

ous
ge



Year: ~???

ce keyword to pop
boys. They are done
card). So the old
ot sending them to
try to change their
y equal aged girls.
wrong, but by not
his part of the story
ung boys and the
ratione, as already
parents Cyber-Rape
as scapegoats. The
ainst a boy that is
e 1960 say 'I wash
fused by sexual
; accused from the

ould attack me
d. I guess they
with his weapon
he group that he
reed to kill him
i would not have
people that said
is. Generic, later
D "es glit die
about 100 times
make me a killer
rd is abused for
:rol key for the



LRU

**Normally people think
of the last Scene**

1. Good Scene

2. Bad Scene

3. Bad Scene

4. Good Scene

5. Neutral Scene

6. Neutral Scene

7. Bad Scene

Therapeutical use:

loop { 1, 4, 5 }

Psychological Warfare:

loop { 2, 3, 7 }

m54

<https://0x8.ch/HackersCardgame7>

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

