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17  
18 **UNITED STATES DISTRICT COURT**  
19 **DISTRICT OF CALIFORNIA**

20 I.C., a minor, by and through his natural  
parent, NASIM CHAUDHRI, and AMY  
21 GITRE, on behalf of themselves and all others  
22 similarly situated,

23 *Plaintiffs,*

24 v.

25 ZYNGA, INC.,

26 *Defendant.*  
27  
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Case No. \_\_\_\_\_

**COMPLAINT**

**CLASS ACTION**

**DEMAND FOR JURY TRIAL**

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1 I.C., a minor by and through his natural parent, Nasim Chaudhri, and Amy Gitre  
2 (“Plaintiffs”), individually and on behalf of a Class defined below of similarly situated persons,  
3 allege the following against Defendant Zynga, Inc., based upon personal knowledge and on  
4 information and belief derived from, among other things, Zynga’s September 12, 2019 “Player  
5 Security Announcement,” investigation of counsel, media reports, and review of public  
6 documents.

7 **NATURE OF COMPLAINT**

8 1. Plaintiffs bring this action against Zynga for its failure to reasonably safeguard  
9 Plaintiffs’ Personally Identifiable Information (“PII”) as defined herein, failure to reasonably  
10 provide timely notification that Plaintiffs’ PII had been accessed and acquired by an unauthorized  
11 third party through a data breach, and for intentionally and unconscionably deceiving Plaintiffs  
12 relating to the status, safety, location, access, and protection of Plaintiffs’ PII.

13 2. As a result of Zynga’s negligent, intentional, or unconscionable failure to  
14 adequately satisfy its statutory and common-law obligations, Plaintiffs’ PII was accessed,  
15 acquired, and stolen for the purpose of misusing Plaintiffs’ data and causing further irreparable  
16 harm to Plaintiffs’ personal, financial, reputational, and future well-being. After the theft of  
17 Plaintiffs’ PII from Zynga’s platform, it was distributed to and among hacker forums and other  
18 identity and financial thieves for the purpose of illegally misusing, reselling, and stealing  
19 Plaintiffs’ PII and identity. Plaintiffs have been damaged as a result.

20 3. Plaintiffs bring this lawsuit against Zynga for statutory violations as well as  
21 common law tort claims under negligence, negligent misrepresentation, negligence per se, unjust  
22 enrichment, violation of state data breach statutes, intrusion upon seclusion, and declaratory  
23 judgment.

24 4. As used throughout this Complaint, “PII” is defined to include all information  
25 exposed by the Zynga data breach; all information so defined under individual states’ statutes;  
26 and all or any part or combination of name, address, birth date, Social Security number, driver’s  
27 license information (any part of license number, state, home address, dates of issuance or  
28 expiration), telephone number, email address, tax identification number, credit card number,

1 usernames, passwords, and log-in information that can be used to access a person's personal  
2 electronic content.

3 **PARTIES**

4 5. Zynga, Inc. is a Delaware corporation with its principal place of business in San  
5 Francisco, California.

6 6. Plaintiff I.C., a minor, by and through his natural parent, Nasim Chaudhri, is an  
7 individual citizen of Kansas who had a Zynga account at the time of the incidents described herein  
8 and entrusted PII to Zynga with the reasonable expectation and understanding that Zynga would  
9 protect and safeguard that information from compromise, disclosure, and misuse by unauthorized  
10 users and would be timely and forthright relating to any data security incidents involving  
11 Plaintiffs' PII.

12 7. Plaintiff Amy Gitre is an individual citizen of Michigan who had a Zynga account  
13 at the time of the incidents described herein and entrusted PII to Zynga with the reasonable  
14 expectation and understanding that Zynga would protect and safeguard that information from  
15 compromise, disclosure, and misuse by unauthorized users and would be timely and forthright  
16 relating to any data security incidents involving Plaintiffs' PII.

17 8. The class members are all adults and minor individuals in the United States whose  
18 PII was obtained or maintained by Zynga and compromised as a result of the Zynga data breach  
19 described herein.

20 **JURISDICTION**

21 9. This Court has subject-matter jurisdiction pursuant to the Class Action Fairness  
22 Act of 2005, 28 U.S.C. § 1332(d)(2), because this is a class action in which the matter in  
23 controversy exceeds the sum of \$5,000,000, the number of class members exceeds 100, and  
24 Zynga is a citizen of a State different from that of at least one Class member. This Court also has  
25 supplemental jurisdiction pursuant to 28 U.S.C. § 1367(a) because all claims alleged herein form  
26 part of the same case or controversy.

27 10. This Court has personal jurisdiction over Zynga because it is authorized to and  
28 regularly conducts business in California and is headquartered in San Francisco, California.

**VENUE**

11. Venue is proper in this District under 28 U.S.C. § 1391(b)(2) because a substantial part of the events or omissions giving rise to Plaintiffs’ claims occurred in this district.

**INTRADISTRICT ASSIGNMENT**

12. Assignment is appropriate in the San Francisco Division because a substantial part of the events or omissions giving rise to Plaintiffs’ claims occurred in San Francisco County.

**GENERAL ALLEGATIONS**

**I. Zynga – Background.**

13. Zynga is a social game developer and host that develops, markets, and operates social games played on the internet, social networking sites, Zynga.com, and mobile platforms such as iPhones and Android devices. Zynga also provides advertising services to advertising agencies and brokers.<sup>1</sup>

14. Zynga operates popular games such as Words With Friends, Words With Friends 2, Zynga Poker, CSR Racing, Empires & Puzzles, Merge Dragons, and others.

15. Users can purchase Zynga’s games, which are for sale through mobile marketplaces such as the iTunes Store or the Google Play Store (formerly known as the Android Market). Alternatively, Zynga has offered at least some of its games in exchange for increased in-game advertising and potentially other consideration such as sale of in-game virtual goods—as well as its users’ valuable PII.

16. One of Zynga’s most popular offerings is Words With Friends, a game released in 2009 that resembles two-player Scrabble in a crossword-puzzle style.<sup>2</sup> Up to 40 simultaneous Words With Friends games can be played by each user spread across the nation who have the ability to compete against each other and communicate using the game’s built-in chat feature.<sup>3</sup>

17. Between 2010 and 2011, Words With Friends was one of the top-ranked games in

<sup>1</sup> <https://www.crunchbase.com/organization/zynga#section-overview> (last visited Jan. 14, 2020).

<sup>2</sup> [https://en.wikipedia.org/wiki/Words\\_with\\_Friends](https://en.wikipedia.org/wiki/Words_with_Friends) (last visited Jan. 14, 2020).

<sup>3</sup> [https://en.wikipedia.org/wiki/Words\\_with\\_Friends](https://en.wikipedia.org/wiki/Words_with_Friends) (last visited Jan. 14, 2020).

1 the Apple Store, and the game continued to be popular for years. In fact, Words With Friends  
2 was the #1 most popular Apple (iOS-based) game in all of 2016. And as of March 2017, Words  
3 With Friends remained the most popular game in the United States with 13 million unique users  
4 for that month.<sup>4</sup>

5 18. Zynga's business of exchanging mobile gaming for, in part, its massive user  
6 database of PII, has been wildly successful. Zynga posted revenue of \$1.28 billion in 2012, and  
7 earned more than \$900 million in 2018.<sup>5</sup> According to recent statements by the company's CEO,  
8 Zynga's success is likely to continue as it "is on track to be one of the fastest-growing—if not  
9 the fastest-growing—gaming company at scale."<sup>6</sup> Zynga's stock "soared 56% in 2019,"<sup>7</sup> and it  
10 finished the first week of February 2020 at a 52-week high.<sup>8</sup>

11 **II. Zynga collects personally identifiable information from its users.**

12 19. Zynga requires all individuals who wish to access games on its website to create a  
13 Zynga user account, which requires the user to submit certain information to Zynga. The user  
14 can create an account with Zynga through the user's email address or through the user's  
15 Facebook account.

16 20. At this time, the information that Zynga requires for prospective users to become  
17 active users initially includes the user's first name, last name, email address, a password, and the  
18 user's gender.

19 21. Zynga does not require prospective users to provide their age or date of birth.

20 22. Zynga collects its users' names, email addresses, login IDs, password reset tokens,

21 <sup>4</sup> <https://www.pocketgamer.biz/news/65662/words-with-friends-13-million-users-march-2017/>  
22 (last visited Jan. 14, 2020); [https://en.wikipedia.org/wiki/Words\\_with\\_Friends](https://en.wikipedia.org/wiki/Words_with_Friends) (last visited Jan.  
14, 2020).

23 <sup>5</sup> <https://www.statista.com/statistics/273567/zyngas-annual-revenue/> (last visited Jan. 14,  
24 2020).

25 <sup>6</sup> [https://www.bloomberg.com/news/articles/2020-01-03/zynga-is-booming-again-after-  
wilderness-years-at-farmville-maker](https://www.bloomberg.com/news/articles/2020-01-03/zynga-is-booming-again-after-wilderness-years-at-farmville-maker) (last visited Jan. 14, 2020).

26 <sup>7</sup> <https://www.fool.com/investing/2020/01/08/why-zynga-stock-soared-56-in-2019.aspx> (last  
27 visited Jan. 14, 2020).

