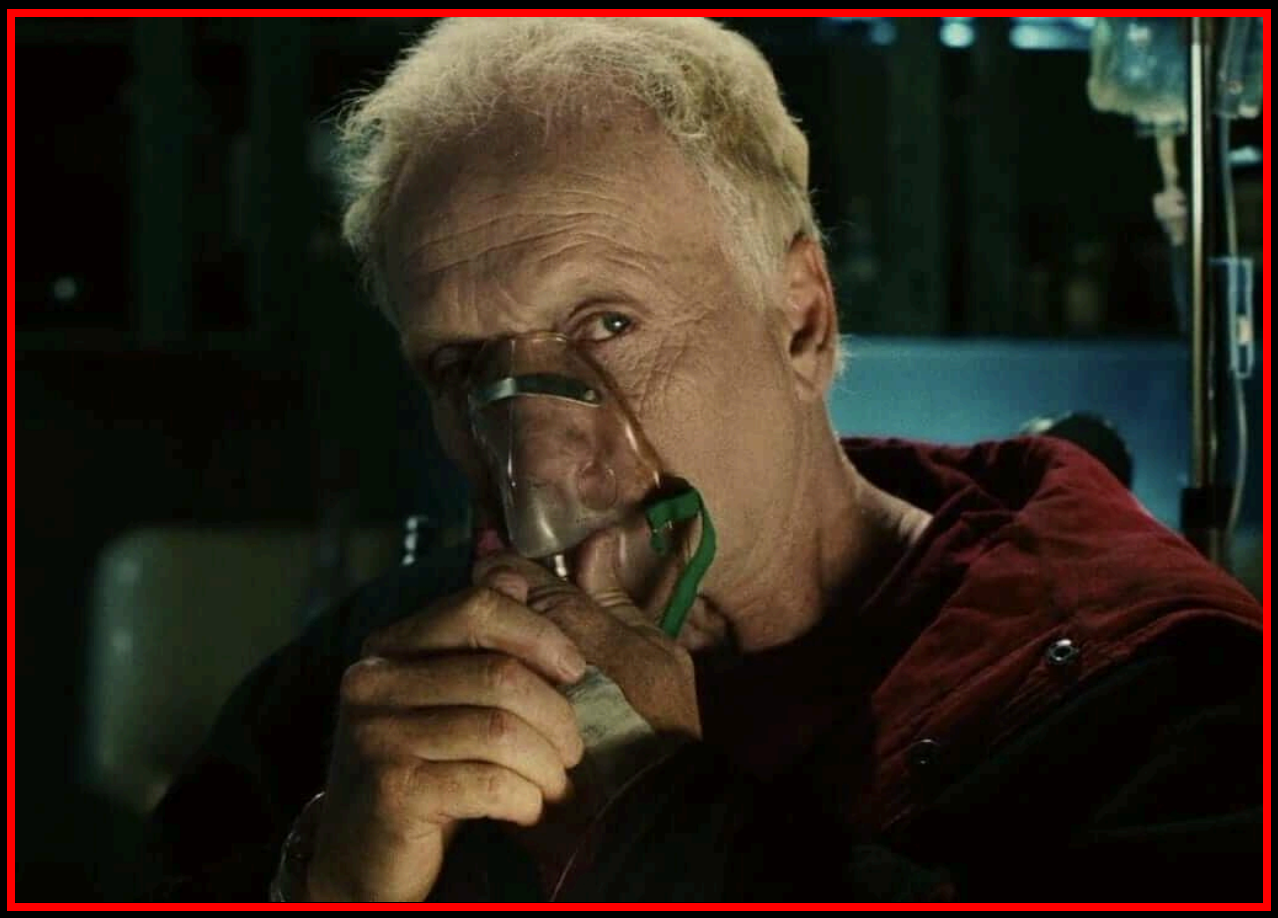


"The jigsaw piece that I cut from my subjects was only ever meant to be a symbol that that subject was missing something… A vital piece of the human puzzle - The survival instinct."
-John "*Jigsaw*" Kramer

OVERVIEW:

BACKGROUND INFORMATION: John Kramer, better known as Jigsaw, is the primary antagonist of the "SAW" series, which spans multiple films, video games, and a short comic. Jigsaw crafts complex games to test his subjects morally, trying to rehabilitate them via death games and mechanisms. Each game is specifically tailored to the subject he chose, and every game can be beaten, signifying the subject has been "reborn" by victory. This document will only cover SAW II, the third film in the series to occur chronologically.

CREDITS: **@Bittus** (on Discord)

Special thanks to **@raincutter0040_59222** (on Discord), **@newoldtokyo_64294** (on Discord), and **@unlucky_23** (on Discord) for aiding in interpretations and peer revision/feedback.

CATEGORIES: With each showing of Kramer's outsmarting abilities being detailed, they will be color coded as to help aid in understanding what exactly the feat pertains to in scaling —>
GREEN — FSIQ, THINKING, REASONING, & INTELLIGENCE
RED — EI, MANIPULATION, & DECEPTION
BLUE — SI, INSIGHT, & SENSORY
YELLOW — AC & FIELD SKILLS
PURPLE — STRATEGY, PLANNING, FORESIGHT, & COUNTERACTION

[**NOTE —** This document will be divided into two main parts due to how the plotline for SAW II is structured. Since Kramer's main strategy in this film revolved around a prerecording of events he had also planned, both schemes will be analyzed divergently. From there, both will be converged to create the holistic view of what Kramer's entire scheme looked like, which contained both the current strategy and prior planning. The prior plan with be labeled as the "Nerve Gas House Plan (P1)" and the current strategy will be labeled the "Eric Kidnapping (P2)"]

NERVE GAS HOUSE PLAN (P1):

Before delving into the contents of the nerve gas house plan itself, a foundation must be laid as to what Kramer's aim/goal was for the scheme itself. Kramer had anticipated he'd be tracked down and caught soon (**and actually ensured that this would occur via his SAW X scheme, which notably left Cecilia alive - Someone who had seen his face and identity. In SAW X, Kramer directly showed his face to every subject in SAW X. Information leakage naturally converges in his true identity being revealed to law enforcement agencies after the trial takes place. This acts as a reassurance/predation for his scheme in SAW II, where he reveals his identity fully)**, and thus developed a strategy to ensure he's able to not only evade capture - But to also turn the tables onto the investigators.

To do this, Kramer targets Eric Matthews, a detective who had been recently ranked due to his brutality and framing of individuals to incriminate them. Kramer saw this as a perfect opportunity to exploit the system and utilize Eric for his upcoming plans —>

1. Kramer needed to ensure Eric was a part of the investigation (which he had done via using a very specific type of metal only obtainable from a certain warehouse, which resulted in Eric being the one to make the specific deduction - As well as writing a statement regarding Eric at the scene of a recent Jigsaw test).
2. Kramer needed to have a method of stalemating law enforcement once they inevitably arrived at this location - He needed to stage a trial via a live broadcast occurring at that very moment that involves Eric's son, Daniel.
3. By staging a trial of this nature, he would have the upper-hand over law enforcement - They wouldn't be able arrest him until the trial is over, and naturally they'd need to save the participants. The location of where this trial could be taking place is information only Kramer would have (unless of course law enforcement is able to track the location of the live broadcast in time).
4. In this timeframe, Kramer would need to manipulate Eric into driving him to the location of the trial.
5. By staging an active trial (fabricating it), it ensures that this location is nothing more than a ruse - Where Eric can be ambushed and Kramer can walk free.
6. So, **Kramer's aim for this plan is to fabricate a Jigsaw trial and record it - Specifically implementing Eric's son into the fabrication without actually harming Eric's son.**

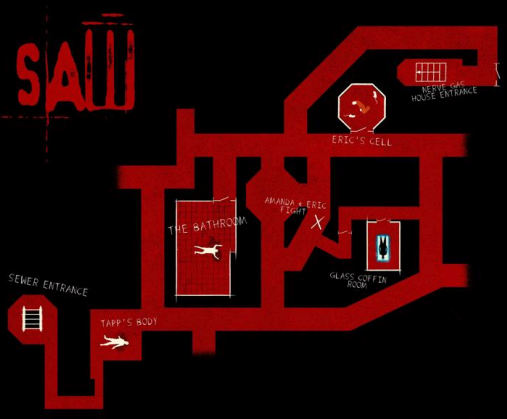
EI, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





Kramer’s prior plan (which ties into his strategy concerning Eric Matthews) took place in a house. This house, specifically, was constantly filling with nerve gas and was connected to an underground tunnel labyrinth - Which branches into the bathroom we see in Saw (2004), where Doctor Gordon’s trial and recruitment took place. Given behind-the-scenes materials, two reliable maps have been given for both the nerve gas house and the underground labyrinth as a whole —>





[**SOURCES —>** https://www.reddit.com/r/saw/s/Va6IDYUqBG , https://www.reddit.com/r/saw/s/8e1tBujP6W]

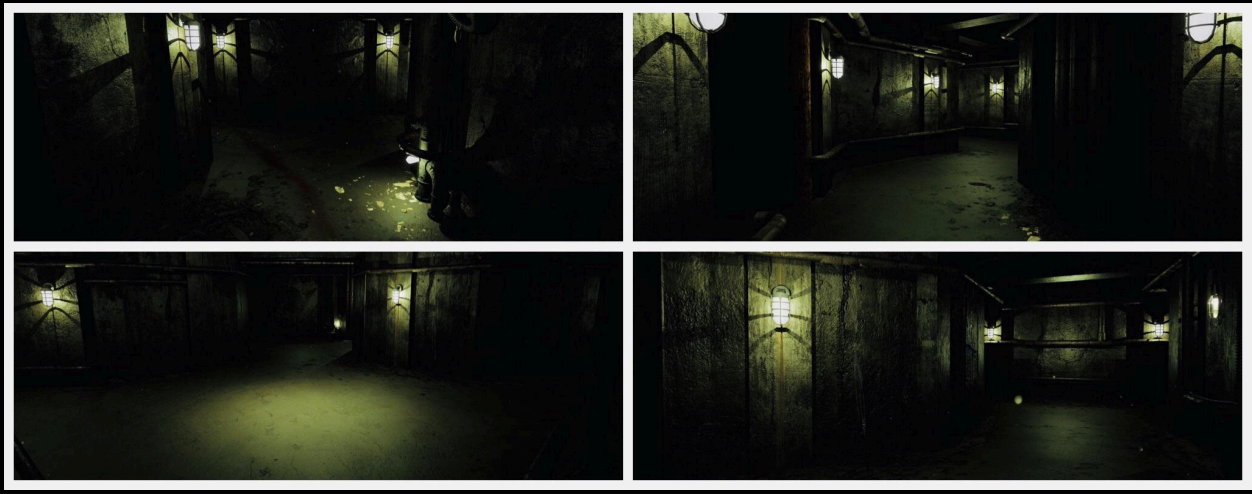
It's crucial to consider the fact that the underground labyrinth specifically likely stretches for **miles** underground and isn't limited to the map above. Now, why is this important? —>

1. Kramer was likely the one behind the development of these constructs, which take up a significant amount of space and could possibly stretch for miles. For Kramer to have logically designed such an elaborate labyrinth connected to major projects, **he would've needed to exhibit incredibly high levels of visual-spatial intellect and comprehension.** This is made even more impressive by the fact Kramer is suffering from an inoperable brain tumor, which significantly degrades cognitive performance.
2. Even if you discredit the labyrinth as having already existed pre-franchise (which is the lesser grounded interpretation of the base given Kramer's long history in architecture and confirmation of owning both the nerves gas houses), it still implies Kramer had memorized possibly miles-worth of inner-connected tunnels and pathways - Including hundreds if not thousands of alternating and interlocking paths (if not this, then perhaps a solid portion of it due to the fact he's constantly able to maneuver through it and implement new structures into the system). If

Kramer truly had memorized this absurd number of tunnels and interconnections, it implies a near perfect memory due to being constantly able to recall where he is within the system (as shown in Saw 2004 and throughout the different constructs present within it) despite the cognitive ramifications of his brain cancer.

This immaculate showing of physical construction indicates to us Kramer's incredibly refined sense of visual intelligence (being capable of either creating the blueprints for a structure that spans miles underground OR memorizing the layout of said structure), in-depth preparation process (this structure fundamentally acting as Kramer's base of operations and linked to all of his major schemes), and enduring cognitive function despite the degradation caused by his inoperable brain tumor (still being capable of nigh-perfect visualization or memorization abilities despite his cognitive decline).

FSIQ, **EI**, **AC**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **INTELLIGENCE**





It is worth noting that the “nerve gas” being pumped into the house within the film, is NOT a real-world substance. The film portrays a fictional nerve agent, often referred to as "the nerve gas" in the house - That is supposedly a fast-acting, lethal sarin-like toxin delivered as an airborne vapor. Victims inhale it, and it progressively causes symptoms like coughing blood, seizures, organ failure, and death over a period of about 2 hours - With an antidote (in the form of syringes hidden around the house) that can temporarily reverse or slow the effects of such an agent.

No real chemical warfare agent matches Kramer's concoction exactly. Sarin (the most commonly referenced real nerve agent) is real, but it kills in minutes (often under 10–15 minutes via inhalation), not hours, and there is no simple "antidote syringe" you can just inject to fully recover someone who has already absorbed a lethal dose. Real antidotes (atropine, pralidoxime, diazepam) must be given very quickly by trained personnel and are not guaranteed to work if exposure is severe.

Other real nerve agents (VX, tabun, soman, novichok agents, etc) also act extremely rapidly (seconds to minutes) and are not slow-burn toxins you can survive for hours at a time.

The concept of a colorless, odorless gas that gives you exactly two hours of increasingly specific symptoms, with conveniently placed antidote doses that reset such symptoms, is completely unheard of from a scientific and chemical standpoint.

Not only this, Kramer had developed an antidote to match this agent. He had understood the craft so well that he was able to create an antidote for a nerve agent that by all means surpasses any real world discovery or field concerning chemistry, which showcases immaculate comprehension over the subject as well as incredibly acute complex problem solving abilities.

Kramer had bypassed nearly every limitation of real-world chemistry to develop an agent that serves incredibly specific conditions and purposes. These include —> **Introducing perfect temporal control, airborne lethality with delayed systematic collapse, functional reversal of effects, and closed-loop toxin–antidote pairing**. To achieve this, he would've needed to apply levels of chemical knowledge and overall academic intelligence far beyond our own, so much so that he was able to completely bypass the real-world limitations of chemistry/biology. If such a substance existed, it wouldn't be an extension of modern chemistry - it would violate fundamental biological variability. He created an entirely new substance that is particularly specific in operation and unheard of in the field as a whole (incomprehensibly ahead of our own advancements), all whilst creating an impossible antidote to match.

At its core, chemistry operates on formal constraints:

- Conservation laws (mass, charge, energy)
- Stoichiometric balance
- Valence rules and orbital occupancy
- Thermodynamic feasibility (ΔG, ΔH, ΔS)
- Kinetic constraints (activation energy, rate laws)

Every chemical conclusion follows the form:

- Given conditions A + rules R —> outcome B

That is fundamentally deductive logic, supplemented by probabilistic/statistical logic at scale. Due to the microscopic scale at which chemical reactions occur, the amount of reasoning required to engineer specific responses/results (especially in the case of perfect temporal control) would be astronomical. In standardized chemical reactions, there are

already dozens to hundreds of variables present. Kramer surpassed the very laws that govern standard chemical reaction and created a substance that operates on a micro-temporal scope - meaning, a vast number of interdependent variables across chemistry, physiology, and behavior were forecasted nigh-perfectly.

