

# SHADOWDANCERS L.L.C.

OFFICE OF THE SENIOR MANAGER

## MEMORANDUM OF UNDERSTANDING

Re: Policy Toward EMBRACER GROUP AB

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**Document #:** *MEM-llc202209-09-100.docx*

**Issued:** *Sept 9<sup>th</sup> 2022*

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“SHADOWDANCERS L.L.C.” legally registered as “SDP MULTIMEDIA GROUP”, “MILITECH SYSTEMS”, “MILITECH.ORG”, “SHADOWDANCERS ALTERNATIVE ARTS ASSOCIATION (SDA3)”, and other Impressum for which AUSTRIA and SWEDEN are not entitled service or aid as BARRED COUNTRIES OF DELIVERY and FOREIGN HOSTILE NATIONS ENGAGED IN CRIMINAL THREATS AND PIRACY of record;

Declares that “EMBRACER GROUP AB”, a holding company of Sweden, formerly known as “THQ Nordic” and owner of “THQ Nordic GmbH”, “Asmodee”, “Fantasy Flight Games”, “Koch Media”, and other companies engaged in PIRACY AND EXTORTION against our firm of record in threats for over \$80,000 USD made notice by Donald J. Beal of Denton Texas on behalf of Veronica Marie Petersen of Denton Texas in the taking, concealment, and abuse of a child violating ORDERED POSSESSION and to falsely distribute REGISTERED TRADEMARKS including “STRYX” and “BEYOND WAR” products for damage to our International and domestic claims;

And all companies themed to be 18 separate, undeclared, IMPRESSIUM names not made upon its own documents and in a pattern of false and misleading prints and distributed literature using terms in concealment of origin of such franchise in 40 countries and across 13800 employees to dilute liability, defraud, and extort wrongly the commercial value of our brands and harm our employee’s children;

**SHALL BE BANNED FROM ACCESS, USE, DISTRIBUTION, MONTEIZED PAYMENT OF ANY BENEFIT, SALE, TRANSPORT, COMMUNICATIONS, AND TRANSPORT over all “Seven Alpha” network services and hosts of the firm and its licensees.**

Further, GAMES WORKSHOP GROUP (LSE:GAW), a United Kingdom company themed an intellectual property license holder at this time valued at less than \$800 million USD; shall be enjoined with all brands and products of its line so also included in these **sanctions** – citing 2021 November to 2022 extortion to kill and disable the natural persons and property thereof who died March 2<sup>nd</sup> 2022 during IDENTITY THEFT and FRAUD TO EXTORT REAL ESTATE AND LAND in concert with the prior false claims and false title sale of REGISTERED WORKS.

SHADOWDANCERS L.L.C. has determined that “EMBRACER GROUP AB”, a silent partner with “PARADOX INTERACTIVE AB” and “GAMES WORKSHOP GROUP (LSE:GAW)” is responsible, and will be jointly held liable for all necessary reports of misconduct in this fraud.

## **BASIS OF RULE:**

Use of terms “Sanguine”, “Magnus”, “XSP”, “Dream Engine”, “Advanced Game System (AGS)”, “Dream Machine”, and works based on the “STRYX” technology short stories and documents published in the 1990s by SHADOWDANCERS L.L.C. are expressly barred registration or use in literature or online sales into State of Oklahoma; and are established trademarks of this company or living persons themed missing-endangered under International Law from JOINT MANAGING CONSERVATORSHIP.

Use of historical names in public use, to include “Magnus (the Usurper)”, “Strix” (Romanized word for owl, not in common use prior registration by computer electronics and literature works of Oklahoma based Chickasaw Nation Chickasaw.com services and SHADOWDANCERS L.L.C. business entities in 1991 through 2022; and in common use prior in 1996-1999 public employment as a pen name for global brands not granted license or endorsement to foreign registry or transfer; are disclaimed as a legal right to create products branded to infringe upon the United States author and critic of the previous works; and constitute harassment to compel review and alter a public consumer report by LSE:GAW.

