# 2024-25

# Wisconsin High School Mock Trial Tournament Case Materials

**State of Wisconsin** 

VS.

M.J. Mossbridge

<u>Prosecution Witnesses</u>: <u>Defense Witnesses</u>:

Carne Mustard M.J. Mossbridge

Taylor Blavins-Swyft Coco

Carter Billy Jobs Adrian Stevie Gates

# **Stipulations/Pre-Trial Rulings**

- 1. All of the exhibits are authentic and the authenticity of an exhibit is never at issue. All witnesses have authenticated exhibits containing their initials and/or names and exhibits to which they refer in their affidavits, and the accuracy of the dates thereon. Authentic exhibits are not necessarily admissible at trial.
- 2. All witness affidavits have been properly signed and notarized. The electronic signatures on each affidavit's signature line and notary block are to be treated as authentic signatures. This stipulation does not apply to exhibits. Names of the notary publics are not relevant to the presentation of the case. Each witness has reviewed their affidavit the morning of trial, attested that it was true and accurate, and attested that there was nothing that they had forgotten or wanted to add, including content for exhibits.
- 3. Each witness affidavit/report is intended to be gender-neutral and should be interpreted as such. All witness affidavits use "they" as a singular pronoun, in order to be gender neutral. Both the Chicago Manual of Style and the Associated Press Stylebook now recognize "they" as an acceptable singular gender-neutral pronoun. Attorneys may (but are not required to) bring this stipulation to the attention of judges in pretrial matters if their teams wish to use "they" as a singular pronoun. In any event, judges are instructed not to downgrade scores due to the use of "they" as a singular, gender-neutral pronoun.
- 4. After the Criminal Complaint was filed against the Defendant, a preliminary hearing was held at which the Court found there was probable cause for the matter to move forward. The Defendant was arraigned and the State filed an Information which was identical to the Criminal Complaint. For all intents and purposes, the Criminal Complaint contained within these materials may be treated as the charging document in this matter.
- 5. While defendants in criminal trials have a right not to be compelled to testify at trial under the Fifth Amendment to the United States Constitution and Article I, Section 8 of the Wisconsin Constitution, M.J. Mossbridge has chosen to testify in this matter. Outside the presence of the jury, Mossbridge's attorneys have properly informed them of the pros and cons of testifying and the judge has properly questioned Mossbridge and determined that Mossbridge's decision is knowing, voluntary, and Mossbridge's alone.
- 6. The parties stipulate that Astor Rufflebottom died on May 17, 2024, and the cause of death was "three exsanguinating incisions [stab wounds] to the heart causing hemorrhagic shock," which is the cause of death noted by the medical examiner. The parties stipulate that the murder weapon was the ice pick found at the scene. This stipulated information may be entered into evidence without need for additional documentation or exhibits to support the same.
- 7. The parties stipulate that an ice pick found at the scene was the murder weapon. The parties stipulate that the Clearwater Sheriff's Department pulled a full fingerprint matching the fingerprint of M.J. Mossbridge from the handle of the ice pick. They further stipulate that the only DNA match found on the murder weapon was a match for Rufflebottom, extracted from the blood

on the weapon. The parties further stipulate that in an independent review of the evidence, Adrian Stevie Gates ran a partial fingerprint on the ice pick that the Sheriff's Department had not run through the database. That fingerprint was a match for Carter Billy Jobs. This stipulated information may be entered into evidence without need for additional documentation or exhibits to support the same.

- 8. As the above aspects of the physical evidence were the subject of stipulations, based upon time constraints put in place by the Court, the State chose not to call the investigating sheriff's deputy, medical examiner, or lab technicians as witnesses to these facts, instead calling the Clearwater Sheriff's Department's retained consultant with respect to the technological aspects of the evidence.
- 9. The Court determined that the police report will not be admissible, but the exhibits attached thereto may be considered for admission separately in the course of the trial, subject to any objections to the same. The police report is, therefore, not pre-marked as an exhibit.
- 10. The State originally objected to the hotel room key log provided by Defendant's expert. However, shortly before arguments on motions *in limine*, the State decided the evidence was beneficial to their theory of the case so withdrew their objection and submitted a supplement to their consultant's affidavit. The admissibility of the key log is stipulated, and it may be introduced by either side.
- 11. No motions to suppress were filed with respect to the exhibits obtained by the State and included in these materials, so no team may object to the exhibits on the basis that they were improperly obtained. However, this does not preclude objections to admissibility on any other grounds.
- 12. The Defendant, M.J. Mossbridge, while in high school at the time of the incident, has been charged as an adult. There are no questions regarding competency, mental disease, or defect of the Defendant in this matter.
- 13. Any individuals named in this problem but not identified as witnesses are *not* unavailable witnesses: the attorneys handling the case simply chose not to call them as witnesses at trial.
- 14. The Court held a pretrial evidentiary hearing and determined that the defense met the applicable burden of production pursuant to *State v. Denny*, 120 Wis.2d 614 (Ct. App. 1984) that entitled them to present evidence that Carne Mustard committed the charged crime. In so ruling, consistent with Mossbridge's constitutional right to present a defense, the Court ruled that statements made by Mustard that would otherwise constitute hearsay shall be admissible, if said statements would tend to implicate Mustard. Both sides are to use the jury instructions provided for their arguments: outside research, including research into the above-cited case law, may not be used.
- 15. This problem refers to "Nudge," a social media platform. Much like Clearwater, Wisconsin is a fictitious city in which mock trial problems take place, "Nudge" is the fictitious social media platform as a part of the same mock trial universe. Nudge is a multi-faceted platform, allowing users to post and engage with posts; to upload, view and engage with videos; and even permitting

users to live stream their video gaming. As with any social media platform, many users aim to amass a large number of followers who view and engage with their activity. For purposes of this case, Nudge usernames/handles that appear on their face to belong to a witness do, in fact, belong to that witness: this is not in dispute. As clarification: Castledusk, while it can be streamed on Nudge, is <u>not</u> a Nudge platform and the origin of at least one username on Castledusk is, in fact, in dispute.

16. All opinions contained in the affidavits of Carter Billy Jobs and Adrian Stevie Gates are made to a reasonable degree of professional certainty. In Motions *in Limine*, the methods, practices, training, skills, knowledge, qualifications and expertise of these witnesses were addressed in pretrial *Daubert* hearings, and the Court determined that both witnesses could offer the opinions stated in their affidavits. This ruling was based upon the expected trial testimony from the affidavits: this does not relieve any party of the need to lay foundation for expert opinions, nor does it remove either party's ability to attack the credentials of an expert, if appropriate, for the jury's consideration in determining the weight to give to any opinion.

# **Disclaimer**

The 2024-25 mock trial case is a hypothetical case. All names used in the mock trial case are fictitious and were created to be gender-neutral. Any similarity to an actual event or to the name of an actual person is strictly coincidental.

### **Exhibits**

Please note that exhibits are pre-marked. The pre-marking of exhibits is solely a convenience. It is not intended to suggest the order in which exhibits should be used nor is it intended to suggest anything about their admissibility. In addition, the pre-marking of exhibits is not intended to suggest that all exhibits must or should be used. Some may be marked in sub-sections. Those may be used independent of one another, subject to the rules regarding foundation and admissibility.

STATE OF WISCONSIN Plaintiff,

-VS-

Case No: 2024-CF-241

M.J. Mossbridge 531 Mountain View Road Clearwater, Wisconsin Defendant.

#### CRIMINAL COMPLAINT

The undersigned, being first duly sworn, states that:

#### **COUNT 1: FIRST DEGREE INTENTIONAL HOMICIDE**

The above-named defendant, on or about May 17, 2024, in the City of Clearwater, Clearwater County, Wisconsin, did cause the death of Astor Rufflebottom with intent to kill that person, contrary to sec. 940.01(1)(a), Wis. Stats., a Class A Felony, and upon conviction shall be sentenced to imprisonment for life.

And furthermore, invoking the provisions of Wisconsin Statute 973.046(1r), if the court imposes a sentence or places a person on probation, the court shall impose a deoxyribonucleic acid analysis surcharge, calculated as follows: (a) For each conviction for a felony, \$250 (b) For each conviction for a misdemeanor, \$200.

And furthermore, invoking the provisions of Wisconsin Statute 973.047(1f), if the court imposes a sentence or places a person on probation, the court shall require the person to provide a biological specimen to the state crime laboratories for deoxyribonucleic acid analysis. The court shall inform the person that they may request expungement under s. 165.77(4).

# PROBABLE CAUSE:

AND PRAYS SAID DEFENDANT WILL BE DEALT WITH ACCORDING TO LAW; AND THAT THE BASIS FOR THE COMPLAINANT'S CHARGE OF SUCH OFFENSE IS AS FOLLOWS:

Complainant, Detective Terry Olsen, is a sworn law enforcement officer who is presumed to be truthful and reliable. Complainant bases this Complaint upon their reports created and evidence collected in the course of investigating the death of Astor Rufflebottom, as well as upon the statements of Carne Mustard, Taylor Blavins-Swyft, and Coco, who are presumed to be truthful and reliable as citizen witnesses, as well as the statements of M.J. Mossbridge, which statements are presumed to be truthful and reliable as they were made against their penal interests.

Complainant also bases this Complaint upon information gained in consultation with Carter Billy Jobs regarding their technical expertise in relation to the systems at issue.

Complainant reports that on May 17, 2024, at approximately 8:45 p.m., the homicide team, led by Complainant, was dispatched to investigate the suspicious death of Astor Rufflebottom at Hotel Clearwater on 34 Forest Park Avenue in Clearwater, Wisconsin. The reporting party indicated that the body of Astor Rufflebottom had been discovered in a pool of blood in their hotel room at Hotel Clearwater, with multiple stab wounds that appeared to come from an ice pick left near their body.

At the scene, Complainant found the body of Astor Rufflebottom in a state consistent with what was originally reported, and the Medical Examiner's Report later confirmed that the cause of death was three stab wounds to the heart causing hemorrhagic shock. After determining Astor Rufflebottom had no pulse, Complainant called for the coroner. Complainant did locate an ice pick with a red wooden handle near the body. The tip of the ice pick was covered in blood and thereafter it was presumed to be the murder weapon. The homicide team was directed to secure the scene and begin homicide investigation protocol. No sign of forced entry was found.

Complainant's investigation into the death included interviews with the above-referenced individuals, among others. Investigation also included inspection of the scene and collection of evidence after proper application and execution of a search warrant, DNA collection and fingerprint analysis, and review of relevant records and reports, including the Medical Examiner's Report. Fingerprint analysis on a full fingerprint pulled from the ice pick resulted in a match to the fingerprint of M.J. Mossbridge. DNA results were not yet available as of the time of filing.

Multiple sources confirmed that all interviewed were present at Hotel Clearwater for an event the hotel was hosting for the Electronic Sports League, called the Castledusk National Tournament. Gamers, recruiters, and others gathered from around the country for this competition, where nationally-ranked players would compete in a virtual reality game called Castledusk to vie for a spot on the US National Team that would play at the World Castle Dusk Championships. Castledusk is a virtual reality game designed for the Moculus virtual reality headset. The event included panel discussions, demonstrations, competitions, practices, and official tournament play. The game itself offered opportunities for in-game observation for others physically present, and was streamed on Nudge so it would be viewable for a worldwide audience.

Complainant first spoke with Carter Billy Jobs, who made the initial call to report the homicide. Jobs was the developer of Castledusk and provided background on the game functions. Jobs described the game as a medieval combat game that involved sword-fighting using the Moculus headset and hand controllers. The game allowed individuals to play in online or local modes, and in group play (Royale mode) or one-on-one play (Duel mode). The game also allowed others to participate as "Spectators" who could watch and also impact game play by throwing virtual items or yelling. Jobs reported that official tournament play had ended for the day when the murder occurred, but that I was welcome to follow up with additional questions.

Complainant next interviewed Carne Mustard, who knew Rufflebottom and had a key to their room. Around 8:40 p.m., they left their room, which was four floors down. They went to the first floor, intending to get ice from the ice machine. They realized they forgot their ice bucket and ran back to their hotel room, passing someone on the way. Instead of continuing to get ice, they decided to go to Rufflebottom's room to see if they wanted to have a Red Bull and soda at the hotel bar.

They knocked on Rufflebottom's door and no one answered. They opened the door with their key, entered, and immediately found Rufflebottom's body and the ice pick nearby, both in a state identical to what was described above.

Mustard did not have any additional information regarding the murder scene itself, but upon further questioning, Mustard reported that earlier that day, they had seen M.J. Mossbridge take an ice pick belonging to an ice sculptor named Coco who had been hired for this event. Mustard reported that Mossbridge and Rufflebottom were rival players in the Castledusk game, and Mossbridge had a history of making threats toward Rufflebottom, which initially Mustard had not taken seriously. Mustard further reported that when they were all playing in Royale mode immediately prior to the murder, they noticed M.J. Mossbridge's game avatar going back and forth between aggressive and sluggish, turning sluggish immediately prior to Mustard logging out at 8:40 p.m.

Next, Complainant spoke to Coco, the ice sculptor. Coco identified the murder weapon as an ice pick belonging to them. When asked about the ice pick's whereabouts and all individuals who they may have seen handling the ice pick, Coco indicated that Carter Billy Jobs, Carne Mustard, and M.J. Mossbridge had all handled the ice pick that same day. Mossbridge was the last person who they knew to handle the ice pick. Coco recalls Mossbridge setting it down, and then fifteen minutes passing before Coco realized the ice pick was missing. Coco also reported hearing arguments between Mossbridge and Rufflebottom, and also arguments between recruiter Taylor Blavins-Swyft and Carter Billy Jobs involving Mossbridge. Coco, whose room was near Rufflebottom's, reported hearing Rufflebottom yell "you?!" from their room around the time of the murder.

