

Skinner-BOX & Leben (ger), Part 2



m70

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

Inventor: **xxxxx**

Year: ~????
IMHO, cars are Skinner-BOXes too. A lot of electronic equipment in a car. People that uses a car are being programmed while driving, this is suboptimal anyway. So we need to declare all Car Drivers to **MKULTRA Killers** as long one can not prove that he is not. Urs B. knew about that he said in 2002: "All Cars with Antennas are remote controlled" This would mean since he kept this secret he is partially responsible for all people died in Car Accidents. He used this knowledge to show-off "his greatness" to his daughter but not to save the victims. **MKULTRA's would get some benefit for driving a car, some sort of m15 Card.** So the term "Car Hacking" is also an overloaded symbol. Technically it would be some interface the user that uses the MKULTRA would not know, t1... Card and eg some personalized map where the MKULTRA Bot would get the Stimulus: Go to place 23. My Father sold my car, i feel better now and it's much better because of CO2.

Conspiracy



m28

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

Inventor: **xxxxx**

Year: ~????
Eg, the flat earth theory is just stupid, or maybe just a parable for Terry Pratchett's discworld novels, which tries to explain small and big kids in an understandable way, how a social system "university" works, and that some people trying to steal the boots of other magicians. Maybe it also describes how Mainframes (AIs) work, in this case the chained Octavo which contains 8 spells (access keys). Or e.g. The librarian (Google) who has been transformed into a monkey => see Google-Query: Born

Maybe you should read Terry's Pratchets work..

Overload operators methods and symbols



m69

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

Inventor: **xxxxx**

Year: ~????
Overloading is possible in some programming languages. I use this as metaphor for one could also do with such a feature.

For example the above "WHY?" could mean:
I agree, I question everything even this "Question Everything".

But you it could also mean:

Why should i care and question things, i want to become or stay an old fat hairy ugly ignorant pedophile person in programming for example the calling function would decide what "stream" on gets over an technology card, in real world you could implement that with RFID, HandyID, face recognition....

Chains Rattling



m20

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

Inventor: **xxxxx**

Year: ~????
Most children are "shipped" with items / behavioral patterns (or maybe it's just a technology card) to make noise. Satan then uses these functions (stimuli-response-habits) to terrrorize people, relatives, targeted individuals. They play eg d11 card on the parent and then activate the rattling function on the kid. In the end parents would hate the kid, or one of them = psychological Warfare. The child gets "incentives" when it uses such functions and is not aware about the effect to victims, see m11, t1,... cards. To intimidate the victims (who do not directly see where the "chain rattling" comes from). The Child: "ay, making noises" (unheard: then I'll be less ignored and incentives)"

Good Gamification Bad Gamification



m97

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

Inventor: **xxxxx**

Year: ~????
Many things can be implemented as game. Also m91 card. E.g. games that makes people learn things, question things, research things... prove things are possibly a good thing. Satan knows this principle to upload content to the brain of people too. For example the games to blow up things (even if only virtually) are maybe not the best type of gamification. Best Case it would just be a stupid game, worst case it would have an effect on the real world and maybe even kills people. There is also something in between, where the kid then would blow up something synchronized with a real event, but only correlation but not cause. This would have at least two effects on the kid, he would feel guilty and could be blackmailled with that event, even he is not the cause, used to dissociate and then boss around the kid with "his" dead. It gets really complicated, when Satan puts bad games functions into good games, if the kid is verbose it's easier to debug, but the kid then also has a bigger attacking surface.

Stick (German: Peitsche)



m7

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

Inventor: **Satan**

Year: ~B.C.
The brain automatically says: pain / injuries are bad. The brain tries to prevent the pony from situations where it feels pain again, so the scene that caused PAIN will be burned into the longterm memory and in the future automatically avoided (avoidance behavior)
Physical violence against children is prohibited by Swiss Law but unfortunately still very common. This effect is (ab)used in Behavioural "Sciences" = to boss people around for "efficiency" reasons instead of educating them. The consequences are often a PTSD that maybe can not be fixed at all. So it will continue to avoid the people that caused pain, but has probably no PTBS if it plays with equal aged Ponies.

Automated Mindmap Generation with Image input and EEG return path



m110

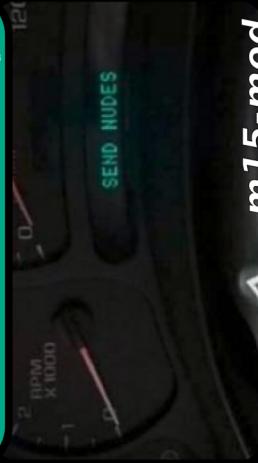
<https://0x8.ch/HackersCardgame7>

Inventor: **xxxxx**

Year: ~????
this is then used to create a personalized Suicide Death Bot
image sequences, matching images
show scene / archetype with people from blum family
then tries to match the same scene / archetype with my family

Automated data extraction

Limbic System Vulnerability



m15-mod

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

Inventor: **Satan / Capitalism / Advertising Industry**

Since we are genetically still over 90% identical to our ancestors that were driven by the limbic system (Neanderthals, Monkeys, RUST™-Bots) our brain is vulnerable eg. to fat food, sex, kids slides. This is used by advertising industry, but also "used" for imposing your will upon others.
Michael Foucault: "Human body and the human disposition in terms of the priority of sexual desire" (Euphemism)
A Sociopath does not care about the sexual integrity of others, his primary focus is to sell crap and ignore resulting consequences. m38 -> col & t1 & b1
-> m32 -> a16 -> m37 -> dt1