28 <sup>8</sup> [https://www.fool.com/investing/2020/02/08/3-surprising-stocks-hitting-new-highs-this-  
week.aspx](https://www.fool.com/investing/2020/02/08/3-surprising-stocks-hitting-new-highs-this-week.aspx)

1 Facebook IDs, Zynga account IDs, and passwords, among other pieces of information.

2 23. If a prospective mobile user chooses to log in with Facebook, the prospective user  
3 must provide their Facebook username and password.

4 **III. Many of Zynga's users are minors.**

5 24. One of Zynga's principal targeted demographics is minor children like Plaintiff  
6 I.C.

7 25. Zynga does not publicly disclose its user demographics, but one study estimates  
8 that 8% of all mobile gamers are minor children.<sup>9</sup>

9 26. If just 8% of Zynga users are minors, that means nearly 14 million children were  
10 victims of the September 2019 data breach. In light of the nature of Zynga's available games, the  
11 number of affected minors is likely to be much higher in this case.

12 27. The actual percentage of Zynga's user base that are minors is likely to be  
13 significantly higher than the average. Zynga has known that it is subject to governmental  
14 regulation for "the collection of data from minors" for a number of years.<sup>10</sup> In its 2016 10-K,  
15 Zynga acknowledged that it is subject to these regulations and stated that "We [Zynga] receive,  
16 store, and process personal information and other player data . . . ."<sup>11</sup>

17 28. Zynga does not require users to verify their age during the registration process.

18 29. On information and belief, and based on reporting in the media, Zynga is well-  
19 aware that a substantial portion of its user base has historically been, and continues to be,  
20 comprised of minors, and Zynga has profited handsomely from that user base over the years.

21 \_\_\_\_\_  
22 <sup>9</sup> <https://www.adcolony.com/blog/2019/08/14/breaking-down-mobile-gaming-demographics/>  
(last visited December 23, 2019)

23 <sup>10</sup> Zynga's 2016 Form 10-K,  
24 [https://www.sec.gov/Archives/edgar/data/1439404/000156459017001775/znga-10k\\_20161231.htm](https://www.sec.gov/Archives/edgar/data/1439404/000156459017001775/znga-10k_20161231.htm) (last visited Jan. 14, 2020). *See also* Zynga's 2019 Form 10-K,  
25 <https://investor.zynga.com/static-files/0ebae4f-8d78-4faf-8b71-95a23c4c3995> (last visited  
Jan. 14, 2020).

26 <sup>11</sup> Zynga's 2016 Form 10-K,  
27 [https://www.sec.gov/Archives/edgar/data/1439404/000156459017001775/znga-10k\\_20161231.htm](https://www.sec.gov/Archives/edgar/data/1439404/000156459017001775/znga-10k_20161231.htm) (last visited Jan. 14, 2020). *See also* Zynga's 2019 Form 10-K,  
28 <https://investor.zynga.com/static-files/0ebae4f-8d78-4faf-8b71-95a23c4c3995> (last visited  
Jan. 14, 2020).



1           30. For example, a January 2019 article published in *Popular Mechanics* entitled  
2 “Documents Show Facebook Knowingly Took Money from Unwitting Children,” states that  
3 games such as “Zynga’s PetVille” “are free to download but come packed with opportunities to  
4 spend actual money to advance further. These cash payments are meant to look like items within  
5 the game, and it’s not easy for a child not to realize what they’re doing.”<sup>12</sup>

6           31. In fact, one 12-year-old user of a Zynga game had “emptied his own savings  
7 account” and then used his mother’s credit in accruing many hundreds of dollars in charges.<sup>13</sup>  
8 Zynga refused to refund the charges.<sup>14</sup>

9           32. Based on their status as minors, Plaintiff I.C. and the Class of minors are not bound  
10 by any contractual terms that Zynga may try to force upon its users during the registration process  
11 or at any other time thereafter.

12           33. I.C. hereby disaffirms Zynga’s Terms of Service and Privacy Policy.

13 **IV. Minors are a high-value target for cyber criminals and are particularly vulnerable**  
14 **to long-term identity theft and PII misuse.**

15           34. According to numerous media reports and studies, stealing the identity of minors  
16 is especially attractive to cyber criminals for a host of reasons, including: (1) minors’ credit  
17 reports are clean, which makes them particularly valuable; (2) minors do not check their credit  
18 reports or review monthly bills the way adults do; (3) thieves are more likely to have unfettered  
19 access to minors’ identity and credit for years or even decades; (4) it is often difficult or  
20 impossible to place a freeze on a minor’s credit report—because they don’t yet *have* credit; and  
21 (5) minors are less likely to receive notice, or to have an opportunity to take notice in the event

22 \_\_\_\_\_  
23 <sup>12</sup> <https://www.popularmechanics.com/technology/apps/a26041842/documents-show-facebook-knowingly-took-money-from-unwitting-children/> (last visited Jan. 14, 2020). *See also*  
24 *revealnews.com, Facebook knowingly duped game-playing kids and their parents out of*  
25 *money*, <https://www.revealnews.org/article/facebook-knowingly-duped-game-playing-kids-and-their-parents-out-of-money/> (last visited Jan. 14, 2020) (stating that such conduct by Zynga’s PetVille was “friendly fraud” and that “the children did not even know they were spending money”).

26 <sup>13</sup> <https://www.theguardian.com/money/2010/apr/07/farmville-user-debt-facebook> (last visited  
27 Jan. 14, 2020).

28 <sup>14</sup> *Id.*

1 that identity theft occurs or is ongoing, such as, e.g., if fraudulent accounts or charges occur  
2 under their names, if fake tax returns are filed in their names, if fraudulent health care is obtained  
3 under their identity, and if their information is fraudulently used in connection with  
4 employment.<sup>15</sup>

5 35. The Federal Trade Commission agrees that when children are victims of a data  
6 breach “it might be years before you or your child realizes there’s a problem.”<sup>16</sup>

7 36. For these and other reasons, identity theft is a growing problem in the United States  
8 as it relates to our minor population. More than 1 million minors were victims of identity theft  
9 or fraud in 2017, totaling \$2.6 billion in fraudulent activity.<sup>17</sup>

10 37. In fact, in 2017, among notified breach victims, 39% of minors became victims of  
11 actual fraud (as opposed to 19% of adults).<sup>18</sup>

12 38. According to a report on child identity theft published by Carnegie Mellon, a study  
13 based on identity protection scans of 40,000 U.S. children, the risk that someone was using their  
14 social security number was 51 times higher than the rate for adults in the same population.<sup>19</sup>

15 39. The Carnegie Mellon report continues: “[t]he potential impact [of identity theft] on  
16 the child’s future is profound; it could destroy or damage a child’s ability to win approval on  
17 student loans, acquire a mobile phone, obtain a job, or secure a place to live.”<sup>20</sup>

18 40. Based on the common use of mobile games among minors, Zynga was well aware

19 <sup>15</sup> [https://www.nytimes.com/2015/04/18/your-money/a-childs-vulnerability-to-identity-](https://www.nytimes.com/2015/04/18/your-money/a-childs-vulnerability-to-identity-theft.html)  
20 [theft.html](https://www.nytimes.com/2015/04/18/your-money/a-childs-vulnerability-to-identity-theft.html) (last visited December 23, 2019).

21 <sup>16</sup> [https://www.consumer.ftc.gov/blog/2015/10/protecting-your-childs-information-after-data-](https://www.consumer.ftc.gov/blog/2015/10/protecting-your-childs-information-after-data-breach)  
22 [breach](https://www.consumer.ftc.gov/blog/2015/10/protecting-your-childs-information-after-data-breach) (last visited February 20, 2020).

23 <sup>17</sup> [https://www.cnbc.com/2018/04/24/child-identity-theft-is-a-growing-and-expensive-](https://www.cnbc.com/2018/04/24/child-identity-theft-is-a-growing-and-expensive-problem.html)  
24 [problem.html](https://www.cnbc.com/2018/04/24/child-identity-theft-is-a-growing-and-expensive-problem.html) (last visited December 23, 2019); see also  
25 [https://www.nbcnews.com/business/consumer/more-1-million-children-were-victims-id-theft-](https://www.nbcnews.com/business/consumer/more-1-million-children-were-victims-id-theft-last-year-n885351)  
26 [last-year-n885351](https://www.nbcnews.com/business/consumer/more-1-million-children-were-victims-id-theft-last-year-n885351) (last visited December 23, 2019).

27 <sup>18</sup> [https://www.cnbc.com/2018/04/24/child-identity-theft-is-a-growing-and-expensive-](https://www.cnbc.com/2018/04/24/child-identity-theft-is-a-growing-and-expensive-problem.html)  
28 [problem.html](https://www.cnbc.com/2018/04/24/child-identity-theft-is-a-growing-and-expensive-problem.html) (last visited December 23, 2019).

<sup>19</sup> [https://www.cylab.cmu.edu/\\_files/pdfs/reports/2011/child-identity-theft.pdf](https://www.cylab.cmu.edu/_files/pdfs/reports/2011/child-identity-theft.pdf), at PDF p. 4 (last  
visited December 23, 2019).

<sup>20</sup> [https://www.cylab.cmu.edu/\\_files/pdfs/reports/2011/child-identity-theft.pdf](https://www.cylab.cmu.edu/_files/pdfs/reports/2011/child-identity-theft.pdf), at PDF p. 3 (last  
visited December 23, 2019).

1 of the economic and reputational value of exploiting children for its own monetary gain, and it  
2 should have been equally concerned with protecting the PII entrusted to it by that valuable and  
3 relatively defenseless group.

