Kidnapping Eric Strategy

The film opens with Jigsaw killing an informant of Detective Matthews and goading him into the case via a taunt written on a wall of the crime scene, knowing the brash officer, who also has serious family issues, would be unable to resist. Jigsaw leaves a clue in the form of a logo for “Wilson Steel” found on the trap and he is tracked down to an abandoned steel mill. There, several SWAT officers are non-lethally incapacitated with a false stair and an electrically charged wall before Jigsaw is finally confronted. By allowing them to seemingly discover his location on their own and seemingly not going down easy, he lulls them into a false sense of security

The police investigate the area and discover several monitors showing a group of people - many of them people Eric had arrested improperly.Eric’s son is also there.. Matthews asks where he is, and John responds, “He’s in a safe place.” Literally, his son was in a safe in that very room, but due to Jigsaw’s taunting and the seemingly high-stakes time limit at hand. Not one officer caught on. And what they don’t know is that the game had already taken place, the monitors show a recording and are not live. He had effectively put the police in position to cleanly arrest him, but he knew they wouldn’t call his bluff.

Kramer begins his test of Eric by agreeing to reveal the location of the gap if the police oblige him. He asks to be left alone with Eric for a simple conversation. The test is for Detective Matthews to keep his cool and play along. As Jigsaw had profiled him as a workaholic, brutish, short-tempered man based on a police brutality incident 5 years prior. If he did, the games would’ve ended there, but knowing he wouldn’t, Jigsaw kept taunting, elaborating on his philosophy, and subtly challenging his power and ego as a police officer to comply even with menial tasks, breaking him to the point that Matthews would do anything up to beating John to a pulp and agreeing to go with him alone to an undisclosed location to find his son

Matthews viciously beats John and breaks a finger, but John doesn’t stop taunting him, only feigning surrender to lure Matthews to the warehouse where Amanda is. Eric by that point had become so mindbroken he agreed to John’s demand that they go alone and snuck John past his fellow officers. Anticipating this freak out, John had positioned himself in the same room as an elevator so that they could bypass the police before they could stop the two. To mislead the police, John had set up some sort of system activated by the button that called the elevator. They were able to get a signal lock on the location of the game, and, believing Eric had beaten that information out of him and was driving there in a mad race, they all zeroed in on that location. But Kramer meanwhile had planned for exactly that and gave Eric instructions to a different location - a meatpacking facility - where Amanda awaited to kidnap him inside with a sedative. It’s revealed that the game had actually concluded hours ago, and he had tricked them into believing it was a live recording.

Strategy Aim - Testing Eric. Revealing himself to the police. Testing Eric’s arrestees.
Strategy Building/Logistics - Testing the informant. Testing Eric’s past arrestees. Creating the device that could hold against the police force’s computer scientists. Building the boobytrapped house for the arrestees.
Information Control/Concealment - self evident
Moving the Goalposts - Forced the police to change their goal from catching him to saving the arrestees
Strategy Control/Fortitude - As long as the signal holds, Kramer has leverage on the police. Within the game, Amanda made sure that Eric’s son would live.
Strategy Execution - Everything went as planned.
Fabrication - Kramer had created the illusion that the game was still going

Bluffing - Kramer gives the illusion of having the most power in this situation, knowing the location of a game where people are minutes from dying from poison gas, but he's actually quite powerless.
Direct/Emotional Manipulation - Provoking Eric as his son seemingly slowly dies from poisoning.
Indirect Manipulation/Logical - Kramer made them believe they had genuinely got one over on him with the Wilson Steel slip up, lowering their guard further by setting up some non-lethal traps for SWAT officers to sell the false mistake. The misdirection with the fake signal also relies on them abductively reasoning that Kramer would take Eric to the house where his son is.
Misdirection - Tricking the police into going after the game while he guided Eric into a trap.
Setting Traps/Trap Evasion - The traps within the house ofc. The whole operation is a trap allowing the police to surround him, which he smoothly escaped from
All EQ/Acting Skills - Allowing himself to be viciously beaten as part of his plan.Maintaining his composure despite the high stakes bluff he's in and pretending that the game is still going. (EM/EE) Understanding that Eric would eventually reach his breaking point enough to betray the police to save his son (EU)

