

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 _____
	Susan Y. Soong, Clerk
	By: _____, Deputy 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	Other
Cross wallet	Yes	No	Yes	No	Yes	Yes	No
Cross play	Yes	with PC/Mac/mobile only	Yes	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
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