

www.archive.org
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Internet Archive
300 Funston Avenue
San Francisco, CA 94118

AFFIDAVIT OF CHRISTOPHER BUTLER

1. I am the Office Manager at the Internet Archive, located in San Francisco, California. I make this declaration of my own personal knowledge.

2. The Internet Archive is a website that provides access to a digital library of Internet sites and other cultural artifacts in digital form. Like a paper library, we provide free access to researchers, historians, scholars, and the general public. The Internet Archive has partnered with and receives support from various institutions, including the Library of Congress.

3. The Internet Archive has created a service known as the Wayback Machine. The Wayback Machine makes it possible to surf more than 450 billion pages stored in the Internet Archive's web archive. Visitors to the Wayback Machine can search archives by URL (i.e., a website address). If archived records for a URL are available, the visitor will be presented with a list of available dates. The visitor may select one of those dates, and then begin surfing on an archived version of the Web. The links on the archived files, when served by the Wayback Machine, point to other archived files (whether HTML pages or images). If a visitor clicks on a link on an archived page, the Wayback Machine will serve the archived file with the closest available date to the page upon which the link appeared and was clicked.

4. The archived data made viewable and browseable by the Wayback Machine is compiled using software programs known as crawlers, which surf the Web and automatically store copies of web files, preserving these files as they exist at the point of time of capture.

5. The Internet Archive assigns a URL on its site to the archived files in the format `http://web.archive.org/web/[Year in yyyy][Month in mm][Day in dd][Time code in hh:mm:ss]/[Archived URL]`. Thus, the Internet Archive URL `http://web.archive.org/web/19970126045828/http://www.archive.org/` would be the URL for the record of the Internet Archive home page HTML file (`http://www.archive.org/`) archived on January 26, 1997 at 4:58 a.m. and 28 seconds (1997/01/26 at 04:58:28). A web browser may be set such that a printout from it will display the URL of a web page in the printout's footer. The date assigned by the Internet Archive applies to the HTML file but not to image files linked therein. Thus images that appear on a page may not have been archived on the same date as the HTML file. Likewise, if a website is designed with "frames," the date assigned by the Internet Archive applies to the frameset as a whole, and not the individual pages within each frame.

6. Attached hereto as Exhibit A are true and accurate copies of printouts of the Internet Archive's records of the HTML files or PDF files for the URLs and the dates specified in the footer of the printout (HTML) or attached coversheet (PDF).

7. I declare under penalty of perjury that the foregoing is true and correct.

DATE: 2/25/20



Christopher Butler

Exhibit A

GRATUITOUS SPACE BATTLES

HOME

DEMO



D.L.C

OVER 100,000 PEOPLE HAVE BOUGHT GRATUITOUS SPACE BATTLES SO FAR...



GSB is the ultimate space strategy game from UK indie developer Positech Games. It's a strategy / management / simulation game that does away with all the base building and delays and gets straight to the meat and potatoes of science-fiction games : The big space battles fought by huge spaceships with tons of laser beams and things going 'zap!', 'ka-boom!' and 'ka-pow!'. In GSB you put your ships together from modular components, arrange them into fleets, give your ships orders of engagement and then hope they emerge victorious from battle (or at least blow to bits in aesthetically pleasing ways).

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SCREENSHOTS

Check out some of the screenshots from Gratuitous Space Battles! Click any image to see it in it's gratuitous full-size glory

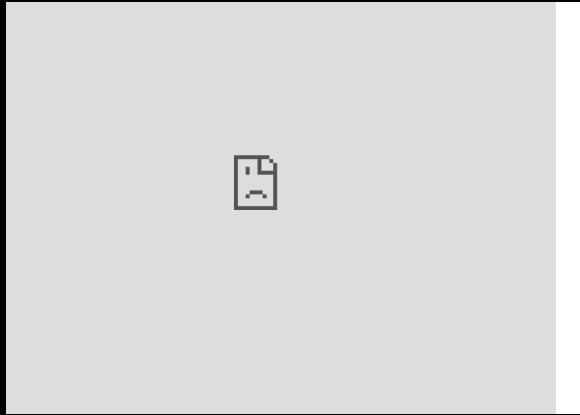


Click [here](#) to get downloads of cool GSB desktop starship wallpaper.

VIDEO



gratuitous space battle screenshot 9



PC DEMO 

MAC DEMO 

IN THE PRESS

"Thoughts of the greatest Star Trek: Deep Space Nine episodes like "Sacrifice of Angels" passed through my mind the second I've tried one of these battles."

Games32.com

"You know how the space combat scenes in Battlestar Galactica were terrible and epic and oddly serene, all at once? This game is like that. It has lovely graphics, a lot of depth, an alarming amount of replayability, and a great sense of humor, to boot"

[Tom Chick](#)

"Prettiest 2D game to come along in some time. Battles are actually gratuitous."

GameShark.com



THE MAKING OF GSB



Check out a behind the scenes look at the making of Gratuitous Space Battles!

BATTLECRUISER MODEL



Yep, an actual Battlecruiser in the palm of your hand! You can even grab one for yourself!

Gratuitous Space Battles aims to bring the over-the-top explosiveness back into space strategy games. The game is for everyone who has watched big space armadas battle it out on TV and thought to themselves 'I could have done a much better job as admiral'. This is not a game of real-time arcade twitch reflexes. GSB is about what ships you design, and what you tell them to do. Your individual ship commanders have total autonomy during the chaotic battle that unfolds. This is not a tactical game, it is a strategic one. These gratuitous space battles are not won by plucky heroes with perfect teeth, but by the geeky starship builders who know exactly what ratio of plasma-cannons to engines each ship in the fleet will need.

HOW TO PLAY GSB IN 3 EASY STEPS

First, you put together the spaceships you want to use in your fleet, building them from a variety of basic hulls and over a hundred different ship components, even in the basic game. (You are given some basic ships as examples).

Second, you select from your list of ships, a fleet composed of fighters, frigates and cruisers, position them in formations and issue each ship with orders telling it which targets it should attack, and at what range, with special orders such as escort, protect or concentrate fire.

stages 2

Third, the battle is played out, with you able only to watch, not to control. You can pause the battle and play it faster or slower, and can view the effectiveness of each individual shot, both during the battle and afterwards, so you can fine tune your fleet design.

Module Overview

Weapons	Defenses	Engines	Other	AI

Ship Summary

Design Name	Federation anti-sh
Hull Name	Federation Bufile
Cost	1000000
Power Produced	10000
Engine Count	200
Maximum Speed	100
Hull Integrity Boost	10%
Speed Boost	5%

PC DEMO

MAC DEMO

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