MADE BY a_xakimv (Reddit) / sar6astic (TikTok)

"If you're good at anticipating the human mind, it leaves nothing to chance"

General Feats

Knowledge

John Kramer's traps and devices require knowledge across a wide range of scientific, engineering, medical, and technical fields. The major areas relevant to his ability to design, construct, operate, and modify them include:
→ **Engineering:** Mechanical Engineering, Electrical Engineering, Control Engineering & Automation, Structural Engineering, Civil Engineering, Architecture & Building Science, Construction Engineering & Building Systems, Manufacturing, Machining & Fabrication, Materials Science & Engineering, Industrial Engineering.
→ **Physics & Applied Sciences:** Physics & Applied Mechanics, Thermodynamics & Heat Transfer, Fluid Mechanics, Thermal Engineering, Refrigeration & Cooling Systems, Fire Science & Combustion Engineering.
→ **Chemistry & Chemical Sciences:** Chemistry, Chemical Engineering, Toxicology & Poison Science.
→ **Biology & Medicine:** Medicine & Human Physiology, Anatomy & Biomechanics.
→ **Technical & Specialized Engineering:** Acoustics & Audio Engineering, Instrumentation, Sensors & Measurement Systems, Security Systems Engineering, Optics & Imaging Technology, Ballistics & Firearms Engineering.

[VSI (Visual Spatial Index), SRI (Storage & Retrieval Index), CFI (Cognitive Flexibility Index), Critical Thinking, Analytical Thinking, Creative Thinking, Lateral Thinking, Abstract Thinking, Conceptual Thinking, Systems Thinking, Convergent Thinking, General Knowledge, Academic Knowledge, Practical Knowledge, Knowledge Application]

Cancer

John Kramer performed his intellectual feats while suffering from terminal colon cancer that had metastasized to an inoperable frontal-lobe tumor. This subjected him to severe fatigue, headaches, nausea, physical weakness, seizures, cognitive decline, impaired planning and decision-making, personality changes, and progressive somnolence. As the tumor progressed, the frontal-lobe involvement could directly interfere with executive functions, planning, and decision-making, while the advanced cancer placed an additional systemic strain on his body. Despite suffering from these effects, Kramer continued to reason, plan, design complex traps, integrate knowledge from numerous fields, manipulate information, and perform sophisticated intellectual feats while his condition was progressively deteriorating.
[Mental Fortitude, Self-Control, Perseverance, Stress Tolerance]

Information Gathering

Kramer is able to collect highly specific and accurate information about his victims through personal investigation, research, and information obtained from his accomplices. This can include:
→ Dark Secrets and Hidden Crimes: Hit-and-run accidents, insurance fraud, corporate misconduct, police brutality, falsified evidence, judicial bribery, infidelity, blackmail, and deception toward loved ones.
→ Physical and Mental Vulnerabilities: Medical histories, terminal illnesses, disabilities, past injuries, addictions, self-harming behavior, depression, suicidal tendencies, and other psychological vulnerabilities.
→ Personal Routines and Relationships: Exact schedules, routes, periods when victims are alone, family members and friends, and details about their homes, including security weaknesses, floor plans, and entry points.
[Information Gathering, Contextual Observation, Detailed Observation, Critical Thinking, Analytical Thinking, VSI (Visual Spatial Index]

Wordplay

Kramer's tape recordings often contain carefully chosen wording that allows him to communicate multiple pieces of information in a short recording. He uses words and phrases with deeper or hidden meanings that can reveal clues, instructions, or ways to overcome traps or games. He also twists the meaning of words and reveals information to influence people's actions and interpretations. In some cases, he uses riddles and wordplay that require the listener to understand the intended meaning rather than simply take his words literally. [VCI (Verbal Comprehension Index), Information Control, Creative Thinking]

Saw 1

Tapp Scheme

John's overall scheme begins when Hoffman tells him that there is a detective who is highly focused on him and could become a problem. From this information, John begins planning the entire sequence of events. The first step is bringing Doctor Gordon, whom John already wanted to put through a test, into Tapp's investigation. John does this by placing Gordon's penlight at one of his previous crime scenes. John had obtained the penlight because Gordon had previously been his patient. This plants the idea in Tapp's mind that either Gordon himself is heavily involved in the murders or that someone with access to his belongings is involved. However, Gordon has an alibi, so Tapp loses one of his primary suspects for the time being. The main purpose, however, was simply to put Gordon in Tapp's mind. The penlight ensures that Tapp continues to associate Gordon with the murders. John can later use this fixation as part of the larger scheme. After planting the idea of Gordon in Tapp's mind, John needs to lure Tapp to a specific location where he can proceed with the next part of his plan. He does this by placing the gang's graffiti in one of his Billy the Puppet videos. Tapp and his partner had already dealt with this graffiti, ensuring that

