

TRADEMARK ASSIGNMENT COVER SHEET

Electronic Version v1.1
Stylesheet Version v1.2

ETAS ID: TM417986

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	Termination of Intellectual Property Security Agreement, recorded at Reel/Frame: 5829/0051

CONVEYING PARTY DATA

Name	Formerly	Execution Date	Entity Type
Silicon Valley Bank		02/21/2017	Corporation: CALIFORNIA

RECEIVING PARTY DATA

Name:	Kabam, Inc.
Street Address:	795 Folsom Street, Suite 600
City:	San Francisco
State/Country:	CALIFORNIA
Postal Code:	94107
Entity Type:	Corporation: DELAWARE

PROPERTY NUMBERS Total: 26

Property Type	Number	Word Mark
Registration Number:	3739620	WONDERHILL
Registration Number:	3881570	KINGDOMS OF CAMELOT
Registration Number:	3935871	DRAGONS OF ATLANTIS
Registration Number:	4488759	KABAM
Registration Number:	4498368	KABAM
Registration Number:	4305616	KABAM
Registration Number:	4498369	KABAM
Registration Number:	4017076	HERO FORCE
Registration Number:	4165212	GLORY OF ROME
Registration Number:	4047064	EDGEWORLD
Registration Number:	4151564	THIRST OF NIGHT
Registration Number:	4159193	BATTLE FOR THE NORTH
Registration Number:	4194260	FINAL EDEN
Registration Number:	4257635	REALM OF THE MAD GOD
Registration Number:	4286936	ARCANE EMPIRES
Registration Number:	4456116	KINGDOMS OF CAMELOT: ASCENSION
Registration Number:	4602103	BLASTRON
Registration Number:	4511860	DRAGONS OF ATLANTIS: HEIRS OF THE DRAGON
Registration Number:	4547288	HEROES OF CAMELOT

TRADEMARK

Property Type	Number	Word Mark
Registration Number:	4634001	THIS MEANS WAR!
Registration Number:	4581932	DARK DISTRICT
Registration Number:	4749324	ROTMG
Serial Number:	86325221	RAISE THE SWORD
Registration Number:	4778965	MOONRISE
Registration Number:	4878593	SPIRIT LORDS
Serial Number:	86499929	SPIRIT LORDS

CORRESPONDENCE DATA

Fax Number: 6504732601

Correspondence will be sent to the e-mail address first; if that is unsuccessful, it will be sent using a fax number, if provided; if that is unsuccessful, it will be sent via US Mail.

Phone: 650-473-2600

Email: sdesai@omm.com

Correspondent Name: Snehal Desai

Address Line 1: O'Melveny & Myers LLP

Address Line 2: 2765 Sand Hill Road

Address Line 4: Menlo Park, CALIFORNIA 94025

ATTORNEY DOCKET NUMBER:	908005-22
NAME OF SUBMITTER:	Alexandra C. Echery
SIGNATURE:	/ace/
DATE SIGNED:	03/01/2017

Total Attachments: 28

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TERMINATION OF INTELLECTUAL PROPERTY SECURITY AGREEMENT

THIS TERMINATION OF INTELLECTUAL PROPERTY SECURITY AGREEMENT (this "Termination") is made as of February 21, 2017 with reference to that certain Intellectual Property Security Agreement (the "Security Agreement"), dated as of June 30, 2016, by and between Kabam, Inc. ("Grantor") and Silicon Valley Bank ("Bank"), a California corporation, which is attached hereto as Exhibit A.

WHEREAS, pursuant to that certain Subordinated Loan and Security Agreement by and among Grantor, Phoenix Age, LLC ("Phoenix Age"), Wild Shadow Studios, Inc. ("Wild Shadow"), and together with Phoenix Age and Grantor, the "Original Borrowers"), Kabam MCOC FIPCo, Inc., Kabam TF USIPCo, Inc., Kabam TF FIPCo, Inc., Aftershock LA USIPCo, Inc., Aftershock LA FIPCo, Inc. (the foregoing entities, together with the Original Borrowers, collectively, the "Borrower") and Bank, dated as of June 30, 2016, as amended by that certain Joinder and First Amendment to Subordinated Loan and Security Agreement dated as of October 9, 2016 among Borrower and Bank (as the same may be amended, modified or supplemented from time to time, the "Subordinated Loan Agreement"; capitalized terms used herein are used as defined in the Subordinated Loan Agreement), Grantor and Bank executed the Security Agreement, in favor of Bank, pursuant to which Grantor granted to Bank a security interest in Grantor's right, title and interest in, to and under certain intellectual property owned by Grantor.

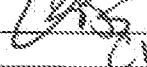
NOW, THEREFORE, in consideration of the promises and other good and valuable consideration, receipt of which is hereby acknowledged, Bank hereby agrees that the Security Agreement is hereby terminated.

[Remainder of page intentionally left blank.]

IN WITNESS WHEREOF, this Termination is duly executed on the date first above written.


BANK:

SILICON VALLEY BANK

By: 
Name: Chris Roy
Title: VP

GRANTOR

KABAM, INC.

By: 
Name: Kevin Chou
Title: CEO

[Signature Page to Termination of Subordinated Intellectual Property Security Agreement]

OMM_US:75435090

TRADEMARK
REEL: 006000 FRAME: 0171

Exhibit A
Intellectual Property Security Agreement

2086920.1

OMM_US:75435090

TRADEMARK
REEL: 006000 FRAME: 0172

INTELLECTUAL PROPERTY SECURITY AGREEMENT

This Intellectual Property Security Agreement (this "**Agreement**") is entered into as of June 30, 2016, by and between SILICON VALLEY BANK, a California corporation, with a loan production office located at 2400 Hanover Street, Palo Alto, California 94304 ("**Bank**") and KABAM, INC., a Delaware corporation with its principal place of business located at 795 Folsom Street, Suite 600, San Francisco, California 94107 ("**Grantor**").

RECITALS

A. Bank has agreed to make certain advances of money and to extend certain financial accommodations to Grantor (the "**Loans**") in the amounts and manner set forth in that certain Subordinated Loan and Security Agreement by and among Borrower, Wild Shadow Studios, Inc., Phoenix Age, LLC, and Bank, dated as of the date hereof (as the same may be amended, modified or supplemented from time to time, the "**Loan Agreement**"; capitalized terms used herein are used as defined in the Loan Agreement). Bank is willing to make the Loans to Grantor, but only upon the condition, among others, that Grantor shall grant to Bank a security interest in its Copyrights, Trademarks, Patents, and Mask Works (as each term is described below) to secure the obligations of Grantor to Bank.

B. Pursuant to the terms of the Loan Agreement, Grantor has granted to Bank a security interest in all of Grantor's right, title and interest, whether presently existing or hereafter acquired, in, to and under all of the Collateral.

NOW, THEREFORE, for good and valuable consideration, receipt of which is hereby acknowledged, and intending to be legally bound, as collateral security for the prompt and complete payment when due of Grantor's obligations to Bank, Grantor hereby represents, warrants, covenants and agrees as follows:

AGREEMENT

1. Grant of Security Interest. To secure Grantor's obligations to Bank, Grantor grants and pledges to Bank a security interest in all of Grantor's right, title and interest in, to and under its intellectual property (all of which shall collectively be called the "**Intellectual Property Collateral**"), including, without limitation, the following:

(a) Any and all copyright rights, copyright applications, copyright registrations and like protections in each work of authorship and derivative work thereof, whether published or unpublished and whether or not the same also constitutes a trade secret, now or hereafter existing, created, acquired or held, including without limitation those set forth on Exhibit A attached hereto (collectively, the "**Copyrights**");

(b) Any and all trade secrets, and any and all intellectual property rights in computer software and computer software products now or hereafter existing, created, acquired or held;

(c) Any and all design rights of Grantor now or hereafter existing, created, acquired or held;

(d) All patents, patent applications and like protections including, without limitation, improvements, divisions, continuations, renewals, reissues, extensions and continuations-in-part of the same, including without limitation the patents and patent applications set forth on Exhibit B attached hereto (collectively, the “**Patents**”);

(e) Any trademark and servicemark rights, whether registered or not, applications to register and registrations of the same and like protections, and the entire goodwill of the business of Grantor connected with and symbolized by such trademarks, including without limitation those set forth on Exhibit C attached hereto (collectively, the “**Trademarks**”);

(f) All mask works or similar rights available for the protection of semiconductor chips, now owned or hereafter acquired, including, without limitation those set forth on Exhibit D attached hereto (collectively, the “**Mask Works**”);

(g) Any and all claims for damages by way of past, present and future infringements of any of the rights included above, with the right, but not the obligation, to sue for and collect such damages for said use or infringement of the intellectual property rights identified above;

(h) All licenses or other rights to use any of the Copyrights, Patents, Trademarks, or Mask Works and all license fees and royalties arising from such use to the extent permitted by such license or rights;

(i) All amendments, extensions, renewals and extensions of any of the Copyrights, Trademarks, Patents, or Mask Works; and

(j) All proceeds and products of the foregoing, including without limitation all payments under insurance or any indemnity or warranty payable in respect of any of the foregoing.

