

Chemi-trode

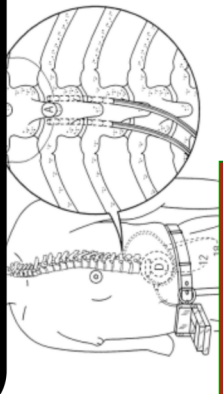


t5

<https://0x8.ch/HackersCardgame23>

Inventor: José Manuel Rodríguez Delgado
Implants which release chemical substances / drugs that can be triggered via remote control, e.g. Adrenaline metabolism-promoting substances aggression, in the case of melatonin metabolism sleepiness. Influences victim's attention, but can also trigger the victim a suicide or to run amok. Medication but unfortunately also to activate a person as an #MKULTRA Killer ("cyberWAR") or kill the victim remotely with Toxic substances. Today there may be chemitrodes on molecular size.
WARNING, it is very likely to loose access codes of chemitrodes, and then the person that injected the chemitrode would be responsible for the death of the victim that died just because of a SIGINT security problem

Spinal Cord Implant



t6

RISK SCORE: 10

<https://0x8.ch/HackersCardgame23>

Inventor: xxxxxx
Year: ~????
Originally an implant in the spinal cord (medulla spinalis) that could force an >>> orgasm <<< (they talk explicitly about "sexual things" to make the people focus on that (m107 Card) and to obfuscate that the whole body can be remote controlled by such technology), patented 40 years later 1999 under US6169924. Today maybe enhanced with more than just that "wire" (US Army researches in this field) Output: the victim can be "used" as a robot / soldier / killer or sex slave with a 3D model of the victim in a 3D environment (like games) if all people would have such thing they could create a weapon out of such technology and unfortunately kill billions in a few seconds. Hopefully those who created this system considered that vulnerability. Mobile phone could act as UpLink to a mainframe (the US Army maybe uses the Cry-Engine with PhysX for the "Simulation")

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Hardware Synthesizer Sampler

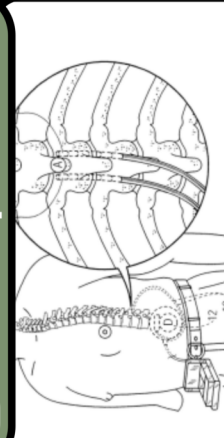


t9

<https://0x8.ch/HackersCardgame23>

Inventor: Firma Fairlight CMI ~1970
To record and play sounds digitally. (cards: c02, t10, t12) You can change pitch, bass, trebles, snip single words and glue them together like you want. It is also possible to use other mathematical models, e.g. Fourier analysis/transform to analyse the samples or to modify them. Simplest variant, if you play twice the same with delay of 0.2 seconds to achieve an echo effect. If you create a physical models of human voice you could even fade between 2 different voices (see t21 card) To make music, manipulate voice recordings prior to negotiation, behavioural sciences, e.g. The "Pavlovian Dog" experiment... but also a very cool kids toy.

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3D GAME-ENGINE (eg. CryEngine)

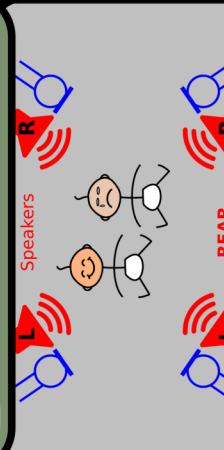


t7

<https://0x8.ch/HackersCardgame23>

Inventor: Silas Warner
Year: ~1981
Castle Wolfenstein (Muse Software) was maybe not the first 3D Engine, but maybe it was the first enduser 3D Engine. Like a SkinnerBOX (t2 Card) but "innocently" wrapped as children's toy that uses invasive (eg t1 card) or non-invasive (eg t12, t8... Cards) technologies. Such games can be unidirectional or bidirectional (eg. b4 card) Similar to a network monitoring system, possibly with Plug-Ins, which are partially not even accessible by the user, or as a separate add-on that just evaluates symbols in the game (eye1 card) or bigger things like Quantum Inserts, Turbine, Tarmol, Game, fun, therapy or "therapy", game could also generate psychological profiles like Big5, Meyer-Briggs or even MMP2. For example i bought a game, joined the server, saw the first enemy that had his back to me but i could not shoot him as a vegetarian.

Quadrophonic



t8

<https://0x8.ch/HackersCardgame23>

Inventor: JVC
Year: ~1970
Maybe directly built into the apartments walls, if you would play a gun-shot sample (see card m21) could drive the victim paranoid. Quadrophonic or even Octophonic in building with multiple floors would cause the mind to interpret the sounds as authentic and make neighbours fight each other
Building ControlUnit with 1990 Technology:
2x Gravis Ultrasound Stereo
2x Sound_Biaster Stereo
4x LPT && JDAC / CENT_DAC (see t9 card)
For Therapy (a2 Card). But unfortunately also to make people aggressive to force them to fight against each other : (

3D GAME-ENGINE (eg. CryEngine)



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