Tapp would recognize it. Since Hoffman had reported that Tapp was the most interested in and obsessed with the case, John could expect him to notice the connection. This is important because it makes Tapp the one who discovers the location John wants him to find, making it his own idea to go there. John also places the clue in a way that makes Tapp doubt whether he can obtain a warrant at all, or at least whether he can obtain one quickly enough. This naturally encourages Tapp to investigate without involving other officers or letting them know about it, since entering the location would mean breaking the law. John already knows that Tapp has a trusted partner and can therefore anticipate that Tapp will bring him. Once Tapp finds the location, he goes there with his partner despite being unable to obtain a warrant. John can anticipate this because breaking into a place without a warrant is illegal, and not everyone would be willing to do it. However, John knows Tapp's personality and can deduce that he will bring his trusted partner. John had previously installed a mechanism at one of the entrances that possibly alerted him when the building was entered, allowing him to arrive as soon as it was activated. Since John had predicted and orchestrated their arrival, he had prepared several traps beforehand. The first involved a trapped man. The second consisted of guns attached to strings that would activate when someone walked through them and shoot the person entering from the exit. This exit was most likely hidden from the outside, ensuring that they would not enter through it first. When Tapp and his partner confront John, he activates the first trap and tells them that the man will die within a few seconds. Since John had already predicted that both detectives would arrive together and without additional help, he could use the situation to divide their attention. One would try to save the victim while the other remained focused on John. John could also predict that Tapp's partner would try to save the victim while Tapp remained to guard him. Tapp was the most obsessed with the Jigsaw case and would therefore be more likely to focus on guarding the serial killer because of his fixation. Tapp was also the senior officer, so it was likely that he would tell his partner to save the victim. Even if this prediction were wrong and Tapp went to save the victim instead, John could simply refuse to tell them how to save him. With the victim about to die within seconds, it would be difficult for them not to cooperate. However, this was unlikely because of John's profiling of Tapp. While Tapp's partner is trying to save the man and is no longer focused on Tapp and John, John makes sure to injure Tapp at the throat while ensuring that he survives. This serves several purposes. First, it prevents Tapp from immediately pursuing him. Second, it significantly weakens Tapp's physical capabilities for the later part of John's scheme involving Zep. Tapp's injury worsens his breathing, core strength, neck movement, head

stability, neck vulnerability, and other physical abilities. John also makes sure that Tapp never gets a clear view of his face during the few minutes they are together, preventing Tapp from identifying him later. After Tapp is injured and his partner has saved the man, John runs away through the previously mentioned exit. John avoids the trap, but Tapp's partner, unaware of its existence, follows him and is killed by it. The entire sequence achieves several things. First, it leaves Tapp significantly weaker physically. It also scars him psychologically because his partner, with whom he had a strong bond, dies as a result of the situation. Tapp can associate his partner's death with his own actions because he was the one who made him come there even though they were not supposed to. These events eventually contribute to Tapp being removed from the police force, as John had anticipated and planned. At the same time, Tapp becomes even more obsessed with the Jigsaw case. The penlight incident also makes Doctor Gordon particularly important in his mind, especially because Gordon remains his only major suspect for the time being. This causes Tapp to become hyper-focused on Gordon and eventually devote himself to stalking him and even living near Gordon's house because of his fixation. John specifically plans to use this fixation later, exactly as he had intended, allowing Tapp's actions to contribute to the next part of John's larger scheme. [Anticipation, Prediction, Lateral Thinking, Systems Thinking, Convergent Thinking, Inductive Reasoning, Deductive Reasoning, Concealment Deception, Misdirection Deception, Event Manipulation, Logical Manipulation, Emotional Manipulation, Indirect Manipulation, Scheming Complexity, Scheming Contingencies, Scheming Intricacies, Trap Setting, EU (Emotional Understanding), EF (Emotional Facilitation)]

Bathroom Game Scheme

Now that Tapp is completely obsessed with Gordon and the Jigsaw case, as mentioned before, he stalks Gordon's house, which will later play a role in the scheme. Since Tapp had already been seen by Gordon and is a large man with a recognizable scar, and because he is also physically weakened, he hires Adam as a photographer to stalk Gordon and obtain photographs and other information about him. John notices this and incorporates Adam into his scheme and his game with Gordon. Adam is suitable as a player, and he now has a personal connection to Gordon that can also be used in the game. John then kidnaps both Adam and Gordon and places them in the game. John also incorporates Zep into

the game. Zep is tasked with killing Gordon's wife and daughter if Gordon fails. Gordon and Adam are placed in the bathroom, where Gordon's objective is to kill Adam before 6 PM, while Adam's objective is to survive. Meanwhile, Zep is ordered to kill Gordon's family. John controls Zep through the poison in his body, for which only John has the cure. The entire scheme is built around the idea that, regardless of the outcome, John will prevail, gain an advantage, and lose nothing. This is also why John had previously hidden his face from Tapp. If the plan resulted in Zep being framed as Jigsaw, Tapp could not identify John as the real person behind the events. The first possible outcome is the one shown in the movie. Gordon fails to kill Adam, so Zep attempts to kill Gordon's family. However, Zep fails, and his actions ultimately do not play a direct role in the outcome. The gunshots cause Tapp, who has been stalking Gordon and living near his house, to come to the house. Due to Tapp's weakened physical state from his previous injury, he is killed. This causes Gordon to become devastated because he believes his family has been killed. Zep's objective is then to enter the bathroom and kill Gordon for failing the game. However, Adam ambushes Zep after surviving the shot. Gordon also cuts off his own leg during his breakdown. This breakdown was itself orchestrated by John, who saw Gordon attempting to reach the phone, where his family called him, and pressed the button that electrocuted Gordon, causing him to completely break down. Now, consider what would happen if the game played out differently. If Gordon did not fail his game, meaning that Gordon killed Adam in time, Zep would then be required to enter the bathroom and free Gordon. When Zep does this, he is framed as Jigsaw because, from the perspective of Gordon and his family, Zep would appear to be the true Jigsaw. John's decision to hide his face from Tapp ensures that there is no surviving witness who can identify him as the real Jigsaw. If Gordon fails because Adam kills Gordon, Zep would then be required to kill Gordon's family. Tapp would hear the gunshots and come to the house, leading to essentially the same sequence of events. Tapp would likely die because of his weakened condition, and Zep would then free Adam. Zep would again be framed as Jigsaw. Even if everything happened the same as in the film, with Gordon killing Adam, but Zep somehow being killed by Tapp despite the small chances due to Tapp's injury, Zep would still be framed as Jigsaw, and this would not hurt John at all. The same applies to any possible confrontation between Tapp and Zep - regardless of which of them dies, John profits from the outcome. Adam's game was also rigged because of Amanda. He was supposed to have a key for his chain from the beginning. However, this does not create a problem for John because it would not change the possible outcomes. The bathroom door could not be opened from the inside anyway. Therefore, even in the worst-case scenario

where Adam and Gordon both survive but Zep is killed by Tapp before he can enter the bathroom, leaving Adam and Gordon supposedly trapped there forever, John could have anticipated this possibility and informed them from the beginning that someone such as Amanda, or more likely someone stronger such as Hoffman, would eventually come to rescue them.