Notwithstanding the foregoing, the Intellectual Property Collateral does not include any application for a trademark based on an intent to use the same if and so long as such application is pending without a “Statement of Use” having been filed and accepted by the United States Patent and Trademark Office and shall operate only to create a security interest in such application; provided, that once a “Statement of Use” is filed and accepted by the United States Patent and Trademark Office in connection with any such application, this paragraph shall not be applicable to such application.

2. Recordation. Grantor authorizes the Commissioner for Patents, the Commissioner for Trademarks and the Register of Copyrights and any other government officials to record and register this Agreement upon request by Bank.

3. Loan Documents. This Agreement has been entered into pursuant to and in conjunction with the Loan Agreement, which is hereby incorporated by reference. The provisions of the Loan Agreement shall supersede and control over any conflicting or inconsistent provision herein. The rights and remedies of Bank with respect to the Intellectual Property Collateral are as provided by the Loan Agreement and related documents, and nothing in this Agreement shall be deemed to limit such rights and remedies.

4. Execution in Counterparts. This Agreement may be executed in counterparts (and by different parties hereto in different counterparts), each of which shall constitute an original, but all of which when taken together shall constitute a single contract. Delivery of an executed counterpart of a signature page to this Agreement by facsimile or in electronic (i.e., "pdf" or "tif" format) shall be effective as delivery of a manually executed counterpart of this Agreement.

5. Successors and Assigns. This Agreement will be binding on and shall inure to the benefit of the parties hereto and their respective successors and assigns.

6. Governing Law. This Agreement and any claim, controversy, dispute or cause of action (whether in contract or tort or otherwise) based upon, arising out of or relating to this Agreement and the transactions contemplated hereby and thereby shall be governed by, and construed in accordance with, the laws of the United States and the State of California, without giving effect to any choice or conflict of law provision or rule (whether of the State of California or any other jurisdiction).

[Signature page follows.]

IN WITNESS WHEREOF, the parties have caused this Intellectual Property Security Agreement to be duly executed by its officers thereunto duly authorized as of the first date written above.

GRANTOR:

KABAM, INC.

Steve Klei

By: Steve Klei

Title: CFO

BANK:

SILICON VALLEY BANK

By: _____

Title: _____

IN WITNESS WHEREOF, the parties have caused this Intellectual Property Security Agreement to be duly executed by its officers thereunto duly authorized as of the first date written above.

GRANTOR:

KABAM, INC.

By: _____

Title: _____

BANK:

SILICON VALLEY BANK

By: CLV

Title: Vice President

EXHIBIT A

Copyrights

Title/Description	Registration No.	Registration Date
FUSE/SPARX	TX0008030253	5/21/15

EXHIBIT B

Patents

See Attached

Kabam Inc
Patents and Patent Applicatoins

App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Pending	AU	2012347641	12/7/2012		
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Pending	AU	2012355385	12/18/2012		
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Pending	AU	2014258987	4/30/2014		
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Granted	CA	2253481	5/8/1997	2253481	2/27/2007
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Published	CA	2,911,093	4/30/2014		
PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Published	CA	2,914,057	5/30/2014		
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Published	CN	201280068268.8	12/7/2012		
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Published	CN	201280068754.X	12/18/2012		
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Published	CN	201480037501.5	4/30/2014		
PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Published	CN	201480041052.1	5/30/2014		
SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	Published	CN	201480047889.7	7/1/2014		
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Granted	DE	97924607.1	5/8/1997	69728979.6	5/6/2004
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Published	EP	12855275.9	12/7/2012		
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	EP Granted	EP	97924607.1	5/8/1997	0898487	5/6/2004
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Published	EP	12858984.3	12/18/2012		
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Published	EP	14791574.8	4/30/2014		
PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Published	EP	14804626.1	5/30/2014		
SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	Published	EP	14820167.6	7/1/2014		
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Granted	FR	97924607.1	5/8/1997	FR0898487	5/8/2004
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Granted	GB	97924607.1	5/8/1997	GB0898487	5/8/2004
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	Granted	HK	99103788.2	5/8/1997	HK1019209	2/8/2005
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Pending	KR	10-2014-7018970	12/7/2012		
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Pending	KR	10-2014-7019850	12/18/2012		
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Pending	KR	10-2015-7033996	4/30/2014		
PRESENTING OFFERS FOR IN-GAME	Pending	KR	10-2015-7033996	5/30/2014		

