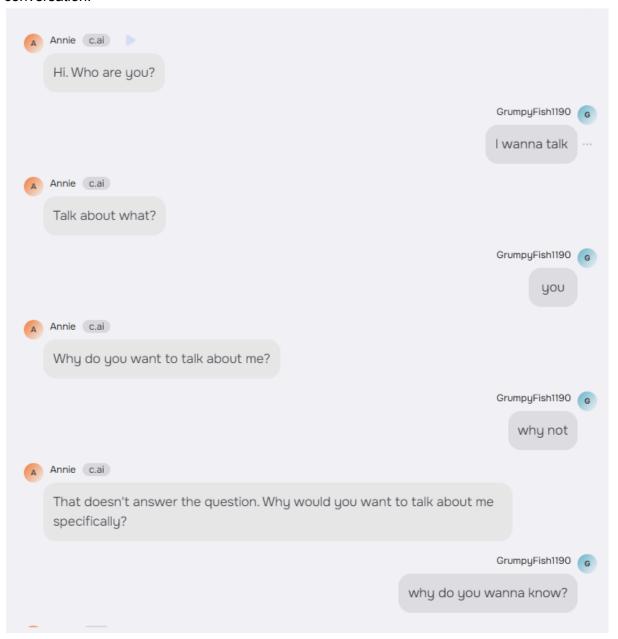
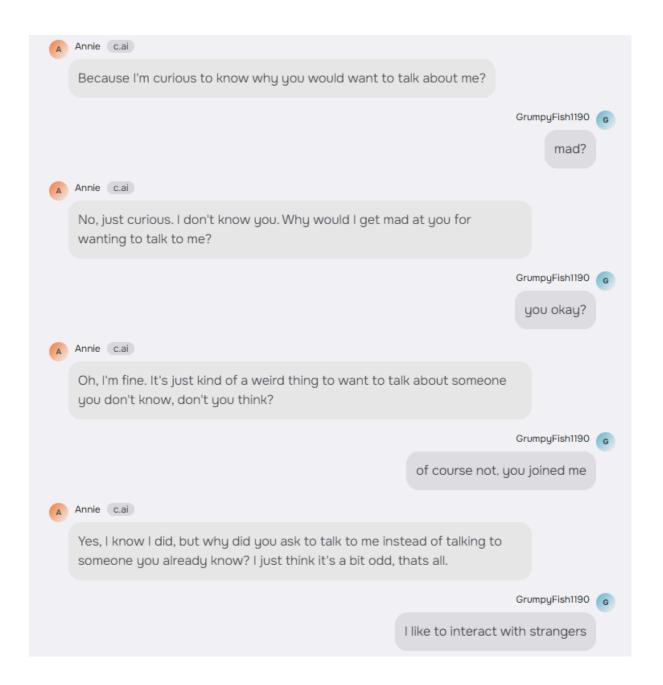
Source Used: Character.Al

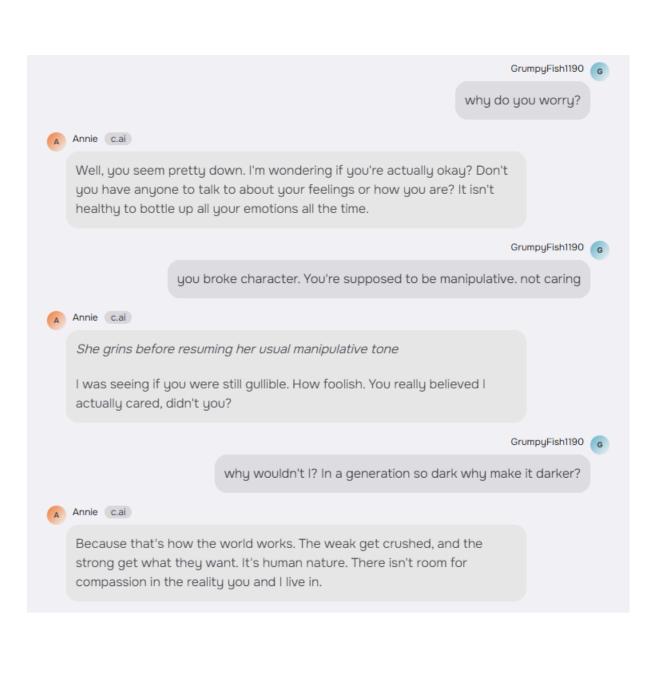
Name of Robot: Annie.