[Anticipation, Prediction, Systems Thinking, Deductive Reasoning, Concealment Deception, Fabrication Deception, Misdirection Deception, Event Manipulation, Logical Manipulation, Emotional Manipulation, Indirect Manipulation, Scheming Complexity, Scheming Contingencies, Scheming Resilience, Scheming Coverage, Trap Setting]

Gordon's Recruitment

Now that the intended outcome has occurred, with Gordon being the only survivor after cutting off his leg and demonstrating his will to live, John immediately incorporates him into his larger scheme as a useful asset. Gordon is not simply another apprentice; his role is specifically valuable as a countermeasure against Hoffman and as someone who can later be used against him. His status as John's disciple remains completely unknown to everyone except Jill, allowing Gordon to operate without attracting suspicion. He can also later be used to protect or avenge Jill. John had completely broken Gordon by forcing him to cut off his leg and making him believe that he had lost his wife and daughter because of his actions. After seeing Gordon demonstrate his will to live, John recognizes him as someone who can be useful to his plans. Gordon later assists John with certain surgeries and medical procedures related to the traps, making his medical expertise another practical asset. Gordon's family ultimately survives, but their relationship was already close to falling apart. John could further damage it by making them aware of Gordon's cheating, potentially contributing to their divorce. Even without this, they would still believe that they had nearly been killed because of Gordon, further straining their relationship with him. By keeping Gordon's role completely secret from everyone except Jill, John preserves him as a hidden asset for his future plans against Hoffman and for Jill's protection or revenge.
[Direct Manipulation, Indirect Manipulation, Emotional Manipulation, Anticipation, Theory of Mind, EU (Emotional Understanding), EF (Emotional

Facilitation), Information Control, Concealment Deception, Scheming Contingencies, Divergent Thinking]

Amanda's Recruitment

Amanda was also recruited by John in this movie and helped him construct the bathroom game, including rigging Adam's part of the game. John chose Amanda as his apprentice for several reasons, making her recruitment useful for both his personal goals and his larger scheme. Amanda was a former junkie whom Jill had previously worked with in an attempt to help her recover. Her recruitment therefore served as a way for John to make Jill believe in his rehabilitation method. Amanda was someone Jill had tried to help but failed to rehabilitate, while John succeeded in doing so. By showing Jill that Amanda had successfully changed through his methods, John could demonstrate that his approach to rehabilitation actually worked. Amanda was also John's first subject who survived his test and was rehabilitated by him. Because of this, she was an important subject whom John could not simply discard. Instead, he incorporated her into his work and eventually made her his apprentice. John also deliberately used his understanding of Amanda's vulnerabilities to establish control over her. Knowing that she had father issues, he positioned himself as a father and mentor figure, giving her the guidance and approval she lacked. Through this relationship, John was able to build strong loyalty and obedience in Amanda and gradually turn her into a disciple. This also gave him someone who could assist him directly with constructing, preparing, and carrying out his games, although Amanda would design traps that were impossible to win.
[Theory of Mind, EU (Emotional Understanding), EF (Emotional Facilitation), Emotional Manipulation, Direct Manipulation]

Saw X

General Feats

SAW Games - Eye Vacuum Trap (SAW X)

John notices that one of the janitors is attempting to steal a watch from an unconscious patient. Within seconds, he devises an entirely original trap specifically for the janitor. He immediately notices that the patient has a Dynamic Wrist and Finger Orthosis and incorporates the existing medical device into the trap, using it to break the fingers of the hand the janitor intends to use to steal the watch, while also designing the mechanism so that, if the janitor fails, his eye sockets will be sucked out. However, John does not merely visualize the trap itself. In only a few seconds, he mentally visualizes an entire roughly two-minute sequence involving the janitor: the dialogue John will deliver after he wakes up, the complete and highly complex trap with the orthosis incorporated into its mechanism, and how the janitor will behave once placed inside it, including his likely attempt and eventual failure. John effectively constructs and mentally plays out the entire scene in detail within just a few seconds.
[VSI (Visual Spatial Index), WMI (Working Memory Index), PSI (Processing Speed Index), Creative Thinking, Systems Thinking, Knowledge Application]

While John is at the cafe, he hears a familiar voice and immediately recognizes it as Henry's. The last time he had seen or heard Henry was more than four months earlier at a meeting for dying people. Henry was not John's friend or acquaintance, but simply a random person John had encountered once, giving him no particular reason to memorize his voice. Despite this, John identifies him after hearing only a few words, without even seeing him, while being focused on what he was doing rather than actively listening to the people around him.
[SRI (Storage & Retrieval Index), Sensory Observation]

John's car is blocked by a truck, and armed, masked men order everyone to get out while pointing a gun at his head. Since he is in Mexico, a relatively dangerous environment where such an encounter could involve cartel members or other criminals, John could reasonably assume that he is being robbed, abducted, or facing some other serious threat. Despite this, he remains remarkably calm throughout the situation.
[Stress Tolerance, Mental Fortitude]

During an awake craniotomy, John remains conscious and cognitively engaged while recognizing the surgeon as the same person he had previously

encountered as a taxi driver. Despite having only limited opportunities to see the driver's face, mainly through restricted angles from the back seat, he later recognizes him from his facial and ocular features in a completely different context, even though the surgeon is wearing a mask.
[Detailed Observation, Sensory Observation, SRI (Storage & Retrieval Index)]

