

# EXHIBIT A



# FREE yourself of yesterday's failed diets

For real weight loss results you need real all-natural food

Get a week of meals FREE! [Click here to learn more](#)



SEARCH >

Main News Cheats & Tips ADD ME CityVille The Sims Social FarmVille Other Games Videos Send Feedback Back to Games.com

WHAT'S HOT FarmVille Hawaii | Realm of the Mad God | Hidden Chronicles | CityVille Cheats

Got Tips? Email us at [editors@games.com](mailto:editors@games.com)

Other Games, News

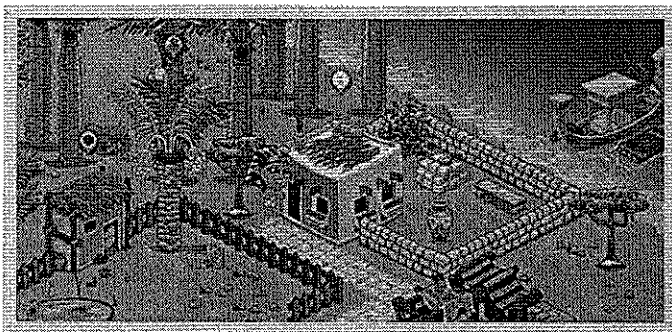
Like 5

Tweet 13

Add Comment

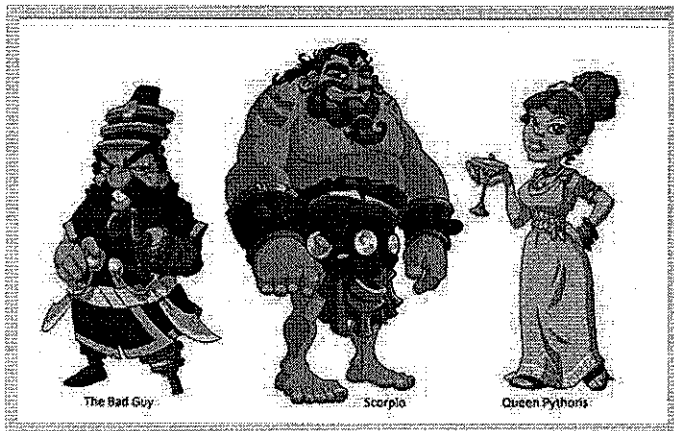
## PyramidVille Adventure, or FrontierVille in Egypt, slated for iPhone, iPad

by Joe Osborne, Posted Jan 5th 2012 4:35PM



Wait, how in the world has Zynga not slapped this with a lawsuit yet? At any rate, French social games developer Kobojo and publisher Bulkypix plan to drop PyramidVille Adventure on iPhone and iPad early this year. Basically a mobile take on the somewhat successful game (sans the "Adventure") on Facebook, Kobojo hopes to add some much-needed variety to its franchise.

On paper, PyramidVille Adventure doesn't sound too different from its predecessor: Players must build an Egyptian city by cultivating farms, constructing new buildings and generally decorating their land. You'll assume the role of either Cleopatra or Ramses, and erect famous ancient wonders like the Great Sphinx or the Lighthouse of Alexandria. But where's the variety?



Ah, yes: Kobojo will introduce mini games with this mobile version of PyramidVille, though has yet to reveal what those mini games will entail other than a distraction from the main play hook. (A main play hook that embraces everything 'Ville, mind you.) Players will also get to conduct commerce with characters from other parts of the of the world through the game's Nile River.

One thing PyramidVille Adventure has going for it (aside from being free-to-play) is some impressive character art, which Kobojo released today. The nine characters make it clear that this version of PyramidVille will focus heavily on characters from around the globe. However, we'll have to wait and see whether Kobojo does enough to differentiate itself from the elephant in the room.

### Sponsored Links

#### Veterans Administration

Veteran Homeowers Refinance into a 2.65% Fixed VA Loan  
[www.VeteranLoanAdministration.com](http://www.VeteranLoanAdministration.com)

#### 53 Year Old Mom Looks 33

The Stunning Results of Her Wrinkle Trick Has Botox Doctors Worried  
[www.consumerproducts.com](http://www.consumerproducts.com)

#### Joint Relief Ages 55+

See how you can relieve your joints with this fast and easy trick...  
[EverydayLifestyles.com](http://EverydayLifestyles.com)

Advertisement

### follow us



Newsletter



Facebook



Twitter



RSS

### cheat sheet



#### Hidden Chronicles Cheats & Tips Guide

The release of Hidden Chronicles marks Zynga's first game ...



#### Empires & Allies Cheats and Tips Guide

Empire & Allies is Zynga's newest game that combines ...



#### CityVille Cheats and Tips Guide

CityVille has been out for a while now, and we've already ...

### THE BUZZ



Gwen

neighbor anymore on Castleville and...



Mary J Bower

Mary J Bower needs you too! ADD me as a friend please? Thanks!

