

"It's time to play a game…" ***-John "Jigsaw" Kramer***

OVERVIEW

BACKGROUND INFORMATION: John Kramer, better known as Jigsaw, is the primary antagonist of the "Saw" series, which spans multiple films, video games, and a short comic. Jigsaw crafts complex games to test his subjects morally, trying to rehabilitate them via death games and mechanisms. Each game is specifically tailored to the subject he chose, and every game can be beaten, signifying the subject has been "reborn" by victory. This document will only cover Saw X, the second film in the series to occur chronologically.

CREDITS: **@Bittus** (on Discord)
Special thanks to **@raincutter0040_59222** (on Discord) for aiding in interpretations.

CATEGORGIES: With each showing of Kramer's outsmarting abilities being detailed, they will be color coded as to help aid in understanding what exactly the feat pertains to in scaling —>

GREEN — FSIQ, THINKING, REASONING, & INTELLIGENCE
RED — EI, MANIPULATION, & DECEPTION
BLUE — SI, INSIGHT, & SENSORY
YELLOW — AC & FIELD SKILLS
PURPLE — STRATEGY, PLANNING, FORESIGHT, & COUNTERACTION

OVERALL FEATS:

At the beginning of the film, we see Kramer undergo a scan to report the progress of his cancer spreading. There, he is told that he has months to live before the cancer becomes potent enough to kill him. This implies Kramer's inoperable brain tumor was quite powerful, inflicting Kramer with the following effects

(**Source** — braintumor.org) —>

- Headaches
- Seizures
- Difficulty thinking, speaking, or finding words
- Changes in personality or behavior
- Weakness, numbness, or loss of movement in one part or one side of the body
- Difficulty with balance or dizziness
- Sensory changes like difficulty hearing, difficulty seeing, or loss of smell
- Memory loss
- Confusion in everyday matters or disorientation
- Unexplained nausea or vomiting
- Fatigue or muscle weakness

Kramer had enacted the feats shown within the film whilst suffering from these effects, showing a great level of perseverance and overall grit. Struggling greatly with such

physical and mental challenges and still being capable of such exact thinking & reasoning is an impressive showing of his ability to overcome adversity. (+**EI**, +**AC**)





As Kramer walks through the hospital after his diagnosis, he comes across a young janitor at the hospital attempting to steal a watch from a sick patient's cabinet. In a matter of seconds, Kramer is able to visualize a "game" for the boy to undergo. He visualizes an incredibly complex mechanism in this thought, doing so all in his mind in less than

seconds after seeing the jewelry being stolen. (+**FSIQ**, +**THINKING**, +**INTELLIGENCE**, & +**SENSORY**)





Kramer then contacts Cecilia, an unorthodox surgeon, for help in getting his cancer treatment. He is told to arrive at the base in Mexico, so he takes a taxi to the location upon arriving in the country. Upon taking the taxi, he comes into contact with the taxi driver, Diego. Kramer takes note of Diego's eyes, showcasing an excellent level of passive memory as he was able to recognize Diego later in the film based on his eyes alone (despite Diego's eyes being obscured by sunglasses, showcasing Kramer's

observation abilities). Randomly, a van drives in front of them and forces Kramer out of the car, holding him at gunpoint. During this time, Kramer remains composed. It's then revealed this was simply a safety measure ensured by Cecilia and Kramer is driven to the base in the truck whilst blindfolded (as to conceal the location of the base). Kramer was able to keep himself relatively calm and composed even whilst presented with death. (+**FSIQ**, **EI**, +**AC**, +**SENSORY**)


MEXI


TOURS
MEXICO



Upon arriving at the base, Kramer and Cecilia discuss a variety of topics. Kramer states in this conversation that he is a civil engineer, a profession which requires a great amount of mathematical and visual intelligence to accurately create complex mechanisms. This displays that Kramer has great knowledge and understanding of complex mathematics and visual-prowess, such knowledge in relation to the application of the profession of a civil engineer would require understanding of the following subjects (**Source —** Educatly.com) —>

- Engineering Mathematics
- Engineering Mechanics
- Structural Analysis
- Concrete Technology
- Geotechnical Engineering
- Fluid Mechanics
- Surveying
- Transportation Engineering
- Environment Engineering
- Construction Management
- Building Materials & Construction
- Hydrology/Water Resources Engineering
- Steel Structure Design
- Foundation Design

By being a professional civil engineer, Kramer has access to every form of education associated with it. He has knowledge of the previously listed subjects and concepts, understanding core advanced mathematical skills as a whole. (+**FSIQ** & +**INTELLIGENCE**)



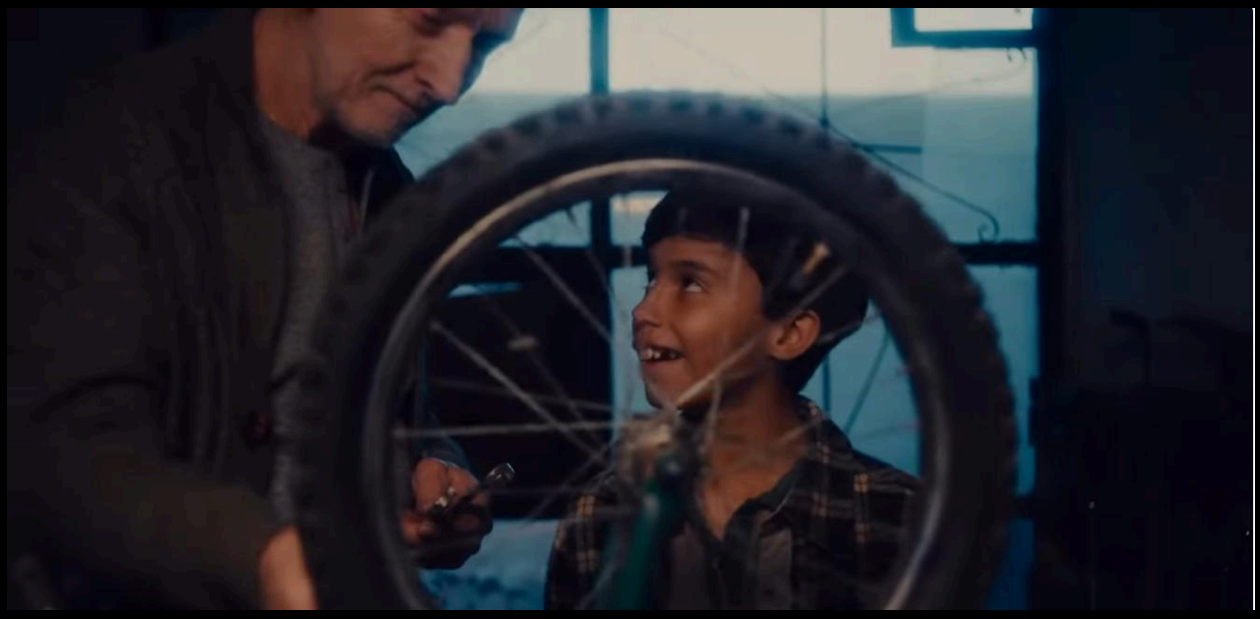


Before the surgery, Kramer aided a local child in fixing his bike. He is able to accurately fix the bike before communicating with the child in very basic Spanish, showcasing an understanding of a secondary language for Kramer. Both these showings indicate Kramer's ability to visualize objects and overall knowledge, and also point to his linguistic abilities as well. (+**FSIQ**, +**INTELLIGENCE**, & +**REASONING**)

Kramer meets with other patients and surgeons, including —>

1. Cecilia (the main surgeon)
2. Parker (another patient)
3. Mateo (a surgeon)
4. Valentina (a surgeon)
5. Gabriela (a housekeeper)
6. Diego (a surgeon, also acted as the taxi driver under a differing alias)

It is revealed later in the film that these characters are not indeed true surgeons and instead operate a complex scam as a team. Each character listed obviously went under an alias during the surgery, but have been listed here with their real names as to avoid confusion.





As the surgery begins, Kramer is placed under heavy anesthesia. He is placed in a drug-induced fugue state yet is still capable of observing and memorizing the features of one of the surgeons working on him, who is wearing a facial mask that makes most of his face unclear. Even in a drug-induced fugue state and whilst suffering from terminal brain cancer, Kramer is able to accurately memorize the features of a surgeon working upon him (who is wearing a mask that obscures most of his face) well enough to later deduce

his identity and connect him to the taxi driver (Diego) at the start of the film, perceiving the two as being the same person despite his heavily hindered state. To do so, Kramer would've needed to —>

1) Observe and memorize how the driver's eyes initially looked whilst he was in the taxi, despite only seeing the driver's eyes in the rear view mirror for mere seconds (passive memory), whilst the driver's eyes were also obscured by sunglasses.
2) Observe and memorize the surgeon's eyes even whilst in a drug-induced fugue state, being barely conscious.

Kramer used these two observations to later connect the two as the same person later in the film to begin his plan, which would've required an immense level of passive memory and observation (given the limited state of each viewing). (+**FSIQ**, +**REASONING**, +**SENSORY**, & +**AC**)

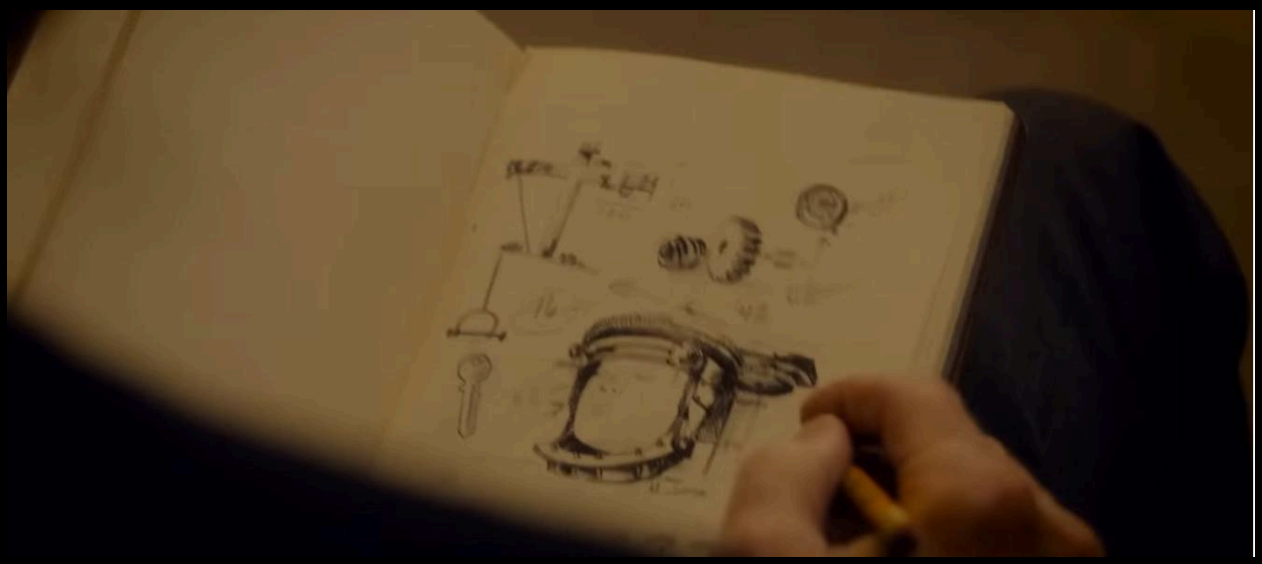






After the surgery is completed, Kramer returns back from the base. Kramer is seen sketching a complex mechanism onto a notepad, showcasing a high level of visual intelligence. The mechanism Kramer sketched here is confirmed to have been valid, as we see two films later (in chronological order) that the device Kramer drew moved from conception to actual creation. This shows that Kramer's sketch was completely accurate, whilst also displaying the fact Kramer had begun planning the trial featured in Saw III about two films in advance. (+**FSIQ**, +**PLANNING**, +**THINKING**, +**REASONING**, +**FORESIGHT**, & +**INTELLIGENCE**)