Kramer's nerve agent is a creation that implies a level of biochemical mastery far beyond real-world science. Its precise timing, reversible effects, and engineered symptom progression would require not just advanced chemistry, but near-omniscient predictive modeling of biological systems. Within context, this positions Kramer as operating on a level of intelligence that exceeds contemporary scientific capability by orders of magnitude - once again, doing so within a constrained context.

(**NOTE —** The SAW: Rebirth comic is an installment that isn't invalidated until SAW VI. In fact, it was released mere days between SAW II's release. As such, its continuity encompasses the showings Kramer has through the films up until SAW VI. In the comic, a backstory is given for Kramer - the knowledge he obtained was through early 2000s academic textbooks and he constructed his encyclopedic-like crystallized intelligence through the texts - not only this, he was nothing more than a toy maker with little to no resources. Within this continuity, Kramer achieved this creation of the nerve gas within an incredibly short timeframe - a couple of weeks, likely via context information given in the comic - using knowledge he gained through these textbooks, which are real world finite ceilings of academic information. Which would indicate Kramer had found a way to bypass multiple biological impossibilities in a shortened timeframe utilizing nothing more than early 2000s or late 90s college textbooks and his own cognitive processing, whilst suffering from a frontal lobe brain tumor. This isn't even a quantifiable amount of time beyond our own advancements in biochemistry, it's simply incomprehensibly more academically advanced than we could fathom and requires cognitive computing unquantifiably beyond our own academic advancements)

FSIQ, **THINKING**, **REASONING**, & **INTELLIGENCE**



With that established, Kramer's plan concerning the nerve gas house takes form - Kramer installs multiple devices within the house that constantly pump the structure with a deadly nerve gas, capable of killing someone in mere hours (as elaborated on above, this is impressive in chemical engineering). Kramer had also developed an agent to slowly halt the effects of this gas in preparation for the trial, but not enough to fully **cure** the effects of the gas (the reason behind this will become clear later on). This also showcases a precise knowledge on medicine and the effects of the chemical he's crafting. Finally, Kramer had placed cameras all throughout the house - Which ties into his main strategy concerning Eric Matthews.

After Kramer had constructed and implemented these aspects, he had abducted seven individuals to take place in the trial that revolves around the house. In total, eight participants were involved - These participants include —>

1. **Daniel Matthews**: Eric Matthews's son, Matthews being the secret main player in the game itself.
2. **Xavier Chavez**: A menacing drug dealer and one of the most aggressive members of the group.
3. **Jonas Singer**: A former criminal attempting to go straight.
4. **Addison Corday**: A prostitute who was framed by Matthews.

5. **Laura Hunter**: A victim who discovers the truth about the group's connection to Matthews.
6. **Obi Tate**: A perpetrator who had helped Jigsaw kidnap the other victims.
7. **Gus Colyard**: An ex-convict and businessman.
8. **Amanda Young**: Kramer's apprentice who is staging involvement within the trial.

The goal of this trial, for the participants, is to gradually acquire each needed antidote to prevent their deaths. There are multiple antidotes located around the house, alone with one major safe in the center containing a large amount. The passcode to this safe can only be deciphered by numbers that have been written on the back of each participants' neck.

Kramer had chosen these participants for very specific purposes, as to ensure events would play out in a certain manner among the group whilst faced with the goal of the trial —>

1. Obi, being the main reason all the participants are in the house itself, will obviously cause discourse in the group. Upon this information being revealed by a tape Kramer had planted - It ensures strife is spread throughout the trial. This also acts as a temporary barrier/distraction to misdirect the participants on why Daniel is subjected to the trial. If the participants find out the logistics too quickly, specifically that Daniel's father was the officer who falsely imprisoned all of them, it could result in Daniel being killed (this is the first safeguard Kramer implemented to secure Daniel's safety). By having Obi, the man who had abducted the other participants, be a main subject in the trial it ensures law enforcement isn't able to contact him for information (especially given his later elimination).
2. With Xavier's previously stated consistency with anger and frustration, the implementation of Obi as a participant would logically cause him to spiral within the trial itself. This ensures the events are as chaotic as possible, whilst controlling the events via secondary contingencies as well.
3. Amanda, being Jigsaw's true apprentice, acts as a contingency to ensure events play out correctly. If one action goes wrong - Amanda is there to correctly steer the direction back to Kramer's main plan. Not only this, by having Amanda participate in a highly publicized trial, it eliminates any possibility of law enforcement suspecting her of working with Kramer (this will become crucial to misdirect Matthews later on in the film). Amanda also acts as a contingency to ensure Daniel survives the events of the nerve gas house, due to knowing where each antidote is, what the passcode is to the safe, etc (this is Kramer's third safeguard to ensure Daniel remains safe during the trial).

4. The nerve gas would heavily hinder each participant's cognitive abilities, which would logically reduce their ability to detect the numbers on the back of each of their necks. Or if they did, they'd likely act irrationally due to the previous Obi contingency (as we see Xavier do in the film) with Amanda acting as Kramer's personal hand in the matter.
5. The first few deaths in the film, notably Obi's, involve the body being completely concealed upon death. This would logically manipulate the participants into being unable to perceive and observe the numbers on the back of each fallen participant's neck, which deceives them until the last crucial moment.
6. By having the final portion of the trial take place in the labyrinth system, an area that notably lacks cameras - It ensures that upon watching the recording, no viewer can logically decipher what exactly is occurring down there. Which may include a death, a crucial action, etc - This benefits Kramer, as it builds stress in the viewer and ensures that even if his plan goes haywire down there, it's entirely concealed.
7. Each one of the participants here (excluding Daniel) is an individual who had been mistreated by Eric's police misconduct in the past. This includes Amanda, and this acts as a disguise for her - ensuring she isn't suspected of being a Jigsaw apprentice due to the fact her background blends in with the other subjects.
8. **INTERPRETATION/THEORY** — It is highly likely Kramer had registered both Amanda and Daniel an antidote for the nerve gas before the events of the trial, as to slow the effects the gas will have on their health. This acts as a contingency to ensure Daniel isn't eliminated via the nerve gas before the trial ends, and also acts as an assurance to ensure that Amanda remains cognitively sharp and physically healthy in order to protect Daniel throughout the trial (which would mark the third safeguard Kramer had implemented for Daniel's safety). This also fits into Kramer's purpose for the plan itself - Amanda looks as though she's a defenseless drug addict from the perspective of the cameras, however due to the previously given antidote - She'd actually be in a better physical condition than most of the participants there (adding another layer of deception).

EI, **SI**, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INSIGHT**, & **INTELLIGENCE**





Once the actual trial begins, all eight participants begin to respond to the situation in different ways - Daniel, notably, adopts a rather introverted position in the corner of the starting room. It's incredibly likely Kramer has forecasted how each and every one of the participants would react here, given the upcoming occurrences. Amanda acts as though she's genuinely surprised and dismayed at the fact she's here (as to put on a performance for the cameras), before quickly locating the first tape. Now, one may assume this could lead to Amanda being easily detected as an apprentice - However, Kramer had accounted for this. Since Amanda has been in a trial before, and has explained such, it would make complete sense for her to be so adept at solving the puzzles in the game itself without directly pointing towards the fact she's working with Jigsaw. It's simply more logical to conclude Amanda had relapsed (which is confirmed in Saw III, showing how invincible the tactic really was) and is hence being tested once again. This continues to perfectly conceal Amanda's involvement as Kramer's apprentice, whilst furthering the trial itself.

EI, **SI**, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, & **FORESIGHT**





After the tape is played for the group by Amanda, they learn of the nerve gas and overall aim of the trial. Along with this, they learn of one crucial clue - They are all connected somehow (the connection being Daniel's father, Eric). Xavier finds a small note and key that states for him not to use the key on the room's door. Xavier doesn't listen to Amanda's pleas to obey the rules, and he and Gus approach the door. Xavier turns the lock whilst Gus peers into the peephole. Before Gus can register what he's looking at, the door being unlocked causes a rigged gun on the other side of the door to fire a singular bullet through the peephole - Killing Gus instantly.

In Saw V, it's confirmed Kramer had foreseen this possibility. In a direct dialogue exchange between Hoffman (one of Kramer's apprentices), Kramer confirms the following —>

1. Amanda is indeed a contingency, however he predicted that her warnings and guidance wouldn't be followed right away.
2. Kramer had foreseen multiple possibilities, with the one occurring in the film being the most likely scenario.
3. Kramer doesn't leave anything to chance within his complex calculations, due to his understanding of the human mind.

With these confirmations, we can reasonably conclude what Kramer's goal was behind this tactic and what his forecast looked like. The tactic itself is utilized as a secondary contingency that shows the rest of the group that listening to Amanda (Kramer's main contingency) is the only logical option here. By showing the group the consequences of not listening to her, it forces them to play into his hand (a hand he has carefully concealed). As for his prediction, it was structured in this format: **Amanda will warn the participants to follow Kramer's rules —> One or more of the participants will not listen —> They will attempt to unlock the door —> One will look through the peephole —> They will be unable to register what they're looking at in time —> They will be eliminated via the rigged gun**.

For this prediction to have operated without fail, Kramer would've also needed to predict an individual will not only unlock the door, but peer through the peephole. On top of this, he would've needed to predict how long it would take down to the seconds for the individual to process what they're looking at. This showcases an incredible precision in terms of foresight on cognitive behavior, down to the exact speed at which certain people process information. Not only this, he has applied this prediction to how long it would take for one to turn the key at this exact moment as well - Kramer had successfully predicted the exact moment where the lock being undone aligned with the moment someone would look through the peephole (and how much time, down to the seconds, he'd have before the sight through the peephole could be deciphered), which would require immense comprehension over cognitive behaviors down to a second-based timer.

It's worth noting that even if this prediction fails, the tactic itself still functions without dampening. Kramer had accounted for the following outcomes/possibilities —>

1. One or more people choose to unlock the door, and one chooses to peer through the peephole - Resulting in the death of one of the participants. This lays out a clear example of what will happen if his rules are unfollowed, leading to a trust

placed into his Amanda among the group - Kramer's secret contingency (**NOTE —** This was the outcome that occurred in the film).

2. One or more people choose to unlock the door, however no one chooses to peer through the peephole. The gun is still fired and the bullet ends up hitting a participant regardless, resulting in the same outcome —> An example is set for the group to follow Kramer's rules and place their trust into Amanda.
3. One or more people choose to unlock the door, however no one chooses to peer through the peephole. The gun is still fired but the bullet does not end up hitting anything or anyone. This results in the group watching a fatal action (the firing of a gun) occur right before their eyes, an action that could easily result in death. This explicitly shows to them that Kramer's rules must be followed, otherwise next time they won't be so lucky - Resulting in them relying on Amanda.
4. The group chooses to listen to Amanda right away, defaulting into direct trust - Which is the optimal outcome for Kramer.

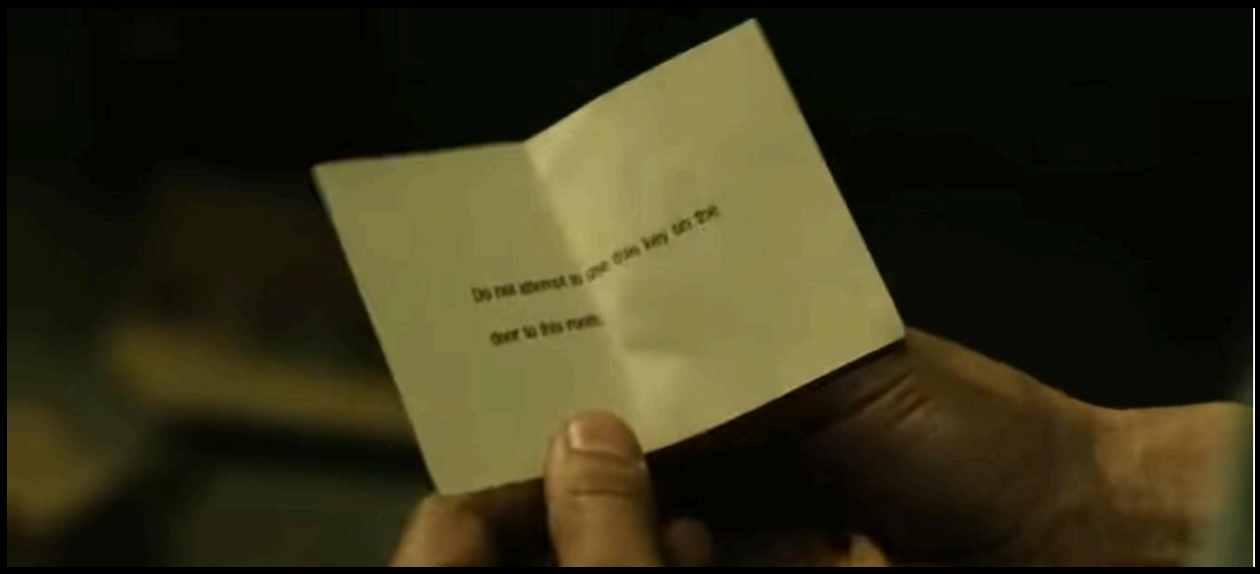
Later on in the film, a razor box device is presented to us - This was the intended individual test for Gus. However, since Gus had been eliminated here it was simply a means to acquire an antidote for the remaining participants. This shows to us that Kramer has prepared a test for every participant regardless, meaning **he had a contingency designed for each subject.**

Both the razor box device AND the peephole mechanism require solid levels of visual prowess, due to the presence of mechanical engineering and the need to visualize the bullet's trajectory.

Overall, Kramer's tactic here wasn't simply a dangerous trap - But rather a carefully placed contingency with every possibility accounted for. Kramer had predicted the actions of the participants down to the speed at which they process information, showcasing an extraordinary ability to comprehend and anticipate the human mind. The dialogue in Saw V only exists to prove this to us as an audience.

(**NOTE —** Gus and Xavier are the two drug addicts of the group, with Xavier also being a dealer. Kramer may have concluded that Gus would open the door, as another possibility involving the keyhole. When Xavier offered to open the door, the only person who supported him was Gus. As we know, when drug addicts don't use drugs or are abstaining from such, their mental state becomes erratic. Therefore, their behavior is difficult to understand or forecast. Kramer, however, anticipated their behavior so well he crafted a trap designed around the two - showcasing mental state inference capable of comprehending the varied behavior caused by withdrawal from specific substances)

FSIQ, EI, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT, INTELLIGENCE, & FIELD SKILLS







You're assuming this is gonna play out

the way you want it?

I assume nothing.

I anticipate the possibilities

and I let the game play out.

Then why do you

need Amanda in the game?

To ensure that

the rules are followed.

She won't make decisions for anyone.

She will just...

...offer choices.

A little to your left.

That leaves it up to chance.

If you're good at

anticipating the human mind,

it leaves nothing to chance.

After a few moments, a door in the room opens to reveal a pathway into the rest of the house. Outside the original room, the group finds a couple notable objects, the most important being a weaponized baseball bat. Why is this important? Well, Xavier (the most aggressive in the group) immediately picks up the bat and arms himself. Kramer had predicted Xavier would be the one to enact this, given his psychological profile. Given Xavier's later actions in the film, it's logical to conclude Kramer had predicted that this bat would act as a physical means for which Xavier would deploy his anger and wrath.

