

## **EXHIBIT 18**

**UNREDACTED VERSION OF DOCUMENT SOUGHT TO BE LODGED UNDER SEAL**

---

**From:** Mike Vernal </O=THEFACEBOOK/OU=FIRST ADMINISTRATIVE GROUP/CN=RECIPIENTS/CN=MVERNAL>  
**Sent:** Monday, April 18, 2011 10:50 PM  
**To:** Monica Walsh  
**Subject:** Re: Discussion Re: Games/Graph Health

(Sorry for delay — was in Seattle on Friday.)

No need to apologize, and in fact I apologize if I came across too strongly below.

As context, one of the arguments that I often have to have w/ folks is about keeping platform both open (accessible to all, not a whitelist model) and powerful (being able to do interesting things with it). Pretty much everyone is always asking us to turn off APIs (Zuck & Photo Tagging) or whitelist APIs (Add Friend) or worse. In each of those cases, my basic argument is that between technology + pops we can keep this stuff under control. If internal sentiment goes really sour on platform, it's probably much worse for us than if even external folks are getting pissed. So I just try to be careful about feedback from key partner teams.

But sorry again if I came across too strongly.

I've been meaning to ask — did we shut down or moratorium all the 19 apps Javi pointed out, or just the one below?

Thanks,  
-mike

---

**From:** Monica Walsh <mwalsh@fb.com>  
**Date:** Fri, 15 Apr 2011 11:33:24 -0700  
**To:** Microsoft Office User <vernal@fb.com>  
**Subject:** Re: Discussion Re: Games/Graph Health

Mike,

I wanted to apologize to you for how this went down as my communication wasn't clear here and I should have clarified that there was a mistake here in the enforcement by my team. We will continue to disable apps whose sole purpose is to encourage random game friending. We will place a moratorium on an apps access to the 'add friends' API if this behavior is just a feature of the app that can be easily removed. My team is also working on updating the E&E to outline our expectations with game friending so devs have more visibility into the spirit of this policy. Hope this is clear.

Have a great weekend,  
Monica

---

**From:** Naomi Gleit <naomi@fb.com>  
**Date:** Wed, 13 Apr 2011 22:16:42 -0700  
**To:** Melissa Luu-Van <melissa@fb.com>, Niket Biswas <niket@fb.com>  
**Cc:** Pedram Keyani <pedram@fb.com>, Don Faul <dfaул@fb.com>, Mike Vernal <vernal@fb.com>, Javier Olivan <jolivan@fb.com>, Allison Hendrix <ahendrix@fb.com>, Douglas Purdy <dmp@fb.com>, Dan Rubinstein <ydanrubinstein@fb.com>, Cat Lee <cat@fb.com>, mwalsh <mwalsh@fb.com>, Eugene Zarakhovsky <eugenez@fb.com>, Jared Morgenstern <jared@fb.com>, Wayne Kao <waynekao@fb.com>  
**Subject:** RE: Discussion Re: Games/Graph Health

What do we need to change (in documentation/policy/blog posts) to make it more justifiable for us to send down apps like this more quickly?

This seems to be what slowed us down here, and what will help us move faster moving forward (as you suggested.)

Thanks!

---

**From:** Melissa Luu-Van  
**Sent:** Wednesday, April 13, 2011 10:14 PM  
**To:** Niket Biswas  
**Cc:** Pedram Keyani; Don Faul; Mike Vernal; Melissa Luu-Van; Javier Olivan; Allison Hendrix; Naomi Gleit; Douglas Purdy; Dan Rubinstein; Cat Lee; Monica Walsh; Eugene Zarakhovsky; Jared Morgenstern; Wayne Kao  
**Subject:** Re: Discussion Re: Games/Graph Health

Sorry for my delay - was commuting home.

Also, sorry for any confusion - POps owns shutting down apps and enforcing on devs. We avoid lengthy negotiations/philosophical debates with developers who argue for the sake of being difficult. These devs were responsive, made changes, are well-intentioned, etc., but we did not move as fast as we wanted to here. Monica has disabled the app, so this one problem's solved (thanks Monica!).

This sweep aside, we do need to work on improving the developer experience here with our expectations (frankly, helps us move fast) so Monica and I will follow up offline about that.

On Apr 13, 2011, at 9:33 PM, Niket Biswas wrote:

Pops or I can shut down the application.