John Kramer's Final Game

6 months later. In Saw III, he kidnaps Lynn and forces her with the shotgun collar trap that'll explode if John dies to operate on him. Amanda, who John has deduced has been unfairly rigging the tests of previous victims, is tasked with keeping her alive. Jigsaw subtly manipulates her by showing affection for Lynn, exploiting Amanda's paternal feelings for him. Meanwhile, Jeff goes through his set of games that are tailored to help him overcome his grief for his dead son, which had been destroying his marriage with Lynn. As he completes his final test, Amanda, thoroughly jealous and disillusioned, shoots Lynn, failing her secret test of character, which John reveals to her. John had predicted this and Amanda is shot seconds later by Jeff, who enters the room in a rage and shoots her dead after seeing his wife bleeding out, i.e. the game had been set up such that Jeff was both a test subject of his own game and a "trap" for Amanda, which she failed to escape. John gets his attention and gives him one final test: to spare his life, but John manipulates/goads Jeff into killing him, causing him to kill his wife as well. As Kramer dies, he reveals a tape that informs Jeff his daughter has been kidnapped and is quickly running out of oxygen. The film ends with Jeff delirious from the events that have just transpired.

Saw IV reveals this was all merely one part of Kramer's grand plan. Art Blanc is an old friend of Kramer's who he's coerced into working for him as an apprentice via a trap attached to his back. This film begins with FBI agents Strahm and Perez. Kramer had baited them onto the case by testing their insider in the police force Officer Kerry and sending Strahm a mysterious key. The other detectives on the case, Hoffman and Riggs, also get kidnapped. As mentioned, Hoffman is Kramer's mole in the police, so this is just a way for him to work closer to the games as needed without arousing suspicion by disappearing. Within Saw IV, he oversees Art Blanc's work, unknown to the latter as being in on the games, by ostensibly being attached to a trap that'll electrocute him if the door to the room is opened before the timer runs out. Riggs test is that he's too heroic, so he must leave some people to sort out their own problems and escape traps by themselves. A tape reveals that he must play along since each trial he encounters will lead him one step closer to finding his missing partner detective Eric Matthews, who Jigsaw had kidnapped in an ingenious scheme months prior. With the FBI agents aid, the police on Riggs' trial begin to believe Riggs is secretly an apprentice since cryptic messages on the walls of trials make it seem like Kramer's trying to brainwash him. Jigsaw had designed traps that obviously required a strong person, stronger than Amanda, so this was reasonable. One of Riggs trials has a photo of Jill Tuck

(Kramer's wife) at the scene, leading the police to take her in. The police also discover Art Blanc's name at the hotel of the crime scene. Art is an ex-friend of John Kramer and a lawyer who knew many of the subjects involved in Riggs' trials, so they're now led to believe he's also an apprentice, strengthening their suspicion of Jill and leading them to investigate his properties. At one of Art's buildings, Kramer left cryptic clues for Strahm and Perez: "You are in danger of getting to close... step back." Additionally, a security camera was mounted to the wall and filmed them. Strahm removed it, realizing that he and Perez were in fact Jigsaw's targets.

Moving onto the sight of another game at a school, prompted by Riggs pulling an alarm to call the police, the FBI agents discover a doll addressed specifically for them, meaning Kramer had predicted they'd be first on the scene and discover that room. It warns Strahm that he'll shoot an innocent man soon, and it gives a cryptic warning to Perez, drawing her closer, before wounding her by exploding. Furious, Strahm heads back to the station to grill Jill, who finally reveals critical information about Kramer to the police - his dead son's name is Gideon, the same as one of his buildings and the site of Riggs final test. Strahm has this eureka moment and heads there. Already there, Riggs final test is to simply wait outside the room where Hoffman, Art, and Eric are, but Riggs barges in at the last second, triggering a trap that kills Eric and shocks Hoffman. (Presumably, this would make it suspicious if Riggs failed his test but wasn't killed by Art. Hoffman would survive, but the trap would seemingly still have lethal intent, so Hoffman could just play it off as a mistake on Kramer's part.) Art attempted to stop him by shooting at him but was shot dead himself after inflicting a fatal wound. Hoffman stands up from the trap triumphantly and moves to fulfill the final part of Kramer's master plan.

