PILLSBURY, MADISON & SUTRO 1 Robert P. Taylor 2 225 Bush Street Mailing Address: 3 P.O. Box 7880 San Francisco, CA 94120 4 Telephone: (415) 983-1000 5 NEUMAN, WILLIAMS, ANDERSON & OLSON Theodore W. Anderson 6 James T. Williams 77 West Washington Street 7 Chicago, IL 60602 Telephone: (312) 346-1200 8 Attorneys for Plaintiffs 9 The Magnavox Company and Sanders Associates, Inc. 10 11 United States District Court For The Northern District Of California 12 13 THE MAGNAVOX COMPANY, a corporation, and SANDERS ASSOCIATES, INC., 14 a corporation, No. C 82 5270 TEH 15 Plaintiffs, PLAINTIFF'S RESPONSE 16 v. TO DEFENDANT'S THIRD SET OF INTERROGATORIES 17 ACTIVISION, INC., a corporation, (NOS. 183-192) 18 Defendant. 19 20 Plaintiffs herewith respond to defendant's 21 interrogatories 183-192. Plaintiffs object to each of those 22 interrogatories for at least the following reasons: 23 1. Plaintiffs object to interrogatories 183-192 to the extent they are deemed to be continuing or require supplementation 24 25 beyond the requirements of Rule 26(e), F.R.Civ.P. 26 27 28 PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

ı		Stampede: The coincidence between the horse and rider
2		symbol and the cattle symbols by which the cattle
3		are herded.
4		Stampede (Mattel): The coincidence between the horse and
5		rider symbol and the cattle symbols by which the
6		cattle are herded.
7	F.	Dolphin, Pressure Cooker and Stampede: At least the
8		Activision television game cartridge, the
9		microprocessor, and perhaps the television
10		interface adapter.
11		Stampede (Mattel): The Activision television game
12		cartridge and portions of the television game
13		console.
14	G.	Dolphin: The motion of the squid symbol after
15		coincidence with the dolphin symbol.
16		Pressure Cooker: The motion of the condiment symbols
17		after coincidence with the "Short-Order Sam"
18		symbol.
19		Stampede: The motion of the cattle symbols after
20		coincidence with the horse and rider symbol.
21		Stampede (Mattel): The motion of the cattle symbols
22		after coincidence with the horse and rider symbol.
23	H.	Dolphin, Pressure Cooker and Stampede: At least the
24		Ativision game television cartridge and the
25		microprocesor.
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27		-6-
28		PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

1 2. Plaintiffs object to the definitions of "Magnavox" 2 and "Sanders" included in the introduction to interrogatories 3 183-192 to the extent those definitions and the interrogatories 4 making use of them attempt to impose any obligation on plaintiffs 5 to supply information beyond that required by the Federal Rules of 6 Civil Procedure. 7 However, in order to advance the progress of this action 8 and without waiver of any of the within-stated objections, 9 plaintiffs further respond to defendant's interrogatories 183-192 10 in the following. 11 12 INTERROGATORY NO. 183 13 Explain what is meant by the term "demonstration 14 program" as used in plaintiffs' response to Interrogatories Nos. 15 89-91 of DEFENDANT'S FIRST SET OF INTERROGATORIES TO PLAINTIFFS. 16 **RESPONSE:** The term "demonstration program" is used in plaintiffs' 17 response to interrogatories 89 and 91 to refer to a program 18 intended to show or demonstrate the capabilities of the apparatus 19 upon which the program is run. 20 21 INTERROGATORY NO. 184 22 For each combination, if any, of the television game 23 products identified in Schedule 1 to the Notice to Take Deposition 24 dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers", 25 "Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks", 26 27 -2-28 PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

1	"Enduro" and "Pressure Cooker") and the consoles identified in
2	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
3	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
4	the Sears Tele-Game Video Arcade, and the combination of the
5	Colecovision game console and the Expansion Module 1) which
6	plaintiffs contend constitutes an infringement of Claim 25 of the
7	United States Patent Re. 28,507, identify the elements which
8	plaintiffs contend correspond to the following elements of the
9	claim:
10	A. A hitting symbol;
11	B. Means for generating a hitting symbol;
12	C. A hit symbol;
13	D. Means for generating a hit symbol;
14	E. Coincidence between said hitting symbol and said
15	hit symbol;
16	F. Means for ascertaining coincidence between said
17	hitting symbol and said hit symbol;
18	G. A distinct motion imparted to said hit symbol upon
19	coincidence; and
20	H. Means for imparting a distinct motion to said hit
21	symbol upon coincidence.
22	
23	RESPONSE:
24	Plaintiffs are at this time unable to supply all the
25	information requested in Interrogatory 184. Plaintiffs have not
26	completed their discovery as to the television game cartridges
27	-3-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

manufactured, used, and/or sold by Activision, and the television game consoles with which those cartridges are used, and are thus unable to fully state what contentions they will make at trial as to the subject matter of this interrogatory. Plaintiffs object this interrogatory as premature.

6 However, in order to advance the progress of this 7 action, plaintiffs further respond to interrogatory 184 as follows 8 while reserving the right to alter, amend, supplement or change 9 the response after discovery is completed and prior to trial. 10 Each response refers to the combination of the indicated 11 Activision television game cartridge and the Atari VCS Model 2600, 12 the Sears Tele-Game Video Arcade, the Colecovision game console 13 with the Coleco Expansion Module 1, or the Coleco Gemini 14 television game console, except where the Mattel version is 15 indicated in which case the response refers to the combination of 16 the indicated Activision television game cartridge and the Mattel 17 Intellevision or the Sears Tele-Game Super Video Arcade television 18 game console.

A. Dolphin: The dolphin symbol after the dolphin hascaught a seagull.

Pressure Cooker: The "Short-Order Sam" symbol. Stampede: The horse and rider symbol. Stampede (Mattel): The horse and rider symbol.