Melissa, can you ensure that these applications are dead by EOD tomorrow (Thursday)?

Thanks!  
-niket

---

**From:** Pedram Keyani <[pedram@fb.com](mailto:pedram@fb.com)>  
**Date:** Wed, 13 Apr 2011 21:32:32 -0700  
**To:** Don Faul <[dfaул@fb.com](mailto:dfaул@fb.com)>, Mike Vernal <[vernal@fb.com](mailto:vernal@fb.com)>, Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>, Javier Olivan <[jolivan@fb.com](mailto:jolivan@fb.com)>  
**Cc:** Allison Hendrix <[ahendrix@fb.com](mailto:ahendrix@fb.com)>, Naomi Gleit <[naomi@fb.com](mailto:naomi@fb.com)>, Douglas Purdy <[dmp@fb.com](mailto:dmp@fb.com)>, Dan Rubinstein <[ydanrubinstein@fb.com](mailto:ydanrubinstein@fb.com)>, Cat Lee <[cat@fb.com](mailto:cat@fb.com)>, Monica Walsh <[mwalsh@fb.com](mailto:mwalsh@fb.com)>, Internal Use <[niket@fb.com](mailto:niket@fb.com)>, Eugene Zarakhovsky <[eugenez@fb.com](mailto:eugenez@fb.com)>, Jared Morgenstern <[jared@fb.com](mailto:jared@fb.com)>, Wayne Kao <[waynekao@fb.com](mailto:waynekao@fb.com)>  
**Subject:** Re: Discussion Re: Games/Graph Health

Who owns shutting them down? Javier, thank you!

---

**From:** Don Faul <[dfaул@fb.com](mailto:dfaул@fb.com)>  
**Date:** Wed, 13 Apr 2011 21:12:03 -0700  
**To:** Mike Vernal <[vernal@fb.com](mailto:vernal@fb.com)>, Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>, Javier Olivan <[jolivan@fb.com](mailto:jolivan@fb.com)>  
**Cc:** Allison Hendrix <[ahendrix@fb.com](mailto:ahendrix@fb.com)>, Naomi Gleit <[naomi@fb.com](mailto:naomi@fb.com)>, Douglas Purdy <[dmp@fb.com](mailto:dmp@fb.com)>, Dan Rubinstein <[ydanrubinstein@fb.com](mailto:ydanrubinstein@fb.com)>, Cat Lee <[cat@fb.com](mailto:cat@fb.com)>, Internal Use <[pedram@fb.com](mailto:pedram@fb.com)>, Monica Walsh <[mwalsh@fb.com](mailto:mwalsh@fb.com)>,

Niket Biswas <[niket@fb.com](mailto:niket@fb.com)>, Eugene Zarakhovsky <[eugenez@fb.com](mailto:eugenez@fb.com)>, Jared Morgenstern <[jared@fb.com](mailto:jared@fb.com)>, Wayne

Kao <[waynekao@fb.com](mailto:waynekao@fb.com)>

**Subject:** RE: Discussion Re: Games/Graph Health

I agree. I think we should shut this down. They seem to be very clearly incenting inauthentic friending. The whole spirit of this app seems to violate authentic connections.

Understand and appreciate the need to communicate our decisions to devs but it seems like we have a pretty clear case here.

Let me know if you guys want to discuss.

---

**From:** Mike Vernal

**Sent:** Wednesday, April 13, 2011 8:52 PM

**To:** Melissa Luu-Van; Javier Olivan; Don Faul

**Cc:** Allison Hendrix; Naomi Gleit; Douglas Purdy; Dan Rubinstein; Cat Lee; Pedram Keyani; Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Jared Morgenstern; Wayne Kao

**Subject:** Re: Discussion Re: Games/Graph Health

Ok, I just used <http://apps.facebook.com/gfriendfinder/> (which was the top hit for Game Friend Finder on Google). It let me pick a game (CityVille) and then is linking me to a bunch of random profiles to encourage me to Add Friend.

As they are violating the spirit of our policy ("don't encourage non-real world connection"), let's shut them down.

We don't need to define friendship for them — we don't negotiate with our devs and don't own them explanations. I think what we've told them to date is very clear — don't encourage non-authentic friendships.

I'm free to discuss on the phone — 206-650-1495 — but we should get this and similar offenders shut down quickly if they have flouted the principles we espoused when we first reached out to them.

