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*(Additional counsel listed on signature page)*

**UNITED STATES DISTRICT COURT**

**CENTRAL DISTRICT OF CALIFORNIA**

BISHOY NESSIM, individually and  
on behalf of all others similarly  
situated,

Plaintiff,

v.

FLIFF, INC.,

Defendant.

Case No. 5:23-cv-1048

**COMPLAINT**

**CLASS ACTION**

**(JURY TRIAL DEMANDED)**

1 Plaintiff, Bishoy Nessim, by and through the undersigned attorneys, on behalf  
2 of himself and on behalf of all others similarly situated, brings this action against  
3 Defendant, Fliff, Inc. (“Fliff”) and seeks all available relief. Plaintiff’s allegations  
4 are based upon personal knowledge and experience, and upon information and  
5 belief, including an investigation conducted by the undersigned attorneys. Plaintiff  
6 alleges:

7 **NATURE OF THE ACTION**

8 1. As part of the November 2022 General Election, California voters  
9 overwhelmingly voted against the legalization of online sports gambling within  
10 California’s borders. Despite that public rebuke, Defendant Fliff facilitates the  
11 ability for California residents to make online sports wagers to win real money  
12 without any approvals, regulations, oversight, or taxing.

13 2. To avoid any regulation or legal oversight, Fliff claims to be a free  
14 sweepstakes with the chance for users to “play sports prediction games for  
15 entertainment.” But, in the real world, alleged sports prediction games are nothing  
16 more than online sports gambling. Indeed, Fliff gives every user, regardless of  
17 local, state, or federal law, the option to bet with “Fliff Cash” which has a dollar-  
18 for-dollar equivalence to actual money and that can be withdrawn and wired  
19 directly to the users’ bank accounts. That’s the epitome of an online sports book.

20 3. Fliff is available for free download on both the Apple and Android  
21 devices. Users can play for free by using Fliff Coins, this tactic is known widely  
22 as the “free-to-play” business model; Lure the consumer in with the free option,  
23 then switch them to playing (in this case gambling) with real money, i.e., “Fliff  
24 Cash.”

25 4. Fliff violates the California Unfair Competition Law by operating an  
26 illegal online sports book. Fliff has also been unjustly enriched as a result of its  
27 unlawful conduct. Plaintiff brings this action on behalf of himself, and all others  
28

1 similarly situated, and seeks declaratory, injunctive and equitable relief, including  
2 recission and restitution, as well as costs and attorneys' fees.

3 **JURISDICTION**

4 5. This Court has jurisdiction over this litigation pursuant to 28 U.S.C.  
5 § 1332(d), as the matter is brought as a class action under Rule 23 of the Federal  
6 Rules of Civil Procedure, and the sum of the amount in controversy exceeds  
7 \$5,000,000. The requirement of minimal diversity is met as this litigation is  
8 between a Plaintiff and Defendant of different states. *See* 28 U.S.C. §  
9 1332(d)(2)(A).

10 6. Venue is proper in this Court pursuant to 28 U.S.C. § 1391 because  
11 the Plaintiff resides in this District. The causes of action for the Plaintiff and the  
12 putative Class also arose, in part, in California, and the Defendant regularly  
13 transacts business in this District and within the State of California.

14 **PARTIES**

15 **Plaintiff:**

16 7. Plaintiff, Bishoy Nessim, is a natural person and a citizen of the State  
17 of California, who resides in Corona. Mr. Nessim downloaded the Fliff app in  
18 approximately December 2022. Afterward, Mr. Nessim made a number of wagers  
19 on sports using Fliff Cash he purchased on the app using a Mastercard. Mr. Nessim  
20 estimates that he lost somewhere between \$7,000–\$8,000 gambling online with the  
21 Fliff app.

22 **Defendant:**

23 8. Defendant, Fliff, Inc. is a Delaware Corporation which lists its  
24 principal place of business as a P.O. Box located at 100 South Broad Street, STE  
25 30, Philadelphia, PA 19110. Fliff conducts business throughout this District, the  
26 State of California, and the United States.

