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3 4	Telephone: (302) 999-1540 Facsimile: (302) 762-1688 vyas@swdelaw.com				
5	Attorneys for Plaintiff				
6	Adiona IP, LLC				
7 8	IN THE UNITED STATES DISTRICT COURT FOR THE NORTHERN DISTRICT OF CALIFORNIA OAKLAND DIVISION				
9	ADIONA IP, LLC)			
10	Plaintiff,) Civil Action No. 4:20-cv-105			
11	v.)) COMPLAINT FOR) PATENT INFRINGEMENT			
12	LOGITECH INC. and ULTIMATE EARS INCORPORATED)) JURY TRIAL DEMANDED			
13 14	Defendant.))			
15 16 17	For its Complaint, Adiona IP, LLC ("Adio alleges as follows:	na"), by and through the undersigned counsel			
18	THE PAR	RTIES			
10	1. Adiona is a Texas limited liability company with a place of business located a				
20	312 W 8 th Street, Dallas, Texas 75208.				
21	2. Defendant Logitech Inc. ("Logitech") is a California company, with, upor				
22	information and belief, a place of business located at 7700 Gateway Boulevard, Newark				
23	California 94560.				
24	3. Defendant Ultimate Ears Incorporated ("Ultimate Ears") is a Nevada company				
25	with, upon information and belief, a place of business located at 7700 Gateway Boulevard Newark, California 94560.				
26					
27	4. Upon information and belief, Ultimate Ears is a subsidiary of Logitech.				

Complaint for Patent Infringement

- 5. Logitech and Ultimate Ears are collectively referred to herein as "Defendants."
- 6. On June 4, 2019, Adiona's licensing agent sent a letter via FedEx to Defendants' Office of General Counsel informing Defendants of the patent-in-suit and enclosing claim charts.

JURISDICTION AND VENUE

- 7. This action arises under the Patent Act, 35 U.S.C. § 1 et seq.
- 8. Subject matter jurisdiction is proper in this Court under 28 U.S.C. §§ 1331 and 1338.
- 9. Upon information and belief, Defendant conducts substantial business in this forum, directly or through intermediaries, including: (i) at least a portion of the infringements alleged herein; and (ii) regularly doing or soliciting business, engaging in other persistent courses of conduct and/or deriving substantial revenue from goods and services provided to individuals in this district.
 - 10. Venue is proper in this district pursuant to 28 U.S.C. § 1400(b).

THE PATENT-IN-SUIT

- 11. On March 20, 2007, U.S. Patent No. 7,194,520 (the "'520 patent"), entitled "Content Player for Broadcasting to Information Appliances," was duly and lawfully issued by the U.S. Patent and Trademark Office. A true and correct copy of the '520 patent is attached hereto as Exhibit A.
- 12. Adiona is the assignee and owner of the right, title and interest in and to the '520 patent, including the right to assert all causes of action arising under said patent and the right to any remedies for infringement of it.

COUNT I – INFRINGEMENT OF U.S. PATENT NO. 7,194,520

- 13. Adiona repeats and realleges the allegations of paragraphs 1 through 12 as if fully set forth herein.
- 14. Without license or authorization and in violation of 35 U.S.C. § 271(a), Defendant is liable for infringement of at least claims 1 and 8 of the '520 patent by making, using, importing, offering for sale, and/or selling a content broadcaster including Defendants' Bluetooth

speakers, including, but not limited to the MEGABOOM 3, BOOM 3, and WONDERBOOM line of products (collectively, the "Accused Devices") because each and every element of the claims is met either literally or equivalently.

- 15. Upon information and belief, and as illustrated in the following paragraphs, Defendants made and used the "content broadcaster" of claim 1 by testing or otherwise using two or more Accused Devices devices with a mobile device, laptop, or desktop computer to stream media content (e.g., a music album or playlist), and performed the method of claim 8 by testing or otherwise using one or more Accused Devices with a mobile device, laptop, or desktop computer located in a different room to stream media content.
- 16. MEGABOOM 3 pairs with a mobile device, laptop, or desktop computer (i.e., a personal computer) configured to access and receive media content from a world wide network (e.g., from Apple Music, Deezer, Pandora, Spotify, Amazon Music). A mobile device, laptop, or desktop computer (personal computer) includes a processor (i.e., a controller), memory, a network connection device (e.g., a baseband processor, a network card, a Bluetooth radio), a display system (e.g., a display and associated hardware and software for controlling the display), and an input/output system (e.g., a touch screen and associated hardware and software for controlling the i/o system). The processor (i.e., controller) is configured to communicate with the memory, network connection device, display system, and input/output system via a system bus.





https://www.ultimateears.com/en-us/wireless-speakers/megaboom-3.html.