-mike

---

**From:** Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>

**Date:** Wed, 13 Apr 2011 20:38:13 -0700

**To:** Javier Olivan <[jolivan@fb.com](mailto:jolivan@fb.com)>

**Cc:** Allison Hendrix <[ahendrix@fb.com](mailto:ahendrix@fb.com)>, Naomi Gleit <[naomi@fb.com](mailto:naomi@fb.com)>, Douglas Purdy <[dmp@fb.com](mailto:dmp@fb.com)>, Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>, Dan Rubinstein <[ydanrubinstein@fb.com](mailto:ydanrubinstein@fb.com)>, Cat Lee <[cat@fb.com](mailto:cat@fb.com)>, Pedram Keyani <[pedram@fb.com](mailto:pedram@fb.com)>, Monica Walsh <[mwalsh@fb.com](mailto:mwalsh@fb.com)>, Niket Biswas <[niket@fb.com](mailto:niket@fb.com)>, Eugene Zarakhovsky <[eugenez@fb.com](mailto:eugenez@fb.com)>, Jared Morgenstern <[jared@fb.com](mailto:jared@fb.com)>, Microsoft Office User <[vernal@fb.com](mailto:vernal@fb.com)>, Wayne Kao <[waynekao@fb.com](mailto:waynekao@fb.com)>

**Subject:** Re: Discussion Re: Games/Graph Health

We've been talking to them for the past few weeks. They are meeting our policy requirements ("don't use the friends dialog for non-real world connections") but are challenging us to define friendship on FB, which was the concern that Dan raised last week and I raised a few weeks ago.

Is there an official answer for this? (Sorry if I missed part of the thread - it's gotten big.)

(Sample of their pushback: *Game Friend Finder is very much in the spirit and letter of Facebook's first principle: Freedom to Share and Connect- People should have the freedom to share whatever information they want, in any medium and any format, and have the right to connect online with anyone - any person, organization or service - as long as they both consent to the connection.*)

On Apr 13, 2011, at 8:12 PM, Javier Olivan wrote:

WHEN is game friend finder finally going to stop polluting our graph? We had a meeting about this 4 weeks ago and as of today the app is still alive encouraging friending people you don't know by pointing to profiles.

---

**From:** Allison Hendrix

**Sent:** Friday, April 08, 2011 12:45 PM

**To:** Naomi Gleit; Douglas Purdy; Melissa Luu-Van; Dan Rubinstein; Cat Lee

**Cc:** Pedram Keyani; Javier Olivan; Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Jared Morgenstern; Mike Vernal; Wayne Kao

**Subject:** RE: Discussion Re: Games/Graph Health

Monica and Melissa will make sure the team reaches out and brings this dev into compliance.

As for policy, we're using existing policies, coupled with our tech docs and dev blog, to enforce and educate devs on this behavior. Here's an example of the policy notice and an excerpt from our 3/25/11 blog post:

Policy notice: *You must not circumvent our intended limitations on core Facebook features (FPP I.3). For example, you must not encourage users to friend other users that they are not connected to in real life. Please remove this functionality from your app per the tech documentation regarding friends dialog (<http://developers.facebook.com/docs/reference/dialogs/friends/>).*

Dev Blog 3/25/11: *We recently added a "Usage Notes" section to reference docs to help you better understand the intended use cases for our Platform features and to help you comply with our Platform policies. For example, we recently added usage notes to [Friend Dialogs](#). These dialogs are intended to help users become friends on Facebook with people that they are connected to in real life. You should not use this feature to encourage users to friend other users that they are not connected to in real life. If your app is found to be encouraging this behavior, your usage of this feature may be disabled.*

We're working hard to be transparent to devs while at the same time keeping our policy documentation lean and simple for good devs to follow.

To that end, I believe the above approach is fine and that we don't need to add to our policies, but if anyone feels otherwise please do let me know and we can explore this.

Ali

---

**From:** Naomi Gleit

**Sent:** Friday, April 08, 2011 8:43 AM

**To:** Douglas Purdy; Melissa Luu-Van; Dan Rubinstein; Cat Lee

**Cc:** Pedram Keyani; Javier Olivan; Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Jared Morgenstern; Mike Vernal; Allison Hendrix; Wayne Kao

**Subject:** RE: Discussion Re: Games/Graph Health

I don't think that we should prohibit non-real world connections.

I think we should prohibit **incentivizing** them.