Strahm arrives at the scene shortly after, and here is where the storyline converges with SAW III. He hears the commotion as Jeff goes through the finale of SAW III - him shooting Amanda, his wife's death, etc. Seconds after Jeff's wife dies and, more importantly, fails his test, Jeff, who has gone completely mad with grief and trauma from the games, points his gun at Strahm, demanding to know where his daughter is, who shoots him dead, as the earlier tape had prophesized. Kramer had managed to manipulate Strahm into acting as punishment for Jeff's failure in an extremely convoluted manner. The timing is so precise that Kramer had to have completely understood every player's (Strahm, Amanda, Jeff) psyche and their thought process, especially Strahm and his deductions, and how they would react to the various situations he's orchestrated or it wouldn't have worked and no prediction could be made. One final tape at the scene has Kramer greet Strahm and warn him not to proceed further. He fails his test and Hoffman does his part by kidnapping, locking him in a trap. Hoffman picks up the deceased Jeff's daughter and comes out as the sole survivor, the hero cop, who got kidnapped but came out of it while saving the little girl. The next film reveals that Kramer had predicted Hoffman might become a nuisance and set up a test for him, which he reveals in a tape he swallowed, predicting that Hoffman would discover it

As mentioned above, Kramer had to have had a perfect grasp of every player's psyche, and this extends beyond the main characters to random NPC cops as well. If Perez was more cautious, she might've avoided the trap and prevented Jeff's death or shot him herself; during Jeff's trials, if the judge hadn't been shot, he might've prevented Jeff from failing his test; if Jill revealed her information sooner, the police could've ended Jeff's game; so he knew how all of them would behave in those situations. Most impressively, he had to have predicted Agent Strahm's behavior, his deductions, based not just on his psyche and his competence as an FBI agent, but also the information he would have access to at any point of the overall plan - an amazing feat indeed since Strahm, unlike everyone else, would likely have minimum public records that Hoffman could access with his police resources. And he thought this all presumably weeks if not months prior to the final game. Thoroughly brainwashed and with all of Jigsaw's known allies seemingly dead, Hoffman is free to continue Kramer's work at his leisure. However, Kramer had realized something vital before dying: Hoffman had a bloodlust, corrupting the philosophy he had

instilled in him; in addition, Hoffman had also sabotaged Amanda into failing her test (though John's masterplan did involve her failure, this did go against his sense of fairness.). He needed to be tested. Before undergoing surgery, Kramer had swallowed a video tape for the mortician to find. Anticipating that Hoffman would discover it, it ominously warns the listener that the games aren't over, that the "Detective" referred to in the tape won't go untested despite being the "last man standing." This is a warning to Hoffman, but it also serves to deceive him into believing that he is the last surviving apprentice. As SAW VII and JIGSAW reveals, Kramer had two other surviving disciples at the least: Dr. Gordon, who he had instructed to watch over Jill, and Logan Nelson. This leads to Kramer's postmortem strategy to defeat Hoffman.

Strategy Aim - Testing Amanda, Testing Riggs, Testing Jeff, Testing Lynn, Possibly buying himself more time, Setting up his successor Hoffman

All EQ/AC/Cold Reading - Coldreading several people he's never met and has minimal info on with perfect accuracy (EU/EP). Undergoing brain surgery from Lynn without anesthetics and moving Amanda, who he loved as a daughter, like a pawn in a test that would kill her. Allowing himself to be killed in accordance with his twisted philosophy, even smiling at Jeff right before the latter slices his throat open (EM/EE)

Strategy Alignment - Kramer was able to flawlessly align all these goals into one master plan

Strategy Length - The course of a few months, beginning with Eric's kidnapping to Kramer's death.

Strategy Building/Logistics - Kramer forcing Art to set up his games. Info gathering on all subjects involved. Baiting Strahm and Perez into the investigation. Kidnapping Eric, which is a complex strategy in itself.

Strategy Control/Fortitude - While bedridden, Kramer has Amanda oversee the SAW III portion of the plan, while Hoffman oversees Art Blanc, who himself makes sure Riggs is going through his trials via cameras

Strategy Execution - Kramer ultimately gets everything he wants. The plan effectively goes off without a hitch, with even his own death being predicted.

Strategy Complexity/Effectiveness/All Planning/Success Rate - Self evident.

Indirect Manipulation - Kramer made heavy usage of this. He forced Art Blanc to set up all of Riggs' trials, which had clues to manipulate the police investigation, allowing Strahm to make the exact deductions at the right time that Kramer needed

Direct/Emotional Manipulation - Tricking Jeff into killing his own wife drove him into a state of madness that caused him to point a gun at Agent Strahm, forcing the latter to kill him. Taking advantage of Amanda's paternal love for him to test her.

Mass Manipulation - Amanda, Hoffman, Art, Jeff and Lynn, the police force, the FBI, and various victims.

