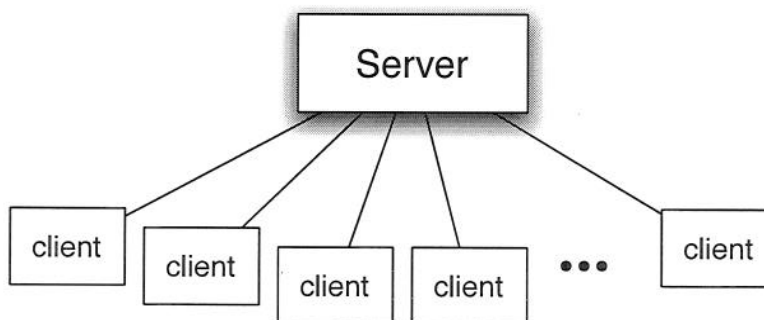
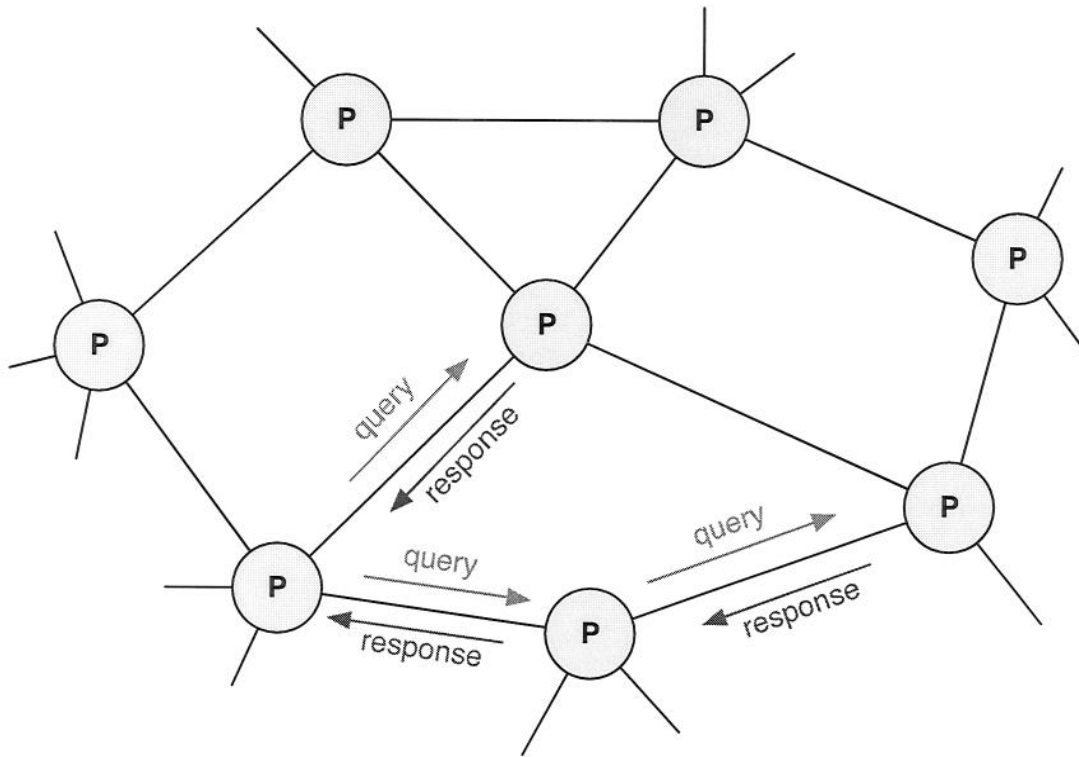


Exhibit 2**The client-server architecture**

In a client-server based system, there are two classes of hosts: servers and clients. A server provides service to a set of clients. Clients rely on the server for that service, and typically provide no service to each other or to the server. In the World-Wide Web, a popular Web server might consist of hundreds or thousands of computers within a data center, coordinated to serve Web pages to clients. A popular Web server might service millions of different clients each day.

