

Damian Langiano
The House of the TRUTH
Under the eyes of GOD

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Court name – ELIZA the new digital paradigm

PLAINTIFF'S NAME,

**THE CHILDREN OF THE WORLD (THE
500MILLION)**

vs.

DEFENDANT'S NAME,

TIM SWEENEY

**EPIC GAMES – SUPERAWEESOME -MAYFAIR
EQUITY PARTNERS – TEAMVIEWER – LEGO –
BT – EE – VODAFONE**

Case No.: Number 18.18

**“I will raise them up a Prophet from among their
brethren, like unto thee, and will put my words in his
mouth and he shall speak unto them all that I shall
command him.”**

CRIME AGAINST HUMANITY

Before we commence the document, I must make you aware that I am dyslexic and this can lead to what you believe as grammatical errors, however I convey that this accentuates the etymology and semantics of my vocabulary and thus is the ring fence that holds all accountable.

This will be the first time I’ve delivered such a document and I am doing so with no formal legal training / accreditations; however, the TRUTH is very easy entity to deliver within a legal system where the ability to bend the truth is seen as truth and the acceptance of a lie the holds enough truth..... the barometer of justice.

FROM THE MOUTHS OF BABES

The Children of the World shall be presenting the following arguments, however at this stage The Children would care to remind us all that they are CHILDREN and regardless of any legal counters, we are as a species and the most intelligent life force, AT ALL TIMES directly responsible for their well-being (both physical and mental) and all who follow in our footsteps.

CRIME AGAINST HUMANITY - 1

Article 7 Crimes against humanity

1. For the purpose of this Statute, "crime against humanity" means any of the following acts when committed as part of a widespread or systematic attack directed against any civilian population, with knowledge of the attack: Other inhumane acts of a similar character intentionally causing great suffering, or serious injury to body or to mental or physical health.
2. 1 Paragraph 2 of article 5 ("The Court shall exercise jurisdiction over the crime of aggression once a provision is adopted in accordance with articles 121 and 123 defining the crime and setting out the conditions under which the Court shall exercise jurisdiction with respect to this crime. Such a provision shall be consistent with the relevant provisions of the Charter of the United Nations.") was deleted in accordance with RC/Res.6, annex I, of 11 June 2010. 4 Rome Statute of the International Criminal Court 2. For the purpose of paragraph 1: (a) "Attack directed against any civilian population" means a course of conduct involving the multiple commission of acts referred to in paragraph 1 against any civilian population, pursuant to or in furtherance of a State or organizational policy to commit such attack.

The Children shall be focusing on the following to deliver their conclusive argument.

Rome Statute of the International Criminal Court (Excerpt) Done at Rome on 17 July 1998, in force on 1 July 2002, United Nations, Treaty Series, vol. 2187, No. 38544, Depositary: Secretary-General of the United Nations, <http://treaties.un.org>.
Full Text: <https://www.icc-cpi.int/resource-library/Documents/RS-Eng.pdf>

Article 7 Crimes against humanity

1. For the purpose of this Statute, "crime against humanity" means any of the following acts when committed as part of a widespread or systematic attack directed against any civilian population, with knowledge of the attack:
 - (a) **Murder;**
 - (b) *Extermination;*
 - (c) **Enslavement;**
 - (d) **Deportation or forcible transfer of population;**

1 **(e) Imprisonment or other severe deprivation of physical liberty in violation of fundamental rules of**
2 **international law;**

3 **(f) Torture;**

4 *(g) Rape, sexual slavery, enforced prostitution, forced pregnancy, enforced sterilization, or any other form of*
5 *sexual violence of comparable gravity;*

6 (h) Persecution against any identifiable group or collectivity on political, racial, national, ethnic, cultural,
7 religious, gender as defined in paragraph 3, or other grounds that are universally recognized as impermissible
8 under international law, in connection with any act
9 referred to in this paragraph or any crime within the jurisdiction of the Court;

10 **(i) Enforced disappearance of persons;**

11 **(k) Other inhumane acts of a similar character intentionally causing great suffering, or serious injury to**
12 **body or to mental or physical health.**

13 2. For the purpose of paragraph 1:

14 **(a) "Attack directed against any civilian population" means a course of conduct involving the multiple**
15 **commission of acts referred to in Article 7, Rome Statute of the International Criminal Court/July 1998,**
16 **Rome paragraph 1 against any civilian population, pursuant to or in furtherance of a State or**
17 **organizational policy to commit such attack;**

18 *(b) "Extermination" includes the intentional infliction of conditions of life, inter alia the deprivation of access to*
19 *food and medicine, calculated to bring about the destruction of part of a population;*

20 **(c) "Enslavement" means the exercise of any or all of the powers attaching to the right of ownership over**
21 **a person and includes the exercise of such power in the course of trafficking in persons, in particular**
22 **women and children;**

23 **(d) "Deportation or forcible transfer of population" means forced displacement of the persons concerned**
24 **by expulsion or other coercive acts from the area in which they are lawfully present, without grounds**
25 **permitted under international law;**

26 **(e) "Torture" means the intentional infliction of severe pain or suffering, whether physical or mental,**
27 **upon a person in the custody or under the control of the accused; except that torture shall not include**
28 **pain or suffering arising only from, inherent in or incidental to, lawful sanctions;**

ENSLAVEMENT

NOUN

the action of making someone a slave; subjugation.

"the enslavement of millions of Africans"

synonyms:

subjugation · disenfranchisement · suppression · tyranny · subjection · oppression · domination · exploitation · persecution · slavery · servitude · bondage · forced labour · bonds · chains · fetters · shackles · restraints · yoke · dulosis · thraldom · thrall · serfdom · vassalage · helotage · helotry · helotism · enthrallment · duress

The Children reference the following – Science / Addiction.

REF - <https://sitn.hms.harvard.edu/flash/2018/dopamine-smartphones-battle-time/>

“I feel tremendous guilt,” admitted Chamath Palihapitiya, former Vice President of User Growth at Facebook, to an audience of Stanford students. He was responding to a question about his involvement in exploiting consumer behavior. **“The short-term, dopamine-driven feedback loops that we have created are destroying how society works,”** he explained. In Palihapitiya’s talk, he highlighted something most of us know but few really appreciate: **smartphones and the social media platforms they support are turning us into bona fide addicts.** While it’s easy to dismiss this claim as hyperbole, platforms like **Facebook, Snapchat, and Instagram leverage the very same neural circuitry used by slot machines and cocaine to keep us using their products as much as possible.** Taking a closer look at the underlying science may give you pause the next time you feel your pocket buzz.

Never Alone

If you’ve ever misplaced your phone, you may have experienced a mild state of panic until it’s been found.

About 73% of people claim to experience this unique flavor of anxiety, which makes sense when you consider that adults in the US spend an average of 2-4 hours per day tapping, typing, and swiping on their devices—that

adds up to over 2,600 daily touches. Most of us have become so intimately entwined with our digital lives that we sometimes feel our phones vibrating in our pockets when they aren't even there.

While there is nothing inherently addictive about smartphones themselves, the true drivers of our attachments to these devices are the **hyper-social environments they provide**. Thanks to the likes of Facebook, Snapchat, Instagram, and others, smartphones allow us to carry immense social environments in our pockets through every waking moment of our lives. Though humans have evolved to be social—a key feature to our success as a species—the social structures in which we thrive tend to contain about 150 individuals. This number is orders of magnitude smaller than the **2 billion potential connections we carry around in our pockets today**. There is no doubt that smartphones provide immense benefit to society, but their cost is becoming more and more apparent. Studies are beginning to show links between smartphone usage and increased **levels of anxiety and depression, poor sleep quality**, and increased risk of car injury or death. **Many of us wish we spent less time on our phones but find it incredibly difficult to disconnect**. Why are our smartphones so hard to ignore?

The Levers in Our Brains – Dopamine and social reward

Dopamine is a chemical produced by our brains that plays a starring role in motivating behavior. It gets released when we take a bite of delicious food, when we have sex, after we exercise, and, importantly, when we have successful social interactions. In an evolutionary context, it rewards us for beneficial behaviors and motivates us to repeat them.

The human brain contains four major dopamine “pathways,” or connections between different parts of the brain that act as highways for chemical messages called neurotransmitters. Each pathway has its own associated cognitive and motor (movement) processes. Three of these pathways—the mesocortical, mesolimbic, and nigrostriatal pathways—are considered our “reward pathways” and have been shown to be dysfunctional in most cases of addiction. They are responsible for the release of dopamine in various parts of the brain, which shapes the activity of those areas. The fourth, the tuberoinfundibular pathway, regulates the release of a hormone called prolactin that is required for milk production.