1 **FACTUAL ALLEGATIONS**

2 **A. California Voters Rejected Legalized Sports Gambling**

3 9. Prior to 2018, except for in Nevada, federal law made sports gambling  
4 illegal in the United States. In 2018, the United States Supreme Court struck down  
5 that federal law and ruled that states could legalize betting on sports. *Murphy v.*  
6 *National Collegiate Athletic Association*, 138 S.Ct. 1461 (2018).

7 10. Since that ruling, 36 states plus the District of Columbia have  
8 legalized some form of sports betting, either in person, online, or both. California  
9 remained a holdout.

10 11. In 2020, California law makers tried to negotiate the legalization of  
11 sports betting but failed. Then, in November 2022, California’s residents were  
12 asked to vote up or down on Proposition 27—which was funded by national  
13 gaming companies—that would legalize mobile and online sports betting in  
14 California. In tandem, the law would also create a new division at the state’s  
15 Department of Justice to regulate and oversee what would be legalized sports  
16 betting.

17 12. Those who opposed Proposition 27 argued that the proposed law  
18 would turn every cell phone, laptop, and tablet into a gambling device, claiming  
19 that the widespread availability could not be adequately monitored to keep children  
20 from betting and raised fears of creating a generation of gambling addicts.

21 13. Ultimately, California’s voters overwhelmingly (more than 80%)  
22 rejected Proposition 27, and as such, online sports gambling remains illegal in  
23 California.

1 **B. Online Gambling is Highly Addictive**

2 14. Since the Supreme Court’s 2018 ruling, and legalization of sports  
3 gambling in numerous states, the National Problem Gambling Helpline Network  
4 reported a 45% increase in year-over-year inquiries in 2021.<sup>1</sup>

5 15. The American Psychiatric Association classifies gambling as an  
6 addictive disorder, placing it in the same category as tobacco, alcohol, cocaine,  
7 cannabis, and opioids.<sup>2</sup> Research shows that mesolimbic dopamine, which  
8 provides the brain feelings of reward and pleasure, is released in larger quantities  
9 in pathological gamblers than in people in control groups. Gamblers get hooked on  
10 that reward.<sup>3</sup>

11 16. Psychologists say that online betting is immediate, accessible, and  
12 nearly effortless.<sup>4</sup> Anyone with a phone, tablet or computer can get started with a  
13 credit card. And there’s virtually no limit on the bets that can be placed on a single  
14 game, even while the game is being played.<sup>5</sup>

15 17. One way the gambling industry entices people to keep playing is  
16 through promotional credits that essentially allow them to begin betting without  
17 spending their own money. Rick Benson, founder of Alamos Gambling Treatment  
18 Services, said “free play” offers are not just common in casinos but are also heavily  
19 marketed by websites and on social media, potentially luring new gamblers into  
20 thinking they have nothing to lose.<sup>6</sup>

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22  
23 <sup>1</sup> “Addiction experts fear the fallout if California voters legalize sports betting.” Los  
24 Angeles Times, Oct. 5, 2022 (available at  
25 [https://www.latimes.com/california/story/2022-10-05/addiction-experts-fear-the-  
fallout-if-california-legalizes-sports-betting](https://www.latimes.com/california/story/2022-10-05/addiction-experts-fear-the-fallout-if-california-legalizes-sports-betting))(last visited January 19, 2023).