SUMMARY: Kramer had utilized the tower as a fixed landmark/point and applied basic trigonometry and triangulation to deduce the exact location of the base. To do so, Kramer would've needed to memorize the exact perspective and direction the tower was facing in the brief moments he had to witness it while at the base (he would've also needed to note the exact distance he was from the tower as well), then applied this memorization to his current view of the tower. He would've needed to have memorized the directions so well as to roughly estimate the angle in degrees of both perspectives, to apply fundamental geometry. (+**FSIQ**, +**REASONING**, +**INTELLIGENCE**, & +**SENSORY**)

PROCESS: For Kramer to have accomplished this feat, he would've needed to enact the following process of internal calculation and computational reasoning:

At the base, for the brief few seconds he had to gaze upon the tower, he would've needed to have memorized the perspective in which he saw it and noted the bearing/direction from the base to the tower (e.g. "the tower was 45° to my right facing north" or "the tower was almost due east of where I stood"). He also would've needed to note the exact distance he was currently at in relation to the tower as well.

—>

After leaving the base with no further viewing of the tower, Kramer roughly knew which part of town he was in. He then reasoned the coffee shop would yield the greatest view of the tower via his visualizing abilities.

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At the coffee shop, he measured the angle/direction (to perhaps exact degrees) of the tower from his current perspective by sight alone (whilst also gauging his distance from the tower at this point as well). Knowing the angle from the coffee shop to the tower and the angle that had been observed at the base lets him calculate where the base must lie — fundamentally the intersection of the line of sight from the tower in the memorized

direction. To do this, Kramer would've also needed to note his rough distance from the tower from both perspectives.

This feat implies Kramer is able to memorize perspectives in which he sees to such an exact point he's able to recognize the angle in degrees of the objects he witnesses, being capable of recalling these notions at any point despite only seeing some objects for mere seconds. This implies a near **photographic memory, which is supported by Kramer's previous feats of memorizing the taxi driver's eyes despite being heavily hindered and affected by shortened conditions**. (+**FSIQ**, +**REASONING**, +**INTELLIGENCE**, & +**SENSORY**)





Upon reaching the location of the base, Kramer discovers that the surgery performed on him was fabricated. Cecilia and her team were merely scammers the entire time and had used this method to swindle multiple cancer patients throughout Cecilia's activity.

Kramer then formulates a plan to enact revenge, starting with the taxi driver Diego. Given the fact Kramer had observed (even whilst in a drug induced fugue state) the taxi driver was posing as one of the surgeons by noting the similar eyes (as a face mask was obscuring the surgeon's lower face), Kramer deduced Diego had also been a part of the scam. Kramer was able to observe and memorize Diego's eyes despite seeing them briefly in the taxi (of which Diego was still wearing sunglasses, increasing the difficulty of this feat) and also observing them at the surgery despite being put under heavy anesthesia. Kramer had memorized the taxi's routes and had waited at one of its most crucial stops. Kramer gets into the taxi and we see Kramer comprehend Diego's Spanish and reply in perfect Spanish as well. Given this, there are multiple explanations for how this occurred —>

1) Kramer had a preexisting understanding of Spanish to a degree he can start and carry casual conversation at the minimum. (+**FSIQ** & +**INTELLIGENCE**)
2) Kramer learned basic Spanish in preparation just before enacting his plan, showcasing a high level of learning ability. (+**FSIQ** & +**INTELLIGENCE**)
3) Kramer had predicted the driver's exact words and studied his answer beforehand, showing an uncanny level of prediction and understanding of the driver's thought process. (+**FSIQ**, **EI**, **SI**, & +**INTELLIGENCE**

No matter what outcome is believed to be the most valid, this feat still showcases Kramer's enhanced level of verbal communication and knowledge, showcasing he can adapt to a secondary language with relative ease.





The taxi driver (Diego) is then kidnapped by Kramer and taken to an abandoned warehouse. Kramer attempts to interrogate Diego, before enacting a test onto Diego in the form of a death game (this is to ensure Diego's information was true or to promote more information being shared if Diego refuses, as the death game acts as a method of manipulating Diego onto Kramer's side), Kramer places the driver into one of his infamous death games (this one in particular acts as a contingency/method of ensuring Diego's information is reliable). Diego plays a tape recorder left by Kramer, where his game/test is detailed —>

1. Two pipe bombs have been strapped to his forearms (via metal attachments, meaning the only way to remove them is by cutting them from his flesh).
2. Diego's hands have been restrained and replaced with two sharp blades.
3. There is a timer slowly ticking down that is connected to the pipe bombs — Diego must slice his own flesh on his forearms to remove each pipe bomb before the timer's duration ends.

To create such devices, Kramer would've needed an exceptional level of visual intelligence and have the knowledge required to create explosives (+**FSIQ**, +**THINKING**, +**INTELLIGENCE**)

Diego is able to complete his game with success as Kramer watches from a control/spectator room. Upon Diego completing his game, he feels "rehabilitated" and "reborn" by Kramer's methods. By enacting the game onto Diego, Kramer directly shapes him psychologically into separating from Cecilia and instead becoming an ally for Kramer. To do so, Kramer converged three core principles within his method —>

1. By placing Diego in a situation that offers such a grave outcome as death if failure is a result, whilst providing the information that the reason Diego is in this situation is due to his affiliation with Cecilia (as a consequence), it psychologically tethers Cecilia to the situation at hand within the driver's mind and causes him to detach from her emotionally (Kramer facilitated the driver's emotions of blaming Cecilia for such an intense situation by associating the concept of death with his affiliation with her). This shows Kramer had applied of the concept of "Classical Conditioning", which is an unconscious learning process where a previously neutral/positive stimuli (in this case being the Diego's connection to Cecilia) becomes associated with a naturally occurring one within the subject's brain (being the concept of death in this case). Kramer applies this basic psychological concept to associate Cecilia with the consequence of possible death within Diego

and emotionally separate Diego from Cecilia, thus coaxing him into becoming his ally. (**Source** — https://www.ncbi.nlm.nih.gov/sites/books/NBK470326/)

2. Kramer then confronts Diego after succeeding in his test, appealing to him emotionally. Diego now feels "betrayed" by Cecilia due to Kramer's conditioning. Kramer, being a scammed patient of Cecilia's, also innately feels betrayed. By causing this recognition within Diego, Kramer induces a mutual emotion between him and the driver (further emotionally separating Diego from Cecilia whilst also forming a connection with the driver by inducing mutual understanding, an aspect more potent for Diego in the current moment due to his intense feeling of being betrayed by Cecilia due to Kramer's conditioning, seeking refuge in Kramer due to the induced feeling of mutual emotional distress).
3. Kramer's manipulation of Diego is also further reinforced by the concept of "Trauma Bonding" in psychology, a principle that states a subject may become overly attached to an abuser or one who inflicted great pain/harm upon them (whether physically or mentally). It's highly likely this response was triggered within Diego due to the severe pain and intensity Kramer had directed onto him via the game. (**Source —** https://www.sandstonecare.com/blog/trauma-bonding/)

These three psychological factors converged into one manipulation method, showcasing how Kramer psychologically ensured that Diego would become an ally upon succeeding in his test/game (which also displays how potent the method actually was). Diego, after the game is completed, becomes an ally for Kramer and gives him critical information on the locations of Cecilia and her team. **Fundamentally, Kramer had attempted to interrogate the taxi driver for information and prepared a contingency manipulation method to ensure the information was reliable or to coax more out of him if he refused to answer. This method was so potent it emotionally appealed to/manipulated the driver into betraying his own operation (via three psychological/emotional principles) for the purposes of information gathering, successfully enacting the first action in his plan without fail (all executed to counteract Cecilia's operation).** (+**EI**, +**MANIPULATION**, +**STRATEGY**,

+PLANNING, +THINKING, +REASONING, +FORESIGHT, +FIELD SKILLS, & +COUNTERACTION)





Utilizing the information gained from Diego, Kramer and his apprentice (Amanda) abduct and gather Cecilia's team. Before attempting to abduct Cecilia, Kramer and Amanda had successfully secured the following team members —>

1) Mateo
2) Valentina
3) Gabriela

(**Parker was evidently left out from being abducted. This will be further elaborated on in the future, as Kramer couldn't directly abduct Parker and instead developed a plan to lure him**). Cecilia's team had far less financial strength, thus they were far easier to abduct compared to Cecilia herself. Upon completing the mission of abducting the other team members, they prepare and enact a miniature plan in order to abduct Cecilia from her highly-surveillanced mansion, in order to maneuver around the risks presented by the high-monitored nature of her home —>

CECILIA PSYCHOANALYSIS FACTOR: Kramer, before the strategy was enacted, analyzed Cecilia's core personality traits to predict her thought patterns and behaviors. Kramer deduced Cecilia was paranoid of being caught by law enforcement (due to the lengths of her scam), and thus he reasoned the following aspects —>

1. Cecilia's mansion must have a complex security system, due to the amount of money she has access to and her cautious behavior (stemming from her paranoia of being arrested for her operation).
2. Cecilia would be hesitant to call law enforcement due to her illegal operation, and thus wouldn't call the police at the notion of an intruder (Amanda). **Kramer will also use his strategy to abduct her as a method to confirm this deduction, proven as his later plan in the film hinges on her inability to contact law enforcement.**

Kramer's analysis of Cecilia's behavior is proven in the film as it's revealed Kramer's entire main plan relied upon Cecilia being unwilling to contact law enforcement, directly showcasing her paranoia of being caught and the fact Kramer not only understood this, but took advantage of it as well.