Have you tried Pyramidville on Facebook yet? Do you plan on picking up when it hits sometime soon? Sound off in the comments. Add Comment

Tags: ipad games, iphone games, kobojo, mobile gaming, mobile social games, pyramidville, pyramidville adventure, pyramidville adventure ipad, pyramidville adventure iphone, pyramidville ipad, pyramidville iphone



& Beil Mysteries 'Add Me' Page: 39 minutes ago

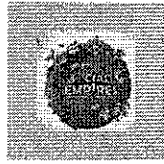
guest  
sorry, # got cut off. 1170995282

GREE takes adorable turn with next U.S. iPhone  
related stories 42 minutes ago

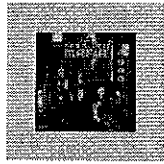
### More Games News, Tips and Cheats



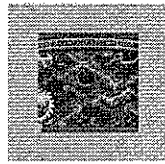
Whoizit? for iPhone: It's 'Guess Who?' with Facebook friends...



Social Empires, Social Wars to conquer iPhone and iPad this year...



Parallel Mafia on iPhone: Mafia Wars meets Blade Runner in your phone...



GREE takes adorable turn with next U.S. iPhone game, Alien Family...



### Add New Comment

Login



Type your comment here.

Showing 0 comments

Sort by newest first

Subscribe by email RSS

### Reactions



Trackback URL <http://dlsqus.com/forur>

blog comments powered by DISQUS



SEARCH >



Darksiders 2 fashions head to Xbox Avatars  
New Play Control! Pikmin 2 lands in North America this June  
New MGS3 Snake and Boss toys prepare for climactic battle



AbraWordabra Preview (iPhone, iPad)  
Singshot Racing Preview (iPhone, iPad)  
Hairy Tales Preview (PC, Mac, iPhone, iPad)



FarmVille Tree Grove Arrives!  
FarmVille Free Pig-O Token & Mystery Dart!  
FarmVille April 23, 2012 Mystery Game & Prizes



Terms of Service | Privacy Policy | Trademarks | About Our Ads | FAQ | Sitemap |

© 2012 AOL Inc. All Rights Reserved.