COMPATIBILITY

For Audio Playback: Smartphones, tablets and other devices that support Bluetooth and Bluetooth® Smart wireless audio profile [Advanced Audio Distribution Profile (A2DP)].

Id.

17. MEGABOOM 3 (i.e., an information appliance) can be paired with multiple MEGABOOM 3 speakers (i.e., information appliances), as well as BOOM 3 and previous MEGABOOM AND BOOM generations.

150+

CONNECT SPEAKERS. GET LOUDER.

Use PartyUp on the Ultimate Ears BOOM / MEGABOOM app to pair 2, 3, 4...and over 150 speakers and create the ultimate surround sound experience. You can combine multiple BOOM 3 and MEGABOOM 3 speakers or even pair them with previous generation BOOM, BOOM 2 and MEGABOOM. Build a wall of sound? No problem.

MORE ABOUT PARTYUP

https://www.ultimateears.com/en-us/wireless-speakers/megaboom-3.html#features.

18. MEGABOOM 3 is an information appliance configured to communicate with a mobile device, laptop, or desktop computer (i.e., a personal computer) via Bluetooth (i.e., a bidirectional communication link).



https://www.ultimateears.com/en-us/wireless-speakers/megaboom-3.html.

Id.

19. The mobile device (i.e., personal computer) is configured to broadcast media content (e.g., a music playlist) to the MEGABOOM 3 (i.e., information appliance), and other paired speakers, via Bluetooth (i.e., the bi-directional communication link).



20. MEGABOOM 3 (i.e., information appliance) is configured to transmit control signals (e.g., play, pause, skip track) to the mobile device (i.e., personal computer) via Bluetooth (i.e., the bi-directional communication link). The control signals (e.g., play, pause, skip track) command the processor (i.e., controller) to broadcast a specified portion of the media content (e.g., a specific music track in a playlist) to a plurality of MEGABOOM 3's (or other speakers) paired to the mobile device (i.e., personal computer).

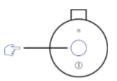
ONE TOUCH TO YOUR MUSIC



Id.

USE THE MAGIC BUTTON

USE THE MAGIC BUTTON TO CONTROL YOUR MUSIC SHORT PRESS to play and pause DOUBLE PRESS to skip a track



https://support.ultimateears.com/en/guide/megaboom3/#four.

21. Each MEGABOOM 3 (or other paired speakers) can be located in a different room.

The all-new Magic Button allows you to play, pause and skip tracks directly on the speakers without fumbling around for your phone in a bag or far away room. When paired with the redesigned BOOM & MEGABOOM by Ultimate Ears iOS mobile app, you will also have one-touch access to all of your favorite playlists on Apple Music, which offers an entire catalog of more than 45 million songs. Music fans can also use the Magic Button to access their playlists on Deezer Premium—which offers 53 million tracks—on Android and soon on iOS. Additional music services will be added.

Introducing Ultimate Ears Boom 3 and Megaboom 3, Packed with New Features, Press Release dated Aug. 30, 2018 (available at https://www.ultimateears.com/en-us/press.html).

The all-new Magic Button, introduced on the BOOM 3 and MEGABOOM 3, allows you to play, pause, and skip tracks directly on the speakers, without reaching for your phone in your pocket or another room. Now, Amazon Music customers around the world have one-touch access to their music by long-pressing the Magic Button to launch their favorite playlists, albums, songs, and stations, and can even skip through playlists by long-pressing again. Additional music services that work with the Magic Button include Apple Music®, Spotify® for Android* and Deezer Premium.

Ultimate Ears Adds Amazon Music Integration for Magic Button on Boom 3 and Megaboom 3, Press Release dated Dec. 11, 2019 (available at https://www.ultimateears.com/en-us/press.html).

