OP \$140.00 85780654

TRADEMARK ASSIGNMENT COVER SHEET

Electronic Version v1.1 Stylesheet Version v1.2 ETAS ID: TM468697

SUBMISSION TYPE:	NEW ASSIGNMENT		
NATURE OF CONVEYANCE:	SECURITY INTEREST		

CONVEYING PARTY DATA

Name	Formerly	Execution Date	Entity Type
KABAM, Inc.		03/16/2018	Corporation: CALIFORNIA

RECEIVING PARTY DATA

Name:	Bank of Montreal		
Street Address:	4720 Kingsway, Suite 2200		
City:	Burnaby, BC		
State/Country:	CANADA		
Postal Code:	V5H 4N2		
Entity Type:	Chartered Bank: CANADA		

PROPERTY NUMBERS Total: 5

Property Type	Number	Word Mark
Serial Number:	85780654	BLASTRON
Serial Number:	85097296	KABAM
Serial Number:	85097116	KABAM
Serial Number:	85097154	KABAM
Serial Number:	85097309	KABAM

CORRESPONDENCE DATA

Fax Number: 6504283901

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: 650-428-3900

Email: lblakely@gcalaw.com

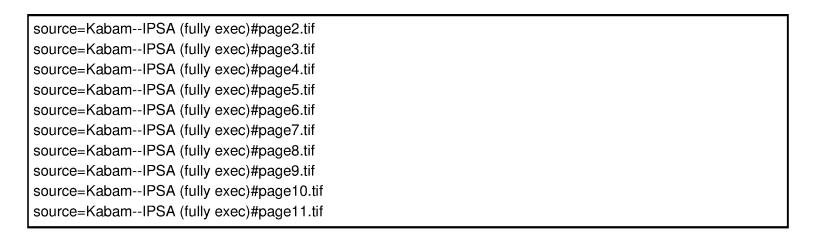
Correspondent Name: GCA LAW PARTNERS LLP

Address Line 1: 2570 W. El Camino Real Suite 400 **Address Line 4:** Mountain view, CALIFORNIA 94040

NAME OF SUBMITTER:	Laura Blakely
SIGNATURE:	/laura blakely/
DATE SIGNED:	04/02/2018

Total Attachments: 11

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INTELLECTUAL PROPERTY SECURITY AGREEMENT

MOTHIS INTELLECTUAL PROPERTY SECURITY AGREEMENT is entered into as of January 127, 2018 by and between BANK OF MONTREAL, a Chartered Bank under the laws of Canada with head office in Montreal, Quebec, and having a branch office at Suite 2200 - 4720 Kingsway, Burnaby, British Columbia, V5H 4N2 ("Bank") and KABAM, INC., a Delaware corporation having its head office at Suite 600 - 795 Folsom Street, San Femoisco, California, 94107 575 Market Street, Side 2480, Sam, Francisco ("Grantor"). California 94105

- Bank has agreed to make certain advances of money and to extend certain A. financial accommodations to Grantor (the "Loans") in the amounts and manner set forth in that certain Guarantee for Indebtedness of an Incorporated Company made by Grantor in favor of Bank and that certain Security Agreement by and between Grantor and Bank, both dated of even date herewith (collectively, as the same may be amended, modified or supplemented from time to time, and together with security agreements and other related documents, the "Loan Agreement"; capitalized terms used herein are used as defined in the Loan Agreement).
- Bank is willing to extend and to continue to extend financial accommodations to Grantor, but only upon the condition, among others, that Grantor shall grant to Bank a security interest in certain copyrights (the "Copyrights"), trademarks (the "Trademarks") and patents (the "Patents") to secure the obligations of Grantor under the Loan Agreement.
- 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 its obligations under the Loan Agreement and all other agreements now existing or hereafter arising between Grantor and Bank, Grantor hereby represents, warrants, covenants and agrees as follows:

AGREEMENT

To secure its obligations under the Loan Agreement and under any other agreement now existing or hereafter arising between Bank and Grantor, 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 (including without limitation those Copyrights, Patents and Trademarks listed on Exhibits A, B and C hereto), and including without limitation all proceeds thereof (such as, by way of example but not by way of limitation, license royalties and proceeds of infringement suits), the right to sue for past, present and future infringements, all rights corresponding thereto throughout the world and all re-issues, divisions continuations, renewals, extensions and continuations-in-part thereof.

