U.S. PATENT NO. 10,805,687 V/S Genius Sports Ltd.

I. INTRODUCTION

The chart below demonstrates how Defendant Genius Sports Ltd. ("Defendant" or "Genius Sports") as well as Defendant's partners, customers, and end users of the products and features discussed below, directly infringe, either literally or under the doctrine of equivalents, at least claims 19 and 20 of U.S. Patent No. 10,805,687 ("the '687 Patent"). Defendant and Defendant's partners, customers, and end users directly infringe the identified claims at least by making, using, selling, installing, configuring to operate, importing, testing, and/or offering to sell at least Defendant's Genius Sports Platform and other offerings and services that integrate with Defendant's Genius Sports Platform (collectively, "the Accused Products") either alone, and/or when installed and operated as designed and intended on a computer system or network, as detailed below.

Each element of each asserted claim is presently alleged to be literally present. Because discovery has not started and the Asserted Claims have not yet been construed, SportsCastr Inc. (d/b/a PANDA Interactive) ("Plaintiff" or "PANDA") reserves the right to supplement its contentions, including with respect to the Doctrine of Equivalents as appropriate. In addition, any of Defendant's products that perform similar functions and/or incorporate or rely on the same or similar functionality (for example, without limitation, any predecessor or successor products performing the same functions in the same ways or products which use the same software, plugins, or libraries or call the functions underlying the operations identified below) as the Accused Products also infringe in the manner set out below.

Defendant directly infringes at least claims 19 and 20 of the '687 Patent, either literally or under the doctrine of equivalents, by making, using, offering to sell and selling the systems described below. Defendant's partners, customers, and end users of its Accused Products and corresponding systems and services directly infringe at least claims 19 and 20 of the '687 Patent, literally or under the doctrine of equivalents, at least by using the Accused Products and corresponding systems and services, as described below.

Defendant has actively induced and are actively inducing infringement of at least claims 19 and 20 of the '687 Patent with specific intent to induce infringement, and/or willful blindness to the possibility that its acts induce infringement, in violation of 35 U.S.C. § 271(b). For example, Defendants encourages and induces customers to use the Genius Sports Platform in a manner that infringes claims 19 and 20 of the '687 Patent at least by offering and providing the software and by engaging in activities relating to selling, marketing, advertising, promotion, installation, support, and distribution of the Accused Products.

Defendant encourages, instructs, directs, and/or requires third parties—including its certified partners and/or customers—to use the Accused Products in infringing ways. Defendants further encourages and induces its customers to infringe claims 19 and 20 of the

’687 Patent: 1) by widely advertising those services, and providing technical support and instructions to users, and 2) through activities relating to marketing, advertising, promotion, installation, support, and distribution of the Accused Products, including its video streaming software, and services in the United States. (*See* PANDA_000055-PANDA_000064, https://www.geniussports.com/sportsbook/streaming/.) Further, as the entity that provides installation, implementation, and integration of the Accused Products in addition to ensuring the Accused Product remains operational for each customer through ongoing technical support, on information and belief, Defendant and/or its partners affirmatively aid and abet each customer’s use of the Accused Products in a manner that infringes the ’687 Patent.

Defendant also contributes to the infringement of its partners, customers, and end-users of the Accused Products by providing within the United States or importing into the United States the Accused Products, constituting a material part of the inventions claimed, and not a staple article or commodity of commerce suitable for substantial non-infringing uses. Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. These functionalities are continually running when the system is in use and, on information and belief, cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice the ’687 Patent, that functionality could not be performed. Additionally, the accused functionality, including the one-to-many socket architecture and separate channels for video and event information, itself has no substantial non-infringing uses because the components, modules and methods identified below are a necessary part of that functionality. For example, without the one-to-many socket architecture, the Accused Products could not effectively synchronize the event information across multiple viewers. These functionalities are continually running when the system is in use and cannot be removed or disabled (or, if they could, the system would no longer suitably function for its intended purpose). Moreover, for the same reasons, without the system and components identified below that practice claimed in the ’687 Patent, that functionality could not be performed.

Indeed, as shown below, the Accused Products have no substantial non-infringing uses because the accused functionality is an integral part of the Accused Products and must be performed for the Accused Products to perform their intended purpose. For example, at least the functionalities and corresponding modules (whether software and/or hardware) described below have no suitable non-infringing use and form a material part of the Accused Products. In other words, when each of the Accused Products operates, the functions below are performed. Moreover, when the functionality and modules specifically described below are operated, they perform the steps described below. The Accused Products (and the specific modules and functionalities described herein) are designed and intended specifically to perform the inventions claimed in the Asserted Claims, and do not have any other purpose. For example, the Accused Products and accused functionalities (e.g., the one-to-many architecture) constitute a material part of the inventions claimed

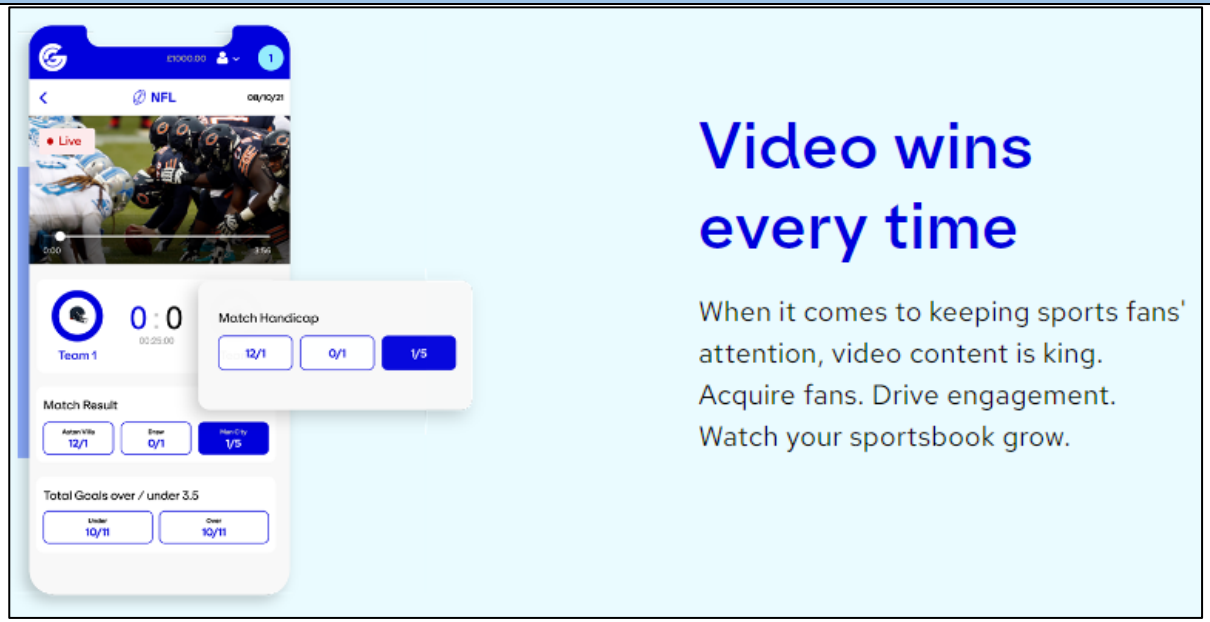
because such architecture is integral to the system as recited in the claims of the '687 Patent. None of these products are staple goods—they are sophisticated and customized video streaming products, methods, and systems.