4 **V. Zynga’s substandard password security; the resulting data breach; and Zynga’s**  
5 **subsequent failure to reasonably respond and to adequately notify users.**

6 41. In September 2019, hacker Gnosticplayers (“Hacker”) told the *The Hacker News*  
7 that he breached Zynga’s user database, gaining access to more than 218 million user accounts.<sup>21</sup>

8 42. The Hacker said that the stolen information included names, email addresses, login  
9 IDs, password reset tokens, Facebook IDs, Zynga account IDs, and passwords secured with  
10 SHA-1 cryptography, an encryption method that “has been considered outdated and insecure  
11 since before Zynga was even founded.”<sup>22</sup>

12 43. According to reports, the data breach is known to have included at least the  
13 following Zynga games: Words With Friends; Draw Something; and OMGPOP.

14 44. The OMGPOP breach allegedly exposed clear text passwords for over 7 million  
15 users.

16 45. The Hacker “is a known quantity in the digital criminal underground, having been  
17 observed selling hundreds of millions of breached accounts on the dark web since early 2019.”<sup>23</sup>  
18 Media reports state that the Hacker has sold stolen account information from other data breaches  
19 on the dark web on at least five occasions involving more than one billion user credentials and  
20 personal details.<sup>24</sup>

21 46. On September 12, 2019, Zynga posted a “Player Security Announcement” on its  
22

23 <sup>21</sup> <https://thehackernews.com/2019/09/zynga-game-hacking.html> (last visited December 23,  
24 2019).

25 <sup>22</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-  
26 compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

27 <sup>23</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-  
28 compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

<sup>24</sup> [https://cyware.com/news/times-when-gnosticplayers-hacker-made-headlines-for-selling-  
troves-of-stolen-data-on-dark-web-f8849502](https://cyware.com/news/times-when-gnosticplayers-hacker-made-headlines-for-selling-troves-of-stolen-data-on-dark-web-f8849502) (last visited Jan. 14, 2020).

1 website stating that it “recently discovered that certain player account information may have been  
2 illegally accessed by outside hackers.”<sup>25</sup>

3 47. Rather than taking responsibility for its cybersecurity shortcomings, Zynga’s  
4 Player Security Announcement implied that data breaches are impossible to avoid. The first  
5 sentence of the Player Security Announcement says that “Cyber attacks are one of the unfortunate  
6 realities of doing business today.”<sup>26</sup>

7 48. Zynga did not, and has not to this day, issued an email notification of the breach to  
8 its users. Rather, Zynga effectively hid the fact that it suffered a data breach. Only those users  
9 who happened to visit Zynga’s website on their own volition, read about the breach in the news,  
10 or had signed up to receive email data breach notifications from independent third parties that  
11 monitor data breaches were made aware of the breach.

12 49. Zynga had the ability to send an email notification to all users because providing  
13 an email address appears to be a universal requirement Zynga imposes on all users when going  
14 through the registration process.

15 50. Rather than sending an email to all users at the time of the breach, Zynga spent its  
16 time shoring up its legal defenses.

17 51. Some Zynga users first learned of the breach through receipt of an email alert from  
18 the website “Have I Been Pwned,” which allows users to sign up for notifications when their PII  
19 is included in a data breach. That alert was not sent until December 18, 2019. The unfortunate  
20 reality is that most Zynga users are still completely unaware that their PII was stolen as a result  
21 of the Zynga data breach, because Zynga failed to reasonably advise them.

22 52. In light of the amount of time that has passed since the data breach, it is “likely that  
23 the stolen passwords have been decrypted.” That fact, coupled with Zynga’s failure to notify its  
24 users, places them at increased risk. As noted by one prominent cybersecurity expert: “The  
25

26 <sup>25</sup> <https://investor.zynga.com/news-releases/news-release-details/player-security-announcement>  
(last visited Dec. 23, 2019).

27 <sup>26</sup> <https://investor.zynga.com/news-releases/news-release-details/player-security-announcement>  
28 (last visited Dec. 23, 2019).

1 disclosure of the full scale and nature of this breach, some three months after the initial  
2 announcement, is concerning. This delay, and the initial lack of information provided by Zynga  
3 to its users, has put victims at unnecessary risk.”<sup>27</sup>

4 53. Zynga’s conduct leading up to and following the data breach show it is far more  
5 concerned with protecting itself than with safeguarding the valuable and confidential information  
6 of its users. As noted by one industry expert: “Zynga’s response to its breach demonstrates how  
7 some organizations tend to view proper security as an afterthought.”<sup>28</sup>

8 54. Zynga released an updated version of its Terms of Service and Privacy Policy on  
9 December 18, 2019, the very same day the notification was issued from *Have I Been Pwned*, but  
10 still did not send an email to Zynga users alerting them of the breach.

11 55. The PII stolen from Zynga constitutes “personal identifying information,” which  
12 qualifies as “identity theft” when used to defraud or otherwise misrepresent with the intent of  
13 harming the owner of the information. Identity theft can occur by using (with the intent to  
14 defraud) information such as: name, birth date, address, phone number, passwords, usernames,  
15 or other log-in information that can be used to access a person’s electronic content, including  
16 content stored on a social networking site.<sup>29</sup>

17 56. The information stolen from Zynga included names, phone numbers, usernames,  
18 email addresses, and passwords—PII that is highly valued amongst cyber thieves and criminals  
19 on the Dark Web. For example, Apple ID usernames and passwords were sold on average for  
20 \$15.39 each on the Dark Web, making them the most valuable non-financial credentials for sale  
21 on that marketplace. Usernames and passwords for eBay (\$12), Amazon (≤\$10), and Walmart  
22 (≤\$10) are not far behind. In fact, there is a well-established market for stolen account  
23 credentials on the Dark Web, which includes Zynga credentials.

24  
25 <sup>27</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/)  
26 [compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

27 <sup>28</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/)  
28 [compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

<sup>29</sup> See K.S.A. 21-6107(2).

1           57. As stated above, the Hacker obtained over 200 million passwords, including more  
2 than 7 million passwords that Zynga had stored in clear text, as a result of the data breach.

3           58. Passwords that are stored using “SHA1,” Zynga’s chosen encryption method, are  
4 only slightly safer: “Security experts have long warned that SHA1 is not fit for protecting  
5 passwords because it’s so easy to crack. As a result, any organization that continues to use SHA1  
6 should be viewed as having substandard security practices in place, and by extension not taking  
7 seriously the security of its customer data.”<sup>30</sup>

8           59. The Hacker also obtained millions of email addresses and usernames.

9           60. This combination of usernames, email addresses, and easily deciphered passwords  
10 makes the contents of the breach valuable to thieves and increases the chances of identity theft.

11           61. In part, the danger comes from password reuse and a process known as credential  
12 stuffing.

13           62. Troy Hunt, a cyber security expert and the founder of *Have I Been Pwned*,  
14 described the password reuse issue in 2017:

15           So there’s a lot of stuff getting hacked and a lot of credentials floating  
16 around the place, but then what? I mean what do evil-minded people do with all  
17 those email addresses and passwords? Among other things, they attempt to break  
18 into accounts on totally unrelated websites. Here’s a great example: someone grabs  
19 the 164 million record LinkedIn data dump that turned up last year and cracks the  
20 hashes. They’re SHA1 without a salt so the protection on the passwords is pretty  
21 useless. In no time at all you’ve got tens of millions of email address and plain text  
22 password pairs. And this is where the real problems begin.

23           As fallible humans, we reuse passwords. We’ve all done it at one time or another  
24 and whilst I hope that by virtue of you being here reading security stuff you’ve got  
25 yourself a good password manager, we’ve all got skeletons in our closets (more on  
26 mine soon). Most people are just out there YOLO’ing away with the same password  
27 or three across all their things. We know that because again, we’ve all done it and  
28 hackers know that because that’s their job! As such, they’re going to try and break  
into as many other accounts as they can using the credentials from a data breach.<sup>31</sup>

63. Credential stuffing is a process through which large numbers of username and  
password pairs are entered into websites other than the breached website until a hacker can access

30 <https://www.bankinfosecurity.com/blogs/zyngas-breach-notification-how-to-inform-victims-p-2796> (Last visited December 23, 2019)

31 <https://www.troyhunt.com/password-reuse-credential-stuffing-and-another-1-billion-records-in-have-i-been-pwned/> (Last visited December 23, 2019).

1 and hijack accounts.<sup>32</sup>

2 64. Mr. Hunt further states that credential stuffing is a serious threat because: (1) “It’s  
3 enormously effective due to the password reuse problem”; (2) “It’s hard for organisations to  
4 defend against because a successful ‘attack’ is someone logging on with legitimate credentials”;  
5 (3) “It’s very easily automatable; you simply need software which will reproduce the logon  
6 process against a target website”; and (4) “There are readily available tools and credential lists  
7 that enable anyone to try their hand at credential stuffing.”

