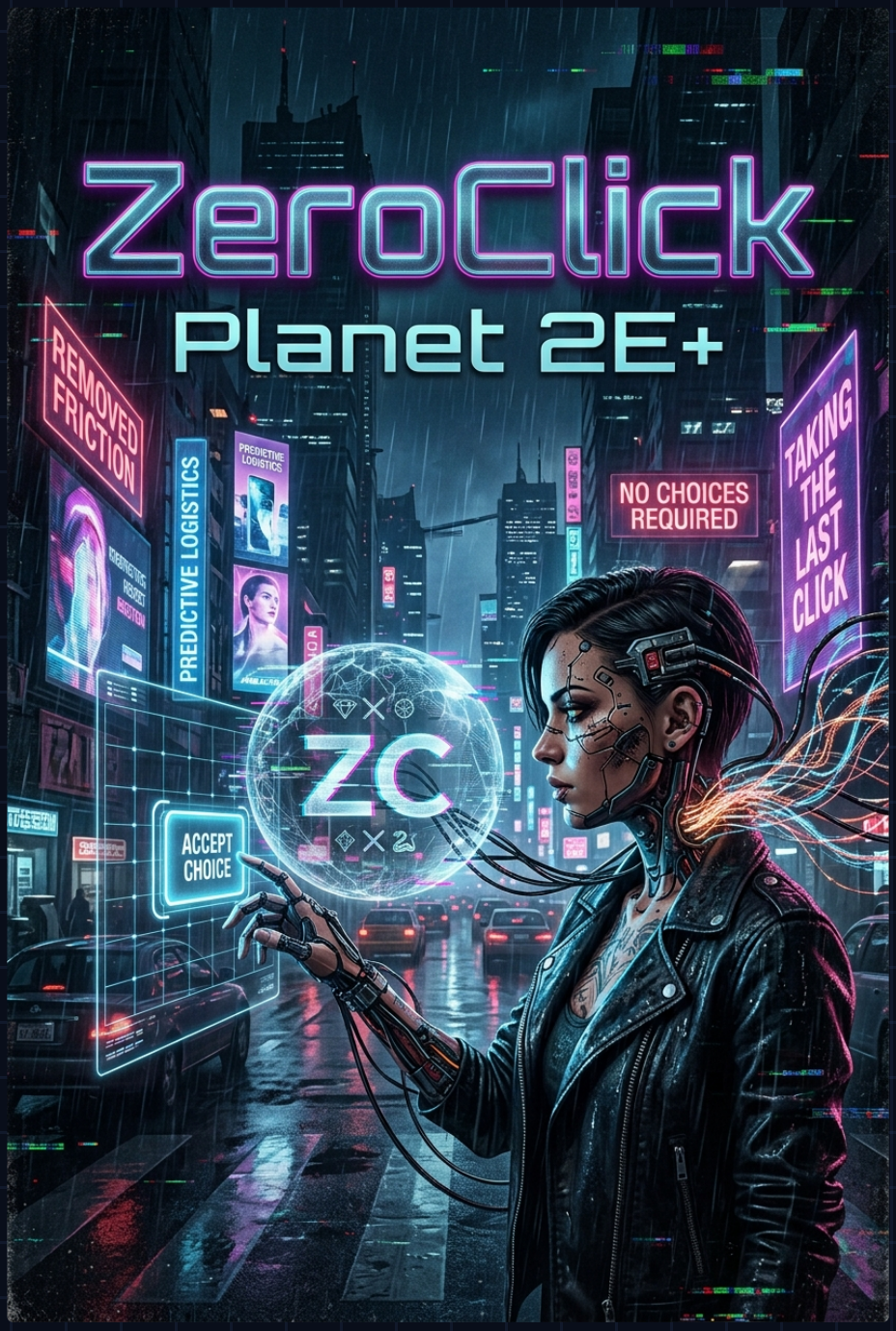
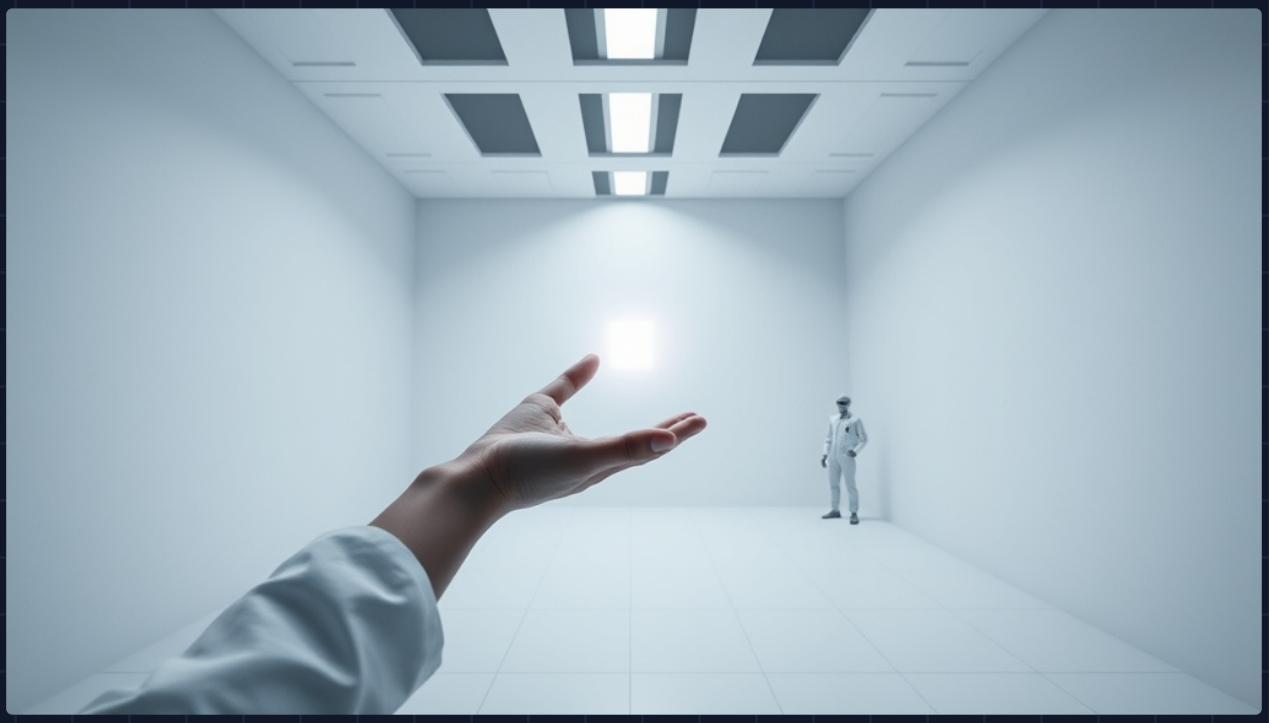


