1 2 3 4	Andrew T. Ryan, Esq. (SBN 227700) THE RYAN LAW GROUP 317 Rosecrans Ave. Manhattan Beach, CA 90266 Tel: (310) 321-4800 Fax: (310) 496-1435 Andrew.ryan@theryanlawgroup.com	FILED Superior Court of California County of Los Angeles 07/18/2022 Sherri R. Carter, Executive Officer / Clerk of Cou
5	Attorneys for Plaintiff	By: N. Osollo Deputy
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7	SLIDEBIOD COLIDT OF	THE STATE OF CALIFORNIA
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9	FOR THE COON	IT OF LOS ANGELES
10	SARA OCHOA, on behalf of herself	Case No. 22-STCV-14939
11	and those similarly situated,	Assigned: Hon. Stephen I. Gorvitch
12	Plaintiff,	Dept. 39
13	V.	FIRST AMENDED COMPLAINT FOR DAMAGES AND INJUNCTIVE RELIEF
14	ZEROO GRAVITY GAMES LLC, a Delaware limited liability company;	Violation of California's Unfair
15	Defendant.	Competition Law ("UCL") 2. Violation of California False
16	Delendant.	Advertising Law ("FAL")
17		3. Violation of the California Consumer Legal Remedies Act
18		("CLRA") 4. Fraud
19		5. Negligent Misrepresentation
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21		CLASS ACTION
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23		
24	Plaintiff Sara Ochoa ("Plaintiff"), a citizen of Los Angeles County, hereby brings	
25	this Complaint on behalf of herself and those similarly situated Against Defendant Zeroc	
26	Gravity Games, LLC, a Delaware limited liability company ("Defendant"). Plaintiff alleges	
27	as follows:	

INTRODUCTION

- 1. This lawsuit is brought on behalf of Plaintiff who has been deceived into making in-game purchases of deceptively marketed in-game items in the mobile application game called Jackpot Master Slots ("Game"). Defendant has falsely advertised price discounts for in-game purchases to mislead and induce Plaintiff and those similarly situated into making in-game purchases.
- 2. Defendant is a developer of mobile games playable on iPhone and Android devices. One of its top games is Jackpot Master Slots ("Game"). Consumers play the Game on Apple iOS devices and Android Devices.
- 3. The Game is free for consumers to download and play. Defendant reaps massive profits by selling "in-app" bundles of virtual gold and other virtual items that range from \$1.99 to \$99.99. However, in its direct marketing to consumers (including representations made at the time of purchase), Defendant advertised false former prices to induce players into believing they must act quickly to take advantage of a limited-time sale price.
- 4. Defendant used strikethrough pricing and statements to trick consumers into believing they were benefitting from limited-time promotions that substantially increased the value of their in-game purchases. These purported savings were false, however, because the stricken "original" pricing that these ads referenced were fabricated.
- 5. These purported special offers ran for months or longer. But at no point, let alone within three months of the advertised discounts, were these in-game items ever actually offered at the "original" stricken, non-discounted price. Stated differently, Defendant never sold the in-game items at the original price that was stricken in the sales promotions. It just offered false presentations of purported discounts from original prices that never existed, and its players bought packs on "sale."
 - 6. Further, the advertised "original" pricing does not reflect the prevailing

market retail pricing for these virtual in-game items.