TRADEMARK

App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
CURRENCY-PURCHASING-BASED REWARDING	Pending	US	13/759428	2/5/2013		
SYSTEM AND METHOD FOR DETECTING GAME CLIENT MODIFICATION THROUGH SCRIPT INJECTION	Granted	US	13/589473	8/20/2012	9,174,118	11/3/2015
FACILITATING USER CONFIGURED ASSISTANCE REQUESTS THROUGH A CHAT IN A VIRTUAL SPACE	Pending	US	14/645392	3/11/2015		
INTUITIVE INTERFACE FOR UPGRADING A VIRTUAL ITEM	Pending	US	13/432828	3/28/2012		
PROVIDING DYNAMIC OFFERS FOR VIRTUAL GOODS BASED ON STATIC PARAMETERS	Pending	US	13/540523	7/2/2012		
PROVIDING DYNAMIC OFFERS FOR VIRTUAL GOODS BASED ON DYNAMIC PARAMETERS	Pending	US	13/540526	7/2/2012		
SYSTEM AND METHOD FOR PERFORMING A/B TESTING IN OFFERS TO PURCHASE VIRTUAL ITEMS	Pending	US	13/540531	7/2/2012		
SYSTEM AND METHOD FOR UNITING USER ACCOUNTS ACROSS DIFFERENT PLATFORMS	Pending	US	13/604485	9/5/2012		
FACILITATING LOCALIZATION OF LINGUISTIC ASSETS OF A VIRTUAL SPACE	Granted	US	13/609117	9/10/2012	8996354	3/31/2015
PROVIDING INCENTIVIZED REDUCTION OF IN-GAME ACTIONS	Granted	US	13/657703	10/22/2012	9,333,425	5/10/2016
SYSTEM AND METHOD FOR DISPLAY OBJECT BITMAP CACHING	Pending	US	13/644644	10/4/2012		
SYSTEM AND METHOD FOR PROVIDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE TO USERS	Appealed	US	13/527540	6/19/2012		
SYSTEM AND METHOD FOR PROVIDING PROMOTIONS TO USERS DURING IDLE TIME	Pending	US	13/888161	5/6/2013		
SYSTEM AND METHOD FOR RENDERING AN IMAGE OF A FRAME OF AN ANIMATION	Granted	US	13/659801	10/24/2012	9,171,381	10/27/2015
SYSTEM AND METHOD FOR MERGING USER ACCOUNTS	Granted	US	13/715888	12/14/2012	9022869	5/5/2015
PROVIDING EMAILS CODED TO SPECIFY EMAIL FEATURES FOR DIFFERENT DEVICE TYPES	Published	US	13/629272	9/27/2012		
PROVIDING SELECTIVE RETRIEVAL OF DATA OBJECTS FROM A NETWORK SERVICE	Granted	US	13/648125	10/9/2012	9021051	4/28/2015
SUBSTITUTION OF GAME COMMANDS WITH DIFFERENT REPLACEMENT COMMANDS AT CLIENT DEVICES USING SUBSTITUTION REFERENCE SETS	Allowed	US	13/677024	11/14/2012		
SYSTEM AND METHOD FOR OFFLINE ASYNCHRONOUS USER ACTIVITY IN A PLAYER VERSUS PLAYER ONLINE GAME	Appealed	US	13/754748	1/30/2013		
SYSTEM AND METHOD FOR PROVIDING AN ENHANCED RESEARCH GAME MECHANIC	Allowed	US	13/783120	3/1/2013		
GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA	Granted	US	13/781567	2/28/2013	9,186,588	11/17/2015
MANAGING SCHEDULED TASKS WITHIN A VIRTUAL SPACE	Allowed	US	13/563597	7/31/2012		
SYSTEM AND METHOD FOR PROVIDING INCENTIVES TO INFLUENTIAL USERS IN A VIRTUAL SPACE	Appealed	US	13/757,654	2/1/2013		
PRICING OF VIRTUAL CONTAINERS	Pending	US	13/898191	5/20/2013		
VIRTUAL ITEM PROMOTIONS VIA TIME-PERIOD-BASED VIRTUAL ITEM BENEFITS	Pending	US	13/886102	5/2/2013		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
SYSTEM AND METHOD FOR VARIABLE PRICING AND PROMOTION OF VIRTUAL ITEMS	Pending	US	13/665677	10/31/2012		
SYSTEM AND METHOD FOR PROVIDING A MARKETPLACE OF USER-INVOKABLE INSTRUCTIONS USED BY A GAME APPLICATION IN AN EXPRESSION OF A GAME	Granted	US	13/734821	1/4/2013	9,186,583	11/17/2015
SYSTEM AND METHOD FOR PROVIDING CONTROLS IN A VIRTUAL SPACE BASED ON USER GEOLOCATIONS	Allowed	US	13/791,516	3/8/2013		
SYSTEM AND METHOD FOR PROVIDING REWARDS TO A USER IN A VIRTUAL SPACE BASED ON USER PERFORMANCE OF GESTURES	Allowed	US	13/798008	3/12/2013		
DISPLAY OF A GAME THROUGH A PRIMARY AND MOBILE DISPLAY WITH INDIVIDUALIZED AUDIO THROUGH THE MOBILE DEVICE	Pending	US	13/889205	5/7/2013		
SYSTEM AND METHOD FOR DISPLAYING A GAME USING A PRIMARY DISPLAY AND COMMUNICATING ALLIANCE INFORMATION AMONG ALLIANCE MEMBERS USING A SECONDARY DISPLAY	Granted	US	13/828469	3/14/2013	9,330,531	5/3/2016
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Granted	US	13/873584	4/30/2013	8998725	4/7/2015
SYSTEM AND METHOD FOR PROVIDING IN-GAME PRICING RELATIVE TO PLAYER STATISTICS	Granted	US	13/910037	6/4/2013	9,138,639	9/22/2015
DYNAMICALLY ADJUSTING VIRTUAL ITEM BUNDLES AVAILABLE FOR PURCHASE BASED ON USER GAMEPLAY INFORMATION	Pending	US	13/870793	4/25/2013		
SYSTEM AND METHOD FOR PREDICTING IN-GAME ACTIVITY AT ACCOUNT CREATION	Pending	US	13/869403	4/24/2013		
SYSTEM AND METHOD FOR ASSOCIATING A USER TO A SHARD ON THIRD PARTY LATENCY	Granted	US	13/874325	4/30/2013	8998726	4/7/2015
SYSTEM AND METHOD FOR FACILITATING COMMUNICATION BETWEEN AFFILIATED PLAYERS IN AN ONLINE GAME VIA COMMUNICATION MEDIUMS EXTERNAL TO THE ONLINE GAME	Granted	US	13/895450	5/16/2013	9,364,754	6/14/2016
SYSTEM AND METHOD FOR DETERMINING IN-GAME CAPABILITIES BASED ON DEVICE INFORMATION	Allowed	US	13/934047	7/2/2013		
SYSTEM AND METHOD FOR GENERATING VIRTUAL SPACE MESSAGES BASED ON INFORMATION IN A USER'S CONTACT LIST	Allowed	US	13/901496	5/23/2013		
SYSTEM AND METHOD FOR PROVIDING A TIERED REBATE SYSTEM TO A USER	Pending	US	13/902574	5/24/2013		
SYSTEM AND METHOD FOR IMPLEMENTING A REFUND CALCULATOR IN A GAME	Pending	US	13/915416	6/11/2013		
CURRENCY-PURCHASING-BASED REWARDING	Pending	US	13/783057	3/1/2013		
SYSTEM AND METHOD FOR PROVIDING A CUSTOMIZED USER EXPERIENCE BASED ON A SPEND FREQUENCY OF A USER	Granted	US	13/774057	2/22/2013	9,098,387	8/4/2015
DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME BASED ON HARDWARE OR NETWORK CONFIGURATION	Granted	US	13/873,104	4/29/2013	8,944,908	2/3/2015

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME	Pending	US	13/937016	7/8/2013		
DYNAMIC EFFECTIVENESS FOR VIRTUAL ITEMS	Pending	US	13/934,114	7/2/2013		
UNLOCKING GAME CONTENT BASED ON AMOUNTS OF COLLABORATIVE GAMEPLAY	Pending	US	13/888033	5/6/2013		
SYSTEM AND METHOD FOR PROVIDING RECOMMENDATIONS FOR IN-GAME EVENTS	Granted	US	14/107914	12/16/2013	9,295,916	3/29/2016
IMPLEMENTING CONTROLS FROM PRESENTATION CONTROL DEVICES TO ONLINE GAME SERVERS	Pending	US	13/914289	6/10/2013		
SYSTEM AND METHOD FOR FORWARDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE FROM A PRESENTATION CONTROL DEVICE TO A USER DEVICE	Published	US	13/906184	5/30/2013		
SYSTEM AND METHOD FOR A MULTI-PRIZE MYSTERY BOX THAT DYNAMICALLY CHANGES PROBABILITIES TO ENSURE PAYOUT VALUE	Published	US	13/948847	7/23/2013		
SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTING PRIZES OR AWARDS BASED ON A PLATFORM	Allowed	US	13/929677	6/27/2013		
CLIENTS COMMUNICATE INPUT TECHNIQUE TO SERVER	Allowed	US	13/965056	8/12/2013		
PROMOTIONAL GAME SCORING SYSTEMS	Pending	US	13/938140	7/9/2013		
METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	Allowed	US	13/918580	6/14/2013		
METHOD AND SYSTEM FOR DETERMINING POTENTIAL REVENUE OF ONLINE GAMES	Published	US	13/894208	5/14/2013		
PRESENTING OFFERS FOR IN-GAME VIRTUAL REWARDS	Published	US	13/907664	5/31/2013		
SYSTEM AND METHOD FOR FACILITATING GIFTING OF VIRTUAL ITEMS BETWEEN USERS IN A GAME	Published	US	13/933096	7/1/2013		
SYSTEM AND METHOD FOR FACILITATING COLLABORATION BETWEEN MULTIPLE PLAYERS TO ACHIEVE A GOAL IN A GAME	Pending	US	14/078337	11/12/2013		
SYSTEM AND METHOD FOR DISTRIBUTING ACQUIRED VIRTUAL ITEMS TO A USER OF A VIRTUAL SPACE	Pending	US	13/994632	5/29/2013		
A SYSTEM AND METHOD FOR NON-DETERMINISTICALLY PROVIDING DENOMINATED VIRTUAL CURRENCIES IN A VIRTUAL SPACE	Pending	US	13/895573	5/16/2013		
SYSTEM AND METHOD FOR PROVIDING SEPARATE DRIFT AND STEERING CONTROLS	Pending	US	14/644161	3/10/2015		
SYSTEM AND METHOD FOR PROVIDING A SECONDARY GAME SPACE	Pending	US	13/918486	6/14/2013		
EVENT-BASED CURRENCY	Pending	US	13/865432	4/18/2013		
METHOD AND SYSTEM FOR PROVIDING AN EVENT SPACE ASSOCIATED WITH A PRIMARY VIRTUAL SPACE	Appealed	US	13/865906	4/18/2013		
VIRTUAL-ITEM-SET-BASED REWARDING USING VIRTUAL CONTAINERS	Published	US	13/862134	4/12/2013		
Content Release Method	Pending	US	14/066446	10/29/2013		
IDENTITY-RECOGNITION-BASED PROMOTIONS USING VIRTUAL CONTAINERS	Pending	US	13/888109	5/6/2013		

