

“I want to play a game…” -Jigsaw

CREDITS: Bittus on Discord

VALIDITY: +1 theory (Gordon early recruitment w/ pen)
(UNCONFIRMED INTERPRETATIONS/THEORIES WILL BE HIGHLIGHTED IN YELLOW)

BACKGROUND INFORMATION: John Kramer, better known as Jigsaw, is a main character in the “Saw” series. Kramer is seen by the general public as a “serial killer”, however, he detests this notion, for Kramer puts people who he has deemed as “ungrateful” in death traps/games to cause rebirth in the subject. This had led to a plethora of deaths and homicides, and this document will cover Kramer’s feats in each of the films.

This document will ONLY cover the first film and will provide a plethora of summaries, interpretations, and theories.

When a "—->" is placed between paragraphs containing feats, it means the two occur consecutively and are both part of the same strategy/plan/action.

It goes without saying, spoilers will be given and HIGHLY focused upon, so if you wish to not be spoiled on the entire series, please watch the Saw series in its entirety before reading the document. However, if you disregard spoilers, simply read and enjoy the document.

CATEGORIES GUIDE:

- GREEN- FSIQ (WMI, PSI, VSI, VCI, CPI, FRI), THINKING (Logical, Illogical, Compositional, Decompositional, Holistic, Analytical, Convergent, Divergent, Abstract/Creative, Critical, Linear, Nonlinear, Associative/Applicative, Speed), REASONING (Logical, Illogical, Abstract/Creative, Deductive, Inductive, Abductive, Speed), INTELLIGENCE (Fluid, Crystallized, General), KNOWLEDGE (Theoretical, Academic, Practical, General, Application)
- RED- FSEQ: INTER (EU, EP, EF), FSEQ: INTRA (EM, EE, ER), MANIPULATION (Direct, Indirect, Mass, Individual, Logical)
- BLUE- FSSQ (SS, SI, SE, SA, Influence), INSIGHT (Analyzation, Connection, Pattern Recognition, Accuracy, Metacognition, Cold Reading, Hot Reading), SENSORY (Observation, Perception, Intuition)
- YELLOW- FSAC (C, ST, CD, P, IM, MF), DECEPTION (Distortion/Smearing, Fabrication, Concealment, Misdirection, Verbal, Physical), FIELD SKILLS (Traps Setting, Traps Evasion, Risk Calculation, Improvisation, Unpredictability, Info Gathering, Info Control, Info Usage, Tactics/Methods, Adaptability, Counteraction)
- PURPLE- STRATEGY (Building, Complexity, Shielding, Adaptability, Resilience, Fortitude, Effectiveness, Efficiency, Forecasting/Alignment, Control, Length), PLANNING (Short-term, Long-term, Preparation Process, Contingencies, Coverage, Versatility), FORESIGHT (Prediction, Anticipation)

GENERAL FEATS

In the beginning of the film, we are shown Kramer in a hospital bed, being diagnosed by doctors (importantly Dr. Gordon). While on the hospital bed, we see that Kramer had sketched a

complex mechanism in a notebook. This mechanism turns out to be the reverse bear trap later used on Amanda in the same film. Through this, we see Kramer is able to accurately visualize complex mechanical designs (proven via the reverse bear trap's later creation and usage).

FSIQ (WMI, VSI, CPI)
MANIPULATION (Logical)
THINKING (Logical, Abstract/Creative, Associative/Applicative)
REASONING (Logical, Abstract/Creative)
FORESIGHT (ANTICIPATION)
INTELLIGENCE (Crystallized, General)
KNOWLEDGE (Academic, General, Application)

Kramer set up a game revolving around Amanda Young, a self-destructive individual. Her game was this: She had a reverse bear trap (which Kramer created) strapped to her head. The only way to get the key is to stab into a man's stomach and pull it out within a certain timeframe. She was unaware the man was still alive, simply paralyzed. Amanda completes her game and survives, then, a puppet rolls out and talks to her. The puppet (named Billy) states that "so many people are ungrateful to be alive", but not her. "Not anymore". Kramer then emotionally appeals to Amanda like this to recruit her as a Jigsaw disciple. Amanda viewed Kramer as a father figure here, likely as an example of transference (a phenomenon in psychology where one will redirect feelings of an unresolved figure in their life onto a newer figure, in this case being a father/authority figure). Amanda feeling indentured towards Kramer especially after such a violent test showcases examples of trauma bonding and the Stockholm syndrome. Amanda's immense pain from the game resulted in her seeking refuge within Kramer as a leader or father figure, believing the test truly was "rehabilitation". Kramer successfully implored these psychological phenomenons to manipulate Amanda and recruit her as a disciple. Amanda is then picked up and taken to a police station (at the same time as Dr. Gordon is questioned, which Kramer planned). Amanda states that Jigsaw's game worked, and she feels rebirthed (confirming Kramer's manipulation methods worked). Amanda's game acts as a recruitment device set up by Kramer, which Kramer later utilizes his newly established connection to start recruiting Gordon as an apprentice at the station. It is also shown in a later film that Amanda helped Kramer physically set up the bathroom trial, implying Amanda was already at least semi-recruited by the time she arrived at the station (further strengthening the theory that Gordon was always intended to be a possible disciple for Jigsaw).

(**Sources —**

- https://www.ebsco.com/research-starters/social-sciences-and-humanities/stockholm-syndrome
- https://www.psychologytoday.com/us/basics/transference/amp
- https://www.psychologytoday.com/us/basics/trauma-bonding/amp)

FSIQ (VSI, CPI, FRI)
FSEQ: INTER (EU, EF)
FSEQ: INTRA (EE)
FSSQ (SS, SA, SE, Influence)
MANIPULATION (Direct, Individual, Logical)

DECEPTION (Verbal)
STRATEGY (Building, Effectiveness)
PLANNING (Short-term, Preparation Process, Versatility)
THINKING (Logical, Compositional, Decompositional, Divergent, Holistic, Analytical, Linear, Associative/Applicative)
REASONING (Logical, Abstract/Creative)
FORESIGHT (Prediction, Anticipation)
INSIGHT (Analyzation, Pattern Recognition, Accuracy, Cold Reading)
INTELLIGENCE (Fluid, Crystallized, General)
KNOWLEDGE (Academic, General, Application)
FIELD SKILLS (Info Usage, Tactics/Methods)
SENSORY (Observation)

Within Saw (2004), we see death games occur (notably two). Before the main game/trial is started, a pen belonging to Dr. Gordon (a main character) is found at the scene of one of these death games. Dr. Gordon is brought into custody and questioned, where he is shown Amanda Young, a survivor of a Jigsaw game.

We learn in a later film that Kramer had Hoffman (one of his disciples) plant the pen at the scene. However, what was Kramer's thought process behind this action?

Well, first of all, it murkies the waters of the investigation. Kramer knew Gordon's only alibi would relate to his affair, effectively trapping Gordon, prolonging the investigators' actions.

Second of all, Kramer knew Gordon would be shown Amanda. How do we know this? Well, later on, it's revealed Dr. Gordon became Kramer's secret disciple after the first film. Kramer's first step in recruiting him was to show Gordon the effects of his "games". By showing Gordon the case of Amanda Young (a successful trial according to Kramer), it slightly plants the idea in Gordon that Jigsaw's methods work and are beneficial.

How did Kramer know Amanda would be the one the investigators showed Gordon, though? Well, that's simple. Kramer's last couple of trials were failures, resulting in death. He reasoned Amanda would be the one they showed Gordon as, simply put, she's the only one they logically COULD. It's also worth noting it's highly likely Amanda was recruited by Kramer at this time (as in flashbacks in later installments we see Amanda actually helped Kramer set up the bathroom trial as a whole) making this even more planned and deliberate. Kramer feeling the need to acquire a new recruit (Gordon) to counter Hoffman is also consistent, as it's revealed he set up the Gordon contingency directly after the two had officially started working together. Why would Kramer only see through Hoffman at the end of the film opposed to before, despite never seeing Hoffman after the pen plant for the entirety of the bathroom trial?

Kramer explicitly needed Gordon as he was planning on using him as a contingency against Hoffman (a disciple Kramer saw through and knew he was going to betray him). Gordon's ultimate purpose by the end of the series was as a contingency in case of Jill Tuck's (Kramer's ex-wife) death. Meaning, Kramer predicted Hoffman would evade his test and kill Tuck even in the first film, as he started to anticipate it. By having Hoffman plant the pen, it eliminates the idea in Hoffman's head that Kramer could be plotting something against him. As Hoffman simply reasons Kramer is trying to murky the information the investigators have, which Kramer

understood. The proof of this emotional perception/reading is that Kramer kept Gordon a secret from Hoffman ever since he was officially recruited, meaning Kramer always intended to use him as a contingency against Hoffman. Kramer needed to conceal this from Hoffman, as Kramer knew he still needed to acquire information on the police force (specifically Detective Tapp) from Hoffman.

