Patrick Jane FSIQ Debunks & Feats

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This doc will have multiple subtabs:

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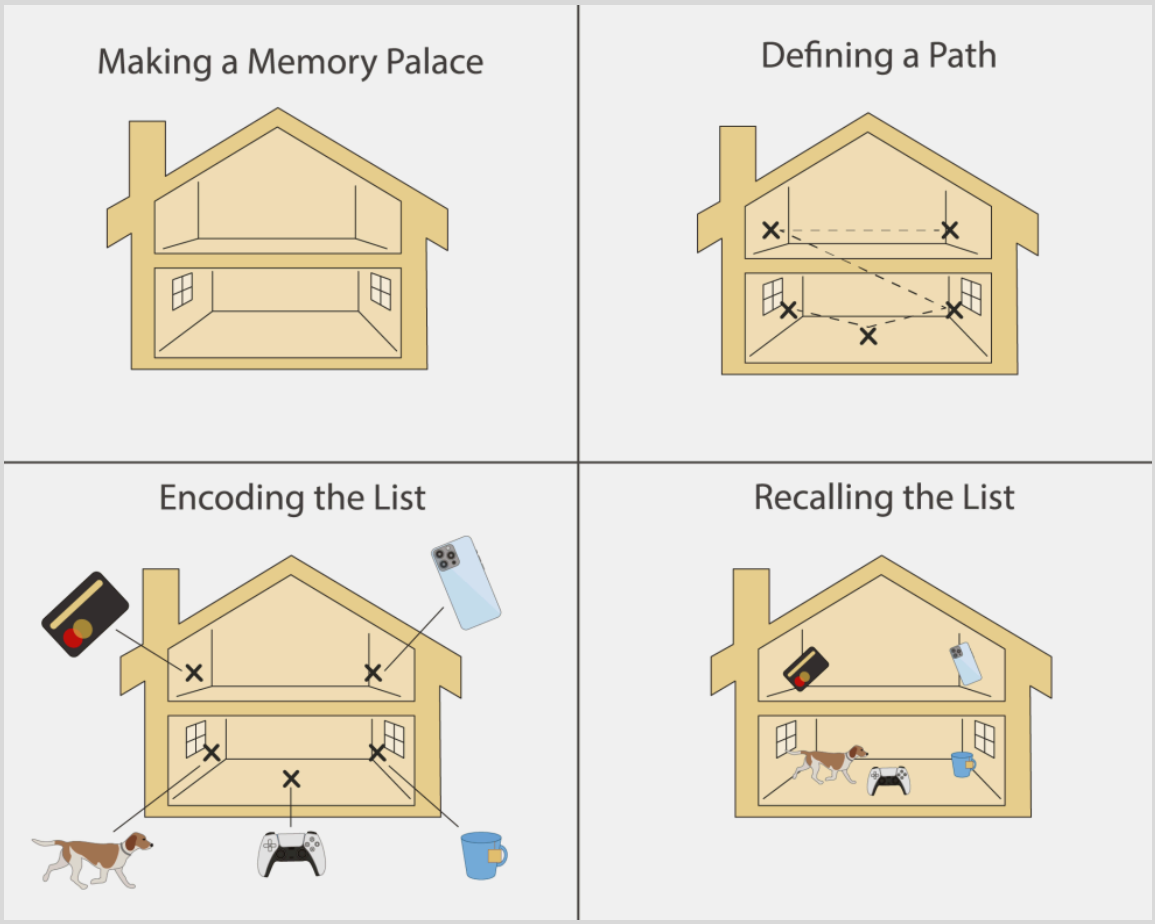
I aim to debunk some of the interpretations in this doc as well as give my own analysis of some feats. As usual, props to the original creator for all the hard work.

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Part 1: Memory Palace Scope & Debunk

This section will have 3 subsections: How MP works in the real world, How PJ's MP works, and the actual MP debunks of the doc. If you know how it works, then skip to the 3rd subsection.

How does MP work in the real world?



Memory Palace is the common name for Method of Loci or MOL. It utilizes the spatial relationships between loci or locations and recovers memories. There are mainly 3 stages a memory goes through. Encoding, Storage, and Retrieval. This method primarily works by associating different memories or parts of memories with specific locations in an imaginary palace and storing them in long term memory. This allows the user to recollect that memory by

following the specific path set during the encoding of said memory. (Source: The method of loci (MOL) is a mnemonic device that relies on spatial relationships between “loci” (e.g., locations on a familiar route or rooms in a familiar building) to arrange and recollect memorial content.) This means that you need to ONLY visit specific paths and locations for specific memories.

Another thing to note here is that MP as a technique is meant to make it easier to remember things. It should make your life easier and not harder. (Source: thus offering an efficient filing of the information and an easy path for the regular review necessary for long-term memory storage.). Meaning, you only need to follow the easiest path to your memory. No, detours are necessary.

Lastly, the memory recall works by walking through the designated route of each memory. Which means that for each memory there should be a very specific path set and “walked” every time to recall that memory. (Source: It involves imagining yourself placing pieces of information around a room and then visualizing yourself walking back through to pick the information up.) Now that we have established how it works, let’s move on to the next section.