8 65. In addition to credential stuffing, the breached data includes “enough information  
9 for hackers to potentially create targeted phishing attacks made up to look as if they are an official  
10 communication from Zynga.”<sup>33</sup>

11 66. The stolen information “is sure to find a home on the dark web, enabling fraudsters  
12 to log into user accounts and commit account takeover fraud.”<sup>34</sup> Also, “[b]ecause [Zynga] games  
13 are often connected to user Facebook accounts, hackers can gain access to far more information  
14 under a forged identity.”<sup>35</sup> “According to BuiltWith, there are over 190,000 websites that are  
15 Facebook Login Button customers and almost 40,000 live websites using Facebook Login  
16 Button. Logging in with this stolen information (including the 7 million Draw Something  
17 passwords left in clear text with this breach) makes it impossible to determine if the actual  
18 account holder is the one logging in.”<sup>36</sup>

19 67. In this case, the stolen information was provided to the data breach monitoring  
20 website, *Have I Been Pwned*,<sup>37</sup> which added the Zynga database to its website so users can check

21 <sup>32</sup> [https://www.owasp.org/index.php/Credential\\_stuffing](https://www.owasp.org/index.php/Credential_stuffing) (last visited December 23, 2019).

22 <sup>33</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/)  
23 [compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

24 <sup>34</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/)  
25 [compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

26 <sup>35</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/)  
27 [compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

28 <sup>36</sup> [https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/)  
29 [compromises-170-million-accounts/](https://www.cpomagazine.com/cyber-security/password-breach-of-game-developer-zynga-compromises-170-million-accounts/) (last visited Jan. 4, 2020).

<sup>37</sup> <https://haveibeenpwned.com/> (pronounced “poned”) (Last visited, December 2019).

1 to see if their email was included in the breach. As shown in the below screenshot from *Have I*  
 2 *Been Pwned*, 172,869,600 accounts were stolen from Zynga, which makes it **the tenth-largest**  
 3 **data breach of all time.**

Largest breaches		Recently added breaches	
772,904,991	Collection #1 accounts	172,869,600	Zynga accounts
763,117,241	Verifications.io accounts	90,478	AgusiQ Torrents.pl accounts
711,477,622	Onliner Spambot accounts	622,161,052	Data Enrichment Exposure From PDI Customer accounts
622,161,052	Data Enrichment Exposure From PDI Customer accounts	1,408,078	GateHub accounts
593,427,119	Exploit.In accounts	816,662	EpicBot accounts
457,962,538	Anti Public Combo List accounts	669,884	GPS Underground accounts
393,430,309	River City Media Spam List accounts	6,002,694	ToonDoo accounts
359,420,698	MySpace accounts	686,899	Vedantu accounts
234,842,089	NetEase accounts	290,955	Hookers.nl accounts
172,869,600	Zynga accounts	71,307	Zooville accounts

12 68. A search of *Have I Been Pwned* confirms that Plaintiffs' information was exposed  
 13 as a result of the Zynga data breach.<sup>38</sup>

14 69. Plaintiffs' and the Class's PII was among the confidential information  
 15 compromised in the Zynga data breach, causing Plaintiffs and the Class to suffer injury and  
 16 damages, including but not limited to: the improper disclosure of the PII; the loss of the value of  
 17 the PII; ongoing disclosures and dissemination of the PII; the imminent threat of identity theft  
 18 and other fraud against Plaintiffs and the Class; the loss of Plaintiffs' and the Class's privacy;  
 19 and out-of-pocket expenses and time devoted to mitigating the effects of the data breach and  
 20 ascertaining the extent of Plaintiffs' and the Class's losses and exposure.

21 70. Plaintiffs and the Class would never have provided their PII to Zynga if the  
 22 deficient security provided by Zynga was known and understood.

23 71. Plaintiffs and the Class would further never have provided their PII to Zynga if  
 24 they had known that Zynga would fail to properly inform Plaintiffs and the Class in the event  
 25 that Zynga experienced a data breach.

26 72. Plaintiffs and the Class would never have provided their PII to Zynga if Zynga had

27 <sup>38</sup> <https://www.bleepingcomputer.com/news/security/database-from-Zynga-hack-sold-online-check-if-youre-included/> (Last visited, August 2019) (Exhibit 23).  
 28



1 disclosed that it lacked adequate security measures and data security practices, as was revealed  
2 by the media reports.

3 73. Plaintiffs and the Class have been damaged in that they spent time and resources,  
4 and will spend additional time and resources in the future, speaking with representatives;  
5 researching and monitoring accounts; researching and monitoring credit history; responding to  
6 identity theft incidents; purchasing identity protection; and suffering annoyance, interference,  
7 and inconvenience, as a result of the data breach.

8 74. Zynga's actions and failures to act when required have caused Plaintiffs and the  
9 Class to suffer harm and face the significant and imminent risk of future harm, including but not  
10 limited to:

- 11 • theft of their PII;
- 12 • costs associated with researching the scope and nature of the breach and of  
13 responding to the data breach and attendant risks and harm in light of  
14 Zynga's failure to adequately notify;
- 15 • costs associated with the detection and prevention of identity theft and  
16 unauthorized use of their PII;
- 17 • unauthorized access to and misuse of their online accounts;
- 18 • lowered credit scores resulting from credit inquiries and caused by  
19 fraudulent activities;
- 20 • costs associated with time spent and the loss of productivity from taking  
21 time to address ameliorate, mitigate, and deal with the actual and future  
22 consequences of the Zynga data breach—including finding fraudulent  
23 charges and enrolling in and purchasing credit monitoring and identity theft  
24 protection services;
- 25 • the imminent and impending injury flowing from potential fraud and  
26 identify theft posed by their Personal Information being placed in the hands  
27 of criminals;
- 28 • damages to and diminution in value of their PII entrusted, directly or

1 indirectly, to Zynga with the mutual understanding that Zynga would  
2 safeguard Plaintiffs' and Class members' data against theft and not allow  
3 access and misuse of their data by others; and

- 4 • continued risk of exposure to hackers and thieves of their PII, which  
5 remains in Zynga's possession and is subject to further breaches so long as  
6 Zynga fails to undertake appropriate and adequate measures to protect  
7 Plaintiffs and the Class.

8 75. Consequently, Plaintiffs and the Class are at an imminent risk of fraud, criminal  
9 misuse of their PII, and identity theft for years to come as result of the data breach and Zynga's  
10 deceptive and unconscionable conduct.

11 **CLASS ALLEGATIONS**

12 76. Plaintiffs bring this action on behalf of adults and minors similarly situated both  
13 across the United States and within their State or Territory of residence.

14 77. Class certification is appropriate under Fed. R. Civ. P. 23(a) and (b)(1), (b)(2),  
15 and/or (b)(3).

16 78. **Nationwide Class:** All individuals in the United States whose PII was obtained or  
17 maintained by Zynga and compromised as a result of the Zynga data breach described herein.

18 79. **Nationwide Adult Subclass:** All adult individuals in the United States whose PII  
19 was obtained or maintained by Zynga and compromised as a result of the Zynga data breach  
20 described herein.

21 80. **Nationwide Minor Subclass:** All minor individuals in the United States whose  
22 PII was obtained or maintained by Zynga and compromised as a result of the Zynga data breach  
23 described herein, as well as all individuals in the United States who provided their PII to Zynga  
24 while they were minors and had their PII compromised as a result of the Zynga data breach  
25 described herein.

26 81. The Nationwide Class, Nationwide Adult Subclass, and Nationwide Minor  
27 Subclass are collectively referred to herein as the "Class."

28 82. **Numerosity (FRCP 23(a)(1)):** The Class satisfies the numerosity requirement

1 because it is composed of millions of persons, in numerous locations. The number of class  
2 members is so large that joinder of all its members is impracticable.

3 **83. Commonality and Predominance (FRCP 23(a)(2) and 23(b)(3)):** There are  
4 questions of law and fact common to the Class, and these questions predominate over questions  
5 affecting only individual Class members. Common legal and factual questions include, but are  
6 not limited to:

- 7 • whether the data breach constitutes a breach of the data-security  
8 commitments and obligations to protect and safeguard PII made to the  
9 Class by Zynga in its privacy policy;
- 10 • whether Zynga acted with intent or reckless indifference with respect to the  
11 Class and the safety, value, and security of the Class’s PII when it merely  
12 posted a Player Security Announcement on its website rather than emailing  
13 users about the breach and taking other actions to mitigate;
- 14 • whether Zynga’s conduct and practices described herein amount to acts of  
15 intrusion upon seclusion under the laws of the “Intrusion Upon Seclusion  
16 States” defined below;
- 17 • whether Zynga was negligent in establishing, implementing, and following  
18 security protocols;
- 19 • whether Zynga failed to abide by all applicable legal requirements  
20 (including relevant state law requirements) and industry standards  
21 concerning the privacy and confidentiality of the Class members’ PII;
- 22 • whether the Class members’ PII was compromised and exposed as a result  
23 of the data breach and the extent of that compromise and exposure;
- 24 • whether the Class members are entitled to compensatory damages;
- 25 • whether the Class members are entitled to injunctive relief; and
- 26 • whether the Class members are entitled to punitive damages.

27 **84. Typicality (FRCP 23(a)(3)):** Plaintiffs’ claims are typical of the claims of the  
28 members of the Class because Plaintiff’s claims, and the claims of all Class members, arise

1 out of the same conduct, policies, and practices of Zynga, as alleged herein, and all members  
2 of the Class are similarly affected by Zynga's wrongful conduct and the data breach described  
3 herein.

4 85. **Adequacy of Representation (FRCP 23(a)(4)):** Plaintiffs will fairly and  
5 adequately represent the Class and have retained counsel competent in the prosecution of class  
6 action litigation; data breach litigation; data privacy and cybersecurity law; and technical I.T.  
7 concepts, practices, and theory. Plaintiffs have no interests antagonistic to those of other members  
8 of the Class. Plaintiffs are committed to the vigorous prosecution of this action and anticipate  
9 no difficulty in the management of this litigation as a class action.

