**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# EYE WAR CRIME PREVENTION

7/26/2024 5:36:36 AM

**EYE WAR CRIME PREVENTION SECURITY SYSTEMS**

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

**WHEREAS** **“[OPTIONS]” SHALL EQUAL** **“[BLINK(ING) [RATE(S) [MODIFICATION(S)] [RATE(S) [(DE)CORRELATION(S)]], MOVEMENT [RATE(S) [MODIFICATION(S)] [(DE)CORRELATION(S)]], ROTATION [RATE(S) [MODIFICATION(S)] [(DE)CORRELATION(S)]], SQUINT(ING) [RATE(S) [MODIFICATION(S)] [RATE(S) [(DE)CORRELATION(S)]], VISION [ACCUITY, ACCURACY]], [RATE(S) [MODIFICATION(S)] [(DE)CORRELATION(S)]”**

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[EYE(S, BALL(S), BLOOD VESSEL(S), BROW(S), CAVIT(IES, Y), EDGE(S), GLASS(ES), IRIS(ES), LASH(ES), LID(S), NERVE(S), PUPIL(S), SOCKET(S), RETINA(L, S), UVEA(S)) XOR [OPTICAL XOR OCULAR](CAVIT(IES, Y) XOR [VISION XOR VISUAL] (ACCUIT(IES, Y), BLOOD VESSEL(S), NERVE(S)(CAVIT(IES, Y)))]”**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEMS: **ALL COMBINATIONS OF ANY NUMBER OF “COMBINATIONS” THAT MAKE PERFECT SENSE, BEING [ACID(IC), AGGRESS(ION, IVE), AGGREVAT(E, ED, ES, ING), ALCOHOL(ISM), ANAEROBIC, ANOREXIC, ARROGANT, BAD, BAGGY, BEAM, BIG, BLEMISH(ED, ES, ING), BLIND(ED, IES, ING, NESS, S, SIES, ZIES), BLINK(EN, ENESS, IES, ING, S, SIES, Y, YIES, YS, ZIES), BLURR(ED, INESS, ING, S, Y), BLUSH(ED, ES, ING, Y), BURN(ING, S), BWINK(ING, S, ZIES), CLINCH(ED, ES, ING), CLOS(E, ED, ES, ING), COLOR(BLIND, ED, ING, S), CRAZ(E, ED, INESS, Y), CROSS(ED, ING), CR(IED, YING, YS, Y), DART, DEAD, DELAY(ED, ING, S), DEMENT(ED, IA), DEPRESS(ED, ES, ION, ING), DEROGATORY, DILATATED, DING(ED, S, Y), DIRT(Y), DISORIENTED, DOWNTROT, DREADFUL, DREARY, DRIFT(ED, INESS, ING, S, Y), DROOPY, DROWSY, DRUNK, DRY, EDGY, ENORMOUS, EXHAUST(ED, ION, ING), EXTREME, FAST, FOLD(ED, ING, S, Y), FOREIGN, FRIENDLY, FUZZY, GARGANTUAN, GENUINE, GIANT, GINORMOUS, GLANC(E, ED, ES, ING, Y), GLASS(ED, Y), GLAZE(D, Y), GLOOMY, GOD(LIKE, Y), GOOGLY, GREY, GRIZZLY, GROGG(ED, ING, Y), GUILTY, HAPPY, HIGH, HURT, INFLAT(E, ED, ES, ION, ING), INNOCENT, INTEREST(ED, ING), INTERROGATORY, INTROVERT(E, ED, ION, ING), IRRITABLE, IRRITAT(E, ED, ES, ION, ING), ITCHY, JEALOUS, JITTERY, JOYOUS, LAZY, LIGHT(ED, ING, NING), MENTAL(LY ILL, [HEALTH]), MASK(ED, ING), MESMERIZ(E, ED, ES, ING), MISDIRECTED, NIGHT, PAIN(FUL), PATCH(ED, ING, Y), PERSPECTIVE, PIN(CH, CHING, S), POOR, PRICK, PUFFY, RANDOM(IZED, IZING), RAPID, RASH, RAY, SAG(GED, GING, GY, S), SCAN(ED, ING, S), SCAR(E, ED, ES, ING, Y), SCREW(ED, ING, Y), SENSITIV(E, ITY), SINGE(D, ING), SLEEP(ING, Y), SNAP(ED, ING, Y), SNEEZY, STRAIN(ED, ING, S), TEAR(ED, FUL, ING, S, Y), TERRIF(IED, ING), TIR(ED, ING), TWINKLE, TWINKLY, TWITCH(ED, ES, ING, Y), TWITTERY, WATER(ING, Y), YELLOW] [LEFT, RIGHT, SINGLE, DOUBLE, MULTIPLE, EXEMPLIFIED, EXPEDITED, GRADUAL, RAPID, REALLY FAST, SLOW, SUDDEN, ANY OTHER TEMP ADVERB] [ANY MAIN OBJECT] [OPTIONS] [ACH(E, ED, ES, INESS, ING, Y), ACID(IC), ALLERG(IES, Y), ANIMOSITY, ASTIGMATISM, ATTACK(ED, ING, S, Y), BEAM(ED, ING, S, Y), BLINK(EN, ENESS, IES, ING, S, SIES, Y, YIES, YS, ZIES), CANCER(OUS [GROWTH]), CHANG(ED, ES, ING, Y), CONFUSION, CLASP(ED, INESS, ING, Y), CLICK(ED, INESS, ING, Y), CLOS(E, ED, ES, ING, URE, Y), CORRELAT(ABLE, E, ED, ES, ING, ION), CUT(ING, S, SIES, ZIES), BLIND(ED, IES, ING, NESS, S, SIES, ZIES), BLINK(ED, ING, S), BLOTCH(ED, ES, INESS, ING, Y), BLURR(ED, INESS, ING, S, Y), BOOB(ED, ING, S), BURN(ED, ING, S), BWINK(ING, S), CLEAN(ED, ING, LINESS, S), CLOS(E, ED, ING, URE), COLLAPS(ED, ING, ES), COMMAND(ED, ING, S), CONTAMINATE, CONTROL(ED, ING, S), CRIME(S), DAMAG(E, ED, ES, ING), DECORRELAT(E, ED, ES, ING, ION), DEGENERAT(E, ED, ES, ING, ION), DIALAT(E, ED, ES, ING, ION), DINGY, DIPLOPIA, DIRT(Y), DISCHARGE(D, S), DISORDER(ED, S), DISORIENTAT(E, ED, ES, ING, ION), DRIFT(ED, INESS, ING, S, Y), DROOP(ED, INESS, ING, S, Y), DROP(ED, INESS, ING, S, Y), ETCH(ED, ES, INESS, ING, Y), EXTENSION(S), FIZZL(ED, ES, INESS, ING, Y), FLUID, FOCUS, FOLD(ED, ING, S, Y), FOREIGN SUBSTANCE(S), FRAME(ED, ING, S), FROWN(ED, ING, S), FUZZ(ED, ES, INESS, ING, Y), GAS(ED, ES, ING, Y), GAWK(ED, ING, S, Y), GAZE, GLANC(E, ED, ES, ING, Y), GLIMPS(ED, ING, S, Y), GLEEN(ED, ING, S, Y), GLINT(ED, ING, S, Y), GOGGL(E, ED, ES, ING, Y), HALLUCINAT(E, ED, ES, ING), HYPERSENSITIVIT(IES, Y), INFECTION, IRRITANT(S), IRRITAT(E, ED, ES, ION, ING), ITCH(ING), JITTER, LIQUID, LATERAL, MASCARA, MASH, MASK(ED, ING, S), MESH, MOTION(ED, S), MOV(E, EMENT, ES, ING), MYOPIA, OPEN(ING, S), PAIN(FUL, S), PATCH(ED, ING, Y), PEEK, PEER, PICK, PICK UP, PIERCING, PIMPLE(S, Y), PIN(NED, S), PLUCK, PRY, PUZZLE(D, S), RAGE, RASH, RAY, RED(NESS), ROLL(ING, S), RUB(BING, S, Y), SCAN(ED, ING, S) [DEPTH], SENSITIVITY, SHADOW, SHEEN(ED, ING, S), SHELL(ED, ING, S), SINGE(D, ING), SMEAR(ED, ING, S), SMOOTH(ED, ING), SNATCH(ED, ING, Y), SNAP(ED, ING, Y), SOBB(ED, ES, ING, Y), SPARKL(E, ING, ES, Y), SPASM(ED, ING, S), SPLURG(ED, ES, ING), STAR(E, ED, ES, ING), STRABISMUS, STRAIN(ED, ING, S), SQUEAK(ED, ING, S, Y), SQUINT(ED, ING, S, Y), SURFACE, TEAR(ING, S, Y), TENSION(ING, S, Y), TING(E, ED, ES, ING, Y), TIRED(NESS), TORMENT, TORTUR(E, ISK), TREMBL(E, ER, ES, ING, Y), TREACHERY, TRIM(ER, ING, S), TROUBL(E, ES, ING), TWINKL(E, ED, ES, ING), TWIRL(ED, ING, S, Y), VAPOR(ED, ING, S), VERTICAL, VIRUS, [BLINK, CLOSE, CLOSE AND OPEN, HOLD DOWN, OPEN, OPEN AND CLOSE] WARRANT(ED, ING, S), WASH(ED, ES, ING), WEAR(ED, ING, S), WINK(ED, ING, S)] [BLINK, CLOSE, CLOSE AND OPEN, HOLD DOWN, OPEN, OPEN AND CLOSE, SQUINT, TAMPER, UNNECESSARILY, WINK, ANY OTHER <MAIN OBJECT> FUNCTION] SHALL ALL ۞NEVER BE ALLOWED۞;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ALLERG(IES, Y);**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BIND(ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLEMISH(ES);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLIND(ED);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLINK(ING) RATE(S) [ALTERATION(S), CHANGE(S)];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLINK(ING) SPASM(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLINK(EN, ENESS, IES, ING, S, SIES, Y, YIES, YS, ZIES);**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLICK(ER) [OFF, ON];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLOSE [SLOWLY, TIGHTLY];**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [PAINFUL, TIGHT] CLOSING;**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CORNEAL DISEASES;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CRUNCH(ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DIABETIC RETINOPATHY;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DOUBLE CLICK;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> EXCESSIVE VISUAL ACCUITY TEST;**

