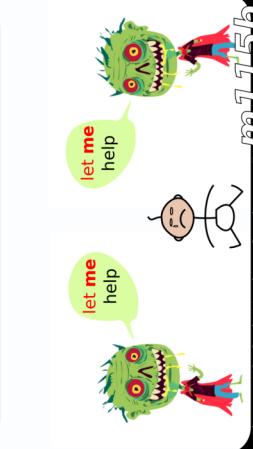
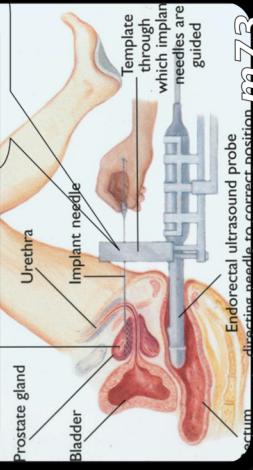


## We "only" want to



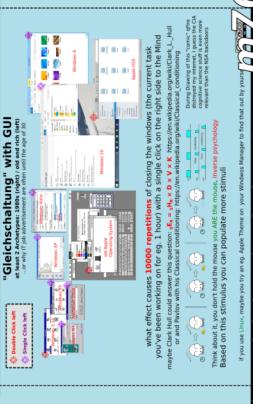
**Inventor:** XXXXX **Year:** ~????  
There are some 'some' drove controlled old people (in my case I mean 1960s and older) that switch to a Mode (co1 Card) where they say to themselves "I need to help this young girl or gal", but in fact they just follow their egoistic desire (m73 & b7 Card) and the nonverbally "let me help you" should obfuscation their victims, but they also lie to themselves because they would actually know that what they just doing is wrong. **Saying things like "don't run after me" may seem like a good idea at first, but it is not.** it just makes the zombies more doubtful, and since you seem to have the answer they just get more annoying and stalks you even more, but because they are such "well-behaved" old Pedophiles they setup their hypocritical face: "I just want to help you, it's all for your best!"  
**IMPORTANT: IT IS MAINLY A SIGN / COMMIT PROBLEM, IT SEEMS THAT THIS IS SOME SORT OF ESCALATION FUNCTION IF YOU WILL LEAK THAT CISPS WORK FOR NSA (even in Switzerland) AND ARE OWNED BY THE CIA WITH THEIR HABIT TO RAPE YOUNG GIRLS.**

## Prostate Implant



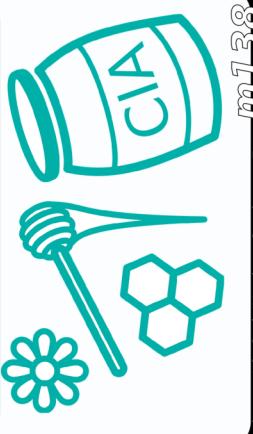
**Inventor:** XXXXX **Year:** ~????  
**WARNING: THIS CARD NEEDS TO BE VERIFIED BY MEDICAL PEOPLE.** IMHO they used(s) such sort of implant **stolen frequencies or codes** to make the old people to old pedophile people. If activated the person would focus more on things in context to sexuality. Played with m71/m72 we would have an "unsolvable problem".... The 1950s Generation in not the Master Mind, they are stupid BOIs that being used as Weapons, and those with more money would even take a younger kid as weapon, but in fact the 1960s pedos would not even have access to the 1980s victims, they would just help the Master Mind (that would be some Shrink with DSM Background) to kill innocent Whistleblowers, Whitehat Hackers that would defeat the 1940s "Master Mind". Nevertheless Pedophile is a forced neurosis that needs to be therapheted in a mental institution, so lets put the guilty 1960 people into Mental Institutions instead of the 1980 scapegoats!

## Principles of Behavior



**Inventor:** XXXXX **Year:** ~????  
Formula from Clark Hull describing how programmatic Stimulation-Response-Habits. Today it is "possibly" implemented in software. The sort of Deprivation or the Stimulus would maybe change randomly. The communication channel (t1, t... cards) are maybe randomized to, like SE-235 frequency hopping.  
**Psychological dimension:** things like exposure time, for example 17 years torture or "white" torture after an initial m38 card would be important too.  
This seems to be one of the main weapons from pisterer and urs who has the order to prevent innocent victims from leaking how to defend against this weapon.

## CIA/NSA seeds Information(s)



**Inventor:** XXXXX **Year:** ~????  
The NSA / CIA leaks stuff himself. But not the whole story, only a part. For example Equation Group Malware (e6 card) or Carnivore "Software" (c03 card). They use that as some sort of HoneyPot to find out what people know about that sort of stuff. If one tweets additional things (even if it are only hypothetical things) they put him into a mental institution and erase his brain with "anti" psychotics. In the hope all people would not talk about that anymore. This should make him & them make fear the stupidity um power of the Secret Services. If a person would be autistic, then this would not really help, because questions must be answered.

## the sum of psychological keys is constant



**DSM5 PsyOP** (1940)  
NSA Data ↲ **Violence Random Bot** (1960)

Slave again for all CIA People :(  
Retention  
Whitehat Hacker Whistleblower (1980)

**m115b**  
<https://0x8.ch/HackersCardgame7>

**Inventor:** XXXXX **Year:** ~????  
In Swiss Law the Article STGB 185 should prevent that captors own and enslave people. The Article also should prohibit that people are owned with psychological tricks.  
Trauma that are therapheted can not be used anymore to make eg, young people do what the older people wants them to do. Trauma seem to be activated by an order of images, voices.... they can be therapheted, but if the Schizophrenic Person that is in some cases a victim of an STGB 185 is free (not as in free Beer) they seem to activate people that generate new similar scenes and the image or voice sequences that activated the trauma is then re-rendered. **After the sequences are re-rendered, the victim could again be triggered by the same keys, except he/she knows this dirty concept.** 3 Months in a Mental institution renews all keys that should not exist at all. **After I released card PsyOP started loop "Marc ir Parents are Pedophile..." to spam this information(s)...**

## Anti-Psychotics Part 2



**m72**  
<https://0x8.ch/HackersCardgame7>

**Inventor:** XXXXX **Year:** ~1999  
Some Mental Institutions give young adults or even kids drugs that make them stupid and happy. (Part 1) And with technology Cards (eg t1 or 70 years newer technology) they then (ab)use them to infiltrate dangerous systems (Part 2), for example companies that are using or selling illegal drugs. The "antipsychotics" makes the kid stupid, lucky ignorant and would cause the kid to make fun about the people in question. So the company or chief in question would tend to hate and attack the young adult. See Human Rights, see Law. **Don't do such things, the chance is quite high that if the company does illegal things would kill the young adult!!!**

## fear detection



**m57**  
<https://0x8.ch/HackersCardgame7>

**Inventor:** XXXXX **Year:** ~????  
with Neurosky Mindwave you can read attention or meditation, so we guess one electrode (t1 card) would be sufficient to extrapolate also the parameter fear. And if they would show something like cAPI Card on eg Facebook stream and would find out that the victim gets paranoid or fears that, they would loop such scenes until the victim tries to commit suicide or runs amok. So this card would be an important element for eg co6, bo1 or a16 card, since the offender does not only want to own or kill the victim, the group would feel good when the **victim is revictimized**, so the real offender would play m37 card on the group for later using the dtl card against the group, normally if you could prove that to the offender he says something like "it's just training", "we only want to help" and a lot similar lies, so question if one of the offender says "it's just training" combined with m54, Workaround: Listen to music you love, I use wireless headphones to not disturb my neighbors. I guess the music makes it harder for detection algorithms to identify emotions.

## Stanford prison "experiment" antagonizing situation / medication



**m50**  
<https://0x8.ch/HackersCardgame7>

**Inventor:** XXXXX **Year:** ???  
One can produce situations, where people are played off against each other. You could do this with drugs, for example giving one person chemicals that make him/her happy and funny and the other person chemicals that make him/her sad. Worst case both victims will begin to fight each other while both victims think that he or she does the right thing. Maybe such chemicals were involved in Stanford prison experiment, unsure. But with technology cards (eg, t1...) you could possibly produce similar situations. Or in Politics, race, gender, Nazi "jews..." or with just showing good or bad Facebook content (Facebook experiment, see Internet). **For example also to tell some people that the accused young boy is guilty and therefore it would be "legitimate" that an older person takes his goods would create the same situation, the unjust decision is often in favour of the stronger like Urs B. that has weapons... NOTICE UNSEEN THIRD.**