Takeaways:

1. You don’t need the entire palace just to recall a single memory, you just need the specific location where it was stored.
2. You need to walk through that route, which means you are NOT getting a bird’s eye view so that you can visualize the entire palace.
3. If a memory is stored inside a room, you need to visualize the room itself vividly from the inside, which makes it impossible to visualize what’s outside of it. I.e the rest of the palace.
4. For example: Close your eyes and try to imagine yourself waking up in your closed bedroom. Now imagine yourself walking inside it and vividly visualize the interior. Do you visualize the exterior of the building you're in while not breaking your POV? If you even try to visualize the exterior of the building (which is unnecessary as

mentioned in takeaway 1), you will compromise how vividly you visualize the interior of it simultaneously, not to mention it is impossible to do in 3D.

How does PJ describe his MP?

In S1E6, PJ describes his memory palace as a place so clear in his mind that he can walk all around it in his head.



A MP has to be detailed and vivid according to him. He for instance places cards as living entities inside his MP and takes walks to recall those cards. His MP is based on the Midwest Carnival Circuit.



Furthermore, while teaching Rigsby how to create and use his own MP, he said that one needs to compartmentalize a familiar location into small pieces in their head and associate individual bits of information to each small part of said location. Which means that in order to recall a specific information, you only need to visualize that small piece of the memory palace. This disproves the fact that in order to recall information, you need to visualize the entire thing at once. It works by tracing your way through these small pieces which add up to an unknown volume of the total palace.





This also proves that Jane's MP works exactly like real world MPs. Therefore specific information = specific locations/objects/living beings. He goes on to demonstrate by encoding each name out of the 67 alumni and their accomplishments into a single object. Which would mean that the entire information about all 67 alumni can be encoded within 67 objects inside a few rooms (since Rigsby probably won't have a massive MP starting out).

1. The MP needs to be clear enough for him to walk in it.
2. The info is encoded into objects or people that he needs to visualize vividly.

Debunks Regarding Jane's Memory Palace

The doc uses the Blackjack feat from S1E6 as an example to showcase Jane's CPI and VSI. Here the doc states this:

*"HE HAD TO KEEP ALL OF HIS OBSERVATIONS ABOUT THE DEALER IN CHECK CONSTANTLY AND **VISUALIZING HIS MIND PLACE TO THE FINEST LEVEL OF DEATAIL**"*
*"TO REALISE HOW MUCH JANE PROCESSED **IN A SECOND***
JANE CAN VISUALISE 45,982.82 m3 OF SPACE
JANE CAN VISUALISE 53000 m3+ OF VISUAL INFORMATION IN A SECOND
JANE CAN VISUALISE COMPLEX GEOMETRIC SHAPES WITH 500+ BARS AND TRACK TO THE FINEST DETAIL
JANE CAN VISUALISE UPTO 80 M IN HEIGHT
JANE CAN VISUALISE EVERYTHING CLEARLY AND IN 3D SPACE
AND ALSO MORE IF ADDED MORE THINGS"

I would like to point out that Jane absolutely does NOT need to keep visualizing his entire MP while he uses it to memorize cards. He just needs to visualize the locations of 52 separate living entities that can fit inside one or more rooms/tents (we know this because he asked Rigsby to memorize 67 names and their info inside one or more rooms). There is nothing indicating that Jane has spread all the cards in such a way that he needs to

constantly visualize the entire MP (and no he doesn't need to vividly imagine the entire MP just because the path between tents is out in the open. He can easily just visualize the paths themselves to trace his way), which if true would be very inefficient as proven by when he taught Rigsby the method. This would also be impossible as he can't walk inside the carnival while visualizing in 3D the external parts of it that he shouldn't be able to see(For example, you can't visualize the outside of a tent if you are inside it). The doc further states:

*"THIS IS THE AMOUNT OF VISUALISATION DONE BY JANE **IN SECONDS.**"*

after showing pictures with an area of 400000-500000 sq ft. First of all no such information has been given by the show, and the doc just assumes the area of the carnival without factoring in the time period it was set in. In none of the episodes was the carnival ever depicted to stretch for almost 1 km. But even if we grant that, like I have proven above, MPs don't work like that. You only need to visualize in detail the small pieces of the location that the specific information is tied to.

*"AGAIN VISUALISING THE CARDS AND **HIS WHOLE MP** WALKING THROUGH IT"*

Why would he be visualizing his whole MP just to recall 52 cards. You would assume his MP contains more information than just those cards. It does not make any sense for him to use the entire MP only for his cards. It makes way more sense for him to condense the info to 52 people and the space that they occupy, which is not comparable to the entire palace. Also logically speaking, if locations are encoded with information, why would Jane visualize locations that have nothing to do with the cards. That would be distracting as well. As it stands, PJ visualizes an unknown amount of volume in his MP because we know that the 52 cards do not occupy the entire MP (otherwise he'd have no room left for the rest of the things he has stored inside his MP). So this debuffs his VSI, WMI, and CPI derived from this calc to an unknown quantity. I stress that it is an unknown quantity

because I am trying to stick to the volume that is absolutely necessary for him to visualize. He may choose to visualize more than that, but that would be terribly inefficient and cannot be used for a calc without wrong assumptions.