Moving the Goalposts/Logical Manipulation - The plan induced the police to reasonably conclude that

Riggs was being brainwashed, obscuring the fact that Hoffman was the true mole. Art Blanc is also set up as someone they could reasonably believe is working for Jigsaw, being a past friend with connections to many of the victims involved.

Blackmail - A girl in one of Riggs' traps is manipulated into attacking Riggs as part of her own trial via blackmail of her criminal past.

Psychological Manipulation - A given with Kramer. As explained above, his plans as a whole require him to perfectly know everyone's psyche and precisely how they'll react in fixed and dynamic situations, and he manipulates them through traps, clues, apprentices,etc, accordingly.

Scapegoating/Misdirection - Leading the police to chase after Riggs for a while before focusing on Art Blanc

Information Control - Inducing the police to interrogate Jill, knowing she'd eventually give up critical info about John's past. Letting Art Blanc be discovered through his name on motel records, knowing they'd discover he's a friend of Kramer and connected to many of the victims in Riggs' trial

White Knighting - Hoffman escapes with Jeff's daughter, gaining the reputation of a heroic cop.

Concealment - Concealing the fact that Amanda was also being tested. Concealing from Hoffman the existence of other apprentices.

All foresight - Self evident.

Deductive/Abductive/Inductive/Abstract Reasoning: Such planning requires very strong reasoning abilities. Deductive ("If this is true, then this necessarily is true"): It would be too complicated to describe the countless variables Kramer would have to consider, but the perhaps strongest case of this is Kramer reasoning out how to make it such that Strahm would shoot Jeff. in the event Jeff failed. Inductive and Abductive ("If this has been true thus far, this will most likely be true"; "This is probably the best explanation"): Used to gain the initial premises which Kramer could use to deduce outcomes within his plan. This would involve his psychoanalyses of people based on their past behavior in relation to how they'll react to new situations. Abstract Reasoning (as seen in analyses of dreams and heavily relies on the symbolic associations humans make); this should also heavily contribute to his psychoanalysis of people. Also involved is Jigsaw being able to predict not just what people will do but when. For example, Strahm deducing Jeff's game location was reliant on Jill giving him the information, which she had been withholding. Predicting when she would do this so precisely means John would have to understand not just that she'd be reluctant to do that, but also how she'd react to the situation, considering countless factors like her loyalty to her husband (himself), her desire to do good, her fear of implicating herself, etc

Analytical, Convergent, Holistic, Critical, Non Linear, Linear Thinking

Setting Traps - obvious.

John Kramer’s rotting corpse > Mark Hoffman in SCD

As mentioned before, Kramer’s warning to Hoffman told him that he would be tested, but it concealed that Kramer had Gordon in place as a check. Around a year prior to the events of SAW VI, Kramer had contacted executor Bernie Feldman and given him a black box. Kramer also told Jill to call him. This is before Kramer was a known killer, so it would’ve been around 2004-ish when John contacted Bernie around the events of SAW I. SAW II takes place around a year later (2005), and SAW III, IV, V, and VI 6 months after that in 2006. This is important since the box contents of the box shows that Kramer had predicted Hoffman’s betrayal years prior: the box contains five envelopes of people who need to be tested, a photo of Mark Hoffman, an improved reverse bear trap, and a tape for Dr. Gordon. The tape for Jill:

If you're watching this, Jill, I'm long gone from this world. You are my heart. You always have been. You always will be. I'm not going to try to explain my actions of late. Suffice it to say that I find it difficult to forgive myself for what happened at the clinic. I permitted, indeed, encouraged your decisions regarding the people there. I saw danger and I should have acted sooner. I'm leaving you a box today and its contents are of grave importance. Even though you and I don't always see everything eye to eye, I deeply believe in you and I believe that you will know what to do with these materials.

Despite Jill’s disgust with John’s philosophy, this manipulates her into carrying out her part in his plan against Hoffman. The tape he has her deliver to Gordon praises him for being his “most vital asset” and pleads him to take care of Jill and, should anything happen to him, act on Kramer’s behalf. So Kramer had set the stage for Hoffman’s defeat years before Hoffman even betrayed him. Moreover, Gordon was the third or fourth apprentice taken in by Kramer, after Hoffman and Logan and maybe Amanda, so Kramer had concealed his existence for years despite having the doctor assist during the preparation of some subjects.

