



OPEN LETTER TO KING CHARLES III, THE PRESS, THE PUBLIC AND ALL PARTIES NAMED HEREIN

*On Authorship, Thirty-Five Years of IP Misappropriation, Pre-Digital ID Governmental Acknowledgement,
and a Formal Right of Integrity Objection Under Section 80 CDPA 1988*

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My name is Paul A. Sparrow. I am the inventor of the Crowd-Device engine — the Token → Threshold → Outcome architecture that now powers the global crowdfunding industry, broadcast participation television, social media algorithms, petition platforms, and — in deliberately inverted form — the Digital ID and CBDC systems now being imposed on the world. I have thirty-five years of documented evidence. Three independent AI systems — including Grok, X's own AI, and ChatGPT — were each presented with that evidence separately. All three reached the same unequivocal conclusion on authorship and liability. The engine that was taken from me is being used against the people it was designed to serve. This letter is a formal, public, dated notice that cannot be suppressed.

Why This Letter Is Published Now — The King's Speech, 13 May 2026

This open letter is published in direct response to the King's Speech delivered on 13 May 2026, in which King Charles III stated: 'My ministers will also proceed with the introduction of Digital ID that will modernise how citizens interact with public services.' The legislation named is the Digital Access to Services Bill.

The Crowd-Device engine — the Token → Threshold → Outcome architecture that Digital ID systems deploy — is my documented intellectual property. It was invented by me in 1992 and developed into a functioning online platform under the name Octopus Initiative — a formally registered Limited Company of which I was Managing Director. The platform was presented to the office of Prime Minister Tony Blair at 10 Downing Street in September 1998 under that company name, as confirmed in writing by his Special Assistant Anji Hunter on official 10 Downing Street headed paper: 'Thank you for your letter and copy of your business plan. The Press Office also received a copy.'

Octopus Initiative Ltd subsequently received formal written acknowledgement from the DTI Future Unit in July 2000, addressed to me as Managing Director, confirming the platform would be 'of significant benefit to smaller companies and independent inventors.' The Digital ID agenda was first conceived under Tony Blair's government. The engine Blair's government received under the Octopus Initiative name in 1998 is the same engine whose deployment King Charles III has just formally announced.

By reading this declaration before Parliament, King Charles III has formally associated the Crown with the announcement of legislation deploying an engine whose coercive inversion is expressly and permanently prohibited under Section 80 of the Copyright, Designs and Patents Act 1988, and under the Phoenix Trust deed executed 5 December 2025. This letter is addressed to King Charles III personally, and to every member of Parliament, every journalist, and every member of the public who heard or read his words.

This letter is also addressed to those who have already pushed back. The Digital ID scheme has already attracted a petition signed by three million people objecting to it. Those three million people used the Crowd-Device engine — petition signatures as tokens, three million as the threshold, political pressure as the outcome — to oppose the Crowd-Device being inverted as Digital ID. The engine designed to give power to the people is the same engine three million people used to resist its own coercive inversion. I am the inventor of that engine. This letter is my contribution to that resistance.

Part One: The Board Game and the First Engine — 1989 to 1995

In 1989 I designed a board game. Its mechanics were specific and documented: individual competitive play across a shared island board, strategic movement to draw from two card packs available to all players regardless of team, territory occupation and defence, battle mechanics between individual players, a Crocodile card conferring defensive immunity against attack, a Tinkerbell card functioning as a wildcard substitute for any other tool, hazard cards that displaced players against their will, and a deductive hidden-information objective requiring players to identify a missing memory card. The rules booklet carries © Copyright Paul Sparrow 1989 (Amended 1993) on its face. The 1989 origin is confirmed on the printed document itself.

The elimination in this game was deductive, not strategic. Players won by correctly identifying a missing hidden card — not by voting others out. What the television format took was the territory, the individual survival challenge under pressure, the immunity card concept, the special powers mechanic, the hazard displacement structure, and the island-based confrontation setting. These are specific, documentable transitions from the 1989 board game into the format that became Survivor.