Part 2: Blackjack Feat Debunk

Firstly I will debunk some of the aspects of the feat in this doc and in the next part I will give an explanation of the feat as well as my own conservative interpretation of the feat. The feat is from Season 1 Episode 6 of The Mentalist. TLDR of the debunk is at the end of this tab.

How does Blackjack work?

In Blackjack, a couple of players bet against the dealer. The dealer deals two face up cards to each player, one face up and one face down card to himself. The cards can either be dealt out of a “shoe” containing multiple decks, or just one deck. Then each player can decide to either hit or stay. Hit means the dealer will draw a card from the top of the deck and give it to the player. Each card has a value. Cards 2 to 10 have their value equal to their face value. Ace can either be a 1 or a 11 depending on what the player wants. And the Jacks, Kings, and Queens all have a value equal to 10. If any player’s or the dealer’s hand has a total value of more than 21. Then they automatically bust. If the player gets a total value of 21 from their initial 2 face up cards, then they automatically win 1.5 times what they bet and are done with that round. Once the dealer has gone around the table once, they flip up their face down card. If a player has a total value less than the dealer, they lose their bets. If a player has a total value more than the dealer but not more than 21, they win twice of what they bet. Finally in case the dealer busts, each player remaining gets twice of what they bet.

Difference between possibilities and probabilities.

This is a very common confusion among people and they often consider them one and the same. Let’s take an example of a coin toss. A coin toss can have 2 possibilities, a heads (H) and a tails (T). Possibilities therefore are all of the outcomes that can happen after an action. Probability on the other hand is the chance of a certain outcome happening. Which means the probability of heads is 50% or ½. The difference between the two might

not seem that important now but let's consider two coin tosses. All possibilities of two coin tosses are as follows:
HH
HT
TH
TT
The letters above signify either Heads(H) or Tails(T). Now if someone needs to know the probability of getting 2 heads in a row, it is easy to say 25% or ¼ after seeing all the possibilities. But you don't need to see all possibilities to know that. We know that HH can only be one possibility. And we can calculate the total number of possibilities by using the formula 2^n. Here n means the number of tosses. Since we have two coin tosses, we can have 4 total possibilities. So the probability of getting HH is 1 in 4. Let's take it a step further, what is the probability of getting exactly 2 heads in 10 coin tosses? Now here comes the issue. The total number of possibilities in this case is 2^10. This is equal to 1024. We do NOT need to write down each possibility to know the probability of getting a certain set of outcomes. In this case, if we use the probability mass function of binomial distribution formula:

$$\mathrm{P}[X = x] = \binom{n}{x} p^x (1-p)^{n-x}.$$

Where n is the total number of trials (10 in this case), x is the total number or success needed (2 heads in this case), and p is the probability of success (½ in this case). The bracket on the right side of the second "=" sign means "combination". nCx = n! / (x! * (n-x)!). Which in this case comes out to be 10!/(2!*(10-2)!)=10*9/2=45. Now we can plug this into the equation above and get:
45*(0.5^2)(0.5*8) = (45*0.25)/(2^8) = 45/1024 = 4.39%
As you can see, to know the chance of an outcome happening in 10 coin tosses, you absolutely do NOT need to go through all 1024 possible outcomes. The same principle can be applied to a deck of cards. If you need a king from a randomly shuffled deck, you can calculate that it has a 1

in 13 chance of happening. You can further add the restrictions but you don't need to go through all 52 possible outcomes to know that probability.

Debunks regarding the interpretation in the doc.

"-IF WE ANALYSE THIS LISBON'S CONVERSATION WENT ON FOR A MINUTE AND WE COME BACK TO JANE WHO HAS LANDED A 21 AND HAS AMASSED 1000 DOLLARS IN A MINUTE THIS MAX COULD REACH 2 MINS
"

The doc here assumes that the conversation Lisbon had didn't go on after the camera cut to Patrick. It is completely possible that Lisbon's conversation went on for 5, 10, or even 15 minutes and we just saw a minute of it. Also when we cut from when PJ started playing his first game to Lisbon and Van Pelt, they had already reached the surveillance room and Van Pelt had completed analyzing data. Which means PJ definitely had way more time than the time of Lisbon's conversation.

"-THIS IS ONLY POSSIBLE IF U WIN ALL OF YOUR GAMES UP TO THAT POINT MEANING JANE HAD TO START HIS CALCULATIONS THE MOMENT HE REACHED THE TABLES "

This is completely false, because as explained above, PJ had way more time than the proposed 2 minute timespan. It is possible that he lost a few games in between. So this assumption is baseless.

"-JANE ARRIVES AT THE TABLE NOW WE ASSUME THAT THE TABLE HAD ONE GAME ALREADY PLAYED SINCE THERE WERE 2 PLAYERS MEANS A MAX OF 8 CARDS COULD HAVE BEEN PLAYED UPON ARRIVING AT THE TABLE JANE HAD TO SEE THIS AND START CALCULATING THE PROBABILITIES RIGHT AWAY
52-8=44"

There is nothing indicating that only one game had been played. The more games already played would narrow down the remaining cards. So that

makes this a highball interpretation. Also to note that the doc is claiming that PJ is calculating “probabilities”. This will matter later.