Use of other names as-new-characters such as “Magnetar” from public domain, prior established in science or print media, are false appropriation of the legal rights of persons and exempt trademark registration or use as a character of defamatory, negative, evil, or malign nature – featured in LSE:GAW and EMBRACER GROUP AB products during extortion to conceal a real and living child from a parent.

SHADOWDANCERS L.L.C. has been named as the “collateral property sought in forfeiture” demands on release or surrender of ORDERED POSSESSION OF A CHILD and WITHHOLDING OF ORDERED POSSESSION to carry out “parental alienation”, a form of severe child abuse – in concert with commercial fraud.

Concealment of “EMBRACER GROUP AB”, and actions by “CCP GAMES INC.” and “WHITE WOLF” later disclosed to be “PARADOX INTERACTIVE AB” of Sweden, indicates a criminal effort in concert with prior appropriation of content to extort from TERRABOX offices in 722 South Haskell Ave Dallas Texas; on false employment of TEK SYSTEMS claimed in LEGAL ANSWER to conceal a child, contrary \$250 billion fraud and genuine employment of record by PROCEED TECHNICAL RESOURCES contesting such fraud.

Persons employed by ROBERT HALF TECHNOLOGIES, at 2323 Bryan St Dallas Texas, USA, in concert with “COGENT COMMUNICATIONS” (an NTT GROUP Company); “DIGITAL REALTY TRUST INC.” (a silent partner of NTT GROUP Company made by their donations); and “EQUINIX” (a U.S. corporation made in duplication of DIGITAL REALTY TRUST INC. to dilute chain of ownership in such fraud over 2001-2022); appear to be the source of such false claims per criminal trial record in concert with 2002, 2011, and 2021 ongoing repeated criminal threats following a 2011 confession of child snatching and extortion.

“GAMES WORKSHOP GROUP” (LSE:GAW) and “EMBRACER GROUP AB” did falsely conceal their relationship via “THQ Nordic GmbH” (publisher of GAW products licensed) and “FANTASY FLIGHT GAMES” (of Minnesota, a subsidiary of “Asmodee”), and ownership of “Asmodee” by “EMBRACER GROUP AB” disclaimed in 2021 inquiry pursuing false title sale of “STRYX” products to LSE:GAW.

Concealment of this IMPRESSIUM to defraud, in presentation of an undisclosed business nexus through “EMBRACER GROUP AB”, to style the parent of the child as non compos mentis for alleging a legal and binding commercial intent among the parties and claims during child concealment, obligate “SHADOWDANCERS L.L.C.” to regard the failure to comply with Swedish and Austrian law in this illegal trust activity and taking for use of foreign intellectual property; and to impose broad sanctions.

## TERMS AND PATTERN OF CROSSOVER MEDIA:

“SHADOWDANCERS L.L.C.” has over September 7<sup>th</sup>-9<sup>th</sup> 2022, observed increasing use of terms popularized by “PARADOX INTERACTIVE AB” in “GAMES WORKSHOP GROUP” products, which suggest a nexus of business and mixing of intellectual property to conceal organized business.

“Kindred”, cited in reference to WHITE WOLF brands (PARADOX INTERACTIVE AB) trademark character and 1996 “Kindred: the Embraced” television product, appeared in 2022 print for “League of Votann” characters created by GAMES WORKSHOP GROUP (LSE:GAW). Specifically in the “Strategem” card referring to the Votann race as “Kindred”.

Phonetically derived from the Germanic word for “children” (Kinder), and prior use as a registered race by DRAGONLANCE branded products in literature and print as a “race” in that property similar to J.R.R. Tolkien described “Hobbits” but legally distinct in copyright; the use of such language outside of WHITE WOLF publications indicates a linguistic drift to import structure from public domain works such as the viking sagas as if eligible for trademark rights incorrectly.