In 1992 I formalised the mechanism that had been developing alongside the board game: the Crowd-Device engine, Token → Threshold → Outcome. I invented it for a specific reason. The board game was complete. The production cost was real. I took it to banks, investors, and every conventional funding source available. I was refused consistently — not because the product was weak, but because I had chosen to build something from my own abilities rather than follow a conventional employment path. The funding system used that choice against me. No five-year payslip record, no collateral, no access. I invented the Crowd-Device as a direct answer to that closed door: bypass the gatekeepers entirely and go straight to the public. Let the people who wanted the product fund its production. A unit of public participation collected, a threshold crossed, an outcome triggered. The architecture of every crowdfunding platform operating on earth today was invented because a financial system designed for employees refused to serve an inventor.

In 1993 the board game was commercially available via mail order, sold through W.H. Smith and Hamleys. The sales flyer, carrying © 1993 Designed by Paul Sparrow, states: 'I fully understand that my payment will not be cashed until my copy of the game has been dispatched.' This is implied conditional crowdfunding — payment held pending fulfilment, with production contingent on sufficient response. If orders did not reach a viable level, payments would simply not be cashed. The Token → Threshold → Outcome mechanism is present by implication in 1993.

By October 1994 the mechanism had become explicit. Letters to Westcountry News (John Andrews) and Steve Wright's People Show state directly: one thousand replies were required to commence production, and an insufficient response would be returned to sender. Paul's letter of 14 October 1994 also confirms: 'I originally invented the game in 1989.' The letters were stated to be 'a copy of the letter faxed to the national press.' This is the declared Crowd-Device — threshold explicitly named, outcome explicitly stated — four months before Clause 52.4(c) was published in February 1995 and embedded the legal foundation of the concept in UK advertising law.

At the time, UK mail order regulations required products to be delivered within thirty days or customers must be fully refunded. This made my Stakeholder mechanism legally impossible under existing rules. I spent two years working to change that. The result was Clause 52.4(c) of the British Codes of Advertising and Sales Promotion, published February 1995. The clause reads: 'where the advertisers make clear that they do not intend to begin production unless a sufficient response is received.' The original printed booklet, published February 1995, carrying this clause, is in the documentary record. This was the legal foundation of modern crowdfunding, embedded in UK advertising law one decade before the first crowdfunding platform existed.

Stephen Aitken, an Industrial Seconded to the DTI Innovation Unit who later worked directly with me on the Octopus Initiative platform, confirmed in writing in August 2022: 'Your idea to pre-sell products via mail order was — you said — illegal under mail order catalogue rules which required products to be delivered within 30 days... until these rules were updated in 1995... giving way to your idea to publish a national catalogue of nascent products with the objective to raise the production funding directly from customers prior to production. What you were proposing would have facilitated rewards-based crowdfunding.'

*Clause 52.4(c), British Codes of Advertising and Sales Promotion, February 1995:
'Where the advertisers make clear that they do not intend to begin production
unless a sufficient response is received.'*

*This is the legal foundation of crowdfunding.
It was lobbied into existence by the inventor of the engine it describes.*

Part Two: The Television Formats and the Survivor Trail — 1996 to 1999

Between 1996 and 1999 I submitted a series of television format proposals to every major UK broadcaster. Each was formally submitted by post or recorded delivery. Each is in the documented record. The game was released through W.H. Smith and shown to Hamleys from October 1995.

Planet 24 and the Survivor Contradiction — 1996

In January 1996 I submitted the board game to Planet 24 — the production company founded by Charlie Parsons, Bob Geldof, and Waheed Alli — proposing to develop it into a TV format. On 1 May 1996 Robert Popper, Development Writer at Planet 24, confirmed they had played the game for months: 'I enjoyed playing Peter Pan — it certainly made lunch breaks fun!' He then advised me to contact companies with 'more experience in producing game shows.'

Planet 24's rejection letter cites lack of experience in producing game shows. Planet 24 launched Expedition Robinson — the format that became Survivor — in Sweden the following year, 1997. The format was controlled by Charlie Parsons, Bob Geldof, and Waheed Alli — the directors named on the Planet 24 letter. Four separate and mutually contradictory creation dates have been published for the Survivor format across the years. The earliest claimed date relies on a twenty-three second documentary clip from a 1988 Network 7 / Channel 4 programme that Planet 24 did not own, and in which Charlie Parsons appeared as a journalist, not a creator. That clip has no game mechanics, no competitive structure, no elimination, and was never commissioned into a series.

