Report #02–22: Psychological tactics of v2k harassment

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Goal: Expose and describe the common tactics of voice operators during the later stages of targeted individual experience

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Targeted individuals who experience voices, a.k.a. "v2k" or "synthetic telepathy" can observe clear usage of psychological tactics by the perpetrators, executed tirelessly with finesse and in combination with each other.

Because the actual contents of the voices' messages are considered to be fruits of delusion and psychosis by psychiatrists, they remain underreported, and as a result, the underlying tactics remain overlooked.

By analyzing them, it is easy to see not only that the perpetrators use those tactics to manipulate the mental state of targets, but also the fact that there's a conscious external activity behind the TI experience. The tactics described are being consistently used even on people who have no idea what "neuro linguistic programming" or "reverse psychology" is, and they are often unable for a long time to spot those tactics themselves despite experiencing them daily.

Whoever the perpetrators are, they seem to have professional psychological training and great expertise.

This report covers the second stage of v2k harassment, which is a speech directed at TI, and at this stage the following tactics become blatantly apparent. First stage is much more general and serves slightly different purposes, so we will be discussing them on a different occasion.

The goal of this report is to bring awareness of TIs to the variety of tactics used against them often beyond their own understanding, and to bring the attention of the psychiatric community to the detailed toolset of what they presume to be a mental dysfunction.

Every tactic cited down here isn't used independently but interwoven with others, used in a highly contextual manner to control and guide the flow of thought of the subject. Perpetrators, of which there are usually several, often take upon themselves different roles and maintain them in somewhat constant manner, even though they can easily switch them on occasion to add to the confusion.

Simple tactics

Those are pretty basic and boil down to a word or a phrase given with precision in certain moments to cause immediate reaction.

Affirmations / encouragements

Short remarks that comment actions or thoughts of the subject. Perpetrators clearly voice either their agreement or disagreement. These phrases are often pronounced in a confident tone, to make them more believable.

Positive examples:

- "Correct!" / "Fabulous!" / "Very well"
- "Of course" / "Exactly!"
- "Finally you understand"

Negative examples:

- "Error!" / "A Huge Mistake"
- "Fool" / "Crazy" / "Loser" / "Sucker"
- "I'm speechless" / "That's f***d up"
- "Shame on you"
- "Too late" / "Useless"

These phrases serve different purposes, mainly to reinforce or to discourage the TI about some idea or action. Depending on the context and the mental state of the subject, negative affirmations may be used as discouragements, for example when TI is very angry at the perps and doesn't want to make them happy, and vice versa, if the operators are unhappy, it would make TI reassured that he's on the right track.

If the subject isn't antagonized at the moment, affirmations serve to establish rapport by flattering the subject and bringing the false sense of getting on track to ending the experience.

Bullying and insults

Used both to increase stress and to reset rapport by "sobering" the target, reminding him it is useless to expect any good from operators.

Examples:

- "What a dumb / sucker / simpleton you are"
- "Who would want you like this"
- "You're an unwashed pig"
- "You're ugly / fat / smelly"
- "You're a headless chicken"
- "We bullied you so much" (feigned sympathy)
- "Oh, what have we done?" (in a mocking tone)
- "We're just kidding" / "It was just a prank" / "We had fun"
- · "You are our toy"

Directives

Suggestions that are perceived by the subject either as either hints or commands, and also as reaction of the operators. The tone and sharpness of expressions vary to achieve the desired effect, from sharp and angry to pitiful or laughing.

In extreme states (antagonization / rapport), they are involuntarily perceived as direct commands and likely to cause an immediate reaction without thinking.

Hard command examples (in harsh tone):

- "Shut up" / "shut your mouth"
- "Get out of there"
- "Die"
- "Use your brain"
- "Don't piss me off"

Mild / suggestion examples:

- "Calm down" (in a softer, sympathetic tone)
- · "Relax already"
- "Please forgive us"
- "Make a decision"

Victim blaming

Giving the target the impression that he himself is to blame for the experience, and the operators are the real victims because they have to execute their unpleasant job.

Examples:

- "You made a huge mistake" / "ruined everything"
- "You cost us dearly"
- "You think we like it?"
- "You signed your own death warrant"
- "You shouldn't have been stupid"
- "You shouldn't have trusted us"
- "You forgot who you're talking to"
- "Your head is messed up"
- "Look at yourself from the side"
- "If only you knew how tired we are of this"

Empathy

Imitation of sympathy, understanding of the target's situation, assurances that perpetrators are trying or tried to help. This often causes reciprocal sympathy and helps to establish rapport.

Examples:

- "Oh, how much we wanted to prevent this"
- "We used / spent everything to help you"
- "We are so embarrassed"
- "We help you all the time"
- "We will definitely close all your childhood traumas" / "We will help you"
- "If only we knew it would end up like this"
- "What fools we were"
- "You shouldn't have done this to yourself"
- "Help us to stop it"
- "It wasn't fair to you"
- "You're seriously unlucky"
- "We will apologize on our knees for this" / "We'll kiss your ass"
- "We looked at your life with such horror"

Disinformation

False statements about a wide variety of subjects, libeling family and acquaintances of the target, "revelations" about the nature of the experience etc. Also empty threats and "red herrings" which they use to sent target on wild goose chases.

The statements are often absurd and unverifiable, and almost never truthful, but in the context and certain emotional states they are easily taken for the face value without critical thinking. Abilities of perpetrators give them a certain authority, and the search of motive makes TI prone to believe their lies.

If the subject falls for the negative disinformation, he dips again into stress and hysteria, panic and fear.

The positive disinformation just as easily might bring him up to an almost euphoric state as things finally seem to fall in place and make sense. This often comes with "carrot dangling", like empty promises to make target rich or end the torture soon, even "tomorrow". This refills TI with hope only to have his spirit crushed the next day.

Both types of disinformation are easily deflected by critical thinking, but the subject is often in no position to employ it, being worn down from the constant harassment and uncertainty. The more he accepts disinformation as facts, the worse the possible consequences for TI. It is safe to say that simply dismissing any of their statements is the best tactic since the truth is a rare item in this experience.

Examples:

- "Your parents aren't really yours"
- "We'll never leave you alone" / "It'll never stop"
- "Your wife is cheating on you"
- "We will never allow you to get rich"
- "You won't like what we have prepared for you"
- "Prepare for the trouble"
- "We agree to all your terms"
- "We'll fix it for you"
- "You'll understand everything tomorrow"
- "It is your punishment"
- "We'll turn you into a terrorist (maniac, murderer, etc.)"

Provocation

Elevated level of disinformation, with a more direct call to action implied. Examples:

- "You have cameras everywhere in your house" (the victim begins to search the house)
- "We will give you cancer / we'll irradiate you" (target begins to look for ways to protect himself, tinfoil hats, etc.)

- "They are coming to arrest you now" (target destroys everything that may be interpreted against him, breaks the computer, deletes accounts)
- "They'll kill you" / "You're fucked up" / "You know who's doing this" (contextual "lead" to the person in life of the subject, set up as real world "perp". The consequences can be tragic)
- "Why don't you try [some action]" (implied hint that it will help the target to end the experience)

Prefixes / Adressings

Introductory phrases and words used to attract the attention of the subject, especially when he tries to ignore the operators.

Examples:

- addressing by name, nicknames, including those known only to friends
- "To be honest, ..." (rapport installation by the impression of sincerity)
- "Listen to me carefully" (can be followed by disinformation or provocation, or even complete rubbish)
- "You understand that... / You know that..." (same)
- "We are finally beginning to understand..." (target expects to hear that operators have seen the error of their ways)
- "We really felt ..." (target expects to hear empathy)

This is also often used as an "autocomplete" technique where operators simply repeat to the subject what he expects to hear after those vague partial statements. In those instances operators seem to confirm any idea that TI can produce, however wild it can be. This leads many TIs into the false sense of insight and revelation, and leaves them sometimes for a long time clinging for ideas based on nothing but guesses and confirmations by known liars.

Setups

Another instance of provocation where operators often refer to 3rd party groups or people or individuals to imply they take part in the decisions about the target or participate in the harassment. If target confronts these people he usually ends up dismissed or embarrassed, often not taken seriously or accused in mental illness. Of course, this "involvement" is pure fiction that operators pretend to accidentally slip or hint to the target to further damage his situation.

Examples:

- "Germans [Japanese, Russians etc.] are shocked"
- "John won't like that" (as reaction to thought or action of TI)
- "The president told us to continue"
- "Pete reports on you every day"

Memory digging

Often the subject is being reminded of his past — regrets, failures, missing outs and other moments that cause high emotional response. It can even be his past accomplishments or success. Those memories can be used to bring the subject either up or down, depending on the behavior of perpetrators (crass or compassionate) and can cause a variety of feelings, such as shame, despair or on the contrary, hope and pride.

This also causes additional distress to the subject by having his memory exposed to operators.

Questioning

Operators ask the subject various questions, and if the subject starts to answer them, they laugh and make it clear that they didn't need his answers because they know everything already. This is repeated ad absurdum, often using the same list of questions, as long as the subject keeps engaging.

This is frustrating for the subject especially since questions asked seem to probe into the reasons of his harassment or require him to clarify things for the perpetrators, so in hope of making the perpetrators understand his suffering, the subject often can't help but respond over and over — only to be humiliated.

Another technique is asking the questions that TI is supposed to answer not to them, but to himself in their opinion. Those questions serve to further manipulate TI emotionally, especially if they concern matters beyond his control.

Examples:

- "Explain to us, please ..."
- "How are you going to earn money now?"
- "How could you trust us?"

Complex tactics

Those are tactics that combine several basic tactics and multi-step execution. They can have longer duration, from hours to days or even the whole duration of TI experience.

Roller coaster

Highly exhaustive and standard tactic of inducing a state similar to bipolar personality disorder, artificially induced by switching the lines of behavior. Target is initially antagonized to the max, putting him in a desperate, depressive state. At the height of it, a glimpse of hope is given, a promise to end the torture and reward him financially or otherwise, which puts the target into an almost euphoric, inspired, manic state, sometimes even causing him to forgive his perpetrators in the light of the future reward.

After those expectations prove to be false, the target gets infuriated, aggressive, then as the steam wears off, depressive again. This can repeat multiple times a day, juggling tactics described throughout this report.

Reverse psychology

This is a general line of behavior of the voices and one of the main reasons they try so hard to present themselves as undisputed evil. It makes it very easy for them to push the subject into the opposite direction of what they pretend to want, making him do exactly what they want out of spite with high enthusiasm.

Blockage

Affecting TI to make him unable to perform professionally, socially or even sexually. It can be done verbally, by irritation and bullying or simply distracting the target with elevated sound transmission, but also can be accompanied by pains, temporary organ malfunction or even sudden bowel movement, which makes productive activity next to impossible.

Polarization

Operators take upon themselves roles of "good cops" and "bad cops". The "bad" employ more aggressive and humiliating tactics, while the good ones become milder and even start to give out hints or encouragements. Once in a while they argue with the "baddies" on the behalf of the target, persuading them to ease up. "Good cops" also complain to the target that they can't really help him because of the bad ones.

Of course, the target naturally allows "goodies" to establish rapport with him despite the fact that they mocked him non a moment ago; goodies explain to be "forced" and desperate, lonely TI jumps at the opportunity to have some support even from those who torture him.

Often there is a scene played out where the "goodies" pretend to be broken down by what they are forced to do and even "punished" for stepping out of the line, making TI feel genuinely bad for them.

On the other side, it becomes even easier for the "baddies" to use reverse psychology because their negativity is even more contrasted now. They become almost cartoonish in their attempts to exaggerate their malevolence.

Examples (good cop):

- "Don't listen to these villains!"
- "You shouldn't have provoked them..."
- "I can't do anything..."
- "I can't lie to you anymore!"
- Examples (bad cop):
- "You're done"
- "We like to torture you"

Giveaway

Pretend game to make the target believe he holds some leverage on perps, be it "accidentally slipped" misinformation they don't want him to disclose or even the popular drama where perpetrators "reveal" to the target he has a psychic powers and is able to hurt or even kill them with his mind.

Being reassured that they can finally retaliate, many TIs experience hesitation and question themselves if they actually should step down as low as their torturers. In one case I witnessed the individual have spent months in the suspended state of indecision, while the perps clearly provoked him to use his "powers".

They happily pretend to be hurt, "screaming in agony" when target is finally pushed to it, only to have a laugh later when target discovers he was sweating and huffing like a fool with no result.

This technique allows the target to blow off steam in the process but results in humiliation and another cycle of rollercoasting.

Media & police reports and court filings are the common result of this technique being employed. Accompanied by the horrified pleas and threats of operators, the target writes up his statement of "being irradiated with microwaves by neighbors", filled with decisive courage. Of course, in the end it turns into another instance of humiliation.

Deprivation

The constant presence of operators who don't allow you to forget about their overwatching existence is itself a tool of harassment. Inability to be private even for a moment is extremely discomforting. Operators don't hesitate to use the most private situations like talking a shower, using bathroom or having sex to make gross comments. Sometimes the situation is so unbearable that TI stops some activities or cuts others down to a minimum.

Often the operators briefly pretend to leave the victim alone for this time, promise to "not look" or even actually mute themselves, only to catch the target right in the process, commenting on every physical shortcoming he might have.

Besides shaming, the target is forced to stay awake for a long time using all the tactics to keep him focused and agitated. If he still manages to go asleep, he is being woken up instantly by loud screaming in his ear or sometimes even a jolt, or something that feels like it. The sleep deprivation in this intensive form rarely lasts more than a few weeks, but even later it's often hard for TI to catch a good night's sleep.

Shaming also comes in the form of criticizing the target for the thoughts he might have or even thought induced to him by operators themselves.

Highest state of deprivation is a threat to share everything the perpetrators have seen (and allegedly recorded) to people the subject knows personally or even strangers. While those treats are empty, they seem pretty believable to TI in the context of his experience, and elevate the sense of fear and anxiety tenfold. Usually this threat is peppered up by perpetrators telling TI that they intend to twist and edit the "footage" to libel TI as criminal, liar, cheater, thief, pedophile et cetera.

Post traumatic syndrome installation

A long period of terror exhausts the target and leaves deep scars on his personality. In the later stages of terror, when the intensity of the harassment subsides and the subject manages to distract himself, forgetting about the

experience for an hour or two, it is enough for operators to use just a single word from the extensive collection of triggers to provoke a panic attack. Reacquiring awareness of his situation after the moments of bliss causes a rapid ejection from the calm state and shatters his psyche again, effortlessly.

Stockholm syndrome installation

Despite the violating and tormenting nature of the experience, prolonged coexistence with the voices makes one feel special to be chosen to spend so much time and effort in the end. The lost time and suffering become a kind of investment that TI never intended to make, but was forced to, and when perpetrators suddenly pretend to leave by lowering the voices and apologizing, explaining that they have failed, one is most surprised to realize that he *doesn't* want them to go. Not like this, not without closure and answers.

If operators catch the target of these feelings, they eagerly use them as justification for their staying, telling the subject that he has missed his opportunity to be free. Of course, leaving was never their intention in this instance.

Delusion of grandeur installation

In search of the possible motivation behind this torment, subjects often conclude that there has to be something about them, some quality they aren't aware of themselves. Wild guesses get confirmed by the operators, and sometimes stick for a long time, leaving targets convinced in being reincarnated celebrities, possessing magic powers, or simply being too dangerous to the state to be left roaming free.

Of course it has very little to do with reality, considering the numbers of TIs, and usually the target realizes after a while that he's been bamboo-zled again.

False cooperation

This is a tactic when they promise to leave the TI as long as he behaves or reacts in a certain way. They encourage the subject and make him invested in a certain line of action or thought, only to tell him "you ruined it" when he inevitably "messes up". Then they will encourage the victim to find a way to "fix it" while keeping their demands and instructions intentionally vague and contradictory. When the target eventually discovers he's been played again, realization of how obvious it was hits him hard.

Summary

It seems that described tactics are being used to keep TI in the state of induced psychosis, causing him to experience distress and manipulate him into awkward and damaging situations until he learns to resist and ignore them. Inadvertently, they train the subject to become more resistant to manipulations and misinformation over time, causing him to grow a thicker skin and take unverified information more critically, becoming less emotionally unstable.

Learning the tactics described in this report may bring many TIs closer to ending the experience. We encourage the readers to share this report to bring more awareness to the depth and reality of this phenomenon.

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