In any case, I guess I'm just having a hard time understanding why we are opposed to having legal grounds to shutting down an app like Game Friend Finder.

However, will defer to you guys as your area of expertise – apologies, if I'm raising issues that have already been discussed.

---

**From:** Douglas Purdy  
**Sent:** Friday, April 08, 2011 8:22 AM  
**To:** Melissa Luu-Van; Dan Rubinstein; Cat Lee  
**Cc:** Naomi Gleit; Pedram Keyani; Javier Olivan; Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Jared Morgenstern; Mike Vernal; Allison Hendrix; Wayne Kao  
**Subject:** Re: Discussion Re: Games/Graph Health

+cat

We'll add something to the blog post today.

---

**From:** Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>  
**Date:** Thu, 7 Apr 2011 20:53:42 -0700  
**To:** Dan Rubinstein <[ydanrubinstein@fb.com](mailto:ydanrubinstein@fb.com)>  
**Cc:** Naomi Gleit <[naomi@fb.com](mailto:naomi@fb.com)>, Pedram Keyani <[pedram@fb.com](mailto:pedram@fb.com)>, Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>, Javier Olivan <[jolivan@fb.com](mailto:jolivan@fb.com)>, Monica Walsh <[mwalsh@fb.com](mailto:mwalsh@fb.com)>, Niket Biswas <[niket@fb.com](mailto:niket@fb.com)>, Douglas Purdy <[dmp@fb.com](mailto:dmp@fb.com)>, Eugene Zarakhovsky <[eugenez@fb.com](mailto:eugenez@fb.com)>, Jared Morgenstern <[jared@fb.com](mailto:jared@fb.com)>, Mike Vernal <[vernal@fb.com](mailto:vernal@fb.com)>, Allison Hendrix <[ahendrix@fb.com](mailto:ahendrix@fb.com)>, Wayne Kao <[waynekao@fb.com](mailto:waynekao@fb.com)>  
**Subject:** Re: Discussion Re: Games/Graph Health

Thanks for the reply Dan. Split thread so adding Doug.

+1 that creating relationships via games is arguably authentic. (Personally not a huge fan, but I'm not a gamer.) Some users have met their spouses via FarmVille (obviously not the norm, but happens occasionally).

If we want to prohibit game/random friending, we can, but agreed that we may have to require FB is only for existing real-world friendships, ruling out good uses (support groups, etc.). We're starting to go down this road

(<http://developers.facebook.com/docs/reference/dialogs/friends/>). I don't know that we have a firm enough product view on "friendship" for us to really slam developers yet though. Again, we can, but feels arbitrary to single out games (and will be hard to detect/enforce via policy/product or have developers understand).

Also, (pardon the ignorance) is this the right group to decide the definition of a FB relationship? This feels bigger than Platform/Growth/gaming. Dan, is this your world?

Dan - we have escalating punishments in the form of channel restrictions/permanent disables/C&Ds when developers repeatedly violate policies (either accidentally or intentionally). They get the job done.

On Apr 7, 2011, at 5:11 PM, Dan Rubinstein wrote:

I took a quick re-read of our Platform policy (<https://developers.facebook.com/policy/>)

The main statement we make at a high level re: graph integrity is:

· **Don't spam - encourage authentic communications**

And arguably, for the purposes of finding others to play games with, friending someone is authentic communication (anyone up for a game of tennis?).

Do we want to insist that FB is only for existing real-world friendships and rule out friendships between people you may want to get to know better (or just play games with)?

If yes, FB should be only for real-world friendships, then we should make our policy more explicit on this point (at least for Platform; maybe for Platform we don't want to create automated ways for people to connect with other people they don't already know).

As an aside, Melissa - you mentioned "...sometimes developers revert when we are not looking". What are the penalties for being caught doing something deliberate like this and are they serious enough to create a sufficient disincentive?

On Apr 7, 2011, at 3:38 PM, Naomi Gleit wrote:

In the meeting, I think we didn't want to rely on policy as the solution to addressing this problem. However, I don't think that means who shouldn't also make this explicit in the policy (in addition to scalable solutions.) We need to tell developers that they can't do this.

Sorry if I'm remembering the meeting wrong though?