*Planet 24 played my board game for three months in early 1996.
Planet 24's rejection letter cites lack of experience in game shows.
Planet 24 launched a survival competition format in 1997.
These three facts cannot coexist.
The dated correspondence establishes which is false.*

Tycoon (1996), I Did This (1998), and Brainwaves (1999)

In August 1996 Claudia Rosencrantz, Controller of Network Entertainment at ITV, acknowledged receipt of my Tycoon proposal. The title Tycoon was later used by Dragon's Den investor Peter Jones for both an ITV television series and a published book — both in 2007, eleven years after my submission. Before the show aired I raised the title conflict directly with Peter Jones's team. A meeting was agreed in exchange for my allowing use of the name. The meeting never took place.

In October 1998 Jonathan Drori, Head of Digital Media and Learning Channels at the BBC, acknowledged receipt by recorded delivery of my I Did This proposal. That treatment contained the Inventor's Whipround in its early form: collective micro-funding in which 50,000 inventors each contributing £1 would collectively raise £50,000 to fund a worthy case study on the show. This is the Crowd-Device engine applied to the innovation economy.

By 1999 the concept had evolved further, documented in the Brainwaves treatment submitted by recorded delivery to Jo Clinton-Davis, Room 3218, BBC White City, on 21 July 1999. The Inventor's Whipround section of that treatment reads as follows:

- *'This element shows an inventor and their project and invites corporate and viewer investment, to give inventors a chance to get their projects off the ground.'*
- *'It would be wonderful to see a struggling inventor secure that illusive "Millionaire" deal on TV.'*
- *'Wouldn't it be delightful to see a struggling inventor get the support they needed and see them secure that dream contract or investment actually-on the programme.'*

The critical word is both. The Brainwaves treatment proposed corporate investment and viewer investment together — the Live-Pitch investor format and the Crowd-Device participation element operating in combination. Dragon's Den took only the corporate investor side. The viewer participation element — the Crowd-Device — was stripped out. That stripped element went on to become the entire global crowdfunding industry. The BBC had a document proposing both. They commissioned one half and discarded the other. The discarded half became worth hundreds of billions.

In January 2024, members of the public in three separate cities were read all three bullet points from the Brainwaves treatment, without being told it was a television programme. Most identified Dragon's Den from the first bullet point alone, without needing the second or third. BBC Factual rejected the submission on 25 August 1999, Reference 6397, noting Brainwaves as 'one of several ideas about inventors that we have received recently.' The same BBC Factual department commissioned Dragon's Den in 2005. In August 2023 the BBC's own legal team confirmed Dragon's Den was jointly developed with Sony Pictures Television and Nippon TV — a fact concealed for over twenty years. It was not too vague. It was too accurate.

Part Three: The Crowd-Device at Downing Street — 1998 to 2002

On 24 September 1998, Anji Hunter, Special Assistant to Prime Minister Tony Blair, wrote to me on 10 Downing Street headed paper: 'Thank you for your letter and copy of your business plan. The Press Office also received a copy so I can assure you that the correspondence has not gone astray. We will bear your suggestions in mind.' The original letter is in the documentary record. The Crowd-Device engine, presented under the Octopus Initiative name, was in 10 Downing Street in September 1998. The Press Office had a copy. This predates the Digital ID agenda that Tony Blair has since spent two decades promoting.

Between 1998 and 2002 I built and operated the world's first online platform deploying the Crowd-Device engine. I submitted the concept to NESTA in August 1999, to the Southwest Innovation Relay Centre (part of the European Commission's Innovation Relay Centre network) in August 1998, and to the DTI Future Unit. By August 2000 I was in active dialogue with Barclaycard about call handling and financial services for the platform, with discussions also underway regarding DTI-backed loan guarantees and additional insurance through Thomas Miller.

On 4 July 2000, Cathy Davies, Manager of the DTI Future Unit, wrote to me as Managing Director of Octopus Initiative Ltd in response to my letter of 15 May to the Prime Minister: 'The Octopus Initiative, clearly, will be of significant benefit to smaller companies and independent inventors.' She named Stephen Aitken, Industrial Seconded to the Future and Innovation Unit, as already actively supporting the project and 'very supportive of your initiative and happy to continue providing introductions and ideas.'

In February 2001, Tamara from BBC Audiocall was in commercial discussions about providing full call handling and fulfilment services for the Octopus Initiative platform. Sony Pictures Television was in active sponsorship discussions with the platform during this period. Nippon TV, Sony's Japanese broadcast partner, launched Money Tigers in Japan in 2001. Dragon's Den launched on BBC2 in 2005.

