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4 UNITED STATES DISTRICT COURT
5 NORTHERN DISTRICT OF CALIFORNIA
6 SAN JOSE DIVISION
7

8 BIG RUN STUDIOS INC., et al.,
9 Plaintiffs,
10 v.
11 AVIAGAMES INC.,
12 Defendant.

Case No. [5:21-cv-04656-EJD](#)

**ORDER GRANTING MOTION TO
DISMISS AND DENYING MOTION TO
SEVER**

Re: Dkt. No. 30

13 Plaintiffs Big Run Studios Inc. (“Big Run”) and Skillz Platform Inc. (“Skillz”) assert
14 claims for copyright infringement against Defendant AviaGames Inc. (“AviaGames”). Defendant
15 moves to dismiss Plaintiffs’ claims for statutory damages and attorneys’ fees under the Copyright
16 Act, and to sever Skillz’s claims from this case. *See* Motion to Dismiss and Sever Plaintiffs’
17 Claims (“Mot.”), Dkt. No. 30. Plaintiffs filed an opposition, and Defendant filed a reply. *See*
18 Plaintiffs’ Opposition to Defendant’s Motion to Dismiss and Sever (“Opp.”), Dkt. No. 38;
19 Defendant’s Reply in Support of its Motion to Dismiss and Sever Plaintiffs’ Claims (“Reply”),
20 Dkt. No. 41. Having considered the Parties’ papers,¹ the Court **GRANTS** Defendant’s motion to
21 dismiss and **DENIES** Defendant’s motion to sever.

22 **I. BACKGROUND**

23 Skillz is an online gaming platform that was founded in October 2012. Complaint
24 (“Compl.”) ¶¶ 2, 23, Dkt. No. 1. Skillz created the “Skillz Platform,” a mobile eSports gaming
25 platform that “hosts” games developed by third-party, mobile game developers. Compl. ¶¶ 23–39,
26

27 ¹ Pursuant to N.D. Cal. Civ. L.R. 7-1(b), the Court finds this motion suitable for consideration
without oral argument.

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55. The platform monetizes user engagement through prizes and competitions, rather than in-game ads and purchases. Compl. ¶¶ 23–39, 55. Game developers run their games on the platform by integrating Skillz’s Software Development Kit (“SDK”) into their games. By using Skillz’s SDK, developers can integrate Skillz’s eSports user interface and functionality into mobile games. Compl. ¶¶ 26, 40, 62. Skillz’s SDK includes proprietary technology that ensures players in head-to-head competition are playing under identical, yet random, conditions. Compl. ¶ 6. Only games that incorporate Skillz software can be played on the Skillz Platform. Compl. ¶ 6. Skillz has eighteen copyright registrations for various versions of the Skillz Platform (*i.e.*, the Skillz’s SDK source code) that were first published between 2013–2021. Compl. ¶¶ 40–53. Additionally, Skillz created and published two commercials to promote the Skillz Platform and its services, which are recorded and registered with the United States Copyright Office. The titles and dates of these copyrights are as follows:

SKILLZ REGISTRATIONS²

U.S. Registration No.	Title	Publication Date	Registration Date
TX 8-928-328	Skillz SDK iOS Platinum Version 26.0.25	October 22, 2020	January 21, 2021
TX 8-935-155	Skillz SDK iOS Zinc Version 22.0.12	May 30, 2019	February 13, 2021
TX 8-935-162	Skillz SDK iOS Zinc Version 22.0.15	July 5, 2019	February 13, 2021
TX 8-935-166	Skillz SDK iOS Mercury Version 21.0.25	March 12, 2019	February 13, 2021
TX 8-935-436	Skillz SDK iOS Platinum Version 26.2.9	January 26, 2021	February 13, 2021
TX 8-935-442	Skillz SDK iOS Zinc Version 22.0.16	July 26, 2019	February 13, 2021

² The Court takes judicial notice of Skillz and Big Run’s copyright registrations, which are attached as Exhibits 1–2 to the McHale Declaration. *See* Dkt. No. 30-1; *Khoja v. Orexigen Therapeutics, Inc.*, 899 F.3d 988, 998 (9th Cir. 2018); *Warren v. Fox Fam. Worldwide, Inc.*, 171 F. Supp. 2d 1057, 1062 (C.D. Cal. 2001) (“Copyright certificates are the type of documents that the court may judicially notice under Rule 201(b)(2).”).