So, in conclusion, Kramer (by having Hoffman plant Gordon's pen), achieved multiple things:

- Murkies the waters of the investigation (prolongs the investigation, assures by making sure Gordon's only alibi would paint him as a cheater)
- Slowly begin to build Gordon as an apprentice to use as a contingency against Hoffman (ensured via Amanda prediction at the station)
- Embedded Gordon as a suspect in the Jigsaw investigation, making sure Tapp kept tabs on him as a result. This later resulted in Tapp turning to Adam to take pictures of Gordon after being discharged due to another one of Kramer's plans (connecting Gordon and Adam while also implementing Tapp in the game, making sure Tapp has tabs on Gordon at all times)
- Conceals this from Hoffman himself by having HIM plant the pen (it is in character for Kramer to lie straight in front of Hoffman, as in Saw 4 Kramer blatantly ignores Gordon's existence as an apprentice in the tape assigned to Hoffman), making Hoffman think Kramer trusts him and doesn't suspect him, while misleading him with the framing aspects of the pen plant

This action Kramer took was extremely adaptable, as even if Gordon didn't become an apprentice (unlikely given Kramer's sheer lengths of the recruitment/manipulation methods), he still at least distorted the investigation and successfully concealed his counteraction of Hoffman from Hoffman himself. It fundamentally has no potential to harm Kramer, making Kramer's risk calculation here incredible. Fundamentally, bare minimum, Kramer achieves a slight halt in the investigation against him, and at most, Kramer achieves four objectives at the same time. However, Kramer has no risk involved due to how he executed this action. This step also sets up his later actions in the film, effectively building his strategy.

FSEQ: INTER (EU, EP, EF)
FSSQ (SA, SE, Influence)
MANIPULATION (Direct, Individual, Logical)
Deception (Distortion/Smearing, Fabrication, Concealment, Misdirection)
STRATEGY (Building, Adaptability, Resilience, Fortitude, Effectiveness, Efficiency)
PLANNING (Short-term, Preparation Process, Contingencies, Versatility)
THINKING (Logical, Compositional, Decompositional, Divergent, Holistic, Analytical, Linear)
REASONING (Logical, Illogical, Deductive, Inductive)
FORESIGHT (Prediction)
INSIGHT (Analyzation, Connection, Pattern Recognition, Accuracy, Cold Reading, Hot Reading)
FIELD SKILLS (Traps Setting, Traps Evasion, Risk Calculation, Unpredictability, Info Control, Info Usage, Tactics/Methods, Adaptability, Counteraction)
SENSORY (Observation, Perception, Intuition)

Later on in the film, detective Tapp and his partner inch closer to Kramer. Tapp is able to locate Kramer via analyzing the clues left in the tapes involved in the death games. Kramer, in preparation of this exact event, kidnapped a man and put him in a deadly mechanism. Tapp and his partner, upon arriving at the location, apprehend Kramer. Kramer then activates the mechanism, forcing Tapp to pick between catching Jigsaw or saving an innocent life (a moral dilemma specifically tailored to Tapp's ideology, meaning Kramer predicted Tapp would be the one to not only locate him but attempt to arrest him). Tapp, in the heat of the decision, then gets his throat slit by Kramer with a hidden blade. Kramer sliced Tapp's throat in such a way to disarm him, but not kill him. We know Kramer didn't want to kill Tapp via Kramer's stance on killing being "distasteful", and also due to the fact Kramer used Tapp later on in the film (in both the Gordon & Adam connecting plan, as well as the main trial). Kramer needed to roughly visualize Tapp's anatomy relating to his throat and accurately maneuver himself as if to precisely enact this motion (as he needed the wound to not be fatal, due to Kramer still needing Tapp later on in the film). This action was quite adaptable, as even if Tapp didn't take too long to think and immediately went to free the man, it would result in Kramer fleeing and his partner following, resulting in the same outcome of his partner's death. Kramer then flees and Tapp's partner follows him. Tapp's partner then falls into a trap set up by Kramer, instantly killing him for forcefully pursuing Kramer. Kramer predicted Tapp would bring his partner and set up a trap for him in preparation. Kramer reasoned Tapp's wound would disable Tapp from pursuing him on foot, so Kramer deduced his partner would be the one to chase him, so he set up a trap in preparation designed to kill (he didn't require the partner to survive, and decided to discard him). Kramer not only mortally injured Tapp in this plan, but also mentally scarred him (via his partner's death), getting him kicked off the force (as per Kramer's prediction), and also killed his partner. Kramer used the deadly mechanism attached to a man as not only a contingency, but a main plan. Kramer formulated this strategy/plan based off of one claim Hoffman made to him about Tapp being a threat. By enacting this, it resulted in Tapp being discharged, which caused Tapp to have Adam take pictures of Gordon (as Tapp remembered Gordon was a suspect via the pen plant), connecting Gordon and Adam through Tapp.

In this plan, Kramer purposefully showcased his cloak to Tapp and hinted at his "sickness" (he would later use this to fabricate Zepp being Jigsaw, as he forced Zepp to wear the same cloak and the poison administered to Zepp caused Zepp to cough violently, appearing "sick"). Kramer builds a profile for Jigsaw in Tapp's head to later frame Zepp, while also enacting a highly adaptable plan that would connect Dr. Gordon and Adam.

FSIQ (VSI, PSI, CPI)
FSEQ: INTER (EU, EF)
FSSQ (SE, SA)
MANIPULATION (Direct, Indirect, Individual, Logical)
FSAC (C, ST, CD, IM)
DECEPTION (Physical)
PLANNING (Short-term, Contingencies, Coverage, Versatility)
THINKING (Convergent, Holistic, Speed)
REASONING (Logical, Abstract/Creative, Deductive, Inductive, Abductive, Speed)
FORESIGHT (Prediction, Anticipation)
INSIGHT (Analyzation, Pattern Recognition, Accuracy, Cold Reading)

INTELLIGENCE (Fluid)
FIELD SKILLS (Traps Setting, Traps Evasion, Risk Calculation, Improvisation, Info Usage, Tactics/Methods, Counteraction)
SENSORY (Observation, Perception)

By having Hoffman plant Gordon's pen at a crime scene, he plants the idea in Tapp's head that Gordon is a prime suspect. When Tapp is discharged via Kramer's plan (just previously discussed), Kramer reasoned Tapp will turn to alternative measures to gain intel on Gordon. Kramer predicted Tapp will hire Adam (a photographer) to capture pictures of Gordon. The only thing Adam catches is Gordon's affair. This connects Gordon and Adam personally, which Kramer will use later on in the main game of the film. So, by having Tapp discharged and having the pen planted, Kramer achieves these things:

- Tapp hires Adam to spy on Gordon.
- Adam catches Gordon's affair, personally connecting both Gordon and Adam.
- Gordon is shown as semi-innocent to Tapp, leaving the possibility of another suspect (which Kramer will later mislead Tapp into believing that suspect is Zepp).

FSEQ: INTER (EU, EP, EF)
FSSQ (SE, SA)
MANIPULATION (Direct, Indirect, Mass)
DECEPTION (Distortion/Smearing, Misdirection)
STRATEGY (Building)
PLANNING (Short-term, Versatility)
THINKING (Convergent, Divergent, Compositional, Decompositional, Holistic, Linear)
REASONING (Logical, Inductive)
FORESIGHT (Prediction)
INSIGHT (Analyzation, Pattern Recognition, Accuracy, Cold Reading)
FIELD SKILLS (Traps Setting, Traps Evasion, Unpredictability, Info Control, Info Usage, Tactics/Methods, Counteraction)

Kramer had administered a deadly poison into Zepp's system, a poison Kramer stated he had the antidote to. Given Zepp's medical background, it's likely he would've known if this was a bluff or not. Meaning, Kramer had created a poison with no known cure and had developed an antidote to that poison himself, or he had formulated an antidote to a poison that previously had no known cure, all before the trial had started in preparation of poisoning Zepp.

