

that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device:

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. The PSN server has a **transmitting device**, namely communication components, that transmits data of a game result (multiplayer success/failure) to another server (PlayStation Network servers)

The PSN server has communication device(s) that provides wired and wireless network connectivity for transmitting and receiving data, including of a game result to the server.

"In computing, a server is a computer program or a device that provides functionality for other programs or devices, called "clients".

https://en.wikipedia.org/wiki/Server (computing)#La rge servers

PlayStation™Network Network Service Status



0.

Claim 1

 A first gaming machine for transmitting and receiving data to and from a server, comprising:
 a specification value setting device that

sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. The PS4/ PSN server's transmitting device **transmits data of a game result** (player death, match win, match loss) to the server (PlayStation Network servers). See below example of player death ("Downed by fyb8").



Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 23 of 96

р.

Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising:

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

device:

a specification value setting device that sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device:

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. The PS4/PSN server's transmitting device **transmits data of a game result** (player death, match win, match loss) to the server (PlayStation Network servers). See below example of updated Player Scores and Team Scores (6:3).



1. A first gaming machine for

transmitting and receiving data to and from a server, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server:

a gaming machine determining device that determines a second gaming

receives from the server data of a total game result achieved by the first gaming machine and the second gaming

machine based on the data of the game result transmitted by the transmitting

a specification value determining device that determines a specification value

based on the data of the total game

machine operated by a co-player; a total result data receiving device that

Claim 1

q.

The PS4/PSN server's transmitting device **transmits data of a game result** (intermediary game results such as player's kills, "\$50 KO") to the server (PlayStation Network servers).



27

28

result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 24 of 96

r.

Claim 1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

27

28

1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that

sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

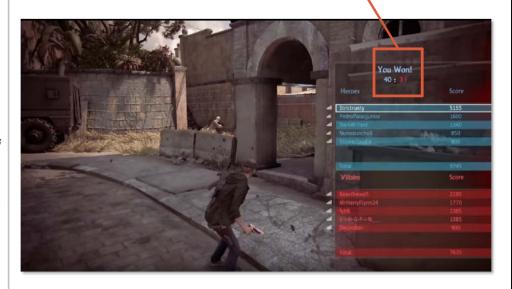
a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

The PS4/PSN server's transmitting device transmits data of a game result ("You Won! 40:31") to the server (PlayStation Network servers).



s.

Claim 1 16 1. A first gaming machine for The PS4 includes a gaming machine determining device (processor of PS4) that determines transmitting and receiving data to and from a server, comprising: 17 represented by an avatar character highlighted below). a specification value setting device that sets at least one specification value as a 18 control condition for game control; a transmitting device that transmits data 19 character highlighted below). of a game result to the server; a gaming machine determining device 20that determines a second gaming machine operated by a co-player; 21 a total result data receiving device that receives from the server data of a total game result achieved by the first gaming 22 machine and the second gaming machine based on the data of the game result transmitted by the transmitting 23 device; a specification value determining device 24 that determines a specification value based on the data of the total game result received by the total result data receiving device; and 25 a specification value renewing device that renews to replace the specification 26 value set by the specification value setting device with the specification

value determined by the specification value determining device.

a second gaming machine operated by a co-player (a PS4 operated by a co-player,

The PSN Server is a gaming machine determining device that determines a second gaming machine operated by a co-player (a PS4 operated by a co-player, represented by an avatar



Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 25 of 96

t.

Claim 1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PS4/PSN server includes a total result data receiving device (communication devices of PS4) that receives from the server data of a total game result (Performance Bonus, performance
a specification value setting device that sets at least one specification value as a control condition for game control;	grade) achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device ("average performance of your party is used to calculate the grade your whole party receives").
a transmitting device that transmits data of a game result to the server; a gaming machine determining device	See prior discussion of communications hardware with respect to Claim element "a transmitting device that transmits data of a game result to the server."
that determines a second gaming machine operated by a co-player;	At the end of the match, you'll also receive a performance grade that determines how many
a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;	Performance Bonus points you will get (5 is highest, C is lowest). Without going into exact details of the formula, the grade is based on a combination of your scoreboard values and your position on the scoreboard. Below is a description of each grade: You are performing well above expected for your Rank 30 bonus points for a win 12 bonus points for a loss
a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and	If you consistently score S or A, you will quickly ascend out of your current Rank. If you score B, you will climb at a steady rate. If you are getting Cs often, it probably means you are out of your league and will have a hard time maintaining your current Rank. At the lower Ranks, getting a
a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.	high grade can almost entirely negate point loss from a lost match. When playing in a party, the average performance of your party is used to calculate the grade your whole party receives.

u.

15 Claim 1 16 1. A first gaming machine for The PS4/PSN server includes a specification value determining device (processor of PS4) that transmitting and receiving data to and from a server, comprising: determines a specification value (20-Game Average Match Rating) based on the data of the total 17 game result received by the total result data receiving device ("Master Rank will still judge a specification value setting device that sets at least one specification value as a performance using score at the end of the match"). 18 control condition for game control; a transmitting device that transmits data MASTER RANK: 19 of a game result to the server; a gaming machine determining device 20that determines a second gaming machine operated by a co-player; Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating, When reaching Master a total result data receiving device that 21 Rank, players will start with a 200 Match Rating. Master Rank will still judge receives from the server data of a total game result achieved by the first gaming performance using score at the end of the match. However, Instead of a letter gra machine and the second gaming result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By 22 machine based on the data of the game earning Match Ratings higher than a player's own 20-Game Average, they will be able result transmitted by the transmitting to raise their Average. Be warned, should a player's average drop below 0, they will be device; 23 ejected from Master Rank. Master Rank is unaffected by win or loss, only player a specification value determining device performance is evaluated. that determines a specification value based on the data of the total game 24 In order to keep Master Players actively competing to keep themselves on top, players result received by the total result data will lose points for being away for too long. After 6 days without playing a match of receiving device; and Ranked King of the Hill, Master Rank players will start to decay their 20-Game 25 a specification value renewing device Average. Quitting or forfeiting a match will result in an automatic -1000 Match that renews to replace the specification Rating. value set by the specification value 26 setting device with the specification value determined by the specification value determining device. 27

24

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 26 of 96

v.

2		Claim 1	
3		1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	A PSN Server executing a server-side backend for Uncharted: - is a specification value determining device (as part of a system of PS4 + PSN Server) or
4		a specification value setting device that sets at least one specification value as a control condition for game control;	 - includes a specification value determining device (processor of PSN server) that determines a specification value (20-Game Average Match Rating) based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge
5		a transmitting device that transmits data of a game result to the server;	performance using score at the end of the match").
6		a gaming machine determining device that determines a second gaming machine operated by a co-player;	MASTER RANK:
7 8		a total result data receiving device that receives from the server data of a total game result achieved by the first gaming	Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating, When reaching Master Rank, players will start with a 200 Match Rating, Master Rank will still judge
9		machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;	performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able
10		a specification value determining device that determines a specification value based on the data of the total game	to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated.
11		result received by the total result data receiving device; and	In order to keep Master Players actively competing to keep themselves on top, players will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game
12		a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification	Average. Quitting or forfeiting a match will result in an automatic -1000 Match Rating.
13		value determined by the specification value determining device.	
14		W.	
15	l r		
		Claim 1	
16		 A first gaming machine for transmitting and receiving data to and 	The PS4/PSN server includes a specification value renewing device (processor) that renews to
17		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able
17 18		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.")
17		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.")
17 18 19		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RANK: Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge
17 18 19 20		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RANK: Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating manses from -1000 to 1000. By
17 18 19 20 21		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RAN players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be ciected from Master Rank. Master Rank is unaffected by win or loss, only player
 17 18 19 20 21 22 		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine data of the game result transmitted by the transmitting 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RANK players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating Match Rating ranges from -1000 to 1000. By earning Match Rating Shigher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated. In order to keep Master Players actively competing to keep themselves on top, players
 17 18 19 20 21 22 23 		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine and the second gaming machine as pecification value determining device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RAN players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated. In order to keep Master Players actively competing to keep themselves on top, players will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game
 17 18 19 20 21 22 23 24 		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value setting device; with the specification 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RANK players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated. In order to keep Master Players actively competing to keep themselves on top, players will lose points for being away for too long. After 6 days without playing a match of
 17 18 19 20 21 22 23 24 25 		 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and 	replace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average.") MASTER RANK players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating rom -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be able to raise their Average. Be warned, should a player's average top below 0, they will be able to raise their for top spots on top, players will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 27 of 96

	х.	
	Claim 1	
	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control to provide the provided to the set of the	The PS4/PSN server includes a specification value renewing device (processor of PS4) that renews to replace the specification value set by the specification value setting device ("Relic Boosters will give a 300% increase to the relics earned from completing a Multiplayer match, plus a stacking shared bonus, which all players in the match receive") with the specification value determined by
	control condition for game control; a transmitting device that transmits data of a game result to the server;	the specification value determining device.
	a gaming machine determining device	VIP Bonus
	that determines a second gaming machine operated by a co-player; a total result data receiving device that	 Purchasing any Uncharted Points pack now awards VIP status, which gives you a permanent 20% bonus to all police correct from challenges within Lincharted 4.
	receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game	 Relics earned from challenges within Uncharted 4 Anyone who previously purchased an Uncharted Points pack will also have VIP status
	result transmitted by the transmitting device; a specification value determining device	 Any Uncharted Points pack over 300UP now comes with a set of one-use Relic Boosters.
	that determines a specification value based on the data of the total game result received by the total result data receiving device; and	 Relic Boosters give you a 300% increase to the Relics earned from completing a Multiplayer match, plus a stacking shared bonus, which all players in the match
	a specification value renewing device that renews to replace the specification	receive The more players activate a booster in a match, the bigger
	value set by the specification value setting device with the specification value determined by the specification value determining device.	the reward for everyone!
	49. The follow	wing is an element-by-element analysis of Sony's infringement of Claim 8 o
1	the '363 Patent based on	
	the 505 I atent based on	
_		26
	PLAINTIFF BOT M8, L COMPLAINT FOR PAT	LC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WE TENT INFRINGEMENT
I		

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 28 of 96

a.

Claim 8

1

2

3

4

5

6

7

8

9

10

11

12

13

14

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine; The PlayStation Network server is a server for transmitting and receiving data (data shared by players in a multiplayer game session) to and from a first gaming machine (PS4 console) operated by a game player and a second gaming machine (another PS4 console) operated by a co-player.



b.

15 PlayStation and Uncharted 4: A Thief's End Claim 8 8. A server for transmitting and 16 Sony's PlayStation 4 is a gaming machine. A PlayStation 4 console along with a PlayStation Network receiving data to and from a first gaming machine operated by a game server, for playing streaming or multiplayer networked games, also constitute a gaming machine. player and a second gaming machine 17 operated by a co-player, comprising: a specification value setting device that 18 sets at least one specification value as a control condition for game control with the first gaming machine; 19 a game result data receiving device that receives data of a game result 20transmitted from the first gaming machine and data of a game result transmitted from the second gaming 21 machine; 22 **PlayStation**_® 23 Network 24 25 26 27 28 27 PLAINTIFF BOT M8, LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 29 of 96

	с.			
	Claim 8			
	8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: a specification value setting device that sets at least one specification value as a	The PlayStation 4 gaming console (PS gaming machine which transmits and data to and from PlayStation Network e.g., for online multiplayer gaming pu	receives servers,	Tany Pra
	control condition for game control with the first gaming machine;			
	a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result			NOTE: The PS4 is discussed in detail, but the same analysis is applicable to the PS4 Slim and PS4 Pro consoles.
	transmitted from the second gaming machine;	The Technical Specification of the PS4 indicates data transmission and receiving networking	Networking	Ethernet(10BASE-T, 100BASE-TX, 1000BASE-T)×1 IEEE 802.11 a/b/g/n/ac
		capabilities that include:		Bluetooth®v4.0
		 Ethernet (10 BASE-T, 100BASE- TX, 1000BASE-T)×1 IEEE 802.11 a/b/g/n/ac 		
		 Bluetooth®v4.0 Ethernet 		
	d.			
	Claim 8			
	 8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine; a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine; 	PlayStation Plus is a paid-for Play Network subscription service that users with access to "online mult portions of PS4 games. PS4 utilizes PlayStation Network is gaming, including multiplayer gar transmitting and receiving data for PlayStation 4 consoles (first and sig gaming machines) participating in multiplayer gaming session.	Station t provides iplayer" servers for ming, by rom multiple second	Contine Multiplayer Play online multiplayer matches, join coop parties and raids, compete in official tournaments and community events, and experience the world of connected play (PlayStation Plus required). Learn More
•				
	PLAINTIFF BOT M8, LI	28		CASE NO.: 3:19-cv-07027-W

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 30 of 96

1	e.	
2	Claim 8	
3	8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine	Uncharted 4: A Thief's End
4	operated by a co-player, comprising: a specification value setting device that	+ FOLLOW First Released May 10, 2016
5	sets at least one specification value as a control condition for game control with the first gaming machine;	UNCHARTED UNDER ARTED DE VICE STORE
6 7	a game result data receiving device that receives data of a game result transmitted from the first gaming	A. Thief's Ent.
8	machine and data of a game result transmitted from the second gaming machine;	Image: Sign In to rate
9		"Uncharted 4: A Thief's End" and "Uncharted: The Lost Legacy" Developed by: Nauebby Developed
10		("Uncharted") are video games developed by Naughty Dog and published by Sony Interactive Entertainment (SIE).
11		Naughty Dog is also a subsidiary of SIE. Genre(s): Action, Adventure Theme(s): Modern
		Uncharted is exclusively playable on the PS4.
12		
13		
14	f.	
15	Claim 8	
16	8. A server for transmitting and	As shown below, Uncharted 4: A Thief's End has an online multiplayer component, with data
17	receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:	transmitted to and from player's PlayStation 4 gaming machines by the PlayStation Network servers.
18	a specification value setting device that sets at least one specification value as a	Expect the teamwork, over-the-top action-adventure, and detail-rich gameplay environments you've come to expect from the Uncharted
19	control condition for game control with the first gaming machine;	series. Uncharted 4 Multiplayer introduces a number of new systems to
20	a game result data receiving device that receives data of a game result transmitted from the first gaming	elevate gameplay including Sidekicks, Mysticals, a grappling hook, and a deeper weapon list than previous multiplayer modes.
21	machine and data of a game result transmitted from the second gaming machine;	
22		"Uncharted 4: The Lost Legacy" is a related stand-alone video game that shares a multiplayer component and content with Uncharted 4: A Thief's End.
23		MULTIPLAYER AND SURVIVAL
24		Uncharted: The Lost Legacy will come with Uncharted 4's complete suite of multiplayer content, including its competitive multiplayer and cooperative
25		Survival modes, as well as all of the DLC updates released since the launch of Uncharted 4.
26		In addition, instantly unlock the Uncharted 4 Multiplayer Bundle to boost
27		your multiplayer career with access to all the core unlocks*:
28	L	
		29 LLC'S 2S AMENDED CASE NO - 2:10 07027 WILA
	PLAINTIFF BOT M8, I COMPLAINT FOR PA	LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA TENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 31 of 96

11	Claim 8			
	receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine; a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;	from PlayStation 4 consoles (first and sect PlayStation 4 consoles (first and sect PlayStation A PSN Server may execute a server-side backend or instance for managing multiplayer matches of	and gar ation@Plus stion@Plus station? ayStation? etwork S	Sorve and the subversaries and an unitable, and an unitable subjects updates to membership required for online play, sold separately.
			weo in	Parfation Network
	h. Claim 8			
117				
	 8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine; a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine; 	The PlayStation Network server executing Uncharted has a specification value setti device (processor running game software that sets at least one specification value control condition for game control. In particular, Uncharted sets a specification value as a control condition for match- making in online multiplayer modes . Uncharted has several different multiplay modes including: • Team Deathmatch • Command • Plunder • Ranked Team Deathmatch • Bounty Hunter • Classic Mode • Survival. These game modes utilize different specification value settings.	e) as a	 Game modes Seven game modes are available: Team Deathmatch: Two leams of five compete to be the first to gain 40 enemy KOs. Command: Two leams of five fight for control over three command zones. Teams gain points per second for each command zone and win by being the first to reach 700 points. Plunder: Two teams of four attempt to secure the idol in their respective chests. First team to 3 points wins. Ranked Team Deathmatch: Two teams of five compete to be the first to gain 40 enemy KOs. Players are ranked and matched based on their performance. Rewards are given at the end of the season depending on what ranked you are Bounty Hunter: A new gamemode introduced in the Bounty Hunter DLC. Two teams compete to reach the score limit by collecting Bounties from KO'd players. When you KO a player, they drop a Bounty worth 10 points, which you or your teammates must retrieve before an enemy can swoop in and deny it. Classic Mode: A back-to-basics mode based on team deathmatch from uncharted 2 multiplayer. There's no in-match Store, Radar and more Also Heavy Weapons will now spawn around the map. Survival: A co-op gamemode where you have to survive waves of enemy
	receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine; a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming	Uncharted has a specification value setti device (processor running game software that sets at least one specification value control condition for game control. In particular, Uncharted sets a specification value as a control condition for match- making in online multiplayer modes . Uncharted has several different multiplay modes including: • Team Deathmatch • Command • Plunder • Ranked Team Deathmatch • Bounty Hunter • Classic Mode • Survival.	e) as a	 Seven game modes are available: Team Deathmatch: Two leams of five compete to be the first to gain 40 enemy KOs. Command: Two teams of five fight for control over three command zones. Teams gain points per second for each command zone and win by being the first to reach 700 points. Plunder: Two teams of four attempt to secure the idol in their respective chests. First team to 3 points wins. Ranked Team Deathmatch: Two teams of five compete to be the first to gain 40 enemy KOs. Players are ranked and matched based on their performance. Rewards are given at the end of the season depending on what ranked you are Bounty Hunter: A new gamemode introduced in the Bounty Hunter DLC. Two teams compete to reach the score limit by collecting Bounties from KO'd players. When you KO a player, they drop a Bounty worth 10 points, which you or your teammates must retrieve before an enemy can swoop in and deny it. Classic Mode: A back-to-basics mode based on team deathmatch from uncharted 2 multiplayer. There's no in-match Store, Radar and more. Also Heavy Weapons will now spawn around the map.

COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 32 of 96

1		i.	
2		Claim 8	
3		8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine	Uncharted sets a specification value (an internal Skill Rating or "SR") as a control condition for game control ("The placement you get is based on your internal Skill Rating"; "SR takes
4		operated by a co-player, comprising:	into account your scoreboard position at the end of the match, along with your score and a few other factors.").
5		a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;	OVERVIEW
6		a game result data receiving device that receives data of a game result transmitted from the first gaming	Ranked Team Deathmatch is a high-stakes mode where every match counts. Ranked runs for a
7		machine and data of a game result transmitted from the second gaming machine;	season of 60 days, during which players compete to rise to the highest Ranks. Reaching certain Ranks immediately grants you exclusive rewards, and depending on your Rank at the end of the Season you may earn additional rewards.
8			PLACEMENT MATCHES
9			After playing 5 matches, Ranked Team Deathmatch will become available to you.
10			In order to determine your initial Rank you will play 3 placement matches. The placement you get is based on your internal 'Skill Rating' (SR), a metric we use to judge your performance. SR takes into account your scoreboard position at the end of the match, along with your score and a
11			few other factors. This means that if you are a top performer, whether you win or lose in those 3 placement matches you are bound to be placed higher than others.
12 13			There are 17 total Ranks ranging from Apprentice to Master Rank.
14		i	
15		j.	
		Claim 8	
16 17		8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:	In another example, Uncharted sets a
18		a specification value setting device that sets at least one specification value as a	(explained below). Master Rank uses its own system which is detailed later. specification value (Rank Points) as a control coupling for
19		control condition for game control with the first gaming machine;	control condition for game control ("you will upon earning the necessary Rank Points for your current Rank, you will be put into Qualifier be up into Qualifier Matches. Qualifiers are a series of high tension matches that you must win a set number of
20		a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result	Matches"). matches in order to promote to the next Rank. Apprentice and Bronze require winning 1 out of 3 matches to promote to the next Rank. Silver requires 2 out of 5. Gold until Diamond I requires 3 out of 5, and to promote from Diamond I to Master you will have to play a legendary gauntlet of
21		transmitted from the second gaming machine;	6 out of 10 matches!
22			Hore are Qualifier Rank Apprenti
23			Bronze Diamond III Silver Cold
24			Platinum Diamond Atthe en Perform: Diamond Diamond
25			formula,1 scoreboa Succeeding at Qualifiers will bring you up to the next Rank. Failing at Qualifiers will reset you back at your current Rank – but fear not – you will keep most of your Rank Points and make it
26 27			back to Qualifiers quickly.
27 28	ľ		
-0	-	DI AINITICE DOT MO	31 LC'S 'S AMENDED CASE NO - 2-10 av 07027 WILA
		PLAINTIFF BOT M8, I COMPLAINT FOR PA	LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA TENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 33 of 96

k

1	К.	
2	Claim 8	
3	8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:	Uncharted sets a specification value (a Match Rating) as a control condition for game control (match-making).
	a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;	MASTER RANK:
	a game result data receiving device that receives data of a game result transmitted from the first gaming	Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master
	machine and data of a game result transmitted from the second gaming machine;	Rani, players will start with a 200 Match Rating Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By
		earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player
		performance is evaluated. In order to keep Master Players actively competing to keep themselves on top, players
		will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game
		Average. Quitting or forfeiting a match will result in an automatic -1000 Match Rating.
	1.	
	Claim 8	
	8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:	A PSN Server executing a server-side backend for Uncharted comprises a specification value setting device that sets a specification value (an internal Skill Rating or "SR") as a control condition for game control ("The placement you get is based on your internal Skill Rating"; "SR takes into account your scoreboard
	a specification value setting device that sets at least one specification value as a	position at the end of the match, along with your score and a few other factors.").
	control condition for game control with the first gaming machine;	OVERVIEW
	a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result	Ranked Team Deathmatch is a high-stakes mode where every match counts. Ranked runs for a season of 60 days, during which players compete to rise to the highest Ranks. Reaching certain
	machine and data of a game result transmitted from the second gaming machine;	Ranks immediately grants you exclusive rewards, and depending on your Rank at the end of the Season you may earn additional rewards.
		PLACEMENT MATCHES
		After playing 5 matches, Ranked Team Deathmatch will become available to you.
		In order to determine your initial Rank you will play 3 placement matches. The placement you get is based on your internal 'Skill Rating' (SR), a metric we use to judge your performance. SR
		takes into account your scoreboard position at the end of the match, along with your score and a few other factors. This means that if you are a top performer, whether you win or lose in those 3 placement matches you are bound to be placed higher than others.
		There are 17 total Ranks ranging from Apprentice to Master Rank.
\parallel		32

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 34 of 96

m.	
Claim 8	
 8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine; a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine; 	The PS4/PSN server includes a total result data receiving device (communication devices of PS4) that receives from the server data of a total game result (Performance Bonus, performance grade) achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device ("average performance of your party is used to calculate the grade your whole party receives"). See prior discussion of communications hardware with respect to Claim element "a transmitting device that transmits data of a game result to the server." A the end of the match, you'll also receive a performance grade that determines how many Performance Bonus points you will get (5 is highest, C is lowest). Without going into exact details of the formula the grade is based on a combination of your scoreboard values and your position on the scoreboard. Below is a description of each grade: You are performing well above expected for your Rank 30 bonus points for a win 12 bonus points for a win 12 bonus points for a win 12 bonus points for a loss 14 bonus receive a performance your rurrent Rank. If you score B, you will climb at a steady rate. If you are getting Cs often, it probably means you are out of your league and will have a hard time maintaining your current Rank. At the lower Ranks, getting a high grade can almost entirely negate point loss from a lost match. When playing in a party, the average performance of your party is used to calculate the grade your whole party receives.
n.	
Claim 8	
a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving device;	The PS4/PSN server includes a game result totaling device (processor of PS4) that totalizes the game result of the first gaming machine and the game result of the second gaming machine based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match").
a specification value determining device that determines a specification value based on the total result	At the end of the match, you'll also receive a performance grade that determines how many Performance Bonus points you will get (5 is highest, C is lowest). Without going into exact the file of the comparison of the set of a performance probability of the set
calculated by the game result totalizing device; and	details of the formula, the grade is based on a combination of your scoreboard values and your position on the scoreboard. Below is a description of each grade: You are performing well above expected for your Rank 30 bonus points for a win
	12 bonus points for a loss
	If you consistently score S or A, you will quickly ascend out of your current Rank. If you score B, you will climb at a steady rate. If you are getting Cs often, it probably means you are out of your
	league and will have a hard time maintaining your current Rank. At the lower Ranks, getting a high grade can almost entirely negate point loss from a lost match.
	When playing in a party, the average performance of your party is used to calculate the grade your whole party receives.
	33

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 35 of 96

 making and the date of the steroid of		0.	
 Totales the game much of the first game (much of the game much of the game (much of the game (much of the game) (m		Claim 8	
specification value determines apperfication value determines		totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second	 - is a game result totaling device (as part of a system of PS4 + PSN Server) or - includes a game result totaling device (processor of PSN server) that totalizes the game result based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of
device that determines a specification value based on the control was provide based on the control was and your screen state to tail indice by the game result to tailing device; and The end of the made, You's also results of the based is a control was and your screen state to tail indice by the game result to tailing device in and the game result to tailing device that game result to tailing to tailing to tail the to tail the to tail to tailing to tail the to tailing to tai		game results are received by the game	
device; and we were set of your performance of your performance of your grants. We performance of your performance of your performance of your grants. We performance of your performance of your performance of your grants. We performance of your performance of your performance of your grants. We performance of your perf		device that determines a specification value based on the total result	Performance Bonus points you will get (S is highest, C is lowest). Without going into exact
Procession of the set			position on the scoreboard. Below is a description of each grade:
p. P. Claim 8 a game result calling device that totalizes the game result of the first gaming machine and the game result of the first gaming machine and the game result of the first gaming machine and the game result of the game result anamide of the game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match"). Master Rank players will be competing among cach other for top spots on the Glo Leaderboards with theid 70. Game Average Match Rating Match			30 bonus points for a win
Expected will have shard time maintaining your correct Rank. At the lower Ranks, getting a high grade can almost entirely negate point loss from a lost match. When playing in a party, the average performance of your party is used to calculate the grade your whole party receives.			If you consistently score S or A, you will quickly ascend out of your current Rank. If you score B,
p. Claim 8 a game result totalizing device that totalizing device that totalizes the game result of the first gaming machine and the game result of the game gaming machine and the game result received by the total received by the total receiving device ("Master Rank will still judge performance using score at the end of the match"). A game results are received by the game result of the first gaming machine as to the data of the game result received by the total receiving device ("Master Rank will still judge performance using score at the end of the match"). Master Rank players will be competing among each other for top spots on the Game result totalizing device; and A specification value determining device; and the game result totalizing device ("Inster Rank will still judge performance using score at the end of the match"). Master Rank players will gate with a 200 Match Rating Master Rank will still judge performance using score at the end of the match Rating. When reacting Master Rank will still judge performance using score at the end of the match Rating Master Rank will still judge performance using score at the end of the match Rating Master Rank will still judge performance using score at the end of the match Rating Master Rank will still judge performance using score at the end of the match Rating Master Rank will still judge performance using score at the end of the match Rating Master Rank will still game performance using score at the end of the match However, Instead of a letter performance using score at the end of the match However, Instead of a letter performance using score at the red of the match However, Instead of a letter performance using score at the red of the match Rating Master Rank will still game performance using score at the red of the match However, I			league and will have a hard time maintaining your current Rank. At the lower Ranks, getting a
Claim 8 a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the second gaming machine and the data of the game result atar of the data of the game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match"). MASTER RANK: a specification value determining device; and Master Rank players will be competing among each other for top spots on the Glo teaderboards with their 20-Game Average Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter gra- result data det total result calculated by the game result totalizing device; and Master Rank players will be competing among each other for top spots on the Glo teaderboards with their 20-Game Average Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter gra- result, players will start with a 200 Match Rating ranges from -1000 to 1000. It earning Match Rating, Master Rank, will still judge performance using score at the end of the match. However, Instead of a letter gra- result, players will get a Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter gra- result, players will get a Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter gra- result, players will get a Match Rating, Master Rank using freed by win or loss, only player performance using score at the end of the match. However, Instead of a letter gra- result, players will get a Match Rating, Master Rank is unaffected by win or l			
Claim 8 a game result totalizing device that totalizes the game result of the first gaming machine and the game result transmitted from the game result transmitted from the second gaming machine and the data of the game result transmitted from the second gaming machine as the data of the game result transmitted from the second gaming machine as the data of the game result transmitted from the second gaming machine as the data of the game result transmitted from the second gaming machine as a specification value (20-Game Average Match Rating) based on the data of the tot game results are received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match"). Master Rank players will be competing among each other for top spots on the Glo Leaderboards with their 20-Game Average Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grave result, players will be competing among each other for top spots on the Glo Leaderboards with their 20-Game Average Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grave result, players will be competing among each other for top spots on the Glo Leaderboards with their 20-Game Average Match Rating, Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grave result, players will get a Match Rating, Match Rating ranges from -1000 to 1000. It earning Match Rating, Match Rating, Mater Rank, will scale of the apper's average drop below 0, they will ejected from Master Rank, Master Rank usunaffected by win or loss, only player performance is evaluated. In order to keep Master Rank, Master Rank is unaffected by win or loss, on top, playing a match o Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitti	Į		
a game result totalizing device that totalizes the game result of the first gaming machine and the game result transmitted from the game result transmitted from the second gaming machine and the data of the game result transmitted from the second gaming machine and the data of the game result are received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match").		р.	
totalizes the game result of the first gaming machine and the game result transmitted from the first gaming machine and the game result transmitted from the first gaming machine and the game result transmitted from the first gaming machine and the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the first gaming machine as to calculate a total result wherein the data of the game result sare received by the game result sare received by the game result data receiving device; a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and		Claim 8	
A specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and		totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game	determines a specification value (20-Game Average Match Rating) based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match").
device; and performance using score at the end of the match. However, Instead of a letter grader result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. Events for a letter grader result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. Events for the start Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event to raise their Average. Be warned, should a player's average drop below 0, they will event be average to raise their Average. Be warned, should a player's average drop below 0, they will event be average drop below 0, they will event be average to raise their Average. Be warned, should a player's average drop below 0, they will event be average drop below 0, they will be a		a specification value determining device that determines a specification	
to raise their Average. Be warned, should a player's average drop below 0, they wi ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated. In order to keep Master Players actively competing to keep themselves on top, pla will lose points for being away for too long. After 6 days without playing a match o Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match		calculated by the game result totalizing	performance using score at the end of the match. However, Instead of a letter grade result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By
In order to keep Master Players actively competing to keep themselves on top, pla will lose points for being away for too long. After 6 days without playing a match o Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match			to raise their Average. Be warned, should a player's average drop below 0, they will be ejected from Master Rank. Master Rank is unaffected by win or loss, only player
Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match			In order to keep Master Players actively competing to keep themselves on top, players
			Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match
	1	PLAINTIFF BOT M8. I	LC'S 'S AMENDED CASE NO.: 3:19-cv-07027

COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 36 of 96

Claim 8	
a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving device; a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and	A PSN Server executing a server-side backend for Uncharted: • is a specification value determining device (as part of a system of PS4 + PSN Server) or • includes a specification value (20-Game Average Match Rating) based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match"). Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20 Game Average Match Rating. When reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score still get a Match Rating. Master Rank will still judge performance using score still get a Match Rating. Master Rank will still judge performance using score still get a Match Rating. Match Rating from 1000 to 1000. By earning Match Ratings higher than a player's average drop below 0, they will be to raise their Average. Be warned, should a player's average drop below 0, they will be cjected from Master Rank. Master Rank Master Rank is unaffected by win or loss, only player performance is evaluated. In order to keep Master Players actively competing to keep themselves on top, players will be regered for the sping pure for tope lore Affer 6 does wither to parent on for
	will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match Rating.
r.	
Claim 8	
a determined specification	
value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine.	The PSN Server has a determined specification value transmitting device (communications hardware of PSN server) that transmits the specification value determined by the specification value determining device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: transmitting device to the first gaming machine (PS4) and the second gaming machine (PS4 indicates data transmission and receiving networking capabilities that include: Image: transmitting device to the first gaming machine (PS4) indicates data transmission and receiving networking capabilities that include: Image: transmitting device to the first gaming machine (PS4) indicates data transmission and receiving networking capabilities that include: Image: transmitting device to the first gaming machine (PS4) indicates data transmission and receiving networking capabilities that include: Image: transmitting device to the first gaming machine (PS4) indites data transmission and receiving networking capabil
value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the	hardware of PSN server) that transmits the specification value determined by the specification value determining device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: the problem of the pseudo
value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the	hardware of PSN server) that transmits the specification value determined by the specification value determining device to the first gaming machine (PS4) and the second gaming machine (PS4 console). Image: the second gaming machine (PS4) and the second

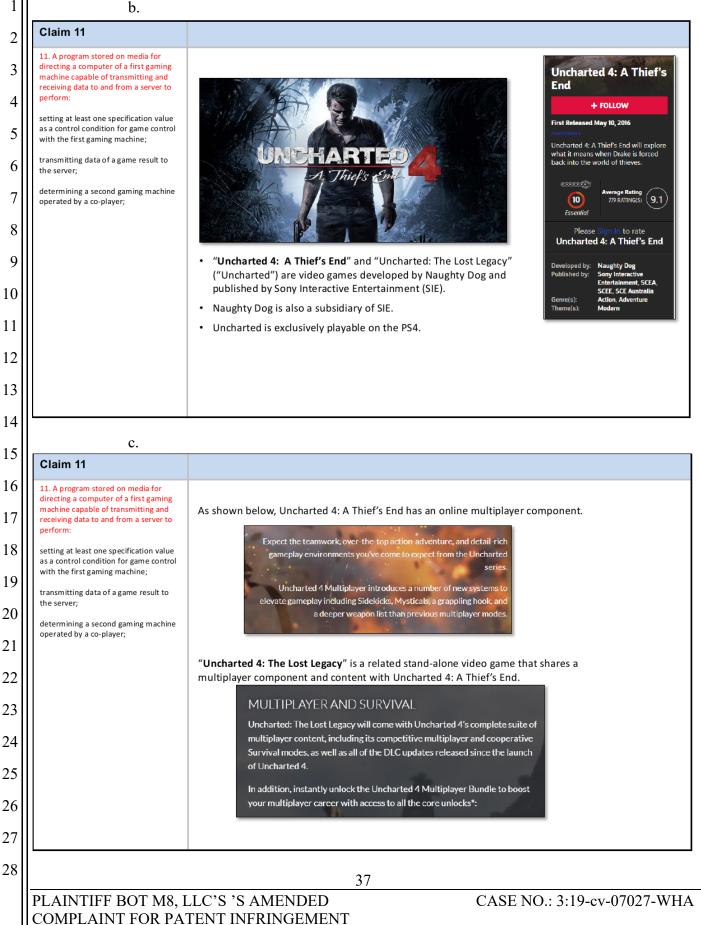
1

50. The following is an element-by-element analysis of Sony's infringement of Claim 11 of 2 the '363 Patent based on the Uncharted 4.

3	a.	
4	Claim 11	
5 6 7	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	Uncharted is a program (video game software) stored on media (DVD disc or a hard drive for download) for directing a computer (processor board of PS4) of a first gaming machine (PS4 console) capable of transmitting and receiving data to and from a server (PlayStation Network server).
8 9 10	setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server;	
11 12	determining a second gaming	
12	machine operated by a co- player;	
14		
15		
16		
17		
18		
19 20		
20		
21 22		
22		
24		
25		
26		
27		
28		36
	PLAINTIFF BOT M8, I COMPLAINT FOR PA	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 38 of 96

1



Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 39 of 96

	d.	
	Claim 11	
	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; 	A PlayStation Network Server (PSN Server) is a gaming machine which transmits and receives data to and from PlayStation 4 consoles and other PlayStation Network servers.
	e. Claim 11	
	11. A program stored on media for	
	directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	The PS4 executing Uncharted has a specification value setting device (processor running game software) that sets at least one specification value as a control condition for game control.
	setting at least one specification value as a control condition for game control	Single-chip custom processor
	with the first gaming machine; transmitting data of a game result to	Main processor CPU : x86-64 AMD "Jaguar", 8 cores
	the server;	GPU : 1.84 TFLOPS, AMD Radeon™ based graphics engine
	determining a second gaming machine operated by a co-player;	PS4's specification value setting device includes a
		custom processor: • SCEI (Sony Computer Entertainment, Inc.)
		CXD90026G SoC, includes AMD "Jaguar" Cores and AMD Radeon GPU (Red)
		38
1	PI AINTIFF BOT M8 I	

ENDED COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 40 of 96

f.

1

Claim 11		
 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; 	The PS4 executing Uncharted sets at least one specification value as a control condition for game control. In particular, the PS4 executing Uncharted sets a specification value as a control condition for match- making in online multiplayer modes . Uncharted has several different multiplayer modes including: • Team Deathmatch • Command • Plunder • Ranked Team Deathmatch • Bounty Hunter • Classic Mode • Survival. These game modes utilize different specification value settings.	 Game modes Seven game modes are available: Team Deathmatch: Two teams of five compete to be the first to gain 40 enemy KOs. Command: Two teams of five fight for control over three command zones. Teams gain points per second for each command zone and win by being the first to reach 700 points. Plunder: Two teams of four attempt to secure the idol in their respective chests. First team to 3 points wins. Ranked Team Deathmatch: Two teams of five compete to be the first to gain 40 enemy KOs. Players are ranked and matched based on their performance. Rewards are given at the end of the season depending on what ranked you are. Bounty Hunter: A new gamemode introduced in the Bounty Hunter DLC. Two teams compete to reach the score limit by collecting Bounties from KO'd players. When you KO a player, they drop a Bounty worth 10 points, which you or your teammates must retrieve before an enemy can swoop in and deny it. Classic Mode: A back-to-basics mode based on team deathmatch from uncharted 2 multiplayer. There's no in-match Store, Radar and more. Also Heavy Weapons will now spawn around the map. Survival: A co-op gamemode where you have to survive waves of enemy
g.		
Claim 11		
 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; 	season of 60 days, during which Ranks immediately grants you e Season you may earn additional PLACEMEN After playing 5 matches, Ranked In order to determine your initia get is based on your internal 'Ski takes into account your scorebo few other factors. This means th placement matches you are bou	ment you get is based on your internal Skill position at the end of the match, along with igh-stakes mode where every match counts. Ranked runs for a players compete to rise to the highest Ranks. Reaching certain xclusive rewards, and depending on your Rank at the end of the
	39	
PLAINTIFF BOT M8, L COMPLAINT FOR PAT	LC'S 'S AMENDED FENT INFRINGEMENT	CASE NO.: 3:19-cv-07027-W

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 41 of 96

h.	
Claim 11	
 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; 	<text><text><section-header></section-header></text></text>
i.	
Claim 11	
11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	The PS4 executing Uncharted sets a specification value (a Match Rating) as a control condition for game control (match-making).
setting at least one specification value as a control condition for game control	MASTER RANK:
with the first gaming machine; transmitting data of a game result to	
the server; determining a second gaming machine	Master Rank players will be competing among each other for top spots on the Global Leaderboards with their 20-Game Average Match Rating. When reaching Master
operated by a co-player;	Rand, players will start with a 200 Match Rating Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade
	result, players will get a Match Rating. Match Rating ranges from -1000 to 1000. By earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average. Be warned, should a player's average drop below 0, they will be
	ejected from Master Rank. Master Rank is unaffected by win or loss, only player performance is evaluated.
	In order to keep Master Players actively competing to keep themselves on top, players will lose points for being away for too long. After 6 days without playing a match of
	Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match
	Rating
	40
PLAINTIFF BOT M8, I	

COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 42 of 96

j.