26 <sup>2</sup> *Id.*

27 <sup>3</sup> *Id.*

28 <sup>4</sup> *Id.*

<sup>5</sup> *Id.*

<sup>6</sup> *Id.*

1     **C. Fliff Operates an Unregulated Online Sports Book**

2           18. Fliff is an application available for free download by California  
3 residents on both Android and Apple devices. Fliff holds itself out as a “Social  
4 Sportsbook with Sweepstakes games, offering sports fans more ways to play and  
5 win, with loyalty rewards for every pick!”<sup>7</sup>

6           19. Capitalizing on the “free play” business model, Fliff’s Apple App  
7 store posting states that “Fliff is the free-to-play game that never ends! [Fliff] Coins  
8 and Fliff Cash are always available to be claimed if you run out so you can always  
9 get in on the action.”<sup>8</sup> Importantly, and as will be discredited below, Fliff claims  
10 that “[t]here is no real money gaming offered in this app and it is intended only for  
11 entertainment purposes.”<sup>9</sup>

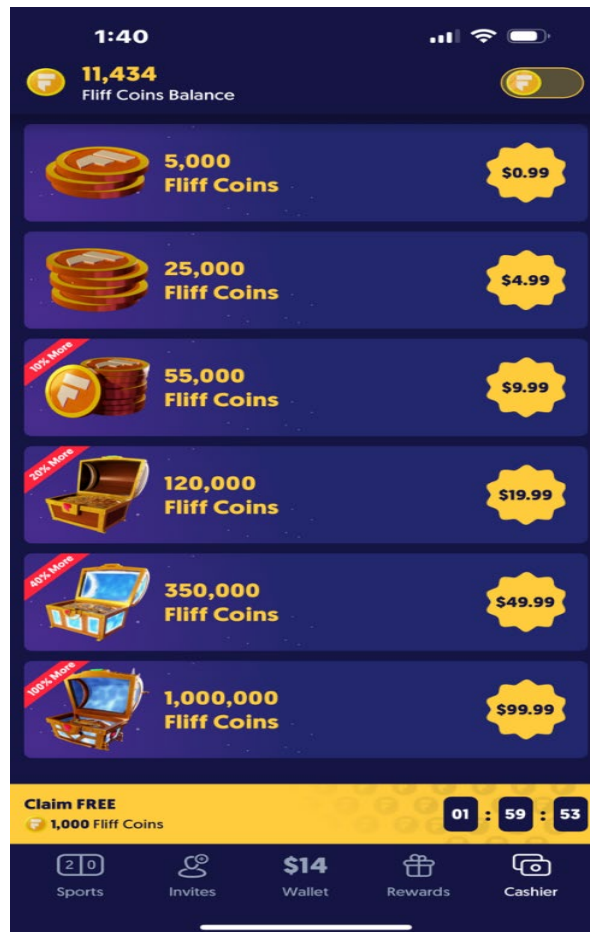
12           20. As part of the scheme, Fliff gives away Fliff Coins freely. These coins  
13 can be used to bet on actual sporting events but offer nothing of real value (other  
14 than enticing the user to gamble with real money). The Fliff Coins give the  
15 opportunity to earn XP – the app’s reward program points – move up leaderboards  
16 and earn badges. While no purchase is necessary, and the user can obtain free Fliff  
17 Coins every 2 hours, there is, however, also an option for the user to purchase Fliff  
18 Coins, and, when purchased, the user often will be given additional Fliff Cash as a  
19 bonus for purchasing the coins, essentially a discount on the purchase of Fliff  
20 Coins.

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27     <sup>7</sup> Fliff on Apple App Store available at: <https://apps.apple.com/us/app/fliff-sports-picks/id1489145500>

28     <sup>8</sup> *Id.*

<sup>9</sup> *Id.*

1 21. A picture of the Fliff Coin store is below:



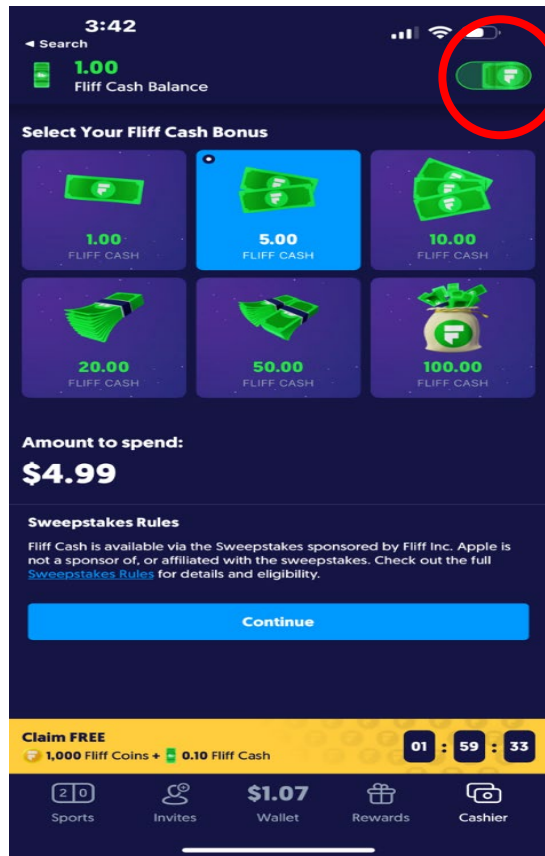
19 22. Fliff Coins are intended to entice users to switch to gambling with real  
20 money and provide Fliff cover from oversight and/or regulation. Indeed, the real  
21 thrust of Fliff is the ability for the user to wager with Fliff Cash. Fliff Cash is  
22 provided, in certain circumstances, for free as a bonus for purchasing certain Fliff  
23 Coin packs. Users can also write to Fliff to request 5.00 in free Fliff Cash if the  
24 user has *less* than 5.00 in Fliff Cash at the time of the request. A user can also earn  
25 Fliff Cash by securing a high-ranking in-leaderboard contests.

26 23. The free Fliff Cash must be played through at least one time; meaning  
27 after acquiring the free Fliff Cash, the user must gamble on a sporting event and  
28 win, before it can be withdrawn.

1 24. Contrary to the statement in the Apple App store that “[t]here is no  
 2 real money gaming offered in this app”<sup>10</sup> Fliff Cash can be redeemed for actual  
 3 cash at a rate of \$1 for 1.00 Fliff Cash. The minimum that can be withdrawn is \$50.  
 4 In other words, the user needs to win at least 50 in Fliff Cash to make a cash  
 5 withdrawal of \$50.

6 25. Importantly, a user need not wait to accumulate free Fliff Cash to  
 7 make sports bets. A user can, instead, purchase Fliff Cash from the Fliff cashier  
 8 inside the application and use it to bet on real sporting events.

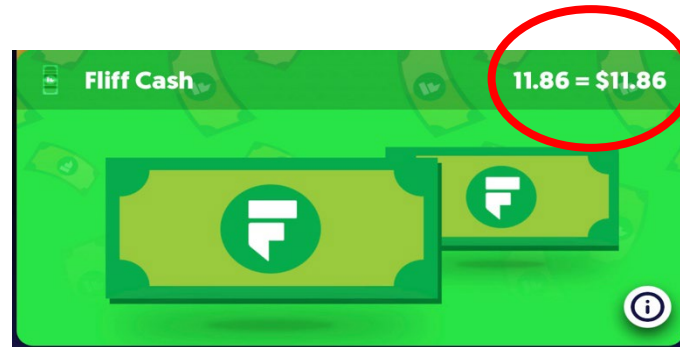
9 26. By selecting the toggle switch in the upper right-hand corner of the  
 10 Fliff cashier, the user can switch from purchasing Fliff Coins to Fliff Cash. An  
 11 image of the app’s purchase Fliff Cash option with the toggle switch circled is  
 12 pictured below.



<sup>10</sup> *Id.*



1           27. The Fliff user can use Apple Pay, Visa or Mastercard, to purchase  
2 Fliff Cash in amounts ranging from \$1 to \$100. The amount of Fliff Cash  
3 purchased is a dollar-for-dollar equivalent for actual cash. An image from the app  
4 of a Fliff Cash balance related to its actual cash value is below.



