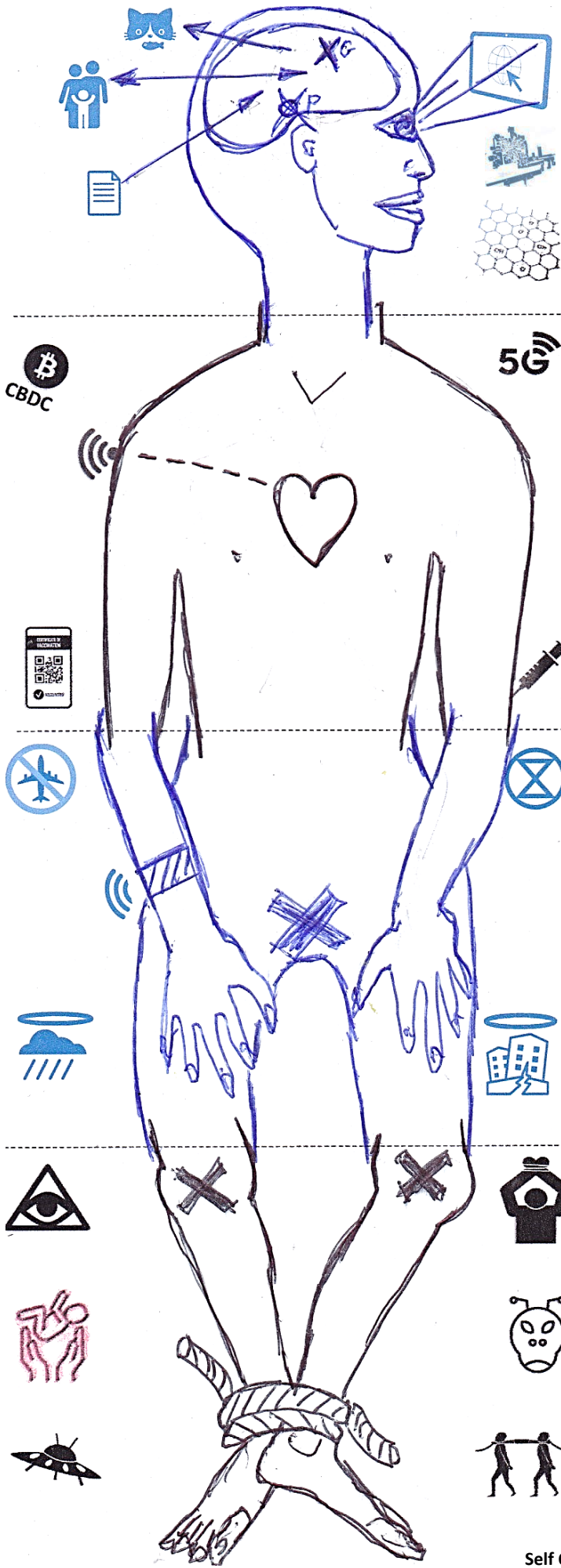


Clue: some players are "useful idiots", but which ones?



**Trans-Humanist Geek - Player 1**

We think that cyborg human and augmented technologists are fabulous, just like the fantasy heroes in our comics. The ability to see in the dark. The Nano power to upload and download memories. The internet projected in your own eye lens. Having digital images stored in your own brain. Legacy human features like the God gene and "faith" along with the 3rd eye or pineal gland can cause difficulties for "external control" so these need to be suppressed. Any graphene technologies that can standardise the diversity and variation in the different races are very useful. Our Medicine sponsors pay for any human redevelopments, the more extreme and ambitious our research applications are the better \$\$ funds we get. We have been assured that our special skills will be in big demand after the New World Order comes into place.

**BIG Government Leader - Player 2**

It is difficult to control the chaotic lives of our citizens. They have high expectations because we over-promise during elections, we rob one to pay another. We have made various financial bubbles to distract the masses, all of which will ultimately crash. There is an awful pile-up of debt and way too many mouths to feed so a new financial system reset must be implemented ASAP. We tried to introduce country-based identity cards, now we think a global "identity beacon" per (remaining) person is now essential. There are some fabulous "think tank" sponsors that have created a co-ordinated strategic plan for us to follow, along with deep financing for a difficult transition period. Since the beginning of time our orders have come from above and despite our awful incompetence we usually get results by destroying the will of the people. At our G20 events our individual contribution is obviously important and valued, it's clear that there is a higher level of power and seniority possible for us in a new "special" global role.

**Carbon Warming Planet Activist - Player 3**

We know that there are too many people on the planet. Global warming is absolutely a thing. The birds are dying and the seas are contaminated, all because of man. As carbon life forms we are the problem. If we could slow fecundity and reduce the global population that can save the planet. COVID lockdowns have proven great for the planet and we think geo-fencing is a must to stop travel. We think "other" people need to be controlled, those that eat fast food, drive motor vehicles and fly on holiday. Our film, TV and media personalities attract deep-pocketed but shy sponsors that completely support and finance all of our ideas. We completely support artificial geo-engineering "events" like storms, floods and quakes which make the "biblical" risks very real to ignorant people, to show them the potential damage of global warming by even just one degree centigrade. We in XR have shown the way by the use of paper bags and bicycles we have pre-earned us "credits" to keep our own family exempt from the restrictions needed for the "fat consumers".

**Deep State Cabalist - Player 4**

Our diabolical plans exist for hundreds of years, right until the end of time and our next significant event is Super Shemitah2022. Our religion is one of total control and our pockets are as deep as the foundation of the financial system itself. We worship a natural pyramid, ascension to immortality is now within our grasp. Our global vision is for 500M automaton slaves, there will be no need for middle classes, national leadership, eco-warriors and least of all, any politicians. Only from chaos can we recreate the order we desire. Advanced technologies and subterranean cities preserve us from all cosmic risks, our human lives are now extendable to 160 years and during that time technologies in cloning, memory transfer, sonic repair and organ replacement will give us immortality. We must not compete for these "elite gifts", instead we drive to eliminate the excess "basic humans" and exert demonic power over the remaining transhumans. Knee-capping with ankle tying ensure complete servitude & is essential