



## World Peace Game



m14

**Inventor:** John Hunter **Year:** ~2010

Brilliant didactical model to **teach conflict solving strategies to children** and adolescents. The goal of the game is **world peace**.

Unlock on:  
⇒ <http://worldpeacegame.org/>

[https://www.ted.com/talks/john\\_hunter\\_on\\_the\\_world\\_peace\\_game](https://www.ted.com/talks/john_hunter_on_the_world_peace_game)

Honor Your Call John Hunter



## Submissive Pet



m29

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

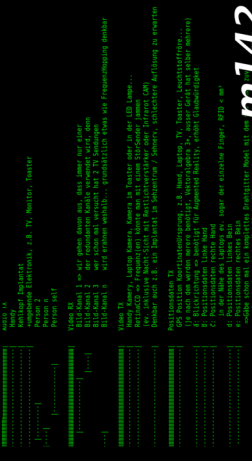
Like a plush: to hug, pet and care for but more interactive.

Clinical user: as a coping strategy, e.g. You can buy a shy cat for a scared child, which then helps the child to analyze his fears without focussing directly on his own fears, that then might lead to a cognitive dissonance & avoidance behavior instead of analyzing the things that caused the fear

As an ally but unfortunately also by some to mistreat (Anonymous ⇒ Case Dusty: where I would expected, that Kenny "learned" violence eg. from his father, so in worst case Kenny is a victim too, and if Anonymous would have beaten the shit out of him then someone maybe wants to play a dt1 card to the whole anonymous crew, unsure so far)



## Multilane APP for Socio-Psychology things



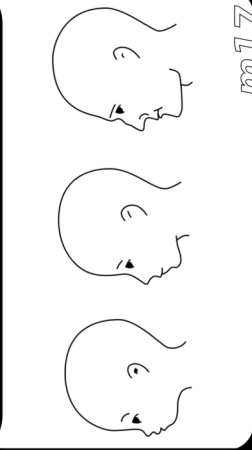
m142

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

=====| Audio TX  
-----| Handy  
-----| Kehlkopf Implantat  
-----| umgebende Elektronik, z.B.  
TV, Monitor, Toaster  
-----| Person 2  
-----| Person self  
-----| Video RX  
-----| Bild-Kanal 1  
=> wir gehen davon aus, dass immer nur einer ...



## Scheme of childlike characteristics



m17

**Inventor:** xxxxx

Also some sort of Limbic System Vulnerability Hack, our brain is susceptible to the cute appearance of children and reminds us of our (happy) childhood with equal aged kids. This is "used" by advertising as well as by people like Epstein that possibly used the victims to get influence in politics, science... Scientifically spoken: It is about "Wahrnehmungs-psychologie", the shape of the head, which also reminds us of ourclassmate in our childhood. Sociopaths ignorantly don't care about childrens future, if they can sell more junk they would even roast a child (maybe "only" with an active denial system of course) if they just can make more profit... this is a blue card with a kid, but the kids are the victims not those who abuse this principle.



## LRU

1. Good Scene
  2. Bad Scene
  3. Bad Scene
  4. Good Scene
  5. Neutral Scene
  6. Neutral Scene
  7. Bad Scene
- Normally people think of the last Scene**
- Therapeutical use:**  
loop { 1, 4, 5 }
- Psychological Warfare:**  
loop { 2, 3, 7 }

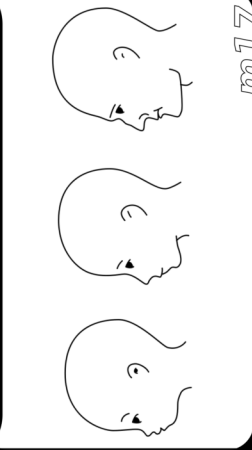
m54

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

Cards used t1, t2, t10, t12 (of also showing content in social media, mail, like the study where facebook showed that they can influence mood customers with only showing good or bad content)  
It is used more complex too, if the last good scene really stabilizes your mental state they mabe see that with eeg, eg t1, t3, t4, activating things like dt1, dt3 in conjunction with t15 or t19 and playing the loop for the bad things to delete the one last scene that stabilizes you. So you would become psychotic again and they could make business with m49, ...  
They seem to combine it EEG Fear detection (m57) to automatically target whistleblowers, if they can detect an earlier scene they trigger (t14) even more similar Bad Scenes from earlier



## Mental Operations



m11

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

Mental operations are operations that affect mental contents. Initially, operations of reasoning have been the object of logic alone. Pierre Janet was one of the first to use the concept in psychology. Mental operations have been investigated at a developmental level by Jean Piaget, and from a psychometric perspective by J. P. Guilford. There is also a cognitive approach to the subject, as well as a systems view of it. **Developmental view:** Seriation, Transitivity, Classification, Decentering, Reversibility, Conservation. **Psychometric view:** Operations dimension, Content dimension, Product dimension, **Cognitive view** .... **Systems view** ....



## DELETED SCENES

????????????????

m18

**The Big Five** **Year** 1897

N Neuroticism: only in pursuit  
E Extraversion: guardedly  
O Openness: open  
C Conscientiousness: killed by the state  
A Agreeableness: high

**Main Achievements**  
**Orgon-Accumulator**, **humanism**

**Brief Profile**

Humanism (5/5)

Technical Background (5/5)

Megalomania (2/5)

Military Background (0/5)

Project Problems to Patients (1/5)



## Swimm

šangryNeighbor hat mich angegriffen <-  
\$herFather

m146

**Inventor:** Satan **Year:** ~????

They always tell you: "it's a fair game", but in fact it is not. I worked ~20 years in the first market (Swiss terminology for working in non-disabeled market). The average wage in Switzerland is 65'910\$. So i should have about 1Mio \$.