This security interest is granted in conjunction with the security interest granted to Bank under the Loan Agreement. The rights and remedies of Bank with respect to the security interest

1.

granted hereby are in addition to those set forth in the Loan Agreement and any other agreement, instrument or document entered into by Bank and Grantor in connection with the Loan Agreement (the "Financing Documents"), and those which are now or hereafter available to Bank as a matter of law or equity. Each right, power and remedy of Bank provided for herein or in the Loan Agreement or any of the Financing Documents, or now or hereafter existing at law or in equity shall be cumulative and concurrent and shall be in addition to every right, power or remedy provided for herein and the exercise by Bank of any one or more of the rights, powers or remedies provided for in this Intellectual Property Security Agreement, the Loan Agreement or any of the other Financing Documents, or now or hereafter existing at law or in equity, shall not preclude the simultaneous or later exercise by any person, including Bank, of any or all other rights, powers or remedies.

Grantor represents and warrants that Exhibits A, B, and C attached hereto set forth any and all intellectual property rights in connection to which Grantor has registered or filed an application with either the United States Patent and Trademark Office or the United States Copyright Office, as applicable.

This Intellectual Property Security 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 Intellectual Property Security Agreement and the transactions contemplated hereby shall be governed by and construed in accordance with the laws of the State of New York without regard to the principles thereof regarding conflict of laws (other than those set forth in Section 5-1401 of the New York General Obligations Law), except as required by mandatory provisions of law and except to the extent that the validity or perfection or non-perfection and the effect of perfection or non-perfection of the security interest created hereby, or priority or remedies hereunder, in respect of any particular Collateral are governed by the law of a jurisdiction other than the State of New York. The Grantor hereby submits to the nonexclusive jurisdiction of the United States District Court for the Southern District of New York County, New York for the purposes of all legal proceedings arising out of or relating to this Intellectual Property Security Agreement or the transactions contemplated by this Intellectual Property Security Agreement.

SIGNATURE PAGE FOLLOWS

2.

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:
Address of Grantor:	KABAM, INC.
545 Market Street, Suite 2450 795 Balsom Street, Suite 600 San Francisco, CA 94107 94105 UNITED STATES 36	By: "/J VL Name: SEUNGWON LEE Title: O(rector
Address of Bank:	BANK: BANK OF MONTREAL
Suite 2200 – 4720 Kingsway Burnaby, British Columbia, V5H 4N2 CANADA Attn: Loan Documentation Department	By: Name: Mark Obleman Title: Senc Relateration Manager

EXHIBIT A

COPYRIGHTS

Description	Registration Number	Registration Date
EMBER game tool	TXu002031263	10-26-2016
FUSE/SPARX	Tx0008030253	05-21-2015

