

## EXHIBIT CC-C

5,083,271 (“THACHER”) ANTICIPATES CLAIMS 1-6, 8-11, 13-15, 17-19, 21, 22, AND 25-32 OF US PATENT 7,620,565 UNDER 35 U.S.C. §102(E)

Claim 1	Disclosure In Thacher
<p>A unit, comprising:</p>	<p>Thacher discloses a unit.</p> <p>Thacher discloses a video game machine (“unit”).</p> <p style="margin-left: 40px;">“The player then inserts his credit card into a credit card reader of any of the <b>video game machines</b> connected to the system.” (2:53-55)</p> <div style="text-align: center; margin: 20px 0;"> <p style="text-align: center; margin-top: 10px;"><b>Fig. 1</b></p> </div> <p style="text-align: center; margin-top: 20px;">(Fig. 1)</p>
<p>a memory;</p>	<p>Thacher discloses a memory.</p>

Claim 1	Disclosure In Thacher
	<p>Thacher discloses that the video game machine has an internal memory.</p> <p>“Another embodiment of the invention is a tournament system comprising an electronic game including <b>an internal memory</b> for storing at least score data signals relating to scores achieved on the game...” (4:62-65)</p>
<p>a transmitter; and</p>	<p>Thacher discloses a transmitter.</p> <p>Thacher discloses that each video game machine has an interface to a local area network. It is understood that the interface of each video game machine has a transmitter to interface to the local area network.</p> <p>“A central computer 6 interfaces with the <b>local area network 4</b>, and thus can communicate with <b>each interface 3</b>.” (5:61-63)</p> <p>Thacher discloses a modem (“transmitter”).</p> <p>“the interfaces are connected through <b>MODEMs 9</b> to telephone lines or other long data links such as time or frequency shared CATV cable 10. The central computer 6 is connected to the data link, i.e. telephone line or CATV cable via its own MODEM, via a two-way videotext channel for example.” (6:1-6:6)</p>
<p>a processor, coupled to the memory and to the transmitter, configured to:</p>	<p>Thacher discloses a processor, coupled to the memory and to the transmitter.</p> <p>Thacher discloses a microprocessor (“processor”) coupled to the memory for storing scores and the transmitter for transmitting the scores.</p> <p>“The various games which can be utilized in the tournament system described herein are <b>microprocessor</b> based and which <b>transmit their scores</b>, usually to an electronically operated display, via an internal bus.” (2:1-4)</p>
<p>monitor a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events,</p>	<p>Thacher discloses that the processor is configured to monitor a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events.</p> <p>Thacher discloses a game terminal (“product”) for playing electronic games.</p>

Claim 1	Disclosure In Thacher
	<p data-bbox="591 243 1328 600">“In addition, a <b>remote terminal 11</b>, having a keyboard 12 connected thereto is connected to the central computer 6. The <b>terminal 11</b> can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the <b>terminal 11</b> with keyboard 12 connected to the central computer by telephone line, CATV cable or other data link.” (6:7-16)</p> <p data-bbox="496 638 1414 743">Thacher discloses displaying scores (“monitoring ... of a trigger event of a predetermined plurality of trigger events”) of games on the player’s game terminal (“product”).</p> <p data-bbox="591 785 1235 852">“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p data-bbox="496 890 1403 957">Thacher also discloses monitoring the start and end of a game (“trigger event of a predetermined plurality of trigger events”).</p> <p data-bbox="591 999 1325 1213">“The data appearing on address and control bus 16 also includes <b>signals relating to confirmation of the start of the game</b>, which can be used to define the end of the game (i.e. that the count of "men" or tries has been decremented to zero) signals, and other such supervisory and controlling information.” (11:52-57)</p> <p data-bbox="591 1251 1321 1428">“In this manner <b>signals such as “end of game”</b> can cause the microprocessor 31 to initiate a software routine which enables switch 21 to switch, and thus to carry signals from bus 23 which are address data for reading the data stored in RAM 20.” (12:3-7)</p> <p data-bbox="591 1465 1318 1789">“When the game has been completed, a <b>code signal or signals identifying the end of the game</b> appears on the address and control bus 16 from the video game. This can be for example the decremented value of game "men" or attempts, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p> <p data-bbox="591 1827 1321 1894">“When a display has been downloaded in RAM 28 from central computer 6, microprocessor 31 can <b>sense the end</b></p>

Claim 1	Disclosure In Thacher
	<p><b>of the game</b> as described earlier (or can force the end of the game) by applying a signal via bus 23 and peripheral interface adaptor 27 to apply a control signal on lead 54 to multiplexer 50, to switch so that the R, G, B and SYNC outputs of dematrix 49 pass to output port 53 instead of the R, G, B and SYNC inputs from input 52.</p> <p><b>End of game signals</b> eventually normally will appear on the bus as if a game had been left unfinished.” (16:9-18)</p>
<p>increment a counter corresponding to the trigger event upon detection of the occurrence of the trigger event,</p>	<p>Thacher discloses that the processor is configured to increment a counter corresponding to the trigger event upon detection of the occurrence of the trigger event.</p> <p>Thacher discloses incrementing score data (“counter”) as the player plays a game.</p> <p>“The <b>score data</b> is stored in interface 3 as it <b>increments.</b>” (8:1-2)</p> <p>Thacher also discloses decrements the count of “men” or attempts (“counter”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p>
<p>cause the display of a user interface, configured to probe for information regarding a use of the product,</p>	<p>Thacher discloses that the processor is configured to cause the display of a user interface, configured to probe for information regarding a use of the product.</p> <p>Thacher discloses displaying scores (“display of a user interface”) of a played video game (“information regarding a use”) on each of the game terminal (“product”).</p>

