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19 20	UNITED STATES DISTRICT COURT	
20	NORTHERN DISTRICT OF CALIFORNIA	
21	SAN JOSE DIVISION	
22 23	FEDERAL TRADE COMMISSION,	Case No. 5:22-cv-04325-EJD
23 24	Plaintiff,	
24 25	v.	DEFENDANT META PLATFORMS, INC.'S ANSWER AND AFFIRMATIVE DEFENSES
23 26	META PLATFORMS, INC., et al.,	Dept.: Courtroom 4 – 5th Floor
20 27	Defendants.	Judge: Honorable Edward J. Davila
20		

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ANSWER AND AFFIRMATIVE DEFENSES OF META PLATFORMS, INC.

Defendant Meta Platforms, Inc. ("Meta"), by and through its undersigned attorneys, hereby answers Plaintiff Federal Trade Commission's ("Plaintiff" or "FTC") Complaint for a Temporary Restraining Order and Preliminary Injunction Pursuant to Section 13(b) of the Federal Trade Commission Act dated July 27, 2022 (the "Complaint") as follows:

INTRODUCTION

Meta's proposed acquisition of Within Unlimited, Inc. ("Within") is good for consumers and for competition. Meta is investing billions of dollars in virtual reality ("VR") in order to grow the VR ecosystem. Meta's Quest headset is only one of many current and expected VR products, including those from global electronics leaders, such as Apple, ByteDance, Samsung, Sony, and others. Meta seeks to provide a robust, varied platform that appeals to a broad range of people, and to expand the platform beyond its initial focus on gaming. Its acquisition of Within will improve and expand fitness offerings, make the Quest headset more attractive to users, and increase opportunities for existing and new thirdparty developers, all to the benefit of consumers, developers, and the overall VR ecosystem. This is the kind of pro-competitive transaction that should be celebrated rather than challenged.

16 The acquisition has been challenged here for improper reasons. Federal Trade Commission Chair Lina Khan brought with her to the Commission a preset agenda; she has stated consistently and in blunt 17 18 terms that Meta should never be allowed to acquire any other company, regardless of the facts as to any 19 such transaction – and without regard to governing law. She has also made repeated and disparaging 20 references to Meta and its CEO, Mark Zuckerberg (whom she derides as "Marta Zuckerberg" in some 21 of her published commentary). Ignoring the FTC staff who conducted a review of this transaction and 22 determined that no enforcement action was warranted, Chair Khan engineered a 3-2 Commission vote 23 to overrule the staff and bring this case, with hers the decisive vote. She now sits as a judge in the 24 administrative case - which she has prejudged and cannot fairly adjudicate. Those administrative proceedings are irrevocably tainted by due process and federal ethics violations, and can never result in 25 26 a legally valid decision.

The FTC staff was entirely correct in finding no legitimate reason to bring this unprecedented

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"potential competition" – Meta should not be allowed to acquire Within because Meta *might* otherwise compete on its own with Within's product, Supernatural. The claim fails for numerous reasons. The alleged product market is artificial, excluding a wide range of competing fitness products on other platforms. Meta had no plan to create its own VR fitness product; indeed, it had rejected the idea as impractical, and Meta has no unique advantages in providing such a product – others are equally capable of doing so. And actual entry by strong competitors into the very markets the FTC alleges, as well as expected entry from others, precludes any colorable claim that Meta's decision to compete by acquiring a VR fitness app – rather than developing one from scratch – could harm consumers, even on the FTC's own suspect legal theory.

The FTC's backup theory – that combining Within's Supernatural with Meta's Beat Saber leads to too much power in an alleged "incidental fitness plus direct fitness" market – fails the straight-face test: Meta's Beat Saber game is quite different from Supernatural's fitness app, including in its product characteristics, pricing, audience, and just about any other aspect one could identify. Lumping them together and leaving out all the other games and other products on all the other platforms against which these two products compete makes no sense except as a thin rationalization for Chair Khan's determination to block Meta acquisitions irrespective of the facts or the law.

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<u>ANSWER</u>

Each paragraph below corresponds to the same-numbered paragraph in the Complaint. All allegations not expressly admitted are denied. Meta does not interpret the headings or preamble in the Complaint as well-pleaded allegations to which any response is required. To the extent a response is required to the headings or preamble, Meta denies all such allegations in the headings and preamble. Unless otherwise defined, capitalized terms refer to the capitalized terms defined in the Complaint, but any such use is not an acknowledgment or admission of any characterization the FTC may ascribe to the terms.