22. MEGABOOM 3 includes a Bluetooth radio. Bluetooth is a wireless communication technology that uses adaptive frequency-hopping spread spectrum, a specific type of frequency-hopping spread spectrum, for wireless data transfer.



https://www.ultimateears.com/en-us/wireless-speakers/megaboom-3.html.

23. BOOM 3 pairs with a mobile device, laptop, or desktop computer (i.e., a personal computer) configured to access and receive media content from a world wide network (e.g., from Apple Music, Deezer, Pandora, Spotify, Amazon Music). A mobile device, laptop, or desktop computer (personal computer) includes a processor (i.e., a controller), memory, a network connection device (e.g., a baseband processor, a network card, a Bluetooth radio), a display system (e.g., a display and associated hardware and software for controlling the display), and an input/output system (e.g., a touch screen and associated hardware and software for controlling the i/o system). The processor (i.e., controller) is configured to communicate with the memory, network connection device, display system, and input/output system via a system bus.

ΓOUCH YOUR MUSIC



https://www.ultimateears.com/en-us/wireless-speakers/boom-3.html.

COMPATIBILITY

For Audio Playback: Smartphones, tablets and other devices that support Bluetooth and Bluetooth Smart® wireless audio profile [Advanced Audio Distribution Profile (A2DP)]

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Id.

24. BOOM 3 (i.e., an information appliance) can be paired with multiple BOOM 3 speakers (i.e., information appliances), as well as MEGABOOM 3 and previous MEGABOOM and BOOM generations.

150+

CONNECT SPEAKERS. GET LOUDER.

Use PARTYUP on the BOOM & MEGABOOM App to pair 2, 3, 4...and over 150 speakers and create the ultimate surround sound experience. You can combine multiple BOOM 3 and MEGABOOM 3 speakers or even pair them with previous generation BOOM, BOOM 2 and MEGABOOM. Build a wall of sound? No problem.

MORE ABOUT PARTYUP

https://www.ultimateears.com/en-us/wireless-speakers/boom-3.html#features.

25. BOOM 3 is an information appliance configured to communicate with a mobile device, laptop, or desktop computer (i.e., a personal computer) via Bluetooth (i.e., a bidirectional communication link).



https://www.ultimateears.com/en-us/wireless-speakers/boom-3.html#specifications.

26. The mobile device (i.e., personal computer) is configured to broadcast media content (e.g., a music playlist) to the BOOM 3 (i.e., information appliance), and other paired speakers, via Bluetooth (i.e., the bi-directional communication link).

Id.



27. BOOM 3 (i.e., information appliance) is configured to transmit control signals (e.g., play, pause, skip track) to the mobile device (i.e., personal computer) via Bluetooth (i.e., the bi-directional communication link). The control signals (e.g., play, pause, skip track)

(e.g., a specific music track in a playlist) to a plurality of BOOM 3's (or other speakers) paired to

command the processor (i.e., controller) to broadcast a specified portion of the media content

the mobile device (i.e., personal computer).

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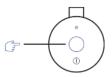
ONE YOUR MUSIC



https://www.ultimateears.com/en-us/wireless-speakers/boom-3.html.

USE THE MAGIC

USE THE MAGIC BUTTON TO CONTROL YOUR MUSIC SHORT PRESS to play and pause DOUBLE PRESS to skip a track



https://support.ultimateears.com/en/guide/boom3/#four.

28. Each BOOM 3 (or other paired speakers) can be located in a different room.

The all-new Magic Button allows you to play, pause and skip tracks directly on the speakers without fumbling around for your phone in a bag or far away room. When paired with the redesigned BOOM & MEGABOOM by Ultimate Ears iOS mobile app, you will also have one-touch access to all of your favorite playlists on Apple Music, which offers an entire catalog of more than 45 million songs. Music fans can also use the Magic Button to access their playlists on Deezer Premium—which offers 53 million tracks—on Android and soon on iOS. Additional music services will be added.

Introducing Ultimate Ears Boom 3 and Megaboom 3, Packed with New Features, Press Release dated Aug. 30, 2018 (available at https://www.ultimateears.com/en-us/press.html).

The all-new Magic Button, introduced on the BOOM 3, allows you to play, pause, and skip tracks directly on the speakers, without reaching for your phone in your pocket or another room. Android users with Spotify now have one-touch access to their music by long-pressing the button to launch their favorite playlists, albums, songs, and podcasts, and can even skip through playlists by long-pressing again. Magic Button also currently works with Apple Music and Deezer® Premium, with additional music services planned to be added.