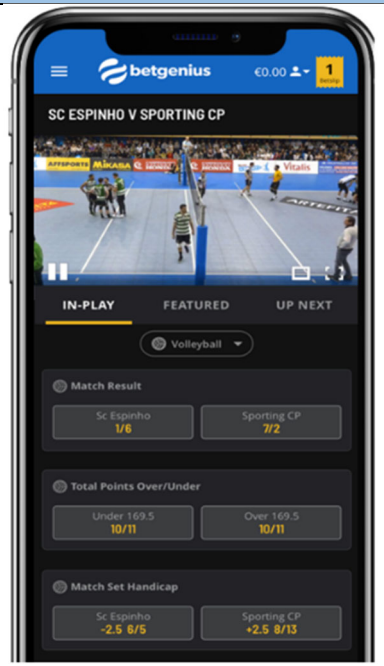
Plaintiff provides the following example claim charts based on currently available information, including through public sources. Plaintiff reserves the right to modify, amend, or supplement these claim charts should it become aware of additional information regarding the Accused Products and systems, including through discovery, or should one or more claims be construed in a manner differently than interpreted herein.

II. CLAIM CHARTS

1. Independent Claim 1

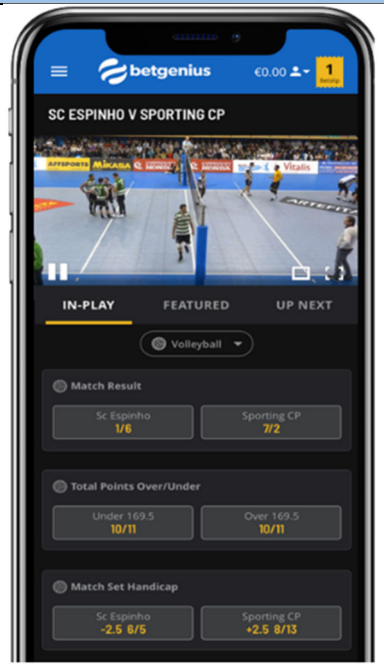
Key Features	Accused Product
[19.P] A system for providing a first plurality of copies of a first live stream of digital content relating to a first live sporting event to a first plurality of viewer client devices, and for providing a second plurality of copies of a second live stream of digital content relating to a second live sporting event to a second plurality of viewer client devices, the system comprising:	Genius Sports' streaming product includes "*a system for providing first plurality of copies of a first live stream of digital content relating to a first live sporting event to a first plurality of viewer client devices, and for providing a second plurality of copies of a second live stream of digital content relating to a second live sporting event to a second plurality of viewer client devices*." For example, Genius Sports' streaming product practices a system for providing video streams of sporting events (e.g., football match) to viewers' devices (e.g., computer, laptop, smartphone, tablet, etc.).

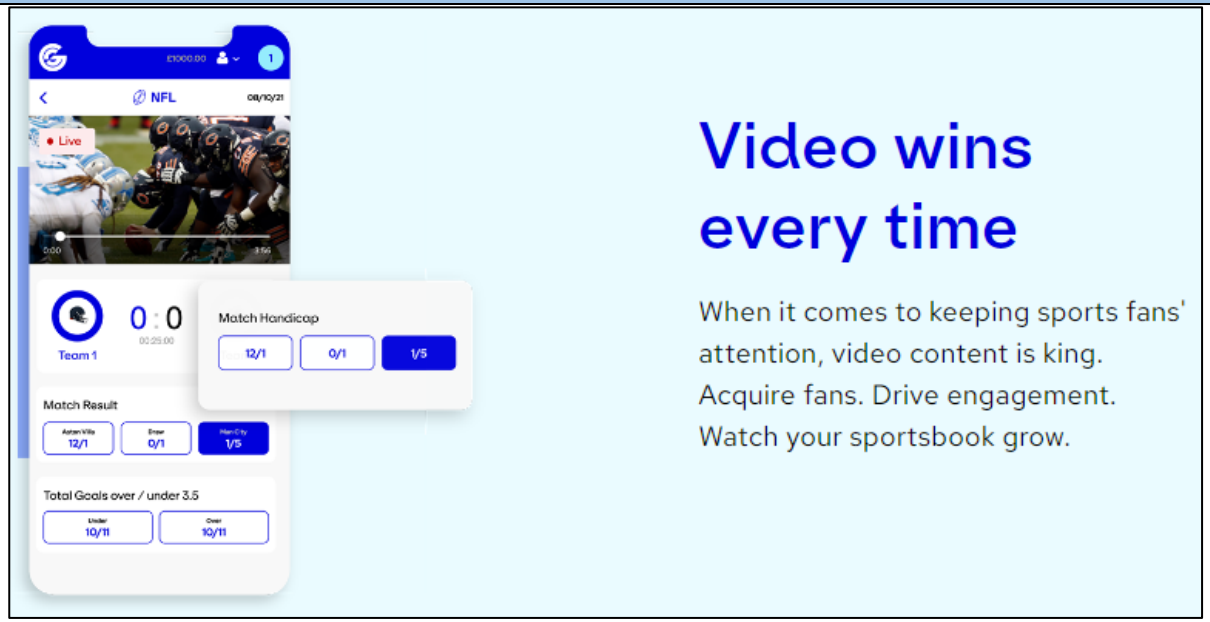
Key Features	Accused Product
	 (*See,* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

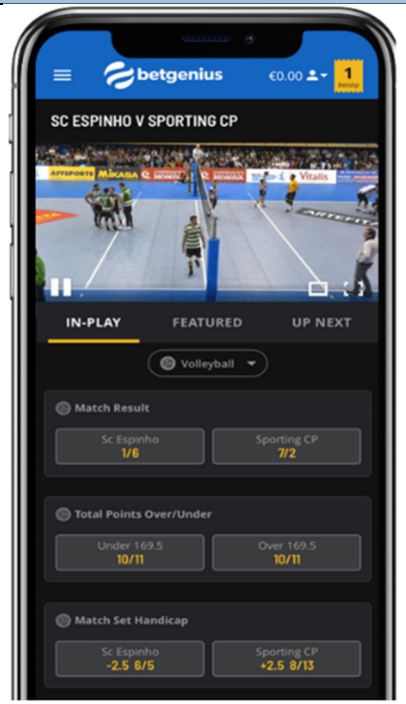
Key Features	Accused Product
	 (*See,* PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports' streaming product combines live sports data and live sports video. For example, Genius Sports' streaming product pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See,* PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-

Key Features	Accused Product
	official-data-trading-and-live-streaming-partnership-with-tipsport/.)
[19A] a plurality of media sources to: [19A.1] receive the first live stream of digital content and the second live stream of digital content;	Genius Sports' streaming product includes "*a plurality of media sources to … receive the first live stream of digital content and the second live stream of digital content.*" For example, Genius Sports maintains an expansive portfolio of live sporting event video feeds. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally: Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

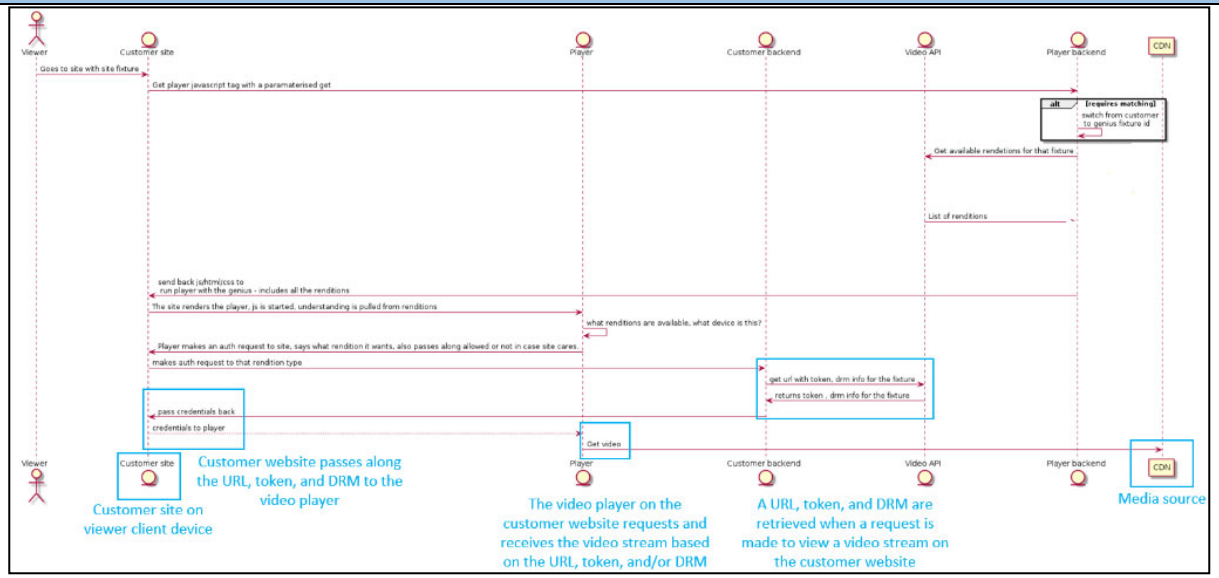
Key Features	Accused Product
	 (*See,* PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