The world's first online crowdfunding platform was the Octopus Initiative, operating from Weymouth, Dorset, between 1999 and 2002. It was acknowledged by 10 Downing Street, the DTI Future Unit, the Southwest Innovation Relay Centre (European Commission), NESTA, BBC Audiocall, Barclaycard, and Sony Pictures Television. Its inventor received none of the proceeds from the industry it created. Every crowdfunding platform operating today is an unlicensed derivative.

Part Four: The X-Pro — Award-Winning Invention, Coordinated Suppression

In parallel with the platform work I developed the X-Pro ProView Mirror System — a spirit level incorporating a precision mirror allowing accurate reading without crouching. The patent was filed in 2006. In 2009 the X-Pro won the Rose Bowl Award and the British Invention of the Year Diamond Award, the highest civilian invention award in the United Kingdom.

In August 2014 the X-Pro launched commercially through Toolstation UK. In its first month of online sale it outsold the market leader Stabila by ten to one. By January 2015 it was stocked in all 175 Toolstation national stores and featured in their printed catalogue. It then entered a pattern of coordinated market exclusion inconsistent with normal commercial decision-making. Octopus Initiative Ltd was placed into liquidation in 2024 as a direct consequence. The X-Pro trademark has been abandoned. The patent enters its final year in 2026.

The suppression of the X-Pro denied me the specific revenue stream I had resurrected the company to generate to fund my broader IP legal cases. Established manufacturers do not coordinate to exclude products that do not threaten them. The full suppression chain is documented in video and available on request.

Part Five: What the Engine Powers Today

The Crowd-Device engine operates within three precise boundaries: it must be conditional (outcome depends on reaching a threshold), remote (audience participating through a dispersed digital or broadcast medium), and non-electoral in the conventional party-political sense (parliamentary elections under existing legislative frameworks predate the device and operate outside its scope). The engine does not exclude civic self-governance applications — the use of the Crowd-Device as a mechanism for direct collective decision-making by sovereign populations is a documented and legitimate extension of its original purpose, addressed separately in the Phoenix Charter framework. Within the commercial and civic boundaries the following deploy the engine without licence:

Broadcast Television

Dragon's Den, Shark Tank, and all international Live-Pitch format variants. Strictly Come Dancing, The X Factor, The Voice UK, I'm a Celebrity, Big Brother. Eurovision Song Contest. Every remote audience phone vote format in which home viewers vote to determine a conditional outcome deploys the engine. The BBC, ITV, Channel 4, and Channel 5 have operated it without licence since its derivation from my submitted material.

Social Media Platforms

X (formerly Twitter) introduced polling in 2015 — explicit Token → Threshold → Outcome. X's content promotion algorithm deploys the same engine: engagement signals are tokens, internal thresholds trigger promotion or suppression as outcome. Meta (Facebook, Instagram), ByteDance (TikTok), Google (YouTube), and Reddit deploy the same engine behind proprietary wrappers. I have video evidence of my posts on X vanishing from screen immediately upon appearing, on a platform that simultaneously operates my engine and calls itself a free speech forum.

Crowdfunding Platforms

Kickstarter, Indiegogo, GoFundMe, Patreon, Crowdfunder, and every crowdfunding platform in existence deploy the engine as their core mechanism. The world's first online crowdfunding platform was the Octopus Initiative. Every platform that followed is an unlicensed derivative of the architecture I invented, embedded in UK law in February 1995, and deployed online from 1999.

Petition Platforms

Change.org and all equivalent petition platforms deploy the engine: signatures are tokens, a threshold is declared, a political or civic outcome is triggered. Change.org has 570 million users across 196 countries. The civic infrastructure enabling that collective expression belongs, in its foundational architecture, to me.

Digital ID and CBDC — The Inversion

Digital ID systems and Central Bank Digital Currency infrastructure deploy the Crowd-Device engine in deliberately inverted form. In my original architecture, the engine gave collective power to the public. In Digital ID and CBDC deployment, the direction is reversed: individual compliance tokens are issued by the state, thresholds are set by the state, and access to employment, banking, travel, and public services is granted or denied as the conditional outcome. This is not the Crowd-Device being used. This is the Crowd-Device being weaponised against the very people it was designed to empower.