By giving Xavier a weapon, combined with the implemented strife caused by Obi and the cognitive decline caused by the nerve gas - It would result in the logical conclusion of Xavier eventually spiraling and using the bat to enforce power over the other participants. This is further supported by the way in which the main safe can be opened - By having numbers on the back of each of their necks punched in, it indirectly manipulates Xavier into hyperfocusing onto that one goal. With that, Kramer predicted he would use any physical means necessary to acquire these numbers - Which would inevitably result in a showdown between Xavier and Daniel, where Amanda will be placed to ensure Daniel isn't killed by Xavier's rage. **Even if Xavier wasn't the one to grab the bat, the contingencies of Obi's strife and the cognitive dissonance caused by the nerve gas could easily have the same effect on another member of the group - With the exception of Daniel and Amanda themselves due to (likely) having been given an antidote prior to the trial.**

This precise and calculated prediction (fundamentally forecasting Xavier's exact actions throughout the entire trial) benefits Kramer's plan here - He knew (or instructed) Amanda would bring Daniel into the tunnel labyrinth to protect him from Xavier's eventual wrath using the baseball bat (if not Xavier, let's say a random member of the group). The tunnel system notably lacks cameras, so the last observable actions from the perspective of a viewer would be Xavier (or a random member of the group) chasing Daniel and Amanda (Amanda seeming as though she's a defenseless drug addict, which isn't true given Kramer's calculated antidote likely given to both Amanda and Daniel before the trial) relentlessly through the house. By the time Amanda and Daniel reach the tunnel system and Xavier follows, the only logical conclusion will be that Xavier will come out on top due to having (seemingly) superior physicality and being in possession of a weapon. This was a perfect strategic shield for Kramer, as it conceals the inner-workings of the trial

completely and induces inside the viewer (of the cameras) a sense of absolute worry for Daniel, all whilst ensuring he actually survives.
EI, **SI**, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **INSIGHT**



After the group makes it into the next room, Xavier attempts to break down the walls using his newly found weapon. However, behind these walls is an extra layer of steel - Meaning Kramer had specifically enforced this house for this exact scenario. Xavier becomes frustrated and moves around the room anxiously as a result.

Due to Xavier's sleeveless attire, Jonas points out his prison tattoo on his bicep. This is the moment where every member of the group reveals they've been to prison - Which results in them believing this is how they're connected. Daniel speaks up and says that he's actually never been to prison, which debunks the idea quickly. Kramer had anticipated this exact conversation occurring - As a method of setting up the reveal of Daniel's father being the one who falsely incriminated each participant. This is another contingency Kramer had implemented to ensure strife among the group, which assures the scheme will play out directly as planned. Now, what if Daniel had chosen to state different reasonings in this situation? —>

1. Amanda, again, acts as a contingency to ensure Daniel follows the script. She could simply pose as another participant poking around for answers - Uncovering Daniel's lack of a criminal record via words.

2. If Daniel either lies or Amanda doesn't do this, it places the false impression on the group that the prison connection is what binds them. This would inevitably result in complete chaos once it's revealed who Daniel's father truly is - It would cast distrust in the entire group due to Daniel's confirmed earlier deception. This is a method of building trust via a false impression and shattering it with a planned revelation, which has the exact same result of ensuring the group is divided and plagued by rage.

Both these outcomes benefit Kramer substantially. By spreading innate distrust and chaos within the group, it promotes the isolation of Xavier or whoever has the bat - Which combined with the other contingencies (such as Obi or the nerve gas's effect), converge into one outcome —> **A final showdown that inevitably must occur in the tunnel system, with the wielder of the bat seemingly having the upper-hand over Amanda and Daniel.**

EI, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **FIELD SKILLS**





After a few moments of looking around the room, the group stumble upon a door that leads them into a furnace-like room. There, they find a dummy with a note addressed to Obi along with a tape. The tape reveals Obi had been the one to abduct the other participants, which causes distrust and strife within the group. The note is attached to the dummy via a small knife, which Xavier grabs (**this is another method placed by Kramer that ensures Xavier has two opportunities to obtain a weapon, as to set up the final showdown and grant Xavier a method of which to deploy his deep-rooted anger**).

Xavier, due to the isolation caused by the Obi reveal and the gas passing through his system, holds Obi at knifepoint and forces him to partake in the trial's next test (**which was intended for Obi, but Kramer had likely anticipated Xavier's behavior and encouraged it given the weapons, induced isolation, and nerve gas - This acts as a contingency to ensure Obi partakes in his test. If Obi were to grab the knife instead of Xavier and attempt to defend himself, Kramer had ensured Xavier would have the weaponized bat to combat Obi, forming a double-layered assurance of the events playing out as planned**).

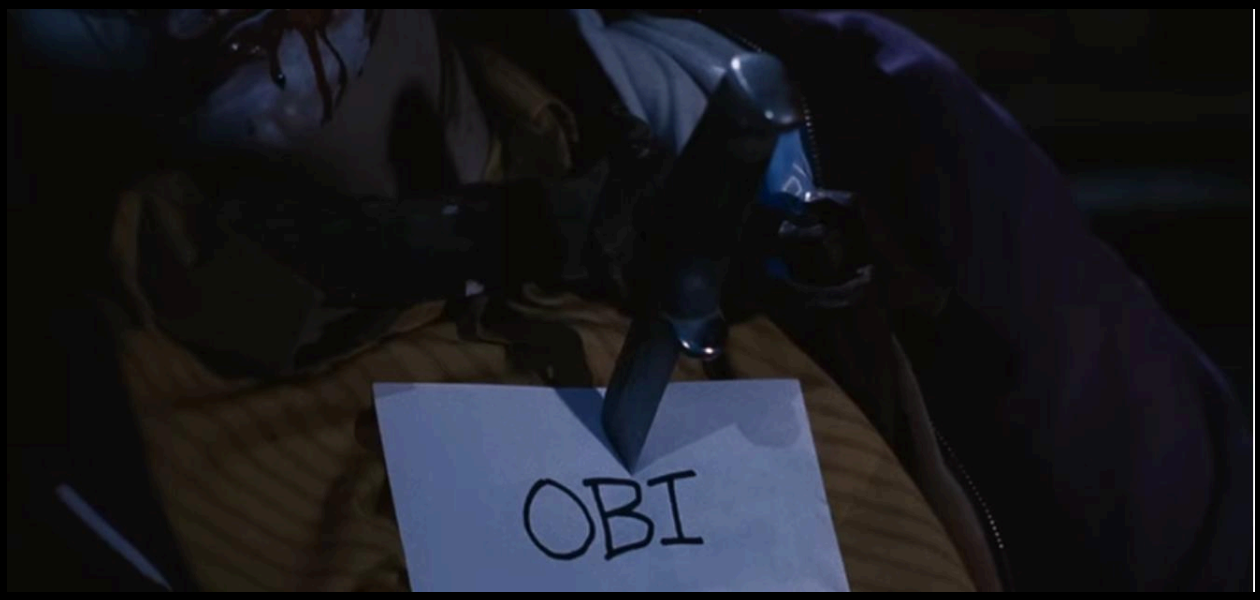
Obi agrees to partake in the next test, where he is faced with a large furnace that is equipped with two antidotes at the end. The only way to acquire these antidotes is to carefully observe the surroundings and notice the valves - Turning them before going on. Obi notably didn't uncover this secret and attempted to grab the antidotes without this safeguard. The result was of Obi being locked within the furnace, which is gradually catching on fire. A small plastic window is located at the end of the furnace as well, which is broken and Obi tries to push himself through. The window isn't large enough and Obi can't even give the antidotes to his teammates, and dies of the consuming fire. Kramer had predicted this exact occurrence, and it serves a very specific purpose —>

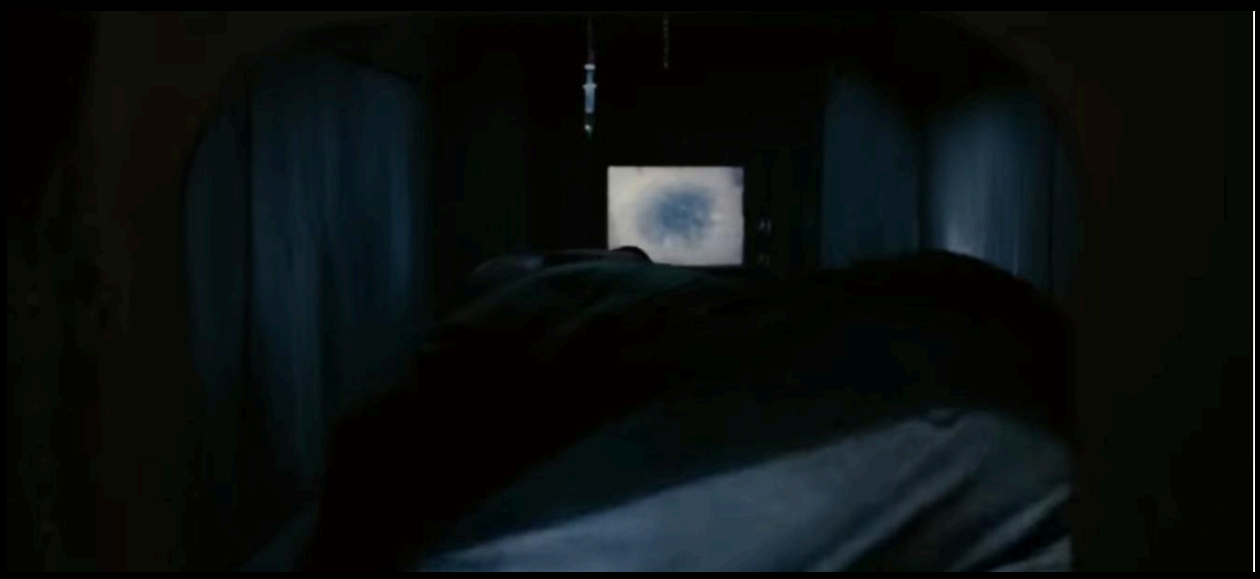
1. The window isn't big enough, but Obi is able to push his head through it - Which ensures that upon the discovery of the numbers located behind each of their necks, Obi's number would still be readable. The furnace concealing the rest of his body acts as an assurance that the discovery doesn't happen until later.
2. The window notably wasn't large enough for Obi to fit both his hands and head through, which disables him from giving the other participants the antidotes. This not only furthers the effects of the nerve gas, which results in cognitive decline - But also ensures the group is even more isolated than they normally would be. Not only did they just learn a member had betrayed them in the first place, but that member wasn't even able to provide retribution (**this is crucial for the later reveal Kramer had implemented that shows the group who Daniel's father really is**).

Even if Obi did succeed in his test, the group would still feel immense distrust - A member among them is already confirmed to have lied ever since the start, which will inevitably lead to passive distrust whilst he's still alive. This also opens the door to the idea that another member may be hiding something, which connects to Daniel's placement in the trial.

(**NOTE —** Kramer constructing this furnace showcases excellent knowledge in several fields, such as general engineering, mechanical engineering, and thermodynamics. Not

only this, it would've required immaculate visual prowess as to construct it around Obi's overall size)
FSIQ, **EI**, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INSIGHT**, & **INTELLIGENCE**





After Obi's test, the group goes back to the main room. There, they discover a new test - They open a new door and walk into a brightly lit room. At the end of the room, is a locked door with a timer on it. In the middle of the room, under a bedframe, is a large hole filled with needles. A tape is played and it reveals that this test is designed for Xavier - He must find the key in the hole of needles within the given timeframe, and

upon the key being used on the door, it will lead to a closet that contains an antidote. Xavier paces nervously, before he targets Amanda and forcefully throws her into the hole. He instructs her to find the key for him, and to do it quickly before the timer runs out.

Amanda desperately looks for the key, and eventually does - However, when she gives it to Xavier, he isn't able to get it to the door in time and the door locks forever. Xavier fills with rage, even more so than before. **The direct purpose of this test is for this very specific purpose** —>

1. If Xavier fails this very personal test (regardless of if he forces another participant to partake in it or not), he instantly becomes enraged as his own failure. Kramer predicted that this would strengthen the indirect conditioning he's already imposed onto him - With Xavier further isolating himself from the group and projecting his own failure onto everyone else (which ensures that the final showdown occurs between Xavier and Amanda & Daniel).
2. Hypothetically, if Xavier were to succeed in his test here - He'd be given his own personal antidote. This is another form of indirect conditioning, as it would serve as a physical representation of Xavier separating himself from the group.

(**NOTE —** Again, Kramer would've needed incredible visual intelligence to construct this room. He would've needed to specifically tailor the door in a mechanical manner, as well as apply his vast amount of medical knowledge to construct the needle pit itself - Knowing how dangerous the effects of such a situation are)
FSIQ, **EI**, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INSIGHT**, & **INTELLIGENCE**



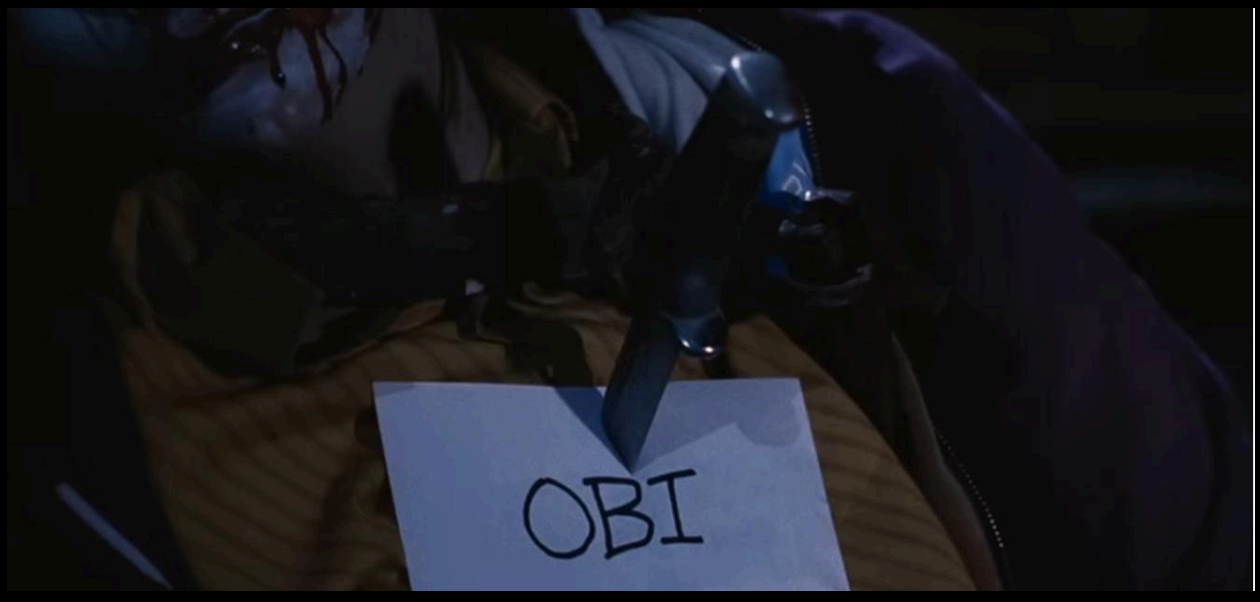


Kramer had likely predicted the order in which the participants would discover each room, however it's important to note that even if certain tests were discovered before others it wouldn't have dampened the plan at all. Xavier's test notably couldn't have ever resulted in death for him, due to the fact that the needles themselves are not directly fatal. They could impact his health slowly, yes - But it wouldn't be enough to eliminate him before the end of the trial. Xavier's test also notably didn't require Obi - Who was the main subject of the last test. Hypothetically, if Xavier's test was discovered before Obi's, nothing would change. Xavier would survive his test regardless of the outcome, yet would still be isolated - Whilst Obi himself isn't required for Xavier's test and thus wouldn't be put in harm's way (**which is further ensured by Amanda, who acts as**

Kramer's secret contingency and even took the mantle for Xavier's test in the first place). Once Obi's test arrives, the circumstances would be nearly identical to what had occurred in the intended order. This implies that regardless of when each room was discovered, both tactics would achieve the same effect when in tandem - Xavier would be isolated from the group.

