

## EXHIBIT 59

UNREDACTED VERSION OF DOCUMENT SOUGHT TO BE LODGED UNDER SEAL

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**Sent:** Monday, October 07, 2013 3:34 PM  
**To:** Simon Cross; Peter Yang; Eddie O'Neil; Ling Bao  
**Subject:** Games best practices Guide & Platform Simplification

Hi All,

I was just replying to a developer question and was about to send the dev our [Mobile Games Best Practices guide](#). This is a doc that our team shares with devs frequently. I happened to scan through the doc again quickly, and realized that the language in here around friend permissions is very counter to our upcoming platform simplification efforts and what we're doing around user trust. Bolding is mine:

Similar in sentiment to the *Make login prominent* best practice, it's recommended that you make the player's personalized social context prominent within your game. **When a player grants you basic read permissions, you have full access to their list of friends. Take immediate advantage of this and make it easy for them to connect to their friends within the game.** Don't force people to recreate existing friendships within your game. Instead, display their existing friend connections right away.

Should this get updated? It feels against the spirit of where we are headed.

Katie