- 7. The Federal Trade Commission ("FTC") describes as false former pricing schemes as deceptive: "One of the most commonly used forms of bargain advertising is to offer a reduction from the advertiser's own former price for an article. If the former price is the actual, bona fide price at which the article was offered to the public on a regular basis for a reasonably substantial period of time, it provides a legitimate basis for the advertising of a price comparison. Where the former price is genuine, the bargain being advertised is a true one. If, on the other hand, the former price being advertised is not bona fide but fictitious for example, where an artificial, inflated price was established for the purpose of enabling the subsequent offer of a large reduction the 'bargain' being advertised is a false one; the purchaser is not receiving the unusual value he expects." 16 CFR §233.1(a).
- 8. California statutory and regulatory law also expressly forbids such false discounted pricing schemes: "No price shall be advertised as a former price of any advertised thing, unless the alleged former price was the prevailing market price as above defined within three months next immediately preceding the publication of the advertisement or unless the date when the alleged former price did prevail is clearly, exactly and conspicuously stated in the advertisement." Cal. Bus. & Prof. Code §17501.
- 9. Defendant knew, or should reasonably have known, that its comparative price advertising was false, deceptive, misleading, and unlawful.
- Defendant fraudulently concealed from and intentionally failed to disclose
 Plaintiff the truth about its advertised price discounts and former prices.
- 11. Through this false and deceptive marketing, advertising, and pricing scheme, Defendant has violated California law prohibiting the advertisement of goods for sale as discounted from false former prices and prohibiting misleading statements about the existence and amount of price reductions.

- 12. The claims and issues asserted herein are governed by California state law. The State of California has the greatest interest in policing corporate conduct occurring within the State.
- 13. Plaintiff, individually and on behalf of all others similarly situated hereby seeks restitution, injunctive relief, punitive damages, attorneys' fees, and all other relief which the Court may deem appropriate.

PARTIES

- 14. Plaintiff Sara Ochoa is a citizen and resident of Los Angeles County,
 California. She downloaded the Game on her iPhone from the Apple App Store in Los
 Angeles County. She played the Game in this County as a guest. She accessed
 Defendant's in-game store and saw the false advertising in that store in this County.
 She was induced by this false advertising to make in-game purchases in this County
 from Defendant's in-game store.
- 15. On information and belief, Defendant Zeroo Gravity Games LLC is a limited liability company organized and existing under the laws of Delaware. On information and belief, Defendant's principal place of business is at Building A South Hall, YingChuangDongLi Industrial Park, HaiDian District, Beijing, China.

JURISDICTION AND VENUE

- 16. This Court has subject matter jurisdiction over this case, pursuant to the California Constitution, Article VI, section 10, because this case is not given by statute to any other trial courts.
- 17. Plaintiff alleges, upon information and belief, that the Defendant conducts professional and commercial activities in California on a substantial, continuous, and systematic basis and therefore the Defendant is subject to the general jurisdiction of the courts of this state.
- 18. Plaintiffs further allege, upon information and belief, that the claims asserted in this complaint arise out of or are related to the Defendant's professional and

commercial activities within California, and therefore the Defendant is subject to the specific jurisdiction of the courts of this state.

19. Venue is proper in this court because at all relevant times Plaintiff resided in the County of Los Angeles, California and the claims asserted in this complaint arise out of acts, transactions, and conduct that occurred in whole or in part within the County of Los Angeles, California.

FACTS

- 20. Jackpot Master Slots ("Game") is a mobile application casino-style game developed and distributed by Defendant. The Game is available on iPhone and Android devices through the Apple App Store and Google Play platforms, respectively. On information and belief, the Game is one of the top casino games available on iPhone and Android devices.
- 21. Users of the Game receive a certain amount of virtual gold for use in the Game when they first download the Game. Users can also purchase bundles of ingame items ranging in price from \$1.99 to \$99.99.
- 22. The Game's in-game store displays stricken original deals with purported "sale" deals. The advertisement of these bundles purportedly on sale are false, deceptive and intended to mislead plays into making in-app purchases that they otherwise would not have made. Defendant falsely promotes these bundles as being on sale or discounted by misrepresenting that such bundles normally offer substantially less value than the advertised deal.
- 23. Defendant's false strikethrough ads display an amount of virtual gold, with a strikethrough line, and then in larger, bold-faced font, a larger amount of gold, implying that the bundle normally contains a smaller amount of gold for the same price. For example, a \$1.99 bundle may have 60,0000 gold pieces with a strikethrough line over that number and display in bigger, bolder numbers showing 120,000 gold pieces as the current sale deal. The intended message is that the bundle typically contains