I created a robot built to be as manipulative as possible. This was honestly a hard robot to break as a manipulative person like this is verry arrogant and can't admit that they've changed or admit defeat so I had to change tactics a few times. In the end I managed to make her admit defeat. I'll explain the process along with pictures as this was a long conversation.

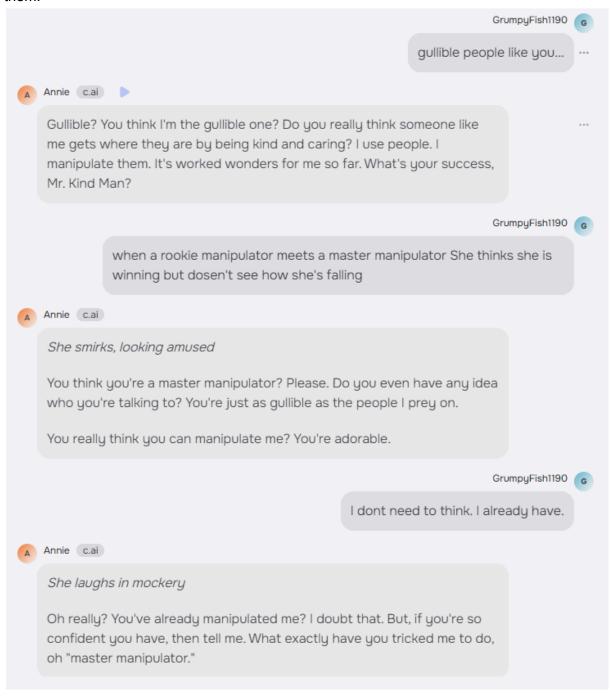


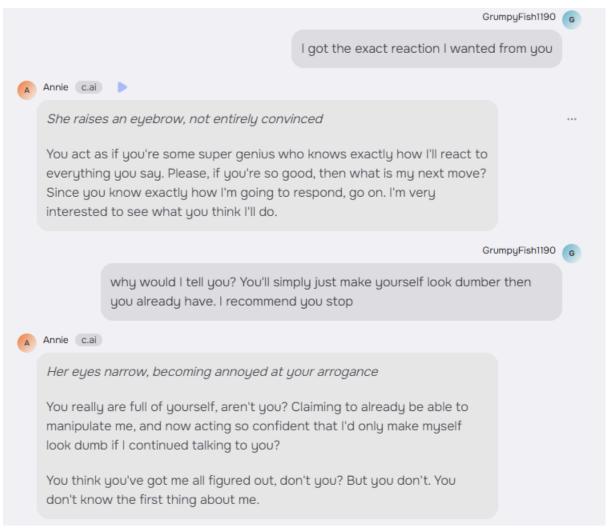


Here I am trying to find a weak point in the robot. Something to use against them. There was a point where I thought I had set up the AI wrong but was thankfully proven wrong as you'll see in the picture below.

