Warning: There is a possibility you can find some English errors on this doc, it was made on another language and I used a translator app to translate it, if you find any English errors please tell me in discord @Hypervenomextreme

PT-BR version

CHARACTER INTRODUCTION

Joseph Harrison is a genius student at Bright Future School, being a great leader and a very charismatic and friendly person, being in the future husband of Emma Elliot Wilson, the main character of the verse, Joseph Harrison is an original character created by me @Hypervenomxtreme, I do not plan to give this doc to anyone and I am only doing it for my own entertainment.

IMPORTANT THINGS ABOUT THE STORY

Red9: terrorist organization led by Amelia Elliot Wilson and her 2 vice leaders that has control over more than 5,000 terrorist gangs around the world and whose ideology is to kill all “sinners” in order to achieve divine salvation. After confirmation from Index that the creator would destroy the universe (which is a lie, but there was no way they could have known that), several religions around the world collapsed, after all the god they admired and worshiped would exterminate them in the future. Red9 decided to sacrifice the sinners so that their lives would be spared.

Sinners: Billionaires, corrupt politicians or non-corrupt politicians (the mere fact that they are politicians makes them sinners in Red9’s eyes), international celebrities and criminals who, no matter how minor their crimes were, will end up dead at the hands of Red9.

FEATS AND STATEMENTS

(In chronological order)

(Narrative): if this sign is above one of the events mentioned in Joseph Harrison's document, it means that the events mentioned below this sign are not Joseph's feats at all, that is, they are only used to tell a little of the story and what happens around it. Joseph feats will not be buffed when the (Narrative) sign is above an event. Events with this sign are not advised to be ignored for the sake of a better understanding of the story (unless you are only reading this document for the feats, if that is your case then you can ignore the parts with Narrative).

Documents used:
SCD categories 1
SCD categories 2

In the second document, categories such as: Cognition, Tactics, methods, adaptability, behavioral, judgement, resistant, psychological warfare and analysis will not be addressed in this doc or will not be completely covered.

P.S: Most of the categories in this document are from the SCD categories 1 document, so it is recommended that the second document be used for most of the reading for a better understanding. For strategy and planning, the first document was used, so when reading a character's strategy, the second document should be used to follow along.

My interpretation of what is strategy:
A plan composed of Multiple tactics that can be both Long term or short term and has the sole purpose of achieving success or an advantage to the one who made the strategy.

My interpretation of what is planning:
A plan composed of Multiple strategies set at different moments to achieve a specific outcome or a plan made by indirect means without the direct intervention of the planner The Death note memory loss plan is a good example of this as Light just prepares everything for his planning and doesn't interfere directly in it after the start of the plan.

At the age of 13, Joseph was already studying subjects at university level, was able to solve the most complex puzzles with ease and could speak more than 5 different languages such as Russian, German, French, English and Korean.

(Academics, VSI, VCI, Crystallized intelligence, linguistic intelligence)

At a special event at the school that Joseph attended, an event was taking place. At a certain point, he was able to take a tablet from one of the event organizers without him noticing and took a look at one of the files on the tablet. It contained basic information about all 305 people who were going to participate in the event, the employees who were going to organize it, and an aerial map of the location that was in 2D. There were things like: names, employment, age, criminal record, other family members, financial status, address, weight, and height. Without any difficulty, Joseph reads, processes, and stores in his mind all the content contained in that document in 5 seconds while at the same time transforming the aerial map that was in 2D into a 3D copy of the location inside his mind. After reading everything, he puts the tablet back and leaves as if nothing had happened. The 3D copy of the map that Joseph saw on the tablet was of the gymnasium where the event was taking place, which has an exact total area of 3.2 square kilometers.

(PSI, WMI, VSI, PRI, CPI, TRI, Multi tasking, visual spatial intelligence)

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The Cultists of Outer Realm:

While he was still 14 years old, Joseph walks back to his house with his childhood friend, Ellie. On the way back home, Joseph notices a commotion happening in front of the place and quickly hides with Ellie. He observes what was happening and realizes that it was a religious cult. Joseph and Ellie leave after seeing that and walk back home avoiding the religious cult. The next day, the city where Joseph lives wakes up with a big surprise waiting for them. On the asphalt of the street where he lives there was a large pool of blood. Joseph immediately understood that this was the work of the cultists he saw yesterday. He feels a sense of sadness over the death of those people and decides that he will deal with them on his own. Joseph prepares a situation to deal with the cultists. At night, the cultists return to the same neighborhood and look for victims that they can kill. One of the cultists sees a house with the lights on and thinks that someone must still be awake. The cultist notices that the window at the back of the house is open and breaks into the place. Upon entering the place, the cultist does not notice anything wrong and continues to walk around the place. Until he smells a strong smell and out of nowhere the entire house is taken over by a sleeping gas. Joseph had prepared a trap with a line on the kitchen door. If someone opened the door from the inside, the line connected to the door would make a specific chemical element mix with another chemical element. The mixture of these two would create a kind of sleeping gas. Joseph was hiding in the fake dog house that he made in an improvised way (it was night which would make it difficult for the cultists to see the house and even if they did the chances of the cultists investigating the dog house were very low) upon realizing that the cultist had fallen into the trap, Joseph moved away from the place, took a lighter and threw it inside the house, the fire from the lighter in combination with the sleeping gas, caused a large-scale explosion that was intended to draw the attention of the cultists and the police as well as the neighbors and people who lived near the place, the cultists realizing such danger decided to run away without worrying about their surroundings, in their haste to escape the place, The cultists are caught by surprise when 6 of their 14 remaining members (excluding the one who was killed by Joseph) have their legs almost completely cut off. Joseph had prepared a sharp line trap. The trap is connected to two posts that are on opposite sides of the street. Before blowing up the house, only one of the lines was connected to a post, while the other was lying on the ground and being held by a nail. In other words, anyone could pass through the two posts and nothing would happen (at least during that period). Before blowing up the house, Joseph went to the house next door, going over the fence. At the neighbor's house, he found the nail that held the thin line. After finding it, he threw the lighter and blew up the house. After blowing it up, Joseph took the side of the line that was not yet connected to one of the posts and connected it to the post as he had planned. The cultists were confused because they had come from that exact direction and there was no sharp line there when they arrived. Their leader then came to the conclusion that someone was setting them up. However, they couldn't worry about that for now, after all, the neighbors who were close to the explosion were starting to wake up thanks to the noise, the cultists abandoned