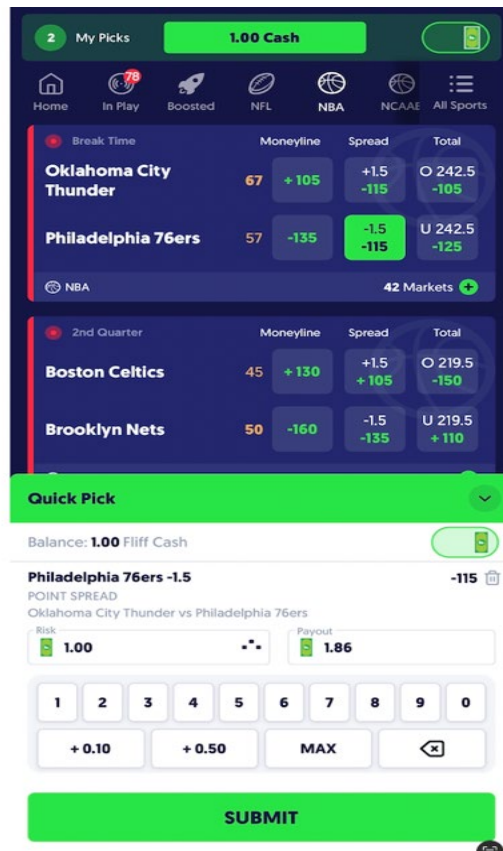
11           28. Just like a legal sports book, the amount of Fliff Cash the user stands  
12 to win if their pick is correct will be displayed on the app. If correct, and the user  
13 wins—like any legal sports book—their Fliff Cash balance increases by the payout  
14 amount and if they lose the amount of Fliff Cash the user chooses to bet reduces  
15 their Fliff Cash balance by that same amount.

16           29. Fliff looks nearly identical to traditional sports betting apps. Football  
17 fans can browse NFL and NCAAF odds on the various games taking place each  
18 week. It also covers NBA and college basketball, NHL, MLB games and various  
19 international baseball leagues. More than a dozen soccer leagues are featured,  
20 including the Premier League and the Champions League. The user can also place  
21 bets on tennis tournaments, boxing, MMA and a few leading e-sports.

22           30. Sports bets, generally, include bets on the game’s “moneyline,” which  
23 means simply betting on one team to win over the other. A “point spread” bet is  
24 another alternative, which involves betting on a team winning or losing any game  
25 by a certain number of points, goals, runs, etc. Separately, an “over/under” bet  
26 involves wagering that the two teams’ combined score will add up to more or less  
27 than a certain number of goals, points, runs, etc. Finally, a “parlay” bet involves  
28

1 linking multiple bets together (e.g., moneyline, point spread, over/under), where  
 2 the bettor must win each individual bet to get the payout.

3 31. An image of the Fliff gaming interface using Fliff Cash to bet on  
 4 sporting events (in this instance an NBA game), with available moneyline, spread  
 5 and over/under totals is pictured below. In this example, a spread bet of 1 Fliff  
 6 Cash on the Philadelphia 76ers would yield a payout of 1.86 in Fliff Cash,  
 7 consistent with the posted spread odds on this NBA game.



22 32. On the internet, Fliff is recognized as a sports book that California  
 23 residents can use to place sports bets, while waiting for the state to legalize sports  
 24 gambling. As the website California Casinos observed:

25  
 26 For now, and probably until at least 2024, *Fliff is the only*  
 27 *legal way to make sports picks for a chance to win money*  
 28 *in California*. So we want to treat it as seriously as we'd  
 treat any real-money sportsbook operating in the country's  
 biggest state. You'd better believe Californians eager to

1 bet on sports but discouraged by the prospects of Prop 26  
2 and Prop 27 this November are flocking to the App Store  
3 on Google Play Store to download the Fliff app. Starting  
4 this week, we'll post our six recommendations for the top  
5 Fliff football picks — three NFL, three college football.  
6 Fliff doesn't have season-long futures odds, so these  
7 weekly pieces will mostly focus on moneyline, spread,  
8 and Over/Under picks.<sup>11</sup>

9 33. But it's not just everyday sports gamblers who are aware of Fliff,  
10 underage users are also keenly aware that users can place sports bets using real  
11 money on Fliff.