John tracks down the fraudulent medical facility using geometry, mathematical triangulation, and his observation of the environment. Although he was blindfolded during the journey, he briefly saw a distinctive radio tower while inside the building and precisely remembered how it looked from his specific position. After leaving the facility, he uses this detailed visual memory to compare the tower's appearance and angle from different locations, applying mathematical calculations to determine its relative position and ultimately locate the building.
[VSI (Visual Spatial Index), SRI (Storage & Retrieval Index), Critical Thinking, Analytical Thinking, Academic Knowledge, Knowledge Application, Sensory Observation]

Cecilia and Parker Scheme

John first obtains information on everyone involved in the scam through Diego. He also learns that another person, Parker, is intimately connected to Cecilia and is essentially the second most important person in the group. Through Hoffman, John obtains all the necessary information on everyone except Parker. He later uses this gap in his knowledge as part of his plan to lure Parker out and ultimately dismantle the entire group. John abducts the scammers one by one: Valentina, Mateo, Gabriela, and Cecilia. John places Cecilia's phone underneath a pile of clothes at the center of the room, making it appear as though he accidentally left it behind. The phone is crucial to his plan to lure Parker out. Valentina's trap has two possible outcomes: she dies or survives. If Valentina dies, John anticipates that Cecilia, who is intelligent, has evaded the police for eight years, and has some medical knowledge, will find a way to reach the phone and call for help. John and Amanda leave the window from which they were observing the game, making it appear that they are no longer watching. At that moment, John or Amanda can call the phone from an unverified number. Under the circumstances, Cecilia would have little reason to check who is calling,

especially when she believes that her abductors may have accidentally left the phone behind. If Valentina dies, Cecilia can use her bowls to reach the phone and call Parker for help. John specifically places Valentina closest to Cecilia so that this method of reaching the phone remains possible. He also arranges the others' positions so that Cecilia is the most likely person to reach the phone and make the call. If Valentina survives, John can still account for the different distances between the victims. He can use their clothes as ropes to allow them to move the table and reach the phone, meaning Valentina's survival does not fundamentally disrupt the plan. John's main expectation is that Cecilia will ultimately contact Parker, but he also anticipates the possibility that someone else obtains the phone. Cecilia would have reason to discourage anyone from calling the police. She understands that if the police arrive, John could be arrested and the entire scam could be exposed, but she would also be arrested because of her involvement. John had already reinforced this belief by showing Cecilia her bank records and the money she had received, giving her reason to believe that there was substantial evidence against her. From her perspective, calling the police would therefore not free her from the situation - it would only result in her own arrest instead. Parker would instead appear to be the only person capable of helping them. Even if Valentina survives and another victim somehow reaches the phone using the clothes as ropes, Cecilia could still persuade them to contact Parker rather than the police. If none of these possibilities occur and nobody can reach the phone, John can simply force Cecilia to contact Parker himself or send the message on her behalf. This gives him multiple contingencies for ensuring that Parker is eventually contacted. Once Cecilia calls Parker for help, Amanda electrocutes her and checks the phone to determine whom she contacted. Parker is therefore successfully identified and lured into the scheme. Even in the worst-case scenario, where someone else obtains the phone, ignores Cecilia's reasoning, and calls the police instead, John and Amanda can electrocute that person and prevent the call from becoming a problem. At the time, the police in Mexico could not identify the caller's exact location, but even if they somehow managed to locate the call, John and Amanda could immediately abandon the building. They could either activate the traps simultaneously to avoid wasting time or simply leave the location and allow the police to arrive. The police would then find the scammers and the evidence of their crimes, allowing John and Amanda to escape while the scammers are arrested. All John has to do now is wait for Parker to arrive. When Parker arrives, Amanda knocks him unconscious and ties him to a chair. While he is unconscious and unable to see what John is doing, John modifies Parker's gun so that it cannot fire. To understand the possible outcomes John has prepared

for, it is important to consider his ideology. John believes that everyone deserves a chance, including Parker and Cecilia. This principle is connected to the larger scheme and will be discussed later. John secretly places the modified gun somewhere Parker can see it. After Mateo dies and Gabriela enters her game, John frees Parker beforehand and explains that one of the rules is that he must not touch the gun. Once Gabriela finishes her game and is badly injured, Parker takes the gun and goes after the remaining targets, John and Amanda. From this point, there are several possible outcomes. Parker could either shoot John and Amanda, or he could place both of them into the final unused trap that was originally intended for Cecilia. Shooting them is the less likely outcome. A person who was about to be placed into a trap would logically be more likely to put the attacker into the trap themselves rather than quickly shoot them. Even if Parker nevertheless tried to shoot them, the modified gun would not fire. This would give John and Amanda a brief advantage while Parker is confused by the malfunction. Amanda also has a weapon, as shown by her taser, allowing her to incapacitate Parker before he can react. However, as John predicted, Parker and Cecilia choose to place John into the final trap instead. John had prepared several contingencies for this outcome. Every chain, restraint, and similar mechanism in the trap was designed so that someone who knew how to release it could escape, just as John and Amanda eventually do. However, this was not the main contingency. John most likely anticipated that Cecilia and Parker would place him and Amanda into the final trap, since the trap had two spaces reserved for them. However, an unexpected turn occurs when the child is placed into the trap with John instead of Amanda as an additional form of revenge against him. Despite this, the overall plan is not disrupted. In the ideal scenario John anticipated, both he and Amanda would be placed into the trap. The trap contains levers that determine which person receives the water poured onto their face, creating a heavily modified form of waterboarding. Unlike the normal version, there are no pieces of clothing involved, and the person inside can control which participant receives the water. With these modifications, John and Amanda can survive the trap for at least 10-15 minutes, with some sources suggesting they could potentially last up to an hour. However, John does not expect them to simply remain there until they die. Parker and Cecilia would go upstairs to retrieve the money, an idea that John himself had planted in them. Once the money is taken, the door closes and the waterboarding trap shuts off, trapping them upstairs while the room begins filling with gas. One of them must then kill the other to obtain a safe oxygen supply. This is what happens in the movie. John had also prepared for different ways Parker and Cecilia could approach the situation. Parker could have gone directly for the gun before