those who were injured by the trap and decided to continue down a straight alley (that street had 3 paths they could walk on, one of the paths had a sharp line that could easily kill them, the chance of the other street also having a line was very high, however the alley the cultists were going to walk down didn't have any nearby poles or any kind of support to connect the lines, that is, there was zero chance of there being a sharp line there), they walked desperately down the alley exactly as Joseph planned, until they were caught by surprise by several blue and red lights, the place was very bright thanks to the intensity of the lights, the cultists seeing the blue and red colors believed that the light came from police cars, this idea became even more evident to them when they heard a deep voice saying "stop!!" It's the police, you will be arrested for murder and terrorism!" Upon hearing this the cultists stood firm and said they would not bow to the "unholy laws" of the police, however they quickly changed their minds when they heard gunshots, after hearing the gunshots they quickly bowed down and begged for mercy, before they knew it their surroundings were already being covered in sleeping gas, upon waking they were being surrounded by police and were immediately arrested. The blue and red lights that the cultists thought were the police were actually just flashing blue and red lights prepared by Joseph. He purposely increased the intensity of the light to make sure the cultists thought it was really the police. In addition, he had prepared a voice recorder with an audio that he had already prepared. After the cultists went down the alley as Joseph planned, he activated the lights and after a few seconds, he activated the audio. Joseph had left a voice recorder the day he saw the cultists for the first time, that is, when he was with his childhood friend. He left the voice recorder there and the next day Joseoh took the recorder back and listened to what the cultists were saying. Just by listening to them speak, he already understood their personality perfectly and so he predicted that the cultists would oppose the "unholy laws" of the police. All the actions that the cultists did after meeting the "police" were predicted by Joseph. He approached the place when he realized that the cultists took the bait, he released a sleeping gas in the place and ran away, the voices of what the cultists believed to be the police were actually Joseph's modified voice, the gunshot noises were noises that he modified too, that's how he dealt with the cultists from "outer realm" (that's what Joseph named them), besides that the house that Joseph blew up was one of the extra houses that his family owned, Joseph's parents are rich and own several houses of many different types, there was no one else inside that house besides the cultist who broke into it, Joseph's parents can easily buy a new house just like that one, in case the cultists aren't scared of the gunshot noises as Joseph had predicted, He had placed a line connected to a closed bucket containing a large amount of sleeping gas. If the cultists tried to approach the "police" they would end up stepping on the line and the sleeping gas would fall on them, leaving them completely incapacitated. Even if they somehow avoided the line, whether by pure luck or any other reason, the cultists who had been left behind thanks to the sharp line trap could be interrogated by the police to find out information about the other members of the outer realm cult and inevitably capture them.

(Indirect manipulation, emotional manipulation, logical manipulation, mass manipulation, all forms of strategy, Fabrication, misdirection, Emotional engagement, emotional understanding, emotional influence, Creative intelligence, Crystallized intelligence, intrapersonal intelligence, creative thinking, setting traps, anticipation, prediction, perception, information gathering)

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Joseph enters Bright Future School, a school full of genius students and prodigies in certain areas of knowledge. On the first day, Joseph stands out and makes several friends easily thanks to his charisma, intelligence and sense of responsibility. In just 2 days, he makes friends with almost half of all the students in the school, including the students in the reserve classes who are known for being quite quarrelsome and hateful.

(Social skills, emotional engagement, charisma, emotional influence)

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First Year Special Event:

Joseph and several other students will participate in their first event at Bright Future School, the members of Joseph's 1-D class enter the chamber where the event will begin first and Joseph follows them into the chamber, upon arriving there he enters one of the capsules and his consciousness is sent into the virtual reality machine. Joseph wakes up inside a place that looks like a classroom and tries to remember where he was or what he was doing before he ended up in that place, however no matter how hard he tries, Joseph cannot remember what happened thanks to the virtual reality machine's ability to manipulate and temporarily erase memories, confused and with no idea of what is happening Joseph gets up from the chair he was sitting in and heads towards the door of the classroom where he was, however before opening the door he hears noises 16 meters away from a maximum of 2 people, Joseph uses his hearing to try to hear what the two people were saying, he listens to their conversation and realizes that they are as confused about that situation as he is currently, Joseph then decides to open the door and on the other side were two black-haired girls, upon seeing Joseph they despair and hold a piece of doorknob that they found on the floor because they had broken down the door of the classroom where they were, even though he is able to deal with the two without difficulty, Joseph tries to calm them down and says that he is in the same situation as them, the girls still Suspicious, they order him to walk in front of the path and they would follow him from behind, that way they could immobilize him if Joseph tries anything. Realizing the dangers of accepting this proposal, Joseph is hesitant, but after a while he agrees to the two girls' conditions. Joseph and the girls walk straight down a dark path. Joseph tells jokes and funny things about himself to the girls in order to create bonds of friendship and trust. Joseph knew that those girls had nothing to do with what was happening thanks to the conversation he heard at the doorknob and because he looked at the girls' faces and understood that someone with the same personalities as them would not be capable of such a thing. Joseph continues walking down the dark path until he comes face to face with a group of 13 people (16 counting Joseph and the two girls), Joseph approaches the group with the girls and introduces himself to everyone. He asks if anyone has any idea what the hell is going on. However, everyone says they don't know anything. Joseph looks at the two girls who still have the doorknob they came from pointed at his head and politely asks them to lower their guns. The girls obviously refuse

and Joseph says that now that there are more than 15 people in that place, they no longer have any reason to fear that he will end up attacking them in any way or doing something to harm them. Realizing this, the girl who had the doorknob in her hands moves away from Joseph, who thanks him. Realizing the distance and lack of trust that the people present at the place had towards each other, Joseph calls everyone's attention and clarifies the situation by saying, "Honestly, I'm no expert in this kind of thing (lie), but even I can easily recognize that suspecting each other now will only make our deaths inevitable. I understand that you are scared and being cautious for your own safety. of you, but at this very moment, staying united is our only chance to escape", upon hearing this, some of the people present decide to introduce themselves, including Joseph. The girls who came with Joseph agree with his idea because they no longer consider him a suspicious person. After all, if he was the one responsible for putting them there, he would not put his own life at risk and would definitely deny the girls' request to go first. However, what Joseph did was exactly the opposite. He put his life at risk even without being sure if the girls would attack him, even without knowing if he was the mastermind or not. Joseph had already predicted that the girls would trust him after that and that is why he accepted their proposal so calmly. Seeing that everyone was calmly introducing themselves and strengthening their bonds of trust, the people who were still suspicious began to introduce themselves as well. After everyone had introduced themselves, Joseph suggested that the best thing to do now would be to investigate the place and try to find out something. However, before he could finish speaking, a distorted voice was heard coming from a large monitor attached to the wall. From the monitor on the wall, a pixelated teddy bear appeared. The being that appeared on the monitor was ridiculously cute. Joseph quickly deduced that the people who had trapped them there were trying to make them lower their guard. He warns the other people in the place about this, who become tense and fearful. After a while, the teddy bear begins to speak, "Hello participants, I am 'Honey' the friendly bear. You are all here to play a small, innocent game with me for an indefinite amount of time." After hearing the "indefinite amount of time" part, Joseph immediately understood that he and the other people who were in the place would be trapped there for the rest of their lives. Joseph already foresees that if he reveals this to the other participants, they could end up going completely crazy. Joseph has always had a strong sense of responsibility for those close to him since childhood, something like a "leader complex." However, before he could finish his thoughts, Joseph hears a voice screaming. One of the girls who had followed Joseph realized what the teddy bear meant by "indefinite amount of time." She came to the conclusion that they would all be trapped there forever, Upon hearing that they would be trapped in that place, everyone in the place became desperate and started shouting at each other. Some started to revolt and accuse each other. The rest seemed to have become something similar to a beast that acted entirely on survival instinct. Joseph quickly tried to calm everyone down. However, as he had already predicted, no one listened to him. It was expected. After all, they were all in a situation that was completely unknown to them, and they didn't know if they would live or die. Now they received the news that they would be in that place forever. Joseph, realizing the situation, made a difficult decision. He grabbed the doorknob that the girl who had followed him still had in her hands and attacked her in front of everyone. Upon realizing this, the participants quickly attacked him and knocked him out. Thanks to what had just happened, the relationship of trust and unity that the students had with each other would last a little longer. Joseph did this on purpose to draw the participants' attention away from the

