**CODENAME: CONFIDENTIAL**

**MCE123SM TECHNOLOGY DEVELOPMENT**

EAR WAR CRIME

PREVENTION SECURITY SYSTEMS

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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**) {

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

PREVENTION SECURITY SYSTEM: **ANY AMBIENT NOISE HEARING EFFECT;**

PREVENTION SECURITY SYSTEM: **ANY AUDIBLE HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY AUDIO HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY AUDIO STREAMING;**

PREVENTION SECURITY SYSTEM: **ANY EAR ACHE;**

PREVENTION SECURITY SYSTEM: **ANY EAR GLUT;**

PREVENTION SECURITY SYSTEM: **ANY EAR MITES;**

PREVENTION SECURITY SYSTEM: **ANY EAR NOISE;**

PREVENTION SECURITY SYSTEM: **ANY EAR POP;**

PREVENTION SECURITY SYSTEM: **ANY EAR PRESSURE;**

PREVENTION SECURITY SYSTEM: **ANY EAR RING;**

PREVENTION SECURITY SYSTEM: **ANY EAR RINGING;**

PREVENTION SECURITY SYSTEM: **ANY EAR WAX;**

PREVENTION SECURITY SYSTEM: **ANY EAR WAX PROLIFERATION;**

PREVENTION SECURITY SYSTEM: **ANY EAR WARRANT;**

PREVENTION SECURITY SYSTEM: **ANY EARS RINGING;**

PREVENTION SECURITY SYSTEM: **ANY EARS WARRANT;**

PREVENTION SECURITY SYSTEM: **ANY EXCESSIVE EAR WAX;**

PREVENTION SECURITY SYSTEM: **ANY HEARD HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY NOISE HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY OUT LOUD HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY RINGING EAR;**

PREVENTION SECURITY SYSTEM: **ANY RINGING EARS;**

PREVENTION SECURITY SYSTEM: **ANY SHELL SHOCK;**

PREVENTION SECURITY SYSTEM: **ANY SOUND HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY SOUND SENSITIVITY;**

PREVENTION SECURITY SYSTEM: **ANY VERBAL HALLUCINATION;**

PREVENTION SECURITY SYSTEM: **ANY WHITENOISE HEARING EFFECT;**

PREVENTION SECURITY SYSTEMS: **ANY OTHER EAR WAR CRIME TYPE(S);**

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