---

**From:** Pedram Keyani  
**Sent:** Thursday, April 07, 2011 2:33 PM  
**To:** Melissa Luu-Van; Naomi Gleit  
**Cc:** Javier Olivan; Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Jared Morgenstern; Mike Vernal; Dan Rubinstein; Allison Hendrix; Wayne Kao  
**Subject:** Re: Discussion Re: Games/Graph Health

My one concern with contacting them vs. shutting them down is that it seems like it will be much less scalable as this type of abuse grows. Right now we might be able to get away with a manual process but if this problem grows 10X (yes, I said 10X) are we staffed to deal with it?

Pedram

---

**From:** Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>  
**Date:** Thu, 7 Apr 2011 12:34:03 -0700  
**To:** Naomi Gleit <[naomi@fb.com](mailto:naomi@fb.com)>  
**Cc:** Javier Olivan <[jolivan@fb.com](mailto:jolivan@fb.com)>, Monica Walsh <[mwalsh@fb.com](mailto:mwalsh@fb.com)>, Niket Biswas <[niket@fb.com](mailto:niket@fb.com)>, Eugene Zarakhovsky <[eugenez@fb.com](mailto:eugenez@fb.com)>, Jared Morgenstern <[jared@fb.com](mailto:jared@fb.com)>, Mike Vernal <[vernal@fb.com](mailto:vernal@fb.com)>, Dan Rubinstein <[ydanrubinstein@fb.com](mailto:ydanrubinstein@fb.com)>, Internal Use <[pedram@fb.com](mailto:pedram@fb.com)>, Allison Hendrix <[ahendrix@fb.com](mailto:ahendrix@fb.com)>, Wayne Kao <[waynekao@fb.com](mailto:waynekao@fb.com)>  
**Subject:** Re: Discussion Re: Games/Graph Health

This would require changing the Platform policies, so I defer to Ali as she can better speak to this. In the meeting we had though it seemed like we wanted to avoid this if possible.

Sent from my iPhone

On Apr 7, 2011, at 12:28 PM, "Naomi Gleit" <[naomi@fb.com](mailto:naomi@fb.com)> wrote:

+ dan rubinstein as he owns graph integrity

---

**From:** Naomi Gleit  
**Sent:** Thursday, April 07, 2011 12:27 PM  
**To:** Melissa Luu-Van; Javier Olivan  
**Cc:** Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Jared Morgenstern; Mike Vernal; Dan Rubinstein; Pedram Keyani; Allison Hendrix; Wayne Kao  
**Subject:** RE: Discussion Re: Games/Graph Health

Thanks melissa-

I definitely think we need to explicitly tell developers that encouraging random friending is not allowed – do we not have grounds for this already?

---

**From:** Melissa Luu-Van  
**Sent:** Thursday, April 07, 2011 12:19 PM  
**To:** Javier Olivan  
**Cc:** Monica Walsh; Niket Biswas; Eugene Zarakhovsky; Naomi Gleit; Jared Morgenstern; Mike Vernal; Dan Rubinstein; Pedram Keyani; Allison Hendrix; Melissa Luu-Van; Wayne Kao  
**Subject:** Re: Discussion Re: Games/Graph Health

Looks like the thread forked but Naomi and Javi have similar concerns.

Two reasons why we'll reach out versus shut down the app:

- 1) this app offers functionality other than random friending that gamers find useful
- 2) the spirit of the policy isn't clear to the developer (the policy is about the use of the friends dialog product, not friending) so we can't expect him/her to know that profile links aren't acceptable (we'll tweak our messaging to do a better job of explaining this up front)

Sorry for any confusion here.

On Apr 7, 2011, at 11:46 AM, Javier Olivan wrote:

How can an app named "game friend finder" resolve the issue? They are just doing what their name says... I would shut this down ASAP - especially after having kept the profile links after you contacted them

---

**From:** Monica Walsh  
**Sent:** Thursday, April 07, 2011 11:02 AM  
**To:** Javier Olivan; Niket Biswas; Eugene Zarakhovsky; Naomi Gleit; Jared Morgenstern; Mike Vernal; Dan Rubinstein; Pedram Keyani; Allison Hendrix; Melissa Luu-Van; Wayne Kao  
**Subject:** Re: Discussion Re: Games/Graph Health

Hey Javi,

I agree that this is still unacceptable so we will get back in touch with this developer. If they don't resolve the issue then we can shut it down.

As far as policy, I believe we decided not to create a separate policy as the tech doc provides context for what we expect out of this API but Ali can chime in here.