1. Meta admits that it is seeking to acquire Within, the maker of Supernatural. Meta denies
the remaining allegations contained in Paragraph 1.

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2. Meta admits that the Facebook, Instagram, Messenger and WhatsApp applications are

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Commission ("SEC") annual filing for the year ending December 31, 2021, that the "[f]amily monthly active people (MAP) was 3.59 billion" as of December 31, 2021. Meta further admits that on June 9, 2022, the company formerly known as Facebook was renamed "Meta Platforms, Inc." Meta denies the remaining allegations contained in Paragraph 2.

53.Meta admits that it acquired Oculus VR, Inc. in 2014. Meta further admits that the Quest62 has been available for sale in the United States and worldwide since its launch in 2020. To the extent7Plaintiff is quoting documents, Meta respectfully refers the Court to the documents for an accurate and8complete statement of their contents. Meta denies the remaining allegations contained in Paragraph 3.

9 4. Meta admits that the Quest Store is a distribution platform for VR software apps. Meta
10 further admits that it acquired Beat Games, the developer of Beat Saber, in November 2019; that Beat
11 Saber is the highest earning app on Meta's Quest Store to date by revenue; and that Beat Saber's revenue
12 in 2021 was greater than the next five highest-grossing apps combined. Meta further admits that it owns
13 other VR apps. Meta denies the remaining allegations contained in Paragraph 4.

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Meta denies the allegations contained in Paragraph 5.

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Meta denies the allegations contained in Paragraph 6.

7. To the extent Plaintiff is quoting documents, Meta respectfully refers the Court to the
documents for an accurate and complete statement of their contents. Meta denies the remaining
allegations contained in Paragraph 7.

8. To the extent Plaintiff is quoting documents, Meta respectfully refers the Court to the
documents for an accurate and complete statement of their contents. Meta denies the remaining
allegations contained in Paragraph 8.

9. 22 Meta denies the allegations contained in Paragraph 9. 23 10. Meta denies the allegations contained in Paragraph 10. Meta denies the allegations contained in Paragraph 11. 11. 24 25 12. Meta denies the allegations contained in Paragraph 12. 26 13. Meta denies the allegations contained in Paragraph 13. 14. Paragraph 14 purports to state conclusions of law to which no response is required. To 27 I and a star -11 - - - + : - - - - - - - + - :

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15. Paragraph 15 purports to state conclusions of law to which no response is required. To the extent a response is required, Meta denies the allegations contained in Paragraph 15.

16. Paragraph 16 purports to state conclusions of law to which no response is required. To the extent a response is required, Meta denies the allegations contained in Paragraph 16.

17. Paragraph 17 purports to state conclusions of law to which no response is required. To the extent a response is required, Meta denies the allegations contained in Paragraph 17.

18. Paragraph 18 purports to state conclusions of law to which no response is required. To the extent a response is required, Meta respectfully refers the Court to 15 USC § 53(b) for an accurate and complete statement of its text.

10 19. Paragraph 19 purports to state conclusions of law to which no response is required. To
11 the extent a response is required, Meta denies the allegations contained in Paragraph 19.

20. Paragraph 20 purports to state conclusions of law to which no response is required. To
the extent a response is required, for purposes of this current action, Meta does not contest that venue in
this district is proper.

15 21. Paragraph 21 purports to state conclusions of law to which no response is required. To
16 the extent a response is required, for purposes of this current action, Meta does not contest that
17 assignment to the San Jose Division is proper.

18 22. Paragraph 22 purports to state conclusions of law to which no response is required. To
19 the extent a response is required, Meta admits the allegations contained in Paragraph 22 but denies that
20 the FTC is authorized under Section 7 of the Clayton Act, 15 U.S.C. § 18, or Section 5 of the FTC Act,
21 15 U.S.C. § 45, to proceed in this case.

22 23. Meta admits that it is a publicly traded company organized under the laws of Delaware 23 with headquarters in Menlo Park, California; that it develops and sells VR and other extended reality 24 hardware and software through its Reality Labs division; and that Meta reported its Reality Labs division 25 generated \$2,274 million in revenue in 2021 and \$1,139 million in revenue in 2020, which it recorded 26 in its SEC annual filing for the year ending December 31, 2021. Meta also admits that it offers for sale 27 the Quest 2 VR headset, which is Meta's best-selling VR hardware product to date by units sold, and

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