1	TX 8-936-360	Skillz SDK iOS Zinc Version 22.0.18	September 20, 2019	February 21, 2021
2	TX 8-936-365	Skillz SDK iOS Titanium Version 23.0.12	September 23, 2019	February 21, 2021
3				
4	TX 8-936-372	Skillz SDK iOS Titanium Version 23.2.1	November 20, 2019	February 21, 2021
5				
6	TX 8-936-685	Skillz SDK iOS Titanium Version 23.2.2	November 21, 2019	February 22, 2021
7				
8	TX 8-936-917	Skillz SDK iOS Titanium Version 23.2.0	November 6, 2019	February 22, 2021
9				
10	TX 8-940-428	Skillz SDK iOS Version 1.0.0rc2	November 26, 2013	March 4, 2021
11	TX 8-940-495	Skillz SDK iOS Platinum Stable 1 Version 26.0.9	August 31, 2020	March 5, 2021
12	TX 8-940-855	Skillz SDK iOS Platinum 1.2 Version 26.0.20	October 1, 2020	March 5, 2021
13				
14	TX 8-940-882	Skillz SDK iOS Platinum Version 26.0.6	July 27, 2020	March 4, 2021
15				
16	TX 8-941-331	Skillz SDK iOS Oxygen Version 25.0.12	April 3, 2020	March 4, 2021
17				
18	TX 8-948-308	Skillz FAQ	April 7, 2017	March 30, 2021
19	TX 8-953-926	Skillz SDK iOS Goro Version 14.2.22	May 9, 2016	April 16, 2021
20	PA 2-282-025	Tara's Skillz Testimonial	April 19, 2018	March 18, 2021
21	PA 2-282-027	Amanda-Real People Living Real Lives	July 25, 2019	March 18, 2021

22 Big Run is one of Skillz's "mobile game development partners," and the creator of one of
 23 the Skillz Platform's most popular games, *Blackout Bingo*. Compl. ¶¶ 2, 56–57. *Blackout Bingo*
 24 was launched in 2019 and is a "head-to-head" competitive version of Bingo. Compl. ¶ 52. Its
 25 rules are like those of standard Bingo, except that players compete using the same Bingo card, and
 26 the same numbers are "called" in the same order, such that the players' skill is tested. The player
 27

1 who scores the most points wins. Compl. ¶¶ 52, 55–61. *Blackout Bingo* is integrated into and
 2 powered by the Skillz Platform through Skillz’s SDK. See Compl. ¶ 52; see also Declaration of
 3 Buren Renick in Support of Plaintiffs’ Opposition to Defendant AviaGames Inc.’s Motion to
 4 Dismiss and Sever (“Renick Decl.”) ¶ 2, Dkt. No. 38-1. Big Run has five copyright registrations
 5 for various versions of its *Blackout Bingo* game. Compl. ¶¶ 58–59. The titles and dates of these
 6 copyrights are as follows:

7 **BIG RUN REGISTRATIONS**

8 U.S. Registration No.	Title	Publication Date	Registration Date
9 TX 8-970-737	Blackout Bingo Version 1.0.7	March 11, 2020	June 8, 2021
10 TX 8-970-901	Blackout Bingo Version 1.0.9	June 22, 2020	June 8, 2021
11 TX 8-970-904	Blackout Bingo Version 1.0.2	November 18, 2019	June 8, 2021
12 TX 8-971-644	Blackout Bingo Version 1.0.0	October 5, 2019	June 8, 2021
13 TX 8-971-746	Blackout Bingo Version 1.0.28	May 12, 2021	June 8, 2021