Ехнівіт В

PATENTS

App Number	Patent Number	Filing Date	Title
14/645392	obelyne i die best van Kur in de Ade Ade Ade Ade Ade Ade Ade Ade Ade	3/11/2015	FACILITATING USER CONFIGURED ASSISTANCE REQUESTS THROUGH A CHAT IN A VIRTUAL SPACE
13/540523		7/2/2012	PROVIDING DYNAMIC OFFERS FOR VIRTUAL GOODS BASED ON STATIC PARAMETERS
13/540526		7/2/2012	PROVIDING DYMANIC OFFERS FOR VIRTUAL GOODS BASED ON DYNAMIC PARAMETERS
13/540531		7/2/2012	SYSTEM AND METHOD FOR PERFORMING A/B TESTING IN OFFERS TO PURCHASE VIRTUAL ITEMS
13/609117	8996354	9/10/2012	FACILITATING LOCALIZATION OF LINGUISTIC ASSETS OF A VIRTUAL SPACE
13/527540		6/19/2012	SYSTEM AND METHOD FOR PROVIDING EXTERNAL NOTIFICATIONS OF EVENTS IN A VIRTUAL SPACE TO USERS
13/648125	9021051	10/9/2012	PROVIDING SELECTIVE RETRIEVAL OF DATA OBJECTS FROM A NETWORK SERVICE
13/898191		5/20/2013	PRICING OF VIRTUAL CONTAINERS
13/910037	9,138,639	6/4/2013	SYSTEM AND METHOD FOR PROVIDING IN-GAME PRICING RELATIVE TO PLAYER STATISTICS
13/870793		4/25/2013	DYNAMICALLY ADJUSTING VIRTUAL ITEM BUNDLES AVAILABLE FOR PURCHASE BASED ON USER GAMEPLAY INFORMATION
13/869403		4/24/2013	SYSTEM AND METHOD FOR PREDICTING IN-GAME ACTIVITY AT ACCOUNT CREATION
13/915416		6/11/2013	SYSTEM AND METHOD FOR IMPLEMENTING A REFUND CALCULATOR IN A GAME
13/774057	9,098,387	2/22/2013	SYSTEM AND METHOD FOR PROVIDING A CUSTOMIZED USER EXPERIENCE BASED ON A SPEND FREQUENCY OF A USER
13/873104	8,944,908	4/29/2013	DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME BASED ON HARDWARE OR NETWORK CONFIGURATION
14/107914	9,295,916	12/16/2013	SYSTEM AND METHOD FOR PROVIDING RECOMMENDATIONS FOR IN-GAME EVENTS
13/948847		7/23/2013	SYSTEM AND METHOD FOR A MULTI-PRIZE MYSTERY BOX THAT DYNAMICALLY CHANGES PROBABILITIES TO ENSURE PAYOUT VALUE
13/929677	9,403,093	6/27/2013	SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTING PRIZES OR AWARDS BASED ON A PLATFORM
14/078337		11/12/2013	SYSTEM AND METHOD FOR FACILITATING COLLABORATION BETWEEN MULTIPLE PLAYERS TO ACHIEVE A GOAL IN A GAME
13/865432		4/18/2013	EVENT-BASED CURRENCY
13/865906		4/18/2013	METHOD AND SYSTEM FOR PROVIDING AN EVENT SPACE ASSOCIATED WITH A PRIMARY VIRTUAL SPACE
13/862134		4/12/2013	VIRTUAL-ITEM-SET-BASED REWARDING USING VIRTUAL CONTAINERS
13/888109		5/6/2013	IDENTITY-RECOGNITION-BASED PROMOTIONS USING VIRTUAL CONTAINERS
14/065341		10/28/2013	COMPARATIVE ITEM PRICE TESTING
13/874739	9005032	5/1/2013	SYSTEM AND METHOD FOR ALLOWING AFFILIATIONS TO UTILIZE IN-GAME ITEMS TO ASSIST OTHER PLAYERS
13/859637	8984080	4/9/2013	FACILITATING USER CONFIGURED ASSISTANCE REQUESTS THROUGH A CHAT IN A VIRTUAL SPACE