FSIQ (WMI, PSI, CPI, FRI)
MANIPULATION (Logical)
THINKING (Logical, Abstract/Creative, Associative/Applicative)
REASONING (Logical, Abstract/Creative)
FORESIGHT (ANTICIPATION)
INTELLIGENCE (Crystallized, General)
KNOWLEDGE (Academic, General, Application)

The main trial in Saw (2004) is an extremely well-crafted plan devised by Kramer. I'll start by providing the people featured in this game and their position:

- **Dr. Gordon**- Gordon is chained to a pipe in a bathroom. Gordon is a doctor who will be later recruited by Kramer. Gordon has been having an affair, and thus, he is in this game. Gordon is instructed that if he doesn't kill Adam by the time the time is up, his family will die.
- **Adam**- Adam is chained to a pipe in the same bathroom as Gordon. Adam is a photographer. Specifically, he catches people doing bad things for a payment. He usually does this without a regard of morals, thus his placement in the game. Adam has taken pictures of Gordon, catching his affair.

FOR BOTH GORDON AND ADAM, THE ONLY PLAUSIBLE WAY TO FREE THEMSELVES FROM THE CHAINS IS TO CUT OFF THEIR FOOT (WHICH THE CHAIN IS BOUNDED TO).

[NOTE: The chains that bind Gordon and Adam are able to electrocute them via a remote. This was implemented as Kramer predicted Gordon and Adam would attempt to deceive Zepp by turning off the lights of the bathroom and fabricating Gordon's victory within the dark. Kramer supplied Zepp with the remote to ensure this deception would never occur as a contingency]

- **Zepp**- Zepp is a hospital worker from the same hospital as Gordon. Zepp has a poison coursing through his veins that can only be stopped with an antidote Kramer has. Zepp's role is to monitor the game via cameras near the bathroom (fitting the psychological profile of Jigsaw having a "front seat" to his games, meaning Kramer deduced the exact deductions the police force made on him) and to kill both Gordon (and Gordon's family) and Adam if they do not escape their chains within a certain time period. Zepp is constantly monitoring Gordon and Adam, and is required to wear a Jigsaw cloak. Why? Well, Kramer knew the only info Tapp really gathered from their encounter was the cloak, so by placing it on Zepp, he disguises Zepp as Jigsaw (administering a poison to Zepp also matches the profile of Jigsaw being sick). This gives more incentive for Tapp to eliminate him. This also deceives Gordon and Adam into believing Zepp is Jigsaw. This works even better, as according to Tapp's resources, he could deduce Zepp and Gordon work together, making it plausible Zepp was the one who planted the pen to frame Gordon and he is Jigsaw overalls Zepp has no idea Tapp is a part of this game.
- **Gordon's family**- His wife and daughter are unknowing players in this game. They are apprehended and captured by Zepp, used as motivation to get Gordon to kill Adam and escape from his chains (possibly implemented to ensure Gordon's survival, due to his later recruitment as a Jigsaw apprentice). Zepp will kill them if Gordon does not escape his chains in the time limit.
- **Tapp**- Detective Tapp acts as an adversity to Zepp in this game. Tapp is a discharged detective, and has been trying to catch Jigsaw. Tapp hired Adam to get pictures of Gordon (due to the fact Gordon was a suspect due to the planted pen). This means Tapp will be closely monitoring Gordon's house, where Zepp will strike.
- **Jigsaw**- Kramer or "Jigsaw" disguises himself as a dead man in the middle of the bathroom, using makeup to appear as if he was shot in the head. Kramer took muscle relaxers to further the realism to deceive Gordon and Adam. Kramer did this to have a front seat to the game, allowing him to more accurately control (and later end) the entire game.

Given this background information, here is how the plan played out in the film (information in parenthesis will include notes of adaptability, contingencies, and theories if highlighted):

Planting Gordon's pen at the scene of a game (also acting as an early recruitment tactic for Gordon) —> Gordon is brought to the station, where he meets detective Tapp and Amanda (an unknown Jigsaw apprentice, who just survived a game). To achieve this, Kramer either aligned the timeframe of Amanda's game and Gordon's incrimination so the two would meet at the station, or he simply recruited Amanda by this point and sent her directly. This accomplishes two things, it directly manipulates Gordon into becoming an apprentice later (as Amanda showcases that the games may provide true rehabilitation), and it establishes a connection between Tapp and Gordon —> Tapp locates Kramer's location through the tapes at the games —> Tapp arrives at the location, but is counteracted by Kramer who gave Tapp an ultimatum by using an innocent man in a mechanism (Kramer developed this as a contingency/anticipation of Tapp's arrival) —> Kramer wounds Tapp whilst Tapp ponders the dilemma, so his partner takes over and chases Kramer into a planted trap, killing Tapp's partner instantly (this was adaptable, as even if Tapp immediately attempted to rescue the innocent man, Kramer would flee and his partner would be forced to follow anyhow, resulting in the same outcome) —> Tapp is discharged due to his injuries and mental trauma from watching his partner die (Kramer predicted this and made sure to only reveal his cloak to Tapp, and made his own "sickness" clear as to frame Zepp later) —> Tapp turns to illegal methods to gain info on the case, such as hiring Adam to take pictures of Gordon (predicted by Kramer, causing a connection between the three) — Tapp keeps tabs on Gordon's house —> Kramer abducts Gordon and Adam, chaining them both to a pipe in the bathroom and acts as a dead man in the center (as a contingency in case Zepp fails his test) — Kramer poisons Zepp and forces him to wear the Jigsaw cloak (Both aspects fit the psychology profile Tapp made in his head of earlier on. Kramer chooses Zepp for this game as he has a connection to Gordon, which Tapp would logically believe is a reason he could be Jigsaw) —> Zepp monitors the game (as per his own requirements for surviving), and is tasked with killing Gordon's family (who Zepp kidnapped and tied up) if Gordon is unable to escape in time and is unable to kill Adam) —> Gordon and Adam naturally form a connection as the game goes on, making Gordon's goal of killing Adam difficult — Gordon finds a small box near him with a cigarette, a one-way cellphone, and a singular bullet. Kramer instructed Gordon to dip the cigarette into the blood from the "corpse" (who was supposedly poisoned) and then give it to Adam to kill him. However this never would've worked, as the blood wasn't actually poisonous, forcing Gordon into using the revolver later —> Gordon attempts to spare Adam by formulating the plan to turn off the lights of the bathroom and fabricating Adam taking the cigarette. Kramer predicted this and Zepp simply uses the remote to jolt Adam and confirm he's alive (this wouldn't have worked anyway due to the blood not actually being poisonous, a tactic of deception) —> Time runs out before Gordon can kill Adam and Zepp goes to Gordon's house and attempts to kill Gordon's family —> Tapp notices the commotion and breaks into Gordon's house, attempting to fight off Zepp (who appears as Jigsaw) —> Gordon hears this and assumes his family is being killed, and cuts through his foot to escape (Kramer knew this would occur without actually harming his family, and uses it as motivation for Gordon to escape. Even if the family was killed here, the plan functions without fail, showing invincibility. Even if

Gordon doesn't cut off his leg here, Kramer's presence in the bathroom allows him to recruit him regardless) —> Gordon shoots Adam, but Adam barely clings to life —> Zepp rushes to the bathroom to kill Gordon while Tapp pursues (Kramer posing as a dead man also acts as a contingency in case Zepp is caught here) —> Zepp kills Tapp and arrives at the bathroom, and attempts to kill Gordon (even if Tapp defeats Zepp here, Kramer's presence as a "dead body" in the game acts as a contingency at any point. It's also unlikely Tapp would be able to locate the bathroom after killing Zepp regardless due to his now lack of police connection, which was ensured by Kramer. Even if Tapp did find the bathroom, Gordon would have already crawled away out of his grasp, still enabling the recruitment after Tapp and Adam leave the bathroom. If Gordon never cuts his foot off and is rescued, Kramer still walks away unharmed due to his disguise as a dead body)—> Adam surprises Zepp and kills him —> Gordon says he'll get help for Adam and crawls out of the room (as per Kramer's prediction) —> Kramer reveals himself as the true Jigsaw, enabling his contingency of Zepp failing his test —> Kramer locks Adam in the bathroom and meets Gordon in the halls —> Kramer grants medical care for Gordon, while also emotionally enabling him —> Kramer successfully recruits Gordon as a Jigsaw apprentice, so he can use Gordon's medical prowess in his games and use him as a contingency against Hoffman later on (Kramer concealed Gordon's recruitment from Hoffman for this very purpose).