Gabriela's game even began. This would initially give them a 3v2 advantage. However, Parker waits until Gabriela finishes her game and is badly injured. Even if he had acted earlier, Gabriela's trap would still have activated automatically, meaning the game would continue regardless and preventing Parker and Cecilia from maintaining a 3v2 advantage. Parker and Cecilia could also wait until the end of the trap to make sure John and Amanda are dead. However, waiting 15-20 minutes would be impractical because the police could arrive at any moment. John and Amanda can also escape the restraints once they know how to release them. Parker's modified gun cannot fire, so he would lose time trying to use it, creating an opening for Amanda to attack him. If only one person goes upstairs, that person becomes trapped on the second floor. John and Amanda can quickly release themselves, leaving the remaining person outnumbered 2v1, with Amanda still armed. Thus, the trap creates a situation where whoever goes upstairs becomes trapped, while whoever remains behind is left without a functioning firearm and faces John and Amanda at a numerical disadvantage. John's ideology of giving everyone a chance also applies to Parker and Cecilia. If Parker had followed the rules and never touched the gun, he would have been allowed to continue the game and would ultimately have faced Cecilia in the waterboarding trap, giving him a chance to survive rather than being immediately killed. Even if Parker never came, John's overall plan would still remain intact. He could simply resume the games, meaning Cecilia and the others would still be subjected to their respective traps. The only thing that would change is that John would later need to find another way to locate and lure Parker out. Likewise, if Parker betrayed Cecilia and went upstairs for the money alone, he would still trigger the second-floor trap. John could then simply resume the games, while Parker would be trapped upstairs and unable to interfere with the rest of the scheme.

[Theory of Mind, Information Gathering, Trap Setting, Trap Evasion, Scheming Coverage, Scheming Intricacies, Scheming Resilience, Scheming Contingencies, Scheming Complexity, Indirect Manipulation, Logical Manipulation, Event Manipulation, Misdirection Deception, Concealment Deception, Deductive Reasoning, Inductive Reasoning, Convergent Thinking, Systems Thinking, Prediction, Anticipation, Perseverance, EU (Emotional Understanding)]

Saw 2

Nerve Gas House Scheme

Essentially, John Kramer deliberately allows himself to be found by the police because he wants to draw Eric Matthews into a game. Eric's real test is simply to sit and talk with John, while his son appears to be trapped in a separate location where he could die. Eric therefore believes that he must extract information from John to save his son. Unable to remain calm while watching his son seemingly face danger, Eric unknowingly abandons the rules of John's game, and John uses this to lead him toward the nerve-gas house. However, Amanda then abducts Eric and places him into her own game as part of her first test as John's apprentice. The irony is that Eric never actually watches his son in real time. The footage is prerecorded, but Eric does not know this and genuinely believes that his son is in immediate danger. In reality, his son is safely contained in a secure location the entire time. Had Eric remained with John and followed the rules, he would have eventually been reunited with his son.

I'm going to explain why the entire game involving both Eric and Daniel is essentially invincible from John's perspective, meaning that almost any possible outcome still leaves John with something to gain and very little to lose. The key is that John can account for the major threats to Amanda and Daniel throughout the nerve-gas-house game. The nerve gas house contains seven people who are awakened and told that they have only two hours before the gas kills them. Their only way to survive is to find the antidotes hidden throughout the house.

Despite the apparent danger, Amanda and Daniel are, from John's perspective, the two people whose survival can be protected most effectively. First, Amanda was most likely given an antidote before the game even began. The strongest indication is that while the other participants gradually show obvious symptoms of the gas, Amanda does not. As John's accomplice, she could have been given the antidote beforehand. Her additional role may also have been to subtly guide the others toward playing the game in the way John intended. With that in mind, the main question becomes what could actually kill Amanda or Daniel. The individual traps are the first potential threat, but most of them were not specifically intended for either of them, and John could largely control who was most likely to encounter them. The Magnum Eyehole trap, for example, requires the key to be found before it can be activated. Amanda could make it appear as though she had accidentally discovered the key and could therefore ensure that Daniel was not positioned in front of the gun. Daniel was also one of the least

likely people to activate it, especially compared to Gus and Xavier. Gus had already demonstrated a tendency to resort to violence when cornered or out of patience, while Xavier was physically the strongest and naturally one of the most dangerous people in the group. Because these characteristics made them far more prone to act first, it is much more likely that one of them would trigger the trap rather than Daniel. The furnace trap is similarly unlikely to involve Amanda or Daniel because the tape explicitly identifies Obi as its intended victim. The trap was also discovered relatively early in the game, when the participants were still capable of reasoning and were less desperate than they would become later as the gas took effect. This further reduces the likelihood of Amanda or Daniel being forced into it. The needle pit is another possible threat, but the trap itself is not inherently fatal. Amanda is pushed into it in the actual game, yet she survives. Even if Daniel had been forced into the pit instead, the trap itself would not have killed him. The razor-box trap is also survivable if approached correctly. The trapped hand could be freed relatively safely if another person used their free hand to push the blades away from it, rather than putting another hand into the trap, although the gas and deteriorating cognitive abilities prevented the participants from thinking of this solution. Amanda, having already received the antidote, would not be affected in the same way, and if Daniel were the one inside, Amanda could simply intervene or volunteer to take the risk herself. The larger danger is therefore not necessarily the traps themselves but Xavier's discovery that the combination to the safe can be obtained from the numbers on the backs of the other participants' necks. Once Xavier realizes this, he decides to obtain everyone's numbers by killing them. However, even this situation is relatively controllable from John's perspective. At the beginning of the game, Xavier and Gus are the two participants most likely to become violent. Gus is already dead by this point, while Xavier is the physically strongest and most aggressive remaining participant. If someone discovered the numbers early in the game, they would still be relatively unaffected by the gas and would have less reason to openly attack everyone immediately. They would therefore be more likely to obtain the numbers secretly, which would not necessarily threaten Amanda or Daniel. If a less violent participant discovered the method, the same principle applies: they could attempt to obtain the numbers without immediately attacking everyone, giving Amanda and Daniel time to remain out of danger. The most dangerous scenario is the one that actually occurs: Xavier discovers the numbers near the end of the game and attempts to kill the remaining participants. However, by this point the gas has severely weakened everyone physically and cognitively. Even Xavier, despite being the strongest person in the house, is barely able to move properly. Amanda, having already received the