App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
COMPARATIVE ITEM PRICE TESTING	Pending	US	14/065341	10/28/2013		
A SYSTEM AND METHOD FOR INTEGRATED TESTING OF A VIRTUAL SPACE	Granted	US	13/887170	5/3/2013	9,104,814	8/11/2015
DELAYED, GAME-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	Pending	US	14/099584	12/6/2013		
PLATFORM TRIGGERED REGISTRATION	Pending	US	14/101152	12/9/2013		
DELAYED, PURCHASE REQUEST-TRIGGERED ONLINE GAME PLATFORM REGISTRATION	Pending	US	14/101215	12/9/2013		
SYSTEM AND METHOD FOR ALLOWING AFFILIATIONS TO UTILIZE IN-GAME ITEMS TO ASSIST OTHER PLAYERS	Granted	US	13/874739	5/1/2013	9005032	4/14/2015
FACILITATING USER CONFIGURED ASSISTANCE REQUESTS THROUGH A CHAT IN A VIRTUAL SPACE	Granted	US	13/659637	4/9/2013	8984080	3/17/2015
PROVIDING LEADERBOARD BASED UPON IN-GAME EVENTS	Granted	US	13/861246	4/11/2013	9007189	4/14/2015
DYNAMIC ITEM OBTAIN RATE BASED ON PLAYER PROGRESSION, ACTION, AND OTHER IN-GAME BEHAVIOR	Pending	US	13/663257	4/15/2013		
PERFORMANCE-BASED ACTIVATION OF INACTIVE VIRTUAL CURRENCY AMOUNTS	Pending	US	13/966218	8/13/2013		
SYSTEM AND METHOD FOR FACILITATING USE OF TEMPORARY DEFENSIVE STRUCTURES IN A TOWER DEFENSE GAME	Pending	US	14/082,011	11/15/2013		
DYNAMICALLY PROVIDING SUPPORT SERVICE IN A VIRTUAL SPACE ON A PER USER BASIS	Pending	US	13/912145	6/6/2013		
SYSTEM AND METHOD FOR DETERMINING OFFER PLACEMENT IN A VIRTUAL SPACE STORE INTERFACE	Granted	US	14/029701	9/17/2013	9,381,425	7/5/2016
SYSTEM AND METHOD FOR PREDICTING PAYER DORMANCY THROUGH THE USE OF A TEST BED ENVIRONMENT	Granted	US	14/072682	11/5/2013	9,144,742	9/29/2015
SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	Granted	US	14/023279	9/10/2013	9,352,217	5/31/2016
SYSTEM AND METHOD FOR IMPLEMENTING A SECONDARY GAME WITHIN AN ONLINE GAME	Published	US	14/043603	10/1/2013		
AUTOMATIC PRICE ADJUSTMENT BASED ON TEST BED ENVIRONMENT	Published	US	14/277990	5/15/2014		
SYSTEM AND METHOD FOR FACILITATING ASSUMPTION OF PLAYER IDENTITY IN AN ONLINE GAME	Pending	US	14/184709	2/20/2014		
USING BIOMETRICS TO ALTER GAME CONTENT	Pending	US	14/030994	9/18/2013		
SECONDARY-GAME-MODE SESSIONS BASED ON PRIMARY-GAME-MODE ARRANGEMENTS OF USER-CONTROLLED ELEMENTS	Pending	US	13/942,505	7/15/2013		
DETERMINATION OF CHARACTER-UNIT-DEVELOPMENT DURATIONS	Pending	US	13/971754	8/20/2013		
FACILITATING USERS TO OBTAIN INFORMATION REGARDING LOCATIONS WITHIN A VIRTUAL SPACE	Pending	US	14/029,726	9/17/2013		
SYSTEM AND METHOD FOR PROVIDING MULTI-LEVEL UPGRADES	Pending	US	14/067882	10/30/2013		

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FACILITATING USER PARTICIPATION IN COMBATS IN A VIRTUAL SPACE	Pending	US	13/970366	8/19/2013		
IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	Granted	US	14/019477	9/5/2013	9,259,642	2/16/2016
PROVIDING EVENT REWARDS TO PLAYERS IN AN ONLINE GAME SYSTEM AND METHOD FOR FACILITATING PLAYER PAYMENTS FOR IN-GAME ACTIONS THROUGH ACTIVITIES EXTERNAL TO AN ONLINE GAME	Pending	US	13/962707	8/8/2013		
SYSTEM AND METHOD FOR PROVIDING AN ONLINE GAME WITH VIRTUAL ITEMS THAT IMPACT VIRTUAL RESOURCE BALANCES	Pending	US	14/067,868	10/30/2013		
System and method for dynamically altering an in-game experience based on a user's connection to the game	Granted	US	14/062768	10/24/2013	9,168,459	10/27/2015
GENERATING INDIVIDUAL PLAY BASES IN A VIRTUAL SPACE USING MARKUP INFORMATION	Pending	US	14/043790	10/1/2013		
SYSTEM AND METHOD FOR FACILITATING A SECONDARY GAME	Pending	US	14/145722	12/31/2013		
PROVIDING OFFERS OF VIRTUAL CONTAINERS IN AN ONLINE GAME	Pending	US	14/059385	10/21/2013		
FACILITATING USERS TO COMPLETE ACTIVE GAME ACTIONS	Published	US	14/051387	10/10/2013		
DETERMINING OUTCOMES IN A SLOT GAME BASED ON PLAYER CHARACTERS	Pending	US	14/069084	10/31/2013		
DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	Granted	US	14/069119	10/31/2013	9,373,226	6/21/2016
Aggregating Results in a Slot Game	Allowed	US	14/069143	10/31/2013		
SYSTEM AND METHOD FOR FACILITATING DATA MODEL SUBSTITUTIONS FOR PRE-EXISTING DATA OBJECTS	Granted	US	14/021,129	9/9/2013	8,992,330	3/31/2015
PLACEHOLDER ITEMS THAT CAN BE EXCHANGED FOR AN ITEM OF VALUE BASED ON USER PERFORMANCE	Published	US	14/231574	3/31/2014		
FACILITATING MAP NAVIGATION IN AN ONLINE GAME	Pending	US	14/106345	12/13/2013		
GENERATING SEGMENTED NOTIFICATIONS IN A VIRTUAL SPACE	Pending	US	14/145668	12/31/2013		
ONLINE GAMING SYSTEM INCLUDING VIRTUAL ITEMS THAT TRANSCEND MULTIPLE CHARACTER DEATHS	Pending	US	14/194643	2/28/2014		
Beginner's Offer via Inventory Item Package	Pending	US	14/288085	5/27/2014		
MYSTERY BOXES THAT ADJUST DUE TO PAST SPENDING BEHAVIOR	Published	US	14/282788	5/20/2014		
SYSTEM AND METHOD FOR FACILITATING VIRTUAL GOODS GIFTING	Granted	US	14/071583	11/4/2013	9,098,874	8/4/2015
NETWORKED COMPUTER GAME SYSTEM AND METHODS WITH DIGITAL TOKENS	Granted	US	13/072266	3/25/2011	9,101,835	8/11/2015
SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS TO USERS OF A VIRTUAL SPACE	Allowed	US	14/320493	6/30/2014		
DOUBLE OR NOTHING VIRTUAL CONTAINERS	Pending	US	14/320507	6/30/2014		
PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY RESOURCE REQUIREMENT REDUCTION IN AN ONLINE GAME	Allowed	US	14/320424	6/30/2014		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
FACILITATING PLAYER INTERACTIONS WITH TILES IN AN ONLINE GAME	Pending	US	14/320500	6/30/2014		
SYSTEM AND METHOD FOR PROVIDING AWARDS TO PLAYERS OF A GAME	Pending	US	14/278631	5/15/2014		
SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	Published	US	14/265345	4/29/2014		
SYSTEM AND METHOD FOR ROTATING DROP RATES IN A MYSTERY BOX	Published	US	14/297368	6/5/2014		
THREE-DIMENSIONAL VISUAL REPRESENTATIONS FOR MOBILE DEVICES	Pending	US	14/320522	6/30/2014		
METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED PAYMENT FOR ITEMS IN A GAME	Pending	US	14/320532	6/30/2014		
A METHOD AND SYSTEM FOR FACILITATING CHANCE-BASED IN-GAME VIRTUAL ITEM DISTRIBUTION	Pending	US	14/252777	4/15/2014		
SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	Granted	US	14/195,733	3/3/2014	9,011,242	4/21/2015
SYSTEM AND METHOD FOR COMBINING PROBABILITY ITEM BUNDLES	Pending	US	14/337079	7/21/2014		
SYSTEM AND METHOD FOR PROVIDING AWARDS TO USERS OF AN ONLINE GAME	Pending	US	14/293969	6/2/2014		
GAME DESIGN BASED CAPTCHAS	Allowed	US	14/308165	6/16/2014		
SYSTEM AND METHOD FOR PROVIDING A QUEST FROM A PROBABILITY ITEM BUNDLE IN AN ONLINE GAME	Pending	US	14/308763	6/19/2014		
SYSTEM AND METHOD FOR FACILITATING ACCESS TO AN ONLINE GAME THROUGH A PLURALITY OF SOCIAL NETWORKING PLATFORMS	Granted	US	14/228195	3/27/2014	8986116	3/24/2015
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Pending	US	14/275941	5/13/2014		
SYSTEMS AND METHODS FOR INCENTIVIZING PARTICIPATION IN GAMEPLAY EVENTS IN AN ONLINE GAME	Pending	US	14/495880	9/24/2014		
SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS THROUGH VIRTUAL PURCHASES WITH A DECREASING SECONDARY VIRTUAL CURRENCY	Pending	US	14/497373	9/26/2014		
FACILITATING MULTIGAME CURRENCIES IN MULTIPLE ONLINE GAMES	Pending	US	14/527809	10/30/2014		
SYSTEM AND METHOD FOR PROVIDING TARGETED RECOMMENDATIONS TO SEGMENTS OF USERS OF A VIRTUAL SPACE	Granted	US	14/320550	6/30/2014	8979651	3/17/2015
PROVIDING VIRTUAL ITEMS CONFIGURED TO FACILITATE TEMPORARY TIME REQUIREMENT SUSPENSION IN AN ONLINE GAME	Published	US	14/320544	6/30/2014		
SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	Published	US	14/331117	7/14/2014		
METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS	Granted	US	14/331156	7/14/2014	8974299	3/10/2015
INCENTIVIZED TASK COMPLETION USING CHANCE-BASED AWARDS	Pending	US	14/331189	7/14/2014		
MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	Allowed	US	14/331198	7/14/2014		