60,000 units of gold for that price but is now being offered with more units of gold at the same price. An example of such a display for the Game is shown below:



- 24. The false strikethrough ads used to sell bundles in the Games on a daily basis. On information and belief, these bundles never offered the amount of chips or gold stricken for the displayed price. The false strikethrough ads apply across multiple price point in the Game, including the \$4.99 bundle, \$9.99 bundle, \$19.99 bundle, \$49.99 bundle and \$99.99 bundle.
- 25. The higher priced bundles further include a banner saying "Sale."On information and belief, this or a similar "sale" has been available in the Game at all times. On information and belief, the stricken through gold quantity for the price has never been offered or been the prevailing deal offered.
- 26. Defendant had actual knowledge that the false strikethrough ads contained false or misleading misrepresentations as to their prior values. Defendant designed and promoted these advertisements while having actual knowledge that these quantitative representations of sale values were false.
- 27. These virtual items are critical to the Game, as they are necessary for the players to continue playing the casino-style slot machine games once they inevitably lose all of their virtual gold on a given day.
 - 28. Defendant promoted these advertisements to induce players to purchase

the gold bundles all the while knowing that the bundles contained quantitative misrepresentations with respect to the comparative value of the gold displayed.

- 29. The amount of chips or gold included in a bundle, and whether the bundle being offered for sale represents a good value and outsized amount of chips or gold a player is receiving for his or her purchase with the corresponding bundle, is a material consideration when a player decides whether to purchase a bundle.
- 30. Plaintiff and those similarly situated reasonably relied on the "strikethrough" pricing when purchasing bundles promoted through false strikethrough ads. Had Plaintiff and those similarly situated known the "strikethrough" pricing was false, Plaintiff and those similarly situated would not have purchased some or all of the bundles promoted through false strikethrough ads.
- 31. The false strikethrough ads are violative of 16 CFR §233.1(a) because the former, stricken, deals displayed in the False Strikethrough Ads are not "actual, bona fide price at which the article was offered to the public on a regular basis for a reasonably substantial period of time." Rather, the false strikethrough ads display former bundles that are "fictitious" and with "an artificial, inflated price" for the purpose of creating the false perception to the consumer "of a large reduction." The false strikethrough ads promote a false bargain where "the purchaser is not receiving the unusual value he expects." *Id.*
- 32. The false strikethrough ads are also violative of Cal. Bus. & Prof. Code §17501, because the former bundle and price advertised were never "the prevailing market price ... within three months next immediately preceding the publication of the advertisement." Nor do the False Strikethrough Ads "clearly, exactly and conspicuously stated in the advertisement" when such former prices were prevailing.

APPLICABLE LAW

33. Plaintiff is a citizen and resident of Los Angeles County, California. She

downloaded and played the Game in California. She made purchases form the Game store in California.

- 34. California's substantive laws may be constitutionally applied to the claims of Plaintiff under the Due Process Clause, 14th Amend. §1, and the Full Faith and Credit Clause, Art. IV §1 of the U.S. Constitution. California has significant contacts, or significant aggregation of contacts, to the claims asserted by Plaintiff, thereby creating state interests that ensure that the choice of California state law is not arbitrary or unfair.
- 35. The application of California laws is also appropriate under California's choice of law rules because California has significant contacts to the claims of Plaintiff, and California has a greater interest in applying its laws here than any other interested state.

CLASS ALLEGATIONS

 Plaintiff brings this action on her own behalf and on behalf of a Class and one Subclass, pursuant to Cal. Code. Civ. Proc. §382, Cal. Civ. Code §1781, and Cal. Bus. & Prof. Code §17203, defined as below:

The Class:

All individuals located within the United States who, during the applicable limitations period, made a purchase of virtual gold in Jackpot Master Slots using real-world currency.

The California Subclass:

All individuals located within the state of California, who, during the applicable limitations period, made a purchase of virtual gold in Jackpot Master Slots using real-world currency.