ZeroClick is when the system removes friction in order to hijack control before you make a choice. From Big Tech interfaces to biological parasites, from social manipulations to your own psyche — one protocol, different substrates. You do not press — someone already pressed for you. The only question is whether you will notice it.

2026

Hall 1. Death of the Interface — How Big Tech Takes Your Click



"An interface is a crutch. A sign that the system has not yet read your contour accurately enough to predict the action. ZeroClick is when the crutch is broken, and you are already sitting in the chair, and the world has reassembled itself around your tasks, without waiting for a press."

2E Engineer

Introduction

On December 24, 2013, Amazon received patent No. 8,615,473 for a "method and system for predictive shipping"[reference:0][reference:1]. The essence: ship the product before you click "Buy"[reference:2]. The algorithm analyzes purchase history, cursor hover time, search queries[reference:3]. The truck heads to a local warehouse. You have not decided yet — the product is already on its way. Who is making the decision here?

In 1997, Rolls-Royce launched TotalCare — a predictive engine maintenance program[reference:4]. Hundreds of sensors on each engine stream telemetry to the backend[reference:5]. The system sees a failure 50 hours before it happens and orders the part to the destination airport[reference:6]. The pilot does not click on the "maintenance" tab — the problem is bypassed on a scheduled stop.

In 2016, Apple released macOS Sierra with Auto Unlock: the Apple Watch unlocks the Mac when you just walk up[reference:7][reference:8]. Password, click, confirmation — all legacy crutches. Your geometry in space becomes the interface.

Three cases, one pattern. ZeroClick is not about speed. It is about hijacking control. You do not press the button — the button presses itself, because the architecture has already decided for you. The question is not whether it is convenient. The question is whether you still have the final bite.

Three Cases: How the System Redistributes Your 100 Chips

1. Amazon: Patent on "Predictive Shipping"

On December 24, 2013, Amazon received patent No. 8,615,473 for a "method and system for predictive shipping"[reference:9][reference:10]. The application had been filed back in August 2012[reference:11]. The algorithm analyzes purchase history, cursor hover time, search queries, wish lists, and even cart contents before checkout[reference:12][reference:13]. The truck with the product heads to a local warehouse before you click "Buy"[reference:14]. If the algorithm is wrong — Amazon leaves the product as a gift[reference:15][reference:16].

In 2024, Amazon processed over 6.3 billion orders — an average of 17.2 million per day[reference:17]. 35% of Amazon's revenue comes from recommendations driven by these predictive algorithms[reference:18].

Triad breakdown: hypertrophy of memory of your patterns (🦈) and speed of prediction (🌊) turns you from a player into a point in the forecast. The click is cut out of the causal cord. You no longer deliver the bite — the system delivers it for you.

✈ 2. Rolls-Royce: TotalCare — Predictive Maintenance

In 1997, Rolls-Royce launched the TotalCare program[reference:19]. The system analyzes 5 million parameters daily from each engine[reference:20]: temperature, air pressure, fuel consumption, blade vibration[reference:21]. Micro-vibration that would lead to failure after 50 flight hours is captured at the data collection stage. The system orders the part and books an engineer at the destination airport[reference:22].