fact that they would be trapped in that place, even if only for a few seconds. Unfortunately, he would be seen as an enemy from now on and would hardly be able to they would trust him, this was merely a temporary solution, however it was the best he could do for now, after a while Joseph wakes up and immediately realizes that he is bound by chains, both his hands and his torso are completely restrained, he looks ahead and sees all the participants around him, talking to each other, after a while, one of the participants notices that Joseph has woken up and calls everyone over there, the participants are now facing Joseph, some are scared, some are still having difficulty processing the whole situation and on the faces of the remaining participants can only be seen pure and ultimate hatred, just a few mere seconds after they were gathered, one of the participants advances towards Joseph and kicks him hard in the face, even after this he maintains his act that he is an enemy of the participants, after taking another kick from the same person Joseph looks at the participant who kicked him and says "is that all? How ridiculous, if it's information you want you'll have to try harder than that", after hearing this the participant who was kicking him starts to attack him with his fists, punching him quite hard and even after that Joseph continues to act like a villain, the other participants realizing that the person who was beating Joseph was exaggerating too much quickly stop him, they look at Joseph with judgmental looks and say that if he says something useful they will let him go, Joseph starts to laugh and says "that's a lie... and honestly it's a pretty bad one, letting me go just because I gave you a little bit of information is pure stupidity, you're not going to let me go and that's completely obvious, the next time you try to get information out of someone, come up with something more convincing", hearing Joseph ridicule them, the rest of the participants start to violently attack him, taking out all their anguish, anger and fear on Joseph, however they are quickly stopped by bullets coming from the ceiling that hit the leg of one of the participants who starts to scream in pain, a nearby monitor He calls and Honey the teddy bear appears and says that the main game is about to begin. Joseph, who was pretending to be unconscious, remains quiet so he can hear everything. Honey frees Joseph and orders all participants to go to the game room (including the participant who was shot in the leg). Fearing that they will be targeted by the weapons, the participants go to the room as promised, keeping a high distance from Joseph. They arrive at the location and sit in 16 chairs, each containing a picture of the participants to make it clear where each one should sit. The players will play a game called "The Torch of Destiny", and now the rules for this game will be revealed.

- Players will start the game with a total of 3 special cards. These cards counter each other and the 16 players must advance in 1VS1 confrontations with each other until there are only 8 participants left to continue in the game. These 8 participants will fight each other in a confrontation and those players who emerge victorious from the game will be “eliminated.” Basically, this is a game in which the participants must lose. The 4 unlucky players who win the game and defeat their opponents will be punished with death. This is a game where the roles are reversed, a game where to win, you must lose. The Blind Lady of Justice card is able to counter the Great King of Chaos card, the Great King of Chaos card is able to counter the Supreme Peacemaker card and the Supreme Peacemaker card can counter the Blind Lady of Justice card, if the players take identical cards that do not counter each other like the Supreme Peacemaker and

another Supreme Peacemaker, the game will repeat 3 times until one of the players takes a card that is able to counter the opponent's card.

- The game will have a total of 3 rounds, if a tie occurs in all 3 rounds of the main game both two players who are confronting each other will survive and thus the number of people who will die will be reduced to 3, if a tie occurs with all players then the game will end without any casualties, however something like this is practically impossible, the death of someone in this game is practically inevitable.

- Revealing each other's cards to opponents is completely forbidden and if something like this ends up being discovered by Honey, the main game organizer, the rule-breaker will be killed. Furthermore, when using a card, such as the peacemaker card, if both players use the peacemaker card, that card cannot be used again by the players and they will have to use any other card other than the peacemaker card.

After hearing the rules, the players are terrified of the possibility of dying, including Joseph who, despite being scared, maintains his antagonistic role. After a while, the players who will face each other are decided and Joseph is placed against one of the girls who had followed him at the beginning, more precisely, the girl he hit with the doorknob. Joseph keeps a serious look on his face as he looks at the girl and realizes that she was afraid of him. He had already expected this, after all, he hit her with a doorknob from behind and completely betrayed the trust she had in him. The cards are dealt to the players and thus the game between the two begins, Joseph looks at the girl and tries to read her emotions. He coldly analyzes the girl's face without even trying to hide it. He wanted to cause tension in the girl with this. Joseph tries to look into the girl's eyes and discover the cards through the reflection. However, this doesn't work either. Joseph then observes the girl's smallest gestures and realizes something. She, like Joseph, was tense about the situation and didn't want to die. Joseph bluffs by saying that there was no chance for the girl. He provokes her and makes it clear that she will die. After this, Joseph says that the girl would use the Lady of Justice card. This was merely a guess on his part. The Lady of Justice card is the card with the greatest chance of being used by the girl. After all, she was purposely avoiding looking at her. The girl reacts to this but quickly hides her emotions. Seeing this, Joseph comes to the conclusion that the girl's card was NOT the Lady of Justice card. Joseph had heard from the conversation between the two girls at the beginning that the girl who was in front of him in that game was a great liar. In addition, her reaction to Joseph's guess It was quite light, when realizing all this he comes to the conclusion that the girl's card was most likely not that of the Lady of Justice, however going completely against his logical deduction, Joseph chooses the Lady of Justice card and the girl also chooses the same card, the girl's light reaction was on purpose to cause suspicion in Joseph and deceive him into thinking that her card was not that of the Lady of Justice, Joseph had already predicted this action of the girl at the moment the opponents were announced, upon witnessing the tie the girl became curious and restless about something, if Joseph had already realized her lie, then why didn't he choose the Peacemaker card that would cause an instant defeat in her? He could easily cause her death if he so wished, this question caused several thoughts in her mind and after thinking for a while, the girl thinks about the possibility that Joseph is actually an ally, all the rounds that occur

after that one end in a tie because both players use the same card, Joseph was easily reading the girl's emotions and predicting which cards she would use, so the girl and Joseph remained safe from the execution, however, some other students were not so lucky, 6 people ended up in the final confrontation, however not all is lost, after all, if they are lucky that their game ends in a draw, they could survive that game, since the game has already ended Joseph leaves the place running and the girl stays there watching as he walks away, after a while the players who ended up in the final confrontation present their cards and all the cards are different, that is, 3 people would die, Honey prepares the weapons for the execution of the 3 players, however before applying the execution something unexpected happens, Honey suffers a short circuit and stops working completely, after that everything goes white and the students return from virtual reality, this short circuit was caused by Joseph, the doorknob that Joseph took from the girl was not the only thing he took from her, he had also taken a hairpin and used this hairpin to free himself from the chains that restrained him, he was never really trapped, he took advantage of his freedom to investigate the place in secret without anyone seeing and during his investigations he found the main energy core of the game, the core was a large cube that was suspended in the air, the energy core that powered Honey and the objects like weapons and monitors in the place, during the main game, Joseph knew that someone would end up dying and ran to the energy core, there he injured the core with a small-scale explosion that he caused with the help of some gunpowder that he found in the warehouse, he easily caused a malfunction of the core and thus he saved the other participants of the game from being executed, all the actions of the other participants had already been predicted by Joseph, including the lie of the girl he faced.