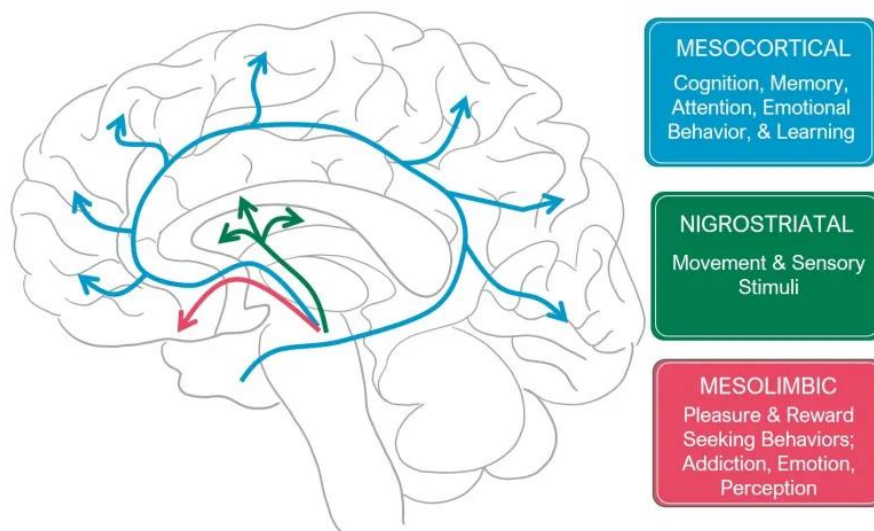


Figure 1: Three dopamine pathways and their related cognitive processes. Most of your dopamine is generated deep in the midbrain, and it is released in many different areas across the brain. These areas are largely responsible for behaviors associated with learning, habit formation, and addiction.

While the reward pathways (Figure 1) are distinct in their anatomical organization, all three become active when anticipating or experiencing rewarding events. In particular, they reinforce the association between a particular stimulus or sequence of behaviors and the feel-good reward that follows. Every time a response to a stimulus result in a reward, these associations become stronger through a process called long-term potentiation. This process strengthens frequently used connections between brain cells called neurons by increasing the intensity at which they respond to particular stimuli.

Although not as intense as hit of cocaine, positive social stimuli will similarly result in a release of dopamine, reinforcing whatever behavior preceded it. Cognitive neuroscientists have shown that rewarding social stimuli—laughing faces, positive recognition by our peers, messages from loved ones—activate the same dopaminergic reward pathways. **Smartphones have provided us with a virtually unlimited supply of social stimuli, both positive and negative. Every notification, whether it’s a text message, a “like” on Instagram, or a Facebook notification, has the potential to be a positive social stimulus and dopamine influx.**

The Hands that Pull – Reward prediction errors and variable reward schedules

Because most social media platforms are free, they rely on revenue from advertisers to make a profit. This system works for everyone involved at first glance, but it has created an arms race for your attention and time. Ultimately, the winners of this arms race will be those who best use their product to exploit the features of the brain's reward systems.

Reward prediction errors

Research in reward learning and addiction have recently focused on a feature of our dopamine neurons called reward prediction error (RPE) encoding. These prediction errors serve as dopamine-mediated feedback signals in our brains (Figure 2). This neurological feature is something casino owners have used to their advantage for years. If you've ever played slots, you'll have experienced the intense anticipation while those wheels are turning—the moments between the lever pull and the outcome provide time for our dopamine neurons to increase their activity, creating a rewarding feeling just by playing the game. It would be no fun otherwise. But as negative outcomes accumulate, the loss of dopamine activity encourages us to disengage. Thus, a balance between positive and negative outcomes must be maintained in order to keep our brains engaged.

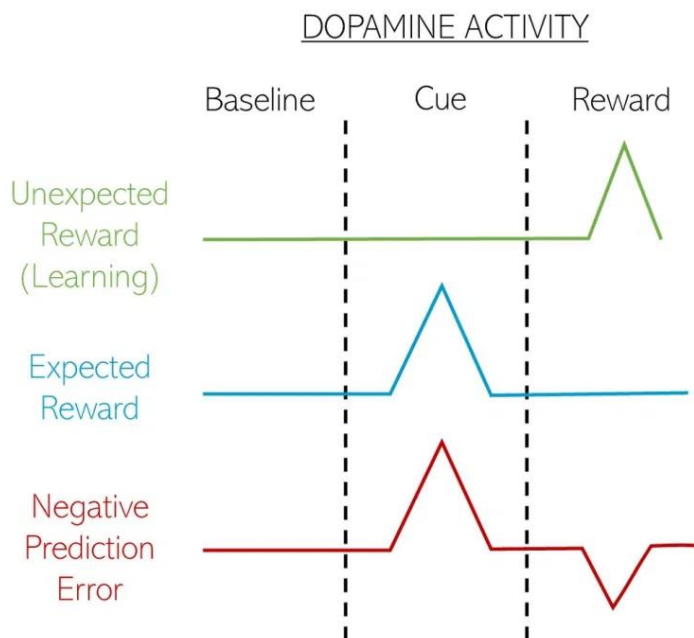


Figure 2: Reward prediction and subsequent dopamine activity. Unexpected rewards increase the activity of dopamine neurons, acting as positive feedback signals for the brain regions associated with the preceding behavior. As learning takes place, the timing of activity will shift until it occurs upon the cue alone, with the expected reward having no additional effect. And should the expected reward not be received, dopamine activity drops, sending a negative feedback signal to the relevant parts of the brain, weakening the positive association.

Variable reward schedules

How do social media apps take advantage of this dopamine-driven learning strategy? Similar to slot machines, many apps implement a reward pattern optimized to keep you engaged as much as possible.

Variable reward schedules were introduced by psychologist B.F. Skinner in the 1930's. In his experiments, he found that mice respond most frequently to reward-associated stimuli when the reward was administered after a varying number of responses, precluding the animal's ability to predict when they would be rewarded. Humans are no different; if we perceive a reward to be delivered at random, and if checking for the reward comes at little cost, we end up checking habitually (e.g. gambling addiction). If you pay attention, you might find yourself checking your phone at the slightest feeling of boredom, purely out of habit. Programmers work very hard behind the screens to keep you doing exactly that.

The Battle for Your Time

If you've been a Facebook user for more than a few years, you've probably noticed that the site has been expanding its criteria for notifications. When you first join Facebook, your notification center revolves around the initial set of connections you make, creating that crucial link between notification and social reward. But as you use Facebook more and begin interacting with various groups, events, and artists, that notification center will also become more active. After a while, you'll be able to open the app at any time and reasonably expect to be rewarded. When paired with the low cost of checking your phone, you have a pretty strong incentive to check in whenever you can.

Other examples highlight a more deliberate effort to monopolize your time. Consider Instagram's implementation of a variable-ratio reward schedule. As explained in this 60 Minutes interview, Instagram's notification algorithms will sometimes withhold "likes" on your photos to deliver them in larger bursts. So when you make your post, you may be disappointed to find less responses than you expected, only to receive them in a larger bunch later on. **Your dopamine centers have been primed by those initial negative outcomes to respond robustly to the sudden influx of social appraisal. This use of a variable reward schedule takes advantage of our dopamine-driven desire for social validation, and it optimizes the balance of negative and positive feedback signals until we've become habitual users.**

Question Your Habits

Smartphones and social media apps aren't going anywhere anytime soon, so it is up to us as the users to decide how much of our time we want to dedicate to them. Unless the advertisement-based profit model changes, companies like Facebook will continue to do everything they can to keep your eyes glued to the screen as often as possible. And by using algorithms to leverage our dopamine-driven reward circuitry, they stack the cards—and our brains—against us. But if you want to spend less time on your phone, there are a variety strategies to achieve success. Doing things like disabling your notifications for social media apps and keeping your display in black and white will reduce your phone's ability to grab and hold your attention. Above all, mindful use of the technology is the best tool you have. So the next time you pick up your phone to check Facebook, you might ask yourself, "Is this really worth my time?"

Trevor Haynes is a research technician in the Department of Neurobiology at Harvard Medical School.

