**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# EYE(S) WAR CRIME PREVENTION

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**EYE(S) WAR CRIME PREVENTION SECURITY SYSTEMS**

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (**FOR EACH PREVENTION SECURITY SYSTEM: EYE(S) WAR CRIME TYPE;** **BUILD ANY PREVENTION SECURITY SYSTEM THAT ENSURES THAT** **ANY EYE(S) 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 SYSTEM: **ANY "THE ENIGMA”;**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> [BLINK, CLOSE, CLOSE AND OPEN, HOLD DOWN, OPEN, OPEN AND CLOSE] WARRANT(ED, ING, S);**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> ACID(IC);**

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> ANIMOSITY;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLIND(ED, IES, ING, NESS, S, SIES, ZIES);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BLINK(ED, EN(ESS), IES, ING [RATE(S)] [ALTERATION(S), CHANGE(S), SPASM(S)], S(IES), Y(IES, S), Z(IES, S));**

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> BWINK(ED, EN(ESS), IES, ING [RATE(S)] [ALTERATION(S), CHANGE(S), SPASM(S)], S(IES), Y(IES, S), Z(IES, S));**

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

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> CHANG(ED, ES, ING, Y);**

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLOS(E, ED, ING, URE);**

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CLOSE DOWN GENTLY [THEN APPLY PRESSURE];**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> CORRELAT(ABLE, E, ED, ES, ING, ION);**

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DIRT(Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> DISCHARGE(D, S);**

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

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

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

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

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

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

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

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

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> ETCH(ED, ES, INESS, ING, Y);**

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> EXTENSION(S);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> EXTREME SQUINTING;**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> FOCUS ADJUSTMENT(S) ON/TO ANYTHING BAD, AT ALL, LITERALLY;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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> HALLUCINAT(E, ED, ES, ING);**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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> MASCARA;**

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PAIN(FUL, S);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PICK UP;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PIN(NED, S);**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> PUZZLE(D, S);**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RUB(BING, S, Y);**

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> RUDE AWAKENING;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SCAN(ED, ING, S) [DEPTH];**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> SINGE(D, ING);**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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> STRABISMUS;**

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

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

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

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(ING, S, Y);**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TIRED(NESS);**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TORTUR(E, ISK);**

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> TREMBL(E, ER, ES, ING, Y);**

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

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

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

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

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> VAPOR(ED, ING, S);**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY <MAIN OBJECT> VISUAL(IZING, IZ[[(ATION, E, ING](S)]));**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY ACID(IC) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY AGGRESS(ION, IVE) <MAIN OBJECT>;**

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

PREVENTION SECURITY SYSTEM: **ANY ALCOHOL(IC, ISM) <MAIN OBJECT>;**

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

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

PREVENTION SECURITY SYSTEM: **ANY ANYTHING AT ALL, LITERALLY CAUSING ANY PAIN TO OR AROUND <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY ANYTHING AT ALL, LITERALLY PROTRUDING FROM <MAIN OBJECT>;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY BLIND(ED, IES, ING, NESS, S, SIES, ZIES) <MAIN OBJECT>;**

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY CR(IED, YING, YS, Y) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY CRAZ(E, ED, INESS, Y) <MAIN OBJECT>;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY CYCLOPS;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY DEMENT(ED, IA) <MAIN OBJECT>;**

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY DIRT(Y) <MAIN OBJECT>;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY GLAZE(D, Y) <MAIN OBJECT>;**

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

PREVENTION SECURITY SYSTEM: **ANY GOD(LIKE, Y) <MAIN OBJECT>;**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY IRRITAT(ABLE, E, ED, ES, ION, ING) <MAIN OBJECT>;**

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

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

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

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY MENTAL(LY) [HEALTH, ILL]) <MAIN OBJECT> [PRESSURE APPLIED [DOWNWARD]];**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY PAIN(FUL) <MAIN OBJECT>;**

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

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

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

PREVENTION SECURITY SYSTEM: **ANY PIN(CH, CHING, S) <MAIN OBJECT>;**

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

PREVENTION SECURITY SYSTEM: **ANY PRICK(LY) <MAIN OBJECT>;**

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

PREVENTION SECURITY SYSTEM: **ANY RANDOM(IZED, IZING) <MAIN OBJECT>;**

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY ROGUE;**

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

PREVENTION SECURITY SYSTEM: **ANY RUDE AWAKENING;**

PREVENTION SECURITY SYSTEM: **ANY SAG(GED, GING, GY, S) <MAIN OBJECT>;**

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY SENSITIV(E, ITY) <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ANY SINGE(D, ING) <MAIN OBJECT>;**

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

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

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

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

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

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

PREVENTION SECURITY SYSTEM: **ANY TERRIF(IED, ING) <MAIN OBJECT>;**

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

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

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

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

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

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

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

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

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

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

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