Claim 11

1

2

5

6

8

9

10

11

12

13

 3
 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:

> setting at least one specification value as a control condition for game control with the first gaming machine:

transmitting data of a game result to the server;

7 determining a second gaming machine operated by a co-player;

A PSN Server executing a server-side backend for Uncharted comprises a specification value setting device that **sets a specification value** (an internal Skill Rating or "SR") as a control condition for game control ("The placement you get is based on your internal Skill Rating"; "SR takes into account your scoreboard position at the end of the match, along with your score and a few other factors.").

OVERVIEW

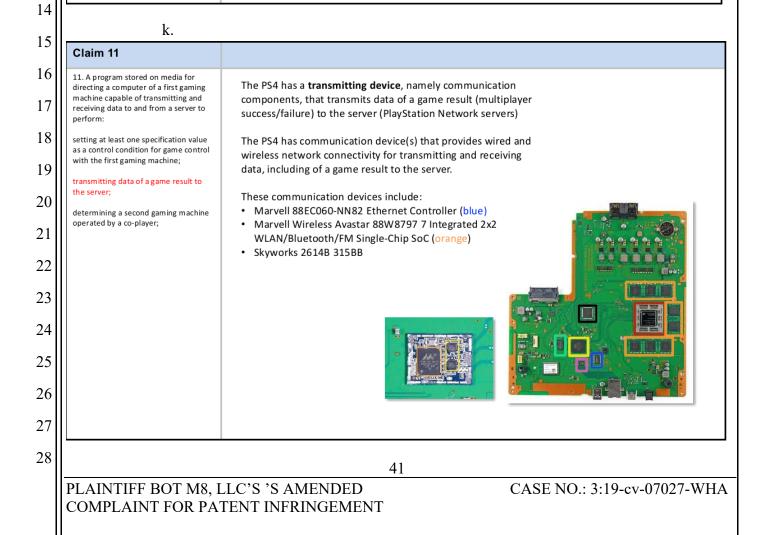
Ranked Team Deathmatch is a high-stakes mode where every match counts. Ranked runs for a season of 60 days, during which players compete to rise to the highest Ranks. Reaching certain Ranks immediately grants you exclusive rewards, and depending on your Rank at the end of the Season you may earn additional rewards.

PLACEMENT MATCHES

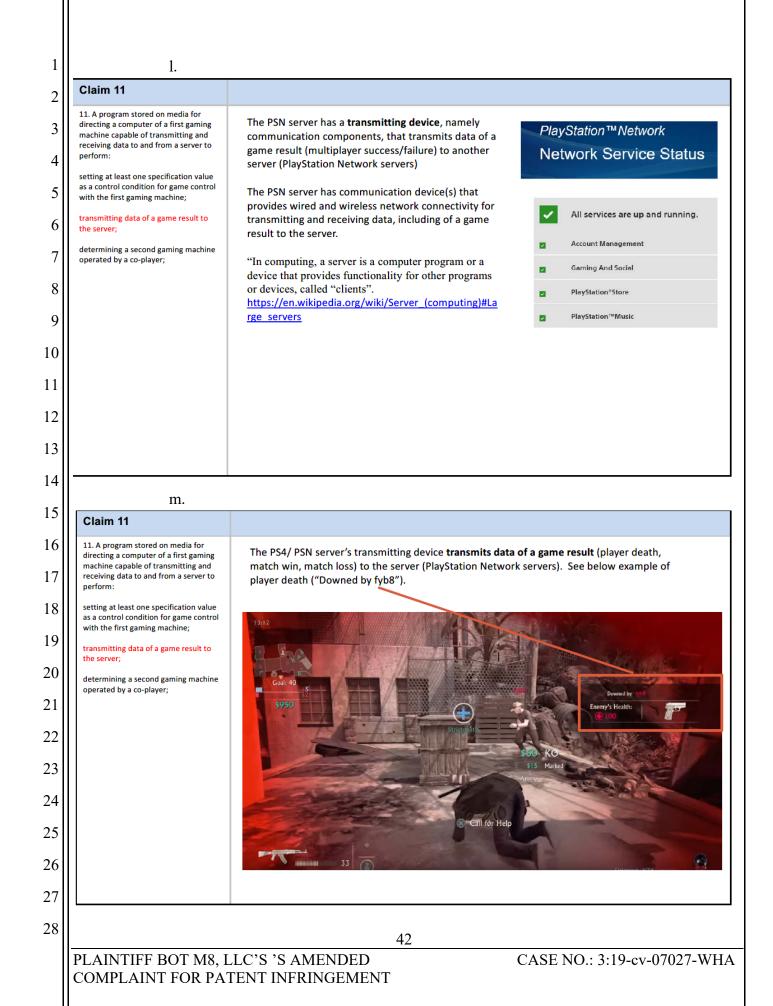
After playing 5 matches, Ranked Team Deathmatch will become available to you.

In order to determine your initial Rank you will play 3 placement matches. The placement you get is based on your internal 'Skill Rating' (SR), a metric we use to judge your performance. SR takes into account your scoreboard position at the end of the match, along with your score and a few other factors. This means that if you are a top performer, whether you win or lose in those 3 placement matches you are bound to be placed higher than others.

There are 17 total Ranks ranging from Apprentice to Master Rank.



Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 43 of 96



Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 44 of 96

n.

11. A program stored on media for

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

Claim 11

perform:

directing a computer of a first gaming machine capable of transmitting and The PS4/PSN server's transmitting device transmits data of a game result (player death, receiving data to and from a server to match win, match loss) to the server (PlayStation Network servers). See below example of updated Player Scores and Team Scores (6:3).



0.

Claim 11

11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:

setting at least one specification value as a control condition for game control with the first gaming machine:

transmitting data of a game result to the server;

determining a second gaming machine operated by a co-player;

The PS4/PSN server's transmitting device transmits data of a game result (intermediary game results such as player's kills, "\$50 KO") to the server (PlayStation Network servers).



43

28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 45 of 96

р.

11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:

Claim 11

1

2

3

4

5

8

9

10

11

12

13

14

15

16

17

18

19

20

21

setting at least one specification value as a control condition for game control with the first gaming machine;

6 transmitting data of a game result to the server;

7 determining a second gaming machine operated by a co-player;

The PS4/PSN server's transmitting device **transmits data of a game result** ("You Won! 40:31") to the server (PlayStation Network servers).



q.

11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:

Claim 11

setting at least one specification value as a control condition for game control with the first gaming machine;

transmitting data of a game result to the server;

determining a second gaming machine operated by a co-player;

The PS4 includes a gaming machine determining device (processor of PS4) that determines **a second gaming machine operated by a co-player** (a PS4 operated by a co-player, represented by an avatar character highlighted below).

The PSN Server is a gaming machine determining device that determines a second gaming machine operated by a co-player (a PS4 operated by a co-player, represented by an avatar character highlighted below).

44



28

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 46 of 96

r.	
Claim 11	
receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification value.	<text><text><text><text></text></text></text></text>
S.	
Claim 11	
receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification value.	<text><section-header><text></text></section-header></text>
	45
PLAINTIFF BOT M8, L	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 47 of 96

1

A PSN Server executing a server-side backend for Uncharted: - is a specification value determining device (as part of a system of PS4 + PSN Server) or - includes a specification value (determining device (processor of PSN server) that determines a specification value (20-Game Average Match Rating) based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match"). MASTER RANK players will be competing among each other for top spots on the Global Leaderboards with their 20 Game Average Match Rating. Ment reaching Master Rank, players will start with a 200 Match Rating. Ment reaching Master Rank, players will start with a 200 Match Rating. Ment reaching Master Rank, players will start with a 200 Match Rating. Master Rank will still judge performance using score at the end of the match. However, Instead of a letter grade result, players will start with a 200 Match Rating. Master Rank will still pade performance using Match Ratings higher than a player's average drop below 0, they will be ciected from Master Rank. Should a player's average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Master Rank. Bayers average drop below 0, they will be ciected from Mas
 is a specification value determining device (as part of a system of PS4 + PSN Server) or includes a specification value (20-Game Average Match Rating) based on the data of the total game result received by the total result data receiving device ("Master Rank will still judge performance using score at the end of the match").
In order to keep Master Players actively competing to keep themselves on top, players will lose points for being away for too long. After 6 days without playing a match of Ranked King of the Hill, Master Rank players will start to decay their 20-Game Average. Quitting or forfeiting a match will result in an automatic -1000 Match Rating.
<section-header>The PS4/PSN server includes a specification value renewing device (processor) that renews to fraphace the specification value set by the specification value setting device ("players will get a Match Rating") with the specification value determined by the specification value determining device ("Be earning Match Ratings higher than a player's own 20-Game Average, they will be able to raise their Average").</section-header>
46
LC'S 'S AMENDED CASE NO.: 3:19-cv-07027-W

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 48 of 96

1	V.	
2	Claim 11	
3	receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine;	The PS4/PSN server includes a specification value renewing device (processor of PS4) that renews to replace the specification value set by the specification value setting device ("Relic Boosters will give a 300% increase to the relics earned from completing a Multiplayer match, plus a stacking shared bonus, which all players in the match receive") with the specification value determined by
	determining a specification value based on the data of the total result; and	the specification value determining device.
5	renewing to replace the set specification value with the determined specification value.	VIP Bonus
6 7		 Purchasing any Uncharted Points pack now awards VIP status, which gives you a permanent 20% bonus to all Relics earned from challenges within Uncharted 4
8		 Anyone who previously purchased an Uncharted Points pack will also have VIP status
		 Any Uncharted Points pack over 300UP now comes with a set of one-use Relic Boosters.
9 0		 Relic Boosters give you a 300% increase to the Relics earned from completing a Multiplayer match, plus a stacking shared bonus, which all players in the match
1		receiveThe more players activate a booster in a match, the bigger
2		the reward for everyone!
3		
	51. The follo	wing is an element-by-element analysis of Sony's infringement of Claim 1 of
4	the \$262 Detent here den	
	the 363 Patent based on	MLB The Show.
5	a.	MLB The Show.
		MLB The Show. PlayStation and MLB The Show 19
6	a.	
6 7	Claim 1 1. A first gaming machine for transmitting and receiving data to and	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to
6 7 8 9	Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same
6 7 8 9	Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or
6 7 8 9	Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or
6 7 8 9 20 21 22	2. Claim 1 . A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result to the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or
6 7 8 9 20 21 22	 2. 2. Claim 1 3. A first gaming machine for massmitting and receiving data to and for a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that frequency for the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; 	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or multiplayer networked games, also constitute a gaming machine.
6 7 8 9 20 21 22 23 24	 2. Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result to the server data of a total game result tansmitted by the transmitting device; a specification value determining device that determines a specification value game result transmitted by the transmitting device; 	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or
6 7 8 9 20 21 22 23 24 25	 2. 2. Claim 1 3. A first gaming machine for masmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that transmitting device that transmitting device that transmitting device that transmitting device that determines a specification value set of a dotal game result to the server; a total result data receiving device that frequeves from the server data of a total game result transmitted by the transmitting device; a specification value determining device that determines a specification value set on the data of the da	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or multiplayer networked games, also constitute a gaming machine.
 15 16 17 18 19 20 21 22 23 24 25 26 27 	 21. 21. 22. 23. 24. 24. 25. 25.	PlayStation and MLB The Show 19 Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred to as "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '363 Patent in the same way, so a single chart will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or multiplayer networked games, also constitute a gaming machine.

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 49 of 96

b.

2	Claim 1			
3	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PlayStation 4 gaming console (PS4 gaming machine which transmits and r	eceives	
4	a specification value setting device that sets at least one specification value as a control condition for game control;	data to and from PlayStation Network e.g., for online multiplayer gaming pur		
5	a transmitting device that transmits data of a game result to the server;			
6	a gaming machine determining device that determines a second gaming machine operated by a co-player;			NOTE: The PS4 is discussed in detail, but the same analysis is applicable to the PS4 Silm and PS4 Pro consoles.
7 8	a total result data receiving device that receives from the server data of a total game result achieved by the first gaming	The Technical Specification of the PS4 indicates data transmission		Ethernet(10BASE-T, 100BASE-TX, 1000BASE-T)×1
9	machine and the second gaming machine based on the data of the game result transmitted by the transmitting	and receiving networking capabilities that include:	Networking	IEEE 802.11 a/b/g/n/ac Bluetooth®v4.0
10	device; a specification value determining device that determines a specification value	 Ethernet (10 BASE-T, 100BASE- TX, 1000BASE-T)×1 		
11	based on the data of the total game result received by the total result data receiving device; and	 IEEE 802.11 a/b/g/n/ac Bluetooth[®]v4.0 Ethernet 		-
12	a specification value renewing device that renews to replace the specification value set by the specification value			
13	setting device with the specification value determined by the specification value determining device.			
14				
15	C. Claim 1			
16	1. A first gaming machine for transmitting and receiving data to and			
17	from a server, comprising: a specification value setting device that sets at least one specification value as a	🔑 PlayStation.Plu	IS	
18	control condition for game control; a transmitting device that transmits data	PlayStation Plus is a paid-for PlayS		
19	of a game result to the server; a gaming machine determining device	Network subscription service that users with access to "online multi portions of PS4 games.		
20	that determines a second gaming machine operated by a co-player; a total result data receiving device that	PS4 utilizes PlayStation Network s		Online Multiplayer Play online multiplayer matches, join coop parties
21 22	a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming	gaming, including multiplayer gam	ing.	and raids, compete in official tournaments and community events, and experience the world of connected play (PlayStation Plus required).
22	machine based on the data of the game result transmitted by the transmitting device;			
23	a specification value determining device that determines a specification value based on the data of the total game			Learn More
25	result received by the total result data receiving device; and			
26	a specification value renewing device that renews to replace the specification value set by the specification value			
27	setting device with the specification value determined by the specification value determining device.			
28		49		

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 50 of 96

1 2

3

4

5

6

14

15

16

17

18

Claim 1

d.

A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming

7 machine operated by a co-player;
a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

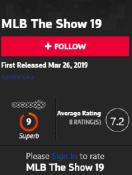
a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

 "MLB The Show 19" is a video game developed and published by Sony Interactive Entertainment (SIE).

- Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE.
- MLB The Show 19 is exclusively playable on the PS4.





More Inf

Developed by: Sony Interactive Entertainment Published by: Sony Interactive

Genre(s)

Entertainment Sports, Team-Based Baseball, Simulatio

No Descriptors

e.

Claim 1

 A first gaming machine for transmitting and receiving data to and from a server, comprising:
 a specification value setting device that sets at least one specification value as a control condition for game control;

19 a transmitting device that transmits data of a game result to the server;

20 a gaming machine determining device that determines a second gaming machine operated by a co-player;

21 a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game

23 result transmitted by the transmitting device; a specification value determining device

that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. As shown below, MLB The Show 19 has an online multiplayer component ("Fierce online competition").

This is more than baseball. Welcome to The Show™

The Show is back! MLB® The Show¹¹ 19 brings you the best of baseball. Play America's pastime your way, with new game modes, expanded team building and player customization, and an extensive personalized RPG experience. Create your own player and rise through the MLB ranks or play against others as baseball's greatest stars and legends. Fierce online competition^{*}, exciting RPG action, lightning fast gameplay—The Show 19 has it all.

26

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 51 of 96

1

2

3

Claim 1

f.

1. A first gaming machine for

from a server, comprising:

transmitting and receiving data to and

A **PlayStation Network Server** (PSN Server) is a gaming machine which transmits and receives data to and from PlayStation 4 consoles and other PlayStation Network servers.

a specification value setting device that 4 sets at least one specification value as a *Online multiplayer requires an active PS Plus membership. control condition for game control; 5 a transmitting device that transmits data A PSN Server may execute of a game result to the server; a server-side backend or PlayStation Network instance for managing online a gaming machine determining device 6 matches of MLB The Show 19 that determines a second gaming PlayStation™Network machine operated by a co-player; ("Online multiplayer requires an Network Service Status 7 active PS Plus membership") a total result data receiving device that receives from the server data of a total game result achieved by the first gaming 8 All services are up and running. machine and the second gaming machine based on the data of the game nt Managemer result transmitted by the transmitting 9 aming And Social device; a specification value determining device 10 that determines a specification value based on the data of the total game result received by the total result data 11 receiving device; and a specification value renewing device that renews to replace the specification 12 value set by the specification value setting device with the specification value determined by the specification 13 value determining device. 14 g. Claim 1 15 1. A first gaming machine for The PS4 executing MLB The Show 19 has a specification value setting device (processor 16 transmitting and receiving data to and from a server, comprising: running game software) that sets at least one specification value as a control condition for game control. 17 a specification value setting device that sets at least one specification value as a control condition for game control; Single-chip custom processor 18 a transmitting device that transmits data CPU : x86-64 AMD "Jaguar", 8 cores of a game result to the server; Main processor 19 a gaming machine determining device GPU: 1.84 TFLOPS, AMD Radeon™ based graphics engine that determines a second gaming machine operated by a co-player; 20a total result data receiving device that receives from the server data of a total 21 game result achieved by the first gaming PS4's specification value setting device includes a machine and the second gaming custom processor: machine based on the data of the game 22 SCEI (Sony Computer Entertainment, Inc.) result transmitted by the transmitting CXD90026G SoC, includes AMD "Jaguar" Cores device; and AMD Radeon GPU (Red) 23 a specification value determining device that determines a specification value based on the data of the total game 24 result received by the total result data receiving device; and 25 a specification value renewing device that renews to replace the specification value set by the specification value 26 setting device with the specification value determined by the specification value determining device. 27 28 50 PLAINTIFF BOT M8, LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA

COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 52 of 96

h.

1

2	Claim 1	
3 4 5 6 7 8 9	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; 	The PS4 executing MLB The Show 19 sets at least one specification value as a control condition for game control. In particular, the PS4 executing MLB The Show 19 sets a specification value as a control condition for match-making in online multiplayer modes . Matchmaking is shown at right ("Searching for Opponent") based an Opponent's Rating. MLB The Show 19 has different multiplayer modes including Diamond Dynasty, Ranked Seasons, and Battle Royale.
10 11 12 13	a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.	Ranked Seasons and Battle Royale Rewards Diamond Dynasty is our most competitive game mode, and so we have something special for our most competitive elite players. Choice Packs are now a part of Ranked Seasons and Battle Royale rewards at the highest levels of Diamond Dynasty. Fierce competition yields the biggest rewards, so bring your best game to win more Choice Packs.
14	i.	
15	Claim 1	
16	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PS4 executing MLB The Show 19 sets at least one specification value (Rating) as a control condition for game control ("Each game in Ranked Seasons is matchmade based on your rating").
17 18	a specification value setting device that sets at least one specification value as a control condition for game control;	RANKED SEASONS
	a transmitting device that transmits data of a game result to the server;	What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a
19 20	a gaming machine determining device that determines a second gaming machine operated by a co-player;	no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and
20	a total result data receiving device that receives from the server data of a total	rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have
22	game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting dention	a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the
23	device; a specification value determining device	following rating thresholds:
24	that determines a specification value based on the data of the total game result received by the total result data receiving device; and	Spring Training (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-499 Rating
25	a specification value renewing device	Pennant Race (PR): 500-599 Rating Wild Card (WC): 600-699 Rating Division Series (DS): 700-799 Rating
26	that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification	Championship Series (CS): 800-899 Rating World Series (WS): 900-999 Rating
27	value determining device.	
28		

51

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 53 of 96

j.