10 86. Class action status in this action is warranted under Rule 23(b)(1)(A) because  
11 prosecution of separate actions by the members of the Class would create a risk of establishing  
12 incompatible standards of conduct for Defendants. Class action status is also warranted under  
13 Rule 23(b)(1)(B) because prosecution of separate actions by the members of the Class would  
14 create a risk of adjudications with respect to individual members of the Class that, as a practical  
15 matter, would be dispositive of the interests of other members not parties to this action, or that  
16 would substantially impair or impede their ability to protect their interests.

17 87. In the alternative, certification under Rule 23(b)(2) is warranted because  
18 Defendants acted or refused to act on grounds generally applicable to the Class, thereby making  
19 appropriate final injunctive, declaratory, or other appropriate equitable relief with respect to the  
20 Class as a whole.

21 88. In the alternative, certification under Rule 23(b)(3) is appropriate because  
22 questions of law or fact common to members of the Class predominate over any questions  
23 affecting only individual members, and class action treatment is superior to the other available  
24 methods for the fair and efficient adjudication of this controversy.

25 **CAUSES OF ACTION AND CLAIMS FOR RELIEF**

26 **COUNT I — Negligence**  
27 **(On behalf of Plaintiffs, the Nationwide Class, the Nationwide Adult Subclass, and the**  
28 **Nationwide Minor Subclass)**

89. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

1           90. This count is brought on behalf of all Class members.

2           91. Zynga owed a duty to Plaintiffs and the Class to use and exercise reasonable and  
3 due care in obtaining, retaining, and securing their PII that Zynga collected.

4           92. Zynga owed a duty to Plaintiffs and the Class to provide security, consistent with  
5 industry standards and requirements, to ensure that its computer systems and networks, and the  
6 personnel responsible for them, adequately protected the PII that Zynga collected.

7           93. Zynga owed a duty to Plaintiffs and the Class to implement processes to quickly  
8 detect a data breach, to timely act on warnings about data breaches, and to inform the Class of a  
9 data breach as soon as possible after it is discovered.

10           94. Zynga owed a duty of care to Plaintiffs and the Class because they were a  
11 foreseeable and probable victim of any inadequate data security practices.

12           95. Zynga solicited, gathered, and stored the PII provided by Plaintiffs and the Class.

13           96. Zynga knew or should have known it inadequately safeguarded this information.

14           97. Zynga knew or should have known that a breach of its systems would inflict  
15 millions of dollars of damages upon Plaintiffs and the Class, and Zynga was therefore charged  
16 with a duty to adequately protect this critically sensitive information.

17           98. Zynga had a special relationship with Plaintiffs and the Class. Plaintiffs' and the  
18 Class's willingness to entrust Zynga with their PII was predicated on the understanding that  
19 Zynga would take adequate security precautions. Moreover, only Zynga had the ability to protect  
20 its systems and the PII it stored on them from attack.

21           99. Zynga's conduct also created a foreseeable risk of harm to Plaintiffs and the Class  
22 and their PII. Zynga's misconduct included failing to: (1) secure its systems, despite knowing  
23 their vulnerabilities, (2) comply with industry standard security practices, (3) implement  
24 adequate system and event monitoring, and (4) implement the systems, policies, and procedures  
25 necessary to prevent this type of data breach.

26           100. Zynga breached the duties it owed to Plaintiffs and the Class by failing to provide  
27 fair, reasonable, or adequate computer systems and data security practices to safeguard the PII  
28 of Plaintiffs and the Class.



1 to be damaged as a result of Zynga's negligence described herein because, without limitation,  
2 they are especially: (1) attractive targets to cyber criminals; (2) vulnerable to fraudulent activity  
3 and identity theft with respect to their stolen PII; (3) defenseless to protect themselves from such  
4 theft, fraud, or identity theft; and (4) subject to prolonged surreptitious fraud and identity theft  
5 following the theft of their data, all of which is well documented in academic and government-  
6 issued materials, by experts in the field, and by the media.

7 111. Zynga owed a heightened duty to I.C. and the Nationwide Minor Subclass to use  
8 and exercise reasonable and due care in obtaining, retaining, and securing their PII that Zynga  
9 collected, and Zynga was aware of the heightened vulnerability and damage that would be  
10 suffered by I.C. and the Nationwide Minor Subclass in the event of a data breach.

11 112. Zynga owed a heightened duty to I.C. and the Nationwide Minor Subclass to  
12 provide security, consistent with industry standards and requirements, to ensure that its computer  
13 systems and networks, and the personnel responsible for them, adequately protected the minors'  
14 PII that Zynga collected.

15 113. Zynga owed a heightened duty to I.C. and the Nationwide Minor Subclass to  
16 implement processes to quickly detect a data breach, to timely act on warnings about data  
17 breaches, and to inform the Class of a data breach as soon as possible after it is discovered.

18 114. Zynga owed a heightened duty to I.C. and the Nationwide Minor Subclass because  
19 they were foreseeable and probable victims of any inadequate data security practices.

20 115. Zynga solicited, gathered, and stored the PII provided by I.C. and the Nationwide  
21 Minor Subclass and profited from the same.

22 116. Zynga knew or should have known it inadequately safeguarded this information.

23 117. Zynga knew or should have known that a breach of its systems would inflict  
24 millions of dollars of damages upon I.C. and the Nationwide Minor Subclass, and Zynga was  
25 therefore charged with a heightened duty to adequately protect this critically sensitive  
26 information.

27 118. Zynga had a special relationship with I.C. and the Nationwide Minor Subclass; I.C.  
28 and the Nationwide Minor Subclass's willingness to entrust Zynga with their PII was predicated

1 on the understanding that Zynga would take adequate security precautions. Moreover, only  
2 Zynga had the ability to protect its systems and the PII it stored on them from attack and Zynga  
3 knew of the lack of sophistication and defenselessness of I.C. and the Nationwide Minor Subclass  
4 in taking steps to protect themselves in the event of a data breach.

5 119. Zynga's own conduct also created a foreseeable risk of harm to I.C. and the  
6 Nationwide Minor Subclass and their sensitive information. Zynga's misconduct included  
7 failing to: (1) secure its systems, despite knowing their unique vulnerabilities, (2) comply with  
8 industry standard security practices for protecting minors' PII, (3) implement adequate system  
9 and event monitoring, and (4) implement the systems, policies, and procedures necessary to  
10 prevent this type of data breach.

11 120. Zynga breached its heightened duties to I.C. and the Nationwide Minor Subclass  
12 by failing to provide fair, reasonable, or adequate computer systems and data security practices  
13 to safeguard the financial information of I.C. and the Nationwide Minor Subclass.

14 121. Zynga breached its heightened duties to I.C. and the Nationwide Minor Subclass  
15 by creating a foreseeable risk of harm through the misconduct previously described.

16 122. Zynga breached its heightened duties to I.C. and the Nationwide Minor Subclass  
17 by failing to properly implement technical systems or security practices that could have  
18 prevented the loss of the data at issue.

19 123. Zynga breached its heightened duties to I.C. and the Nationwide Minor Subclass  
20 by failing to timely, adequately, and accurately disclose that I.C. and the Nationwide Minor  
21 Subclass's PII had been improperly stolen, acquired, or accessed.

22 124. The law further imposes a heightened affirmative duty on Zynga to timely disclose  
23 the unauthorized access and theft of the PII to I.C. and the Nationwide Minor Subclass so that  
24 I.C. and the Nationwide Minor Subclass can take appropriate measures to mitigate damages,  
25 protect against adverse consequences, and thwart future misuse of their financial and sensitive  
26 information.

27 125. Zynga breached its heightened duty to notify I.C. and the Nationwide Minor  
28 Subclass by failing to provide I.C. and the Nationwide Minor Subclass with information



1 regarding the breach beyond the inadequate Player Security Update posted on its website. To  
2 date, Zynga has not provided sufficient information to I.C. and the Nationwide Minor Subclass  
3 regarding the extent of the unauthorized access and continues to breach its disclosure obligations  
4 to I.C. and the Nationwide Minor Subclass.

5 126. As a direct and proximate result of Zynga's negligent conduct, I.C. and the  
6 Nationwide Minor Subclass have suffered injury and are entitled to damages in an amount to be  
7 proven at trial.

8 **COUNT III – Negligent Misrepresentation**  
9 **(On behalf of Plaintiffs, the Nationwide Class, the Nationwide Adult Subclass, and the**  
10 **Nationwide Minor Subclass)**

11 127. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

12 128. This count is brought on behalf of all Class members.

13 129. Through its Privacy Policy and other actions and representations, Zynga held itself  
14 out to Plaintiffs and the Class as possessing and maintaining adequate data security measures and  
15 systems that were sufficient to protect the PII belonging to Plaintiffs and the Class.

16 130. Zynga owed a duty to Plaintiffs and the Class to communicate accurate information  
17 about its compliance with the representations made in its Privacy Policy and about any material  
18 weaknesses in its data security systems and procedures.

19 131. Zynga knew or should have known that it was not in compliance with the  
20 representations made in its Privacy Policy.

21 132. Zynga knowingly and deliberately failed to disclose material weaknesses in its data  
22 security systems and procedures that good faith and common decency required it to disclose to  
23 Plaintiffs and the Class.