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SYSTEM AND METHOD FOR MAINTAINING USER ENGAGEMENT IN A REALM-BUILDING GAME USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	Granted	US	14/320537	6/30/2014	9,101,842	8/11/2015
FACILITATING CROSS GAME PURCHASE	Pending	US	14/715580	5/18/2015		
ESTABLISHING A SOCIAL APPLICATION LAYER	Granted	US	14/505470	10/2/2014	9,116,732	8/25/2015
USER GENERATED PROBABILITY ITEM BUNDLES	Pending	US	14/944,075	11/17/2015		
SYSTEM AND METHOD FOR PROVIDING LIMITED-TIME EVENTS TO USERS IN AN ONLINE GAME	Pending	US	14/620185	2/12/2015		
DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME BASED ON HARDWARE OR NETWORK CONFIGURATION	Granted	US	14/612268	2/2/2015	9,205,338	12/8/2015
SYSTEM AND METHOD FOR PROVIDING TARGETED RECOMMENDATIONS TO SEGMENTS OF USERS OF A VIRTUAL SPACE	Pending	US	14/658111	3/13/2015		
DYNAMIC ONLINE GAME IMPLEMENTATION ON A CLIENT DEVICE	Pending	US	14/965,733	12/10/2015		
FACILITATING EVENT IMPLEMENTATION IN AN ONLINE GAME	Pending	US	14/965,742	12/10/2015		
SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK	Pending	US	14/678,904	4/3/2015		
PROVIDING LEADERBOARD BASED UPON IN-GAME EVENTS	Pending	US	14/678910	4/3/2015		
SYSTEM AND METHOD FOR ALLOWING AFFILIATIONS TO UTILIZE IN-GAME ITEMS TO ASSIST OTHER PLAYERS	Allowed	US	14/684666	4/13/2015		
SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	Pending	US	14/690865	4/20/2015		
SYSTEM AND METHOD FOR DETERMINING AND EXECUTING ACTIONS IN AN ONLINE GAME	Pending	US	15/006,054	1/25/2016		
FACILITATING CONTEXTUAL GAME NOTIFICATIONS AND SMART ACTION OPTIONS	Pending	US	14/980,787	12/28/2015		
FACILITATING SMART NOTIFICATIONS ON A WEARABLE DEVICE	Pending	US	14/986364	12/31/2015		
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Granted	US	13/316190	12/9/2011	8868655	10/21/2014
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Granted	US	13/330242	12/19/2011	8843557	9/23/2014
SYSTEM AND METHOD FOR GIFTING VIRTUAL ITEMS WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK	Granted	US	13/456585	4/26/2012	8615449	12/24/2013
SYSTEM AND METHOD FOR FACILITATING ACCESS TO AN ONLINE GAME THROUGH A PLURALITY OF SOCIAL NETWORKING PLATFORMS	Granted	US	13/343588	1/4/2012	8734243	5/27/2014
ESTABLISHING A SOCIAL APPLICATION LAYER	Granted	US	13/464190	5/4/2012	8881181	11/4/2014
DYNAMICALLY PROVIDING SYSTEM COMMUNICATIONS TAILORED TO INDIVIDUAL USERS RESPONSIVE TO TRIGGER EVENTS IN VIRTUAL SPACES	Granted	US	13/526208	6/18/2012	8880629	11/4/2014