This led to Complainant speaking with Taylor Blavins-Swyft. Blavins-Swyft was not present at the time of the murder but was a recruiter who had knowledge of the relationship between Rufflebottom and Mossbridge. They reported Mossbridge acting out of anger in both game play and in relation to Mossbridge's turkey leg concession company. They reported seeing Mossbridge (and Mustard) handling Coco's ice picks earlier in the day.

Based upon the above, Complainant next followed up with Carter Billy Jobs, seeking insight into game play data. Jobs indicated they could retrieve data regarding avatar registrations, GPS data connected to player profiles, individual game play history and internet connections. Jobs was not able to retrieve all of this data immediately, but in a preliminary sense was able to note that Mossbridge's account activated "autopilot" mode at 8:38 p.m., and remained in Mossbridge's room, which was down the hall from Rufflebottom's. At 8:39 p.m., a second account logged in from Mossbridge's room, and the account was associated with a similar email address to Mossbridge's original account. That account then left Mossbridge's room and entered Rufflebottom's room, where it stayed for three minutes. Then, the account was deleted.

We then went to speak with M.J. Mossbridge, who was not yet officially a suspect. Mossbridge denied having put themselves on autopilot that night.

Mustard then came to us with new information, indicating they had looked at their phone and found a message from Mossbridge from after the murder saying "Seems Astor can't take a little stabbing, huh?"

Based on the above, once fingerprint analysis was received, the case was cleared by arrest, referring the matter to the District Attorney's office on recommended charges of first degree intentional homicide.

Det. Terry Olsen Terry Olsen

Signed and sworn to before me This 8th day of June, 2024.

Kevin Lonergan\_

Notary Public, State of Wisconsin My commission is permanent STATE OF WISCONSIN Plaintiff,

-VS-

Case No: 2024-CF-241

M.J. MOSSBRIDGE Defendant.

#### **JURY INSTRUCTIONS**

# 1010 FIRST DEGREE INTENTIONAL HOMICIDE

# **Statutory Definition of the Crime**

First degree intentional homicide, as defined in § 940.01 of the Criminal Code of Wisconsin, is committed by one who causes the death of another human being with the intent to kill that person or another.

#### State's Burden of Proof

Before you may find the defendant guilty of first degree intentional homicide, the State must prove by evidence which satisfies you beyond a reasonable doubt that the following two elements were present.

#### **Elements of the Crime That the State Must Prove**

- 1. The defendant caused the death of Astor Rufflebottom.
  - "Cause" means that the defendant's act was a substantial factor in producing the death.
- 2. The defendant acted with the intent to kill Astor Rufflebottom.
  - "Intent to kill" means that the defendant had the mental purpose to take the life of another human being or was aware that their conduct was practically certain to cause the death of another human being.

# When May Intent Exist?

While the law requires that the defendant acted with intent to kill, it does not require that the intent exist for any particular length of time before the act is committed. The act need not be brooded over, considered, or reflected upon for a week, a day, an hour, or even for a minute. There need not be any appreciable time between the formation of the intent and the act. The intent to kill may be formed at any time before the act, including the instant before the act, and must continue to exist at the time of the act.

# **Deciding About Intent**

You cannot look into a person's mind to find intent. Intent to kill must be found, if found at all, from the defendant's acts, words, and statements, if any, and from all the facts and circumstances in this case bearing upon intent.

#### **Intent and Motive**

Intent should not be confused with motive. While proof of intent is necessary to a conviction, proof of motive is not. "Motive" refers to a person's reason for doing something. While motive may be shown as a circumstance to aid in establishing the guilt of a defendant, the State is not required to prove motive on the part of a defendant in order to convict. Evidence of motive does not by itself establish guilt. You should give it the weight you believe it deserves under all of the circumstances.

# **Jury's Decision**

If you are satisfied beyond a reasonable doubt that the defendant caused the death of Astor Rufflebottom with the intent to kill, you should find the defendant guilty of first degree intentional homicide.

If you are not so satisfied, you must find the defendant not guilty.

#### 140 BURDEN OF PROOF AND PRESUMPTION OF INNOCENCE

In reaching your verdict, examine the evidence with care and caution. Act with judgment, reason, and prudence.

# **Presumption of Innocence**

Defendants are not required to prove their innocence. The law presumes every person charged with the commission of an offence to be innocent. This presumption requires a finding of not guilty unless in your deliberations, you find it is overcome by evidence which satisfies you beyond a reasonable doubt that the defendant is guilty.

#### State's Burden of Proof

The burden of establishing every fact necessary to constitute guilt is upon the State. If the defendant contends that they acted in self-defense or defense of others, the State bears the burden of proving beyond a reasonable doubt that the defendant did not act lawfully in self-defense or defense of others. Before you can return a verdict of guilty, the evidence must satisfy you beyond a reasonable doubt that the defendant is guilty.

# **Reasonable Hypothesis**

If you can reconcile the evidence upon any reasonable hypothesis consistent with the defendant's innocence, you should do so and return a verdict of not guilty.

# **Meaning of Reasonable Doubt**

The term "reasonable doubt" means a doubt based upon reason and common sense. It is a doubt for which a reason can be given, arising from a fair and rational consideration of the evidence or lack of evidence. It means such a doubt as would cause a person of ordinary prudence to pause or hesitate when called upon to act in the most important affairs of life.

A reasonable doubt is not a doubt which is based on mere guesswork or speculation. A doubt which arises merely from sympathy or from fear to return a verdict of guilt is not a reasonable doubt. A reasonable doubt is not a doubt such as may be used to escape the responsibility of a decision.

While it is your duty to give the defendant the benefit of every reasonable doubt, you are not to search for doubt. You are to search for the truth.

#### 170 CIRCUMSTANTIAL EVIDENCE

It is not necessary that every fact be proved directly by a witness or an exhibit. A fact may be proved indirectly by circumstantial evidence. Circumstantial evidence is evidence from which a jury may logically find other facts according to common knowledge and experience. Circumstantial evidence is not necessarily better or worse than direct evidence. Either type of evidence can prove a fact. Whether evidence is direct or circumstantial, it must satisfy you beyond a reasonable doubt that the defendant committed the offense before you may find the defendant guilty.

# 300 CREDIBILITY OF WITNESSES

It is the duty of the jury to scrutinize and to weigh the testimony of witnesses and to determine the effect of the evidence as a whole. You are the sole judges of the credibility, that is, the believability, of the witnesses and of the weight to be given to their testimony.

In determining the credibility of each witness and the weight you give to the testimony of each witness, consider these factors:

- whether the witness has an interest or lack of interest in the result of this trial;
- the witness' conduct, appearance, and demeanor on the witness stand;
- the clearness or lack of clearness of the witness' recollections:
- the opportunity the witness had for observing and for knowing the matters the witness testified about;
- the reasonableness of the witness' testimony;
- the apparent intelligence of the witness;
- bias or prejudice, if any has been shown;
- possible motives for falsifying testimony; and
- all other facts and circumstances during the trial which tend either to support or to discredit the testimony.

Then give to the testimony of each witness the weight you believe it should receive.

The defendant has testified in this case, and you should not discredit the testimony just because the defendant is charged with a crime. Use the same factors to determine the credibility and weight of the defendant's testimony that you use to evaluate the testimony of any other witness.

There is no magic way for you to evaluate the testimony; instead, you should use your common sense and experience. In everyday life, you determine for yourselves the reliability of things people say to you. You should do the same thing here.

STATE OF WISCONSIN	CIRCUIT COURT	CLEARWATER COUNTY		
STATE OF WISCONSIN Plaintiff, -vs- M.J. MOSSBRIDGE	Case No: 2024-CI	Case No: 2024-CF-241		
Defendant.				
VERDICT				
We, the jury, find the	defendant, M.J. Mossbridge,	guilty of First Degree Intentional		
Homicide, contrary to Wisconsi	n Statutes sec. 940.01(1)(a).			

Jury Foreperson

STATE OF WISCONSIN				
Plaintiff,				
-VS-	Case No: 2024-C	:F-241		
M.J. MOSSBRIDGE Defendant.				
VERDICT				

We, the jury, find the defendant, M.J. Mossbridge, not guilty of First Degree Intentional Homicide, contrary to Wisconsin Statutes sec. 940.01(1)(a).

Jury Foreperson

#### AFFIDAVIT OF CARNE MUSTARD

Carne Mustard, first being duly sworn, states as follows:

- 1. I am Carne (pronounced Carnie, like a Carnival employee) Mustard. I changed my name to Carne when I was 14, just as I was going into high school, because my given name was Gene-Frances. My parents are molecular biologists and they thought it was clever. But I was bullied, especially after seventh grade when we were taught about the double helix. I wanted to send a message to my parents that I would not follow in their elitist footsteps. So, in high school, I reinvented myself as Carne and sought out friends who hated molecular biology.
- 2. Astor Rufflebottom was my first high school friend my first real friend. Astor always wanted me around, and I was happy to do whatever Astor wanted, because Astor was a star video gamer who had more followers on Nudge than I could count. Astor taught me all about gaming, and I was a real asset, because even though I was never going to be able to beat Astor, I have a talent for understanding how games are programmed and created. I think Astor liked me because I was never real competition for them. I'm good, but it was an unspoken truth between me and Astor that I would never reach Astor's level of expertise.
- 3. The one thing I have going for me when it comes to Castledusk, golf, baseball, and tennis, is that I'm a left-hander, which comes in "handy" in all games related to sword play. From my early days of watching The Princess Bride, I would start playing right handed, and if I was losing, I'd dramatically switch to playing left-handed, dazzling everyone. Had my parents shown any interest in sports, I would have been a professional athlete. Left-handers throw everyone off.
- 4. I met M.J. Mossbridge through Astor, and for a while freshman year, we'd all hang out and play games together, but M.J. and Astor soon started their own thing, especially after they started playing Castledusk. They would only play with each other and excluded me. Frankly, I didn't like Castledusk. There was too much going on. It was like an action scene with too many characters, too many weapons, too much movement, too much of everything. Playing Castledusk made me want to crawl in bed and read a 500-page book about antelope.
- 5. Astor would tell me they only hung out with M.J. because M.J. played better than anyone and playing with M.J. made Astor a better player. Astor always reassured me I was their best friend. Astor often complained to me that M.J., though exceptionally skilled, had a creepy dark side. They were relentless when playing and seemed to become a different person when engaged in Castledusk. Astor thought M.J. was possessed by Castledusk like one may be possessed by a demon. I agreed. There was something about M.J. that was not quite right.
- 6. Before the Electronic Sports League 2024 Castledusk National Championship, both M.J. and Astor complained to me about the other one. I had math with M.J., and they sat in front of me. A few days before the tournament, M.J. kept turning around when we were supposed to be completing an in-class assignment, saying things like, "Astor is going to burn," and "You just wait and see what happens." I thought at the time M.J. was saying these things so I would run and tell Astor and M.J.'s confidence would intimidate Astor.
- 7. I didn't pass these messages on to Astor. Astor needed to be in perfect condition to win the championship. I could tell Astor was nervous. They wanted everything perfect and, in the

weeks leading up to the tournament, Astor was, frankly, difficult to deal with. When Astor became stressed out about competition, they treated me like a personal assistant, demanding I get them Red Bull and mix it with Diet Coke in the most precise ratio and yelling at me whenever they made a mistake in the game. They wanted me by their side constantly, and to appease me, Astor always had double-stuff Oreos on hand. I felt like a Golden Retriever: stupidly loyal just to get a snack. It was getting really tiresome, but I knew I had to tolerate being dumped on because the tournament was so important, and afterward things would be better. At least I hoped they would be. I wanted to be Astor's friend and not their dog, and I think all the Oreos were dangerously increasing my triglyceride levels.

- 8. The day before the competition started, we checked into Hotel Clearwater. I knew the hotel well because my parents often hosted conferences for molecular biologists from all over the world at the hotel. When I was little, I spent hours of unsupervised time wandering around the hotel, sneaking into the kitchen to steal food, and escaping through hidden stairwells. Whomever designed the hotel was an evil genius there were trick stairwells leading to nowhere and hidden stairwells and secret passages. No wonder there have been so many murders at the hotel over the past 100 years.
- 9. Astor had insisted that we request neighboring rooms so I could be on call if they needed anything. I told Astor I called the hotel to make the request, when in reality, I never got around to it. I wanted to leave fate in the hands of the hotel clerk, and by this point, I was really sick of Astor. At least if I was not near Astor, I'd have a chance to get some rest.
- 10. When we got our room assignments, I was on the sixth floor and Astor was on the  $10^{th}$  floor, down the hall from M.J. Astor's room was pretty close to Coco, Clearwater's famous ice sculptor, who I found to be rude, snotty, and snooty. My room was actually directly four floors below M.J.'s; my room number was 601 and M.J.'s was 1001. The ego on the 10th floor was worse than the world's top molecular biologists. Astor was irritated that we were not near each other, but I assured them that the 10th floor was probably reserved for the most important people only—an explanation Astor seemed to agree with. I assured Astor I was close by. I told Astor I could take a back stairwell and get upstairs in 90 seconds if I ran (although I hate running up or down stairs particularly when I've eaten a package of Oreos). Taking the elevator or walking, the distance door to door was three to four minutes.
- 11. I have a suspicion that M.J. wanted to be close to Astor to intimidate them. Right after Astor checked in, I saw M.J. talking to the front desk people in a very animated way. I saw the front desk person hand M.J. a key card, and M.J. handed it back. The front desk person appeared to re-program the key card and return it to M.J. I have no doubt M.J. demanded to be near Astor, or wait—is that when they got Astor's key?
- 12. I have to admit I was a bit annoyed when Carter Billy Jobs asked me to be their "demo kid" before the big competitions got started: I mean I know I wasn't expected to rank high, but it wasn't exactly a boost to the ego to get beat up on over and over before the official games even began. Plus, with all the running around for Astor, I had really been hoping to use my free time to rest. I ended up blowing up at Astor a little when M.J. came over to insult me in front of

the recruiter: I felt like Astor was setting me up for it, following them around like their puppy. I was tired and my fuse was a little shorter than it should have been.

