

## Ku Klux Klan Archetype



ra1

Year 1812

<https://0x8.ch/HackersCardgame7>

### The Big Five

N Neuroticism: medium  
E Extraversion: medium  
O Openness: only to white  
C Conscientiousness: low  
A Agreeableness: low  
**Main Achievements**  
some of them killed maybe like ja3 card, those are not yet killers we can rescue maybe by finding local t27 card  
**Brief Profile**  
Humanism \*☆☆☆☆ (1/5)  
Technical Background \*☆☆☆☆ (1/5)  
Megalomania \*\*\*★★★ (4/5)  
Military Background \*\*\*★★★ (4/5)  
Project Problems to Patients \*☆☆☆☆ (1/5)

## Captive (The Recruit)



ma4

Year: ~222?

Inventor: XXXXX

Gifted, held in prison to make him and the others fear. In this case, Colin James Farrell, who presumably was identified in psychology tests as a man "who will once make trouble". For example in a test like mmp2 the parameter "feels responsible to leak the truth to the society" would stand out. For the Mates it is Psychological even more worse to see how he is tortured. Being the one that is being tortured becomes normal after a while. But the mates should stand up and say "stop that torture", but those who would stand up would possibly be upgraded to a captive too...

## Secretary-Scapegoat (The Fan)



ma3

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 Windwos 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 SafetyNeeds 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

## Peppi Drug Scapegoat



scg3

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 g4 Card it obscures the technology 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 aged 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.

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A Agreeableness: low  
**Main Achievements**  
some of them killed maybe like ja3 card, those are not yet killers we can rescue maybe by finding local t27 card  
**Brief Profile**  
Humanism \*☆☆☆☆ (1/5)  
Technical Background \*☆☆☆☆ (1/5)  
Megalomania \*\*\*★★★ (4/5)  
Military Background \*\*\*★★★ (4/5)  
Project Problems to Patients \*☆☆☆☆ (1/5)



g3

Year 1990

<https://0x8.ch/HackersCardgame7>

### Role/Archetype

Stan S. Stanman is the Role of the ~~cheater~~ that takes all the ~~goods~~ of the hero in the "game", ~~the one~~ that gets tons of money for the work other people almost died for. He uses the knowledge of ~~less~~ "Fool" (classic Tarot Card) self to become rich. But in fact it is just an obfuscation-archetype that one would find if one would follow the trail of money.



## Stan™ (M\$ Verkäufer)



g3

Year 1990

<https://0x8.ch/HackersCardgame7>

### Role/Archetype

Stan S. Stanman is the Role of the ~~cheater~~ that takes all the ~~goods~~ of the hero in the "game", ~~the one~~ that gets tons of money for the work other people almost died for. He uses the knowledge of ~~less~~ "Fool" (classic Tarot Card) self to become rich. But in fact it is just an obfuscation-archetype that one would find if one would follow the trail of money.



ja4

Year B.D.

<https://0x8.ch/HackersCardgame7>

### 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)



ja1

Year ~500

<https://0x8.ch/HackersCardgame7>

### The Big Five

N Neuroticism: medium, not in groups  
E Extraversion: wannabe  
O Openness: tries to hard  
C Conscientiousness: low but stubborn  
A Agreeableness: not at all  
**Main Achievements**  
wars, taking the goods of weaker people  
**Brief Profile**  
Humanism \*☆☆☆☆ (1/5)  
Technical Background \*☆☆☆☆ (1/5)  
Megalomania \*\*\*★★★ (4/5)  
Military Background \*\*\*★★★ (3/5)  
Project Problems to Patients \*☆☆☆☆ (3/5)



g2

Year 1990

<https://0x8.ch/HackersCardgame7>

### Role/Archetype

Guybrush Threepwood had the role of the hero In the Lucas Arts game Monkey Island™ In classic tarot he would be "The Fool". Card, actually too stupid to save the world, but has non-normal distributed luck and his childish behavior gives him high values in the mayer-briggs dimension "agreeableness" which would be perfect as a chessfigure would of satan, admitting Guybrush is stupid not telling that he can use him.  
But ignore him, focus on the technology cards that produces real three-headed-terrorist monkey!