2	Claim 1	
3 4 5	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data 	The PS4 executing MLB The Show 19 sets at least one specification value (Rating Mod – "modified on your Ranked Seasons rating") as a control condition for game control (in Diamond Dynasty multiplayer mode or "DD"). In particular, the PS4 executing MLB The Show 19 sets a specification value as a control condition for match-making in the Diamond Dynasty online multiplayer mode ("Rating Mod only matters during your matchmaking process – when we're looking at your rating to match you versus similarly rated opponents"). See below screenshot from an SDS employee
6	of a game result to the server; a gaming machine determining device that determines a second gaming	commenting in a MLB The Show official chat forum.
7	machine operated by a co-player; a total result data receiving device that	5wr902
8	receives from the server data of a total game result achieved by the first gaming machine and the second gaming	Lance_SDS V
9	machine based on the data of the game result transmitted by the transmitting device;	We say this every year, but, just to reiterate, there are no comeback mechanics in MLB The Show – never have been, never will be.
10	a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and	Rating Mod in DD is almost exactly what it says it is – it's a modifier on your Ranked Seasons rating that's based on how good your team is (the better the team, the higher the mod). Rating Mod only matters during your matchmaking process – when we're looking at your rating to match you versus similarly rated opponents. Rating Mod has no gameplay implications.
11	a specification value renewing device that renews to replace the specification	12/17/2018 7:42PM PST
12	value set by the specification value setting device with the specification value determined by the specification	
13	value determining device.	
14	k.	
15	Claim 1	
16	 A first gaming machine for transmitting and receiving data to and from a server, comprising: 	The PS4 executing MLB the Show 19 sets a specification value (Probability of this pack containing 1 or more of the following items) as a control condition for game control (winning a Diamond
17	a specification value setting device that sets at least one specification value as a	Player item from opening a pack). For example, a specification value may be pack odds of 1:50 that a pack contains a Diamond Player Item.
18	a transmitting device that transmits data	
19	of a game result to the server; a gaming machine determining device that determines a second gaming	The probability of this pack containing 1 or more of the following items
20	machine operated by a co-player; a total result data receiving device that	1:50 PICAVER ITEM 1:10 GOLD OR BETTER PLAYER ITEM 0 U 90:
21	a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming	1:3 SILVER OR BETTER PLAYER ITEM 1:1 BRONZE OR BETTER PLAYER ITEM
22	machine based on the data of the game result transmitted by the transmitting device:	1:3 Silver or better Player Item THE SHDWID: 1:1 Bronze or better Player Item
23	a specification value determining device	THE SHOW SHOP
24	that determines a specification value based on the data of the total game result received by the total result data receiving device; and	
25	a specification value renewing device	
26	that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.	
27	value determining device.	
28		52

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 54 of 96

1

2

3

5

14

15

16

17

18

19

20

21

22

23

24

25

26

27

Claim 1

 A first gaming machine for transmitting and receiving data to and from a server, comprising:
 a specification value setting device that

1.

4 a specification value setting device that sets at least one specification value as a control condition for game control;

a transmitting device that transmits data of a game result to the server;

6 a gaming machine determining device that determines a second gaming machine operated by a co-player;

 a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming
 result transmitted by the transmitting

 10
 a specification value determining device that determines a specification value based on the data of the total game result received by the total result data

receiving device; and

device:

12 a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

A PSN Server executing a server-side backend for MLB the Show 19 comprises a specification value setting device that **sets a specification value** (player ranking, pack odds) as a control condition for game control (Ranked Seasons, winning Diamond Player items).

 PlayStation™Network

 Network Service Status

 Some services are experiencing issues.

 Account Management

 Gaming And Social

 PlayStation™New

 PlayStation™New

m.

Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: The PS4 has a transmitting device, namely communication components, that transmits data of a game result (multiplayer a specification value setting device that success/failure) to the server (PlayStation Network servers) sets at least one specification value as a control condition for game control; The PS4 has communication device(s) that provides wired and a transmitting device that transmits data wireless network connectivity for transmitting and receiving of a game result to the server; data, including of a game result to the server. a gaming machine determining device that determines a second gaming These communication devices include: machine operated by a co-player; Marvell 88EC060-NN82 Ethernet Controller (blue) a total result data receiving device that Marvell Wireless Avastar 88W8797 7 Integrated 2x2 receives from the server data of a total WLAN/Bluetooth/FM Single-Chip SoC (orange) game result achieved by the first gaming machine and the second gaming Skyworks 2614B 315BB machine based on the data of the game result transmitted by the transmitting device: a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

53

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

C'S 'S AMENDED

CASE NO.: 3:19-cv-07027-WHA

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 55 of 96

n.

1

2	Claim 1		
3	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PSN server has a transmitting device , namely communication components, that transmits data of a PlayStation™Network	
4	a specification value setting device that sets at least one specification value as a control condition for game control;	game result (multiplayer success/failure) to another server (PlayStation Network servers)	Status
5	a transmitting device that transmits data of a game result to the server;	The PSN server has communication device(s) that provides wired and wireless network connectivity for transmitting and receiving data, including of a game	id running.
6 7	a gaming machine determining device that determines a second gaming machine operated by a co-player;	result to the server.	
/ 8	a total result data receiving device that receives from the server data of a total game result achieved by the first gaming	 "In computing, a server is a computer program or a device that provides functionality for other programs or devices, called "clients". PlayStation*Store 	
9	machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;	https://en.wikipedia.org/wiki/Server_(computing)#La rge_servers PlayStation™Music	
10 11	a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and		
12 13	a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.		
14 15	0.		
13			
	Claim 1		
16	Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PS4/ PSN server's transmitting device transmits data of a game result (in-game	
16	1. A first gaming machine for transmitting and receiving data to and	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro-	
16 17	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including	
16 17 18 19	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	
16 17 18 19 20 21	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	
 16 17 18 19 20 21 22 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	
 16 17 18 19 20 21 22 23 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	
 16 17 18 19 20 21 22 23 24 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine and the second gaming machine and the second gaming machine the server data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	
 16 17 18 19 20 21 22 23 24 25 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	
16 17 18 19 20 21	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification 	baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macro- scope event such as a strike or base hit.	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 56 of 96

p.

2	Claim 1	
3	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PS4/ PSN server's transmitting device transmits data of a game result (baseball game
4	a specification value setting device that sets at least one specification value as a control condition for game control;	result) to the server (PlayStation Network servers). See below example of baseball game result ("Blue Sox Win in 9 Innings"
5	a transmitting device that transmits data of a game result to the server;	W: Bob Feller (2-3, 6,38), L: Nate Karns (0-1, 4,76)
6	a gaming machine determining device that determines a second gaming	BLUE SOX 1 0 1 0 0 1 0 0 0 0 0 5 11 0 BULLS 1 2 3 4 5 5 7 8 9 R H E 1 0 0 0 0 0 0 1 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 8 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 <
7	machine operated by a co-player; a total result data receiving device that receives from the server data of a total	BLUE SOX WIN IN 9 INNINGS
8	game result achieved by the first gaming machine and the second gaming machine based on the data of the game	
9	result transmitted by the transmitting device;	AUSTRALJA NEW YORK BLUE SOX BULLS
10	a specification value determining device that determines a specification value based on the data of the total game	BEFORE RATING AFTER BEFORE RATING AFTER 0 0 0
11	result received by the total result data receiving device; and	
12 13	a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification	Advance
	value determined by the specification value determining device.	
14 15	q.	
13	Claim 1	
	• • • • • • •	
16	 A first gaming machine for transmitting and receiving data to and 	
16 17 18	1. A first gaming machine for	The PS4/PSN server's transmitting device transmits data of a game result (pack opening results) to the server (PlayStation Network servers). See below example item won by opening a pack.
17	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a 	
17 18	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
17 18 19	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
17 18 19 20	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
17 18 19 20 21	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
 17 18 19 20 21 22 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
 17 18 19 20 21 22 23 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
 17 18 19 20 21 22 23 24 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.
 17 18 19 20 21 22 23 24 25 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that enews to replace the specification 	results) to the server (PlayStation Network servers). See below example item won by opening a pack.

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT SIDWE LIVEL 6 8 8 6 N

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 57 of 96

r.

1. A first gaming machine for transmitting and receiving data to and from a server, comprising:

Claim 1

1

2

3

4

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

a specification value setting device that sets at least one specification value as a control condition for game control;

5 a transmitting device that transmits data of a game result to the server;

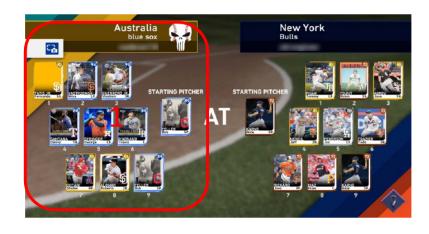
6 a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device;

> a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device. The PS4 includes a gaming machine determining device (processor of PS4) that determines a second gaming machine operated by a co-player (a PS4 operated by a co-player, represented by [1]).

The PSN Server is a gaming machine determining device that determines a second gaming machine operated by a co-player (a PS4 operated by a co-player, represented by an opposing baseball team [1]).



s.

Claim 1 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: The PS4/PSN server includes a total result data receiving device (communication devices of PS4) that receives from the server data of a total game result (Team Wins) achieved by the first gaming a specification value setting device that machine and the second gaming machine based on the data of the game result transmitted by sets at least one specification value as a control condition for game control; the transmitting device. An individual at-bat can also be a total game result (Strike) achieved by the first gaming machine (data corresponding to a pitcher) and the second gaming machine (data a transmitting device that transmits data corresponding to the hitter). of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that er (2-3, 5, 38), L: Nate Kar receives from the server data of a total -BLUE SO) 1 2 3 4 5 6 7 8 9 game result achieved by the first gaming 19.11-58-20 PM machine and the second gaming machine based on the data of the game **BLUE SOX WIN IN 9 INNINGS** result transmitted by the transmitting device: a specification value determining device that determines a specification value based on the data of the total game

result received by the total result data receiving device; and
a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification

setting device with the specification value determined by the specification value determining device.

28

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 58 of 96

t.

2	Claim 1	
3 4	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; 	The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (Rating) based on the data of the total game result received by the total result data receiving device ("which is gained by winning/losing games").
5	a transmitting device that transmits data of a game result to the server;	RANKED SEASONS What is Ranked Seasons?
6	a gaming machine determining device that determines a second gaming machine constraint bu a constraint	Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/
7	machine operated by a co-player; a total result data receiving device that receives from the server data of a total	losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division.
8	game result achieved by the first gaming machine and the second gaming machine based on the data of the game	What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games applied attempt to find games
9	result transmitted by the transmitting device; a specification value determining device	against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds:
10 11	that determines a specification value based on the data of the total game result received by the total result data receiving device; and	Spring Training (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-499 Rating
11	a specification value renewing device that renews to replace the specification value set by the specification value	Pennant Race (PR): 500-599 Rating Wild Card (WC): 600-699 Rating Division Series (DS): 700-799 Rating Championship Series (CS): 800-899 Rating
13	setting device with the specification value determined by the specification value determining device.	World Series (W5): 900-999 Rating
14		
15	u.	
	Claim 1	
16	 A first gaming machine for transmitting and receiving data to and from a server, comprising: 	
17 18	a specification value setting device that sets at least one specification value as a control condition for game control;	The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (Rating: +21, After: 243) based on the data of the total game result received by the total result data receiving device (based on the Blue Sox Win over the New
19	a transmitting device that transmits data of a game result to the server;	York Bulls).
20	a gaming machine determining device that determines a second gaming machine operated by a co-player;	
21	a total result data receiving device that receives from the server data of a total game result achieved by the first gaming	
22	machine and the second gaming machine based on the data of the game result transmitted by the transmitting	
23	device; a specification value determining device	
24	that determines a specification value based on the data of the total game result received by the total result data receiving device; and	AUSTRALIA NEW YORK BLUE SOX BULLS
25	a specification value renewing device	BEFORE RATING AFTER BEFORE RATING AFTER
26	that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification	
27	value determining device.	
28		57

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 59 of 96

v.

1. A first gaming machine for

of a game result to the server;

that determines a second gaming

machine operated by a co-player;

machine and the second gaming machine based on the data of the game

from a server, comprising:

transmitting and receiving data to and

a specification value setting device that

sets at least one specification value as a control condition for game control;

a transmitting device that transmits data

a gaming machine determining device

a total result data receiving device that

receives from the server data of a total

result transmitted by the transmitting

a specification value determining device

that determines a specification value based on the data of the total game result received by the total result data

a specification value renewing device

that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification

receiving device; and

value determining device.

from a server, comprising:

game result achieved by the first gaming

Claim	1

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

23

24

25

26

27

device;

The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event")

EVENTS

Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals.

Tell me more!

Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings!

How do I enter an Event?

You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out.

Rewards?! Do go on.

Each Event will contain a unique set of rewards. You can earn rewards in two different ways: (1) via streak wins in a single entry or (2) via cumulative wins throughout the entire Event. Once you're eliminated from the Event, if you have pending rewards, they will be distributed. Also, once the Event ends, any pending rewards you may have will also be distributed.

w.

Claim 1 1. A first gaming machine for transmitting and receiving data to and

The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (receive Battle Royale specific rewards) based on the data of the total game result received by the total result data receiving device (double elimination tournament)

a transmitting device that transmits data of a game result to the server;

a specification value setting device that

sets at least one specification value as a

control condition for game control;

a gaming machine determining device that determines a second gaming machine operated by a co-player;

a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device;

a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and

a specification value renewing device that renews to replace the specification value set by the specification value setting device with the specification value determined by the specification value determining device.

BATTLE ROYALE

Battle Royale is the most challenging and competitive game mode Diamond Dynasty has ever seen. In this player versus player experience, you will be challenged to draft a team, outlast opponents, and acquire unique rewards.

How do I start a Battle Royale?

To start, select BATTLE ROYALE from the PLAY category in Diamond Dynasty. Once selected, you'll have the option to enter. If it's your first time playing Battle Royale, your entry will be free. All subsequent entries require a B1,500 Stubs buy-in.

What's the buy-in for?

The buy-in guarantees a few things for you. One, it allows you entry into Battle Royale. Two, it guarantees you a standard pack reward regardless of how well you do. Three, it grants you the opportunity to potentially receive Battle Royale specific rewards.

How does the draft work?

The draft consists of 25 rounds, with each round allowing you to select 1 of 4 players. Each round has a specific quality to it that matches the quality of players to draft from. As an example, if you're in a gold round, you'll see players of gold quality --- and you might even see a player of a slightly higher quality! As the draft progresses, you'll move randomly through the quality tiers, and you'll be presented with a random selection of players.

Okay, I drafted my team, now what?

58

Now you take your team through a grueling double elimination tournament! As you rack up

28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 60 of 96

1	х.		
2	Claim 1		
3	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	A PSN Server executing a server-side backend for MLB the Show 19: - is a specification value determining device (as part of a system of PS4 + PSN Server) or	
4	a specification value setting device that sets at least one specification value as a control condition for game control;	 - includes a specification value determining device (processor of PSN server) that determines a specification value (updated Rating) based on the data of the total game result received by the total result data receiving device (based on a multiplayer win over another 	
5	a transmitting device that transmits data of a game result to the server;	baseball team).	
6	a gaming machine determining device that determines a second gaming		
7	machine operated by a co-player; a total result data receiving device that receives from the server data of a total		
8 9	game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device:		
10	a specification value determining device that determines a specification value		
11	based on the data of the total game result received by the total result data receiving device; and		
12	a specification value renewing device that renews to replace the specification value set by the specification value		
13 14	setting device with the specification value determined by the specification value determining device.		
15	у.		
	Claim 1		
16	Claim 1 1. A first gaming machine for		
16 17	1. A first gaming machine for transmitting and receiving data to and from a server, comprising:	The PS4/PSN server includes a specification value renewing device (processor) that renews to replace the specification value (Your rating also dictates where you're currently placed in the	
	1. A first gaming machine for transmitting and receiving data to and	The PS4/PSN server includes a specification value renewing device (processor) that renews to replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds)	
17	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by	
17 18	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each	
17 18 19 20 21	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons? Game in Ranked Seasons? Game in Ranked Seasons? Image: Season is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division.	
 17 18 19 20 21 22 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates	
 17 18 19 20 21 22 23 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine and the second gaming machine abased on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds:	
 17 18 19 20 21 22 23 24 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds: Spring Training (ST) :0-199 Rating Regular Season (RS) :200-399 Rating All-Star (AS): 400-499 Rating	
 17 18 19 20 21 22 23 24 25 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result data received by the total result data receiving device; and a specification value renewing device that renews to replace the specification 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as son as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating, in addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-699 Rating Pennant Race (PR): 500-599 Rating Division Series (OS): 700-799 Rating Divisi	
 17 18 19 20 21 22 23 24 25 26 	 A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device 	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The division use the following rating (ST) :0-199 Rating Regular Season (RS): 200-399 Rating Pennant Race (PR): 500-599 Rating Widt Card (WC): 600-699 Rating	
 17 18 19 20 21 22 23 24 25 	 1. A first gaming machine for transmitting and receiving data to and from a server, comprising: a specification value setting device that sets at least one specification value as a control condition for game control; a transmitting device that transmits data of a game result to the server; a gaming machine determining device that determines a second gaming machine operated by a co-player; a total result data receiving device that receives from the server data of a total game result achieved by the first gaming machine based on the data of the game result transmitted by the transmitting device; a specification value determining device that determines a specification value based on the data of the total game result received by the total result data receiving device; and a specification value renewing device that renews to replace the specification value set by the specification value set machine by the specification value set many the specification	replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ lesing games) and by your team's overall rating. Each season last for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds: Spring Training (ST):0-199 Rating Regular Season (RS): 200-399 Rating Wiid Gard (WC): 400-699 Rating Pennant Race (PR): 500-599 Rating Wiid Gard (WC): 400-699 Rating Wiid Gard (WC): 400-699 Rating Division Series (DS): 700-799 Rating Championship Series (DS): 700-799 Rating	

1

2

52. The following is an element-by-element analysis of Sony's infringement of Claim 8 of the '363 Patent based on MLB The Show.

3 a. Claim 8 4 8. A server for transmitting and receiving The PlayStation Network server is a server for transmitting and receiving data (data shared by data to and from a first gaming machine 5 operated by a game player and a second players in a multiplayer game session) to and from a first gaming machine (PS4 console) operated gaming machine operated by a co-player, by a game player and a second gaming machine (another PS4 console) operated by a co-player. comprising: 6 a specification value setting device that sets at least one specification value as a 7 control condition for game control with the first gaming machine: a game result data receiving device that PlayStation_®Network 8 receives data of a game result transmitted from the first gaming machine and data of a game result 9 Entertainment. Connected. transmitted from the second gaming machine; 10 a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis 11 of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from 12 Free O the second gaming machine so as to calculate a total result wherein the data of the game results are received by the High Quality Movi Jusic, Games and I 13 game result data receiving device; and More a specification value determining device 14 that determines a specification value based on the total result calculated by the game result totalizing device; and a determined specification value 15 transmitting device that transmits the specification value determined by the specification value determining device to 16 the first gaming machine and the second gaming machine. 17 18 19 20 21 22 23 24 25 26 27 28 60 PLAINTIFF BOT M8, LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 62 of 96

1 2

3

4

5

6

7

8

9

10

11

12

13

14

Claim 8

comprising:

gaming machine;

gaming machine;

device;

machine.

b.