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MAINTAINING TIME FIDELITY FOR AN INSTANCE OF A VIRTUAL SPACE PLACED IN A BACKGROUND STATE	Granted	US	13/564654	8/1/2012	8789055	7/22/2014
SYSTEM AND METHOD FOR DETERMINING AND ACTING ON A USER'S VALUE ACROSS DIFFERENT PLATFORMS	Granted	US	13/604534	9/5/2012	8663004	3/4/2014
SYSTEM AND METHOD FOR GENERATING, TRANSMITTING, AND/OR PRESENTING AN ANIMATION SEQUENCE	Granted	US	13/601734	8/31/2012	8970601	3/3/2015
SYSTEM AND METHOD OF FACILITATING EXTERNAL NOTIFICATIONS FOR EVENTS THAT OCCUR IN A PLURALITY OF DIFFERENT VIRTUAL SPACES	Granted	US	13/558878	7/26/2012	8439759	5/14/2013
USING CROWD-SOURCING TO VERIFY THE ACCURACY OF RESULTS OF CLIENT-SIDE DETERMINATIONS	Granted	US	13/546843	7/11/2012	8852000	10/7/2014
SYSTEM AND METHOD FOR PROVIDING TARGETED RECOMMENDATIONS TO SEGMENTS OF USERS OF A VIRTUAL SPACE	Granted	US	13/633782	10/2/2012	8764561	7/1/2014
CONSIDERATION-BASED NON-PLAYER CHARACTER COUNSELING	Pending	US	13/736814	1/8/2013		
SYSTEM AND METHOD FOR ENCODING COMPRESSED MAP INFORMATION FOR A GAME MAP USING A QUADRANT BASED PNG IMAGE FILE	Granted	US	13/629122	9/27/2012	8784199	7/22/2014
SYSTEM AND METHOD FOR USING FLASH SYMBOLS FOR TRAVEL NODES IN AN ONLINE FLASH-BASED GAME	Granted	US	13/645791	10/5/2012	8956225	2/17/2015
SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	Granted	US	13/670441	11/6/2012	8821260	9/2/2014
SYSTEM AND METHOD FOR MAINTAINING USER ENGAGEMENT IN A REALM-BUILDING GAME	Granted	US	13/661568	10/26/2012	8764534	7/1/2014
STOCHASTIC CHUNK-BASED MAP GENERATION	Granted	US	13/668,147	11/2/2012	9,336,618	5/10/2016
METRIC-BASED CONFORMANCE BY CHARACTER UNITS TO SPECIFIED FORMATIONS	Granted	US	13/678359	11/15/2012	8790178	7/29/2014
SYSTEM AND METHOD FOR FACILITATING DATA MODEL SUBSTITUTIONS FOR PRE-EXISTING DATA OBJECTS	Granted	US	13/712754	12/12/2012	8529354	9/10/2013
SYSTEM AND METHOD FOR ALTERING PERCEPTION OF VIRTUAL CONTENT IN A VIRTUAL SPACE	Granted	US	13/715,818	12/14/2012	9,186,576	11/17/2015
QUEST-COMPLETION-BASED STOCHASTIC SELECTION OF OUTCOMES	Pending	US	13/720,379	12/19/2012		
BATTLE-ATTRIBUTE-BASED ARRANGEMENT OF MAP AREAS	Pending	US	13/737621	1/9/2013		
INTERFACE-BASED GAME-SPACE CONTEST GENERATION	Granted	US	13/847981	3/20/2013	8891758	9/9/2014
PROXIMATE-TILE-TYPE-BASED MAP GENERATION	Pending	US	13/739869	1/11/2013		
SYSTEM AND METHOD FOR THE PROVISION OF TIME-BASED AWARDS IN AN ONLINE GAME	Granted	US	13/709667	12/10/2012	8851978	10/7/2014
SYSTEM AND METHOD FOR COMPARING SEGMENTS OF PLAYERS THAT ARE DIFFERENTIATED BASED ON A SYSTEM VARIABLE	Pending	US	13/709803	12/10/2012		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
SYSTEM AND METHOD FOR DETERMINING OFFERS PROVIDED TO A GROUP OF USERS IN A VIRTUAL SPACE	Pending	US	13/779608	2/27/2013		
INCENTIVIZED TASK COMPLETION USING CHANCE-BASED AWARDS	Granted	US	13/705072	12/4/2012	8790185	7/29/2014
SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	Granted	US	13/895,563	5/16/2013	8,636,591	1/28/2014
AD SERVING OFFERS AND NEW GAME PROMOTIONS OUTSIDE THE GAME MODULE WITH BUSINESS INTELLIGENCE BASED ON PORTFOLIO OF GAMES	Pending	US	13/953701	7/29/2013		
A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE	Granted	US	13/781651	2/28/2013	9,195,378	11/24/2015
SYSTEM AND METHOD FOR FACILITATING A GAME THROUGH A PRIMARY CLIENT DEVICE AND IN-GAME CONTENT PURCHASES THROUGH A MOBILE DEVICE	Pending	US	13/791668	3/8/2013		
ADJUSTING INDIVIDUALIZED CONTENT MADE AVAILABLE TO USERS OF AN ONLINE GAME BASED ON USER GAMEPLAY INFORMATION	Granted	US	13/656386	4/3/2013	9,375,635	6/28/2016
SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTING A GAME BASED ON PREDICTIONS DURING ACCOUNT CREATION	Allowed	US	13/889311	4/24/2013		
SYSTEM AND METHOD OF DISPLAYING DEVICE INFORMATION FOR PARTY FORMATION	Pending	US	14/084370	11/19/2013		
SYSTEM AND METHOD FOR PROVIDING IN-GAME TIMED OFFERS	Granted	US	13/733,017	1/2/2013	8,920,243	12/30/2014
SYSTEM AND METHOD FOR PROVIDING IN-GAME OFFERS	Pending	US	13/957381	8/1/2013		
A SYSTEM AND METHOD FOR ADJUSTING THE USER COST ASSOCIATED WITH PURCHASABLE VIRTUAL ITEMS	Published	US	14/022118	9/9/2013		
SYSTEM AND METHOD FOR IDENTIFYING INFLUENTIAL PLAYERS IN AN ONLINE GAME	Pending	US	13/922170	6/19/2013		
SYSTEM AND METHOD FOR DYNAMICALLY INSERTING TUTORIALS IN A MOBILE APPLICATION	Pending	US	14/015666	8/30/2013		
UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE	Pending	US	13/887973	5/6/2013		
SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK	Granted	US	13/659588	10/24/2012	8595091	11/26/2013
SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY	Published	US	13/693921	12/4/2012		
SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS	Granted	US	13/653284	10/16/2012	8622828	1/7/2014
PLATFORM AND GAME AGNOSTIC SOCIAL GRAPH	Published	US	13/705,034	12/4/2012		
DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS	Pending	US	13/873065	4/29/2013		
SYSTEM AND METHOD FOR FORWARDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE FROM A USER DEVICE TO A PRESENTATION CONTROL DEVICE	Pending	US	14/139488	12/23/2013		