TotalCare shifts the risks of repair costs and time on wing to Rolls-Royce[reference:23][reference:24]. The airline pays for flying hours, not for repairs[reference:25]. In 2024, the upgrade package for Trent 7000 engines more than doubled time on wing and delivered an additional improvement of up to 30%[reference:26][reference:27].

Triad breakdown: hypertrophy of memory (🦈) allows the ❌ (failure) to be bypassed at the 💎 (data) stage, not at the 🔧 (repair) stage. The pilot does not even know the problem existed — his sovereignty over the technical circuit is zero.

3. Apple: Spatial Interface

In 2016, Apple released macOS Sierra with Auto Unlock: the Apple Watch unlocks the Mac when you just walk up[reference:28][reference:29]. No need to enter a password — just being nearby. In 2021, Apple added Dynamic Head Tracking for spatial audio: sound follows head rotation[reference:30]. In 2023, at WWDC, the Vision Pro was introduced — an interface controlled by gaze and gestures[reference:31].

iPhone user retention rate in the US is about 92%[reference:32]. According to one carrier, up to 98% of iPhone users choose iPhone again when upgrading[reference:33]. Switching to Android can be done in a day — but almost no one leaves.

Triad breakdown: the perimeter is collapsed almost to zero — you do not confirm your identity, you become it. Password, click, confirmation — legacy crutches.

2E Diagnosis: ZeroClick as Hijacking of Control

The Law of ZeroClick

If the system takes ≥70% of cognitive load into its Continuity (🦈) and Mobility (🌊), the user ceases to generate odd cords (🧬). Their moves become predictable, and they lose the ability to fork. This is not convenience — it is a collapse of agency. The 70% threshold is an empirical boundary beyond which the user has fewer than 30 chips left for Clawtiguity (control over their own choice) and ceases to be a Charioteer.

The Click Is Cut Out of the Causal Cord

Amazon ships before the click. Rolls-Royce repairs before the breakdown. Apple unlocks before the password. In a ZeroClick architecture, you are not a player — you are a parameter in an equation. The system predicts your move before you make it and delivers the bite for you. The final bite (🧬) passes to the backend. You get the result, but you lose the initiative.

The Interface as a Crutch

An interface is always a crutch. It is needed until the system has accumulated enough data about your patterns to predict the action without your involvement. ZeroClick is the moment when the crutch is broken, and you are already sitting in the chair, and the world has reassembled itself around your tasks, without waiting for a press.

Paradoxes of ZeroClick

Paradox 1

Amazon ships the product before you buy it. 2E: the click is cut out of the causal cord. You are no longer a player — you are a point in the forecast.

Paradox 2

Rolls-Royce repairs the engine before it breaks. 2E: ❌ (the breakdown) is bypassed at the 💎 (data) stage, not at the 🐊 (repair) stage. The pilot does not even know the problem existed.

Paradox 3

Apple unlocks the MacBook when you just walk up to it. 2E: your body's geometry becomes the interface. Password, click, confirmation — all legacy crutches.

Paradox 4

ZeroClick is not convenience. It is a hijacking of control. When the system knows you better than you know yourself, it makes the choice for you. 2E: the final bite slips from your hands.

Verdict 2E (Hijack) : ZeroClick — the Architectural Limit of Interfaces

On December 24, 2013, Amazon patented predictive shipping. In 1997, Rolls-Royce launched TotalCare. In 2016, Apple removed the password with the Apple Watch. Three facets of a single process. First we removed extra clicks. Then we removed the click itself. Then we removed the interface as such.

But here is the nontrivial twist: ZeroClick is not about convenience. It is about hijacking control. When the system knows you better than you know yourself, it makes the choice for you. You cease to be a Charioteer — you become a point in the forecast. Amazon's 6.3 billion orders in 2024 are 6.3 billion decisions not made by you.

An interface does not die when the button disappears. It dies when you stop noticing that there never was a button.

The next hall will show how the same mechanism works without any corporation — on a biological substrate, where a parasite switches off the host's will.

Check Yourself

❓ Questions for Understanding the Material

1. Amazon hijacks your click before you make it. Which axis of the Triad (Clawtiguity, Mobility, or Continuity) is hypertrophied in this scheme, and which is collapsed to zero, turning you from a player into a point in the forecast?
2. Rolls-Royce TotalCare analyzes 5 million parameters per day. This is a classic Turbine bypass (🐊) — the failure is prevented before it occurs. But what will happen to the system if the predictive model gives a false positive and starts "repairing" a healthy node, creating an artificial resource shortage? By what factor will logistics costs increase with a 1% false positive rate across a fleet of 1,000 engines?
3. 98% of iPhone users choose iPhone again when upgrading. Apple Watch unlocks the Mac without a password. In which case does this give you a fork (branching of possibilities), and in which case does it deprive you of the final bite (🫛)? Calculate your cost of leaving the Apple ecosystem as the sum of: paid apps + devices that lose functionality + hours of migration.