2. Excluded from the Class and Subclass are Defendants, their affiliates, parents, subsidiaries, employees, officers, agents and directors. Also excluded are any

judicial officers presiding over this matter and the members of their immediate families and judicial staffs.

- 3. This case is appropriate for class treatment because Plaintiff can prove the elements of her claims on a class-wide basis using the same evidence as would be used to prove those elements in individual actions alleging the same claims.
- 4. Adequacy. Plaintiff will fairly and adequately represent and protect the interests of the other members of the Class and Subclass (collectively, the "Class"). Plaintiff has retained counsel with substantial experience in prosecuting complex litigation and class actions. Plaintiff and her counsel are committed to vigorously prosecuting this action on behalf of the other Class and Subclass members, and have the financial resources to do so. Neither Plaintiff nor her counsel have any interest adverse to those of the other members of the Class or Subclass.
- 5. Numerosity. The members of the Class and Subclass are so numerous that joinder of all members would be unfeasible and not practicable. The membership of the Class and Subclass is unknown to Plaintiff at this time; however, it is estimated both the Class and Subclass number in the hundreds, if not thousands. The identity of such membership is readily ascertainable via inspection of Defendant's books and records or other approved methods. Similarly, Class members may be notified of the pendency of this action by mail, email, internet postings, publications and/or in-game messaging.
- 6. Common Questions of Law or Fact: There are common questions of law and fact as to Plaintiff and all other similarly situated persons, which predominate over questions affecting only individual Class members, including, without limitation:
 - a. Whether Defendant engaged in the conduct alleged in the Complaint;
 - b. Whether Defendant violated the applicable statutes alleged herein;
 - c. Whether Defendant designed, advertised, marketed, distributed, sold, or otherwise placed Blackjack into the stream of commerce in the United States and California;

- d. Whether Defendant engaged in conduct directed to the State of California;
- e. Whether Defendant's presentation of stricken values in its advertising of in-game purchases are misleading to a reasonable consumer;
- f. Whether Plaintiff and members of the Classes were injured and harmed directly by Defendant's false advertising;
- g. Whether Plaintiff and members of the Classes are entitled to damages due to Defendant's conduct as alleged in this Complaint, and if so, in what amounts;
- h. Whether Plaintiffs and members of the Classes are entitled to equitable relief, including, but not limited to, restitution or injunctive relief as requested in this Complaint.
- 7. **Typicality:** Plaintiff's claims are typical of the claims of the other members of the Classes because, among other things, Plaintiff and all Class members were comparably injured through Defendants' misconduct described above. As alleged herein, Plaintiff, like the members of the Class and Subclass, was deprived of monies that rightfully belonged to them by Defendants. Further, there are no defenses available to Defendants that are unique to Plaintiff.
- 8. Superiority: The nature of this action and the laws available to Plaintiff and members of the Classes make the class action format a particularly efficient and appropriate procedure to redress the violations alleged herein. If each Class member were required to file an individual lawsuit, Defendants would necessarily gain an unconscionable advantage since it would be able to exploit and overwhelm the limited resources of each individual plaintiff with its vastly superior financial and legal resources. Moreover, the prosecution of separate actions by the individual Class members, even if possible, would create a substantial risk of inconsistent or varying

verdicts or adjudications with respect to the individual Class members against Defendants, and which would establish potentially incompatible standards of conduct for Defendant and/or legal determinations with respect to individual Class members which would, as a practical matter, be dispositive of the interest of the other Class members not parties to adjudications or which would substantially impair or impede the ability of the Class members to protect their interests. Further, the claims of the individual members of the Class are not sufficiently large to warrant vigorous individual prosecution considering all of the concomitant costs and expenses attending thereto.

FIRST CLAIM FOR RELIEF

Violation of California's Unfair Competition Law ("UCL") Cal. Bus. & Profession Code §17200 et seq.

