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**UNITED STATES DISTRICT COURT
FOR THE WESTERN DISTRICT OF WASHINGTON
AT SEATTLE**

NINTENDO OF AMERICA INC., a
Washington Corporation,

Plaintiff,

v.

RYAN MICHAEL DALY d/b/a MODDED
HARDWARE, an individual,

Defendant.

COMPLAINT FOR:

- (1) TRAFFICKING IN CIRCUMVENTION DEVICES (17 U.S.C. § 1201(a)(2))**
- (2) TRAFFICKING IN CIRCUMVENTION DEVICES (17 U.S.C. § 1201(b)(1))**
- (3) COPYRIGHT INFRINGEMENT**
- (4) CONTRIBUTORY COPYRIGHT INFRINGEMENT**
- (5) BREACH OF CONTRACT – VIOLATION OF EULA**
- (6) TORTIOUS INTERFERENCE WITH CONTRACT**

Demand For Jury Trial

INTRODUCTION

1
2 1. Nintendo of America Inc. (“NOA”) – along with its parent, Nintendo Co., Ltd.
3 (collectively referred to herein as “Nintendo”) – develops and distributes the Nintendo Switch
4 game console, which is one of the most popular video game consoles of all time, as well as the
5 proprietary and copyrighted software that serves as the Nintendo Switch operating system. NOA
6 also owns the U.S. copyrights and/or publishes in the United States (*i.e.*, markets and distributes
7 pursuant to exclusive license) award-winning video games that can be played only on Nintendo
8 consoles. To protect its intellectual property against video game piracy, and to ensure that only
9 authorized and licensed Nintendo Switch games can be played on Nintendo Switch consoles,
10 Nintendo designed the Nintendo Switch console and Nintendo Switch games with a set of
11 sophisticated technological security features. These security features are intended to, and in their
12 ordinary course of operation effectively do, prevent misuse and modification of the Nintendo
13 Switch and Nintendo Switch games, including by preventing unauthorized operating systems
14 from being installed on the Nintendo Switch, preventing Nintendo Switch games from being
15 accessed, copied, and distributed without authorization, and preventing pirated copies of
16 Nintendo Switch games from being played on the Nintendo Switch.

17 2. By this action, NOA seeks redress for, and to put an immediate stop to, ongoing
18 and willful unlawful conduct by Defendant Ryan Michael Daly (“Defendant”). Defendant is the
19 owner and operator of the website www.moddedhardware.com (the “Website”). Via the Website,
20 Defendant sells a variety of products specifically designed (and with no commercial purpose
21 other than) to circumvent Nintendo’s technological protection measures. Among these products
22 are hardware chips that disable the Nintendo Switch console’s built-in access and copy control
23 technology (“Mod-Chips”), as well as devices that allow pirated games to be copied to or placed
24 on Nintendo Switch-compatible memory cards (the “MIG Switch”) or allow unauthorized
25 copying of authentic Nintendo Switch game cartridges (the “MIG Dumper”) (collectively the
26 “MIG Devices”). (The Mod-Chips and MIG Devices are referred to collectively herein as the
27 “Circumvention Devices”). Additionally, for those without the technical expertise to install Mod-
28 Chips, Defendant offers services (the “Circumvention Services”) where he modifies Nintendo

1 Switch consoles and installs Mod-Chips. As part of his Circumvention Services, Defendant sells
2 Nintendo Switch consoles with Mod-Chips pre-installed and offers mail-in Mod-Chip installation
3 services, where users can send Defendant their Nintendo Switch console for him to install the
4 Mod-Chips (collectively the “Hacked Consoles”). Additionally, as part of Defendant’s
5 Circumvention Services, Defendant installs a suite of unauthorized software products on the
6 Hacked Consoles which modify their function to enable the play of pirated games, and, among
7 other things, enable a user to decrypt, copy, and distribute Nintendo Switch games, use
8 unauthorized Nintendo Switch firmware, and obtain and copy proprietary cryptographic keys,
9 such as the software products known as “Lockpick” and “Sigpatches” (referred to collectively
10 herein as the “Circumvention Software”).

11 3. Defendant not only offers the hardware and firmware to create and play pirated
12 games, but he also provides his customers with copies of pirated Nintendo games. Typically,
13 when a customer purchases a Hacked Console or the Circumvention Services, Defendant pre-
14 installs on the console a portfolio of ready-to-play pirated games, including some of Nintendo’s
15 most popular titles such as its *Super Mario*, *The Legend of Zelda*, and *Metroid* games.

16 4. The harm to Nintendo from Defendant’s sale and distribution of the
17 Circumvention Devices, Hacked Consoles, and Circumvention Services is substantial and
18 irreparable. Nintendo’s business relies upon the authorized and licensed sale of authentic copies
19 of its video games, and upon the trust it has built over decades with third-party game developers
20 that the games they develop will not be illegally distributed and played. Defendant’s products and
21 services not only deprive Nintendo and its licensees of revenue from the sales of lawful copies of
22 Nintendo games but also foster and encourage the illegal distribution of pirated Nintendo content.
23 Indeed, because pirated Nintendo Switch games cannot be used or created without a Hacked
24 Console and related software and hardware, it is *only* because of products and services such as
25 those sold by Defendant that illegal marketplaces distributing pirated games exist and thrive.

26 5. Defendant is well aware that his conduct is unlawful and infringes Nintendo’s
27 intellectual property rights. On March 15, 2024, NOA representatives personally contacted
28 Defendant to advise him that by selling and offering the Circumvention Devices, Hacked

1 Consoles, and Circumvention Services, he was in willful violation of Nintendo’s rights. In order
2 to avoid litigation, Defendant agreed, both verbally and in a signed writing, to cease his infringing
3 conduct. In reliance on these representations, NOA refrained from filing a lawsuit at that time.

4 6. Notwithstanding his oral and written representations, Defendant did not cease his
5 unlawful conduct. Instead, he continued to sell Hacked Consoles and Circumvention Devices, as
6 well as to provide Circumvention Services, through the Website. NOA attempted to contact
7 Defendant informally to discuss this conduct, but he ignored NOA’s outreach. On May 17, 2024,
8 NOA provided Defendant with a final written warning and opportunity to resolve this matter.
9 Defendant again chose to ignore that warning and continued his unlawful activities. As a result,
10 NOA was left with no choice but to file this lawsuit.

