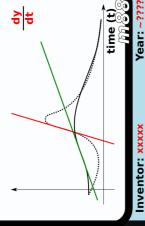


Inventor: xxxx

fear: ~???

(eg, t1) wh cards) jood scenes (1 (t10, t23 t32,

big systemchanges in little time



nventor: xxxx

scenes in rever good scenes ((t10, t23 t32,



d d

 $\mathsf{time}\left(\mathsf{t}\right)$

Inventor: xxxx

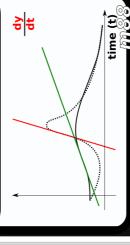
fear: ~????

Inventor: xxxx

t23

big systemchanges in little time

lood scenes ((t10, t23 t32,

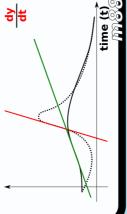


Inventor: xxxx

the same, but the or or even kill their ' [dy/dt]. The area Year: ~????

it way for targeting they for example link com-system (eg, t1) where re not alone, gives you full roys all these good scenes (m57 card checks that) and the the bad things (t10, t23 t32, m54) and start (co6,a16, at1...

big systemchanges in little time



ystem (eg, t1) where alone, gives you ful hese good scenes (m57 card checks that) and the things (t10, t23 t32, m54) and start (co6,a16, at1...



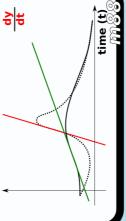
Year: ~???



Inventor: xxxx

way for targeting





Year: ~???

Inventor: xxxxx

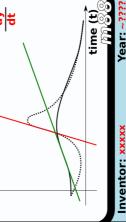
time (t)

vly [dy/dt]. The area e the same, but the ok or even kill their to cause problems. For malware cards installed

oppostit way for targeting ctims... they for example link m-system (eg, t1) where not alone, gives you full

ged allies on the com-system (e.g. II) where the com-system (e.g. II) where the com-system (e.g. II) where the suddenly drop the connection, they liked about, "plays the scenes in reverses", leader you stable and feel good (in?7 card) that simulation (multiple IZ) cards) that

good scenes (m57 card checks that) and th (t10, t23 t32, m54) and start (co6,a16, at1...



Inventor: xxxx

the same, but the

ly [dy/dt]. The area

oppostit way for targeting tims... they for example link

with and the suddenly drop the connection, they you takked about, "Jays the scenes in reverses" what helped you stable and feel good (m77 card) is a virtual simulation (multiple £21 cards) that se good scenes (m57 card cheeck that) and then mage tto U23 ±2, m54) and start (co6,±6, ed., ed., ed., ed.).

big systemchanges in little time

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