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l	в.	Dolphin, Pressure Cooker and Stampede: At least the
2		Activision television game cartridge, the joystick,
3		the microprocessor, the peripheral interface,
4		adapter, and the television interface adapter.
5		Stampede (Mattel): The Activision game cartridge, the
6		hand controller, and portions of the television
7		game console.
8	c.	Dolphin: The squid symbol after the dolphin has caught
9		a seagull.
10		Pressure Cooker: The condiment symbols.
11		Stampede: The cattle symbols.
12		Stampede (Mattel): The cattle symbols.
13	D.	Dolphin, Pressure Cooker and Stampede: At least the
14		Activision television game cartridge, the
15		television interface adapter, and the
16		microprocessor.
17		Stampede (Mattel): The Activision television game
18		cartridge and portions of the television game
19		console.
20	Ε.	Dolphin: The coincidence between the squid symbol and
21		the dolphin symbol after the dolphin has caught a
22		seagull by which the dolphin catches the squid.
23		Pressure Cooker: The coincidence between the "Short-
24		Order Sam" symbol and the condiment symbols
25		by which "Short-Order Sam" catches or rejects the
26		condiments.
27		-5-
28		PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)
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1	Stampede (Mattel): The Activision television game
2	cartridge and portions of the television game
3	console.
4	
5	INTERROGATORY NO. 185
6	For each combination, if any, of the television game
7	products identified in Schedule 1 to the Notice to Take Deposition
8	dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers",
9	"Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks",
10	"Enduro" and "Pressure Cooker") and the consoles identified in
11	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
12	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
13	the Sears Tele-Game Video Arcade, and the combination of the
14	Colecovision game console and the Expansion Module 1) which
15	plaintiffs contend constitutes an infringement of Claim 26 of the
16	United States Patent Re. 28,507, identify the elements which
17	plaintiffs contend correspond to the following elements of the
18	claim:
19	A. A variation in the horizontal position of the
20	hitting symbol;
21	B. A variation in the vertical position of the hitting
22	symbol; and
23	C. Means for providing horizontal and vertical control
24	signal for varying the horizontal and vertical
25	positions of said hitting symbol.
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27	-7-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)
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#### RESPONSE :

2 Plaintiffs are at this time unable to supply all the 3 information requested in Interrogatory 185. Plaintiffs have not 4 completed their discovery as to the television game cartridges 5 manufactured, used, and/or sold by Activision, and the television 6 game consoles with which those cartridges are used, and are thus 7 unable to fully state what contentions they will make at trial as 8 to the subject matter of this interrogatory. Plaintiffs object 9 this interrogatory as premature.

10 However, in order to advance the progress of this 11 action, plaintiffs further respond to interrogatory 185 as follows 12 while reserving the right to alter, amend, supplement or change 13 the response after discovery is completed and prior to trial. 14 Each response refers to the combination of the indicated 15 Activision television game cartridge and the Atari VCS Model 2600, 16 the Sears Tele-Game Video Arcade, the Colecovision game console 17 with the Coleco Expansion Module 1, or the Coleco Gemini 18 television game console, except where the Mattel version is indicated in which case the response refers to the combination of 19 the indicated Activision television game cartridge and the Mattel 20 Intellevision or the Sears Tele-Game Super Video Arcade television 21 22 game console.

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A. Pressure Cooker: The "Short-Order Sam" symbol may be moved horizontally.

B. Pressure Cooker: The "Short-Order Sam" symbol may be moved vertically.

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c.	Pressure Cooker: At least the Activision game
	cartridge, the joystick, the microprocessor, and
	the peripheral interface adapter.

# 5 INTERROGATORY NO. 186

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6 For each combination, if any, of the television game 7 products identified in Schedule 1 to the Notice to Take Deposition 8 dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers", 9 "Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks", 10 "Enduro" and "Pressure Cooker") and the consoles identified in 11 response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF 12 INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600, 13 the Sears Tele-Game Video Arcade, and the combination of the 14 Colecovision game console and the Expansion Module 1) which 15 plaintiffs contend constitutes an infringement of Claim 44 of the United States Patent Re. 28,507, identify the elements which 16 plaintiffs contend correspond to the following elements of the 17 claim: 18

19	Α.	A baseball game;
20	B.	Apparatus for playing a baseball type game;
21	c.	A hit spot;
22	D.	Means for displaying a hit spot;
23	E.	A hitting spot;
24	F.	Means for displaying a hitting spot;
25	G.	An adjustment in the vertical position of said
26		hitting spot;
27		-9-
28		PLAINTIFFS' RESPONSE

DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

ı	H. Means for adjusting the vertical position of said
2	hitting spot;
3	I. A serving of the hit spot;
4	J. Means for serving said hit spot;
5	K. A variation in the vertical position of the hit
6	spot;
7	L. Means for varying the vertical position of said hit
8	spot;
9	M. Coincidence between said hit and said hitting spot;
10	N. A reversal of directions by the hit spot; and
11	O. Means for denoting coincidence between said hit and
12	said hitting spots whereby said hit spot will
13	reverse directions.
14	
15	RESPONSE:
16	Plaintiffs are at this time unable to supply the
17	information requested in interrogatory 186. Plaintiffs have not
18	completed their discovery as to the television game cartridges
19	manufactured, used, and/or sold by Activision, and the television
20	game consoles with which those cartridges are used, and are thus
21	unable to respond to this interrogatory. Plaintiffs object this
22	interrogatory as premature.
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27	-10-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