11 7. Through his conduct, Defendant has engaged in, and is continuing to engage in,
12 several unlawful acts:

- 13 (a) First, by selling and distributing Circumvention Devices and Hacked Consoles,
14 and by offering Circumvention Services, Defendant has violated the anti-
15 circumvention provisions of the Digital Millennium Copyright Act (“DMCA”),
16 including both 17 U.S.C. § 1201(a)(2) and 1201(b)(1). Specifically, Defendant
17 has engaged in selling, importing, offering, providing, and otherwise trafficking in
18 technologies that circumvent or evade technologies used by Nintendo to control
19 access to its consoles and game software, and to protect against unauthorized
20 copying and distribution of Nintendo Switch games.
- 21 (b) Second, by pre-installing onto Hacked Consoles unauthorized copies of
22 copyrighted Nintendo games, Defendant has infringed NOA’s copyrights in its
23 video game software.
- 24 (c) Third, by selling and distributing Circumvention Devices and Hacked Consoles,
25 and by offering Circumvention Services, to members of the public, knowing and
26 intending that such products and services will be used by Defendant’s customers to
27 create, distribute, or obtain (*e.g.*, via download) and play pirated Nintendo games,
28 Defendant has engaged in acts of contributory infringement.

1 (d) Fourth, by marketing, advertising, selling and otherwise encouraging members of
2 the public to purchase Circumvention Devices, Hacked Consoles, and
3 Circumvention Services, Defendant has himself violated and induced his
4 customers to violate their agreements with NOA, including the End-User License
5 Agreements (“EULA”) that all Nintendo Switch users are required to consent to
6 prior to using their consoles, and has himself breached the EULA.

7 8. Without the intervention of this Court, Defendant will continue to engage in his
8 illegal conduct undeterred and without accountability or punishment, causing continued and
9 irreparable harm to Nintendo.

10 **THE PARTIES**

11 9. Nintendo of America Inc. (“NOA”) is a Washington corporation with its principal
12 place of business in Redmond, Washington. NOA is a wholly owned subsidiary of Nintendo Co.,
13 Ltd., a Japanese company headquartered in Kyoto, Japan (collectively, Nintendo of America Inc.
14 and Nintendo Co., Ltd. are referred to herein as “Nintendo”). NOA is responsible for the
15 marketing and sale of electronic video game consoles, games, and accessories developed by
16 Nintendo, including the Nintendo Switch, Nintendo Switch Lite, and Nintendo Switch OLED
17 consoles (collectively the “Nintendo Switch”), as well as the proprietary and copyrighted
18 software that serves as the Nintendo Switch’s operating system and firmware. NOA is the
19 publisher and owner of exclusive rights in the United States of many popular games and game
20 franchises developed by Nintendo and/or its development partners, including the *Super Mario*,
21 *The Legend of Zelda*, and *Metroid* games, among others. NOA also is responsible for the
22 enforcement of Nintendo’s intellectual property rights in the United States.

23 10. NOA is informed and believes, and on that basis alleges, that Defendant Ryan
24 Michael Daly is an individual residing in Davison, Michigan. At all relevant times, Defendant
25 has used the online aliases “Homebrew Homie,” and “Homebrew Homies.” Defendant is the
26 owner and operator of the website www.moddedhardware.com (the “Website”). Defendant is in
27 the business of selling Circumvention Devices and Hacked Consoles and offering Circumvention
28 Services. Defendant engages in this business primarily via the Website, but also via his personal

1 social media accounts.

2 **JURISDICTION AND VENUE**

3 11. This is a civil action seeking damages, injunctive relief, and other equitable relief
4 under the anti-circumvention provisions of the DMCA, 17 U.S.C. § 1201 *et seq.*; the United
5 States Copyright Act, 17 U.S.C. § 501; and the laws of the State of Washington.

6 12. This Court has subject matter jurisdiction over NOA’s claims for violating the
7 anti-circumvention provisions of the DMCA, for copyright infringement, and for contributory
8 copyright infringement pursuant to 28 U.S.C. §§ 1331 and 1338(a). Pursuant to 28 U.S.C. §
9 1367, this Court has supplemental jurisdiction over NOA’s state law claims for breach of contract
10 and intentional interference with contractual relations, which are so related to NOA’s federal
11 claims as to be part of the same case or controversy.

12 13. Defendant has consented to the jurisdiction of this Court, including by entering
13 into written contracts with NOA (including the EULA), which is headquartered in the State of
14 Washington, and agreeing in a signed document that claims against him may be brought in this
15 District. Defendant also is subject to the jurisdiction of this Court because he transacts business
16 in the State of Washington and in this District. Specifically, NOA is informed and believes, and
17 on that basis alleges, that Defendant has marketed, offered to the public, and otherwise trafficked
18 in Circumvention Devices, Hacked Consoles, and Circumvention Services in this District; has
19 sold and shipped Circumvention Devices to residents of this District; has provided unauthorized
20 copies of Nintendo software to residents of this District; and/or has encouraged individuals in this
21 District to engage in acts of copyright infringement and/or to violate their agreements with NOA.
22 Additionally, Defendant is subject to jurisdiction in this Court because he knowingly targeted the
23 State of Washington, the location of NOA’s headquarters. Thus, Defendant expected or should
24 reasonably have expected his acts to have consequences and cause harm in the State of
25 Washington. NOA’s claims arise out of and relate to Defendant’s activities in this District.

26 14. Defendant has consented to venue in this District. Venue also is proper in this
27 District pursuant to 28 U.S.C. § 1391, because Defendant is an individual who is subject to
28 personal jurisdiction in this District.

FACTS APPLICABLE TO ALL CAUSES OF ACTION

Nintendo, Nintendo Switch, and Nintendo’s Video Games

15. Nintendo is a company and brand famous throughout the United States and the world, known by consumers of all ages for its video games, its video game consoles, and its video game characters, which include Mario and Luigi, Yoshi, Link, and Donkey Kong.

16. For decades, Nintendo has been a leading developer and producer of video games and video game consoles. Among the game consoles developed and produced by Nintendo and distributed by NOA in the United States is the Nintendo Switch console, which includes the original Nintendo Switch, Nintendo Switch OLED version, and Nintendo Switch Lite. Nintendo Switch is among the most popular game consoles in the world (and, indeed, of all time), with sales exceeding 140 million units as of May 2024.

17. Nintendo also has developed, published, and distributed a catalog of video games for the Nintendo Switch and other Nintendo consoles, such as the Nintendo Entertainment System, Nintendo 64, Nintendo GameCube, Wii, Wii U, and Game Boy consoles. NOA owns the U.S. copyrights in its video games and is the exclusive publisher and distributor of such games in the United States. Since 1983, Nintendo has sold more than 5.5 billion video games and 800 million of its consoles. The top five Nintendo-developed copyrighted Nintendo Switch games have sold over 27 million copies each, rising above 200 million sales in total. Among the video games owned by NOA or distributed under exclusive license to NOA are the games identified on Schedule A (the “Nintendo Games”).