Claim 1	Disclosure In Thacher
	<p>“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p>Thacher discloses displaying at each of the video games (“user interface”) a winner announcement (“information”) regarding a use of the video games (“product”).</p> <p>“apparatus for displaying the winning score and/or announcement displays at all the games.” (4:25-27)</p> <p>“Central computer 6 then initiates transmission of a <b>winner announcement signal to each of the video games.</b>” (8:22-24)</p> <p>“facilitating identification, and declaration by means of a broadcast to all video games in the local area that a local winner has been determined.” (10:18-21)</p> <p>Thacher also discloses other data messages (“information regarding a use of the product”) of future tournament or advertisement or other displays to the video games (“product”).</p> <p>“<b>Data</b> messages are sent from any of the central computers to lower ranks of computers or to the video games themselves, constituting <b>announcements of winners, of future tournaments, advertisements</b> or other displays.” (3:67-4:3)</p>
<p>if the counter exceeds a threshold,</p>	<p>Thacher discloses causing the display of a user interface, if the counter exceeds a threshold.</p> <p>Thacher discloses counting of “men” or tries and determining whether it reached to zero (“counter exceeds a threshold”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>Thacher further discloses counting the number of games played (“threshold”) and determines the end of the game.</p> <p>“At the end of the time of the tournament the attendant</p>

Claim 1	Disclosure In Thacher
	<p>keys a "tournament over" code into keyboard 12, which is transmitted via terminal 11 into computer 6.</p> <p>Alternatively the central computer can cause each game to utilize an internal software timer to <b>determine the end of each game</b>, (or if desired, could <b>count games played and determine the end of the tournament based on the number played</b>). The central computer sorts the scores identifying the player number (and player name if previously stored with the code), and determines the winner." (8:12-22)</p>
<p>cause the memory to store an input received from the user interface, and</p>	<p>Thacher discloses that the processor is configured to cause the memory to store an input received from the user interface.</p> <p>Thacher discloses an internal memory of the electronic game for storing data signals relating to scores ("input").</p> <p>"Another embodiment of the invention is a tournament system comprising <b>an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game</b>, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for transmitting the score data to the data link for transmission to the central computer." (4:62-5:2)</p> <p>Thacher discloses game scores ("input") entered by a player.</p> <p>"the validated player could <b>enter his score manually on a keyboard associated with the video game.</b>" (3:3-5)</p>
<p>cause the transmitter to transmit the input to a server.</p>	<p>Thacher discloses that the processor of the game terminal is configured to cause the transmitter to transmit the input to a server.</p> <p>Thacher discloses transmitting game scores ("input", <i>e.g.</i>, score entered by a validated player) to a central computer ("server").</p> <p>"In addition, a remote terminal 11, having a keyboard 12 connected thereto is connected to the central computer 6. The terminal 11 can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the terminal 11 with keyboard 12 <b>connected to the central computer</b></p>

Claim 1	Disclosure In Thacher
	<p><b>by telephone line, CATV cable or other data link.”</b> (6:7-16)</p> <p>“Another embodiment of the invention is a tournament system comprising an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for <b>transmitting the score data to the data link for transmission to the central computer.”</b> (4:62-5:2)</p>

Claim 2	Disclosure In Thacher
The unit of claim 1,	Thacher discloses the unit of claim 1 as described above.
wherein the input reflects a request to schedule maintenance.	<p>Thacher discloses that the input reflects a request to schedule maintenance.</p> <p>Thacher discloses displaying a maintenance sequence. It is understood that the player’s input that caused the end of the game starts a maintenance sequence.</p> <p>“<b>Once the game has ended</b>, the local video game shuts itself off in the normal way, and displays on its screen a <b>maintenance sequence</b> to attract players, and is ready for the next player.” (15:17-20)</p>

Claim 3	Disclosure In Thacher
The unit of claim 1,	Thacher discloses the unit of claim 1 as described above.
wherein the input reflects a submission of a purchase order.	<p>Thacher discloses that input reflects a submission of a purchase order.</p> <p>Thacher discloses that the player purchases a game credit by inserting a credit card into a credit card reader of the video game machine.</p> <p>“The player then <b>inserts his credit card into a credit card reader of any of the video game machines</b> connected to the system.” (2:53-55)</p>

Claim 4	Disclosure In Thacher
The unit of claim 1,	Thacher discloses the unit of claim 1 as described above.

Claim 4	Disclosure In Thacher
<p>wherein the input reflects a request for interactive assistance.</p>	<p>Thacher discloses that the input reflects a request for interactive assistance.</p> <p>Thacher discloses displaying an announcement or a menu on the display of the video game machine to allow the player to select a function by pushing a key on the interface keyboard (“interactive assistance”). It is understood that the announcement or the menu is displayed by the player’s inserting of a credit card (“input”) to start the game.</p> <p>“It should be noted that the central computer 6 can send messages in addition to <b>"game start" message</b> to the video games. For example in the case of a tournament it can transmit data signals to each of the video games to <b>display an announcement</b>, for example, the participation of the immediately following game in a specific tournament. The central computer can also <b>read a menu or other similar display allowing the player to select a function by pushing a key on the interface keyboard.</b>” (7:33-42)</p>

Claim 5	Disclosure in Thacher
<p>The unit of claim 1, wherein the processor is further configured to:</p>	<p>Thacher discloses the unit of claim 1 as described above.</p>
<p>monitor the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events, and</p>	<p>Thacher discloses monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events.</p> <p>Thacher discloses monitoring the count of “men” or attempts (“second trigger event”).</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>
<p>increment a second counter corresponding to the second trigger event upon detection of the occurrence of the</p>	<p>Thacher discloses incrementing a second counter corresponding to the second trigger event upon detection of the occurrence of the second trigger event in the product.</p> <p>Thacher discloses decrementing the “men” or attempts using a “second counter”. It is understood that a disclosure of decrementing a counter</p>

second trigger event in the product.	<p>teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>
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Claim 6	Disclosure in Thacher
The unit of claim 5, wherein the processor is further configured to:	Thacher discloses the unit of claim 5 as described above.
cause the memory to store the second counter; and	<p>Thacher discloses that the processor is configured to cause the memory to store the second counter.</p> <p>Thacher discloses storing the value of the “men” or attempts (“second counter”) to compare with the predetermined code signals.</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. <b>This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game"</b> which were initially downloaded into RAM 26A.” (14:52-59)</p>
cause the transmitter to transmit a value of the second counter.	<p>Thacher discloses that the processor is configured to cause the transmitter to transmit a value of the second counter.</p> <p>Thacher discloses that that data appearing on the control bus includes game signals such as the count of “men” or tries (“value of the second counter”). It is understood that the data appearing on the control bus is transmitted to the central computer.</p> <p>“<b>The data appearing on address and control bus 16 also includes signals</b> relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>