12 34. As one Florida school district reported, "with the ever-expanding  
13 online platform, many iPhone applications and websites have made sports betting  
14 accessible to teenagers."<sup>12</sup> One student featured in the article stated, "[m]y main  
15 platform is an app called Fliff, which has most of your common bets and is strictly  
16 sports betting."<sup>13</sup> The article reported that "Fliff is in the regular rotation for many  
17 young betters for its easy-to-navigate platform [and that]...Fliff's [age  
18 verification] system is very poor and many underage kids are able to get away with  
19 withdrawing money."<sup>14</sup>

#### 20 **D. Fliff Violates California Law**

21 35. To evade oversight, Fliff claims that it is a "sweepstakes." But  
22 California law defines a "sweepstakes" as "any procedure for the distribution of  
23 anything of value by lot or by chance that is not unlawful under other provisions  
24

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25 <sup>11</sup> <https://www.californiacasinos.com/news/fliff-sports-betting-nfl-college-football-picks-dolphins-nc-state/>

26 <sup>12</sup> See "Underage Sports Betting Takes Hold of PVHS" December 9, 2021 (available  
27 at <https://pvhstiburon.com/index.php/2021/12/09/underage-sports-betting-takes-hold-of-pvhs/>) (last visited January 19, 2023).

28 <sup>13</sup> *Id.*

<sup>14</sup> *Id.*

1 of the law including, but not limited to, the provisions of section 320 of the Penal  
2 Code.” Cal. Bus. & Prof. Code § 17539.5 (a)(12).

3 36. First, there is nothing about Fliff that satisfies the definition of  
4 “sweepstakes.” Fliff describes the odds of winning as varying “for each Game and  
5 will be published by [Fliff] on the platform” and that the player “will choose the  
6 Game and will Stake Fliff Cash, and their win expectancy [odds of winning a Prize]  
7 will be a function of these choices.”

8 37. In other words, just like in any traditional sports book, the user picks  
9 the sporting event to bet on based on the published odds of a particular team  
10 winning (or the spread, moneyline, or over/under totals). The user then places a  
11 bet with Fliff Cash and winning or losing is a function of the outcome of the  
12 sporting event and the user’s choices, i.e., whether they picked the right team or  
13 the right odds for that sporting event. There is no distribution of a thing of value  
14 “by lot or chance.” Cal. Bus. & Prof. Code § 17539.5 (a)(12).

15 38. Second, the California Penal Code, section 330.2, defines “thing of  
16 value” as “any money, coin, currency, check, chip, allowance, token, credit,  
17 merchandise, property, or any representative of value.” Fliff Cash is a credit that  
18 can be converted into actual money.

19 39. In addition, Section 337a, makes any “bookmaking” illegal. The  
20 Penal Code specifies that bets or wagers on the result of contests of skill, speed, or  
21 power of persons or between persons (i.e., sporting events) are illegal. The Penal  
22 Code includes as punishable offenses:

23 (1) Pool selling or bookmaking, with or without a writing,  
24 at any time or place.

25 \* \* \*

26 (4) Whether for gain, hire, reward, or gratuitously, or  
27 otherwise, at any time or place, records, or registers any  
28 bet or bets, wager or wagers, upon the result, or purported  
result, of any trial, or purported trial, or contest, or

1 *purported contest, of skill, speed or power of endurance of*  
2 *person or animal, or between persons, animals, or*  
3 *mechanical apparatus, or upon the result, or purported*  
4 *result, of any lot, chance, casualty, unknown or contingent*  
5 *event whatsoever.*

6 \* \* \*

7 (6) Lays, makes, offers, or accepts any bet or bets, or  
8 wager or wagers, upon the result, or purported result, of  
9 any trial, or purported trial, or *contest, or purported*  
10 *contest, of skill, speed, or power of endurance of person*  
11 *or animal, or between persons, animals, or mechanical*  
12 *apparatus.*

13 Cal. Penal. Code § 337a (1), (4), (6) (emphasis added).

14 **E. Fliff Violates the Federal Wire Act, 18 U.S.C. § 1084**

15 40. The Interstate Wire Act (“Wire Act”) is a federal criminal statute that  
16 makes it illegal to pass gambling information and instructions across state lines  
17 using electronic wires.