- 13. Since I was out and about more than I had expected to be, I was able to notice that M.J. seemed to have an odd affinity for Coco. The afternoon before the final round, when everyone was in the banquet room for afternoon snacks, I saw M.J. talking to Coco. Coco was showing off their various ice picks, and at one point, M.J. took an ice pick and was waving it around like a sword, and Coco completely freaked out and almost tackled M.J., grabbing the ice pick. M.J. was telling Coco to relax, saying they were just playing around. Coco hastily grabbed the ice picks and ran off. However, Coco hadn't realized an ice pick had fallen on the floor. I saw M.J. look around, bend over, and pick up the ice pick, putting it under their sweater before walking away.
- This was outside official tournament play: it was more for fun and to blow off steam before the finals the next day. I was playing, but my character was killed early in the game. I, however, stayed logged in to the game, switching to spectator mode, to observe how Astor was doing against M.J. I actually ran up to Astor's room quickly to see if they needed anything, but they were so focused they didn't even hear me stop in so I just left, went back to my room, and kept watching. Astor's game was amazing, and I felt confident that Astor would be the last one standing. M.J.'s character went back and forth between being ridiculously aggressive to sluggish. It was clear that M.J. was angry and distracted.
- 15. Sometime around 8:40 p.m., I decided to log out. M.J.'s avatar had been aggressively attacking Astor's avatar earlier in the game, but they had become sluggish again, and I'd frankly had enough.
- 16. It was getting late, and I was feeling dizzy from watching so much Castledusk, so I decided to get some ice water. I walked out of my room and to the ice machine on the first floor, but then realized I forgot the ice bucket. I was super annoyed and sprinted back to my hotel room to get the bucket. I think I passed someone on the way but don't remember who.
- 17. The sprint down the hall back to my room revived me. It's amazing what just a small amount of exercise can do after watching VR and eating Oreos all day. I decided to see what Astor was doing. I didn't want to text them because I knew they wouldn't respond. Astor had given me a spare room key to their hotel because they'd asked me earlier to bring their luggage to their room and turn down the sheets (which I begrudgingly did). I forgot to return the key, but since I had it, I decided to go up there and let myself in in hopes of persuading Astor to have a Red Bull and soda with me at the bar. While revived, I was a bit winded, so I took the elevator.
- 112 18. When I got to Astor's room, I knocked on the door (even though I had a key, knocking is the polite thing to do). No one answered and the door was shut.
  - 19. I used my key, opened the door, and walked into the room and immediately saw Astor on the floor with blood on their shirt coming from their chest, near their heart. There was blood everywhere and I saw an ice pick laying on the floor. I don't remember what happened next, but I heard myself screaming and then I wet my pants. I felt sheer horror. I really don't remember

- who came or what happened. People came in the room and pushed past me to get to Astor. I think I must have wandered back to my room. Once there, I realized my clothes were soiled and I stepped into the shower wearing them. After showering, I wrapped my clothes in a bundle of towels and shoved them down one of the laundry chutes that hotel staff use for linens and towels. The laundry chutes are hidden on the floors in a small utility closet. I knew this because when I was a kid, I slid down the first floor laundry chute into a huge bin of towels and sheets, waiting in line to sit in a vat of bleach before being washed at 165 degrees.
- When I got back online, I found a Nudge message from M.J. where they talked about stabbing Astor. I couldn't believe it. I took it right to the police.
  - 21. I can't get the picture of my friend and all the blood out of my head. Once I found out it was M.J. who did it, everything clicked: all the comments, the behavior, the key, the ice pick: it was all toward one goal. Killing my best friend. Now, I heard that M.J. is trying to blame me. Me—the person who cared so much about Astor that they put their own personal status aside to help Astor succeed. Not like I need to say it, but no—I did not kill Astor. I just wanted to see them happy and on top of the world. Now I never will. I will never, ever forgive Mossbridge.

Carne Mustard
Carne Mustard

Subscribed and sworn before me this 31<sup>st</sup> day of May, 2024.

Anne Bensky
Notary Public, State of Wisconsin
My commission is permanent.

# AFFIDAVIT OF TAYLOR BLAVINS-SWYFT

Taylor Blavins-Swyft, first being duly sworn, states as follows:

- 1 1. My name is Taylor Blavins-Swyft, and I am an adult resident of the State of California.
  - 2. I am the Executive Vice President of Talent Acquisition for Game Masters, which is an eSports franchise known for putting together the most skilled and winningest teams for a handful of the most popular video games across various gaming systems and genres. We have a proven history of anticipating the eSports competition market and providing our talent with zealous advocacy and professional representation. As part of my job, I also assist with recruitment for the US National Team that plays in the World Championships for various games.
  - 3. Like all kids of my generation, my parents regularly informed me that video games were not a life plan and that I needed to focus on school, make a plan for a reliable career path, and realize that gaming was a hobby, not a means of paying bills. Turns out, they were wrong.
  - 4. Admittedly, I did go the expected route for a while. I have a Bachelor of Business Arts degree with dual majors in entrepreneurship and management from UW-Clearwater. After completing my BBA a semester early in December 2008, I worked an internship at Nudge, which evolved into a full-time gig working on new product development. While it was a little 9-5 for my taste, my parents were not wrong about the perks of a steady paycheck, health insurance, and the fringe benefits like a continuing education and tuition reimbursement program for pursuing degrees in related fields. I was with Nudge for six years, including my internship. While I was there, I also completed a part-time Professional MBA program, concluding in December 2012. I focused on business analytics and strategic growth during my program.
  - 5. Nudge had a policy requiring a minimum two-year commitment before leaving after degree completion, which I stuck out, but honestly had one foot out the door that whole time. I had been increasingly interested in and spending time watching up-and-coming gaming systems and game developers, looking to see where I might find like-minded folks with whom I could join forces and get out of the Nudge daily grind.
  - 6. I did overlap with Carter Billy Jobs for a bit in my time at Nudge. We never worked on the same teams or projects, but word got around about them. People seemed to generally like them, but I limited my opinions to those of them professionally. Personally, I never really liked them and always found them to be a bit sneaky and out for their own good. We spoke in passing on things that were tangentially related and our mutual love of all things gaming, but they were more heavily into specific product and game development, which I did not think I wanted to leave Nudge for. They did extend an offer to me to come with when they left Nudge to form Crow Software, Inc., but it just was not the right fit for me. I always got a bad vibe about their attempts to poach Nudge staff on their way out their door and their motivations for seeking me out. They never really seemed to be the most honest character because of that.
  - 7. Initially, I did a little informal, off-the-books consulting at the outset, but ultimately wished them well and kept my head down, looking for my next right move. I always got the impression that this caused a rift with them. I thought we left things on good terms, but I didn't like some of the rumors I had heard after the fact that Carter spread about me not wanting to work

with them. Their company just wasn't what I wanted for my future – I had no problem with them personally until I started hearing rumors about me and my work ethic I knew only could have originated from them.

- 8. I never gave up my gaming habit, only increased my exposure to different systems, beta tested new games, and tried to figure out how I could ultimately evolve my career to include gaming as my full-time job. It started as a way to prove my parents wrong, but I eventually discovered a great group of similarly situated people who were heavily involved in the eSports competition world. After a few years of talking and planning, we came up with the idea for Game Masters and got together the necessary funding and planning to make a real go of it.
- 9. What people do not seem to realize about eSports is that they have not only made it to the mainstream, with events airing on major television networks with millions of viewers per broadcast, but that eSports competitions have grown to offer larger prizes than Wimbledon. As of May 2024, the greatest overall prize pool for an eSports tournament was The International 2021, which had a total prize pool of over \$40MM. Prize pools in surrounding years for similar tournaments have also ranked in the tens of millions.
- 10. eSports are actually considered the fourth largest international sporting events after the Olympics, the World Cup, and Formula One racing. In addition to the camaraderie and competition offered by eSports, there is a definite market there that is ever expanding. Current estimates put the total worldwide audience for eSports at more than 400 million viewers. Worldwide market venue estimates total over \$1 billion. In order to get a piece of the pie, players and teams frequently record their play and promote themselves on Nudge channels dedicated to their game of choice in order to show off their individual and team skills in an effort to get noticed by the key financial backers in the gaming world.
- 11. My responsibilities as EVP of Talent Acquisition for Game Masters are exactly what it sounds like. It is my job to ensure that we have located, considered, and retained the best possible players for the top trending and up-and-coming games available on the Moculous and other trending systems. I oversee the work of several subgroups of scouts and recruiters whose research I use to personally review and scout the most talented and sought-after players. We put together various teams for different competitions and events, depending on what is trending.
- 12. Before the tragedy that occurred at the National Championship in Clearwater, I already had my finger on the pulse of the new hit game CastleDusk<sup>TM</sup>. I was not surprised to find out that Crow Software was behind the game. I may not have been interested in becoming Carter's business partner, and I may not have liked what I know they said about me to other key players in the industry, but I knew that it would not be long before they made a splash in the gaming industry. With their excellent business management and promotional team (see how big of a person I am? Able to compliment another professional without resorting to petty gossip?), I was confident that the game would take off on the new Moculus system that the eSports world was really getting into around 2016.
- 13. We watched the numbers and the available content from Nudge channels, various other video hosting sites, the gaming blogs, various key threads that we follow, and our own experiences playing the game. While the eSports industry is big business, it is also a very small world. Once you start regularly playing a game in the various modes that allow for group play

over the Internet with teams comprised of individuals across the world, it does not take long to hear the chatter about who the people are to watch and to beat. We started putting together vetting books on hundreds of players that we had identified as potentials for a Castledusk<sup>TM</sup> team.

- Because of their proximity and tendency to play both against one another and in Royale mode groups, I quickly became acquainted with the victim in this case, Astor P. Rufflebottom, their friend Carne Mustard, and the defendant, M.J. Mossbridge. I would say that I learned of all of them roughly around the same time, approximately nine months to a year prior to the VR Sports 2024 Junior Olympics. There was no doubt that all these young people had a great head for the CastleDusk<sup>TM</sup> game, enjoyed playing, and dedicated a lot of time and energy to improving their skills and mastering the games' nuances.
- 15. I ultimately focused my attention and recruiting intentions most heavily on Rufflebottom. One of the things we strive for in Game Masters is the total package for any player. We not only want skilled and dedicated players for our team, but we want people who will represent the company and the team well in the gaming world during day-to-day play, at competitions, and at publicized events like conventions and sponsorship events. While Carne Mustard was a good team player for the most part, and showed a positive and supportive mentality when things were going well, they seemed to also get frustrated and lose their cool quickly when things did not go their way. And things would "not go their way," more often than other players since their skills were not nearly on the same level as Rufflebottom and Mossbridge.
- 16. Mossbridge similarly fell short of the mark not in terms of their game play and skills but in terms of their attitude. I viewed hundreds of hours of their Nudge channel content and was a bit shocked at times as to how crass and unkind their behavior could be both in victory and defeat. Similarly, if viewers of their content commented that Mossbridge needed to cool off or be a better sport about what were supposed to be friendly games between them and Rufflebottom, they would leave biting comments back, engaging in lengthy arguments with the original poster and other commentators. I gave the police one or two examples of comments like this from Mossbridge that I had flagged from right before the tournament. I did not have time for handling that type of attitude on our teams from a PR standpoint—not when there were players out there like Rufflebottom who had already matured to the point of being able to advance their skills *and* treat other players and members of the gaming community with basic respect.
- 17. After we have reviewed all of the relevant data and winnowed down the pool for any particular team to a short list, the next step in our recruitment process when possible is to attend a larger event like the VR Sports Junior Olympics or, in this case, the National Championship, where we can interact with the potential recruits in real time, see how they interact with one another, and, for games like CastleDusk<sup>TM</sup>, enter spectator mode and watch both one-on-one duels and Royale mode battles in real time to see how players react to the pressure of being watched on a larger stage. I had plans to speak with several different players at the 2024 National Championship about the possibility of working with Games Master and being on the US National Team for the World CastleDusk<sup>TM</sup> Championship, as well as a few others that were in the works.
- 18. In fact, going in, I had not fully given up on Mossbridge. While I was put off by their attitude and past behavior, I had compiled a series of examples with which to present them to explain to them why I had hesitations about recruiting them, despite their skill level. That included the screen grabs I later provided to police. I wanted them to understand that no matter

how much potential they had, if they didn't clean up their act, they were not likely to be successful as an eSports recruit or in any other venture. I am not sure why I took a special liking to them, other than that I thought I saw some potential there and did not want to see it squandered or passed over because of an immature temperament. Despite how much I've grown since my younger years, I admit that when I was their age, I too had a temper and was not the best at handling adversity.