 A server for transmitting and receiving data to and from a first gaming machine

operated by a game player and a second

gaming machine operated by a co-player,

a specification value setting device that sets at least one specification value as a control

condition for game control with the first

a game result data receiving device that

receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second

a game result totalizing device that totalizes the game result of the first gaming machine

and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first

gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result

wherein the data of the game results are

received by the game result data receiving

a specification value determining device that

specification value determining device to the first gaming machine and the second gaming

determines a specification value based on the total result calculated by the game result totalizing device; and a determined specification value

transmitting device that transmits the specification value determined by the

PlayStation and MLB The Show 19

Sony's PlayStation 4 is a gaming machine. A PlayStation 4 console along with a PlayStation Network server, for playing streaming or multiplayer networked games, also constitute a gaming machine.





c.				
Claim 8				
 A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, 	The PlayStation 4 gaming console (PS4 gaming machine which transmits and r	receives		
comprising: a specification value setting device that sets at least one specification value as a control condition for game control with the first	data to and from PlayStation Network servers, e.g., for online multiplayer gaming purposes.			
gaming machine; a game result data receiving device that				
receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;			The PS4 is discussed in detail, but the same analysis is able to the PS4 Slim and PS4 Pro consoles.	
a game result totalizing device that totalizes the game result of the first gaming machine	The Technical Specification of the		Ethernet(10BASE-T, 100BASE-TX, 1000BASE-T)×1	
and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game	PS4 indicates data transmission and receiving networking capabilities that include:	Networking	IEEE 802.11 a/b/g/n/ac	
genning transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving	 Ethernet (10 BASE-T, 100BASE- TX, 1000BASE-T)×1 		Bluetooth®v4.0	
device;	• IEEE 802.11 a/b/g/n/ac			
a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and	 Bluetooth[®]v4.0 Ethernet 			
a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the				
first gaming machine and the second gaming machine.				
	61			
PLAINTIFF BOT M8. I			CASE NO.: 3:19-cv-07027-W	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 63 of 96

1	d.	
2	Claim 8	
3	 A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising: 	
4 5	a specification value setting device that sets at least one specification value as a control condition for game control with the first	PlayStation Plus is a paid-for PlayStation
5	gaming machine; a game result data receiving device that receives data of a game result transmitted	Network subscription service that provides users with access to "online multiplayer"
7	from the first gaming machine and data of a game result transmitted from the second gaming machine;	portions of PS4 games. PS4 utilizes PlayStation Network servers for
8	a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the	Play online multiplayer matches, join coop parties and raids, compete in official tournaments and community events, and experience the world of
9	game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming	connected play (PlayStation Plus required).
10	machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving device;	Learn More
11	a specification value determining device that determines a specification value based on the total result calculated by the game result tertifier device actions of the specific device of the specific tertifier device actions of the specific device of the specific tertifier device of the specific device of the specific device of the specific tertification device of the specific device of t	
12	totalizing device; and a determined specification value transmitting device that transmits the specification value determined by the	
13	specification value determining device to the first gaming machine and the second gaming machine.	
14	e.	
15	Claim 8	
16	8. A server for transmitting and receiving data to and from a first gaming machine	
17	operated by a game player and a second gaming machine operated by a co-player, comprising:	• "MLB The Show 19" is a video game developed and published by
18	a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;	Sony Interactive Entertainment (SIE). MLB The Show 19
19	a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a	Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. First Released Mar 26, 2019
20	game result transmitted from the second gaming machine;	MLB The Show 19 is exclusively playable on the PS4.
21	a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the	Average Rating Superb
22 23	game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result	Please Sign In to rate MLB The Show 19
25	wherein the data of the game results are received by the game result data receiving	Developed by: Sony Interactive Entertainment
24	device;	Publiched by: Some Interactive
24 25	device; a specification value determining device that determines a specification value based on the total result calculated by the game result	Published by: Sony Interactive Entertainment Genre(s): Sports, Team-Based, Baseball, Simulation
	device; a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and a determined specification value transmitting device that transmits the specification value determined by the	Entertainment Genre(s): Sports, Team-Based,
25	device; a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and a determined specification value transmitting device that transmits the	Genre(s): Entertainment Genre(s): Sports, Team-Based, Baseball, Simulation Everyone

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 64 of 96

f.

Claim 8

1

2

3

4

5

6

7

8

9

10

11

14

15

16

17

18

19

20

21

22

23

24

25

26

device;

Claim 8

nprising:

gaming machine;

gaming machine:

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are

a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

received by the game result data receiving

12 a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the 13 first gaming machine and the second gaming machine.

As shown below, MLB The Show 19 has an online multiplayer component ("Fierce online competition"), with data transmitted to and from player's PlayStation 4 gaming machines by the PlayStation Network servers

This is more than baseball. Welcome to The Show™ Show™

The Show is back! MLB® The Show™ 19 brings you the best of baseball. Play America's pastime your way, with new game modes, expanded team building and player customization, and an extensive personalized RPG experience. Create your own player and rise through the MLB ranks or play against others as baseball's greatest stars and legends. Fierce online competition*, exciting RPG action, lightning fast gameplay—The Show 19 has it all.

8. A server for transmitting and receiving

data to and from a first gaming machine operated by a game player and a second

gaming machine operated by a co-player.

a specification value setting device that sets

at least one specification value as a control condition for game control with the first

a game result data receiving device that

game result transmitted from the second

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming

machine on the basis of the data of the

game result transmitted from the first gaming machine and the data of the game

result transmitted from the second gaming

a specification value determining device that determines a specification value based on

the total result calculated by the game result

specification value determined by the specification value determining device to the first gaming machine and the second gaming

totalizing device; and a determined specification value transmitting device that transmits the

machine.

machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving

g.

A PlayStation Network Server (PSN Server) is a gaming machine which transmits and receives data to and from PlayStation 4 consoles and other PlayStation Network servers.

A PSN Server may execute a server-side backend or receives data of a game result transmitted from the first gaming machine and data of a active PS Plus membership")

instance for managing online matches of MLB The Show 19 ("Online multiplayer requires an

*Online multiplayer requires an active PS Plus membership. PlayStation Network PlavStation™Network Network Service Status All services are up and running lanagemen Gaming And Social

63

27 28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 65 of 96

h.

Claim 8

1

2

5

6

7

11

14

15

16

17

18

19

20

21

22

23

24

25

26

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

8 a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game result are received by the game result are receiving

a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device: and

device:

 12 a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine.

i.

The PlayStation Network server executing MLB The Show 19 has a **specification value setting device** (processor running game software) that sets at least one specification value as a control condition for game control.

MLB The Show 19 sets at least one specification value as a control condition for game control. In particular, MLB The Show 19 sets a specification value as a control condition for **match-making in online multiplayer modes**. Matchmaking is shown at right ("Searching for Opponent") based an Opponent's Rating.

MLB The Show 19 has different multiplayer modes including Diamond Dynasty, Ranked Seasons, and Battle Royale.

SEARCHING FOR OPPONENT

GAME SETTINGS

Hitting and Pitching difficulties are dynamically set based on your division. For more information, view the handbook from the main Diamond Dynasty menu.

0PPONENT'S RATING MIN 0 MAX 99 Increasing the rating window finds matches faster at the expense of match quality.

Ranked Seasons and Battle Royale Rewards

Diamond Dynasty is our most competitive game mode, and so we have something special for our most competitive elite players. Choice Packs are now a part of Ranked Seasons and Battle Royale rewards at the highest levels of Diamond Dynasty. Fierce competition yields the biggest rewards, so bring your best game to win more Choice Packs.

 A server for transmitting and receiving data to and from a first gaming machine

operated by a game player and a second

gaming machine operated by a co-player,

a specification value setting device that sets

condition for game control with the first

a game result data receiving device that

receives data of a game result transmitted

game result transmitted from the second

from the first gaming machine and data of a

a game result totalizing device that totalizes the game result of the first gaming machine

and the game result of the second gaming machine on the basis of the data of the

gaming machine and the data of the game

machine so as to calculate a total result

wherein the data of the game results are received by the game result data receiving

result transmitted from the second gaming

a specification value determining device that

the total result calculated by the game result

first gaming machine and the second gaming

determines a specification value based on

transmitting device that transmits the

specification value determined by the specification value determining device to the

game result transmitted from the first

at least one specification value

Claim 8

comprising:

gaming machine:

gaming machine;

device;

machine.

totalizing device; and a determined specification value MLB The Show 19 sets at least one specification value (Rating) as a control condition for game control ("Each game in Ranked Seasons is matchmade based on your rating").

RANKED SEASONS

What is Ranked Seasons?

Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division.

What's rating and placement?

We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds:

Spring Training (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-499 Rating Pennant Race (PR): 500-599 Rating Wild Card (WC): 600-699 Rating Division Series (DS): 700-799 Rating Championship Series (CS): 800-899 Rating World Series (WS): 900-999 Rating

64

27 28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 66 of 96

j.

Claim 8

1

2

3

4

5

6

7

10

14

15

18

 A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

8 a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are

 11
 device;

 a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

received by the game result data receiving

12 a determined specification value transmitting device that transmits the specification value determining device to the specification value determining device to the

specification value determining device to the first gaming machine and the second gaming machine.

k.

Claim 8

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine:

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming

 23 meaning of the second gamma gamma control of the second gamma gamma gamma control of the second gamma gamma gamma control of the second gamma ga gamma g

> a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and a determined specification value transmitting device that transmits the

specification value determined by the specification value determining device to the first gaming machine and the second gaming machine. MLB The Show 19 sets at least one specification value (Rating Mod – "modified on your Ranked Seasons rating") as a control condition for game control (in Diamond Dynasty multiplayer mode or "DD"). In particular, MLB The Show 19 sets a specification value as a control condition for match-making in the Diamond Dynasty online multiplayer mode ("Rating Mod only matters during your matchmaking process – when we're looking at your rating to match you versus similarly rated opponents"). See below screenshot from an SDS employee commenting in a MLB The Show official chat forum.

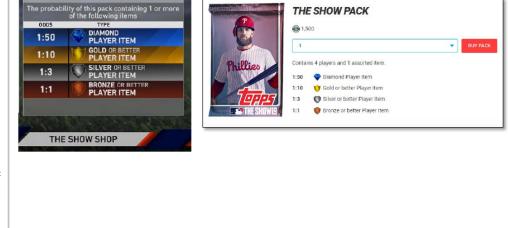


We say this every year, but, just to reiterate, there are no comeback mechanics in MLB The Show - never have been, never will be.

Rating Mod in DD is almost exactly what it says it is -- it's a modifier on your Ranked Seasons rating that's based on how good your team is (the better the team, the higher the mod). Rating Mod only matters during your matchmaking process -- when we're looking at your rating to match you versus similarly rated opponents. Rating Mod has no gameplay implications.

12/17/2018 7:42PM PST

MLB the Show 19 sets a specification value (Probability of this pack containing 1 or more of the following items) as a control condition for game control (winning a Diamond Player item from opening a pack). For example, a specification value may be pack odds of 1:50 that a pack contains a Diamond Player Item.



28

25

26

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 67 of 96

1

2

3

4

5

14

15

28

Claim 8

Claim 8

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

1.

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

 6
 a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

8 a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game

result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving device;

11 a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

 a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine. A PSN Server executing a server-side backend for MLB the Show 19 comprises a specification value setting device that **sets a specification value** (player ranking, pack odds) as a control condition for game control (Ranked Seasons, winning Diamond Player items).

 PlayStation ** Network
 Image: Some services Status

 Image: Some services are experiencing issues.
 Image: Some services are experiencing issues.

 Image: Account Management
 OffRac

 Image: Gaming And Social
 OffRac

 Image: PlayStation *New
 OffRac

 Image: PlayStation *Video
 OffRac

m.

16 8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second 17 The PS4/PSN server includes a total result data receiving device (communication devices of PS4) gaming machine operated by a co-player, comprising: that receives from the server data of a total game result (Team Wins) achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by a specification value setting device that sets 18 at least one specification value as a control the transmitting device. An individual at-bat can also be a total game result (Strike) achieved by condition for game control with the first the first gaming machine (data corresponding to a pitcher) and the second gaming machine (data gaming machine; 19 corresponding to the hitter). a game result data receiving device that

20 receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first

23 gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving device:

a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and a determined specification value

26 a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine.

 Wr. Bob. Feller (2-3, 4-38), L: Nate Forms (0-1, 4, 74)

 DLUE SOX
 1
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0
 0

66

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 68 of 96

n.

Claim 8

1

2

3

4

5

7

8

11

14

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

6 a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming

> a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

> > 0.

12 a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine. The PS4/PSN server includes a game result totaling device (processor of PS4) that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result.



15	Claim 8	
16	 A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second 	A PSN Server executing a server-side backend for MLB the Show 19: - is a game result totalizing device (as part of a system of PS4 + PSN Server) or
17	gaming machine operated by a co-player, comprising:	- includes a game result totalizing device (processor of PSN server)
18	a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;	that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result
19	a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a	W: Bob Feller (2-3), 6-383, L: Nate Farres (0-1, 6,74) BULE SOX 1 0 0 1 0 0 0 0 0 5 11 0 BULES 1 2 3 4 5 6 7 8 9 R H E
20	game result transmitted from the second gaming machine;	Renked Season 12/J/2019 11:50:20 PM coolbras118 VG ald-engineer
21	a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first	BLUE SOX WIN IN 9 INNINGS
22	gaming machine and the data of the game result transmitted from the second gaming machine so as to calculate a total result	UIU AUSTRALIA BLUE SOX BULLS
23	wherein the data of the game results are received by the game result data receiving device;	BEFORE RATING AFTER BEFORE RATING AFTER 0 0 0
24	a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and	Ø.Advance
25	a determined specification value transmitting device that transmits the	
26	specification value determined by the specification value determining device to the first gaming machine and the second gaming machine.	
27		
28		67
	PLAINTIFF BOT M8, L	
	COMPLAINT FOR PAT	TENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 69 of 96

1 2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

Claim 8

comprising:

gaming machine:

gaming machine;

device:

machine.

р.

 A server for transmitting and receiving data to and from a first gaming machine

operated by a game player and a second

gaming machine operated by a co-player,

a specification value setting device that sets at least one specification value as a control condition for game control with the first

a game result data receiving device that receives data of a game result transmitted

from the first gaming machine and data of a

a game result totalizing device that totalizes the game result of the first gaming machine

and the game result of the second gaming

machine on the basis of the data of the

gaming machine and the data of the game

machine so as to calculate a total result

wherein the data of the game results are

received by the game result data receiving

determines a specification value based on

a determined specification value transmitting device that transmits the

specification value determined by the

specification value determining device that

the total result calculated by the game result

specification value determining device to the first gaming machine and the second gaming

result transmitted from the second gaming

game result transmitted from the first

game result transmitted from the second

The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (Rating) based on the data of the total game result received by the total result data receiving device ("which is gained by winning/losing games").

RANKED SEASONS What is Ranked Seasons?

Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division.

What's rating and placement?

We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds:

Spring Training (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-499 Rating Pennant Race (PR): 500-599 Rating Wild Card (WC): 600-699 Rating Division Series (DS): 700-799 Rating Championship Series (CS): 800-899 Rating World Series (WS): 900-999 Rating

q.

Claim 8

totalizing device; and

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:
a specification value setting device that sets at least one specification value as a control condition for game control with the first

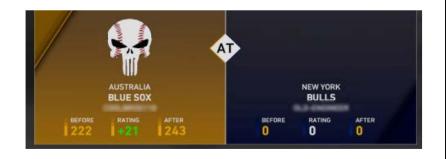
 19 gaming machine;
 a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming

23 machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving device;

a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine. The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (Rating: +21, After: 243) based on the data of the total game result received by the total result data receiving device (based on the Blue Sox Win over the New York Bulls).



26

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 70 of 96

r.

Claim 8

1

2

3

4

5

6

7

8

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

comprising:

gaming machine;

aming machine;

device:

machine.

totalizing device; and

a determined specification value

transmitting device that transmits the

specification value determined by the

device:

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the

game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming 9 machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving

> a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

a determined specification value transmitting device that transmits the specification value determined by the specification value determining device to the first gaming machine and the second gaming machine.

The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event")

Diamond Dynasty Events challenge you to build a team based on themed Event rules Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals.

Tell me more!

Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings!

v do l enter an Event

You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out.

Each Event will contain a unique set of rewards. You can earn rewards in two different ways: (1) via streak wins in a single entry or (2) via cumulative wins throughout the entire Event. Once you're eliminated from the Event, if you have pending rewards, they will be distributed. Also, once the Event ends, any pending rewards you may have will also be distributed.

S.

Claim 8

a game result data receiving device that receives data of a game result transmitted

from the first gaming machine and data of a

a game result totalizing device that totalizes

the game result of the first gaming machine and the game result of the second gaming

result transmitted from the second gaming

a specification value determining device that

etermines a specification value based on

the total result calculated by the game result

specification value determining device to the first gaming machine and the second gaming

machine so as to calculate a total result

wherein the data of the game results are received by the game result data receiving

machine on the basis of the data of the

game result transmitted from the first gaming machine and the data of the game

game result transmitted from the second

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second The PS4/PSN server includes a specification value determining device (processor of PS4) that gaming machine operated by a co-player. determines a specification value (receive Battle Royale specific rewards) based on the data of the total game result received by the total result data receiving device (double elimination a specification value setting device that sets at least one specification value as a control tournament) condition for game control with the first

BATTLE ROYALE

Battle Royale is the most challenging and competitive game mode Diamond Dynasty has ever seen. In this player versus player experience, you will be challenged to draft a team, outlast opponents, and acquire unique rewards.

To start, select BATTLE ROYALE from the PLAY category in Diamond Dynasty. Once selected, you'll have the option to enter. If it's your first time playing Battle Royale, your entry will be free. All subsequent entries require a 😌 1,500 Stubs buy-in.

The buy-in guarantees a few things for you. One, it allows you entry into Battle Royale. Two, it guarantees you a standard pack reward regardless of how well you do. Three, it grants you the opportunity to potentially receive Battle Royale specific rewards.

v does the draft work?

The draft consists of 25 rounds, with each round allowing you to select 1 of 4 players. Each round has a specific quality to it that matches the quality of players to draft from. As an example, if you're in a gold round, you'll see players of gold quality -- and you might even see a player of a slightly higher quality! As the draft progresses, you'll move randomly through the quality tiers, and you'll be presented with a random selection of players.

Okay, I drafted my team, now what?

69

Now you take your team through a grueling double elimination tournament! As you rack up

28

PLAINTIFF BOT M8. LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

CASE NO.: 3:19-cv-07027-WHA

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 71 of 96

t.

8. A server for transmitting and receiving data to and from a first gaming machine operated by a game player and a second gaming machine operated by a co-player, comprising:

Claim 8

1

2

3

4

5

6

7

8

11

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

Claim 8

a specification value setting device that sets at least one specification value as a control condition for game control with the first gaming machine;

baseball team).

a game result data receiving device that receives data of a game result transmitted from the first gaming machine and data of a game result transmitted from the second gaming machine;

a game result totalizing device that totalizes the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game

result transmitted from the second gaming 9 machine so as to calculate a total result wherein the data of the game results are received by the game result data receiving 10 device:

> a specification value determining device that determines a specification value based on the total result calculated by the game result totalizing device; and

a determined specification value 12 transmitting device that transmits the specification value determined by the specification value determining device to the 13 first gaming machine and the second gaming machine.

11.

8. A server for transmitting and receiving

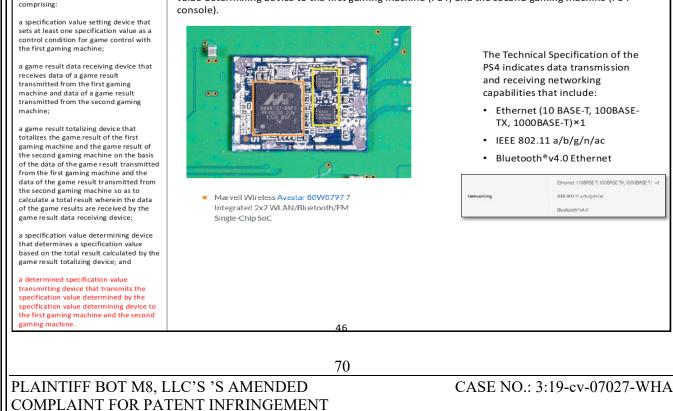
data to and from a first gaming machine

operated by a game player and a second gaming machine operated by a co-player,

A PSN Server executing a server-side backend for MLB the Show 19:

- is a specification value determining device (as part of a system of PS4 + PSN Server) or - includes a specification value determining device (processor of PSN server) that determines a specification value (updated Rating) based on the data of the total game result received by the total result data receiving device (based on a multiplayer win over another

The PSN Server has a determined specification value transmitting device (communications hardware of PSN server) that transmits the specification value determined by the specification value determining device to the first gaming machine (PS4) and the second gaming machine (PS4



1

The following is an element-by-element analysis of Sony's infringement of Claim 11 of 53. 2 the '363 Patent based on MLB The Show.