Other Games

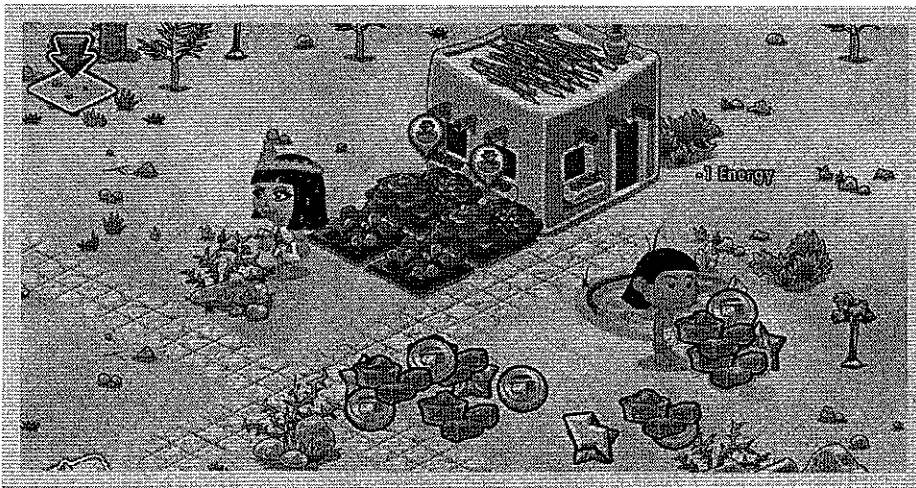
Like 11

Tweet 5

4 Comments

# PyramidVille on Facebook: The Zynga effect is no mirage

by Joe Osborne, Posted Jun 13th 2011 8:00PM



Advertisement

## follow us



Newsletter



Facebook

## cheat sheet



Hidden C Guide  
The relea marks Zy



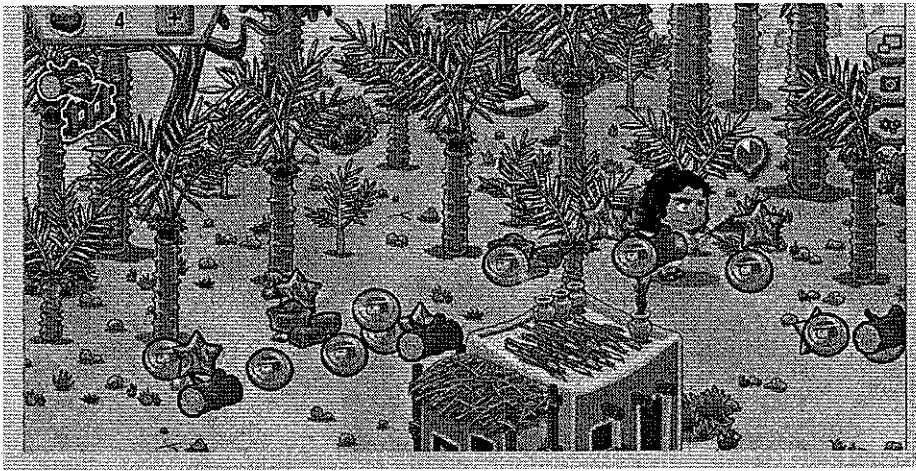
Empires Guide  
Empire & game tha



CityVille  
CityVille f and we've

It's not exactly in good form to sum up a new game to the features of its predecessors, but with a name like PyramidVille that's basically unavoidable. Kobojo's runaway hit with over 2.2 million monthly players simply cannot escape the lens of popular games like FrontierVille and CityVille with how closely it attempts to emulate their success. Though, there are a few outstanding features in the game that Zynga would (and more than likely will) be smart to learn from. And while PyramidVille runs without a hitch and features an exquisitely animated presentation, there are moments in the game that will inspire the ultimate question: why?

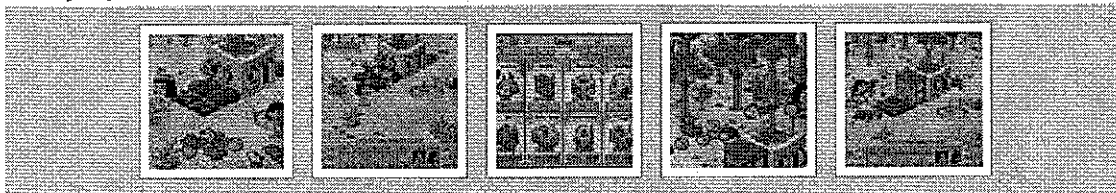
If you're familiar with Zynga's stable of 'Ville games--which we'll just assume you are--PyramidVille doesn't present much of a learning curve, if one at all. Though, even if this is your first time playing a property management Facebook game, the tutorial does an excellent job of ironing out the basics. You are an Egyptian landlord of sorts, guided by Cleopatra herself to turn your single hut with a few workers into a sprawling sand-ridden city. To do this, you must (you guessed it!) plant crops, building new structures, and supply those buildings with Goods that sprout from said crops. See, we told you this one would be familiar.



However, what's interesting is that Kobojo has somehow taken elements more than likely inspired by FrontierVille and CityVille, and merged them into a single game. For instance, your avatar is fully customizable, and your actions are done through it--just like in FarmVille and FrontierVille. Actions that, of course, exhaust Energy that refills over time or can be restored instantly with Gems, the game's paid currency. Though, housing structures that increase your overall population of workers must be filled with Goods sourced from farming, a fundamental mechanic to CityVille. Did we mention you must also clear debris to place new buildings and decorations at the cost of Energy--sound familiar?

This process is essentially the cycle you'll encounter for the rest of the game. The game features several resources including Wood, Fibers, Metal and Clay. But unfortunately they're treated as items and not resources like in other property management games, meaning their not displayed in the interface but rather relegated to the Inventory system. Of course, these are unnecessary clicks that could have been avoided.

**Gallery: PyramidVille on Facebook**



To the game's credit, PyramidVille handles the creation of special buildings (like the Saw Mill that produces Wood products) far better than any Zynga game has, at least in its early levels. Instead of simply requiring you to either ask friends for unique materials or for them to fill staff within a specific building, those situations aren't nearly as prominent. For instance, to complete the Saw Mill you're required to harvest the land for Wood, Fiber and Clay, but you must ask friends to provide you with two Baskets. It's refreshing to see that PyramidVille isn't as reliant on friend interaction as its inspirations, and takes on a healthy balance of the two.

However, there are some glaring omissions that, when put under the scope of its predecessors, almost detract from the experience. Namely the fact that when interacting with objects, your rewards fall onto the ground, though picking them up by clicking has no effect whatsoever on, well, anything. There is no "bonus bar" that rewards you for picking up these items, so why even have them drop to the ground?