The contents of the box, it’s implied, instructed Jill to work with Hoffman (Hoffman states he works alone here on out, implying she’d assisted some time prior), allowing her to establish some trust. The photos Jill delivers to Hoffman act as bait. The targets shown are William Easton, an insurance executive who screwed Kramer over, and some related people. This allows Hoffman to feel like he’s carrying out John Kramer’s final will, going after the last of those who’d wronged him, but this is some very manipulation on John’s part. In the tape Kramer had swallowed, Kramer had identified that Hoffman, now that Amanda and John were dead, felt like he was “in control.” And Hoffman himself states, upon getting the photos, that he’s in complete control of John’s final wishes now, and he would work alone. It’s this narcissistic desire that led Hoffman to kill Amanda in the first place, because he was jealous that she was favoured by him to be John’s successor. John had manipulated him from beyond the grave into becoming overconfident. More practically, going after the insurance executive also serves to physically distract Hoffman.

At the end of the film. Jill, knowing Hoffman’s location as he oversees William’s game, is able to

sneak into the control room while he's away and set a trap for him as his test. Hoffman survives this by creative usage of the environment. By this point, Hoffman could've walked away. Though in SAW 3D, he enacts his own elaborate strategy to get revenge on Jill, massacring several police along the way, triggering Kramer's final contingency (that we know of) - Dr. Lawrence Gordon, who ambushes Hoffman with two accomplices at the finale.

Strategy Aim: Avenge himself by punishing William Easton, test Hoffman, kill Hoffman if need be

Strategy Control - Despite being dead,

Planning Intricacies - Obvious.

Strategy Versatility: This could end either spare or kill Hoffman depending on his actions, but he effectively loses either way.

Strategy Alignment - John effectively is able to both get revenge on William and test Hoffman in a single strategy. This in itself aligns with the massive game described above.

Planning Coverage/Concealment - To make sure Lawrence could work as a contingency, Kramer hid his existence from Hoffman for years.

Planning Contingencies - This in itself is one massive contingency plan should Hoffman betray John. Lawrence is the contingency for Jill dying. When you consider JIGSAW retconning Logan as the first apprentice, then it's likely Kramer had also set some final countermeasure with Logan Nelson.

Strategy Fortitude/Planning Invincibility - Hoffman had effectively no way of countering this since there's no way he could reasonably figure out that Kramer had set this all up years prior, plus the contingencies involved insure he's either defeated by being tested or by being killed.

Long Term Planning/Long Term Strategy/Foresight - John anticipated Hoffman's betrayal years prior and set all of this up

Strategy Success Rate - obvious.

Counteraction - Countered Hoffman's betrayal

Planning Preparation Process - This involves concealing the existence of Gordon, contacting the executor, manipulating the two apprentices shown with Gordon, designing the traps for William, and making the tapes for Jill and Gordon.

Emotional Understanding/Perception/Indirect Manipulation - Perceived Hoffman's desire for control and effectively manipulated him by having him go after William Easton. Instructing Jill into working alongside Hoffman also manipulates him into trusting her somewhat.

Hoffman Manipulation Analysis

Saw V - Hoffman meets Jigsaw (UNSCORED) 1080p - YouTube

Context: Detective Mark Hoffman is a local police detective who has been caught by Jigsaw. After his sister was murdered by her boyfriend Seth, Mark kidnapped Seth and put him in a death trap, framing it to make it look like Jigsaw had killed him.

The scene starts off with Mark waking up tied to a chair with a shotgun pointed at his chin, and he manages to keep cool. John Kramer stands across from him calmly drinking from a mug. Kramer begins by politely chiding him, informing Hoffman why he's here: Hoffman had imitated his work in killing Seth, and he had done so with inferior skill. Already, Kramer frames himself as the "victim" in a sense, like a writer whose work had been plagiarized and corrupted. He lays the groundwork for his philosophy where he is the good samaritan trying to help the world in his unique way.

Kramer moves to empathizing with Hoffman: "Like you, I know what it's like to lose family. I know what it's like to not be able to protect loved ones. It's a powerless feeling." Hoffman is largely unaffected at first, and he moves to stealthily escape his restraint as Kramer walks away. Kramer notices, hearing the tension of the string against the shotgun's trigger, and spins a mirror around to face Hoffman before telling him the shotgun has a hair trigger. It'll kill him instantly, he replies. Hoffman is powerless, and Kramer subtly hammers in this feeling by asking Hoffman what he sees in the mirror, forcing Hoffman to look at himself - powerless. "Vengeance can change a person, make you into something you never thought you were capable of being…" Kramer says, subtly associating in the detective's psyche Hoffman's pathetic state at the moment with his actions as a vengeful copycat killer. "But unlike you, I never killed anyone. I give people a chance."

