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| **From:** | Robert Anderberg ██████████████ |
| **Sent:** | 04 February 2022 08:03 |
| **To:** | Mobile Ecosystems |
| **Subject:** | Web browsers on iOS and our business |

Hello,

This response is regarding competition in the supply of mobile browsers and contains no confidential information.

I read your interim report with great interest.

As a web developer and the co-founder of a video game development company who ship games only in a web browser, there are many reasons why Apple's approach to browsers on iOS harms our business and makes our product much worse on those devices.

Apple ships both a highly restricted and non-compliant web browser (Safari) which we have to do significant work to support by working around bugs and issues.

Secondly Apple stops any other company from solving the problem by suppressing competition for browser apps. That means that we can't support and push a better browser to our users.

Users are frustrated that our project doesn't run properly in "Google Chrome" on iOS, not knowing that the app is in-fact just a reskinned version of Safari.

Having an honest and open market for web browsers on iOS would be revolutionary for our business and afford us a great opportunity to give our users an amazing experience on that platform.

Sincerely,

Robert Anderberg (CEO and co-founder of ControlZee)