CheaterKiller

What is the principle behind CheaterKiller?

A person reflexively reacts faster or slower to what is important to them. In this case, the more significant a stimulus is for the person, the more their reaction differs from what does not matter to them. During the testing, a person sees (realises) only meaningless (neutral) disguise. Each time their task is to press the same computer key when they see a new disguise – a series of numbers (a masker for phrases) or a colour mosaic (a masker for photos).

Without realising it, a person reacts faster or slower to the various stimuli that they do not even have time to see. The difference in reactions depends on how the subconscious mind assessed these stimuli (the subconscious is always truthful). As a rule, the difference in response is so insignificant that it seems to a person that they react to all disguises equally. However, the reaction rate is estimated at CheaterKiller with an accuracy of 1 msec (thousandth of a second), which allows to determine the attitude of a person accurately.

How accurate is CheaterKiller?

CheaterKiller achieves a 95% accuracy as the tests are prepared individually for the specific case.The accuracy conclusions are based on the results of an 8-year approbation – more than 10000 tests confirmed by objective data (documents, facts and so on). CheaterKiller scientific team continues to search for ways to improve accuracy. Field studies help optimise technology to improve accuracy.

What is unique about CheaterKiller?

1. Obtaining genuine results is enabled by the fact that person's consciousness is excluded from the testing procedure (a short time for presenting stimuli followed by disguise).
2. The attitude of a person to stimuli is determined by the speed at which the computer key is pressed (there is no special equipment).
3. It is impossible to deliberately distort the result because it is not known what the stimulus is and when it is presented.
4. In each test, individual specificity of a person's response is determined.
5. The system of identification of the emotional modality of stimuli (positive or negative) is integrated into the test structure to determine what a person likes (accepts) and dislikes (rejects).

Do I need to provide personal data to an expert or the system in order to create a test?

No, mandatory personification is not required in the system. You can keep confidential from the expert and the system whatever you think is necessary.

How is the test taken?

Before each test the tested person will get an instruction that describes everything that needs to be done:

"In this test, you will be asked questions only on the following topics: (the test topics are indicated) For the test, you should:

- *sit from a computer monitor at a distance of 50 - 70 cm;*
- *turn off your mobile phone;*
- *calm down and relax.*

In the beginning, on the dark field of the screen a phrase "To start the test, press the space button or left button of the computer mouse" will appear.

You should press the button. During the test, on the dark field of the screen with a frequency of about 2 times per second, you will be presented with disguised questions in the form of a random series of numbers or coloured mosaic. You have only one task – to press the left button of the computer mouse or space button whenever a row of numbers or a mosaic appears on the screen.

If you hurry to press the button, "EARLY" warning message about the error appears, if you are late the message "LATE" message appears.
Be careful, try to avoid mistakes (the fewer mistakes you make, the shorter the test will be).
During testing, every 4 - 5 minutes you will be given a short break.

The end of the testing procedure will be indicated by the message "TEST SUCCESSFULLY COMPLETED".
You may always interrupt the test by pressing the "Esc" button.

The result of the CheaterKiller test is available immediately after the test is taken in form of a pdf. file.

Examples of questions and results

- As an example the tested person will get these (hidden) stimuli - statements.
- *I am unfaithful to Lisa*
- *I love Lisa*
- *I want to spend my life with Lisa*
- *I have an affair at work with another woman*
- *Lisa is boring*
- *I chat with other woman on dating sites*
- *I have sex with other women than Lisa*

The tested person takes the test with these statements as hidden stimuli and answers them truthfully.

The result of this test may look like this:

Reactions to a statement to the left are a negation of a statement.

Reactions to a statement to the right are a confirmation of a statement.

A reaction is considered relevant when it reaches more than 75% (orange line)
A reaction is considered crucial when it reaches more than 95% (red line)
A full line represents a reaction based on the past (events that happened)
A dashed line represents a tendency towards the future (events may happen)

Here an explanation of a result based on the statements above

	Negation				Approval		
-100	-95	-75	-50	0	+50	+75	+95	+100

I am unfaithful to Lisa — +97

I love Lisa — +63

I want to spend my life with Lisa — -79

I have an affair at work with another woman — -100

Lisa is boring — +83

I chat with other woman on dating sites — +100

I have sex with other women than Lisa — +97

Legend:
- Past
- Tendency
- Past + tendency
- Average forecast (weeks to months)
- Short forecast (days - weeks)
- Medial + short forecast

The tested person was unfaithful to Lisa.

He doesn't really want to spend his life with her.

He doesn't have an affair at his work.

He thinks his life with Lisa will be boring.

He is thinking about using dating sites.

He has sex with other women than Lisa.

After the test you can ask our experts for a detailed explanation of the result.

Why are there errors during testing?

During testing, a person must respond to the stimuli shown by clicking the same computer button every time they see a disguise.

The time for presentation of masking stimuli is from 0.1 to 1.0 seconds, the response time to masking is 0.5 seconds.
The "EARLY" error is presented when a person is in a hurry and presses a button before the disguise is shown on the screen.
The "LATE" error is presented when a person is late and presses the button after the allowed response time.

All mistakes provoke negative emotions in a person (mini stress). After the presentation of each error in the test algorithm, the recovery period is included (8-12 neutral stimuli). That is why, each error prolongs the testing for a few seconds.

The maximum allowed number of errors in the test is 150, the excess of which interrupts the testing with the notification "Test aborted. Have a rest and take the test later.".

Feel free to contact us with any questions.

www.cheaterkiller.com