

**From:** Joe Kreiner <[REDACTED]>  
**Sent:** Wed, 12 Sep 2018 19:41:17 +0000 (UTC)  
**To:** Danny Block <[REDACTED]>  
**Subject:** Fwd: Cross wallet

DEFENDANT

United States District Court  
Northern District of California

Case No. **4:20-cv-05640-YGR**  
Case Title **Epic Games, Inc. v. Apple, Inc.**  
Exhibit No. **DX-3951**  
Date Entered \_\_\_\_\_

By: \_\_\_\_\_, Deputy Clerk  
Susan Y. Soong, Clerk

Danny,  
What if we proposed to Microsoft that for Xbox, we'd handle a Fortnite all plat V-buck card through our backend? Since we have cross wallet PC->Xbox we could:

User buys card  
visits Epic's website. Log's in with EpicID  
enters code on card  
selects Xbox  
Epic adds VC to general PC/Xbox wallet.  
Epic pays Xbox %

Now, this will make them realize when we sell a PC card, we are violating their TRCs. :)

Joe Kreiner  
Business Development  
Epic Games

[REDACTED]  
@joekreiner  
<http://www.unrealengine.com>

----- Forwarded message -----

From: **Emu Servais** <[REDACTED]>  
Date: Wed, Sep 12, 2018 at 3:34 PM  
Subject: Re: Cross wallet  
To: Joe Kreiner <[REDACTED]>  
Cc: Bill Fine <[REDACTED]>

Hey Joe!  
In a nutshell:

	PC / Mac	PS4	XBOX	Switch	iOS	Android	Future
<b>Cross wallet</b>	Yes	No	Yes	No	Yes	Yes	No
<b>Cross play</b>	Yes	with PC/Mac/mobile only		Yes	Yes	Yes	No

This is from the beautiful document from Bill's team - seen [here](#).

On Wed, Sep 12, 2018 at 3:29 PM, Joe Kreiner <[REDACTED]> wrote:

Hey guys.  
Where are we today in Fortnite cross wallet? What platforms have separate VC wallets?

Joe Kreiner  
Business Development  
Epic Games

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