“THIS MEANS THAT JANE EXCLUDING THE 8 CARDS HAD TO MEMORISE THEM INSTANTLY AND START CALCULATIONS ON WHETHER THE NEXT CARD HE WILL RECEIVE WOULD BE A 4 CONSIDERING HIS LAST GAME THE 3RD WHICH WOULD ONLY TAKE PLACE IN 40 SECOND MAX ALSO JANE HAD TO LAND BLACK JACKS IN HIS PREVIOUS GAMES”

There is nothing PJ can memorize currently because all the cards that have been dealt with aren’t available, and the rest of the cards are being dealt out of a shoe as shown in this scene:



Which means other than all the cards dealt, PJ has no idea what the deck has. So nothing to memorize yet. He can only memorize cards once the dealer decides to reshuffle all the cards in the shoe, in which case PJ can track and know EXACTLY where each card is, which removes any need for making any calculations.

“SO FOR JANE TO LAND A BLACK JACK HE HAS TO BUST THE DEALER AND OR LAND A HIGHER NUMBER OR A BLACK JACK WHICH MEANS JANE HAD TO CALCULATE ALL THE

PROBABILITIES FOR A HIGHER CARD HE HAS TO CALCULATE ALL THE PROBABILITIES OF A 38 CARD DECK TO LAND A HIGHER CARD”

This is a confusing phrasing because he only needs to calculate one probability every time a dealer deals. Which means that given all the face up cards, what is the probability that the next card is going to be within the range that will let PJ win the game. This is one singular probability that needs to be calculated every time a card is drawn. This is also called card counting.

“JANE HAD TO KNOW THE POSSIBLITES FROM THESE 16 CARDS WHICH IS 20922789888000 OR ROUGHLY 90 BILLION+ POSSIBILITES NOW THIS IS AN ISANE FEAT IN PSI WMI MEANING HE HAD TO CALCULATE THIS IN 10 SECONDS OR LESS”

Like I have already explained above, PJ does NOT need to compute all possible outcomes or possibilities to decide whether to hit or stay. Computing possibilities is completely useless because even if he does that, can’t know the exact combination and can’t control the deck. So at the end of the day, he needs to either memorize the exact combination in the deck, which is only possible if PJ plays a game till the dealer decides to reshuffle and then tracks that reshuffling. This is completely possible because we don’t have the timeframe of how long PJ played the game in his first table. Or, if he hasn’t memorized yet, he can simply use card counting or calculate probability in his head to decide. Which is nowhere near as hard to do compared to computing all 90 billion possibilities. So this is a needlessly high ball interpretation that doesn’t even make sense. That’s like saying I have computed all 1024 possible outcomes of flipping the coin 10 times. That doesn’t help me win because at the end of the day you need to know the probability of the coin toss being in your favor. And you don’t need to compute all 1024 possibilities to do that as shown in my example in the prior section.

The doc makes the same mistake in the next table game as well. I can't stress this enough: computing possibilities do NOT help you make a decision, calculating probabilities does. And calculating probabilities is a simple formula. So PJ does not necessarily have a CPI high enough to do 90 billion+ computations using this feat.

"LATER IN THE EP JANE EXPLAINS TO CHO HOW HE MEMORISES THEM NOW THE QUESTION MAY ARISE THAT IT CAN BE CARD COUNTING BUT THERE IS NO EVIDENCE WHATSOEVER THAT JANE DOES CARD COUNTING IN ANY EPISODE OF THE ENTIRE SERIES HE DOES CALCULATION IN POKER AND BLACKJACK"

Nowhere in the show is it stated that he calculates possibilities either, so that also be discarded. Just because it is not stated doesn't mean we can't use the most likely assumption that he used some form of card counting in conjunction with memorizing and cold reading. Computing possibilities is completely unnecessary, useless, and baseless. PJ never states he calculates anything for that matter.

"ALSO IT IS EXACTLY STATED BY JANE HIMSELF THAT HE MEMORISES CARDS AND DOES NOT COUNT HE MEMORISES WHILE CARD COUNTERS DO NOT NEED TO MEMORISE CARDS THEY ASSIGN POINTS TO EACH INDIVIDUAL CARD WHICH IS OPPOSITE TO MEMORISING CARDS LIKE JANE STATES SO THIS IS ANOTHER REASON AS TO WHY JANE IS CALCULATING THE POSSIBILITIES
"

First of all it is NEVER stated that he doesn't count cards. Secondly, him using memorization doesn't negate the possibility that he used card counting. It is very likely he used card counting for all of the cards he didn't memorize.

TLDR of the debunk

1. **The doc wrongly assumes the timeframe of the games.**
2. **It wrongly assumes that PJ won every game.** PJ was accused of cheating AFTER he earned 250k. If he never lost a single game throughout, he would have been spotted earlier. A 100% win rate will attract attention way before earning 250k.
3. **It assumes that PJ was computing possibilities even though it doesn't help at all in the decision making.** You need probability to make a decision and that can be done using simple formulae that don't involve anything close to 90 billion computations.
4. **It wrongly infers that because PJ said he memorizes cards, that must mean he doesn't use any form of card counting.** It is completely possible that PJ uses card counting until the deck is reshuffled and then memorizes the cards to win every match afterwards.

