

EXHIBIT 14

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Rebuttal Expert Report, David Crane

Exhibit 5 – Partial list of games that change background color to represent a game event:

Missile Command	Changes the background color from black to red at end of last level
Night Driver	Changes the background color from black to white to indicate hitting a pylon
Zaxxon	Changes the background color from black to red when player’s ship is hit
Demon Attack	Changes the background color from black to white when player’s ship is hit
Kaboom!	Changes the background color from green to lighter colors when bomb is missed
River Raid	Changes the background color from blue to lighter colors when a bridge is destroyed
Defender	Changes the background color from black to white to indicate a hit on ship
Starmaster	Changes the background color from black to white to indicate a hit on ship
Star Raiders	Background flashes red for red alert, green for shields, multi-color for hit on ship

Table 3: Each of these games is either an arcade classic game or a home game which sold a minimum of 500,000 units³¹. An effort was made to only include games with which a skilled game designer would be familiar.

³¹ From Wikipedia: http://en.wikipedia.org/wiki/List_of_best-selling_video_games