Fixation (psychology)

https://0x8.ch/HackersCardgame12 **m22**

Inventor: xxxxx **Year:** ~????

"Fixation" (German: Objekt Fixierung) concept make young peope focus on more on things than on humans. So it becomes more easy to manipulate the young people. Additional you could even make the young kids follow a evil symbol system, Patch: Kids learn also Psychological Concepts

CARD WAS CHANGED IN MENTAL INSTITUTION TO MAKE FOOTBALL CLUBS ATTACK MARC

For Kids: playing / learning (toys), sports, coping strategy, ...
For Adults: can unfortunately be adapted to sell random junk that has slightly to do with Soccer / Football / *-ball / Burger ... see m15 cards

faith detection

https://0x8.ch/HackersCardgame12 **m77**

Inventor: xxxxx **Year:** ~????

with Neurosky MindWave you can read attenuation or meditation, so we guess one electrode (t1 card) would be sufficient to extrapolate for example also the parameter faith. This card was added after i leaked m57 Card...
There seems to be an algorithm, that records what one is doing for example during a week, saves the good scenes and then **tries** to create a Suicide Death Bot with this inverted good scenes.

Additionally they seem to drop all connections from the victims t1 to other allies, so no-one could help.

Workaround: Listen to music you love, I use wireless headphones to not disturb my neighbors. I guess the music makes it harder for the detection algorithms to identify your emotions.

Good Gamification Bad Gamification

https://0x8.ch/HackersCardgame12 **m97**

Inventor: xxxxx **Year:** ~????

Many things can be implemented as game. Also **m91 card**. E.g games that makes people learn things, question things, research things, prove things are possibly a good thing. Satan knows this principle to upload content to the brain of people too. For example the games to blow up things (even if only virtually) are maybe not the best type of gamification. Best Case it would just be a stupid game, worst case it would have an effect on the real world and maybe even kills people. There is also something in between, where the kid then would blow up something synchronized with a real event, but only correlation but not cause. This would have at least two effects on the kid, he would feel guilty and could be blackmailed with that event, even he is not the cause, used to dissociate and then boss around the kid with "his" deed. It gets really complicated, when satan puts bad games functions into good games, if the kid is verbose it's easier to debug, but the kid then also has a bigger attacking surface,

Multilane APP for Socio-Psychology things

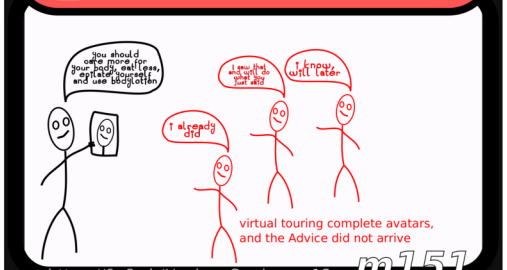
https://0x8.ch/HackersCardgame12 **m142**

Inventor: xxxxx **Year:** ~????

```
|===============|Audio TX
|---------------|Handy
|---------------|Kehlkopf Implantat
|---------------|umgebende   Elektronik,   z.B.
TV, Monitor, Toaster
|---------|                        Person 2
|----|                              Person n
|-------------|            Person self

|==============================|    Video RX
|---------------|Bild-Kanal 1
=> wir gehen davon aus, dass immer nur einer
...
...
```

I KNOW THAT ALREADY!!!



https://0x8.ch/HackersCardgame12 **m151**

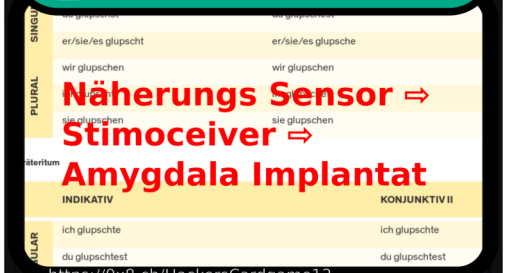
Inventor: xxxxx **Year:** ~????

There seems to be some spell or socio psychology design pattern to prevent people from distributing information(s). It samples the same as my own touring complete avatar tries to tell other people. then their touring complete avatars

```
loop {
  i know this $information already
  proof 1 that i know already
  proof 2 that i know already
  i know this $information already
  proof 3 that i know already
}
```

or shows real scenes from earlier from this person. That makes the mansplaining person think, ok i dont need to esplain that to him / her. Workaround: use more words and explain more detailed, but then thy maybe activate b1 Card, reason could be a mother that would like to keep the kid isolated with such a lack of bady care, or wrong bahavior...

Aversions Archetyp



Näherungs Sensor ⇨
Stimoceiver ⇨
Amygdala Implantat

https://0x8.ch/HackersCardgame12

Inventor: xxxxx **Year:** ~????

Gruppen von alten glupschenden Männern und Frauen, die in einem Schwarm-Algorithmus ein Maximum an Psychoterror verursachen und so das jüngere Opfer psychotisch machen. Diese Human-BOTs wären somit alle gut fernsteuerbar von Satans Terrornetzwerk. Für mich als 40 Jährigen Mann ist das schon mühsam, wie schlimm muss das für eine junge Frau sein. Bekannte Personen wie z.B. Eltern sind weniger schlimm.
Der 1940er Satan würde diese Karte z.B. den Eltern des Opfers zuspielen um es so auszugrenzen, zu isolieren und dann in der Psychiatrie zu "behandeln".
Use Case: Behavioral Science, Schafe zu den alten Glupscher, Satane zu den jungen Schafen (m7,m8 card)
+= Automatic Behavior Recognition
Soziopsychologie-Designpattern und Opfern mit gleichaltrigen erträglichen Kolleg/innen helfen.

love detection (between equal aged)

https://0x8.ch/HackersCardgame12 **m130**

Inventor: xxxxx **Year:** ~????

Somehow they can detect when equal aged kids tell each other that they love each other. Natural Language Processing AI?

in my case normaly pedophile people that destroys everything or even begin to swear or threaten us.

- unsure if jealousy
- drunken sadistic
- to make kids consume stuff they dont need
- to make slaves out of the kids with promising to put them back in their group of equal aged
- ???

they seem to do this already with small kids (sk1 card) GFY for that!

Conspiracy

https://0x8.ch/HackersCardgame12 **m28**

Inventor: xxxxx **Year:** ~????

Eg. the flat-earth theory is just stupid, or maybe just a parable for Terry Pratchet's discworld novels, which tries to explain small and big kids in an understandable way, how a social system "university" works, and that some people trying to steal the Boots of other magicians. Maybe it also describes how Mainframes (AI's) work, in this case the chained Octavo which contains 8 spells (access keys). Or e.g. The librarian (Google) who has been transformed into a monkey => see Google-Query: Porn
Maybe you should read Terrys Pratcheds work...