#### INTERROGATORY NO. 187 1

2	For each combination, if any, of the television game
3	products identified in Schedule 1 to the Notice to Take Deposition
4	dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers",
5	"Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks",
6	"Enduro" and "Pressure Cooker") and the consoles identified in
7	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
8	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
9	the Sears Tele-Game Video Arcade, and the combination of the
10	Colecovision game console and the Expansion Module 1) which
11	plaintiffs contend constitutes an infringement of Claim 45 of the
12	United States Patent Re. 28,507, identify the elements which
13	plaintiffs contend correspond to the following elements of the
14	claim:
15	A. A hockey type game;
16	B. Apparatus for playing a hockey type game;
17	C. A first hitting spot;
18	D. Means for displaying a first hitting spot;
19	E. A second hitting spot;
20	F. Means for displaying a second hitting spot;
21	G. A hit spot;
22	H. Means for displaying a hit spot;
23	I. Control of the position of the first hitting spot;
24	J. Control of the position of the second hitting spot;
25	K. Means for controlling the position of said first
26	and second hitting spots;
27	-11-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

l	L. Controlling of the position of the hit spot;
2	M. Means for controlling the position of said hit
3	spot;
4	N. Coincidence between the first hitting spot and the
5	hit spot;
6	0. Coincidence between the second hitting spot and the
7	hit spot;
8	P. Means for ascertaining coincidence between either
9	of said hitting spots and said hit spot;
10	Q. A distinct motion imparted to said hit spot upon
11	coincidence; and
12	R. Means for imparting a distinct motion to said hit
13	spot upon coincidence.
14	
15	RESPONSE:
16	Plaintiffs are at this time unable to supply the
17	information requested in interrogatory 187. Plaintiffs have not
18	completed their discovery as to the television game cartridges
19	manufactured, used, and/or sold by Activision, and the television
20	game consoles with which those cartridges are used, and are thus
21	unable to respond to this interrogatory. Plaintiffs object this
22	interrogatory as premature.
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27	-12-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

# INTERROGATORY NO. 188

2	For each combination, if any, of the television game
3	products identified in Schedule 1 to the Notice to Take Deposition
4	dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers",
5	"Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks",
6	"Enduro" and "Pressure Cooker") and the consoles identified in
7	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
8	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
9	the Sears Tele-Game Video Arcade, and the combination of the
10	Colecovision game console and the Expansion Module 1) which
11	plaintiffs contend constitutes an infringement of Claim 51 of the
12	United States Patent Re. 28,507, identify the elements which
13	plaintiffs contend correspond to the following elements of the
14	claim:
15	A. A hitting symbol;
16	B. Means for generating a hitting symbol;
17	C. A hit symbol;
18	D. Means for generating a hit symbol;
19	E. Coincidence between said hitting symbol and said
20	hit symbol;
21	F. Means for ascertaining coincidence between said
22	hitting symbol and said hit symbol;
23	G. A distinct motion imparted to said hit symbol upon
24	coincidence; and
25	H. Means for imparting a distinct motion to said hit
26	symbol upon coincidence.
27	-13-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

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### RESPONSE:

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2 Plaintiffs are at this time unable to supply all the 3 information requested in interrogatory 188. Plaintiffs have not 4 completed their discovery as to the television game cartridges 5 manufactured, used, and/or sold by Activision, and the television 6 game consoles with which those cartridges are used, and are thus 7 unable to fully state what contentions they will make at trial as 8 to the subject matter of this interrogatory. Plaintiffs object 9 this interrogatory as premature.

10 However, in order to advance the progress of this 11 action, plaintiffs further respond to interrogatory 188 as follows 12 while reserving the right to alter, amend, supplement or change 13 the response after discovery is completed and prior to trial. 14 Each response refers to the combination of the indicated 15 Activision television game cartridge and the Atari VCS Model 2600, 16 the Sears Tele-Game Video Arcade, the Colecovision game console with the Coleco Expansion Module 1, or the Coleco Gemini 17 18 television game console, except where the Mattel version is 19 indicated in which case the response refers to the combination of the indicated Activision television game cartridge and the Mattel 20 Intellevision or the Sears Tele-Game Super Video Arcade television 21 22 game console.

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Dolphin: The dolphin symbol after the dolphin has caught a seagull.

Pressure Cooker: The "Short-Order Sam" symbol. Stampede: The horse and rider symbol.