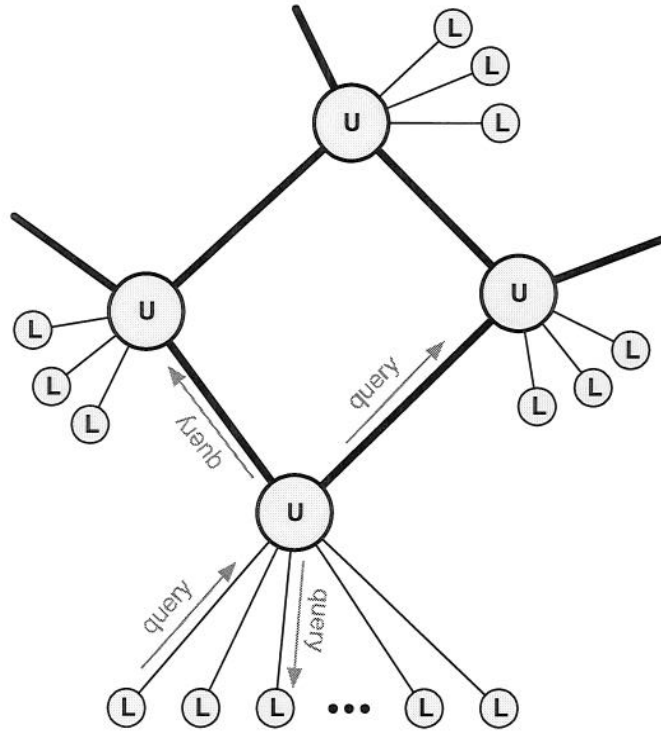
Exhibit 3



A decentralized peer-to-peer network; each “P” represents a peer.

In a pure peer-to-peer network, there is only one class of host: the “peer.” Individual peers cooperate with each other to form a communal network that provides global service. In the diagram above, I show a peer in the bottom-left of the diagram that issues a query that is propagated across the network to several other peers. Peers that receive the query may choose to send a response back over the network. Note that individual peers may request service by issuing queries and provide service by generating responses, forwarding queries, or forwarding responses.

Exhibit 4



A hybrid network architecture. Each “U” represents an ultrapeer, and each “L” represents a leaf node.

In a hybrid architecture, some peers may play a more pronounced role in the network than others. In this diagram, “ultrapeers” manage the routing of queries on behalf of “leaf” nodes. A query initiated by a leaf node is handled by its ultrapeer; the ultrapeer may route the query to another leaf node, or forward it to other ultrapeers within the network. According to an April 2006 study¹, Gnutella had approximately 3 million peers and 0.5 million ultrapeers participating at any moment in time. A given ultrapeer usually services 15-45 leaf nodes, and coordinates with roughly 30 other ultrapeers. Any given leaf node typically relies on the services of between one and six ultrapeers.

¹ “On the Long-Term Evolution of the Two-Tier Gnutella Overlay,” by Amir Rasti, Daniel Stutzbach, and Reza Rejaie. <http://mirage.cs.uoregon.edu/slide/rasti-gi-2006.ppt>