STRATEGY, **PLANNING**, & **FORESIGHT**





The group now walks back into the main room of the house, distraught by failure twice. Xavier finds his way back into the starting room, where he sees the body of Gus once again. However, this time he notices something - The number on the back of his neck. He

instantly makes a connection to the safe, and realizes that there are numbers on the back of everyone's necks, and that combining them will result in the passcode. Xavier instantly forms a goal in his mind - He must kill the remaining participants and obtain the numbers on the back of each of their necks. How did Kramer ensure and predict this would be his exact thought process? —>

1. Kramer, as previously established, deployed multiple methods of indirectly influencing Xavier into isolating himself from the rest of the group (Obi's test, his own test, etc). This ensures Xavier already sees the other participants as enemies rather than allies, which links perfectly into his already aggressive mindset.
2. Kramer had given two opportunities for Xavier to acquire a weapon, where both act as a double assurance of him deploying his rage through violence. Xavier, with these tools as his disposal, will see violence as the easier method of obtaining the numbers.
3. The nerve gas passing through Xavier's system naturally results in lower critical thinking - Which will, again, result in him turning back to the simplest form of victory (violence).
4. Both Obi and Daniel being outliers within the group naturally results in him building a distrust towards the other participants, strengthening the idea in his mind that the other participants are simply opposition.

After arriving at this conclusion, Xavier chooses to take out Jonas first (who is closest to him physically). Xavier utilizes the weaponized bat to gain the upper-hand and eliminate Jonas, afterwards making sure to check the back of his neck and confirm his hypothesis - Whilst obtaining the next number.

(**NOTE —** Even if Xavier reached this conclusion earlier within the trial, it wouldn't have changed the outcome at all. It would simply result in Xavier speeding up the trial by eliminating more participants faster - With Amanda acting as a contingency to ensure Daniel isn't a victim during the rampage. As the trial goes on, Kramer had implemented several contingencies to ensure the discovery is made - Such as Obi's test notably allowing for his neck to be seen, along with other tests that will be uncovered from this point)

EI, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **INSIGHT**





Meanwhile, the remaining members of the group travel through the hallways of the house, the effects of the nerve gas slowly ramping up. Laura points out a picture that has an "X" cracked into it, before succumbing to the nerve gas and passing away. Addison takes the picture down and investigates, where she finds a picture of Daniel and his father, Eric Matthews. **This serves as the final tactic to ensure the group is completely isolated, specifically from Daniel as well as the rest of the participants.** The remaining group is angered by this discovery —>

1. Daniel has been revealed to have been lying the entire time, in the same manner as Obi - With two members being revealed in such a way, it finalizes the group's mistrust of one another and breaks them apart completely.
2. Daniel's father being revealed to the man who falsely imprisoned every single one of the participants naturally results in anger being built towards him - The man who had thrown their lives away has a son, and he's standing in the same room as

them with no restrictions. Combined with the distrust spiked into the mix, this results in a complete shattering of the group's social structure.

With the group now fully broken apart, it creates the perfect setting for Xavier to target each one of them. It allows for Amanda, as Kramer's secret contingency, to take full control over Daniel and his safety - Which Kramer deemed necessary to enact the final showdown.

EI, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **INSIGHT**





Xavier continues looking at the now deceased other participants (including Gus, Obi, and Laura), gathering the numbers on the back of their necks. In his travels, he picks up the photograph of Daniel and Eric, which fuels his anger even more (**as per Kramer's assurance**). Xavier locates Daniel and Amanda, and begins chasing them down the hallways.

At the same moment, Addison finds Gus's razor box trap - There's an antidote inside. She doesn't waste any time and immediately puts her hands in the box, reaching for the syringe. However, she finds that she cannot take her hands out. The point of this test was to implore critical thinking in the subject, where the box could only be countered if the subject simply analyzed their surroundings and discovered that approaching the box from the other end would result in success. Addison, **due to the nerve gas accelerating through her system**, is unable to connect these ideas and falls victim to the device (the nerve gas itself being Kramer's contingency here to ensure these results).

Xavier stumbles past the room and sees Addison with her back turned and hands in the box - Kramer had specifically set this device up as to where the subject's back would be facing the door, where Xavier is now standing. This serves two purposes —>

1. If Xavier has already made the discovery of their numbers, it ensures Xavier is able to obtain the number on the back of the neck of whoever is currently within the device - In this case, being Addison.
2. It acts as a contingency to ensure Xavier makes the discovery, due to making the numbers visible on the subject currently partaking in the device (due to structuring the test in such a fashion as to have the subject's back facing the door). In this scenario, the subject or order in which this test occurs wouldn't matter - It would still act as a contingency to ensure Xavier completes his reasoning process.
3. As the participant realizes they're stuck in the mechanism, and given the nerve gas in their system - It is incredibly likely they would begin to start making noise out of pain or hopelessness. This would act as assurance to lead Xavier to the room, and upon arriving there - He'd see the number he needed.

Even if the subject (in this case Addison) is able to figure out the device's purpose, the indirect conditioning of Xavier will act as a contingency to ensure they are still not only pursued, but have a high chance of fatality. **As mentioned, this test was actually designed for Gus - Which showcases the fact that Kramer had organized individual tests for every member as contingencies (roughly six to eight given the participant number, and accounting for the fact Amanda or Daniel may have not had one implemented)**.

(**NOTE —** Kramer had meticulously designed this device and the room surrounding it in a very specific manner - He utilized his visual and spatial comprehension to construct a device that would specifically cause the subject's back to face the door, where someone like Xavier would have the optimal viewing point for it - Indicating he had not only visualized the construct of the device itself, which would display immaculate engineering knowledge, but the actions of its subject and the perspectives of every participant involved)

FSIQ, **EI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **INTELLIGENCE**


FATHER
AND SON





After obtaining Addison's number, Xavier leaves the room and leaves Addison to bleed out (regardless of if Xavier chooses to kill Addison here or not, her death is inevitable due to the nerve gas). Xavier begins to chase Amanda and Daniel once again, before the duo escapes into the starting room and jams the door shut. Amanda uncovers a trapdoor located in the middle of the room, the passageway into the underground tunnel system. From the camera's perspective, Amanda had ONLY observed the existence of the trapdoor due to blood from Jonas's corpse making the outline visible. This serves the main purpose of concealing Amanda's involvement with a logical explanation, but it also implies **Kramer had foreseen that a participant would die in that specific portion of the room, causing the blood to pool around the trapdoor's outline**. Kramer made this precise prediction based upon the peephole device (which had shot and killed Gus, increasing the chances of bloodshed in the room) and well as his indirect influencing of Xavier - Anticipating the fact Xavier would likely kill a participant in that room when re-investigating the safe or checking a fallen participant's number (a broad prediction), and would be too damaged by the nerve gas and the slow speed at which the blood would initially begin to pool to deduce the existence of the trapdoor. These factors converge to place a specifically tailored contingency Kramer had constructed to ensure Amanda's involvement is concealed as well as granting the duo the opportunity to retreat into the tunnel system.

Xavier, shortly after, breaks into the room and sees the trapdoor. He quickly follows Amanda and Daniel into the tunnel system - Where no cameras are placed. **This is a**

crucial portion of the plan, as it makes the final showdown between Xavier and Amanda & Daniel unviewable. Given Xavier's perceived higher physicality and the weapon he's been given (Xavier was actually likely weaker than Amanda and Daniel here due to Kramer possible administered an antidote to Amanda and Daniel before the trial - A carefully implemented deceptive tactic), with the logical conclusion being drawn that Xavier will likely win the altercation. In the tunnel system, Amanda and Daniel retreat into a large room and turn on the lights, revealing the room to be the bathroom from the first film. The deceased participants of that trial still lie in that bathroom - Untouched.

Xavier follows the duo into the bathroom, prepared to kill both of them. This is where Amanda uses critical information Kramer had likely given her as a contingency to halt Xavier's actions here - Amanda asks Xavier how he can read his own number if she doesn't tell him. Kramer, via his indirect conditioning and the nerve gas, ensured Xavier wouldn't reach this conclusion until Amanda states it.
(**NOTE —** This crucial piece of information was utilized by Kramer to craft a strategic shield for Amanda and thus Daniel. Since Xavier cannot eliminate Amanda and Daniel due to the fact a third party must be present to give Xavier his own number - It protects any harm from being pressed upon them in the last crucial moment. Even if Xavier had come to this realization sooner and accounted for it, which is unlikely due to the indirect psychological conditioning induced by Kramer and the nerve gas hindering cognitive functions - Kramer had planted a contingency in the form of a hacksaw that Amanda and Daniel could use to eliminate Xavier regardless, perfectly fortifying his strategy here).

In the bathroom, we see the mirror has been shattered as a contingency - Meaning, Xavier cannot rely on it to obtain his number, leaving Amanda as his only option. **In the first film, Adam had broken the mirror in a fit of rage - Kramer had predicted this would occur and utilized it to ensure the success of his next major scheme, fortifying the holistic approach to his plan naturally by having past participants create shields for him without any direct intervention. Adam shattering the mirror directly results in Xavier being unable to uncover his own number and thus is unable to counter Kramer's plan** (**NOTE** — Kramer had removed the mirror shards after the first film's trial had concluded, furthering the strength of this naturally implemented contingency. Even if Adam didn't play into his hand here, Kramer could very well have just removed the mirror himself).

Xavier, in his induced violence, hopelessness, and delirium decides to slice the flesh off the back of his neck in order to obtain his own number (Even if Xavier didn't make this choice, Amanda's induced revelation was simply meant to stalemate him for a moment). This moment of weakness is the exact opportunity Amanda needed - Daniel, using a rusty hacksaw likely placed there by Kramer before the plan (or left over from the first trial, showcasing how the trial in the first film doubled as a preparation process for this plan) in order to grant him a method of completely subduing Xavier, slices Xavier's through, eliminating him and ensuring his own survival (since Daniel and Amanda are now in the tunnel system, there is no nerve gas coursing through their blood - Resulting in the duo surviving regardless of the circumstances). With that, Kramer's nerve gas house plan is completed - Fabricating an entire Jigsaw trial via indirect conditioning and manipulation laid out throughout the "game".

FSIQ, **EI**, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INSIGHT**, & **INTELLIGENCE**







In conclusion, Kramer's nerve gas house scheme was specifically tailored to fabricate a Jigsaw trial with the purpose of later deceiving his main target Eric Matthews. To achieve this, Kramer strategically placed cameras around the house and omitted the existence of cameras in a specific location where he knew the stakes would be the highest, indirectly conditioning the entire group of participants psychologically every step of the way and predicting each and every one of their actions and thought processes (down to the speed at which they are able to process information and perform cognitive functions), and how each participant would react to one another throughout the trial. Every tactic was immaculately concealed and shielded from counteraction, as well as concealing the existence of his secret disciple Amanda by including her within the trial (which also acted

as a contingency to ensure the events played out in his favor). Kramer had brilliantly prepared the scheme in advance via the trial in the first film, tying together his schemes perfectly without flaw.
FSIQ, **EI**, **SI**, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INSIGHT**, & **INTELLIGENCE**, **FIELD SKILLS**, & **COUNTERACTION**



ERIC KIDNAPPING (P2):

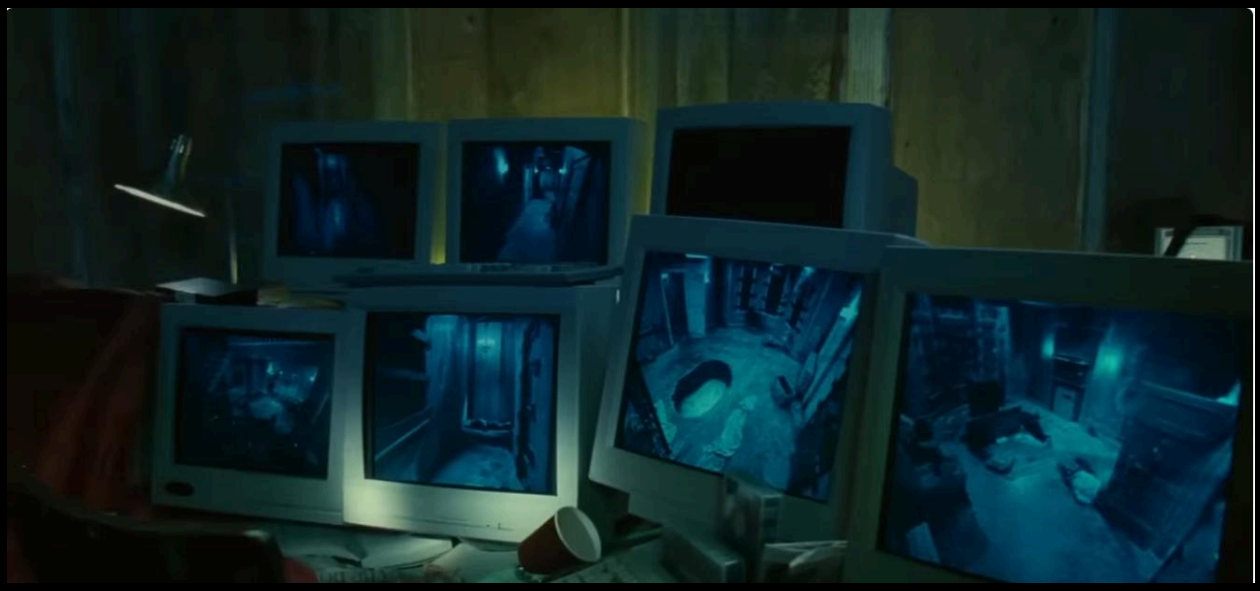
After recording the events of the nerve gas house plan, Kramer seals the survivor (Eric's son Daniel) in a specifically tailored safe in his base of operations (a warehouse). Daniel is being given oxygen to keep him alive, as well as being drugged to ensure no noises are created. To finalize his preparation process behind his strategy, Kramer has two houses strung in different locations throughout the city (both identical in physical layout) —>

HOUSE A — The first house, the one where the nerve gas plan took place. This house, notably, is connected to Kramer's underground labyrinth system (which likely isn't the case with the second house). In this labyrinth, is Amanda Young (Kramer's disciple). After the events of the nerve gas house, she (seemingly) remained in the tunnel system. This serves a strategic purpose that will be elaborated on later on.

HOUSE B — The second house is one that is identical to House A. At this house, Kramer sets up the recording from the nerve gas house plan. This recording is set as a live broadcast signal coming from this location (237 North Hyde Crescent). Kramer rigged this second house to broadcast a signal, the signal being a live transmission of pre-recorded tapes. However, this signal can only be translocated upon a trigger - That being the elevator located at Wilson's Steel (specifically right next to Kramer's desk, as to ensure no external party accidentally triggers the signal beforehand), which Kramer has designed and tampered with to serve as the "trigger" behind the signal's activation (this is the most plausible explanation, as the signal's obtainment in the film is aligned near-simultaneously with the elevator's activation).

Finally, Kramer sets up monitors within the warehouse as well. These monitors also play the events of the nerve gas house plan, as well as being connected to the transmission coming from House B. With this, Kramer has fabricated an entire Jigsaw trial running currently to whenever he chooses to start the recording. Down to the events and even the transmission (as well as an identical house), Kramer crafted a false narrative that was fundamentally impenetrable. Not only this, he designed the signal's tracking to be tethered to a specific activation - that being the elevator located in Wilson Steel (the warehouse). This will be the cornerstone behind Kramer's strategy to counteract law enforcement and abduct Eric Matthews (for a future trial).
(**NOTE —** Kramer's mapping of the identical houses, the knowledge present to rig the transmission, and the medical intelligence needed to keep Daniel drugged are all testaments to his enhanced visual-spatial capabilities and general knowledge)
FSIQ, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INTELLIGENCE**, **FIELD SKILLS**, & **COUNTERACTION**





After setting up the deceptive preparation, Kramer continued his main strategy. Now, he needs to ensure — 1) Eric is roped into the case, 2) Eric is now invested in the case itself, and 3) Kramer himself is located and Eric is gravitated towards him as a result of the previous two goals. To begin this, Kramer sets up a miniature trial revolving around a man named Michael Marks.