- Championship games were set to begin, I was surprised to run into Mossbridge. The ESL had set up an evening networking event for sponsors, organizers, and other stakeholders before the games opened to the public and the players who were to compete. Apparently Mossbridge works for a turkey leg concession company that had been contracted to cater one of the food stalls for the event. I was honestly shocked when I saw them raise a carving knife in the direction of a coworker with an angry expression on their face and snap at their coworker. I was a few tables away, but clearly heard them snarl, "Don't you dare let it happen again!" I had had my phone out and in camera mode to take a panoramic photo of the space prior to it being filled with people so I could post it to the Game Masters' social accounts, and ended up capturing the exchange, though it is a bit blurry because I was caught so off guard. Had the picture been clearer, I would have shown it to the officials for the games; however, the exchange was so alarming that I still remember it all too well. I couldn't shake it off if I wanted to.
- 20. I knew that the person at the turkey leg stand was Mossbridge because I recognized them from their public profiles on social media and from my extensive vetting file. After I walked over, I also saw their name tag. I am not sure what had happened right before that, but the coworker looked stunned and stepped back, mumbling something under their breath. Mossbridge seemed to snap out of it as I approached, setting the knife back down on a prep counter, and then, upon seeing my credentials, plastered a cheery smile on their face, asking if there was anything they could get for me. I am not sure what had them so riled up, but it was yet another example of what I wanted to talk to them about.
- 21. I asked if there was a time that we could speak during or after the tournament, before I headed back to California, and they seemed genuinely enthused about the possibility. We made plans to talk after the tournament concluded, as Mossbridge confirmed that they would be both competing and pulling some extra shifts at the turkey leg stand in between rounds to cover the costs of staying at the hotel and paying their expenses along the way. That was the kind of time management and dedication that made me think Mossbridge had promise. They clearly understood how to balance competing priorities in order to attain a goal it was just that temper that had me concerned. I was really looking forward to talking to them and trying to mentor them through whatever was happening in their life to put them in such a bad headspace all the time.
- 22. Similarly, I tracked down Rufflebottom on the first day when they arrived, explained who I was and why I was interested in speaking with them, and made plans to speak with them and their parents after the games had concluded. Rufflebottom appeared flattered by the offer, and introduced me to their friend Carne Mustard. Rufflebottom spent a good few minutes talking up their friend's CastleDusk<sup>TM</sup> skills as well, which I thought was admirable. I decided to throw Mustard a bone and invite them to the meeting. I didn't want to build false hope, but Mustard just seemed so enthusiastic and eager about the possibility of being considered alongside

Rufflebottom. I also hadn't ruled out the possibility that potentially, Mustard simply hadn't found their game yet. Just because CastleDusk<sup>TM</sup> wasn't where they excelled, if they showed the capacity to be coached, there might be other (albeit, less lucrative) avenues for them to explore in the gaming world. In particular, I noticed that because Mustard favored their left hand, there may be other games that would suit them better.

- 23. Before I could extract myself from the conversation, which was taking a bit longer than I had planned, Mossbridge came along and sneered, "Game Masters would never actually consider you, Carne. You're terrible. They're just too nice not to include you." Exasperated, I turned and made to reply, but decided it was not worth engaging with a punk kid who was clearly content to have a marvelous time ruining everything in an otherwise perfectly polite conversation. I tried to remember that it was another sign of their immaturity to rely on being so casually cruel in the name of being honest. While I enjoy the idea of being able to mentor young people who are open to it, I don't have time to work with people who can't get out of their own way.
- 24. I was a bit taken aback when, instead of responding to Mossbridge for their insult, Carne Mustard seemed to accept what Mossbridge had said as truth about Rufflebottom's intentions. They turned to Rufflebottom and said in a menacing tone, "Why would you embarrass me like that? You'll pay for this!" and stormed off away from the group. I should be used to the quickly changing moods of young people based on my line of work, but gosh, I was glad to get away from the exchange. Carne seemed genuinely angry and ready for revenge.
- 25. Unfortunately, it was not the last time that I ran into the group. On the morning of the murder, there was a press pool and publicity photoshoot in Ballroom B of the Hotel Clearwater. I didn't engage directly with any of the recruits, as it was busy in the room with media, players, sponsors, and other tour participants milling around. The ice sculptor who had (and I cannot figure out why) been retained for the event was also there, making what I think was supposed to be an ice camera, but I didn't get a good look at it. I probably wouldn't have even noticed they were working there, but there were a few exchanges between Carne Mustard, M.J. Mossbridge, and the sculptor that caught my attention. It seemed both individuals had taken some interest in the artist's tools and were being loudly admonished for touching some ice picks. I clearly saw both of them at different points pick up an ice pick or two and play around with them. The artist got upset and raised their voice at both Mustard and Mossbridge. It was hard to miss with the artist and Mossbridge both shouting about "Clarice!" at the top of their voice. Not sure what was going on there.
- 26. I was able to log in as a spectator during the tournament play to observe the various players in action. Overall, there was nothing too notable with respect to the actual rounds. There were some serious contenders for the championship, and I was unsurprised to see that it came down to Mossbridge and Rufflebottom for Saturday's final round. There were a few odd incidents in Rufflebottom's last rounds that I watched the afternoon before the day that was supposed to have the final round. One of the spectators repeatedly picked up rotten turkey legs and flung them at Rufflebottom during the game play and with remarkable accuracy. I didn't get a good look at the avatar, but looking back, it was odd, because the same thing happened in the last round I observed that day, but the thrower who appeared to be Mossbridge's avatar used their left hand

to wield a turkey leg, but then missed by a mile. The turkey leg bounced off another aspect of the environment and back into the crowd of spectators.

- 27. Ultimately, I never got the chance to follow up with any of them. I was not at the Hotel Clearwater when the commotion surrounding Rufflebottom's tragic death arose, apparently while people played. After the official competition rounds for the day were done, I had gone offsite for a meeting with my staff to discuss what we had all observed during the day, see what, if any, changes we needed to make to our recruiting strategy, and generally catch up. It was too risky to have that meeting at the Hotel Clearwater because there were too many eyes and ears everywhere, both from competing companies trying to represent players and from the players themselves.
- 28. When we returned to the hotel in the wee hours after a long discussion about all the players, we were shocked to see the police and investigatory team on sight with all sorts of individuals having witness statements taken. Initially, no one from the Clearwater Police Department sought me or any of my team out. Someone else must have mentioned my interactions with the players and knowledge of the dynamics during the first few days, however, because I ultimately ended up being interviewed and turning over all of my player profiles and vetting files on them to the detective in charge of the case. The Clearwater Police must have seen what I saw in Mossbridge a temper that needed to be tamed which, unfortunately, did not occur before it was too late. What a cruel summer for the City of Clearwater. I just which I would have had a chance to tell Mossbridge that that was what was holding them back and maybe save Rufflebottom's life.

<u>Taylor Blavins-Swyft</u> Taylor Blavins-Swyft

Signed and sworn to before me This 24<sup>th</sup> day of May, 2024.

Kristin Pierre
Notary Public, State of Wisconsin
My commission is permanent.

# AFFIDAVIT OF CARTER BILLY JOBS

Carter Billy Jobs, being first duly sworn, states as follows:

- 1 I am an adult resident of the State of Wisconsin, living at 10010 Python Way, Clearwater, Wisconsin.
  - 2. I am 33 years old. I grew up in Clearwater, but I moved to Pittsburgh to attend Carnegie Mellon University, more specifically the School of Computer Science, for my undergraduate. I intended to go into a more research-intensive field, i.e. machine learning, but a few friends and I began developing mobile applications as a side hustle. It was at that time that I decided that I wanted to be a video game developer.
  - 3. With this new desire, I switched my focus to software engineering and continued the side hustle. In 2013, I received my Bachelor of Science in software engineering.
  - 4. I wasn't sold on being just one cog in the machine in the video game development process. Instead, I wanted to develop games under an indie studio that I created. I knew that I would need capital to start that venture, so after graduating, I took a job at Nudge. You know the filter that guesses your astrological sign? You can thank me for that.
    - 5. I met Taylor Blavins-Swyft while working at Nudge. While we would talk from time to time, they always seemed to have a weird dislike toward me. Word, apparently, got to them that I was working at Nudge while I developed Castledusk<sup>TM</sup>, and I was told that they didn't like that I was trying to take people away from Nudge. Like I said, we would talk sometimes, and I had mentioned Castledusk<sup>TM</sup> to them. Maybe they thought I was trying to take them from Nudge? Frankly, I had no need for someone from their department, so I'm not really sure what their problem is.
  - 6. I developed filters and other useless stuff for Nudge for six years. During that time, I would get off work and immediately go home to plan my magnum opus: Castledusk<sup>TM</sup>.
  - 7. Before I could officially begin developing Castledusk<sup>TM</sup>, I used the money that I made from Nudge and began Crow Software, Inc. A few of my coworkers from Nudge agreed to quit and join me in the adventure of creating the most revolutionary game in years.
  - 8. There has been a bit of a hiccup with Crow's inception. Nudge tried to say that I, and the rest of the people that left, violated our noncompete agreements. There is some ongoing litigation regarding this matter that my attorney advised me not to discuss.
  - 9. I knew that Castledusk<sup>TM</sup> would change the gaming scene. Too many games relied on firearms and tactical warfare. They missed out on a pivotal theme: medieval combat, tried and true, good old-fashioned sword fighting. But it wouldn't just be with a controller. Castledusk<sup>TM</sup> would put the player in the world, allowing them to feel as if they are wielding a sword.
  - 10. I developed Castledusk<sup>TM</sup> to work on the Moculus. The Moculus is a virtual reality system in which the player has a headset that covers their eyes and uses two handheld controllers. The Moculus recognizes the player's movements via external cameras on the console and GPS on

each component to read the player's position in the environment (and track down any lost pieces). The headset is the key to immersing the player as it alters what the player sees, showing them the game environment. The player also can see the weapon they are wielding, their armor, and the other player or players.

- 11. Beyond the theme of the game, it is revolutionary as it can be played both online or as a couch co-op, meaning that two or more players in the same location can play against each other. Once players are logged on, they have the choice between two game modes: royale or duel.
- 12. Royale mode rounds up twenty-five players to compete against each other. Once enough players have gathered, they compete to reach the number one spot. This is completed by reducing other players' health to zero using the player's chosen weapon. We haven't yet figured out the best way, without introducing a huge load on our servers, to allow for Royale mode to be accessed via the couch co-op mode. Rather, that mode can only be played online. Users in the same location can still play together in Royale mode: the difference is, they must use their own internet connections rather than playing together through one person's internet connection.
- 13. Duel mode pits just two players against each other. In this mode, the two players can access the game either locally or online. I know that I keep saying this, but Castledusk<sup>TM</sup> is revolutionary—this time, for yet another feature, one in which players can opt to use the "Spectator" feature for their duels. When "Spectator" is toggled on, other players may watch the duel. When using the online Duel mode with "Spectator" toggled on, the spectators may impact the duel in various ways, including throwing rotten food and hollering at the duelists. We thought that this would make the game feel more authentic.
- 14. Our records indicate that more often than not, players engaging in the Duel feature are known to each other; whereas, the players in using the Royale feature are often strangers to one another. We could tell this because players would, while in Duel mode, send specific invites to begin the fight.
- 15. To play Castledusk<sup>TM</sup>, players would have to register with our server by creating an account using their email and a password. Once the information is provided, a unique player identification number is generated and assigned to the player's profile. The only way to change that unique identifier would be to create a new profile with a new email address. Using that unique identifier and GPS, we are able to pinpoint where players access the game. When people play in "online" rather than "local" mode, we can receive additional information by pinpointing the source of their individual internet connections.
- 16. During registration, players also had to make one more decision. They would have to designate which was their dominant hand as this would affect how they could equip items.
- 17. With Crow Software, Inc., being an indie developer, I didn't expect Castledusk<sup>TM</sup> to gain so much traction. What a pleasant surprise to me when I found that Castledusk<sup>TM</sup> was a near instant success. I won't mention the number one spot, I wouldn't want to give them any free publicity, but we were number two on battle royale games within a fortnight.

18. With such a big buzz about the game, we were able to angle it so that we became an international phenomenon. Teams from all around the globe began to compete against one another. It got so big that the Electronic Sports League (ESL) made Castledusk<sup>TM</sup> one of its featured games for international competition. They were hoping it would be the key to keeping them financially competitive with their rival, MIX.

- 19. With so much pressure (and the thought of a looming lawsuit), I thought the best idea was to bring that international acclaim back to my hometown of Clearwater, so I decided to have the Hotel Clearwater host the Castledusk<sup>TM</sup> National Tournament (I know, I know. I already had so much on my plate trying to bring the best new updates to the Castledusk<sup>TM</sup> players, but with Crow being such a small company, I have to do a lot). I wanted only the best for my magnum opus; what better than the Hotel Clearwater with its air of mystery—the many, many secret hallways and hidden passages. Somehow, I missed all of the news of the numerous deaths over the years.
- 20. With the location picked out, I knew I would need that extra something to make the event stand out. It just so happened that I had met world-renowned ice sculptor Coco at the 2022 Lake Geneva Winterfest (from what Coco told me, a few friends were cashing in favors to have Coco appear at such a "small" event). Of course, I knew about Coco's work! Have you seen their work, "Freezer Burn"? The hand encased in the ice looked so real (Coco assured me that it was just a prosthetic hand that they painted to look like it had frostbite).
- 21. Following our meeting in Lake Geneva, Coco reached out about Crow potentially developing a game about competitive ice sculpting for the Moculus. I thought it was a great idea; our focus groups didn't. Coco seemed crushed when I told them I couldn't do it. Even though I couldn't make the game happen, I thought hiring Coco to make a fantastic ice sculpture for the Castledusk<sup>TM</sup> National Tournament could be a good consolation. It took some convincing and giving Coco complete artistic freedom (and a good deal of money), but eventually they agreed. I was also really excited as Coco has this spectacular ice pick that they affectionately call "Doug." I saw Doug at Winterfest, but I was hoping that Coco would give me the chance to hold Doug.
- 22. With the location and Coco in place, I just had to make sure that the schedule was airtight. We would have plenty of Moculuses available for people to access Castledusk<sup>TM</sup>, but we wanted to have Rufflebottom and Mossbridge hosts panels to talk about their experiences with the game. We knew, pretty much all along, that the championship round would be a clash between those two. The championship duel would occur on Saturday, May 18, at 7:00 p.m. Leading up to that, on Thursday we would have some exhibition matches for the attendees to watch, and then tournament play would begin on Friday. Rufflebottom and Mossbridge weren't allowed to participate in the exhibition matches; we wanted the anticipation of that championship duel to build. Rather, I asked Carne Mustard to face off against random opponents. Mustard isn't bad at the game, but they aren't a Rufflebottom or Mossbridge. Mustard seemed a bit upset when I told them about this, but I couldn't dwell on it too long. I had a lot more planning to do.
- 23. During the day on Friday, we held a publicity shoot for attendees to meet with Rufflebottom and Mossbridge. Coco insisted on having a booth for that time too, and they promised that I could get a closer look at Doug if I allowed it. So, of course, Coco had all of their tools on display during that time. The publicity shoot was a huge success with journalists from all

- of the main eSports media outlets present. Coco was busy using an ice camera to "take pictures" of the journalists, during which they let me hold onto Doug for them. While I was at the booth, I noticed Carne Mustard holding Clarice, Coco's more mundane pick. Carne kept twirling the pick in their hands, but they put it back down before Mossbridge came over the booth.
- 119 24. Mossbridge grabbed Mustard by the shoulder and said that Rufflebottom should 120 "watch out." I assumed that this was trash talk leading up to the championship round.
- 121 25. I didn't think much of it. I had THE Doug in my hands. Do you know how many 122 masterpieces that ice pick has created? I'm just so happy that it was Clarice, not Doug, that was 123 used to commit the murder.