13/861246	9007189	4/11/2013	PROVIDING LEADERBOARD BASED UPON IN-GAME
15/6012-40	3007103	17172013	EVENTS
13/863257		4/15/2013	DYNAMIC ITEM OBTAIN RATE BASED ON PLAYER PROGRESSION, ACTION, AND OTHER IN-GAME BEHAVIOR
14/277990		5/15/2014	AUTOMATIC PRICE ADJUSTMENT BASED ON TEST BED ENVIRONMENT
13/970366		8/19/2013	FACILITATING USER PARTICIPATION IN COMBATS IN A VIRTUAL SPACE
14/067868		10/30/2013	SYSTEM AND METHOD FOR PROVIDING AN ONLINE GAME WITH VIRTUAL ITEMS THAT IMPACT VIRTUAL RESOURCE BALANCES
14/062788	9,168,459	10/24/2013	System and method for dynamically altering an in-game experience based on a user's connection to the game
14/059385		10/21/2013	PROVIDING OFFERS OF VIRTUAL CONTAINERS IN AN ONLINE GAME
14/021129	8,992,330	9/9/2013	SYSTEM AND METHOD FOR FACILITATING DATA MODEL SUBSTITUTIONS FOR PRE-EXISTING DATA OBJECTS
14/145668		12/31/2013	GENERATING SEGMENTED NOTIFICATIONS IN A VIRTUAL SPACE
14/282788		5/20/2014	MYSTERY BOXES THAT ADJUST DUE TO PAST SPENDING BEHAVIOR
14/071583	9,098,874	11/4/2013	SYSTEM AND METHOD FOR FACILITATING VIRTUAL GOODS GIFTING
14/320500		6/30/2014	FACILITATING PLAYER INTERACTIONS WITH TILES IN AN ONLINE GAME
14/278631		5/15/2014	SYSTEM AND METHOD FOR PROVIDING AWARDS TO PLAYERS OF A GAME
14/297368		6/5/2014	SYSTEM AND METHOD FOR ROTATING DROP RATES IN A MYSTERY BOX
14/320522	9,483,868	6/30/2014	THREE-DIMENSIONAL VISUAL REPRESENTATIONS FOR MOBILE DEVICES
14/293969		6/2/2014	SYSTEM AND METHOD FOR PROVIDING AWARDS TO USERS OF AN ONLINE GAME
14/228195	8986116	3/27/2014	SYSTEM AND METHOD FOR FACILITATING ACCESS TO AN ONLINE GAME THROUGH A PLURALITY OF SOCIAL NETWORKING PLATFORMS
14/320550	8979651	6/30/2014	SYSTEM AND METHOD FOR PROVIDING TARGETED RECOMMENDATIONS TO SEGMENTS OF USERS OF A VIRTUAL SPACE
14/331189		7/14/2014	INCENTIVIZED TASK COMPLETION USING CHANCE- BASED AWARDS
14/620185		2/12/2015	SYSTEM AND METHOD FOR PROVIDING LIMITED-TIME EVENTS TO USERS IN AN ONLINE GAME
14/612268	9,205,338	2/2/2015	DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME BASED ON HARDWARE OR NETWORK CONFIGURATION
14/658111	9,486,709	3/13/2015	SYSTEM AND METHOD FOR PROVIDING TARGETED RECOMMENDATIONS TO SEGMENTS OF USERS OF A VIRTUAL SPACE
14/965733		12/10/2015	DYNAMIC ONLINE GAME IMPLEMENTATION ON A CLIENT DEVICE
14/965742		12/10/2015	FACILITATING EVENT IMPLEMENTATION IN AN ONLINE GAME
14/684666	9,452,364	4/13/2015	SYSTEM AND METHOD FOR ALLOWING AFFILIATIONS TO UTILIZE IN-GAME ITEMS TO ASSIST OTHER PLAYERS
13/456585	8615449	4/26/2012	SYSTEM AND METHOD FOR GIFTING VIRTUAL ITEMS WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK

12/2/200	8734243	1/4/2012	SYSTEM AND METHOD FOR FACILITATING ACCESS T
13/343588	8/34243	1/4/2012	AN ONLINE GAME THROUGH A PLURALITY OF SOCIA
			NETWORKING PLATFORMS
13/526208	8880629	6/18/2012	DYNAMICALLY PROVIDING SYSTEM COMMUNICATIO
			TAILORED TO INDIVIDUAL USERS RESPONSIVE TO
			TRIGGER EVENTS IN VIRTUAL SPACES
13/604534	8663004	9/5/2012	SYSTEM AND METHOD FOR DETERMINING AND ACTION
			ON A USER'S VALUE ACROSS DIFFERENT PLATFORM
13/601734	8970601	8/31/2012	SYSTEM AND METHOD FOR GENERATING,
	·		TRANSMITTING, AND/OR PRESENTING AN ANIMATIO
			SEQUENCE
13/558878	8439759	7/26/2012	SYSTEM AND METHOD OF FACILITATING EXTERNAL NOTIFICATIONS FOR EVENTS THAT OCCUR IN A
			PLURALITY OF DIFFERENT VIRTUAL SPACES
13/633782	8764561	10/2/2012	SYSTEM AND METHOD FOR PROVIDING TARGETED
13/033/62	8704301	10/2/2012	RECOMMENDATIONS TO SEGMENTS OF USERS OF A
			VIRTUAL SPACE
13/712754	8529354	12/12/2012	SYSTEM AND METHOD FOR FACILITATING DATA
13/7(2/34	0327331	12/12/2012	MODEL SUBSTITUTIONS FOR PRE-EXISTING DATA
			OBJECTS
13/712754	8529354	41255	SYSTEM AND METHOD FOR FACILITATING DATA
			MODEL SUBSTITUTIONS FOR PRE-EXISTING DATA
			OBJECTS
13/847981	8831758	3/20/2013	INTERFACE-BASED GAME-SPACE CONTEST
			GENERATION
13/709803		12/10/2012	SYSTEM AND METHOD FOR COMPARING SEGMENTS (
			PLAYERS THAT ARE DIFFERENTIATED BASED ON A SYSTEM VARIABLE
13/779608		2/27/2013	SYSTEM AND METHOD FOR DETERMINING OFFERS
13/7/9008		2/2//2015	PROVIDED TO A GROUP OF USERS IN A VIRTUAL SPACE
13/705072	8790185	12/4/2012	INCENTIVIZED TASK COMPLETION USING CHANCE-
13/703072	0770105	12/1/2012	BASED AWARDS
13/856386	9,375,636	4/3/2013	ADJUSTING INDIVIDUALIZED CONTENT MADE
7074000	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		AVAILABLE TO USERS OF AN ONLINE GAME BASED O
			USER GAMEPLAY INFORMATION
13/869311	9,480,909	4/24/2013	SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTIN
			A GAME BASED ON PREDICTIONS DURING ACCOUNT
			CREATION
13/733017	8,920,243	1/2/2013	SYSTEM AND METHOD FOR PROVIDING IN-GAME TIM
10/045001		0/1/2012	OFFERS
13/957381		8/1/2013	SYSTEM AND METHOD FOR PROVIDING IN-GAME
			OFFEDG
12/007072		5/6/2012	OFFERS LINE OCKING GAME CONTENT FOR USERS BASED ON
13/887973		5/6/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON
	8595091		UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE
13/887973 13/659588	8595091	5/6/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL
	8595091		UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK
	8595091		UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK
13/659588		10/24/2012	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY (SERVICE IN A VIDEO GAME BASED ON PRIORITY
13/659588	8595091 8622828	10/24/2012	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY (SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL
13/659588 13/693921 13/653284		10/24/2012 12/4/2012 10/16/2012	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS
13/659588		10/24/2012	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY (SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL
13/659588 13/693921 13/653284 13/873065	8622828	10/24/2012 12/4/2012 10/16/2012 4/29/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS
13/659588 13/693921 13/653284		10/24/2012 12/4/2012 10/16/2012	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS SYSTEM AND METHOD FOR PROCESSING COMMANDS
13/659588 13/693921 13/653284 13/873065 13/907727	8622828	10/24/2012 12/4/2012 10/16/2012 4/29/2013 5/31/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS SYSTEM AND METHOD FOR PROCESSING COMMANDS AN ONLINE GAME
13/659588 13/693921 13/653284 13/873065	8622828	10/24/2012 12/4/2012 10/16/2012 4/29/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS SYSTEM AND METHOD FOR PROCESSING COMMANDS AN ONLINE GAME USE OF VIRTUAL GAME AVATARS AS PROMOTIONAL
13/659588 13/693921 13/653284 13/873065 13/907727 13/928249	8622828	10/24/2012 12/4/2012 10/16/2012 4/29/2013 5/31/2013 6/26/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY (SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS SYSTEM AND METHOD FOR PROCESSING COMMANDS AN ONLINE GAME USE OF VIRTUAL GAME AVATARS AS PROMOTIONAL PRIZES
13/659588 13/693921 13/653284 13/873065 13/907727	8622828	10/24/2012 12/4/2012 10/16/2012 4/29/2013 5/31/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL, CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS SYSTEM AND METHOD FOR PROCESSING COMMANDS AN ONLINE GAME USE OF VIRTUAL GAME AVATARS AS PROMOTIONAL PRIZES ACCESS TO AN EXCLUSIVE VIRTUAL SECTION OF AN
13/659588 13/693921 13/653284 13/873065 13/907727 13/928249	8622828	10/24/2012 12/4/2012 10/16/2012 4/29/2013 5/31/2013 6/26/2013	UNLOCKING GAME CONTENT FOR USERS BASED ON AFFILIATION SIZE SYSTEM AND METHOD FOR GIFTING VIRTUAL CURRENCY WITHIN A VIRTUAL SPACE OF A SOCIAL NETWORK SYSTEM AND METHOD FOR DETERMINING QUALITY OF SERVICE IN A VIDEO GAME BASED ON PRIORITY SYSTEM AND METHOD FOR FACILITATING SOCIAL GAMING ACROSS SOCIAL PLATFORMS DEMAND-BASED DETERMINATIONS USING VIRTUAL CONTAINERS SYSTEM AND METHOD FOR PROCESSING COMMANDS AN ONLINE GAME USE OF VIRTUAL GAME AVATARS AS PROMOTIONAL