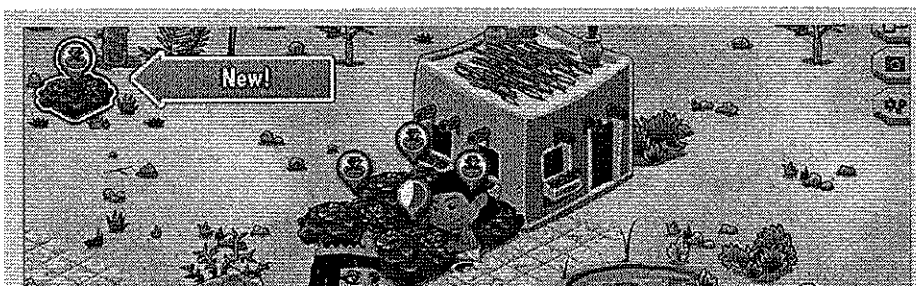


Exhibit A

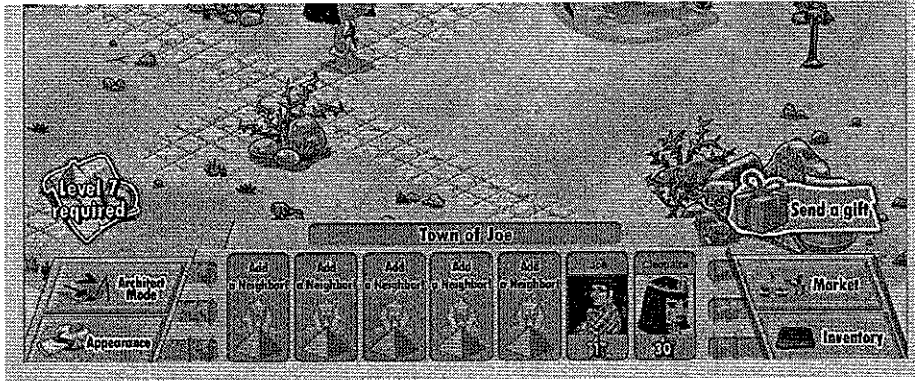
**THE BUZZ**

M  
eds y  
& B  
g  
f. 117  
orabl  
G  
Please add me. will se

GREE takes adorabl  
**editors corn**

Libe Goad  
Joe O  
Alexander Armero  
Jenn





Though, the game's most obvious mistake is, simply put, that it takes on too many features and mechanics from its more-established counterparts, all of which require Energy. This essentially leaves you motionless within what feels like seconds of playing, waiting for that blue meter to refill. PyramidVille certainly looks and moves beautifully, an accomplishment where even some of the big league players have failed. But Kobojo has created what seems to be a game that aspires to be a buffet of features that feels more like leftovers. If anything, PyramidVille is an incredibly alluring palette swap for those who have grown tired of the Old West.

[Click here to play PyramidVille on Facebook Now >](#)

**Have you tried this new 'Ville competitor yet? How do you think it sizes up to its predecessors? Sound off in the comments. Add Comment.**

Tags: kobojo, kobojo france, kobojo french, kobojo pyramidville, preview, pyramid, pyramidville, pyramidville kobojo, pyramidville preview

NoResultsHTML

Like 2 people liked this.



## Add New Comment

[Login](#)



Type your comment here.

## Showing 4 comments

[Sort by newest first](#)



Pury10732

what is going on with pyramidville?????????????????is not display at all...something with security...



RK

It's sort of a weird cross b/w Farmville, and Sierra's Pharaoh. It is way too monetixed, though, to my way of thinking. Far too many things require actual money to do. Nope. Not going there.

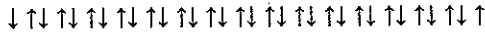
Exhibit A



Mapuce2402



Mapuce2402



M [Subscribe by email](#) S [RSS](#)

## Reactions



Trackback URL <http://disqus.com/forur>

blog comments powered by DISQUS

Darksiders 2 fashions head to Xbox Avatars  
New Play Control! Pikmin 2 lands in North America this June  
New MGS3 Snake and Boss toys prepare for climactic battle



AbraWordabra Preview (iPhone, iPad)  
Slingshot Racing Preview (iPhone, iPad)  
Hairy Tales Preview (PC, Mac, iPhone, iPad)



FarmVille Tree Grove Arrives!  
FarmVille Free Pig-O Token & Mystery Dart!  
FarmVille April 23, 2012 Mystery Game & Prizes

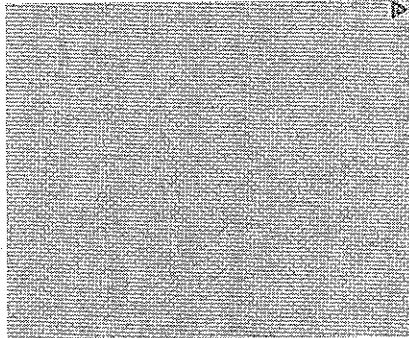


[Terms of Service](#) | [Privacy Policy](#) | [Trademarks](#) | [About Our Ads](#) | [FAQ](#) | [Sitemap](#) |

© 2012 A

## Guide to PyramidVille Adventure: tips, tricks, cheats and strategies

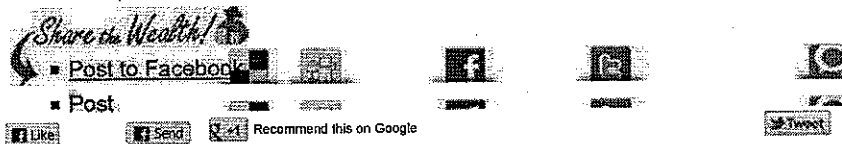
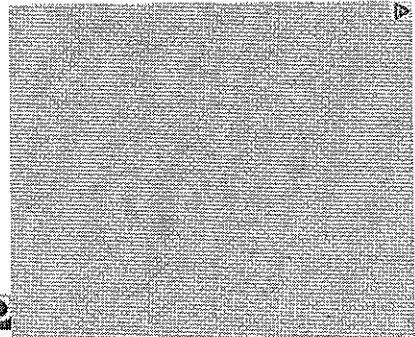
Posted on February 19, 2012 by Hutchinson