Part 3: Blackjack Feat Analysis & Conservative Estimates

In this section I will give my thorough analysis of the Blackjack feat from Season 1 Episode 6 of The Mentalist. Later I will give you my conservative estimate of the feat and all the subcategories that it buffs for Patrick Jane.

As discussed in part 1, PJ encodes all cards within vivid living creatures in his memory palace.



I have already explained how Blackjack works in part 2 of this doc. I have also explained the difference between probability and possibility in part 2.

Let me explain what card counting is. In Blackjack, the house always has an advantage over the players. Therefore this strategy allows card counters to overcome that edge by keeping a running count of high and low value cards dealt. This way they can determine if they have an advantage or a disadvantage on their next hand. This helps them decide whether to hit or stay.

Now, in S1E6 we see him play in two different blackjack tables. The first dealer dealt cards out of a shoe and the second dealer dealt cards using her hands. This is important because a shoe can hold multiple decks of cards unlike when someone deals using their hands. So, a shoe is reshuffled after a longer period of time as compared to a single deck.





The gang reached the casino during daytime and PJ was caught and kicked out in the evening. The pictures below prove that.





And like I explained in my debunk in part 2, the duration of the games in the first table can’t be determined as the cuts eliminate the possibility that the

in-universe time is equal to the time between 3 cuts. Therefore, PJ had enough time to do this feat.

Given how Blackjack works, there is an element of chance involved, which means memorizing cards will not help unless you know the exact combination of cards inside the deck. The exact combination of cards can only be known by PJ if he plays at a table long enough so that the dealer has to reshuffle the cards. Then PJ can track all the cards that he knows and memorize their placement in the deck. Since we have established that time isn't an issue, PJ can easily wait a game out, observe all the cards and then win money. All he needs to do is survive till the deck is reshuffled. That can easily be done by card counting. PJ also has exceptional cold reading abilities and computation skills (calendar feat) which when paired with probability assessment or card counting can give him a huge advantage over the dealer.

PJ was accused of cheating, which usually means a high win rate. Since PJ wasn't accused of this until he won 250,000$ at the second table, it can be assumed that either he had a lower win rate at the first table, or the casino has a limit of money after which they accuse anybody of cheating. A combination of both can also be possible.

Now the feat can go a few ways:

1. PJ joins the first table that uses a shoe => PJ uses card counting and cold reading to survive till the next reshuffling => PJ memorizes the deck and wins enough money to get 1000$ chips=> PJ joins second table that uses a single deck most likely => PJ survives till the next reshuffling and memorizes the placement of cards => PJ wins all games after that till he gathers 250,000$.
2. PJ joins the first table that uses a shoe => PJ uses card counting and cold reading to win enough money to get 1000$ chips=> PJ joins second table that uses a single deck most likely => PJ survives till the next reshuffling and memorizes the placement of cards => PJ wins all games after that till he gathers 250,000$.

Out of these two options, I find the second one more believable because PJ was kicked out at the second table. This could be because his win rate was lower at the first table, which means he didn't need to wait till the reshuffling to win 1000$ chips. The second option also takes less time as the wait for the reshuffling of a shoe can be very long.

PSI Calculation

Based on observation, I am assuming while shuffling, the dealer cuts the deck and puts the bottom half on the top of the deck. A single cut takes one second to perform. So every second the deck is cut and rearranged once. Which means the position of every card in the deck shifts once every second.

Based on how PJ describes his process, he makes changes in his memory palace in 52 positions every second. Even ignoring the level of detail in visualization, just the changing of position taken as a single operation, will yield around **52 Operations/Second**.

Benchmarking PSI

Here is a research report on the mean score in the Symbol Digit Modalities Test. This is used to measure processing speed. The report divides the population into demographics and age groups. The highest average score is 58.21 successful symbol substitutions in 90 seconds. According to this the average human PSI would be **0.65 Ops/Sec**. So far no documented case of someone scoring 110 is there. However, that would be the theoretical maximum. Considering that the cases are this unknown, we can assume that the peak human PSI should be around 110/90 = **1.22 Ops/Sec**. WAIS on the other hand gives mean and max score of Digit Symbol test as 65.98 and 133 successful pairings in 120 seconds. This gives us the average PSI of **0.55 Ops/Sec** and peak PSI of **1.11 Ops/Sec**.

WMI Calculation

Patrick keeps track of 52 locations and characters vividly in his memory palace. Theoretically speaking this is **beyond the capabilities of any human**. However for the sake of calculation, let's assume it is 52 pieces of information tracked for the entirety of the game.

Benchmarking WMI

The average forward digit span performance is stated to be 5 to 9. The peak forward digit span performance is held by Simon Reinhard which is 240 digits repeated in exact order.

Conclusion

Depending on the methodology chosen Patrick Jane should be around **46.85x** to **42.62x** the **PSI** of the peak human. His WMI should at the very least be **5.8x** the **WMI** of the average person. However given how his MP works, each detail would be treated as separate pieces of information visualized. This would make his **WMI and PSI unrealistic**.