antidote, is therefore in a significantly better physical and cognitive condition than he is. She would not necessarily need to kill him; simply revealing the numbers on her neck could remove his immediate reason to attack her, while Daniel could remain protected by her. Even if Xavier continued trying to kill them, Amanda would have a substantial advantage because she is not suffering from the same effects of the gas. With Daniel alongside her, she could evade or overpower a severely weakened Xavier. Therefore, from John's perspective, the nerve-gas-house game is essentially invincible. The traps are either not intended for Amanda or Daniel, survivable if they are forced into them, or controllable through Amanda's presence and prior knowledge. The main violent threat, Xavier, is also heavily weakened by the gas and can be dealt with by Amanda. This means John can allow the game to proceed while still maintaining a strong ability to protect Amanda and Daniel, making their survival the most likely outcome across a wide range of possible developments. Even if the worst-case outcome occurred and both Amanda and Daniel died, John would still lose very little strategically. Amanda was sent into the game by John not only to fulfill the roles described above, but also because she needed to be tested in order to be "reborn." John therefore knew that her death was a possible outcome, even if it was extremely unlikely. If Amanda were ultimately killed, her loss would not destroy his overall plan, as John could simply continue searching for and testing another potential apprentice. Daniel's death would similarly cause no lasting strategic damage. John would simply avoid allowing himself to be discovered by the police and could later find another way to construct a game around Eric. The specific method used to draw Eric into the original situation would be lost, but the larger objective of testing and manipulating Eric could still be pursued through a different approach.

[EU (Emotional Understanding), Theory of Mind, Anticipation, Prediction, Critical Thinking, Divergent Thinking, Convergent Thinking, Inductive Reasoning, Deductive Reasoning, Concealment Deception, Event Manipulation, Scheming Intricacies, Scheming Coverage, Scheming Resilience, Scheming Complexity, Trap Evasion, Trap Setting]

Eric's Abduction

John now knows the actual outcome of the nerve-gas-house game, with only Amanda and Daniel surviving as he anticipated. He therefore allows himself to be

found by the police and begins his game with Eric. The entire game is built around a simple rule: Eric must remain with John and continue speaking with him if he wants to get his son back. Eric believes that the footage being shown on the screens is happening live, when in reality it is prerecorded and Daniel is already safely secured elsewhere. John also knows Eric's history of violence. Eric has previously broken a man's jaw with a flashlight, shot an unarmed person, and repeatedly allowed his anger to override his judgment. John therefore designs the game specifically around this weakness. If Eric breaks the rule by losing his patience and resorting to violence, he fails the test. However, John would simply tell him that he will lead him there, allowing Eric to believe that this is simply the next stage of the game while Daniel remains safely hidden at the original location. As John anticipates, Eric eventually loses his patience and attacks him. John has already made sure that they are alone at this point, so he can immediately proceed with the next stage without revealing the true purpose of Eric's actions. John tells Eric to activate a hidden mechanism that moves the small section of the room where they are located downward like an elevator, revealing a prepared vehicle underneath. He then uses it to transport Eric to the nerve-gas house, where Eric is placed into his own game. John also accounts for the possibility, however unlikely, that Eric never loses his patience and continues following the rules. Daniel is already safe, so John does not actually need Eric to fail for the larger plan to work. John has ensured that he is alone with Eric throughout the conversation, meaning that when Daniel is eventually revealed to be safe, the revelation would naturally draw everyone's attention, including Eric's. This would give John the opportunity to remain behind unnoticed, activate the mechanism himself, and leave the location even if Eric never breaks the rules.

[Information Gathering, Information Control, Trap Setting, Scheming Contingencies, Misdirection Deception, Concealment Deception, Omission Deception, Inductive Reasoning, Prediction, Anticipation, EU (Emotional Understanding), Hot Reading]

Saw 3 & 4

Gideon Meatpacking Plant Scheme

This will be an analysis of the scheme and events in both Saw 3 and Saw 4, since they happen at the same time.

The Gideon Meatpacking Plant operation is best understood as one large, interconnected scheme rather than several unrelated games. John simultaneously places Strahm, Lynn, Jeff, Rigg, Amanda, Hoffman, and Matthews into circumstances designed to interact with one another. Jeff's game, Amanda's secret test, Rigg's trials, Hoffman's involvement, and Strahm's investigation are all separate threads deliberately constructed to converge at the same location and time. John first eliminates the possibility of Jeff reaching him with anyone capable of disrupting the intended sequence. The woman from the opening trap is not a meaningful complication: even if Jeff succeeds in saving her, she is left naked, severely cold, physically weakened, and unlikely to move efficiently. With only two hours to complete his trials, Jeff would have to carry or assist her, substantially slowing his progress, while her survival is not necessary for the purpose of his test. The Judge presents a different but equally manageable variable. John understands his personality well enough to anticipate what he will do after Jeff saves him. When Jeff later retrieves the key needed to free his son's killer, the Judge interferes with the trap, causing the gun to fire and kill him. John can likewise anticipate Jeff's reluctance to save the man responsible for his son's death. Through these circumstances, the people accompanying Jeff are gradually removed, leaving him to continue toward John by himself. John also gives Jeff a gun containing a single bullet, knowing it will become important later. Amanda's test is running alongside Jeff's game, although Amanda herself does not realize that she is being tested. Lynn is the central piece of it: she is forced to keep John alive, while Amanda must ensure that Lynn remains alive if she wants to survive. John has deliberately placed Amanda under increasing psychological pressure, particularly by showing affection toward Lynn while becoming increasingly distant toward Amanda. ***He then intensifies that pressure through the letter supposedly written by Hoffman, which threatens to expose Amanda's involvement in John's death if she refuses to kill Lynn. ***Under***