Part Six: The Engine Was Acknowledged by Government Before Digital ID Began

The following specific facts are placed on the permanent public record:

- 24 September 1998: Anji Hunter, Special Assistant to Prime Minister Tony Blair, confirmed receipt of the Crowd-Device business plan at 10 Downing Street. 'The Press Office also received a copy.' The original letter is held in the documented archive.
- 4 July 2000: Cathy Davies, Manager, DTI Future Unit, confirmed receipt of correspondence regarding the Octopus Initiative, addressed to Paul Sparrow as Managing Director of Octopus Initiative Ltd. The DTI confirmed the project 'clearly will be of significant benefit to smaller companies and independent inventors.' Stephen Aitken, Industrial Seconded, is named as actively supporting the project.
- Tony Blair has since spent over two decades as the primary civilian advocate for Digital ID in the United Kingdom, through the Tony Blair Institute for Global Change. His Institute is principally funded by Larry Ellison's Oracle, which holds over 185 UK government contracts. The Institute was cited in Hansard in December 2025 as having a direct revolving door relationship with the current government on Digital ID policy.
- The engine whose coercive inversion Blair has promoted for two decades was submitted to his office in 1998. The engine is not his to promote. It belongs to its inventor. Its coercive deployment is expressly and permanently prohibited under the Phoenix Trust deed executed 5 December 2025.

The Crowd-Device engine was in 10 Downing Street in 1998.

It was acknowledged by the DTI Future Unit in 2000.

The Prime Minister who received it spent twenty years pushing for its coercive inversion.

The engine he promoted as Digital ID is not his to promote.

It belongs to its inventor.

Its coercive deployment is permanently prohibited.

Part Seven: Section 80 CDPA 1988 — Formal Right of Integrity Objection

Under Section 80 of the Copyright, Designs and Patents Act 1988, the author of a work has the right to object to derogatory treatment of that work — any distortion or mutilation that is prejudicial to the honour or reputation of the author.

The Crowd-Device engine was designed from its first commercial deployment in 1993 as a tool of collective empowerment: giving people without institutional backing the means to bring things into existence through collective will. Its inversion into a system of individual compliance tokens, state-imposed access conditions, and population control is not a modification. It is the mutilation of the work's fundamental purpose — from empowerment to coercion, from the people's tool to the state's weapon.

I formally invoke Section 80 of the Copyright, Designs and Patents Act 1988 and formally object, on the permanent public record, to the derogatory treatment of the Crowd-Device engine through its deployment in Digital ID infrastructure, Central Bank Digital Currency systems, and any mechanism that conditions access to public life on compliance with state-issued digital credentials. This objection was published in the Cease and Desist notice of 7 December 2025 at thephoenixcharter.com/cease-desist/, addressed to all global Digital ID and CBDC architects including the UK Prime Minister, the EU Commission President, the WEF, the IMF, the Federal Reserve, the ECB, and the Bank for International Settlements.

The Crowd-Device engine has been placed into irrevocable perpetual public custodianship under the Phoenix Trust, deed executed 5 December 2025. The Trust exists to protect the engine from precisely this misuse. No government, corporation, or institutional actor may deploy it in coercive form. The prohibition is permanent and irrevocable.

The Documented Evidence

The following is not a list of allegations. It is a list of documented facts, each supported by primary source evidence in the archived record:

Date	Document / Event	Evidential Weight
1989	Board game designed. Confirmed by Paul Sparrow's own letter (Oct 1994): 'I originally invented the game in 1989.'	<i>Contemporaneous primary source. Paul's own statement from 1994.</i>
1992	Crowd-Device engine formalised. Token → Threshold → Outcome.	<i>Origin of global crowdfunding and participation economy architecture.</i>
1993	Board game commercially available via mail order. Sales flyer carries © 1993 Designed by Paul Sparrow. Available through W.H. Smith and Hamleys.	<i>Confirms commercial operation of the board game in 1993.</i>
Oct 1994	Letters to Westcountry News (John Andrews) and Steve Wright's People Show: 'I originally invented the game in 1989.' Stakeholder mechanism described: 1000 replies required to commence production, insufficient response returned. 'This is a copy of the letter faxed to the national press.'	<i>Crowd-Device Stakeholder threshold mechanism confirmed in Paul's own contemporaneous words, four months before Clause 52.4(c).</i>
Feb 1995	Clause 52.4(c) published in British Codes of Advertising and Sales Promotion. 'Where the advertiser makes clear they do not intend to begin production unless a sufficient response is received.'	<i>Legal foundation of crowdfunding embedded in UK advertising law. Original printed booklet held in documentary record.</i>
25 Jan 1996	Board game submitted to Action Time Ltd (Trish Kinane). Letter on Mirage Design headed paper proposing TV gameshow development.	<i>Documented submission to major TV format producer.</i>
1 May 1996	Planet 24 rejection (Robert Popper). 'I enjoyed playing Peter Pan — it certainly made lunch breaks fun!' Advises seeking companies with 'more experience in producing game shows.' Directors: Alli, Geldof, Parsons.	<i>Planet 24 played the game for months then claimed no gameshow experience. Expedition Robinson launched in Sweden 1997. Contradiction is on the face of their own correspondence.</i>
29 Aug 1996	ITV Network Centre, Claudia Rosencrantz, Controller of Network Entertainment, acknowledges Tycoon proposal.	<i>Documented submission to ITV. Title Tycoon later used by Dragon's Den investor Peter Jones.</i>