Hoffman finally speaks up, asking how his situation could be a chance. Kramer reassures him, and explains that he personally knows Hoffman - his pursuit of Jigsaw, his sister - and this is when Hoffman becomes visibly unnerved. Kramer holds a powerful grip over his mental state, The shotgun pointed at him hardly phases him, but the mention of his sister brings him almost to tears. "You sit in bars until closing, you drink so you can sleep, you stagger to your car, and then you start in all over again the next day." Kramer lightly condemns him with a disapproving look before alluding to Hoffman's murder of Seth. He offers, "You can dispense justice and give people a chance to value their lives in the same moment." It's important that Kramer first brought up Hoffman's pathetic, drunk cyclical life. Neither of them particularly disapprove of people dying, but both value fairness in their own ways, so it was important for Kramer to simply induce the universal feeling of shame people would feel for being pathetic and stagnant as

Hoffman was before offering his philosophy. But he's not quite ready for it, Jigsaw senses.

Kramer chides him for his pendulum trap's blade quality, recommending tempered steel instead since it's "better for the long haul" before grabbing a razor blade and asking "Are you in this for the long hall, detective?" Kramer is subtly but powerfully manipulating Hoffman by associating all sorts of negative characteristics with Hoffman's past life thus far: powerlessness, alcoholism, stagnation, and mediocrity. Hoffman responds that he's been a cop for dozens of years, which Kramer easily counters by stating: "Then you and I both know the statistics for repeat offenders in this city - 67.5 % of criminals are back in prison within three years," turning his own experience against him, alluding to his powerlessness as a cop to see true justice. "So you might see what you did to Seth as a public service," he says, demonstrating an understanding of Hoffman's desire for justice and disillusionment with the system. Hoffman shots out in protest, trying to justify that Seth deserved it since he was a monster, but Kramer shouts him down. "KILLING IS DISTASTEFUL… to me." Kramer calmly offers a "better way," but Hoffman now is clearly terrified, barely maintaining his composure, and he tells Hoffman that he simply wishes to know if Hoffman has what it takes to survive.

Kramer pulls the trigger on the shotgun. It doesn't go off, as it was seemingly empty. Kramer explains his method of rehabilitation - a subject is instantly rehabilitated - and then offers Hoffman the chance for that. Before doing that however, Kramer explains that he is Jigsaw, that it is Hoffman's duty to turn him in, and that he has incriminating information on Hoffman - essentially blackmail. Hoffman accuses him of this, but Kramer states that it is redemption. He's just "giving [Hoffman] an option. That's all." Kramer releases Hoffman from his restraints, puts the blade in front of him, and grabs the ostensibly empty shotgun before sitting down. He gives him the chance to arrest Jigsaw, but ruin his career/life, or Hoffman could "explore a method of rehabilitation that'll permit you to sleep at night." The blade is also the implied third choice, but Kramer leaves this temptation to Hoffman for hostess. Hoffman counters that he could kill Kramer right there and then, and Kramer doesn't deny this, simply stating that he's not a "true killer," reassuring that he has a deadman's switch for the blackmail on Hoffman should Kramer disappear. (This is retconned by the next film where Hoffman was shown to have just killed a suspect on the force with little provocation, making this line essentially Kramer flattering Hoffman's self righteousness.) Hoffman states that they'd never believe Kramer's word over his, but Kramer easily counters this by framing it as a risk - the risk of his own life to protect a "corrupt legal system that puts murderers back on the streets" - a powerful appeal to Hoffman's sense of justice which he hammers home by asking how his sister would feel. Hoffman ultimately submits.