14
 15
 16 In 2016, AviaGames began inquiring about the Skillz Platform. Compl. ¶ 66. AviaGames
 17 became a Skillz customer in 2016 and ultimately launched a game on the Skillz Platform. Compl.
 18 ¶ 66. This game, called *Number Drop*, was not popular with users. Compl. ¶ 67. However,
 19 Plaintiffs allege that it allowed AviaGames the opportunity to gain access to Skillz’s specialized
 20 knowledge and expertise. Compl. ¶ 66. Thereafter, AviaGames began building (1) its own
 21 eSports platform that Plaintiffs allege infringe the original elements of Skillz’s platform (“the
 22 Infringing Platform”) and (2) multiple knockoff games, including one that replicated Big Run’s
 23 *Blackout Bingo* (“the Infringing Game”). Compl. ¶¶ 68–77. Specifically, in August 2020
 24 AviaGames launched a game on its Infringing Platform called *Bingo Clash*. Plaintiffs allege that
 25 *Bingo Clash* is nearly identical in its appearance and functionality to *Blackout Bingo*. Compl.
 26 ¶ 70.

1 Skillz claims that it first learned of AviaGames’ alleged infringement in July 2019.
 2 Compl. ¶ 79. On September 27, 2019, Skillz sent a cease-and-desist letter to Defendant
 3 AviaGames regarding the Infringing Platform. Compl. ¶ 79. Skillz sent additional cease-and-
 4 desist letters in 2019 and 2020, but Defendant has not altered its platform to address the substance
 5 of Skillz’s concerns. Compl. ¶ 79. As of the time the complaint was filed, AviaGames continues
 6 to infringe the Skillz platform. Compl. ¶ 79.

7 Big Run became aware of AviaGames’s infringing game in September 2020. Compl. ¶ 80.
 8 On September 28, 2020, Big Run sent a cease-and-desist letter to Defendant AviaGames regarding
 9 the Infringing Game, but Defendant has not altered its game to address the substance of Big Run’s
 10 concerns. Compl. ¶ 80. As of the time the complaint was filed, AviaGames continues to infringe
 11 *Blackout Bingo*. Compl. ¶ 80.

12 Because Defendant did not comply with Plaintiffs’ respective cease-and-desist letters,
 13 Plaintiffs filed this lawsuit. Compl. ¶ 81. Plaintiffs allege one count of copyright infringement
 14 pursuant to 17 U.S.C. § 101 *et seq.* and seek equitable remedies, actual damages, statutory
 15 damages, and attorneys’ fees. Compl. ¶¶ 82–89.

16 II. DISCUSSION

17 A. Motion to Dismiss Plaintiffs’ Claim for Statutory Damages and Attorneys’ 18 Fees Under the Copyright Act

19 Defendant argues that Plaintiffs cannot state a claim for statutory damages and attorneys’
 20 fees under the Copyright Act because their copyright registrations in the relevant works were not
 21 timely. Mot. at 1. In response, Plaintiffs argue that because three registered works—Reg. No. TX
 22 8-928-328 (Skillz Platform Version 26.0.25), Reg. No. TX 8-935-436 (Skillz Platform Version
 23 26.2.9), and Reg. No. TX 8-971-746 (*Blackout Bingo* Version 1.0.28)—were registered within
 24 three months after their first publication, they may, at a minimum, seek statutory damages and
 25 attorneys’ fees for AviaGames’s infringement of these three works. Opp. at 11. Plaintiffs contend
 26 that these three works can support an independent claim of statutory damages and attorneys’ fees
 27 because they contain “new elements.” Opp. at 11–14. Plaintiffs further argue that the Court

1 cannot resolve the factual questions presented in Defendants’ motion to dismiss. Namely,
 2 questions regarding the scope of Plaintiffs’ copyright registrations, the details of Defendant’s acts
 3 of copying, and the timing of Defendant’s infringement. *Id.* at 10–11.

4 To resolve the Parties’ dispute, the Court must determine the scope of statutory damages
 5 and attorneys’ fees permitted by the Copyright Act and whether the three-identified copyright
 6 works can support a claim for statutory damages and attorneys’ fees.

