**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR PREVENTION SECURITY SYSTEMS

# GENERALIZED WAR(FARE) II PREVENTION

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**GENERALIZED WAR****(FARE) PREVENTION SECURITY SYSTEMS**

GENERALLY AUTONOMOUS WAR(FARE) SIMULATION PREVENTION SECURITY SYSTEMS (**2022–2023**) – **ENSURES THAT** **ALL AUDIO/VISUAL COMPUTER SIMULATION(S)/ANIMATION(S)/MODEL(S) OF ANY WAR(FARE)** **SHALL ۞NEVER BE ALLOWED۞, EXCEPT WHEN THE SIMULATION OR ANIMATION IS PLANNED OR IS REAL, AND THEN ONLY TO ACTIVE-DUTY WAR(FARE) INVESTIGATORS ON ALL SIDES OF ANY CONFLICT, IN ANY SECURITY CONSCIENCE MODE TO ENSURE THE DRAWDOWN AND THE END OF ALL CURRENT WAR(S), OR OTHERWISE REVOKE ANY SIMULATION REMOTE VIEWING CAPABILITY FROM THE NON-ALLIED SIDE UNTIL AN AGREEMENT TO END THE WAR CAN BE MET AHEAD OF TIME, AND ALWAYS USE ANY REMOTE VIEWING SECURITY MODE(S) TO ENSURE THE DRAWDOWN AND THE END TO ALL WARS, RESPONSIBLY,**  **IMPLICITLY-EXPLICITLY GLOBALLY DEFINED**.

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

WAR(FARE) PREVENTION SECURITY SYSTEMS: **ALL WAR(FARE) TYPES;**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY FAST WAR(FARE);**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY HYPER WAR(FARE);**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY SLOW WAR(FARE);**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY SNAIL WAR(FARE);**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY WAR(FARE) BLUEPRINT(ING);**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY WAR(FARE) PLAN(NING);**

WAR(FARE) PREVENTION SECURITY SYSTEM: **ANY WAR(FARE) PLOT(TING);**

WAR(FARE) PREVENTION SECURITY SYSTEMS: **ALL OTHER WAR(FARE) TYPE(S);**

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