PyramidVille Adventure might not be a new game in Zynga's own series of Ville games, but you would be forgiven for thinking that it was. PyramidVille Adventure is a city building game by Kobojo in which you are either Cleopatra or Ramses, and you run an ancient Egyptian city. You can trade with Nubia, Rome or Corinth, build your population and make them happier, make more money, farm and raise animals, and get supplies. It can be a very, very slow paced game at times, but use these tips and tricks to help you out and speed you up.

When you are doing the tutorial at the beginning of the game, and the little finger icon is telling you what to press, do not do anything that it tells you to that requires you to spend gems in order to do, namely, to speed up certain things that you are doing in the tutorial. You spend gems in the tutorial, and you will not get any of them back even after the tutorial is done. Better to wait until the task you are trying to complete in the tutorial is done, and then finish it up and save your gems for later. There are much better ways to spend your gems later than just to speed stuff up.

The fastest way to make money in this game, especially early on, is to build a number of desert houses with attics and shared housings. These are the only houses that will actually make a decent amount of money especially relative to the spent amount of goods. Other houses in the game that you can collect taxes from will not pay you enough to be worth the goods. In fact it might even be better just to sell the ouses that you start with that don't pay.



What others are reading:

- [Guide to Infect Them All for iPhone: Tips, tricks, cheats and strategies](#)
- [Guide to Goop for iPhone: Tips, tricks, cheats and strategies](#)
- [Guide to Galaxy Empire for iPhone: Tips, tricks, cheats and strategies](#)
- [Guide to The Lorax Marshmallow Munch for iPhone: Tips, tricks, cheats and strategies](#)
- [Guide to Paper Monsters for iPhone: Tips, tricks, cheats and strategies; how to get more Gold Buttons](#)

Comments

comments

 Add a comment...

Facebook social plugin



This entry was posted in [Games](#) and tagged [iphone](#), [pyramid Ville](#), [PyramidVille](#), [PyramidVille adventure](#). [Bookmark the permalink.](#)



**About Hutchinson**

Serving in the US Military, living somewhere in the south, writing articles for fun and profit.  
[View all posts by Hutchinson](#) →

**Check 'n Go Cash Advance** [www.checknogo.com](http://www.checknogo.com)  
Advance Loans You Can Count On. Apply Now For A Loan  
Up to \$1,500!

**Cash For Your Car-2 Hours** [WeBuyCars.com/CashForVehicle](http://WeBuyCars.com/CashForVehicle)  
We Come To Your Home or Office Like New, Wrecked Or Not  
Running

**Instant Cash Loans Online** [www.checkintocash.com](http://www.checkintocash.com)  
Apply in 5 min. Get Your Cash the Next Day. Easy, Secure &  
Safe.

**Cash Advance (\$200-\$1000)** [www.FlashPayday.com](http://www.FlashPayday.com)  
2-Minute Decision Cash Advance. No References & Credit  
Requirement!

[AdChoices](#) ▶

**Related Tags**

[Make money more](#)   [Ways to make money online](#)   [Make more moneys](#)

# EXHIBIT B

# United States of America

United States Patent and Trademark Office

## Cityville

**Reg. No. 3,994,661**

ZYNGA GAME NETWORK INC (DELAWARE CORPORATION)

**Registered July 12, 2011**

365 VERMONT STREET  
SAN FRANCISCO, CA 94103

**Int. Cl.: 41**

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES VIA THE INTERNET, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

**SERVICE MARK**

FIRST USE 12-3-2010; IN COMMERCE 12-3-2010.

**PRINCIPAL REGISTER**

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

SN 77-920,777, FILED 1-26-2010.

EDWARD FENNESSY, EXAMINING ATTORNEY



*David J. Kappas*

Director of the United States Patent and Trademark Office

# EXHIBIT C

# United States of America

United States Patent and Trademark Office

## FARMVILLE

**Reg. No. 3,861,880**

ZYNGA GAME NETWORK INC. (DELAWARE CORPORATION)  
365 VERMONT STREET  
SAN FRANCISCO, CA 94103

**Registered Oct. 12, 2010**

**Int. Cls.: 9 and 41**

FOR: DOWNLOADABLE COMPUTER GAME SOFTWARE FOR USE ON WIRELESS DEVICES AND COMPUTERS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

**TRADEMARK**

FIRST USE 6-19-2009; IN COMMERCE 6-19-2009.

