**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# FINGERNAIL WAR CRIME PREVENTION SECURITY SYSTEMS

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**FINGERNAIL WAR CRIME PREVENTION SECURITY SYSTEMS**

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

**WHEREAS** **“[OPTIONS]” SHALL EQUAL** **“[MOV(EMENT, 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)]]]”**

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

PREVENTION SECURITY SYSTEMS: **ANY COMBINATION OF ANY NUMBER OF “OPTIONS”, BEING [<OBJECT TOUCHED>, ADJUST, BIT(E, EN, ING), BREAK, BROKEN, BURN(ING, S), CRACK(ED, ING, LING), CHEW(ED, ING, S), CLEAN(ED, ING, LINESS, S), FRACTUR(E, ED, ING), GROW(ING), HURT, LOOSE, NEW, OVERGROWN, RUB(BING, BY, S), SCRATCH(ED, ING, Y), SMELL(ED, ING, Y), SNAP(PED, PING, PY), STIFF(ED, ENED, ING, Y)] [FINGERNAIL(S, EDGE(S), SURFACE(S), TIP(S))] [<OBJECT TOUCHED>, ADJUST(ING, MENT, S), ANGLE(S), BEND, BIT(E, EN, ING), BREAK, BROKEN, BURN(ED, ING, S), CARESS(ED, ES, ING), CHEW(ED, ING, S), CLEAN(ED, ING, LINESS, S), CLEAR(ED, ING, S), CLICK(ED, ING), COMMAND(ED, ING, S), CONTROL(ED, ING, S), CORRELAT(ABLE, E, ED, ES, ING, ION), CRACK(ED, ING, LING), CRIME(S), CURVATURE, CUT(S, TING), DAMAG(E, ED, ES, ING), DECORRELAT(E, ED, ES, ING, ION), DEGENERAT(E, ED, ES, ING, ION), DISORDER(ED, S), EXTENSION(S), FLARE, FOREIGN SUBSTANCE(S), GRAB(ED, ING), HYPERSENSITIVIT(IES, Y), ILLNESS(ES), INFECTION, INLAY, IRRITANT(S), IRRITAT(E, ED, ES, ION, ING), ITCH(INESS, ING), JAUNDICE, JITTER, LOOSE, MELT(ED, ING), MIND CONTROL, MOTION(LESS, S), MOVEMENT(S), PAIN(FUL, S), PEEL(ED, ING, S), PICK(ING, S), POLISH(ING), POP(ING, S), PUSH(ED, ING), REMOVAL(S), RUB(BING, BY, S), SCRAP(E, ED, ING), SCRATCH(ED, ING, Y), SENSITIVITY, SCAB, SENSORY, SHOW(ED, ING, OFF), SLID(E, ED, ES, ING), SMASH(ED, ES, ING), SMEAR(ED, ING, S), SMELL(ING, Y), SMOOTH(ED, ING), SNAP(ED, ING, PY, S), SNIFF(ED, ING, S), STEAM(ED, ING, S), STILL, STRAIGHTEN(ED, ING, S), STRAIN(ED, ING, S), SURFACE, TACK(ED, ING, S), TAMPER(ED, ING, S), TAP(ING, PED, S), TENDER(ED, ING, S), TENSION(ING, S, Y), TING(E, ED, ES, ING, Y), TIP(ING, PED, S, Y), TORMENT(ED, ING), TORTUR(E, ISK), TOUCH(ED, ES, ING, Y), TWING(E, ED, ING, S), TYP(E, ED, ING), UNETIQUETTE, VAPOR TRAIL(ED, ING, S), WAG(ED, ING, S), WAR(ING, P, PED, PING, PS, S), WARRANT(ED, ING, S), WASH(ED, ES, ING), WEAR(ED, ING, S)] SHALL ALL ۞NEVER BE ALLOWED۞;**

PREVENTION SECURITY SYSTEM: **ANY PERMIT ON ANY FINGERNAIL(S);**

PREVENTION SECURITY SYSTEM: **ANY FINGERNAIL CLEANINGS;**

PREVENTION SECURITY SYSTEM: **ANY FINGERNAIL CLEANING COMMANDS;**

PREVENTION SECURITY SYSTEM: **ANY FINGERNAIL COMMANDS;**

PREVENTION SECURITY SYSTEM: **ANY WARRANT ON ANY FINGERNAIL(S);**

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

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