7 1. Legal Standard

8 To survive a motion to dismiss under Federal Rule of Civil Procedure 12(b)(6), a
 9 complaint must plead “sufficient factual matter to state a facially plausible claim to relief.”
 10 *Shroyer v. New Cingular Wireless Servs., Inc.*, 622 F.3d 1035, 1042 (9th Cir. 2010) (citing
 11 *Ashcroft v. Iqbal*, 556 U.S. 662 (2009)). Dismissal for failure to state a claim is “proper only
 12 where there is no cognizable legal theory, or an absence of sufficient facts alleged to support a
 13 cognizable legal theory.” *Navarro v. Block*, 250 F.3d 729, 732 (9th Cir. 2001). That is, a
 14 complaint can only survive a motion to dismiss for failure to state a claim “when the plaintiff
 15 pleads factual content that allows the court to draw the reasonable inference that the defendant is
 16 liable for the misconduct alleged.” *Iqbal*, 556 U.S. at 678. “Threadbare recitals of the elements of
 17 a cause of action, supported by mere conclusory statements, do not suffice.” *Id.*

18 Under 17 U.S.C. § 504(a) and (c), a copyright owner may elect to recover statutory
 19 damages instead of actual damages and additional profits. But as stated in 17 U.S.C. § 412(2), to
 20 recover statutory damages or attorneys’ fees, the copyrighted work must have been registered prior
 21 to the commencement of the infringement, unless the registration is made within three months
 22 after the first publication of the work. *Derek Andrew, Inc. v. Poof Apparel Corp.*, 528 F.3d 696,
 23 699 (9th Cir. 2008); *see also Polar Bear Prods., Inc. v. Timex Corp.*, 384 F.3d 700, 707 n.5 (9th
 24 Cir. 2004) (“Because Polar did not register its copyright before infringement, it can recover only
 25 actual damages and profits under § 504(b), not statutory damages under § 504(c).”).

2. Analysis

Pursuant to the complaint, the initial acts of infringement (the Infringing Platform and the Infringing Game) occurred in or around July 2019 and September 2020. However, as depicted in the above tables, each copyright was registered in 2021, well after the commencement of the alleged infringement, and only three copyrights were registered within three months after their first publication. These three copyrights are Reg. No. TX 8-928-328 (Skillz Platform Version 26.0.25), Reg. No. TX 8-935-436 (Skillz Platform Version 26.2.9), and Reg. No. TX 8-971-746 (*Blackout Bingo* Version 1.0.28). While these three copyrights are later versions of earlier copyrights, Plaintiffs claim that they are entitled to statutory damages and attorneys' fees for the copyrights because the later versions include new elements that give rise to separate instances of infringement.

A panel of the Ninth Circuit Court of Appeals analyzed a similar issue in *Derek Andrew*. There, the copyright owner, Andrew, was awarded statutory damages after the defendant, Poof, infringed Andrew's copyrighted "hang-tag." *Derek Andrew*, 528 F.3d at 698–99. Andrew's hang-tag was first published on August 11, 2003, but the copyright was not registered until June 15, 2005. *Id.* at 699. The initial act of infringement occurred on May 9, 2005, well after the first publication date and before the effective date of registration. The panel determined that in making the decision to award statutory damages, the district court must have found that § 412 "does not preclude an award of statutory damages because the post-June 15, 2005, shipments were separate and distinct infringements from the pre-registration infringement." *Id.* That is, each time Poof used the hang-tag, Poof "commenced" an infringement within the meaning of § 412.

In deciding whether § 412 bars an award of statutory damages for post-registration infringements where the infringing act occurs before the effective copyright registration date, the panel analyzed the text of § 412 and the purposes behind the section. With respect to the text, the panel was "guided by other courts" that have concluded, while

[e]ach separate act of infringement is, of course, an "infringement" within the meaning of the statute, and in a literal sense perhaps such an act might be said to have "commenced" (and ended) on the day of

1 its perpetration[,] . . . it would be peculiar if not inaccurate to use the
2 word “commenced” to describe a *single act*. That verb generally
presupposes as a subject some kind of activity that begins at one time
and continues or reoccurs thereafter.

3 *Id.* at 700 (alterations in original) (quoting *Singh v. Famous Overseas, Inc.*, 680 F. Supp. 533, 535
4 (E.D.N.Y. 1988)); *see also Mason v. Montgomery Data, Inc.*, 741 F. Supp. 1282, 1286 (S.D. Tex.
5 1990) (“The plain language of the statute does not reveal that Congress intended to distinguish
6 between pre and post-registration infringements.”). The panel thus determined that under the text
7 of § 412, infringement “commences” when the first act in a series of acts constituting infringement
8 occurs. *Id.* (quotation marks and citation omitted) (collecting cases).