24 133. Neither Plaintiffs nor the Class could have known or discovered the material  
25 weaknesses in Zynga's data security practices.

26 134. A reasonable business would have disclosed information concerning material  
27 weaknesses in its data security measures and systems to Plaintiffs and the Class.

28 135. Zynga also failed to exercise reasonable care when it failed to properly  
communicate information concerning the data breach that it knew, or should have known,

1 compromised PII of Plaintiffs and the Class.

2 136. Plaintiffs and the Class justifiably relied on Zynga's representations, or lack  
3 thereof, when they provided their PII to Zynga.

4 137. As a direct and proximate result of Zynga's negligent misrepresentations by  
5 omission, Plaintiffs and the Class have suffered injury, have been damaged as described herein,  
6 and are entitled to damages in an amount to be proven at trial.

7 **COUNT IV – Negligent Misrepresentation**  
8 **(On behalf of I.C. and the Nationwide Minor Subclass)**

9 138. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

10 139. This count is brought on behalf of I.C. and the Nationwide Minor Subclass.

11 140. I.C. and the Nationwide Minor Subclass are one of Zynga's principal targeted  
12 demographics and account for a sizeable portion of Zynga's total user base, and Zynga has long  
13 been aware of that fact.

14 141. I.C. and the Nationwide Minor Subclass are a particularly vulnerable and  
15 defenseless group of Zynga users and are more significantly damaged and imminently threatened  
16 to be damaged as a result of Zynga's negligent misrepresentation described herein because,  
17 without limitation, they are especially: (1) attractive targets to cyber criminals; (2) vulnerable to  
18 fraudulent activity and identity theft with respect to their stolen PII; (3) defenseless to protect  
19 themselves from such theft, fraud, or identity theft; and (4) subject to prolonged surreptitious  
20 fraud and identity theft following the theft of their data, all of which is well documented in  
21 academic and government-issued materials, by experts in the field, and by the media.

22 142. Through its Privacy Policy and other actions and representations, Zynga held itself  
23 out to I.C. and the Nationwide Minor Subclass as possessing and maintaining adequate data  
24 security measures and systems that were sufficient to protect the PII belonging to I.C. and the  
25 Nationwide Minor Subclass.

26 143. Zynga owed a heightened duty to I.C. and Nationwide Minor Subclass to  
27 communicate accurate information about its compliance with the representations made in its  
28 Privacy Policy and about any material weaknesses in its data security systems and procedures.

1 144. Zynga knew or should have known that it was not in compliance with the  
2 representations made in its Privacy Policy.

3 145. Zynga knowingly and deliberately failed to disclose material weaknesses in its data  
4 security systems and procedures that good faith and common decency required it to disclose to  
5 I.C. and the Nationwide Minor Subclass.

6 146. Neither I.C. nor the Nationwide Minor Subclass could have known or discovered  
7 the material weaknesses in Zynga’s data security practices.

8 147. A reasonable business would have disclosed information concerning material  
9 weaknesses in its data security measures and systems to I.C. and the Nationwide Minor Subclass.

10 148. Zynga also breached its heightened duty to I.C. and Nationwide Minor Subclass  
11 when it failed to properly communicate information concerning the data breach that it knew, or  
12 should have known, compromised PII of I.C. and the Nationwide Minor Subclass.

13 149. I.C. and the Nationwide Minor Subclass justifiably relied on Zynga’s  
14 representations, or lack thereof, when they provided their PII to Zynga.

15 150. As a direct and proximate result of Zynga’s negligent misrepresentations by  
16 omission, I.C. and the Nationwide Minor Subclass have suffered injury, have been damaged as  
17 described herein, and are entitled to damages in an amount to be proven at trial.

18 151. As child victims, I.C. and the Nationwide Minor Subclass have suffered greater  
19 harm from Zynga’s negligent misrepresentation than adult victims and are thus entitled to  
20 increased damages.

21 **COUNT V – Negligence Per Se – FTC Act**  
22 **(On behalf of Plaintiffs, the Nationwide Class, the Nationwide Adult Subclass, and the**  
23 **Nationwide Minor Subclass)**

24 152. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

25 153. This count is brought on behalf of all Class members.

26 154. Section 5 of the Federal Trade Commission Act, 15 U.S.C. § 45, prohibits  
27 “unfair...practices in or affecting commerce” including, as interpreted and enforced by the FTC,  
28 the unfair act or practice by companies such as Zynga of failing to use reasonable measures to  
protect PII. Various FTC publications and orders also form the basis of Zynga’s duty.



1 themselves from such theft, fraud, or identity theft; and (4) subject to prolonged surreptitious  
2 fraud and identity theft following the theft of their data, all of which is well documented in  
3 academic and government-issued materials, by experts in the field, and by the media.

4 164. Section 5 of the Federal Trade Commission Act, 15 U.S.C. § 45, prohibits  
5 “unfair...practices in or affecting commerce” including, as interpreted and enforced by the FTC,  
6 the unfair act or practice by companies such as Zynga of failing to use reasonable measures to  
7 protect minors’ PII. Various FTC publications and orders also form the basis of Zynga’s duty.

8 165. Zynga violated Section 5 of the FTC Act by failing to use reasonable measures to  
9 protect minors’ PII; by failing to comply with applicable industry standards for protecting  
10 minors’ PII; by falsely representing to its users and the public the nature and scope of the data  
11 breach and the need for password resets; and by unduly delaying reasonable notice of the actual  
12 breach. Zynga’s conduct was particularly unreasonable given the vulnerability of the child  
13 victims, the nature and amount of PII it obtained and stored, the foreseeable consequences of a  
14 data breach, and the foreseeable consequences of misleading its users and the public.

15 166. Zynga’s violation of Section 5 of the FTC Act constitutes negligence per se.

16 167. I.C. and the Nationwide Minor Subclass are within the category of persons the FTC  
17 Act was intended to protect.

18 168. The harm that occurred as a result of the data breach described herein and in the  
19 various media reports is the type of harm the FTC Act was intended to guard against.

20 169. As a direct and proximate result of Zynga’s negligence per se, I.C. and the  
21 Nationwide Minor Subclass have suffered injury, have been damaged as described herein,  
22 continue to suffer injuries as detailed above, are subject to the continued risk of exposure of their  
23 PII in Zynga’s possession, and are entitled to damages in an amount to be proven at trial.

24 170. As child victims, I.C. and the Nationwide Minor Subclass have suffered greater  
25 harm from Zynga’s negligent misrepresentation than adult victims and are thus entitled to  
26 increased damages.

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1 **COUNT VII – Unjust Enrichment**  
2 **(On behalf of Plaintiffs, the Nationwide Class, the Nationwide Adult Subclass, and the**  
3 **Nationwide Minor Subclass)**

3 171. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

4 172. This count is brought on behalf of all Class members.

5 173. Plaintiffs and the Class have an interest, both equitable and legal, in their PII that  
6 was collected and maintained by Zynga. This PII was conferred on Zynga directly by Plaintiffs  
7 and the Class themselves.

8 174. Zynga was benefitted by the conferral upon it of the PII pertaining to Plaintiffs and  
9 the Class and by its ability to retain and use that information. Zynga understood that it was in  
10 fact so benefitted.

11 175. Zynga also understood and appreciated that the PII pertaining to Plaintiffs and the  
12 Class was private and confidential, and its value depended upon Zynga maintaining the privacy  
13 and confidentiality of that PII.

14 176. But for Zynga's willingness and commitment to maintain its privacy and  
15 confidentiality, Plaintiffs and the Class would not have transferred PII to Zynga or entrusted their  
16 PII to Zynga, and Zynga would have been deprived of the competitive and economic advantages  
17 it enjoyed by falsely claiming that its data-security safeguards met reasonable standards. These  
18 competitive and economic advantages include, without limitation, wrongfully gaining customers  
19 and users of its platform, gaining the reputational advantages conferred upon it by Plaintiffs and  
20 the Class, collecting excessive advertising and sales revenues as described herein, monetary  
21 savings resulting from failure to reasonably upgrade and maintain DT infrastructures, staffing  
22 and expertise raising investment capital as described herein, and realizing excessive profits.

23 177. As a result of Zynga's wrongful conduct as alleged in this Complaint (including,  
24 among other things, its deception of Plaintiffs, the Class, its users in general, and the public  
25 relating to the nature and scope of the data breach; its utter failure to employ adequate data  
26 security measures; its continued maintenance and use of the PII belonging to Plaintiffs and the  
27 Class without having adequate data security measures; and its other conduct facilitating the theft  
28 of that PII) Zynga has been unjustly enriched at the expense of, and to the detriment of, Plaintiffs

1 and the Class.

2 178. Zynga's unjust enrichment is traceable to, and resulted directly and proximately  
3 from, the conduct alleged herein, including the compiling and use of Plaintiffs' and Class  
4 members' sensitive PII, while at the same time failing to maintain that information secure from  
5 intrusion.

6 179. Under the common law doctrine of unjust enrichment, it is inequitable for Zynga  
7 to be permitted to retain the benefits it received, and is still receiving, without justification, from  
8 Plaintiffs and the Class in an unfair and unconscionable manner. Zynga's retention of such  
9 benefits under circumstances making it inequitable to do so constitutes unjust enrichment.