Claim 8	Disclosure In Thacher
The unit of claim 1,	Thacher discloses the unit of claim 1 as described above.
wherein one of the predefined plurality of trigger events is a problem associated with the product.	<p>Thacher discloses that one of the predefined plurality of trigger events is a problem associated with the product.</p> <p>Thacher discloses performing useful and important functions including alarming tampering of games (“problem associated with the product”).</p> <p>“In the invention described above the central computers can <b>perform other useful and important functions</b>, such as cash management and accounting, ordering or purchasing of goods displayed on the game display with automatic debiting of an account, seeding of pools, public credit card validation, awarding of free games or other prizes, generation of management reports, transmission of electronic mail messages between computers of the hierarchy (or if the interface is supplied with a keyboard, between electronic games), <b>indication of alarms to remotely located attendants in case of tampering of games</b>, storage of statistical data concerning the total number of games played and the number of games played for cash, disablement of games from a remote location, communication of the status of operation of each game, storage of data and management reports, provision of public messages and displays, etc.” (19:1-17)</p>

Claim 9	Disclosure In Thacher
The method [sic] of claim 8,	Thacher discloses the method [sic] of claim 8 as described above.
wherein the problem is an equipment problem.	<p>Thacher discloses that the problem is an equipment problem.</p> <p>Thacher discloses tampering of games (“equipment problem”).</p> <p>“...<b>indication of alarms to remotely located attendants in case of tampering of games, ....</b>” (19:10-12)</p>

Claim 10	Disclosure In Thacher
The unit of claim 1,	Thacher discloses the unit of claim 1 as described above.
wherein a trigger event of the predefined plurality	Thacher discloses that a trigger event of the predefined plurality of trigger events is a use of at least one product feature.

Claim 10	Disclosure In Thacher
<p>of trigger events is a use of at least one product feature.</p>	<p>Thacher discloses inserting a credit card (“use of at least one product feature”).</p> <p>“The player then inserts his credit card into a credit card reader of any of the <b>video game machines</b> connected to the system.” (2:53-55)</p> <p>Thacher also discloses pressing keypads (“use of at least one product feature”).</p> <p>“The player can select the menu choice by <b>pressing one or more keys of keypad 32</b>, which is read by microprocessor 31 as described earlier, and which information is forwarded as data signals to the central computer 6, and which can be transmitted via the network described with respect to FIG. 2 to any other computer or video game.” (16:45-51)</p> <p>Thacher also discloses pushing a key on the interface keyboard (“use of at least one product feature”).</p> <p>“The central computer can also <b>read a menu or other similar display allowing the player to select a function by pushing a key on the interface keyboard.</b>” (7:39-42)</p>

Claim 11	Disclosure In Thacher
<p>The method [sic] of claim 10,</p>	<p>Thacher discloses the method [sic] of claim 10 as described above.</p>
<p>wherein the at least one product feature is “undo.”</p>	<p>Thacher discloses that the at least one product feature is “undo.”</p> <p>Thacher discloses that the menu has functions for the player to select by pushing a key on the interface keyboard (“product feature”). It is understood that the menu contains a cancel or undo function (“product feature”).</p> <p>“The central computer can also <b>read a menu or other similar display allowing the player to select a function by pushing a key on the interface keyboard.</b>” (7:39-42)</p>

Claim 13	Disclosure In Thacher
<p>The unit of claim 1,</p>	<p>Thacher discloses the unit of claim 1 as described above.</p>

Claim 13	Disclosure In Thacher
<p>wherein the product is a cellular telephone.</p>	<p>Thacher discloses that the product is a cellular telephone.</p> <p>Thacher discloses data link via a telephone line.</p> <p>“Alternatively in some instances it may be desirable to have the terminal 11 with keyboard 12 connected to the central computer by <b>telephone line</b>, CATV cable or other data link.” (6:12-16)</p> <p>Thacher discloses a video game machine (“product”).</p> <p>“The player then inserts his credit card into a credit card reader of any of the <b>video game machines</b> connected to the system.” (2:53-55)</p> <p>From these teachings, it is understood that the product can be a cellular phone that can play a video game and has a telephone line.</p>

Claim 14	Disclosure In Thacher
<p>The unit of claim 1,</p>	<p>Thacher discloses the unit of claim 1 as described above.</p>
<p>wherein the processor is further configured to increment the counter corresponding to the trigger event upon detection of a second occurrence of the trigger event.</p>	<p>Thacher discloses that the processor is further configured to increment the counter corresponding to the trigger event upon detection of a second occurrence of the trigger event.</p> <p>Thacher discloses incrementing score data (“counter”) as the player plays a game.</p> <p>“The <b>score data</b> is stored in interface 3 as it <b>increments.</b>” (8:1-2)</p> <p>It is understood that the score data can be incremented on a second occurrence of a trigger event.</p>

Claim 15	Disclosure In Thacher
<p>A method, comprising:</p>	<p>Thacher a method.</p> <p>“A <b>method</b> of operating a tournament...” (Claim 34: 30:17)</p>
<p>monitoring a product for an occurrence in the product of a trigger event of a</p>	<p>Thacher discloses monitoring a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events.</p> <p>Thacher discloses a terminal (“product”) for playing electronic games.</p>

Claim 15	Disclosure In Thacher
<p>predefined plurality of trigger events;</p>	<p>“In addition, a <b>remote terminal 11</b>, having a keyboard 12 connected thereto is connected to the central computer 6. The <b>terminal 11</b> can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the <b>terminal 11</b> with keyboard 12 connected to the central computer by telephone line, CATV cable or other data link.” (6:7-16)</p> <p>Thacher discloses displaying scores (“monitoring ... of a trigger event of a predetermined plurality of trigger events”) of games on the player’s game terminal (“product”).</p> <p>“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p>Thacher also discloses monitoring the start and end of a game (“trigger event of a predetermined plurality of trigger events”).</p> <p>“The data appearing on address and control bus 16 also includes <b>signals relating to confirmation of the start of the game</b>, which can be used to define the end of the game (i.e. that the count of "men" or tries has been decremented to zero) signals, and other such supervisory and controlling information.” (11:52-57)</p> <p>“In this manner <b>signals such as “end of game”</b> can cause the microprocessor 31 to initiate a software routine which enables switch 21 to switch, and thus to carry signals from bus 23 which are address data for reading the data stored in RAM 20.” (12:3-7)</p> <p>“When the game has been completed, a <b>code signal or signals identifying the end of the game</b> appears on the address and control bus 16 from the video game. This can be for example the decremented value of game "men" or attempts, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p> <p>“When a display has been downloaded in RAM 28 from</p>

