

# Hitt Rebuttal Expert Report – Exhibit 10: Worldwide share of Fortnite user accounts that make a purchase and revenue across “platforms” (March 2018–July 2020)

DEFENDANT A	United States District Court Northern District of California
	Case No. <b>4:20-cv-05640-YGR</b>
	Case Title <b><i>Epic Games, Inc. v. Apple, Inc.</i></b>
	Exhibit No. <b>DX-4766</b>
	Date Entered _____
	Susan Y. Soong, Clerk
	By: _____, Deputy Clerk

## Accounts with purchase (in millions)

## Revenue (in millions)

“Platform”	Count	Percent	Revenue	Percent
1. PS4	36	47.4%	\$4,958	46.8%
2. Xbox One	19	25.4%	\$2,918	27.5%
3. PC	12	15.8%	\$1,015	9.6%
4. Switch	9	11.6%	\$891	8.4%
5. iOS	10	13.3%	\$745	7.0%
6. Android	1	1.4%	\$58	0.5%
7. Google	0	0.3%	\$9	0.1%
8. Other	0	0.1%	\$2	0.0%
9. Total	76	-	\$10,596	100.0%

Source: Epic Monthly User Data

Note: User accounts that make a purchase are those for which revenue is greater than zero in the time period considered. The sum of share of user accounts that make a purchase by “platform” exceeds 100% as a given user account may make purchases across multiple “platforms.” “Other platforms” includes “HONGKONG” and “OTHER.” See Appendix D for details regarding Epic data processing.