**SERVICE MARK**

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

**PRINCIPAL REGISTER**

FIRST USE 6-19-2009; IN COMMERCE 6-19-2009.

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

SN 77-804,837, FILED 8-14-2009.

MATTHEW PAPPAS, EXAMINING ATTORNEY



*David J. Kappas*

Director of the United States Patent and Trademark Office



# United States of America

United States Patent and Trademark Office



Reg. No. 3,861,862

Registered Oct. 12, 2010

Int. Cls.: 9 and 41

TRADEMARK

SERVICE MARK

PRINCIPAL REGISTER

ZYNGA GAME NETWORK INC. (DELAWARE CORPORATION)  
365 VERMONT STREET  
SAN FRANCISCO, CA 94103

FOR: DOWNLOADABLE COMPUTER GAME SOFTWARE FOR USE ON WIRELESS DEVICES AND COMPUTERS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FIRST USE 6-19-2009; IN COMMERCE 6-19-2009.

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 6-19-2009; IN COMMERCE 6-19-2009.

OWNER OF U.S. REG. NO. 3,685,749.

THE COLOR(S) GREEN, YELLOW, RED, ORANGE, PURPLE, DEEP ORANGE, WHITE, BLUE, BROWN AND GRAY IS/ARE CLAIMED AS A FEATURE OF THE MARK.

THE MARK CONSISTS OF THE WORDING "FARMVILLE" WITH THE "FARM" PORTION IN DEEP ORANGE AND THE "VILLE" PORTION IN BLUE, ALL OUTLINED IN WHITE, ON A PIECE OF BROWN COLORED WOOD WITH GRAY NAILS; A YELLOW EAR OF CORN WITH GREEN HUSK, RED TOMATOES WITH GREEN TIPS, GREEN PEAS, AN ORANGE CARROT WITH GREEN TIP, A PURPLE EGGPLANT WITH GREEN TIP, RED AND YELLOW PEPPERS WITH GREEN TIPS LOCATED ON TOP OF THE BROWN WOODEN SIGN AND THE WORD "BY" IN WHITE, FOLLOWED BY A DOG AND THE WORD "ZYNGA" IN WHITE.

SN 77-798,840, FILED 8-6-2009.

MATTHEW PAPPAS, EXAMINING ATTORNEY



*David J. Kappas*

Director of the United States Patent and Trademark Office

# EXHIBIT D

# United States of America

United States Patent and Trademark Office

## FISHVILLE

Reg. No. 3,840,284

Registered Aug. 31, 2010

Int. Cls.: 9 and 41

TRADEMARK

SERVICE MARK

PRINCIPAL REGISTER

ZYNGA GAME NETWORK, INC. (DELAWARE CORPORATION)  
365 VERMONT STREET  
SAN FRANCISCO, CA 94103

FOR: COMPUTER GAME SOFTWARE; VIDEO GAME PROGRAMS; AND COMPUTER SOFTWARE PLATFORMS FOR SOCIAL NETWORKING; INTERACTIVE VIDEO GAME PROGRAMS; DOWNLOADABLE ELECTRONIC GAME PROGRAMS AND COMPUTER SOFTWARE PLATFORMS FOR SOCIAL NETWORKING THAT MAY BE ACCESSED VIA THE INTERNET; COMPUTERS AND WIRELESS DEVICES; COMPUTER SOFTWARE TO ENABLE UPLOADING, POSTING, SHOWING, DISPLAYING, TAGGING, BLOGGING, SHARING OR OTHERWISE PROVIDING ELECTRONIC MEDIA OR INFORMATION IN THE FIELDS OF VIRTUAL COMMUNITIES, ELECTRONIC GAMING, ENTERTAINMENT, AND GENERAL INTEREST VIA THE INTERNET OR OTHER COMMUNICATIONS NETWORKS WITH THIRD PARTIES, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FIRST USE 11-5-2009; IN COMMERCE 11-5-2009.

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ONLINE COMPUTER AND ELECTRONIC GAMES; ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES, PROVIDING ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, AND PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 11-5-2009; IN COMMERCE 11-5-2009.

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

SER. NO. 77-842,158, FILED 10-6-2009.

GINA FINK, EXAMINING ATTORNEY



*David J. Kappas*

Director of the United States Patent and Trademark Office

# EXHIBIT E

United States of America  
United States Patent and Trademark Office

# PETVILLE

Reg. No. 4,072,420

ZYNGA INC. (DELAWARE CORPORATION)  
365 VERMONT STREET  
SAN FRANCISCO, CA 94103

Registered Dec. 20, 2011

Corrected Mar. 13, 2012

Int. Cls.: 9 and 41

TRADEMARK

SERVICE MARK

PRINCIPAL REGISTER

FOR: COMPUTER GAME SOFTWARE; VIDEO GAME PROGRAMS; AND GAME RELATED COMPUTER SOFTWARE APPLICATIONS, NAMELY, COMPUTER SOFTWARE FOR PLAYING SOCIAL GAMES; INTERACTIVE VIDEO GAME PROGRAMS; COMPUTER SOFTWARE TO ENABLE UPLOADING, POSTING, SHOWING, DISPLAYING, TAGGING, BLOGGING, SHARING OR OTHERWISE PROVIDING ELECTRONIC MEDIA OR INFORMATION IN THE FIELDS OF VIRTUAL COMMUNITIES, ELECTRONIC GAMING, ENTERTAINMENT, AND GENERAL INTEREST VIA THE INTERNET OR OTHER COMMUNICATIONS NETWORKS WITH THIRD PARTIES, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

FIRST USE 12-2-2009; IN COMMERCE 12-2-2009.

FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ONLINE COMPUTER, VIDEO AND ELECTRONIC GAMES; ENTERTAINMENT SERVICES, NAMELY, PROVIDING ONLINE COMPUTER GAMES, ENHANCEMENTS WITHIN ONLINE COMPUTER GAMES, AND GAME APPLICATIONS WITHIN ONLINE COMPUTER GAMES; PROVIDING ONLINE REVIEWS OF COMPUTER GAMES, PROVIDING OF INFORMATION RELATING TO COMPUTER GAMES; PROVIDING AN INTERNET WEBSITE PORTAL IN THE FIELD OF COMPUTER GAMES AND GAMING; ENTERTAINMENT SERVICES, NAMELY, PROVIDING VIRTUAL ENVIRONMENTS IN WHICH USERS CAN INTERACT THROUGH SOCIAL GAMES FOR RECREATIONAL, LEISURE OR ENTERTAINMENT PURPOSES, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 12-2-2009; IN COMMERCE 12-2-2009.

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

PRIORITY CLAIMED UNDER SEC. 44(D) ON UNITED KINGDOM APPLICATION NO. 2525525, FILED 9-7-2009.

SER. NO. 77-979,543, FILED 11-21-2009.



*David J. Kappas*

Director of the United States Patent and Trademark Office



# EXHIBIT F

# United States of America

United States Patent and Trademark Office

## YoVille

**Reg. No. 3,773,188** ZYNGA GAME NETWORK INC. (DELAWARE CORPORATION)  
Registered Apr. 6, 2010 365 VERMONT STREET  
SAN FRANCISCO, CA 94103

**Int. Cls.: 9 and 41** FOR: DOWNLOADABLE COMPUTER GAME SOFTWARE FOR USE ON WIRELESS DEVICES  
AND COMPUTERS, IN CLASS 9 (U.S. CLS. 21, 23, 26, 36 AND 38).

**TRADEMARK** FIRST USE 5-5-2008; IN COMMERCE 5-5-2008.  
**SERVICE MARK**  
**PRINCIPAL REGISTER** FOR: ENTERTAINMENT SERVICES, NAMELY, PROVIDING ON-LINE COMPUTER GAMES,  
IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 5-5-2008; IN COMMERCE 5-5-2008.

THE MARK CONSISTS OF STANDARD CHARACTERS WITHOUT CLAIM TO ANY PARTICULAR FONT, STYLE, SIZE, OR COLOR.

SN 77-678,316, FILED 2-25-2009.

KIM SAITO, EXAMINING ATTORNEY



*David J. Kappas*

Director of the United States Patent and Trademark Office

# EXHIBIT G



# United States Patent and Trademark Office

Home Site Index Search FAQ Glossary Guides Contacts eBusiness eBiz alerts News Help

## Trademarks > Trademark Electronic Search System (TESS)

TESS was last updated on Thu May 3 04:35:46 EDT 2012

TESS HOME NEW USER STRUCTURED FREE FORM BROWSE DICT SEARCH OIG BOTTOM HELP PREV LIST  
CURR LIST NEXT LIST FIRST DOC PREV DOC NEXT DOC LAST DOC

Logout Please logout when you are done to release system resources allocated for you.

Start List At:  OR Jump to record: **Record 3 out of 3**

TARR Status ASSIGN Status TDR TTAB Status ( Use the "Back" button of the Internet Browser to return to TESS)

# FRONTIERVILLE

Word Mark  
Goods and Services

FRONTIERVILLE

IC 009. US 021 023 026 036 038. G & S: Downloadable computer software for use on wireless devices and computers for transmission of information in the field of social networking, Computer game software, video game software, and game related computer software applications for social networking; interactive video game programs; downloadable electronic game software and game related computer software applications for transmission of data and information in the field of social networking that may be accessed via the internet, computers and wireless devices; computer software to enable uploading, posting, showing, displaying, tagging, blogging, sharing or otherwise providing electronic media or information to third parties in the fields of virtual communities, electronic gaming, entertainment, and general interest via the internet or other communications networks