18. Nintendo has built its company through substantial creative and financial investment in the development and marketing of new consoles, video games, products, technological protection measures, and intellectual property. Nintendo has garnered significant consumer awareness and goodwill through its commitment to developing and delivering innovative, fun, and memorable video game consoles and games. Each of the Nintendo Games are creative, audiovisual works with detailed stories, characters, and elements that are wholly original and protected by the Copyright Act. Nintendo video game consoles and games are enjoyed by tens of millions of consumers in the United States and abroad.

1 **Nintendo’s Technological Protection Measures**

2 19. The popularity of Nintendo’s video games and video game consoles has made
3 Nintendo the target of intellectual property pirates and hackers. These individuals or entities
4 benefit from Nintendo’s innovation and investment by making unauthorized copies of Nintendo
5 video games, or by creating and selling and/or distributing the means by which others can copy
6 and distribute unauthorized, pirated copies of Nintendo video games or play such copies on a
7 Nintendo console.

8 20. Illegal copying, or piracy, of video game software is a serious international
9 problem. Throughout its history, Nintendo has taken many steps and expended significant
10 resources to halt or stem the illegal copying, marketing, sale, and distribution of Nintendo’s video
11 games, and to halt the illegal trafficking in devices that allow users to make unauthorized copies
12 of games and/or play such unauthorized copies on Nintendo’s video game consoles.

13 21. Among the methods used by Nintendo to prevent the use and dissemination of
14 pirated games is the development and implementation of sophisticated technological protection
15 measures to protect and control access to its consoles and to copyrighted Nintendo video games.
16 These technological protection measures (referred to hereinafter as the “TPMs”) are incorporated
17 into both Nintendo’s video game consoles (the “Console TPMs”) and Nintendo video game
18 software products (the “Game TPMs”). Nintendo’s TPMs work in concert to prevent
19 unauthorized access to and copying of Nintendo’s copyrighted works, as well as the unauthorized
20 play of pirated games on Nintendo consoles. Nintendo’s TPMs include the following:

21 22. First, as part of the Console TPMs, during the boot process the Nintendo Switch
22 console performs a series of authentication checks to ensure that the operating system being used
23 by the console is the authentic Nintendo Switch operating system. If a user attempts to load or
24 launch an unauthorized operating system onto a Nintendo Switch, the authentication checks will
25 fail and the console will not operate.

26 23. Second, as part of the Game TPMs, both physical and digital versions of Nintendo
27 Switch games are protected by complex sets of encryption and decryption protocols. A set of
28 proprietary cryptographic keys are required to decrypt and play Nintendo Switch video games.

1 The Game TPMs also include sets of proprietary security protocols that permit the Nintendo
2 Switch console to interact only with either authentic Nintendo Switch cartridges, which are
3 physical cards inserted in a Nintendo Switch console, or legitimate video game files downloaded
4 from the Nintendo eShop. The Game TPMs, among other things, ensure that Nintendo games
5 cannot be copied to or accessed on an unauthorized device and that only authentic, authorized
6 game files or cartridges can be played on an authentic Nintendo Switch console.

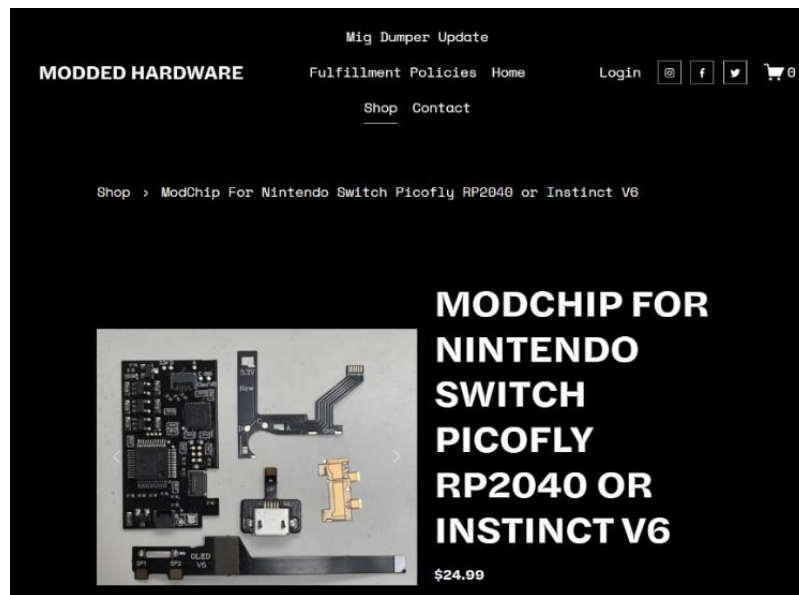
7 24. The Console TPMs and Game TPMs work together to effectively control access to
8 and copying of Nintendo's copyrighted works. Nintendo Switch games can only be decrypted,
9 accessed, played, and copied through the use of special, unauthorized software designed to
10 circumvent the Game TPMs (the "Circumvention Software"). Moreover, the Circumvention
11 Software cannot be used or installed on a Nintendo Switch console without bypassing or
12 circumventing the Console TPMs. In other words, Nintendo Switch users wishing to play or
13 copy Nintendo Switch games must bypass and/or circumvent at least two layers of protection, a
14 process that requires circumvention of both Nintendo hardware and software. Additionally, in the
15 normal course of operation it is not possible to use non-authentic cartridges in a Nintendo Switch
16 console.

17 **Nintendo's Contractual Protection Measures**

18 25. Another way that Nintendo maintains the integrity of its consoles and games is
19 through contractual measures. Before using the Nintendo Switch, all users are required to
20 consent to a Nintendo Switch End User License Agreement ("EULA"). Users consent to the
21 EULA either by clicking the "accept" button when presented with the EULA on their system, or
22 by using the system. If a user does not consent to the terms of the EULA, they will be unable to
23 use the console and may request a refund.

24 26. Under the EULA, users are granted a limited license to "use the software, content,
25 and data that came with the Console, or that is compatible with or authorized for use in
26 connection therewith, including any updates or replacement to that software, content, or data that
27 [Nintendo] or [its] authorized providers make available to you (collectively, the 'Software')."
28

1 software products that are designed to enable users to download and play pirated Nintendo games.
 2 Defendant sells the Mod-Chips for \$24.99, as illustrated below:



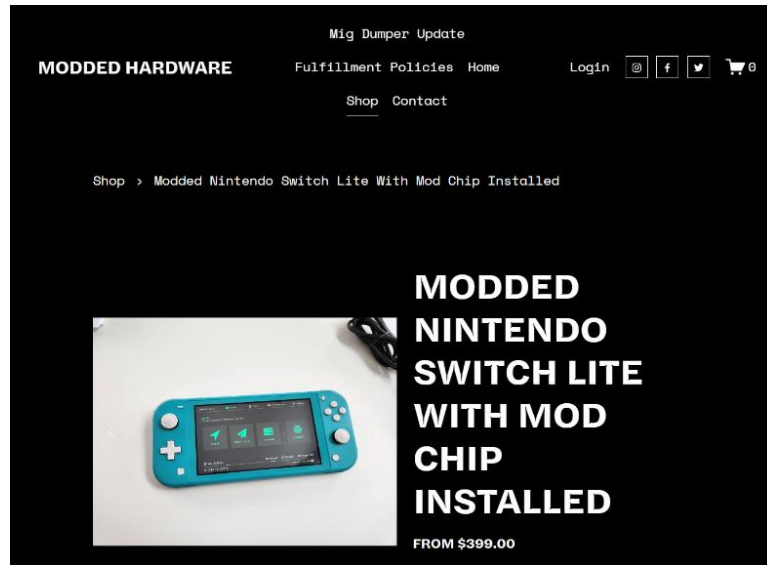
13 (b) **Hacked Nintendo Switch Consoles**, which are Nintendo Switch consoles
 14 that Defendant opened up and installed a Mod-Chip (the “Hacked Consoles”). Defendant offers
 15 “new” Hacked Consoles (*i.e.*, new consoles he has acquired and modified), as well as “Mail In
 16 Services.” Defendant describes his Nintendo Switch mail-in service as follows:

17 This is a Mail-in Service were[sic] we will install a modchip onto
 18 your Nintendo Switch OLED / Lite / V1 or V2! Then we add all the
 19 amazing software listed bellow[sic] to your Nintendo switch OLED
 / Lite / V1 or V2 in the sd card size selected. After that we simply
 mail the system back to you for you to enjoy.

20 Along with that we provide expert help and a bunch of video's[sic]
 21 on how to use your device and how to get up and running with
 unlocking the full potential of your Nintendo switch system.

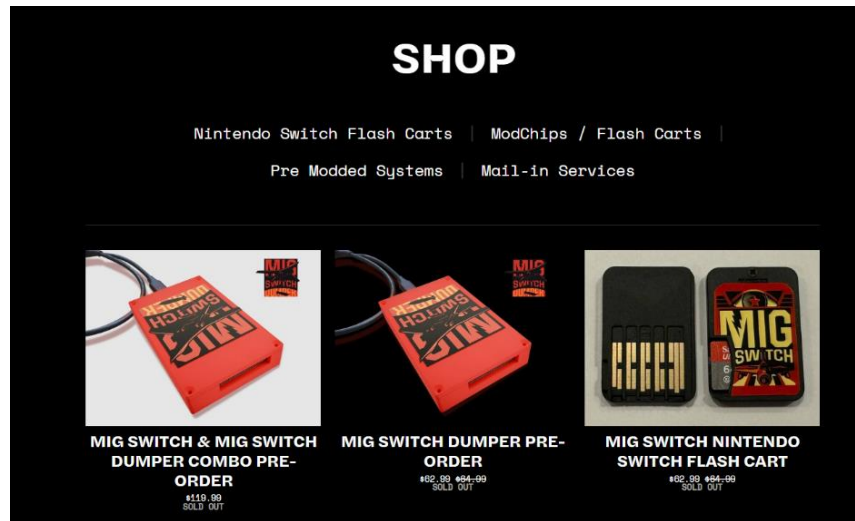
22 As part of Defendant’s Circumvention services, he offers the Hacked Consoles pre-installed with
 23 unauthorized Nintendo Switch firmware. Additionally, as part of his Circumvention Services
 24 Defendant pre-installs Circumvention Software onto these Hacked Consoles, as well as illegal,
 25 unauthorized copies of dozens, if not hundreds, of copyrighted Nintendo video games, including
 26 but not limited to the Nintendo Games identified in **Schedule A**.

1 Defendant sells Hacked Consoles at prices ranging from \$79.99 (for Mail-in Services) and
 2 \$399.00 (for Switch Lite consoles) to \$669.99 (for special edition consoles). An exemplar image
 3 of the product page for Hacked Consoles on the Website appears below:



13 (c) **MIG Devices** are devices that enable a user to create unauthorized copies of
 14 Nintendo Switch games or play pirated Nintendo Switch games on their Nintendo Switch
 15 console. In particular, the MIG Switch is a “flash cart” which allows users to play unauthorized,
 16 pirated copies of Nintendo Switch games that have been installed onto a micro-SD card in an
 17 authentic unmodified Nintendo Switch console. In order to achieve this, a MIG Switch
 18 circumvents Nintendo’s TPMs by tricking the Nintendo Switch console into treating
 19 unauthorized, pirated copies of Nintendo Switch games as authorized, official Nintendo Switch
 20 game cartridges. The MIG Dumper is a device that plugs into a user’s computer and allows a
 21 user to copy (or “dump”) an authentic Nintendo Switch game cartridge onto another readable
 22 memory, such as a computer hard-drive or micro-SD memory card. The MIG Dumper
 23 necessarily circumvents Nintendo’s Game TPMs by allowing users to copy Nintendo Switch
 24 game files from an authentic Nintendo Switch game cartridge to an unprotected memory card or
 25 storage medium, distribute those games to others, and/or play those games in unauthorized ways,
 26 such as by using a MIG Switch with an authentic, unmodified Nintendo Switch console. The
 27 MIG Dumper also necessarily circumvents Nintendo’s Game TPMs by allowing users to access
 28 and/or play authentic Nintendo Switch cartridges on an unauthorized device using additional

1 circumvention software, such as a Nintendo Switch emulator. Defendant sells MIG Dumpers and
 2 MIG Switch devices for \$62.99 each, or \$119.99 for the set. An exemplar image of a “shop”
 3 page from the Website for MIG Switch and MIG Switch dumpers appears below:



13 30. The Mod-Chips and MIG Devices (collectively, the “Circumvention Devices”)
 14 and Hacked Consoles are and/or contain technology designed and marketed for the purpose of
 15 circumventing Nintendo’s TPMs. Specifically, each of these products is designed to circumvent
 16 Nintendo’s TPMs that prevent users from accessing and modifying Nintendo’s firmware and
 17 operating system, accessing or copying Nintendo video games, and playing pirated Nintendo
 18 video games. Customers who purchase Defendant’s products or services are easily able to play
 19 pirated copies of Nintendo video games that they downloaded from the internet. They also are
 20 able to copy their own Nintendo video games and re-distribute them, and to otherwise cause
 21 Nintendo Switch consoles to operate in ways that they were not designed to operate.

22 **NOA’s Contacts With Defendant**

23 31. On March 15, 2024, representatives of NOA contacted Defendant to demand that
 24 he immediately cease and desist from any further distribution or sale of the Mod-Chips, Hacked
 25 Consoles, and MIG Switches, and that he cease from providing any further Circumvention
 26 Services. NOA advised Defendant that if he was unwilling to cooperate, NOA would have no
 27 choice but to commence litigation.

