



Good Gamification Bad Gamification

using machine learning to analyze the environment and create a personalized learning experience. The game uses a variety of gamification techniques to engage the user and provide a challenging learning experience. The game is designed to be used by anyone, regardless of their background or experience with machine learning. The game is a great way to learn about machine learning and its applications in a fun and interactive way.

m97

<https://0x8.ch/HackersCardgame/>

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.



Jus Primae Noctis Rape to gain access



m38

<https://0x8.ch/HackersCardgame/>

Inventor: Satan

Year: ~????

Someone grown up christian monogamous that is 100% true could easily be owned rape of his/her girlfriend, if t1, t15 cards are also abused, one could easily create an at1 card out of the christian. Autistic people would be ~100% monogamous. So we guess this is known vulnerability exploited since decades by the military or at least own them because autistic people would want to find out everything and become whistleblowers. If they would succeed with "therapy" against his monogamous behaviour maybe then his girlfriend would then be suicidal too. see m15 cards (last line). The red part has been deleted maybe something like with inverse-m57 card. After that "ritual" I've seen her everywhere, maybe they sent intentionally archetypes that looked like her. They also used computer to keep that stimulus active. If her name would be Claudia Bauer and her the name of her first friend was Christian Reich they would send CRB, RB, CR... on Social Media and marked this with cyber magic marker && activate b1 card. Without this card they can not play m79 card...!! m38 && Autistic monogamous => Rage Porn = Weapon



MINDCONTROL

You are right:
there is
no mind control

Work
Consume
Sleep

m65

<https://0x8.ch/HackersCardgame/>

c20le15HrYy

Y_lm0cZ0keA



Multilane APP for Socio- Psychology things

Handy
Kehlkopf Implantat
lungebende 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
...

m142

<https://0x8.ch/HackersCardgame/>

Inventor: xxxxx

Year: ~????

Audio TX
Handy
Kehlkopf Implantat
lungebende 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
...



You ARE not INSANE

PSYCHOLOGY
REVERSE

DO NOT
PUSH
BUTTON

m10

<https://0x8.ch/HackersCardgame/>

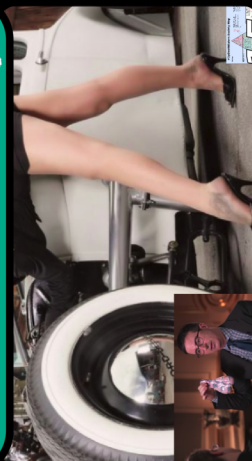
Inventor: Satan / Eugen Bleuler

~1908

N. Lat.: morbus dissimilatae phreneticae, also known as Bleuler's disease. Differential diagnoses: developmental disorders, dissociative identity disorder (in passive), delirious (judging?) Depression, injuries, tumors in the brain, various forms of dementia, confusion, disorientation, psychotic states, Borderline Personality Disorder, random personality disorder, compulsive thoughts, pernicious anemia, induced disorder #MKULTRA.
Marc found strange behavior in the LAN in Altstetten (ABB,1999), he guessed this must be CIA footprinting / enumeration for world domination. They attack the 20 years old Marc with illegal drugs declared him schizophrenic(discriminate / discredit / isolate / planning / calling him a rapist. They did experiments with hum to force others to commit suicide, but thats not marcs fault)



Limbic System Vulnerability



m15

<https://0x8.ch/HackersCardgame/>

Inventor: Satan / Capitalism / Advertising Industry

Since we are genetically still over 90% identical to our ancestors that were driven by the limbic system (Neandertals, Monkeys, RUST-Bots) our brain is vulnerable eg. to fat food, sex, kids slides. This is used by advertising industry, but also "used" for imposing your will upon others. Michael Foucault: "Human body and the human disposition in terms of the priority of sexual desire" (Euphemism). A Sociopath does not care about the sexual integrity of others, his primary focus is to sell crap and he would also abuse the SSC BDSM card and ignore resulting consequences. ma38 -> c01 & t1 & b1 -> m32 -> a16 -> m37 -> dt1. For example take a folder with evidence for torture and add 50% BDSM-Porn images to it and nobody will talk about the evidence.



Scheme of childlike characteristics



m17

<https://0x8.ch/HackersCardgame/>

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 "Wahrnehmungspsychologie", 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.