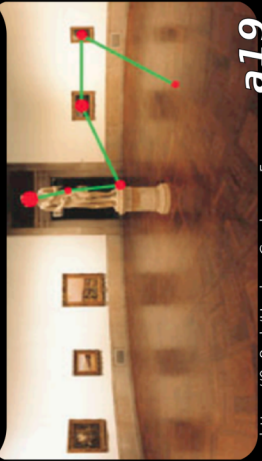


PSYCHOLOGICAL-PROFILE FROM EYE-MOUEMENT



https://0x8.ch/HackersCardgame5 **a19**

Inventor: xxxxx **Year: ~1999**
If you have something like google glasses, a retina-CCD Chip one could easy enumerate and footprint the psyche / the soul of the victim. if you would have at least 2 RFID chips on your head, or easier two LC-Cirquits on your head and a 3D model of the room, one could create such a profile.

I make this card neutral, because it could be used for good and also for bad.
Worst case they use such things to create at1 cards...

Bijectivtaet REVERSIBILITY

Die Funktion $f: \mathbb{R} \rightarrow \mathbb{R}, x \mapsto x + a$ ist bijektiv mit der Umkehrfunktion $f^{-1}: \mathbb{R} \rightarrow \mathbb{R}, x \mapsto x - a$.

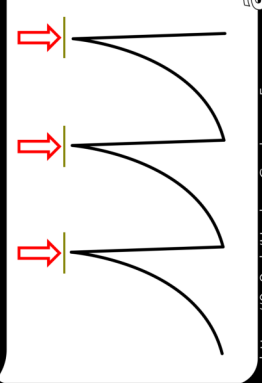
REVERSIBILITY
Friedrich Lindt pleases his mistresses to find him down when he forgets to play this Card

https://0x8.ch/HackersCardgame5 **a15**

Inventor: Good **Year: ???**
If you need to punish someone then do it bijective. Best thing is not to attack a person physically or in the mainframe, or with cyberwar... you could risk his or your life. There are seldom cases, for example if they want to (cyber-) [rape | attack] your girl..., in this case it is possibly ok to defend yourself and younger against the offender. Keep in mind that you defend yourself without causing permanent harm. Maybe the offender is remote controlled. See cards t1..., t*

If there is something like death sentence for example in texas then and would kill an innocent you would find that out to late, then the whole state could sentenced to death to. In Switzerland there are no official death sentences.

Efficiency Detection

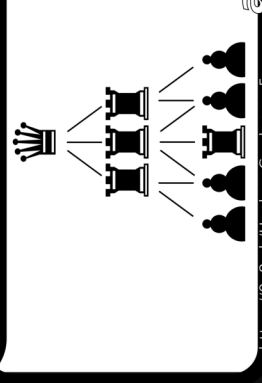


https://0x8.ch/HackersCardgame5 **a22**

Inventor: ??? **Year: ???**
When i work with my computer there seems to be an algorithm that detects when my work is efficient and then stops me with dirty tricks...

The problems are not always in the same order, but efficiency seems to be an eventtrigger that starts such things smoke1, m98, m99, acid in my face cream...

Hierarchy

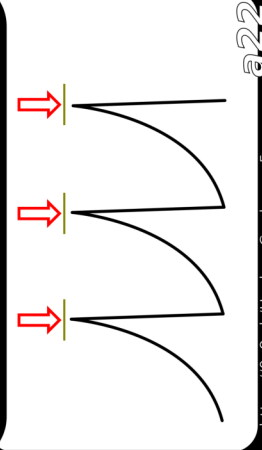


https://0x8.ch/HackersCardgame5 **a13**

Inventor: Satan **Year: ???**
Hierarchical Systems tend to lack Moral. Most Companies have hierarchical structure often they abuse small left wing people in the lowest rank to make the customers think that the company and its management is good and trustworthy. In case such a left wing puntingball would upgrade to a Whistleblower and find out about the dark management and that they abuse the young people as such punting balls they would possibly attack him with a16, m38, t15.... Maybe played with a14, which means that there will be also some bad left wing people.