- Kramer's placement as a dead man in the center of the bathroom acts as a contingency in case Zepp fails his test (which Kramer anticipated), making this plan extremely well-reinforced.
- Kramer disguising as the dead body also worked jointly, as Kramer would be close to Gordon after the game. This would give Kramer the time he needed to grant rough medical attention for Gordon, and afterwards recruit him as a Jigsaw apprentice.
- [FURTHER INTRACACIES OF THIS PLAN ARE ELABORATED ON SEPARATELY WITHIN THE DOC]

So, in conclusion, Kramer spent the film building up to this game, ensuring it plays out a certain way. Kramer, via fabricating "endangering" Gordon's family with Zepp (which was really just his interaction with Tapp, which Kramer predicted), ensured Gordon's odds for survival were at their maximum potential. After the game is over, Kramer cares for Gordon's wounds and recruits him as a Jigsaw apprentice, concealing his inclusion from Hoffman (so Kramer can use Gordon as a contingency against Hoffman later on). Kramer's manipulation and psychological effects prepared Gordon for this recruitment, confirming Kramer's manipulation tactics/methods.

FSEQ: INTER (EU, EF)
FSEQ: INTRA (EM, EE, ER)
FSSQ (SA, Influence)
AC (C, IM)
MANIPULATION (Direct, Indirect, Mass, Individual, Logical)
DECEPTION (Fabrication, Concealment, Misdirection, Physical)
STRATEGY (Complexity, Shielding, Adaptability, Resilience, Effectiveness, Forecasting/Alignment, Control, Length)
PLANNING (Long-term, Preparation Process, Contingencies, Coverage)
THINKING (Convergent, Decompositional, Holistic, Analytical, Linear)
REASONING (Logical, Inductive)

FORESIGHT (Prediction, Anticipation)
INSIGHT (Analyzation, Pattern Recognition, Accuracy, Metacognition, Cold Reading, Hot Reading)
FIELD SKILLS (Traps Setting, Risk Calculation, Unpredictability, Info Control, Info Usage, Tactics/Methods, Adaptability)

ADAM'S ROLE INVINCIBILITY:

The only way Adam could've escaped his chain without cutting his foot off, was the key Adam had at the start of the game when he woke up in the bathtub (the key was flushed down the drain due to Adam's aggressive mannerisms when he woke up). It is revealed in a later film that Amanda rigged this portion of the game, meaning Adam was destined to forever be stuck in his chain for the entire game if he ever found a way to slice his foot off. However, I'm going to explain why Kramer's entire plan wasn't hindered nor hinged on this aspect.

Even if Adam's key didn't go down the drain and Adam freed himself, the front door likely wouldn't be unlocked from the inside. This is because Gordon's goal was to kill Adam before the timer went off, THEN Zepp would've intervened. This implies the door wouldn't be unlocked 24/7 during this game, and the only way to escape the room would be to let Zepp enter it. This would naturally result in Adam needing to wait in the room to ambush Zepp. After this, Adam would likely leave the room and go find help. However this would leave Kramer and Gordon alone in the bathroom, and thus Kramer would simply reveal himself and recruit Gordon all the same. If Adam took Gordon with him, Zepp is still simply able to scapegoat for Kramer as both Adam and Gordon were under the impression Zepp was Jigsaw. If Gordon still manages to shoot Adam here, the timer would've still gone off as it did in the original film. Depending on the severity of the shot and whether or not it kills Adam would result in whether or not Zepp kills Gordon or not (as it would impact if Adam surprise attacks Zepp or not), fundamentally defaulting to Adam's original purpose in the trial regardless.
If Adam somehow managed to cut off his foot (unlikely due to the rusted saw he was given by Kramer), the outcome wouldn't change almost at all. Adam would still need to wait for Zepp in order to escape the room, Gordon would still have the goal of killing him (obviously), and hence the events of the film continue as originally seen. The only difference between —>

1) Adam frees himself from the chain, gaining the most mobility to move around the bathroom, fight Zepp (as the door cannot be opened without Zepp coming in to kill Gordon after the timer runs out), and later be given the chance to leave to look for help (which would still leave Gordon and Kramer alone in the bathroom, thus Kramer would recruit Gordon all the same). Even if Adam helps Gordon escape and leaves together, both are under the deception that Zepp is Jigsaw and thus Kramer's identity is successfully concealed.

2) Adam cuts his foot off to escape his chain, gaining a bit more mobility but still heavily hindered. In this case, he would still need to ambush Zepp, and Gordon's goals would remain. In this outcome, Adam would 100% be unable to save Gordon, so either way him and Gordon must split paths to find help. This guarantees Kramer will be able to recruit Gordon.
3) Adam never removes his chain, and thus his role in the game is simply as we see it in the film (to ambush Zepp when he comes to try and kill Gordon if the timer runs out) and is overall null to the trial itself.

Even if the door would be able to be opened from the inside, Adam would be forced to leave Gordon in the bathroom alone (due to Gordon's chain not having a key) whilst going out and searching for help. Not only would Zepp be able to keep a keen monitoring on this, given Amanda's role as Kramer's apprentice (and the fact she was definitely in the tunnel system by this point given the fact she needed to be close to Kramer after the trial to enact Tapp's extended game we see in the conical video game) she would absolutely be residing within the tunnel system and be able to cut him off from this action if Zepp couldn't (enabling a double layered contingency). If Adam is reprimanded before he finds help by either Zepp or Amanda, Gordon would be locked within the bathroom until the game's end - Where Kramer's drugs would inevitably wear off. If Gordon sliced off his own foot before this point, reasoning that Adam was caught, he would be reprimanded by Amanda or Zepp as well - Where they would act as a double-layered agent based contingency for both Adam and Gordon.
So whilst Adam's role had no adaptability in the film (due to Amanda rigging his game), Kramer fully prepared his plan to adapt to the scenario that Adam did in fact escape his confines.

It's also worth noting that it's likely Kramer had planned to use Adam in the trial from the beginning (due to a deleted scene in SAW III showing Amanda interacting with Adam), however if Tapp had contacted a differing illegal photographer, the plan could be adapted to include that subject instead as Gordon and Adam's relationship in the film was solely dependent on Tapp's illegal investigation, making Adam's specific presence less crucial compared to Gordon+Tapp (due to framing/recruiting) or Tapp (as Tapp was used as a connection method between Gordon and Adam, and also was a crucial aspect in the Zepp/Gordon framing) by design.

FSEQ: INTER (EU)
MANIPULATION (Direct, Indirect, Individual, Mass, Logical)
DECEPTION (Fabrication, Misdirection, Concealment, Physical, Verbal)
STRATEGY (Building, Complexity, Adaptability, Resilience, Fortitude, Effectiveness, Forecasting/Alignment)
PLANNING (Long-term, Preparation Process, Contingencies, Coverage, Versatility)
THINKING (Compositional, Decompositional, Holistic, Analytical, Convergent, Linear)
REASONING (Logical, Deductive, Inductive, Abductive)
FORESIGHT (Prediction, Anticipation)
INSIGHT (Analyzation, Pattern Recognition, Metacognition, Cold Reading, Hot Reading)
FIELD SKILLS (Traps Setting, Traps Evasion, Risk Calculation, Improvisation, Unpredictability, Info Control, Info Usage, Tactics/Methods, Adaptability, Counteraction)

GORDON'S ROLE ADAPTABILITY:

Gordon's role was perhaps the most crucial in the entire trial as a whole, and as such, Kramer anticipated several outcomes that could occur. Kramer made sure to ensure it wouldn't negatively affect him, and in fact benefit him overall.
This section will cover the several outcomes that could've occurred surrounding if Gordon had actually won his game, and how Kramer's plan adapted to every single scenario flawlessly:

Outcome 1) Gordon successfully kills Adam before the timer reaches its conclusion, saving his family and himself from Zepp (who was tasked to kill Gordon if Gordon failed to kill Adam). This would result in Tapp never coming into contact with Zepp as Gordon's house would never produce the noise required for Tapp to take attention. This continues deceiving Tapp into believing Gordon may be Jigsaw without having tangible proof, effectively indirectly stalemating Tapp's efforts as Gordon is untraceable at this current moment due to being confined in the bathroom. This overall result of Gordon winning supplies Kramer with a substantial benefit (being the outcome with the highest level of manipulation Kramer could achieve to influence Gordon into becoming an apprentice), it opens the door for an even more potent manipulation method as not only was Gordon's mind planted with the idea of the games working earlier in the film due to coming into contact with Amanda who passed her test and was rehabilitated (Kramer planned the meeting for manipulative purposes) Gordon also passes his own test. This builds a double reinforced sentiment within Gordon's mind that Kramer's tests legitimately provide tangible positive results (after viewing the positive results of Amanda's game, Gordon would be psychologically conditioned to benefit from his own as an outcome, by law of psychological mimicry), opening the door for Kramer to manipulate him further. Fundamentally, Gordon's success was what Kramer hoped for as it would provide the most effective level of control over Gordon, however he also anticipated the plan could go another route and ensured any outcome that occurred would result in Gordon being manipulated/recruited as an apprentice, with the overarching goal of building him up as a contingency against Hoffman in the future.
Outcome 2) This outcome is identical to outcome one (Gordon killing Adam before the timer concludes), with one slight deviation — Tapp still notices commotion at the Gordon household and investigates. In this scenario, Tapp pursues Zepp and falsefully deduces he's Jigsaw (as per Kramer's fabrication), and ends up defeating Zepp. In this outcome, it leaves Gordon alone in the bathroom (as he killed Adam in this outcome) without a method of escape. This allows Kramer to reveal himself and recruit Gordon due to the two now being isolated as a pair in the exact same location, having a natural advantage over Gordon (the ability to open the bathroom's door, as Kramer is the mastermind behind the whole trial) to use as tactic of ensuring Gordon accepts his offer.
Outcome 3) This outcome is minutely different from outcome two, having Gordon still killing Adam before the timer is up and Zepp getting the attention of Tapp — However this time when Tapp and Zepp clash, Zepp claims victory instead. As a result, Zepp succeeds in his test and

allows Gordon to win his individual game as well. This has the same result as outcome one, as Gordon's victory in the game overlaps with witnessing Amanda's rehabilitation at the hands of her own game earlier in the film. This creates a dual-enforced philosophy inside Gordon's head that the games do indeed work, manipulating Gordon all the same.

THE REVOLVER:

Gordon is supplied with a revolver in order to kill Adam and is only supplied with one bullet (Gordon is also given a cigarette that he is able to dip in poisonous blood to kill Adam as well, however it's revealed this was merely a deception tactic and an ineffective method). Kramer had planned the actions of the film to ensure the gun would no longer have any bullets by the time Kramer reveals himself —

Outcome 1) Gordon shoots Adam with the only bullet, rendering the gun useless. This ensures Gordon is unable to shoot Zepp or Kramer, decreasing the likelihood of Gordon resisting Kramer's recruitment tactic. Kramer ensured Gordon would shoot Adam even after the timer went off by supplying Gordon with a phone connected to his household, allowing Gordon to hear the commotion of Zepp trying to kill his family. No matter if the attempt was successful or not, Gordon would believe his family was dead and would act irrationally, causing him to shoot Adam regardless.

Outcome 2) Gordon doesn't shoot Adam (fundamentally making this outcome a contingency), and the gun remains with one bullet. This scenario implies Gordon fails his test (by refusing to kill Adam), so Zepp would arrive at the bathroom to finish off Gordon. This would push Gordon or Adam into using the gun to shoot and kill Zepp to avoid Gordon's death (the gun would be the only logical method of killing Zepp here as both Gordon and Adam should be locked in place and restrained by the chain in this outcome). Shooting Zepp would render the gun useless, and thus after Kramer reveals himself neither Gordon nor Adam would be able to utilize it to counteract Kramer.

How do we know the revolver had only one usable bullet? Well, it's revealed the revolver had no spent casings, and Gordon was given only one bullet. Kramer had ensured that the revolver wouldn't be able to be used to counteract him, shielding his reveal effectively.

Even if Gordon was given the timeframe to shoot Kramer (given by the outcome of Tapp beating Zepp and Gordon refusing to shoot Adam), Kramer had applied an electrical current to both Gordon's and Adam's chains. This acted as not only a contingency to aid Zepp in perceiving any deception/counteraction enacted by Gordon and Adam, but it also acts as a method of ensuring Gordon or Adam is unable to shoot Kramer. By simply electrocuting whoever has the revolver, it would ensure any shot they would take towards Kramer would either never even occur or be so misdirected it wouldn't be effective at all. This is proven and shown to us in the film when Kramer electrocuted Adam and Adam wasn't even able to fire a blank with the disposed revolver as a result.



FSEQ: INTER (EU)
MANIPULATION (Direct, Indirect, Individual, Mass, Logical)
DECEPTION (Fabrication, Misdirection, Concealment, Physical, Verbal)
STRATEGY (Building, Complexity, Shielding, Adaptability, Resilience, Fortitude, Effectiveness, Forecasting/Alignment)
PLANNING (Long-term, Preparation Process, Contingencies, Coverage, Versatility)
THINKING (Compositional, Decompositional, Holistic, Analytical, Convergent, Linear)
REASONING (Logical, Deductive, Inductive, Abductive)
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DOUBLE LAYERED SCAPEGOAT PLAN (summarized):

This section of the document will cover the detailed steps Kramer took to achieve his double layered scapegoat utilizing Gordon and Zepp, showcasing how effectively Kramer was able to conceal his identity. This section will NOT cover aspects of the plan outside of the fabrication itself.

(NOTE: It is indeed in line with Kramer's character to scapegoat. In Saw 4, Kramer had constructed Riggs's game around incriminating both him and Art Blank, showing a lack of aversion to scapegoating/framing if in the name of his tests)

In the film, two death games occurred before and outside of Amanda's. Both games ended in the participants losing and thus they had died. Kramer first began this plan by planting Gordon's pen at the scene of the latest game, resulting in Gordon naturally being brung into the station for questioning. The two officers assigned to interrogate Gordon here were detective Tapp and his partner. Kramer knew Gordon was participating in an affair with his wife at this point, and predicted that Gordon wouldn't be able to provide an alibi for this very reason without incriminating himself as a cheater. This resulted in subtle enough proof for Gordon to not be arrested, but prolonged him being a prime suspect for Tapp and his partner.

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Next, detective Tapp investigates the tapes left at several games. He deduces the warehouse where Jigsaw is conducting his work, and decides to take his partner along to raid the building and arrest him. Kramer foresaw this and outright predicted Tapp would deduce the location via the tapes, and decided to set up a counteraction in advance. Kramer kidnapped an innocent man beforehand and strapped him to a deadly mechanism that would kill the man in a certain timeframe upon being triggered. In addition to this, Kramer placed a tripwire inside one of the hallways, which would instantly kill anyone who stepped over it. When Tapp and his partner arrived at the warehouse, Kramer made sure to keep his cloak concealing his physical form, ensuring Tapp takes note of it. When Tapp held Kramer at gunpoint, Kramer started telling Tapp about a "sickness" that plagued his body, planting the idea in Tapp's head that Jigsaw is suffering from an illness. With this, Kramer instilled a psychological profile within Tapp of Jigsaw wearing that notable cloak and suffering from a sickness. Kramer later forced Zepp to wear this same cloak and poisoned him as a part of the main game (a poison to which only Kramer had the cure, causing Zepp to cough uncontrollably). By doing this, Kramer ensured that when Tapp came into contact with Zepp, it would immediately connect in his brain that Zepp was indeed Jigsaw, NOT Gordon. This would also naturally explain the pen as well, as Zepp and Gordon work in the same hospital. Kramer predicted that upon Tapp coming into contact with Zepp, Tapp would deduce Zepp stole Gordon's pen and attempted to frame him.

At this current point in time however, Tapp is still holding Kramer at gunpoint at the warehouse. After Kramer plants the fabricated psychological profile into Tapp with his words, Kramer activates the mechanism attached to the innocent man and offers Tapp an ultimatum — Will Tapp let an innocent man die and let Jigsaw escape? Whilst Tapp is pondering the moral dilemma, Kramer utilizes a hidden blade to slice his throat. Kramer purposefully made the wound unable to be fatal, ensuring Tapp survives the ordeal. To do this, Kramer would need a solid amount of medical knowledge and the ability to at least roughly visualize the anatomy of the human body in relation to his current position within mere seconds. Kramer then runs away from the room into the hallways, where Tapp's partner follows. Tapp's partner falls for the tripwire trap, instantly killing him. Kramer deduced Tapp's partner would be the one to die here and not Tapp himself, as Tapp would be too injured by this point to follow on foot. Kramer ensuring Tapp's partner dies here is crucial, as it establishes Tapp is the only person with the fabricated psychological profile of the Jigsaw killer in his mind. This step was quite adaptable,

as even if Tapp didn't take too long to think and immediately went to save the man, Kramer would still get away.

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Due to the failure of his capture attempt and the mental trauma of losing his partner, Tapp is discharged from the police force (as per Kramer's prediction). This further isolates Tapp, resulting in Tapp remaining as the last possible person who would have knowledge of the Jigsaw cloak and the sickness.