- 26. After the publicity shoot, the early rounds of the tournament occurred, and as expected, Rufflebottom and Mossbridge ascended the ranks, and by 6:00 p.m. on Friday, we were able to announce that they would be duking it out in the championship round the next day. There were various activities scheduled for Saturday, like a costume contest, to keep attendees busy until the championship round at 7:00 p.m.
- 27. It was just before 9:00 p.m. on Friday that I was alerted that Rufflebottom had been found dead in their hotel room. I immediately called the police to have them report to the Hotel.
- 28. I was questioned by police multiple times, and hung around in case I was needed for more insight. Later, I saw them questioning Mossbridge, who appeared to have a grin on their face. I knew that they didn't like Rufflebottom, but to grin at their death? That seems cold.
- 29. Based upon my knowledge of the game and my in-depth understanding of the information available in the system, the police contracted me as a consultant to complete a forensic analysis of the electronic data associated with the tournament in order to assist their investigation, for a small fee of course. I have completed such data analysis on multiple occasions in the past: for market research purposes, to report back to stakeholders, and for court matters ranging from family court to civil lawsuits to criminal cases. This is the first murder for which I have completed this type of analysis, so I really wanted to be sure I got it right. As part of my preparation for this matter, I reviewed the logs generated by our servers for the time period provided, the profile information supplied by the known players located at the Hotel Clearwater, and the police report, and to the extent witness statements were available, I reviewed those, too.
- 30. In reviewing the information obtained from the game, I could see that Rufflebottom and Mossbridge were in the same virtual room with others in Royale Mode on Friday night, between 6:43 p.m. and 8:45 p.m. We have a handy feature where players may have the computer play for a limited period of time, at most two minutes, and I was able to see that Mossbridge activated this autopilot mode around 8:38 p.m. During this time, Mossbridge's unique identifier remained in their room, down the hall from Rufflebottom's.
- 31. I did notice Mustard accessing the game until just before 8:38 p.m. At that time, they logged off, which I didn't think was that odd. I could see that they were mostly spectating rather than actively playing the game.

- 32. I expanded the search in the data to include all unique identifiers at the hotel that night during the timeframe. From 6:43 p.m. to 8:45 p.m., Mossbridge's unique identifier was present in their room. However, at 8:39 p.m., a second unique identifier appeared in the same space as Mossbridge's room. I pulled the email addresses associated with each of the unique identifiers that appeared to be in Mossbridge's room. The one that was historically associated with Mossbridge's account was <a href="mailto:mossbridge:mossbrid
- 33. Using the GPS data, I was able to track the second unique identifier leave Mossbridge's room and walk toward and enter Rufflebottom's room. The individual using that second unique identifier was active for approximately three minutes before it was deleted after which we wouldn't have any more information about it. I prepared a diagram to help police visualize that data, which includes reference to the rooms Mossbridge and Rufflebottom's room numbers based upon my personal observations.
- 34. Because there were two different unique identifiers, I then went into the data to find the internet protocol (IP) address for each of the unique identifiers. When comparing the IPs, I found that they were the same.
- 35. There was one issue when I looked at the game logs. I was checking how each of the users registered their dominant hand for the game. Mossbridge has consistently had their right hand as the dominant, but the new account, created the night of the murder, designated their left hand. It's pretty well known that Mossbridge is right-handed, they talk about how everyone in their family is left-handed all the time.
- 36. Given that both unique identifiers originated in Mossbridge's room and that they come from the same IP, it is my opinion that Mossbridge was the one who created the second unique identifier.

	Carter Billy Jobs
(	Carter Billy Jobs

Subscribed and sworn to before me this <u>4<sup>th</sup></u> day of <u>June</u>, 2024.

Bryant Ray
Notary Public, Clearwater County, WI
My Commission is permanent.

# SUPPLEMENT TO AFFIDAVIT OF CARTER BILLY JOBS

Carter Billy Jobs, being first duly sworn, states as follows:

- 177 37. I have now received and reviewed the hotel logs obtained by Adrian Stevie Gates, 178 along with Gates' Affidavit, and the purpose of this supplemental affidavit is to update my opinions 179 in light of that information.
  - 38. The Hotel Clearwater Door and Key Log shows that Carne Mustard left their room at 8:37 p.m. and did not return again until 11:15 p.m. This is consistent with Carne Mustard's digital gaming footprint. While it is true that my GPS data does not account for vertical distance, it would not make sense for that unique identifier to have come from Mustard's room at 8:39 p.m. if Mustard was not even in their room. The log also shows that Mossbridge left their room one second before 8:40 p.m.—right after that unique identifier appeared from the area of their room. One keycard then entered Rufflebottom's room within a minute, then leaving just over a minute later, followed immediately (just over 30 seconds later) by a swipe into Mossbridge's room. This is consistent with the timing for that second unique identifier being deleted.
  - 39. Further, in response to Gates' claim that all users who are connected to the same wireless internet network have the same IP address: it is not as simple as that. Different devices generate different IP addresses, even if connected to the same network. However, separate accounts logging in from the same device would have the same IP address. I am not aware of the specific Hotel Clearwater router setup (i.e., how many routers the hotel has, where they are placed, etc.) so cannot speak to what, if any, impact that has.
    - 40. In short, my opinions have not changed, and are only stronger.

Carter Billy Jobs	
Carter Billy Jobs	

Subscribed and sworn to before me this \_9<sup>th</sup> \_\_\_ day of \_August, 2024.

Bryant Ray
Notary Public, Clearwater County, WI
My Commission is permanent.

#### AFFIDAVIT OF M.J. MOSSBRIDGE

# M.J. Mossbridge, first being duly sworn, states as follows:

- 1. I am 18 years old and supposed to be starting my senior year at Clearwater High School (well, I would be if I wasn't in jail waiting for this trial). I've spent my whole life in Clearwater. It's a fine place to grow up, but I've always felt a bit out of place. I'm also the oldest of five kids, so maybe it's just that there's always been so much going on at my house that I prefer to escape into my own world. Weirdly, I'm the only one of my siblings who is not left-handed. I've never heard of any other family having more than like two lefties, tops.
- 2. Overall, I'd consider myself a pretty average high schooler, with one big exception: video games. Now, I know, many high schoolers enjoy video games, but not at my level. I've been kind of obsessed my entire life. As a little kid, all I wanted to do was play Horsey King and Crunch Wombat all the time. You know that one level up high in the original Crunch Wombat? That one no one could beat? I did it on the second try, at 8 years old. So, yeah, I'm really into video games. And that was even before learning it was something I could potentially make money doing.
- 3. As I've gotten older, I've spent a lot of my time playing virtual reality games. Not just a little VR games, but a lot of VR games. The pandemic only increased the amount of time I was playing games—I mean, what else was there to do? I got into some darker games, you know, like Quiet Slope and the Only of Us Left, but that was just when I wasn't playing VR.
- 4. I'm up for just about any VR game, but Castledusk has been by far my favorite. It took me a while to save up the money for the extra equipment, beyond just the normal VR goggles. I had to work extra shifts at the turkey leg concession stand at the Clearwater Coaster Experience to get all of it, but it was so worth it.
- 5. I knew Astor P. Rufflebottom from school. It's a name I would have never forgotten anyway, but now one that has changed my life, and not in a good way. I don't understand why I'm in this position. I just wanted to play a video game.
- 6. Astor was by far my biggest competition in Castledusk of anyone in the whole Clearwater area. And, let me tell you, Astor was not shy about it. Astor had a big Castledusk sword image printed out on Astor's locker, and on it Astor had a tally that said "Rufflebottom v. Mossbridge." Before this all went down at the Hotel Clearwater, I think the tally was something like 80-20. We played a lot. We were both good enough to be considered internationally top-10 ranked, which was pretty cool.
- 7. Being internationally top-10 ranked is one thing, but it's only the top two or three who actually can make real money off of Castledusk—prizes, appearances, endorsements, etc. And it's not like Astor needed any of that. Astor's life was handed to them on a silver sword (that's a Castledusk joke). I'm not going to say I had nothing, my parents work really hard to provide for all five of us, but everything I have I earned. Astor definitely cannot say the same.
- 8. There was a while there where Carne Mustard, another student at Clearwater, also played a lot of video games with us. But it was obvious that Carne really didn't like VR. Though Carne never admitted it, I think the VR makes Carne nauseous. Carne would try, sure, but you could tell Carne didn't really want to play VR; Carne instead would always just say, "why can't we just play some Crunch Wombat like we used to?"
- 9. My character name in Castledusk is WilhelmVonWormsTheElder, which was the name of an actual German armorer in the 1500s. I've always used that same Castledusk account.
- 10. I was so excited when I learned that the Castledusk International Championship Tournament was coming to the Hotel Clearwater. My parents hadn't been too keen to drive me to

other states for competitions, so this was a big deal for me. On top of that, Astor always seemed to win the tournaments when I wasn't there. I told Carne that I was determined that Astor wouldn't win again in 2024, with me there. That now sounds terrible, but all I meant was that I intended to beat Astor in the Castledusk tournament.

- 11. Coming into the Tournament, they had Astor ranked first and I just jumped to second from seventh. I wasn't surprised that Astor was ranked first as the defending champion, but I knew I'd be a target and that I'd have to prove at the Tournament that I was worthy of the number two spot—or higher.
- 12. I arrived at the hotel for the Tournament on May 16. I'd never even been inside the Hotel Clearwater before the tournament. It was cool, kind of reminded me of the vibe of that Great Gastby game no one played (all story no action, you know).
- 13. My room was down the hallway from Astor's at the hotel. Honestly, I would have preferred to be further away because Astor loved to taunt me to get psyched up. But I didn't know Astor was down the hall until they'd already assigned me the room.
- 14. While I wasn't particularly thrilled to be so close to Astor, I was super excited and surprised to run into Coco (yes, *thee* Coco) at the hotel! I've always thought making sculptures out of ice was super cool and kind of poetic—all that time for something that then just melts. And with Clearwater's yearly ice festival and highly impressive Nudge page, everyone around here knows about Coco.
- 15. Castledusk had the top 10 players do meet and greets the first day. Astor definitely got more signature requests than I did. Whatever. People also know the name of WilhelmVonWormstheElder pretty well, and I had a number of people tell me that they thought my gameplay style was the most "authentic." That made me happy to hear.
- 16. In hopes of showing what a good sponsee I could be, I had encouraged the turkey leg concession stand I worked at coordinate with the Tournament to have a turkey leg booth at the meet and greet. At my suggestion, they called it, "Meat and Greet." I stopped over to help out my concession co-workers who were really struggling, it seemed, to actually get the legs out fast enough. I got a bit frustrated as my time at the turkey leg booth took away from additional time I could have spent with other fans, but it wasn't a huge deal.
- 17. Not to be rude, but I'm surprised they even let Carne play in the tournament at all. I mean, Carne was nowhere near top 10. Not even top 100. Unsurprisingly, Carne was eliminated almost immediately. I was kind of surprised Carne even made the trip, honestly. It felt to me like Carne just wanted to try yet again to impress Astor. Well, that didn't happen. Now it seems like Carne may have made the trip for a different reason.
- 18. On Friday, May 17, Astor and I competed, but not against each other. Honestly, the other competitors couldn't keep up. Needless to say, I wasn't surprised to find out that it would be Astor and me advancing to the final round the next day.
- 19. Once we were done with the pre-final rounds on Friday, they had the top 10 players and Coco do a photo shoot. I was happy to be part of the photo shoot. I'd worked really hard to get there and wanted to solidify myself as one of the top Castledusk players in the world. And here I was, going into the final round. I was so excited.
- 20. I was also happy to get more time to talk to Coco. I thought it was so cool that they brought Coco in for the competition and told Coco I really liked their idea for a summer school. I'm not exactly sure how Coco is going to teach ice sculpting in the summer, but Coco is a genius and will figure it out, I'm sure. Later, I saw Coco again when we were taking pictures and said,

"nice pick!" There's a weapon in Castledusk that looks a lot like Coco's Ice Pick, Clarice, but the one in the game is called the Ice Dungeons War Maul Pickaxe.