The Sad thing is, that this is business as usual.

EZAK IMAX Hun in the Sun

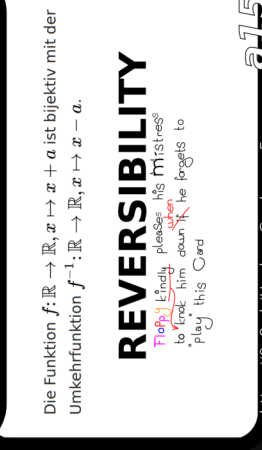


https://0x8.ch/HackersCardgame5 **a14**

Inventor: Satan **Year: ~1950**
Ezak Imak (Kami Kaze in reverse) VS Hun in the Sun
The Japanese Attacked the US Airforce most from bottom up 95% but sometimes from the top to bottom 5%, so the US Airforce had to watch both sides. Today mental institutions use the same algorithm for psychological warfare. 95% Patients are Victims, 5% are forced to run amok https://www.springer.com/us/book/9783764353384

Same Algorithm can also be used in Psychology, Politics ..., for example 95% Slaves in Companies and 5% small hitters

Observer Pattern

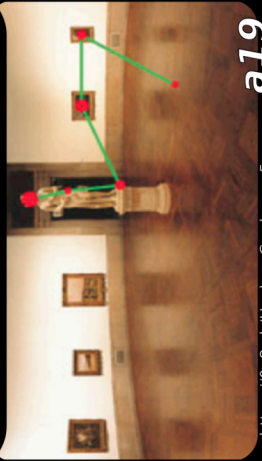


https://0x8.ch/HackersCardgame5 **a18**

Inventor: Erich Gamma, Richard Helm ... **Year: ~1994**
The observer pattern (also called listener pattern) is a design pattern in software development. It belongs to the category of behavior patterns. In the programming language Java it would need an interface (public interface Observer) and it would be used with "implements Observer" (needs exercise and maybe qfire, quantuminserts, Turbine, Tarmol tries to make it hard for you to learn) it does not mean "surveillance" its a computer science Term, but of course such a design pattern can also be abused for surveillance, and eg trigger a16 Card.

To use Design Patterns you first need to learn an OOP Programming Language

NORMAL-DISTRIBUTION



https://0x8.ch/HackersCardgame5 **a17**

Inventor: Carl Friedrich Gauss **Year: ~1801**
E.g. the distribution of intelligence in society is normal-distributed. If you would find out that people that run amok or suicide quite often after they have been "theraped" by mental institutions and then they are shut away maybe in the same mental institution after they run amok more than the normal-distribution would predict, then you maybe should really ask some questions. Personal Traits (eg. Mayer-Briggs) are norami-distributed too. So these formulas are quite useful to find out if one tells the truth or not. But it is not evidence, but maybe something one should investigate.

DESIGN PATTERN

Abstract Factory	Facade	Proxy
Adapter	Factory Method	Observer
Bridge	Flyweight	Singleton
Builder	Interpreter	State
Chain of Responsibility	Iterator	Strategy
Command	Mediator	Template Method
Composite	Memento	Visitor
Decorator	Prototype	

https://0x8.ch/HackersCardgame5 **a7**

Inventor: Christopher Alexander **Year: ~1977**
Design Patterns are well known in Software Development, but can be applied also in Sociology, Psychology, Architecture, Electronics (for example an Operational Amplifier or op-amp is some sort of design pattern too)

For example the Jus Primae Noctis Card (some sort of psycholog design pattern) some assholes use to forced her own daughter after they attract me with a computer course and then they used this permanently changing design pattern over a period of 20 years to snipe me away from the things i was doing in this moment. That is the prove that there are "white"-torture design patterns Julian Assange talked about at HITB SecConf 2009 Malaysia...