Narcissistic Codependency

REF - RICHARD GRANNON

<https://www.spartanlifecoach.com/>

https://www.instagram.com/tv/Cb4lEOuPTYy/?utm_source=ig_web_copy_link

Codependency – “It’s a neurotic, so not neurotypical, not healthy, not boundaried. It’s a neurotic drive, drive not choice, not lifestyle, not religious practice, not spiritual. WE ARE DRIVEN, we have no choice, NO CHOICE, NO FREEDOM, you’re slaves... I’m a slave.

CODEPENDENCY keeps us ENSLAVED

It’s a neurotic drive to serve based upon the terror of negative emotions.

If you’re not talking about this, you’re not talking about codependencyI don’t know what the fuck you’re talking about, but it’s something else.

THIS IS CODEPENDENCY LADIES AND GENTLEMEN

It is a neurotic drive to serve, no choice, no freedom, to serve, to serve, to submit, to supplicate, it is the terror of negative emotions in yourself and in others – like GUILT

There is no COMPLEX POST TRAUMATIC STRESS DISORDER without CODEPENDENCY – NONE – NOT EVER..... Am I making a blanket statement YES I AM. Am I going to stand by it.

“”There is no such thing as CPTSD without codependency .. there is no such thing as codependency without CPTSD ””

Codependency is now and always was only ever a neurotic drive to serve others, you’re drawing your sense of self through a transactional modality for getting time, attention, love for others and you experience a terror of negative emotions”

The full transcript is within the body of the video link above.

TRAUMA BONDING

Trauma bonding is a psychological response to abuse. It occurs when the abused person forms an unhealthy bond with the person who abuses them. The person experiencing abuse may develop sympathy for the abusive person, which becomes reinforced by cycles of abuse, followed by remorse.

The Children will prove unequivocally that lack of protection provided by the current digital platform and all of those listed above has ENSLAVED the children of the world to a CODEPENDENCY

TRAUMA BOND and thus embedded COMPLEX PTSD

KRISHMURTI FOUNDATION TRUST

So long as we depend on another for inward peace, we shall not find it for dependence only brings fear.

1 **The Children would seek to challenge overall the statement as dependence should not bring fear, what**
2 **The Children are using the statement for is to prove out is that dependency/ codependency (Provider /**
3 **User) to a party that has induced this connection through, addiction and trauma, constructing a**
4 **connection that is covertly manipulating them and retraumatizing them is rightly and correctly one that**
5 **is based upon an emotion of FEAR.**

6
7 **If we now add the EPIC GAMES (Tim Sweeney) owned SUPERAWESOME CONTEXTUAL**
8 **TARGETING TECNOLOGY**

9 *“Safely reach young audiences everywhere they engage (mobile, web, streaming TV, and YouTube) across the*
10 *biggest youth digital content marketplace in the world. Awesome Ads’ proprietary contextual targeting*
11 *technology reaches over 300M+ under-16s every month, while keeping your brand and your youth audience*
12 *safe.”*

13 **The Children seek to highlight that at this stage we find them trauma bonded into a codependent**
14 **relationship that has ENSLAVED them, not only chemically (Dopamine) but neurotically into a**
15 **supplicated position that is walking them into a full nervous system breakdown and**

16
17 <https://cptsdfoundation.org/>

18 *“Complex PTSD comes in response to chronic traumatization over the course of months or, more often, years.*
19 *This can include emotional, physical, and/or sexual abuses, domestic violence, living in a war zone, being held*
20 *captive, human trafficking, and other organized rings of abuse, and more. While there are exceptional*
21 *circumstances where adults develop C-PTSD, it is most often seen in those whose trauma occurred in*
22 *childhood”.*

23 **that EPIC GAMES (Tim Sweeney) has acquired the company SUPERAWESOME, which as per KARI-**
24 **ANNE MCCREATH is seen by EPIC GAMES (Tim Sweeney) as the “jewel in the crown” to**
25 **CONTEXTUALLY TARGET children under the age of 16 with defence piercing marketing**
26 **bullets/arrows that, by definition confirm the confession of the owners and all involved that“They**
27 *have limited practice in working out the meaning of unfamiliar material from contextual clues”*
28

The Children would seek to present that given their age and current mental health impingements, they have little or, in many cases NO financial resources. (Kari-Ann McCreath “We can target a group of boys between 8-12 in Liverpool”) that EPIC GAMES (Tim Sweeney) is knowingly embedding trauma-based messages that are impaling beyond the current focus of the CHILDREN represented in this action.

<https://www.jneurosci.org/content/40/35/6801>

We can find that with in the body of the above work that the experiment in 18–34-year old’s and within the confines of a darken room that.

'We have managed to connect people's experience of brain overload to what's going on inside their neurons, as high energy demands for one purpose are balanced out by reduced energy use related to any other purpose,' said Professor Lavie.

The Children will concede that the age range is outside their parameters, however what they seek to add with this information is that outside of the THETA stage the brain is very much engaged in a number of tasks. When we apply this experiment alongside the one of physical growth, character/ personality and we use that above conclusion, we can desperately accentuate the sheer brutality of the CONTEXTUAL TARGETING..... defined as

"Warheads were targeted on a European city" "Two men were targeted by the attackers" using methods of attack that The Children have limited knowledge of understanding.

SUPERAWESOME

“87% of parents say their children influence their purchasing decisions” SUPERAWESOME

<https://www.superawesome.com/advertisers/>

“SuperAwesome is your trusted partner in delivering responsible youth digital marketing campaigns that make an impact. Our technology is purpose-built to protect young audiences and your brand”

“Kids and Young Teens have growing influence over household purchasing decisions. But engaging these audiences in digital environments can be complex — from identifying the most relevant channels and content formats to complying with global privacy laws.

Our technology and youth behavioral insights, derived from millions of data points specific to under-16 audiences, drive efficient 360-degree campaigns for your brand.

“Access more than 300 million under-16s to drive brand awareness across the largest under-16 content marketplace. Reach more than 40,000 relevant and safe youth and family YouTube channels, delivering over 370 billion monthly views globally.

“Responsibly engage with under-16 audiences in digital environments by using our award-winning technology. Protect young audiences and your brand with appropriate publishers and channels, accurately classified through AI moderation tools and backed by a rigorous human review process. Stay on the pulse of complex and ever-changing global privacy regulations, which can vary by location.

The Children present that given the statement that SUPERAWEsome “their technology is purpose built to protect young audiences” SUPERAWEsome have researched the implications of CONTEXTUAL TARGETING given that SUPERAWEsome are able to assess the “behavioral insights” of over 300million children and when The Children apply Kari Ann McCreath’s disclosure that 30 people are monitoring the conversations, we can ascertain with certainty that this “awarding winning technology is KNOWINGLY embedding trauma into a trusting / emotionally vulnerable and addicted audience and thus committing them to what Richard Grannon is quoted in stating is “A slow walk to suicide”

WORLD HEALTH ORGANISATION

<https://www.who.int/news-room/questions-and-answers/item/addictive-behaviours-gaming-disorder>

“What is gaming disorder?

Gaming disorder is defined in the 11th Revision of the International Classification of Diseases (ICD-11) as a pattern of gaming behavior (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences. For gaming disorder to be diagnosed, the behaviour pattern must be of sufficient

1 *severity to result in significant impairment in personal, family, social, educational, occupational or other*
2 *important areas of functioning and would normally have been evident for at least 12 months.*

3 **The Children wish to use the diagnosed disorder confirmation as a means to qualify its existence and thus**
4 **include it in the EPIC GAMES / SUPERAWESOME awareness of audience engagement. If we calibrate**
5 **the above statements by EG/SA to the WHO recognition then we can erase all doubt that given the**
6 **SUPERAWESOME were central to delivering the GDPRK and the importance of online child protection.**
7 **The Children conclude SUPERAWESOME are KNOWINGLY inflicting deeper trauma on hundreds of**
8 **millions of children already addicted to the “Gaming disorder” and are conduit to over 300 companies**
9 **who are knowingly doing the same.**

10 <https://www.clarip.com/data-privacy/gdpr-child-consent/>

11

12 **TEAMVIEWER**

13 *TeamViewer has been installed on over 2.5 billion devices (each device generates a unique ID) has up to 45*
14 *million devices online at any given time speaks your language with software and support in more than 30*
15 *languages*

16 *With TeamViewer Remote Management (an integrated IT service management platform with remote*
17 *monitoring, asset tracking, backup and endpoint protection features) and Monitis (a cloud-based, agentless*
18 *monitoring solution for websites, servers, and applications), TeamViewer has expanded its portfolio with*
19 *successful technologies that enable IT professionals to more quickly manage, collaborate, and enable their*
20 *infrastructure and users across the globe.*

21

22 **The Children seek clarification on how the TEAMVIEWER technology has been installed on over 2.5**
23 **billion devices and all with a unique ID and wish to understand the “numerical coincidence” between,**
24 **EG/SA and TEAMVIEWER**

25 *Founded in 1991, Epic Games is an American company founded by CEO Tim Sweeney. The company is*
26 *headquartered in Cary, North Carolina and has more than 40 offices worldwide. Today Epic is a leading*
27 *interactive entertainment company and provider of 3D engine technology. Epic operates Fortnite, one of the*
28 *world’s largest games with over 350 million accounts and 2.5 billion friend connections. Epic also develops*

Unreal Engine, which powers the world's leading games and is also adopted across industries such as film and television, architecture, automotive, manufacturing, and simulation. Through Unreal Engine, Epic Games Store, and Epic Online Services, Epic provides an end-to-end digital ecosystem for developers and creators to build, distribute, and operate games and other content.

