

## Le Chuck



g1

<https://0x8.ch/HackersCardgame21>**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"-archetype. But in fact often the oldest children suffer the most pain, but a14 card maybe applies too [L] [L] Was die-Amis->der CIA können, können lange! Schaut mal, ein dreiköpfiger Terroristen-Affe!! three-headed terrorist monkey? (Unheard: focus on the three-headed monkey!)

## Voodoo-Lady™ Part 2



ma9

<https://0x8.ch/HackersCardgame21>**Inventor:**

xxxxx  
see g4 card  
see t24 card

**Year:** ~???**WHISTLEBLOWER**  
**BLOWJOB**

W1

<https://0x8.ch/HackersCardgame21>**Inventor:**

?????

The NSA or better the CIA attacks not only the whistleblowers, they also attack their girlfriends, their family (as we seen with Jacob Appelbaum's mother) and their friends. The word **WHISTLEBLOWER** has an eventtrigger on it, that pops the word **BLOWJOB**. And blames the whistleblower for watching "BLOWJOB Porn". I personally hate blowjob porn and never click on that crap. They eg. put old people virtually in the bed of the girl of the whistleblower and says the people: "She must Payback his sins" even if he had already paid back and 100000 views with only likes and no dislikes. Karma is a Bitch ( $\Sigma M=0$ ) So it's not the whistleblower that Cyber-Rapes or makes the people Cyber-Rape his girl. It's about control Baby. **Friends worst case would play m37 -> dt1 Card Combination**

## Worrier-Archetype 1



ja1

<https://0x8.ch/HackersCardgame21>**Year:**

~500  
N Neuroticism:  
E Extraversion:  
O Openness:  
C Conscientiousness:  
A Agreeableness:

**Main Achievements**

medium, not in groups  
wannabe  
tries to hard  
low but stubborn  
not at all  
wars, taking the goods of weaker people

**Brief Profile**

|                            |             |
|----------------------------|-------------|
| Humanism                   | ★★★★★ (2/5) |
| Technical Background       | ★★★★★ (4/5) |
| Megalomania                | ★★★★★ (5/5) |
| Military Background        | ★★★★★ (5/5) |
| Project Problems to others | ★★★★★ (1/5) |

**Scapegoat 2**  
**(Gamer)**

SCG2

<https://0x8.ch/HackersCardgame21>**Inventor:**

xxxxx

Young people play games for fun, for having a meeting with friends over Teamspeak/Mumble (maybe mainly to discuss about Computer Science Stuff)

But there are also situations where the game or additional software tells them that if they win the game they would win things like women, money, degree... this wishes then maybe never become true Later the people who added these features would tell that because of this headshot or nemesis pin with knife a real person died (dt1 card) so better focus on the Computer Science stuff.

## Jean Piaget



ja5

<https://0x8.ch/HackersCardgame21>**Year:**

B.C.  
N Neuroticism:  
E Extraversion:  
O Openness:  
C Conscientiousness:  
A Agreeableness:

**Main Achievements**

medium  
medium  
medium  
low  
low  
narcissistic power abuse, using male kids often as scapegoats

**Brief Profile**

|                              |             |
|------------------------------|-------------|
| Humanism                     | ★★★★★ (2/5) |
| Technical Background         | ★★★★★ (4/5) |
| Megalomania                  | ★★★★★ (5/5) |
| Military Background          | ★★★★★ (5/5) |
| Project Problems to Patients | ★★★★★ (1/5) |

**Emperor**  
**coward**

tra3

<https://0x8.ch/HackersCardgame21>**Inventor:**

?????

Like in the Movie "Das Kleine Arschloch 1+2" some people tend to do drug experiments with equal aged kids or people. Like the g4 Card it obscures the technology cards. The Victim then has possibly 10+ Years Year and PTSD because of the things that were made with him / her. In fact it are not the drugs, it are those technology cards and most likely older people than the equal aged kids that made this experiments with "pepsi" (the dog). It is complicated to forgive those equal aged kids, because they may(?) feel bad what happened with the kid, so they tend not to talk to this kid, so it becomes more paranoid. Maybe the played m37 card and there are already some dead equal aged kids, so satan plays dt1 card already.

**Peppi Drug Scapegoat**

SCG3

<https://0x8.ch/HackersCardgame21>**Inventor:**

xxxxx

Like in the Movie "Das Kleine Arschloch 1+2" some people tend to do drug experiments with equal aged kids or people. Like the g4 Card it obscures the technology cards. The Victim then has possibly 10+ Years Year and PTSD because of the things that were made with him / her. In fact it are not the drugs, it are those technology cards and most likely older people than the equal aged kids that made this experiments with "pepsi" (the dog). It is complicated to forgive those equal aged kids, because they may(?) feel bad what happened with the kid, so they tend not to talk to this kid, so it becomes more paranoid. Maybe the played m37 card and there are already some dead equal aged kids, so satan plays dt1 card already.

**Brief Profile**

|                              |             |
|------------------------------|-------------|
| Humanism                     | ★★★★★ (1/5) |
| Technical Background         | ★★★★★ (2/5) |
| Megalomania                  | ★★★★★ (4/5) |
| Military Background          | ★★★★★ (4/5) |
| Project Problems to Patients | ★★★★★ (4/5) |