10 180. The benefit conferred upon, received, and enjoyed by Zynga was not conferred  
11 officiously or gratuitously, and it would be inequitable and unjust for Zynga to retain the benefit.

12 181. Zynga is therefore liable to Plaintiffs and the Class for restitution in the amount of  
13 the benefit conferred on Zynga as a result of its wrongful conduct, including specifically the  
14 value to Zynga of the PII that was stolen in the Zynga data breach and the profits Zynga is  
15 receiving from the use and sale of that information.

16 **COUNT VIII – Unjust Enrichment**  
17 **(On behalf of I.C. and the Nationwide Minor Subclass)**

18 182. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

19 183. This count is brought on behalf of I.C. and the Nationwide Minor Subclass.

20 184. I.C. and the Nationwide Minor Subclass are one of Zynga's principal targeted  
21 demographics and account for a sizeable portion of Zynga's total user base, and Zynga has long  
22 been aware of that fact.

23 185. I.C. and the Nationwide Minor Subclass are a particularly vulnerable and  
24 defenseless group of Zynga users and are more significantly damaged and imminently threatened  
25 to be damaged as a result of Zynga's unjust enrichment described herein because, without  
26 limitation, they are especially: (1) attractive targets to cyber criminals; (2) vulnerable to  
27 fraudulent activity and identity theft with respect to their stolen PII; (3) defenseless to protect  
28 themselves from such theft, fraud, or identity theft; and (4) subject to prolonged surreptitious

1 fraud and identity theft following the theft of their data, all of which is well documented in  
2 academic and government-issued materials, by experts in the field, and by the media.

3 186. I.C. and the Nationwide Minor Subclass have an interest, both equitable and legal,  
4 in their PII that was collected and maintained by Zynga. This PII was conferred on Zynga directly  
5 by I.C. and the Nationwide Minor Subclass themselves.

6 187. Zynga was benefitted by the conferral upon it of the PII pertaining to I.C. and the  
7 Nationwide Minor Subclass and by its ability to retain and use that information. Zynga  
8 understood that it was in fact so benefitted.

9 188. Zynga also understood and appreciated that the PII pertaining to I.C. and the  
10 Nationwide Minor Subclass was private and confidential, and its value depended upon Zynga  
11 maintaining the privacy and confidentiality of that PII.

12 189. But for Zynga's willingness and commitment to maintain its privacy and  
13 confidentiality, I.C. and the Nationwide Minor Subclass would not have transferred PII to Zynga  
14 or entrusted their PII to Zynga, and Zynga would have been deprived of the competitive and  
15 economic advantages it enjoyed by falsely claiming that its data-security safeguards met  
16 reasonable standards. These competitive and economic advantages include, without limitation,  
17 wrongfully gaining customers and users of its platform, gaining the reputational advantages  
18 conferred upon it by I.C. and the Nationwide Minor Subclass, collecting excessive advertising  
19 and sales revenues as described herein, monetary savings resulting from failure to reasonably  
20 upgrade and maintain DT infrastructures, staffing and expertise raising investment capital as  
21 described herein, and realizing excessive profits.

22 190. As a result of Zynga's wrongful conduct as alleged in this Complaint (including,  
23 among other things, its deception of I.C., the Nationwide Minor Subclass, its users in general,  
24 and the public relating to the nature and scope of the data breach; its utter failure to employ  
25 adequate data security measures; its continued maintenance and use of the PII belonging to I.C.  
26 and the Nationwide Minor Subclass without having adequate data security measures; and its  
27 other conduct facilitating the theft of that PII) Zynga has been unjustly enriched at the expense  
28 of, and to the detriment of, I.C. and the Nationwide Minor Subclass.



1           191. Zynga’s unjust enrichment is traceable to, and resulted directly and proximately  
2 from, the conduct alleged herein, including the compiling and use of I.C. and the Nationwide  
3 Minor Subclass members’ sensitive PII, while at the same time failing to maintain that  
4 information secure from intrusion.

5           192. Under the common law doctrine of unjust enrichment, it is inequitable for Zynga  
6 to be permitted to retain the benefits it received, and is still receiving, without justification, from  
7 I.C. and the Nationwide Minor Subclass in an unfair and unconscionable manner. Zynga’s  
8 retention of such benefits under circumstances making it inequitable to do so constitutes unjust  
9 enrichment.

10           193. The benefit conferred upon, received, and enjoyed by Zynga was not conferred  
11 officiously or gratuitously, and it would be inequitable and unjust for Zynga to retain the benefit.

12           194. Zynga is therefore liable to I.C. and the Nationwide Minor Subclass for restitution  
13 in the amount of the benefit conferred on Zynga as a result of its wrongful conduct, including  
14 specifically the value to Zynga of the PII that was stolen in the Zynga data breach and the profits  
15 Zynga is receiving from the use and sale of that information.

16           195. As child victims, I.C. and the Nationwide Minor Subclass conferred a greater  
17 benefit on Zynga and suffered greater harm from Zynga’s wrongful conduct than adult victims,  
18 and as a result, I.C. and the Nationwide Minor Subclass are entitled to increased damages.

19                           **COUNT IX – Violation of State Data Breach Statutes**  
20           **(On behalf of all members of the Nationwide Class, the Nationwide Adult Subclass, and**  
21           **the Nationwide Minor Subclass residing in states with applicable data breach statutes)**

22           196. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

23           197. This count is brought on behalf of all Class members residing in states with  
24 applicable data breach statutes.

25           198. Zynga is in possession of PII belonging to Plaintiffs and the Class and is  
26 responsible for reasonably safeguarding that PII consistent with the requirements of the  
27 applicable laws pertaining hereto.

28           199. Despite having the email addresses for the individuals whose PII was stolen, Zynga  
did not provide notification of the breach to the individuals whose PII was stolen.



1 documented in academic and government-issued materials, by experts in the field, and by the  
2 media.

3 207. Zynga is in possession of PII belonging to I.C. and the Nationwide Minor Subclass  
4 and is responsible for reasonably safeguarding that PII consistent with the requirements of the  
5 applicable laws pertaining hereto.

6 208. Despite having the email addresses for the individuals whose PII was stolen, Zynga  
7 did not provide notification of the breach to the individuals whose PII was stolen.

8 209. As to applicable state laws, Zynga failed to safeguard, maintain, and dispose of, as  
9 required, the PII within its possession, custody, or control as discussed herein, which it was  
10 required to do by the laws of the State of California, Illinois, New Jersey, North Carolina, and  
11 all other applicable State laws.

12 210. Zynga further failed to provide reasonable and timely notice of the data breach to  
13 I.C. and the Nationwide Minor Subclass as required by the various state data breach notification  
14 statutes, including, without limitation, Cal. Civ. Code § 1798.80 *et seq.*; 815 Ill. Comp. Stat.  
15 530/5 *et seq.*; N.J. Stat. § 56:8-163; N.C. Gen. Stat. § 75-61; and other similar state data breach  
16 statutes.

17 211. As a result of Zynga's failure to reasonably safeguard the PII belonging to I.C. and  
18 the Nationwide Minor Subclass, and Zynga's failure to provide reasonable and timely notice of  
19 the data breach to I.C. and the Nationwide Minor Subclass, I.C. and the Nationwide Minor  
20 Subclass have been damaged as described herein, continue to suffer injuries as detailed above,  
21 are subject to the continued risk of exposure of their PII in Zynga's possession, and are entitled  
22 to damages in an amount to be proven at trial.

23 212. As child victims, I.C. and the Nationwide Minor Subclass have suffered greater  
24 harm from Zynga's violation of state data breach statutes than adult victims and are thus entitled  
25 to increased damages.

26 **COUNT XI – Intrusion Upon Seclusion**  
27 **(On behalf of Plaintiffs and all members of the Nationwide Class, the Nationwide Adult**  
28 **Subclass, and the Nationwide Minor Subclass who reside in Intrusion Upon Seclusion**  
**States)**

213. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

1           214. Plaintiffs bring this claim on behalf of persons who reside in: Alabama, Alaska,  
2 Arizona, Arkansas, California, Colorado, Connecticut, Delaware, Florida, Georgia, Hawaii,  
3 Idaho, Illinois, Iowa, Kansas, Kentucky, Louisiana, Maine, Maryland, Minnesota, Missouri,  
4 Nevada, New Hampshire, New Jersey, New Mexico, North Carolina, Ohio, Oklahoma, Oregon,  
5 Pennsylvania, South Dakota, Texas, Utah, Vermont, Washington, West Virginia; and any other  
6 state that recognizes a claim for intrusion upon seclusion under the facts and circumstances  
7 alleged above (the “Intrusion Upon Seclusion States”).

8           215. Plaintiffs had a reasonable expectation of privacy in the PII that Zynga mishandled.

9           216. By failing to keep Plaintiffs’ Private Information safe, and by misusing and/or  
10 disclosing said information to unauthorized parties for unauthorized use, Zynga invaded  
11 Plaintiffs’ privacy by:

- 12           • Intruding into Plaintiffs’ private affairs in a manner that would be highly  
13           offensive to a reasonable person; and
- 14           • Publicizing private facts about the Plaintiffs, which is highly offensive to a  
15           reasonable person.

16           217. Zynga knew, or acted with reckless disregard of the fact that, a reasonable person  
17 in Plaintiffs’ position would consider Zynga’s actions highly offensive.

18           218. Zynga invaded Plaintiffs’ right to privacy and intruded into Plaintiffs’ private  
19 affairs by misusing and/or disclosing their private information without their informed, voluntary,  
20 affirmative, and clear consent.