Ultimate Ears Adds Spotify Integration for Magic Button on Boom 3, Press Release dated Nov. 26, 2019 (available at https://www.ultimateears.com/en-in/press.html).

The all-new Magic Button, introduced on the BOOM 3 and MEGABOOM 3, allows you to play, pause, and skip tracks directly on the speakers, without reaching for your phone in your pocket or another room. Now, Amazon Music customers around the world have one-touch access to their music by long-pressing the Magic Button to launch their favorite playlists, albums, songs, and stations, and can even skip through playlists by long-pressing again. Additional music services that work with the Magic Button include Apple Music®, Spotify® for Android* and Deezer Premium.

Ultimate Ears Adds Amazon Music Integration for Magic Button on Boom 3 and Megaboom 3, Press Release dated Dec. 11, 2019 (available at https://www.ultimateears.com/en-us/press.html).

29. BOOM 3 includes a Bluetooth radio. Bluetooth is a wireless communication technology that uses adaptive frequency-hopping spread spectrum, a specific type of frequency-hopping spread spectrum, for wireless data transfer.



https://www.ultimateears.com/en-us/wireless-speakers/boom-3.html#specifications.

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30. WONDERBOOM pairs with a mobile device, laptop, or desktop computer (i.e., a personal computer) configured to access and receive media content from a world wide network (e.g., from Apple Music, Deezer, Pandora, Spotify, Amazon Music). A mobile device, laptop, or desktop computer (personal computer) includes a processor (i.e., a controller), memory, a network connection device (e.g., a baseband processor, a network card, a Bluetooth radio), a display system (e.g., a display and associated hardware and software for controlling the display), and an input/output system (e.g., a touch screen and associated hardware and software for controlling the i/o system). The processor (i.e., controller) is configured to communicate with the memory, network connection device, display system, and input/output system via a system bus.

Once WONDERBOOM is on and connected to your mobile device, just hit play to begin streaming your music

You can control the volume from your mobile device, or directly from your WONDERBOOM by pressing the "+" or "-" button

https://support.ultimateears.com/en/guide/wonderboom/.

COMPATIBILITY

For audio playback: smartphones, tablets and other devices that support Bluetooth® and Bluetooth® Smart wireless audio profile [Advanced Audio Distribution Profile (A2DP)].

https://www.ultimateears.com/en-us/wireless-speakers/wonderboom.html.

31. WONDERBOOM (i.e., an information appliance) can be paired with multiple WONDERBOOM speakers (i.e., information appliances).

DOUBLE UP TO DOUBLE THE FUN

If you think one Ultimate Ears WONDERBOOM speaker sounds great, you'll love how two of them sound together. Then turn things up, get a little crazy and dance like nobody's looking.

Id.



DOUBLE-UP

Connect two WONDERBOOMs together for bigger sound. Long press the ULTIMATE EARS button on both speakers at the same time until you hear the pairing tone. Once pairing succeeds, you will hear another tone and music playing on both speakers!

https://support.ultimateears.com/en/guide/wonderboom/.

32. WONDERBOOM is an information appliance configured to communicate with a mobile device, laptop, or desktop computer (i.e., a personal computer) via Bluetooth (i.e., a bi-directional communication link).



https://www.ultimateears.com/en-us/wireless-speakers/wonderboom.html.

33. The mobile device (i.e., personal computer) is configured to broadcast media content (e.g., a music playlist) to the WONDERBOOM (i.e., information appliance) via Bluetooth (i.e., the bi-directional communication link).



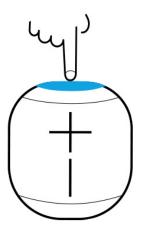
Id.

34. WONDERBOOM (i.e., information appliance) is configured to transmit control signals (e.g., play, pause, skip track) to the mobile device (i.e., personal computer) via Bluetooth (i.e., the bi-directional communication link). The control signals (e.g., play, pause, skip track) command the processor (i.e., controller) to broadcast a specified portion of the media content (e.g., a specific music track in a playlist) to a plurality of WONDERBOOM's paired to the mobile device (i.e., personal computer).