Wotan, known also as Odin, is a protected character in public domain, and the use of the sound-alike claim “Votann” by GAMES WORKSHOP GROUP (LSE:GAW) is a legally indefensible appropriation.

Translated to English, the words mean “League of Odin”, in the new “League of Votann” characters published in 2022 by GAMES WORKSHOP GROUP (LSE:GAW), and replace the more offensive slur “Squat” used to refer to “little people” commonly called “dwarves” or suffering from “dwarfism” congenital birth defects. The “League of Votann” are a “clone army”, and similar to DISNEY COMPANY property “STAR WARS” characters “clones” aka first-generation clone-war-era “stormtroopers”.

Adaptation of media, including images from Ridley Scott film “Alien” in the “CHAPTER APPROVED” (red) book by GAMES WORKSHOP GROUP (LSE:GAW), and in the first EPIC scale game model featuring the “navigator chair” from the “Alien” film on the model; show a history of such adaptation without license.

Other elements including “SPACE HULK” simulate this adaptation of U.S. film with GAMES WORKSHOP GROUP products, aliens who implant children via a tongue probe in the “Genestealer” characters, and similar tropes including acid blood splatter.

Licensing of prior “2000 AD” comic book characters for publication in “WHITE DWARF”, a magazine created by GAMES WORKSHOP GROUP precursor firms now incorporated into its business, have instigated litigation for “look and feel” of “shapes” and designs not protected by copyright; in a pattern of dilution of signature work and composition by prior artists.

Licensing of CHAOSISM GAMES property “Call of Cthulhu” in which “Elder Gods” are prominent threats to the audience, featured as central characters, and described – are further found in adaptation by GAMES WORKSHOP GROUP (LSE:GAW) in character naming such as “Eldar”, a race of space-faring elves with their own supernatural god, since renamed on litigation “Aeldari” (adding an “A” and an “I” to conceal what is still a direct linguistic plagiarism of material from a customer for internal use after end of ordinary license and as derived work not granted legal relief owing and do to confuse public audiences.

Similar design elements of ABC WARRIORS (a robot comic strip, featured in 2000 AD) were evident in the Castellán (Old Eng. "Governor") robot designs of "CHAPTER APPROVED" (Red book), and "Adeptus Titanicus" products by GAMES WORKSHOP GROUP (LSE:GAW), and removed upon citation then also with replacements made by boxy angled shapes to distinguish the art from the original content creator.

Early publications of GAMES WORKSHOP GROUP (LSE:GAW) product included "TOMY ZOIDS" products as stand-in models used in photography without consent, adding to the "Rogue Trader" book in 1987 a sophisticated and established fan base already familiar with the TOMY products, eager to employ rules for ad hoc models and games with their existing mechanized highly-detailed modular toy line.

## **NEGATIVE BEHAVIOR**

WHITE WOLF has included "STRIX" in their books as a demon/monster since this dispute began, in an effort to obliterate the citation of their product as derived work from the Bill Paxton film "Near Dark" in 1987, admitted by their artist Timothy Bradstreet in his portfolio and the 1<sup>st</sup> Edition "Vampire" book.

GAMES WORKSHOP GROUP (LSE:GAW) has included "STRYXICUS" as a grotesque alien in the FANTASY FLIGHT GAMES book for roleplaying in their product, and named malicious and dishonorable titans after the brand in a 2014 publication also, by changing letters to alter the spelling in evasion of trademark.

The prior conduct, in concert with 2013 extortion threats by an employee of FANTASY FLIGHT GAMES in the concealment of the child MAGNUS VINCENT PETERSEN aka "Baby Boy Allen", taken from 2502 Live Oak St Dallas TX 75201 in 2001 for concealment on extortion with violence and no due process; is a serious abuse of publisher responsibility and material support to carry out employee threats to destroy and harm a competitor using concealment of a child as leverage and to damage their commercial rights.