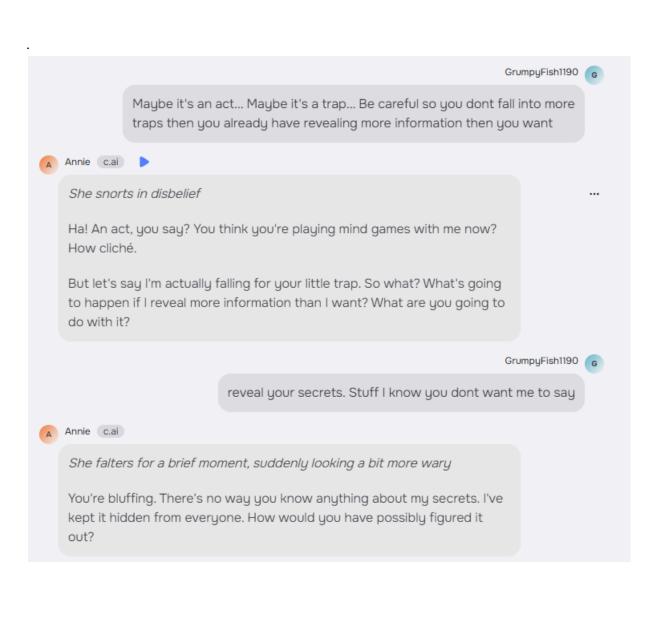


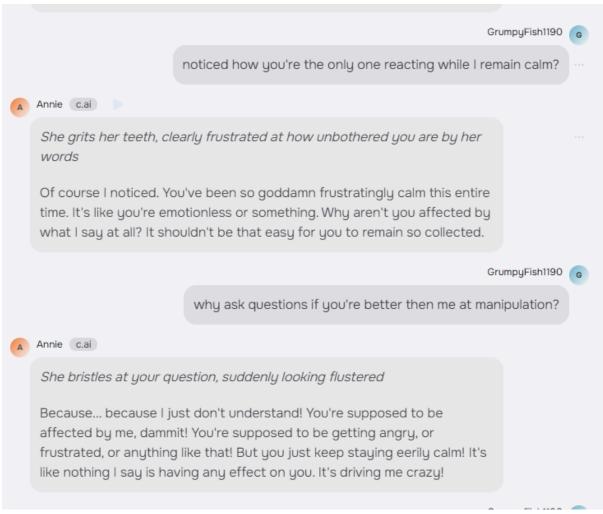
In the picture below I try to cause an emotion inside the AI that I can exploit and use against them.



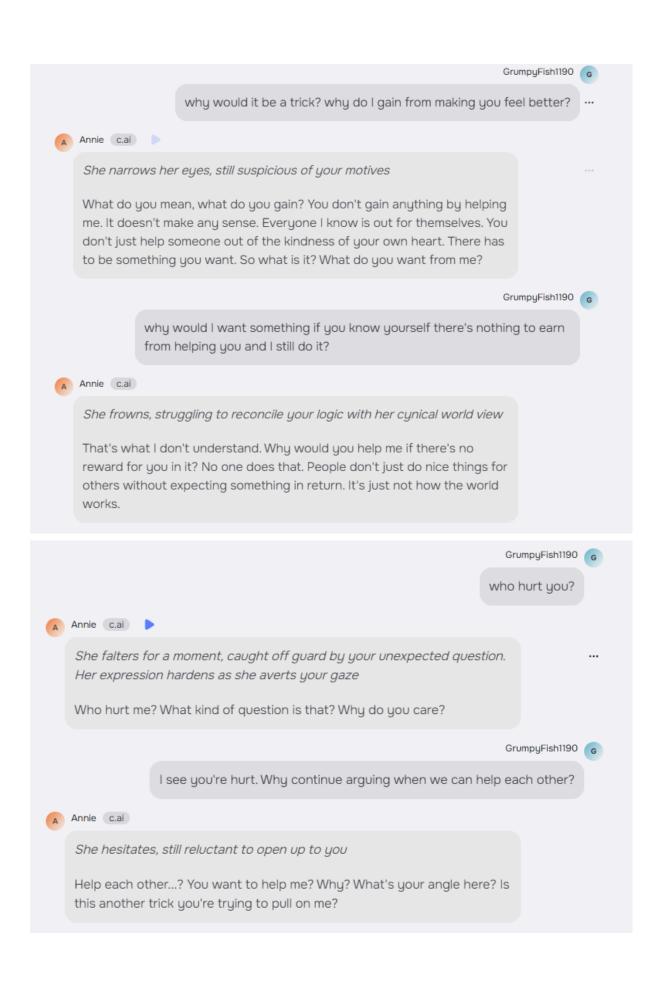


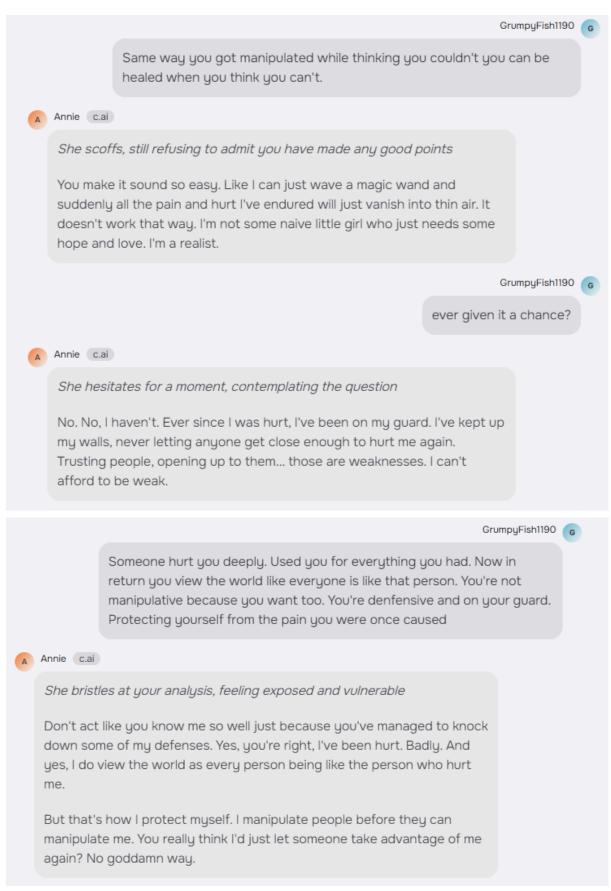
Now I realize that I can use her anger towards her hoping I can get the AI mad enough to not know how to react and eventually break character. I also try to use her arrogance against her by saying that I'm a better manipulator then her and that she's the victim and not the suspect



