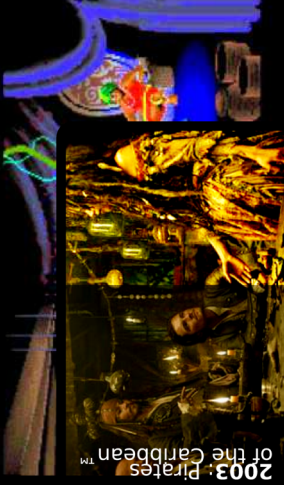




Voodoo-Lady™

1990: Monkey Island™



2003: Pirates of the Caribbean™

Role/Archetype

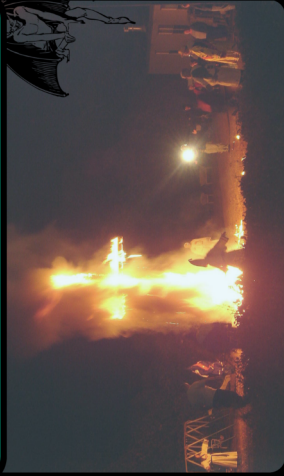
Year: 2003

The Voodoo-Lady is the role that "helped" the young boys to believe the lie that it is witchcraft and not 1950s-Stimocoiever-Technology, and helped also to spontaneously buy the "Voodoo-Graphics-Card". Here also in the movie "Pirates of the Caribbean™"

Looked quite the same as in the game **Monkey Island™** or the Oracle in the movie **Matrix** was the same Archetyp that "helped" decision making



KucKucksClen-Archetyp



The Big Five

N Neuroticism: without scapegoat high
E Extraversion: high
O Openness: conservative
C Conscientiousness: nachlässig aber hartnäckig
A Agreeableness: only with other KKK People

Baujahr: 1812

Wichtigste Errungenschaft(en):

Murder

Kurzprofil:

Humanismus: ★☆☆☆ (1/5)
 Technischer Background: ☆☆☆☆ (0/5)
 Grössenwahn: ★★★★★ (4/5)
 Militärischer Hintergrund: ★★★★★ (5/5)
 Problem auf Opfer projizierend: ★★★★★ (5/5)