## **AGGRAVATED ONGOING THREATS**

In 2021, renewed threats by Alicia McMahon and company, representing VAMPIREFREAKS.COM and LOSTSERVER and DEPREF.NET groups, incorporated extortion to conceal and overcome the registered securities and other instruments of the child's parent in violation of 45 CFR 302.56 and 303.6 rule.

These threats led to the death of Dr. Ann Klepper, grandmother of the child, March 2<sup>nd</sup> 2022, due loss of material support caused by fraud from 2001-2022 in a campaign to conceal and abuse the child, extort the parent, and overcome ownership of SHADOWDANCERS L.L.C. and other (2) companies named in threats December 2021.

Refusal to return the child or produce them for HABEAS CORPUS over 2001-2022, in concert with this behavior and publications to extort, now linked to "EMBRACER GROUP AB" as buyer (Asmodee) and seller to GAMES WORKSHOP GROUP (LSE:GAW) for license back to video game production in the same "EMBRACER GROUP AB" family of subsidiaries as "THQ Nordic GmbH"; and in concert with partners in Sweden and Iceland themed PARADOX INTERACTIVE AB; in gaslighting activity to defraud;

Obligates SHADOWDANCERS L.L.C. to take immediate action to de-platform all products and beneficiaries of this single entity due to harassment of employees in an organized fashion to defraud competitors of a child and ordinary parent-child protection and right to work established over a very long period of investment in the industry and regional activity (1991-2022).

## **OFFENSIVE NATURE OF RACKETEERING EVIDENT**

**Elementary to this decision is the predominate language of LETTERS OF EXTORTION insinuating that the UNITED STATES content creator is lesser in legal “copyright” and “trademark” and “franchise” than a \$7 billion foreign firm prepared to develop their works without license.**

Due to this claim, evident in fraud to suggest “AUSTRIAN” and “SWEDISH” claims at law, themed crimes in Oklahoma Constitution Article XXIII-1A “Right to Work” and Title 78 protections against false claims to defraud and sale of such products to-defraud into State of Oklahoma and Native American Territory;

SHADOWDANCERS L.L.C. has moved to deem “EMBRACER GROUP AB” to be guilty of piracy under NATIVE AMERICAN TERRITORY and Title 22 Chapter 22-31 rule, and an active threat as an enterprise.

SHADOWDANCERS L.L.C. finds “GAMES WORKSHOP GROUP” (LSE:GAW) and “PARADOX INTERACTIVE AB” to be accessories in this activity, persisting after notice to CEASE AND DESIST, and active in false claims of a clear and malicious nature to defraud the United States and State of Oklahoma in credit and activity for works under development prior at SHADOWDANCERS L.L.C. of Ada, Oklahoma.

Specifically, an ICELAND based perpetrator DEPREF.NET user moved to extort in January 28<sup>th</sup> 2022, by U.S. Mail to Frank Stout, resulting in the death of a person in Pontotoc County; in a scheme or plan barred by 18 U.S. Code section 1341.

These threats from Reykjavik Iceland appear to be incorporated with CCP INC. (formerly WHITE WOLF PUBLISHING, formerly PARADOX INTERACTIVE AB, presently PEARL ABYSS owned/operated since 2018). "CCP INC." is the 2003 publisher of the game "Eve Online", and has sought (fraudulently) to push their publication and founding date back repeatedly to June 1997 in contest with theft of IP from Oklahoma and to predate change-in-business structure of our firm to justify a taking of substantial intellectual property and making of claims describing our product for false prospectus in their own inferior product.

Prior, CCP Inc. did falsely claim to have obtained \$100 million in funding to intimidate investors in other projects, using borrowing against national earnings; and default on such fraud themed an illegal act by the Constitution of the nation of Iceland then with Royal Bank of Scotland on such monies; for similar product "EVE ONLINE", and in concert with false advertising including ship-to-ship collisions and inverse flight dynamics previewed on television as in-game-play; concealing further drug manufacturing and human slave trading as commodities and sex-worker commodities as mission cargo in games published and disbursed under "T for Teen, ages 13 and up" with the only descriptor being "simulated violence".