---

**From:** Javier Olivan <[jolivan@fb.com](mailto:jolivan@fb.com)>  
**Date:** Wed, 6 Apr 2011 23:16:08 -0700  
**To:** Niket Biswas <[niket@fb.com](mailto:niket@fb.com)>, Eugene Zarakhovsky <[eugenez@fb.com](mailto:eugenez@fb.com)>, Naomi Gleit <[naomi@fb.com](mailto:naomi@fb.com)>, Jared Morgenstern <[cjared@fb.com](mailto:cjared@fb.com)>, Mike Vernal <[vernal@fb.com](mailto:vernal@fb.com)>, Dan Rubinstein <[danrubinstein@fb.com](mailto:danrubinstein@fb.com)>, Pedram Keyani <[pedram@fb.com](mailto:pedram@fb.com)>, Allison Hendrix <[ahendrix@fb.com](mailto:ahendrix@fb.com)>, Melissa Luu-Van <[melissa@fb.com](mailto:melissa@fb.com)>, mwalsh <[mwalsh@fb.com](mailto:mwalsh@fb.com)>, Wayne Kao <[waynekao@fb.com](mailto:waynekao@fb.com)>  
**Subject:** RE: Discussion Re: Games/Graph Health

Hey guys,

I just looked again at the game friend finder app, and all they have done is removed the add as friend buttons, but still the main purpose of the app is for you to friend strangers to play games with – now they just link to profiles. Why do we let this be? This is BAD FOR US!! Apps that encourage friending of strangers (even if they don't use the add as friend buttons) should not be allowed. Can we change the wording on the policy to support that more generally (in the same way we did for the add as friend button dialogue – but as a general guideline for apps) / warn these guys to stop this / shut them down if they don't stop?

javi

<image001.png>

---

**From:** Javier Olivan  
**Sent:** Thursday, March 17, 2011 5:14 PM  
**To:** Niket Biswas; Eugene Zarakhovsky; Naomi Gleit; Jared Morgenstern; Mike Vernal; Dan Rubinstein; Pedram Keyani; Allison Hendrix; Melissa Luu-Van; Monica Walsh; Wayne Kao  
**Subject:** RE: Discussion Re: Games/Graph Health

Melissa, Allison,

As spoken, attached the excel file with the bad apps:

Top-apps tab – the top 20 that generate 99% of friendships – only 1 legit (family tree) – we should revoke API access to all others  
All tab – has all of the 1000+ apps that have used the api if you guys want to go down the list (volume of friend requests is low for the time being, but can obviously pick up)

Thx guys! very productive meeting

---

**From:** Niket Biswas  
**Sent:** Thursday, March 17, 2011 4:50 PM  
**To:** Eugene Zarakhovsky; Javier Olivan; Naomi Gleit; Jared Morgenstern; Mike Vernal; Dan Rubinstein; Pedram Keyani; Allison Hendrix; Melissa Luu-Van; Monica Walsh; Wayne Kao  
**Subject:** Re: Discussion Re: Games/Graph Health

Here's our plan for handling the platform friend add ui dialog:

**Action items:**

- push friends.add **moratoria** (niket: 3/18, D225191)
- Pops to enforce** on all top callers for friends.add, email them and cite policy from usage notes on <http://developers.facebook.com/docs/reference/dialogs/friends/> (melissa: 3/21) - on **Monday, these applications will likely cease to exist** and are forbidden by policy from relaunching. Pops will manually maintain the top callers (19 here: <http://www.fburl.com/?key=1759277>) until automation takes over
- using new features (for app specific usage of this dialog) and existing features that we use to detect spammy friend requests (<http://www.fburl.com/?key=1759356>), we will **add protection via Stripe** to automate use/abuse of this feature. This involves classifying these types of apps/behaviors, messaging the devs to tell them it's disallowed and limiting the application (either by disabling it or just disabling the friend.add dialog) (niket: early/mid next week : task 517868)

Feel free to ping me directly with any thoughts/concerns!

Thanks,  
niket

---

**From:** [jolivan@fb.com](mailto:jolivan@fb.com)  
**When:** 4:00 PM - 4:15 PM March 17, 2011  
**Subject:** Discussion Re: Games/Graph Health  
**Location:** Salsa

US/Canada Dial In: 1-866-503-7933  
Conference code: 5838652992  
Javier is host