18 41. Specifically, the relevant text of the law is as follows:

19 Whoever being engaged in the business of betting or  
20 wagering knowingly uses a wire communication facility  
21 for the transmission in interstate or foreign commerce of  
22 *bets or wagers or information assisting in the placing of*  
23 *bets or wagers on any sporting event or contest, or for the*  
24 *transmission of a wire communication which entitles the*  
25 *recipient to receive money or credit as a result of bets or*  
26 *wagers, or for information assisting in the placing of bets*  
27 *or wagers, shall be fined under this title or imprisoned not*  
28 *more than two years, or both.*

18 U.S.C. § 1084 (a) (emphasis added).

42. In sum, the Wire Act makes it illegal to: (i.) use a wire communication  
facility to host a betting service or act as a tout for sports betting; (ii.) use a wire  
communication transmission (phone, internet) to place a bet or give a tip about a

1 betting opportunity; and (iii.) to facilitate the payment for bets or wagers and/or  
2 payout of successful bets or wagers.

3 43. Fliff is based in Pennsylvania, Plaintiff and the putative Class are  
4 based in California. Fliff uses the internet to transmit through interstate commerce  
5 bets or wagers on sporting events and contests, which “entitles the recipient to  
6 receive money or credit as a result of the bets or wagers...” *Id.* Fliff’s conduct  
7 violates the Wire Act.

8 **CLASS ACTION ALLEGATIONS**

9 44. Plaintiff brings his claims as class claims pursuant to Fed. R. Civ. P.  
10 23. The requirements of Fed. R. Civ. P. 23(a), (b)(2), and (b)(3) are met with  
11 respect to the Class defined below.

12 45. Plaintiff proposes a Class defined as follows:

13 All persons in the State of California who  
14 purchased Fliff Cash on the Fliff Sportsbook App.  
15

16 46. Excluded from the Class is Defendant Fliff and any entities in which  
17 it has a controlling interest, any of its parents, subsidiaries, affiliates, officers,  
18 directors, employees and members of such person’s immediate families, the  
19 presiding judge(s) in this case and his/her immediate family.

20 47. Numerosity: Plaintiff believes, and therefore avers, that Fliff has been  
21 used in California by thousands of residents. Accordingly, the Class consist of  
22 hundreds, if not thousands of persons, making individual joinder of all the Class  
23 members impracticable. The Class can be readily identified using Fliff’s  
24 registration data.

25 48. Commonality and Predominance: Questions of law and fact are  
26 common to the Plaintiff, and the Class, and they predominate over questions  
27 affecting only individual members. Common questions include:

28 (a) Whether Fliff is an illegal sports book under California law;

- 1 (b) Whether Fliff violates the Federal Wire Act;
- 2 (c) Whether Fliff was unjustly enriched by operating an illegal
- 3 sports book in California;
- 4 (d) Whether Fliff Cash is a thing of value under California law;
- 5 (e) Whether Fliff should be enjoined from selling Fliff Cash; and
- 6 (f) Whether the Plaintiff and the Class are entitled to rescission and
- 7 restitution.

8 49. Typicality: Plaintiff's claims are typical of the claims of the Class

9 described above, and they arise from the same course of conduct by Fliff. The

10 relief the Plaintiff seeks is typical of the relief sought for the absent Class members.

11 50. Adequacy: Plaintiff will fairly and adequately represent and protect

12 the interests of all absent Class members. Plaintiff is represented by counsel

13 competent and experienced in class action litigation.

14 51. Superiority: A class action is superior to other available methods for

15 the fair and efficient adjudication of the controversy. Class treatment of common

16 questions of law and fact is superior to multiple individual actions or piecemeal

17 litigation. Moreover, absent a class action, most Class members would likely find

18 the cost of litigating their claims prohibitively high and would therefore have no

19 effective remedy at law.