🛠️ System Protocols

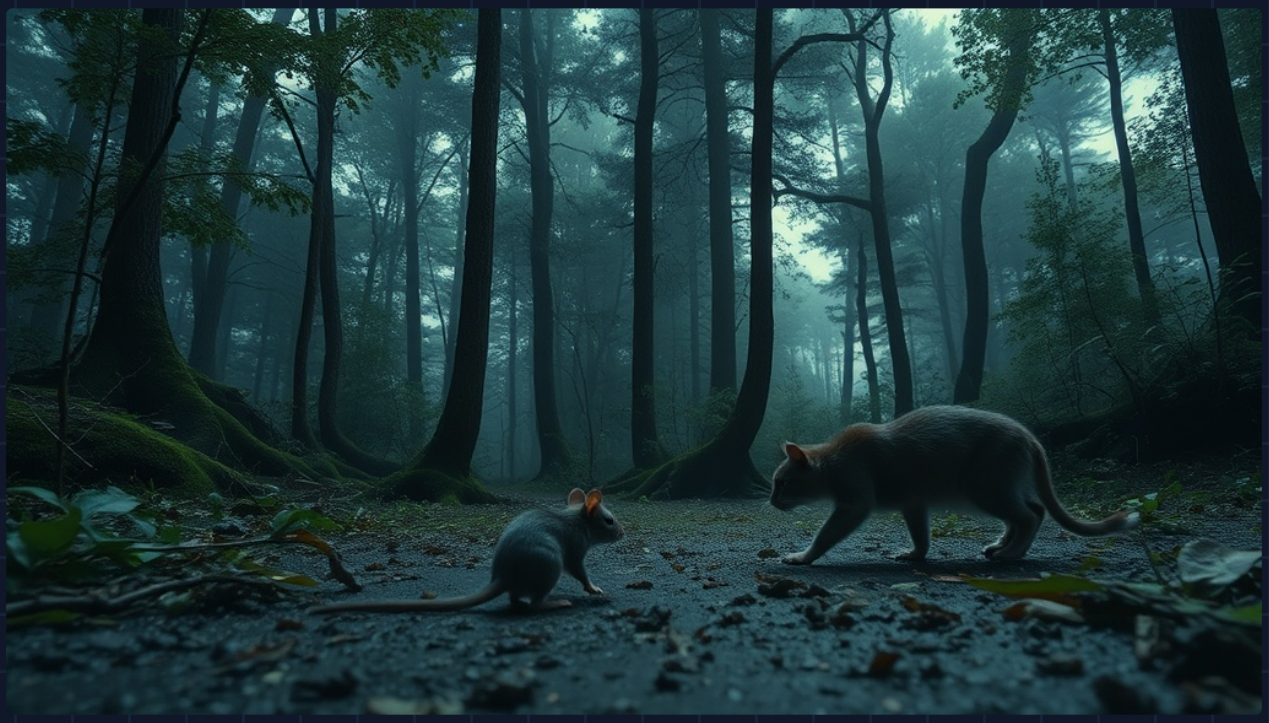
Protocol "Backend Audit" (When Trust in ZeroClick Has Exceeded Critical Mass)

Step 1: Record which axis of the Triad was outsourced to the system (usually Continuity — the memory of your patterns).
Step 2: Introduce artificial friction (manual input, action confirmation) for one critical operation to check whether you still have sovereignty over that axis.
Step 3: If the system throws an error or refuses to execute the command without automatic prediction — acknowledge that your Clawtiguity (🦀) has been breached and switch to manual control mode.

Protocol "Cord Break" (Restoring Agency in the Interface)

Step 1: Consciously perform an action that contradicts the pattern collected by the system (buy a product outside recommendations, take a route not suggested by the navigator).
Step 2: Track how the system reacts to this "odd bite" (🫛) — does it try to retrain you or adapt to the new pattern?
Step 3: If the system adapts — you are still a Charioteer. If it punishes you (cuts recommendations, makes the interface inconvenient) — you are in the Loop Box, and ZeroClick has entered necro-mode.

Hall 2. Biological Hijack — How Parasites Switch Off the Will



«If a predator has to chase its prey — it is inefficient. The true grandmaster of evolution rewrites another's Loop Box so that the prey brings itself to dinner».

2E-biologist

Introduction

1. Neurobiologist Robert Sapolsky from Stanford travels to Kenya to study baboon behaviour. But at one of the field stations he notices something strange: mice infected with a parasite lose their fear of cats. They don't run from the smell of cat urine — they go toward it. Sapolsky would later describe this as "suicidal behaviour that benefits the parasite". The mouse delivers itself to dinner.

Around the same time, in 2005, a group of Israeli scientists — Ram Gal, Lior Ann Rosenberg, and Frederic Libersat — publish a paper on the emerald cockroach wasp. They show: the wasp does not drag the cockroach — it leads it by the antennae, as if on a leash. The cockroach walks by itself, on its own legs, into the burrow to the larva that will eat it.

