

**GOVERNMENT OF PUDUCHERRY
POLICE DEPARTMENT**

'BLUE WHALE GAME'

PREVENTIVE MEASURES with VICTIMS if any

Parents / Friends / Associates - Keep building confidence within the victim as he is psychologically affected. Represent before him that the privacy data stolen by BLUE WHALE Game mentor (Accused) through "Fishing" while playing the game or chatting with the victim is NOTHING and no one bothers for it. Express your love and affection with VICTIM. Motivate him to be brave.

YOUTUBE video links were given for your better understanding - [Videos from YouTube](#)

FACTS LEARNT FROM WEBSITES:

A potentially dangerous social media game, which has been linked to 130 teen deaths in Russia, is making its way to the UK, leading to schools issuing warnings to parents.

- A. The game is called the 'Blue Whale Game' and is being played across various social media platforms by youngsters.
- B. It involves players being given a master that will control them and make them do tasks every day for 50 days.
- C. It seems like harmless fun but following investigations into the game in Russia, the game was found to be behind a large number of teen suicides.
- D. According to reports, those who took their lives had completed smaller challenges in the 'game' over the 50 days and by the end of it, were encouraged to try to 'win the game' by killing themselves.

INVESTIGATION BRIEF:

Philipp Budeikin 21 year old boy from Russia is the man who invented a sick suicide 'game' called '**Blue Whale**' targeted at children claims he was '**CLEANSING SOCIETY**'.

He is being held on charges of inciting at least 16 schoolgirls to kill themselves. He confessed by saying that he thinks his victims were just '**biological waste**' and told police that they were '**happy to die**' and that he was 'cleansing society'.

In an interview in St Petersburg, when asked if he really pushed teenagers to their deaths, Budeikin said: 'Yes. I truly was doing that. Don't worry, you'll understand everything. Everyone will understand. 'They were dying happy. I was giving them what they didn't have in real life: warmth, understanding, connections.'

PSYCHOBIOLOGICAL PROCESS OF THE FATAL GAME:

Budeikin the accused inventor and others act as 'MENTORS'. Urge vulnerable teenage players to carry out a series of tasks over a period of 50 days including

- Their task was to attract as many children as possible, then figure out those who would be the most affected by **psychological manipulation**.
- Watching **horror movies**,
- Waking up in the middle of the night and **self-harming**.
- **Most children left at this stage.**
- Those who stayed were given much stronger tasks like **cutting their veins**, to **balance on a roof top**, to **kill an animal** and post a video or pictures to prove it.
- **A small group that was left obediently went through all the tasks, with teenagers being physiologically ready to follow whatever the administrators told them, no matter how strange or scary the tasks becomes the victim.**
- On the last day, they are urged to take their own life.