If we add Kari Ann McCreath's statement that she would "Be stupid to think that Teamviewer were not doing some kind of data harvesting on them" and via her admission of understanding that was happening during the "screen to screen" match up and thus constitutes data theft by TEAMVIEWER or gross mismanagement of CHILDRENS data, when themselves being party to the construction of the GDPR-K then we have a CAPTIVE AUDIENCE being CONTEXTUALLY TARGETED by the top 300 companies as represented below.

https://www.instagram.com/tv/CcFX5AljzgD/?utm_source=ig_web_copy_link

https://www.instagram.com/p/CcSbU_3L0JK/

The Children apologise for using the link to Instagram, their reason being the majority of alternative platforms have been disabled on route to this legal presentation.

SuperAwesome is trusted by more than 300 top brands, including LEGO, NBC Universal and Hasbro to power safe digital engagement for more than 500,000,000 kids every month, across thousands of apps, games and services. SuperAwesome remains committed to supporting existing customers and will partner with Epic Games to further their mission to make the internet a safer place for kids. "More kids interact online than ever before and now is the time to double down on their safety. SuperAwesome is the company developers want to work with to make better online content for kids. We share the belief that digital experiences are better when you go the extra mile to respect privacy and we're thrilled to invest in this future alongside the talented SuperAwesome team," stated Tim Sweeney, founder and CEO of Epic Games.

"The internet was never designed for kids so we started SuperAwesome to make it as easy as possible to enable safe, privacy-driven digital experiences for children everywhere. Partnering with Epic Games gives us the opportunity to deliver that promise on a scale which simply wouldn't have been possible on our own. We're proud and excited to be working together to make the internet safer for kids," commented Dylan Collins, co-founder and CEO of SuperAwesome.

The Children wish to bring forth the statements that's SA is *"the company the developers want to work with"* as they believe the above proves out that they are profiting from the CONTEXTUAL TARGETING of diagnosed abused children and given semantics and self-gratifying nature of the quote, rate this as the **"EMOTIONAL RAPE OF CHILDREN"** and thus falls under **PEDOPHILIA** as a descriptive definition.

"A pedophile is someone who is sexually attracted to children".

The Children would present that financial and emotional attainment / gratification would lead directly to emotional satisfaction and thus linkable to Sexual gratification. The Children however would concede that actual description if we are able to agree another word that encapsulates the above information into a single descriptive representative, because we THE CHILDREN do not believe that **CHILD ABUSERS** substantiates the gravitas of such a collective attack by so many corporations on a truly ENSLAVED, codependent captured audience, when they are KNOWINGLY inflicted nervous system damage that without the delivery of a TRULY SAFE PLACE TO EXIST, that being ONLINE and OFF.

MAYFAIR EQUITY PARTNERS

The Children present the given that MEP funded SUPERAWEsome, the only conclusion is that after carrying out the recognized standards of due diligence, MEP are consciously aware of the working practice and coupled with the Directorships held in SUPERAWEsome at the time of acquisition. MEP and the board are complicit in the recognition of "opportunity" and the funding and profiting from the sale of SUPERAWEsome and thus a central applicator of modern-day SLAVERY, CHILD ABUSE, TRAUMATISING OF CHILDREN and above all the embedding of CPTSD which is recognized in the UNITED KINGDOM as the following.

<https://cptsdfoundation.org/2020/11/18/recognizing-c-ptsd-as-a-legitimate-diagnosis/#:~:text=As%20per%20the%20National%20Health%20Service%20%28NHS%29%20in,PTS D%20are%20listed%20on%20the%20NHS%20website%20as%3A>

Now, given The Children have proved out the above to be a systematic conclusion and one provable without any conceivable / justifiable reason for embedding trauma through covert marketing techniques for the sole purpose of gaining a long term monetizing of a captive market place. The Children believe

that a custodial sentence will be achieved and given the digital framework of the content battle, the accused should be tried under WAR CRIMES and sentenced with all assets seized accordingly.

As a foot note – The Children will be seeking the above for ALL INVOLVED at DIRECTOR of SHAREHOLDER level.

MURDER

The Children seek to present that when we align the embedded TRAUMA with the codependency and the Complex Post Traumatic Stress Disorder as previously outlined to the inability to obtain the TRUTH and a consistent grasp on reality the accused, all involved and those who have knowingly profited from the associated revenue streams will have constructed the path way that Richard Grannon states is “A *slow walk to suicide*”.

The Children are open to all perspectives regarding such an allegation, but present LARS SYLVEST’s expert opinion.

Mr. SYLVEST who produced TRADE which is a depiction of HUMAN TRAFFICKING, has over 70 titles to his name for TV and FILM along with a new online GAME and works directly with UWE CHRISTIANSON at LEGO and stated in writing “One has to be blind not to be able to observe the impact on children from games, media, tablets etc” and added “There’s definitely a link to games and entertainment”.

The Children conclude that this perspective is indictive of the industry and its ignorance or worse still as Mr. SYLVEST proves out KNOWINGLY inflicting MENTAL, EMOTIONAL, PHYSICAL and SEXUAL ABUSE and thus responsible for the murdering of 500M CHILD SOULS

The Children ref ;

<https://www.narcissistproblems.com/search/label/Soul%20Murder#:~:text=Soul%20Murder%20is%20nothing%20short%20of%20when%20the,before%20the%20actual%20death%20of%20the%20physical%20body.>

1 “Soul Murder is nothing short of when the soul is shattered and maimed as a result of **prolonged exposure to**
2 **coercive control and covert abuse**. One’s identity, essence, and contentment with life are indisputably
3 eradicated from existence. **This process often takes years or even decades before the actual death of the**
4 **physical body”.**

5 https://www.goodreads.com/book/show/443061.Soul_Murder

6 “To abuse or neglect a child, to deprive the child of his or her own identity and ability to experience joy in
7 life, is to commit soul murder. Soul murder is the perpetration of brutal or subtle acts against children that
8 result in their emotional bondage to the abuser and, finally, in their psychic and spiritual annihilation.”

9 <https://www.goodreads.com/book/show/3294841-soul-murder>

10 “Daniel Paul Schreber (1842-1911), an eminent German judge, went mad at the age of forty-two, recovered,
11 and eight and a half years later went mad again. It is uncertain if he was ever fully sane, in the ordinary social
12 sense, again. His father, Daniel Gottlieb Moritz Schreber (1808-1861), who supervised his son’s upbringing,
13 was a leading German physician and pedagogue, whose writings on child-rearing techniques influenced these
14 practices during his life and after his death. The father thought his age to be morally ‘soft’ and ‘decayed’ owing
15 mainly to laxity in educating and disciplining children at home and at school. He proposed to ‘battle’ the
16 ‘weakness’ of his era with an **elaborate system aimed at making children obedient and subject to adults**. He
17 expected that his precepts, if followed, would lead to a better society and ‘race’. The father applied these same
18 basic principles in raising his own children, including Daniel Paul and another son, Daniel Gustav, the elder
19 who also went mad and committed suicide in his thirties. Psychiatrists and psychoanalysts consider the case of
20 the former, Daniel Paul, a classic model of paranoia and schizophrenia, but Freud and Bleuler in their
21 analyses of the son’s illness failed to link the strange experiences of Daniel Paul, for which he was thought
22 mad, to his father’s child-rearing practices.