- 21. Astor, never one to actually say it to your face, kept sending me Nudges during the photo shoot saying "I'm coming for you" and "get ready to get got" and things like that. Again, that was just Astor. I responded saying, "fine, show me. Let's rumble" and we agreed to join the end of night battle.
- 22. So, once we finished the photo shoot at around 6pm, we all agreed to meet in Royale Mode. I headed back to my room and put on all my gear and headset for some casual game play, primarily against Astor. I swear, I did not leave my room again until the police knocked on my door later that night.
- 23. While I hate to admit it, Astor kicked my butt in Royale mode. Well, that was until I finally got them right in the chest. Seeing them take those stumbling steps backwards in the game felt, well, really good. I let out a loud yell and accidentally knocked my soda off the TV stand in my room.
- 24. When I yelled, spilled my soda, and jumped up, I thought I heard a door open and close. I didn't know if it was from my room or the hallway or a different floor.
- 25. While it's embarrassing to admit, okay yes, it's true, when I finally beat Astor in the Royale round I had it on computer mode. I was just getting so frustrated that Astor kept winning and it was really messing up my mental state for the next day. I thought it would help give me some motivation to see Astor lose. I was only on computer mode for like a minute—just enough time for that last blow.
- 26. I was in my room, I just wanted to see Astor lose. I beat Astor right before the standard two-minute break in Castledusk. I used that two-minute break to clean up the mess I made in spilling my soda. That wasn't easy to do in two minutes given that I had to take off all my gear, clean up the soda, and put everything back on again in time for the next round.
- 27. When put my headset back on, Astor wasn't there. Either their avatar hadn't rejoined after I beat them, or they had logged off. I Nudged Astor saying, "what, you're chicken now?" Astor didn't respond. I thought that was weird—Astor never missed an opportunity to taunt—and so I Nudged Carne, "Seems Astor can't take a little stabbing, huh?" I know, now that sounds awful, but I really just meant in the game—I even used a sword emoji! I finally had a chance to talk trash about Astor, and so I did. I feel terrible about that now, knowing what happened.
- 28. I first learned something must be wrong when Carne called me a little later that night but, like, couldn't really talk. All I heard was "how could you" in between what sounded like sobs. I asked what they were talking about, but they hung up.
- 29. The next thing I know, police knocked on my hotel room door. I couldn't believe it when they told me Astor was dead. I told them the truth—that we had been playing against each other in the game but that I'd been in my room all night. I showed them the stain from the spilled soda. I told them that when Astor disappeared from the game and didn't respond to my Nudge, I just assumed they were a sore loser and quit to get psyched up for the final round the next day.
- 30. I admit that I did not tell police that I had put the game in computer mode at the point when they first asked me about what happened. I was ashamed—here I was, at a competition for the best in the world at Castledusk, playing the night before my biggest competition, and I wasn't actually even playing. I was also, to be honest, freaked out that someone would think I might have been the one to hurt Astor. I obviously wasn't wrong for thinking that. But I didn't kill Astor. All I ever wanted was for Astor to be beat in the tournament.

- 31. I never took Coco's pick. I have no idea what happened to it after I saw it earlier at the photoshoot and said, "nice pick."
- 32. I also did not create some other gamer tag. I am and forever will be WilhelmVonWormstheElder.
- 33. I did not kill Astor. Honestly, I'm mad Astor is dead because now I'll never have the chance to fully beat Astor in the Castledusk Tournament.
- 34. While I am hesitant to want to point fingers (because I know very well what can happen when people do that without any proof), if you're asking me who I think did it, I would say Carne—I mean, why really was Carne there? But I don't know for sure. The only thing I do know for sure is that it was not me.
- 35. Astor's death has ruined my life. I lost my job at the turkey leg stand when they arrested me. I can't even think about college when I'm facing trial for murder. And I had to sell all my VR gear—including my Castledusk armor—to help my parents pay for my lawyer. I hope it pays off.

M.J. Mossbridge M.J. Mossbridge

Subscribed and sworn to before me this \_21st\_ day of \_\_July, 2024.

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Notary Public, Clearwater County, WI My Commission is permanent.

#### AFFIDAVIT OF COCO

Coco, first being duly sworn, states as follows:

- 1. I was born and raised in Clearwater. I had a happy childhood and have fond memories of Clearwater. We did not have much money, though. I grew up with little more than an ice pick and a dream.
- 2. My name at birth was Pat Swayzee, but I fully embraced my artist side and took my artist name "Coco." I legally changed my name to Coco. Just Coco. No last name or first name. My Pat Swayzee phase is completely behind me. Now I am only Coco.
- 3. You might wonder how I went from being an ordinary kid in Clearwater, Wisconsin to becoming an international ice sculpture phenomenon. It is a long tale that you can read about in my upcoming autobiography entitled "Coco Explains." It is coming out next year. What I can tell you now is that it all started when I entered the German Ice Sculpture Championship or the "Deutsche Eisskulpturenmeisterschaft," as it is called in Germany. The annual competition is held in Berlin, and for my first time entering the competition I wanted to make a statement against climate change. Climate change could be very detrimental to my profession, of course. I sculpted a replica of the Earth out of ice. Then I sculpted a sort of ice tower that had a rope at the top frozen into the ice tower. The rope held a sledgehammer above the ice Earth. The ice holding the rope began to melt in the hot Berlin summer sun. I planned it so that eventually the ice melted so much that the rope gave way and dropped the sledgehammer which shattered the replica of the Earth just as the judges were judging my piece. I entitled the work "Unsere Glückliche Zukunft" or "Our Happy Future." The German judges appreciated the subtlety of my art and awarded me the coveted Wunderbar Trophy. My career (and followers on Nudge) skyrocketed from there.
- 4. Now I want to give back to the community that gave so much to me. Next summer I am starting a summer camp in Clearwater for kids that want to learn the fine art of ice sculpture. It is my greatest wish to see dozens and dozens of young children running around a camp with ice picks and hammers.
- 5. I think back to that fateful day of the murder. May 17, 2024. I think back to the days that led up to it. Coco heard things. Coco saw things. Now I am ready to tell my story.
- 6. Carter Billy Jobs contacted me and practically begged me to do one of my creations for the Electronic Sports League 2024 National CastleDusk<sup>TM</sup> Championship to pick the US National Team for the World CastleDusk<sup>TM</sup> Championship. Jobs said, "Coco, please come. We need your art. We need the magic that is Coco." I have over 2,000,000 followers on Nudge. It is well known that while the ESL was the gold standard for video game competition leagues, it was under extreme financial pressure from competition from the rival MIX video game tour. The MIX video game tour is backed by the Fjord Games Company and all of its Norwegian oil money. "MIX" is the Roman numeral "1,009" and stands for how many oil wells the owners of the Fjord Games Company have. Let's just say Crow and the ESL needed a big hit with the Castledusk<sup>TM</sup> game and the 2024 ESL season or else there could be financial consequences for all involved. I agreed to come to the rescue of ESL and Crow. They also paid me a sizable fee to sculpt for the event.
- 7. M.J. Mossbridge told me at the beginning of our time at the Hotel Clearwater that they were a big fan of my work and my mission, and if Mossbridge made the U.S. National Team they would be so financially successful they would donate \$50,000 to my summer camp. Mossbridge had told me about how so many of their family members were left-handed, and I felt such gratitude for Mossbridge's offer to donate to my summer camp, so that day I instructed

my personal assistant — Kiki — to go to the Leftorium and buy a \$500 gift certificate for Mossbridge to use to buy gifts for their family. The Leftorium is a shop in the giant Clearwater Mall that specializes in products made especially for left-handed people. I planned to give the gift certificate to Mossbridge as a surprise right before the competition started to boost their spirits. Obviously that never happened. I don't know what I am going to do with the gift certificate now because I don't have any left-handed friends.

- 8. I routinely take the Presidential Suite at the Hotel Clearwater. Most recently I was back in Clearwater doing a sculpture for the giant celebration thrown by the Dig Deep Iron Mining Company to celebrate the anniversary of the opening of its successful giant mine just outside the Penokee Hills around six years ago. Before that I was hired by Reese Harrison, the Director of Human Relations for local corporate behemoth The Donut Hole, to create a sculpture for The Donut Hole's corporate off site retreat held at the Clearwater Hills Country Club. I come back for all kinds of huge events in Clearwater and love the Presidential Suite at the Hotel Clearwater. It is a nice room and it is close to the ice maker on the top floor in case I want to do something brilliant on the spur of the moment. The Presidential Suite was halfway between Mossbridge's room and Rufflebottom's room at the hotel probably about five rooms away from each. The room with the ice maker was in-between the Presidential Suite and Rufflebottom's room. Anybody who was anybody at Crow or the ESL had a room on that floor of the hotel on that fateful day.
- 9. I have many ice sculpting tools, as you can imagine, but I have two favorites. Both of my favorites are ice picks. One of my favorite ice picks is a vintage sterling silver ice pick made in 1961 by Tiffany & Co. The style of that ice pick is called "bamboo" because the handle of the ice pick is shaped like bamboo but of course it is made with sterling silver. The bamboo shaped handle fits perfectly in my hand. I bought it at a vintage store for \$500. I named that ice pick "Doug." My other favorite tool is an ice pick I bought at a regular kitchen and bar supply store. It has a basic red wooden handle, and has a metal base with a jaunty scalloped pattern around the edge. I named that ice pick "Clarice." I take Doug and Clarice to all my projects.
- 10. Maybe some people do not love ice sculpture, but I do not know of anybody who hates ice sculpture. Think about it. How many things can you say that about? Nobody goes to a wedding and sees and ice sculpture and says, "Oh no! An ice sculpture!" Those words are not spoken. Ice sculpture brings people together. That is why it was my idea to bring ice sculpture to the masses by licensing my name to an ice sculpture video game to be created and sold by Crow Software, Inc. Just imagine you can create your personal avatar ice sculptor. Then you pick your tools and your sculpting skills and then your avatar goes out on the international ice sculpting competition tour to sculpt while you are wearing the Moculus. I was very far down the road of negotiating the deal with Crow when Jobs came in and killed the deal. "Murdered" the deal is more like it ... in cold blood. Jobs said it would not sell. Something about "not enough action" in the concept. Blah, blah, blah. Coco did not want to hear it. I was going to make millions from the deal. I am already rich from my art and tremendous well-deserved fame, but some more money would not hurt. I could have put it toward my summer camp. Think of the children! Crow would have made a lot of money too. I think Jobs is very small minded.
- 11. On the morning of the murder there was a publicity photo shoot for the event in Ballroom B of the Hotel Clearwater. All the competitors and tour participants were coming through the ballroom for photos. Taylor Blavins-Swyft was there. Jobs was there. Rufflebottom was there. Carne Mustard was there. There were many photographers and journalists there too. This event was a big deal, of course. I was sculpting a camera at the photoshoot and using

the ice camera to "take pictures" of the media taking pictures of the participants and me. It was a cheeky little visual joke played by Coco, you see. I used Doug and Clarice to sculpt the camera.

- 12. At the photo shoot I had my tools on a small table next to my sculpting station. Jobs had been annoying me by coming up again and again and picking up Doug. Jobs was admiring the ice pick, but I had to keep telling Jobs to put the instrument down. Three times Jobs picked up Doug. One time Jobs carried Doug ten feet away to show someone, and I told Jobs to bring Doug right back. A few minutes later Jobs picked up Clarice and I yelled, "Put Clarice down, please!" Jobs put Clarice down and scurried away.
- 13. After I was done sculpting the ice camera I carried it around and made my fun taking "pictures" of the media. The media loved it, of course. I did this for maybe fifteen minutes in the ballroom. There was a line of competitors getting ready for photos. The line was right by my sculpting station. I remember Mustard was in that line and I specifically recall Mustard looked nervous. They were sweaty and kept looking around anxiously as if they were looking for something or someone. We made eye contact and then Mustard looked away quickly as if they did not want to catch Coco's attention. I turned away from Mustard for just a second and then turned back. Wouldn't you know it?!? I saw Mustard holding Clarice and staring at Clarice with a weird guilty look. Mustard saw me staring at them and Mustard put Clarice right back down and looked at me as if to say, "You are lucky you saw me in time." Mossbridge was walking around there too. They ALSO picked up Clarice and flipped Clarice up in the air three times Clarice did a 360 as if to get the weight of Clarice. Mossbridge then put Clarice back on my table and walked away. There were so many people milling about and I was putting on quite the performance so I don't remember many other details during those fifteen minutes.
- 14. At the end of my little ice camera charade I went back to my sculpting station to pack up my tools and I noticed Clarice was missing. I screamed out "Clarice! Clarice! Where are you?!?" I looked around frantically, but I could not find Clarice. There was complete commotion in the ballroom with so many people there. I saw Jobs snicker a little bit in the ballroom during the search. The hotel had all of the staff looking for Clarice, but it was no use. I guess watching Mossbridge juggle Clarice was the last time I saw Clarice that day. The next time I saw Clarice it was in a plastic bag for evidence exhibits at the Clearwater police station.
- 15. I could tell the competition to make the U.S. National Team for CastleDusk<sup>TM</sup> was rather intense. I heard Blavins-Swyft and Jobs talking in the hallway outside my hotel room door the morning of the day Rufflebottom was killed. I then peeked through the eye hole in the door. Jobs told Blavins-Swyft, "We need the ESL to get better ratings than the MIX tour and provide exposure for Castledusk<sup>TM</sup> before the Fjord Games Company releases their new blockbuster game Viking Quest. We will only do that if the US National Team becomes a dream team, and we only have one spot left on the team." Blavins-Swyft said, "It will all come down to how Rufflebottom and Mossbridge perform at the National CastleDusk<sup>TM</sup> Championship both in the competition and at the panel discussion." Then Jobs said, "Mossbridge is no good. They are not the right fit for our team. Don't mess this up. Everything is riding on this. If the team does not become a dream team you are fired. Maybe I need to handle this myself?"
- 16. About fifteen minutes later I was walking in the hallway of the floor of my hotel room and I saw Rufflebottom and Mossbridge pass each other. Rufflebottom called out to Mossbridge, "Loser!" Mossbridge responded immediately, "I know you are, but what I am I?" Then Rufflebottom responded to that by saying, "I am rubber and you are glue. Everything you say bounces off me and sticks to you." Mossbridge came right back and said, "That doesn't even make sense after my comment. You are such a mope. And I have double the number of

followers you have on Nudge." It was clear to me that Mossbridge and Rufflebottom hated each other and were bitter video game rivals, but I don't think Mossbridge was the type of person to kill someone.