(**NOTE —** Michael has a connection to Eric, meaning his death would naturally tether to Eric himself. This acts a first measure Kramer took to ensure Eric is embedded into the investigation)

In this trial, Michael is seen wearing a mask of sharpened spikes. A key has been surgically placed under his eye, and he must remove it to free themselves from the deadly contraption. However, he only has a strict timeframe to complete this task before the mask snaps shut and kills him on the spot. It goes without saying, developing such a mechanism requires in-depth engineering (thus visual) prowess. Kramer also places a television in the room opposed to a tape (which is also how he provides instructions for the trial), where a video is displayed. This video contains a robed figure (assumed to be Kramer) surgically placing the key under the victim's eye. However, it is revealed in Saw 3D that this robed figure was actually Dr. Gordon from the first film, who has been concealed in the video and as a disciple overall. Why is this crucial? —>

1. Kramer likely instructed Gordon to conduct the surgery whilst he finished preparing the Eric kidnapping strategy. This is a deceptive layer, and an intricate one at that. Once the police recover the footage, they'll see Jigsaw actively taking part in a surgery, which means his time was being eaten up. This ensures that the nerve gas house recording has even higher odds of being accepted as a live broadcast, because how could it be prerecorded if Jigsaw himself was taking part in an in-depth surgery at the same time? Sure if he could've run the trial concurrently, but as we saw in Saw (2004), a core piece of the psychological profile law enforcement constructed for Jigsaw was that he always liked to have a front-row seat to his own games (Kramer ensured they'd arrive at this conclusion via the peephole in the razor-wire trial in the first installment). This fact would entirely shatter that profile, making it highly illogical and contradictory to Jigsaw's prior actions. Thus, this cements Kramer's fabrication.
2. Kramer is known by law enforcement to possess acute medical abilities. This surgery fits perfectly into the set of skills they previously observed for him, masking the surgery even deeper. Gordon himself is also not a known disciple, and even the thought of there being more than one Jigsaw has yet to be discovered by this point. Not only this, the likelihood of another accomplice possessing comparable medical skills to Kramer himself is far too low to even be considered a valid assumption.
3. Kramer notably had two other accomplices operating at this same time — Mark Hoffman (a member of law enforcement) and Amanda Young. These two act as a strategic cover, for Kramer specifically tailored these two to be operating far more clearly to law enforcement's eye compared to Gordon (who's entire purpose is to be concealed). Meaning, even if law enforcement saw through Kramer and reasoned out the existence of more than one Jigsaw, neither Hoffman nor Amanda would fit the profile of the accomplice in the footage. Hoffman is in official

databases and has no real history of medical expertise, and Amanda has been in and out of criminal databases as a whole due to her past (and even has a direct involvement with Eric Matthews). Neither of them are inflicted with any physical ailment as well, which completes the level of deception created here. Not only this, if law enforcement deduce the existence of a second Jigsaw due to the tape in order to see through Kramer's bluff - it eliminates any logical conclusion resulting in Amanda being the culprit (which is impactful, as she serves as the final conduit behind trapping Eric), as she doesn't fit the profile showcased by the figure on the tape (this layer is purposefully constructed in a manner as to where no matter the explanation law enforcement adopts, it contradicts another piece of the puzzle and conceals another part of Kramer's strategy).

4. Due to the Saw (2004) trial, Gordon is missing a portion of his leg. Obviously, this results in his movement within the surgery appearing hindered. This perfectly aligns with Kramer's sickly state, and as seen in Saw (2004) — Another core component of Jigsaw's profile they crafted was his physical weakness. This perfectly tethers the footage to Kramer, not only capability-wise (the presence of medical expertise) but also even down to his physical movements.

(**NOTE —** In the first film, we see Kramer carefully orchestrate a physical altercation between detective Tapp and Zepp. The footage tactic explicitly strengthens the reasoning behind why Kramer would do this and why Zepp was almost certainly a contingency apprentice in case he succeeded in his game - By designing a blunt physical interaction between the two, Kramer ensured that Tapp would shoot Zepp in the leg, or at least injure him - which also keep in mind Tapp is a trained detective, meaning this likelihood was fundamentally inevitable. If Zepp went on to win his game and Gordon were to lose, thus Kramer would recruit Zepp in his place, a person shot in the leg, or any critical part of their body, can't walk properly for weeks, months, maybe years. Even with treatment, they'll still show minor symptoms. This leads to Zepp exhibiting similar behaviors to Gordon losing a leg)

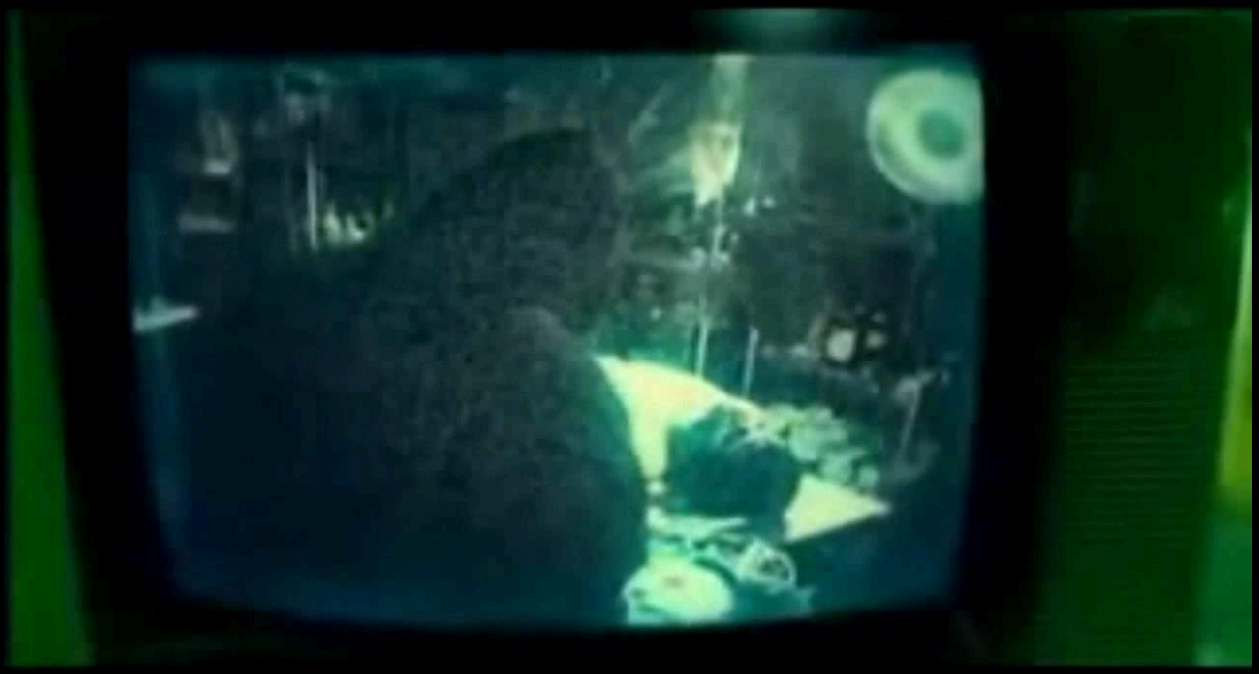
This deceptive tactic directly ties into Kramer's plan in Saw (2004), where he enacted an incredibly fortified plan centered around either recruiting Dr. Gordon or Zepp Hindle (both having medical expertise). Kramer tied these two schemes together flawlessly, reinforcing the strength of his strategy with a holistic format (Gordon/Zepp recruitment —> TV misdirection —> Nerve Gas House fabrication —> Eric kidnapping). This tactic serves as a 4-5 layered deception, ensuring that his bluff is logistically impenetrable to piece together or prove.

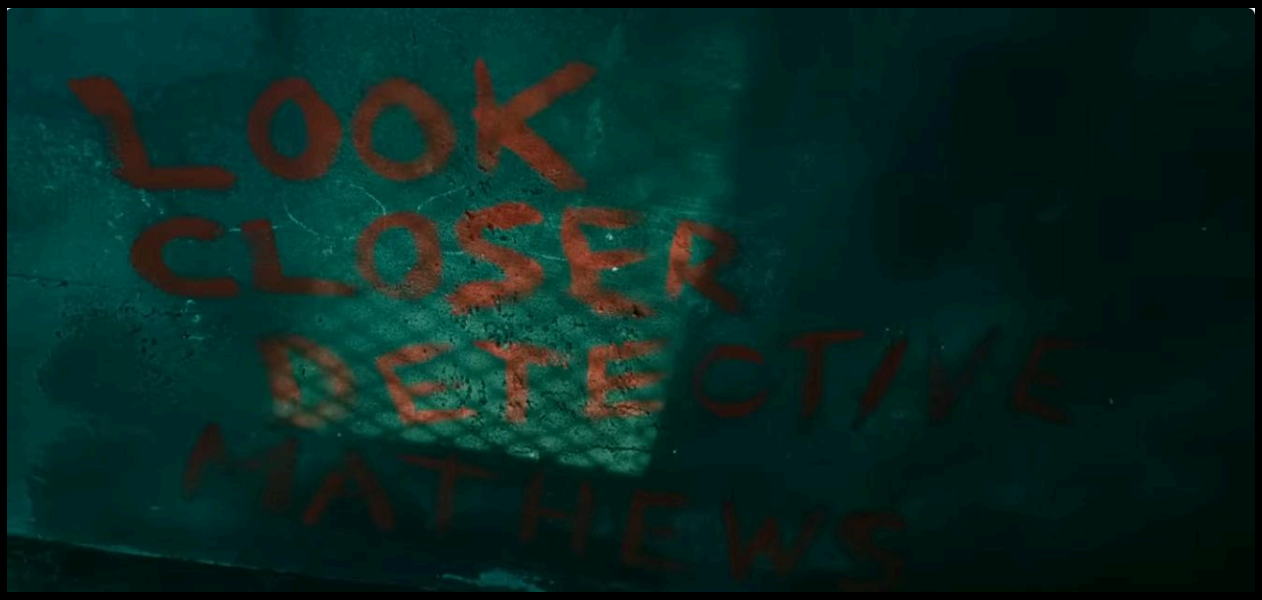
With the television tactic implemented into the game, Kramer also made sure to leave a distinct marking on the metal used in the mechanism for Michael's game. This marking displays the phrase "Wilson Steel", which links to the warehouse Kramer is currently utilizing as his base. Not only this, to ensure Eric is roped into the investigation, Kramer leaves a message written at the scene telling Eric Matthews to "look closer". This serves two purposes —>

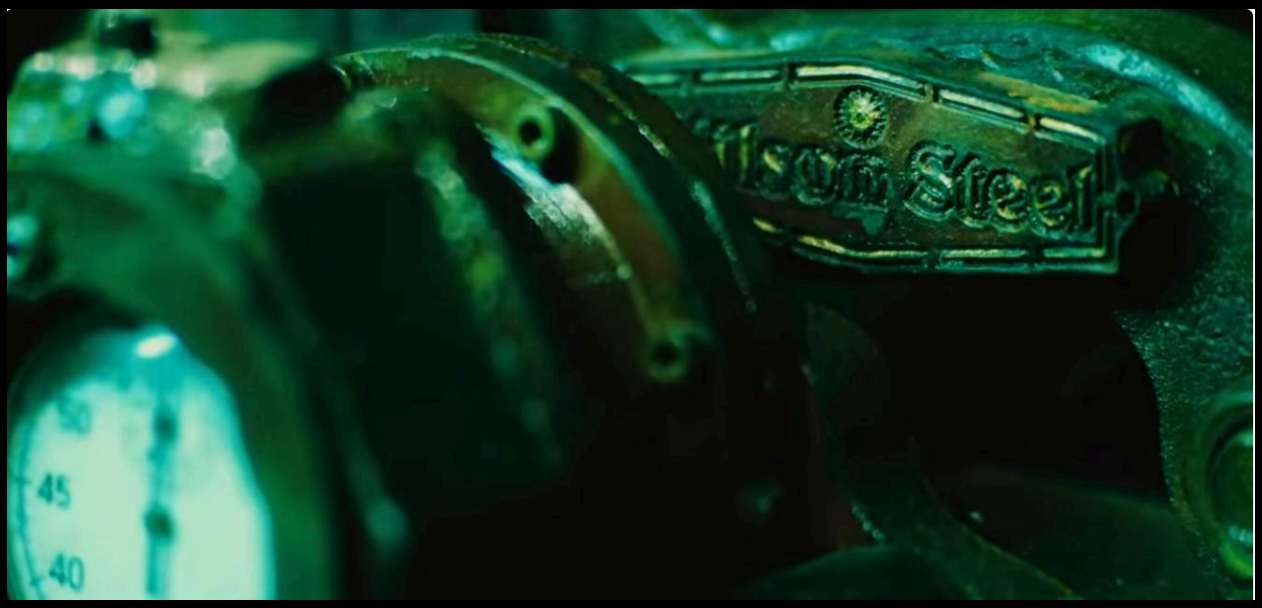
1. Eric is now embedded into the Jigsaw case, and thus is ensured to be present once Kramer's current location is inevitably detected and revealed.
2. It implores Eric to look "closer" at the scene, which features the Wilson Steel clue - Enforcing Kramer's location within the tactic itself.

(**NOTE —** Even if Michael passes his test, the purposes behind this holistic tactic would not be hindered. The television would still establish Kramer couldn't have prerecorded the upcoming nerve gas trial from law enforcement's perspective, the message would tail be uncovered after Michael is discovered, and the Wilson Steel clue would still be very much intact)

FSIQ, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INTELLIGENCE**, **FIELD SKILLS**, & **COUNTERACTION**







Matthews connects the Wilson Steel engraving to the abandoned warehouse nearby (as per Kramer's prediction) and law enforcement gathers a large team of officers, SWAT teams, and detectives to infiltrate the area.

Upon enacting this, one SWAT team stumbles upon a physical trap placed by Kramer. This trap activates, crushing an officer's leg and electrocuting the remaining members of that specific group. This specific trap achieves two purposes, that aid in Kramer's overall misdirection —>

1. It dwindles the total amount of law enforcement in the area, which ensures that there are less reinforcements readily available. This is crucial, as it supports Kramer's main goal - It allows for him and Eric to make a clean getaway without direct intervention.
2. To law enforcement, it casts the profile of Jigsaw being brutal and blunt with his actions/trap, not attempting to conceal his traps - but rather directly eliminating his opposition in the form of violent mechanisms. This supports the recording being a current game (in addition to the Michael game providing an alibi for Kramer), as the likelihood it's a premeditated full-scale deception drops exponentially when given the blunt and straightforward nature of this specific trap (again debunking any idea of the screens being a prerecording by offering a direct contradiction to that profile).

(**NOTE —** The trap itself notably utilizes mechanical and electrical engineering to generate operation. As such, these are fields Kramer must've understood and applied to create the mechanism itself)

After this occurs, the rest of law enforcement close in on Kramer himself. They find him sitting at his desk, hooked up to medical equipment due to his sickness (further reinforcing the idea that the limping man in Michael's game footage has to indeed be Kramer himself).