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Due to his investment in the Jigsaw case at this point (a facilitation Kramer ensured by killing his partner), Tapp turns to illegal means to investigate as he is unable to use police tactics or resources. Tapp turns to Adam, a well-known illegal photographer, to take pictures of Gordon and the other prime suspects. This establishes a connection between Gordon, Adam, and Tapp. Tapp also keeps tabs on Gordon's house, still skeptical of Gordon as he was unable to provide a solid alibi earlier in the film (due to his affair, which Kramer predicted). Kramer reasoned that these actions would occur, and utilized it to enact his main game.

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When the main trial starts, Zepp is poisoned (and only Kramer has the antidote) and forced to wear the Jigsaw cloak. His role is to monitor Adam and Gordon (who are chained to a pipe in the bathroom) and to kidnap Gordon's wife and child. If Gordon is unable to kill Adam in two hours, Zepp is instructed to kill Gordon's family. In the middle of the bathroom, Kramer poses as a corpse and even takes muscle relaxers to further deceive the participants. Gordon is given a cellphone with a one-way connection to his household, establishing a form of communication between him and his wife.

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As the game continues, Gordon establishes a close connection with Adam (as per Kramer's prediction), and is unable to kill Adam in time. Zepp rushes to Gordon's household and prepares to kill his family, but in the ruckus it triggers Tapp's attention and he investigates. There, he finds Zepp and is immediately convinced he's Jigsaw (due to the cloak and the appearance of a sickness).

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From here, depending on the next few outcomes, Kramer has multiple routes he can take to scapegoat either Zepp or Gordon (dependent on the situation itself):

Outcome 1 — Gordon) Zepp defeats Tapp (or Tapp never investigates the house) and kills Gordon's family, before making it to the bathroom in time to kill Gordon himself. In this scenario, Zepp succeeds in every portion of his test. Tapp being dead means that the one person who knew of Zepp's incrimination is incapable of alerting the police, and with Gordon's family dead and the pen still in evidence, the police force would likely deduce Gordon (upon his pen being discovered at the scene of the crime) killed his family and fled, painting Gordon as the Jigsaw killer in this case.

With Zepp completely winning his game and Gordon being fundamentally framed in this outcome, it allows for the possibility of Kramer recruiting Zepp instead of Gordon, especially for the purpose of countering Hoffman or aiding in medical aspects in the games. What's the reasoning behind this? In Saw 4, Art Blank was used directly after his game to monitor another, and Kramer likely had a part in enacting this. This shows recruiting Zepp is in-character for

Kramer, especially if the pen planting strategy (the pen acting as an early recruitment tactic for Gordon) implies Kramer was striving for a new apprentice regardless. When combined with the pen interpretation, this theory garners more strength (especially with the example of Blank in Saw 4). It's also worth noting Zepp worked in a hospital setting as well, so Kramer recruiting him for the same sub-task of completing necessary medical acts on participants as Gordon is also heavily supported. This is further stressed as an option when taking into account that in this outcome Zepp is "rehabilitated" via winning his game, fitting Kramer's ideology perfectly. Zepp ending his mission by killing Gordon (who is chained in the same bathroom that Kramer is posing as a dead body in) would also imply Kramer calculated the events of Zepp's game so if he won him and Zepp would be able to have a direct confrontation, resulting in Kramer being given the opportunity to recruit him (made even stronger by the fact Zepp was poisoned and would be at his weakest, as to not physically overpower Kramer here). If this theory holds water, it shows that Kramer ensured he'd acquire an apprentice (to help in the games & as a contingency against Hoffman later) no matter the outcome of the game.

Outcome 2 — Zepp) Zepp defeats Tapp but was unable to kill Gordon's family due to his intervention, but was still able to make it to the bathroom and kill Gordon himself. In this scenario, Gordon's wife would be alive to give testimony to the police describing Zepp. The police would come to the same deduction as Tapp, reasoning Zepp was in fact Jigsaw and attempted to frame his coworker by stealing his pen and planting it at the crime scene. The police would also suspect the reason Gordon went missing was due to Zepp as well, perhaps even discovering Zepp did indeed kill Gordon (which was a crucial part of Zepp's test).

Outcome 3 — Zepp) Zepp was unable to beat Tapp and was captured by him shortly after the skirmish. In this result, it fully incriminates Zepp. Not only would Zepp be found wearing the cloak, but it also would've been fabricated by Kramer to appear as if he killed or at least attempted to kill Gordon's family. Gordon being found or not doesn't necessarily affect the outcome, but if Gordon was recovered he'd testify against Zepp as well due to the way Kramer set up the game with Zepp monitoring Gordon. In this scenario, it isn't crucial if Gordon's family survives or not as Zepp would still be captured by Tapp and the inclusion of Gordon's family would incriminate Zepp even further.

Outcome 4 — Zepp) Zepp defeats Tapp but was unable to kill Gordon's family, as well as failing in his final task of killing Gordon himself. In this scenario, it leaves Gordon's family and Gordon himself to testify against Zepp even post-mortem, fabricating the Jigsaw killer's death. Even if Gordon is never discovered, it would point the police in the direction of Zepp via Gordon's family, where they would make the same deduction as outcome two.

(NOTE: Outcome 4 was the one that occurred in the film, however instead of allowing Zepp to only take the fall, Kramer used the opportunity to recruit Gordon as an apprentice. From Gordon's perspective, he was actually a part of outcome one, resulting in him likely somewhat understanding he was heavily suspected by the police after the events of the main trial. This perhaps increased the likelihood of Gordon accepting Kramer's proposal to be his apprentice, as Gordon realized he wouldn't be able to reintegrate into normal society due to him being framed if he refused the offer).

- By incriminating both Zepp and Gordon, it forces both of them into a state where they are unable to reintegrate into society without mass investigations occurring, as the public likely suspects them of being the Jigsaw killer. With this, it strengthens the likelihood

either of the two will accept Kramer's offer to become a disciple out of fear or entrapment due to the social isolation they would undergo as a result of being incriminated as Jigsaw, building Kramer as the only method in which they can evade the law.

- By recruiting Gordon as a part of outcome 5, it grants Kramer the recruitment of an accomplice to later use as a contingency against Hoffman whilst also scapegoating Zepp to conceal the involvement of Kramer and the other Jigsaw apprentices.
- These scapegoat outcomes act as contingencies in case the recruitment method is rendered ineffective, still ensuring Kramer shields his identity at the minimum.

FSIQ (VSI, PSI, CPI)
FSEQ: INTER (EU, EF)
FSEQ: INTRA (EM, EE, ER)
FSAC (C, ST, CD, P, IM, MF)
MANIPULATION (Direct, Indirect, Individual, Mass, Logical)
DECEPTION (Fabrication, Misdirection, Concealment, Physical, Verbal)
STRATEGY (Building, Complexity, Adaptability, Resilience, Fortitude, Effectiveness, Forecasting/Alignment)
PLANNING (Long-term, Preparation Process, Contingencies, Coverage, Versatility)
THINKING (Compositional, Decompositional, Holistic, Analytical, Convergent, Linear)
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GORDON RECRUITMENT THEORY MANIPULATION (summarized):

This segment will cover the full lengths of Gordon's recruitment/manipulation throughout Saw (2004). It's worth noting this entire section will hinge upon the early recruitment theory, and thus is heavily dependent upon its validity.

KRAMER'S GOAL:

Description: Kramer's goal in this plan is to successfully recruit Gordon as an apprentice as to later counteract Hoffman. Kramer has seen through Hoffman and deduced he would later betray him. To prepare for this event, Kramer decides to attempt and gain a new secret apprentice to act as a contingency against Hoffman in the future. Gordon, as a doctor, also aided Kramer in the medical aspects of his games, implying Gordon had a use ever since Kramer planned on utilizing him in a game (which would point to Gordon always being seen as a candidate for Jigsaw's new apprentice).

Validity Reasoning: Kramer's participation in the game itself disabled him from seeing Hoffman for the entire duration of the film, why would Kramer suddenly see through Hoffman randomly whilst not even in contact with him? Especially whilst under the effects of muscle relaxers? This implies Kramer saw through Hoffman ever since their original meeting. How do we know Gordon's main purpose is to counteract Hoffman? Well, Kramer kept Gordon's involvement a secret for the entire film saga (including when he originally recruited Gordon as well at the end of the film). Why would he hide Gordon from Hoffman at the start if he didn't plan to utilize him as a contingency later on? Another question one may use to debunk this theory is — "Could Kramer have simply chosen to recruit Gordon after the game? The game doesn't need to be for Gordon's recruitment." -To this, the entire plan in Saw III revolved around testing Amanda (one of his apprentices) to make sure she was a valid candidate to take over Kramer's work. We see this in action again in a flashback from a later film where Kramer kidnaps Hoffman and has him undergo a semi-game to recruit him, and later on in the films Kramer even sets up another game to test him again as well. This implies if Kramer has a plan revolved around someone who later becomes his apprentice, it's nearly always planned to recruit/test them for worthiness (especially considering how crucial Gordon's role was in Hoffman's retest after Kramer's death, which was always planned for Hoffman ever since he was originally recruited).