Claim 15	Disclosure In Thacher
	<p>central computer 6, microprocessor 31 can <b>sense the end of the game</b> as described earlier (or can force the end of the game) by applying a signal via bus 23 and peripheral interface adaptor 27 to apply a control signal on lead 54 to multiplexer 50, to switch so that the R, G, B and SYNC outputs of dematrix 49 pass to output port 53 instead of the R, G, B and SYNC inputs from input 52. <b>End of game signals</b> eventually normally will appear on the bus as if a game had been left unfinished.” (16:9-18)</p>
<p>incrementing a counter corresponding to the trigger event upon detection of the occurrence of the trigger event in the product;</p>	<p>Thacher discloses incrementing a counter corresponding to the trigger event upon detection of the occurrence of the trigger event in the product.</p> <p>Thacher discloses incrementing score data (“counter”) as the player plays a game.</p> <p>“The <b>score data</b> is stored in interface 3 as it <b>increments.</b>” (8:1-2)</p> <p>Thacher also discloses decrements the count of “men” or attempts (“counter”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p>
<p>displaying a user interface, configured to probe for information regarding a use of the product,</p>	<p>Thacher discloses displaying a user interface, configured to probe for information regarding a use of the product.</p> <p>Thacher discloses displaying scores (“displaying a user interface”) of a played video game (“information regarding a use”) on each of the game terminal (“product”).</p>

Claim 15	Disclosure In Thacher
	<p>“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p>Thacher discloses displaying at each of the video games (“user interface”) a winner announcement (“information”) regarding a use of the video games (“product”).</p> <p>“apparatus for displaying the winning score and/or announcement displays at all the games.” (4:25-27)</p> <p>“Central computer 6 then initiates transmission of a <b>winner announcement signal to each of the video games.</b>” (8:22-24)</p> <p>“facilitating identification, and declaration by means of a broadcast to all video games in the local area that a local winner has been determined.” (10:18-21)</p> <p>Thacher also discloses other data messages (“information regarding a use of the product”) of future tournament or advertisement or other displays to the video games (“product”).</p> <p>“<b>Data messages</b> are sent from any of the central computers to lower ranks of computers or to the video games themselves, constituting <b>announcements of winners, of future tournaments, advertisements</b> or other displays.” (3:67-4:3)</p>
<p>if the counter exceeds a threshold;</p>	<p>Thacher discloses displaying the user interface, if the counter exceeds a threshold.</p> <p>Thacher discloses counting of “men” or tries and determining whether it reached to zero (“counter exceeds a threshold”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>Thacher further discloses counting the number of games played (“threshold”) and determines the end of the game.</p> <p>“At the end of the time of the tournament the attendant</p>

Claim 15	Disclosure In Thacher
	<p>keys a "tournament over" code into keyboard 12, which is transmitted via terminal 11 into computer 6.</p> <p>Alternatively the central computer can cause each game to utilize an internal software timer to <b>determine the end of each game</b>, (or if desired, could <b>count games played and determine the end of the tournament based on the number played</b>). The central computer sorts the scores identifying the player number (and player name if previously stored with the code), and determines the winner." (8:12-22)</p>
<p>storing an input received from the user interface on a device; and</p>	<p>Thacher discloses storing an input received from the user interface on a device.</p> <p>Thacher discloses an internal memory of the electronic game for storing data signals relating to scores ("input").</p> <p>"Another embodiment of the invention is a tournament system comprising <b>an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game</b>, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for transmitting the score data to the data link for transmission to the central computer." (4:62-5:2)</p> <p>Thacher discloses game scores ("input") entered by a player.</p> <p>"the validated player could <b>enter his score manually on a keyboard associated with the video game.</b>" (3:3-5)</p>
<p>transmitting the input to a server.</p>	<p>Thacher discloses transmitting the input to a server.</p> <p>Thacher discloses transmitting game scores ("input", <i>e.g.</i>, score entered by a validated player) to a central computer ("server").</p> <p>"In addition, a remote terminal 11, having a keyboard 12 connected thereto is connected to the central computer 6. The terminal 11 can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the terminal 11 with keyboard 12 <b>connected to the central computer by telephone line, CATV cable or other data link.</b>"</p>

Claim 15	Disclosure In Thacher
	<p>(6:7-16)</p> <p>“Another embodiment of the invention is a tournament system comprising an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for <b>transmitting the score data to the data link for transmission to the central computer.</b>” (4:62-5:2)</p>

Claim 17	Disclosure In Thacher
The method of claim 15, further comprising:	Thacher discloses the method of claim 15 as described above.
monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events;	<p>Thacher discloses monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events.</p> <p>Thacher discloses monitoring the count of “men” or attempts (“second trigger event”).</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>
incrementing a value of a second counter corresponding to the second trigger event upon detection of the second trigger event in the product.	<p>Thacher discloses incrementing a value of a second counter corresponding to the second trigger event upon detection of the second trigger event in the product.</p> <p>Thacher discloses decrementing the “men” or attempts using a “second counter”. It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>

Claim 18	Disclosure In Thacher
The method of claim 17, further comprising:	Thacher discloses the method of claim 17 as described above.
storing the second counter on the device; and	<p>Thacher discloses storing the second counter on the device.</p> <p>Thacher discloses storing the value of the “men” or attempts (“second counter”) to compare with the predetermined code signals.</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. <b>This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game"</b> which were initially downloaded into RAM 26A.” (14:52-59)</p>
transmitting a value of the second counter to the server.	<p>Thacher discloses signaling to the host computer that a batch has been completed (“value of the second counter”).</p> <p>Thacher discloses that that data appearing on the control bus includes game signals such as the count of “men” or tries (“value of the second counter”). It is understood that the data appearing on the control bus is transmitted to the central computer.</p> <p>“<b>The data appearing on address and control bus 16 also includes signals</b> relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>