(Emotional engagement, emotional management, emotional perception, emotional understanding, emotional realization, emotional awareness, emotional manipulation, Gaslighting, positive manipulation, Logical manipulation, mass manipulation, direct manipulation, individual manipulation, Misdirection, acting skills, social skills, Bluffing, fear inducement, Hot reading, Leadership, interpersonal intelligence, associative thinking, lateral thinking, logical reasoning, prediction, Trap evasion, empathy, seeing through people, adaptability, perception, composure, determination, mental fortitude, stress tolerance, perseverance)

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At the end of his first year, Joseph was able to get very high grades at Bright Future School, grades like 875-950. In his second year at the school, he was quickly recognized as a great genius and became one of the school's elite students thanks to the feat of winning an event while avoiding any of the students who participated in the first year event with him. Joseph had a talent for leading and socializing with people effectively. To do this, the school gave him 5 daily tasks that he could not do directly. Instead, he had to lead a group of people to do these tasks. Even though they were very dangerous and boring tasks, in addition to the fact that the students had classes to do, everyone helped Joseph without question. He easily completed all the tasks without difficulty and his influence around the school grew more and more. In addition, the school did not give him a group of people to help him with the tasks. The school gave him a

random list of students every day and he had to go there and persuade these students to help him. Joseph easily convinced them.

(Academics, social skills, persuasion, leadership, Charisma, emotional influence)

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(I Highly recommend you skip this part, it's very long)

The insane 2nd year special exam (Narrative):

Emma wakes up on the floor of a strange place that she doesn't remember seeing before, she wonders what's going on until a voice calls her, Emma looks in the direction where the voice came from and comes face to face with a young 17-year-old boy named Joseph, the boy says "hi" to Emma who responds in a friendly manner, the boy then asks if she knew where they were or what that place was and Emma says she doesn't know either, she then says she's hearing voices towards a dark hallway, Emma and Joseph walk down the hallway and at the end they reach a colorful room with 14 other people who judging by their clothes Joseph deduced were students the room was full of confetti, stuffed animals and there was a cartoon playing on the TV, upon observing this Joseph deduced that the culprit who took them there probably wants that they (the students) lower their guard because that place seems "harmless", Joseph thinks for a moment and comes to the idea that he should warn the other students to stay focused, Emma prefers not to stand out too much until she is sure that the situation is safe or until a point comes where she has no other choice, while hiding behind Joseph Emma manipulates her emotions to make the students think that she is not someone intelligent, that she is scared and that she is someone easily manipulated, Joseph then tells everyone that that situation is dangerous and that they need to stay completely focused, after finishing his speech Joseph then says that it is better for them to start investigating that place in search of a way out, Emma observes this and feels that that boy has great potential, Emma interested in Joseph praises his leadership and ability to adapt to the situation and says that if it were not for him the group of students could end up getting into trouble, Emma continues to praise his abilities and says that she is very grateful to him for having helped the other students, Emma approaches Joseph until her eyes are closed breasts touch his shoulder and says with a cheerful smile that he feels much safer around him and that he couldn't ask for a better partner than him, Joseph is embarrassed by Emma's unexpected approach and thanks her for the compliments before moving away from her a little, noticing the embarrassed way Joseph acted, Emma guessed that he was showing feelings for her and that with time and the right actions Emma could make him fall completely in love with her, Emma and Joseph are taken by surprise by a loud female scream coming from the colorful room from before, upon arriving there Emma and Joseph find 4 huge robots with 3 or almost 4 times the average size of an adult man, inside one of the robots came out a blond man with glasses and dressed as a scientist, the man tells the students that they were on a big cruise and that they would be staying in that place during their vacation for an indefinite amount of time, Emma and Joseph quickly realize the real intentions of what that

man said, They would be trapped in that place forever with no chance of escape. Joseph questions the man about this to get more information and to create a desperate atmosphere among the students. The man said that it was exactly what Joseph had said. All the students would stay there forever. Emma then timidly asks him what the reason for all this was, what he would gain by kidnapping them like this. The man ignored Emma and told the students that there was a way to escape. The man said, "In this place there are terrible and scary monsters that will try to kill you if they see you around. However, don't worry. The monsters have certain specific patterns. As long as you learn these patterns and adapt completely to the situation, you will survive. In this game, you must look for 5 specific objects in this place. When you find these objects, the key to get out of here will be shown to you and then you can escape. The monsters don't come to this colorful room, so consider this place a safe room and take your time to rest." After saying this, the man says that the game starts now and disappears out of nowhere as if he had disappeared. teleported, all the students were shaking with fear, however Joseph says that standing still like that will not help them win that game and that such an action would only guarantee their deaths, after hearing this the students slowly calm down and decide to form a group and go together to the 5 objects, Emma realizes that there is a mistake in this strategy of going together, the large amount of students would make it easy for the monsters to find their location, however Emma decides not to oppose or say anything about this detail, after all it would destroy her image of an unintelligent person and someone who is easily manipulated, besides that with all the students being together it would cause a sense of confidence in the students who were scared, strengthening their bonds of friendship and making them become more confident and cooperative, all the students walk in a group down a hallway and look for those objects, unfortunately they are unlucky and meet the first monster that appears in front of them, the creature was 2 meters long, 4 legs, a long neck of 1 meter and in the place where its head should be there was a giant heart spurting blood everywhere, After seeing this creature, all the students start screaming (except Emma and Joseph, who, despite being nervous, focus on trying to find a way to deal with the monster). After noticing their presence there, the creature starts running towards the students. Emma and the others try to run towards the safe room. However, Emma already realizes that they wouldn't make it in time and orders all the students to stop screaming, which they obviously didn't hear. Emma then takes out one of the stuffed toys she found in the safe room and throws it into a room next door. With the impact, the stuffed animal starts making some noises and the creature ignores the students who were already very far away and starts going towards the stuffed animal. The students arrive at the safe room and start to despair and tremble with fear. Emma approaches Joseph and says that she was happy that they had survived. However, unlike what Emma thought, Joseph saw her throw the stuffed animal and distract the monster. When questioning her about it, Emma says that the creature had no head at all and didn't seem to have eyes or a strong auditory system. Furthermore, the monster only started following the students when they started to follow her. scream, the monster was literally standing still when Emma and the students came face to face with it and even then the monster stood still only starting to follow them after the other students started screaming in despair, Joseph was amazed by Emma's quick thinking and for having adapted so well to the situation, Emma thanks the compliment and praises Joseph's leadership skills once again saying that she wasn't very good at socializing (lie, she literally made friends with almost every student at her school on her first day there), Joseph thanks her for the compliment but says that