Key Features	Accused Product
	 (*See,* PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)
[19A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices; and	Genius Sports' streaming product includes "*a plurality of media sources to … provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices.*" For example, Genius Sports' streaming product combines live sports data and live sports video.

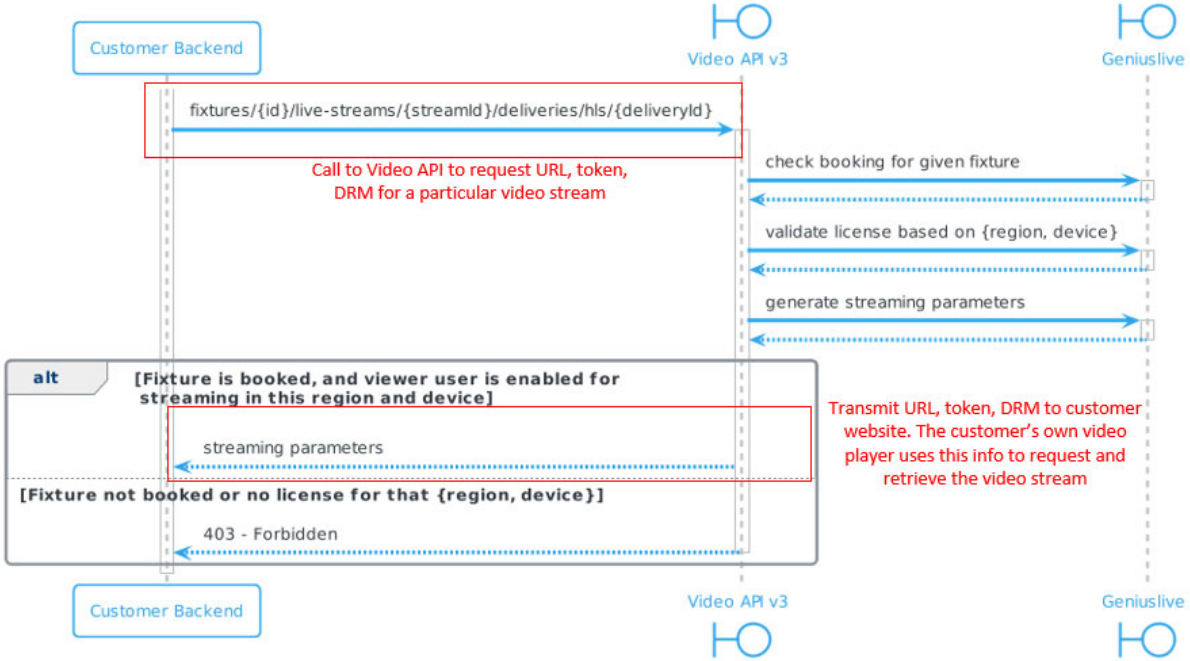
Key Features	Accused Product
	 (*See,* PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, Genius Sports' streaming product pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See,* PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. <u>Option (1): Drop & Play</u> For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this

Key Features	Accused Product
	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the client device via a communication channel between the CDN and the client device. This process is depicted below. Insert a script tag defining the desired fixture and the bookmaker source: ``` <script src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"> </script> ``` Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter ``` <div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set --> ``` Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of **How does it work?** You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

Key Features	Accused Product
	 (*See,* PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> In this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	GL-Video-v3 3.0.33 [Base URL: api.geniussports.com/Video-v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json **Video Streaming API** The video streaming API is used by customers to: • Retrieve the schedule of upcoming streams. • Retrieve the streaming parameters for a particular fixture. • Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. **Player integration** You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

Key Features	Accused Product
	 (*See,* PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[19A.3] provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices via a second Internet communication channel between the plurality of	*See* discussion of Claim Element [19A.2], *supra*. A second Internet communication channel is used in the same way described above to provide a first copy of the second plurality of copies to a first viewer client device of the second plurality of viewer client devices.

Key Features	Accused Product
media sources and the first viewer client device of the second plurality of viewer client devices;	
[19B] a control server to periodically retrieve, via the Internet, first event information germane to the first live sporting event and second event information germane to the second live sporting event; and	On information and belief, Genius Sports' streaming product includes "*a control server to periodically retrieve, via the Internet, first event information germane to the first live sporting event and second event information germane to the second live sporting event.*" For example, Genius Sports' streaming product provides fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics." Schedule This is where you select the booked fixtures for viewing. For each fixture, you will see the following information: • **Sport** - the sport of the fixture • **Start (local time of user)** - the start time of the match, in *your* time zone (based on your device's current time). • **Competition** - the league or tournament to which this match belongs. • **Fixture** - the teams or competitors in this match. • **FixtureId** - unique id per fixture per sport • **Coverage** - indicates whether the event is covered from the Venue or TV • **Lineups** - indicates whether the event has lineup information or not • **Assigned** - check this box to add this fixture to your **Live** tab. The **All Fixtures** tab displays all available fixtures in your selected date range. The **Scheduled Fixtures** tab displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the **Filter** button to expand your selection of fixtures, and to filter by coverage type and lineups availability ⚠ Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures. (*See,* PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

Key Features	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See,* PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As described below, Genius Sports delivers dozens of FIBA basketball and FIVB volleyball leagues globally.

Key Features	Accused Product
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports' streaming product combines live sports data and live sports video. As stated below, Genius Sports' streaming product pairs "video, captured direct from pitch or courtside … with official data and live betting services…": ***New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.*** Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

Key Features	Accused Product
	(*See,* PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[19C] at least one socket server communicatively coupled to the control server to: [19C.1] receive from the control server at least some of the first event information and at least some of the second event information; and	On information and belief, Genius Sports' streaming product includes "*at least one socket server communicatively coupled to the control server to … receive from the control server at least some of the first event information and at least some of the second event information.*" For example, Genius Sports' streaming product sends "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." **Introduction** This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. **Connection** There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522 The same data, parameters and format is used in both methods, only the startup of the connection differs. **RAW** In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (`\n\n`) or two carriage return line feeds (`\r\n\r\n`). To initiate RAW mode the nohttp parameter must be present and set in the request string. `/v2/{sport}/publish`

