

IN THE UNITED STATES DISTRICT COURT  
FOR THE SOUTHERN DISTRICT OF FLORIDA

JOHN B. THOMPSON,

Plaintiff,

v.

Case No. 07-21256 (Judge Adalberto Jordan)

THE FLORIDA BAR and  
DAVA J. TUNIS, JOHN HARKNESS,  
AND FRANK ANTONES,

Defendants.

**PLAINTIFF'S MOTION FOR JUDICIAL NOTICE**

COMES NOW petitioner, John B. Thompson, (Thompson) an attorney on his own behalf, and asks the court to take judicial notice of the emergence of a whistleblower from within the video game industry who corroborates what Thompson has said yet which is the excuse for the SLAPP Bar assault upon Thompson, stating:

The Florida Bar seeks the disbarment of plaintiff herein, as well as his public stigmatization by forced mental health examinations, because of his relentless whistleblowing about a) the dangerous and illegal practices of Take-Two Interactive Software, Inc., in its marketing and sale of adult video games containing sex and violence to minors, and b) Blank Rome's criminal activities in trying to protect those practices.

The Bar is so convinced that the "Tew Cardenas" SLAPP Bar complaints against Thompson are baseless that it has offered to dismiss them with prejudice. The SLAPP Bar complaint filed by noted gay porn disseminator and marijuana inhaler, Norm Kent, has already been dismissed as trash, but only after nearly three years of The Bars' enjoyment of it.

The other Bar complaints against Thompson are unsworn and from two corrupt judges, the first of which has admitted under oath that Thompson did not, as Take-Two's attorneys fraudulently alleged, "hide his colorful disciplinary history" to secure his *pro hac vice* admission in Alabama, with the second being the notorious Miami-Dade Circuit Court Judge Ron Friedman, who was recently whacked by the Third District Court of Appeal for doing to another litigation what he did to Thompson.

This is the collection of SLAPP-happy misfits and frauds who now use The Florida Bar to try to end Thompson's legal career. The Florida Bar knows fully how baseless are their SLAPP complaints against Thompson, yet it persists, in bad faith toward its desired permanent disbarment of Thompson because of its own twenty-year-old vendetta abidingly pursued by The Bar's John Boggs and John Harkness.

Yet the emergence of the video game industry's own escaped whistleblower, reprising the function of Big Tobacco's "Insider" Jeffrey Wiegand, now corroborates, below, all that plaintiff Thompson has alleged about this industry—and more.

## **Who is crazy now, Judge Jordan? This court must shut these SLAPP Bar proceedings down:**

**Another Columbine... Could Finland School Massacre be Related to Violent Video**

Contact: Matti Stevenson, 719-360-0586, [Mattistevenson@comcast.net](mailto:Mattistevenson@comcast.net)

SAN DIEGO, Nov. 8 /[Christian Newswire](#)/ -- At least seven people were killed Wednesday after an 18-year-old man opened fire at a high school in southern Finland. Could this be related to violent video games? John Douglas thinks so – and he should know. He's played over 7,000 of them!

For years John Douglas, President of Grand Design Productions and a video game industry veteran, sounded the alarm about the harmful content of certain titles to major corporations that he worked for, but his cries fell on deaf ears. Explains

Douglas, "The companies I worked for would thank me for alerting them to the problem. But then, the very next day, the title in question would go up on their shelf."

Then, on April 20, 1999, two students, Eric Harris and Dylan Klebold, embarked on a shooting rampage at Columbine High School in Jefferson County, Colorado, killing 12 students and a teacher, and wounding 23 others, before committing suicide. When the fact came out that both Harris and Klebold had spent countless hours honing their murderous skills on the shooting game DOOM, the public became incensed, sending retailers and game manufacturers scrambling for cover. "Virtually overnight, every violent video game in stores around the country was yanked from the shelf," recalls Douglas, "but, as soon as the public outcry died down, it was back to business as usual."

For nearly two decades, John Douglas has worked in the video game industry evaluating games, writing reviews, and generating game-play tips for an impressive array of prestigious clients. Douglas has worked with virtually every major developer of video games in the world and has established a reputation as a leading authority on video games. He has watched a small fledgling game industry in the 80's grow into the multi-billion dollar enterprise it is today. But an unsettling parallel to this growth has been a disturbing trend toward ever increasing levels of gratuitous sex, violence, and profanity.

Before entering the gaming industry Douglas served in law enforcement where he witnessed blood and horrific scenes on a daily basis. He says, "What I see now in video games does not even come close to what I witnessed as a Sheriff – it has become too disturbing to ignore any more."

"The real threat from video games is that parents are led to believe that these games are harmless forms of entertainment," Douglas observed. "At best they are a recreational diversion. Many parents, who normally take care to monitor their children's activities, mistakenly believe that the "ratings system" will prevent the kind of unacceptable content that exist in many of these games – NOT so."

In a fervent and gallant effort against these dark trends in video gaming, John Douglas has created a noteworthy enterprise, Grand Design Productions, that goes against the popular trend of "gaming" –the use of violent, disturbing home video games.

Sara and the Starfish (award winning and approved by the Dove Foundation), the first in a series of family-friendly, faith-based DVDs, is being released by Grand Design Productions this month. John Douglas, President of GDP ([www.granddesignproductions.com](http://www.granddesignproductions.com)) says, "I chose this as our first story because it illustrates that one person CAN make a difference."

John Douglas is calling it quits and he is using his experience in the entertainment industry to create a wholesome alternative to the crass, tasteless and exploitive products being churned out by Hollywood. Grand Design Productions will serve as an alternative to the potentially damaging products that our kids are currently exposed to. "Kids today are being exploited by the industry," observed Douglas. "Their innocence is being violated by corporate greed."

John Douglas is taking the biggest risk of his life—walking away from the lucrative video gaming business and devoting his efforts to this pendulum swing by producing animated films which will promote Christian principles and family values. Says Douglas, "It is a huge gamble – God willing, we will make a difference!"

<http://www.christiannewswire.com/news/234364714.html>

I HEREBY CERTIFY that the foregoing has been provided to opposing counsel through the court's electronic filing system, this November 9, 2007.

/s/ JOHN B. THOMPSON, Plaintiff  
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