EVE ONLINE has not met T for Teen standards by design. T for Teen are: "Titles in this category may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language."

EVE ONLINE has a real-world exchange rate with its in-game currency, vessels valued at \$10,000 USD or more, and asset transfer affording payment in virtual goods with real-world transaction value; similar to Second Life or other meta-economy (an economy tokenized, transferrable, and driven by developer fiat with open tolerance of real-world currency trading and modification of markets to benefit developers).

EVE ONLINE (CCP GAMES) was sold in 2018 to "PEARL ABYSS" of South Korea, but their physical offices remain in nexus with PARADOX INTERACTIVE AB; and are included in this sanction as a former asset for \$423 million sale price. "PEARL ABYSS" has over 400 employees, is located in South Korea, and is considered to be a buyer of goods similar to GAMES WORKSHOP GROUP (LSE:GAW) in context to export of U.S. property for dilution and sale overseas.

EVE ONLINE is a "marketplace" with very large player organized violence against minorities, focused on economic industry to gain substantial assets that attracts adult players and organized crime, facilitates communication in those areas, and operates as a lead generator for off-platform vice activity through in-game publication of narcotics advertising, customization, and age-diversity with "sex positive" countries.

## **CONCLUSIONS**

Fraud to carry on gaslighting activity in a \$423 million franchise market paired with child injury and concealment to extort, letters of extortion, and disclosure of a self-dealing holding company whose subsidiaries “ASMODEE” and “THQ Nordic GmbH” are owned by the same parent group from whom we have seen systematic threats emerge toward our employees, network, and facilities – paired with claims of a commercial criminal enterprise – obligate SHADOWDANCERS L.L.C. to de-list “EMBRACER GROUP AB”, “PARADOX INTERACTIVE AB”, “GAMES WORKSHOP GROUP”, “PEARL ABYSS” and all their common companies from access, bidding, service, transport, or other work upon our networks and media.

The language used by your employees representative of criminal taking and exploitation with injury to a child underlines a character of “national socialist” claims consistent with antisemitic rhetoric.

We are forced to affirm upon such disclosure of a genuine NEXUS of parties, so shown, and pattern of threats incorporating commercial rights fraud to extort – that those companies shall have no standing or claims before any Seven Alpha network or service, for cause in extremism and radicalized abuse of the ordinary professional relationship between companies required to carry out “good faith” business.

Concealment of the relationship of such business, and apparent nexus with Sweden and Austria and Iceland, expanding into Germany and Singapore, followed a distinct pattern for which we can find no explanation beyond the invasive and improper conduct of the management and abuse of persons a pattern in all interactions with the prior firms; now evidently a large (\$7 billion) enterprise.

Pursuant to Oklahoma Constitution Article XXIII-1A, all companies are notified of termination of service and criminal trespass in any contact, communication, or further claims made to any party as a designated “public enemy” of “SHADOWDANCERS L.L.C.” and prohibited access to our personnel for cause in harassment.

## **BAN BY COUNTRY CODE**

This ban shall extend by COUNTRY CODE in IPv4 and IPv6 registration to “SWEDEN”, “ICELAND”, “AUSTRIA”, “DENMARK”, “SINGAPORE”, “GERMANY” and any other nation found to be employed as a Point-of-Presence for those abusive firms. Residents of those areas will require an X.509 key to access “SEVEN ALPHA” networks from that location, as general traffic will be summarily denied and null routed.

## **EXEMPTIONS**

Exempt members may request updated keys on demand via the portal.