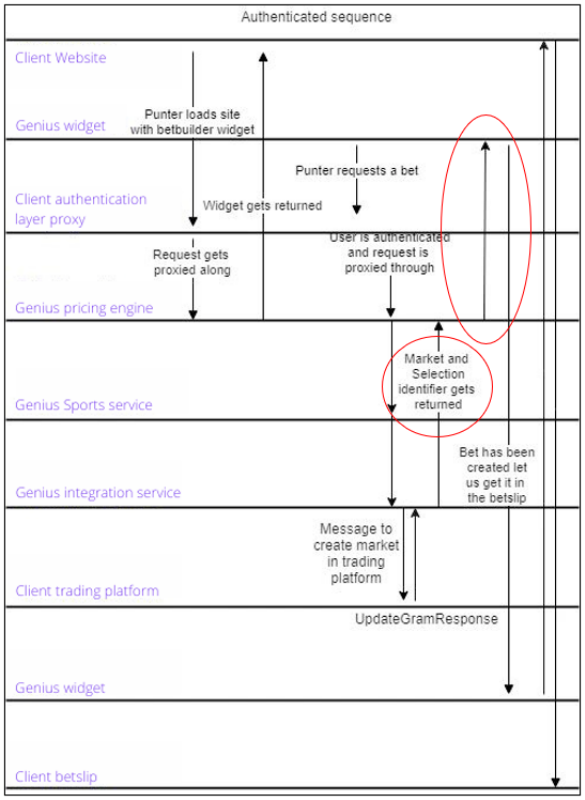
Key Features	Accused Product

	Example - HTTP
	`POST /v2/basketball/publish?streamKey=TESTSTREAMKEY&timestamp=1412987153 HTTP/1.1`
	`Host: localhost:8000`
	`Connection: keep-alive`
	Example - RAW
	`/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY&timestamp=1412987153`
	
	(*See,* PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	
	As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online.
	
	Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook.
	
	Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed.
	
	Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	
	(*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

Key Features	Accused Product
	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component • Last 5 mins • Last 10 mins • Last 15 mins • Between 0 - 15 mins • Between 15 - 30 mins • Between 30 - 45 mins • Between 45 - 60 mins • Between 60 - 7 5mins • Between 75- 90 mins • First Half • Second Half • Since last Goal • Since last Red Card • Extra-tme (*See,* PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

Key Features	Accused Product
	Infrastructure teams can "sleep easy" and developers are free to innovate Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of presence across a global edge network, Ably effortlessly maintains sub-65ms latency at global scale. That ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video, which protects the integrity of in-play betting and customer revenues. Meanwhile, Gary and his team can "sleep easier at night", knowing that business critical data is no longer at the mercy of complex and increasingly unstable on-premises infrastructure; the daily rush to address hardware issues is a thing of the past. In turn, that has eliminated annual hardware costs and freed up around 30 hours per month in RabbitMQ maintenance that Genius Sports' developers and engineers can now refocus on service optimisation and innovation. **Talk to our technical team** Reach out to learn more about Ably and how we can help you easily build scalable and reliable apps with WebSockets. Live chat unavailable For all the ways to get in touch with us, visit our contact page. **Try our APIs for free** Our free plan includes: ✓ 6M Monthly messages ✓ 200 Peak concurrent channels ✓ 200 Peak concurrent connections ✓ No credit card required Start with a free account

Key Features	Accused Product
	(*See* https://ably.com/case-studies/genius-sports)
[19C.2] transmit the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices; and	On information and belief, Genius Sports' streaming product includes at least one socket server to "*transmit the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices.*" Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See,* PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets.

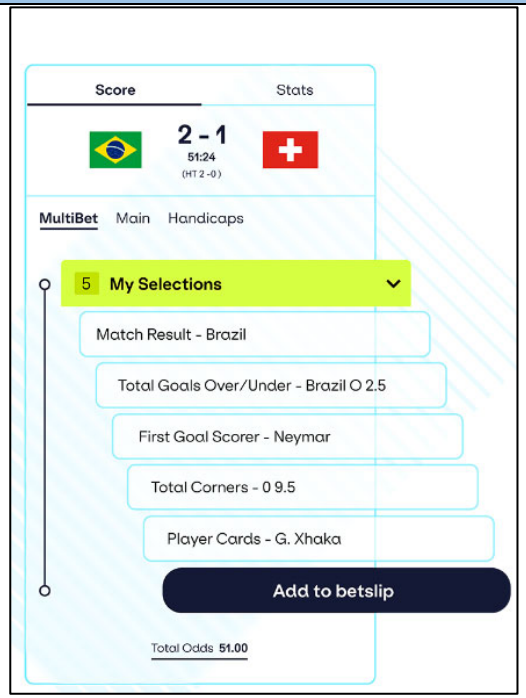
Key Features	Accused Product
	(*See,* PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.) In addition, Genius Sports transmits at least the bet generated by the sportsbook's trading platform, to the Genius widget on client's device via the Internet.  (*See,* PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-

Key Features	Accused Product
	Session+Using+a+Proxy+Service.) Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See,* PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See,* PANDA_000077, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