9 The panel also recognized the two fundamental purposes behind § 412: “First, by denying
10 an award of statutory damages and attorney’s fees where infringement takes place before
11 registration, Congress sought to provide copyright owners with an incentive to register their
12 copyrights promptly. Second, § 412 encourages potential infringers to check the Copyright
13 Office’s database.” *Id.* (internal citations omitted). Considering the text and the purposes of
14 § 412, the panel held that “*the first act of infringement* in a series of ongoing infringements of the
15 same kind marks the commencement of one continuing infringement under § 412.” *Id.* at 701.

16 Applying that interpretation of § 412 to the facts of the case before it, the panel found no
17 legally significant difference between Poof’s pre- and post-registration distributions of the
18 infringing hang-tags. *Id.* Rather, Poof’s post-registration distributions were an ongoing
19 continuation of its initial infringement and the infringing activity thus commenced before the
20 effective date of registration. *Id.* (“The mere fact that the hang-tag was attached to new garments
21 made and distributed after June 15 does not transform those distributions into many separate and
22 distinct infringements.”). Because the infringement commenced before registration, the panel held
23 that 17 U.S.C. § 412 prohibited Andrew from recovering statutory damages and attorneys’ fees
24 under 17 U.S.C. §§ 504 and 505. *Id.* at 701–02.

25 It is clear from *Derek Andrew* that a plaintiff cannot be awarded statutory damages for
26 infringement that began prior to the registration of the work and continued after registration.
27 Plaintiffs argue that this rule does not bar their claim for statutory damages and attorneys’ fees

1 because the three copyrights are subsequent versions of their earlier works that contain *new*
2 elements, which Defendant infringed. Opp. at 12. Problematically, the Complaint does not
3 support this theory of infringement because it does not distinguish between the various copyrights.
4 The Complaint centers on the alleged infringement of *Blackout Bingo* and the Skillz Platform
5 generally; it fails to allege that Defendant infringed *new* elements in the three copyrights and thus
6 the Court cannot find legally significant differences between Defendant’s infringements and must
7 conclude that the alleged infringements are a series of continued infringements. *See, e.g.*, Compl.
8 ¶¶ 70–71 (arguing the “overall look and feel of the creative, protectable elements of *Blackout*
9 *Bingo* are strikingly similar to those of the Infringing Game” and providing examples of the
10 allegedly creative, protectable expressions in *Blackout Bingo*, but failing to allege violations of the
11 three specific copyrights or even that the three specific copyrights contain new elements); *see also*
12 *Mason v. Montgomery Data, Inc.*, 741 F. Supp. 1282, 1286 (S.D. Tex. 1990) (“Plaintiffs’
13 arguments are not acceptable, because Defendants are accused of committing the same activity
14 each time, for the same purpose, and using the same copyrighted material.”). Because Plaintiffs
15 have not pled that the three copyrights (1) contain new elements that (2) Defendant infringed, the
16 Complaint does not support an award of statutory damages and attorneys’ fees. A contrary
17 determination would allow a plaintiff to evade both the text and purpose of § 412 by pointing to
18 new “copyrights” that are mere continuations of prior, late-filed copyrights. This cannot be. *See*
19 *Irwin v. ZDF Enters. GmbH*, 2006 WL 374960, at *6 (S.D.N.Y. Feb. 16, 2006) (newly configured
20 version of infringing program was not a separate infringement, but “a continuation of a series of
21 ongoing discrete infringements”).

22 Federal Rules of Civil Procedure 8(a) and 12(b)(6) do not change this conclusion. While it
23 is true that a plaintiff need not allege a copyright claim with particularity, a plaintiff must at
24 minimum pled facts to support a claim for damages. Without allegations that the three copyrights
25 differ from the other twenty copyrights, Plaintiffs’ claim for statutory damages and attorneys’ fees
26 fails as a matter of pleading. Further, this case does not require the resolution of fact questions.

27 Rather, Plaintiffs focus on the alleged infringement of visual elements, which are readily

1 accessible through review of Defendant’s mobile games. *See Wright v. BuzzFeed, Inc.*, 2018 WL
2 2670642, at *3 (C.D. Cal. June 4, 2018).