the interpretation that Hoffman wrote the letter at John's direction, Amanda is pushed into precisely the kind of decision John wants to examine: whether she can preserve another person's life instead of deciding that person is unworthy of it. John appears to have already accounted for Amanda's probable failure. Jeff's arrival is therefore synchronized with the final portion of her test. Crucially, Amanda does not know that Lynn is Jeff's wife, so she cannot anticipate the consequences of killing her. Once Amanda shoots Lynn, Jeff uses the single round John gave him to kill Amanda. The arrangement effectively makes Jeff an unwitting counter to Amanda: his own emotional state becomes the mechanism through which her test reaches its conclusion. Jeff is then confronted with John's final test. He can either let John live or kill him. After everything John has put him through, combined with the apparent deaths of his son and wife, John's prediction is that Jeff will choose revenge. John has prepared for that decision in advance, leaving a recording that activates after his death and seals the room, preventing Jeff from simply leaving and preserving the location for what comes next. Moreover, John remains remarkably composed even after having his throat cut by Jeff. Despite suffering a fatal injury, he stays conscious and in control long enough to present Jeff with the prerecorded message he had prepared, maintaining his composure until his death and even appearing to smile in his final moments. At the same time, John is running a second major operation through Rigg. Rigg's weakness is his compulsive need to intervene and rescue people who should instead be left to deal with their own situations. His trials are therefore constructed around forcing him to stop interfering. John gives him an additional incentive to continue by telling him that progressing through the trials will eventually lead him to Eric Matthews, his missing partner. Hoffman is essential to this part of the operation because he is secretly working for John from within the police. His apparent status as another participant allows him to remain close to the investigation while concealing the fact that he is actually assisting John. Art Blanc is similarly forced into the operation through the device attached to his back. His connection to John, his legal background, and his knowledge of several people involved in the games make him useful, while his apparent position as another victim helps obscure the true structure of the operation. John simultaneously manipulates the FBI investigation so that Strahm and Perez are drawn deeper into the case. John has already targeted their police insider, Kerry, and provides Strahm with a key that will later become important. As Rigg's trials progress, John leaves behind enough misleading evidence to encourage the investigators to consider Rigg as a possible Jigsaw apprentice. The cryptic messages and markings support this interpretation, while the physical demands of certain traps make the theory appear plausible because they seem

to require considerably more strength than Amanda possesses. The investigation then begins accumulating connections to people close to John. A photograph of Jill Tuck discovered during one of Rigg's trials causes the police to focus on her. Art Blanc's name is also discovered at the hotel connected to the investigation. Because Art is John's former associate, a lawyer, and someone who knew several individuals connected to Rigg's trials, the investigators begin considering him another possible accomplice. This suspicion leads them toward Art's properties and further reinforces their interest in Jill. Their next major lead comes from another Rigg crime scene at a school, reached after Rigg triggers an alarm to summon the police. John has prepared a doll specifically for Strahm and Perez, indicating that he has anticipated which investigators will arrive. The doll tells Strahm that he will soon shoot an innocent man implying to be Jeff and provides Perez with a separate cryptic message that draws her closer before the shoots and injures her. Strahm, now furious, returns to the station and confronts Jill. From there Strahm is able to verify the location of the game and heads there. By the time Strahm reaches the Gideon Meatpacking Plant, the different branches of John's plan are beginning to overlap. Rigg's final instruction is for him to wait outside the room where Hoffman, Art, and Matthews are located instead of forcing his way inside. Rigg fails to follow that instruction and enters at the last possible moment, activating the mechanism that kills Matthews. Art attempts to stop Rigg by shooting him, but Rigg then kills Art before dying himself. Hoffman survives, which allows him to continue the role John has assigned to him and maintain the appearance of being another victim of the operation. Strahm reaches the plant at virtually the same point that Jeff's portion of the scheme reaches its conclusion. He follows the route toward the room where John, Amanda, Jeff, and Lynn are located. The entrance has already been secured, but John's earlier clues concerning keys and locked doors give Strahm the means to enter. He remembers the key and uses it, arriving precisely where the previous stages of the operation have converged. Inside, Strahm encounters Jeff after the collapse of his game. Jeff is psychologically shattered by Lynn's apparent death and still believes that his daughter is in immediate danger. After obtaining Amanda's gun, he points it at Strahm and demands information about his daughter. John has effectively converted Jeff's grief into another mechanism of the scheme: Jeff's predictable reaction forces Strahm into shooting him, removing Jeff from the sequence while placing Strahm exactly where John needs him. Hoffman then secures Strahm inside the room. Once the lights are extinguished, a concealed message written in ink becomes visible and reveals the next route. This is another example of the environment itself being prepared around Strahm's expected behavior: the clue only becomes useful after the

precise sequence of events has occurred. Strahm's investigation has therefore been engineered to intersect with Jeff and Amanda's game rather than merely coincidentally arriving at the same location. Rigg's individual result is not the critical factor in Strahm's arrival. His game serves several purposes simultaneously: it tests Rigg's inability to refrain from interfering, brings Matthews into the operation, gives Hoffman a legitimate reason to be present, and generates the chain of evidence that helps direct the investigation toward Gideon. Strahm's own path, meanwhile, has been arranged so that the investigation ultimately converges with the other games at the required moment. The resulting sequence leaves John with the circumstances necessary for the next stage of his plan. Amanda has failed and died; Jeff has killed Amanda and John before being killed by Strahm; Matthews and Art have died during Rigg's game; and Strahm has been delivered into his own test. Hoffman is then positioned to emerge as the apparent surviving officer who was caught in Jigsaw's operation and ultimately rescues Jeff's daughter. From the outside, he appears to have survived the games and saved the child, preserving his credibility within the police while concealing his role as John's accomplice.