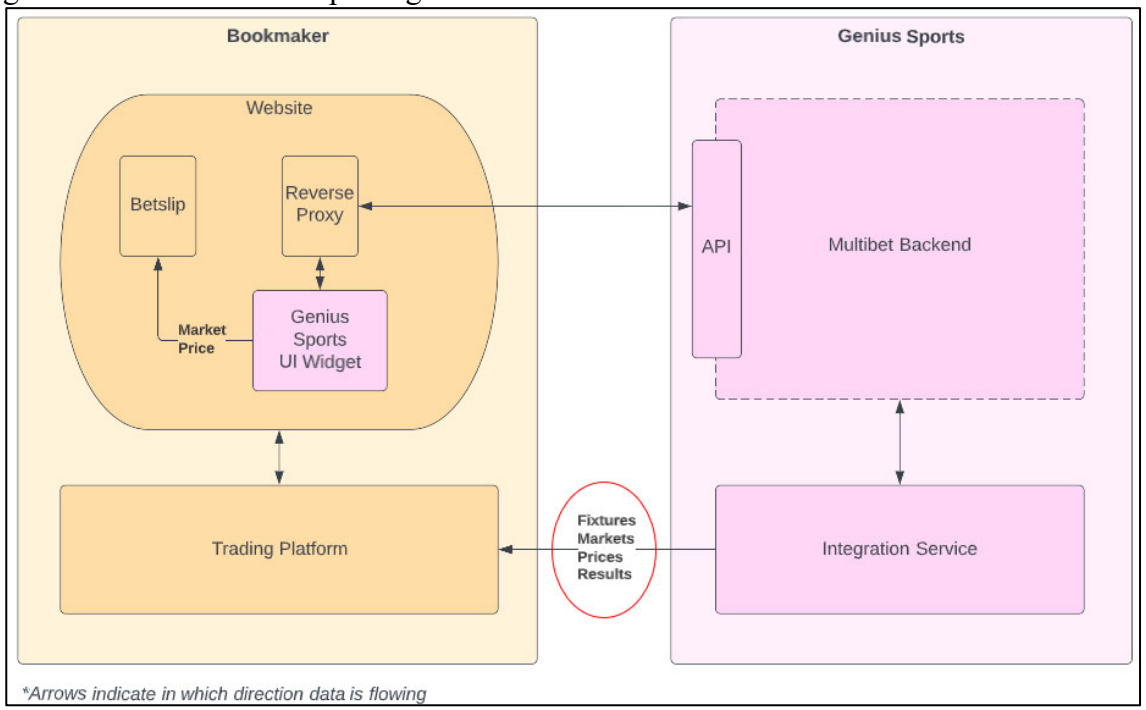
Key Features	Accused Product

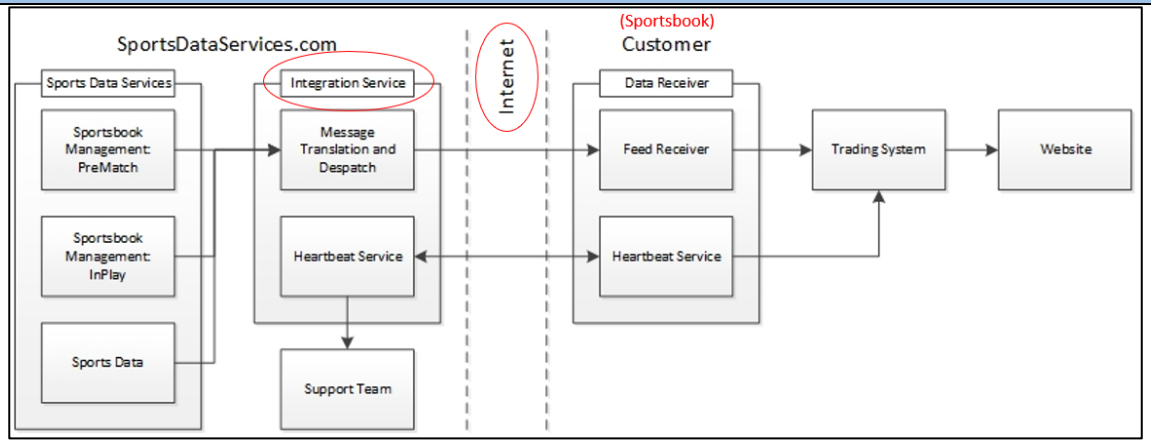
	SmartStream Release Process
	
	SmartStream is released to it's user acceptance testing (UAT) environment every two weeks with new features and bug fixes. Release notes will be published at the start of each cycle detailing what features and fixes are to be included in the release.
	
	After two weeks have passed with no critical issues, the version will be pushed to Production where it will be visible on your live site. It is at your discretion that you keep track of these release notes to ensure you are still successfully integrating and that you are satisfied with the new and upcoming version of SmartStream.
	
	A separate UAT SmartStream URL will be included as part of your integration details for you to use. It is highly recommended that you maintain a replica environment of your own site with the UAT version of SmartStream integrated to enable you to review up-and-coming features and fixes before they reach Production.
	
	Development → Two weeks → UAT → Two weeks → Production
	
	Embedding a product
	
	To display the HTML SmartStream product on your page you will first need to add the following scripts into the body of the page, preferably at the bottom to ensure that the SmartStream application is loaded after the elements of the page itself. The demo URLs should be replaced with your customer specific URLs, which will be provided by Genius Sports once a client specific version of the application has been generated.
	
	`<script src="https://bsdemo.betstream.betgenius.com/betstrear`
	`<script>`
	`var iframeApi = new IFrameApi("betgenius-iframe");`
	`</script>`
	
	The iframe code below should be placed within the body of the webpage where you would like the HTML SmartStream product application to appear. The script below is an example that embeds a Football Scorecentre product and should be replaced with the location of your client specific product which will be provided by Genius Sports. The id of the iframe should match the parameter passed in the JavaScript object above.
	
	`<iframe scrolling="no" id="betgenius-iframe" src="https://bs(`

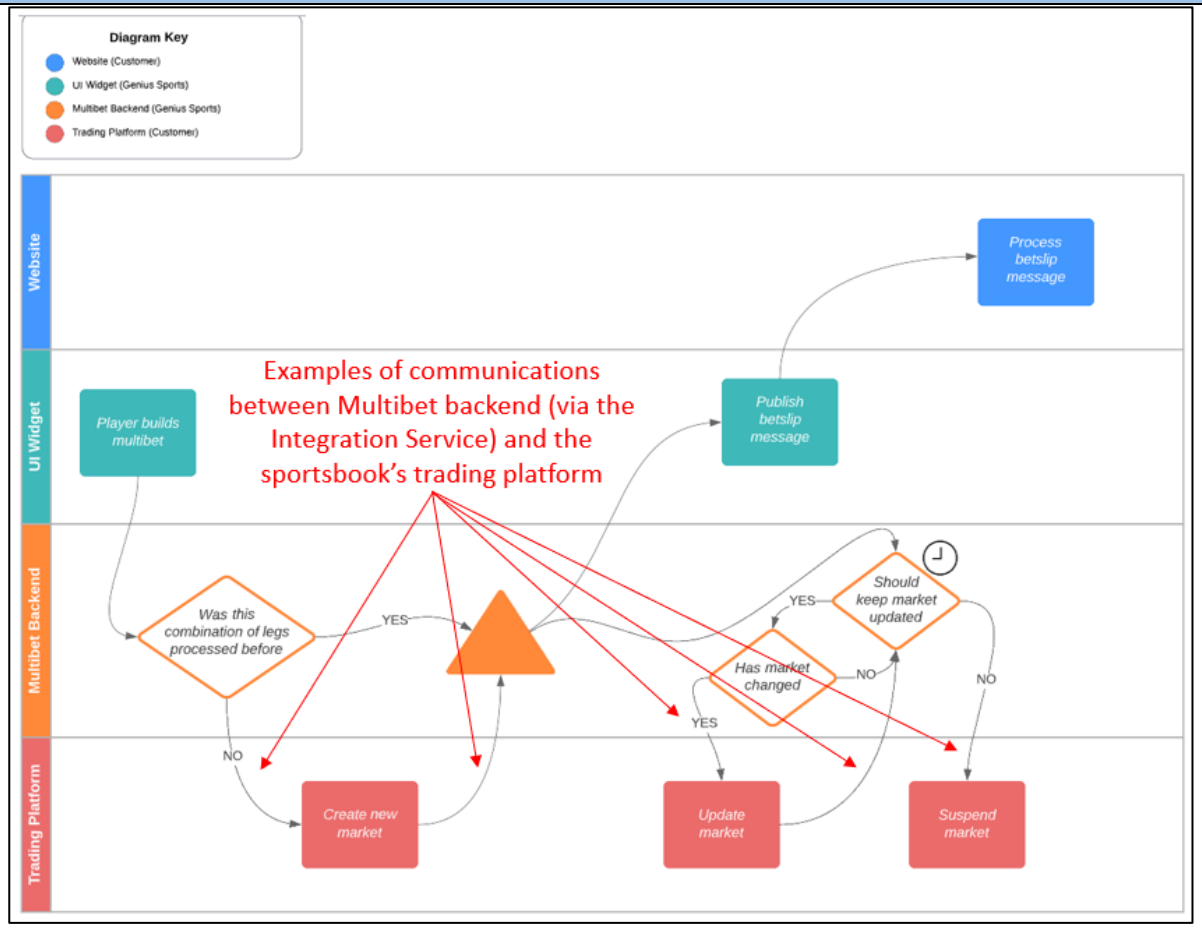
	(*See*, PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.) Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' streaming product uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform. As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	More in-play profits In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips. Players create the exact accumulator they want, during a single game, for example - *Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal.*  (*See,* PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See,* PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See,* PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See,* PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

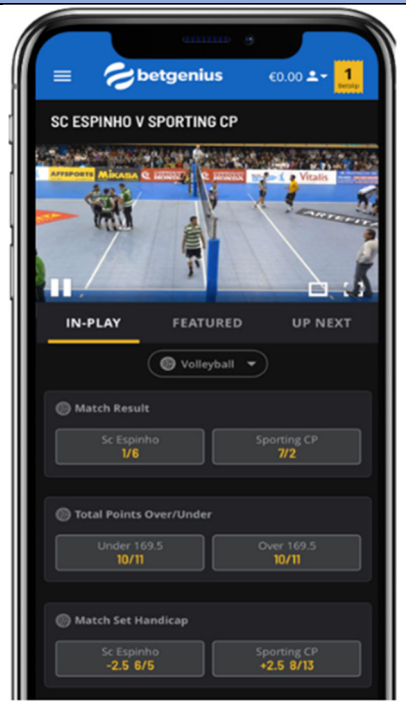
Key Features	Accused Product
	 (*See,* PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

Key Features	Accused Product
[19C.3] transmit the at least some of the second event information to the first viewer client device of the second plurality of viewer client devices via a fourth Internet communication channel between at least one second event socket of the at least one socket server and the first viewer client device of the second plurality of viewer devices.	*See* discussion of Claim Element [19C.2], *supra*. A fourth Internet communication channel is used in the same way described above to provide at least some of the second event information to the first viewer client device of the second plurality of viewer client devices.