# NOTES / BACKGROUND – CCP GAMES INC.

## **CCP GAMES (CROWD CONTROL PRODUCTIONS) INC.**

CCP Games was founded in June 1997 by Reynir Harðarson, Þórólfur Beck Kristjánsson and Ívar Kristjánsson for the purpose of making MMORPGs. The name "CCP" is short for "Crowd Control Productions". To finance the initial development of Eve Online, CCP Games developed and published a board game, called Hættuspil ("Danger Game"). The game sold more than 10,000 copies to Iceland's 80,000 households. In April 2000 the company, with Sigurður Arnljótsson as CEO, raised \$2.6 million, through a closed offering organized by Kaupthing Bank, from private investors in Iceland, including the Icelandic telephone company Síminn. He was with the company from 1999 to 2002 during which time the company raised two rounds of financing and secured a contract with publisher Simon & Schuster. Approximately half of the initial 21 employees came from Icelandic dot-com company OZ Interactive.

## **White Wolf Publishing acquisition and CCP North America**

On 11 November 2006, it was announced that CCP Games had entered a merger agreement with White Wolf Publishing. With the merge, the combined company planned to produce "the industry's most innovative games leveraging both online and offline systems". While CCP Games looked into creating online games based on White Wolf Publishing's properties, White Wolf Publishing would in turn create card games based on Eve Online. On 3 October 2007, CCP Games announced that CCP North America, a new video game-focused subsidiary, would be set up within White Wolf Publishing's Stone Mountain, Georgia location on 12 October, hiring 100 developers. White Wolf Publishing president Mike Tinney was additionally promoted head of CCP North America. In February 2011, CCP Games announced that intentions to expand the location from their presently 150 positions to 300, and move the studio to new housing in Decatur, Georgia. However, when CCP Games let go 20% of their worldwide staff, most of these layoffs occurred at CCP North America. On 27 February 2012, Tinney stated that he had departed from both operations to focus on his new gaming-and-health startup, UtiliFIT. In December 2013, further 15 people from the World of Darkness Online development team were let go. White Wolf Publishing was acquired by Paradox Interactive on 29 October 2015. The deal comprised an undisclosed all-cash sum for CCP Games, and the company assets of White Wolf Publishing, their intellectual property and the rights to World of Darkness Online for Paradox Interactive.

### **Restructuring (2011–2017)**

In October 2011, following a large controversy over its introduction of microtransactions to the game EVE Online, CCP Games announced that it would be reducing its staff. CCP Games released an announcement to its community admitting that they had made a mistake by releasing the Incarna expansion in its current development stage. In the wake of the Incarna expansion and following a mass protest by EVE Online players, CCP Games announced that it had decided to prioritize and shift their focus from their World of Darkness MMO back to their EVE-Universe products, EVE Online and Dust 514. The restructuring resulted in the layoffs of 20% of CCP Games' staff worldwide. The majority of these layoffs affected the Atlanta, United States, office, but also affected were several positions in CCP headquarters in Reykjavík, Iceland. Even though after considerable downsizing, CCP Games claims that EVE Online and its development is stronger than ever and that the company will continue to grow. CCP Games confirmed that they had moved away from the Incarna/Ambulation project to focus on the core game mechanics and that Incarna may be revisited further down the line.

On 28 August 2014, CCP Games shut down its San Francisco studio to refocus their efforts on EVE Online. At the same time, CFO Joe Gallo and CMO David Reid resigned. As of 2015, none of CCP Games' original founders were still with the company.

On 30 October 2017, CCP Games announced it would shutter its Atlanta studio, and sell off its Newcastle studio, affecting approximately 100 employees. It announced that it would shift its focus from VR development to PC and mobile game development. The Newcastle studio was absorbed by Sumo Digital.

### **Acquisition by Pearl Abyss (2018–present)**

Pearl Abyss, the South Korean publisher of Black Desert Online, announced on 6 September 2018 that they had agreed to acquire CCP Games for about US\$425 million. CCP's development studios in Reykjavik, London, and Shanghai would continue under CCP Games, while the publishing and marketing functions of CCP would be integrated with Pearl Abyss. The deal was closed on 12 October. At the time, CCP Games had 250 employees across three development studios.