

We describe two algorithms for generating disinformation schemes intended to influence an adversary to make a predetermined decision. Such influence is termed *reflexive control*. The first algorithm's disinformation tricks the adversary into a given scenario, while the second algorithm finds a scenario to capitalize on a given trick. These algorithms are implemented in a computer program which simulates a situation in which an adversary is attempting to penetrate an international border guarded by the controlling party. Details of this implementation and possible extensions are discussed.