EASY PLAY, PAUSE,

Control your music right from the speaker. Pressing the Ultimate Ears/UE button on the top of the speaker lets you easily play, pause, and skip songs.

https://www.ultimateears.com/en-us/wireless-speakers/wonderboom.html.



CONTROL MUSIC

You can control the music directly from your WONDERBOOM without picking up your phone. **To pause the stream, simply press the ULTIMATE EARS button** located on the top of the speaker. Press it again to resume playing. Double press the button will skip to the next track.

https://support.ultimateears.com/en/guide/wonderboom

35. Each WONDERBOOM can be located in a different room.

SPECIFICATIONS							
Volume Control		Bluetooth	Hang Loop	Micro USB Port			
Height: 102 am Wildth: 93.5 mm	Play/Pause/Skip & Double Up with Ullimate Cars or UE button	Power ON/OFF					
WATERPROOF	360° SOUND	POWER	WIRELESS	CAPABILITIES			
Waterproof – IPX7 rated: WONDERBOOM can be immersed in liquid up to 1 m for up to 30 minutes.	Maximum sound level: $86\ dBC$ Frequency range: $80\ Hz - 20\ kHz$ Drivers: two $40\ mm$ active drivers and two $46.1\ mm$ x $65.2\ mm$ passive radiators	Rechargeable lithium-ion battery up to 10 hours of battery life between micro-USB charges. Charge time: 2.8 hrs	simultaneously (stream) music Wirelessly play 2 WONDERBO	2 source devices , wirelessly play from either one. r (stream) to DOMs from one range - (33 m) 100 ft			
COMPATIBILITY	WIRELESS RANGE	DIMENSIONS	WARRANTY	,			
For audio playback: smartphones, tablets and other devices that support Bluetooth® and Bluetooth® Smart wireless audio profile [Advanced Audio Distribution Profile (A2DP)].	Mobile range for music playback is up to 33 m (100 ft)	Height (102 mm), diameter (93.5 mm), weight (425 g) (speak only)		d Hardware Warranty			

https://www.ultimateears.com/en-us/wireless-speakers/wonderboom.html.

 All playback functions are handled through a single button on the top of the speaker; A single tap pauses and plays the current track, while a double tap skips to the next track. This resembles the tap controls of the UE mobile app, minus the app's visual feedback. The UE button also handles pairing with another Wonderboom — holding down the button for a moment on both speakers simultaneously will pair the two. It's a simple process and results in expanded sound, or even a quick multiroom setup. You can't use the two speakers as a stereo pair, however, as you can with two UE Booms or UE Rolls.

Brendan Hesse, Ultimate Ears Wonderboom Bluetooth Review (Apr. 12, 2017) (available at https://www.digitaltrends.com/wireless-speaker-reviews/ultimate-ears-wonderboom-bluetooth-review/).

36. WONDERBOOM includes a Bluetooth radio. Bluetooth is a wireless communication technology that uses adaptive frequency-hopping spread spectrum, a specific type of frequency-hopping spread spectrum, for wireless data transfer.



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https://www.ultimateears.com/en-us/wireless-speakers/wonderboom.html.

37. Adiona is entitled to recover from Defendant the damages sustained by Adiona as a result of Defendant's infringement of the '520 patent in an amount subject to proof at trial, which, by law, cannot be less than a reasonable royalty, together with interest and costs as fixed by this Court under 35 U.S.C. § 284.

WILLFULNESS AND INDIRECT INFRINGEMENT

- 38. Adiona repeats and realleges the allegations of paragraphs 1 through 37 as if fully set forth herein.
- 39. Defendants have been on notice of the '520 patent since, at the latest, their receipt of Adiona's licensing agent's letter dated June 4, 2019.
- 40. Upon information and belief, Defendants have not altered their infringing conduct after receiving the June 4, 2019 letter.
- 41. Upon information and belief, Defendants' continued infringement despite their knowledge of the '520 patent and the claim chart enclosed in the June 4, 2019 letter that evidenced infringement has been objectively reckless and willful.
- 42. In particular, Defendants' customers' and end-users' use of Defendants' Bluetooth speakers, such as the Accused Devices, is facilitated by the use of technology patented under the '520 patent. Thus, Defendants' customers and end-users are able to listen to broadcasted content when using such products.
- 43. On information and belief, in order to generate profits and revenues, Defendants market and promote, e.g., through their website and sales personnel, the use of their products that infringe the '520 patent when used as intended by Defendants' customers and end-users. Defendants' customers and end-users use such products. Defendants further instruct their customers and end-users how to use such products in a manner that infringes the '520 patent (e.g., through on-line technical documentation, instructions, and technical support). Defendants further instruct their customers and end-users to infringe the '520 patent through their products themselves, e.g., through manuals and on-line instructions.