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<ul> <li>the microprocessor, the peripheral interface, adapter, and the television interface adapter.</li> <li>Stampede (Mattel): The Activision game cartridge, the hand controller, and portions of the television game console.</li> <li>Dolphin: The squid symbol after the dolphin has caught a seagull.</li> <li>Pressure Cooker: The condiment symbols.</li> <li>Stampede: The cattle symbols.</li> <li>Stampede (Mattel): The cattle symbols.</li> <li>Dolphin, Pressure Cooker and Stampede: At least the Activision television game cartridge, the television interface adapter, and the microprocessor.</li> <li>Stampede (Mattel): The Activision television game cartridge and portions of the television game console.</li> <li>E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid.</li> </ul>			•
3       Activision television game cartridge, the joystic         4       the microprocessor, the peripheral interface,         5       adapter, and the television interface adapter.         6       Stampede (Mattel): The Activision game cartridge, the         7       hand controller, and portions of the television         8       game console.         9       C. Dolphin: The squid symbol after the dolphin has caught         10       a seagull.         11       Pressure Cooker: The condiment symbols.         12       Stampede (Mattel): The cattle symbols.         13       Stampede (Mattel): The cattle symbols.         14       D. Dolphin, Pressure Cooker and Stampede: At least the         15       Activision television game cartridge, the         16       television interface adapter, and the         17       microprocessor.         18       Stampede (Mattel): The Activision television game         19       cartridge and portions of the television game         20       console.         21       E. Dolphin: The coincidence between the squid symbol and         22       the dolphin symbol after the dolphin has caught a         23       seagull by which the dolphin catches the squid.         24       25         26	1		Stampede (Mattel): The horse and rider symbol.
4       the microprocessor, the peripheral interface,         5       adapter, and the television interface adapter.         6       Stampede (Mattel): The Activision game cartridge, the         7       hand controller, and portions of the television         8       game console.         9       C. Dolphin: The squid symbol after the dolphin has caught         10       a seagull.         11       Pressure Cooker: The condiment symbols.         12       Stampede: The cattle symbols.         13       Stampede (Mattel): The cattle symbols.         14       D. Dolphin, Pressure Cooker and Stampede: At least the         15       Activision television game cartridge, the         16       television interface adapter, and the         17       microprocessor.         18       Stampede (Mattel): The Activision television game         20       console.         21       E. Dolphin: The coincidence between the squid symbol and         22       the dolphin symbol after the dolphin has caught a         23       seagull by which the dolphin catches the squid.         24       25         26       27         27       -15-         28       PLAINTIFFS' RESPONSE T	2	B.	Dolphin, Pressure Cooker and Stampede: At least the
5       adapter, and the television interface adapter.         6       Stampede (Mattel): The Activision game cartridge, the         7       hand controller, and portions of the television         8       game console.         9       C. Dolphin: The squid symbol after the dolphin has caught         10       a seagull.         11       Pressure Cooker: The condiment symbols.         12       Stampede: The cattle symbols.         13       Stampede (Mattel): The cattle symbols.         14       D. Dolphin, Pressure Cooker and Stampede: At least the         15       Activision television game cartridge, the         16       television interface adapter, and the         17       microprocessor.         18       Stampede (Mattel): The Activision television game         20       cartridge and portions of the television game         21       E. Dolphin: The coincidence between the squid symbol and         22       the dolphin symbol after the dolphin has caught a         23       seagull by which the dolphin catches the squid.         24       25         25       26         27       -15-         28       PLAINTIFFS' RESPONSE T	3		Activision television game cartridge, the joystick,
6       Stampede (Mattel): The Activision game cartridge, the         7       hand controller, and portions of the television         8       game console.         9       C. Dolphin: The squid symbol after the dolphin has caught         10       a seagull.         11       Pressure Cooker: The condiment symbols.         12       Stampede: The cattle symbols.         13       Stampede (Mattel): The cattle symbols.         14       D. Dolphin, Pressure Cooker and Stampede: At least the         15       Activision television game cartridge, the         16       television interface adapter, and the         17       microprocessor.         18       Stampede (Mattel): The Activision television game         20       console.         21       E. Dolphin: The coincidence between the squid symbol and         22       the dolphin symbol after the dolphin has caught a         23       seagull by which the dolphin catches the squid.         24       25         26       -15-         27       -15-	4		the microprocessor, the peripheral interface,
<ul> <li>Anad controller, and portions of the television game console.</li> <li>C. Dolphin: The squid symbol after the dolphin has caugh a seagull.</li> <li>Pressure Cooker: The condiment symbols.</li> <li>Stampede: The cattle symbols.</li> <li>Stampede (Mattel): The cattle symbols.</li> <li>Dolphin, Pressure Cooker and Stampede: At least the Activision television game cartridge, the television interface adapter, and the microprocessor.</li> <li>Stampede (Mattel): The Activision television game cartridge and portions of the television game console.</li> <li>E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid.</li> </ul>	5		adapter, and the television interface adapter.
<ul> <li>game console.</li> <li>C. Dolphin: The squid symbol after the dolphin has caught <ul> <li>a seagull.</li> </ul> </li> <li>Pressure Cooker: The condiment symbols.</li> <li>Stampede: The cattle symbols.</li> <li>Stampede (Mattel): The cattle symbols.</li> <li>D. Dolphin, Pressure Cooker and Stampede: At least the <ul> <li>Activision television game cartridge, the</li> <li>television interface adapter, and the</li> <li>microprocessor.</li> </ul> </li> <li>Stampede (Mattel): The Activision television game <ul> <li>cartridge and portions of the television game</li> <li>console.</li> </ul> </li> <li>E. Dolphin: The coincidence between the squid symbol and <ul> <li>the dolphin symbol after the dolphin has caught a</li> <li>seagull by which the dolphin catches the squid.</li> </ul> </li> <li>PLAINTIFFS' RESPONSE 7 <ul> <li>PLAINTIFFS' RESPONSE 7</li> </ul></li></ul>	6		Stampede (Mattel): The Activision game cartridge, the