1 32. In response to NOA’s demand, Defendant agreed to cease his conduct and
2 executed a written agreement confirming that his conduct is unlawful and that he would
3 immediately cease from any further distribution and sale of Circumvention Devices, Hacked
4 Consoles, or Circumvention Services. Relying on the written and oral representations made by
5 Defendant, NOA declined to file a lawsuit against Defendant in March 2024.

6 33. Shortly thereafter, NOA discovered that Defendant was not complying with his
7 obligations. Specifically, NOA learned that the Website—despite Defendant’s explicit written
8 and oral representations—remained fully operational, and that Defendant was continuing to
9 market, distribute, and sell Circumvention Devices, Hacked Consoles, and Circumvention
10 Services. NOA sought to contact Defendant, but he failed to respond to multiple inquiries.

11 34. NOA delivered a formal cease and desist letter to Defendant on May 18, 2024.
12 The letter advised Defendant that if he did not respond and did not cease and desist from any
13 further sale of the Circumvention Devices, Hacked Consoles, and Circumvention Services by
14 May 24, 2024, NOA would commence litigation. Defendant acknowledged receipt of the letter
15 but did not respond to it by the deadline provided, May 24, 2024. NOA also discovered that even
16 after receiving the letter Defendant continued to sell and/or distribute Hacked Consoles and MIG
17 Devices to members of the public.

18 35. On June 11, 2024, nearly two weeks after the May 24 deadline, NOA received a
19 communication from a lawyer purporting to represent Defendant. On June 14, 2024, in response
20 to this communication, NOA offered Defendant (through his counsel) a final opportunity to
21 resolve this dispute, with a deadline of June 19, 2024. On June 17, 2024, NOA received a
22 communication from Defendants’ counsel that Defendant was in the process of obtaining new
23 counsel and would likely not respond to NOA’s offer by the June 19 deadline. As of the date of
24 this complaint, NOA has not received any further communication from Defendant or any attorney
25 representing Defendant.

FIRST CLAIM FOR RELIEF

Trafficking In Circumvention Devices In Violation of 17 U.S.C. § 1201(a)(2)

36. NOA incorporates the factual allegations in Paragraphs 1 through 35 as if fully set forth herein.

37. Section 1201(a)(2) of the DMCA, 17 U.S.C. § 1201(a)(2), prohibits trafficking in technology primarily designed to circumvent technological protection measures that effectively control access to copyrighted works. The statute provides, in pertinent part, that “[n]o person shall manufacture, import, offer to the public, provide, or otherwise traffic in any technology, product, service, device, component, or part thereof, that –

(A) is primarily designed or produced for the purpose of circumventing a technological measure that effectively controls access to a work protected under [the Copyright Act];

(B) has only limited commercially significant purpose or use other than to circumvent a technological measure that effectively controls access to a work protected under [the Copyright Act]; or

(C) is marketed by that person or another acting in concert with that person with that person’s knowledge for use in circumventing a technological measure that effectively controls access to a work protected under [the Copyright Act].”

38. Nintendo’s TPMs effectively control access to works protected by the Copyright Act, including the Nintendo Switch firmware and operating system, and Nintendo video games in which Nintendo owns or exclusively controls copyrights.

39. The Circumvention Devices and Circumvention Software installed onto Hacked Consoles as part of the Circumvention Services are primarily designed to circumvent an effective technological protection measure and have only limited commercially significant purpose or use other than to circumvent Nintendo’s access control technology.

40. Defendant knows that the Circumvention Devices and Circumvention Software are designed, implemented, and used to circumvent and bypass Nintendo’s access control technology.

1 41. Defendant's acts are willful, intentional, purposeful, and in disregard of and
2 indifferent to the rights of NOA.

3 42. As a direct and proximate result of Defendant's violations of 17 U.S.C. § 1201,
4 NOA is entitled to the maximum statutory damages, pursuant to 17 U.S.C. § 1203(c)(3)(A), in the
5 amount of \$2,500 with respect to each act of offering to the public, provision, or otherwise
6 trafficking in circumvention technology, or such other amounts as may be proper under 17 U.S.C.
7 § 1203(c). In the alternative, pursuant to 17 U.S.C. § 1203(c)(2), NOA is entitled to its actual
8 damages, as well as to Defendant's profits from these violations, in amounts to be proven at trial.

9 43. NOA is entitled to its costs, including reasonable attorneys' fees, pursuant to 17
10 U.S.C. § 1203(b).

11 44. Defendant's conduct has caused and, unless enjoined by this Court, will continue
12 to cause Nintendo great and irreparable injury for which there is no adequate remedy at law.
13 Pursuant to 17 U.S.C. § 1203(b)(1), NOA is entitled to permanent injunctive relief prohibiting
14 Defendant and its members and agents from engaging in further acts of offering to the public,
15 providing, or otherwise trafficking in Circumvention Devices, Circumvention Software, Hacked
16 Consoles, and Circumvention Services.

17 **SECOND CLAIM FOR RELIEF**

18 **Trafficking In Circumvention Devices In Violation of 17 U.S.C. § 1201(b)(1)**

19 45. NOA incorporates the factual allegations in Paragraphs 1 through 35 as if fully set
20 forth herein.

21 46. Section 1201(b)(1) of the DMCA, 17 U.S.C. § 1201(b)(1), prohibits the trafficking
22 in devices primarily designed to circumvent technological protection measures that protect
23 against the violation of rights protected under the Copyright Act. The statute provides, in
24 pertinent part, that "[n]o person shall manufacture, import, offer to the public, provide, or
25 otherwise traffic in any technology, product, service, device, component, or part thereof, that—
26
27
28

- 1 (A) is primarily designed or produced for the purpose of circumventing protection
2 afforded by a technological measure that effectively protects a right of a copyright
3 owner under [the Copyright Act] in a work or a portion thereof;
- 4 (B) has only limited commercially significant purpose or use other than to
5 circumvent protection afforded by a technological measure that effectively protects
6 a right of a copyright owner under [the Copyright Act] in a work or a portion
7 thereof; or
- 8 (C) is marketed by that person or another acting in concert with that person with
9 that person’s knowledge for use in circumventing protection afforded by a
10 technological measure that effectively protects a right of a copyright owner under
11 [the Copyright Act] in a work or a portion thereof.”

12 47. The TPMs effectively protect NOA’s rights as copyright owner in Nintendo video
13 games. Specifically, the TPMs, in the ordinary course of their operation, prevent, restrict, or
14 otherwise limit the ability of a member of the public to reproduce, distribute, and play Nintendo’s
15 copyrighted video games without Nintendo’s authorization.

