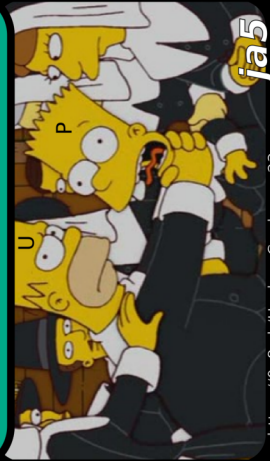


# Jean Piaget



ja5

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

## The Big Five

**N** Neuroticism: medium  
**E** Extraversion: medium  
**O** Openness: medium  
**C** Conscientiousness: low  
**A** Agreeableness: low

## Main Achievements

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)

## Year B.C.

Year B.C.:

# Moher-Archetype



ja6

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

## The Big Five

**N** Neuroticism: medium  
**E** Extraversion: medium  
**O** Openness: medium  
**C** Conscientiousness: medium  
**A** Agreeableness: medium

## Main Achievements

influencing kids **positive** / **negative**

## Brief Profile

Humanism: \*\*\*\*\* (2/5)  
 Technical Background: \*\*\*\*\* (1/5)  
 Megalomania: \*\*\*\*\* (3/5)  
 Military Background: \*\*\*\*\* (1/5)  
 Project Problems to Patients: \*\*\*\*\* (5/5)

## Year B.C.

Year B.C.:

# Child-Archetype



ja7

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

## 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

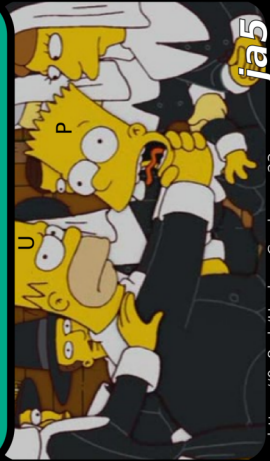
Humanism: \*\*\*\*\* (3/5)  
 Technical Background: \*\*\*\*\* (5/5)  
 Megalomania: \*\*\*\*\* (2/5)  
 Military Background: \*\*\*\*\* (0/5)  
 Project Problems to Patients: \*\*\*\*\* (1/5)

## Year B.C.

Year B.C.:

\*) Unfortunately sk1 Card

# Borg Hive



ja5

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

## The Big Five

**N** Neuroticism: medium  
**E** Extraversion: medium  
**O** Openness: medium  
**C** Conscientiousness: low  
**A** Agreeableness: low

## Main Achievements

narcissistic power abuse, using male kids often as scapegoats

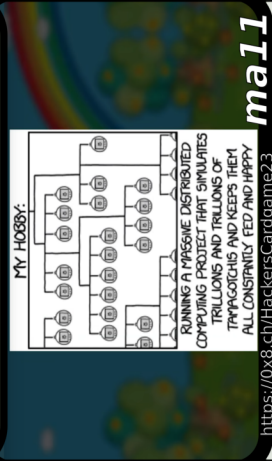
## Brief Profile

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

## Year B.C.

Year B.C.:

# Borg Hive



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

## Inventor: xxxxxx

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\_c1-Gs)

## Year: ~????

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.

# Moher-Archetype



ja6

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

## The Big Five

**N** Neuroticism: medium  
**E** Extraversion: medium  
**O** Openness: medium  
**C** Conscientiousness: medium  
**A** Agreeableness: medium

## Main Achievements

influencing kids **positive** / **negative**

## Brief Profile

Humanism: \*\*\*\*\* (2/5)  
 Technical Background: \*\*\*\*\* (1/5)  
 Megalomania: \*\*\*\*\* (3/5)  
 Military Background: \*\*\*\*\* (1/5)  
 Project Problems to Patients: \*\*\*\*\* (5/5)

## Year B.C.

Year B.C.:

# BaseCap-Hero



ma2

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

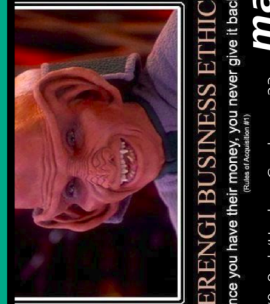
## Inventor: xxxxxx

Like all archetypes think about the option that there are always good and bad people. (a14 card) so it could also have some angle archetypes that do bad things or that are being abused to do bad things. To derived the archetyp from a person from cloths, look or beauty leads often to wrong results, but if you talk to a person or if you really know a person it will be very hard for the CIA Neuralink Software to make you think that this specific Satan is a Saint. They are getting better with the touring completeness to hide a persons real character and motivation. but since they use generic code, one single mistake well expose the truth, so listen carefully, if they loose one archetype code you will find a lot of them and remember there are both sorts, good and bad (a14)

## Year: ~????

Often little-noticed archetype in society: young employee, that has to give bad news to customer or other stakeholders. The Secretary behind the Windows 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 t7 card

# Capitalist archetype



ma10

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

## Inventor: xxxxxx

if you know Star Trek then you know what this archetype thinks like. Focussing only on profit, ignoring the pain of the people they take the money from. Even risking lives for profit.

## Year: ~????

Once you have their money, you never give it back. (quote from Star Trek)

## FERENGI BUSINESS ETHICS

# Secretary-Scapegoat (The Fan)



ma3

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

## Inventor: xxxxxx

Often little-noticed archetype in society: young employee, that has to give bad news to customer or other stakeholders. The Secretary behind the Windows 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 t7 card

## Year: ~????

Often little-noticed archetype in society: young employee, that has to give bad news to customer or other stakeholders. The Secretary behind the Windows 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 t7 card