

Case No. **4:20-cv-05640-YGR**Case Title *Epic Games, Inc. v. Apple, Inc.*Exhibit No. **DX-3758**

Date Entered

Susan Y. Soong, Clerk

By: , Deputy Clerk

Subject: Re: 11.10.1 iOS Build Submission**From:** "Haseeb Malik" [REDACTED] >**Received(Date):** Thu, 31 Oct 2019 18:19:32 +0000**To:** "Mark Grimm" <[REDACTED]>**Cc:** "Nat Parkinson" [REDACTED] >,"Mike Schmid"
[REDACTED] >,"Alec Shobin"
[REDACTED] >,"fn-
release"
[REDACTED] >,"Paul Ramsbottom"**Date:** Thu, 31 Oct 2019 18:19:32 +0000

Good feedback Mark. We will be more descriptive going forward and outline what the issues are.

Thanks.

On Thu, Oct 31, 2019 at 2:03 PM Mark Grimm [REDACTED] wrote:

Thanks Nat. We've had "emergency" patches with "critical" fixes every week for quite some time. I worry that these words are losing their meaning. What do you think? Is there a better way to express the priority of each submission to us? I'm open to suggestions - just want to make sure we can correctly adjust priority on our side.

-Mark

On Oct 30, 2019, at 1:08 PM, Nat Parkinson [REDACTED] > wrote:

Hey Everyone,

I uploaded an 11.10.1 iOS build earlier today as we're trying to do an emergency patch to address several critical issues.

The plan would be to release this build as soon as possible.

It is expected this build will not require downtime and current plan is not to force players onto this version immediately.

I'll update here if anything changes.

Thanks,

-Nat

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Haseeb Malik

Marketing Director

Mobile Publishing | Epic Games