**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# EAR WAR CRIME PREVENTION

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**EAR WAR CRIME PREVENTION SECURITY SYSTEMS**

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (**FOR EACH PREVENTION SECURITY SYSTEM: WAR CRIME TYPE;** **BUILD ANY PREVENTION SECURITY SYSTEM THAT ENSURES THAT** **ANY WAR CRIME TYPE** **SHALL ۞NEVER BE ALLOWED۞**, **IMPLICITLY-EXPLICITLY GLOBALLY DEFINED**) {

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[EAR(S, BLOOD VESSEL(S), CANAL(S), DRUM(S), LOBE(S), NERVE(S))]”**

PREVENTION SECURITY SYSTEMS: **ALL EAR WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [FAST CHANGING, SLOW CHANGING] [HIGH, LOW, MEDIUM] AIR PRESSURE [CHANGE(S)];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ACHE(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> AMBIENT NOISE HEARING EFFECT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> AUDIBLE HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> AUDIO HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> AUDIO STREAMING;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BOUNC(E(S), ING(S))**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CANCER(OUS [GROWTH]);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DEFLAT(E, ION);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DRUM(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ELEVATION [AIR PRESSURE];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> EXPOSURE TO ANY [COSMIC RAY WAVES, DIRECTED RADIO FREQUENCY WAVES, EXTREMELY HIGH RADIO FREQUENCY WAVES (EHF), EXTREMELY LOW RADIO FREQUENCY WAVES (ELF), GAMMA RAYS, GRAVITATIONAL WAVES, HIGH RADIO FREQUENCY WAVES, INFRARED WAVES (IR), LIGHT WAVES, LOW RADIO FREQUENCY WAVES (LF), MEDIUM RADIO FREQUENCY WAVES (MF), MICROWAVES, PULSED RADIO FREQUENCY WAVES, RADAR WAVES, RADIO FREQUENCY WAVES (RF), SONIC WAVES, SOUND WAVES, SUPER HIGH RADIO FREQUENCY WAVES (SHF), SUPER LOW RADIO FREQUENCY WAVES (SLF), ULTRA HIGH RADIO FREQUENCY WAVES (UHF), ULTRA LOW RADIO FREQUENCY WAVES (ULF), ULTRA SONIC WAVES, ULTRA VIOLENT WAVES (UV), ULTRA WIDE BAND WAVES, VERY HIGH RADIO FREQUENCY WAVES (VHF), VERY LOW RADIO FREQUENCY WAVES (VLF), VISIBLE LIGHT WAVES, X-RAY WAVES];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GLUT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HAIR;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> HEARD HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> INFECTION(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MITES;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> NOISE HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> NOISE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> NOSE ACHE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OBSTRUCTION(IST, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> OUT LOUD HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> POP(PING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PRESSURE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PUNCTURE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RING(ING, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SHELL SHOCK;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SOUND HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SOUND SENSITIVITY;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> VERBAL HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WARRANT(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WAX [PROLIFERATION];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> WHITENOISE HEARING EFFECT;**

PREVENTION SECURITY SYSTEM: **ANY EXCESSIVE <MAIN OBJECT> WAX;**

PREVENTION SECURITY SYSTEM: **ANY RING(ING, S) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEMS: **ANY OTHER <MAIN OBJECT> WAR CRIME TYPE(S);**

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