23 Soul Murder: Persecution in the Family connects the father’s methods with the elements of the son’s
24 experience, and vice versa. It gives a detailed analysis and a comparison of Daniel Paul’s *Memoirs of My*
25 *Nervous Illness*, an account written during his second long confinement, with his father’s published writings on
26 child-rearing. The findings touch on many domains: education, psychiatry, psychoanalysis, psychology,
27 religion, sociology, and politics - the micro-politics of child-rearing and family life and their relation to the
28 macro-politics of larger human groups.”

1 **The Children will concede that the Daniel Paul Schreber synopsis is broader than the two above, but**
2 **proves out the delicacy of a child’s mind and the gravitas of such armour piercing attacks (contextual**
3 **targeting) and the impact that corporate marketing and its alignment to the TV FILM & GAMING**
4 **industry can inflict.**

5 **The Children seek conclude that the nature of those involved is systematic with NPD Narcissistic**
6 **Personality Disorder, for it would be impossible as Mr. SYLVEST states to not recognize the impact of**
7 **such actions and point the accused towards**

8 [https://thoughtcatalog.com/jodee-prouse/2020/03/narcissistic-abuse-a-nervous-breakdown-and-fear-of-a-](https://thoughtcatalog.com/jodee-prouse/2020/03/narcissistic-abuse-a-nervous-breakdown-and-fear-of-a-little-white-pill/)
9 [little-white-pill/](https://thoughtcatalog.com/jodee-prouse/2020/03/narcissistic-abuse-a-nervous-breakdown-and-fear-of-a-little-white-pill/)

10 *“I would spend the next 12 months in a desperate fight for my life with behavior and feelings completely out of*
11 *character such as anxiety and panic attacks, depression, confusion, memory loss, dizziness, ringing in my ears*
12 *and crying spells that I couldn’t control. And every waking moment I felt a deep sense that I wasn’t sure if I was*
13 *dead or alive. My daily life felt like I was floating on clouds, in someone else’s mind and body, like a dream. I*
14 *couldn’t be indoors, not even in my own house. I was scared to be alone. I couldn’t eat and lost 10lbs from my*
15 *already thin frame. Over and above all of that, and what terrified me the most, a constant urge to take my life.”*

16 **I can myself qualify the above to be true and have during the period outlined sort to represent The**
17 **Children and avert the digital holocaust that is crystalizing before us.**

18 <https://www.youtube.com/watch?v=rLCPDYt1wYk>

19 **Why I Made this Documentary**

20 ***My name is Richard Grannon, and I made this documentary for all the victims of narcissistic abuse who felt as***
21 *unheard and misunderstood as I did. For everyone who had their family and friends look at them like they were*
22 *crazy when they tried to describe the issues within the relationship or who even had people turn their back on*
23 *them for saying that something was wrong. And especially for everyone who endured going to a therapist or*
24 *counsellor only to be told by a “professional” that narcissistic abuse wasn’t real and the problems were all*
25 *inside their own head. Narcissistic abuse is real and highly destructive, and it’s time to let the world know that*
26 *we won’t allow this issue to be swept under the carpet anymore.*

27 **See how much your story of narcissistic abuse matches up with the “typical experience” of the victims of**
28 **narcissistic abuse.**

1 *“When we have been in an emotionally abusive relationship with someone who is personality disordered*
2 *sometimes it’s not obvious to us that any kind of psychological manipulation has even taken place. Until its too*
3 *late. Then one day we wake up and find our lives in ruins, our self-confidence in tatters, our personal affairs in*
4 *chaos and even our sanity hanging on by a thread wondering what happened and how we got there. The truth is*
5 *sometimes almost too bitterly painful to bear. The idea that we might have been the victim of some kind of “love*
6 *fraud” at the hands of someone, who due to a mental health issue might have done this to us as part of a*
7 *regular pattern of behaviour, can be just too much. We flee from the pain of this truth. We self-medicate,*
8 *engage in pain numbing activities and frequently feel a strong urge to self-isolate. The devastating effect of such*
9 *an experience can and does destroy people’s whole lives, leaving them mentally raped and suffering from a kind*
10 *of “psychological AIDS” that causes the emotional self-defence system to attack itself preventing healing and*
11 *recovery. It can be a horrifying and agonising experience. I know because I have lived it. More than once.”*

12

13 **Red Flags of an Abusive Relationship**

14 **Whirlwind Romance**

15 **Also called the “love bombing” phase. The person presents themselves as the perfect manifestation of**
16 **everything you could ever want in a partner. By scanning and mirroring your core values, they can**
17 **effectively slip past your ego defences and wheedle their way straight into the most intimate vulnerable**
18 **core space with unprecedented rapidity. CONTEXTUAL TARGETING**

19

20 **Too Much, Too Soon**

21 **My relationship, like most of the relationship stories I hear from clients, escalated far too fast. We were**
22 **effectively living together within less than a week. The rapid erosion of the target's boundaries and the de**
23 **facto “boundary blurring” of the couple as two separate individuals is frequently far too fast and too**
24 **extreme in emotionally abusive relationships. This is simply because it suits the agenda of the predator.**

25 **DOPAMINE ADDICTION**

26

27 **Pronounced Feelings of Doubt and Anxiety**

1 The “button pushing” phase. At some point the predatory narcissist has to start deliberately pushing
2 your buttons to learn what really hurts you, to control you, to scan your inner emotional vulnerabilities
3 more effectively to dominate you and to begin what is called the “trauma bonding” process of mixed pain
4 and pleasure so that the victim becomes addicted to the narcissist’s presence. **COVERT**

5 **MANIPULATION**

7 **Isolation from Support Network**

8 The “divide and conquer” strategy. The narcissist needs the victim vulnerable and alone, so they can
9 brainwash them more effectively. It does NOT suit the narcissist’s agenda to have the victim getting
10 differing points of view, feedback or reality checks from others outside of the “two-person cult” the
11 narcissist is trying to run. **TRAUMA BONDING**

13 **Erosion of Values**

14 The “up is down, in is out” strategy. Through subtle threats, manipulation, “poisoning the well,”
15 gaslighting, passive abuse or outright shaming, mockery, and guilt tripping the narcissist can train the
16 victim to start to doubt the validity of their core values and indeed their self-image and self-worth. The
17 victim over time begins to despair, and their ego defences start to fragment causing them to lose a sense
18 of who they are and to act “totally out of character.” If you have people who have known you for a while
19 expressing concern or telling you that you aren’t acting like yourself, this is a major red flag.

20 **CODEPENDENCY** and thus the symptoms of living in **SURVIVAL MODE**

21
22 Richard Grannon (aka the Spartan Life Coach) is the producer of this short documentary—a psychology
23 buff with a passion for helping people to protect themselves from emotional vampires. Over the last few
24 years, he has developed a system that heals the victims of narcissistic abuse and empowers them to defend
25 themselves from predatory types in the future. **THE CHILDREN CHALLENGE THIS AS NO ONE**
26 **CAN HEAL IN THE PLACE THEY HAVE BEEN TRAUMATISED** **THE CHILDREN WILL**
27 **HOWEVER PROVE OUT RICHARD GRANNON TO BE CORRECT, WHEN WE APPLY HIS**
28 **SYSTEM TO THE CHILDRENS VISIONS – ELIZA – GODS OATH “THE TRUTH”**

Sam Vaknin is the author of *Malignant Self-love: Narcissism Revisited* and other books and ebooks about topics in psychology (personality disorders), relationships, philosophy, economics, and international affairs.

The Children will call upon their expertise to deliver our solution and or equally for all and any trials that will result from the above and continuance of the allegations presented.

DEPORTATION or FORCIBLE TRANSFER of POPULATION

DEPORTATION

[diːpɔːˈteɪʃ(ə)n]

NOUN

the action of deporting a foreigner from a country.

"asylum seekers facing deportation" · [More]

synonyms:

expulsion · expelling · banishment · banishing · exile · exiling · transportation · transporting · extradition · extraditing · expatriation · expatriating · repatriation · repatriating · refoulement · eviction · evicting · ejection · ejecting · ousting · throwing out · casting out · turning out · driving out · drumming out · outing · ostracism

FORCIBLY

[ˈfɔːsɪbli]

ADVERB

using force or violence.

