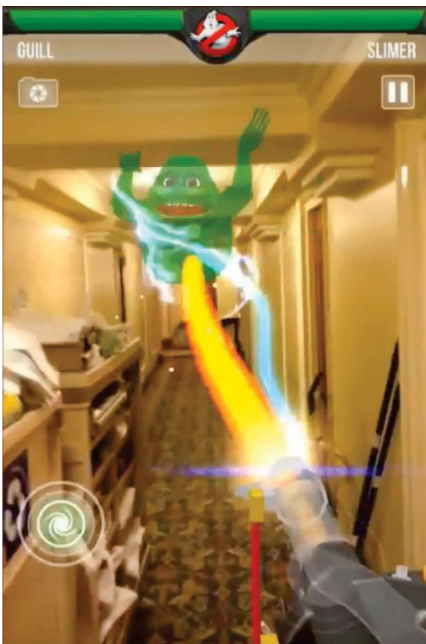
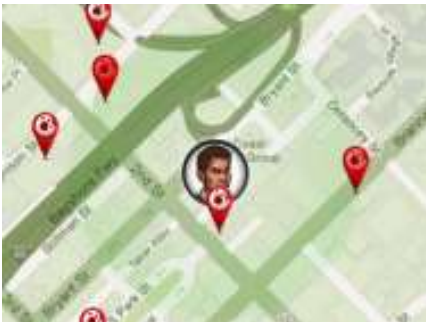


# Patent Acquisition Opportunity Summary



**XMG patent portfolio covers the high growth market which merges Augmented Reality and Location Based Gaming.**

Inflexion Point is offering a core portfolio of 5 issued patents and 1 pending application that covers multiple new and growing uses for Augmented Reality (AR) gaming where geolocation is a key part of the gameplay. In popular use cases, mobile game players activate their cameras, to engage gameplay where their characters can see and interact with the world around them. The player's location is detected -- and this is key -- the gameplay and storyline options will change depending on the player's actual locations. As players interact with the game and other players, both at their current locations, and as they move to other locations over time, the patented systems and methods change the storyline.



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## **Systems and Methods of Changing Storyline based on Player Location [Patent Granted]**

- Virtual gameplay is enabled in a game environment in which a player can play a game via a character. In response to the detected geolocation of the player, a storyline related to that location is retrieved for the character to interact with.
- Characters, themes, storylines, outcomes and games can change by location and context.
- Also applicable to other virtual worlds used in entertainment, outside of games, such as movies, cartoons, computer simulations.

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## **Systems and Methods of Capture and Use of Local Elements in Gameplay [Patent Pending]**

- Capturing local elements in gameplay enables more dynamic and life-like experiences and AR use cases.
- Actual events (e.g., local storms become part of the gameplay experience).
- Local location elements can supplement or replace aspects of the storyline, which makes the gaming more life-like and interesting, especially if multiple players interact at one location.

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**Contact: Ron Laurie // Managing Director // Inflexion Point Strategy**  
**ronlaurie@ip-strategy.com // 650-814-5600**

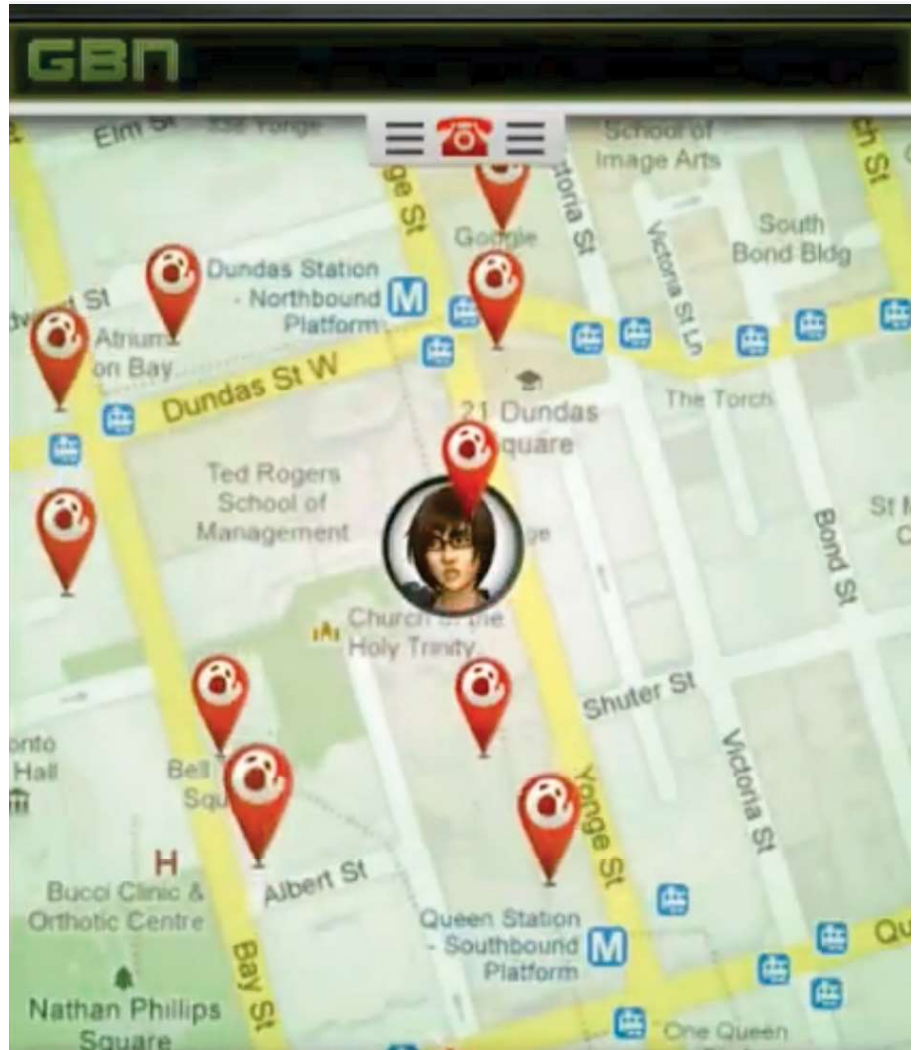
## Patents Address Multiplayer Mobile Games with Changing Storylines