IC 041. US 100 101 107. G & S: Entertainment services, namely, providing on-line

Exhibit G

computer games, enhancements for on-line computer games, game software applications for transmission of information in the field of social networking, providing reviews of computer games, and information relating to computer games; providing an Internet website portal in the field of computer games and gaming; Entertainment services, namely, providing virtual environments in which users can interact through social games for recreational, leisure or entertainment purposes

**Standard  
Characters  
Claimed**

**Mark Drawing  
Code** (4) STANDARD CHARACTER MARK

**Serial Number** 77894903

**Filing Date** December 16, 2009

**Current Basis** 1B

**Original Filing  
Basis** 1B

**Published for  
Opposition** September 7, 2010

**International  
Registration  
Number** 1046306

**Owner** (APPLICANT) ZYNGA INC. CORPORATION DELAWARE 365 VERMONT STREET  
SAN FRANCISCO CALIFORNIA 94103

**Assignment  
Recorded** ASSIGNMENT RECORDED

**Attorney of  
Record** John M. Kim

**Type of Mark** TRADEMARK. SERVICE MARK

**Register** PRINCIPAL

**Live/Dead  
Indicator** LIVE

[TESS HOME](#) [NEW USER](#) [STRUCTURED](#) [FREE FORM](#) [BROWSE DICT](#) [SEARCH OG](#) [TOP](#) [HELP](#) [PREV LIST](#)  
[CURR LIST](#) [NEXT LIST](#) [FIRST DOC](#) [PREV DOC](#) [NEXT DOC](#) [LAST DOC](#)

[| HOME |](#) [SITE INDEX |](#) [SEARCH |](#) [eBUSINESS |](#) [HELP |](#) [PRIVACY POLICY](#)





# United States Patent and Trademark Office

Home Site Index Search FAQ Glossary Guides Contacts eBusiness eBiz alerts News Help

## Trademarks > Trademark Electronic Search System (TESS)

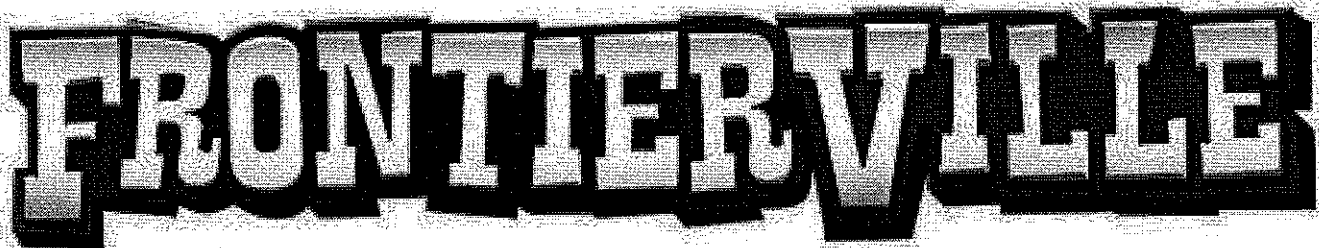
TESS was last updated on Thu May 3 04:35:46 EDT 2012

TESS HOME NEW USER STRUCTURED FREE FORM BROWSE DICT SEARCH OG BOTTOM HELP PREV LIST  
CURR LIST NEXT LIST FIRST DOC PREV DOC NEXT DOC LAST DOC

**Logout** Please logout when you are done to release system resources allocated for you.

**Start** List At:  OR **Jump** to record: **Record 1 out of 3**

TARR Status ASSIGN Status TDR TTAB Status ( Use the "Back" button of the Internet Browser to return to TESS)



<b>Word Mark</b>	FRONTIERVILLE
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing online computer games, online video games, and online interactive games. FIRST USE: 20100609. FIRST USE IN COMMERCE: 20100609
<b>Mark Drawing Code</b>	(5) WORDS, LETTERS, AND/OR NUMBERS IN STYLIZED FORM
<b>Serial Number</b>	85187815
<b>Filing Date</b>	November 30, 2010
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A

**Published for  
Opposition**

April 10, 2012

**Owner**

(APPLICANT) Zynga Inc. CORPORATION DELAWARE 365 Vermont Street San Francisco CALIFORNIA 94103

**Attorney of  
Record**

John M. Kim

**Description of  
Mark**

Color is not claimed as a feature of the mark. The mark consists of the word "FRONTIERVILLE" written in a western style font.

**Type of Mark**

SERVICE MARK

**Register**

PRINCIPAL

**Live/Dead  
Indicator**

LIVE

[TESS HOME](#)

[NEW USER](#)

[STRUCTURED](#)

[FREE FORM](#)

[BROWSE LIST](#)

[SEARCH O/G](#)

[TOP](#)

[HELP](#)

[PREV LIST](#)

[CURR LIST](#)

[NEXT LIST](#)

[FIRST DOC](#)

[PREV DOC](#)

[NEXT DOC](#)

[LAST DOC](#)

[| HOME |](#) [SITE INDEX |](#) [SEARCH |](#) [eBUSINESS |](#) [HELP |](#) [PRIVACY POLICY](#)