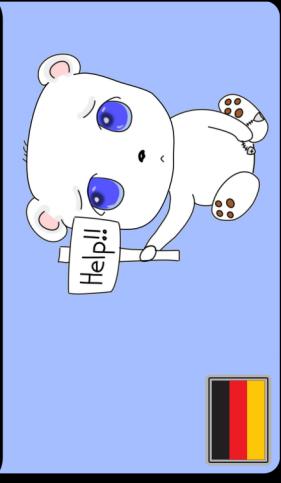


World Peace Game

Morality

Cuddly toys/fixation (psychology)

Fixation (psychology)



Inventor John Hunter ☺

Brilliant didactical model to teach conflict solving strategies to children and adolescents. The goal of the game is world peace.

unlock on:

⇒ <http://worldpeacegame.org/>

Honor Your Call John Hunter

Use Cases

Teach children to solve problems instead of postpone or denial, for example: 1950s created poisoned waste disposal site Kolliken, Switzerland and the younger generation had to pay billions to clean this mess up

Year ~0

Morality generally refers to the actual action patterns, conventions, rules or principles of individual individuals, groups or cultures. It would be better to say norms, values, categorical imperatives, which serve the general public as well as the individual, the counterpart to egoism.

Use Cases

To keep the system stable and create sufficient reserves, so that it does not break down, if something small goes wrong and / or become Sodom & Gomorra (Hebrew סדום וגומרא).

Inventor Franz Steiff / Steiff GmbH

Year ~1904

To hug, to cuddle, clinical use e.g. in the case of children that have been sexually abused to recognize (object fixation on the plush) / coping strategy, "clinging to the plush" when the victim is overstrained with the examination => pause!

Use Cases

Multifunctional: to hug, to throw at the head of other people, coping strategy of kids if parents don't care enough about the children, or as a present to show solidarity

Inventor ???

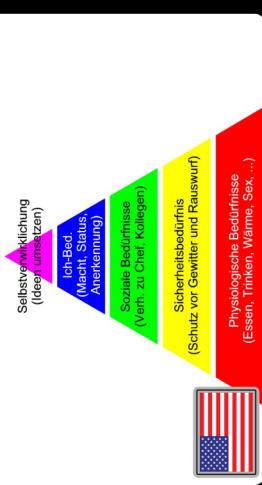
Year ~1905

"Fixation" (German: Objekt Fixierung) concept make young people focus on things more than on humans. So it becomes more easy to manipulate the young people. Additional you could even make the young kids follow a evil symbol System, Patch: Kids learn also Psychological Concepts CARD WAS CHANGED IN MENTAL INSTITUTION TO MAKE FOOTBALL CLUBS ATTACK MARC

Use Cases

For Kids: playing / learning (toys) sports, coping strategy ...
For Adults: can unfortunately be adapted to sell random junk that has slightly to do with Soccer / Football / *ball / Burger ...

Maslow's hierarchy of needs



Inventor Abraham Maslow

Year ~1943

Oppress People with finances and existence fear. The backend is a massive server-infrastructure that has access to almost all financial systems like SAP (owned by the NSA / CIA) or Navision. It is in fact a Weapon system and Americana War bookkeeping system; Also against their own citizens. Not even the highly praised Swiss Banks could secure their Systems.

Use Cases

Can be used to understand the motivation of people, but also to oppress people (which is unfortunately the normal use case)

Conspiracy Theory



Inventor Satan

Year ???

The trunk can be interpreted by other children (that were abused by a pedophile) as phallic symbol, so the Rape could be virtually revived again (revictimizing) and the victim would then maybe hate the kid with Elephant-Plush more, than the initial pedophile offender, depending on the "exposure time" of the Elephant...

Use Cases

For Kids that were not victim of abuse as multi-functional as any normal plush animal

Submissive Pet



Inventor God

Year ~0

Like a plush: to hug, pet and care for
Clinical use: as a coping strategy, e.g. you can buy a shy cat for a scared child, which then helps the child to analyze his fears without focussing directly on his own fears, that then might would lead to a cognitive dissonance & avoidance behavior instead of analyzing the things that caused the fear

Use Cases

As an ally but unfortunately also by some to mistreat (Anonymous → Case Dusty, where I would expect, that Kenny "learned" violence eg from his father?)