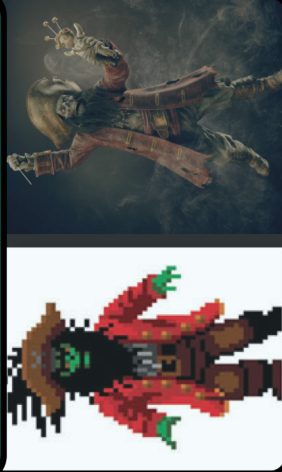




# Le Chuck



## Role/Archetype

LeChuck has the role of the bad guy in the Lucas Arts Game **Monkey Island™**

This archetype is missing in C.G. Jungs Theory: "The older bad sibling"-Archetype, or something like a "evil father"-Archetype who often mistreat others. Or the role of an "always drunken father"-arthypus

Wed Aug 7 2013:

[L] [L] Was die Anis können, können wir schon lange! Schaut mal, ein dreiköpfiger Terroristen-Affe!!! **three-headed terrorist monkey!** (Unheard: focus on the three-headed monkey!)



# Guybrush Threepwood



## Role/Achrchetype

**Year: 1990**

Guybrush Threepwood had the role of the hero

In the Lucas Arts game **Monkey Island™**

In classic tarot he would be "The Fool"-Card, but has actually too stupid to save the world, but has non-normal-distributed luck and his childish behavior gives him high values in the dimension "agreeableness" which would be perfect as a chessman would of satan, admitting Guybrush is stupid not telling that he can use him as chessman... but he is not even stupid but very young

**But ignore him, focus on Le Chuck and the three-headed-terrorist-monkey!**