Closing Remarks

In any case, this feat buffs the following subcategories. As explained in part 1 of my doc, PJ memorizes the cards by imagining vivid creatures in his memory palace. He places these creatures in his MP according to their placement in the deck and then follows the reshuffling. This would require him to at least keep track of 52 different creatures in his MP (**WMI**) while they are reshuffled by the dealer (**CPI**), and then remember them and make decisions within seconds while keeping his MP in mind (**CPI**), until he wins 250k (**Memory, WMI**). His MP also requires him to visualize these creatures and their immediate surroundings/locations in minute details (**VSI**).

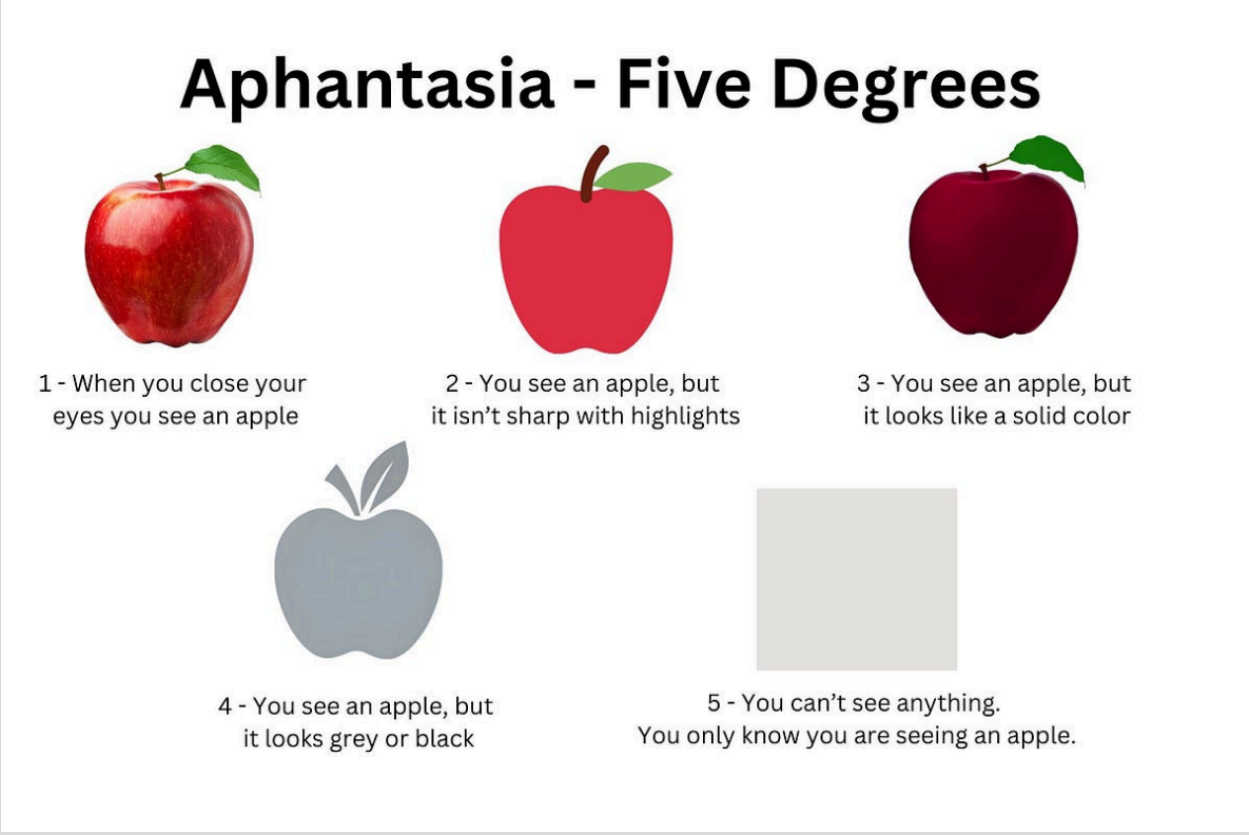
All in all this feat is easily superhuman in terms of **WMI**, **VSI**, **CPI**, and **Memory**.

Part 4: Dream Feat Debunk

I disagree with the notion that dreams indicate anything about our VSI capabilities. It was recently brought to my attention that there is a condition called aphantasia that proves that even people with no ability to voluntarily visualize can have quite vivid dreams.

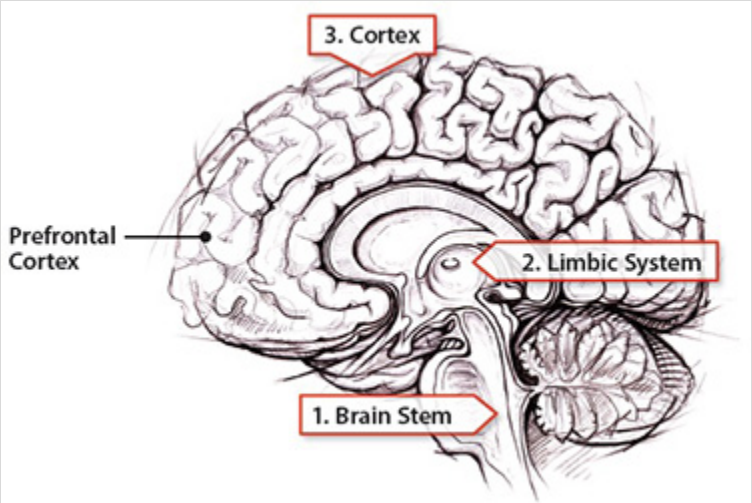
What is Aphantasia?