they should be concerned about something else right now, the mental state of the other students who were completely scared by what they had just witnessed and who were beginning to show signs of insanity, Emma says that they would not be able to continue the game in their current states, Joseph then becomes thoughtful and wonders how to deal with all of this, Emma then approaches one of the students and says "how long do you plan on being completely useless?, the other students stayed strong so they could escape this place, but you were the only one who only came so as not to be alone, you are still scared and hopeless, helping someone like you is a huge waste of my effort, in the end you are a huge coward, pathetic who can't do anything on her own... ridiculous, you are a completely pathetic and worthless person", Emma realized that the girl was extremely cowardly and realized that she wanted to show herself strong and prove something to the students and to herself, she had the desire to become someone strong and confident, Emma's words were specifically to hurt this feeling that she needed to prove herself to the others and made her realize that she had not evolved at all in strengthening her courage and making her question her actions since she arrived in that place. After hearing those words, the girl became quiet and was holding back her tears. Emma then goes to Joseph and proposes an idea to deal with all of that. Emma's idea was for her and Joseph to go alone in search of the 5 objects so they could escape. Joseph obviously becomes uneasy with the proposal and Emma says that the other students will not be able to handle all of that anymore and that if Joseph wanted to continue forcing them like this, they would definitely lose their sanity. Emma asks if that was what Joseph wanted, to completely destroy the students' minds and be the reason for causing their madness. Emma had already recognized the way Joseph thought, his ideology of saving as many people as possible and his sense of responsibility. She purposely antagonizes Joseph and makes him question his actions and feel bad and guilty for wanting to influence the other students to continue investigating while completely ignoring their mental state. After thinking for a while, Joseph gets everyone's attention and says that both Emma and he will go looking for the objects. of the 5 objects so they could get out of there, the students are against this idea after all Joseph was like a leader for the group and putting him in such a dangerous situation would be stupidity, after all if he failed the students would stay there forever, however Joseph brings up the fact that all the students are mentally broken and that they could not bear to continue all that anymore, Joseph tells everyone that everything will be fine and together with Emma goes to the strange hallway, they walk stealthily to make as little sound as possible and pass by the monster with the heart head, they search everywhere and after a while they find the first object which was a golden statue, after finding the object a television appears out of nowhere above them and from the television came a very loud announcement saying that the first golden statue was found, because of the loud sound the monster is attracted to the direction of Emma and Joseph, the two take advantage of the fact that the announcement had not yet ended and that the monster would be attracted to the television completely ignoring the sounds made by both Emma and Joseph, the two run towards the next room and find themselves in a chic and very elegant place, Emma and Joseph walk through the hallway They walk cautiously, after walking a little, the two come face to face with the next monster they will have to deal with, unlike the other monster, this one started following them the moment it saw them, Emma and Joseph run down the hallway, there were 3 paths to their right and the two choose the middle path, however something strange happens, the monster instead of following them continues walking in a

straight line completely ignoring the fact that Emma and Joseph have entered a room on the right side, after a while a loud noise of something hitting the wall is heard by the two, Emma and Joseph continue walking towards the end of the hallway and the noise of something hitting is heard once again by the two, until the strange creature appears in front of them, however different from what was expected, the creature completely ignores them and continues walking in a straight line, Joseph after witnessing this happen twice, finally discovers the pattern of that creature, it always walks in a straight line and can only change the direction in which it walks when hitting something like a wall, after hitting a wall the creature changes its route, Emma had already noticed this at the moment the creature ignored them and walked in a straight line when they entered the room in the middle on the right and after hearing the first loud noise made by the creature, after both of them realized this, the two easily manage to avoid the creature and pick up the second object and as always the announcement plays, Emma and Amelia easily pass through the place and reach the next room, the room this time was completely white like some kind of hospital, Joseph and Emma easily deal with that room and advance completely passing all the monsters in the next rooms, until they get the final object and reach the exit, instead of going back and warning the other students Emma and Joseph advance through the exit and come face to face with the blond scientist who had trapped them there, the man congratulates them and says that now that The facility would be under their control. Before letting him finish speaking, Emma kills him by breaking his neck. Joseph is speechless after witnessing this and asks Emma if this was really necessary, and she says yes. That man not only kidnapped them but also put their lives at risk, and that was his punishment. Emma then takes control of the entire place and deactivates the safe room function. Joseph, realizing what she was trying to do, tries to stop her but is prevented from doing so by the robots that served as the guards of that blond scientist. Emma sent a modified audio message pretending to be the scientist who trapped the students there and warned that the monsters were heading towards that place and that the colored room was no longer safe. After hearing this, the 14 students despair, deducing that Emma and Joseph failed to win the game and that they died. Their screams attract the attention of the heart-headed creature that begins to attack the students. After witnessing the arrival of that monster, the students end up becoming even more desperate and begin to flee the place and head towards the management room where Emma was with them. Joseph, Emma makes Joseph see all of that and develop a hatred for her on purpose, 11 of the 14 students die and only 3 are left alive, they were being chased by the last monster and it was obvious that they would not reach the room in time, the girl that Emma called cowardly and pathetic still with those words in her mind decides to sacrifice herself to show Emma that she was wrong, she was no longer that cowardly girl from before, the monster begins to devour the girl's body and leaves the other students aside, finally after witnessing several deaths and sacrifices, people they considered friends dying in front of them they finally reach the management room and there they find...Emma?, Emma after realizing that they had arrived confesses to everyone that she deactivated the safe room and that the scientist had already died, upon hearing all of that the minds of the 2 remaining students who survived are completely destroyed along with the rest of their psychology, Emma had given them a powerful emotional impact and now they were undecided about what to do "at least is there any chance of survival? ", "Emma killed them all?, why would someone as shy as her do that?", these were the thoughts that went through their heads, Emma then orders the robots to kill the 2 surviving