Claim 19	Disclosure In Thacher
The method of claim 15,	Thacher discloses the method of claim 15 as described above.
wherein one of the predefined plurality of trigger events is a problem associated with the product.	<p>Thacher discloses that one of the predefined plurality of trigger events is a problem associated with the product.</p> <p>Thacher discloses performing useful and important functions including alarming tampering of games (“problem associated with the product”).</p> <p>“In the invention described above the central computers can <b>perform other useful and important functions</b>, such as cash management and accounting, ordering or purchasing of goods displayed on the game display with</p>

Claim 19	Disclosure In Thacher
	<p>automatic debiting of an account, seeding of pools, public credit card validation, awarding of free games or other prizes, generation of management reports, transmission of electronic mail messages between computers of the hierarchy (or if the interface is supplied with a keyboard, between electronic games), <b>indication of alarms to remotely located attendants in case of tampering of games</b>, storage of statistical data concerning the total number of games played and the number of games played for cash, disablement of games from a remote location, communication of the status of operation of each game, storage of data and management reports, provision of public messages and displays, etc.” (19:1-17)</p>

Claim 21	Disclosure In Thacher
The method of claim 19,	Thacher discloses the method of claim 19 as described above.
wherein the problem is an equipment problem.	<p>Thacher discloses that the problem is an equipment problem.</p> <p>Thacher discloses tampering of games (“equipment problem”).</p> <p>“...<b>indication of alarms to remotely located attendants in case of tampering of games</b>, ....” (19:10-12)</p>

Claim 22	Disclosure In Thacher
The method of claim 15,	Thacher discloses the method of claim 15 as described above.
wherein one of the predefined plurality of trigger events is a use of at least one product feature.	<p>Thacher discloses that one of the predefined plurality of trigger events is a use of at least one product feature.</p> <p>Thacher discloses inserting a credit card (“use of at least one product feature”).</p> <p>“The player then inserts his credit card into a credit card reader of any of the <b>video game machines</b> connected to the system.” (2:53-55)</p> <p>Thacher also discloses pressing keypads (“use of at least one product feature”).</p> <p>“The player can select the menu choice by <b>pressing one or more keys of keypad 32</b>, which is read by</p>

Claim 22	Disclosure In Thacher
	<p>microprocessor 31 as described earlier, and which information is forwarded as data signals to the central computer 6, and which can be transmitted via the network described with respect to FIG. 2 to any other computer or video game.” (16:45-51)</p> <p>Thacher also discloses pushing a key on the interface keyboard (“use of at least one product feature”).</p> <p>“The central computer can also <b>read a menu or other similar display allowing the player to select a function by pushing a key on the interface keyboard.</b>” (7:39-42)</p>

Claim 25	Disclosure In Thacher
The method of claim 15,	Thacher discloses the method of claim 15 as described above.
wherein the product is a cellular telephone.	<p>Thacher discloses that the product is a cellular telephone.</p> <p>Thacher discloses data link via a telephone line.</p> <p>“Alternatively in some instances it may be desirable to have the terminal 11 with keyboard 12 connected to the central computer by <b>telephone line</b>, CATV cable or other data link.” (6:12-16)</p> <p>Thacher discloses a video game machine (“product”).</p> <p>“The player then inserts his credit card into a credit card reader of any of the <b>video game machines</b> connected to the system.” (2:53-55)</p> <p>From these teachings, it is understood that the product can be a cellular phone that plays a video game and has a telephone line.</p>

Claim 26	Disclosure In Thacher
The method of claim 15,	Thacher discloses the method of claim 15 as described above.
further comprising: incrementing the counter corresponding to the trigger event upon detection of a second	<p>Thacher discloses incrementing the counter corresponding to the trigger event upon detection of a second occurrence of the trigger event in the product.</p> <p>Thacher discloses incrementing score data (“counter”) as the player plays a game.</p>

Claim 26	Disclosure In Thacher
occurrence of the trigger event in the product.	<p data-bbox="591 275 1154 344">“The <b>score data</b> is stored in interface 3 as it <b>increments.</b>” (8:1-2)</p> <p data-bbox="496 380 1349 449">It is understood that the score data can be incremented on a second occurrence of a trigger event.</p>

Claim 27	Disclosure In Thacher
A tangible computer readable medium having stored thereon, computer executable instructions that, if executed by a computing device, cause the computing device to perform a method comprising:	<p data-bbox="496 564 1395 669">Thacher discloses a tangible computer readable medium having stored thereon, computer executable instructions that, if executed by a computing device, cause the computing device to perform a method.</p> <p data-bbox="496 705 1421 810">Thacher discloses a read only memory (“tangible computer readable medium”) that stores firmware (“computer executable instructions”) of a game terminal.</p> <p data-bbox="591 846 1312 1062">“The microprocessor 31 is connected to bus 23 via a buffer 36. Also connected to bus 23 is a <b>read only memory 37 containing firmware</b> for bootstrap starting the operation of the microprocessor, address decoder 38, and interface to the data link to the central computer.” (12:18-22)</p> <p data-bbox="496 1098 1414 1167">Thacher discloses a game program (“computer executable instructions”) stored in a video game terminal (“computing device”).</p> <p data-bbox="591 1203 1317 1383">“because the kind of game to be played can be changed at will, its <b>program being downloaded from a central computer linked to each game</b>, players at different games can play interactive games with each other via the data links to the central computer.” (18:64-68)</p>