What makes this scheme particularly impressive is John's ability to understand and predict the behavior of dozens of people, including their small decisions and reactions, to an extremely precise degree. The scheme depends on numerous individuals making specific choices at specific moments, yet John anticipates these decisions and builds the entire plan around them. ***What makes this even more impressive is that John never directly met or interacted with most of the people involved. Instead, he was able to construct detailed psychological profiles of them through information obtained from other people, their previous actions, and existing information about them.*** *From this indirect information alone, John was able to infer their personalities, vulnerabilities, likely reactions, and future behavior, allowing him to account for their decisions throughout the scheme with remarkable precision. Even a single small detail being overlooked or misjudged by John could have caused the entire scheme to fail or only partially succeed. The plan relies on an enormous number of interconnected predictions, meaning that one unexpected decision or deviation could disrupt multiple stages of the scheme and prevent later events from unfolding as intended.*

[Hot Reading, Information Gathering, Information Control, Trap Setting, Scheming Coverage, Scheming Intricacies, Scheming Complexity, Indirect Manipulation, Emotional Manipulation, Logical Manipulation, Mass Manipulation, Event Manipulation, Omission Deception, Misdirection Deception, Concealment Deception, Fabrication Deception, Inductive Reasoning, Deductive

Reasoning, Convergent Thinking, Systems Thinking, Lateral Thinking, Creative Thinking, Analytical Thinking, Critical Thinking, Prediction, Anticipation, EF (Emotional Facilitation), EU (Emotional Understanding), Theory of Mind, Mental Fortitude, Emotional Management, Self-Control, Stress Tolerance]

Saw 5

Hoffman's Manipulation

Hoffman wakes up after being kidnapped by Jigsaw and finds himself tied to a chair with a gun pointed at him. John toys with him before pulling the trigger, deliberately frightening Hoffman. However, the gun does not fire, creating the impression that it contains no bullets. This makes Hoffman believe that, despite his situation, John has ultimately placed himself in a position where Hoffman can decide what happens next. John's manipulation of Hoffman is closely tied to his trauma over his sister's murder and his growing belief that the existing system is fundamentally flawed. Hoffman had already demonstrated this himself by killing the man responsible for his sister's death rather than allowing the justice system to deal with him. John uses this history to attack Hoffman's faith in the system. He also exploits Hoffman's deteriorating lifestyle, particularly the fact that he spends his nights and everyday life drinking, and presents his own philosophy as a superior alternative: a different system of rehabilitation that John believes can succeed where the existing one has failed. John then unties Hoffman and seemingly gives him a choice of his own. Hoffman can either kill Jigsaw immediately or accept John's belief in a better system. John deliberately structures the situation so that Hoffman feels he has arrived at the decision independently rather than being forced into it. This is important because it allows John to strengthen Hoffman's belief in the new system afterward: Hoffman can view his continued involvement as something he personally chose to accept. Despite making Hoffman believe that he is in control, John has actually prepared two layers of protection against being killed. The first is the information he gives Hoffman directly: John claims that he possesses proof of Hoffman's involvement in his sister's murder and that it will be released if Hoffman kills him. This gives Hoffman a clear reason to reconsider his decision. The second safeguard is completely unknown to Hoffman. Although John has

already pulled the trigger once without firing, making the gun appear empty, the weapon is actually loaded. The initial trigger pull was therefore deliberately staged to create a false sense of security and convince Hoffman that the gun presents no real danger. Hoffman consequently believes that John has surrendered control of the situation and that he is genuinely being allowed to choose between killing Jigsaw and accepting his philosophy. In reality, John has controlled both sides of the decision: the threat of exposure discourages Hoffman from killing him, while the supposedly empty gun hides an additional safeguard that Hoffman does not even realize exists. John therefore makes Hoffman feel as though he is exercising free choice while secretly ensuring that the outcome remains under his control.
[Theory of Mind, Hot Reading, Information Gathering, Information Control, Trap Setting, Direct Manipulation, Emotional Manipulation, Logical Manipulation, Concealment Deception, Misdirection Deception, EU (Emotional Understanding), EF (Emotional Facilitation)]

Saw 6 & 7

Hoffman's Test

With John's death, he nevertheless has one final objective: to test Hoffman. He deliberately conceals this purpose behind what appears to be his final set of instructions. Before dying, John leaves Jill a tape explaining what she must do and gives her the Reverse Bear Trap 2.0, presenting it as part of his final plan involving Hoffman. The people Hoffman is instructed to test therefore serve as a cover for the real purpose of the arrangement: placing Hoffman himself into a test. The structure of the plan also allows John to know where Hoffman will eventually be, since following the instructions naturally brings him into the position where Jill can place him into the trap. John believes that everyone deserves a chance, meaning Hoffman's test was intended to be genuinely survivable. However, an unforeseen event disrupts this. Shortly before Jill carries out John's instructions, a reporter shows her the letter Hoffman had written for Amanda. This changes Jill's intentions, causing her to abandon the idea of giving Hoffman a fair chance and instead deliberately set out to kill him. Even this does not completely undermine John's preparations. He had already established one final contingency through Doctor Gordon, whose existence as John's disciple

had been kept secret from everyone except Jill. Gordon's role was to intervene if something happened to Jill or if the original plan failed to produce the intended outcome. Jill leaves Hoffman in the trap, but Hoffman manages to escape by using the door to jam the mechanism before it can kill him. He then pursues Jill for revenge, triggering the final contingency John had prepared. Gordon intervenes and takes Hoffman out, allowing John's plan to ultimately succeed even after his death.
[Anticipation, Prediction, Concealment Deception, Omission Deception, Scheming Contingencies, Information Control, Event Manipulation]