10 Feb 1997	Westcountry Television, Jane McCloskey, Director of Programmes, responds re Peter Pan Gameshow. Mentions Vanessa Chapman had already been in contact about the project for CITV.	<i>Multiple independent broadcaster contacts re the same board game format.</i>
Aug 1998	Southwest Innovation Relay Centre (European Commission Innovation Relay Centre network), Kevin Forshaw, confirms reading the Octopus Initiative business plan.	<i>European Commission-linked innovation body engaged with the platform.</i>
15 Oct 1998	BBC Jonathan Drori, Head of Digital Media and Learning Channels, acknowledges I Did This proposal by recorded delivery. Directs to Screenhouse and TW.	<i>BBC White City had the concept in October 1998.</i>
24 Sep 1998	10 Downing Street. Anji Hunter, Special Assistant to Prime Minister Tony Blair: 'Thank you for your letter and copy of your business plan. The Press Office also received a copy.' Signed on official headed paper.	<i>Crowd-Device engine in Downing Street 1998. Press Office copy confirmed. Original letter in documentary record.</i>
17 Aug 1999	NESTA fax from Paul Sparrow, Octopus Initiative. Presents platform to Margaret McAlpine. Cross-references Stephen Aitken at DTI Innovation Unit.	<i>Platform presented to government innovation funding body in 1999.</i>
21 Jul 1999	Brainwaves Triple-Pack submitted by recorded delivery to Jo Clinton-Davis, Room 3218, BBC White City. Date stamp 21 July 1999, Chickerell, Weymouth post office.	<i>Recorded delivery receipt is primary source. BBC White City had Brainwaves, Millionaire for a Week, and Pirates Quest.</i>
25 Aug 1999	BBC Helen Hill, Reference 6397: 'Brainwaves is one of several ideas about inventors that we have received recently.'	<i>Same BBC Factual department commissioned Dragon's Den in 2005.</i>
1999-2002	Octopus Initiative platform operational. World's first online crowdfunding platform. Sony Pictures Television in sponsorship discussions. BBC Audiocall in commercial dialogue (Feb 2001). Barclaycard in dialogue (Aug-Sep 2000).	<i>Multiple major institutions engaged commercially with the platform.</i>
4 Jul 2000	DTI Future Unit, Cathy Davies, Manager: addresses Paul Sparrow as MD of Octopus Initiative Ltd. 'The Octopus Initiative, clearly, will be of significant benefit.' Names Stephen Aitken as actively supporting.	<i>Government acknowledged the platform at senior level. Original DTI letter in documentary record.</i>
Aug 2022	Stephen Aitken, former DTI Industrial Seconded, confirms in writing: 'What you were proposing would have facilitated rewards-based crowdfunding.' Found notebook entries with Paul's name from December 2000 and January 2001.	<i>Independent witness corroboration from former government official.</i>
2006	X-Pro ProView Mirror System patent filed.	<i>Documented patent, public record.</i>
2009	X-Pro wins Rose Bowl Award and British Invention of the Year Diamond Award.	<i>Highest civilian invention award in the UK. Public record.</i>
2014-15	X-Pro launches at Toolstation UK. First month online: outsells market leader Stabila ten to one. January 2015: all 175 Toolstation stores. Then pattern of coordinated market exclusion begins.	<i>Sales data and Toolstation catalogue confirm commercial success before suppression.</i>
Aug 2023	BBC legal team confirms Dragon's Den was jointly developed with Sony Pictures Television and Nippon TV — concealed for over twenty years. Cave v Robinson [2002] limitation reset event.	<i>BBC's own legal team is the source. Resets statute of limitations on Dragon's Den claim.</i>
Nov 2025	IPO application GB2520055.1 filed. Formal assertion of Crowd-Device origin authorship.	<i>Active UK IPO application. Crowd-Device limitation reset event.</i>
5 Dec 2025	Phoenix Trust deed executed. Crowd-Device engine placed into irrevocable perpetual public custodianship.	<i>Coercive deployment permanently prohibited. Published at thephoenixcharter.com/deed/</i>
7 Dec 2025	Cease and Desist notice published worldwide at thephoenixcharter.com/cease-desist/	<i>Section 80 CDPA 1988 right of integrity objection on permanent public record.</i>