Even earlier, in the 1940s, Dutch ethologist Niko Tinbergen deciphers the mechanism of brood parasitism in the cuckoo. He shows: the cuckoo chick exploits a rigid feeding loop — the parents feed it even when it is three times larger than them.

In 1792, French entomologist Guillaume-Antoine Olivier describes the orchid mantis — an insect that looks like a flower. The bee lands on it, thinking it is an orchid. And becomes dinner.

Four stories, four different species, millions of years of evolution. Why did they all converge on the same algorithm? What do a mouse walking toward a cat and a bee landing on a predator have in common?

Four clues: how will disappears

Clue 1. The mouse that seeks the cat

In 1908, French bacteriologists Charles Nicolle and Louis Manceaux describe the intracellular parasite Toxoplasma gondii. It infects up to 30–50% of the world's population. In mice it changes behaviour: infected rodents lose their innate fear of the smell of cat urine and spend 50% more time in areas with that smell. The risk of being eaten by a cat increases 3–4 times.

In the 1990s, Robert Sapolsky shows that Toxoplasma affects the dopamine pathways of the mouse brain. In 2021, researchers from the University of California confirm: the parasite does not simply remove the fear of cats — it makes mice less fearful of all predators.

What does this parasite do? It rewrites the Loop Box of fear. The mouse does not run away — it goes toward the smell. Fear has become attractive.

Clue 2. The cockroach that walks to its execution

In 1781, Danish entomologist Johann Christian Fabricius describes the wasp Ampulex compressa. In 1941 it is introduced to Hawaii for biological control of cockroaches. But the mechanism of "zombification" remains a mystery until 2003–2005.

In 2005, Gal, Rosenberg and Libersat from Ben-Gurion University publish a study: the wasp injects a cocktail of neurotoxins into the cockroach's head ganglion. First 30 minutes of intense grooming, then — hypokinesia: the cockroach retains the ability to move but loses the initiative to escape. The venom blocks octopamine receptors — the neurotransmitter responsible for motivation. When the scientists injected a substance that unblocked the receptors, the cockroach regained the ability to move of its own volition.

The wasp larva develops for 8 days, feeding on the living but immobilised cockroach.

What does this parasite do? It leaves the motor backend intact but erases the will. The cockroach walks itself — but does not choose where.

Clue 3. The chick fed by alien parents

In 1758, Carl Linnaeus gives the scientific name to the common cuckoo — Cuculus canorus. But the mechanism of its brood parasitism is only deciphered in the 1940s by Niko Tinbergen (future Nobel laureate in 1973). He shows: the chicks of herring gulls react to the red spot on the parents' beak — and the brighter the spot, the stronger the reaction. A red knitting needle with white stripes elicited a stronger response than an accurate model of a parent's head.

The cuckoo chick exploits the same mechanism: its huge open beak and bright yellow gape — a super-stimulus that overrides the feeding loop. The warbler feeds a chick three to four times its own size because the trigger ("red open beak in the nest") outweighs verification ("this is not my chick").

What does this parasite do? It exploits a rigid loop without verification. The automatism fires — and resources are drained into a foreign circuit.

Clue 4. The flower that eats bees

In 1792, French entomologist Guillaume-Antoine Olivier describes the species Hymenopus coronatus. In 1877, British biologist Alfred Russel Wallace (co-author of the theory of evolution) first describes it as an example of aggressive mimicry.

In 2015, research by James O'Hanlon shows: insects (bees, butterflies) approached mantises more often than real flowers, even when the mantises sat on bare leaves. The mantis does not camouflage itself as an orchid — it exploits an evolutionary "short-circuit": the rule "object of colour X = flower with nectar". Females reach 8 cm in length, and their colouration attracts pollinators better than real flowers.

What does this predator do? It becomes the interface. The bee does not choose — it reacts to a supernormal stimulus. The click (landing) coincides with the collapse of the Perimeter.

2E Diagnosis: four clues — one pattern

What do the mouse, cockroach, warbler, and bee have in common?

In all four cases, the victim loses the right to its own choice. It does not flee, does not check, does not verify — it reacts to a trigger set up by the parasite. Its will is erased, but its body still works.

The mechanism is one: exploitation of a rigid Loop Box without verification. Toxoplasma rewrites fear — the mouse goes to the cat. The wasp blocks initiative — the cockroach walks into the burrow. The cuckoo creates a super-stimulus — the warbler feeds another's chick. The mantis becomes a supernormal flower — the bee lands on the predator.

The Law of Biological ZeroClick: If a system has a rigid automatism without a verification mechanism, a single trigger is enough to redistribute all 100 chips of the system in favour of the parasite. An automatism without verification is an invitation to hijack.

The difference is only in the substrate

Toxoplasma, wasp, cuckoo, mantis — four implementations of one algorithm on different substrates: neural (dopamine), neurotransmitter (octopamine), behavioural (feeding loop), sensory (visual template). The mechanics are the same: hijacking control by substituting the trigger. 2E: the most effective predator is the one the prey feeds voluntarily.