- 9. Plaintiff incorporates by reference all allegations in this Complaint and restates them as if fully set forth herein.
- 10. The UCL defines unfair business competition to include any "unlawful, unfair or fraudulent" act or practice, as well as any "unfair, deceptive, untrue or misleading" advertising. Cal. Bus. & Prof. Code §17200.
- 11. A business act or practice is "unlawful" under the UCL if it violates any other law or regulation.
- 12. A business act or practice is "unfair" under the UCL if the reasons, justifications, and motives of the alleged wrongdoer are outweighed by the gravity of the harm to the alleged victims. A business act or practice is "fraudulent" under the UCL if it is likely to deceive members of the consuming public.
- 13. Defendant has violated the "unlawful" prong under the UCL and has engaged in "unfair, deceptive, untrue or misleading" advertising.
- 14. The Federal Trade Commission Act prohibits "unfair or deceptive acts or practices in or affecting commerce" (15 U.S.C. §45(a)(1)) and specifically prohibits false advertisements. 15 U.S.C. §52(a). FTC Regulations describe false former pricing

schemes-similar to Defendant's False Sale Packs and False Gold Strikethrough Packs in all material respects-as deceptive practices that would violate the FTC Act.

15. 16 C.F.R. §233.1 states:

- (a) One of the most commonly used forms of bargain advertising is to offer a reduction from the advertiser's own former price for an article. If the former price is the actual, bona fide price at which the article was offered to the public on a regular basis for a reasonably substantial period of time, it provides a legitimate basis for the advertising of a price comparison. Where the former price is genuine, the bargain being advertised is a true one. If, on the other hand, the former price being advertised is not bona fide but fictitious for example, where an artificial, inflated price was established for the purpose of enabling the subsequent offer of a large reduction the "bargain" being advertised is a false one; the purchaser is not receiving the unusual value he expects. In such a case, the "reduced" price is, in reality, probably just the seller's regular price.
- (b) A former price is not necessarily fictitious merely because no sales at the advertised price were made. The advertiser should be especially careful, however, in such a case, that the price is one at which the product was openly and actively offered for sale, for a reasonably substantial period of time, in the recent, regular course of his business, honestly and in good faith and, of course, not for the purpose of establishing a fictitious higher price on which a deceptive comparison might be based. And the advertiser

should scrupulously avoid any implication that a former price is a selling, not an asking price (for example, by use of such language as, "Formerly sold at \$____"), unless substantial sales at that price were actually made.

16. California law also prohibits false former pricing schemes.
Cal. Bus. Code. §17501 entitled "Value determinations; Former price advertisements," states:

For the purpose of this article the worth or value of anything advertised is the prevailing market price, wholesale if the offer is at wholesale, retail if the offer is at retail, at the time of publication of such advertisement in the locality wherein the advertisement is published.

No price shall be advertised as a former price of any advertised thing, unless the alleged former price was the prevailing market price as above defined within three months next immediately preceding the publication of the advertisement or unless the date when the alleged former price did prevail is clearly, exactly and conspicuously stated in the advertisement.

- 17. California's False Advertising Law also prohibits a business from "[a]dvertising goods or services with intent not to sell them as advertised," Cal. Civ. Code §1770(a)(9), and prohibits a business from "[m]aking false or misleading statements of fact concerning reasons for, existence of, or amounts of price reductions." *Id.* §(a)(13).
- 18. Defendant's false strikethrough ads violate the unlawful prongs of the UCL since they violate 16 C.F.R. §233.1, Cal. Bus. Prof. Code §1750, Cal. Civ. Code §§1770(a)(9) and (a)(13).

