


# EXHIBIT 56

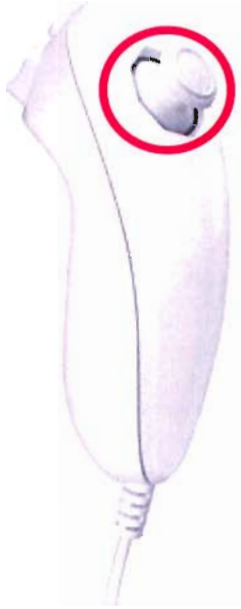
**EXHIBIT Q – INFRINGEMENT OF U.S. PATENT NO. 6,906,700 BY NINTENDO’S  
GAMECUBE CONTROLLER AND GAMECUBE WAVEBIRD WIRELESS CONTROLLER  
AND ACCOMPANYING VIDEO GAME SYSTEMS (“ACCUSED INSTRUMENTALITIES”)**

CLAIM LANGUAGE	ACCUSED INSTRUMENTALITIES
<p>a second element movable on two mutually perpendicular axes, said second element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint;</p>	<p>The Accused Instrumentalities comprise a second element movable on two mutually perpendicular axes, said second element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint. The second element of Nintendo’s GAMECUBE Controller, one of the Accused Instrumentalities, is shown below.</p>  <p>The image shows a black Nintendo GameCube controller. A red circle is drawn around the left analog stick, which is a cylindrical joystick with a silver top. The controller features a D-pad on the left, a red button, a blue button, and a yellow button on the right. The text 'NINTENDO GAMECUBE' is visible on the top of the controller. A black cable is attached to the bottom left.</p>

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CLAIM LANGUAGE	ACCUSED INSTRUMENTALITIES
<p>a third element movable on two mutually perpendicular axes, said third element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint;</p>	<p>The Accused Instrumentalities comprise a third element movable on two mutually perpendicular axes, said third element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint. The third element of Nintendo’s GAMECUBE Controller, one of the Accused Instrumentalities, is shown below.</p> 


**EXHIBIT S – INFRINGEMENT OF U.S. PATENT NO. 6,906,700 BY NINTENDO’S Wii REMOTE CONTROLLER AND NUNCHUK AND ACCOMPANYING VIDEO GAME SYSTEMS (“ACCUSED INSTRUMENTALITIES”)**

<b>CLAIM LANGUAGE</b>	<b>ACCUSED INSTRUMENTALITIES</b>
<p>a second element movable on two mutually perpendicular axes, said second element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint;</p>	<p>The Accused Instrumentalities comprise a second element movable on two mutually perpendicular axes, said second element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint. The second element of the Accused Instrumentalities is shown below.</p>  <p>The image shows a perspective view of a white Wii Remote controller. A red circle is drawn around the sensor area at the top of the controller, which is the second element mentioned in the text. The sensor area is a small, rounded, white component with a lens-like surface.</p>


**EXHIBIT S – INFRINGEMENT OF U.S. PATENT NO. 6,906,700 BY NINTENDO’S Wii REMOTE CONTROLLER AND NUNCHUK AND ACCOMPANYING VIDEO GAME SYSTEMS (“ACCUSED INSTRUMENTALITIES”)**

CLAIM LANGUAGE	ACCUSED INSTRUMENTALITIES
<p>a third element movable on two mutually perpendicular axes, said third element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint;</p>	<p>The Accused Instrumentalities comprise a third element movable on two mutually perpendicular axes, said third element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint.</p> <p>The third element of the Accused Instrumentalities is structured to activate the Analog Devices ADXL330 Accelerometer, which is included within the Wii Remote. (<a href="http://www.analog.com/en/press/0,2890,3__99573,00.html">http://www.analog.com/en/press/0,2890,3__99573,00.html</a>) The Analog Devices datasheet (<a href="http://www.analog.com/UploadedFiles/Data_Sheets/ADXL330.pdf">http://www.analog.com/UploadedFiles/Data_Sheets/ADXL330.pdf</a>) is reproduced, in part, below.</p> <p><b>The ADXL330 is a complete 3-axis acceleration measurement system on a single monolithic IC. The ADXL330 has a measurement range of <math>\pm 3</math> g minimum. It contains a polysilicon surface micromachined sensor and signal conditioning circuitry to implement an open-loop acceleration measurement architecture. The output signals are analog voltages that are proportional to acceleration. The accelerometer can measure the static acceleration of gravity in tilt sensing applications as well as dynamic acceleration resulting from motion, shock, or vibration.</b></p> <p>The sensor is a polysilicon surface micromachined structure built on top of a silicon wafer. Polysilicon springs suspend the structure over the surface of the wafer and provide a resistance against acceleration forces. Deflection of the structure is measured using a differential capacitor that consists of independent fixed plates and plates attached to the moving mass. The fixed plates are driven by 180° out-of-phase square waves. Acceleration deflects the moving mass and unbalances the differential capacitor resulting in a sensor output whose amplitude is proportional to acceleration. Phase-sensitive demodulation techniques are then used to determine the magnitude and direction of the acceleration.</p> <p>The demodulator output is amplified and brought off-chip through a 32 k<math>\Omega</math> resistor. The user then sets the signal bandwidth of the device by adding a capacitor. This filtering improves measurement resolution and helps prevent aliasing.</p> <p><b>MECHANICAL SENSOR</b></p> <p>The ADXL330 uses a single structure for sensing the X, Y, and Z axes. As a result, the three axes sense directions are highly orthogonal with little cross axis sensitivity. Mechanical misalignment of the sensor die to the package is the chief source of cross axis sensitivity. Mechanical misalignment can, of course, be calibrated out at the system level.</p> <p><b>PERFORMANCE</b></p> <p>Rather than using additional temperature compensation circuitry, innovative design techniques ensure high performance is built-in to the ADXL330. As a result, there is neither quantization error nor nonmonotonic behavior, and temperature hysteresis is very low (typically less than 3 mg over the -25°C to +70°C temperature range).</p> <p>Figure 14, Figure 15, and Figure 16 show the zero g output performance of eight parts (X-, Y-, and Z-axis) soldered to a PCB over a -25°C to +70°C temperature range.</p> <p>Figure 26, Figure 27, and Figure 28 demonstrate the typical sensitivity shift over temperature for supply voltages of 3 V. This is typically better than <math>\pm 1\%</math> over the -25°C to +70°C temperature range.</p>

**EXHIBIT X – INFRINGEMENT OF U.S. PATENT NO. 6,906,700 BY NINTENDO’S  
Wii CLASSIC CONTROLLER AND REMOTE CONTROLLER AND  
ACCOMPANYING VIDEO GAME SYSTEMS (“ACCUSED INSTRUMENTALITIES”)**

CLAIM LANGUAGE	ACCUSED INSTRUMENTALITIES
<p>a second element movable on two mutually perpendicular axes, said second element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint;</p>	<p>The Accused Instrumentalities comprise a second element movable on two mutually perpendicular axes, said second element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint. The second element of Nintendo’s WII CLASSIC Controller, one of the Accused Instrumentalities, is shown below.</p>  <p>The image shows a white Wii Classic Controller. A red circle is drawn around the left analog stick, which is the second element mentioned in the claim language. The controller features a directional pad on the left, a 'Wii' logo in the center, and several buttons including 'SELECT', 'HOME', 'START', 'Y', 'X', and 'B'. The left analog stick is a small, rounded, cylindrical component that can move in two perpendicular directions.</p>

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CLAIM LANGUAGE	ACCUSED INSTRUMENTALITIES
<p>a third element movable on two mutually perpendicular axes, said third element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint;</p>	<p>The Accused Instrumentalities comprise a third element movable on two mutually perpendicular axes, said third element structured to activate two bi-directional proportional sensors providing outputs at least in part controlling objects and navigating a viewpoint. The third element of Nintendo’s WII CLASSIC Controller, one of the Accused Instrumentalities, is shown below.</p>  <p>The image shows a white Wii Classic Controller. A red circle is drawn around the right analog stick, which is the third element mentioned in the text. The controller features a D-pad on the left, a central 'Wii' logo, and several buttons including 'SELECT', 'HOME', 'START', 'Y', 'X', 'B', and 'A'.</p>