



# SERIOUS PRIVACY

## The Data Game

Use Data. Balance innovation. Prevent harm.

A collaborative game for 2-6 players.

Serious Privacy is a cooperative strategy card game where players take on societal roles and work together to maximise the benefits of data while preventing cascading harms. In this game, no one wins alone – and everyone loses if the system fails.

**THEME:** Exploring how to use Data responsibly, maximising Benefits whilst minimising Harms.

**AIM:** To collaborate as a team to utilise the Benefits new technology and data while protecting people from Harms.

**GAME ENDS WHEN:** The Home Sector fills up all Benefits or Harms spaces with tokens.

**YOU WIN IF:** The Home sector fills up with all 10 Harm tokens.

**YOU LOSE IF:** The Home sector fills up with all 10 Benefit tokens.

### WAYS TO GET BENEFIT TOKENS:



- A sector resolving favourably (2 tokens!)
- Some Event cards

### WAYS TO GET HARM TOKENS:



- Choosing this as a harm action in Step 2 (see below)
- A Sector resolving unfavourably (2 tokens!)
- Some Event cards
- Filling a Characters' Fatigue to maximum (2 tokens!)

# SET UP

1. Put the gameboards on the table as in the diagram below.
2. Separate out the Fatigue, Benefit and Harm tokens, card decks, Character sheets and Character tokens.
3. Shuffle the Harm, Benefit and Event decks and add them to their correct spaces on the board.
4. Each player chooses a Character. To do this, you can simply choose, argue, or roll a die, with the highest result choosing first. Put your Character sheet in front of you, and place the character tokens in use on the spaces in the Home sector.
- If playing with less than six players, put any unused sheets and tokens to the side.
5. Each player starts with 4 Benefit cards in their hand. Draw these in turn order, from the top of the Benefit Deck, and add them to your hand.

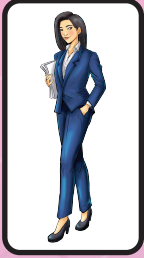


# PLAYING THE GAME

1. Harm cards are drawn and placed on the board before each round of players turns (see cascading harms below)
2. Each player takes a turn going clockwise around the table. If you cannot decide who goes first, roll a die or toss a coin. Or just whoever bought the game can assert economic hierarchical dominance. Or for social commentary, you can start with the Politician and finish with the Citizen!
3. Each players' turn, is split into three phases (noted on each players card).

## STEP 1

Choose to use your power (or not), each character has a power they can use, decide whether or not to use it the instructions for each power is on the card. Each characters' power is as follows:



### **The Politician:**

At the beginning of your turn, you may Swap hands with another player, once per turn. This means giving your Benefit cards you are holding in your hand them, and they give their cards to you. You do not have to swap your whole hand, but the card number must match (ie, you must give them 2 cards if they give you two cards etc).



### **The Consultant:**

At the start of your turn, you may look at the topcard of any one Deck without playing it. This could be the benefit, harm or event deck. Choose one of them, draw it, look at it, and place it back on top of the deck. It is up to you if you tell other people what it says. This gives you a little knowledge, in order to inform your step 2 and 3 choices!



### **The Academic:**

In step 3, you may recover an extra Fatigue token, by removing it from your sheet, whilst in the home sector, once per turn (this normally means removing two instead of one).



### **The Citizen:**

In your step 3, if your character is in the home sector you may draw an extra Benefit card once per turn. (this normally means drawing three cards instead of two).



### **The Influencer:**

Move your Character token to or from the Home sector, once per turn, for free, at the end of your turn. This power activates after steps 2 and 3 at the end of your turn. You can choose to move back to the Home sector, out to another sector from the Home sector, but cannot move from one sector to another sector for free.



### **The Campaigner:**

At the start of your turn, Recall all the Characters to the Home Sector, once per turn. This does not count as a benefit action. Other character can refuse to move their characters if they do not desire to move.

## STEP 2

Each player has a choice of which Harm to apply. These are listed on the players' card. You can choose ONE option from:



**Draw a Harm card from the top of the harm deck and follow the instructions on that card.** - These Harm cards are picked from the top of the harm deck, and are usually placed on an empty space in the sector shown on the card.