16 48. The Circumvention Devices, Hacked Consoles, and Circumvention Software
17 installed onto Hacked Consoles are primarily designed to circumvent effective technological
18 measures and have only limited commercially significant purpose or use other than to circumvent
19 technology that protects NOA’s rights in its copyrighted video games.

20 49. Defendant knows that the Circumvention Devices and Circumvention Software are
21 designed, implemented, and used to circumvent and bypass technology that prevents the copying
22 and distribution of Nintendo video games.

23 50. Defendant’s acts are willful, intentional, purposeful, and in disregard of and
24 indifferent to the rights of NOA.

25 51. As a direct and proximate result of Defendant’s violations of 17 U.S.C. § 1201,
26 NOA is entitled to the maximum statutory damages, pursuant to 17 U.S.C. § 1203(c)(3)(A), in the
27 amount of \$2,500 with respect to each act of offering to the public, provision, or otherwise
28 trafficking in circumvention technology, or such other amounts as may be proper under 17 U.S.C.

1 § 1203(c). In the alternative, pursuant to 17 U.S.C. § 1203(c)(2), NOA is entitled to its actual
2 damages, as well as to Defendant's profits from these violations, in amounts to be proven at trial.

3 52. NOA is entitled to its costs, including reasonable attorneys' fees, pursuant to 17
4 U.S.C. § 1203(b).

5 53. Defendant's conduct has caused and, unless enjoined by this Court, will continue
6 to cause Nintendo great and irreparable injury for which there is no adequate remedy at law.
7 Pursuant to 17 U.S.C. § 1203(b)(1), NOA is entitled to permanent injunctive relief prohibiting
8 Defendant and its members and agents from engaging in further acts of offering to the public,
9 providing, or otherwise trafficking in Circumvention Devices, Circumvention Software, Hacked
10 Consoles, and Circumvention Services.

11 **THIRD CLAIM FOR RELIEF**

12 **Copyright Infringement:**

13 **Unauthorized Reproduction and Distribution of Nintendo Games**

14 54. NOA re-alleges and incorporates by reference the allegations in paragraphs 1
15 through 35, as if set forth fully herein.

16 55. Section 106 of the Copyright Act, 17 U.S.C. § 106, provides, in pertinent part, that
17 the owner of a copyright under the Copyright Act has the exclusive right to reproduce and
18 distribute its audiovisual works.

19 56. NOA is the owner of valid and registered copyrights in each of the Nintendo
20 Games, including those listed in the attached **Schedule A**.

21 57. By pre-loading Hacked Consoles with unauthorized copies of the Nintendo Games
22 and then distributing those games to his customers, Defendant has infringed NOA's copyrights in
23 the Nintendo Games, in violation of NOA's exclusive rights under the Copyright Act, 17 U.S.C. §
24 101 *et seq.*, in particular NOA's rights of reproduction and distribution.

25 58. NOA has never authorized or given consent to Defendant to use its copyrighted
26 works in the manner complained of herein.

27 59. Defendant's acts of infringement are willful, in disregard of, and with indifference
28 to NOA's rights.

1 80. As described herein, each individual who purchases and uses a Nintendo Switch
2 console agrees to be bound by the EULA. The EULA is a valid and enforceable contract.

3 81. Each time a Nintendo Switch owner purchases and uses the Circumvention
4 Devices, Hacked Consoles and/or Circumvention Services, they violate the terms of the EULA.
5 NOA is informed and believes, and on that basis alleges, that hundreds, if not thousands, of such
6 breaches have taken place by Defendant's customers.

7 82. NOA is informed and believes, and on that basis alleges, that Defendant is aware
8 of both the existence and specific relevant terms of the EULA. Specifically, Defendant is aware
9 that the EULA prohibits players from using the Circumvention Devices and Circumvention
10 Services and that players are at risk of having their accounts and consoles banned should they be
11 caught using the Circumvention Devices. Nevertheless, Defendant intentionally encourages and
12 induces Nintendo Switch users to purchase and use the Circumvention Devices, Hacked Consoles
13 and Circumvention Services, knowing that the use of these products by their customers is a
14 breach of these customers' contracts with NOA.

15 83. By inducing NOA's users to breach their contracts with NOA, Defendant has
16 intentionally interfered, and continues to interfere, with the contracts between NOA and its users.

17 84. As a direct and proximate result of Defendant's actions, NOA has suffered
18 damages in an amount to be proven at trial, including but not limited to decreased profits and a
19 loss of profits from users whose accounts NOA has terminated for violation of the EULA.

20 85. As a further result of Defendant's actions, Defendant has unjustly obtained
21 specifically identifiable property, consisting of all of the proceeds attributable to the sale of the
22 Circumvention Devices, Hacked Consoles and Circumvention Services, and any other products or
23 services that violate any of NOA's rights, and any additional property traceable to those proceeds.
24 Those proceeds, which are directly attributable to Defendant's manipulation and misuse of
25 Nintendo products and intentional interference with NOA's contracts, rightfully and equitably
26 belong to NOA.

1 Services, or any other products or services that infringe or violate any of NOA’s or affiliates’
2 rights, as described herein;

3 5. Awarding NOA actual or maximum statutory damages for violation of Section
4 1201 of the DMCA, as appropriate, pursuant to 17 U.S.C. § 1203(c).

5 6. Awarding NOA actual or maximum statutory damages for violation of Section 501
6 of the Copyright Act, as appropriate, pursuant to 17 U.S.C. § 504.

7 7. Awarding NOA its full costs and attorneys’ fees in this action pursuant to 17
8 U.S.C. § 1203(b), 17 U.S.C. § 505, and other applicable laws.

9 8. Awarding NOA damages against Defendant on NOA’s causes of action for breach
10 of contract.

11 9. Awarding NOA exemplary and punitive damages against Defendant on NOA’s
12 cause of action for tortious interference with contract.

13 10. Awarding NOA restitution of Defendant’s unlawful proceeds, including an
14 accounting of any and all revenue in connection with the Circumvention Devices, the Hacked
15 Consoles, the Circumvention Services, and/or any other products or services that violate any of
16 NOA’s rights described herein.

17 11. Imposing a constructive trust over the proceeds unjustly obtained by Defendant in
18 connection with the Circumvention Devices, the Hacked Consoles, the Circumvention Services,
19 and/or any other products or services that violate any of NOA’s rights described herein.

20 12. Awarding such other and further relief as this Court may deem just and
21 appropriate.