monitoring a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events,	<p data-bbox="496 1425 1414 1495">Thacher discloses monitoring a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events.</p> <p data-bbox="496 1530 1390 1560">Thacher discloses a terminal (“product”) for playing electronic games.</p> <p data-bbox="591 1596 1325 1881">“In addition, a <b>remote terminal 11</b>, having a keyboard 12 connected thereto is connected to the central computer 6. The <b>terminal 11</b> can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the <b>terminal 11</b> with keyboard 12 connected to the central</p>
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Claim 27	Disclosure In Thacher
	<p data-bbox="591 243 1287 310">computer by telephone line, CATV cable or other data link.” (6:7-16)</p> <p data-bbox="496 348 1414 453">Thacher discloses displaying scores (“monitoring ... of a trigger event of a predetermined plurality of trigger events”) of games on the player’s game terminal (“product”).</p> <p data-bbox="591 495 1235 562">“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p data-bbox="496 600 1403 667">Thacher also discloses monitoring the start and end of a game (“trigger event of a predetermined plurality of trigger events”).</p> <p data-bbox="591 709 1325 919">“The data appearing on address and control bus 16 also includes <b>signals relating to confirmation of the start of the game</b>, which can be used to define the end of the game (i.e. that the count of "men" or tries has been decremented to zero) signals, and other such supervisory and controlling information.” (11:52-57)</p> <p data-bbox="591 961 1321 1134">“In this manner <b>signals such as “end of game”</b> can cause the microprocessor 31 to initiate a software routine which enables switch 21 to switch, and thus to carry signals from bus 23 which are address data for reading the data stored in RAM 20.” (12:3-7)</p> <p data-bbox="591 1176 1318 1495">“When the game has been completed, <b>a code signal or signals identifying the end of the game</b> appears on the address and control bus 16 from the video game. This can be for example the decremented value of game "men" or attempts, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p> <p data-bbox="591 1537 1321 1856">“When a display has been downloaded in RAM 28 from central computer 6, microprocessor 31 can <b>sense the end of the game</b> as described earlier (or can force the end of the game) by applying a signal via bus 23 and peripheral interface adaptor 27 to apply a control signal on lead 54 to multiplexer 50, to switch so that the R, G, B and SYNC outputs of dematrix 49 pass to output port 53 instead of the R, G, B and SYNC inputs from input 52. <b>End of game signals</b> eventually normally will appear on</p>

Claim 27	Disclosure In Thacher
	<p>the bus as if a game had been left unfinished.” (16:9-18)</p>
<p>incrementing a counter corresponding to the trigger event upon detection of the occurrence of the trigger event in the product;</p>	<p>Thacher discloses incrementing a counter corresponding to the trigger event upon detection of the occurrence of the trigger event in the product.</p> <p>Thacher discloses incrementing score data (“counter”) as the player plays a game.</p> <p>“The <b>score data</b> is stored in interface 3 as it <b>increments.</b>” (8:1-2)</p> <p>Thacher also discloses decrements the count of “men” or attempts (“counter”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p>
<p>displaying a user interface, configured to probe for information regarding a use of the product,</p>	<p>Thacher discloses displaying a user interface, configured to probe for information regarding a use of the product.</p> <p>Thacher discloses displaying scores (“displaying a user interface”) of a played video game (“information regarding a use”) on each of the game terminal (“product”).</p> <p>“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p>Thacher discloses displaying at each of the video games (“user</p>

Claim 27	Disclosure In Thacher
	<p>interface”) a winner announcement (“information”) regarding a use of the video games (“product”).</p> <p>“apparatus for displaying the winning score and/or announcement displays at all the games.” (4:25-27)</p> <p>“Central computer 6 then initiates transmission of a <b>winner announcement signal to each of the video games.</b>” (8:22-24)</p> <p>“facilitating identification, and declaration by means of a broadcast to all video games in the local area that a local winner has been determined.” (10:18-21)</p> <p>Thacher also discloses other data messages (“information regarding a use of the product”) of future tournament or advertisement or other displays to the video games (“product”).</p> <p>“<b>Data messages</b> are sent from any of the central computers to lower ranks of computers or to the video games themselves, constituting <b>announcements of winners, of future tournaments, advertisements</b> or other displays.” (3:67-4:3)</p>
<p>if the counter exceeds a threshold;</p>	<p>Thacher discloses displaying the user interface, if the counter exceeds a threshold.</p> <p>Thacher discloses counting of “men” or tries and determining whether it reached to zero (“counter exceeds a threshold”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>Thacher further discloses counting the number of games played (“threshold”) and determines the end of the game.</p> <p>“At the end of the time of the tournament the attendant keys a "tournament over" code into keyboard 12, which is transmitted via terminal 11 into computer 6. Alternatively the central computer can cause each game to utilize an internal software timer to <b>determine the end of each game</b>, (or if desired, could <b>count games played</b></p>

Claim 27	Disclosure In Thacher
	<p><b>and determine the end of the tournament based on the number played).</b> The central computer sorts the scores identifying the player number (and player name if previously stored with the code), and determines the winner.” (8:12-22)</p>
<p>storing an input received from the user interface on a device; and</p>	<p>Thacher discloses storing an input received from the user interface on a device.</p> <p>Thacher discloses an internal memory of the electronic game for storing data signals relating to scores (“input”).</p> <p>“Another embodiment of the invention is a tournament system comprising <b>an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game,</b> at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for transmitting the score data to the data link for transmission to the central computer.” (4:62-5:2)</p> <p>Thacher discloses game scores (“input”) entered by a player.</p> <p>“the validated player could <b>enter his score manually on a keyboard associated with the video game.</b>” (3:3-5)</p>
<p>transmitting the input to a server.</p>	<p>Thacher discloses transmitting the input to a server.</p> <p>Thacher discloses transmitting game scores (“input”, <i>e.g.</i>, score entered by a validated player) to a central computer (“server”).</p> <p>“In addition, a remote terminal 11, having a keyboard 12 connected thereto is connected to the central computer 6. The terminal 11 can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the terminal 11 with keyboard 12 <b>connected to the central computer by telephone line, CATV cable or other data link.</b>” (6:7-16)</p> <p>“Another embodiment of the invention is a tournament system comprising an electronic game including an internal memory for storing at least score data signals</p>

Claim 27	Disclosure In Thacher
	<p>relating to scores achieved on the game, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for <b>transmitting the score data to the data link for transmission to the central computer.</b>" (4:62-5:2)</p>

Claim 28	Disclosure In Thacher
<p>The tangible computer readable medium of claim 27, wherein the monitoring further includes:</p>	<p>Thacher discloses the method of claim 27 as described above.</p>
<p>monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events; and</p>	<p>Thacher discloses monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events.</p> <p>Thacher discloses monitoring the count of "men" or attempts ("second trigger event").</p> <p>"The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals," (11:52-56)</p>
<p>incrementing a value of a second counter corresponding to the second trigger event upon detection of the occurrence of the second trigger event in the product.</p>	<p>Thacher discloses incrementing a value of a second counter corresponding to the second trigger event upon detection of the second trigger event in the product.</p> <p>Thacher discloses decrementing the "men" or attempts using a "second counter". It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>"The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals," (11:52-56)</p>