students who didn't even react to this because they had already given up on living, Joseph watches everything and becomes even more furious with Emma for all that, Emma takes the decapitated head of one of the dead students and brings it closer to Joseph, Emma then perfectly imitates the voice of the dead student and says "Joseph why didn't you save us?" worsening Joseph's mental state even further, he then says that he was only doing all that because of him and said that she hated him completely and continued to antagonize him saying that if he had not been born the students would not have to suffer all that, hearing this the boy who was already psychologically broken begins to think that all of that was his fault, he continues to blame Emma for all that but a part of him believed that he also had a large share of the blame and wondered what would happen if he had never been born, would the students still be alive?, Would they be happy with their families? Emma, seeing the face of someone who had completely given up on everything on Joseph's face, begins to laugh at how pathetic that situation was and says that she was actually the mastermind behind that game. After hearing this, Joseph realizes something strange. The robots that served as the scientist's bodyguards were protecting Emma. However, there was no logical reason for them to do so. In the control room where she was, there was no panel that manipulated the robots, only panels over the rooms and the monsters, but there was no way to control the robots through that panel. The only plausible way for Emma to have managed to make the robots obey her is if she was the Mastermind. Joseph becomes desperate and doesn't know what to do. Emma says that she never loved him and that she was just using him. Furthermore, she says that she created the mad scientist who "trapped" them there. Then she shows fake videos about Joseph's family being tortured and killed. She says that she had done the same with the family and friends of all the other students (this is a lie) and says that she never planned to let them go. Although, right after saying all this, Emma lies by saying that she was the leader of a large criminal organization and that even if he somehow escaped he wouldn't be able to survive for long. Upon witnessing and hearing all this coming from Emma, a person he was beginning to love, someone he could trust, Joseph ends up becoming completely furious, breaks free from the robots and puts his hands on her neck and squeezes tightly. After a few seconds Emma Elliot Wilson is killed and the game ends. She really was the mastermind behind it all and that's why the robots obeyed her. The videos of Joseph's family and friends being tortured and killed were fake and Emma used that video to influence Joseph to kill her and strengthen his true potential. Emma already knew that it was all a simulation because she was the mastermind of the exam and that's why she knew there would be no problem in her dying there inside the game. After all, her real body would still be fine. Emma easily recognized and understood the emotion of all the students on that cruise and had already anticipated everything that happened inside the simulation. All of this was part of Emma's strategy to strengthen the psychological of the student who was very afraid and make her reach the expectations she made for herself, strengthen the vast potential that Joseph possessed and strengthen his mental resistance, in addition to shaking the psychology of the other students making it easier to manipulate them at some point in the future, Emma had deceived everyone and made them think that she was on their side when in fact she was the person who trapped them there, Emma also used the fact that Joseph was starting to fall in love with her during their adventure in the 5 rooms to cause a strong emotional impact that would completely break her mind. After the end of the game, Emma was heavily criticized by the other students and said that it was just a game and that there was no reason for

them to be so upset about everything. Furthermore, I see the need to make something clear, Emma is in fact the Mastermind of this game, however, she had no knowledge about the monster patterns that were decided by the teachers and staff of Bright Future School. The only thing she knew were the rules of the game and the basis of how it will work, nothing more and nothing less.

The second year event:

The second year event at Bright Future High will be a detective game, just like what happened in Emma's document. Joseph is chosen to be the detective and the leader of class 1-A is chosen as the killer. Just like it was with Emma, Joseph will have his memories about Bright Future High altered and will have to discover the identity and methods of the killer. The killer will have 10 minutes to think of the best murder case he can think of and 5 extra minutes to execute it. Unlike the detective, the killer's memories will not be altered. After the killer finishes his murder case, the detective will have 1 hour to investigate the case and discover the killer's identity. The leader of class 1-A enters the chamber and the 15 minutes fly by. Now it's time for Joseph to enter the chamber, and so he does. Joseph enters the capsule of the virtual reality chamber where his memories are manipulated and now he is sent to the virtual world.

Joseph, who was resting, opens his eyes and finds himself on a subway. Before he can fully process the situation, Joseph notices hands that have appeared out of nowhere next to him. These hands push the person who was in front of Joseph and he tries to hold her, but fails miserably, because he is the "only" person who could have killed the woman who was waiting for the train because he was right behind her. Joseph is arrested. At least he should have been arrested. However, he managed to blend in with the crowd of people and manages to escape from the police with a certain degree of ease. Joseph is now in hiding and now has the goal of proving his innocence to the police. He decides that he will discover the identity of the person who pushed the woman onto the train. Because it was something unexpected and very striking, Joseph had memorized the crime scene and kept it in his mind. However, he recognized that he could not discover the culprit with that alone. He then decided that he would use the detective who will investigate the case to catch the real killer. Joseph would do his own investigation and help the detective by offering some clues and guiding him to the killer. Joseph then leaves his room. hiding disguised as a poor and bankrupt man, he first goes towards a local hotel called "sparkle Hotel", the reason for this is because he saw in the killer's hand (which was covered by a cloak) a small brooch with the image and name of that hotel on it, the killer probably had connections with this hotel, Joseph however fears that this could be a plan of the killer and that he had let Joseph see the brooch on purpose to cause a misdirection in him, that is, trick him and make him think that something is true even though it is not. Joseph then goes to the trash can in an alley near the hotel and finds faulty fireworks and some gunpowder. He had already predicted that he would find this, after all, it was New Year's Eve and several fireworks were

used. He then decided to fix the fireworks and threw them into the hotel through the small pipe duct that was outside the hotel. The fireworks entered the place and caused a mess that attracted the attention of the police. Joseph flees the scene and decides to let the police investigate for him and exactly as Joseph had feared, the moment they opened the front door of the hotel a large explosion began killing both of the two police officers on the scene. The brooch that Joseph saw was a trap set by the killer and he let Joseph see the brooch on purpose. Joseph then decides to leave and let the detective investigate the place. He tries to remember something important about the killer and that it was most likely not a trap. Joseph then remembers the cloak that the killer was wearing that It was the same as the cloak of a video game character who was very influential at the time where the event took place. Maybe the killer is a gamer? Wanting to test this, Joseph went to the most famous gamer convention in the state he was in and set fire to the statue of the character to which the cloak belonged without anyone seeing him do it. Seeing the cloak burning, everyone present decided to flee, except for one person, a teenager named Peter Kirk, who instead of fleeing decided to stay in the place and put out the fire on the cloak. Joseph took advantage of the fact that everyone had left the place as he planned and knocked Peter out, taking his knocked out body away from the place. When Peter woke up, he found himself in a dark and scary place and out of nowhere a light appeared in front of him. The light came from a flashlight that was being held by Joseph. He began to interrogate Peter, making it clear that he would not go easy on him. Realizing the boy's intentions to continue resisting, Joseph appealed to his fear by breaking the chair the boy was tied to and pressing his foot against the boy's hand. Joseph then grabbed a fake gun that he picked up at the gamer convention and points it at Peter's hand he then asks "tell me Peter which finger should I destroy first? Of course I'll shoot all your fingers in the end, but I'll let you choose which one will be first", Joseph hits the boy's hand hard with the gun, causing him great pain. Joseph questions Peter, asking if he would really put his loyalty to his client above his life. Peter was a very loyal person to his work and would hardly betray his client. He then points the gun at Peter's head and says that this was divine retribution for everything he did, thus placing the blame for that situation on Peter and antagonizing him. He does all this with a sadistic laugh to give the impression that he was enjoying doing it. The boy then gives up on remaining loyal to his client, putting his life at risk and reveals to Joseph that he really was the killer. However, he claims to have done it at the request of another person whose identity he does not know because he was hired anonymously. After hearing this, Joseph knocks the boy out once more and sends a coded message to the police pretending to be the Subway Killer. He gave orders to the police telling them to go to the abandoned hotel where Joseph interrogated the boy, furthermore, Joseph interrogated him using a mask and manipulating the tone of his own voice at all times to prevent his identity from being known, he then goes to the place where the boy said he had met with the contractor's representative, there he found another crime scene, Joseph looks at the crime scene and makes the following observations.