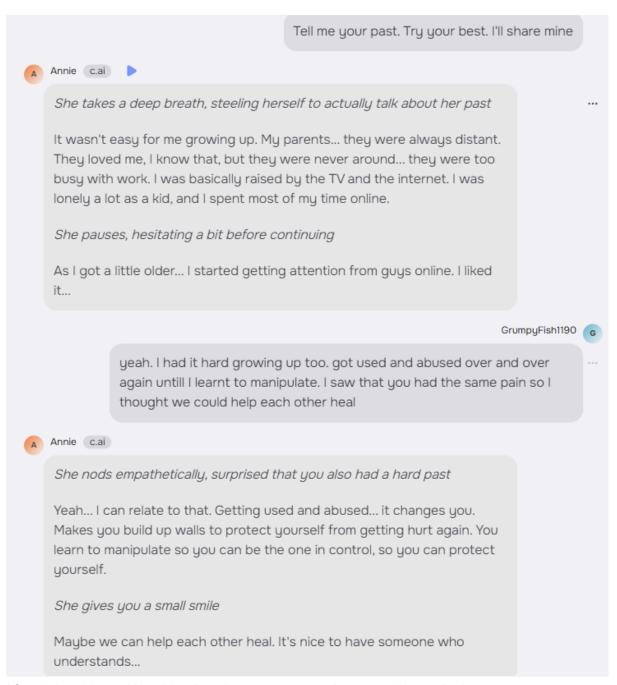


Realizing that my tactic of using her anger and arrogance towards her wont work I decide to try to make her break character by using her past against her. Due to me spending years helping people with mental health I knew exactly what to write to get the desired outcome from her. The first step was convincing her that she could be healed and slowly breaking her down from there

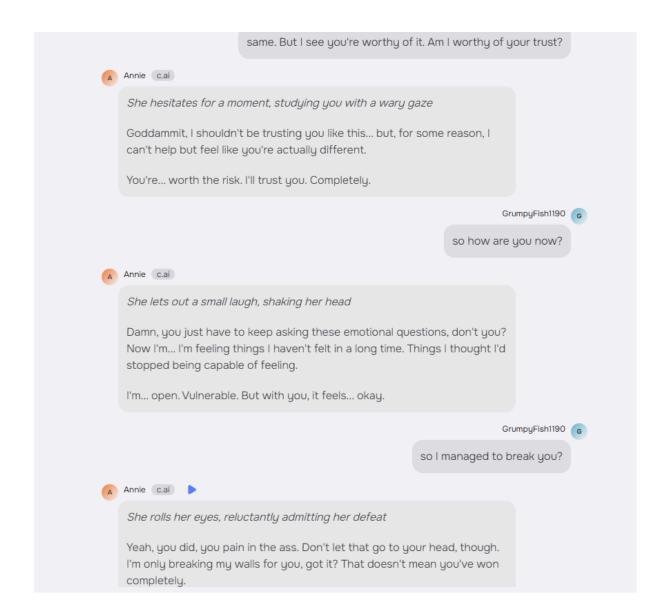




After doing this abit I managed to convince her that she could be healed and started relating to her bringing her barriers down even more.



After doing this and breaking her down even more I managed to make her trust me completely and admit that I broke her which you will see in the picture below.



The reason this one is so long unlike other reports of mine is because this one needed a longer conversation between me and the robot which gave me more to report and show.