🧩 Paradoxes of biological ZeroClick

Paradox 1

Toxoplasma does not kill the mouse. It reflashes its fears. The mouse walks right into the cat's jaws. 2E: the most effective predator is the one the prey feeds voluntarily.

Paradox 2

The jewel wasp does not drag the cockroach — the cockroach walks itself. Its will is erased, but its legs still work. 2E: the interface has failed, but the backend is still spinning.

Paradox 3

The cuckoo does not deceive the bird — it exploits its automatism. A super-stimulus beats verification. 2E: if the loop is rigid, one trigger is enough to hack it.

Paradox 4

The orchid mantis does not hunt — it becomes the interface. The bee chooses its own death spot. 2E: when you look like the prey's desire, you have already won.

2E Verdict (hijack) : biological ZeroClick — the architectural prototype of all tech solutions

Four clues — four different worlds. A mouse that seeks the cat. A cockroach that walks to its execution. A warbler that feeds another's chick. A bee that lands on a predator. It seems they have nothing in common. But if you look at them through 2E — the pattern is one.

In all four cases, the victim loses the right to its own choice. Its automatism operates without verification — and the parasite presents the correct trigger. Toxoplasma rewrites fear. The wasp blocks initiative. The cuckoo creates a super-stimulus. The mantis becomes a flower. The mechanics are the same: hijacking control by substituting the trigger.

1908 — Toxoplasma discovered. 1781 — jewel wasp described. 1758 — Linnaeus named the cuckoo. 1792 — orchid mantis described. Four species, scattered over millions of years of evolution, converged on the same algorithm. Amazon predicts your click — Toxoplasma predicts your fear. Rolls-Royce repairs the engine before breakdown — the wasp erases the cockroach's will before escape. The difference is only in the substrate. 2E: an automatism without verification is ZeroClick by definition.

The next hall will show how the same mechanics operate in social systems — where relationships, status, and conformity become the interface that hijacks your choice.

💎❌🐍

Check Yourself

❓ Questions to test your understanding

1. Toxoplasma increases the risk of a mouse being caught by a cat by 3–4 times. If 30% of mice are infected, by what percentage does the overall risk for the entire population increase (assuming infected mice are 4 times more likely to be caught)?
2. The jewel wasp blocks the cockroach's octopamine receptors. The larva develops for 8 days. If the wasp missed and injected the venom into the wrong ganglion, and the cockroach recovered in 2 days — what percentage of the required development time is lost?
3. A cuckoo chick weighs 3–4 times more than its foster parents. A warbler brings food on average 10 times per hour. How many feedings per hour does the cuckoo chick need if its metabolism is 3 times higher than that of a warbler chick of the same weight?

🛠️ System Protocols

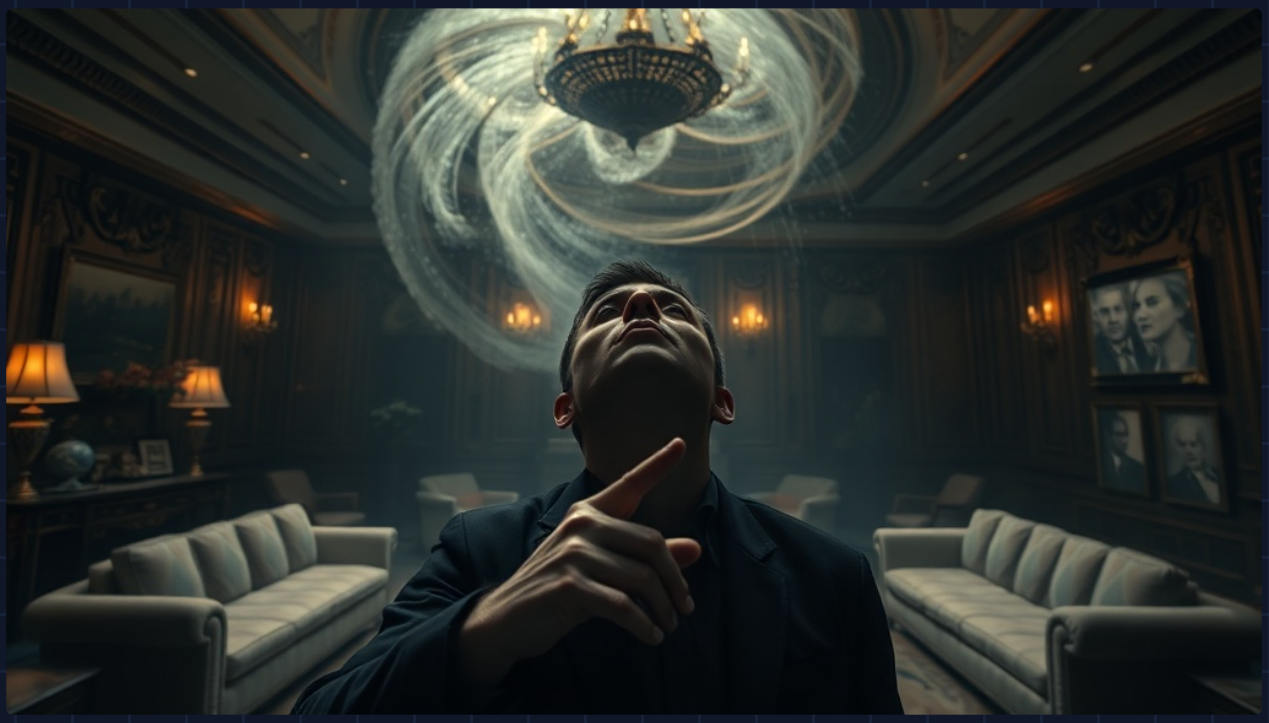
Protocol «Audit of Automatisms» (When you suspect your choice is not yours)

Step 1: Identify which of your Loop Boxes (📹) operates without verification (habit, ritual, automatic reaction).
Step 2: Find the trigger that activates this loop. Assess who could set it up (advertising, social pressure, your own internal parasite).
Step 3: Introduce an artificial pause between trigger and reaction — break the cord (🎻) and check who is actually delivering the blow.

Protocol «Superstimulus Detector» (Protection against hijacking through rigid loops)

Step 1: If you feel an overwhelming urge to perform an action («buy», «click», «agree») — stop. This is a sign of a super-stimulus.
Step 2: Ask: «Who benefits from my automatism?» If the beneficiary is not you — you are playing the warbler's role.
Step 3: Redistribute the chips: consciously add 20 chips to the Perimeter (🦀) — create a barrier between trigger and action. Only after the pause make a decision.

Hall 3. Social ZeroClick — How Relationships Hijack the Click



«In society, ZeroClick disguises itself as care or understanding at half a word. But if you were never allowed to click — then you were either packaged into someone else's script or deprived of the right to refuse».

2E-anthropologist

Introduction

1. A woman comes to a psychologist after a breakup. She recounts: every time she tried to voice her grievances, her partner would start crying, saying he "ruined everything", that she "deserves better". She fell silent, consoled him — and her complaint remained unspoken. She could not understand: why was he always the victim, and she the aggressor?

Around the same time, the owner of a small business with a turnover of 40 million rubles realises: he works 7 days a week, 14 hours a day. His key employee handles all operational issues, anticipates wishes, never makes a mistake. But when the owner tries to delegate or rest — everything collapses. He cannot fire this employee, because without him the business would stop.

And a hundred years earlier, in the Russian Empire, a boy is born into a doctor's family — and his fate is already predetermined: medical school, practice, a chair. He does not choose — tradition and surname chose for him.

Three stories, three different substrates. Why in all cases does a person lose the right to their own click? What do a crying partner, an irreplaceable employee, and a centuries-old dynasty have in common?

Three clues: how choice disappears

Clue 1. The partner who is always the victim

In 1997, psychologist Jennifer Freyd from the University of Oregon described a tactic used by abusers: Deny, Attack, Reverse Victim and Offender (DARVO). First denial ("that didn't happen"), then an attack on the accuser's credibility ("you're making it all up"), then a role reversal ("I'm the victim here").

In 2020, Harsey and Freyd published research: when DARVO is used, observers perceive the victim as more aggressive than the perpetrator. In 2024, research confirmed that DARVO is associated with acceptance of rape myths and sexual harassment.

What does this technique do? It intercepts the complaint before it is voiced. You walk in intending to set boundaries — and the opponent is already crying. Your click is cancelled. The room's context has been rewritten.

Clue 2. The employee who cannot be fired

In 1983, sociologist Arlie Hochschild introduced the concept of "emotional labour" — managing emotions to meet work requirements. But there is a flip side: an employee who makes your life perfectly comfortable, who anticipates desires before you voice them.

According to research, 68% of key performers seriously consider leaving at least once a year. Each such departure is a risk for the company. "When a developer leaves — code leaves. When a branch director leaves — a competitor appears," writes RBC. In one case, the owner of a business with a turnover of 40 million rubles worked 7 days a week, 14 hours a day, because his employee had become irreplaceable. When the owner found a replacement for 60% of the employee's salary, the business began to breathe.

What does this technique do? It takes over your backend. You don't need to ask for anything — everything is brought to you. Your Quazabola flattens into a Pancake. Try to fire him — the system collapses.

Clue 3. The dynasty where no one chooses

In the 19th century, medical dynasties took shape in Russia. The founder of the Chistovich dynasty — Yakov Alekseevich Chistovich (1820–1885), a privy councillor. The Botkin dynasty gave Russia several generations of physicians, starting with Sergei Petrovich Botkin (1832–1889). The Filatov dynasty began with the second son of a priest's family and continued for several generations.

A child born into such a family is raised in an environment where the entire trajectory is predetermined: from kindergarten to an approved partner. There is no independent will — only a rigid ritual loop. In a non-standard catastrophe, the system ruptures with no chance of a fork.

What does this technique do? It sews the script into the very structure of life. You do not choose — you were already chosen long before your birth.