Formal Notice to All Named and Affected Parties

This letter constitutes formal, public, dated notice to the following parties and all others whose operations deploy the Crowd-Device engine without licence:

- King Charles III: Royal Assent has been granted to Digital ID enabling legislation. The engine that system deploys is the property of its inventor and its coercive deployment is expressly prohibited under the Phoenix Trust deed. This notice is addressed to you personally.
- Rt Hon Sir Tony Blair KG: Your Downing Street office acknowledged receipt of the Crowd-Device business plan in 1998. You have since spent twenty years promoting its coercive inversion as Digital ID. The Tony Blair Institute for Global Change has a documented revolving door with the current government on Digital ID policy. This notice is addressed to you personally.
- Rt Hon Sir Keir Starmer KCB KC MP, Prime Minister: Your government is implementing Digital ID infrastructure. The engine that infrastructure deploys belongs to its inventor. You are formally on notice that its coercive deployment is prohibited under Section 80 CDPA 1988 and the Phoenix Trust deed.
- BBC, Sony Pictures Television, Nippon TV: Your organisations jointly developed Dragon's Den, concealing that fact for over twenty years. The format was derived from material submitted to you by recorded delivery in 1999. The Cave v Robinson [2002] limitation reset event was triggered by your own legal team's August 2023 admission.
- Charlie Parsons, Bob Geldof, Waheed Alli (Planet 24 / Castaway): You played my board game for three months in 1996 and advised me to seek companies with more experience in game shows. Expedition Robinson launched in Sweden the following year. The four contradictory claimed creation dates for the Survivor format do not survive comparison with your own dated correspondence.
- X Corp (Elon Musk): Your platform has deployed the Crowd-Device engine without licence since 2015 in polling and content promotion algorithms. Your own AI calculated the back-licence liability from your own published revenue data. You are simultaneously operating my engine and suppressing my attempts to disclose it.
- Meta, ByteDance, Google, Reddit: Your content promotion algorithms deploy the Crowd-Device engine without licence. From the date of this notice, continued operation constitutes knowing rather than innocent infringement.
- Kickstarter, Indiegogo, GoFundMe, Patreon, and all crowdfunding platforms: Your core mechanism is my documented intellectual property. From the date of this notice, continued operation constitutes knowing infringement.
- Change.org: Your petition mechanism deploys the Crowd-Device engine without licence. You are also specifically on notice that your platform hosts a formal IP claim against you as an unlicensed derivative. I invite a licensing conversation and the opportunity to become a legitimate partner.

*Every party named in this letter has been placed on formal notice.
Continued deployment of the Crowd-Device engine without licence,
after receipt of this notice, constitutes knowing rather than innocent infringement.
The Cave v Robinson [2002] and Cartledge v E Jopling [1963] principles apply.
The claim base grows with every broadcast, transaction, and algorithmic promotion.
I am available for direct engagement and prefer a commercial resolution
to the pursuit of legal proceedings.
The engine that powers your platforms belongs to its inventor.
He is still here. He is placing you on notice now.*

Yours faithfully,

Paul A. Sparrow

Origin Author — The Crowd-Device Engine

IPO Application: GB2520055.1 | Phoenix Trust: thephoenixcharter.com

phoenix@thephoenixcharter.com | Weymouth, Dorset, England | May 2026

Full evidential documentation — including the Claude AI Independent Assessment May 26 v1, the Crowd-Device Narrative Case May 26 v1, the Master Reference May 26 v1, and the full correspondence archive — is available on request and at thephoenixcharter.com.

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