PLAN ACTIONS: Amanda walks around outside the mansion where cameras are clearly placed (to gather Cecilia's attention, ensuring she isn't paying attention to the garage camera) —> Amanda climbs up to the glass roof of the mansion (while Cecilia watches her from the cameras) — Kramer simultaneously breaks into the garage and is able to make his way into Cecilia's car, hiding in the backseat (whilst Cecilia is distracted by Amanda via the cameras) —> Amanda, after a few moments, shatters the skylight on the roof (sending Cecilia into a panic) —> Amanda makes her way back down to in front of the garage — Cecilia runs to the garage and gets into her car —> Cecilia is ambushed by Kramer, and thus is abducted.

LOGISTICS: Kramer reasoned that Cecilia would have multiple cameras monitoring the entire mansion, shaping his plan around this and using it to his advantage (all in effort to counteract Cecilia's high surveillance). There are multiple explanations to how he knew of the cameras/security system's existence —>

1. Diego gave Kramer the information after his game, of which Kramer used that information to formulate a strategy.
2. Kramer and Amanda scouted Cecilia's house before the attack (supported by Amanda's precise knowledge of the mansion's layout).
3. Kramer simply deduced Cecilia would have cameras set up due to her paranoia of being caught and her supply of cash (**this interpretation is supported by Kramer's psychoanalysis of Cecilia including him reasoning she wouldn't call the police due to her paranoia of being caught, thus he would reason she is cautious and hence would implement cameras**).

Kramer and Amanda are also narratively portrayed as physically weak (being the main reason Strahm deduced there was a third Jigsaw killer in Saw 4). Kramer likely wanted to avoid a direct confrontation to reduce the risk involved, especially given Cecilia's bluff of having a firearm (which likely wasn't true, but Kramer wanted as little risk involved as possible). As such, Kramer's strategy must discourage a direct confrontation, aligning his strategy with this notion by implementing a trap, concealment of two intruders, and an ambush factor into the strategy.

In conclusion, Kramer needed to form a strategy to counteract the high-surveillance system and also to discourage a direct confrontation, of which he did so with excellent risk calculation and execution.

KRAMER'S REASONING: Kramer reasoned that the likelihood of Cecilia calling the police at the prospect of an intruder (Amanda or Kramer being seen via the cameras) was incredibly unlikely due to the fact Cecilia's operation was highly illegal and she wouldn't naturally want to draw any legal attention to herself by calling the police. If Cecilia did call law enforcement, it's incredibly likely her operation would be uncovered and thus she would be put to justice either way. Kramer took advantage of this deduction and fact by utilizing it to shield his strategy (Cecilia being cut off from all law enforcement will aid Kramer in narrowing down her options of counteraction). By reasoning Cecilia wouldn't be able to call the police, Kramer predicted her only route of escape would be her car/garage, of which he then targeted in his strategy. **Kramer's reasoning process (summarized)**:

Cecilia is cautious of law enforcement (psychoanalysis) —> Cecilia won't call law enforcement if presented with an invader —> This indicates Cecilia's only option would be to escape via her car/garage —> Target that escape route (the car/garage) in the strategy.

INVINCIBILITY/SHIELDING: Multiple aspects of this strategy were accounted to be nearly uncounterable, as to ensure the strategy would result in the same outcome regardless of alternative occurrences —>

1. If Cecilia hadn't paid attention to the cameras, the result would've been the exact same. From her perspective, a skylight would've randomly been shattered and she'd be sent into a panic, she'd either simply run to the garage under the assumption of attack (due to her previously analyzed paranoia) or check the cameras to see what happened and note Amanda lurking (she wouldn't be able to see Kramer on the garage camera by this point either as he'd already be hiding in the car). She'd run to the garage all the same, where she'd be ambushed by Kramer. **Amanda shattering the skylight not only works as a method of coaxing Cecilia into running to the garage, but to also ensure Cecilia notes Amanda's presence.**
2. Amanda's strategic movement being clear to the cameras conceal Kramer's action of breaking into the garage, ensuring Cecilia wouldn't be able to perceive Kramer at any point without losing track of Amanda.
3. Amanda moving to the front of the garage after shattering the skylight ensures that even if Cecilia didn't get into her car and simply tried to exit via the garage door, she'd still be met by Amanda and subdued all the same. Amanda standing in front of the garage also ensured Cecilia wouldn't be able to drive away without killing or injuring Amanda, which would draw legal attention to Cecilia which would cause her operation to combust (shielding this strategy even more so).

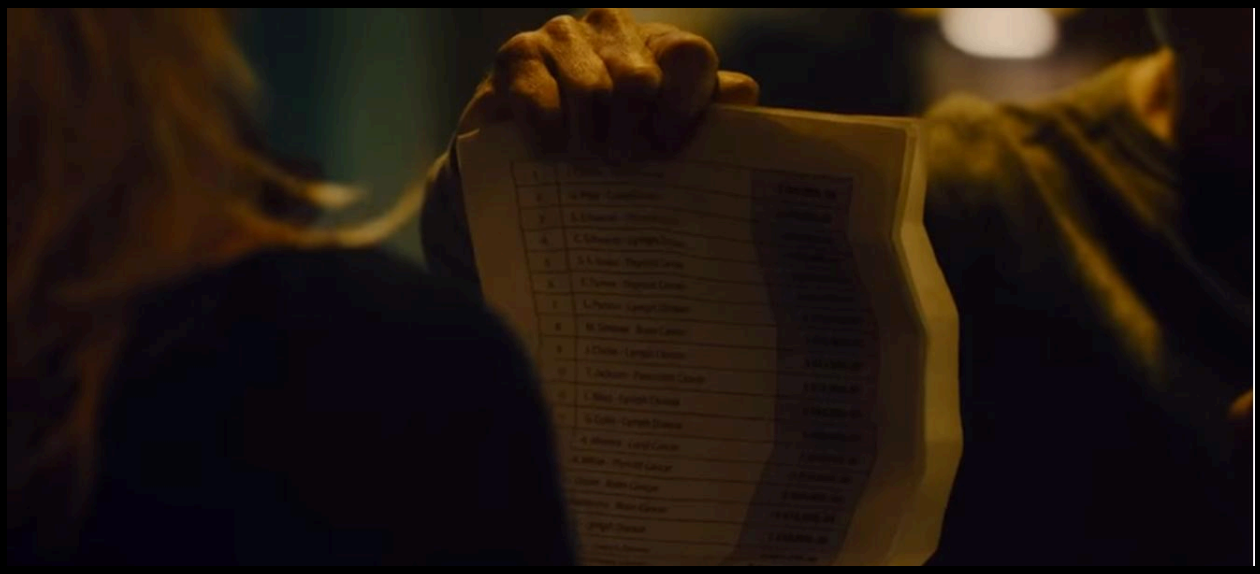
Overall, Kramer foresaw Cecilia's only two options of counteraction (law enforcement and her car) and enacted a strategy that takes advantage of this by cutting both options off and countering Cecilia's extremely high surveillance, instead turning the cameras into an advantage for his strategy. (+**MANIPULATION**, +**DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INSIGHT**, **FIELD SKILLS**, & +**COUNTERACTION**)

By observing that Cecilia didn't call the police during the strategy, it solidified Kramer's previous deduction and psychoanalysis of her being hesitant to call law enforcement due to her criminality and fear of being arrested. This strategy doubles as a method for proving this deduction (concealing his deduction from Cecilia by merging it into a kidnapping strategy, using the guise of the abduction to conceal the scope of his strategy), a fact Kramer will take advantage of later on in the film. (+**DECEPTION**, +**STRATEGY**, +**REASONING** & +**FORESIGHT**)





After Cecilia, Mateo, Gabriela, and Valentina have been successfully subdued and abducted, they are taken to the same warehouse Kramer interrogated Diego (the taxi driver) earlier in the film. Every member of the squad (besides Valentina) has had one of their legs chained to a wall, with a large amount of space separating them. The only exception is Valentina, who has been strapped to a chair. Cecilia is chained to a large pedestal, containing a unique mechanism. Moments later, Kramer walks out to face the group, revealing himself completely to the restrained group of scammers. There, Kramer lectures them briefly whilst Cecilia tries to persuade her way out of the situation. Mateo pleads with Kramer and attempts to blame Cecilia for the entire operation, of which Kramer sees through this entirely and reveals he did a background check on Mateo at the hospital (meaning Kramer had gathered information on Mateo in a short amount of time, likely through Hoffman). Cecilia and Gabriela start arguing, showcasing their relationship is incredibly unstable (a fact Kramer likely predicted given future events in the film, showcasing his excellent social condition). Cecilia herself attempts to convince Kramer that her only goal was to help those in suffering, however Kramer sees through this and shows Cecilia undeniable proof of her scamming in the form of a long list spanning over seven years of "patients" who have died shortly after surgery (showing the surgery was merely fabricated). Kramer had printed and obtained this information (likely via Hoffman, showcasing an excellent level of information gathering) in advance, meaning he had predicted Cecilia's exact words and that she would attempt to manipulate him, showcasing Kramer's deep understanding of Cecilia's personality down to even conversational behaviors (such as cunning persuasion). **Fundamentally, Kramer had predicted the exact words of Cecilia and had obtained proof in advance to debunk the deceiving words she was vocalizing, showcasing that he has such a deep emotional understanding of her to the point he can predict the exact words/conversational behaviors she will display in a high-stress situation.** (+**EI**, +**SI**, +**FORESIGHT**, +**INSIGHT**, & +**FIELD SKILLS**)





Following Kramer's lecture to the group, the first game/test begins. Kramer and Amanda exit the room and into the control/spectator center, viewing the squad from above. Amanda notably leaves Cecilia's phone near the squad (a purposeful action by Kramer fabricated to look as if it was a mistake). The first game is Valentina's, then it is revealed why she is strapped to a chair instead of being chained by the foot to a wall. She plays a tape recorder and the rules of her game are stated for her —>

1. Valentina must use a Gigli saw to cut off her own leg.

2. After cutting off her leg, Valentina must use the suction tube to extract bone marrow from her exposed bone.
3. Valentina must use this tube to acquire enough bone marrow to tip a scale.
4. If Valentina is unable to perform these actions in the given timeframe, a mechanism attached to her chair will swiftly behead her.

To construct such a complex device, Kramer would've not only needed advanced visual intelligence and engineering skills to build such a mechanism, but he would've also needed advanced medical knowledge to know exactly how much blood/bone marrow loss a human could tolerate and the easiest way for one to extract this marrow. (+**FSIQ** & +**INTELLIGENCE**)

Valentina isn't able to complete her task in time, and is beheaded as a result, failing her test. Valentina's body falls to the floor (relatively close to where Cecilia is placed), and the entire group reacts with shock and panic with the exception of Cecilia herself, who remains composed (as per Kramer's prediction, as her composed attitude will directly result into her unknowingly playing into Kramer's hand in a minute). It's important to note that even if Valentina succeeded in her test, she'd still be far too injured to be utilized in any future endeavors within the trial. This is important to note, as Cecilia's personal test requires none of her teammates being healthy enough to participate with her in it (which will be elaborated on later). This implies Kramer had calculated the exact level of physical damage the success of the test would've supplied whilst still allowing the subject to survive, displaying an incredible knowledge of the human body and overall medical condition. **Overall, Kramer constructed a device for his test of Valentina which would've required immense medical and visual intelligence. Regardless of the test's outcome, Kramer ensured Valentina wouldn't be in the proper state of participating in any future tests within the main trial (which Kramer will utilize for Cecilia's personal test at the end of the trial, as Cecilia is planned to be the last subject. This shows every step in Kramer's plan was shielded to ensure the plan wasn't disrupted even if the subject's tests varied in success). (+FSIQ, +EI,**

+**STRATEGY**, +**PLANNING**, +**THINKING**, +**REASONING**, +**FORESIGHT**, +**INSIGHT**, & +**INTELLIGENCE**)





Following Valentina's death, Kramer and Amanda converse in the control room, purposefully giving Cecilia enough time to formulate her own plan of escaping the trial. Cecilia's plan includes:

Utilize Valentina's corpse falling close to her by pulling it close and extracting her intestine, which she can use as a rope —> Cecilia uses this "rope" to retrieve her phone —> Cecilia calls **Parker** and tells him to pose as a disgruntled patient who also figured out Cecilia scammed him, showing up to the warehouse to retrieve his money back (this way Kramer and Amanda would be deceived) —> Parker will bring a gun then will help Cecilia to escape by holding Kramer at gunpoint and forcing him to let Cecilia go

Kramer had predicted this would be Cecilia's exact counteraction via logical reasoning. How did he reach this conclusion? —>

1. By having Amanda be the one to leave her phone out in the open, Cecilia would assume it was a simple oversight, as if Kramer did so (someone Cecilia to this point sees as an intelligent man, a fact Kramer understood) it would make Cecilia skeptical.
2. Cecilia is rather intelligent given her many years of evading law enforcement. She would logically be able to retrieve her phone via creative tactics (using Valentina's intestines as a rope).
3. Cecilia would call Parker instead of law enforcement, as Kramer deduced Cecilia would be hesitant to call any force related to legality due to her illegal operation, out of caution of being caught (Kramer confirmed this theory to be true in his kidnapping strategy earlier in the film, where he observed that even in high-risk situations, Cecilia's paranoia wouldn't allow her to contact law enforcement).
4. By having Amanda cut the call short, it would further integrate the idea in Cecilia's head; it was truly all a miscalculation, keeping her deceived throughout the entire action.
5. Parker will go under disguise as his patient counterpart, as he believed that if he wasn't kidnapped, Kramer has no idea of his role in the scamming operation (successfully indirectly deceiving Parker).

Kramer used his logical reasoning to create an exact prediction of the strategy/plan Cecilia would formulate down to the specific details, showcasing an extreme understanding of Cecilia's psychology and behaviors. Kramer needed to lure Parker to the warehouse and indirectly manipulated Cecilia into creating a counteraction that would do so. **Fundamentally, Kramer had indirectly manipulated Cecilia into crafting a counteractive plan (that would lure Parker to the warehouse, which was his main goal) by using his psychological insight, prediction abilities, and logical reasoning to deduce the EXACT plan of action Cecilia would formulate in her situation, encouraging it as to completely lure Parker to the warehouse (counteracting Parker's cautiousness in originally not being abducting).** (+**EI**, +**SI**,

+**MANIPULATION**, +**DECEPTION**, +**STRATEGY**, +**PLANNING**, +**THINKING**, +**REASONING**, +**FORESIGHT**, +**INSIGHT**, +**FIELD SKILLS**, & +**COUNTERACTION**)





After Amanda abruptly steals the phone back from Cecilia (further deceiving her into believing Amanda genuinely made a mistake by leaving the phone out in the open), Kramer and Amanda prepare for Mateo's test. At the same time, Parker arrives and starts pounding on the warehouse door screaming for his money back. This is done in an attempt to deceive Kramer and Amanda into believing Parker is still simply a scammed

patient who wants revenge after discovering his surgery was fabricated (however, Kramer sees through this and he directly anticipated this action). Parker makes his way into the warehouse, where he's startled by a mannequin wearing a pig mask. He fires at the mannequin a couple times before approaching it under the impression he had just killed the person responsible for kidnapping Cecilia. Just them, he's ambushed by Amanda. Kramer had set up a mannequin wearing a pig mask in anticipation of Parker's entrance into the warehouse. He reasoned that since Parker was told by Cecilia to rescue her from kidnappers, he wouldn't hold back on shooting at even the slightest sign of danger. By observing Parker not hesitating to shoot the mannequin, it proves to Kramer that his deduction was correct (as why would Parker be so quick to shoot if he was simply trying to obtain his money back?), fundamentally utilizing this action as a method disarming & ambushing Parker as well as doubling as a tactic to solidify Kramer's previous deductive reasoning.
To have enacted this plan, Kramer would've needed to predict the most logical point to place the mannequin, as to ensure Parker comes across it relatively soon. By placing the mannequin in a highly centralized area of the warehouse (such as a main hallway/doorway), it ensured Parker would be bound to come across it from the back door (showcasing a strong level of logical reasoning and strategy shielding). **Parker abduction strategy (summarized)**:

Place a mannequin wearing a pig mask within the warehouse —> Parker enters the warehouse with a firearm —> Parker shoots the mannequin (proving Kramer's previous deduction in the process) —> Parker approaches the mannequin, under the impression he had shot the perpetrator —> Amanda ambushes him from a strategical blind spot (+**EI**, +**MANIPULATION**, +**DECEPTION**, +**STRATEGY**, +**PLANNING**, +**THINKING**, +**REASONING**, +**FORESIGHT**, +**INSIGHT**, +**FIELD SKILLS**, & +**COUNTERACTION**)





After being subdued by Amanda, Parker is strapped to a chair in the control/spectator room that oversees the main trial. Kramer, whilst Parker is still unconscious, rigs the gun as to where it's unable to shoot while maintaining the bullet's placement within the chamber. This ensures that the gun looks perfectly usable from every angle (even the weight given the bullets), yet would still be incapable of firing. Karmer waits for Parker to slowly regain consciousness and then takes Parker's gun and a large bag of cash and strategically places it in an area Parker can see (whilst acting as if he had just gotten back to the room as to fabricate that almost no extra time had passed and that there was no timeframe where the gun could've been rigged taking advantage of Parker's unconsciousness), instilling its location within Parker's mind as to condition him later on

within the film to continue his rescuing of Cecilia. Kramer purposefully acts as if he buys into Parker's disguise as a disgruntled scammed patient and allows him to witness the next test (Mateo's) from the control/spectator room. To have rigged the firearm in such a precise way as to there would be no physical proof of being tampered with (even down to the weight), Kramer would've needed an exact knowledge of firearm creation and general engineering. (+**FSIQ**, +**THINKING**, +**REASONING**, & +**INTELLIGENCE**)

By placing Parker's firearm near him and in a place he could see, it allows Parker to retrieve the firearm (which Kramer had tempered with, which will come into play later on in the film) upon being released from his restraints. Kramer's execution and level to which he rigged the gun (accounting for any physical change that may be perceived) and acting as if no tampering had occurred utilizing Parker's unconscious allowed Kramer to perfectly conceal his plan. In addition to this, by acting as if his deception/disguise worked, it plants the idea in Parker's head that Cecilia's original plan could still work and promotes the counteraction still occurring, simply postponing it so the other tests can take place. To further ensure Cecilia's plan goes untouched, Kramer plants a bag of cash in Parker's line of view to work as an incentive (predicting Parker and Cecilia would go for the cash). Kramer, by doing this, **indirectly controlling Cecilia's counteractive strategy down to the exact time it occurs without ruining it**. (+**MANIPULATION**, +**DECEPTION**, +**STRATEGY**, +**PLANNING**, +**THINKING**, +**FORESIGHT**, & +**INSIGHT**)







After this, Amanda and Kramer prepare Mateo for his test. They remove him from his chains before strapping him into a mechanized chair, Mateo initially refuses to partake in his test after viewing Valentina's fate, and is electrocuted slightly by the chair. This implies Kramer had predicted Mateo would originally refuse his test, and implemented a design within the chair that would allow him to electrocute Mateo and force him into partaking in the test upon (fundamentally acting as a micro-contingency in case of Mateo's refusal). This shows that Kramer had such a high innate understanding of Mateo's emotions and psychology that he was able to anticipate Mateo's exact behavioral patterns he'd exhibit after witnessing Valentina's test and being subjected to his own. (+**EI**, +**SI**, +**REASONING**, +**FORESIGHT**, +**INSIGHT**, & +**COUNTERACTION**)

Mateo is then forced to participate in his test and retrieves the tape recorder placed on a tray next to him, before playing the tape and listening closely to the contents of his test —>

1. Mateo must utilize the surgical equipment given on the tray (the same tray the taper recorder was placed on) to perform surgery on himself and extract a certain amount of brain matter from himself..
2. Mateo then must place the brain tissue into an enzyme tank, allowing the biological material to be absorbed.
3. If Mateo is unable to complete these actions within the given timeframe, a mask-like device will clasp around his head and electrocute him to death.

For Kramer to have designed this mechanism, he would've needed an incredible visual and engineering intelligence to construct the device itself, and would've also needed precise medical knowledge as to have been aware of the exact amount of brain matter the average human can survive without and how it would react to the enzyme tank. Not only this, Kramer would've been to have a level of understanding on general chemistry, as to understand the biochemical properties of the enzyme tank itself. **Kramer would've needed to converge intense engineering, medical, and chemical knowledge in one stroke of visual expertise to create this mechanism**. (+**FSIQ**, +**THINKING**, +**REASONING**, & +**INTELLIGENCE**)

Mateo fails his test, resulting in the mask-like device clamping around his head and electrocuting him to death. By enacting a test onto Mateo that would remember him incapable of critical thought and proper action execution (via the loss of cerebral matter/skull material, which would hinder Mateo's ability to send signals throughout his body) until properly treated with medical attention, it ensures Mateo wouldn't be able to

be applied to any future test within the main trial even if he had passed his test. **Just as Kramer had calculated with Valentina, he ensured Mateo's test would be damaging enough without actually ending his life (in the event of his success) as to ensure no other squad member would be capable of joining any other test by the time Cecilia's turn had arrived, regardless of if they pass their respective tests or not (showcasing incredible risk calculation)**. (+**STRATEGY**, +**PLANNING**, +**THINKING**, +**REASONING**, & +**FORESIGHT**)





After Mateo's test, the next subject in line is Gabriela. Gabriela plays his respective tape that lists the contents of her personal trial, which she listens to attentively (likely not

hesitating due to witnessing the outcome of Mateo's test, a fact Kramer had perhaps anticipated) —>

1. Gabriela will be suspended in the air via the chains clamped to her.
2. There will be a radioactive light exposed in front of her whilst she's dangling, a light that will promote the creation of cancer within Gabriela's body upon immense exposure.
3. Gabriela must break his limbs with a hammer to sway her body out of the light's deadly gaze.
4. Gabriela must complete these requirements before the light kills her via radiation.

For Kramer to have created this radioactive device, he would've needed advanced engineering and radiation physics knowledge as well as medical prowess (given the light's purpose is to induce cancer within the subject). (+**FSIQ** & +**INTELLIGENCE**)

Gabriela is the first subject to actually succeed in her test, although she was heavily injured due to the brutality of her survival (breaking her own limbs), being incapable of even moving off the ground after the test had finished. This shows that Kramer had calculated each subject's endurance was pushed to its limit upon their success, ensuring no subject could've been utilized twice in the trial after their personal test. Gabriela's test proves this, as she needed immediate medical attention after passing her test. (+**STRATEGY**, +**PLANNING**, +**THINKING**, +**REASONING**, & +**FORESIGHT**)





Kramer had ensured that if the subjects had passed their tests, they would survive regardless of the circumstances if given enough time. How do we know this? In the previous film, it's revealed Kramer had healed Gordon's wounds after the bathroom trial. This reveals Kramer is capable of exact and accurate surgical treatments, and as such, he could've applied this skill to any of Cecilia's squad members after their tests (given the circumstance that no external factor had taken place). **Fundamentally, Kramer's surgical prowess acted as an underlying contingency to ensure that victory would result in survival for the test subjects.** (+**PLANNING** & +**INTELLIGENCE**)





Cecilia's test is revealed to be a waterboarding device. This device supports two people, and the duo must take turns waterboarding each other without dying until the timer is up in order to survive. However, before Kramer and Amanda can provide medical attention for Gabriela and enact this test, Parker appears and holds the two at gunpoint. Parker frees Cecilia and they reveal they've been working together the entire time (which Kramer knew, but continues his deception by acting oblivious).

Cecilia then kills Gabriela, out of two main reasons — 1) Cecilia was established to have an unstable relationship with Gabriela earlier in the film, 2) Cecilia wanted Gabriela dead as to limit the amount of people who knew of her operation. Kramer, due to recognizing these reasons, predicted Cecilia would kill Gabriela given the chance (showcasing his immense level of social awareness). (+**EI**, +**SI**, +**REASONING**, +**FORESIGHT** & +**INSIGHT**)

From here, Kramer's final step in his plan and his master strategy takes effect —> [**NOTE —** *Kramer's strategy here will be covered in a separate section of the document due to its complexity*]





CECILIA TRAP STRATEGY:

STRATEGY OUTLINE: Kramer had converged two major tactics to enact his Cecilia strategy, each synergizing perfectly with one another, forming an incredibly fortified blueprint for his final strategy —>

1. A mechanism capable of holding two people strapped to opposing ends in a seesaw-like manner. The subjects must take turns waterboarding themselves with blood for both to survive, and must survive for a certain given timeframe.
2. The placed money bag is linked to a wire that once broken, will lock the control/spectator room (where the money bag is located) and will instantly halt the duo-waterboarding device from dispelling blood, freeing the two subjects immediately once the wire is broken. Upon the control/spectator room being locked, it will begin to fill with nerve gas and the only method to avoid this is via a singular small hole in the wall, where anyone trapped inside may stick their head through and evade the effects of the gas.

For Kramer to have created both these devices (and have them innately connected), he would've needed an immense level of engineering skills and intelligence, due to the sheer volume of the mechanisms and how each one was internally tethered to one another whilst performing alternative functions at the same time. (+**FSIQ**, +**THINKING**, & +**INTELLIGENCE**)

AIM/GOAL: When enacting this strategy, Kramer had two main alternative goals to accomplish depending on how the strategy played out —>

1. Test Cecilia by having her participate in the waterboarding trap with Kramer himself as her partner, forcing Cecilia to work with one of her scammed patients in order to survive (which perfectly fits Kramer's ideology).
2. Trap Cecilia and/or Parker in the control room and have them fight for the singular hole in the wall (to escape from the nerve gas), forcing the two to fight each other despite working together to scam multiple people in the past, insisting they'd always be together (still fitting Kramer's ideology).
3. Place Cecilia and Parker in the waterboarding trap, forcing the final two scammers to work together as they have done for years to scam dying patients, however this

time, they'll have to work together to survive by waterboarding each other. To do so, they'd need to actively take pain for the other — Testing their relationship by utilizing their narcissistic tendencies. This option fits Kramer's ideology perfectly and makes complete narrative sense, as Kramer would be testing the final two scammers in the trial.

Both these outcomes fit Kramer's complex ideology on rehabilitation and karma, as well as providing insight into the strategy itself. If the waterboarding trap wasn't able to be used to test Cecilia, then would have Cecilia walked away untested if she never called Parker? This is something Kramer himself is opposed to and we have been shown this via Hoffman, who Kramer ensured was tested despite being far closer to him than Cecilia would ever be.

CONTINGENCIES: Not only did Kramer converge and synergize two tactics each suiting differing outcomes, he also implemented multiple contingencies to aid in shielding the result would benefit him in any situation —>

1. Kramer reasoned that logically Parker and Cecilia would be incredibly hesitant to directly kill Kramer and Amanda due to their fear of legality. Kramer solidified this deduction in the kidnapping strategy, where he directly tested and observed that Cecilia was incredibly adverse to calling law enforcement even in stressful situations, out of sheer fear of having her operation uncovered. Kramer reasoned Cecilia wouldn't want to draw any legal attention to herself by directly harming Kramer (**which leaves Cecilia with only one option of subduing him — Forcing him into his own waterboarding trap, which she had been deceived up to this point to believe that device specifically is her own test and the only trap present at the current moment**).
2. By rigging Parker's gun (to such a specific degree even its weight was the exact same as an average gun due to reserving the bullet casings within the firearm), it ensures that even if Cecilia attempted to directly kill Kramer and Amanda, the gun wouldn't fire properly and would leave the duo unharmed. This also acted as a double contingency in case Cecilia attempted to use the gun to break upon the spectator room door after it's locked shut via the wire being broken
3. Kramer had purposefully engineered the chains and restraints on the waterboarding-device so they had an alternative method of being unlocked without a key. By teaching this method to Amanda, Kramer ensured both of them could unlock their restraints at any time and free themselves if the situation called upon it.

4. Kramer made sure to ensure Cecilia's cell phone was capable of being tracked all throughout the trial (confirmed via Parker locating the warehouse for this exact reason). By doing this, it ensured that even if Cecilia couldn't get her hands on the phone, Parker would eventually recognize her disappearance and track the cell phone. Due to the nature of Cecilia's operation (and the fact Cecilia is his romantic partner, Parker would naturally become worried if Cecilia randomly had disappeared (whether out of genuine love or cautiousness of the operation being uncovered), luring him to the warehouse regardless of Cecilia's success or not.
5. Even if Parker and Cecilia did somehow escape the situation, Kramer has access to a subordinate in law enforcement (Cecilia's most glaring weakness, as she avoids it at every turn). This is further reinforced by the idea of if Parker and Cecilia do escape, they'd have to stick together due to their equal incrimination, enabling their capture to be easier for Hoffman. This is further proven as a legitimate contingency when in a mid-credits scene, this subordinate (Hoffman) successfully tracks and locates a person who was affiliated with Cecilia.
6. Kramer instructed Amanda to view the called number after and if Cecilia had successfully retrieved her phone. Kramer enacted this as to ensure Parker was called, as if anyone else was, he'd have to utilize a differing adaptation for his strategy (which will be listed in the outcome coverage).
7. As seen in Saw II, Kramer already had a plan in place to reveal his identity to the police. This greatly limits the amount of damage the involvement law enforcement will deal to Kramer's scheme if evidence is found afterwards, allowing him to freely maneuver in the field of legality and law without worry.
8. By having Amanda be the one to leave Cecilia's phone out, it eliminates any idea of it being a trap within Cecilia's mind. Why is this? Cecilia and Kramer had discussed earlier in the film and it's clear that Cecilia knows Kramer is intelligent. Thus, if Kramer was the one to leave the phone out, it would be highly suspicious. Amanda on the other hand, Kramer's rough apprentice who has a history of drugs, is believable to make such an error. Especially given the fact Cecilia feels a disdain for drug addicts (proven by her relationship with Gabriela), it's almost certain she'll simply reason Amanda had made a genuine mistake.
9. Even if Cecilia and/or Parker escape from the warehouse at any point, each tape was meticulously designed to incriminate both parties (notably the final tape). By executing a trial with every member of the scamming squad and completing it with detailed recordings listing each of their involvements, it ensures that when law enforcement finds the scene, that Cecilia and Parker are instantly incriminated as a byproduct.

Overall, Kramer had implemented nine miniature contingencies to ensure the results were safeguarded from fail. Each contingency purposefully synergized well (the rigged gun and Cecilia's cautiousness working as dual contingencies for the same purpose) and spanned across multiple uses, shielding the strategy from being interrupted with several fundamental additions. (+**STRATEGY**, +**PLANNING**, +**FORESIGHT**, & +**COUNTERACTION**)

OUTCOME ADAPTABILITY: Kramer's strategy here was capable of adapting to multiple different outcomes and scenarios, showcasing an incredible level of risk calculation and fundamental resilience to change within the core strategy —>

1. **OUTCOME 1)** Parker escapes his confines and holds Amanda and Kramer at gunpoint (again, he is unable to kill Kramer and/or Amanda due to Kramer's contingencies), however he and Cecilia fall for the money trap. Regardless of if they choose to force Kramer and Amanda into the waterboarding trap or not, Kramer knows how to escape it and they will survive (in the movie, this adaptability is portrayed further as Amanda is swapped out with an innocent boy and Kramer still manages to escape). Upon grabbing the money, they are locked within the control room (via Kramer's prediction and money trap) and forced to fight to escape, allowing Kramer to exit the warehouse unharmed and without fail. [**NOTE —** This outcome is the one that occurred in the film, however Cecilia had forced an innocent boy into the trap instead of Amanda. Kramer was able to stay composed despite witnessing an innocent boy being forced into his trap, resisting the emotions caused within him from watching his ideology be abused and shattered. Cecilia then forced Amanda into her chain, which Kramer ensured could still be unlocked if the situation called upon it. The plan continued without fail as a result, showcasing further invincibility]
2. **OUTCOME 2)** Cecilia never retrieves the phone and doesn't fall for the bait (or Parker never shows up after the call), resulting in the waterboarding trap taking place between Kramer and Cecilia, having the game continue as planned by testing the final available participant (Cecilia).
3. **OUTCOME 3)** Parker escapes his confines and holds Amanda and Kramer at gunpoint (however is unable to kill the two due to Kramer's double contingencies regardless), allowing him and Cecilia to escape. However, they don't fall for the money trap. The result of this is Kramer and Amanda walking free (due to the contingency of the chains) whilst Parker and Cecilia have to go on the run from their crimes. Kramer takes advantage of his Hoffman contingency and the two are likely recaptured due to being now forced to stay together due to shared

criminality. Not only this, with the crime scene and tapes (directly stating the names and crimes of Cecilia and Parker) given by the trial itself, it'll point law enforcement directly to the two's direction and will incriminate them for their scamming operation, which works incredibly well given Hoffman's involvement in law enforcement. This works into Kramer's ideology, as the entire point of the money trap is to force the two to fight for survival. By forcing them to stay together and evade law enforcement for their crimes, he still accomplishes his goal by placing both of them under high-stress stakes where they will often clash with each other (eventually ending up in inevitable capture due to Hoffman and the scene & tapes relating to the trial), all whilst ensuring Kramer himself faces no repercussions due to his contingencies.

4. **OUTCOME 4)** Parker simply escapes his confines and leaves Cecilia, but doesn't fall for the money trap. In this case, Parker can't take the risk of confronting Kramer so he simply flees. This results in Kramer placing Cecilia in the waterboarding trap with himself, having the game continue as it would in outcome two (Hoffman would also likely have the ability to track Parker down now as Kramer has a rough idea of the location he fled from, granting Hoffman intel, something he didn't have before when originally attempting to locate Parker). Not only this, the mention of Parker in one of the main tapes would also incriminate him regardless of his involvement in the main trial, inevitably trapping him no matter the circumstances.
5. **OUTCOME 5)** Parker escapes his confines and leaves Cecilia, however he takes the money first. This results in Parker being trapped in the control room, and whilst he survives via the one hole in the wall, he is rendered trapped for the remaining duration of the game. As such, Kramer simply continues the game as laid out in outcome two. [**NOTE —** *The tape located in the control/spectator room assumes Parker and Cecilia are trapped in there together, however this doesn't remove the outcome's validity. In Saw (2004), Zepp's tape obviously wasn't meant for Adam to listen to, yet he did and the plan went unhindered. This shows Kramer isn't opposed to the tapes being utilized incorrectly within the game, and is further supported by his statement in this film "...* ***One way or another, it's all going to work out according to plan.****"]*
6. **OUTCOME 6)** Parker never escapes his confines and thus evades the set-up money trap, resulting in Kramer placing him in the waterboarding trap with Cecilia, continuing the game as planned by testing the final two participants who scammed Kramer (Parker & Cecilia).

7. **OUTCOME 7)** Cecilia is unable to retrieve her cell phone, however due to Kramer's tracking contingency, Parker notes Cecilia's disappearance and tracks the cell phone out of worry. Parker arrives at the warehouse regardless as a result, defaulting back into outcome 1.
8. **OUTCOME 8)** Parker goes to retrieve the money trap whilst Cecilia stays near the waterboarding trap. If Parker has taken the gun with him, then Cecilia believes she has no options to defend herself (hence why this outcome is unlikely, yet Kramer still accounted for it). In this scenario, Parker is trapped within the spectator room (and unable to break out due to the rigged gun) and the waterboarding device is halted. Kramer and Amanda are freed and thus have a number advantage over Cecilia, making the notion of her fighting them off nearly impossible under the circumstances.
9. **OUTCOME 9)** Parker goes to retrieve the money trap whilst Cecilia stays near the waterboarding trap. Cecilia keeps the gun on her due to contingency-based protection. Parker triggers the money trap and is trapped within the spectator room. The waterboarding is halted and due to the gun being rigged, Cecilia is unable to defend herself and is successfully misdirected into staying near the device itself, due to the gun being deceptively rigged. Being outnumbered (due to Parker being trapped) and without protection, Cecilia has fundamentally no chance to successfully fend off Kramer and Amanda, due to the disadvantageous circumstances she holds.
10. **OUTCOME 10)** Cecilia goes to retrieve the money trap (instead of Parker) whilst Parker stays near the waterboarding trap. If Cecilia has taken the gun with him, then Parker believes he has no options to defend himself weapon-wise. In this scenario, Cecilia is trapped within the spectator room (and unable to break out due to the rigged gun) and the waterboarding device is halted. Kramer and Amanda are freed and thus have a number advantage over Parker, making the notion of him fighting them off nearly impossible under the circumstances.
11. **OUTCOME 11)** Cecilia goes to retrieve the money trap (once again instead of Parker) whilst Parker stays near the waterboarding trap. Parker keeps the gun on her due to contingency-based protection. Cecilia triggers the money trap and is trapped within the spectator room. The waterboarding is halted and due to the gun being rigged, Parker is unable to defend himself and is successfully misdirected into staying near the device itself (via the presence of the gun, which has been rigged). Being outnumbered (due to Parker being trapped) and without protection, Parker has fundamentally no chance to successfully fend off both Kramer and

Amanda at the same time, especially given the two's home field advantage, the lack of any weapons on Parker's end, and the sheer number advantage.

12. **OUTCOME 12)** If Parker and Cecilia stay near the waterboarding trap together to ensure both parties perish, Kramer enacts his contingency of knowing the inner-workings of the device itself. This allows Kramer and/or Amanda to escape the trap fundamentally unharmed, and if Parker or Cecilia tries to shoot either of them, the gun would simply jam due to being rigged. In this scenario, Kramer has stripped all parties of advantages and equalizes the field entirely, despite Parker and Cecilia once holding the advantage.
13. **OUTCOME 13)** If Cecilia does in fact retrieve the phone, but instead chooses to call law enforcement (which Kramer would know if she did as he had Amanda check the number afterwards to ensure she called Parker. This outcome is also incredibly unlikely due to Kramer's double contingency regarding the calling of Parker), Kramer and Amanda would likely just evacuate the area and allow law enforcement to come to the warehouse. In this outcome, Kramer had successfully baited Cecilia into calling the police, which as they arrived at the warehouse, they'd uncover Cecilia's entire operation (due to all her squad members being there) and she'd be arrested in due time. Given the fact Kramer reveals himself to the police in the next installment regardless, the scene being discovered wouldn't hinder his holistic planning at all. Fundamentally, this outcome would force Cecilia to arrest herself and submit to law enforcement, with no real potential harm placed upon Kramer due to his already planned future actions (**his seventh and ninth listed contingency**).

The way Kramer had implemented this strategy allowed it to effectively adapt to 13 different outcomes if the situation called upon it, showcasing a high level of resilience. Even if the strategy hadn't resulted in a certain outcome, it could've adapted to several external factors and different circumstances.

SUMMARY: Overall, Kramer's final Cecilia trap strategy had at least eight interconnecting and passive contingencies as well as the ability to effectively adapt to 13 different outcomes. Kramer himself acknowledges the strategy's adaptability and resilience in the film by stating "**I promise you, one way or another, it's all going to work out according to plan**". Not only this, the final tape's contents imply that the tape for this particular trap can also be used for the Bloodboarding Trap as both traps involve only one person being able to survive, and because the Bloodboarding Trap was intended for Parker and Cecilia. This implies Kramer directly acknowledged the strategy's adaptability and overall fortitude. Not only this, by allowing and deceiving Cecilia into

believing she had the advantage and control over the entire situation until the very last moments, it concealed Kramer's strategy perfectly as the vast amount of outcomes were nearly unforeseeable given the scope and deceptive depth Kramer enacted to conceal them. **This amount of risk calculation ensured that even if Cecilia perceived the strategy at any point, she wouldn't be able to counteract it at all (given the vast amount of outcome adaptations). This is proven to us when even in the film Parker points out a small detail, but the strategy went unhindered regardless and would've succeeded given any scenario.** (+**AC**, +**DECEPTION**, +**STRATEGY**, +**PLANNING**, +**THINKING**, +**REASONING**, +**FORESIGHT**, +**FIELD SKILLS**, & +**COUNTERACTION**)





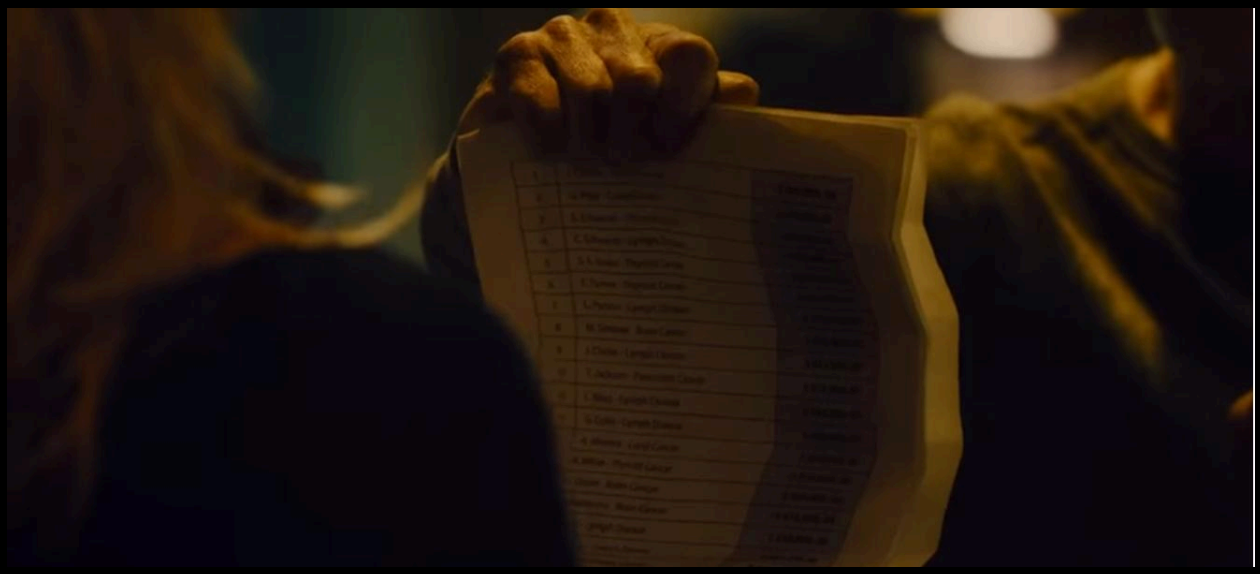
CECILIA PSYCHOANALYSIS:

INTRODUCTION: Kramer's predictions on Cecilia throughout Saw X show a complex and deep understanding of her thought process. To have executed such accurate predictions and anticipations, Kramer would've needed to have understood and analyzed multiple aspects of Cecilia's core characters. By analyzing Kramer's predictions, we can see the core traits that Kramer perceived and recognized.

CECILIA'S CAUTIOUSNESS: Kramer predicted Cecilia wouldn't call law enforcement when given her cell phone in the trial. How did Kramer reason this? Kramer had noted the length of Cecilia's operation (by having Hoffman gather a print out of her scammed patients list, showcasing the long timeframe her operation has been active. This shows Kramer knew exactly where to look to confirm his theory), reasoning that she must've been meticulous and cautious with her deception. As such, Kramer deduced she stayed distant from law enforcement consistently to avoid being caught.
Logical Process Summary:

Cecilia's operation is meticulous —> Cecilia must be cautious —> Cecilia, due to her cautiousness, avoids law enforcement —> Cecilia won't call law enforcement

Not only did Kramer logically reason this (and was entirely correct), he also solidified and tested if this deduction was entirely safe to play on. To do so, in his kidnapping strategy, he made sure to note if Cecilia would call the police or not when confronted with the idea of an intruder. When she didn't, Kramer concluded his deduction was completely accurate and safe to be utilized in his plan. (+**EI** & +**REASONING**)







CECILIA'S GREED: Kramer had predicted Cecilia would aim for the bag of cash after escaping her confines, showing he had an understanding of her innate need for luxuries. Now, how was Kramer able to accurately predict this action and behavior? Kramer had reasoned that since Cecilia's father is a well-known unorthodox doctor (he knows this since her father is the way he was introduced to Cecilia herself), she would've needed to have been around cash and expenses for a majority of her childhood. This also implies that Cecilia has always had access to monetary means, so why would she feel the need to scam so many sick people in a detailed operation? The only answer that logically makes sense is that she is innately greedy.

Logical Process Summary:

Cecilia's father has money —> Cecilia was raised with money —> Cecilia currently has access to money —> Cecilia still scams people despite having money —> She must be innately greedy

Kramer applied this reasoning to accurately predict the exact actions of Cecilia when faced with monetary gain, accurately gauging her thought process by analyzing one of her core personality traits by only using the simple fact of who her father was. (+**EI** & +**REASONING**)





CECILIA'S RELATIONSHIPS: Kramer had inferred that Cecilia's relationship with Gabriela was rather abusive, and would end with Cecilia perhaps killing Gabriela when given the chance. This is confirmed in the final tape that states Cecilia chose death at every turn (which wouldn't make narrative sense if Cecilia spared Gabriela), obviously implying Kramer had foresaw the action of Cecilia killing Gabriela. Kramer had also predicted the romantic relationship Cecilia held with Parker was extremely shallow when stressed (hence the money bag trap), meaning he had predicted the two would fight violently if both's lives were at stake. How did Kramer obtain such critical insight on Gabriela's relationships? For Gabriela's relationship, Kramer had noted Cecilia rarely paid her squad members, despite obtaining plenty of monetary gain from her operation. This implies she didn't think very highly of her other squad members despite their help (Kramer deduces Cecilia is innately narcissistic due to this). Plus, Gabriela's nature as a drug addict would naturally disgust Cecilia, due to her medical background (meaning she'd view Gabriella as an abuser of beneficial medicine, fostering hate within her). Kramer understood this emotion within Cecilia, and utilized it to predict the course of her relationship with Gabriela throughout the trial. For her and Parker's romantic relationship, he applied his previously deduced narcissistic tendencies she held to predict she would sacrifice nearly anyone if it meant benefitting her (hence the money bag trap). Kramer also reasoned the likelihood for betrayal of those closest to her was high due to her innate apathy towards her scammed patients (who were quite literally dying), implying a lack of external empathy and thus higher levels of narcissism. Through this reasoning process, Kramer was able to understand and predict Cecilia's relationship dynamics on a deep emotional level.
Logical Process Summary:

Cecilia rarely pays her team members despite having a great deal of cash —> Cecilia doesn't think highly of her team — Cecilia has a medical background —> Since Gabriela is a drug addict, she'd see her as nothing more than an unfair abuser of the medication she's associated to a professional level —> Cecilia often clashes with Gabriella and doesn't particularly care for her due to these two reasons

Cecilia rarely pays her team members despite having a great deal of cash —> Cecilia doesn't think highly of her team (despite their massive help) — Cecilia is apathetic towards her scammed patients (who are dying) —> Cecilia lacks empathy —> Cecilia is narcissistic —> Cecilia will sacrifice anyone for her own benefit —> Cecilia will betray Parker if stressed to

Kramer utilized these reasoning processes to accurately gauge and predict the course of her relationships throughout the trial, predicting how she would exactly interact with the people closest to her. This showcases a deep emotional understanding, as he would've needed great insight into personality and behaviors to make such predictions with incredible accuracy. (+**EI**, +**SI**, +**MANIPULATION**, & +**REASONING**)

redemption. By every turn, you've chosen death instead of life. You have played your last con game, but not your last game. The



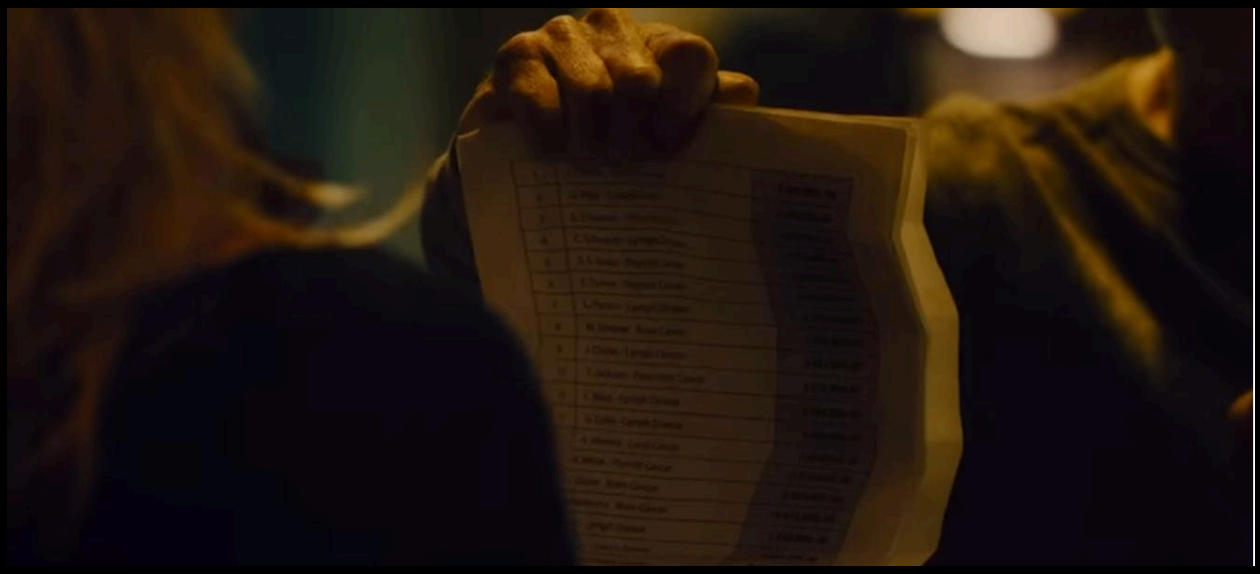
CECILIA'S CONVERSATIONAL BEHAVIOR: After Cecilia is initially abducted, she regains her unconscious and notices she's been chained up along with the rest of her team. As Kramer confronts the squad face-to-face, Cecilia attempts to deceive and talk her way out of the situation. To this, Kramer reveals he brought undeniable proof of her criminality with him (a document showcasing all of the patients she indirectly killed). For Kramer to have done this, he would've needed to have predicted Cecilia's argument and deceitful nature in advance. How did Kramer make such an accurate prediction? Simply, Kramer had converged ideas he already attributed to Cecilia to predict her conversational patterns. Cecilia's length of which she took her operation showcases she's rather adept at deception and cunningness, along with her general

charisma she would've needed to deceive so many patients, Kramer reasoned she'd be more prone to attempting to swindle her way out of the high-stakes via deceptively assuring words.

Logical Process Summary:

Cecilia's client history showcases an in-depth level of deception & fabrication — Cecilia would've needed to implore a great amount of general charisma in order to coax each and every client —> Cecilia is prone to verbal deception and overall swindling compared to the average person

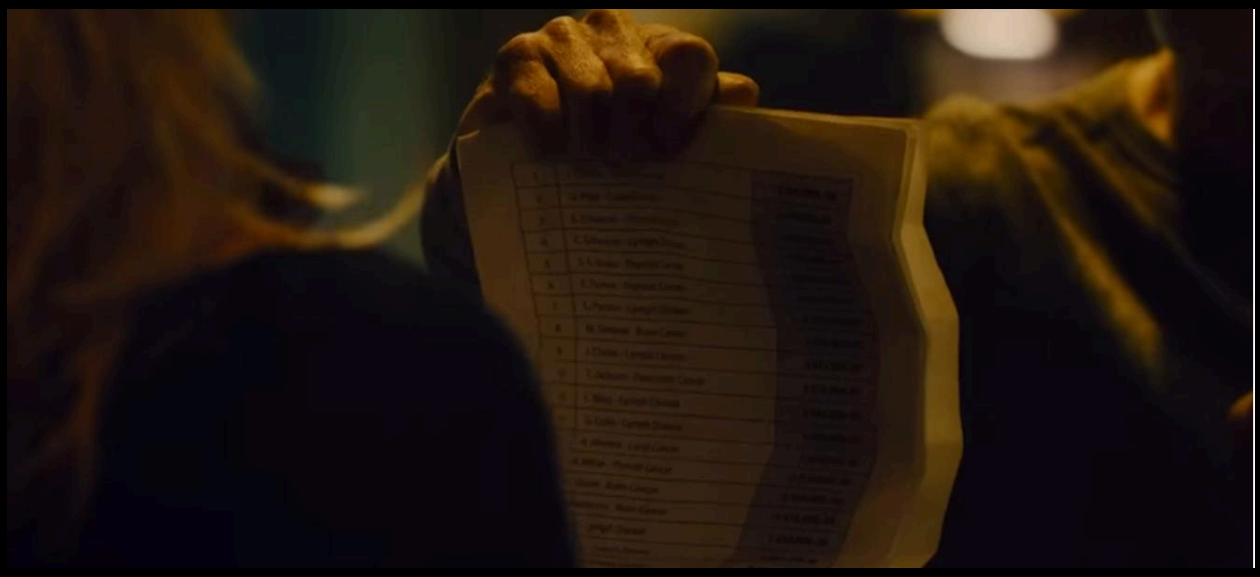
Kramer applied this process of reasoning to predict the exact conversational behavior Cecilia would display under the given circumstances, showcasing an incredible level of psychological insight and overall understanding. (+**EI** & +**REASONING**)





CONCLUSION: Overall, Kramer had psychoanalyzed Cecilia to such a high extent he was able to predict the exact trajectory of her relationships, her core personality traits, and her conversational behavior/pattern. Every single prediction Kramer had enacted as a result of this psychoanalysis was completely accurate. Kramer had formulated such an exact psychological profile whilst only being in contact with Cecilia for mere hours, no longer. (+**EI**, +**SI**, +**MANIPULATION**, +**THINKING**, +**REASONING**, +**FORESIGHT**, & +**INSIGHT**)





JIGSAW'S GENERAL INTELLIGENCE:

INTRODUCTION: Kramer, within Saw X, is portrayed to have a near **photographic memory** due to the exactness of which his memory is able to retain certain perspectives or viewpoints. This has been shown two main instances, both of which will be covered in this section of the document. Not only this, Kramer has also shown the ability to retain

and apply a great amount of crystallized intelligence via his mechanism/devices, which also will be covered in full within this section. This vast knowledge also comes with Kramer's ability to process and generate information at extremely high rates of speed, showcasing his incredible cognitive refinement.