- 44. In particular, Defendants instruct their customers and end-users through at least on-line support instructions and documentation over the Internet how to set-up and use the Accused Devices to play streaming content from a computer (e.g., smartphone, tablet, laptop, or desktop computer) located in a different room or on two Accused Devices located in different rooms.
- 45. Defendants still further make such products accessible to their customers and endusers, thus enabling and encouraging their customers and end-users to use such products, including supporting software apps, to infringe the '520 patent.
- 46. On information and belief, even though Defendants have been aware of the '520 patent and that their customers and end-users infringe this patent since as of their receipt of the June 4, 2019 letter and Defendants have neither made any changes to the functionality, operations, marketing, sales, technical support, etc. of such products to avoid infringing the '520 patent nor informed their customers or end-users how to avoid infringing the '520 patent. To date, Defendants have not identified a single action that it has taken to avoid infringement (e.g., by designing around or notifying their customers or end-users how to avoid infringement) by themselves or their customers or end-users since it became aware of the '520 patent.
- 47. On information and belief, Defendants themselves are unaware of any legal or factual basis that their actions solely, or in combination with the actions of their customers and end-users, do not constitute direct or indirect infringement of the '520 patent. To date, Defendants have not produced any opinion of counsel, request for opinion of counsel, evaluation, analysis, or investigation relating to the validity, scope, interpretation, construction, enforceability, unenforceability, or the infringement or potential infringement of any claim of the '520 patent.
- 48. As such, on information and belief, despite the information Defendants obtained from the June 4, 2019 letter, Defendants continue to specifically intend for and encourage their customers and end-users to use their products in a manner that infringe the claims of the '520 patent. In addition, since at least their receipt of the June 4, 2019 letter, Defendants have

deliberately avoided taking any actions (e.g., designing around, or providing notice to their customers) to avoid confirming that their actions continue to specifically encourage their customers and end-users to use their products in a manner that infringe the claims of the '520 patent.

49. Defendants' actions of, *inter alia*, making, importing, using, offering for sale, and/or selling such products constitute an objectively high likelihood of infringement of the '520 patent, which was duly issued by the United States Patent and Trademark Office and is presumed valid. Since at least their receipt of the June 4, 2019 letter, Defendants are aware that there is an objectively high likelihood that their actions constituted, and continue to constitute, infringement of the '520 patent and that the '520 patent is valid. Despite Defendants' knowledge of that risk, on information and belief, Defendants have not made any changes to the relevant operation of their products and have not provided their users and/or customers with instructions on how to avoid infringing the '520 patents. Instead, Defendants have continued to, and still are continuing to, among other things, make, use, offer for sale, and/or sell products patented under the '520 patent. As such, Defendants willfully, wantonly and deliberately infringed and are infringing the '520 patent in disregard of Adiona's rights under the '520 patent.

JURY DEMAND

Adiona hereby demands a trial by jury on all issues so triable.

PRAYER FOR RELIEF

WHEREFORE, Adiona requests that this Court enter judgment against Defendant as follows:

- A. An adjudication that Defendants have infringed the '520 patent;
- B. A judgment that Defendants have induced infringement of the '520 patent;
- C. An award of damages to be paid by Defendant adequate to compensate Adiona for Defendants' past infringement of the '520 patent and any continuing or future infringement through the date such judgment is entered, including interest, costs, expenses and an accounting of all infringing acts including, but not limited to, those acts not presented at trial;

1	D. An award of enhanced damages pursuant to 35 U.S.C. § 284 f	or Defendants	
2	willful infringement of the '520 patent subsequent to the date of their notice of the '520 patent;		
3	E. A declaration that this case is exceptional under 35 U.S.C. § 285, and an award o		
4	Adiona's reasonable attorneys' fees; and		
5	F. An award to Adiona of such further relief at law or in equity as the Court deem		
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13	Attorneys for Plaintiff Adiona IP, LLC		
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