Ownership of patents is clean

Patented systems and methods are in substantial global use today and growing - Changing Storylines based on Player Location is moving from leading edge to mainstream

5 US patents and 1 pending application provide a core set of strategic patents for AR and location based mobile gaming experiences.

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### About XMG

Pioneer in AR Gaming and Location Based games in the 2009-2011 timeframe, including Ghostbusters Paranormal Blast, in partnership with Sony.

Won international awards including mobile AR game of the year in 2009 and 2012 for the "Best App Ever Awards" and had 7-games with multi-million installs.

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**Contact:** Ron Laurie // Managing Director // Inflexion Point Strategy  
ronlaurie@ip-strategy.com // 650-814-5600

# Summary of XMG Patents

| PATENT #      | TITLE                                                                                               | ABSTRACT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | PRIORITY DATE |
|---------------|-----------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| US 8,668,592  | <b>Systems and Methods of Changing Storyline based on Player Location</b>                           | A method for enabling virtual gameplay with a character in a game environment. A game environment is provided in which a player can play a game via a character. The player's geographic location is detected and stored. In response to the detected geographic location, a storyline is retrieved for the character to interact with. The retrieved storyline is related to the geographic location of the player.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Dec 17, 2010  |
| US 8,579,710  | <b>Systems and Methods of Virtual Goods Trading Using Ratings to Ascribe Value to Virtual Goods</b> | A method for trading virtual goods. A game environment is provided in which a first player can acquire or develop a virtual good. This virtual good has a starting value. At least one rating of the virtual good is received from a second player via the game environment. The starting value is automatically increased or decreased as a function of the at least one rating of the virtual good. The virtual good is then made available for purchase at the new value. A system for trading virtual goods is also provided.                                                                                                                                                                                                                                                                                                                                                                      | Jan 20, 2011  |
| US 8,882,595  | <b>Systems and Methods of Importing Virtual Objects using Barcodes</b>                              | A method for enabling virtual gameplay. A game environment is provided in which a player can play a game via a character. When the player scans a barcode from a real world object, a virtual object is retrieved based on the barcode input. The player's character can then own or interact with the virtual object in the game environment.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Apr 29, 2011  |
| US 8,903,132  | <b>Efficient System and Method for Body Part Detection and Tracking</b>                             | A method for detecting a body part in a video stream from a mobile device. A video stream of a human subject is received from a camera connected to the mobile device. The video stream has frames. A first frame of the video stream is identified for processing. This first frame is then partitioned into observation windows, each observation window having pixels. In each observation window, non-skin-toned pixels are eliminated; and the remaining pixels are compared to determine a degree of entropy of the pixels in the observation window. In any observation window having a degree of entropy above a predetermined threshold, a bounded area is made around the region of high entropy pixels. The consistency of the entropy is analyzed in the bounded area. If the bounded area has inconsistently high entropy, a body part is determined to be detected at that bounded area. | Sep 12, 2011  |
| US 8,777,746  | <b>Gestures to Encapsulate Intent</b>                                                               | A method for enabling gameplay with a character in a game environment on a mobile device. In the game environment, a player can play a game via a character. When there is an expectation of action from the character in the game, a touch gesture input is received on the mobile device. The fidelity of the touch gesture input is calculated with reference to an optimal gesture in a reference gesture table. If the fidelity is within a predefined range associated with the optimal gesture, the touch gesture input is matched to the optimal gesture and an associated game script is called wherein the character would be shown as having successfully completed the expectation.                                                                                                                                                                                                        | Sep 23, 2011  |
| US 15/215,406 | <b>Systems and Methods of Capture and Use of Local Elements in Gameplay</b>                         | A computer-implemented method for enabling virtual gameplay. Access is provided to at least one video game in which a player is able to interact with the video game according to a storyline. A player location is detected and stored. A local element is retrieved from a database based on the player location and the local element is correlated to a local element script actuatable in the video game. This local element script is retrieved and actuated in the video game to supplement or replace the video game's storyline.                                                                                                                                                                                                                                                                                                                                                              | Nov 19, 2012  |