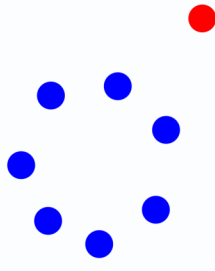




# Risky Shift



dlTG

**Inventor: ????** **Year: ~???**  
 The Concept is called **Risky Shift** which means that decisions in groups are made riskier because one does not have to take the full responsibility for a specific decision and he or she knows that the others could be blamed if the decision is wrong. If you need to do decisions in groups than pointing at the concept of Risky Shift helps at least a bit to mitigate the problem.  
 Bad thing is that satan knows that too, so he ties to force people to make **worry** decisions in groups (m37=dlG card sequence) to then blackmail the whole group and use them more as NPC's or as "Soldiers" than as humans.

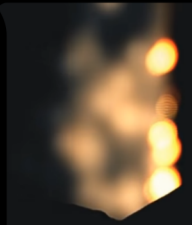
https://0x8.ch/HackersCardgame23

**Year: ~????**  
**Inventor: xxxxx**  
 If a whitehat hacker discovers that the company he works in (for example in switzerland) is maybe owned by nsa/cia and would begin to tweet about that one would maybe ask, why the whistleblower was killed after tweeting that. So those people would attack him with different methods, eg. with declaring him Schizophrenic or with things like induced Occupational burnout. The chief maybe says stupid things like, "we only want to help maric" lets put him in mental institution that he gets better. but as we know already, a mental institution makes it much much more worse.  
 To prevent that the remove whitehat hackers and whistleblowers or even kill them tell the people about this sort of nsa / cia infiltration and terrorism.

bol



# INDUCED BURNOUT



bol



# WAIT TIME



smoke1

**Year: ~????**  
**Inventor: xxxxx**  
 And if the kid / victim that was abused (abuse = obfuscation for human experiments) and transformed in a bot and he would be to fast for the people who did this to him / her they would send him to smoke a cigaret (Stimulus-Reaction-Habit or Electronic Harassment) so the can change things or fake the protocol or steal prove.  
 If one smokes, its possibly also a victim of such illegal human experiments. But it is also possible that one of the offenders smoke to obfuscate his role as culprit (a14 Card)  
**Behavioral "Sciences":** They enable the pain implant in the frontal lobe, and if you smoked they disable it, so you smoke.

https://0x8.ch/HackersCardgame23

**Year 1991**  
**The Big Five**  
 N Neuroticism: calm, ignorant  
 E Extraversion: very high  
 O Openness: even kills patients  
 C Conscientiousness: driven sociopath  
 A Agreeableness: Low  
**Main Achievements**  
 Shrink, Sociopath, the movie obfuscates a lot in favour of bad shrinks, possibly touring complete, killing him would not help  
**Brief Profile**  
 Humanism \*\*\*\*\* (1/5)  
 Technical Background \*\*\*\*\* (3/5)  
 Megalomania \*\*\*\*\* (4/5)  
 Military Background ?????? (7/5)  
 Project Problems to Patients \*\*\*\*\* (5/5)

mp1



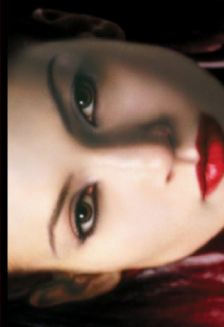
# Hannibal Lecter



mp1



# Catherine Deane



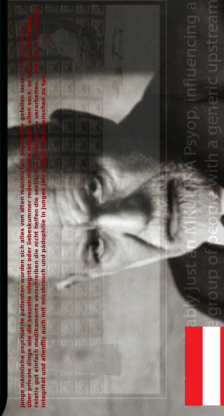
mp2

**Year 2000**  
**The Big Five**  
 N Neuroticism: low, analytical  
 E Extraversion: low  
 O Openness: open  
 C Conscientiousness: high  
 A Agreeableness: high  
**Main Achievements**  
 In movie "The Cell" she uses Neuralink(?) but Technical details are missing  
**Brief Profile**  
 Humanism \*\*\*\*\* (4/5)  
 Technical Background ?????? (7/5)  
 Megalomania \*\*\*\*\* (1/5)  
 Military Background \*\*\*\*\* (0/5)  
 Project Problems to Patients \*\*\*\*\* (1/5)

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# S1(e)gmund Freud



p1

**Year 1856**  
**The Big Five**  
 N Neuroticism: ~~calm~~, ignorant  
 E Extraversion: subconscious  
 O Openness: conservative  
 C Conscientiousness: nachlässig aber nervig  
 A Agreeableness: not at all, to imperative  
**Main Achievements**  
 Strukturmodell, Oedipus, Cocaine "research"  
**Brief Profile**  
 Humanism \*\*\*\*\* (1/5)  
 Technical Background \*\*\*\*\* (1/5)  
 Megalomania \*\*\*\*\* (4/5)  
 Military Background \*\*\*\*\* (5/5)  
 Project Problems to Patients \*\*\*\*\* (5/5)

https://0x8.ch/HackersCardgame23



# Wilhelm Reich



p2

**Year 1897**  
**The Big Five**  
 N Neuroticism: only in pursuit  
 E Extraversion: guardedly  
 O Openness: open  
 C Conscientiousness: killed by the state  
 A Agreeableness: high  
**Main Achievements**  
 Orgon-Accumulator, humanism  
**Brief Profile**  
 Humanism \*\*\*\*\* (5/5)  
 Technical Background \*\*\*\*\* (5/5)  
 Megalomania \*\*\*\*\* (2/5)  
 Military Background \*\*\*\*\* (0/5)  
 Project Problems to Patients \*\*\*\*\* (1/5)

https://0x8.ch/HackersCardgame23



# Jean Piaget



p3

**Year 1896**  
**The Big Five**  
 N Neuroticism: calm, analytical  
 E Extraversion: low  
 O Openness: open  
 C Conscientiousness: conscientious, logical  
 A Agreeableness: high  
**Main Achievements**  
 Theory of cognitive development  
**Brief Profile**  
 Humanism \*\*\*\*\* (4/5)  
 Technical Background \*\*\*\*\* (2/5)  
 Megalomania \*\*\*\*\* (1/5)  
 Military Background \*\*\*\*\* (1/5)  
 Project Problems to Patients \*\*\*\*\* (1/5)

https://0x8.ch/HackersCardgame23