AMANDA MEETING;

Description: Kramer has Hoffman plant Gordon's pen at the scene of a Jigsaw crime scene, resulting in Gordon being brought into the station for questioning. There, Gordon meets Amanda Young, the most recent survivor of a Jigsaw game. Amanda states how her game actually benefited it, and how she feels "rehabilitated". This instills the idea within Gordon's head that Jigsaw's games genuinely work, beginning the manipulation process by subtly planting evidence of the game's benefits within Gordon's psychology.

Validity Reasoning: We see in a later film via flashbacks that Amanda actually helped Kramer set up the bathroom trial (being the one who rigged Adam's test). This implies that Amanda was already somewhat working with Kramer by the time she met Gordon, pointing to the fact Kramer had Amanda purposefully meet Gordon at the station for the purpose of slowly indoctrinating him as a future apprentice.



FRAMING CONTINGENCY:

Description: By planting Gordon's pen at the scene of a crime, Gordon's only alibi would be his affair. Gordon refuses to comment on this for the reason of not ruining his marriage with the secret, a fact which Kramer anticipated. Kramer trapped Gordon into having an unclear alibi and thus his name stays circulating in police databases. Not only this, by giving Gordon a one-way cellphone connection to his family ensures Gordon hears his family get murdered upon failing his test (which Kramer promoted happening due to his Oxytocin calculation) OR the commotion of detective Tapp raiding the house to stop Zepp, and thus Gordon believes his family is dead in any situation. From Gordon's perspective, this incriminates him even further as the police would naturally assume due to his lack of an alibi and the fact that Gordon is missing that Gordon, upon being discovered as Jigsaw, killed his family and fled. Within Gordon's mind, this traps him into joining Kramer as he believes it's the only option as to go under the radar from the police. This fundamentally ensures Gordon accepts Kramer's proposal no matter what, by looming the thought of incrimination over his head.

- Even if Gordon passes his test, it still allows Kramer the opportunity to coax him into becoming his disciple. Gordon, after seeing Amanda's game as a success, would be psychologically inclined to benefit from his own game due to the reinforcement Kramer instilled within him of the games providing benefits (the entire point of showcasing Amanda's success to Gordon was for this very reason), manipulating Gordon in the same way he did so with Amanda earlier in the film, by tying the game's success to rehabilitation (strengthened via psychological reinforcement). (**Source** — https://www.ebsco.com/research-starters/psychology/reinforcement)

Validity Reasoning: Gordon himself acknowledges at the start of the film he was a suspect in the Jigsaw investigation (stated at 16:30 in the film), showcasing how even Gordon himself since the beginning believed he was at risk of being incriminated due to framing. Gordon mentioning this shows how the thought is consistent within his head, pointing to the fact Gordon would be able to recognize and be mentally affected by Kramer's further framing.

ADAM CONNECTION:

Gordon was chained in the bathroom with another man, Adam, for the entire duration of the game. Both characters were isolated from the rest of the cast and Gordon himself was stressed due to the risk of his family. In such a situation where one is isolated and placed under immense stress, the brain produces a chemical known as Oxytocin. This chemical is designed to aid the affected human in regulating stress by promoting intimate bonds and social alliances. This phenomenon has often been dubbed as the "tend and befriend" concept in psychology. This was likely what allowed Gordon and Adam to build such a close connection in a short period of time (to the point both Adam and Gordon attempted to help each other multiple times throughout the game, despite Adam being Gordon's opposition), explaining why Gordon was unable to kill Adam until actually hearing his family being killed over the phone. By promoting the creation of Oxytocin within Gordon's brain and prolonging Gordon attacking Adam until the end of the game. By granting Gordon the one-way cell phone, it ensures when Gordon inevitably takes too long to kill Adam due to their connection, Gordon would act irrationally and decide to try and kill Adam regardless of the timer being reduced to zero. This shows how Kramer understands "Rational Choice Theory" (a concept that states humans naturally value self-interest over all else via logical reasoning), coaxing Gordon into killing Adam (which would

be difficult at this stage due to the presence of Oxytocin), by presenting Gordon with an even more intense downside, psychologically conditioning Gordon into shooting Adam out of higher interest in his family's safety. This method of psychological control (disabling the killing of Adam before the timer ends) ensures Gordon believes his family has been killed, planting the incrimination aspect within Gordon's mind as a result, showcasing the synergy between this manipulation method and the framing/incrimination manipulation method.

Validity Reasoning: (**Sources** —

- https://pmc.ncbi.nlm.nih.gov/articles/PMC8745417/#:~:text=In%20humans%2C%20oxytocin%20release%20after,social%20anxiety%20disorder%20%5B37%5D.
- https://www.ebsco.com/research-starters/economics/sociological-theory-rational-choice-theory)

END RESULT:

Kramer used those three distinct methods to manipulate Gordon into becoming an apprentice after the film's events, aligning all three tactics. After the bathroom trial concluded, these tactics succeeded in recruiting Gordon as an apprentice.

FSEQ: INTER (EU, EF)
MANIPULATION (Direct, Individual, Logical)
DECEPTION (Misdirection)
STRATEGY (Building, Complexity, Adaptability, Resilience, Fortitude, Effectiveness, Forecasting/Alignment)
PLANNING (Long-term, Contingencies, Coverage, Versatility)
THINKING (Compositional, Decompositional, Holistic, Analytical, Convergent, Linear)
REASONING (Logical, Deductive, Inductive, Abductive)
FORESIGHT (Prediction, Anticipation)
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FIELD SKILLS (Traps Setting, Info Usage, Tactics/Methods, Adaptability)

KRAMER'S CANCER:

In Saw (2004), at the beginning of the film, it's shown that Kramer is suffering from terminal frontal lobe cancer. Krame, in merely two films after the first one, ends up dying as a result of the tumor's aggressiveness and tendency to spread, indicating it was extremely detrimental to his health. Now, it's worth noting the tumor wasn't Kramer's primary cause of death, but it's stated Kramer set up the events of Saw III as a result of him acknowledging the cancer will kill him around that time.

In this installment however, Kramer enacted his incredibly long and complex plan (the bathroom trial as a whole) while suffering from 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

FSEQ: INTRA (EM)
FSAC (C, ST, CD, P, IM, MF)

DEDUCTION SAFEGUARD/ANTI-FEAT DEBUNK:

It is commonly believed Kramer's position in the game could've been deduced via the following processes:

- The "corpse" supposedly shot himself, yet the gun has no spent rounds.
- The tape recorder was empty despite the "corpse" shooting himself after listening to it.
- The corpse's bullet wound was on the opposite side of the head from where the hand that pulled the trigger was.

Whilst these are valid deductions, I will elaborate why Kramer purposefully implemented them within the game AND how he ensured it wouldn't negatively affect him even if the deductions were made by the main characters.

First, in Saw II, Kramer states that he has never truly murdered anyone and that the choices are up to his subjects. This directly implies Kramer purposefully gives his subjects a route to survive/escape, and thus it points to the idea that Kramer intentionally laid out clues instead of a simple lack of foresight (still ensuring he himself would remain unharmed, showing excellent risk calculation). This shows that any clues Kramer does leave, he could logically have left out.