<ul> <li>C. Dolphin: The squid symbol after the dolphin has caught a seagull.</li> <li>Pressure Cooker: The condiment symbols.</li> <li>Stampede: The cattle symbols.</li> <li>Stampede (Mattel): The cattle symbols.</li> <li>D. Dolphin, Pressure Cooker and Stampede: At least the Activision television game cartridge, the television interface adapter, and the microprocessor.</li> <li>Stampede (Mattel): The Activision television game cartridge and portions of the television game console.</li> <li>E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid.</li> <li>PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET</li> </ul>	7		hand controller, and portions of the television
<ul> <li>a seagull.</li> <li>Pressure Cooker: The condiment symbols.</li> <li>Stampede: The cattle symbols.</li> <li>Stampede (Mattel): The cattle symbols.</li> <li>Dolphin, Pressure Cooker and Stampede: At least the</li> <li>Activision television game cartridge, the</li> <li>television interface adapter, and the</li> <li>microprocessor.</li> <li>Stampede (Mattel): The Activision television game</li> <li>cartridge and portions of the television game</li> <li>console.</li> <li>E. Dolphin: The coincidence between the squid symbol and</li> <li>the dolphin symbol after the dolphin has caught a</li> <li>seagull by which the dolphin catches the squid.</li> </ul>	8		game console.
Pressure Cooker: The condiment symbols. Stampede: The cattle symbols. Dolphin, Pressure Cooker and Stampede: At least the Activision television game cartridge, the television interface adapter, and the microprocessor. Stampede (Mattel): The Activision television game cartridge and portions of the television game console. E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid. PLAINTIFES' RESPONSE DEFENDANT'S THIRD SET	9	c.	Dolphin: The squid symbol after the dolphin has caught
12       Stampede: The cattle symbols.         13       Stampede (Mattel): The cattle symbols.         14       D. Dolphin, Pressure Cooker and Stampede: At least the         15       Activision television game cartridge, the         16       television interface adapter, and the         17       microprocessor.         18       Stampede (Mattel): The Activision television game         19       cartridge and portions of the television game         20       console.         21       E. Dolphin: The coincidence between the squid symbol and         22       the dolphin symbol after the dolphin has caught a         23       seagull by which the dolphin catches the squid.         24       -15-         26       -15-         27       -15-	10		a seagull.
<ul> <li>Stampede (Mattel): The cattle symbols.</li> <li>D. Dolphin, Pressure Cooker and Stampede: At least the Activision television game cartridge, the television interface adapter, and the microprocessor.</li> <li>Stampede (Mattel): The Activision television game cartridge and portions of the television game console.</li> <li>E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid.</li> <li>-15-</li> </ul>	11		Pressure Cooker: The condiment symbols.
Dolphin, Pressure Cooker and Stampede: At least the Activision television game cartridge, the television interface adapter, and the microprocessor. Stampede (Mattel): The Activision television game cartridge and portions of the television game console. E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid. End the squid symbol after the squid. PLAINTIFES' RESPONSE TO PLAINTIFES' PLAINTIFE	12		Stampede: The cattle symbols.
Activision television game cartridge, the television interface adapter, and the microprocessor. Stampede (Mattel): The Activision television game cartridge and portions of the television game console. E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid. example 20 27 26 27 28 26 27 28 26 27 28 26 27 28 26 27 20 21 25 26 26 27 26 27 27 28 26 27 27 20 21 25 26 26 27 27 20 21 25 26 26 27 21 25 26 27 21 25 26 26 27 27 21 25 26 26 27 27 21 25 26 27 21 25 26 27 21 25 26 27 21 25 26 27 21 25 26 27 21 25 26 27 21 21 21 21 21 21 21 21 21 21 21 21 21	13		Stampede (Mattel): The cattle symbols.
<pre>16 television interface adapter, and the 17 microprocessor. 18 Stampede (Mattel): The Activision television game 19 cartridge and portions of the television game 20 console. 21 E. Dolphin: The coincidence between the squid symbol and 22 the dolphin symbol after the dolphin has caught a 23 seagull by which the dolphin catches the squid. 24 25 26 27 -15- 28 PLAINTIFFS' RESPONSE 27 -15- 28 DEFENDANT'S THIRD SET 26 DEFENDANT'S THIRD SET 27 -15- 28 DEFENDANT'S THIRD SET 26 DEFENDANT'S THIRD SET 27 -15- 28 DEFENDANT'S THIRD SET 26 DEFENDANT'S THIRD SET 27 -15- 28 DEFENDANT'S THIRD SET 26 DEFENDANT'S THIRD SET 27 DEFENDANT'S THIRD SET 28 DEFENDANT'S THIRD SET 29 DEFENDANT'S THIRD SET 20 DE</pre>	14	D.	Dolphin, Pressure Cooker and Stampede: At least the
<pre>17 microprocessor. 18 Stampede (Mattel): The Activision television game 19 cartridge and portions of the television game 20 console. 21 E. Dolphin: The coincidence between the squid symbol and 22 the dolphin symbol after the dolphin has caught a 23 seagull by which the dolphin catches the squid. 24 25 26 27 -15- 28 PLAINTIFFS' RESPONSE 27 DEFENDANT'S THIRD SET</pre>	15		Activision television game cartridge, the
Stampede (Mattel): The Activision television game cartridge and portions of the television game console. E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid. seagull by which the dolphin catches the squid15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	16		television interface adapter, and the
<pre>19 cartridge and portions of the television game 20 console. 21 E. Dolphin: The coincidence between the squid symbol and 22 the dolphin symbol after the dolphin has caught a 23 seagull by which the dolphin catches the squid. 24 25 26 27 27 28 29 20 21 25 26 27 28 20 21 21 25 26 25 26 27 27 28 26 27 26 27 27 28 21 25 26 27 26 27 26 27 27 27 27 21 25 26 27 27 21 25 26 27 27 21 25 25 26 27 27 21 25 26 27 27 21 25 25 26 27 27 27 27 27 27 27 27 27 27 27 27 27</pre>	17		microprocessor.
20 console. 21 E. Dolphin: The coincidence between the squid symbol and 22 the dolphin symbol after the dolphin has caught a 23 seagull by which the dolphin catches the squid. 24 25 26 27 -15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	18		Stampede (Mattel): The Activision television game
E. Dolphin: The coincidence between the squid symbol and the dolphin symbol after the dolphin has caught a seagull by which the dolphin catches the squid. seagull by which the dolphin catches the squid15- 26 27 -15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	19		cartridge and portions of the television game
<pre>22 the dolphin symbol after the dolphin has caught a 23 seagull by which the dolphin catches the squid. 24 25 26 27 -15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET</pre>	20		console.
<pre>23 seagull by which the dolphin catches the squid. 24 25 26 27 -15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET</pre>	21	E.	Dolphin: The coincidence between the squid symbol and
24 25 26 27 -15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	22		the dolphin symbol after the dolphin has caught a
25 26 27 -15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	23		seagull by which the dolphin catches the squid.
26 27 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	24		
27 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	25		
-15- 28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	26		
28 PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET	27	1.57	-15-
	28	3	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