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PROVIDING CONTENT BASED ON PRESENTATION CONTROL DEVICE SYSTEM AND METHOD FOR REDUCING PROCESSING TIME FOR SEQUENTIAL COMMANDS	Pending	US	14/037284	9/25/2013		
SYSTEM AND METHOD FOR PROCESSING COMMANDS IN AN ONLINE GAME	Allowed	US	13/907727	5/31/2013		
SYSTEM AND METHOD FOR UPDATING A GAME STATE IN AN ONLINE GAME	Pending	US	13/907755	5/31/2013		
USE OF VIRTUAL GAME AVATARS AS PROMOTIONAL PRIZES	Pending	US	13/928249	6/26/2013		
ACCESS TO AN EXCLUSIVE VIRTUAL SECTION OF AN ONLINE GAME BASED ON PAST SPENDING BEHAVIOR	Pending	US	13/940,159	7/11/2013		
DYNAMICALLY ADJUSTING VIRTUAL REWARDS PRESENTED IN OFFERS	Pending	US	13/921092	6/18/2013		
SYSTEM AND METHOD FOR DETERMINING A PRICE FOR A PROTECTION EXTENSION	Published	US	13/928260	6/26/2013		
PROVIDING OFFERS BASED ON USER DEVICE INFORMATION	Pending	US	13/935967	7/5/2013		
FACILITATING AUTOMATIC EXECUTION OF USER INTERACTIONS IN A VIRTUAL SPACE	Pending	US	13/946842	7/19/2013		
DYNAMICALLY SELECTING SPEECH FUNCTIONALITY ON CLIENT DEVICES	Pending	US	14/107615	12/16/2013		
FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	Granted	US	14/028146	9/16/2013	9,172,697	10/27/2015
SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS TO USERS OF A VIRTUAL WORLD	Pending	US	14/165558	1/27/2014		
SYSTEM AND METHOD FOR FACILITATING USER INTERACTION WITH A VIRTUAL SPACE THROUGH A GRAPHICAL CHAT INTERFACE	Granted	US	13/862046	4/12/2013	9,332,043	5/3/2016
SYSTEM AND METHOD FOR DYNAMICALLY DETERMINING CRAFTING PARAMETERS BASED ON USER USAGE RATE OF A VIRTUAL SPACE	Pending	US	13/862,734	4/15/2013		
PROVIDING PERSONALIZED LEADERBOARDS TO USERS OF A GAME	Granted	US	13/861240	4/11/2013	6968067	3/3/2015
FACILITATING USER PROGRESSION IN A VIRTUAL SPACE BASED ON USER PURCHASES OF VIRTUAL CURRENCY	Pending	US	13/946900	7/19/2013		
CHANCE-BASED WAIT TIME REDUCTIONS	Pending	US	14/014240	8/29/2013		
SYSTEM AND METHOD FOR COMBINING MULTIPLE TYPES OF VIRTUAL UNITS IN A SINGLE MARCH IN A TOWER DEFENSE GAME	Pending	US	14/054635	10/15/2013		
SYSTEM AND METHOD FOR PURCHASING NAMING RIGHTS IN A VIRTUAL SPACE	Pending	US	13/969400	8/16/2013		
SYSTEM AND METHOD OF FACILITATING EXTERNAL NOTIFICATIONS FOR EVENTS THAT OCCUR IN A PLURALITY OF DIFFERENT VIRTUAL SPACES	Granted	US	13/893280	5/13/2013	8840465	9/23/2014
DYNAMICALLY PROVIDING REWARDS TO USERS IN A GAME SPACE	Published	US	13/921045	6/18/2013		
SYSTEM AND METHOD FOR PROVIDING DURATIONAL PROMOTIONS TO PLAYERS	Pending	US	14/162630	1/23/2014		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
SYSTEMS AND METHODS FOR USING CALENDAR INFORMATION WITHIN ONLINE GAMES	Pending	US	14/023321	9/10/2013		
SYSTEM AND METHOD FOR PROVIDING A CURRENCY MULTIPLIER ITEM IN AN ONLINE GAME WITH A VALUE BASED ON A USER'S ASSETS	Pending	US	14/028422	9/16/2013		
USER-OUTCOME-BASED AWARD ASSIGNMENTS TO USER-OUTCOME-ASSOCIATED VIRTUAL ITEMS	Pending	US	13/962593	8/8/2013		
WAIT-TIME-REDUCTION-RELATED PROMOTIONS	Pending	US	13/958,362	8/2/2013		
SYSTEM AND METHOD FOR AUTOMATED TESTING OF AN ONLINE GAME	Pending	US	14/198573	3/5/2014		
INCENTIVIZING USERS TO ALTER VIRTUAL ITEM BALANCES IN AN ONLINE GAME	Pending	US	14/034685	9/24/2013		
Rewarding User Customization of a Virtual Item Based on User Reviews in an Online Game	Pending	US	14/135297	12/19/2013		
SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS TO USERS OF A VIRTUAL SPACE	Pending	US	14/161396	1/22/2014		
SYSTEM AND METHOD FOR SIMULATING PASSIVE RACING GAMES IN AN ONLINE GAME	Pending	US	14/176041	2/7/2014		
AUTOMATION OF IN-GAME PURCHASES	Pending	US	14/169139	1/30/2014		
CUSTOMIZED CHANCE-BASED ITEMS	Pending	US	14/162813	1/24/2014		
NETWORKED COMPUTER GAME SYSTEMS AND METHODS WITH SOCIAL NETWORK FUNCTIONS	Published	US	13/073059	3/28/2011		
FACILITATING USER VOTING FOR FUTURE GAME CONTENT IN AN ONLINE GAME	Pending	US	14/156800	1/16/2014		
FACILITATING AN EVENT ACROSS MULTIPLE ONLINE GAMES	Pending	US	14/170484	1/31/2014		
PROVIDING VIRTUAL CONTAINERS ACROSS ONLINE GAMES	Pending	US	14/205236	3/11/2014		
FACILITATING CONTENT ACCESS ACROSS ONLINE GAMES	Allowed	US	14/207521	3/12/2014		
A SYSTEM AND METHOD FOR IN-GAME CALENDAR-BASED ITEM PROMOTION	Pending	US	14/247946	4/8/2014		
SYSTEM AND METHOD FOR IN-GAME ADVERTISING TO ASSIST IN RECRUITING OF AFFILIATION MEMBERS	Pending	US	14/254769	4/16/2014		
SYSTEM AND METHOD FOR PROVIDING SPEED-UP QUEST OFFERS TO USERS DURING IDLE TIME	Allowed	US	14/203411	3/10/2014		
SYSTEMS AND METHODS FOR PROVIDING OFFERS WITHIN A GAME SPACE THAT DECREASE IN VALUE BASED ON PREVIOUS ACCEPTANCES OF THE OFFERS	Pending	US	14/548,430	11/20/2014		
PURCHASABLE TOURNAMENT MULTIPLIERS	Pending	US	14/548469	11/20/2014		
SYSTEM AND METHOD FOR FACILITATING VIRTUAL ITEM REWARDS BASED ON A GAME OF CHANCE	Pending	US	14/165375	1/27/2014		
FREQUENCY BASED REQUEST THROTTLING AND AGGREGATION	Allowed	US	14/248,055	4/8/2014		
MODERATION OF ANTISOCIAL BEHAVIOR IN CHAT VIA GAME MECHANICS	Pending	US	14/200005	3/6/2014		
SYSTEM AND METHOD TO BETTER ENGAGE PASSIVE USERS OF A VIRTUAL SPACE BY PROVIDING PANORAMIC POINT OF VIEWS IN REAL TIME	Published	US	14/572430	12/16/2014		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
INTERFACE-BASED GAME-SPACE CONTEST GENERATION	Pending	US	14/480516	9/8/2014		
SYSTEM AND METHOD OF FACILITATING EXTERNAL NOTIFICATIONS FOR EVENTS THAT OCCUR IN A PLURALITY OF DIFFERENT VIRTUAL SPACES	Granted	US	14/480,492	9/8/2014	9,358,471	6/7/2016
SYSTEM AND METHOD FOR PROVIDING IN-GAME TIMED OFFERS	Pending	US	14/485135	9/12/2014		
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	Allowed	US	14/493033	9/22/2014		
SYSTEM AND METHOD FOR THE PROVISION OF TIME-BASED AWARDS IN AN ONLINE GAME	Pending	US	14/503330	9/30/2014		
SYSTEMS AND METHODS FOR INCENTIVIZING USER LOG-IN TO A USER ACCOUNT ASSOCIATED WITH AN ONLINE GAME	Pending	US	14/677949	4/2/2015		
DYNAMICALLY PROVIDING SYSTEM COMMUNICATIONS TAILORED TO INDIVIDUAL USERS RESPONSIVE TO TRIGGER EVENTS IN VIRTUAL SPACES	Pending	US	14/531768	11/3/2014		
SYSTEM AND METHOD FOR PROVIDING DYNAMIC AND STATIC CONTEST PRIZE ALLOCATION BASED ON IN-GAME ACHIEVEMENT OF A USER	Allowed	US	14/626899	2/19/2015		
SYSTEM AND METHOD FOR PROVIDING DYNAMIC AND STATIC CONTEST PRIZE ALLOCATION BASED ON IN-GAME ACHIEVEMENT OF A USER	Granted	US	13/895832	5/18/2013	8961319	2/24/2015
SYSTEM AND METHOD FOR PROVIDING A CUSTOMIZED USER EXPERIENCE BASED ON A SPEND FREQUENCY OF A USER	Allowed	US	14/799,525	7/14/2015		
SYSTEM AND METHOD FOR FACILITATING VIRTUAL GOODS GIFTING	Pending	US	14/802,272	7/17/2015		
ESTABLISHING A SOCIAL APPLICATION LAYER	Pending	US	14/814,375	7/30/2015		
SYSTEM AND METHOD FOR PROVIDING IN-GAME PRICING RELATIVE TO PLAYER STATISTICS	Pending	US	14/830,634	8/19/2015		
SYSTEM AND METHOD FOR PREDICTING PAYER DORMANCY THROUGH THE USE OF A TEST BED ENVIRONMENT	Pending	US	14/848,095	9/8/2015		
GAME WITH AN AREA OF EFFECT FOR STRUCTURES IMPACTING A SURROUNDING AREA	Published	US	14/920,752	10/22/2015		
SYSTEM AND METHOD FOR ALTERING PERCEPTION OF VIRTUAL CONTENT IN A VIRTUAL SPACE	Published	US	14/919,546	10/21/2015		
SYSTEM AND METHOD FOR DISPLAYING A GAME USING A PRIMARY DISPLAY AND COMMUNICATING ALLIANCE INFORMATION AMONG ALLIANCE MEMBERS USING A SECONDARY DISPLAY	Pending	US	14/990,688	1/7/2016		
METHOD AND SYSTEM FOR TEMPORARILY INCENTIVIZING USER PARTICIPATION IN A GAME SPACE	Published	US	14/932,886	11/4/2015		
SYSTEM AND METHOD FOR DYNAMICALLY ALTERING AN IN-GAME EXPERIENCE BASED ON A USER'S CONNECTION TO THE GAME	Published	US	14/923,270	10/26/2015		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
FACILITATING USERS TO OBFUSCATE USER CREDENTIALS IN CREDENTIAL RESPONSES FOR USER AUTHENTICATION	Published	US	14/923,298	10/26/2015		
DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME BASED ON HARDWARE OR NETWORK CONFIGURATION	Published	US	14/961,674	12/7/2015		
SYSTEM AND METHOD FOR PROVIDING A MARKETPLACE OF USER-INVOKABLE INSTRUCTIONS USED BY A GAME APPLICATION IN AN EXPRESSION OF A GAME	Published	US	14/942,870	11/16/2015		
SYSTEM AND METHOD FOR DETECTING GAME CLIENT MODIFICATION THROUGH SCRIPT INJECTION	Granted	US	14/930,568	11/2/2015	9,364,760	6/14/2016
A SYSTEM AND METHOD FOR FACILITATING USER DEFINED VIRTUAL SPACE	Published	US	14/949,765	11/23/2015		
IN-GAME BUILDING THAT RECEIVES STAT BOOSTS FROM TROOPS	Pending	US	14/994,046	1/12/2016		
SYSTEMS AND METHODS FOR DETERMINING AND IMPLEMENTING PLATFORM SPECIFIC ONLINE GAME CUSTOMIZATIONS	Pending	US	15/048,903	2/19/2016		
SYSTEMS AND METHODS FOR MAKING PROGRESS OF A USER CHARACTER OBTAINED IN AN ONLINE GAME VIA A NON-VIRTUAL REALITY INTERFACE AVAILABLE IN A VIRTUAL REALITY INTERFACE	Pending	US	15/048,920	2/19/2016		
SYSTEMS AND METHODS FOR REGULATING ACCESS TO GAME CONTENT OF AN ONLINE GAME	Pending	US	15/048,932	2/19/2016		
SYSTEMS AND METHODS FOR MAKING GAME CONTENT FROM A SINGLE ONLINE GAME ACCESSIBLE TO USERS VIA MULTIPLE PLATFORMS	Pending	US	15/048,947	2/19/2016		
SYSTEMS AND METHODS FOR PROVIDING VIRTUAL REALITY CONTENT IN AN ONLINE GAME	Pending	US	15/048,958	2/19/2016		
DETERMINING PAYLINES IN A SLOT GAME BASED ON PLAYER CHARACTERS	Pending	US	15/158,562	5/18/2016		
SYSTEM AND METHOD FOR PROVIDING RECOMMENDATIONS FOR IN-GAME EVENTS	Pending	US	15/072,212	3/16/2016		
SYSTEM AND METHOD FOR FACILITATING USER INTERACTION WITH A VIRTUAL SPACE THROUGH A GRAPHICAL CHAT INTERFACE	Pending	US	15/072,223	3/16/2016		
STOCHASTIC CHUNK-BASED MAP GENERATION	Pending	US	15/094,932	4/8/2016		
SYSTEM AND METHOD FOR FACILITATING COMMUNICATION BETWEEN AFFILIATED PLAYERS IN AN ONLINE GAME VIA COMMUNICATION MEDIUMS EXTERNAL TO THE ONLINE GAME	Pending	US	15/166,249	5/26/2016		
SYSTEM AND METHOD FOR IMPLEMENTING DYNAMIC CONTENT AVAILABILITY FOR INDIVIDUAL PLAYERS	Pending	US	15/166,253	5/26/2016		
ADJUSTING INDIVIDUALIZED CONTENT MADE AVAILABLE TO USERS OF AN ONLINE GAME BASED ON USER GAMEPLAY INFORMATION	Pending	US	15/182,339	6/14/2016		
PLACEHOLDER ITEMS THAT CAN BE EXCHANGED FOR AN ITEM OF VALUE BASED ON USER PERFORMANCE	Published	WO	PCT/US2015/016916	2/20/2015		