13/862046	9,332,043	4/12/2013	SYSTEM AND METHOD FOR FACILITATING USER INTERACTION WITH A VIRTUAL SPACE THROUGH A
			GRAPHICAL CHAT INTERFACE
13/862734	9,517,416	4/15/2013	SYSTEM AND METHOD FOR DYNAMICALLY
13/002/31	3,511,110	111012010	DETERMINING CRAFTING PARAMETERS BASED ON
			USER USAGE RATE OF A VIRTUAL SPACE
13/893280	8840465	5/13/2013	SYSTEM AND METHOD OF FACILITATING EXTERNAL
13/893280	8840403	3/13/2013	NOTIFICATIONS FOR EVENTS THAT OCCUR IN A
1			PLURALITY OF DIFFERENT VIRTUAL SPACES
14/162630		1/23/2014	SYSTEM AND METHOD FOR PROVIDING DURATIONAL
14/162630		1/23/2014	PROMOTIONS TO PLAYERS
12/2/2/2		0.70.70.01.0	USER-OUTCOME-BASED AWARD ASSIGNMENTS TO
13/962593		8/8/2013	
			USER-OUTCOME-ASSOCIATED VIRTUAL ITEMS
14/161396		1/22/2014	SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS
			TO USERS OF A VIRTUAL SPACE
14/572430		12/16/2014	SYSTEM AND METHOD TO BETTER ENGAGE PASSIVE
			USERS OF A VIRTUAL SPACE BY PROVIDING
			PANORAMIC POINT OF VIEWS IN REAL TIME
14/480516		9/8/2014	INTERFACE-BASED GAME-SPACE CONTEST
İ			GENERATION
14/480492	9,358,471	9/8/2014	SYSTEM AND METHOD OF FACILITATING EXTERNAL
			NOTIFICATIONS FOR EVENTS THAT OCCUR IN A
			PLURALITY OF DIFFERENT VIRTUAL SPACES
14/485135		9/12/2014	SYSTEM AND METHOD FOR PROVIDING IN-GAME TIMED
			OFFERS
14/531768		11/3/2014	DYNAMICALLY PROVIDING SYSTEM COMMUNICATIONS
			TAILORED TO INDIVIDUAL USERS RESPONSIVE TO
			TRIGGER EVENTS IN VIRTUAL SPACES
14/626899	9,468,851	2/19/2015	SYSTEM AND METHOD FOR PROVIDING DYNAMIC AND
14/020055	7,400,031	2/17/2015	STATIC CONTEST PRIZE ALLOCATION BASED ON IN-
			GAME ACHIEVEMENT OF A USER
PCT/US2015/031642		5/19/2015	MYSTERY BOXES THAT ADJUST DUE TO PAST SPENDING
FC1/032013/031042		3/13/2013	BEHAVIOR
13/895832	8961319	5/16/2013	SYSTEM AND METHOD FOR PROVIDING DYNAMIC AND
13/693632	8901319	3/10/2013	STATIC CONTEST PRIZE ALLOCATION BASED ON IN-
		i	GAME ACHIEVEMENT OF A USER
DOTEST ICO OLO 100 DATO		1/05/2012	GIFTING OF VIRTUAL ITEMS BETWEEN USERS OF A
PCT/US2013/038138		4/25/2013	
0.0777.00000000000000000000000000000000		1/2/2012	VIRTUAL SPACE
PCT/US2013/020053		1/3/2013	SYSTEM AND METHOD FOR FACILITATING ACCESS TO
			AN ONLINE GAME THROUGH A PLURALITY OF SOCIAL
			NETWORKING PLATFORMS
14/799525	9,460,443	7/14/2015	SYSTEM AND METHOD FOR PROVIDING A CUSTOMIZED
			USER EXPERIENCE BASED ON A SPEND FREQUENCY OF
			A USER
14/802272		7/17/2015	SYSTEM AND METHOD FOR FACILITATING VIRTUAL
i.			GOODS GIFTING
14/830634		8/19/2015	SYSTEM AND METHOD FOR PROVIDING IN-GAME
			PRICING RELATIVE TO PLAYER STATISTICS
14/923270		10/26/2015	SYSTEM AND METHOD FOR DYNAMICALLY ALTERING
			AN IN-GAME EXPERIENCE BASED ON A USER'S
			CONNECTION TO THE GAME
14/961674		12/7/2015	DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE
1, 510/1			GAME BASED ON HARDWARE OR NETWORK
			CONFIGURATION
2014259987		4/30/2014	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME
201723770/		115012017	PLAYBACK
2911093		4/30/2014	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME
4711073		4/30/2014	PLAYBACK
201480037501.5		4/30/2014	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME
201480037301.3		4/30/2014	
		1	PLAYBACK