Claim 29	Disclosure In Thacher
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<p>The tangible computer readable medium of claim 27 [sic], wherein the method further includes:</p>	<p>Thacher discloses the method of claim 28 as described above.</p>
<p>storing the second counter on the device; and</p>	<p>Thacher discloses storing the second counter on the device.</p> <p>Thacher discloses storing the value of the “men” or attempts (“second counter”) to compare with the predetermined code signals.</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. <b>This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game"</b> which were initially downloaded into RAM 26A.” (14:52-59)</p>
<p>transmitting the value of the second counter to the server.</p>	<p>Thacher discloses transmitting a value of the second counter to the server.</p> <p>Thacher discloses that that data appearing on the control bus includes game signals such as the count of “men” or tries (“value of the second counter”). It is understood that the data appearing on the control bus is transmitted to the central computer.</p> <p>“<b>The data appearing on address and control bus 16 also includes signals</b> relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>

Claim 30	Disclosure In Thacher
<p>A physical unit, comprising:</p>	<p>Thacher discloses a physical unit.</p> <p>Thacher discloses a video game machine (“physical unit”).</p> <p>“The player then inserts his credit card into a credit card reader of any of the <b>video game machines</b> connected to the system.” (2:53-55)</p>

Claim 30

Disclosure In Thacher

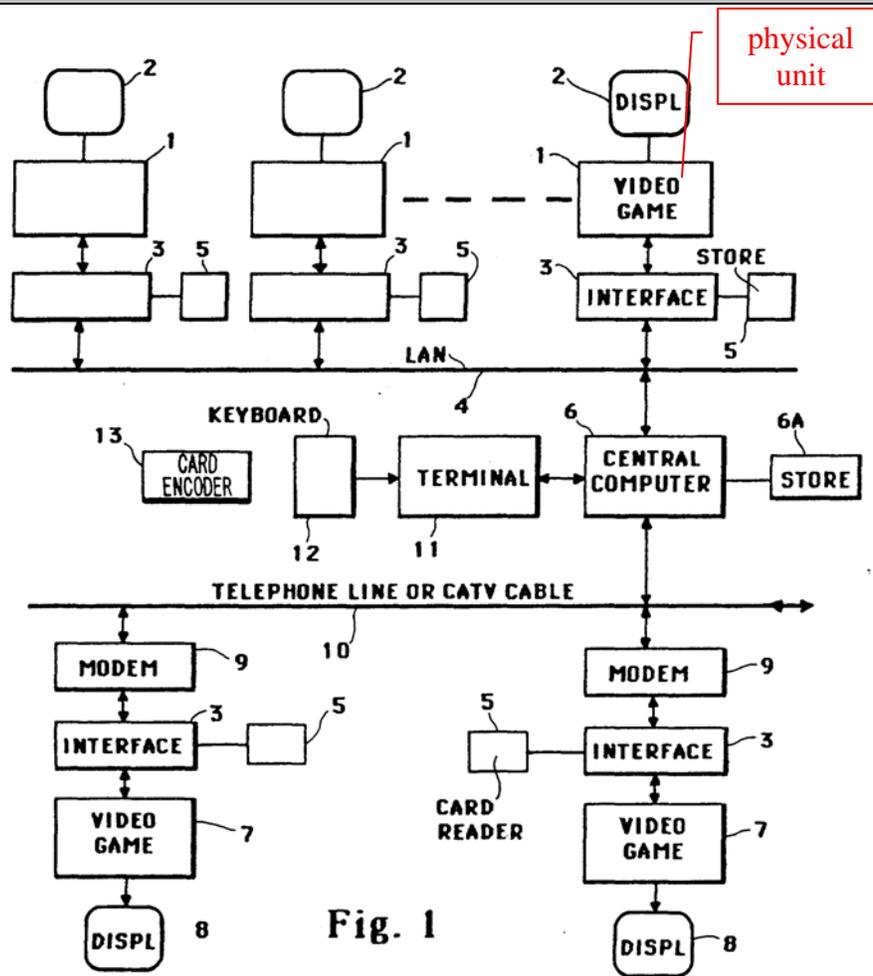


Fig. 1

(Fig. 1)

means for monitoring a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events;

Thacher discloses means for monitoring a product for an occurrence in the product of a trigger event of a predefined plurality of trigger events.

Thacher discloses a terminal (“product”) for playing electronic games.

“In addition, a **remote terminal 11**, having a keyboard 12 connected thereto is connected to the central computer 6. The **terminal 11** can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the **terminal 11** with keyboard 12 connected to the central computer by telephone line, CATV cable or other data

Claim 30	Disclosure In Thacher
	<p>link.” (6:7-16)</p> <p>Thacher discloses displaying scores (“monitoring ... of a trigger event of a predetermined plurality of trigger events”) of games on the player’s game terminal (“product”).</p> <p>“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p>Thacher also discloses monitoring the start and end of a game (“trigger event of a predetermined plurality of trigger events”).</p> <p>“The data appearing on address and control bus 16 also includes <b>signals relating to confirmation of the start of the game</b>, which can be used to define the end of the game (i.e. that the count of "men" or tries has been decremented to zero) signals, and other such supervisory and controlling information.” (11:52-57)</p> <p>“In this manner <b>signals such as “end of game”</b> can cause the microprocessor 31 to initiate a software routine which enables switch 21 to switch, and thus to carry signals from bus 23 which are address data for reading the data stored in RAM 20.” (12:3-7)</p> <p>“When the game has been completed, <b>a code signal or signals identifying the end of the game</b> appears on the address and control bus 16 from the video game. This can be for example the decremented value of game "men" or attempts, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p> <p>“When a display has been downloaded in RAM 28 from central computer 6, microprocessor 31 can <b>sense the end of the game</b> as described earlier (or can force the end of the game) by applying a signal via bus 23 and peripheral interface adaptor 27 to apply a control signal on lead 54 to multiplexer 50, to switch so that the R, G, B and SYNC outputs of dematrix 49 pass to output port 53 instead of the R, G, B and SYNC inputs from input 52. <b>End of game signals</b> eventually normally will appear on the bus as if a game had been left unfinished.” (16:9-18)</p>