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App Title	Application Status	Country	App Number	File Date	Pat Number	Iss Date
SYSTEM AND METHOD FOR GRANTING IN-GAME BONUSES TO A USER	Published	WO	PCT/US2015/028096	4/28/2015		
MYSTERY BOXES THAT ADJUST DUE TO PAST SPENDING BEHAVIOR	Published	WO	PCT/US2015/031642	5/19/2015		
USER AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	National Ph	WO	PCT/US2012/068363	12/7/2012		
COMMUNICATIONS AMONG USERS BELONGING TO AFFILIATIONS SPANNING MULTIPLE VIRTUAL SPACES	National Ph	WO	PCT/US2012/070260	12/18/2012		
NETWORKED COMPUTER GAME SYSTEM WITH PERSISTENT PLAYING OBJECTS	National Ph	WO	PCT/US1997/007724	5/8/1997		
Creation of game elements using location information	National Ph	WO	PCT/US2006/016058	4/26/2006		
SYSTEM AND METHOD FOR PROVIDING A QUEST FROM A PROBABILITY ITEM BUNDLE IN AN ONLINE GAME	Published	WO	PCT/US2015/036744	6/19/2015		
SYSTEM AND METHOD FOR PROVIDING LIMITED-TIME EVENTS TO USERS IN AN ONLINE GAME	Pending	WO	PCT/US2016/017637	2/11/2016		

EXHIBIT C

Trademarks

Trademark	Application Number	Application Date	Registration Number	Registration Date
SPIRIT LORDS*	86499929	09-JAN-2015		
RAISE THE SWORD*	86325221	01-JUL-2014		
SPIRIT LORDS	86499928	09-JAN-2015	4878593	29-DEC-2015
MOONRISE	86397490	17-SEP-2014	4778965	21-JUL-2015
ROTMG	86244405	07-APR-2014	4749324	02-JUN-2015
DARK DISTRICT	86115775	11-NOV-2013	4581932	05-AUG-2014
THIS MEANS WAR!	86105197	30-OCT-2013	4634001	04-NOV-2014
HEROES OF CAMELOT	86088056	10-OCT-2013	4547288	10-JUN-2014
DRAGONS OF ATLANTIS: HEIRS OF THE DRAGON	85794702	04-DEC-2012	4511860	08-APR-2014
BLASTRON	85780654	15-NOV-2012	4602103	09-SEP-2014
KINGDOMS OF CAMELOT: ASCENSION	85706888	17-AUG-2012	4456116	24-DEC-2013
ARCANE EMPIRES	85645784	07-JUN-2012	4286936	05-FEB-2013
REALM OF THE MAD GOD	85611003	27-APR-2012	4257635	11-DEC-2012
FINAL EDEN	85510918	06-JAN-2012	4194260	21-AUG-2012
BATTLE FOR THE NORTH	85400097	17-AUG-2011	4159193	12-JUN-2012
THIRST OF NIGHT	85329848	25-MAY-2011	4151564	29-MAY-2012
EDGEWORLD	85243141	15-FEB-2011	4047064	25-OCT-2011

Trademark	Application Number	Application Date	Registration Number	Registration Date
GLORY OF ROME	85131671	16-SEP-2010	4165212	26-JUN-2012
HERO FORCE	85110629	18-AUG-2010	4017076	23-AUG-2011
KABAM	85097309	30-JUL-2010	4498369	18-MAR-2014
KABAM	85097296	30-JUL-2010	4305616	19-MAR-2013
KABAM	85097154	30-JUL-2010	4498368	18-MAR-2014
KABAM	85097116	30-JUL-2010	4488759	25-FEB-2014
DRAGONS OF ATLANTIS	85048282	26-MAY-2010	3935871	22-MAR-2011
KINGDOMS OF CAMELOT	77930994	08-FEB-2010	3881570	23-NOV-2010
WONDERHILL	77761113	16-JUN-2009	3739620	19-JAN-2010

EXHIBIT D

Mask Works

None.