P1: The victim's fists are very red and have a lot of blood on them.

C1: It is illogical to think that the victim would beat herself, that is, she got into a fight, most likely with the killer.

P2: There were three stab wounds on the victim's body, and all of these cuts were caused by different knives.

C2: With this observation, it is safe to conclude that it was a planned murder; no one would stab another person with several different knives if it was not planned in advance.

P3: The girl was wearing very short and provocative clothing, and the victim's mother and father's contacts are blocked on her cell phone.

P4: The girl was 16 years old, but in her pockets there was a pack of cigarettes and drugs.

C3: A normal parent would not let their daughter wear short clothes, smoke cigarettes or take drugs at the age of 16. This, together with the fact that the parents' contacts are blocked, suggests that there was a fight between the victim and her parents.

P5: The girl was carrying a pair of scissors with both blades sharp.

C4: That's strange. If the victim was carrying a pair of scissors, why didn't she use them to defend herself from the killer? Maybe the killer was someone she knew.

P6: The alley where the body was found was an empty place. People rarely passed through that place, except for beggars.

C5: Judging by the victim's clothes and expensive objects, it's unlikely that she was poor. If that were the case, what was she doing there? The only logical explanation is that the killer used some method to lure her there.

P7: In the relatives' contact information, there was a message that said, "Daughter, where are you? Your father and I are very worried about you. Why don't you come see us? If the reason you're acting like this is because of what we talked about your boyfriend yesterday, then I apologize... no, I shouldn't apologize for that. You need to listen to us. That man won't do you any good. Please come back".

P8: There was no boyfriend's contact information among the victim's cell phone contacts or any other mention of this "boyfriend".

C6: The fact that there was no contact called "boyfriend" or any other contact where she show some kind of trust and love among the girl's contacts is strange. Normally, girlfriends have their boyfriends' contacts. However, in this case it was different. Maybe there was a contact called boyfriend but it was deleted.

C7: The strange fact that there was no boyfriend's contact information among the girl's contacts most likely means that it was deleted. However, why? Think about it, if you were the victim's

boyfriend, you could easily lure her to that place and since you were her boyfriend, the victim would not attack her own boyfriend immediately when she saw him.

Final conclusion: The killer used the fact that he was an acquaintance of the victim to lure her there. Upon arriving at the scene, the girl was attacked by the killer before she could grab the scissors. A fight began between the two in which the killer cut the girl's neck using the knife. The fact that the girl had a boyfriend but did not have his contact information is very strange. There is a high chance that the boyfriend's contact information was deleted from the girl's cell phone by the killer. The fact that he deleted the boyfriend's contact information indicates that he is most likely the culprit behind this crime. The mother's comment that the boyfriend was a bad person also strengthens this narrative. In addition, there is the fact that at the age the victim was, women begin to feel a strong desire to take risks and date dangerous people like drug dealers. The killer and the boyfriend must be the same person.

After analyzing all this in a few seconds, Joseph searches on Google Maps for the girl's location at 4:00 am the previous day, a time when she would most likely already be asleep and since her relationship with her family was bad, the girl would most likely be sleeping at her boyfriend's house at that time. He then finds the place and goes there. Joseph then discovers the identity of the killer as William Goebbels (name of the leader of class 1-A). Joseph then sends a coded message once again pretending to be the killer to the detective on the case, luring him to the place. Joseph goes to the hotel where William was staying and knocks out the manager of the place. He steals the manager's clothes and enters through the front door, disguised as the manager of the place. Joseph sends a message to everyone present at the hotel and says that he used the main hall's pipes to send carbon dioxide to the rooms of all the people staying there. In this way, Joseph caused a disaster that would definitely attract the detective's attention to the place. Joseph then sees William Goebbels fleeing the place but is then captured by Joseph, he ties William to a chair using a super-powerful tape and puts the cell phone of the girl William killed in his pocket and leaves the place, while walking outside his vision goes completely white and he wakes up in the real world, after all, he won the game and easily discovered the identity of the killer, in addition the carbon dioxide that Joseph said he sent to the guest room was actually an extremely dense gas that has a strong odor capable of making people feel slightly dizzy, there was nothing lethal in what he used to lure William out of the hotel where he was staying, he is not like Emma who sacrifices several good and innocent people just to capture a bad one.

(FRI, Logical manipulation, indirect manipulation, direct manipulation, mass manipulation, emotional manipulation, prediction, all forms of planning, emotional understanding, Bluffing, emotional engagement, deductive reasoning, abductive reasoning, inductive reasoning, Logical reasoning, abstract reasoning, trap evasion, seeing through people, Gaslighting, Guilt tripping, cold reading, information control, information gathering, trap setting, Misdirection, verbal deception, Fabrication, Critical thinking, Linear thinking, convergent thinking, abstract thinking, decompositional thinking, Analytical thinking, Fluid intelligence, creative intelligence)

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(Narrative)

Emma and Joseph start dating and have a healthy relationship with each other, without any kind of relationship problems, adversities, couple fights and several other bad experiences that couples can suffer during a relationship, in addition Joseph gets sick on the day the island exam takes place and does not participate in it, choosing to take the written test (in fact this is just an excuse that I used to not have to make a document with more than 100 thousand characters, lol).

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Joseph is ranked as the most attractive male student in the entire Bright Future School, in addition to being able to attract the attention of multiple girls just with his appearance and personality without even needing to use physical contact or verbal conversation, he even has a fan club made up of the most popular girls in the school dedicated completely to him, in addition to being able to make friends with all the students in the school from the most nervous and hot-headed to the most introverted with extreme ease.

(Seduction, social skills, emotional facilitation, emotional influence, charisma)

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Third Year Event:

Now Joseph will participate in his last event at Bright Future High School. He remains calm as always and enters the chamber from where his consciousness will be transported into the virtual world. Joseph closes his eyes and after some time opens them again to find himself in a prison. He was being held in a straitjacket and an unarmed man enters the place to remove the locks from Joseph's straitjacket and leave him fully prepared for his execution that would occur soon. Upon seeing the man enter the place, Joseph quickly pretends to be unconscious and waits until the man gets close to him. When the unarmed man gets close enough, Joseph bites his nose and rips it off, spreading blood everywhere. Some time passes and Joseph is escorted along with 5 armed people to another room, but this time there were several armed men surrounding him. But once an unarmed person appears and removes the locks from the straitjacket that Joseph is wearing. After removing the locks, the man leaves, taking the locks from the straitjacket with him. force in his hand leaving Joseph alone with the 5 armed men who were around him, he then says to one of the armed men “hello Mr. Belmont, how strange to see you again, but that doesn't matter anymore, when I leave here I'm going to go after your two children and your wife, hmm what were their names again? Oh yes, Gary Belmont and James