14501554.0		4/20/2014	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME
14791574.8		4/30/2014	PLAYBACK
10-2015-7033996		4/30/2014	SYSTEM AND METHOD FOR ENHANCED VIDEO OF GAME PLAYBACK
PCT/US2016/017637		2/11/2016	SYSTEM AND METHOD FOR PROVIDING LIMITED-TIME EVENTS TO USERS IN AN ONLINE GAME
15/072212		3/16/2016	SYSTEM AND METHOD FOR PROVIDING RECOMMENDATIONS FOR IN-GAME EVENTS
15/072223		3/16/2016	SYSTEM AND METHOD FOR FACILITATING USER INTERACTION WITH A VIRTUAL SPACE THROUGH A GRAPHICAL CHAT INTERFACE
15/182339		6/14/2016	ADJUSTING INDIVIDUALIZED CONTENT MADE AVAILABLE TO USERS OF AN ONLINE GAME BASED ON USER GAMEPLAY INFORMATION
15/224899		8/1/2016	SYSTEM AND METHOD FOR DYNAMICALLY ADJUSTING PRIZES OR AWARDS BASED ON A PLATFORM
15/252228		8/31/2016	SYSTEM AND METHOD FOR PROVIDING A CUSTOMIZED USER EXPERIENCE BASED ON A SPEND FREQUENCY OF A USER
15/248744		8/26/2016	SYSTEM AND METHOD FOR PROVIDING DYNAMIC AND STATIC CONTEST PRIZE ALLOCATION BASED ON IN- GAME ACHIEVEMENT OF A USER
15/247402		8/25/2016	SYSTEM AND METHOD FOR ALLOWING AFFILIATIONS TO UTILIZE IN-GAME ITEMS TO ASSIST OTHER PLAYERS
15/345756		11/8/2016	SYSTEM AND METHOD FOR PROVIDING TARGETED RECOMMENDATIONS TO SEGMENTS OF USERS OF A VIRTUAL SPACE
15/344362		11/4/2016	SYSTEM AND METHOD FOR DYNAMICALLY DETERMINING CRAFTING PARAMETERS BASED ON USER USAGE RATE OF A VIRTUAL SPACE
13/895450	9,364,754	5/16/2013	SYSTEM AND METHOD FOR FACILITATING COMMUNICATION BETWEEN AFFILIATED PLAYERS IN AN ONLINE GAME VIA COMMUNICATION MEDIUMS EXTERNAL TO THE ONLINE GAME
14/029701	9,381,425	9/17/2013	SYSTEM AND METHOD FOR DETERMINING OFFER PLACEMENT IN A VIRTUAL SPACE STORE INTERFACE
14/231574		3/31/2014	PLACEHOLDER ITEMS THAT CAN BE EXCHANGED FOR AN ITEM OF VALUE BASED ON USER PERFORMANCE
14/320493	9,452,356	6/30/2014	SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS TO USERS OF A VIRTUAL SPACE
14/308763		6/19/2014	SYSTEM AND METHOD FOR PROVIDING A QUEST FROM A PROBABILITY ITEM BUNDLE IN AN ONLINE GAME
PCT/US2015/016916		2/20/2015	PLACEHOLDER ITEMS THAT CAN BE EXCHANGED FOR AN ITEM OF VALUE BASED ON USER PERFORMANCE
13/861240	8968067	4/11/2013	PROVIDING PERSONALIZED LEADERBOARDS TO USERS OF A GAME
14/135297	9,517,403	12/19/2013	REWARDING USER CUSTOMIZATION OF A VIRTUAL ITEM BASED ON USER REVIEWS IN AN ONLINE GAME
15/246791		8/25/2016	SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEMS TO USERS OF A VIRTUAL SPACE
13/754748		1/30/2013	SYSTEM AND METHOD FOR OFFLINE ASYNCHRONOUS USER ACTIVITY IN A PLAYER VERSUS PLAYER ONLINE GAME
13/886102		5/2/2013	VIRTUAL ITEM PROMOTIONS VIA TIME-PERIOD-BASED VIRTUAL ITEM BENEFITS
13/937016		7/8/2013	DYNAMIC ADJUSTMENT OF DIFFICULTY IN AN ONLINE GAME
13/888033		5/6/2013	UNLOCKING GAME CONTENT BASED ON AMOUNTS OF COLLABORATIVE GAMEPLAY