	. 1	
l		Pressure Cooker: The coincidence between the "Short-
2		Order Sam" symbol and the condiment symbols by
3		which "Short-Order Sam" catches or rejects the
4		condiments.
5		Stampede: The coincidence between the horse and rider
6		symbol and the cattle symbols by which the cattle
7		are herded.
8	×	Stampede (Mattel): The coincidence between the horse and
9		rider symbol and the cattle symbols by which the
10		cattle are herded.
11	F.	Dolphin, Pressure Cooker and Stampede: At least the
12		Activision television game cartridge, the
13		microprocessor, and perhaps the television
14		interface adapter.
15		Stampede (Mattel): The Activision television game
16		cartridge and portions of the television game
17		console.
18	G.	Dolphin: The motion of the squid symbol after
19		coincidence with the dolphin symbol.
20		Pressure Cooker: The motion of the condiment symbols
21		after coincidence with the "Short-Order Sam"
22		symbol.
23		Stampede: The motion of the cattle symbols after
24		coincidence with the horse and rider symbol.
25		Stampede (Mattel): The motion of the cattle symbols
26		after coincidence with the horse and rider symbol.
27		-16-
28	,	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERPOCATORIES (NOS 183-192)

1	H. Dolphin, Pressure Cooker and Stampede: At least the
2	Ativision television game cartridge and the
3	microprocesor.
4	Stampede (Mattel): The Activision television game
5	cartridge and portions of the television game
6	console.
7	
8	INTERROGATORY NO. 189
9	For each combination, if any, of the television game
10	products identified in Schedule 1 to the Notice to Take Deposition
11	dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers",
12	"Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks",
13	"Enduro" and "Pressure Cooker") and the consoles identified in
14	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
15	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
16	the Sears Tele-Game Video Arcade, and the combination of the
17	Colecovision game console and the Expansion Module 1) which
18	plaintiffs contend constitutes an infringement of Claim 52 of the
19	United States Patent Re. 28,507, identify the elements which
20	plaintiffs contend correspond to the following elements of the
21	claim:
22	A. A variation in the horizontal position of the
23	hitting symbol;
24	B. A variation in the vertical position of the hitting
25	symbol; and
26	
27	-17-
28	PLAINTIFFS' RESPONSE TO
	DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)
	INTERCONTONIES (NOD. 100 192)
1	

C. Means for providing horizontal and vertical control signal for varying the horizontal and vertical positions of said hitting symbol.

#### **RESPONSE:**

6 Plaintiffs are at this time unable to supply all the 7 information requested in Interrogatory 189. Plaintiffs have not 8 completed their discovery as to the television game cartridges 9 manufactured, used, and/or sold by Activision, and the television 10 game consoles with which those cartridges are used, and are thus 11 unable to fully state what contentions they will make at trial as 12 to the subject matter of this interrogatory. Plaintiffs object 13 this interrogatory as premature.

14 However, in order to advance the progress of this 15 action, plaintiffs further respond to interrogatory 189 as follows 16 while reserving the right to alter, amend, supplement or change 17 the response after discovery is completed and prior to trial. 18 Each response refers to the combination of the indicated 19 Activision television game cartridge and the Atari VCS Model 2600, 20 the Sears Tele-Game Video Arcade, the Colecovision game console with the Coleco Expansion Module 1, or the Coleco Gemini 21 television game console, except where the Mattel version is 22 indicated in which case the response refers to the combination of 23 the indicated Activision television game cartridge and the Mattel 24 Intellevision or the Sears Tele-Game Super Video Arcade television 25 26 game console.

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l	A. Pressure Cooker: The "Short-Order Sam" symbol may
2	be moved horizontally.
3	B. Pressure Cooker: The "Short-Order Sam" symbol may
4	be moved vertically.
5	C. Pressure Cooker: At least the Activision game
6	cartridge, the joystick, the microprocessor, and
7	the peripheral interface adapter.
8	
9	INTERROGATORY NO. 190
10	For each combination, if any, of the television game
11	products identified in Schedule 1 to the Notice to Take Deposition
12	dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers",
13	"Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks",
14	"Enduro" and "Pressure Cooker") and the consoles identified in
15	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
16	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
17	the Sears Tele-Game Video Arcade, and the combination of the
18	Colecovision game console and the Expansion Module 1) which
19	plaintiffs contend constitutes an infringement of Claim 60 of the
20	United States Patent Re. 28,507, identify the elements which
21	plaintiffs contend correspond to the following elements of the
22	claim:
23	A. A vertical synchronization signal;
24	B. A horizontal synchronization signal;
25	C. Means for generating vertical and horizontal
26	synchronization signals;
27	-19-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)
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ı	D.	Means responsive to said synchronization signals
2		for deflecting the beam of a cathode ray tube to
3		generate a raster on the screen of the tube;
4	E.	A first symbol on said screen;
5	F.	A position for the first symbol which is directly
6	3 6 2 1 1 1	controlled by a player;
7	G.	Means coupled to said synchronization signal
8		generating means and said cathode ray tube for
9		generating a first symbol on said scren at a
10		position which is directly controlled by a player;
11	н.	A second symbol on the screen which is movable;
12	I.	Means coupled to a said synchronization signal
13		generating means and said cathode ray tube for
14		generating a second symbol on said screen which is
15		movable;
16	J.	A first coincidence between said first symbol and
17		said second symbol;
18	К.	Means couple to said first symbol generating means
19		and said second symbol generating means for
20		determining a first coincidence between said first
21		symbol and said second symbol;
22	L.	A distinct motion imparted to said second symbol in
23		response to said coincidence; and
24		
25		
26		
27		-20-
28		PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

M. Means coupled to said coincidence determining means and said second symbol generating means for imparting a distinct motion to said second symbol in response to said coincidence.

#### **RESPONSE**:

7 Plaintiffs are at this time unable to supply all the 8 information requested in Interrogatory 190. Plaintiffs have not 9 completed their discovery as to the television game cartridges 10 manufactured, used, and/or sold by Activision, and the television 11 game consoles with which those cartridges are used, and are thus 12 unable to fully state what contentions they will make at trial as 13 to the subject matter of this interrogatory. Plaintiffs object 14 this interrogatory as premature.