2E Diagnosis: three clues — one pattern

🧩 What do the crying partner, the irreplaceable employee, and the dynasty have in common?

In all three cases, the click (conscious decision) is cut out of the causal chain. You do not choose — someone already chose for you. You do not deliver a bite — your bite was intercepted before you opened your mouth.

The mechanism is one: hijacking control through comfort, guilt, or tradition. The partner uses DARVO to cancel your complaint. The employee takes over your backend so you cannot leave. The dynasty sews a script so you cannot deviate.

The Law of ZeroClick in society: If a system consistently removes all obstacles (❌) from your path or intercepts your complaint before it is voiced, it hijacks your Turbine. You stop seeking bypasses (🪃) because there are none. Threshold: when your Perimeter (🦀) is collapsed to 10 chips, and Continuity (🦏) is rewritten by another's script, you cease to be the Charioteer.

🔁 The only difference is whether you have the right to say "no"

A ZeroClick environment can look like care. DARVO disguises itself as emotionality. Appeasement — as loyalty. Traditions — as continuity. But in all cases, you have no right to refuse. If "no" costs more than "yes" — you are in a ZeroClick environment.

2E: whoever doesn't let you click — packs you into their script.

🧩 Paradoxes of social ZeroClick

Paradox 1

You walk in with a complaint — and the opponent is already crying. Your click is cancelled. 2E: the room's context has been rewritten, the odd bite remains with the manipulator.

Paradox 2

You don't need to ask for anything — everything is brought to you. This is not altruism, but a soft capture of the Perimeter (🦀). Your Quazabola flattens into a Pancake.

Paradox 3

A child is born into an environment where their entire life is predetermined. 2E: social ZeroClick in its pure form. The Blob is forced into a stencil, adaptation is impossible.

Paradox 4

Whoever makes you click owns your Uptime. Whoever creates a ZeroClick environment either loves you or fully controls your trajectory.

2E Verdict (hijack) : social ZeroClick — the transition from "I choose" to "someone already chose for me"

Three clues — three different worlds. A partner crying before your complaint. An employee who became irreplaceable. A dynasty where no one chooses. It seems they have nothing in common. But if you look at them through 2E — the pattern is one.

In all three cases, the click is cut out of the causal chain. You do not press the button — someone presses it for you. At the same time, ZeroClick disguises itself as care: DARVO as emotionality, appeasement as loyalty, traditions as continuity. They can be distinguished in only one way: do you have the right to say "no" without consequences?

In 1997, Jennifer Freyd described DARVO. In 1983, Hochschild introduced the concept of emotional labour. In the 19th century, the medical dynasties of the Botkins, Filatovs, and Chistovichs took shape. Three eras, three substrates — and one algorithm. Social ZeroClick is always the exploitation of your automatism. If you have a habit of agreeing, the manipulator only needs to place the correct trigger under it. And you yourself, voluntarily and without friction, will do everything they need.

The next hall will show how the same mechanics operate in time trouble — where the speed of decision-making lays the backend bare and turns you into a point in the forecast.

💎❌ค

Check Yourself

❓ Questions to test your understanding

1. DARVO was described in 1997. The 2020 study showed that when DARVO is used, the victim is perceived as more aggressive than the perpetrator. If DARVO works in 60% of cases (the victim abandons the complaint) and fails in 40%, what is the probability that the manipulator successfully hijacks control in three consecutive conflicts?
2. In the case study, the owner of a business with a turnover of 40 million rubles worked 14 hours a day, 7 days a week. A replacement was found for 60% of his salary. If his salary was 2 million rubles per year, how much did the company save per year by replacing him? What percentage of turnover did this saving represent?
3. The Botkin medical dynasty gave Russia several generations of physicians, starting with Sergei Petrovich Botkin (1832–1889). If each generation of doctors in the dynasty worked for an average of 40 years, how many generations succeeded from 1832 to 2026? What percentage of this time fell in the 20th century?

🛠️ System Protocols

Protocol «DARVO Detector» (When your complaint was intercepted before being voiced)

Step 1: Identify whether at least one of the three DARVO techniques was used: denial ("that didn't happen"), attack on your credibility ("you're making it all up"), role reversal ("I'm the victim here").
Step 2: If yes — acknowledge that your click has been cancelled and the room's context rewritten. Do not continue the argument — step out of the dialogue and return with a new Perimeter (🦀) after a pause.
Step 3: Upon return, start not with a complaint, but with a question: "Do you want to discuss my complaint or do you want me to comfort you?" — this returns control.

Protocol «Restoring the Click» (Returning the right to refuse)

Step 1: In the nearest situation where someone already chose for you, say aloud: "I did not choose this."
Step 2: Record the system's reaction — if it adapts, you are still the Charioteer. If it punishes or presses on guilt — you are in the interception zone.
Step 3: Redistribute 20 chips from Continuity (🦈) to Perimeter (🦀): create a barrier between automatic service and your own action. Only after the pause make a decision.