3	a.	
4	Claim 11	
5 6	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	MLB The Show 19 is a program (video game software) stored on media (DVD disc or a hard drive for download) for directing a computer (processor board of PS4) of a first gaming machine (PS4 console) capable of transmitting and receiving data to and from a server (PlayStation Network server).
7	setting at least one specification value as a control condition for game control with the first gaming	
8	machine;	
9	transmitting data of a game result to the server;	
10	determining a second gaming machine operated by a co-player;	Pullies of the
11	receiving from the server data of a total result totalizing the game result achieved by the first gaming	
12 13	machine and a game result achieved by the second gaming machine;	
13	determining a specification value based on the data of the total result; and	
15	renewing to replace the set	
16	specification value with the determined specification value.	
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		71
	PLAINTIFF BOT M8, I COMPLAINT FOR PA	LLC'S 'S AMENDEDCASE NO.: 3:19-cv-07027-WHATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 73 of 96

1		b.		
2	Claim	11		
3	directing	ogram stored on media for g a computer of a first gaming capable of transmitting and data to and from a server to		machine. A PlayStation 4 console along with a PlayStation ing or multiplayer networked games, also constitute a gaming
4 5	setting a a contro	t least one specification value as l condition for game control first gaming machine;		
6		ting data of a game result to the		
7		ing a second gaming machine by a co-player;		
8 9	result to achieved and a ga	g from the server data of a total talizing the game result I by the first gaming machine me result achieved by the gaming machine;		
10		ing a specification value based ata of the total result; and	PlaySta Networ	ation
11		g to replace the set specification th the determined specification	Networ	rk
12				
13				
14		с.		
15	Claim			
16	11. A pr	ogram stored on media for		
17	machine	g a computer of a first gaming e capable of transmitting and g data to and from a server to :	The PlayStation 4 gaming console (PS- gaming machine which transmits and i data to and from PlayStation Network	d receives k servers,
18		t least one specification value as	e.g., for online multiplayer gaming pur	urposes.
19	with the	l condition for game control first gaming machine;		
20	server;	ting data of a game result to the		NOTE: The PS4 is discussed in detail, but the same analysis is
21		ning a second gaming machine I by a co-player;	The Technical Specification of the	applicable to the PS4 Slim and PS4 Pro consoles.
22	result to	g from the server data of a total talizing the game result I by the first gaming machine	PS4 indicates data transmission and receiving networking	Ethernet (10BASE-T, 100BASE-T), 1000BASE-T) ×1 Networking IEEE 802.11 a/b/g/n/ac
23		me result achieved by the gaming machine;	capabilities that include: • Ethernet (10 BASE-T, 100BASE-	Bluetooth®v4.0
24		ning a specification value based ata of the total result; and	TX, 1000BASE-T)×1	
		g to replace the set specification th the determined specification	 IEEE 802.11 a/b/g/n/ac Bluetooth®v4.0 Ethernet 	
25	value.		- Buetooth v4.0 Ethemet	
26				
27				
28			72	

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 74 of 96

1 2	d. Claim 11	
2 3 4 5 6 7 8 9 0 1 2	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification value. 	<section-header>View PlayStation Plus is a paid-for PlayStation Network subscription service that provides users with access to "online multiplayer" portions of PS4 games.View PlayStation Network servers for gaming, including multiplayer gaming.PS4 utilizes PlayStation Network servers for gaming, including multiplayer gaming.Online Multiplayer utiplayer matches, join coop parties and raids, compete in officiat tournaments and community events, and experience the world of connected play (PlayStation Plus required).</section-header>
3		
5	e.	
6	Claim 11	
٥II	11. A program stored on media for	
8	directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine;	• "MLB The Show 19" is a video game developed and published by Sony Interactive Entertainment (SIE).
8 9	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control	game developed and published by Sony Interactive Entertainment (SIE). • Specifically, MLB The Show 19 was developed by the San Diego Studio
8 9 0	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the	 a Male Show 15 is a video a game developed and published by Sony Interactive Entertainment (SIE). b Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. MLB The Show 19 is exclusively
8 9 0 1	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result	 game developed and published by Sony Interactive Entertainment (SIE). Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE.
8 9 0 1 2	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total	 a Mile Show 15 is a video game developed and published by Sony Interactive Entertainment (SIE). Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. MLB The Show 19 is exclusively playable on the PS4.
8 9 0 1 22 3	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the	 a Mile Show 13 is a video game developed and published by Sony Interactive Entertainment (SIE). Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. MLB The Show 19 is exclusively playable on the PS4.
8 9 20 21 22 23 24	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	 a wreaded of the second of the
18 19 20 21 22 23 24 25	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification	 a Miller The Show 19 is a video game developed and published by Sony Interactive Entertainment (SIE). Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. MLB The Show 19 is exclusively playable on the PS4. MLB The Show 19 is exclusively playable on the PS4. MLB The Show 19 is exclusively playable on the PS4. MLB The Show 19 is exclusively playable on the PS4.
 18 19 20 21 22 23 24 25 26 	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	 a Mile brieve Distance of More and published by Sony Interactive Entertainment (SIE). Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. MLB The Show 19 is exclusively playable on the PS4.
 18 19 20 21 22 23 24 25 26 27 	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	and the show 19 is a video game developed and published by Sony Interactive Entertainment (SIE). • Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. • MLB The Show 19 is exclusively playable on the PS4. • MLB The Show 19 is exclusively playable on the PS4. • Werage Rating Supprise • Verage Rating Supprise • Verage Rating Supprise • Service • Developed by: Service • Service • Service • Service • Developed by: Service • Se
 17 18 19 20 21 22 23 24 25 26 27 28 	machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	 When developed and published by Sony Interactive Entertainment (SIE). Specifically, MLB The Show 19 was developed by the San Diego Studio (SDS) of SIE. MLB The Show 19 is exclusively playable on the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will The Show 19 is exclusively in the PS4. Will

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 75 of 96

f.

Claim 11

1

2

7

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

Claim 11

perform:

server:

value.

11. A program stored on media for 3 directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: 4 setting at least one specification value as 5 a control condition for game control with the first gaming machine; transmitting data of a game result to the 6 server;

determining a second gaming machine operated by a co-player;

receiving from the server data of a total 8 result totalizing the game result achieved by the first gaming machine and a game result achieved by the 9 second gaming machine;

> determining a specification value based on the data of the total result; and

renewing to replace the set specification value with the determined specification value.

As shown below, MLB The Show 19 has an online multiplayer component ("Fierce online competition").

This is more than baseball. Welcome to The Show[™]

The Show is back! MLB® The Show™ 19 brings you the best of baseball. Play America's pastime your way, with new game modes, expanded team building and player customization, and an extensive personalized RPG experience. Create your own player and rise through the MLB ranks or play against others as baseball's greatest stars and legends. Fierce online competition*, exciting RPG action, lightning fast gameplay—The Show 19 has it all.

g.

11. A program stored on media for

directing a computer of a first gaming

machine capable of transmitting and

receiving data to and from a server to

setting at least one specification value as a control condition for game control

transmitting data of a game result to the

determining a second gaming machine

receiving from the server data of a total result totalizing the game result

achieved by the first gaming machine

determining a specification value based on the data of the total result; and

renewing to replace the set specification value with the determined specification

and a game result achieved by the second gaming machine;

with the first gaming machine;

operated by a co-player;

A PlayStation Network Server (PSN Server) is a gaming machine which transmits and receives data to and from PlayStation 4 consoles and other PlayStation Network servers.

*Online multiplayer requires an active PS Plus membership.

A PSN Server may execute a server-side backend or instance for managing online matches of MLB The Show 19 ("Online multiplayer requires an active PS Plus membership")

PlayStation Network PlayStation™Network

Network Service Status

All services are up and running

74

28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 76 of 96

1	h.			
2	Claim 11			
3 4	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	-	-	tion value setting device (processor ication value as a control condition
5	setting at least one specification value as a control condition for game control with the first gaming machine;			Single-chip custom processor
6	transmitting data of a game result to the server;		Main processor	CPU : x86-64 AMD "Jaguar", 8 cores GPU : 1.84 TFLOPS, AMD Radeon™ based graphics engine
7	determining a second gaming machine operated by a co-player;			
8	receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the	custom processor:		
9 10	second gaming machine; determining a specification value based on the data of the total result; and		puter Entertainment, Inc.) C, includes AMD "Jaguar" Cores on GPU (Red)	
11	renewing to replace the set specification value with the determined specification value.			
12				
13				
14	i.			
15	Claim 11			
16	11. A program stored on media for directing a computer of a first gaming	The PS4 executing I	MLB The Show 19 sets at least	
17	machine capable of transmitting and receiving data to and from a server to perform:	game control. In pa	alue as a control condition for articular, the PS4 executing	
18	setting at least one specification value as a control condition for game control	control condition fo	ets a specification value as a or match-making in online . Matchmaking is shown at	SEARCHING FOR OPPONENT
19	with the first gaming machine; transmitting data of a game result to the		r Opponent") based an	GAME SETTINGS Hitting and Pitching difficulties are dynamically set based on your division. For more information, view the handbook
20	server; determining a second gaming machine operated by a co-player;		nas different multiplayer	from the main Diamond Dynasty menu. OPPONENT'S RATING MIN 0 MAX 99
21	receiving from the server data of a total result totalizing the game result	Seasons, and Battle	amond Dynasty, Ranked Royale.	Increasing the rating window finds matches faster at the expense of match quality.
22	achieved by the first gaming machine and a game result achieved by the second gaming machine;			
23	determining a specification value based on the data of the total result; and			
24	renewing to replace the set specification value with the determined specification		ed Seasons and Battle Ro	-
25	value.	competit	ive elite players. Choice Packs are now	e mode, and so we have something special for our most a part of Ranked Seasons and Battle Royale rewards at competition yields the biggest rewards, so bring your best
26		-	win more Choice Packs.	, ,
27				
28			75	

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 77 of 96

1

j.

1	Claim 11	
	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	The PS4 executing MLB The Show 19 sets at least one specification value (Rating) as a control condition for game control ("Each game in Ranked Seasons is matchmade based on your rating").
	setting at least one specification value as a control condition for game control	RANKED SEASONS
	with the first gaming machine;	What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a
	transmitting data of a game result to the server;	no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and
	determining a second gaming machine operated by a co-player;	rewards are distributed immediately as soon as you advance to a higher division.
	receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine;	What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus
	determining a specification value based on the data of the total result; and	3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds:
	renewing to replace the set specification value with the determined specification value.	Spring Training (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-499 Rating
		Pennant Race (PR): 500-599 Rating Wild Card (WC): 600-699 Rating Division Series (DS): 700-799 Rating
		Championship Series (CS): 800-899 Rating World Series (WS): 900-999 Rating
	1-	(47) In the other state of the Booking and the state of the booking of Biological States and the States and the states of the States and the St States and the States an
	k. Claim 11	
	11. A program stored on media for	
	directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	The PS4 executing MLB The Show 19 sets at least one specification value (Rating Mod – "modified on your Ranked Seasons rating") as a control condition for game control (in Diamond Dynasty multiplayer mode or "DD"). In particular, the PS4 executing MLB The Show 19 sets a specification
	setting at least one specification value as a control condition for game control with the first gaming machine;	value as a control condition for match-making in the Diamond Dynasty online multiplayer mode ("Rating Mod only matters during your matchmaking process – when we're looking at your rating to match you versus similarly rated opponents"). See below screenshot from an SDS employee
	transmitting data of a game result to the server;	commenting in a MLB The Show official chat forum.
	determining a second gaming machine operated by a co-player;	
	receiving from the server data of a total result totalizing the game result	Lance_SDS V
	achieved by the first gaming machine	
	achieved by the first gaming machine and a game result achieved by the second gaming machine;	We say this every year, but, just to reiterate, there are no comeback mechanics in MLB The Show never have been, never will be.
	and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and	
	and a game result achieved by the second gaming machine; determining a specification value based	be. Rating Mod in DD is almost exactly what it says it is – it's a modifier on your Ranked Seasons rating that's based on how good your team is (the better the team, the higher the mod). Rating Mod only matters during your matchmaking process –
	and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	be. Rating Mod in DD is almost exactly what it says it is – it's a modifier on your Ranked Seasons rating that's based on how good your team is (the better the team, the higher the mod). Rating Mod only matters during your matchmaking process –
	and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	be. Rating Mod in DD is almost exactly what it says it is – it's a modifier on your Ranked Seasons rating that's based on how good your team is (the better the team, the higher the mod). Rating Mod only matters during your matchmaking process – when we're looking at your rating to match you versus similarly rated opponents. Rating Mod has no gameplay implications.
	and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification	be. Rating Mod in DD is almost exactly what it says it is – it's a modifier on your Ranked Seasons rating that's based on how good your team is (the better the team, the higher the mod). Rating Mod only matters during your matchmaking process – when we're looking at your rating to match you versus similarly rated opponents. Rating Mod has no gameplay implications.

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 78 of 96

1 2

10

11

12

13

Claim 11

11. A program stored on media for directing a computer of a first gaming 3 machine capable of transmitting and receiving data to and from a server to perform: 4 setting at least one specification value as 5 a control condition for game control with the first gaming machine; transmitting data of a game result to the 6 server: determining a second gaming machine 7 operated by a co-player; receiving from the server data of a total 8 result totalizing the game result achieved by the first gaming machine

1.

- and a game result achieved by the 9 second gaming machine; determining a specification value based
 - on the data of the total result; and renewing to replace the set specification

value with the determined specification value

The PS4 executing MLB the Show 19 sets a specification value (Probability of this pack containing 1 or more of the following items) as a control condition for game control (winning a Diamond Player item from opening a pack). For example, a specification value may be pack odds of 1:50 that a pack contains a Diamond Player Item.

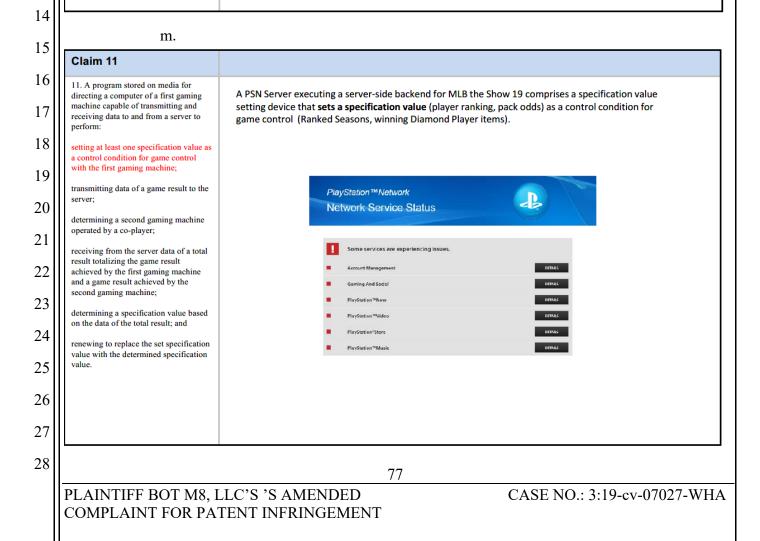
0DD5 DIAMOND PLAYER ITEM 1:50 GOLD OR BETTE PLAYER ITEM 1:10 SILVER OR BETTER PLAYER ITEM 1:3 BRONZE OR BET 1:1 THE SHOW SHOP



1.500 Contains 4 players and 1 assorted item. Diamond Player Item 1:50 1:10 Gold or better Player Item 1:3 Silver or better Player Item

•

🜒 Bronze or better Player Item



Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 79 of 96

1	n.	
2	Claim 11	
3	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to	т
4	perform:	C S
5	setting at least one specification value as a control condition for game control with the first gaming machine;	T
6	transmitting data of a game result to the server;	d
7	determining a second gaming machine operated by a co-player;	т •
8	receiving from the server data of a total result totalizing the game result achieved by the first gaming machine	•
9	and a game result achieved by the second gaming machine;	•
10	determining a specification value based on the data of the total result; and	
11	renewing to replace the set specification value with the determined specification value.	
12		
13		
14		
15	0.	
16	Claim 11	
17	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to	T c g
18	perform: setting at least one specification value as	S
19	a control condition for game control with the first gaming machine;	Т р
20	transmitting data of a game result to the server; determining a second gaming machine	tı re

operated by a co-player; receiving from the server data of a total result totalizing the game result

achieved by the first gaming machine and a game result achieved by the second gaming machine;

determining a specification value based on the data of the total result; and

renewing to replace the set specification value with the determined specification value.

he PS4 has a transmitting device, namely communication components, that transmits data of a game result (multiplayer success/failure) to the server (PlayStation Network servers)

The PS4 has communication device(s) that provides wired and wireless network connectivity for transmitting and receiving lata, including of a game result to the server.

hese communication devices include:

- Marvell 88EC060-NN82 Ethernet Controller (blue)
- Marvell Wireless Avastar 88W8797 7 Integrated 2x2 WLAN/Bluetooth/FM Single-Chip SoC (orange)
- Skyworks 2614B 315BB





The PSN server has a transmitting device, namely communication components, that transmits data of a ame result (multiplayer success/failure) to another erver (PlayStation Network servers)

The PSN server has communication device(s) that provides wired and wireless network connectivity for ransmitting and receiving data, including of a game esult to the server.

"In computing, a server is a computer program or a device that provides functionality for other programs or devices, called "clients". https://en.wikipedia.org/wiki/Server_(computing)#La

rge_servers

PlayStation™Network **Network Service Status**



21

22

23

24

25

26

27

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 80 of 96

p.

1 Claim 11 2 11. A program stored on media for directing a computer of a first gaming 3 machine capable of transmitting and receiving data to and from a server to perform: 4 setting at least one specification value as 5 a control condition for game control with the first gaming machine; transmitting data of a game result to the 6 server: determining a second gaming machine 7 operated by a co-player; receiving from the server data of a total 8 result totalizing the game result achieved by the first gaming machine and a game result achieved by the 9 second gaming machine; determining a specification value based 10 on the data of the total result; and renewing to replace the set specification 11 value with the determined specification value. 12 13 14 q. 15 Claim 11 16 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and The PS4/ PSN server's transmitting device transmits data of a game result (baseball game 17 receiving data to and from a server to result) to the server (PlayStation Network servers). See below example of baseball game perform: result ("Blue Sox Win in 9 Innings" 18 setting at least one specification value as a control condition for game control with the first gaming machine; 19 transmitting data of a game result to the server: 20 determining a second gaming machine operated by a co-player; 21 receiving from the server data of a total result totalizing the game result 22 achieved by the first gaming machine and a game result achieved by the second gaming machine; 23 determining a specification value based on the data of the total result; and 24 renewing to replace the set specification value with the determined specification 25 value. 26 27 28

The PS4/ PSN server's transmitting device transmits data of a game result (in-game baseball event) to the server (PlayStation Network servers). The data of a game result can be a granular event such as a particular pitch made by one player, including parameters of the pitch (curve ball, velocity, placement, player timing info), or a macroscope event such as a strike or base hit.



12/3/2019 11:58:20 PM ______ coolbros118 VS old-e **BLUE SOX WIN IN 9 INNINGS**

W: Bob Feller (2-3, 6.38), L: Nate Ka

1

2 3 4 5 6 7 8 9

1.1 BLUE SOX

BULLS

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 81 of 96

1

2

3

5

6

7

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

Claim 11 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to 4 perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player;

r.

receiving from the server data of a total 8 result totalizing the game result achieved by the first gaming machine and a game result achieved by the 9 second gaming machine;

determining a specification value based 10 on the data of the total result; and

> renewing to replace the set specification value with the determined specification value.