2. <u>Dependent Claim 20</u>

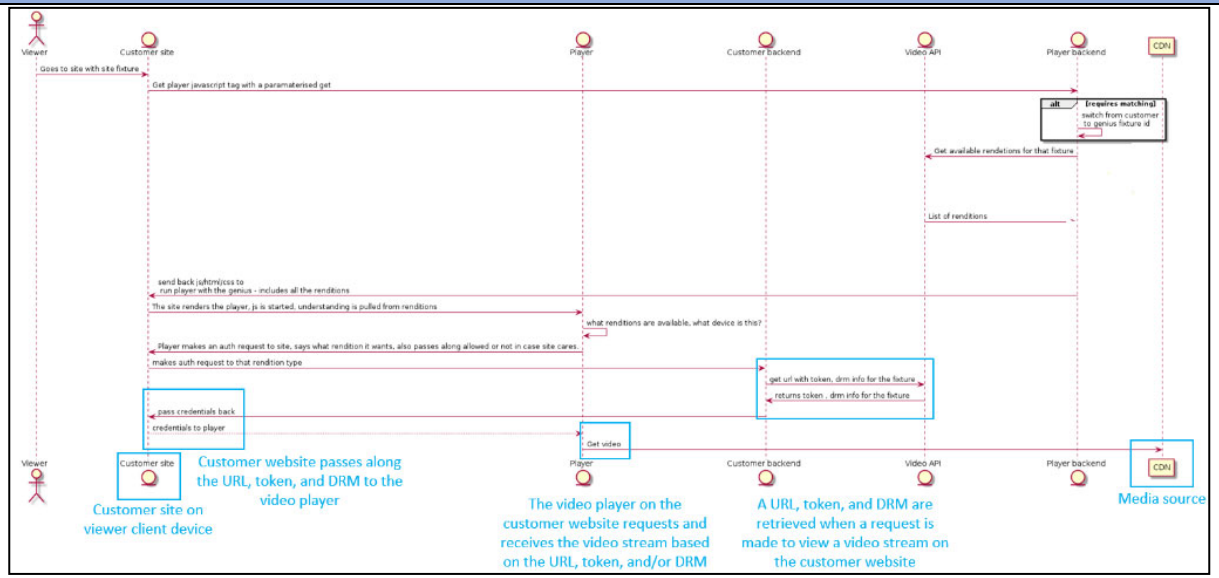
Key Features	Accused Product
[20.P] The system of claim 19, wherein: [20A] in A), the plurality of media sources:	*See* Claim 19, *supra*.
[20A.1] provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of	Genius Sports includes a system where the plurality of media sources "*provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices.*" For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers

Key Features	Accused Product
media sources and the second viewer client device of the first plurality of viewer client devices; and	"thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. (*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.)

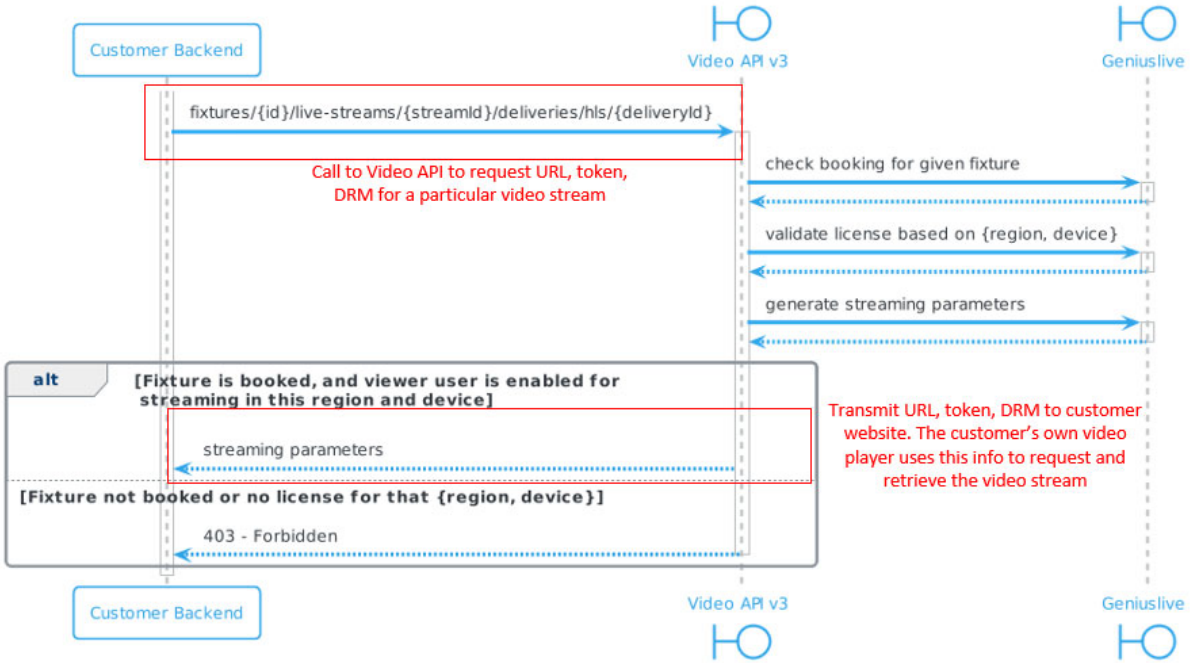
Key Features	Accused Product
	 (*See,* PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports' streaming product combines live sports data and live sports video. As stated below, Genius Sports' streaming product pairs "video, captured direct from pitch or courtside … with official data and live betting services…":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience." (*See,* PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Authentication data (e.g., a URL, token, DRM) is transmitted to the client device and is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below. Insert a script tag defining the desired fixture and the bookmaker source: ``` 1 <script 2 src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader?customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"> 3 </script> ``` Insert an element with defined id to attach the video player to it, should be the exact same one used as the script **containerId** parameter ``` 1 <div id="YOUR_CONTAINER_ID" /> <!-- Defaults to geniusLive if a containerId is not set -->``` Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of **How does it work?** You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. *Our API should never be called from the browser directly.* The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

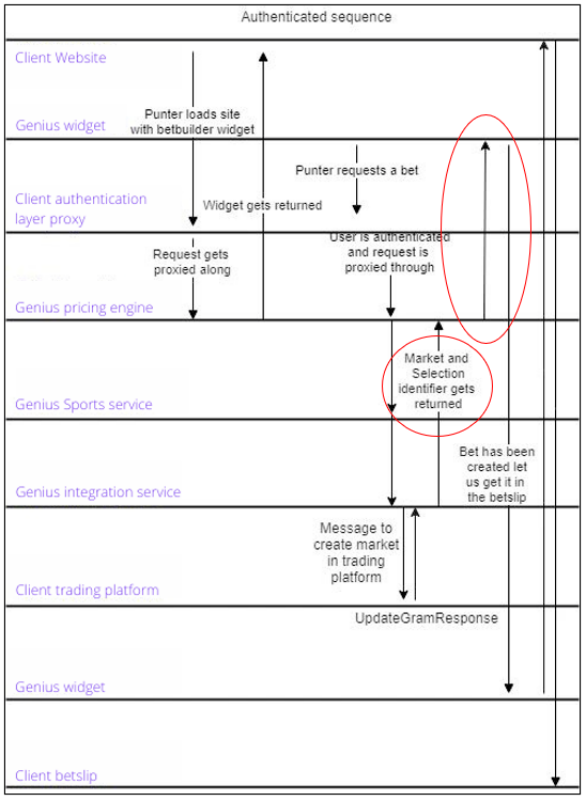
Key Features	Accused Product
	 (*See,* PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) <u>Option (2): Video API</u> For this option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.

