

# TENDLER 7-TILT OS

Sourced from *Wired to Win*, Ch. 13

## TENDLER 7-TILT TAXONOMY

Wired to Win Ch. 13

### 01 · RUNNING-BAD

**Cluster of negative outcomes. "Results should match decisions short-term."**

*Variance is math, not punishment.*

### 02 · INJUSTICE

**Specific unfair beat. "The game should reward good play in real time."**

*Their mistake is your long-term profit.*

### 03 · HATE-LOSING + ENTITLEMENT

**Any loss / loss to inferior. Structural feature, not personal failure.**

*Even pros lose 40% of sessions.*

### 04 · REVENGE + DESPERATION

**Specific opponent / want to recover before quitting.**

*Each hand independent. Honor the stop-loss.*

### 05 · MISTAKE

**Error you knew was wrong as you made it.**

*Recover, don't compound. One mistake ≠ five.*

THE HUMAN FREQUENCY · FIND COMMON GROUND

### PRINT INSTRUCTIONS

Fold this card in half along the horizontal center for a wallet-sized version, or print on cardstock and laminate for the fridge or office wall.

### READ THE FULL PAGE

[thehumanfrequency.net/human-os/tilt-taxonomy](https://thehumanfrequency.net/human-os/tilt-taxonomy)  
For the mechanism, the protocol, and citations.