1 *"no one will be forcibly evicted"*

2 *synonyms:*

3 *by force · against one's will · under protest · compulsorily · under compulsion · under coercion · of necessity ·*

4 *with force · with violence · violently · roughly · [More]*

5 *in a forceful way; convincingly.*

6 *"they argued forcibly against the proposal"*

7
8 **NOUN**

9 *an act of moving something or someone to another place, organization, team, etc..*

10 *"a transfer of wealth to the EU's poorer nations" · [More]*

11 *synonyms:*

12 *movement · move · moving · shifting · shift · handover · relocation · [More]*

13
14 **The Children recognize the complexity of this allegation, however when we reverse gear the statement**
15 **and draw upon all the above information, we can swiftly bring into focus that “Deportation” is in fact the**
16 **trafficking of over 500m children from the security of their own internal and very individual universe of**
17 **instinctive evolution.**

18 **The Children would respectfully request that before you seek to repatriate the blame onto the parents**
19 **and guardians of the 500m represented within the body of this document, that it is formally recognized**
20 **that they too are being targeted at every level and from every conceivable angle and when recognize that**
21 **trauma is passed down**

22
23 <https://www.bbc.com/future/article/20190326-what-is-epigenetics>

24 *“Our children and grandchildren are shaped by the genes they inherit from us, but new research is revealing*
25 *that experiences of hardship or violence can leave their mark too.*

26 *In 1864, nearing the end of the US Civil War, conditions in the Confederate prisoner of war camps were at their*
27 *worst. There was such overcrowding in some camps that the prisoners, Union Army soldiers from the north,*
28 *each had the square footage of a grave. Prisoner death rates soared.*

1 *For those who survived, the harrowing experiences marked many of them for life. They returned to society with*
2 *impaired health, worse job prospects and shorter life expectancy. But the impact of these hardships did not stop*
3 *with those who experienced it. It also had an effect on the prisoners' children and grandchildren, which*
4 *appeared to be passed down the male line of families.*

5 *While their sons and grandsons had not suffered the hardships of the PoW camps – and if anything were well*
6 *provided for through their childhoods – they suffered higher rates of mortality than the wider population. It*
7 *appeared the PoWs had passed on some element of their trauma to their offspring.*

8 *But unlike most inherited conditions, this was not caused by mutations to the genetic code itself. Instead, the*
9 *researchers were investigating a much more obscure type of inheritance: how events in someone's lifetime can*
10 *change the way their DNA is expressed, and how that change can be passed on to the next generation.*

11 *This is the process of epigenetics, where the readability, or expression, of genes is modified without changing*
12 *the DNA code itself. Tiny chemical tags are added to or removed from our DNA in response to changes in the*
13 *environment in which we are living. These tags turn genes on or off, offering a way of adapting to changing*
14 *conditions without inflicting a more permanent shift in our genomes.*

15
16 [https://childhoodtraumarecovery.com/all-articles/can-childhood-trauma-be-genetically-passed-on-to-](https://childhoodtraumarecovery.com/all-articles/can-childhood-trauma-be-genetically-passed-on-to-future-generations/)
17 [future-generations/](https://childhoodtraumarecovery.com/all-articles/can-childhood-trauma-be-genetically-passed-on-to-future-generations/)

18 **Can Childhood Trauma Be Genetically Passed On To Future Generations?**

19 **Leave a Comment / ARTICLES / By David Hosier BSc Hons; MSc; PGDE(FAHE)**

20 *A study conducted by Santavirta et al., (Uppsala University) and published in the journal of JAMA Psychiatry.*
21 *Sought to answer the question as to whether the adverse effects of childhood trauma could alter a person's*
22 *genes and, if so, whether these genetic changes could be passed on to the next generation in a damaging way.*
23 *The study involved examining the medical records of 3000 children of Finnish people who, as children, were*
24 *evacuated during World War 2 to Sweden. Many were under the age of 5 years and were required to learn*
25 *Swedish; all were placed with Swedish foster families. The medical records of these 3000 children of former*
26 *evacuees were compared with the medical records of children of parents who were NOT evacuated as children.*

27 **FINDINGS FROM THE STUDY:**

Children of parents who were evacuated during WW2 were found to have quadruple the risk of developing serious mental health conditions compared to children of the non-evacuated.

Children of mothers who were, as children, evacuated during WW2 were found to be at an elevated risk of being hospitalized for a mental health condition. However, no such elevated risk was found to be associated with children of fathers.

INTERPRETATION OF THESE FINDINGS:

The researchers who conducted the study suggested that it was probable that these findings were due to the childhood trauma experienced by those who had been evacuated as young individuals altering their gene expression (technically known as epigenetic alterations) which were subsequently inherited by their offspring, making them more susceptible to developing problems with their mental health.

However, the researchers also conceded that children of parents who were evacuated during WW2 may also have been at greater risk of developing poor mental health because the childhood trauma experienced by their parents impaired their ability to parent effectively.

Furthermore, more research will be needed in the future to help cast light upon the finding that children of formerly evacuated mothers were at greater risk of being hospitalized with a mental health condition whilst this was not found to be the case in relation to children of formerly evacuated fathers.

The Children conclude from the above and thus convey that the “accused” are in fact

CONTEXTUALLY TARGETING pre- traumatized children who are not only attempting to establish their own internal emotional equilibrium, they are at the same time being covertly addicted to dopamine loops whilst concurrently being influenced by paid professionals.

The Children would seek to highlight that all the while they are subject to the overt and covert attack’s they are at all time TRUSTING those who are both creating and conveying the content so acutely formulated.

https://www.instagram.com/when_the_mask_slips/

“Trauma can keep you stuck in a loop from your past, you ’ll be 27 with a 12yr old mindset and process. That’s part of the reason you people please, over extend yourself, or stay in places longer than you should have.

YOUR INNER CHILD IS SCREAMING ...FINALLY SOMEBODY LOVES ME”

1 The Children formally present that the above and all associated are presenting a place of safety and one
2 the children can trust, while covertly “CONTEXTUALLY TARGETING” over 500m pre traumatized
3 children with information extracted without their knowledge, to be recalibrated and used against them to
4 then manipulate the, as now confirmed, trauma afflicted parents to deliver a monetary gain for
5 themselves and over 300 of the world’s top companies.

6 The Children present that in doing so the crime of FORCIBLE TRANSFER of a POPULATION has
7 been proven.

11 IMPRISONMENT

13 Imprisonment or other severe deprivation of physical liberty in violation of fundamental rules of
14 international law;

15 The Children will use the following references and align them to the above to deliver the following.

16 [17 https://cptsdfoundation.org/2019/09/30/a-closer-look-at-the-symptoms-of-complex-post-traumatic-stress-](https://cptsdfoundation.org/2019/09/30/a-closer-look-at-the-symptoms-of-complex-post-traumatic-stress-disorder/)
18 [disorder/](https://cptsdfoundation.org/2019/09/30/a-closer-look-at-the-symptoms-of-complex-post-traumatic-stress-disorder/)

19 *The symptoms of complex post-traumatic stress disorder are too many to list in the scope of this article.*

20 *However, the twenty-four most common symptoms are listed below:*

21 *Reliving the trauma through flashbacks and nightmares*

22 *Avoiding situations that remind them of the trauma*

23 *Dizziness or nausea when remembering the trauma*

24 *Hyperarousal*

25 *The belief that the world is a dangerous place*

26 *A loss of trust in the self or others*

27 *Difficulty sleeping or concentrating*

28 *Startling easy by loud noises*

A negative self-view

Emotional regulation difficulties

Problems with relationships

Thoughts or actions of suicide

Fixating on the abuser or seeking revenge

Losing memories of trauma or reliving them

Difficulty regulating emotions that often manifest as rage

Depression

Sudden mood swings

Feeling detached from oneself

Feeling different from others

Feeling ashamed

Feeling guilty

Difficulty maintaining relationships

Seeking out or becoming a rescuer

Feeling afraid for no obvious reason

The Children have highlighted the primary symptoms that would cultivate a state of IMPRISONMENT.

If we once again underline the dopamine addiction that has been covertly engrained, re-enforce the codependency and recognize the presence of both epigenic and covert trauma saturation, then we can readily visualize a state of enforced imprisonment and one that has been induced KNOWINGLY given the vertical expansion of JUST EAT – DELIVEROO and the infrastructure surrounding those.