Key Features	Accused Product
	GL-Video-v3 3.0.33 [Base URL: api.geniussports.com/Video-v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json **Video Streaming API** The video streaming API is used by customers to: • Retrieve the schedule of upcoming streams. • Retrieve the streaming parameters for a particular fixture. • Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. **Player integration** You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM. **Playing the content** Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

Key Features	Accused Product
	 (*See,* PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPRODSTD%2Fswagger-latest.json.)
[20A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the	*See* discussion of Claim Element [20A.1], *supra*. A fourth video Internet communication channel is used in the same way described above to provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices.

Key Features	Accused Product
plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	
[20B] in C), the at least one socket server: [20B.1] transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices; and	The Genius Sports platform comprises at least one socket server. *See* discussion of Claim Element 19C, *supra*. On information and belief, Genius Sports' streaming product includes a system where at least one socket server "*transmits at least the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices;*" For example, the Genius Sports platform supports mutliple users viewing the same sporting event simultaneously, such that a second viewer client device of the first plurality of viewer client devices will be provided a second copy of the first plurality of copies. As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook. Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed. Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

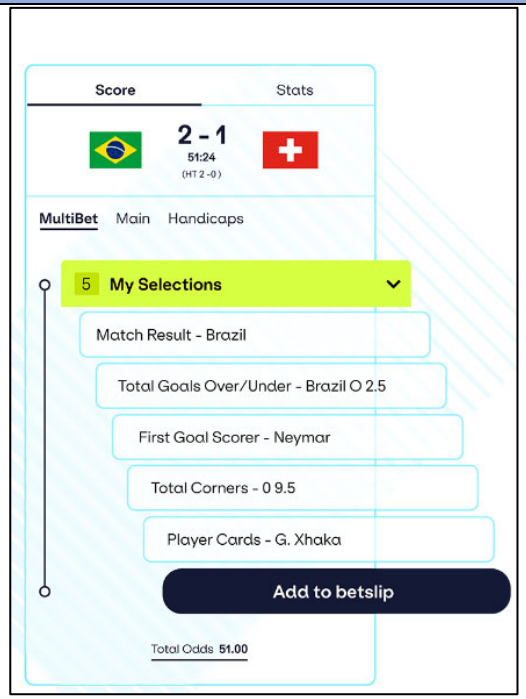
Key Features	Accused Product
	(*See,* PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use. In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer) are supported, although the widget is intended to be sport agnostic, small tasks are required to support new sports. It is intended for bookmakers to implement on their websites offering their users a range of configurable markets per event according to their needs. The Widget allows different customizations such as colors and fonts, which will allow our customers to use their brand properties offering their end users a seamless experience on their site. (*See,* PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) Please note that latest platform response for each unique Multibet market will be stored on Genius Sports' system in order to be re-used for subsequent bets. (*See,* PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

Key Features	Accused Product
	The screenshot below confirms that Genius Sports transmits "at least the bet generated by the sportsbook's trading platform to the Genius widget on client's device (e.g., a computer, a laptop, a smartphone or a tablet) via the Internet.  (*See,* PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

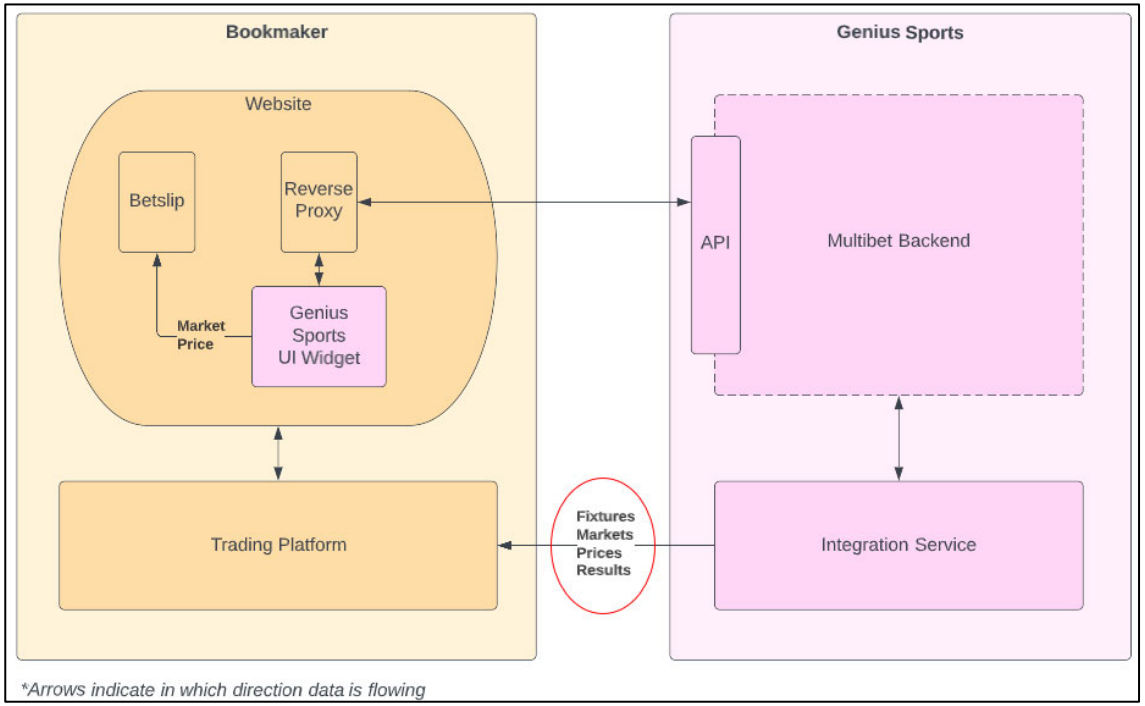
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe. Multibet Widget Integration Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details. The technical information for the front-end integration can be found in the following space - SmartStream Integrations. Customers that have already integrated with other Fan Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the Multibet Widget. (*See,* PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-End+Integration.) This page describes how to integrate with the variety of SmartStream products with examples. All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe. (*See,* PANDA_000533 at PANDA_000535, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664043/Multibet+Sportsbook+Integration+V3#Sportsbook-Trading-Platform-Response-to-Multibet-Market-Messages.)