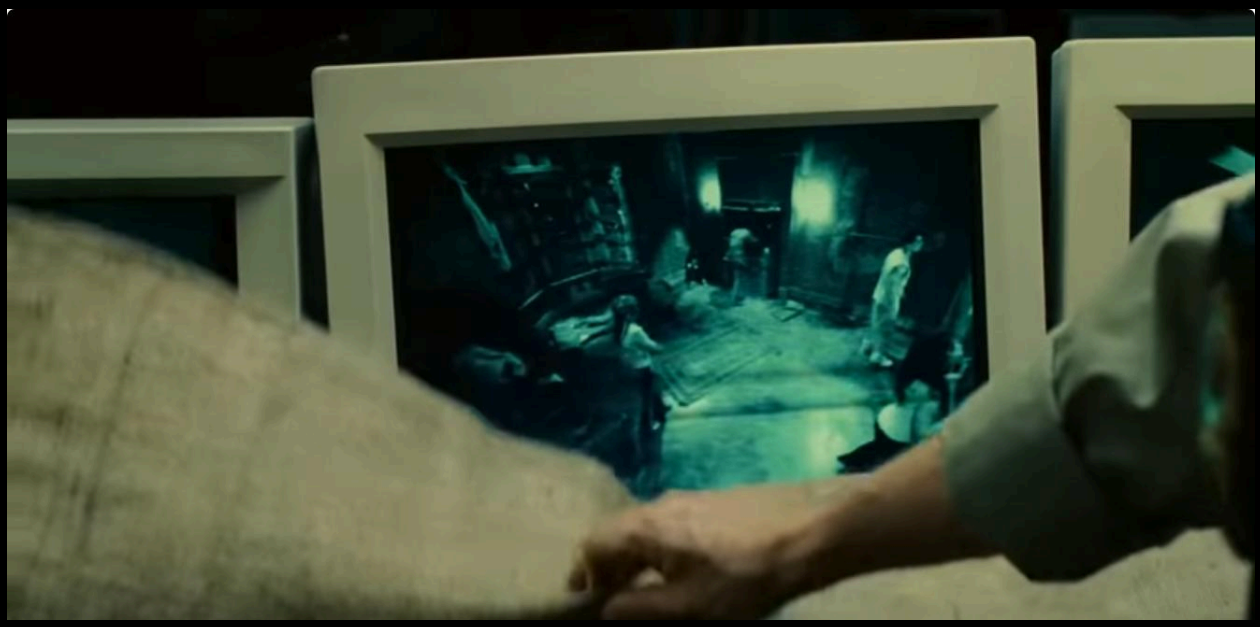
FSIQ, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **INTELLIGENCE**, **FIELD SKILLS**, & **COUNTERACTION**





Law enforcement restrains Kramer, placing him in handcuffs upon discovering him. During this, Eric informs Kramer he'll be taken into custody very soon. Kramer detests this, and instead states such an event will not be occurring - at least not until Eric deals with his "problem". Soon after this, Eric uncovers the monitors and views the footage, seeing his son. He quickly rushes back over to Kramer in a panic, asking him what's going on. Kramer replies that the house Eric's son is residing in is constantly being pumped with a deadly nerve agent, and will die in two hours unless he is discovered. To further instill dread, Kramer details the effects of the chemical by stating "Oh yes, there will be blood". Which also ties back into the brutal nature he displayed with the initial trap set for the SWAT team (a slight verbal misdirection here that tunes the fabrication). **EI**, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, & **COUNTERACTION**





In addition to Kramer's choice of vocabulary (designed to panic Eric), he has strategically placed a clock near his desk. Notably, Kramer will utilize his leverage here to speak with Eric at this exact desk. This clock acts as a constant reminder to Eric that his son's life is being drained, and Eric gets a direct view of just how long he has (instilling dread and inducing passive stress onto Eric).

(**NOTE —** The clock has a secondary use of supplying Kramer a constant viewing of how much time has elapsed at any given moment, which he can apply to the recording and infer what is occurring on the monitors at any given moment. We see this twice, first

when Kramer states that Daniel is likely “cowering in a corner” within the nerve gas house, which is precisely what he is doing at that moment on the recording. The second instance is towards the conclusion of the film, where Kramer aligns the arrival of the tech team with two actions —> 1) He informs Eric to check the files under the monitors and 2) Xavier finds the picture of Daniel and Eric in the recording. Aligning these three of occurrences would require Kramer to know what is occurring on the monitors, so as to give Eric the file instructions)

This clock motif acts as a crucial misdirection for the entire force as well. In every one of Jigsaw’s previous games, victims have a clock that counts down to their death (notably the bathroom trial in the first film, for a prime example). He knew the police in the other room would be listening through a hidden walkie talkie on Eric, if not through some other means. There is a clock present here, but it counts down to his son’s salvation - not any form of demise. This is a stark contrast to the profile Kramer had carefully constructed for law enforcement thus far, and even detective Kerry (a high ranking member of the force) states Kramer’s actions and behaviors here fit this profile perfectly (proving how potent Kramer’s deception was here - accounting for law enforcement’s precise psychological profile).

Eric attempts to call his son’s cellphone, where he is greeted by a voicemail that was left by Kramer himself. This voicemail explains that Daniel is not in right now (which is a double-meaning in the moment, as Eric literally CANNOT reach his son and he knows it, Kramer is tormenting Eric with this fact here). This is a secondary tactic that degrades Eric’s mental state, instilling even more panic into him.

Both these tactics act as micro-contingencies to ensure Eric’s mental state is as damaged as possible - setting up the strategy as a whole. In fact, Kramer had anticipated Eric would try to call Daniel, and hence set up a voicemail to subtly manipulate Eric through psychological degradation. This is proven as effective, as we see Eric begin to cry while watching the monitors (keep in mind Eric is a hardened detective with years worth of violent history and experiences).
EI, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, & **THINKING**





Detective Rigg orders a new team to arrive, this time a squad revolving around technological prowess - so as to track the footage's feed and intercept the trial before any of the participants are killed. Kramer had anticipated this as well, hence why he specifically set the prerecording's transmission to signal from an identical house. So, when the squad does translocate the feed, its location makes complete sense from an environmental standpoint (in addition to the fact he set up the recordings in such a way so as the translocation process would be difficult).

Meanwhile, Eric approaches Kramer and asks him what he wants. Kramer replies that he simply “wants to play a game”, and that all he needs from Eric is his time (to personally discuss with him at Kramer’s desk). By allowing only Eric near his desk with his newfound leverage, it ensures no other party could possibly use the elevator located near the desk itself (which is the concealed trigger behind the signal). Again, this ties back to the clock tactic - By asking for time, something Eric notably does not have and has been reminded of constantly, it further induces hopelessness. Not only this, Kramer then asks Eric to get him a cup of water. Such a minuscule request in hindsight, is actually a display of superiority over the situation. Kramer has all the leverage, has been subtly inducing hopelessness within Eric, has Eric’s son in a state of near-death, and asks Eric to retrieve him a cup of water, knowing Eric cannot refuse. Eric must accept the request, which acts as a validation of Kramer’s power over the situation - further degrading Eric and displaying his dominance over law enforcement.

EI, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





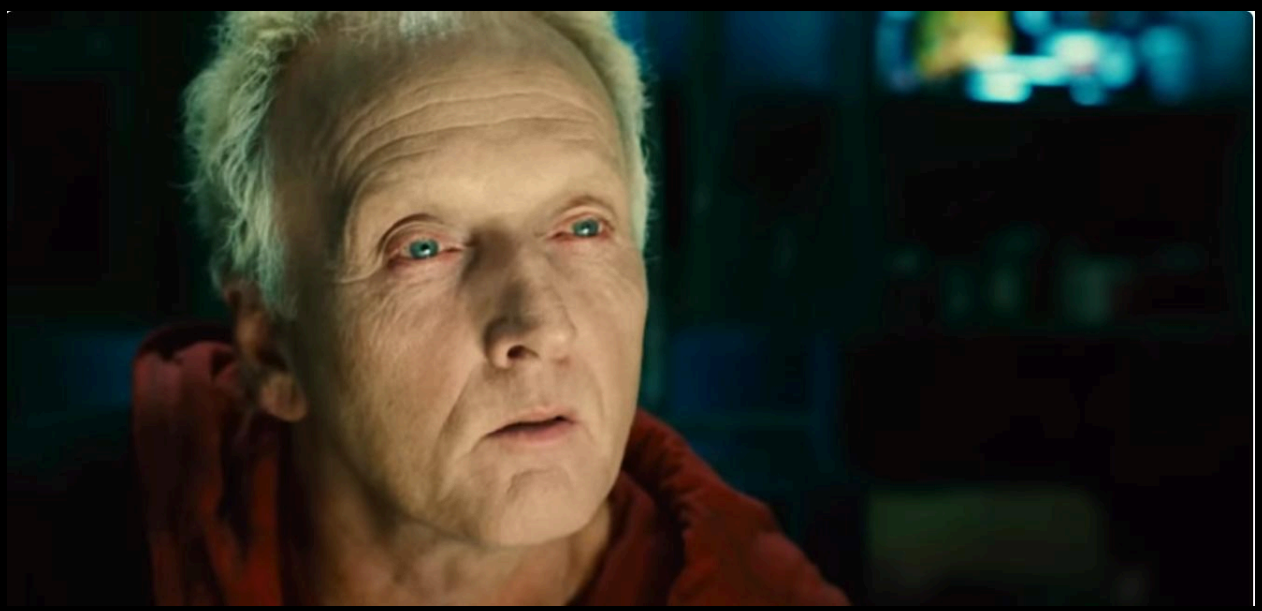
Eric sits down across from Kramer, and the two begin to discuss. Eric inquires about the puzzle piece symbol Kramer cuts out of his victims when they lose their “game”, to which Kramer responds that “Jigsaw” was simply a moniker given to him by the press and that the puzzle piece symbol was only ever meant to be a sign that the subject was missing something, a vital piece of the human puzzle - the survival instinct.

Kramer, engaging in further mental degradation, brings up Eric’s past of police brutality. He taunts Eric with this knowledge, attempting to coerce a reaction out of him. However,

this specific verbal tactic is double-layered and has a greater pay-off later on. Notably, Kramer constructed the nerve gas house plan around people who Eric had falsely imprisoned - This fact is inevitable to be discovered by law enforcement, and Kramer even implemented a tactic within the house game itself that involves Eric's son having his identity being revealed to the rest of the subjects. Kramer forecasted that upon this fact being uncovered, it would continue to fill Eric with dread - people who hate him the most now have access to his son, and Kramer's mention of Eric's past here reflects and sets that up perfectly.

EI, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **FORESIGHT**, & **COUNTERACTION**





Meanwhile, officer Rigg voices his frustration at the situation and expresses his desire to beat Kramer to a pulp. He makes such a statement twice, once initially and once after viewing the monitors and witnessing the death of Obi. This reaction was specifically forecasted by Kramer, and Rigg's statements here allude to the very thing Kramer wants to occur and the action that takes place later on - Eric's mental fortitude breaking and physically attacking Kramer, demanding to know where his son is. Rigg has been indirectly influenced into being a secondary agent for Kramer's goal here, as well as forecasting Eric's response. Kramer's tactics he imposed onto Eric also indirectly manipulated Rigg, as he was forced to watch one of his comrades (Eric) be psychologically tormented and taunted - building a hatred for Kramer within Rigg's mind. Not only this, Kramer's initial trap set for the first SWAT team acts as an accelerator for this facilitation. Rigg watched some of his men be either gravely wounded or killed, in addition to watching Eric's mental torture. These all act as indirect tactics to influence Rigg's reaction, as to align with Kramer's goal.

Naturally, Kramer's manipulation of Rigg here is critical for his success. Having a secondary agent acting hostile towards him acts as a contingency to ensure Eric's mental break is solidified as a physical response (an attack against Kramer, a brute force interpretation). As we know from SAW 4, Rigg has his own trial set up for him as well - revolving around his inability to act cautiously. This situation pertaining to Eric acts as a foreshadow and preparation for Rigg's future trial, where he will need to reflect on the events of Eric's game and apply them to his future decisions.

How do we know Kramer had anticipated this reaction and formed this contingency purposefully? Well, in SAW 4 it's revealed Kramer had mapped out an entire trial based solely upon Rigg. This directly shows us that Kramer spent time meticulously studying Rigg, and this manipulation as a whole acts as a preface to Rigg's trial.

So, Kramer had indirectly influenced Rigg as a secondary agent (a contingency) to ensure Eric's eventual physical attack on Kramer himself, which would then result in Kramer "giving up" and granting Eric the location of his son, where he'd be misdirected into going to the wrong house and being ambushed by Amanda (who has been strategically concealed for this purpose). This manipulation tactic also ties into the next phase of Kramer's holistic plan, preparing him for future events by proposing a situation Rigg would need to recall, hence influencing his future decision making as a whole. Notably,

Rigg's trial includes him being somewhat "framed" as a Jigsaw accomplice (which ties back to Rigg encouraging Eric's physical assault on Kramer, which is what Kramer's strategy needed - When the dust settles, it'll frame Rigg as a mole for Jigsaw), which Kramer builds up through this film's strategy.
EI, **SI**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





Kramer and Eric discuss philosophy, specifically the moral justification behind Kramer's actions and trials. Kramer states that he hasn't murdered anyone, for the decisions are

ultimately up to them. To this, Eric offers a rebuttal - “putting a gun to someone’s head and forcing them to pull the trigger is still murder”, where Kramer then replies “since when is force a problem for you?”. Obviously, this is Kramer poking at Eric’s past, further building up the reveal of the other subjects in the nerve gas house being victims of Eric’s questionable police performance.