Aphantasia is when your brain doesn't form or use mental images as part of your thinking or imagination. This clearly means that they are unable to utilize or do not have VSI abilities like people usually do. 2% to 4% of the population has this condition.



Can people with Aphantasia dream?

People with Aphantasia can have vivid dreams despite not being able to visualize voluntarily when they are awake. This is because dreams and visualization use different parts of the brain. Dreams utilize bottom up processes controlled by the brainstem. Visualization utilize top down processes controlled by the cortex.



This means that VSI abilities are completely separated from dreams on a biological level. Therefore you can have vivid dreams and yet not be able to voluntarily visualize things to solve complex problems and vice versa. Which is why having vivid dreams is not indicative of VSI.

What makes dreams vivid in the first place?

Most vivid dreams occur during the REM sleep stage. Sleep has four stages: N1, N2, N3, and REM. N1, N2, and N3 are also known as NREM sleep. REM stands for Rapid Eye Movement and NREM stands for Non Rapid Eye Movement. The dreams that are considered vivid are often because the person wakes up during REM sleep. This is controlled by factors such as sleep deprivation, mental health issues, drugs and medications etc.

Debunking the dream feat.

The dream feat occurs in Season 5 Episode 2 of The Mentalist. The doc states the following:

"NOW ADDRESSING THE MAIN PROBLEM WHICH PEOPLE MIGHT USE TO DEBUNK THIS IS THAT WELL DREAMS CANNOT REPRESENT OUR VISUAL ABILITIES WELL SEE FOR YOURSELF THAT WHEN U DREAM U REMEMBER VERY LITTLE OF IT ***PEOPLE WHO REMEMBER MOST OF THEIR DREAMS HAVE KNOWN TO BE GOOD VISUAL MEMORY AND OVERALL ABILITIES*** *FURTHER ADDING TO THIS THAT WHEN MOST OF US HAVE DREAMS EVEN IF WE ARE IN A PLACE WE KNOW WE TEND TO FORGET THAT MOST OF THE TIME AND* ***PEOPLE WHO CLEARLY REMEMBER AND VISUALISE THE AREAS IN THEIR DREAM ARE KNOWN TO BE MORE INTELLIGENT*** *NOW AFTER DOING SOME RESEARCH I CAME ACROSS SOME RESEARCH PAPERS"*

It is quite easy to debunk the reasons that the doc has given. The doc states that just because Jane can recall most of his dreams that means it was a VSI feat. That is not true as it was drug induced and it would more likely be a general memory recall feat. It also states that those who can recall most of their dreams are known to have good VSI and intellect. This is correlation and not causation. We do not know the exact relation between VSI and dream recall. The articles here, here, and here, also attribute vivid dreams to a number of causes such as stress and mental illnesses. None of them have any mention of intellect being a cause specifically. Interestingly all of them also mention medications and drug usage as one of the causes of vivid dreams, something that Jane was affected by during this feat.

Therefore I believe this feat should be completely unusable for VSI or any FSIQ category (except maybe FRI).

Part 5: Blind Driving Feat Analysis

In this part I will be analyzing the blind driving feat demonstrated by Patrick Jane in Season 2 Episode 13 of The Mentalist.

The Facts

First of all, let's establish the facts. PJ states that he will steer the car by "feeling" Walter's reactions while he himself is blindfolded.



We also know that PJ was blindfolded AFTER they reached their destination where they performed this feat. This can be seen in the pictures below. All three pictures below are from the same position where PJ started driving.


- Jane, what are you doing?
- Cho. Proving a point.





The area as shown above is around the size of a small park, is relatively empty and has two or more obstacles that PJ does evade while driving.

In summary the feat went like this:

1. PJ arrives at the venue and then he is blindfolded.
2. PJ states that he will steer by feeling Mashburn's reactions.
3. The venue is roughly 50m to 100m in length.
4. The venue contains two notable obstacles in the form of plants that PJ evaded.

Possible Interpretations

This feat can be interpreted in a few ways:

1. **PJ got a good look at the venue before being blindfolded.** (This is more likely as PJ should have known beforehand that the venue had a cliff because that was part of his strategy to catch the killer.)
2. **PJ did not get a good look at the venue before being blindfolded.**

In my opinion the first option makes more sense since it requires the simplest assumptions.

During this challenge PJ had to memorize the venue's layout (**WMI**) before being blindfolded and keep that visualization in his head while driving blind (**VSI**). After he starts driving he uses the reactions of Mashburn to guide himself (**EP**) by only touching his shoulder. He had to interpret Mashburn's reactions into directions in his head while keeping up with the speed of the car and coordinating with his visualization of the venue (**CPI**).

