

What you need to know about Apples versus Epic

Every week, Maddyness curates articles from other outlets on a topic that is driving the headlines. This Monday, we look at the legal battle that's been dubbed 'the fight for the future of the App Store.'

Temps de lecture : minute

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Apple v Epic: Tim Cook set to testify as star witness in high-stakes trial

Tim Cook, the chief executive of [Apple](#), testified on Friday as the star witness in a high-stakes case against Epic Games that could upend Apple's business model. The trial stems from an antitrust lawsuit filed last year by Epic Games, the maker of the wildly popular video game Fortnite. The game became the most popular in the world in recent years, generating more than \$9B total for Epic in 2018 and 2019. [Read the full article via *the Guardian*.](#)

Apple versus Epic: how the Fortnite app led to a legal showdown

As the *Guardian's* UK technology editor, Alex Hern, tells Anushka Asthana, the feud has now landed in court, in what could be a defining moment for the app industry: if (as many analysts predict) Apple wins, it will help consolidate its power in the mobile economy. But if it loses, it could radically alter what apps are available on iPhones and what users can do

with them. [Listen to the podcast via *the Guardian*.](#)

Epic Games v Apple: the fight for the future of the App Store

After months of preparation, Epic Games will finally take on Apple in court in a trial that could fundamentally change the makeup of the App Store. The fight dates back to August, when Epic added a direct payment mechanism to its hit battle royale game *Fortnite* in violation of Apple's rules. The iPhone maker quickly removed the game from the App Store, and Epic responded shortly after with an antitrust lawsuit aiming to establish the App Store as a monopoly. The case was finally brought to trial on May 3rd. [Read the full stream via *The Verge*.](#)

Epic vs Apple trial will only affect 17% of iOS games

The ruling from the ongoing antitrust trial between Epic Games and Apple could only impact less than a fifth of all games on the App Store. During his testimony yesterday, Apple Fellow and former senior vice president of worldwide marketing Phil Schiller offered a breakdown of the business models used by the hundreds of thousands of games available on the iOS marketplace. [Read the full article via *gamesindustry.biz*.](#)

Apple and Epic Games are revealing a ton of industry secrets in court filings — from untold billions in 'Fortnite' profits to private email exchanges, these are the 5 juiciest bits

After just one week, we'd already learned a lot: Between major financial disclosures, company secrets, and private emails between executives

made public, evidence in the trial is a treasure trove of information. [Read the full article via *Business Insider*.](#)

Article by Maddyness