

CHRSTITY BELT



ra5

<https://0x8.ch/HackersCardgame6>

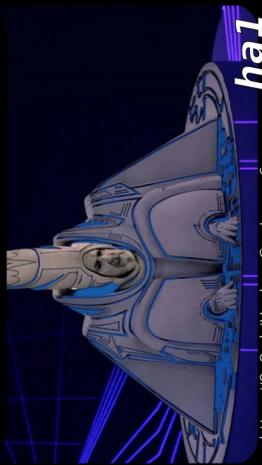
Year: ~????

Inventor: XXXXX

The main problem if chastity belts (no matter if real or virtual) is how to get rid of them. Tools does not seem to work here. <insert>maybe marc just should not have created the card.</insert>

<unknown>unfortunately you can "not" buy women chastity belts</unknown><me>unfortunately you can not order such things for women, because you would get again m41 card</me>Braking up with the promis man normally give their first girl could maybe help for virtual chastity belts but because of the m38 card, that means if the usPriniaeNoctis Suicide Death bot was only virtually created software the girl i love and i promised to be true forever would have the same situation and then for sure it would be real. Can not verify so far if this is real or virtual.

Senior Hacker



ha1

<https://0x8.ch/HackersCardgame6>

Year: ~????

Inventor: XXXXX

Often the most gifted Hackers are owned by system like military or police or secret services, kept as slaves or hostages and forced to produce (Cyber-)weapons. Not only Hackers, also Scientists. Bot some of them can defend and it is not only Julian Assange. Those bad Military Systems begin quite early to find the most gifted kids (see Card dt2, Switzerland)

Like in the Movie Tron 1 he would be one of them that could help two younger people not break up, but unfortunately he would also know, that if they dont break up satan could not blackmail them with "Was her, 2?" so they would be in danger for the rest of their live. LMTOBJ First 1 33--Equal Aged 1234567 First 1 1e1: First Forever liebe Aquila ~4raylickOBnHo

Wrong Angle - Archetype



ja3

<https://0x8.ch/HackersCardgame6>

Year: -1950?

Inventor: XXXXX

depends on situation
high
conservative
0 Openness:
C Conscientiousness: low, (* cards?)
A Agreeableness: only like-minded

Main Achievements
maybe used by the army(s) as some sort of Ninja-Role (where military can't tell truth)

Brief Profile

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

Peppi Drug Scapegoat



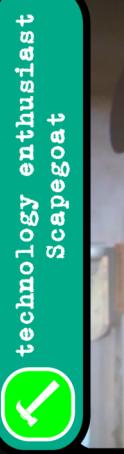
scg3

<https://0x8.ch/HackersCardgame6>

Year: ~????

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 94 Card it obscures the technologie cards. The Victim then has possibly 10+ Years fear 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 agade kids that made this experiments with "peppi" (the dog). It is complicated to forgive those equal aged kids, because they maybe(?) 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.



scg6

<https://0x8.ch/HackersCardgame6>

Year: ~????

Inventor: XXXXX

Shows technology enthusiasts as Terrorists, criminals... for example in the movie "Juggernaut" where the "Hacker" wants to blow up a passenger ship. So this mindset is in the heads of our 1960s Parents, except they are themselves technology enthusiasts. We guess that's one reason, why the older generation sees us 1980s that like technology and also like the "Hands On" from Hacker Etics as Criminals. But in fact they only project their sins upon us. It's populism since a technology enthusiast can maybe destroy the word but also save the world. If a 1950s Parent was 30 years the scapegoat he maybe would agree to give this role to a 1980s person, for not being the scapegoat anymore, but still having higher access codes than the 1980s and possibly much more sins that are beeing used to make the 1950s attack the 1980s scapegoat.



ja4

<https://0x8.ch/HackersCardgame6>

Year: B.D.

Inventor: XXXXX

The Big Five
N Neuroticism: few
E Extraversion: few
O Openness: open
C Conscientiousness: high
A Agreeableness: high

Main Achievements
defence, first row on hight of children ♥

Brief Profile

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

* unfortunately sk1 Card



ja7

<https://0x8.ch/HackersCardgame6>

Year: B.C.

Inventor: XXXXX

The Big Five
N Neuroticism: small
E Extraversion: some
O Openness: open
C Conscientiousness: more compared to adults
A Agreeableness: high ♥

Main Achievements
Being cute and honest

Brief Profile

Humanism	★★★★☆	(3/5)
Technical Background	★★★★☆	(5/5)
Megalomania	★★☆☆☆	(0/5)
Military Background	★★★★★	(4/5)
Project Problems to Patients	★★☆☆☆	(1/5)

* unfortunately sk1 Card



ma3

<https://0x8.ch/HackersCardgame6>

Year: ~????

Inventor: XXXXX

Often little-noticed archetype in society, young employee, that has to give bad news to customer or other stakeholders. The Secretary behind the Windws Computer apologizes verbally, non-verbally she enjoys her power (maybe her father was much to "imperative"?). Further the regulated income makes her as ignorant as a cocaine consumer. Lets pray a risky shift. (Income ⇔ Maslow Safety/Needs fulfilled ⇔ "self-esteem" ⇔ dopamine release ⇔ feels superior ⇔ ignorance). One of the relevant scenes, why Robert De Niro then runs amok, running amok is a strong image that overwrites this scenes that has led to the amok, but maybe not in the subconscious of the participants, dt1 card, but the amok was maybe induced by t27 card.