Alternatively, if you want to consider the possibility that PJ did not get a good look at the venue, then he would have to interpret Mashburn's reactions into directions (**EP**), convert them into a visualization of the venue (**VSI**), and use that to steer the car at high speeds (**CPI**).

A lower end of this interpretation would eliminate the need for visualizing the venue and instead interpreting Mashburn's reactions as commands like "left", "right", "break", "stop", etc. This would be similar to you driving blindfolded while your friend gives you directions, and you simply trust those directions instead of visualizing anything. Since the method PJ stated involved only feeling Mashburn's reactions, it is possible that VSI is not a core component of the feat.

Conclusion

In any case, I prefer the first interpretation more as it is more believable and conservative. PJ memorizes and visualizes the venue before getting blindfolded, and uses Mashburn's reactions to help him steer the car at high speeds. This interpretation is supported by the fact that **Mashburn's car falling off the cliff was part of PJ's strategy to catch the killer.** It would make no sense for PJ to not know that the venue has a cliff and plan ahead if that was a core part of his strategy.

Regardless of the interpretation you choose to believe, this challenge definitely was an **EP** (Very good) and a **CPI** (Good) feat. It was likely a **VSI** and possibly a **WMI** feat.

Part 6: Fugue in Red Analysis

This analysis will be mainly about S4E10 of The Mentalist.

Why do people lose all of their memories?

This phenomena usually happens because of medical issues such as Amnesia or Dementia. In Jane's case it was Post Traumatic Amnesia after he was forced underwater by the firefighter killer. It is also retrograde amnesia as Jane can make new memories but forgets old ones.

Memory Palaces and Amnesia.

Not much research is available on this topic. However, logically speaking, retrograde amnesia should make the patient forget about their memory palace since it affects past memories. This research goes in depth regarding the effects of interference on Memory Palaces. Basically even world champions that use Memory Palaces are susceptible to forgetting information. This can happen due to interference, amnesia, etc.

Conclusion.

Jane's Memory Palace was intact even after he forgot around 14 years worth of memories. Retrograde Amnesia affects long term memories which is where a MP is stored. This shows that Jane's MP is immune to amnesia and likely interference which plague even the best World Memory Champions. This is an exceptional feat of **Overall Memory** from Jane and is beyond what is considered realistic.

On a side note, Jane has all works of Shakespeare in his MP that he also uses in another episode to catch a killer. This would classify as a **VCI** feat as well. And to know that his MP is intact he would have to visualize it entirely (**VSI, WMI**).

Lisbon states that Jane's MP is intact which Jane doesn't deny.



Jane can recite all works of Shakespeare in chronological order.



There is also a possibility that he processed all of this while sitting on a bench (**PSI**) but not only is the timeframe unknown, Jane likely doesn't even need to process all of Shakespeare to infer that he has them stored in his MP.

Part 7: Monitor Hax Debunk

I will be debunking this feat used from Season 3 Episode 5 of The Mentalist. Apparently it is used to argue that PJ has Monitor Hax. It is very easy to debunk so most of this doc will simply be pictures.

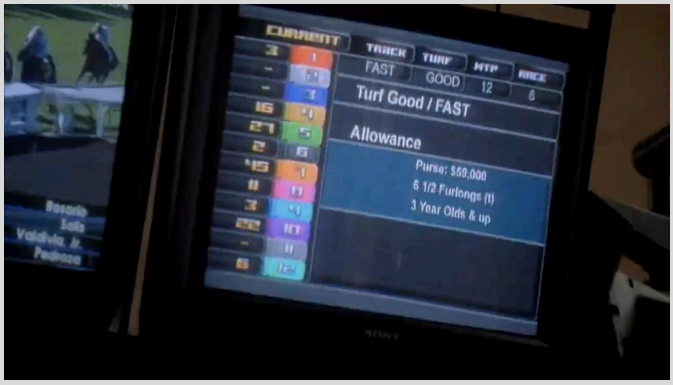
The Facts







As you can see in these pictures, during this feat Jane was constantly moving his eyes, focusing on different monitors.







Here you can see that whenever the camera shows us Jane’s POV, there is always one monitor on screen.



Lastly, here you can see that out of the 14 monitors shown, there are only 6 unique footage shown. Some footage is shown on multiple monitors, so Jane only has to watch 6 monitors at most.

Jane also was never stated to have processed every single information from even one single monitor, let alone multiple. If you watch the entire scene, you'll notice that it is sped up with people walking by rapidly. This means Jane stood there for a long time. He had enough time to understand the pattern of these horse races and at the end he ended up betting on all possible combinations of the top 3 choices as a shortcut. He bet 50$ on each combination and it cost him 5000$. That means he bet on 100 possible combinations of the top 3 horses. Which is not even that hard.

So in conclusion

1. The monitors showed repeated footage so Jane only needed to watch 6 monitors.
2. Jane's eyes were constantly moving, so he wasn't watching 6 monitors at the same time.
3. Jane's POV always showed one monitor at a time so he only needed to focus on one monitor at a time.

Ergo, no monitor hax.