The Children at this stage do not wish to cloud our focus by bringing in those who have overtly and covertly, knowingly and or unknowingly cultivated such an illusion of reality, however The Children seek to present that given the external factors are present and undoubtedly understood the CONTEXTUAL TARGETING of children and the tactics used by the top 300 companies aligned to EPIC GAMES calibrating their content to hold the following users in a place where that can be covertly manipulated

1 into the areas and revenue streams that the company EPIC GAMES can profit from, both directly and
2 indirectly.

3
4 The Children once again underline that these “tactics” of engagement have been both assessed and signed
5 off, during the purchase of SUPERAWEsome and confirm that EPIC GAMES are acting in a manner
6 that would be irrefutable
7 indisputable · undeniable · unquestionable · incontrovertible to deny the knowledge of.

8
9 [https://financesonline.com/fortnite-](https://financesonline.com/fortnite-statistics/#:~:text=Fortnite%20Mobile%20downloads%20in%20April%202020%20hit%20six,playing%20Fortnite%20on%20mobile%20often.%20%28Sensor%20Tower%2C%202020%29)
10 [statistics/#:~:text=Fortnite%20Mobile%20downloads%20in%20April%202020%20hit%20six,playing%](https://financesonline.com/fortnite-statistics/#:~:text=Fortnite%20Mobile%20downloads%20in%20April%202020%20hit%20six,playing%20Fortnite%20on%20mobile%20often.%20%28Sensor%20Tower%2C%202020%29)
11 [20Fortnite%20on%20mobile%20often.%20%28Sensor%20Tower%2C%202020%29](https://financesonline.com/fortnite-statistics/#:~:text=Fortnite%20Mobile%20downloads%20in%20April%202020%20hit%20six,playing%20Fortnite%20on%20mobile%20often.%20%28Sensor%20Tower%2C%202020%29)

12 *In a 2019 survey, Fortnite came in as one of the most popular video games in the United States. It placed third*
13 *in the list, with Call of Duty being the headliner and Grand Theft Auto following the first-person shooter*
14 *franchise. In this section, we will make a quick overview of Epic Games' Fortnite key numbers and player*
15 *count.*

16 *31% of gamers played Fortnite in the US in 2019. (Treasure Data, 2019)*

17 *As of June 2020, there were 78 million downloads of Fortnite on mobile (iOS only at launch). (Sensor Tower,*
18 *2020)*

19 *The game had more than 125 million players within a year of its launch. (Esports.net, 2020)*

20 *The peak concurrent player count of Fortnite was 78.3 million. This happened in August 2018. (Cultured*
21 *Vultures, 2021)*

22 *The average number of concurrent players per hour of Fortnite is around 937,500. (Cultured Vultures, 2021)*

23 ***In April 2020, players logged over 3.2 billion hours in the game. (Twitter, 2020)***

24 *It has over 350 million registered users worldwide as of May 2020. (VGChartz, 2020)*

25 *Of that total, 116 million played Fortnite on iOS. That is more than 30% of its user base. (Cultured Vultures,*
26 *2021)*

27 *The game has recorded 25 million daily active users (DAU). (Cultured Vultures, 2021)*

28 ***2.5 million or 10% of DAU played exclusively on iOS devices. (Cultured Vultures, 2021)***

36% of users played 0 to 6 hours of Fortnite every week in 2020. (LendEDU, 2020)

34% of players spent 6 to 12 hours on Fortnite each week. (LendEDU, 2020)

Only 5% of players were active on the game for 21 hours or more every week. (LendEDU, 2020)

TORTURE

VERB

inflict severe pain or suffering on.

"most of the victims had been brutally tortured"

synonyms:

inflict pain on · inflict suffering on · torment · ill-treat · abuse · mistreat · maltreat · molest · scourge · wound ·

put someone on the rack · persecute · punish

The Children seek to draw upon all of the above information to present that EPIC GAMES / SUPERAWESOME / LEGO / TEAMVIEWER and MAYFAIR EQUITY PARTNERS have colluded to ring fence an audience of 500m children, extract their private communications (POPJAM and Kari Ann McCreath revelation of “Screen to Screen access for TEAMVIEWER – quantifiable with access to the TEAMVIEWER servers) , re-calibrate and sell that information to the top 300 companies in either a direct format or bespoke, so as to construct the **CONTEXTUAL “BULLETS”** to **TARGET** the previously presented “**ADDICTED, TRAUMTISED, ENSLAVED and IMPRISONED CHILDREN** for the sole purpose of monetary gain. The continuation of this practice and those associated to / and all other aspects of the industry would and can only be defined as knowingly inflicting abuse and thus knowingly inflicting the TORTURE of half a billion under 16’s.

ENFORCED DISAPPEARANCE OF PERSONS

ADJECTIVE

caused by necessity or force; compulsory.

"a period of enforced idleness"

NOUN

an act of someone or something ceasing to be visible.

"the sun's disappearance at night"

synonyms:

vanishing · fading · fading/melting away · passing from sight · receding from view · withdrawal · departure · retirement · retreat · going · passing · exit · ebb · wane · dissipation · dematerialization · dissolution · evaporation · evanescence

The Children present that when we align all of the above evidence to Dr Leonard Shengold (who the children are aware has passed, but who's work is credible) that The Children can without contradiction confirm the **ENFORCED DISAPPEARANCE OF PERSONS** directly due to the subliminal manipulation executed via the **CONTEXTUAL TARGETING** and all other aspects of data management and mis-management with the result over a variety of time frames being one of **COMPLEX POST TRAUMATIC STRESS DISORDER** and thus **SOUL MURDER**

As a footnote to this section and all of the above – The Children seek to present that VODAFONE, EE, BT, TESCO MOBILE and all other internet providers are complicit in the delivery of the ALLEGATIONS and are thus RESPONSIBLE through CULPERBILITY and a DUTY of CARE. The Children seek to differentiate VODAFONE as they KNOWINGLY placed and left disadvantaged CHILDREN to ABUSED and TORTURED above and we present that action has now ENSLAVED those children into a life of COMPLEX POST TRAUMATIC STRESS DISORDER and all subsequent symptoms.

Naming the parties below directly.

“Proud of the team who rapidly put together the Vodafone schools.connected program back in November. Now 350k sims have been distributed to pupils and students who struggle to access education from home because they don’t have the right connectivity”

*“Hi Damian, all SIMs are pre-configured to block **age restricted** content prior to distribution. Schools then allocate them to pupils and recommend the appropriate online resources”. (Hi Damian, the SIM’s would be configured with ACF (Adult Content Filtering) which would stop access to adult materials whilst using.)*

“We’ve teamed up with Mailforce (Charity) to expand our schools.connected program to 500k. So many children up and down the country need our support to get them the connectivity and education they need.” 20th January 2021 Max Taylor - Consumables Director

BIG TECH ENCOURAGING TEACHERS TO BYPASS PARENTS – RESULTING IN EXPOSING THEIR CHILDREN TO BE ABUSED ON UNDER AGE SITES – VODAFONE HAVE ALREADY PUT 350K DISADVANTAGED CHILDREN INTO THE UNREGULATED WORLD *www.Mylol.com is one of hundreds of underage teen sites and networks that huge numbers of pedophiles are targeting and would be downloadable even with age restricted content placed on the Sim.*

Helen Lamprell, General Counsel and External Affairs Director, Vodafone UK, said:

“It’s clear from widespread misinformation around coronavirus vaccines and 5G and health that the problem of fake news is not going away with Donald Trump. Just over half (55%) of teenagers think they can distinguish fake news from the truth, with proportions increasing with age – almost six in 10 (58%) 17–19-year old’s say they can spot fake news, compared with just over half (52%) of 13–16-year old’s. However, the research indicates that tech-savvy teens are using their digital skills to spot the real from the fake and over half (55%) of teenagers think they are better equipped to spot fake news than their parents.

The Children draw the conclusion that EPIC GAMES / SUPERAWEOSOME have too identified that children are becoming more “tech savvy” and are using “CONTEXTUAL TARGETING” to not only attack the vulnerable, but worse still SMASH THROUGH the swiftly evolved / constructed defense systems of CHILDREN who are described above.

The Children present the following for classification

<https://learning.nspcc.org.uk/child-protection-system/children-the-law#heading-top>

The United Nations Convention on the Rights of the Child (UNCRC) defines a child as everyone under 18 unless, "under the law applicable to the child, majority is attained earlier".