- 17. That same day after lunch I was in the room with the ice maker on my floor getting some more material to experiment with. I was opening the door a crack when I saw and heard Mustard and Rufflebottom walking and talking in the hallway. Rufflebottom said to Mustard, "I think I am going to make the team. I just need a great performance on the panel and a win tomorrow and I am there." Mustard said, "Maybe I might make the team?" Rufflebottom looked at Mustard and laughed and said, "Not likely. Just make sure I beat Mossbridge, like we agreed, and Blavins-Swyft will pick me." Mustard responded, "Don't worry. I'll make it look good just like we agreed." They didn't know I was watching and listening. I waited until they went to the elevator and then I walked out. Fifteen minutes later it occurred to me I might want to write down that conversation because it might be important. I wrote it down in my "ice diary" where I write down important things like sculpting ideas and things people say that I might forget. Then I forgot about it until I read my ice diary last week and remembered.
- 18. That night, at 8:39, I needed to get some more ice ... again. I remembered the exact minute on the clock because "39" is a lucky number for me, but that story is for another time. I walked out of my room to the ice maker room. When I was in the ice maker room I heard a slam of a hotel room door nearby. I had my ice and left the ice maker room right after the slam and I heard a voice coming from Rufflebottom's room at 8:40. I recognized it as Rufflebottom. They screamed, "You?!?" These video game players are often emotional so I thought nothing of it and went right back to my room. In hindsight, I now realize that was the moment just before Rufflebottom was killed.
- 19. I almost forgot one other thing. Apparently in this Castledusk<sup>TM</sup> game you can enter the game in a "Spectator" mode and be in the game but just watch. You can also throw rotten food at the competitors. How mundane! On the morning of May 17, Coco heard Mustard and Rufflebottom talking in the coffee shop in the hotel. Rufflebottom was angry that sometimes Mossbridge's avatar would enter Rufflebottom's games as a spectator and throw rotten turkey legs at Rufflebottom's avatar's head to distract them one right after the other. Sometimes it worked. "That better not happen at this tournament," Rufflebottom said and then walked away. Mustard muttered to themselves, "That wasn't Mossbridge throwing rotten turkey legs at you. That was me." Coco got goosebumps.

Coco Coco

Subscribed and sworn before me on this \_28th \_\_\_ day of May, 2024\_\_\_\_\_

Kenneth Dortzbach

Notary Public, Clearwater County Wisconsin My Commission: is permanent.

#### AFFIDAVIT OF ADRIAN STEVIE GATES

Adrian Stevie Gates, being first duly sworn, states as follows:

- 1. My name is Adrian Stevie Gates and I am an adult resident of the State of Wisconsin, living at 10011 Java Ct., Clearwater, Wisconsin.
- 2. I am 40 years old. I grew up in Clearwater and attended Clearwater University. I graduated from Clearwater University with a degree in criminology. Following graduation, I got a job with the Clearwater Police Department. After six years of being a beat cop, the opportunity to work in the Data Analysis Unit (DAU) came up and I jumped at it. In the DAU, I analyzed the electronic evidence in cases. This could include text messages, direct messages on apps like Nudge, data stored on computers, etc. While in that unit, the Clearwater Police Department paid for me to take trainings offered by the FBI and the Wisconsin DOJ.
- 3. Following five years in the DAU, there was a mutual understanding between myself and my supervisor that it might be best for me to cut ties with the Police Department. There was a fundamental disagreement between us as to how pivotal the evidence derived from digital assets could be. I thought we should be pushing the boundaries and scrubbing every little detail. More than that, we should be able to interpret the data accordingly. My supervisor felt that my position caused me to begin to read too much into the data, and resulted in it taking me too long to close out cases. I wholeheartedly disagree with their perspective.
- 4. I decided to set off on my own and become a consultant on digital evidence in court cases. That way, I could run my business how I like, and I wouldn't have to listen to the naysayers. I like to call myself a Forensic Asset Specialist and Trainer (or FEAST for short). Beyond providing expert opinions in court cases, I teach about examining digital assets and evidence.
- 5. As stated, I have provided expert opinions in court cases before. Often times, I am hired by the defense. This makes sense. Police departments are, allegedly, "strapped for cash," so they don't invest all the resources that they should into investigating the digital assets. That's where I come in. I am able to invest more time and actually investigate the records. Some might say my job is just to poke holes in the police work (no pun intended), but really my job is to keep the police accountable and to hold them to the standard they need to be held when livelihoods are on the line.
- 6. I won't lie. I do make a better living as a consultant than I did working for the Clearwater Police Department. With my private consulting, I charge \$300/hr. after I have been hired to review documents, to prepare my report, and to testify. For document reviews in the case that people aren't sure whether they will hire me to consult, I charge a fee depending on the number of pages. Between 1 and 1,000 pages, I charge \$750.00. For 1,001-5,000 pages, I charge \$1,500.00. Any amount above 5,001 pages, I charge \$2,500.00. These document reviews are to provide my general opinion without going too in-depth. On average, I'm hired to prepare a report and testify 6-8 times a year; I conduct 9-12 document reviews per month. In addition to that, I have my courses on digital asset examination which range in price depending on the subject. I have testified in local cases involving Clearwater Police and Sheriff's Department investigations before. They know to look out for me at this point.

7. I was hired by the attorneys M.J. Mossbridge to provide my consultation services in this case. I was hired at my usual rate. I do not know how many hours I have put into this case so far and I have not completed my billing, but I do know that I have already used the full \$3,000 retainer that I received, and that was before my preparation for trial and my testimony at trial. In preparing for this case, I was able to review the electronic data gathered by Crow Software, Inc./CastleDusk, the statements of the parties and witnesses, the medical examiner's report, DNA and fingerprint analysis, the police report and evidence collected, and the report of Carter Billy Jobs (which, by the way—really? Now they hire technology "consultants," when it gives them access to a tech big wig?).

- 8. The first discrepancy that I can identify is evidence that the Clearwater Sheriff's Department retrieved related to the ice picks that belong to the artist known as Coco. The Department ran the fingerprints that they found on the ice pick used to commit the murder, I believe Coco named that one Claire? Clarice? Something like that. While it is true that the Defendant's fingerprints were found on the weapon, the forensic analyst identified another pair of partial prints and apparently didn't think they were enough to run through the database.
- 9. In my opinion, the Department found what they needed and proceeded without checking the partial prints. I ran those prints through the Integrated Automated Fingerprint Identification System (IAFIS). To my surprise, there was a four-point match for an individual at the Tournament that wasn't Mossbridge, that match was for the State's expert, Carter Billy Jobs. Jobs' prints were in IAFIS due to their employment at Nudge. A four-point match is sufficient, but it is always better to have a higher match. I notice from the witness statements that multiple individuals were seen with the ice pick: it does not make sense to draw the conclusion from Mossbridge's single fingerprint that they killed Rufflebottom.
- 10. After looking at the fingerprint data and the GPS data provided by Jobs, I wanted to know more about the keycard swipes in the hotel rooms. I was shocked to find out that the logs were not a part of the evidence that the Department obtained and considered. This was either sloppy work, a rush to judgment, or they were hiding something. I knew I needed to look into this further.
- 11. I reviewed the keycard logs for the date in question. Looking at the entries for Mossbridge's room (1001), I saw that a keycard was used to enter their room around 6:20 p.m. It is true that then that door was opened without a keycard (usually meaning someone opened the door from the inside) at 8:39 p.m. and then the door was opened again three minutes later—with the same keycard as at 6:20. However, interestingly, someone leaves Carne Mustard's room (601) at 8:37 p.m. minutes earlier than Mustard admitted to. Someone enters Rufflebottom's room (1011) with a keycard at 8:40 p.m., stays for about a minute, and then leaves. This is when everyone seems to think the murder occurred. Another keycard swipes into Rufflebottom's room at 8:44 p.m., and this is when the body was "found," but only if one takes Mustard at their word when they say they walked in and the body was already there.
- 12. The additional keycard data I reviewed seemed to account for regular comings and goings, especially in light of the police investigation that followed. I attempted to gain information about who took out each keycard, and the hotel did not keep records of who took out which

- keycards. It seems they would hand a key to just about anyone who was able to convince them they were entitled to one.
  - 13. I reviewed the logs that Jobs provided from Crow Software. These logs use Castledusk<sup>TM</sup> players' unique identifiers and GPS location to pinpoint players. According to Jobs, that data shows that the killer created a Castledusk<sup>TM</sup> account in Defendant's room, walked to the victim's room between after 8:39 p.m. and before 8:44 p.m., and killed the victim.
  - 14. There is a fatal flaw with Jobs' analysis. The data that they rely upon can only account for the horizontal distance between two points, not the vertical distance.
    - 15. After finding this flaw, I dug deeper into the hotel records to look at the rooms below the Defendant's. That is when I discovered that Carne Mustard's room was four floors directly below the Defendant's. It is possible that the GPS data meant the origin point was Mustard's room rather than Mossbridge's room.
    - 16. Along with that error, Jobs relies on the fact that the two different identifiers, presumably one belonging to the killer, have the same IP. However, this cannot be relied upon as it would appear that both devices were connected to the Hotel's public network. It is likely that many of the people at the Hotel Clearwater would have the same IP if they were all connected to the hotel's Wi-Fi. Therefore, it would be impossible to use that information to differentiate between the users on the public network.
    - 17. Jobs also talks about the users registering their dominant hands for use in the game. Have you heard of Occam's Razor? When there are two possible outcomes, the one that requires the fewest assumptions is usually correct. Jobs showed that the account that likely killed Rufflebottom registered their left hand as their dominant one. Mossbridge isn't left-handed, but Mustard is.
    - 18. In my opinion, the electronic data in this matter is insufficient to establish that the Defendant was the individual who created the second unique identifier that likely belonged to the killer. The other available evidence was not reviewed closely enough to rule out other subjects before rushing to blame Mossbridge.

Adrian Stevie Gates
Adrian Stevie Gates

Subscribed and sworn to before me
On this 30<sup>th</sup> of July, 2024

Ray Bryant
State of Wisconsin, County of Clearwater
My commission is permanent.

## Clearwater Sheriff's Department

## Incident Report

Case Number: 24-13-92713

Date/Time Reported	Nature of Incident	Case Status	
05/17/2024 8:50 p.m.	Homicide	Closed – cleared by arrest of	
		M.J. Mossbridge	
Date/Time Occurred	Case Outcome/Disposition		
05/17/2024 8:40 p.m. approx.	Referred to District Attorney's Office for Charging		
Location of Incident	•		
Hotel Clearwater			

## **Assigned Units**

			Assign	Arrive
Assigned	Det. Terry Olsen	CSD	8:50 p.m.	8:57 p.m.

#### Suspect

Mossbridge, M.J.	531 Mountain View Road, Clearwater, WI	

#### Others

Carter Billy Jobs (911 Caller, witness) Carne Mustard (witness)

Coco (witness)

Taylor Blavins-Swyft (witness)

## Evidence Log

- A Photos of ice pick with red handle (bagged, to lab for fingerprint and DNA analysis)
- B Diagram 10th floor of Hotel Clearwater (prepared in consultation with Carter Billy Jobs)
- C Castledusk Leaderboard rankings (obtained from Carter Billy Jobs)
- D GameMasters Nudge screen grab (obtained from Taylor Blavins-Swyft)
- E Castledusk live stream comment section (obtained from Taylor Blavins-Swyft)
- F Photo of individual from behind holding knife (obtained from Taylor Blavins-Swyft)
- G Nudge message from M.J. Mossbridge to Carne Mustard (obtained from Mustard)
- H Nudge message from M.J. Mossbridge to Astor Rufflebottom (obtained through Rufflebottom phone)

# Report Notes

Case Number: 24-13-92713

On May 17, 2024, at approximately 8:45 p.m., I was dispatched as lead homicide Detective to investigate the suspicious death of Astor Rufflebottom at Hotel Clearwater on 34 Forest Park Avenue in Clearwater, Wisconsin. The reporting party indicated that the body of Astor Rufflebottom had been discovered in a pool of blood in their hotel room at Hotel Clearwater, with multiple stab wounds that appeared to come from an ice pick left near their body.

At the scene, I found the body of Astor Rufflebottom in a state consistent with what was originally reported. I visualized three stab wounds through the shirt, in the area of the heart. After determining Astor Rufflebottom had no pulse, I called for the coroner. I did locate an ice pick with a red wooden handle near the body. The tip of the ice pick was covered in blood and thereafter it was presumed to be the murder weapon. The homicide team was directed to secure the scene and begin homicide investigation protocol. There was no sign of forced entry.

My investigation included interviews, inspection of the scene and collection of evidence after proper application and execution of a search warrant. When DNA and fingerprint analysis come in, along with the Medical Examiner's Report, a supplement will follow. This is my preliminary report.

Multiple sources confirmed that all interviewed were present at Hotel Clearwater for an event the hotel was hosting for the Electronic Sports League, called the Castledusk National Tournament. Gamers, recruiters, and others gathered from around the country for this competition, where nationally-ranked players would compete in a virtual reality game called Castledusk to vie for a spot on the US National Team that would play at the World Castle Dusk Championships. Castledusk is a virtual reality game designed for the Moculus virtual reality headset. The event included panel discussions, demonstrations, competitions, practices, and official tournament play. The game itself offered opportunities for in-game observation for others physically present, and was streamed on Nudge so it would be viewable for a worldwide audience.

I first spoke with Carter Billy Jobs, who made the initial call to report the homicide. Jobs was the developer of Castledusk and provided background on the game functions. Jobs described the game as a medieval combat game that involved sword-fighting using the Moculus headset and hand controllers. The game allowed individuals to play in online or local modes, and in group play (Royale mode) or one-on-one play (Duel mode). The game also allowed others to participate as "Spectators" who could watch and also impact game play by throwing virtual items or yelling. Jobs reported that official tournament play had ended for the day when the murder occurred, but that I was welcome to follow up with additional questions.