The PS4/PSN server's transmitting device transmits data of a game result (pack opening results) to the server (PlayStation Network servers). See below example item won by opening a pack.



s.

11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as

Claim 11

a control condition for game control with the first gaming machine;

transmitting data of a game result to the server:

determining a second gaming machine operated by a co-player;

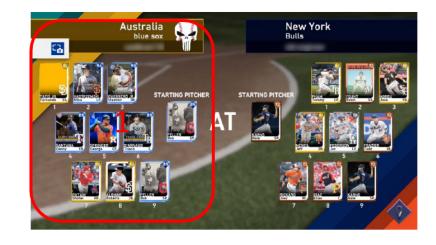
receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine;

determining a specification value based on the data of the total result; and

renewing to replace the set specification value with the determined specification value.

The PS4 includes a gaming machine determining device (processor of PS4) that determines a second gaming machine operated by a co-player (a PS4 operated by a co-player, represented by [1]).

The PSN Server is a gaming machine determining device that determines a second gaming machine operated by a co-player (a PS4 operated by a co-player, represented by an opposing baseball team [1]).



80

28

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 82 of 96

1 t. Claim 11 2 11. A program stored on media for directing a computer of a first gaming 3 machine capable of transmitting and receiving data to and from a server to perform: 4 setting at least one specification value as a control condition for game control 5 with the first gaming machine; transmitting data of a game result to the 6 server: determining a second gaming machine 7 operated by a co-player; receiving from the server data of a total 8 result totalizing the game result achieved by the first gaming machine and a game result achieved by the 9 second gaming machine; determining a specification value based 10 on the data of the total result; and renewing to replace the set specification 11 value with the determined specification value. 12 13 14 u. 15 Claim 11 16 11. A program stored on media for directing a computer of a first gaming 17 machine capable of transmitting and receiving data to and from a server to perform 18 setting at least one specification value as a control condition for game control with the first gaming machine; 19 transmitting data of a game result to the server: 20determining a second gaming machine operated by a co-player; 21 receiving from the server data of a total result totalizing the game result 22 achieved by the first gaming machine and a game result achieved by the second gaming machine; 23 determining a specification value based on the data of the total result; and 24 renewing to replace the set specification value with the determined specification

25

26

27

28

The PS4/PSN server includes a total result data receiving device (communication devices of PS4) that receives from the server data of a total game result (Team Wins) achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting device. An individual at-bat can also be a total game result (Strike) achieved by the first gaming machine (data corresponding to a pitcher) and the second gaming machine (data corresponding to the hitter).



The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (Rating) based on the data of the total game result received by the total result data receiving device ("which is gained by winning/losing games").

RANKED SEASONS

Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus tiers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds: Spring Training (ST) :0-199 Rating Regular Season (RS): 200-399 Rating All-Star (AS): 400-499 Rating value. Pennant Race (PR): 500-599 Rating Wild Card (WC): 600-699 Rating Division Series (DS): 700-799 Rating Championship Series (CS): 800-899 Rating World Series (WS): 900-999 Rating 81

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 83 of 96

1	V.	
2	Claim 11	
3 4 5	11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine;	The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (Rating: +21, After: 243) based on the data of the total game result received by the total result data receiving device (based on the Blue Sox Win over the New York Bulls).
6	transmitting data of a game result to the server;	
7	determining a second gaming machine operated by a co-player; receiving from the server data of a total	
8 9	result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine;	
10	determining a specification value based on the data of the total result; and	
11	renewing to replace the set specification value with the determined specification value.	AUSTRALIA NEW YORK BLUE SOX BULLS
11		BEFORE RATING AFTER 0 0 0
13		
14	w.	
15	Claim 11	
16	Claim 11 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform:	The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via
16 17	 A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event")
16 17 18 19	 A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on
16 17 18 19	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating,
16 17 18 19 20	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals.
16 17 18 19 20 21	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me morel Events are time limited and will provide a plethora of unique team building challenges for you
16 17 18 19 20 21 22	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me more! Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings! How do I enter an Event? You can enter any Event, for free, assuming you have enough players that meet the Event's
 16 17 18 19 20 21 22 23 	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me more! Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings! How do I enter an Event? You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out. Rewards?! Do go on Each Event will contain a unique set of rewards. You can earn rewards in two different ways: (1)
 15 16 17 18 19 20 21 22 23 24 25 	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me more! Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings! How do I enter an Event? You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out. Rewards?! Do go on
 16 17 18 19 20 21 22 23 24 25 	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me morel Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings! How do lenter an Event? You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out. Rewards?! Do go on Each Event will contain a unique set of rewards. You can earn rewards in two different ways: (1) via streak wins in a single entry or (2) via cumulative wins throughout the entire Event. Once you're eliminated from the Event, if you have pending rewards, they will be distributed. Also,
 16 17 18 19 20 21 22 23 24 25 26 	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me morel Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings! How do lenter an Event? You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out. Rewards?! Do go on Each Event will contain a unique set of rewards. You can earn rewards in two different ways: (1) via streak wins in a single entry or (2) via cumulative wins throughout the entire Event. Once you're eliminated from the Event, if you have pending rewards, they will be distributed. Also,
 16 17 18 19 20 21 22 23 24 	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification 	determines a specification value (earn rewards) based on the data of the total game result received by the total result data receiving device ("via streak wins in a single entry" or "via cumulative wins throughout the entire Event") EVENTS Diamond Dynasty Events challenge you to build a team based on themed Event rules. Speedsters, sluggers, and switch hitters will have their moments to shine in these rotating, time-limited Events. Be strategic with your lineup decisions, field your best team, and take on opponents to earn Event rewards based on your hot streaks and overall win totals. Tell me more! Events are time limited and will provide a plethora of unique team building challenges for you to partake in. Each Event contains unique restrictions, rewards, and even gameplay settings! How do lenter an Event? You can enter any Event, for free, assuming you have enough players that meet the Event's restrictions in order to build a 25-man roster. Once entered, Events function similarly to Battle Royale, where 2 losses will eliminate you from the Event. Upon elimination, your rewards will be paid out. Rewards?! Do go on Each Event will contain a unique set of rewards. You can earn rewards in two different ways: (1) via streak wins in a single entry or (2) via cumulative wins throughout the entire Event. Once you're eliminated from the Event, if you have pending rewards, they will be distributed. Also,

COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 84 of 96

1	Х.	
2	Claim 11	
2 3 4 5 6 7 8 9 0 1 2	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification value. 	The PS4/PSN server includes a specification value determining device (processor of PS4) that determines a specification value (receive Battle Royale specific rewards) based on the data of the total game result received by the total result data receiving device (double elimination tournament) BATTLE ROYALE Battle Royale is the most challenging and competitive game mode Diamond Dynasty has ever seen. In this player exact player experience, you will be challenged to draft a team, outlast opponents, and acquire unique rewards. How do I start a Battle Royale? To start, select BATTLE ROYALE from the PLAY category in Diamond Dynasty. Once selected, you'll have the option to enter. If it's your first time playing Battle Royale, your entry will be free. All subsequent entries require a € 1,500 Stubs buy-in. What's the buy-in for? The buy-in guarantees a few things for you. One, it allows you entry into Battle Royale. Two, it guarantees you a standard pack reward regardless of how well you do. Three, it grants you the opportunity to potentially receive Battle Royale specific rewards. How does the draft work? The draft consists of 25 rounds, with each round allowing you to select 1 of 4 players. Each round has a specific quality to it that matches the quality of players to draft from. As an example, if you're in a gold round, you'll see players of gold quality and you might even see a player of a slighthy higher quality! As the draft progresses, you'll move randomly through the quality tiers, and you'll be presented with a random selection of players. Ckay, ! drafted my team, now what? Now you take your team through a grueling double elimination tournament! As you rack up
3		
4	y.	
5	Claim 11	
.6 .7 .8 .9 20 21 22 23 24 25 26 27	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value with the determined specification value. 	A PSN Server executing a server-side backend for MLB the Show 19: • is a specification value determining device (as part of a system of PS4 + PSN Server) or • includes a specification value determining device (processor of PSN server) that determines a specification value (updated Rating) based on the data of the total game result received by the total result data receiving device (based on a multiplayer win over another baseball team).
28		83
	PLAINTIFF BOT M8, I COMPLAINT FOR PA	

	Case 3:19-cv-0	7027-WHA Document 68 Filed 12/05/19 Page 85 of 96
1	Z. Claim 11	
2 3 4 5 6 7 8 9 0 1 2 3	 11. A program stored on media for directing a computer of a first gaming machine capable of transmitting and receiving data to and from a server to perform: setting at least one specification value as a control condition for game control with the first gaming machine; transmitting data of a game result to the server; determining a second gaming machine operated by a co-player; receiving from the server data of a total result totalizing the game result achieved by the first gaming machine and a game result achieved by the second gaming machine; determining a specification value based on the data of the total result; and renewing to replace the set specification value. 	The PS4/PSN server includes a specification value renewing device (processor) that renews to replace the specification value (Your rating also dictates where you're currently placed in the season) set by the specification value setting device with the specification value determined by the specification value determining device (The division use the following rating thresholds) RANKED SEASONS What is Ranked Seasons? Ranked Seasons is the primary destination to play against other players online, in a no-holds-barred competition to see who has built the best team in Diamond Dynasty. Each game in Ranked Seasons is matchmade based on your rating (which is gained by winning/ losing games) and by your team's overall rating. Each season lasts for multiple weeks and rewards are distributed immediately as soon as you advance to a higher division. What's rating and placement? We use rating to matchmake players in Ranked Seasons. As you win or lose games, you'll have a rating point assigned to your team. As you matchmake, the system will attempt to find games against other players with similar rating. In addition to matchmaking, your rating also dictates where you're currently placed in the season. We have 8 divisions that you can be placed in, plus 3 bonus titers in which you will acquire extra rewards upon reaching. The divisions use the following rating thresholds: Spring Training (ST) :0-199 Rating Pennant Race (PR): 500-599 Rating Wid Gard (WC): 400-699 Rating Wid Series (WS): 200-999 Rating Championship Series (CS): 200-999 Rating

15	54. To the extent the '363 Accused Products include hardware or software owned by third
16	parties, the '363 Accused Products still infringe the '363 Patent because Sony is vicariously liable for
17	making, selling, offering for sale, and/or using the patented technology by controlling the design and
18	operation of the Accused Products that are made, used and sold. For example, pursuant to contractual
19	license agreements, Sony directs and controls its customers' use of the Accused Products. Further,
20	Sony derives a benefit from the manufacture and use of every component of the entire system.
21	55 Sony's infringement of the '363 Potent injured and is injuring Bot M8 in an amount to

55. Sony's infringement of the '363 Patent injured and is injuring Bot M8 in an amount to
be proven at trial, but not less than a reasonable royalty.

<u>COUNT II</u> (Indirect Infringement of the '363 Patent pursuant to 35 U.S.C. § 271(b))

56. Bot M8 repeats, realleges, and incorporates by reference, as if fully set forth herein, the allegations of the preceding paragraphs, as set forth above.

84

27

28

23

24

25

26

57. In addition to directly infringing the '363 Patent, Sony induces infringement under 35
 U.S.C. § 271(b) by directing and controlling its customers to use the '363 Accused Proudets in an
 infringing manner.

58. Customers may not use PlayStation 4 consoles, the PlayStation Network, or various
Sony developed video games without agreeing to various Sony contracts. These contracts provide that
Sony owns all intellectual property in the Accused Products, that Sony owns the software operating the
Accused Products, that customers may only use the Accused Products as provided for and directed by
Sony, and that customers may not modify the Accused Products or use them other than as intended by
Sony.

59. The following is an excerpt from the PlayStation 4 license. It confirms that Sony owns
the PlayStation and the customer is only licensing the ability to use Sony's system. It also provides
that the customer may not modify the PlayStation, and that Sony may modify the PlayStation's
software without the consent of the user:

All rights to use System Software are granted by license only, and you are not granted any ownership rights or interests in System Software. SIE Inc and its licensors retain all intellectual property rights in System Software. All use of or access to System Software is subject to this Agreement's terms and applicable intellectual property laws. Except as this Agreement expressly grants, SIE Inc and its licensors reserve all rights in System Software.

19 **2. RESTRICTIONS**

14

15

16

17

18

28

You may not lease, rent, sublicense, publish, modify, patch, adapt or 20translate System Software. You may not reverse engineer, decompile or disassemble System Software, create System Software derivative works, 21 or attempt to create System Software source code from its object code. 22 You may not (i) use any unauthorized, illegal, counterfeit or modified hardware or software with System Software; (ii) use tools to bypass, 23 disable or circumvent any PS4 system encryption, security or authentication mechanism; (iii) reinstall earlier versions of the System 24 Software ("downgrading"); (iv) violate any laws, regulations or statutes or rights of SIE Inc or third parties in connection with your access to or 25 use of System Software; (v) use any hardware or software to cause 26 System Software to accept or use unauthorized, illegal or pirated software or hardware; (vi) obtain System Software in any manner other 27 than through SIE Inc's authorized distribution methods; or (vii) exploit

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

CASE NO.: 3:19-cv-07027-WHA

System Software in any manner other than to use it with your PS4 system according to the accompanying documentation and with authorized software or hardware, including use of System Software to design, develop, update or distribute unauthorized software or hardware for use in connection with your PS4 system.

These restrictions will be construed to apply to the greatest extent permitted by the law in your jurisdiction.

3. SERVICES AND UPDATES; THIRD PARTY AGREEMENTS AND CONTENT

SIE Inc may provide you with certain System Software updates, upgrades or services. Some updates, upgrades or services may be provided automatically without notice to you when you sign in to PlayStationTMNetwork and others may be available to you through SIE Inc's website or authorized channels. You consent to SIE Inc providing you these automatic updates, upgrades and services. Services may include the latest update or download of a new release of System Software containing security patches, new technology or revised settings and features that may prevent access to unauthorized or pirated content or prevent use of unauthorized hardware or software in connection with your PS4 system. These updates, upgrades and services may have effects on the functionality of your PS4 system, and SIE Inc is not responsible to you for any such effects or any harm caused by the installation process.

You must install or have installed the most current version of System Software as soon as you reasonably can. Some updates, upgrades or services may change your current settings, cause a loss of data or content or cause functionality or feature loss. SIE Inc recommends that you regularly back up all data that you can.

- https://doc.dl.playstation.net/doc/ps4-eula/ps4_eula_en.html.
 - 60. The following is an excerpt from the PlayStation Network license:

Except as stated in this agreement, all content and software provided through PSN Services are licensed non-exclusively and revocably to you for your personal, private, non-transferable, non-commercial, limited use on a limited number of devices in the country in which your Account is registered. All intellectual property rights subsisting in PSN Services, including all software, data, and content subsisting in or used in connection with PSN Services, the Online ID and access to content and hardware used in connection with PSN Services (collectively defined as "Property"), belong to SIE LLC, its affiliates and its licensors. This license and all use or access to Property is expressly conditioned on your compliance with this agreement's terms, applicable Usage Terms, other

28

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

applicable agreements, if any, and all applicable copyright and intellectual property rights laws.

https://www.playstation.com/en-us/network/legal/terms-of-service/.

61. Sony knowingly and actively aided and abetted the direct infringement of the '363 Patent by instructing and encouraging its customers and developers to use the '363 Accused Products. Such instructions and encouragement included advising third parties to use the '363 Accused Products in an infringing manner, providing a mechanism through which third parties may infringe the '363 Patent, advertising and promoting the use of the '363 Accused Products in an infringing manner, and distributing guidelines and instructions to third parties on how to use the '363 Accused Products in an infringing manner.

9 10

1

2

3

4

5

6

7

8

11

14

(Direct Infringement of the '540 Patent pursuant to 35 U.S.C. § 271(a))

Bot M8 repeats, realleges, and incorporates by reference, as if fully set forth herein, the
allegations of the preceding paragraphs, as set forth above.

63. Sony infringes Claim 1 of the '540 Patent in violation of 35 U.S.C. § 271(a).

64. Sony's infringement is based upon literal infringement or, in the alternative,
infringement under the doctrine of equivalents.

17 65. Sony's infringement includes making, using, advertising, importing, selling, and
18 offering for sale PlayStation 4 consoles, PlayStation Network services, and video games developed by
19 Sony or its subsidiaries (collectively, the "540 Accused Products"). Sony's acts of making, using,
20 advertising, importing, selling, and offering for sale infringing products and services were and are
21 without the permission, consent, authorization, or license of Bot M8.

66. The '540 Accused Products practice the patented invention of the '540 Patent and
infringed the '540 Patent because they use double authentication to authenticate gaming information
and increase authentication reliability. Namely, before the PlayStation 4 motherboard loads an
authentication program to authenticate actual gaming information, a preliminary authentication is
carried out to confirm that the authentication program is a legitimate program which has not been

87

27 28 1 manipulated. The PlayStation reads an authentication program from the memory of the motherboard,
2 and then, stores the read out authentication program in another memory of the motherboard.

67. The PlayStation 4 platform is built to execute game programs which are stored on an
internal hard drive or a digital optical disk while utilizing temporary memory such as RAM or Flash
memory. The PlayStation 4 includes a motherboard with an 8 core x86-based CPU and 8GB of
GDDR5 RAM. It also features Samsung's K4B2G1646E-BCK0 DDR3 SDRAM secondary chip.
Authentication programs associated with the games are stored on the memory.



https://www.ifixit.com/Teardown/PlayStation+4+Teardown/19493

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

28

A PlayStation 4 includes a CPU for executing game programs. This CPU combines a
 traditional CPU with a GPU as well as the PlayStation's memory controller and video decoder.
 PlayStation 4 software manages physical memory allocation. System software and hardware are
 synchronized so that CPU, GPU and other processors can share memory.

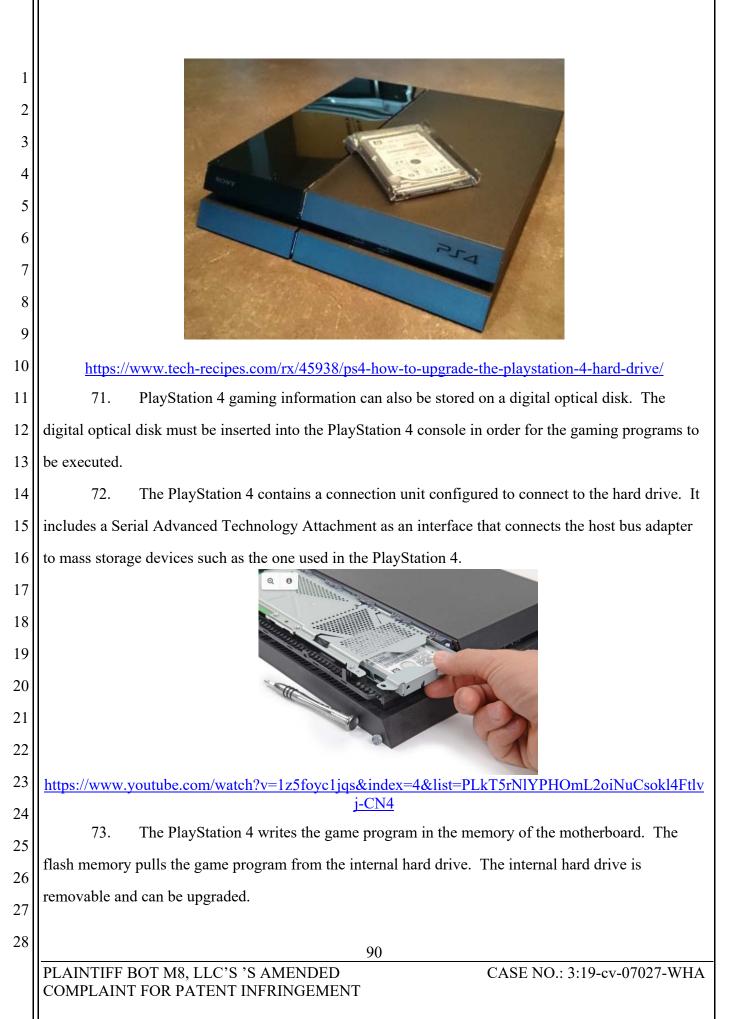
The PlayStation 4's processor was co-developed by Sony and AMD. It combines a CPU (central processing unit) and GPU (graphics processing unit), as well as the PS4's memory controller and video decoder.