The Children present that SUPERAWEsome are actually focusing primarily on CHILDREN under the age of 13 and have KNOWINGLY, through the verbal testimony of KARI-ANN McCREATH exposing up to 500M CHILDREN every month and or have up until her verbal confession.

The Children wish to highlight that in doing so Mrs. McCreath had no understanding or clarification as to who she was sharing this information with a would use that interaction as the barometer of the EPIC GAMES / SUPERAWEsome data security standards.

“COPPA requires the posting of a clear and comprehensible privacy policy that explains how personal information of kids under 13 is handled. Direct notice of the information practices must be given to parents before collection of their child’s data, and the parent’s verifiable consent obtained. Additionally, parents have ongoing rights to review the personal information collected about their child, revoke consent, and delete their child’s personal data. The operator is also required to establish and maintain reasonable procedures to maintain the confidentiality, security and integrity of children’s personal information. The requirements for GDPR-K are similar to COPPA. Parental consent is required; there must be transparency regarding the collection of the data and its usage; and in general, the GDPR provides for data subject access requests as well as the right to erasure.

Who is considered a child under the GDPR-K?

This is one area where COPPA and the GDPR-K differ. COPPA considers a child anyone under 13 years of age. The GDPR sets the age of consent at 16 years of age but allows individual member states to lower the age of consent to a minimum of 13 years old.

OTHER INHUMANE ACTS OF A SIMILAR CHARACTER INTENTIONALLY CAUSING GREAT SUFFERING, OR SERIOUS INJURY TO BODY OR TO MENTAL OR PHYSICAL HEALTH

The Children seek to present all of the above information in its entirety and in doing so encapsulate the charge as set out in such a manner that it is now and forever will be an unarguable position.

The conclusion being that EPIC GAMES – SUPERAWEsome – TEAMVIEWER – LEGO -MAYFAIR EQUITY PARTNERS are directly responsible for the SOUL MURDER of up to 500M CHILDREN and in doing so will have inflicted CHILD TRAUMA at such levels that COMPLEX POST TRAUMATIC STRESS DISORDER is a certainty given the excess DOPAMINE LOOPING and COVERT TRAUMA BONDING using methods outlined in the NATO RELEASE 20/05/2021

“CONTEXTUAL TARGETING” of under 13’s as stated by the NEW BUSINESS DIRECTOR KARI ANN McCREATH by at least the top 300 companies who access more than 300 million under-16s to drive brand awareness across the largest under-16 content marketplace, reaching more than 40,000 relevant and safe youth and family YouTube channels, delivering over 370 billion monthly views globally.

<https://www.nato.int/docu/review/articles/2021/05/20/countering-cognitive-warfare-awareness-and-resilience/index.html>

Cognitive Warfare, “the mind will be the 21st century battle scape”

https://www.instagram.com/tv/CV-VjFFjqLb/?utm_source=ig_web_copy_link

The Great Hack, “It only takes one mind”

https://www.instagram.com/tv/CbxN0O7uhGa/?utm_source=ig_web_copy_link

TO CONCLUDE

(a) *"Attack directed against any civilian population"* means a course of conduct involving the multiple commission of acts referred to in Article 7, Rome Statute of the International Criminal Court/July 1998, Rome paragraph 1 against any civilian population, pursuant to or in furtherance of a State or organizational policy to commit such attack;

The Children are confident that they have constructed their argument in such a fashion that “CONTEXTUAL TARGETING” of 500M children across 40,000 relevant and safe youth and family YouTube channels constitutes (a) "Attack directed against any civilian population" in fact “many civilian populations”

(b) *"Enslavement"* means the exercise of any or all of the powers attaching to the right of ownership over a person and includes the exercise of such power in the course of trafficking in persons, in particular women and children;

The Children are confident that they have presented the information in such a manner that the CONTROL over the internal chemistry of a child and thus diversion via chemical codependency

1 activates the “trafficking in persons” and is underpinned by BRITISH TELECOMS MARC
2 ALLERA when stating

3 <https://apprenticenation.co.uk/team/marc-allera/>

4 Marc Allera

5 BT

6 Ask Marc about progressing throughout your career, and using your influence for social good. Industry:
7 Telecoms. Roles: CEO Consumer Division, BT

8 Industry: Telecoms

9 Roles: CEO Consumer Division, BT

10 As head of three of the UK’s leading communications brands, BT, EE and Plusnet – as well as BT Sport –
11 Marc is ultimately responsible for more than 30m customer connections. Under Marc’s leadership, BT
12 Consumer has a purpose of Connecting for Good and an unprecedented range of new products, services
13 and skills programmes for everyone in the UK.

14 A priority for Marc is to ensure BT does all it can to connect those who need it most. That includes offering
15 unlimited data to frontline NHS workers, free connectivity to children so they can keep up with their
16 education and Home Essentials, a low-cost fibre package for as many as 4.6m families on means-tested
17 benefits across the UK. Marc is driving the rollout of the next generation of technology: 5G. EE was the
18 first UK operator to launch 5G, creating a faster, more reliable mobile experience even in the busiest
19 locations. 5G from EE is now live in more than 160 cities and large towns and is consistently named the
20 UK’s number 1 mobile network – as well as being its largest and best 4G network. Marc is also leading BT
21 into a new chapter in its convergence journey with Halo 3+, a UK first for hybrid network technology.
22 Previously, Marc was CEO and, before that, COO of EE. In 10 years at Three, he was a driving force
23 behind their growth from start-up to a major player in the mobile market.

24 Shape your future with a Mentor Sessions with Employees from top UK and global companies, such as BT,
25 Atlantic Records, Google and The Premier League.

26 Mr Allera has acclaimed the outreach of connectivity into NATIONAL PARKS and BEACHES, the
27 very place families will take their CHILDREN for focused and offline family interaction and in doing
28 so we The Children recognize that BT trafficked CHILDREN from a physically secured and
CRIME AGAINST HUMANITY - 35

1 integrated location into a world proven to be EMOTIONALLY IMPACTING and PHYSICALLY
2 and MENTALLY DEBILITATING, so as to be CONTEXTUALLY TARGETED.

3 At this stage The Children are unable to present BT as a client of SUPERAWEsome, but will be
4 able to formally do so at a point of FORMAL REQUEST FOR DOCUMENTATION and thus BT
5 are in fact guilty of HUMAN TRAFFICKING with the OUTCOME including all of the above
6 charges.

7 This Children seek to present that this act is replicated by VODAFONE – 350000 - EE – TESCO
8 MOBILE – and MAILCARE 150000, along with COOP.

9 The Children seek to present that SCOTT HARRIS of BLACKROCK is also complicit to the above
10 WAR CRIMES and has KNOWINGLY profited along with BLACKROCK from the CRIMES
11 AGAINST HUMANITY embodied in this text above.

12
13
14 *(d) "Deportation or forcible transfer of population" means forced displacement of*
15 *the persons concerned by expulsion or other coercive acts from the area in which they are lawfully present,*
16 *without grounds permitted under international law;*

17 The Children are very confident that the information presented proves unequivocally that they have
18 been COERCED into a digital world for profit and personal gain of the organizations who have
19 directly and indirectly carried out the act of “CONTEXTUALLY TARGETING” children under the
20 age of 16

21
22 *(e) "Torture" means the intentional infliction of severe pain or suffering, whether physical or mental,*
23 *upon a person in the custody or under the control of the accused; except that torture shall not include pain*
24 *or suffering arising only from, inherent in or incidental to, lawful sanctions;*

25 The Children are very confident that the information presented proves unequivocally that they have
26 been covertly addicted to dopamine loops, and thus trauma bonded to the accused who have sort to
27 repeatedly TARGET the children for monetary gain and the repetitive nature of the ATTACKS
28

1 defines not only TORTURE but encapsulates CHILD ABUSE in its most graphic and impacting
2 form, which as the CHILDREN have displayed will can and more often, will result in SOUL
3 MURDER and SUICIDE

4
5 At this stage The Children will pause the presentation of any further information and we seek as
6 requested a meeting at MAYFAIR EQUITY PARTNERS with DANIEL SASAKI on Tuesday 26th
7 APRIL at
8 8 Hanover Street, London W1S 1YQ at 3pm, with the intention of dealing with this issue respectfully
9 and in a manner that at all times protects The Children, both mentally and physically.

10
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14
15 22nd April 2022 At this stage The Children are represented
16 by Damian Langiano and will as required instruct legal counsel

17
18 _____
19 Attorney Name
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