15 However, in order to advance the progress of this 16 action, plaintiffs further respond to interrogatory 190 as follows 17 while reserving the right to alter, amend, supplement or change 18 the response after discovery is completed and prior to trial. 19 Each response refers to the combination of the indicated 20 Activision television game cartridge and the Atari VCS Model 2600, the Sears Tele-Game Video Arcade, the Colecovision game console 21 22 with the Coleco Expansion Module 1, or the Coleco Gemini television game console, except where the Mattel version is 23 indicated in which case the response refers to the combination of 24 25

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1 the indicated Activision television game cartridge and the Mattel 2 Intellevision or the Sears Tele-Game Super Video Arcade television 3 game console. 4 Α. Dolphin, Keystone Kapers, Decathalon, Stampede, 5 Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker: 6 The vertical synchronization signals at the outputs of the 7 television interface adapter and the television game console. 8 Stampede (Mattel): At least the vertical 9 synchronization signal at the output of the television game 10 console. 11 Dolphin, Keystone Kapers, Decathalon, Stampede, Β. 12 Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker: 13 The horizontal synchronization signals at the outputs of the 14 television interface adapter and the television game console. 15 Stampede (Mattel): At least the horizontal 16 synchronization signal at the output of the television game 17 console. Dolphin, Keystone Kapers, Decathalon, Stampede, 18 С. 19 Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker: The Activision television game caratridge, the microprocessor, and 20 21 the television interface adapter.

22 Stampede (Mattel): The Activision television game 23 cartridge and at least portions of the television game console.

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1 Dolphin, Keystone Kapers, Decathalon, Stampede, D. 2 Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker: 3 At least the horizontal and vertical deflection circuitry of the 4 associated television receiver. 5 Stampede (Mattel): At least the horizontal and vertical 6 deflection circuitry of the associated television receiver. 7 Dolphin: The dolphin symbol. Ε. 8 Keystone Kapers: The "Officer Kelly" symbol. 9 Decathalon: The hurdeler symbol. 10 Stampede: The horse and rider symbol. 11 Gran Prix: The player controlled car symbol. 12 Barnstorming: The airplane symbol. 13 Sky Jinks: The airplane symbol. 14 Enduro: The player controlled car symbol. 15 Pressure Cooker: The "Short-Order Sam" symbol. 16 Stampede (Mattel): The horse and rider symbol. 17 Dolphin: The dolphin symbol. F. 18 Keystone Kapers: The "Officer Kelly" symbol. Decathalon: The hurdeler symbol. 19 Stampede: The horse and rider symbol. 20 21 Gran Prix: The player controlled car symbol. Barnstorming: The airplane symbol. 22 Sky Jinks: The airplane symbol. 23 Enduro: The player controlled car symbol. 24 Pressure Cooker: The "Short-Order Sam" symbol. 25 Stampede (Mattel): The horse and rider symbol. 26 27 -23-28 PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

1	G. Dolphin, Keystone Kapers, Decathalon, Stampede,
2	Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker:
3	At least the Activision television game cartridge, the joystick,
4	the peripheral interface adapter, the television interface
5	adapter, and the microprocessor.
6	Stampede (Mattel): The Activision game cartridge
7	and at least portions of the television game console.
8	H. Dolphin: The squid symbol.
9	Keystone Kapers: The beachball symbol.
10	Decathalon: The hurdle symbols.
11	Stampede: The cattle symbols.
12	Gran Prix: The game controlled car and bridge
13	symbols.
14	Barnstorming: The barn, windmill and goose
15	symbols.
16	Sky Jinks: The pylon, tree and balloon symbols.
17	Enduro: The game controlled car symbols.
18	Pressure Cooker: The condiment symbols.
19	Stampede (Mattel): The cattle symbols.
20	I. Dolphin, Keystone Kapers, Decathalon, Stampede,
21	Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker:
22	At least the Activision television game cartridge, the television
23	interface adapter, and the microprocessor.
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28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

ı	J. Dolphin: The coincidence between the dolphin
2	symbol and the squid symbol after the dolphin
3	has caught a seagull by which the dolphin
4	catches the squid.
5	Keystone Kapers: The coincidence between the
6	"Officer Kelly" symbol and the beachball
7	symbol.
8	Decathalon: The coincidence between the hurdeler
9	symbol and any of the hurdle symbols.
10	Stampede: The coincidence between the horse and
11	rider symbol and any of the cattle symbols by
12	which the cattle are herded.
13	Gran Prix: The coincidence between the player
14	controlled car symbol and any of the game
15	controlled car symbols or the and bridge
16	symbols.
17	Barnstorming: The coincidence between the airplane
18	symbol and any of the barn, windmill and goose
19	symbols.
20	Sky Jinks: The coincidence between the airplane
21	symbol and any of the pylon, tree and balloon
22	symbols.
23	Enduro: The coincidence between the player
24	controlled car and any of the game controlled
25	car symbols.
26	
27	-25-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

l	Pressure Cooker: The coincidence between the
2	"Short-Order Sam" symbol and any of the
3	condiment symbols by which "Short-Order Sam"
4	catches or rejcts the condiments.
5	Stampede (Mattel): The coincidence between the
6	horse and rider symbol and any of the cattle
7	symbols during herding.
8	K. Dolphin, Keystone Kapers, Decathalon, Stampede,
9	Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker:
10	At least the Activision television game cartridge, the
11	microprocessor and perhaps the television interface adapter.
12	Stampede (Mattel): At least the Activision
13	television game cartridge and portions of the television game
14	console.
15	L. Dolphin: The motion of the squid symbol following
16	coincidence.
17	Keystone Kapers: The motion of the beachball
18	symbol following coincidence.
19	Decathalon: The motion of the hurdle symbol
20	following coincidence.
21	Stampede: The motion of the cattle symbol
22	following coincidence.
23	Gran Prix: The motion of the game controlled car
24	symbol following coincidence.
25	Barnstorming: The motion of the barn, windmill or
26	goose symbol following coincidence.
27	-26-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

l	Sky Jinks: The motion of the pylon, tree or
2	balloon symbol following coincidence.
3	Enduro: The motion of the game controlled car
4	symbol following coincidence.
5	Pressure Cooker: The motion of the condiment
6	symbol following coincidence.
7	Stampede (Mattel): The motion of the cattle symbol
8	following coincidence.
9	M. Dolphin, Keystone Kapers, Decathalon, Stampede,
10	Gran Prix, Barnstorming, Sky Jinks, Enduro, and Pressure Cooker:
11	At least the Activision television game cartridge and the
12	microprocessor.
13	Stampede (Mattel): At least the Activision
14	television game cartridge and portions of the television game
15	console.
16	
17	INTERROGATORY NO. 191
18	For each combination, if any, of the television game
19	products identified in Schedule 1 to the Notice to Take Deposition
20	dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers",
21	"Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks",
22	"Enduro" and "Pressure Cooker") and the consoles identified in
23	response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF
24	INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600,
25	the Sears Tele-Game Video Arcade, and the combination of the
26	Colecovision game console and the Expansion Module 1) which
27	-27-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