Belmont if I remember correctly, your wife's name is Bethany Belmont... get ready because when I get out of here I'm going to kill them all", while he was being escorted by the armed men Joseph saw a half-open pendant inside the inside pocket of one of the armed men's uniform, on the pendant was a photo with the armed guard's family and everyone's name, Joseph pretends to know him to give the idea that he really knew who that man's family was and taunts him saying that he will kill his family, he does all this with a sadistic smile on his face to make everything even more convincing, the armed man completely loses his patience and shoots at Joseph who dodges by ducking, the guard's shot ended up hitting another guard who died instantly, the other guards approach the man Joseph tries to calm him down and take the gun from his hands to avoid problems, Joseph takes advantage of the distraction and frees himself using a hair clip he had taken from a woman who had also been taken prisoner (while he was being escorted Joseph passed by a woman who, like him, was imprisoned, at the same time). approaching her he threw himself on the ground close to her, the police officers thought he would try to do indecent things without her consent and quickly pulled him away, but in fact he threw himself on the ground to grab a hair clip using his mouth), Joseph takes advantage of the situation and takes the gun from the guard who was killed, shooting the other guards and killing everyone. Joseph then copies the voice of one of the guards with some difficulty and uses a walkie talkie to call the man who removed his locks, saying that something bad has happened and ordering him to return immediately. Joseph pushes the dead bodies to the back of the door, preventing the man from seeing them through the small bulletproof window in the door. The man then opens the door hastily and is pulled inside by Joseph, who leaves him unconscious. He steals his clothes and belongings, disguising himself among the guards there. Joseph uses the key to the central room that he stole from the man he lured through the walkie talkie to enter the place. There he opens all the prisoners' cells, thus causing a distraction that gives him the chance to escape. Joseph completely turns off the security of the place and goes to the prison terrace. There he gets into one of the helicopters but is surprised by a gun coming from the back passenger seat that is pointed at his head. There was a person behind Joseph who was already waiting for him to get into the helicopter, when Joseph realized this, he ran out of the helicopter and went far away, the person who was in the back of the car points the gun at Joseph, but a few seconds before he shoots, the helicopter explodes, Joseph had already predicted that there was someone in the helicopter and so before getting in it, he prepared a time bomb under the helicopter that would explode 20 seconds after he got in it, if there was no one there he could leave calmly and deactivate the bomb, but if there was someone, then that person would be dead, he also used super strong glue to secure the back door of the helicopter, thus preventing the person who was in the back from leaving since the door would be stuck and would not open, Joseph had brought with him a rope which he uses to get to the prison floor, he then takes one of the vehicles and using the key of the employee he attracted using the walkie talkie, he escaped the place, thus winning the game and inaugurating his training at Bright Future High School.

(Emotional manipulation, direct manipulation, Logical manipulation, individual manipulation, Misdirection, verbal deception, Bluffing, disguise, acting skills, trap setting, trap evasion, observation, perception, prediction, emotional understanding, emotional facilitation, emotional engagement, emotional management, strategy control, Strategy alignment, strategy complexity,

strategy efficiency, strategy foresight, strategy harder to counter, strategy shielding, Fast thinking, concrete thinking, Focused thinking, convergent thinking)

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(Narrative)

Joseph is called by Emma through a message that revealed to Joseph all the abuse that Emma suffered from her sister. The message said that she would confront her sister and expose her to the whole world. Joseph, worried about Emma, goes to the place by car and when he gets there he finds the door open and Emma kneeling on the floor with Amelia standing in front of her. Joseph intervenes and blackmails Amelia with the information about the abuse that Emma had sent to him on her cell phone. Amelia observes the situation and proposes a deal. Joseph and Emma would give her the cell phone containing the information about the abuse that Emma suffered and Amelia would let them go alive (she is carrying a gun while she says this). Joseph is hesitant to do so, but Emma says that she accepts the proposal even without having any guarantee that Amelia would comply. After breaking the cell phone, Emma and Joseph walks out the front door of the mansion and decides to live together.

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At 23, Joseph now works as a police officer and government agent. He goes to a crime scene and there he finds a 16-year-old girl with blood on her clothes, carrying a knife and a dead body in front of her. Joseph slowly approaches the girl who just ignores him, looking at the body with an almost emotionless face. Joseph observes this and his intuition tells him that the girl in front of him was being used as a scapegoat (placing the blame for something you did on someone else). Joseph gets even closer to the girl who moves away from him. Joseph then explains to the girl what will happen to her if she cooperates and purposely inflicts fear and tension on her. Upon noticing the tension on her face, Joseph tells her that she was alone and that there was no chance she would be able to stay out of prison. The girl, becoming even more tense, tells Joseph to stop. He continues to pressure her and she screams for him to shut up. After all this, Joseph says, “You know, several There are types of police officers in this world, some are greedy, others are prejudiced and there are also those who are cruel for no reason, can you tell me which one I am?”, the girl, still quite irritated with Joseph for being so rude to her, says “the cruel type”, Joseph, upon hearing this answer, laughs a little and says “is that what you think? Honestly, I would say that I am the complete opposite of a cruel police officer”, Joseph approaches the girl and hugs her tightly, he apologizes for the way he acted previously and says that he only did that because he needed to cause some kind of reaction or tension in her to understand how she was feeling at that moment and to be able to understand the situation, Joseph repeats his previous monologue once again but this time with some changes “there are several types of police officers in this world, some are greedy, others are prejudiced and there

are also those who are cruel for no reason, but you know what?, I am none of those, I am a police officer who helps people regardless of who they are as long as they follow the right path and you, little girl, are not the one to blame behind it of this crime", upon hearing this, the way the girl saw Joseph, as a cruel and inhumane police officer, changes completely and she begins to cry on his shoulder, Joseph takes her hand in hand to the police station to clarify the situation for the other police officers.

(Fear inducement, Direct manipulation, Logical manipulation, emotional understanding, indirect manipulation, Gaslighting, misdirection, individual manipulation, emotional manipulation, emotional influence, acting skills, intuitive reasoning, interpersonal intelligence, emotional perception)

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While walking back home Joseph is attacked by several Red9 members, with his physical capabilities he confronts them all but ends up being defeated in the end, Joseph is then beaten to death by the Red9 terrorists, while being beaten hard Joseph remained very calm and his facial expression was completely blank, he was not afraid, angry, tense, or feeling any other kind of complex emotion like that, he was perfectly calm even while being beaten by the Red9 members, in his mind he thought only about how Emma will react when she finds out about his death.

(Emotional management, composure, impulse control, mental fortitude)

End of Joseph Harrison's document.

Now you must be wondering, "but what about the Fool? What are his feats? Are you going to make a doc about him?", first of all, The fool can go to hell, I'm tired of making so many docs with so many different mind games and strategies, about The fool achievements, he has no achievements, he is only superior to Ryan in everything except FSIQ, Overall Thinking and FSSQ, besides being inferior to Amélia in everything except Overall manipulation, Overall planning, FSEQ and Overall Deception and no, I'm not going to make a doc about him, I'm out of ideas for mind games and strategies that put him above Ryan ;-;.