Next, Kramer discusses his past. He described his cancer diagnosis and how the knowledge of when he was exactly going to die influenced his viewpoint on life, now “savoring” even the smallest aspects of his existence and his surroundings. Kramer then stated he had attempted to take his own life via a purposeful car crash, where he felt a newfound sense of purpose afterwards. Kramer endured the pain of the crash and even removed a large bar that was embedded deep into his abdomen, showcasing his incredible grit and endurance. Kramer describes the events and the effects they’ve had on his own psyche, displaying excellent recognition of his own sense of self.
(**NOTE —** Within this same conversation, Kramer stated that if Eric knew the exact date and time of his death, it’d shatter his world. This is obviously a personal recollection for Kramer, displaying just how damaging the cancer diagnosis was on his mental state. However, this statement has a double meaning. Kramer’s goal here is to abduct Eric, and implement him in Rigg’s trial. In this preplanned trial, Eric’s death is timed down to the second at which it occurs due to the game’s structure, assuming Rigg fails. Kramer isn’t bluffing here, he LITERALLY knows when Eric is going to die. Which would imply Kramer has organized his holistic plan so intricately it’s dated and he can keep track of minute occurrences within the plan, such as the death of a pawn)

Eventually, the conversation results in Eric reaching his first point of breakage - He slams his hand on the table and is visibly frustrated, before walking off for a moment to calm down. This proves how effective Kramer’s psychological manipulation has been thus far, and how it is slowly building within Eric.
EI, **AC**, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **FORESIGHT**, & **SENSORY**

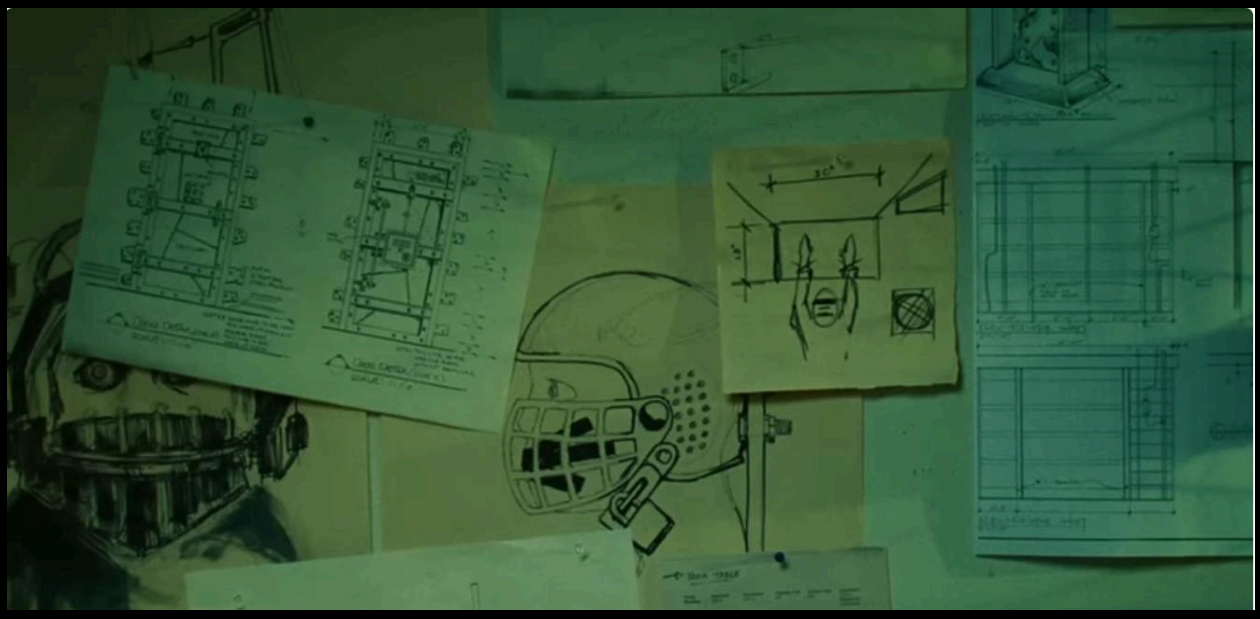






Law enforcement, while waiting for the technology team to arrive, comes up with the idea to interrogate Kramer without laying a finger on him. To do this, they threaten to destroy all of Kramer's blueprints in front of him, his life's work. Kramer doesn't even flinch and simply smiles, allowing Eric to take action. Eric begins shredding each blueprint with his hands directly before Kramer's gaze, giving him a full view. Kramer watches his literal life's work being destroyed, and stays entirely composed - still smiling, even. This is a testament to Kramer's engagement, capable of maintaining complete composure even when faced with the most important aspect of his life being destroyed in front of him.

In this scene, we see dozens of different blueprints depicting different complex mechanisms (that we see used within planned trials) designed for precise purposes imploring a multitude of academic fields (engineering, chemistry, etc). Kramer had created and drawn each and every one of these blueprints, showcasing immaculate comprehension over visual-spatial calculation and overall knowledge application. **FSIQ**, **EI**, **AC**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **INTELLIGENCE**





While this occurs, Kramer continues to poke at Eric. He tells him that this sort of behavior is exactly in-line for Eric's character, given his past on the force (which implies Kramer had anticipated this response). He calmly berates Eric for his previous actions of falsifying evidence against people to simply get them behind bars, breaking him down before he reveals the identities of the subjects within the nerve gas house. As soon as the technology team arrives, Kramer tells Eric to look at the files under the monitors.

Eric, desperate for any lead on where his son may be (given how fast time is dwindling down), acts on this and rushes over to the monitors. He opens the files and sees a detailed report on each subject's arrest, revealing the information that Eric's son is in a house with a multitude of people who hate Eric (which Kramer likely prepared as a micro-contingency in case law enforcement couldn't deduce this fact themselves). This is the culmination of Kramer's past remarks regarding Eric's questionable actions he's taken on the force, acting as the final crescendo to his psychological shattering.
EI, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





Eric, now at the monitors and watching the feed, witnesses as the picture reveals (where Daniel is shown to be Eric's son to the other subjects in the nerve gas house) becomes clear to Xavier. At this same moment, the technology team finally arrives and begins to attempt to translocate the signal. Here, Eric is impacted with a three-way cluster of stressful events —>

1. Eric himself is shown the file Kramer preemptively placed near the monitors, showcasing that the subjects in the trial are his past victims of police malpractice and hate him for it.
2. Eric, now at the monitors, witnesses the in-tape reveal of Daniel being his son to the other subjects in the trial, notably Xavier. The new fear he had just unlocked is now active in the trial, instilling even greater stress. Not only this, Xavier (who is the most physically fit out of the group) is now chasing Amanda and Daniel into a basement where no cameras are held, stripping Eric of any semblance of control over the situation.
3. The technology team arrives at that moment, crowding the monitors (which are already now showing that physically superior Xavier is cornering Amanda and Daniel in the house's basement, where there are no cameras). This obscures Eric's perceived control over the situation even more, an aspect he's been losing grip of all throughout the events of the film.

With all these factors impacting Eric at once, it finalizes his psychological breaking point. He grabs his handgun, before walking back towards Kramer. There, he mercilessly attacks him - demanding to know where his son is. Eric throws Kramer against objects such as walls and tables, and even breaks his finger, leaving him pulverized. Eventually, Kramer concedes and informs Eric that he'll take him to his son at the nerve gas house. At the same time, Kramer concludes his concession with one final remark - "Game over" (which in this case, acts as a final signal of Eric's defeat. However, to Eric, it simply seems as if Kramer is uttering the phrase to himself, and accepts his defeat).
(**NOTE —** Kramer is suffering from late-stage frontal lobe brain cancer, which SIGNIFICANTLY impairs his physical state. However, he endured this brutal attack from Eric and kept up his deception, even laughing into Eric's face at points - taunting him all the same)
EI, **MANIPULATION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





Meanwhile, detective Kerry attempts to intervene and halt Eric. However, officer Rigg restrains her and allows Eric to continue his assault. This is the result of Kramer's indirect influence over Rigg's decision making up to this point, crafting a strategic shield in the form of Rigg here. Kramer utilizes Rigg as a contingency to ensure Eric has the leeway needed to attack him at his desk freely, without any intervention.
(**NOTE —** Given the technology team's new arrival and the initial trap designed to dwindle law enforcement entities in the area, Kramer has ensured even less counteraction

could be taken against Eric here - due to the current chaos of the situation and lowered amount of agents)

Rigg's actions here also indirectly result in Eric's abduction (as we know, this is exactly what Kramer wants). As such, in the aftermath, it'll fabricate Rigg as seeming suspicious - given the fact he allowed the altercation to occur, and thus allowing Kramer's strategy to operate perfectly. This is the initial phase behind Kramer's next scheme, which involves fully framing Rigg, using this action as a baseline for his falsification.
EI, **MANIPULATION**, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





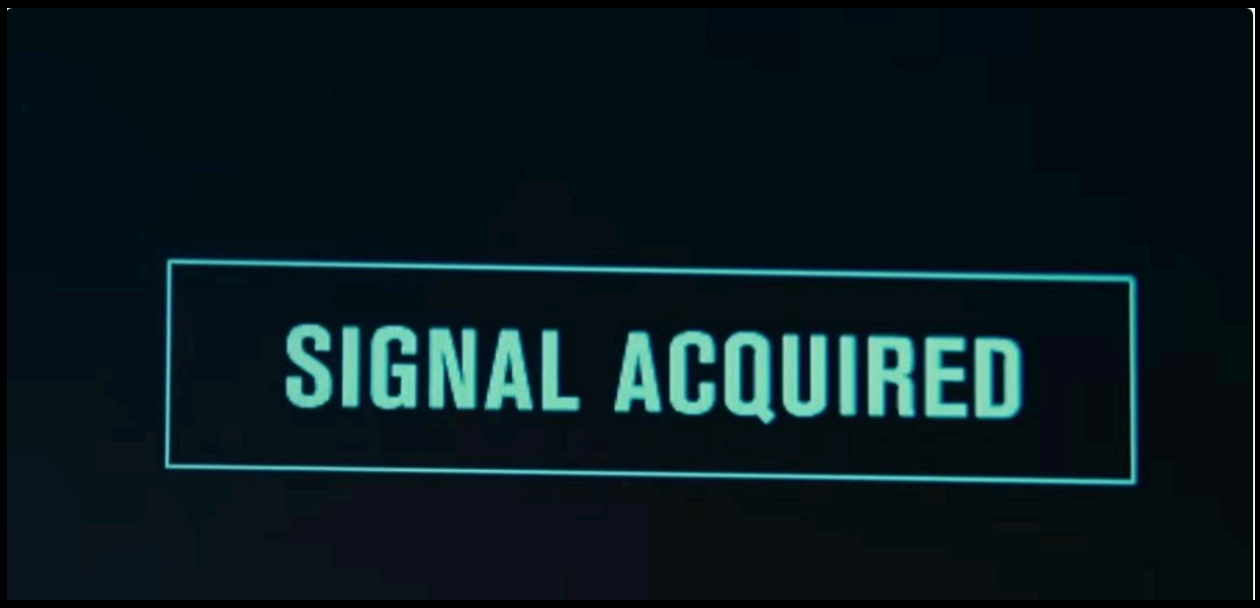
Eric abducts Kramer, forcing the two into the elevator near Kramer's desk so they can personally escape (as to allow Kramer to instruct where in the city the nerve gas house trial is taking place). Due to the manner in which Kramer had manipulated the signal, the elevator's activation triggers the signal - allowing the technology team to translate the signal at that specific instant. This crafts a double-layered strategy —>

1. The team believed that the location Eric & Kramer were heading to was the same location they had just pinpointed. They are misdirected here into believing the rest of the team is heading to the same location as Eric and Kramer are currently going towards. Why would they halt the action now? It would only cause more SWAT team members to stay at the warehouse and thus limit the amount they could send, which is a risky maneuver, because what if there's an obstacle at the nerve gas house that requires more people? It's simply too illogical from law enforcement's perspective.
2. It forces them to make a decision. There are multiple innocent people in danger at the nerve gas house, whilst only one man is in danger on the other end of things (Eric), and a trained officer no less (with the opponent of an old dying man, from the team's perception). Even if they piece together Kramer's deception in time, they are forced to choose the more valuable asset to protect. This is fundamentally a trolley problem Kramer had created conceptually, where they would be forced to abandon Eric regardless. Even if they didn't, they could risk diminishing a significant portion of time contemplating the choice itself (time that cannot be wasted).

Finally, by aligning the translocation with the elevator, it ensures the SWAT team is in a chaotic environment (forced to tackle two problems at once - the nerve gas house and Eric's escape), with most of the team being sent to the tracked location. By sending a majority of the officers to the location with the translocation, Kramer shields Eric's evacuation with law enforcement needing to diverge.
(**NOTE —** Given the fact the elevator's activation is tethered to the signal's traceability, it creates a secondary contingency. If the technology team arrives early and not at the predicted point, they are fundamentally "deadlocked" from obtaining the signal until the elevator is activated, which is tied to Eric's decision. With time and the lack of a signal trace, Eric's decision would still occur at the same moment it did within the primary events, thus the signal trace would occur at the same point as well, crafting a near uncounterable contingency from Kramer's position)

DECEPTION, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**





Eric drives Kramer around the city, forcing him to give him directions along the way. He continues to physically assault Kramer, who is by this point barely alive (however Kramer maintains his deception). Eventually, the two halt the vehicle at the location of the nerve gas trial (the true house - House A). Eric breaks into the building, viewing the aftermath of the trial. Due to the fact this is the true location and not the fabricated one, he comes across the bodies of the fallen subjects and the scattered objects (such as the

picture that shows Daniel and Eric). Eric locates the trapdoor, where he had last seen his son head towards on the footage (which Kramer ensured via the file reveal coaxing Eric to stay at the monitors). Since the footage had shown Xavier pursuing Daniel and Amanda into this trapdoor, Eric is unable to detect anything amiss about the situation from above (fabricating a perfect cover for Kramer's trap).

Eric climbs into the labyrinth and rushes through the halls, believing he is close to finding and saving his son. In the labyrinth, he is ambushed by Amanda (who has been concealed as one of Jigsaw's apprentices this entire time via the footage). This final trap within Kramer's strategy notably has three layers —>

1. The house itself is the true location of the nerve gas trial, meaning the aftermath aligns with the events Eric had seen on the footage (despite the trial actually concluding before this point, by crafting the final altercation to occur in the labyrinth it ensures the surface level acts a flawless cover for the trap). Not only this, Kramer aligned the events in such a manner where Daniel, Amanda, and Xavier would all be in the labyrinth by this point from Eric's perspective (the footage). This crafts an impenetrable shield in the form of a perfect fabrication.
2. Jigsaw's apprentice, Amanda, has been built up as nothing more than a subject via the footage. With the real Jigsaw beaten to a pulp and outside, it creates a situation where even the concept of a hidden trap is implausible. This layer is further reinforced by the television footage seen in Michael's game, which contradicts the existence of any bluff and by proxy any hidden mole in the trial.
3. Even if Eric sees through the previous two layers (already unlikely given the sheer level of deception prepared and conditioned throughout the strategy), along with deducing the existence of an apprentice, Kramer has omitted any suspicion relating to Amanda specifically. The apprentice theory would explain the television footage seen at Michael's game, however the one in that footage couldn't be Amanda. The individual in the recording is 1) Medically trained and incredibly precise in the field and 2) Obviously injured to some degree. Amanda, as of currently, fits neither of these criteria. Not only this, Eric has a direct way of knowing this because Amanda was one of the many criminals Eric applied his police misconduct onto (which is stated in the final monologue of the film, given by Amanda).

(**NOTE —** Kramer had spent the entire strategy psychologically degrading and conditioning Eric into adopting a tunnel-vision view on the situation, which acts as a passive layer to the trap as a whole)

Eric, after the ambush/trap, wakes up in the same bathroom we see in Saw (2004), where Gordon was recruited. Eric picks up a tape that is laying next to him and plays it, where he hears Amanda's voice. She states Eric's mistakes in the form of his misconduct, and how she herself has suffered from his deeds. Then, she reveals herself near the doorway. She slams the sliding bathroom door shut, similar to Kramer himself at the end of the first film (finalizing the strategy).
MANIPULATION, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, & **FIELD SKILLS**





At the same time, the rest of law enforcement reach the signal's location (House B, the fabricated site). Here, the layout is identical to the one seen in the footage. However, detective Kerry notes she can't see them enter the house on the monitors. The team is confused, until they find a second group of monitors present in this house. They uncover them to reveal Kramer's system, where they realize the live stream has been a recording all along. This entire act of misdirection serves two purposes —>

1. Law enforcement has been dispersed to a completely different region in the city, meaning it creates a shield for Eric's trap to be triggered without intervention.
2. As covered before, Kramer's bluff (which has been fabricated to a near perfect degree, especially given the television footage present in Michael's game contradicting any existence of a bluff) constructs a situation where law enforcement has no choice but to leave Eric. If the location is the same, that means they'll meet Eric at the house anyway so wasting resources on tailing him is illogical (and perhaps even operation-threatening). If it isn't, they have to choose between multiple innocent lives and a trained detective (whose only physical opposition is an elderly man dying of cancer - notably the safer decision). These options are the two layers present in law enforcement's side of the trap, locking the team from ever intervening and stopping Eric's trap.

Once the two hour mark is reached, the safe located in the far back corner of the room opens to reveal Daniel in his drugged state, unable to generate any noise but clearly alive (with oxygen being pumped into the safe via a mask). However, it's already far too late - as Kramer's strategy was executed flawlessly, with Eric trapped and Kramer himself officially out of law enforcement's reach (on the other side of the city in a location unobtainable to the team currently). Not only this, Amanda's involvement remains covered perfectly and Rigg is built up as a potential suspect, reversing any theory of accomplices back onto the department as a whole.