3 The Court thus **GRANTS** Defendant’s motion to dismiss Plaintiffs’ claim for statutory
4 damages and attorneys’ fees. When dismissing a complaint for failure to state a claim, a court
5 should grant leave to amend “unless it determines that the pleading could not possibly be cured by
6 the allegation of other facts.” *Lopez v. Smith*, 203 F.3d 1122, 1127 (9th Cir. 2000). Although the
7 Court has determined that Plaintiffs fail to state a claim for statutory damages and attorneys’ fees,
8 it is possible Plaintiffs can cure this claim by alleging, among other things, more particular facts as
9 to the three, “timely” copyrights.

10 **B. Motion to Sever**

11 Defendant also moves to sever Plaintiffs’ copyright claims into two separate lawsuits.
12 Mot. at 7–12. “Permissive joinder is to be liberally construed to promote the expeditious
13 determination of disputes, and to prevent multiple lawsuits.” *Cuprite Mine Partners LLC v.*
14 *Anderson*, 809 F.3d 548, 552 (9th Cir. 2015). Rule 20 provides that “[p]ersons may join in one
15 action as plaintiffs if: . . . they assert any right to relief jointly, severally, or in the alternative with
16 respect to or arising out of the same transaction, occurrence, or series of transactions or
17 occurrences; and. . . any question of law or fact common to all plaintiffs will arise in the action.”
18 Fed. R. Civ. P. 20(a)(1). “Under the rules, the impulse is toward entertaining the broadest possible
19 scope of action consistent with fairness to the parties; joinder of claims, parties and remedies is
20 strongly encouraged.” *United Mine Workers of Am. v. Gibbs*, 383 U.S. 715, 724 (1966).

21 The Court agrees with Plaintiffs that their infringement claims arise out of the same
22 transaction or series of transactions. Opp. at 16. The Complaint alleges that (1) Defendant
23 infringed Skillz’s eSport gaming platform by building an infringing “copycat eSports [gaming]
24 platform,” (Compl. ¶ 7); (2) which Defendant used to “launch knockoff versions of Skillz’s top
25 games,” (Compl. ¶ 7); (3) including, and most egregiously, *Blackout Bingo*, a game developed by
26 Skillz’s “development partner” Big Run (Compl. ¶¶ 2–4). Further, the *Blackout Bingo* application
27 integrates the Skillz Platform user interface, such that customers who play *Blackout Bingo*

United States District Court
Northern District of California

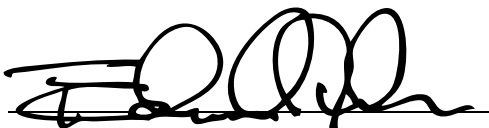
1 necessarily encounter *both* works that Defendant allegedly infringed. This demonstrates that
2 Plaintiffs’ claims arise out of the same transaction or occurrence. *See Coughlin v. Rogers*, 130
3 F.3d 1348, 1351 (9th Cir. 1997) (“The first prong, the ‘same transaction’ requirement, refers to
4 similarity in the factual background of a claim.”); *Paramount Pictures Corp. v. Omniverse One*
5 *World Television, Inc.*, 2019 WL 12381115, at *2 (C.D. Cal. Aug. 21, 2019) (“Since Defendants
6 allegedly used this business model to exploit [unrelated] Copyright Works belonging to each of
7 the eight Plaintiffs, their claims arise out of the same series of transactions or occurrences.”).
8 Accordingly, the Court **DENIES** Defendant’s motion to sever.

9 **III. CONCLUSION**

10 Defendant’s motion to dismiss Plaintiffs’ claim for statutory damages and attorneys’ fees
11 is **GRANTED**, but their motion to sever is **DENIED**. Should Plaintiffs choose to file an amended
12 complaint, they must do so by February 24, 2022. Failure to do so, or failure to cure the
13 deficiencies addressed in this Order, will result in dismissal of Plaintiff’s claims with prejudice.
14 Plaintiff may not add new claims or parties without leave of the Court or stipulation by the parties
15 pursuant to Federal Rule of Civil Procedure 15.

16 **IT IS SO ORDERED.**

17 Dated: January 13, 2022

18 
19
20 EDWARD J. DAVILA
United States District Judge