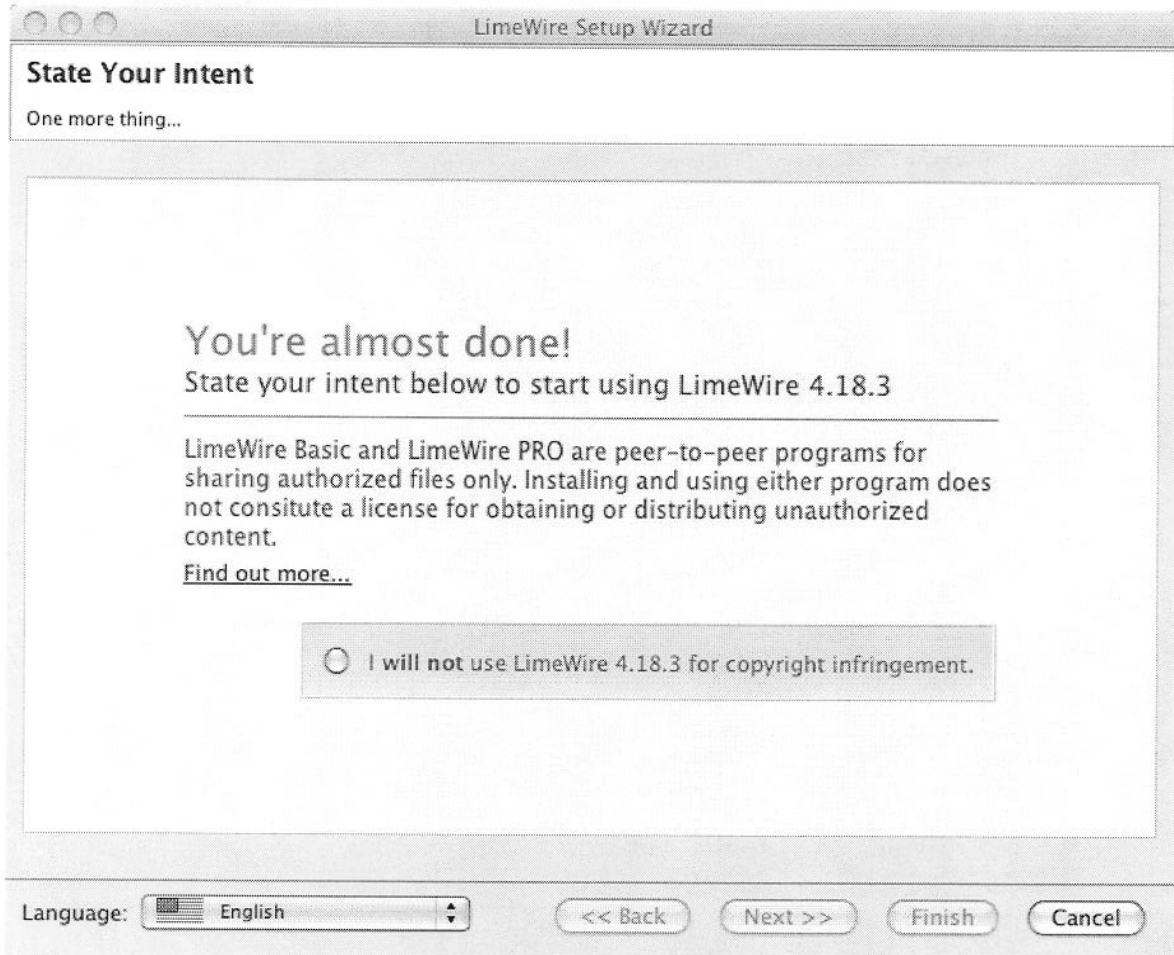
Exhibit 5

Name	Platform	License	Last Release	Heritage
Acquisition	Mac OS X		200.4 (2007-11-04)	LimeWire
Apollon	Unix-like/KDE	GNU GPL	1.0.2.1 (2005-05-08)	giFT
BearFlix	Microsoft Windows		6.1 (September 2006)	BearShare
BearShare (Before Version 6)	Microsoft Windows		5.2.5.3	Original work
Cabos	Java	GNU GPL	0.7.8 (2008-01-14)	LimeWire
FrostWire	Java	GNU GPL	4.13.5 (February 28, 2008)	LimeWire
giFT	Cross-platform	GNU GPL	0.11.8.1 (2004-11-27)	Original Work
Gnucleus/GnucDNA	Microsoft Windows	GNU GPL, GNU LGPL	2.2.0.0 (2005-06-17)	Original Work
Gtk-gnutella	Unix-like, Mac OS X	GNU GPL	0.96.5 (2008-04-02)	Original Work
iMesh	Microsoft Windows		Unknown	Unknown
KCeasy	Microsoft Windows	GNU GPL	0.19-rc1 (2008-02-03)	giFT
Kiwi Alpha	Microsoft Windows		Unknown	GnucDNA
LimeWire	Java	GNU GPL	4.16.6 (February 9, 2008, 57 days ago)	Original Work
Morpheus	Microsoft Windows		5.5.1 (2007-11-15)	GnucDNA
MP3 Rocket	Java	GNU GPL	5.0.3 (February 28, 2008)	LimeWire
Phex	Java	GNU GPL	3.2.0.102 (2007-07-06)	Original Work
Poisoned	Mac OS X	GNU GPL	0.5191 (August 8, 2006)	giFT
Shareaza	Microsoft Windows	GNU GPL	2.3.1.0 (January 31, 2008, 66 days ago)	Original Work
Symella	Symbian OS	GNU GPL	1.40 (2006-11-31)	Original Work
XFactor	Mac OS X	GNU GPL	Unknown	giFT

A list of Gnutella-compliant client software packages, taken from Wikipedia
<http://en.wikipedia.org/wiki/Gnutella>

Wikipedia currently lists 20 different client software packages that are compatible with today's Gnutella network. Note that several of these software packages are derived from the open source LimeWire code base, while others are original works (i.e., implemented "from scratch.")

Exhibit 6



The dialog box presented to a LimeWire user the first time the user runs the software after installing it.

A LimeWire user is presented with this dialog box the first time she runs the LimeWire client software after having installed it. Unless the user clicks on the "I will not use LimeWire 4.18.3 for copyright infringement.", they are not able to proceed and begin using the client software.