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, 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> EXTREME SQUINTING;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FLITTER BUG;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GEAR CHANGE;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GRANULAR FADE;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> GRIND(ER, ING);**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> INACCURATE VISION CORRECTION(S);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LAMP POST;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> LASH(ES);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> MACULAR DEGENERATION;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RED(ENED, ENING, NESS);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> REDUCED VISION;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RETINAL DETACHMENT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SAD(ENED, ENING, NESS);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SMEAR(ED, ES, EZ, ING, S, Y, Z);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SORE(NESS, S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SPATIAL DISORIENTATION TECHNIQUE;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [INVOLUNTARY, UNCONTROLLABLE] SQUEEZE(S);**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [FORCED, HARD] SQUINT;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> STARE [FOR A LONG TIME, FOR AWHILE, FOR CENTURIES, FOR DAYS, FOR HOURS, FOR MINUTES, FOR SECONDS];**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SUN DAMAGE;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SWITCH(ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TEAR ACID;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TEAR GAS;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TEAR(S) [PRODUCTION];**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [LEFT, RIGHT] TURN;**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TWITCH(ED, ES, ING, Y);**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> VISUAL(IZATION, IZING, IZES);**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY CUT <MAIN OBJECT> [IN HALF [SUB-LATERALLY]];**

PREVENTION SECURITY SYSTEM: **ANY CYCLOPS;**

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

PREVENTION SECURITY SYSTEM: **ANY INFRARED EMISSION(S) TO <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY MACULAR DEGENERATION;**

PREVENTION SECURITY SYSTEM: **ANY NEEDLE STICK;**

PREVENTION SECURITY SYSTEM: **ANY OCULAR PENTASTOMIASIS;**

PREVENTION SECURITY SYSTEM: **ANY PAIN STICK;**

PREVENTION SECURITY SYSTEM: **ANY PERMIT ON ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY RAPID CLOSING AND OPENING OF EYE(S);**

PREVENTION SECURITY SYSTEM: **ANY ROGUE;**

PREVENTION SECURITY SYSTEM: **ANY SAND IN ANY <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY SOAP[IE, Y] <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY "THE ENIGMA”;**

PREVENTION SECURITY SYSTEM: **ANY TOOL EYE(S);**

PREVENTION SECURITY SYSTEM: **ANY WARRANT ON ANY <MAIN OBJECT>;**

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

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