



# Richard Schmalensee

## Cross Examination

	<b>Headline Commission Rate</b>	<b>Complete Prohibition on Third-Party Distribution</b>	<b>Must Use Platform Owner's In-App Payment Solution</b>
 <b>XBOX</b>	30%	Yes	Yes
<b>SONY</b>	30%	Yes	Yes
 <b>Nintendo®</b>	30%	Yes	Yes
 <b>iPhone</b>	30%	Yes	Yes
 <b>android</b>	30% for Google Play; otherwise varies	No	Yes for Google Play; otherwise no

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 <b>Windows</b>			
 <b>Mac</b>			

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 <b>Windows</b>	Varies by store		
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	<b>Headline Commission Rate</b>	<b>Complete Prohibition on Third-Party Distribution</b>	<b>Must Use Platform Owner's In-App Payment Solution</b>	<b>Type of OS</b>
 <b>XBOX</b>	30%	Yes	Yes	
<b>SONY</b>	30%	Yes	Yes	
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 <b>XBOX</b>	30%	Yes	Yes	Special/niche
<b>SONY</b>	30%	Yes	Yes	Special/niche
 <b>Nintendo®</b>	30%	Yes	Yes	Special/niche
 <b>iPhone</b>	30%	Yes	Yes	General purpose/foundational
 <b>android</b>	30% for Google Play; otherwise varies	No	Yes for Google Play; otherwise no	General purpose/foundational
 <b>Windows</b>	Varies by store	No	No	General purpose/foundational
 <b>Mac</b>	Varies by store	No	No	General purpose/foundational

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 <b>XBOX</b>	30%	Yes	Yes	Special/niche	Subsidize hardware
<b>SONY</b>	30%	Yes	Yes	Special/niche	Subsidize hardware
 <b>Nintendo®</b>	30%	Yes	Yes	Special/niche	Subsidize hardware
 <b>iPhone</b>	30%	Yes	Yes	General purpose/foundational	Profit from OS/hardware
 <b>android</b>	30% for Google Play; otherwise varies	No	Yes for Google Play; otherwise no	General purpose/foundational	Profit from advertising
 <b>Windows</b>	Varies by store	No	No	General purpose/foundational	Profit from OS/hardware
 <b>Mac</b>	Varies by store	No	No	General purpose/foundational	Profit from OS/hardware

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# Digital In-App Purchases

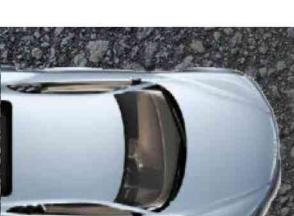
# Digital In-App Purchases

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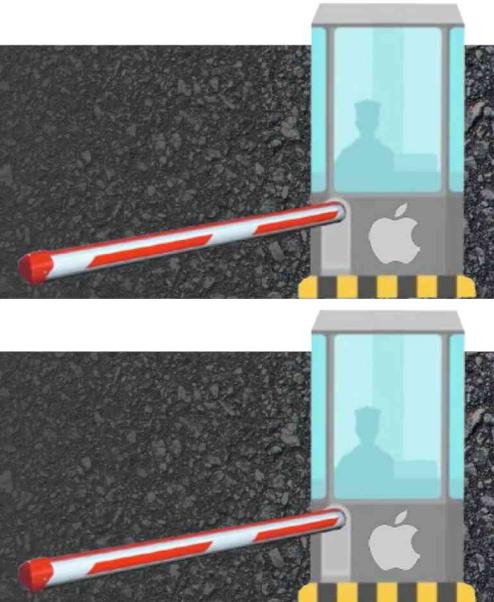
# Physical In-App Purchases

# Digital In-App Purchases

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## Digital In-App Purchases

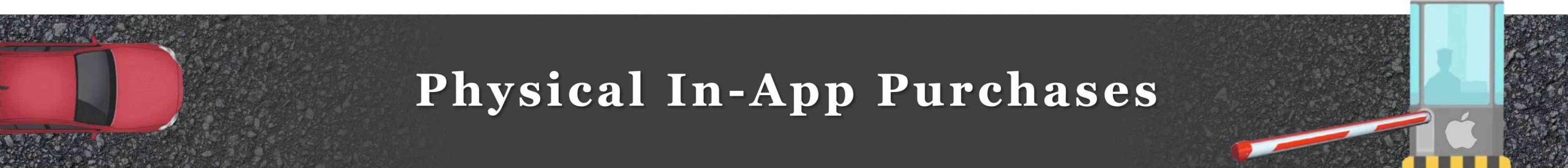


## Physical In-App Purchases

## Advertising Revenue



# Digital In-App Purchases



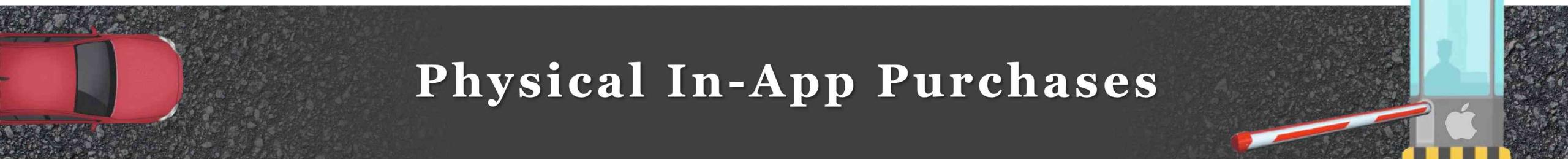
# Physical In-App Purchases



# Advertising Revenue



# Digital In-App Purchases



# Physical In-App Purchases



# Advertising Revenue



# Web Purchases on Safari



# Digital In-App Purchases

# Physical In-App Purchases

# Advertising Revenue

# Web Purchases on Safari