20 52. The prosecution of separate actions by individual Class members

21 would create a risk of inconsistent or varying adjudications, which would establish

22 incompatible standards of conduct for Fliff. In contrast, the conduct of this action

23 as a class action presents far fewer management difficulties, conserves judicial

24 resources and the parties' resources, and protects the rights of each Class member.

25 53. Policies Generally Applicable to the Class: Fliff actions are generally

26 applicable to the Class as a whole, and Plaintiff seeks, *inter alia*, equitable

27 remedies on behalf of a Class of similarly situated individuals.

28



1 **CAUSES OF ACTION**

2 **FIRST CAUSE OF ACTION**

3 **Violation of California Unfair Competition Law**  
4 **(Cal Bus & Prof Code § 17200 *et seq.*)**  
5 **On Behalf of the Class**

6 54. Each of the preceding paragraphs is incorporated by reference as  
7 though fully set forth herein.

8 55. Plaintiff brings this cause of action on behalf of himself and on behalf  
9 of the other Class members, against Fliff for its unlawful, unfair, and/or deceptive  
10 business acts and practices pursuant to California’s Unfair Competition Law  
11 (UCL), Business & Professions Code § 17200 *et seq.*, which prohibits unlawful,  
12 unfair and/or fraudulent business acts and/or practices.

13 56. This claim is predicated on the duty to refrain from unlawful, unfair  
14 and deceptive business practices. Plaintiff and the Class members hereby seek to  
15 enforce a general proscription of unfair business practices and the requirement to  
16 refrain from deceptive conduct.

17 57. The UCL prohibits acts of “unfair competition.” As used in this  
18 section, “unfair competition” encompasses three distinct types of misconduct: (a)  
19 “unlawful...business acts or practices”; (b) “unfair fraudulent business acts or  
20 practices”; and (c) “unfair, deceptive or misleading advertising.”

21 58. Fliff committed *unlawful* business acts or practices in violation of the  
22 UCL.

23 59. Fliff also committed *unfair* business acts or practices in violation of  
24 the UCL.

25 60. Fliff, operates an illegal sports book, which violates the California  
26 Penal Code, section 337a (1), (4), and (6). In addition, by transmitting sports bets  
27 or wagers in interstate commerce, Fliff has violated the Federal Wire Act, 18  
28 U.S.C. § 1084 (a).





**PRAYER FOR RELIEF**

**WHEREFORE**, Plaintiff, individually and on behalf of all others similarly situated, respectfully requests that this Court enter a judgment against Fliff and in their favor, and grant the following relief:

A. Determine that this action may be maintained as a Class action with respect to the Class identified herein; certify a class action pursuant to both Rule 23(b)(2) and (3) with respect to particular issues if appropriate; and designate and appoint the named Plaintiff herein and their counsel to serve as Class Representatives and Class Counsel;

B. Declaring that Fliff is an illegal sports book that operates in violation of both state and federal law;

C. Grant Plaintiff and the Class declaratory, equitable, and/or injunctive relief, including rescission;

D. Awarding restitution to Plaintiff and the Class in an amount to be determined and requiring disgorgement of all benefits that Fliff unjustly received;

E. Enjoining Fliff from continuing the challenged conduct;

F. Grant Plaintiff and the Class members their costs of suit, including reasonable attorneys' fees and expenses, as provided by law;

G. Awarding pre- and post-judgment interest, to the extent allowed by law;

H. Appoint a receiver to restore the Plaintiff and members of the Class, as persons in interest, of money that Fliff acquired by its aforementioned unfair competition; and

I. Grant Plaintiff and the members of the Class such other, further, and different relief as the nature of the case may require or as may be determined to be just, equitable, and proper by this Court.

**JURY TRIAL DEMAND**

Plaintiff, by his counsel, request a trial by jury on those causes of actions set forth herein.

Respectfully submitted,

Date: June 6, 2023

By: /s/Dennis Stewart

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