21           219. As a proximate result of such misuse and disclosures, Plaintiffs’ reasonable  
22 expectation of privacy in their Private Information was unduly frustrated and thwarted. Zynga’s  
23 conduct amounted to a serious invasion of Plaintiffs’ protected privacy interests.

24           220. In failing to protect Plaintiffs’ Private Information, and in misusing and/or  
25 disclosing their Private Information, Zynga has acted with malice and oppression and in  
26 conscious disregard of Plaintiffs’ and the Class Members’ rights to have such information kept  
27 confidential and private, in failing to provide adequate notice, and in placing its own economic,  
28 corporate, and legal interests above the privacy interests of its many millions of users. The

1 Plaintiffs, therefore, seek an award of damages, including punitive damages, on behalf of  
2 Plaintiffs and the Class.

3 **COUNT XII – Intrusion Upon Seclusion**  
4 **(On behalf of I.C. and the Nationwide Minor Subclass who reside in Intrusion Upon**  
5 **Seclusion States)**

6 221. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

7 222. I.C. and the Nationwide Minor Subclass bring this claim on behalf of minors who  
8 reside in: Alabama, Alaska, Arizona, Arkansas, California, Colorado, Connecticut, Delaware,  
9 Florida, Georgia, Hawaii, Idaho, Illinois, Iowa, Kansas, Kentucky, Louisiana, Maine, Maryland,  
10 Minnesota, Missouri, Nevada, New Hampshire, New Jersey, New Mexico, North Carolina, Ohio,  
11 Oklahoma, Oregon, Pennsylvania, South Dakota, Texas, Utah, Vermont, Washington, West  
12 Virginia, and any other state that recognizes a claim for intrusion upon seclusion under the facts  
13 and circumstances alleged above (the “Intrusion Upon Seclusion States”).

14 223. I.C. and the Nationwide Minor Subclass are one of Zynga’s principal targeted  
15 demographics and account for a sizeable portion of Zynga’s total user base, and Zynga has long  
16 been aware of that fact.

17 224. I.C. and the Nationwide Minor Subclass are a particularly vulnerable and  
18 defenseless group of Zynga users and are more significantly damaged and imminently threatened  
19 to be damaged as a result of Zynga’s intrusion upon seclusion described herein because, without  
20 limitation, they are especially: (1) attractive targets to cyber criminals; (2) vulnerable to  
21 fraudulent activity and identity theft with respect to their stolen PII; (3) defenseless to protect  
22 themselves from such theft, fraud, or identity theft; and (4) subject to prolonged surreptitious  
23 fraud and identity theft following the theft of their data, all of which is well documented in  
24 academic and government-issued materials, by experts in the field, and by the media.

25 225. I.C. and the Nationwide Minor Subclass had a reasonable expectation of privacy  
26 in the PII that Zynga mishandled.

27 226. By failing to keep I.C.’s and the Nationwide Minor Subclass’s Private Information  
28 safe, and by misusing and/or disclosing said information to unauthorized parties for unauthorized  
use, Zynga invaded I.C.’s and the Nationwide Minor Subclass’s privacy by:

- 1 • Intruding into I.C.'s and the Nationwide Minor Subclass's private affairs in
- 2 a manner that would be highly offensive to a reasonable person; and
- 3 • Publicizing private facts about I.C. and the Nationwide Minor Subclass,
- 4 which is highly offensive to a reasonable person.

5 227. Zynga knew, or acted with reckless disregard of the fact that, a reasonable person  
6 in I.C.'s and the Nationwide Minor Subclass's position would consider Zynga's actions highly  
7 offensive.

8 228. Zynga invaded I.C.'s and the Nationwide Minor Subclass's right to privacy and  
9 intruded into their private affairs by misusing and/or disclosing their Private Information without  
10 their informed, voluntary, affirmative, and clear consent.

11 229. As a proximate result of such misuse and disclosures, I.C.'s and the Nationwide  
12 Minor Subclass's reasonable expectation of privacy in their Private Information was unduly  
13 frustrated and thwarted. Zynga's conduct amounted to a serious invasion of I.C.'s and the  
14 Nationwide Minor Subclass's protected privacy interests.

15 230. In failing to protect I.C.'s and the Nationwide Minor Subclass's Private  
16 Information, and in misusing and/or disclosing their Private Information, Zynga has acted with  
17 malice and oppression and in conscious disregard of I.C.'s and the Nationwide Minor Subclass's  
18 rights to have such information kept confidential and private, in failing to provide adequate  
19 notice, and in placing its own economic, corporate, and legal interests above the privacy interests  
20 of its many millions of users. I.C. and the Nationwide Minor Subclass, therefore, seek an award  
21 of damages, including punitive damages.

22 231. As child victims, I.C. and the Nationwide Minor Subclass have suffered greater  
23 harm from Zynga's privacy intrusion than adult victims and are thus entitled to increased  
24 damages, including punitive damages.

25 **COUNT XIII– Declaratory Judgment**  
26 **(On behalf of Plaintiffs, the Nationwide Class, the Nationwide Adult Subclass, and the**  
**Nationwide Minor Subclass)**

27 232. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

28 233. This count is brought on behalf of all Class members.

1           234. Under the Declaratory Judgment Act, 28 U.S.C. §§ 2201, et seq., this Court is  
2 authorized to enter a judgment declaring the rights and legal relations of the parties and grant  
3 further necessary relief. Furthermore, the Court has broad authority to restrain acts, such as here,  
4 that are tortious and violate the terms of the federal and state statutes described in this Complaint.

5           235. An actual controversy has arisen in the wake of the Zynga data breach regarding  
6 its present and prospective common law and other duties to reasonably safeguard its customers'  
7 PII and whether Zynga is currently maintaining data security measures adequate to protect  
8 Plaintiffs and the Class from further data breaches that compromise their PII. Plaintiffs allege  
9 that Zynga's data security measures remain inadequate.

10           236. Plaintiffs and the Class continue to suffer injury as a result of the compromise of  
11 their PII and remain at imminent risk that further compromises of their PII will occur in the  
12 future.

13           237. Pursuant to its authority under the Declaratory Judgment Act, this Court should  
14 enter a judgment declaring that Zynga continues to owe a legal duty to secure consumers' PII  
15 and to timely notify consumers of any data breach and that Zynga is required to establish and  
16 implement data security measures that are adequate to secure consumers' PII.

17           238. The Court also should issue corresponding prospective injunctive relief requiring  
18 Zynga to employ adequate security protocols consistent with law and industry standards to  
19 protect consumers' PII.

20           239. If an injunction is not issued, Plaintiffs and the Class will suffer irreparable injury,  
21 and Plaintiffs and the Class lack an adequate legal remedy. The threat of another Zynga data  
22 breach is real, imminent, and substantial. If another breach at Zynga occurs, Plaintiffs will not  
23 have an adequate remedy at law, because many of the resulting injuries are not readily quantified  
24 and they will be forced to bring multiple lawsuits to rectify the same conduct.

25           240. The hardship to Plaintiffs if an injunction does not issue exceeds the hardship to  
26 Zynga if an injunction is issued. Among other things, if another massive data breach occurs at  
27 Zynga, Plaintiffs will likely be subjected to substantial identify theft and other damage. On the  
28 other hand, the cost to Zynga of complying with an injunction by employing reasonable

1 prospective data security measures is relatively minimal, and Zynga has a pre-existing legal  
2 obligation to employ such measures.

3 241. Issuance of the requested injunction will not disserve the public interest. To the  
4 contrary, such an injunction would benefit the public by preventing another data breach at Zynga,  
5 thus eliminating the additional injuries that would result to Plaintiffs and the millions of  
6 consumers whose confidential information would be further compromised.

7 **COUNT XIV– Declaratory Judgment**  
8 **(On behalf of I.C. and the Nationwide Minor Subclass)**

9 242. Plaintiffs incorporate and reallege all allegations above as if fully set forth herein.

10 243. This count is brought on behalf of I.C. and the Nationwide Minor Subclass.

11 244. Under the Declaratory Judgment Act, 28 U.S.C. §§ 2201, et seq., this Court is  
12 authorized to enter a judgment declaring the rights and legal relations of the parties and grant  
13 further necessary relief. Furthermore, the Court has broad authority to restrain acts, such as here,  
14 that are tortious and violate the terms of the federal and state statutes described in this Complaint.

15 245. An actual controversy has arisen in the wake of the Zynga data breach regarding  
16 its present and prospective common law and other duties to reasonably safeguard its minor  
17 customers' PII and whether Zynga is currently maintaining data security measures adequate to  
18 protect I.C. and the Nationwide Minor Subclass from further data breaches that compromise their  
19 PII. I.C. and the Nationwide Minor Subclass allege that Zynga's data security measures remain  
20 inadequate to protect the PII of minors.

21 246. I.C. and the Nationwide Minor Subclass continue to suffer injury as a result of the  
22 compromise of their PII and remain at imminent risk that further compromises of their PII will  
23 occur in the future.

24 247. Pursuant to its authority under the Declaratory Judgment Act, this Court should  
25 enter a judgment declaring that Zynga continues to owe a legal duty to secure minor consumers'  
26 PII and to timely notify minor consumers of any data breach and that Zynga is required to  
27 establish and implement data security measures that are adequate to secure minor consumers'  
28 PII.







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