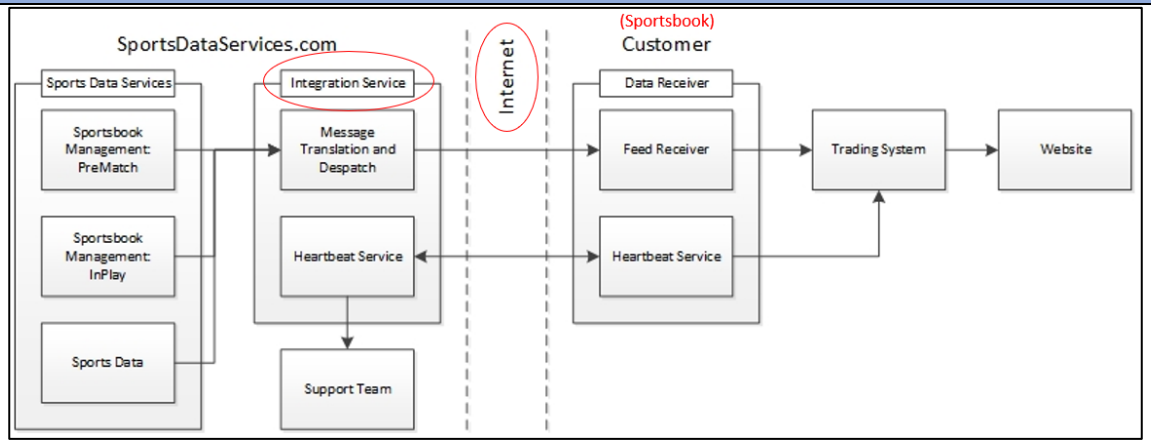
Key Features	Accused Product

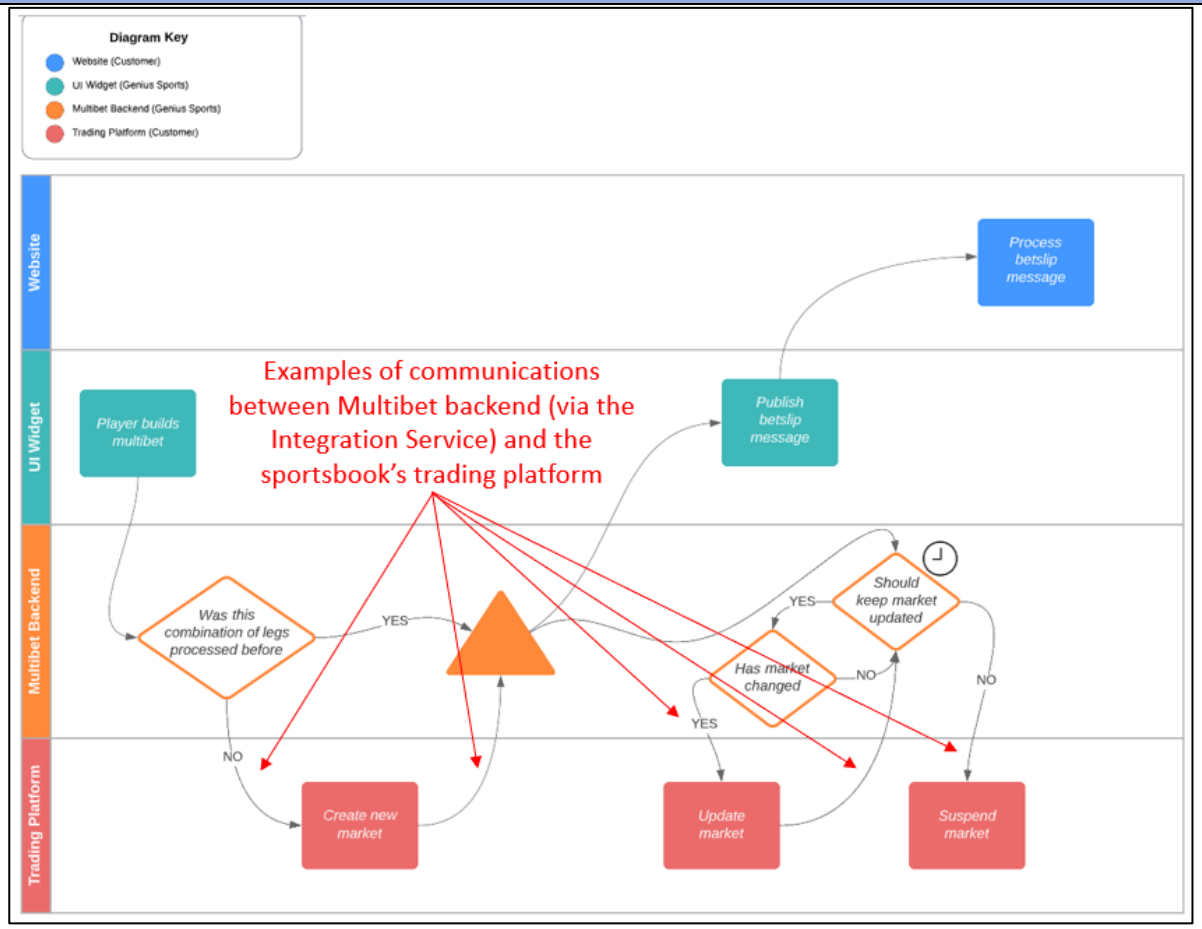
	SmartStream Release Process
	
	SmartStream is released to it's user acceptance testing (UAT) environment every two weeks with new features and bug fixes. Release notes will be published at the start of each cycle detailing what features and fixes are to be included in the release.
	
	After two weeks have passed with no critical issues, the version will be pushed to Production where it will be visible on your live site. It is at your discretion that you keep track of these release notes to ensure you are still successfully integrating and that you are satisfied with the new and upcoming version of SmartStream.
	
	A separate UAT SmartStream URL will be included as part of your integration details for you to use. It is highly recommended that you maintain a replica environment of your own site with the UAT version of SmartStream integrated to enable you to review up-and-coming features and fixes before they reach Production.
	
	Development → Two weeks → UAT → Two weeks → Production
	
	Embedding a product
	
	To display the HTML SmartStream product on your page you will first need to add the following scripts into the body of the page, preferably at the bottom to ensure that the SmartStream application is loaded after the elements of the page itself. The demo URLs should be replaced with your customer specific URLs, which will be provided by Genius Sports once a client specific version of the application has been generated.
	
	`<script src="https://bsdemo.betstream.betgenius.com/betstrear`
	`<script>`
	`var iframeApi = new IFrameApi("betgenius-iframe");`
	`</script>`
	
	The iframe code below should be placed within the body of the webpage where you would like the HTML SmartStream product application to appear. The script below is an example that embeds a Football Scorecentre product and should be replaced with the location of your client specific product which will be provided by Genius Sports. The id of the iframe should match the parameter passed in the JavaScript object above.
	
	`<iframe scrolling="no" id="betgenius-iframe" src="https://bs(`
	
	(*See,* PANDA_000077-PANDA_000078, https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)
	
	Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' streaming product uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform.
	
	As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

Key Features	Accused Product
	More in-play profits In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips. Players create the exact accumulator they want, during a single game, for example - *Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal.*  (*See,* PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product
	• Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals • The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched *In-Play MultiBet*, providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season. Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves. Now, through *In-Play MultiBet*, these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals. Launched in time to give sportsbooks a new dimension at the FIFA World Cup, *In-Play MultiBet* is powered by the highest quality AI-powered live odds, tried and tested on Genius Sports' leading LiveTrading service. *InPlay MultiBet* will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide. "Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said **Jack Davison, Chief Commercial Officer of Genius Sports**. "Starting with the biggest sports event of the year, the FIFA World Cup, *InPlay MultiBet* will enable our partners to unlock bigger margins and drive engagement between key match events and breaks." (*See,* PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-sports-launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/.) Genius Sports offers several options to sportsbooks to integrate MultiBet into their trading platform. In one example, Genius Sports provides a Multibet API, Sportsbook Integration (V3), and a UI widget to facilitate both front-end and back-end integration.

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.  (*See,* PANDA_00212 at PANDA_00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)

Key Features	Accused Product
	 (*See,* PANDA_000539, https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822492/Integration+Schema.)

Key Features	Accused Product
	 (*See,* PANDA_00209 at PANDA_00210, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284187362/Market+Lifetime.)

Key Features	Accused Product
[20B.2] transmits at least the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices.	Genius Sports' streaming product includes a system where at least one socket server "*transmits at least the second event information to the second viewer client device of the second plurality of viewer client devices via a fourth event information Internet communication channel between the at least one second event socket of the at least one socket server and the second viewer client device of the second plurality of viewer devices*." *See* discussion of Claim Element [20B.1], *supra*. A fourth event information Internet communication channel is used in the same way described above to transmit at least the second event information to the second viewer client device of the second plurality of viewer client devices.