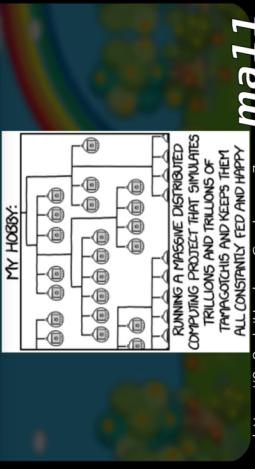


## Borg Hive



mall

Year: ~???

**Inventor:** xxxxx  
The Borg Hive with their borg-cubes (space-ships) that look somehow similar like q1 card is maybe not evil as shown in Star Trek. Or at least you could implement a good borg collective like Jeroen Domburg in his [Tamagotchi Singularity](https://www.youtube.com/watch?v=3_e-cj1-Gs) ([https://www.youtube.com/watch?v=3\\_e-cj1-Gs](https://www.youtube.com/watch?v=3_e-cj1-Gs))

So the question would be why did Star Trek discredit those cubes as collectively bad and why they are showing the Federation (that is a military system) as the good people, with weapons, uniforms, hierarchy that's the reason why we question the view of Eugene Wesley „Gene“ Roddenberry

## Bonnie and Clyde- Double Archetype



mal1

Year: 1910:

**Inventor:** xxxxx  
Frequent double archetype in US Movies: married couple, who live a life in luxury financed with robbery and murder, sometimes including drug abuse. Often described as an "idyllic" partnership. These archetypes seem to be protected by some NSA/CIA malware because they also use them as strategic chess figure / combination in an occupation area. (Ad)using the "family" is the basic unit of our society ... from the human rights, shameless and the children of the couple suffer and have to pay the bill. Being protected by a system as big as the CIA means, that they will become ignorant and part of the problem. Worst case they have masked as a judge and hangmen, worst worst case raping their kids after they judged them with a wrong accusation

## Voodoo-Lady™



g4

Year: 1990

**Role/Archetype** The Voodoo-Lady is the Role (maybe without even knowing it) that helps to obfuscate the technology-cards. Many people think magic works but don't believe in things like Stimociever, Active Dental System, ...  
  
This archetype does not only appear in Monkey Island™ but also in "Pirates of the Caribbean" or in the Series Bones "The Man in the Morgue" S1E19, but Bones picks in his eyes and says: "If you picked someone in his eyes, voodoo isn't that spooky anymore."

## Jesus-Archetype



ra4

Year: 0

**Main Achievements**  
N Neuroticism: low, maybe in pursuit with attitude  
E Extraversion: 0  
O Openness: high  
C Conscientiousness: high  
A Agreeableness: very high ♥  
  
**Brief Profile** \*\*\*\*\* (5/5)  
Humanism \*\*\*\*\* (2/5)  
**Technical Background** \*\*\*\*\* (1/5)  
Megalomania \*\*\*\*\* (0/5)  
Military Background \*\*\*\*\* (1/5)  
Project Problems to Patients \*\*\*\*\* (1/5)

## Captive (The Recruit)



ma4

Year: ~???

**Inventor:** xxxxx  
The Borg Hive with their borg-cubes (space-ships) that look somehow similar like q1 card is maybe not evil as shown in Star Trek. Or at least you could implement a good borg collective like Jeroen Domburg in his [Tamagotchi Singularity](https://www.youtube.com/watch?v=3_e-cj1-Gs) ([https://www.youtube.com/watch?v=3\\_e-cj1-Gs](https://www.youtube.com/watch?v=3_e-cj1-Gs))

Victims that are difficult to rescue

## Scapegoat 2 (Gamer)



SCG2

Year: ~???

**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.

## Worrier-Archetype 1



ja1

Year: ~500

**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)  
Technological Background \*\*\*\*\* (1/5)  
Megalomania \*\*\*\*\* (4/5)  
Military Background \*\*\*\*\* (3/5)  
Project Problems to others \*\*\*\*\* (3/5)

## WHISTLEBLOWER BLOWJOB



W1

Year: ~???

**Inventor:** ?????  
The NSA or better the CIA attacks not only the whistleblowers, they also attack their girlfriends, their family (as we seen with Jacob Applebaum's mother) and their friends. The word **whistleBLOWWER** 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 (ZM=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