The manipulation is highly complex. First, Kramer opens the double-barrel shotgun before that final question to reveal (to the audience, not Hoffman) that the shotgun has one shell in it. Hoffman is given the illusion of power by Kramer, seemingly in complete control of John's life as the latter is sat in front of him - ostensibly an old man with an empty shotgun - while Hoffman has the choice to send him to jail, join his cause, or, implicitly on John's part, the choice to kill him with the razor. But in reality, Kramer is in control of the situation. This ties back to that

feeling of powerlessness Kramer inflicted in him earlier, which Kramer has seemingly reversed by offering him these choices (but not really), ingratiating him. Second, Kramer's manipulation follows a path of associating negative qualities with Hoffman's life as an officer that led him to ruin, and then he offers his superior method, his "tempered steel," and, not just that, but gives Hoffman a test that he states would "instantly rehabilitate him." A serious turnaround from his life thus far. Third, Kramer makes the powerful appeals to Hoffman's disillusionment with the justice system over his sister's death, again associating his grief and failure with the system that had failed him. Turning Kramer over would just be helping the system that betrayed him. Despite Kramer's outward disapproval of vengeance, he is subtly offering a chance for vengeance, merely redirecting Hoffman's energy. Fourth, the blackmail that Kramer has in place obviously provides a powerful incentive for Hoffman to submit, though Kramer makes sure to downplay this aspect for Hoffman to feel that his choice was free. Because of this, when Hoffman submits, he doesn't just feel that he's forced to work with a serial killer; Hoffman is situated to feel that he's not just pursuing a truer form of justice, but that he's doing so rehabilitated by an incredibly smart and empathetic man with a method that allows him to sleep at night.

In essence, Kramer began by breaking Hoffman down as a pathetic, flawed man working for a corrupt system before giving him the chance to build himself up. This turns out to be so effective that Hoffman overcomes his grief and depression, remains loyal to Jigsaw years later, and has no problem hunting down and killing his former friends in the police force.

Social Awareness/Social Skills/Charisma - Despite being a terrifying serial killer, Kramer effectively utilizes his social skills and awareness to frame himself in a much better light convincingly.

Gaslighting - Via the retcon.

Bluffing - Pretending he's powerless.

Emotional Understanding/Perception - Perceived Hoffman's depression, his innate desire for justice and disillusionment with the system, his feeling of powerlessness, and his love for his sister. He understood that all of these feelings were powerful enough that Hoffman would be vulnerable to his manipulation, tailoring his words and actions accordingly.

Acting Skills - Kramer pretended to be helpless and offered Hoffman a genuine chance at his life.

Concealment - the shotgun shell.

Sophistry - Notably, Kramer doesn't actually explain in detail what his "rehabilitation" entails. Hoffman obviously knows this, being a detective, but it's important to sugarcoat it since it would obviously sound insane spoken aloud.

Direct Manipulation/VCI - obvious.

Emotional/Psychological Manipulation - Kramer utilizes Hoffman's grief, his trauma, his depression, and his innate sense of justice against him.

Info Gathering - As Kramer states, he stalked Hoffman. He probably also familiarized himself with crime stats.

Psychological Warfare/Insight/Hot Reading - Using information gained from stalking Hoffman from a distance, Kramer perfectly tailored his words to brainwash the detective.

Associative Thinking/Abstract Reasoning - Explained above.

Strategy Shielding/Planning Contingencies - The blackmail. The shotgun.

Composure/Emotional Management - Despite the shotgun, Kramer's still a dying old man with his back turned to a large cop. Yet he never loses his cool, never betraying a hint of fear.

Brainwashing - obvious.

Crystallized Intelligence - Evident by Jigsaw quoting a crime stat off the top of his head.

Flesh and Blood Analysis

Context: Between SAW I and SAW II, Kramer had captured Detective Tapp and put him through a game to break Tapp's obsession with catching Kramer. After the events of Tapp's game, Detective Tapp unfortunately commits suicide, and his son Michael is chosen as Kramer's next test subject.

The game starts with drug addict Campbell Iman, who is put through a reverse beartrap test and has to survive numerous other boobytraps before he comes to a room where he must go through his final test: Iman must either save himself or the life of another. The other man is Michael Tapp. Michael had arrived there when he was investigating his father's death. He spoke to Chief of Police Henry Jacobs and Detective Joseph Poltzer before he was abducted outside of his apartment.

Tapp woke up underneath the Holmes Hotel. Kramer chided him for being a corrupt reporter and tells him the main theme of the night: Tapp must truly behave as a reporter, being observant and truth-seeking, in order to survive and find out the truth about his father's death. Tap proceeds through the area, avoiding booby traps and random people coerced into fighting him by Kramer's manipulations, and discovers Henry Jacobs in a trap. Tapp successfully frees him and Henry scurries off, pretending to be grateful, but he meets up with his accomplice Joseph and

orders him to kill Michael to protect their secret. Meanwhile, Tapp next discovers and saves Sarah Blalok. Sarah was an addict and informant in the Jigsaw case who knew Amanda Young, and Jacobs had coerced her into spying on David Tapp. She had befriended him and learned about Jacobs's corrupt dealings, but he was more interested in catching Jigsaw, though Jacobs didn't believe her. In the present, Sarah ran away from Michael and came across Carla Song, begged her for drugs, got high, and the two later got separated as Sarah wound up in the Steam Maze trap.