14/644161	3/10/2015	SYSTEM AND METHOD FOR PROVIDING SEPARATE		
		DRIFT AND STEERING CONTROLS		
14/066446	10/29/2013	Content Release Method		
14/145722	12/31/2013	SYSTEM AND METHOD FOR FACILITATING A SECONDARY GAME		
14/051387	10/10/2013	FACILITATING USERS TO COMPLETE ACTIVE GAME ACTIONS		
14/495880	9/24/2014	SYSTEMS AND METHODS FOR INCENTIVIZING PARTICIPATION IN GAMEPLAY EVENTS IN AN ONLINE GAME		
14/715580	5/18/2015	FACILITATING CROSS GAME PURCHASE		
14/678910	4/3/2015	PROVIDING LEADERBOARD BASED UPON IN-GAME EVENTS		
14/165558	1/27/2014	SYSTEM AND METHOD FOR PROVIDING VIRTUAL ITEM TO USERS OF A VIRTUAL WORLD		
13/958362	8/2/2013	WAIT-TIME-REDUCTION-RELATED PROMOTIONS		
14/176041	2/7/2014	SYSTEM AND METHOD FOR SIMULATING PASSIVE RACING GAMES IN AN ONLINE GAME		
15/166249	5/26/2016	SYSTEM AND METHOD FOR FACILITATING COMMUNICATION BETWEEN AFFILIATED PLAYERS IN AN ONLINE GAME VIA COMMUNICATION MEDIUMS EXTERNAL TO THE ONLINE GAME		

EXHIBIT C

TRADEMARKS

Mark Name	Application No	Filing Date	Registration No	Registration Date	Status	Country
BLASTRON	85/780654	11/15/2012	4602103	09/09/2014	Registered	United States
KABAM	85/097296	07/30/2010	4305616	03/19/2013	Registered	United States
KABAM	85/097116	07/30/2010	4488759	02/25/2014	Registered	United States
KABAM	85/097154	07/30/2010	4498368	03/18/2014	Registered	United States
KABAM	85/097309	07/30/2010	4498369	03/18/2014	Registered	United States

RECORDED: 04/05/2018