I next interviewed Carne Mustard, who knew Rufflebottom and had a key to their room. Around 8:40 p.m., they left their room, which was four floors down. They went to the first floor, intending to get ice from the ice machine. They realized they forgot their ice bucket and ran back to their hotel room, passing someone on the way. Instead of continuing to get ice, they decided to go to Rufflebottom's room to see if they wanted to have a Red Bull and soda at the hotel bar. They knocked on Rufflebottom's door and no one answered. They opened the door with their key, entered, and immediately found Rufflebottom's body and the ice pick nearby, both in a state identical to what was described above.

Mustard did not have any additional information regarding the murder scene itself, but upon further questioning, Mustard reported that earlier that day, they had seen M.J. Mossbridge take an ice pick belonging to an ice sculptor named Coco who had been hired for this event. Mustard reported that Mossbridge and Rufflebottom were rival players in the Castledusk game, and Mossbridge had a history of making threats toward Rufflebottom, which initially Mustard had not taken seriously. Mustard further reported that when they were all playing in Royale mode immediately prior to the murder, they noticed M.J. Mossbridge's game avatar going back and forth between aggressive and sluggish, turning sluggish immediately prior to Mustard logging out at 8:40 p.m.

Case Number: 24-13-92713

Next, I spoke to Coco, the ice sculptor. Coco identified the murder weapon as an ice pick belonging to them. When asked about the ice pick's whereabouts and all individuals who they may have seen handling the ice pick, Coco indicated that Carter Billy Jobs, Carne Mustard, and M.J. Mossbridge had all handled the ice pick that same day. Mossbridge was the last person who they knew to handle the ice pick. Coco recalls Mossbridge setting it down, and then fifteen minutes passing before Coco realized the ice pick was missing. Coco also reported hearing arguments between Mossbridge and Rufflebottom, and also arguments between recruiter Taylor Blavins-Swyft and Carter Billy Jobs involving Mossbridge. Coco, whose room was near Rufflebottom's, reported hearing Rufflebottom yell "you?!" from their room around the time of the murder.

This led to me speaking with Taylor Blavins-Swyft. Blavins-Swyft was not present at the time of the murder but was a recruiter who had knowledge of the relationship between Rufflebottom and Mossbridge. They reported Mossbridge acting out of anger in both game play and in relation to Mossbridge's turkey leg concession company. They reported seeing Mossbridge (and Mustard) handling Coco's ice picks earlier in the day.

Based upon the above, I next followed up with Carter Billy Jobs, seeking insight into game play data. Jobs indicated they could retrieve data regarding avatar registrations, GPS data connected to player profiles, individual game play history and internet connections. Jobs was not able to retrieve all of this data immediately, but in a preliminary sense was able to note that Mossbridge's account activated "autopilot" mode at 8:38 p.m., and remained in Mossbridge's room, which was down the hall from Rufflebottom's. At 8:39 p.m., a second account logged in from Mossbridge's room, and the account was associated with a similar email address to Mossbridge's original account. That account then left Mossbridge's room and entered Rufflebottom's room, where it stayed for three minutes. Then, the account was deleted.

We then went to speak with M.J. Mossbridge, who was not yet officially a suspect. Mossbridge denied having put themselves on autopilot that night.

Mustard then came to us with new information, indicating they had looked at their phone and found a message from Mossbridge from after the murder saying "Seems Astor can't take a little stabbing, huh?"

At this point I directed the team to coordinate with the medical examiner, forensics lab, and next of kin in order to determine next steps. M.J. Mossbridge was a person of interest.

Supplement – May 20, 2024

Medical examiner preliminary results confirmed Rufflebottom died by three stab wounds to the heart causing hemorrhagic shock.

Supplement – June 7, 2024

Fingerprint analysis contained a full fingerprint match for M.J. Mossbridge.

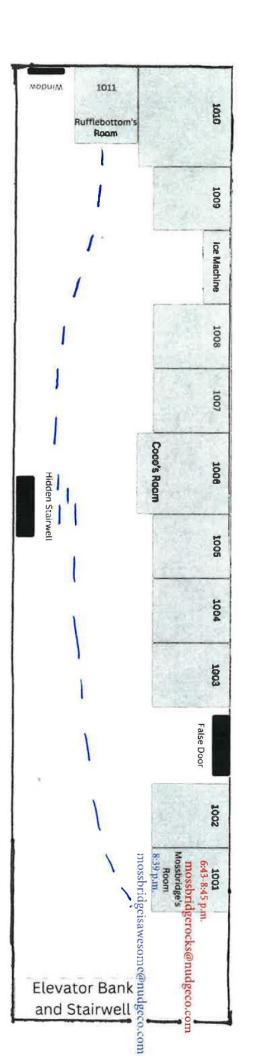
Case cleared by arrest of M.J. Mossbridge, with charges referred for first degree intentional homicide.

Supplement - October 29, 2024

DNA analysis returned only a positive DNA match for Astor Rufflebottom, sourced from the blood on the ice pick.

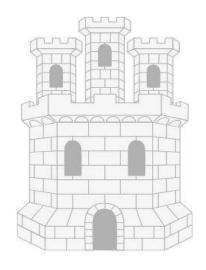


--- Path taken



**EXHIBIT** 

В



# CASTLEDUSK LEADERBOARD Prior to National Tournament

**EXHIBIT** 

<u>C</u>

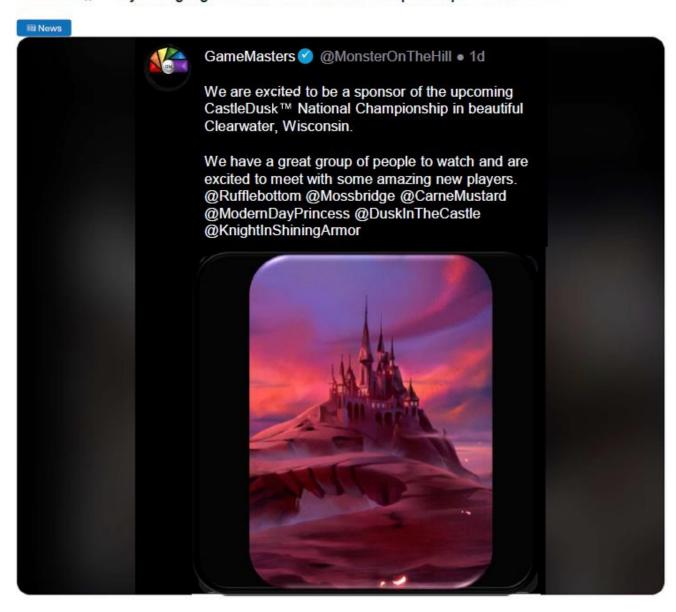
RANK	PLAYER ID	PLAYER NAME	
1	ChampionRuffle	Astor Rufflebottom	
2	WilhelmVonWormstheElder	M.J. Mossbridge	
3	FeatherDusterWhite	Melba White	
4	DeadlyScarlet	Sherlock Scarlet	
5	ProperPlum	Watson Plum	
6	AgentGreen	Nancy Green	
7	PoisonousOrchid	Auguste Orchid	
8	DemurePeacock	Perry Peacock	
9	MurderFellWrote	Jessica Fell	
10 ChiefBenson		Charles Benson	







CastleDusk™ Players Highlighted Ahead of National Championship for 2025 Team

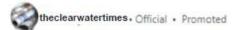






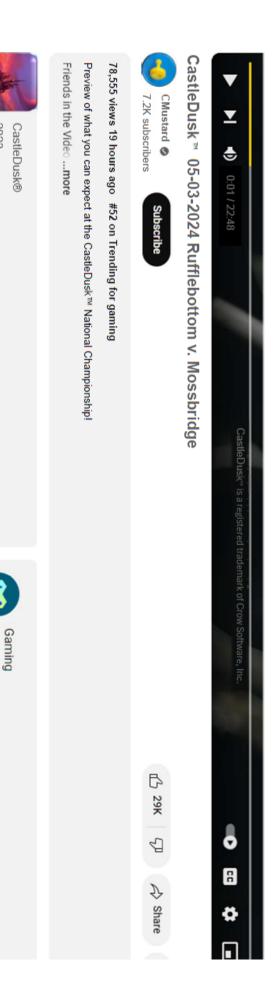






EXHIBIT

<b>40</b>	CMustard ● 6h ago ●				
	We can't wait to show you what we've got!!!! We have been preparing and know you'll be psyched when you see what we can do!				
Θ	↑ 17				
4	Mossbridge ● 5h ago ●				
	@CMustard What WE can do? You're totally delulu. You're just pathetically riding @Rufflebottom's coattails for some attention. Newsflash! Those coattails won't be there much longer after I get done with them.				
	↑ 1				
	1 more reply				
	ModernDayPrincess ● 5h ago ●				
	As a CastleDusk™ newbie, I am highkey shook to be considered amongst these other players. Can't wait for Nationals! Yeet! But keep @Mossbridge away from me – so nasty, so sus				
	KnightlnShiningArmor • 3h ago •				
	I've been up against @Mossbridge and @Rufflebottom in various bouts – no cap, the competition is straight fire! Nationals is going to be epic, even if @Mossbridge is being extra salty these days.				
	↑ 7 ₺ □ Reply Q Award & Share				





BROWSE GAME >

BROWSE ALL GAMING >

2023



Add a comment...



@ModernDayPrincess 12 hours ago

Can't wait to see @Rufflebottom and @Mossbridge compete for the bigtime. If @Rufflebottom keeps it up, @Mossbridge doesn't stand a chancel

凸1K 切 Reply

6 replies



@Mossbridge 10 hours ago

@ModemDayPrincess – what do you even know about gaming? You watch one video and think you can predict the future? You should really learn to keep your thoughts to yourself. You know nothing! I'm getting ready and will be taking @Rufflebottom out at the tournament. Their so lost in their own world, they won't even see it coming.



√ 25 replies

EXHIBIT

F



**EXHIBIT** 

F



Mossbridge sent you a private message May 17, 2024 8:46 p.m.

Seems Astor can't take a little stabbing



**EXHIBIT** 



You sent Mossbridge a private message May 17, 2024 4:43 p.m.

I'm coming for you.

5:13 p.m.

Git ready to git got

Tonight? I can show them how it's done in Royale?

Mossbridge sent you a private message May 17, 2024 5:47 p.m.

> Fine. Show me. Let's rumble.

> > 8:45 p.m.

What, you're

now?

**EXHIBIT** 

н

Hotel Clearwater Door and Key Log				
Keycard ID#	Date	Swipe	Time	Room #
1573699	5/17/2024	TRUE	17:57:12	1011
1611024	5/17/2024	TRUE	18:02:34	601
1584120	5/17/2024	TRUE	18:20:36	1001
	5/17/2024	FALSE	19:11:48	601
1599215	5/17/2024	TRUE	19:16:02	1011
	5/17/2024	FALSE	20:18:15	1011
1611024	5/17/2024	TRUE	20:23:02	601
	5/17/2024	FALSE	20:37:49	601
	5/17/2024	FALSE	20:39:59	1001
1611023	5/17/2024	TRUE	20:40:57	1011
	5/17/2024	FALSE	20:42:02	1011
1584120	5/17/2024	TRUE	20:42:36	1001
1599215	5/17/2024	TRUE	20:44:22	1011
	5/17/2024	FALSE	23:12:10	1011
1611024	5/17/2024	TRUE	23:15:16	601
	5/18/2024	FALSE	0:02:55	1011
	5/18/2024	FALSE	0:04:08	1001
	5/18/2024	FALSE	0:25:23	1001
	5/18/2024	FALSE	3:50:24	601
1584120	5/18/2024	TRUE	10:13:18	1001

**EXHIBIT** 

<u>I</u>

#### **CURRICULUM VITAE**

**EXHIBIT** 

J

Carter Billy Jobs Crow Software, Inc. 10010 Python Way Clearwater, WI 54018 USA

(555)267-4881

E-mail: cjobs@crowsoftware.com

## **Personal**

Born October 17, 1991

### **Education**

Carnegie Mellon University, School of Computer Science – B.S. in Software Engineering – 2013

#### Relevant Courses

- Programming and Coding Languages
- Data Structures and Algorithms
- Database Management
- Software Architecture
- Network and Security
- Data Management
- IT Fundamentals

#### **Positions Held**

President and CEO, Crow Software, Inc., Clearwater, Wisconsin, 2019-Present

Software Developer, Nudge, Co., Clearwater, Wisconsin, 2013-2019

#### **Notable Projects**

Castledusk<sup>TM</sup>

Astrological Guesser Filter (property of Nudge, Co.)

#### **CURRICULUM VITAE**

Adrian Stevie Gates Self Employed, Forensic Asset Specialist and Trainer 10011 Java Ct. Clearwater, WI 54018 USA

EXHIBIT

(555)568-2577

E-mail: Adrian.Gates@FEAST.com

#### Personal

Born March 16, 1984

## **Education**

Clearwater University – B.A. in Criminology – 2006

### **Positions Held**

Self-Employed, Consultant – FEAST, Inc., Clearwater, Wisconsin, 2017-Present

- Notable Cases Worked On
  - State v. Jones, Kentucky Defense
  - State v. Willis, California Defense
  - Commonwealth v. Reed, Massachusetts Prosecution
  - State v. Platte, Wisconsin Defense

Clearwater Police Department, Clearwater, Wisconsin, 2006-2017

- Data Analysis Unit, 2012-2017
  - Relevant Trainings
    - <u>Tracking Criminals: Using Data Science to Convict</u>, hosted by the Wisconsin Department of Justice
    - Analyzing Data in Criminal Cases, hosted by the Federal Bureau of Investigation
    - How to Efficiently Gather and Analyze Data, hosted by the Wisconsin Department of Justice