Following her, Michael had wound up in an abandoned chemical plant and saved Carla Song from her trap after she separated from Sarah. Carla is Lawrence's affair partner from the first film and got involved with the cartel afterwards, smuggling drugs for them from her clinic. She was separated from Michael when the elevator (which her trap was based around) moved downstairs. Next, Michael again saves Sarah; this time she is in a steam maze above him which he must help her navigate. After he leaves, Kramer's henchman captures her. Michael proceeds to his next person to save, Solomon Bates, a criminal accountant. Solomon was the person Michael had to compete with in his first test; and, though he'd won that, Solomon had wound up in another trap. After being freed, Solomon confessed to being involved in the cartel alongside everyone else Tapp had saved.

This is confirmed soon after when Tapp caught up with Song, though separated by a grate, and Henry murders her soon after in his desperation to tie up loose ends. Tapp next encounters Blalok in the adjacent subway station. She tells him more about his father and the cartel, though Poltzer shoots her dead before she can reveal the identity of Kramer's accomplice. Tapp narrowly escapes the gunman and continues on to solve more puzzles. Poltzer eventually corners him in the subway hall, but Michael chases him up through clever usage of his environment and corners him in a room, where he tackles him through the walls into a random alleyway. Michael overpowers and kills Poltzer and spots Kramer standing next to a building. He gives chase and winds up in the room mentioned in the first paragraph, with Iman having to decide his fate.

Analysis

Now what makes the feat is the precision - the "when" and the "where." Him setting up Michael's final trap involving Iman right outside the random wall he crashes through tells us that he knew exactly where Michael would end up, despite how unpredictable that is (it's a random room). The fact that Iman and Michael's games converge at the exact same time tells us that Kramer knew exactly how long both of their games would last. This means that Kramer knew exactly what both of them would do and go through. Even in Iman's case, he still has to predict that Iman would survive his test (a fairly difficult test where he has to cut a key out from underneath his eye), make way through the booby traps, solve the environmental puzzles set up along the way, and exactly how long he'd take - a feat which would essentially require perfect understanding of Iman's psyche and his environment. The task is exponentially more complex in Michael's case as he has to fight dozens or hundreds of people forced into fighting him, evade countless booby traps, and save people from traps - those people's actions, too, Kramer must

account for in his mental simulation or visualization, as each person's actions will affect the other in a butterfly effect. Kramer must visualize, keeping not just in mind his psychological profile of each person but every inch of abandoned areas he's outfitted, not just Michael Tapp, the cartel and corrupt cops, but every last irrelevant character as well - numbering perhaps over a hundred, keeping in mind while considering each's environment and situation the actions of over a hundred people at any given time in a massive area comprising an abandoned hotel, subway station, and chemical plant filled with boobytraps. It's essentially an incredibly complex system, a miniature society full of deep interpersonal relationships to consider, that Kramer was able to visualize in his head to so precisely plan Tapp's final test.

FSIQ (WMI, VSI, CPI, FRI) - Besides the obvious, Kramer in his head would've had to juggle in his head at any given moment thousands of elements for this mental macrocosm. Obviously, there's the people, but there's also the dozens of boobytraps hidden throughout, the elements of the environment - trap doors, random messages, and even stuff like lighting or dangerous elements like broken glass through the environment would have to be considered for precision.

For an analogy to illustrate the sheer complexity, imagine a billiard ball at rest with 15 other balls. The system contains 16 balls and it is fairly easy to technically predict the movement and positions of "16" balls if you just hit the one away from the others. Now hit them all at once and you still have to predict the positions of 16, but the task is far more complex given that balls will now bounce off walls and impact each other, so it's not just 16 that one has to predict. In Kramer's case, the task is infinitely more complex given that it's not a pool table but a system encompassing a hotel, a subway station, and chemical plant filled with hundreds of traps and environmental hazards with over a hundred "balls."

EQ (EU,EP) - To begin with, he'd have to form a profile of each and every person in the game, requiring him to perceive their emotions and psyches, and then further understand with incredible precision how those emotions would affect their decisions in the complex system he'd set up