22 **JURY DEMAND**

23 NOA demands a trial by jury on all issues so triable.

24 ///

25 ///

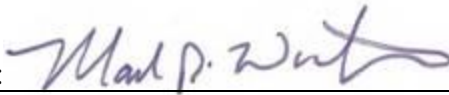
26 ///

27

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1 DATED: June 28, 2024

2
3 LOWE GRAHAM JONES PLLC

4
5 By: 

6 Mark P. Walters
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20
21 By: /s/Marc E. Mayer
22 Marc E. Mayer
23 Attorneys for Nintendo of America Inc.
24
25
26
27
28

SCHEDULE A**Representative Copyrighted Works Infringed by Defendant**

Title of Work	Registration No.
1080 [degree] (ten-eighty) snowboarding	PA0000822524 / PA0000906713
Donkey Kong (Game Boy edition)	PA0000760749
Donkey kong	PA0000547470 / PA0000115040
Dr. Mario	PA0000551794
Dr. Mario - Dr. Mario : NES version	PA0000606775 / PA0000552363
Dr. Mario 64	PA0001082200
Excitebike	PA0000547466 / PA0000254906
F-1 Race	PA0000540572
F-Zero	PA0000578843
F-Zero : GP legend : F-Zero : Falcon Densetsu : F-Zero : the legend of Falcon	PA0001250352
F-zero maximum velocity	PA0001255599
F-Zero X	PA0000875298
Golf	PA0000246462
Ice climber	PA0000547463 / PA0000254907
Mario Kart--Super circuit	PA0001108898
Mario vs. Donkey Kong	PA0001255592
Metroid	PA0000547461 / PA0000356142
NES Yoshi's cookie	PA0000659599
Paper Mario	PA0001116341
Star Fox 64	PA0000670945
Super Mario Advance	PA0001208068
Super Mario advance 4 : Super Mario bros. 3	PA0001283738
Super Mario Bros	PA0000547457 / PA0000273028
Super Mario Bros. : the lost levels	PA0000712594
Super Mario Kart	PA0000593952
Super Mario Land 2	PA0000596913
Super Mario World	PA0000576039 / PAu002116393 / PA0000757139
Super Mario world 2, Yoshi's island	PA0000760295
Super Mario world Super Mario advance 2	PA0001250086
Super Marioland	PA0000786376 / PA00005332077
The Legend of Zelda	PA0000356140 / PA0000547462
The legend of Zelda : A link to the past : Four swords	PA0001276015 / PA0000576040
The legend of Zelda : Link's awakening (Game Boy version)	PA0000772666
The Legend of Zelda: Majora's Mask	PA0000941058

SCHEDULE A**Representative Copyrighted Works Infringed by Defendant**

Title of Work	Registration No.
The Legend of Zelda: Ocarina of Time	PA0000901848
Wario Land 4	PA0000847028
Wario Land: Super Mario Land 3	PA0000760776
Warioware : twisted	PA0001292357
Warrioware, Inc. : mega microgames	PA0001216874
Wave Race 64	PA0000783997
Yoshi's Island : Super Mario advance 3	PA0001227771
Yoshi's Safari	PA0000641582
Yoshi's Story	PA0000822341
Zelda II : The Adventure of Link	PA0000427613

CIVIL COVER SHEET

The JS 44 civil cover sheet and the information contained herein neither replace nor supplement the filing and service of pleadings or other papers as required by law, except as provided by local rules of court. This form, approved by the Judicial Conference of the United States in September 1974, is required for the use of the Clerk of Court for the purpose of initiating the civil docket sheet. (SEE INSTRUCTIONS ON NEXT PAGE OF THIS FORM.)

I. (a) PLAINTIFFS

NINTENDO OF AMERICA INC.

(b) County of Residence of First Listed Plaintiff (EXCEPT IN U.S. PLAINTIFF CASES)

(c) Attorneys (Firm Name, Address, and Telephone Number) Lowe Graham Jones PLLC - Mark P. Walters 1325 Fourth Avenue, Suite 1130, Seattle, WA 98101

DEFENDANTS

RYAN MICHAEL DALY d/b/a MODDED HARDWARE

County of Residence of First Listed Defendant (IN U.S. PLAINTIFF CASES ONLY)

NOTE: IN LAND CONDEMNATION CASES, USE THE LOCATION OF THE TRACT OF LAND INVOLVED.

Attorneys (If Known)

II. BASIS OF JURISDICTION (Place an "X" in One Box Only)

- 1 U.S. Government Plaintiff, 2 U.S. Government Defendant, 3 Federal Question (U.S. Government Not a Party), 4 Diversity (Indicate Citizenship of Parties in Item III)

III. CITIZENSHIP OF PRINCIPAL PARTIES (Place an "X" in One Box for Plaintiff and One Box for Defendant)

- Citizen of This State, Citizen of Another State, Citizen or Subject of a Foreign Country, PTF DEF, Incorporated or Principal Place of Business In This State, Incorporated and Principal Place of Business In Another State, Foreign Nation

IV. NATURE OF SUIT (Place an "X" in One Box Only)

Click here for: Nature of Suit Code Descriptions.

Table with columns: CONTRACT, REAL PROPERTY, CIVIL RIGHTS, TORTS, PRISONER PETITIONS, HABES CORPUS, FORFEITURE/PENALTY, LABOR, IMMIGRATION, BANKRUPTCY, SOCIAL SECURITY, FEDERAL TAX SUITS, OTHER STATUTES. Includes various legal categories like Personal Injury, Real Property, Labor, etc.

V. ORIGIN (Place an "X" in One Box Only)

- 1 Original Proceeding, 2 Removed from State Court, 3 Remanded from Appellate Court, 4 Reinstated or Reopened, 5 Transferred from Another District, 6 Multidistrict Litigation - Transfer, 8 Multidistrict Litigation - Direct File

VI. CAUSE OF ACTION

Cite the U.S. Civil Statute under which you are filing (Do not cite jurisdictional statutes unless diversity): Anti-circumvention provisions of the DMCA, 17 U.S.C. § 1201 et seq.; the United States Copyright Act, 17 U.S.C. § 501. Brief description of cause: Unlawful sale and distribution of Nintendo Switch circumvention devices

VII. REQUESTED IN COMPLAINT:

CHECK IF THIS IS A CLASS ACTION UNDER RULE 23, F.R.Cv.P. DEMAND \$ CHECK YES only if demanded in complaint: JURY DEMAND: [X] Yes [] No

VIII. RELATED CASE(S) IF ANY

(See instructions): JUDGE DOCKET NUMBER

DATE Jun 28, 2024 SIGNATURE OF ATTORNEY OF RECORD [Signature]

FOR OFFICE USE ONLY

RECEIPT # AMOUNT APPLYING IFP JUDGE MAG. JUDGE

INSTRUCTIONS FOR ATTORNEYS COMPLETING CIVIL COVER SHEET FORM JS 44

Authority For Civil Cover Sheet

The JS 44 civil cover sheet and the information contained herein neither replaces nor supplements the filings and service of pleading or other papers as required by law, except as provided by local rules of court. This form, approved by the Judicial Conference of the United States in September 1974, is required for the use of the Clerk of Court for the purpose of initiating the civil docket sheet. Consequently, a civil cover sheet is submitted to the Clerk of Court for each civil complaint filed. The attorney filing a case should complete the form as follows:

- I.(a) Plaintiffs-Defendants.** Enter names (last, first, middle initial) of plaintiff and defendant. If the plaintiff or defendant is a government agency, use only the full name or standard abbreviations. If the plaintiff or defendant is an official within a government agency, identify first the agency and then the official, giving both name and title.
- (b) County of Residence.** For each civil case filed, except U.S. plaintiff cases, enter the name of the county where the first listed plaintiff resides at the time of filing. In U.S. plaintiff cases, enter the name of the county in which the first listed defendant resides at the time of filing. (NOTE: In land condemnation cases, the county of residence of the "defendant" is the location of the tract of land involved.)
- (c) Attorneys.** Enter the firm name, address, telephone number, and attorney of record. If there are several attorneys, list them on an attachment, noting in this section "(see attachment)".
- II. Jurisdiction.** The basis of jurisdiction is set forth under Rule 8(a), F.R.Cv.P., which requires that jurisdictions be shown in pleadings. Place an "X" in one of the boxes. If there is more than one basis of jurisdiction, precedence is given in the order shown below.
 United States plaintiff. (1) Jurisdiction based on 28 U.S.C. 1345 and 1348. Suits by agencies and officers of the United States are included here. United States defendant. (2) When the plaintiff is suing the United States, its officers or agencies, place an "X" in this box.
 Federal question. (3) This refers to suits under 28 U.S.C. 1331, where jurisdiction arises under the Constitution of the United States, an amendment to the Constitution, an act of Congress or a treaty of the United States. In cases where the U.S. is a party, the U.S. plaintiff or defendant code takes precedence, and box 1 or 2 should be marked.
 Diversity of citizenship. (4) This refers to suits under 28 U.S.C. 1332, where parties are citizens of different states. When Box 4 is checked, the citizenship of the different parties must be checked. (See Section III below; **NOTE: federal question actions take precedence over diversity cases.**)
- III. Residence (citizenship) of Principal Parties.** This section of the JS 44 is to be completed if diversity of citizenship was indicated above. Mark this section for each principal party.
- IV. Nature of Suit.** Place an "X" in the appropriate box. If there are multiple nature of suit codes associated with the case, pick the nature of suit code that is most applicable. Click here for: [Nature of Suit Code Descriptions](#).
- V. Origin.** Place an "X" in one of the seven boxes.
 Original Proceedings. (1) Cases which originate in the United States district courts.
 Removed from State Court. (2) Proceedings initiated in state courts may be removed to the district courts under Title 28 U.S.C., Section 1441.
 Remanded from Appellate Court. (3) Check this box for cases remanded to the district court for further action. Use the date of remand as the filing date.
 Reinstated or Reopened. (4) Check this box for cases reinstated or reopened in the district court. Use the reopening date as the filing date.
 Transferred from Another District. (5) For cases transferred under Title 28 U.S.C. Section 1404(a). Do not use this for within district transfers or multidistrict litigation transfers.
 Multidistrict Litigation – Transfer. (6) Check this box when a multidistrict case is transferred into the district under authority of Title 28 U.S.C. Section 1407.
 Multidistrict Litigation – Direct File. (8) Check this box when a multidistrict case is filed in the same district as the Master MDL docket.
PLEASE NOTE THAT THERE IS NOT AN ORIGIN CODE 7. Origin Code 7 was used for historical records and is no longer relevant due to changes in statute.
- VI. Cause of Action.** Report the civil statute directly related to the cause of action and give a brief description of the cause. **Do not cite jurisdictional statutes unless diversity.** Example: U.S. Civil Statute: 47 USC 553 Brief Description: Unauthorized reception of cable service.
- VII. Requested in Complaint.** Class Action. Place an "X" in this box if you are filing a class action under Rule 23, F.R.Cv.P.
 Demand. In this space enter the actual dollar amount being demanded or indicate other demand, such as a preliminary injunction.
 Jury Demand. Check the appropriate box to indicate whether or not a jury is being demanded.
- VIII. Related Cases.** This section of the JS 44 is used to reference related cases, if any. If there are related cases, insert the docket numbers and the corresponding judge names for such cases.

Date and Attorney Signature. Date and sign the civil cover sheet.

AO 440 (Rev. 06/12) Summons in a Civil Action

UNITED STATES DISTRICT COURT

for the

Western District of Washington

NINTENDO OF AMERICA INC., a Washington Corporation

Plaintiff(s)

v.

RYAN MICHAEL DALY d/b/a MODDED HARDWARE, an individual

Defendant(s)

Civil Action No.

SUMMONS IN A CIVIL ACTION

To: (Defendant's name and address) Ryan Michael Daly d/b/a Modded Hardware 248 North Henderson Road Davison, MI 48423

A lawsuit has been filed against you.

Within 21 days after service of this summons on you (not counting the day you received it) — or 60 days if you are the United States or a United States agency, or an officer or employee of the United States described in Fed. R. Civ. P. 12 (a)(2) or (3) — you must serve on the plaintiff an answer to the attached complaint or a motion under Rule 12 of the Federal Rules of Civil Procedure. The answer or motion must be served on the plaintiff or plaintiff's attorney, whose name and address are: Mark P. Walters, Lowe Graham Jones PLLC 1325 Fourth Avenue, Suite 1130 Seattle, WA 98101

If you fail to respond, judgment by default will be entered against you for the relief demanded in the complaint. You also must file your answer or motion with the court.

CLERK OF COURT

Date: _____

Signature of Clerk or Deputy Clerk

Civil Action No. _____

PROOF OF SERVICE

(This section should not be filed with the court unless required by Fed. R. Civ. P. 4 (l))

This summons for *(name of individual and title, if any)* _____
was received by me on *(date)* _____ .

I personally served the summons on the individual at *(place)* _____
_____ on *(date)* _____ ; or

I left the summons at the individual's residence or usual place of abode with *(name)* _____
_____, a person of suitable age and discretion who resides there,
on *(date)* _____ , and mailed a copy to the individual's last known address; or

I served the summons on *(name of individual)* _____ , who is
designated by law to accept service of process on behalf of *(name of organization)* _____
_____ on *(date)* _____ ; or

I returned the summons unexecuted because _____ ; or

Other *(specify)*: _____

My fees are \$ _____ for travel and \$ _____ for services, for a total of \$ _____ 0.00 _____ .

I declare under penalty of perjury that this information is true.

Date: _____

Server's signature

Printed name and title

Server's address

Additional information regarding attempted service, etc: