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FEAT ANALYSIS (SU*CIDE+INSANITY INDUCEMENT)

Before I begin with the analysis, I will supply some background information for this feat — Detective Tapp is a character from the first Saw film who supposedly died whilst attempting to uncover Jigsaw's identity. However, in the games, Tapp had survived this long enough for Jigsaw himself to give him medical attention. Tapp had become obsessed with catching Jigsaw (a feeling Jigsaw facilitated within Tapp by killing his partner in front of him, getting him discharged off the police force due to the mental scarring that resulted. This instilled the ideology of justice and revenge against Jigsaw within Tapp's mind). In the games, Jigsaw sets up another trial to further scar Tapp psychologically. Tapp wakes up in an asylum shortly after recovering physically from his wounds (treated by Jigsaw himself), where he has had a key sewn into his chest. Mental patients are trying to retrieve this key and thus Tapp is being hunted throughout the asylum.

As the game progresses, Tapp faces intense challenges revolving around the other inmates (further degrading his psychological state by forcing him to subdue mental patients, going against his ideology of justice). Tapp traverses and claims victory in every instance, with the goal of finally locating Jigsaw and enacting justice. Eventually, Tapp finally finds a figure wearing Jigsaw's signature cloak (Jigsaw had planted the cloak into Tapp's psychological profile of Jigsaw all the way back in the first film, thus deceiving Tapp into believing the figure is Jigsaw). There, Tapp is given an ultimatum —> 1) Let the figure flee, and the other patients will be set free OR 2) pursue the figure and subdue them, resulting in all the patients dying.

The game presents two possible outcomes with Tapp either choosing the first or second option (both options lead to significant psychological damage, showcasing an excellently well-shielded manipulation method). Here are the outcomes —> (NOTE: Jigsaw began this manipulation method by first killing Tapp's partner in front of him all the way back in the first film whilst planting the profile of Jigsaw's cloak in Tapp's mind), planting the idea of revenge and justice against Jigsaw within Tapp's mind. Tapp is then administered into his own game and forced to deal with subduing mental patients, furthering his mental degradation. Then, Tapp comes face to face with a figure he believes to be Jigsaw due to Jigsaw's deception with the cloak):

1. If Tapp decides to let the figure flee and save the patients, he's painted as a hero by the public. However, he must live with the idea that he actively let Jigsaw walk free (shattering Tapp mentally as Jigsaw had built a psychological need for revenge within Tapp's mind ever since the first film). Tapp cannot live with the idea of utter failure, resulting in him taking his own life within his own apartment (Jigsaw induces su*cidal tendencies within Tapp, which Tapp falls victim to).
2. If Tapp decides to pursue the figure and let the patients die, he uncovers the truth — The figure wasn't Jigsaw and has in fact his deceased partner's wife. The wife was implemented in the game with the goal to throw as many adversaries at Tapp as possible with the goal of protecting her only son. Tapp, upon realizing this, suffers a mental breakdown from the idea of allowing patients to die AND fundamentally killing his deceased partner's wife and child (his deceased partner was the entire reason Tapp started his quest for revenge, which Jigsaw planted all the way in the first film). Tapp is administered into a mental institution and suffers a complete mental breakdown, being diagnosed with insanity and so mentally broken to the point he still believes he's in a Jigsaw game to this very day (this outcome was entirely planned to induce insanity within Tapp, as it's a more direct variation of Tapp "failing" his test in the trial itself). By having Tapp's game take place in an asylum, and causing a mental breakdown in Tapp (via his old partner's wife and son), it associates mental asylums with Tapp's ultimate failure within his mind. This ensures that when Tapp is admitted to a mental institution after the trial (predicted by Kramer), his condition is worsened and unable to be cured. This also acts as complete narrative proof of Kramer's intended manipulation here, as the overlap between the asylum setting of Tapp's trial and the mental institution he'd be administered to is too coincidental to not be considered deliberate.

Overall, this manipulation method was extremely powerful as it was built up ever since the first film. Each outcome shattered Tapp's complex ideology on revenge, resulting in great psychological damage. No matter what Tapp chose, Jigsaw ensured he would be so mentally

broken to the point Tapp would struggle with su*cidal ideation OR becoming completely insane for the rest of his life (locked into a mental institution for life due to this, proving its potency).

Tapp's su*cide acts as a sign he failed his test. Kramer wanted to "rehabilitate" Tapp by pushing him to the edge psychologically (increasing his overzealous nature towards Jigsaw's capture), and then forcing Tapp to walk away from his obsession of catching Jigsaw. If Tapp didn't, Kramer ensured he would forever suffer mentally and be rendered completely insane. However Tapp's real test begins after he lets the figure he believes to be Jigsaw flee, as he has to live with the idea of the Jigsaw killer roaming free (difficult given the fact his own partner was killed by Jigsaw, showing Kramer pushed him mentally to the very limits of his psyche). Jigsaw wants to see if Tapp will be able to overcome this, but due to the extent of psychological warfare, Tapp isn't able to. Tapp takes his own life, symbolizing him truly "losing his game" and failing his test, all part of Kramer's calculated plan that takes the form of a cruel mental test.

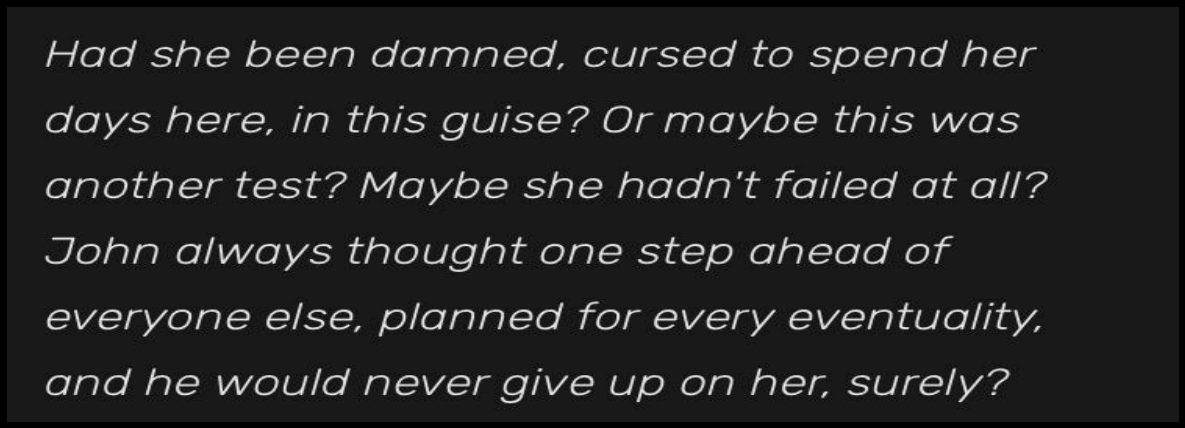
(Saw wiki link providing the contents of the game —>)
https://sawfilms.fandom.com/wiki/Saw:_The_Video_Game

VALIDITY/PROOF

This section will ONLY cover the route in which Tapp takes his own life (validating it for scaling). As the secondary route was clearly a complete deliberate manipulation method into Tapp being rendered insane (as he more clearly lost his test in that outcome), Kramer's insanity inducement feat is completely and utterly valid. This section will go on to elaborate why the su*cidal inducement feat is valid as well via elaboration and evidence —>

I would like to state that yes, it was NOT Kramer's primary goal to have Tapp take his own life. However, this mental breakage was intended to be Tapp's "failure" of his game and thus the facilitation/manipulation itself was completely intentional and valid. Jigsaw wanted to test if Tapp could leave with the idea of letting the infamous Jigsaw killer walk free, and he fully predicted that Tapp could take his own life as a result (showing his failure in the test). This is proven via Amanda (according to the DBD lore) stating Kramer had planned for every eventuality (every outcome that we see occur in the series). This statement comes from Amanda's perspective, so any game/trial she had witnessed as Kramer's apprentice would need to have occurred exactly how Kramer intended. This implies any outcome that had occurred, Kramer foresaw in some way. This is strengthened as Amanda actively appeared in the first video game, meaning if Kramer hadn't foreseen the outcome of Tapp taking his own life, it would contradict her own statement entirely. So whilst Kramer wanted Tapp to succeed, he fully anticipated Tapp taking his own life as a form of "failure" of his test.
So, in conclusion, Kramer had hoped Tapp would overcome the mental breakage he instilled into him (seeing this outcome as Tapp's "victory" in his test), but has also foreseen the outcome of Tapp taking his own life (viewing this outcome as Tapp's "failure" of his test). Kramer wanted

to see how far he could push Tapp's obsessive nature psychologically and wanted to see if Tapp could recover from letting his obsession go. Kramer had hoped for Tapp to be able to do so (viewing this outcome as Tapp passing his test), but fully anticipated Tapp taking his own life as a result of the psychological damage he enacted (viewing this outcome as Tapp failing his test). Fundamentally, **Kramer PURPOSEFULLY instilled su*cidal tendencies/ideation and mental breakage within Tapp to see if he could surpass these emotions and overcome them.**



Now that we have gotten that out of the way, I would like to strengthen the claim that Kramer had a hand in Tapp's philosophy. Whilst it's true the trial was focused around Tapp being overzealous with his pursuit of Jigsaw, Kramer promoted this by killing Tapp's partner in front of him. Witnessing this death, Tapp's need for revenge and justice would naturally be fortified, and thus Tapp's overzealous approach would be more potent. Kramer wanted to see how far he could push Tapp's innate obsession, and wanted to see if he could fully rehabilitate Tapp by pushing him to the edge and having him finally let go of this obsession. **Kramer facilitated strong emotions within Tapp psychologically as to further push Tapp to the edge. This supports the idea Kramer wanted to test Tapp by psychologically breaking him and observing if he could overcome it.**

Finally, it has been stated numerous times that Kramer's philosophy and methods are NOT particularly effective in rehabilitation. In Saw II, Matthews stated "putting a gun to someone's head and forcing them to pull the trigger is still murder", directly clashing and debunking Kramer's philosophy (this analogy also fits Tapp's su*cide almost perfectly, as he did so by shooting himself). Kramer doesn't even directly refute the claim, instead changing the topic to Matthews's own history of violence. Next, in Saw 5, Kramer had told Hoffman he had a chance to survive his test. Hoffman refuted the claim by stating "what chance?", again stating Kramer's forceful methods being destructive. Kramer doesn't refute this point either, instead continuing on and stating "we will see". Finally, perhaps the greatest evidence, is that in a direct interview with Leigh Whannell and James Wan (the directors of the first Saw films), they stated Kramer's goals in his tests were positive, yet his methods were totally incorrect. All this evidence implies that even narratively whilst Kramer's intentions for his subjects are beneficial, his methods aren't effective in carrying out these good intentions. **This supports the idea that Kramer's**

intentions for his subjects (Tapp in this case) are positive and rooted in rehabilitation, however his methods are unorthodox and typically result in casualties as an outcome (making Tapp's death make total narrative sense). Numerous statements have been made in their series in conjunction with this stating that Kramer often uses forceful means, which implies the methods he used against Tapp were forceful and potent, showcasing that Kramer intended to use such powerful psychological degradation against Tapp (fully aware of the effects, merely wanting to see if Tapp could resist/overcome them).

- The cure for the cancer. What is it?

- I don't know what is.

but I know is not to kill and to torture
people for your sick fucking pleasure.

I never murdered nobody in my
life. The decision are up to them.

Well, to put a gun to someone head
and force him to pull the gun

it is still murder.

Since when the use
of force solve a problem of your?

Vengeance can change a person.

Make you into something you never thought

you were capable of being.

But, unlike you,

I've never killed anyone.

I give people a chance.

- You call this a chance?

- We will see.

Our game's just begun.

Our game?

You don't even know me.

"Stardom is not up to you," Whannell said. "It is something the media does. It should come as a result of the work and not because I'm dating someone famous or something."

In their antagonist, Jigsaw, Wan and Whannell refashioned the Boogie Man for grown-ups, a moral vigilante.

"Jigsaw's intentions are good but his methods are not," Wan said.

Jigsaw communicates with his victims through a microphone attached to a doll that wheels itself about in a chair. What inspired such horror?

With all this evidence combined, it can confidently be stated that —> **1**) Kramer foresaw Tapp's failure (which took the form of Tapp taking his own life) and thus intended to induce su*cidal tendencies within Tapp **2**) His psychological degradation of Tapp is valid **3**) Kramer's feat makes complete narrative sense **4**) The route resulting in Tapp induced with utter insanity for life is completely intentional and valid for Kramer, showcasing a high level of emotional facilitation regardless.

With this reasoning, I hope the feat has sufficient proof to be considered valid and stable in signifying Jigsaw's manipulation abilities.