1	plaintiffs contend constitutes an infringement of Claim 61 of the
2	United States Patent Re. 28,507, identify the elements which
3	plaintiffs contend correspond to the following elements of the
4	claim:
5	A. A third symbol on the screen of the cathode ray
6	tube;
7	B. Play control of the position of the third symbol;
8	C. Means coupled to said synchronization signal
9	generating means and said cathode ray tube for
10	generating a third symbol on said screen at a
11	position which is controlled by a player;'
12	D. A second coincidence between said third symbol and
13	said second symbol;
14	E. Means coupled to said third symbol generating means
15	and second symbol generating means for determining
16	a second coincidence between said third symbol and
17	said second symbol;
18	F. A first coincidence between said second symbol and
19	said second symbol;
20	G. A distinct motion imparted to said second symbol in
21	response to the second coincidence; and
22	H. Means coupled to said second and third symbol
23	coincidence determining means and said second
24	symbol generating means for imparting a distinct
25	motion to said second symbol in response to said
26	second coincidence.
27	-28-
28	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

## RESPONSE:

2 Plaintiffs are at this time unable to supply all the 3 information requested in Interrogatory 191. Plaintiffs have not 4 completed their discovery as to the television game cartridges 5 manufactured, used, and/or sold by Activision, and the television 6 game consoles with which those cartridges are used, and are thus 7 unable to fully state what contentions they will make at trial as 8 to the subject matter of this interrogatory. Plaintiffs object 9 this interrogatory as premature.

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# 11 INTERROGATORY NO. 192

12 For each combination, if any, of the television game 13 products identified in Schedule 1 to the Notice to Take Deposition 14 dated March 2, 1984 (namely, "Dolphin", "Keystone Kapers", 15 "Decathlon", "Stampede", "Gran Prix", "Barnstorming", "Sky Jinks", 16 "Enduro" and "Pressure Cooker") and the consoles identified in 17 response to INTERROGATORY NO. 50 of DEFENDANT'S FIRST SET OF 18 INTERROGATORIES TO PLAINTIFFS (namely, the Atari VCS Model 2600, the Sears Tele-Game Video Arcade, and the combination of the 19 20 Colecovision game console and the Expansion Module 1) which plaintiffs contend constitutes an infringement of Claim 62 of the 21 United States Patent Re. 28,507, identify the elements which 22 plaintiffs contend correspond to the following elements of the 23 24 claim: 25

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l	A. At	raveling of the second symbol across the scre	en
2	fro	m one side of the raster to another in the	
3	abs	ence of an occurrence of coincidence between	
4	sai	d second symbol and said first or third symbo	1
5	aft	er coincidence of said second symbol with sai	d
6	thi	rd or first symbol;	
7	B. Af	irst coincidence of said second symbol with s	aid
8	thi	rd or first symbol;	
9	C. As	econd coincidence between said second symbol	an
10	sai	d first or third symbol; and	
11	D. Mea	ns for causing said second symbol to travel	
12	acr	oss said screen from one side of said raster	to
13	and	ther side of said raster in the absence of an	50
14	000	urrence of coincidence between said ssecond	
15	syn	bol and said first or third symbol after	
16	coi	ncidence of said second symbol with said thir	d
17	or	first symbol.	
18			
19	RESPONSE	<u>.</u>	
20	Plaintif	fs are at this time unable to supply all the	
21	information reques	ted in Interrogatory 192. Plaintiffs have no	t
22	completed their di	scovery as to the television game cartridges	
23		, and/or sold by Activision, and the televisi	
24	game consoles with	which those cartridges are used, and are thu	S
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27		-30-	
28		PLAINTIFFS' RESPONSE DEFENDANT'S THIRD SET INTERROGATORIES (NOS. 183-1	OF
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l	unable to fully state what contentions they will make at trial as
2	to the subject matter of this interrogatory. Plaintiffs object
3	this interrogatory as premature.
4	
5	The foregoing objections and contentions are asserted or
6	stated on behalf of plaintiffs by:
7	N = 0.00.
8	Theodore W. Anderson
9	James T. Williams NEUMAN, WILLIAMS, ANDERSON & OLSON
10	Attorneys for The Magnavox Company and Sanders Associates, Inc.
11	77 West Washington Street
12	Chicago, Illinois 60602 (312) 346-1200
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24 25	
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20	PLAINTIFFS' RESPONSE TO DEFENDANT'S THIRD SET OF INTERROGATORIES (NOS. 183-192)

ı	CERTIFICATE OF MAILING
2	I hereby certify that copies of Plaintiffs' Response To
3	Defendant's Third Set Of Interrogatories (Nos. 183-192) are being
4	forwarded Federal Express courier service in envelopes to the
5	following:
7	Thomas O. Herbert, Esq. Flehr, Hohbach, Test,
8	Albritton & Herbert Suite 3400
9	Four Embarcadero Center San Francisco, California 94111
10	and
11	Michael A. Ladra, Esq. Wilson, Sonsini, Goodrich & Rosati
12	Two Palo Alto Square Palo Alto, California 94304
13	on April 24, 1984.
14	
15	James T. Williams
16	James T. Williams
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