- 19. Defendant also violated the "unfair" prong of the UCL by falsely representing that its consumers received a discount from a referenced "original" former price show in its False Strikethrough Ads. In fact, Defendant displayed an arbitrary price for the goods contained in these bundles and then falsely pretended the bundles had been offered for sale at a value less than their "limited time sale" contents.
- 20. The gravity of the harm to Plaintiff and the Class members resulting from these unfair acts and practices outweighs any conceivable reasons, justifications, or motives that Defendant may have had for engaging in such deceptive acts and practices.
- 21. Additionally, Defendant violated the "fraudulent" prong of the UCL because its marketing and advertising materials included false "original" prices in its false strikethrough ads. In actuality, the bundles were never sold at the original amount of gold for the displayed price.
- 22. Defendant's acts and practices deceived Plaintiff and the Class members. Specifically, Plaintiff and the putative Class relied on these misleading and deceptive representations regarding the limited-time bonuses they could expect to receive in the packs. Each of these representations and deceptions played a substantial role in Plaintiff's and Class members' decisions to purchase the virtual gold packs, and Plaintiff and the Class members would not have done do, in whole or in part, in the absence of such representations.
- 23. As a result of these violations under each of the fraudulent, unfair, and unlawful prongs of the UCL, Defendant has been unjustly enriched at the expense of Plaintiff and the putative Class. Specifically, Defendant has been unjustly enriched by obtaining revenues and profits that it would not otherwise have obtained absent its false, misleading, and deceptive conduct.
- 24. Through its unfair acts and practices, Defendant improperly obtained money from Plaintiff and Class members. As such, Plaintiff, on behalf of herself and the

putative Class, requests that this Court cause Defendant to restore this money to Plaintiff and the Class members, and to enjoin Defendant from continuing to violate the UCL, and/or from violating the UCL in the future. Otherwise, Plaintiff and members of the Class may be irreparably harmed and/or denied an effective and complete remedy if such an order is not granted.

SECOND CLAIM FOR RELIEF

Violation of California False Advertising Law ("FAL") Cal. Business & Professional Code §17500 et seq.

- 25. Plaintiff incorporates by reference all allegations in this Complaint and restates them as if fully set forth herein.
- 26. The FAL prohibits unfair, deceptive, untrue, or misleading advertising, including, but not limited to, false statements as to worth, value, and former price.
- 27. Furthermore, the FAL provides that: "No price shall be advertised as a former price of any advertised thing, unless the alleged former price was the prevailing market price as above defined within three months next immediately preceding the publication of the advertisement or unless the date when the alleged former price did prevail is clearly, exactly and conspicuously stated in the advertisement." Cal. Bus. & Prof. Code §17501.
- 28. The false strikethrough ads misrepresent the existence of a sale whereby players can allegedly purchase more gold from a bundle than they normally could for the same price.
- 29. Through its unfair acts and practices, Defendant has improperly obtained money from Plaintiff and members of the Class. As such, Plaintiff, on behalf of herself and the putative Class, requests that this Court cause Defendant to restore this money to Plaintiff and the Class members, and to enjoin Defendant from continuing to violate the FAL, and/or from violating the FAL in the future. Otherwise, Plaintiff and members of the Class may be irreparably harmed and/or denied an effective and complete remedy if

such an order is no granted.

THIRD CLAIM FOR RELIEF

Violation of the California Consumer Legal Remedies Act ("CLRA") Cal. Civ. Code. §1750 et seq.

- 30. Plaintiff incorporates by reference all allegations in this Complaint and restate them as if fully set forth herein.
- 31. Plaintiff is a consumer within the meaning of Cal. Civ. Code §1761(d) and have engaged in a transaction within the meaning of Cal. Civ. Code §\$1761(e) and 1770.
- 32. Defendant is a "person" within the meaning of Cal. Civ. Code §§1761(c) and 1770 and sells "goods or services" within the meaning of Cal. Civ. Code §§1761(b) and 1770.
- 33. The Game and the in-app purchases are a "good" or "service" within the meaning of Cal. Civ. Code. §§1761(a) and (b).
- 34. Defendant has violated §1770(a)(13)'s proscription against making false or misleading statements of fact concerning reasons for, existence of, or amounts of, price reductions by misrepresenting the existence of gold discounts via false strikethrough ads.
- 35. Plaintiff and the putative Class suffered actual damages as a direct and proximate result of Defendant's actions, concealment, and/or omissions in the advertising, marketing, and promotion of its bait apps, in violation of the CLRA, as evidenced by the substantial sums Defendant pocketed.
- 36. Plaintiff, on behalf of herself and the Class and Subclass, demands judgment against Defendant for injunctive relief and attorney's fees.

FOURTH CLAIM FOR RELIEF

Fraud

37. Plaintiff incorporates by reference all allegations in this Complaint and

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restate them as if fully set forth herein.

- 38. Defendant represented to Plaintiff and Class members that various ingame purchases were on sale in that they gave a higher amount of gold.
- 39. These representations were false because the bundles were never offered at the purported "normal" amount of gold and the items were perpetually on "sale."
- 40. Defendant designed the graphical images on the advertisements in a way that intentionally attracted Plaintiff and Class members to the enticing but false claims regarding gold amounts and the existence of sales.
- 41. Plaintiff and the putative Class reasonably relied upon the claims made in the advertisements in deciding purchase the aforementioned bundles.
- 42. Upon purchasing the bundles, Plaintiff and the putative Class were harmed because, had Plaintiff and Class members known the claims were false, they would not have made some or all of those purchases.
- 43. Plaintiff's and Class members' reliance on Defendant's misrepresentations in its bundle advertisements was a substantial factor in causing harm to Plaintiff and the putative Class.
- 44. Defendant's conduct has therefore caused and is causing immediate and irreparable injury to Plaintiff and Class members and will continue to both damage Plaintiff and the Class members and deceive the public unless enjoined by this Court.

FIFTH CLAIM FOR RELIEF

Negligent Misrepresentation

- 45. Plaintiff incorporate by reference all allegations in this Complaint and restate them as if fully set forth herein.
- Defendant represented to Plaintiff and the putative Class that various 46. purchased bundles were on sale in that they gave a higher amount of gold than normal and that special event or "sale" versions of the packs were not identical in item 28 quantities to their normal counterparts.

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- 47. These representations were false because the bundles were never offered at the non-sale deal.
- 48. Defendant designed the graphical images on the advertisements in a way that intentionally attracted Plaintiff and the putative Class to the enticing but false claims regarding gold amounts and the existence of sales.
- 49. Defendant's conduct has therefore caused and is causing immediate and irreparable injury to Plaintiff and the putative Class, and will continue to both damage Plaintiff and the putative Class and deceive the public unless enjoined by this Court.

PRAYER FOR RELIEF

Plaintiff prays for relief and judgment against Defendant as follows:

- A. Certifying the proposed Class and Subclass defined herein;
- B. Appointing Plaintiff as Class Representative;
- C. Appointing counsel for Plaintiff as Class Counsel;
- D. Declaring Defendants' conduct to be unlawful;
- E. Awarding Plaintiff and Class members compensatory damages and actual damages in an amount to be determined by proof;
- F. Awarding Plaintiff and Class members actual and statutory damages;
- G. Disgorging Defendant of its unjust profits;
- H. For punitive damages;
- I. For civil penalties;
- J. For declaratory and equitable relief, including restitution and disgorgement;
- K. For an order enjoining Defendant from continuing to engage in the wrongful acts and practices alleged herein;
- Awarding Plaintiff the costs of prosecuting this action, including expert witness fees;
- M. Awarding Plaintiff reasonable attorney's fees and costs as allowable by law;
- N. Awarding pre-judgment and post-judgment interest; and

1	O. Granting any other relief as this Court n	nay deem just and proper.
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3	DATED: July 18, 2022	THE RYAN LAW GROUP
4		Order Ryon
5		Andrew T. Ryan
6		Attorney for Plaintiff
7	JURY DEI	MAND
8	Plaintiff hereby demands a jury trial on	all issues and claims so triable.
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11	DATED: July 18, 2022	THE RYAN LAW GROUP
12	,	Order Regar
13		Andrew T. Ryan
14		Attorney for Plaintiff
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