(**Source** — Saw II - John talks to Eric UNSCORED)

Revolver Strategy (Shielding): Next, I will discuss how Kramer shielded himself from any counteraction that could possibly arise from the deductions — In the game, Gordon was given a cigarette (meant to be dipped into the poisoned blood as to poison Adam) and a single bullet to kill Adam as his task. By implementing the cigarette as a fallible method, it ensures

Adam can only truly be killed with the revolver (the cigarette being a false murder method also acts as a contingency in case Gordon actually attempts to poison Adam here).
However, let's say Gordon and Adam (as the clues were only noticeable from these two character's perspective, as all the clues are present within the bathroom) figured out the corpse was likely a fabrication and may indeed be Jigsaw. Due to the given items, Gordon and/or Adam would be unable counteract Kramer in this scenario —
THE BULLET) Given a singular bullet, Gordon has the choice of killing either Adam, Zepp, or Kramer. All outcomes were ensured by Kramer to result in failure —> If he shoots Adam, the killing blow is redirected from Kramer and thus Kramer remains unharmed, free to reveal himself at the end of the film — If Gordon shoots Zepp at the end of the trial upon Zepp arriving to kill him due to failing his test, Kramer is able to reveal himself unharmed as the only method of counteraction (the bullet) would've already been used — If Gordon shoots Kramer, his only true method of killing Adam is removed, and thus he fails his test (resulting in death via Zepp's task).
Outcome 1) Gordon attempts to poison Adam via the cigarette as to later kill Kramer with the bullet, however in this situation, it is revealed to Gordon that the blood isn't truly poisoned and thus his attempt fails. This leaves the revolver as the only method of killing Adam. Gordon now is left with the options of shooting Kramer, Zepp, or Adam, all ending in failure for him.
Outcome 2) Gordon shoots Kramer first, before attempting to poison Adam with the cigarette afterwards (or doesn't attempt to do so at all). In this outcome, the only bullet has already been used and thus the revolver is rendered useless. Upon Gordon discovering the blood isn't truly poisoned, he has already ensured his game will end in failure as Adam has no ways of dying now.
Outcome 3) Gordon attempts to deceive and kill Adam with the cigarette (or doesn't even attempt to do so at all), yet discovers this method will not work due to the blood not actually being poisoned. Gordon decides to save the gun in order to shoot Zepp, as if he doesn't, Zepp will kill him instead for not completing his task of killing Adam. However if he uses his only bullet on Zepp, it leaves Kramer unharmed and thus Kramer's reveal as the true Jigsaw is inevitable.

Via the fake poisoned blood/cigarette tactic, if Gordon chooses to actually attempt and poison Adam with it, Gordon would accidentally reveal his motives to kill Adam to Adam himself, making killing him more difficult due to Adam's newly-found cautiousness. This increases Gordon's inability to counteract Kramer's plan here, due to the risk of the fake poisoned blood/cigarette. This tactic also played into Kramer's recruitment of Gordon, as it doubled a method of seeing if Gordon would take an innocent life without intense incentive. By encouraging Gordon to hold off on doing so, Kramer was given the observation of Gordon fitting his own ideology, thus justifying his recruitment even more so (lending more evidence to the trial acting as a recruitment method).

Fundamentally, even if Kramer's identity was deduced, Kramer shielded his strategy in such a way as to no counter was physically possible. This encourages Gordon to hold off on utilizing the revolver until the last possible moment. This was one of the tactics Kramer utilized to ensure Gordon wouldn't shoot Adam until after the end of the game, successfully manipulating Gordon's actions down to the exact timeframe without having direct contact with him:

Oxytocin Factor: Gordon and Adam to converse in the bathroom for hours (the bullet wasn't given right away either so there was still a timeframe for a connection to be formed, and the poisoned cigarette couldn't be used to kill Kramer), causing a natural psychological dependence to be formed between the two and thus Gordon was extremely unlikely to actually kill Adam unless pressured by a greater power (the image of his family being killed, supplied by the cell phone).

Kramer ensured the connection between Gordon and Adam would be potent, as both of them being linked together in a stressful situation would promote the creation of Oxytocin (a chemical in the brain that results in higher levels of trust and natural bonding in situations of shared stress). (**Source** — https://pmc.ncbi.nlm.nih.gov/articles/PMC8745417/#:~:text=In%20humans%2C%20oxytocin%20release%20after,social%20anxiety%20disorder%20%5B37%5D.)

Oxytocin is often associated with the "tend and befriend" concept in psychology, which proposes that in situations of stressful isolation (such as the bathroom trial in Saw), it promotes the growth of social interactions/alliances. The potency of this tactic is showcased when Gordon refuses to kill Adam with the cigarette, confirming the psychological effects this strategy had. Kramer predicted (due to the bond Adam and Gordon would naturally develop due to Oxytocin) that Gordon would attempt to deceive Zepp by fabricating Adam taking the cigarette. Kramer anticipated this and implemented a contingency in the form of an electrical shock remote connected to the chains to check if Adam truly died, and after such a fabrication, it would become impossible to actually deceive Adam). This ensures that Gordon forms a strong connection with Adam and is unable to kill him with the cigarette or revolver until shown a more intense downside of his alliance with Adam (the death of his family, which Kramer ensured Gordon would acknowledge via the one-way cellphone). This shows Kramer understood the concept of "Rational Choice Theory" (or "RCT" for short) which states that a subject may quickly change thought patterns (resulting in betrayal here) when shown a great downside. This builds a sense of rational thinking and logic within the target by showcasing an intense negative downside and naturally resulting in the subject attempting to avoid it (in this case, Gordon shooting Adam in response to his family being killed despite the strong connection built). This understanding of psychological principles allowed Kramer to meticulously control when Gordon would or wouldn't be able to kill Adam due to Oxytocin and RCT (successfully manipulating their relationship despite having no physical contact with the two), down to the exact time in which these events would occur. (**Source —** https://www.ebsco.com/research-starters/economics/sociological-theory-rational-choice-theory)

Summary: Fundamentally, even if Kramer's identity was discovered by either Gordon or Adam, Kramer ensured they wouldn't be able to take advantage of it by cutting off both paths of counteraction. By doing this, Kramer forcefully stalemated Gordon's action of shooting Adam until the very last moments of the game, managing Gordon's actions down to the exact moment in which they'd happen via his psychological knowledge (he deduced this by taking into account Oxytocin, RCT, the false poisoned cigarette, the single bullet strategy shielding, the one-way cell phone, and Tapp's involvement in the trial. Effectively, he took roughly 5-6 aspects into account

and used them to create a deduction/induction of the exact time Gordon would likely shoot Adam) and strategy shielding.

FSEQ: INTER (EU, EF)
MANIPULATION (Direct, Indirect, Individual, Mass, Logical)
DECEPTION (Fabrication, Misdirection, Concealment, Physical, Verbal)
STRATEGY (Complexity, Adaptability, Resilience, Fortitude, Effectiveness)
PLANNING (Long-term, Preparation Process, Contingencies, Coverage, Versatility)
THINKING (Compositional, Decompositional, Holistic, Analytical, Convergent, Linear)
REASONING (Logical, Deductive, Inductive, Abductive)
FORESIGHT (Prediction, Anticipation)
INSIGHT (Analyzation, Pattern Recognition, Metacognition, Cold Reading, Hot Reading)
FIELD SKILLS (Risk Calculation, Unpredictability, Tactics/Methods, Adaptability)

CATHARSIS:

The full plan in Saw (2004) with these adaptations implies Kramer set up a two layered scapegoat (double layered contingency using Zepp & Gordon to protect his identity) OR an apprenticeship recruitment plan (this option of which doubles as contingency against Hoffman in the future, who Kramer saw through and predicted would betray him) behind the guise of testing the morality of the participants. Kramer weaved together his psychological knowledge and strategy shielding to enact such a powerful plan. This makes the outcome of the plan resulting in a disciple even more strongly ensured, as incriminating both parties to appear as Jigsaw to law enforcement allows Kramer to fully manipulate them out of fear or newly-established societal restriction, or to simply utilize them as scapegoats if the situation called upon it. Not only this, his placement as a disguised corpse in the center of the game acts as an incredibly potent contingency. This plan (showcasing the ability to adapt to roughly 10+ overall individual outcomes) was formulated and executed all whilst Kramer was suffering from terminal front lobe brain cancer.

FSEQ: INTER (EU, EF)
FSEQ; INTRA (EM, EE, ER)
FSAC (C, ST, CD, P, IM, MF)
MANIPULATION (Direct, Indirect, Individual, Mass, Logical)
DECEPTION (Fabrication, Misdirection, Concealment, Physical, Verbal)
STRATEGY (Building, Complexity, Adaptability, Resilience, Fortitude, Effectiveness, Forecasting/Alignment)
PLANNING (Long-term, Preparation Process, Contingencies, Coverage, Versatility)
THINKING (Compositional, Decompositional, Holistic, Analytical, Convergent, Linear)
REASONING (Logical, Deductive, Inductive, Abductive)
FORESIGHT (Prediction, Anticipation)
INSIGHT (Analyzation, Pattern Recognition, Metacognition, Cold Reading, Hot Reading)

FIELD SKILLS (Traps Setting, Traps Evasion, Risk Calculation, Improvisation, Unpredictability, Info Control, Info Usage, Tactics/Methods, Adaptability, Counteraction)