

Guybrush Threepwood



g12

<https://0x8.ch/HackersCardgame23>

Role/Archetype
 1990
 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!

Stan™ (M\$ Verkäufer)



g3

<https://0x8.ch/HackersCardgame23>

Role/Archetype
 1990
 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 **the Fool**" (classic Tarot Card) **selfish** to become rich. But in fact it is just an obfuscation-archetype that one would find if one would follow the trail of money.

Voodoo-Lady™



g4

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Role/Archetype
 1990
 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 Stimoceiver, Active Denial 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"

Senior Hacker



ha1

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Inventor: xxxxx
 Year: ~????
 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 d12, 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 het er, 2?" so they would be in danger for the rest of their live.
 LMITOMJ First 1 3=3; -Equal Aged
 1234567 First 1 1=1; First forever
 liebe Aquila -4raytck0Bmo

Worrier-Archetype 1



ja1

<https://0x8.ch/HackersCardgame23>

The Big Five
 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)
 Technical Background ***** (1/5)
 Megalomania ***** (4/5)
 Military Background ***** (3/5)
 Project Problems to others ***** (3/5)

Angle-Archetype



ja2

<https://0x8.ch/HackersCardgame23>

The Big Five
 Year 1897
 N Neuroticism: only in pursuit
 E Extraversion: low
 O Openness: open
 C Conscientiousness: hunted by sinners
 A Agreeableness: very high
Main Achievements
 many small Achievements
Brief Profile
 Humanism ***** (5/5)
 Technical Background ***** (3/5)
 Megalomania ***** (1/5)
 Military Background ***** (0/5)
 Project Problems to Patients ***** (0/5)

Wrong Angle-Archetype



ja3

<https://0x8.ch/HackersCardgame23>

The Big Five
 Year ~1950?
 N Neuroticism: depends on situation
 E Extraversion: high
 O Openness: conservative
 C Conscientiousness: low, (t* cards?)
 A Agreeableness: only like-minded
Main Achievements
 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)

Worrier-Archetype 2



ja4

<https://0x8.ch/HackersCardgame23>

The Big Five
 Year B.D.
 N Neuroticism: few
 E Extraversion: few
 O Openness: open
 C Conscientiousness: high
 A Agreeableness: high
Main Achievements
 defence, first row on height of children
Brief Profile
 Humanism ***** (5/5)
 Technical Background ***** (5/5)
 Megalomania ***** (2/5)
 Military Background ***** (4/5)
 Project Problems to Patients ***** (1/5)