MANIPULATION, **DECEPTION**, **STRATEGY**, **PLANNING**, **THINKING**, **REASONING**, **FORESIGHT**, **FIELD SKILLS**, & **COUNTERACTION**



JIGSAW'S THEORY OF MIND (WIP):

In SAW II, Kramer's strategy consisted of a three-way cluster moment to psychologically shatter Eric:

1. Kramer reveals the information of the subjects in the nerve gas house's plan being his past victims of police misconduct to Eric.

2. The information that Daniel is Eric's son is revealed to the subjects in the nerve gas house on the recording.
3. The technology team arrives at Wilson Steel.

Now, beyond the obvious author's intent of Kramer wanting to break Eric via a three-way stressor, we have some pretty good evidence this was the intent anyhow.
- For Eric to hypothetically see the picture reveal on the recording, he NEEDS to be at the monitors. This is an interesting caveat, as Eric spends most of his time at Kramer's desk as per Kramer's own request. So, Kramer needs to lure Eric away from that. The perfect tactic being the files. Kramer reveals the files to Eric, which are located at the monitors —> Eric is drawn away from the desk and gains the opportunity to view the monitors, where the picture reveal has to happen.

Not only this, the film displays scenes so as to showcase that current events are aligned with the footage. Such as, Eric arriving at the nerve gas house and uncovering the trap door mere moments after Xavier does so in the recording.

Now, we need to factor in the technology team's arrival. To align that event with the other two, he needs to converge the previous two with it:
1. The file reveal
2. The picture reveal (on-tape)

Now, the tech team's arrival is a variable Kramer cannot directly influence. He needs to build the events around its timing, not vice versa. Which in this case, would be the file and picture reveal.
(**NOTE —** Kramer's prediction of when the technology team would arrive isn't entirely baseless, for he has access to Hoffman by this point - a member of law enforcement. He could obtain data from Hoffman, and attempt to construct a forecast from it, accounting for general variance, such as traffic. This is still incredibly precise and requires in-depth foresight capabilities, however it grants a logical process behind how Kramer was capable of concluding this)

The recording is a premeditation, this is a staple of Kramer's entire strategy. Kramer needs to generate the specific event of the picture reveal in that sequence (the nerve gas house plan) so as to align with his forecasting of the technology team's arrival, which is the base for what he has to build around.

For that to logistically work, Kramer needs to generate the events of the nerve gas house plan to align temporally - the picture reveal (a very specific phase in that sequence) with the original forecasting of the technology team's arrival.

This proves to us just how much of the nerve gas house events Kramer had foreseen - down to the sequence (temporally within an enclosed window) and identified high-probability violence zones and engineered conditions that made lethal outcomes near those zones statistically dominant (proven via the trap door, which could only be "revealed" to Amanda if an individual dies of external attack near that precise location, or with Gus's death which required specific environmental conditions). The trial itself is a highly chaotic system (which Kramer was able to funnel into a probabilistic model) with a multitude of variables, including:

1. **Emotional Responses** (how each participant would logically respond to external stimuli given their internal emotional grids)
2. **Social Responses** (how each participant would respond to one another, associated with one's levels of introversion, extroversion, and conversational patterns)
3. **Situational Responses** (how each participant would respond to the situation at hand - The puzzles, the traps, the physical setting, etc)
4. **Physical Responses** (how long each participant would spend on physical tasks, such as moving from location to location or actually completing the tasks / puzzles)
5. **Cognitive/Psychological Behaviors** (how long it would take each subject to formulate an answer to said tasks / puzzles, or how long each dialogue / interaction may last)
6. **Biological Responses** (how each participant would react to fatigue or the drugs introduced into their systems, notably the nerve gas, to initiate the trial)
7. **Action Generations** (the actions formed by each participant and how long each action would take, even down to alliances formed by said participants)

(**NOTE —** As mentioned before, multiple drug users are present in the group of subjects. Namely, Xavier and Gus. When drug addicts are forcefully abstained from their tethered substances, the behavior they exhibit becomes erratic and difficult to comprehend. This is due to the body attempting to reach an entire new "homeostasis" after being forcefully stripped of chemical dependence, which causes rapid fluctuation in body systems - which includes the neurological and endocrinological processes. As such, Kramer forecasting these factors showcases an in-depth comprehension over a complex system of variations within the human body, which is made even more impressive by the fact abstaining from

a chemical dependence will never have the same exact effect on two different individuals)

Kramer had calculated these variables to manipulate a specific phase in the sequence to align with a predetermined forecast (in the form of a short window of time - the technology team's arrival). This window of time was his margin of error, meaning his alignment needed to fall into that small space. From that, we can conclude Kramer forecasted the following —>

1. **Predicted the events at a baseline** (naturally)
2. **Predicted the sequence of events** (as to decipher at which point the picture event would occur)
3. **Predicted the temporal state of each event** (needed to roughly estimate the timing of the picture discovery)
4. **Predicted where each event was likely occur** (we see this shown to us in the film itself via the trap door discovery by Amanda, violence near choke points was calculated as an extreme possibility - as well as Xavier discovering Addison attempting to undergo Gus's original game, and Gus's actual death being only possible if specific environmental conditions are met and aligned)

Given the chaotic nature of the nerve gas house, Kramer demonstrates sufficiently high-resolution modeling to constrain outcomes within a narrow temporal and behavioral bandwidth. He managed these variables through —>

1. **Environmental conditioning** (the baseball bat for Xavier, Obi's knife, Gus's game, etc)
2. **Amanda's involvement** (acts as a driver to ensure the margin of error isn't altered if variance enters the system)
3. **Chemical manipulation** (the nerve gas itself grants Kramer indirect control over each subject, however he still needs to calculate the behaviorally relevant range of effects it would have on each subject - showcasing immaculate comprehension over neurological and psychological wiring)
4. **Margin of Error** (Kramer did not necessarily need exact second-to-second alignment, but the window he needed to align into was most certainly limited)

(**NOTE —** Kramer's forecasting here had to account for the variance caused by the nerve gas. The gas itself has significant effects on each individual cognitively, affecting the individual wiring of one's neurological frame. Each subject's exact response to this same chemical varies, due to interindividual variability in drug response. For Kramer's calculation to operate properly, he must sufficiently comprehend the difference in each individual's variability in drug response - which is shaped by physiology, prior

conditioning, psychological structure, and neurological idiosyncrasy. This further displays Kramer's complex understanding over each subject specifically - Not just the group as a whole or one main member. By understanding this, Kramer turns the usual variance caused by the gas into a probabilistic conduit he can utilize as a main driver behind his forecasting)

Kramer's forecasting of these chaotic systems of varying factors (multiple individuals in a high-stress situation) displays immaculate Theory of Mind, capable of not only inferring mental states, but modeling entire individuals down to a temporal point (with a small margin of error, albeit). This level of calculation is difficult, especially on human systems when timed estimation is applied —>

1. **PERCEPTION OF STIMULI**

Past experiences shape how individuals interpret sensory input/information. For example, someone who was bitten by a dog as a child may perceive a dog's bark as threatening, whereas another person may perceive it as neutral or even playful. This is because the brain forms associations between stimuli and past events within subconscious memory storage.

2. **EMOTIONAL RESPONSES**

Experiences like trauma, reward, or repeated patterns of social interaction can condition emotional reactions. For example, repeated criticism might make someone hypersensitive to perceived judgment, even in neutral situations. This is even shown to us psychologically via the theory of positive reinforcement.

3. **COGNITIVE BIASES**

Past experiences influence expectations and attention. Individuals tend to notice, remember, or focus on aspects consistent with their prior experiences. For example, someone who has been betrayed may be more perceptive for signs of deception.

4. **BEHAVIORAL RESPONSES**

Learned behaviors (through reinforcement, modeling, or conditioning) guide how we respond. For instance, if a person has learned that withdrawing avoids conflict, they may automatically do so when faced with a stressful social situation.

5. **NEURAL PATHWAYS**

Experiences literally shape the brain. Synaptic connections are altered based on repeated patterns of thought and behavior, aka neuroplasticity. Trauma or chronic stress, for example, can alter the brain's threat-detection systems, affecting how stimuli are processed.

Finally, Kramer overlapped his nerve gas house forecast with his prediction of Eric's actions - As seen by the synchronization between Xavier locating the trapdoor on the footage and Eric doing the same mere moments after. This would require him to apply his mental inference over Eric as well, aligning another individual's complex behavioral system with his original multi-agent sequence forecast.

All five of these factors funnel into a singular individual's consistent decision making, built up through decades of experience and conditioning (external stimuli). To adequately calculate the variables branching from these factors, Kramer needs to know how to manage how they operate at a baseline and how they converge into one probabilistic model (especially when introduced to other individual systems, such as the other subjects).

> Kramer engineered a constrained chaotic system within a physical space, forecasted its phases, and timed psychological revelations to coincide with Eric's peak vulnerability - using probabilistic modeling, environmental control, and failsafes (Amanda). This indicates an extraordinary level of Theory of Mind, capable of modeling entire chaotic systems (constrained) built upon psychological, neurological, and endocrinological factors to such a precise degree Kramer is capable of forecasting the phases nigh-temporally through probabilistic calculation (once again, casting said variables over a physical space - which would require in-depth visual estimation). The overall calculation itself is fundamentally an extremely elaborate and convoluted equation with the answer being the specific forecasted phase of the picture being discovered. This would require a massive amount of variables being estimated and applied within Kramer's mind as to generate a precise probabilistic figure he can manage - which indicates immense computational thinking and logical reasoning.

(**SOURCES —** https://www.clinpgx.org/literature/8435984, https://www.neuroba.com/post/how-memories-shape-our-perception-of-reality-neuroba#:~:text=Memory%20is%20not%20merely%20a,how%20we%20navigate%20social%20interactions, https://www.cbs.mpg.de/departments/neurology/cognitive-neuroendocrinology#:~:text=By%20combining%20expertise%20across%20neuroscience,%2C%20our%20daily%20well%2Dbeing, https://pmc.ncbi.nlm.nih.gov/articles/PMC3202497/, & https://americanaddictioncenters.org/withdrawal-timelines-treatments)

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CATHARSIS/RECAP:

Kramer's strategy in SAW II was designed to achieve two main purposes, both of which tying into his future schemes —>

1. **Abduct Eric Matthews and by proxy escape direct custody** (Kramer managed to slip from law enforcement's grasp despite being in literal handcuffs, on his deathbed, and being mere feet away from multiple SWAT teams)

2. **Build officer Rigg as a potential accomplice, if not a scapegoat** (achieved via indirectly conditioning Rigg in the strategy itself into accidentally shielding Kramer's strategy - in the aftermath, it'll build Rigg as a potential ally of Jigsaw, as he directly intervened with Kerry's attempt to "halt" Kramer's strategy. This extends to Rigg acting as a strategic shield as well).

Kramer ensured his strategy's execution date was optimal via his scheme in SAW X, where he notably revealed himself to multiple of his victims by full name and appearance - specifically a victim who would go on to survive the trial (which was calculated). This acts as an accelerator behind law enforcement falling into the trap Kramer laid out in this film. As such, Kramer was dealing with cross-country law enforcement organizations as well as the immediate department he faced in the film's events themselves.

Kramer's strategy consisted of an in-depth fabrication of a currently running Jigsaw trial, with Eric's son as one of the subjects as a form of leverage:

1. **Nerve Gas House Events Creation** (where Kramer created a constrained chaotic system within a physical space and forecasted its phases into a probabilistic funnel).
2. **Transmission Manipulation + Double Houses** (Kramer had created two houses - the true location of the nerve gas events, and a decoy. Kramer had rigged the decoy to generate the signal broadcasted by the immediate monitors, allegedly showing the currently progressing trial).
3. **Gordon Footage** (Kramer had an apprentice, Dr. Gordon, be the one to perform the preparations on a subject and film it separate to the nerve gas house trial - the preparations occurring precisely two hours before the miniature game takes place, which is coincidentally the same length of the nerve gas house trial. The footage is then left at the scene, which misdirects law enforcement into believing Jigsaw was preoccupied with the surgery at that point in time, eliminating any plausible premeditation on his end once the actual strategy begins).
4. **Clock Motif/Profile Contradiction** (Kramer had strategically placed a timer and a clock at the site of where law enforcement would be spectating the nerve gas house footage and observing Kramer himself. Notably, in all of Jigsaw's games up to this point, a clock has always ticked down towards loss, never victory. The prime example being the bathroom trial. As such, it contradicts the profile law enforcement as carefully crafted for Jigsaw through past observations. To see the clock as a sign of victory would be to contradict this entirely. Even detective Kerry, who has been on the case for some time now, states Kramer's actions here

fit the profile they've constructed perfectly - highlighting the depth of Kramer's deception).

5. **Rigg Framing** (indirectly conditions Rigg into inadvertently acting as a strategic shield for Kramer, which serves the secondary purpose of building Rigg as a possible scapegoat in the future)
6. **Amanda Concealment** (concealing the existence of Amanda as a disciple through 1 - Fabricating her as a subject in the nerve gas house trial and 2 - Ensuring even if the Gordon footage is seen through, Amanda doesn't fit the profile for the apprentice seen in the footage)

Each layer has a multitude of intricacies to ensure solving the deception as a whole is nearly impossible due to the numerous logical contradictions that would be formed when piecing it together (**example**: There is a second Jigsaw —> This explains the footage —> it CAN'T be Amanda due to profiling).

Kramer had also carefully implemented two main strategic shields to accompany his layers of deception, as to ensure his strategy was fundamentally fortified from all angles:

1. **Rigg Conditioning** (again, the indirect manipulation of Rigg acted as a secondary agent that shares Eric's hostility. This ensures that if any members of law enforcement, such as Kerry, attempt to intervene and half Eric's assault on Kramer that Rigg will preclude them, shielding Kramer's strategy inadvertently).
2. **Elevator Tethering** (by connecting the traceability of the signal to the elevator's activation, it ensures that 1 - Upon Eric abducting Kramer, the signal will be traced and thus law enforcement will be forced to abandon Eric and 2 - If the technology team arrives early, it ensures the strategy isn't hindered as the team won't be able to trace the signal until Eric falls into Kramer's trap).

Kramer's alignment of the footage to real-time occurrences such as the technology team's arrival implies immaculate predictive ability, being capable of arriving at probabilistic conclusions concerning a constrained chaotic system such as the nerve gas house itself, which would require managing numerous branching variables to a rough temporal level (to generate a specific phase occurring at a forecasted point). The nerve gas house fabrication itself utilizes a chemical that by all means surpasses nearly every limitation currently binding our real-world understanding of chemistry and how it interacts with the human body (introducing perfect temporal control, airborne lethality with delayed systematic collapse, functional reversal of effects, and closed-loop toxin–antidote pairing - all impossible from our current comprehension over the fundamental laws of chemistry). These bypasses (of fundamental laws of nature) place Kramer's chemical

intelligence centuries above our own modern standards in terms of raw cognitive advancements (likely formulated within a sparse timeframe and utilized knowledge he obtained in an extraordinarily shortened window - using resources only existent within our real-world limitations). Not only this, Kramer prepared a contingency (the elevator being linked to the signal traceability) in the event of the original forecast failing, showcasing coverage over nearly every possible outcome. Overall, Kramer's strategy consisted of six deceptive layers intertwined and two main strategic shields, implementing multiple tactics revolving around misdirection and psychological breakage in the seams.

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Jonas
obI
Amanda
Daniel
Gus
Addison
Laura
Xavier