TAXI DRIVER'S EYES: Kramer was able to memorize the taxi driver's eyes to such a high extent that he was able to associate them with a pair of eyes he saw whilst suffering from a drug-induced fugue state. This fugue state was caused by a high amount of anesthesia, and thus significantly impacted Kramer's general memory. According to medicalnewstoday.com, a general anesthesia can impact not only short-term memory but in older and poorer health subjects (such as Kramer) it can result in permanent long-term memory loss. Anesthesia also heavily hinders a subject's vision via transient confusion, making the memorization of perspectives or details incredibly difficult. Despite this, Kramer was able to associate a pair of eyes he saw for mere seconds during the surgery (whilst under anesthesia) with a pair of eyes he saw in the taxi (these eyes specifically were only viewed for less than a couple of seconds as well and were obscured by sunglasses). (**Source —** https://www.medicalnewstoday.com/articles/anesthesia-impact-on-memory#other-side-effects**)**

This showing itself indicates how impressive Kramer's memorization abilities actually are, being capable or memorizing even the smallest of details under inhuman circumstances and only given a small timeframe to execute the memorization, and he enacted all of this with passive memory, due to the fact he wasn't actively trying to recall or note these details in both situations. (+**FSIQ** & +**SENSORY**)



TOWER'S ANGLE/BEARING: Kramer, in the film, to locate Cecilia's base calculated the intersection point of the café and the base utilizing the common point of the tower that stood above the entire town. To have done this, Kramer would've needed to have known the exact angle/bearing of the tower itself in order to apply it to the equation itself. To have accomplished this, Kramer could've implored two methods — **1)** Kramer was able to recall the exact perspective in which he initially saw the tower from the base (despite only seeing it for literal seconds). Not only this, he was able to recall the exact distance he was from the tower at that time as well. This implies Kramer is able to memorize the perspectives in which he views objects in less than seconds. **2)** Kramer had looked upon the tower for a few seconds at the instance he was at the base and almost

instantly reasoned the angle/bearing the tower held. He also would've needed to note the exact distance between him and the tower within these few seconds as well. This shows that Kramer is able to passively deduce the angle/bearing of objects he witnesses for even mere seconds at a time.

This feat showcases Kramer's incredible memory of visual aspects, being able to recall perspectives in which he has seen objects (even if he only had access to this view for literal seconds at a time) and has the ability to passively deduce the bearing/angle the objects hold down to perhaps exact degrees of measurement. (+**FSIQ**, +**REASONING**, & +**SENSORY**)

OVERALL KNOWLEDGE: Kramer showcased a multitude of knowledge and knowledge application showings within Saw X via the devices and mechanisms he crafted for the purposes of the trial.

Kramer, whilst discussing with Cecilia, stated his primary occupation was as a civil engineer and architect. This indicates Kramer had access to the following advanced subjects (**Source —** Educatly.com) —>

- Engineering Mathematics
- Engineering Mechanics
- Structural Analysis
- Concrete Technology
- Geotechnical Engineering
- Fluid Mechanics
- Surveying
- Transportation Engineering
- Environment Engineering
- Construction Management
- Building Materials & Construction
- Hydrology/Water Resources Engineering
- Steel Structure Design
- Foundation Design

Not only this, Kramer's devices and mechanisms that he had designed for the subjects held a substantial amount of underlying knowledge Kramer had access to —>

- Biochemistry (via enzyme use in Mateo's device)
- General Chemistry (via enzymes interacting with brain matter in Mateo's device)
- Radiation Physics (via Gabriela's device)
- Radiology (via MRI rig)
- Osteology (via the knowledge of how many fracturing of bones a human could endure within Gabriela's device and the bone marrow aspect of Valentina's mechanism)
- Craniology (via Mateo's device)
- Surgical Prowess (via Mateo's device and Valentina's mechanism)
- Electrical Engineering (via Mateo's device)
- Thermodynamics (via the heating mechanism within Mateo's device)
- General Anatomy (all mechanisms in relation to the human body)
- General Biology (all mechanisms and how they affected the human biology)
- Auditory Systems (the distortions of the tapes, that were so in-depth the FBI couldn't decipher his previous tapes in earlier films)
- Advanced Geometry (via his precise calculation of the tower's distance and bearing utilizing trigonometry)

Kramer had implemented these studies into his mechanisms to such an exact point that he calculated the maximum damage output a human could take under the circumstances of each study being applied into a mechanism, showcasing incredible knowledge on the subjects at hand in relation to human biology. (+**INTELLIGENCE**)







PROCESSING SPEED: Kramer had demonstrated an acute ability to process and apply information at inhuman speeds. In the beginning of Saw X, Kramer had witnessed a thief attempt to take a watch from an elderly patient at the hospital. Within seconds, Kramer visualized a complex mechanism capable of advanced vacuum engineering application. Not only this, he also generated a ruleset applied to the mechanism and how it would relate to the device's innate purpose. He enacted all of this within mere seconds, showcasing incredible speed with his overall cognition. We were also shown that Kramer was able to hold a basic conversation with the taxi driver in Spanish whilst abducting him, where **one** interpretation (there are three possible interpretations overall) points to the fact Kramer may have learned basic Spanish to achieve this within the small timeframe he was given to prepare his plan (where he would've needed to balance his learning of the language with his creation of the mechanisms and generation of his primary plan). Kramer notably didn't have much time at all to prepare his plan (less than a week at the very least) yet was still capable of creating each device/mechanism and recording & distorting the audio displayed in the tapes shown within the film, a borderline unrealistic showing due to the timeframe and the complexity of the devices and the sheer level of audio distortion needed to obscure his voice from even the FBI. **Fundamentally, Kramer had applied knowledge from 20+ advanced subjects into complex mechanisms and tests within a few days at the highest possible timeframe**. (+**FSIQ**, +**THINKING**, & +**INTELLIGENCE**)





CONCLUSION: Within Saw X itself, Kramer demonstrated nearly perfect **photographic memory** levels of memorization abilities, along with a multitude of innate advanced subjects and general knowledge (roughly 20+ advanced fields of education), and finally with the capability to process information much faster than the average person as well as the ability to generate visualizations of complex mechanisms and rulesets for them within mere seconds. All of these showings point to Kramer having a formidable cognitive ability, in nearly every field within the domain. (+**FSIQ**, +**THINKING**, +**REASONING**, & +**INTELLIGENCE**)





PLAN SUMMARY:

AIM/GOAL: Kramer's entire plan in Saw X was specifically tailored for multiple main goals, utilizing his plan to accurately cover each of them in a show of synergy and fortitude:

1. Counteract Cecilia's high-surveillance
2. Counteract Cecilia's operation

3. **Lure Parker to the warehouse where the main trial is taking place, as Hoffman couldn't previously locate him.**

Kramer managed to achieve all of these in one plan, all whilst concealing it nearly entirely from Cecilia herself. The last goal was Kramer's main goal, with the other two acting as sub-goals in the scheme.

SUMMARY: Kramer's main plan in Saw X encompassed multiple differing strategies and tactics to all converge and build up to his final Cecilia trap strategy, which was incredibly well-calculated and aligned with his plan near perfectly. Kramer executed this plan with one main goal — To lure the final scammer into the trial (which included every other member of the team including Cecilia) and utilize him to trigger the final strategy. Every action Kramer took in this plan was specifically tailored to synergize with the previous steps, here's a brief summary of the entire plan:

Reason the taxi driver and one of the surgeons at his fabricated surgery are the same person —> Kidnap the taxi driver and interrogate/manipulate him into turning against his own operate by imploring psychological methods —> Gain information on all the other scammers —> The last scammer (Parker) is unable to be abducted at this current moment —> Abduct the other scammers in the meantime —> Enact a concealed strategy to capture Cecelia herself, utilizing the strategy to confirm Kramer's deduction of Cecilia being unwilling to call law enforcement in high-stress situations —> Subject the abducted scammers to their own personal tests in the form of deadly devices they must overcome, holding the trial at an abandoned warehouse —> Purposefully leave Cecilia's phone out in front of her —> Predict Cecelia will acquire the phone by using her fallen teammate's corpse —> Predict Cecilia wouldn't call law enforcement (as per confirming Kramer's previous deduction in the kidnapping strategy) and would instead call Parker (the last scammer) —> Predict Cecilia's exact plan of counteraction she'd form with Parker over the phone —> Parker appears at the warehouse (where the trial is taking place) under the disguise of a disgruntled patient attempting to get revenge on Cecilia —> Enact a strategy to subdue Parker after he breaks into the warehouse —> Tie up Parker and rig his gun (to such an exact point even its weight is indistinguishable) whilst he's unconscious, and deceive him into beleving nothing had been tampered with on the firearm —> Place the firearm and a bag of cash in his line of view after he regains consciousness —> Decieve Parker into believing Kramer believes his disguise —> Ensure the other scammers are unable to participate in future tests within the trial via harsh win conditions in their individual tests —> Predict Parker will escape his confines and hold Kramer at gunpoint, forcing him to unchain Cecilia —> Insert the final strategy

(which is able to adapt to seven different outcomes and has five underlying contingencies)

Overall, Kramer's plan was a multi-step approach that focused on counteracting Cecilia's high-security, Parker's obscured location (by luring him to the trial), and the overall scamming operation, ensuring each result by excellently calculating the risks involved and accurately predicting every single action Cecilia took, even down to the slightest behaviors, thought processes, or conversational patterns. The final strategy of this plan was expertly crafted to adapt to 13 outcomes and have eight underlying contingencies to ensure its success. Kramer casted this plan in addition to applying 20+ advanced subjects into the mechanisms and preparing each step with a meticulous manner even in such a small timeframe, even whilst facing adversity such as his terminal frontal lobe brain cancer or the anesthesia he had to endure through (providing an almost unrealistic ability to access his memory through powerful substances). (+**PLANNING**, +**THINKING**, +**REASONING**, +**FORESIGHT**, +**FIELD SKILLS**, & +**COUNTERACTION**)





