

moved to c1



DELETED SCENES

t13

Inventor: ???????  
~????



PoliceCar  
(Stimulus-Reaction-Habit)

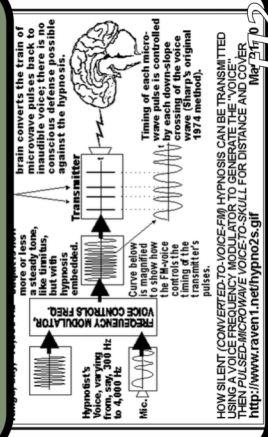


t16

**Inventor: Romans**  
~500  
Etymologically, the term police is derived from the Greek πόλις, polis "city". It referred to the entire public administration (today as "construction police" and "fire police") outside of Greece as the "fashion word" of the Romans. Maybe abused as Chessman of the authorities, and in many countries the police are the group of people who commit the most murders. See also "Americans 58 Times More Likely to Be Killed by Cops Than by Terrorists".  
Violence, riots, sometimes conflict rather escalating, often intimidating, biased often preserving only the power of the upper class, we should teach all cops **Inductive reasoning**. (Can you find the intentionally placed bug in m55 card?)



Microwave Hearing  
(Frey Effect)

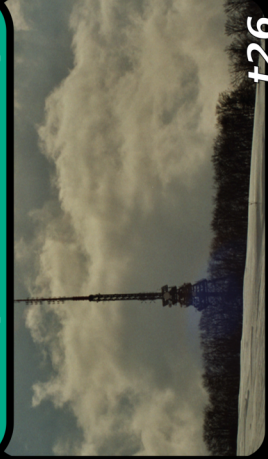


**Inventor: Allan H. Frey (Cornell Uni)** ~1961  
"He Hears non-existent voices, hahaha", invisible communication channels, pulsed microwaves received directly by the cochlea. The exact frequency found by scanning through the possible frequencies, if the victim puts his hand to his ear ("tinnitus"); **Automatic Behavior Recognition**. Was 30 Years not patented until 1989 under US4877027. Technically it would have been possible to do this maybe already with electron tubes (~ 1900).  
Psychological Perspective: people that abuse such technology would keep that secret and previously labeled as a "Schizophrenic" the victim is completely defenseless and it is likely they induced **suicide** or **amok**. In combination with e.g. a loop recorder, see also c02 Card, the perpetrators often caused permanent damage in the psyche of their victims; **PTSD** (#Verdingkinder / #Schwabenkinder / #Slaves)

t12



Antenna  
(Wasserflue)



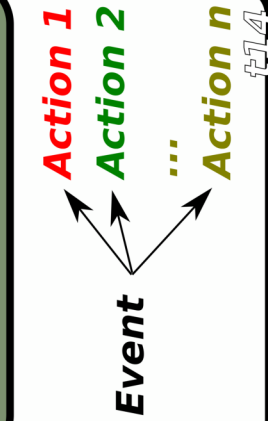
t26

**Inventor: xxxxxx**  
Year: ~????  
As seen in Battle Field Bad Company 2, the m-com-station is shown as small box, but it would be more likely that these are big antennas like the one on the "Wasserflue" (in Küttigen near Aarau).  
Maybe one should find out the power the antenna uses and how strong the "drum-antennas" are and if it would be enough power to activate implants (maybe just a golden wire with lambda/n (other Antenna card) to drive people insane or even drive Tobias Moser to commit suicide with his military weapon (as far as we heard)

NOT YET PROOVEN



EventTrigger



t14

**Inventor: ???????**  
~????  
Specific Events can trigger Actions. Events could be Sounds, turning on Light-Switch (maybe evaluated by smartmeter and the a list of what device uses how many watts), Images, Automatic Behavior Recognition, websites (urls), Buttons or Mouse gestures on a computer, Handy or even if you draw a circle with your hand in the air. One can recognize events with AI (Pattern Recognition, Deep Learning...)  
For Example if Jürgen S. would have fired illegally with a weapon, this event would have been recorded and caused an event in a Gunfire locator system [1].

[1] [https://en.wikipedia.org/wiki/Gunfire\\_locator](https://en.wikipedia.org/wiki/Gunfire_locator)



3D GAME-ENGINE  
(eg. CryEngine)

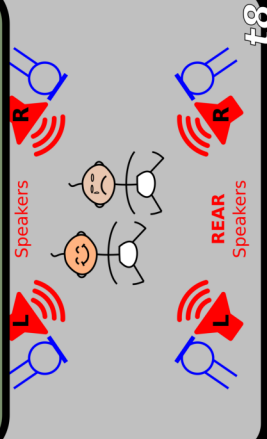


t7

**Inventor: Silas Warner**  
Year: ~1981  
Castle Wolfenstein (Muse Software) was maybe not the first 3D Engine, but maybe it was the first enduser 3D Engine. Like a **SkinnerBOX** (t2 Card) but "innocently" wrapped as children's toy that uses **invasive** (eg t1 card) or **non-invasive** (eg t12, t8...) Cards technologies. Such games can be **unidirectional** or **bidirectional** (eg. b4 card). Similar to a network monitoring system possibly with Plug-Ins, which are partially not even accessible by the user, or as a separate add-on that just evaluates symbols in the game (e.g. t1 card) or bigger things like **Quantum Inserts**, **turbine**, **farmol**, **Game**, **fun**, **therapy** or "therapy", game could also generate **psychological profiles** like **Big5**, **Mayer-Briggs** or even **MMP12**. For example i bought a game, joined the server, saw the first enemy that had his back to me but i could not shoot him as a **vegetarian**.



Quadrophonic



t8

**Inventor: JVC**  
Year: ~1970  
Maybe directly built into the apartments walls, if you would play a **gun-shot sample** (see card m21) could drive the victim paranoid. Quadrophonic or even Octophonic in building with multiple floors would cause the mind to interpret the sounds as authentic and **make neighbours fight each other**

**Building ControlUnit with 1990 Technology:**  
2x Gravis Ultrasound Stereo  
2x Sound Blaster Stereo  
4x LPT && JDAC / CENT\_DAC (see t9 card)

For Therapy (a2 Card). But unfortunately also to make people aggressive to force them to fight against each other : (



Skinner Box



t2

**Inventor: B. F. Skinner**  
Year: ~1960  
Over electrodes on the floor he could give the mouse **electroshocks** = **punishment** / **create aversion** @ By pressing the Button the mouse was rewarded with a **biscuit** = **reward** / **incentives** / **reward** @ a2 card  
B.F. Skinner searched for sequences of **Incentives** and **punishment**; to completely remotely-control test-"object" or compensated his own low self-esteem by **torturing animals** or **even kids**, caused long-term damage.  
if you are being subject to such experiments talk about the details with **equal aged people you trust**. If you tell eg the Police they just diagnose you eg Schizophrenic and would put you in a mental institution where historically a lot of such illegal human experiments were made. eg. Burghölzli