As shown, the CPU contains two "quad-core Jaguar modules" that total 8 x86-64 cores. The GPU has 18 compute units that Sony's claims will produce a peak performance of 1.84 TFLOPs.

http://techinsights.com/teardown.com/sony-playstation-4/

70. PlayStation 4 includes a mechanical hard drive, typically a 5400 RPM, 500 GB or 1 TB, SATA II. This hard drive is user-replaceable, with a standard 2.5" SATA drive. The removable hard drive serves as system storage for the PlayStation 4. Gaming information including an authentication program can be stored in the removable hard drive. A USB storage device such as an external HDD can be used as extended storage for gaming information. Games and add-ons from the PlayStation Store can be downloaded directly to such extended storages. Games stored on PlayStation system storage can be moved to such extended storage.

COMPLAINT FOR PATENT INFRINGEMENT



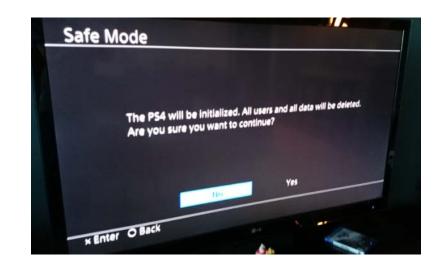
74. The authentication program for the PlayStation 4 hard drive, Operating System, and games is stored on PlayStation 4 MX25L25635FMI 256Mb Serial Flash Memory which handles the 3 boot up process / firmware / BIOS / CMOS

1

2

5	boot up process / minware / bros / enros.
4	Parts for PS4 / Original Nor IC Chip MX25L25635FMI-10G for PS4 Motherboard Recair
5	Original Nor IC Chip
6	MX25L25635FMI-10G for PS4 Motherboard Repair
7	승승승승 Be the first to review this product Availability: In stock, 1 day ship SKU: WRP4148
8	Add to compare list Email a friend
9	
10	Original Nor IC Chip MX25L25635FMI-10G for PS4 Motherboard Repair http://wkego.com/original-nor-ic-chip-mx25l25635fmi-10g-for-ps4-motherboard-repairv
11	75. As shown below, upon boot up the PlayStation 4 includes a program that checks for
	errors and authenticates. The screen capture shows an error in authentication.
12	enors and damendeates. The serven capture shows an error in damendeation.
13	CE-36329-3 PS4 Error Code
14	An error has occurred with system software
15	
16	
17	01 Follow the on-screen instructions and select [Report Problem].
	()2 Make sure that you have the latest version of the System Software installed by selecting [Settings] > [System Software Update]. The system should then be restarted.
18	If you have upgraded the Hard Disk Drive (HDD) in your system, please re-install the original HDD.
19	04 If the error occurs again, back up your saved data, and then go to [Settings] > [Initialization] and choose [Initialize PS4].
20	05 If the error continues and occurs with every application, or as soon as the application starts, please contact PlayStation Support.
21	https://www.playstation.com/en-gb/get-help/help-library/error-codes/ce-36329-3/
22	76. After installation of a new hard drive, the PlayStation 4 will have to go through the
23	initial procedure. This is because the PlayStation authenticates as a new device based on new
24	information contained on the new hard drive.
25	
26	
27	
28	91
	PLAINTIFF BOT M8, LLC'S 'S AMENDED CASE NO.: 3:19-cv-07027-WHA
	COMPLAINT FOR PATENT INFRINGEMENT

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 93 of 96



http://www.tech-recipes.com/rx/45938/ps4-how-to-upgrade-the-playstation-4-hard-drive/

77. When a user purchases a PlayStation 4 game disk from a retailer, even though game information is installed to the internal hard drive after the first time the user connects the digital optical disk to the PlayStation 4 console, the digital optical disk must be inserted into the PlayStation 4 console to play the game. This is necessary for authentication purposes and to prevent several users from playing the game without purchasing multiple copies.

78. In order to play games offline, a PlayStation 4 must be configured as the "primary." Otherwise the downloaded games cannot be played because the hard drive includes an authentication program for verifying that the PlayStation 4 is allowed to play the game.

79. This shows that PlayStation 4 will utilize the information obtained from the internal hard drive to determine whether the game can be authenticated and therefore is allowed to be played.

	Case 3:19-cv-0	07027-WHA Document 68 Filed 12/05/19 Page 94 of 96
1	during the	e is a thread on the front page with a lot of confusion and people not being able to access their games PSN Maintenance, with others chiming in about being able to play them fine (including myself), some knowing how to register their PS4 as Primary, and some people not realizing there was maintenance
2	scheduled	at all, I think it's probably time for a subreddit PSA. ked to activate your PS4 when you first setup your system, but I think some people might skip it in the
	initial hurr	to set everything up, not realizing what it does. to activate your PS4 as Primary, and be able to play all your digital games offline whenever you want.
3		u will not be able to do this immediately since online services are unavailable during
4	When Main then go to:	tenance is over and PSN service are available again, log into your PS4 with your primary PSN account, and
5	• [Sett • > PS	
6		iivate as Your Primary PS4 t [Activate]
Ţ		ent in your PS4 for repair and gotten it replaced, or gotten a new system in any way, you must deactivate stem and activate the new one.
/		nation is available here: pport.us.playstation.com/app/answers/detail/a_id/5059/%7E/activate-%2F-deactivate-primary-ps4
8	from the in	reply in comments if you have any questions. You can test if it works after you do this and then disconnect iternet. If <i>that</i> doesn't work, comment here and we can try to troubleshoot it and figure out if there's a
9	https://www.reddit.com	e. /r/PS4/comments/2euucu/psa you must activate your
10	ps4_as_primary_to_play	
11	80. The follo	wing is an element-by-element analysis of Sony's infringement of Claim
	the '540 Patent:	
12		
13	a.	
14	Claim 1	Sonv's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred t
	Claim 1 1. A gaming machine, comprising:	Sony's PlayStation 4 is a gaming machine. There are three versions of the PlayStation 4 referred t "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation
15	1. A gaming machine,	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlaySta 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of
	1. A gaming machine, comprising: (i) a board including a memory in which a game	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation
15	 A gaming machine, comprising: a board including a memory in which a game program for executing a game and an authentication 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlaySta 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single c will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta
15 16	 A gaming machine, comprising: a board including a memory in which a game program for executing a game 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlaySta 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single c will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta
15 16 17 18	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlaySta 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single c will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta
15 16 17 18 19	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlaySta 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single c will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta
15 16 17 18	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach server.
15 16 17 18 19	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach server.
 15 16 17 18 19 20 21 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlaySta Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach server.
 15 16 17 18 19 20 21 22 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Networked games, also constitute
 15 16 17 18 19 20 21 22 23 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and 	"PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayStation 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Network server, for playing streaming server, for playing streaming server, for playing server, for playing server, for playing serv
 15 16 17 18 19 20 21 22 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for 	 "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A page of the set of the s
 15 16 17 18 19 20 21 22 23 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for executing the game based upon the game program 	 "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: Constraint of the stream of the transformation of transformation of the transformation of tran
 15 16 17 18 19 20 21 22 23 24 25 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for executing the game based 	 "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playStation 4 versions and the versions of the '540 Patent in the same way, so a single of versions server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playState of the versions of the versions of the version of versions of ver
 15 16 17 18 19 20 21 22 23 24 25 26 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for executing the game program stored in said another 	 "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playStation 4 versions and the versions of the '540 Patent in the same way, so a single of versions server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playState of the versions of the versions of the version of versions of ver
 15 16 17 18 19 20 21 22 23 24 25 26 27 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for executing the game program stored in said another 	 "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playStation 4 versions and the versions of the '540 Patent in the same way, so a single of versions server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playState of the versions of the versions of the version of versions of ver
 15 16 17 18 19 20 21 22 23 24 25 26 	 1. A gaming machine, comprising: (i) a board including a memory in which a game program for executing a game and an authentication program for authenticating the game program are stored; (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for executing the game program stored in said another 	 "PlayStation 4," "PlayStation 4 Slim," and "PlayStation 4 Pro" (collectively referred to as "PlayState 4). Each of these versions infringe the asserted claims of the '540 Patent in the same way, so a single of will provided for these three PlayStation 4 versions. A PlayStation 4 console along with a PlayState Network server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playStation 4 versions and the versions of the '540 Patent in the same way, so a single of versions server, for playing streaming or multiplayer networked games, also constitute a gaming mach Image: A playState of the versions of the versions of the version of versions of ver

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 95 of 96

b.	
Claim 1	
1. A gaming machine, comprising:	The PlayStation 4 console has a board which is an internal hard drive.
(i) a board including a memory in which a game program for executing a game	As shown below, the board is the PlayStation 4 hard drive which is configured to store the game programs as well as authentication programs associated with the games and PlayStation Operating System.
and an authentication program for authenticating the game program are stored;	
(ii) a motherboard which is different from the board and	
connects to the board, the motherboard including another memory which is	
different from the memory, said another memory configured to read out and	
store the game program stored in the memory; and	The PlayStation 4 console includes a 2.5" 500 GB, 1TB or 2TB hard drive, which can be upgraded by the user. https://en.wikipedia.org/wiki/PlayStation_4_technical_specifications#Hard_drive
(iii) a CPU which is provided on the motherboard, for executing the game based	Users can download game to PlayStation 4 hard drive. See generally, <u>https://www.howtogeek.com/328674/how-to-download-games-to-your-playstation-4-</u>
upon the game program stored in said another memory,	from-your-phone-or-pc/
c.	
Claim 1	
Claim 1 1. A gaming machine, comprising:	PlayStation 4 requires one to set a PlayStation 4 console as the primary PlayStation 4 if downloaded games on the hard drive are desired to be played offline, otherwise the downloaded games cannot be
(i) a board including a memory in which a game	played because the hard drive includes an authentication program for verifying that the PS4 is allowed to play the game.
program for executing a game and an authentication program for authenticating	Since there is a thread on the front page with a lot of confusion and people not being able to access their games during the PSN Maintenance, with others chiming in about being able to play them fine (including myself), some people not knowing how to register their PS4 as Primary, and some people not realizing there was maintenance scheduled at all, I think it's probably time for a subreddit PSA.
the game program are stored;	You get asked to activate your PS4 when you first setup your system, but I think some people might skip it in the initial hurry to set everything up, not realizing what it does. Here's how to activate your PS4 as Primary, and be able to play all your digital games offline whenever you want.
(ii) a motherboard which is different from the board and	NOTE: You will not be able to do this immediately since online services are unavailable during Maintenance. When Maintenance is over and PSN service are available again, log into your PS4 with your <i>primary</i> PSN account, and
connects to the board, the motherboard including another memory which is	 [Settings] > PSN
different from the memory, said another memory	 > Activate as Your Primary PS4 Select [Activate] If you've sent in your PS4 for repair and gotten it replaced, or gotten a new system in any way, you must deactivate
configured to read out and store the game program	your old system and activate the new one. More information is available here: https://support.us.playstation.com/app/answers/detail/a_id/5059/%7E/activate-%2F-deactivate-primary-ps4
stored in the memory; and (iii) a CPU which is provided	from the internet. If <i>that</i> doesn't work, comment here and we can try to troubleshoot it and figure out if there's a larger issue.
on the motherboard, for executing the game based upon the game program	https://www.reddit.com/r/PS4/comments/2euucu/psa_you_must_activate_your_ps4_as_primary_to_play.
upon the game program stored in said another memory,	
	94

Case 3:19-cv-07027-WHA Document 68 Filed 12/05/19 Page 96 of 96

1	d.	
2	Claim 1	
3	1. A gaming machine, comprising:	PlayStation 4 requires one to set a PlayStation 4 console as the primary PlayStation 4 if downloaded games on the hard drive are desired to be played offline, otherwise the downloaded games cannot be
4	(i) a board including a memory in which a game program for executing a game	played because the hard drive includes an authentication program for verifying that the PS4 is allowed to play the game.
5	and an authentication program for authenticating	Activate as Your Primary PS4
6	the game program are stored; (ii) a motherboard which is	Activate your PS4™ system as your primary system, using your Sony Entertainment Network account. Activating your system enables these features:
7	different from the board and connects to the board, the	 Anyone who uses your primary PS4™ system can use applications you purchase from PlayStation®Store. Anyone who uses your primary PS4™ system can enjoy the benefits of your PlayStation®Plus subscription. Your PS4™ system can automatically download content you pre-ordered, or content you've purchased on light: light: l
8	motherboard including another memory which is different from the memory,	 You can connect to your PS4[™] system via the Internet using Remote Play on another device. Anyone who uses your primary PS4[™] system can use the themes that you purchase from PlayStation®Store.
9	said another memory configured to read out and store the game program stored in the memory; and	 You can activate only one PS4[™] system per account. When you activate a system, other users of the system can use applications and enjoy some of the PlayStation®Plus benefits of your account, even when that user is not logged in.
10 11	(iii) a CPU which is provided on the motherboard, for	To enjoy certain PlayStation®Plus benefits, you must subscribe to the service. For details, visit the SIE website for your country or region.
12	executing the game based upon the game program stored in said another	http://manuals.playstation.net/document/en/ps4/settings/activation.html
13	memory,	
14		4
15	e.	
	Claim 1	
16	1. A gaming machine, comprising:	A PlayStation 4 Blu-ray disc containing game software that is inserted into a PlayStation 4 console is also a board comprising memory for a game program for executing a game on the using the PlayStation 4.
17	(i) a board including a memory in which a game	"The games come on proprietary CD-ROM/XA discs that are read by laser, just like regular CDs." <u>https://electronics.howstuffworks.com/playstation2.htm</u> Consumers can buy various PlayStation 4 game discs from retail store such as Best Buy.
18	program for executing a game and an authentication	https://www.bestbuy.com/site/playstation-4-ps4/playstation-4-ps4-video- games/pcmcat296300050018.c?id=pcmcat296300050018
19	program for authenticating	games/penical29050018.end=penical29050018
	the game program are stored;	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs.
20	(ii) a motherboard which is different from the board and	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The <u> PlayStation 4</u> use[s] Blu-ray <u>BD-ROM</u> discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a <u>ROM-Mark</u> which cannot be duplicated by consumer-level recorders. While the BD-ROM format does provide considerable capacity (up to 100 gigabytes per disc with potential revision to
21	(ii) a motherboard which is different from the board and connects to the board, the motherboard including	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The <u> PlayStation 4</u> use[s] Blu-ray <u>BD-ROM</u> discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a <u>ROM-Mark</u> which cannot be duplicated by consumer-level recorders.
21 22	(ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The <u> PlayStation 4</u> use[s] Blu-ray <u>BD-ROM</u> discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a <u>ROM-Mark</u> which cannot be duplicated by consumer-level recorders. While the BD-ROM format does provide considerable capacity (up to 100 gigabytes per disc with potential revision to provide more), increased consumer bandwidth availability combined with the increased size of games distributed through online channels (approaching 100 gigabytes for some titles) is rendering this point moot. To prevent the
21 22 23	(ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The PlayStation 4 use[s] Blu-ray BD-ROM discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a <u>ROM-Mark</u> which cannot be duplicated by consumer-level recorders. While the BD-ROM format does provide considerable capacity (up to 100 gigabytes per disc with potential revision to provide more), increased consumer bandwidth availability combined with the increased size of games distributed through online channels (approaching 100 gigabytes for some titles) is rendering this point moot. To prevent the consoles themselves being hacked and used as a means to defeat these protections (as happened with the Wii and partially with the PlayStation 3), contemporary consoles employ trusted hardware paths that authenticate the internal hardware and software prior to operation." https://en.wikipedia.org/wiki/Copy_protection In computing, ROM Mark or BD-ROM Mark is a serialization technology designed to guard against mass production piracy or the mass duplication and sale of unauthorized copies of pre-recorded <u>Blu-ray Discs</u> . Only licensed BD-ROM
21 22 23 24	(ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The <u> PlayStation 4</u> use[s] Blu-ray <u>BD-ROM</u> discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a <u>ROM-Mark</u> which cannot be duplicated by consumer-level recorders. While the BD-ROM format does provide considerable capacity (up to 100 gigabytes per disc with potential revision to provide more), increased consumer bandwidth availability combined with the increased size of games distributed through online channels (approaching 100 gigabytes for some titles) is rendering this point moot. To prevent the consoles themselves being hacked and used as a means to defeat these protections (as happened with the Wii and partially with the PlayStation 3), contemporary consoles employ trusted hardware paths that authenticate the internal hardware and software prior to operation." <u>https://en.wikipedia.org/wiki/Copy_protection</u> In computing, ROM Mark or BD-ROM Mark is a serialization technology designed to guard against mass production
21 22 23	(ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The <u> PlayStation 4</u> use[s] Blu-ray <u>BD-ROM</u> discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a <u>ROM-Mark</u> which cannot be duplicated by consumer-level recorders. While the BD-ROM format does provide considerable capacity (up to 100 gigabytes per disc with potential revision to provide more), increased consumer bandwidth availability combined with the increased size of games distributed through online channels (approaching 100 gigabytes for some titles) is rendering this point moot. To prevent the consoles themselves being hacked and used as a means to defeat these protections (as happened with the Wii and partially with the PlayStation 3), contemporary consoles employ trusted hardware paths that authenticate the internal hardware and software prior to operation." <u>https://en.wikipedia.org/wiki/Copy_protection</u> In <u>computing</u> , ROM Mark or BD-ROM Mark is a serialization technology designed to guard against mass production piracy or the mass duplication and sale of unauthorized copies of pre-recorded <u>Blu-ray Discs</u> . Only licensed BD-ROM manufacturers have access to the equipment that can make these unique ROM Marks, thus allowing authentic BD-ROM media like movies and music to be identified. The ROM Mark contains the Volume ID required to decrypt content encrypted using <u>AACS</u> ." https://en.wikipedia.org/wiki/ROM_Mark
21 22 23 24	 (ii) a motherboard which is different from the board and connects to the board, the motherboard including another memory which is different from the memory, said another memory configured to read out and store the game program stored in the memory; and (iii) a CPU which is provided on the motherboard, for 	The PlayStation 4 includes an authentication program to authenticate the game program on the Blu-ray discs. "The PlayStation 4 use[s] Blu-ray BD-ROM discs. In addition to any protection provided by the consoles themselves, the BD-ROM format's specification allows for a ROM-Mark which cannot be duplicated by consumer-level recorders. While the BD-ROM format does provide considerable capacity (up to 100 gigabytes per disc with potential revision to provide more), increased consumer bandwidth availability combined with the increased size of games distributed through online channels (approaching 100 gigabytes for some titles) is rendering this point moot. To prevent the consoles themselves being hacked and used as a means to defeat these protections (as happened with the Wii and partially with the PlayStation 3), contemporary consoles employ trusted hardware paths that authenticate the internal hardware and software prior to operation." https://en.wikipedia.org/wiki/Copy_protection In computing, ROM Mark or BD-ROM Mark is a serialization technology designed to guard against mass production piracy or the mass duplication and sale of unauthorized copies of pre-recorded <u>Blu-ray Discs</u> . Only licensed BD-ROM manufacturers have access to the equipment that can make these unique ROM Marks, thus allowing authentic BD-ROM media like movies and music to be identified. The ROM Mark contains the Volume ID required to decrypt content encrypted using <u>AACS</u> ." https://en.wikipedia.org/wiki/ROM_Mark

PLAINTIFF BOT M8, LLC'S 'S AMENDED COMPLAINT FOR PATENT INFRINGEMENT

CASE NO.: 3:19-cv-07027-WHA