Claim 30	Disclosure In Thacher
<p>means for incrementing a counter corresponding to the trigger event upon detection of the occurrence of the trigger event;</p>	<p>Thacher discloses means for incrementing a counter corresponding to the trigger event upon detection of the occurrence of the trigger event.</p> <p>Thacher discloses incrementing score data (“counter”) as the player plays a game.</p> <p>“The <b>score data</b> is stored in interface 3 as it <b>increments.</b>” (8:1-2)</p> <p>Thacher also discloses decrements the count of “men” or attempts (“counter”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game" which were initially downloaded into RAM 26A.” (14:52-59)</p>
<p>means for probing for information regarding a use of the product</p>	<p>Thacher discloses means for probing for information regarding a use of the product.</p> <p>Thacher discloses displaying scores of a played video game (“probing for information regarding a use”) on each of the game terminal.</p> <p>“apparatus for <b>displaying the scores</b> locally at the games...” (4:8)</p> <p>Thacher discloses displaying at each of the video games a winner announcement (“information”) regarding a use of the video games (“product”).</p> <p>“apparatus for displaying the winning score and/or announcement displays at all the games.” (4:25-27)</p> <p>“Central computer 6 then initiates transmission of a</p>

Claim 30	Disclosure In Thacher
	<p><b>winner announcement signal to each of the video games.”</b> (8:22-24)</p> <p>“facilitating identification, and declaration by means of a broadcast to all video games in the local area that a local winner has been determined.” (10:18-21)</p> <p>Thacher also discloses other data messages (“information regarding a use of the product”) of future tournament or advertisement or other displays to the video games (“product”).</p> <p><b>“Data messages</b> are sent from any of the central computers to lower ranks of computers or to the video games themselves, constituting <b>announcements of winners, of future tournaments, advertisements</b> or other displays.” (3:67-4:3)</p>
<p>if the counter exceeds a threshold;</p>	<p>Thacher discloses probing for information if the counter exceeds a threshold.</p> <p>Thacher discloses counting of “men” or tries and determining whether it reached to zero (“counter exceeds a threshold”). It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p> <p>Thacher further discloses counting the number of games played (“threshold”) and determines the end of the game.</p> <p>“At the end of the time of the tournament the attendant keys a "tournament over" code into keyboard 12, which is transmitted via terminal 11 into computer 6. Alternatively the central computer can cause each game to utilize an internal software timer to <b>determine the end of each game</b>, (or if desired, could <b>count games played and determine the end of the tournament based on the number played</b>). The central computer sorts the scores identifying the player number (and player name if previously stored with the code), and determines the winner.” (8:12-22)</p>

Claim 30	Disclosure In Thacher
<p>means for storing an input received from the means for probing; and</p>	<p>Thacher discloses means for storing an input received from the means for probing.</p> <p>Thacher discloses an internal memory of the electronic game for storing data signals relating to scores (“input”).</p> <p>“Another embodiment of the invention is a tournament system comprising <b>an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game</b>, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for transmitting the score data to the data link for transmission to the central computer.” (4:62-5:2)</p> <p>Thacher discloses game scores (“input”) entered by a player.</p> <p>“the validated player could <b>enter his score manually on a keyboard associated with the video game.</b>” (3:3-5)</p>
<p>means for transmitting the input to a server.</p>	<p>Thacher discloses means for transmitting the input to a server.</p> <p>Thacher discloses transmitting game scores (“input”, e.g., score entered by a validated player) to a central computer (“server”).</p> <p>“In addition, a remote terminal 11, having a keyboard 12 connected thereto is connected to the central computer 6. The terminal 11 can be one merely having limited memory, utilizing memory of the central computer 6, or can be a so-called smart terminal, containing its own substantial memory and processing power. Alternatively in some instances it may be desirable to have the terminal 11 with keyboard 12 <b>connected to the central computer by telephone line, CATV cable or other data link.</b>” (6:7-16)</p> <p>“Another embodiment of the invention is a tournament system comprising an electronic game including an internal memory for storing at least score data signals relating to scores achieved on the game, at predetermined memory locations, a data link to a central computer, apparatus for reading the score data stored at the predetermined memory locations, and apparatus for <b>transmitting the score data to the data link for</b></p>

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	<b>transmission to the central computer.”</b> (4:62-5:2)

Claim 31	Disclosure In Thacher
The unit of claim 30, further comprising:	Thacher discloses the physical unit of claim 30 as described above.
means for monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events; and	<p>Thacher discloses means for monitoring the product for an occurrence in the product of a second trigger event of the predefined plurality of trigger events.</p> <p>Thacher discloses monitoring the count of “men” or attempts (“second trigger event”).</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>
means for incrementing a value of a second counter corresponding to the second trigger event upon detection of the occurrence of the second trigger event in the product.	<p>Thacher discloses means for incrementing a value of a second counter corresponding to the second trigger event upon detection of the second trigger event in the product.</p> <p>Thacher discloses decrementing the “men” or attempts using a “second counter”. It is understood that a disclosure of decrementing a counter teaches incrementing the counter.</p> <p>“The data appearing on address and control bus 16 also includes signals relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>

Claim 32	Disclosure In Thacher
The unit of claim 30 [sic], further comprising:	Thacher discloses the unit of claim 31 as described above.
means for storing the second counter on the device; and	<p>Thacher discloses means for storing the second counter on the device.</p> <p>Thacher discloses storing the value of the “men” or attempts (“second counter”) to compare with the predetermined code signals.</p> <p>“When the game has been completed, a code signal or signals identifying the end of the game appears on the</p>

	<p>address and control bus 16 from the video game. This can be for example the <b>decremented value of game "men" or attempts</b>, or the like. <b>This signal is identified in comparators 28, which had stored therein the predetermined code signals designating "end of game"</b> which were initially downloaded into RAM 26A.” (14:52-59)</p>
<p>means for transmitting the value of the second counter to the server.</p>	<p>Thacher discloses means for transmitting a value of the second counter to the server.</p> <p>Thacher discloses that that data appearing on the control bus includes game signals such as the count of “men” or tries (“value of the second counter”). It is understood that the data appearing on the control bus is transmitted to the central computer.</p> <p><b>“The data appearing on address and control bus 16 also includes signals</b> relating to confirmation of the start of the game, which can be used to define the end of the game (i.e. that <b>the count of "men" or tries has been decremented</b> to zero) signals,” (11:52-56)</p>