**Gain a Fatigue Token** - Add a fatigue token to your character sheet in the area at the bottom.



**Add a Harm token to the Home Sector** - Add a harm token to the spaces in the home sector – do this too many times and you will lose the game!



**Draw an Event card from the top of the event deck and follow the instructions on that card.** - An event card may be good or bad for you! Follow the instructions on each card. These may involve adding cards to empty spaces on either harms or benefits, causing you to gain fatigue, or multiplying the effect of cards!

## STEP 3

Each player has a choice of which Benefit to apply. These are listed on the players' card. You can choose ONE option from:



**If in Home Sector -(pick up 2 benefit cards)** - Draw two cards from the top of the Benefit deck and add them to your hand. You can play these cards within other sectors later. As you stay at home and draw cards, you are better equipped to take on the other sector activities, but be warned, the harms won't stop while you wait! The Citizen can choose to use their power to draw 3!

**If in Home Sector remove Fatigue token** - Take a fatigue token away from your character sheet. This represents recharging at home. The Academic can choose to use their power to remove 2 tokens!



**Move to/from a sector** - Move your character token between sectors. You can move from the Home Sector to a different Sector, from a Sector back to the Home Sector, or from a Sector to a Different Sector (Examples include moving the character token from "Business" to "Regulator", or "Home" to "Civil Society", or "Government" to "Home"). That's it. You moved. That's your Benefit action. Isn't travel exhausting?



**Play a Benefit card from your hand to a sector.** - You can add a card into an empty space on that Sector. However your character must be on and have moved to that sector before you can play it. You can only play a card with a matching sector to the one you are on. For example; you cannot add a “business sector” card to the “Civil Society” sector.



**Draw an Event card and follow its instructions.** - An event card may be good or bad for you! Follow the instructions on each card. These may involve adding cards to empty spaces on either harms or benefits, causing you to gain fatigue, or multiplying the effect of cards!

## NEXT!

After all three steps, it is the next player’s turn. The game continues rotating turns around all the players until the game is won or lost.

## CASCADING HARMS

The harms just keep coming! At the start of the game, and after each round of play, draw a harm card and add it to the relevant sector. To play on hard mode you can add 2 or 3 cards if you get to be experts at the game! We recommend this with larger groups of players (5-6).

## FATIGUE!

• Dealing with harms and benefits is tiring! There are tokens that you may add or remove to your Character sheet to represent this throughout the game.

• If you fill up all Fatigue spaces (there are 5 on each sheet), this resolves by removing all of the tokens from your character and adding TWO Harms to the Home sector.



## WAYS TO RECOVER FATIGUE

- You can recover fatigue during the **Step 3** benefit phases if you are in the Home sector.
- The Academic can recover an additional benefit as their Power.
- Some Event cards
- Recovering fatigue means removing a Fatigue token from your character sheet.

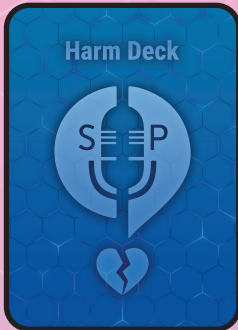
## WAYS TO GAIN FATIGUE

- When a sector resolves unfavourably
- Some Event cards
- Choosing it in **Step 2**
- Gaining fatigue means adding a Fatigue token to your Character sheet.

# THE DECKS

## YOUR HAND

Your hand is normally built by staying at home and adding cards to your “hand”, you can hold these cards or place them on the table, next to your character card. It does not matter if other people see them – this is a collaborative game!



## HARM DECK

There are 40 “**Harm cards**” in the deck. Each one has a title and description, generally describing something that could hurt or harm an individual, group or society. Each is associated with a sector. When you draw a harm card, immediately add it to the appropriate sector, normally in an empty card space. Harm cards just add a Harm card to an empty space in a Sector so they are a “safer” option than an Event card choice.



## BENEFIT DECK

There are 40 “**Benefit cards**” in the deck. Each one has a title and description, generally describing something that could be a beneficial use of data and technology to an individual, group or society. Each is associated with a sector. When you draw a Benefit card, immediately add it to your hand, and you may play it on the associated sector as your **Step 3** benefit action, if your character has moved to that sector. Benefit cards just add a Benefit card to an empty space in a Sector so they are a “safer” option than an Event card choice.



## EVENT DECK

There are 40 “**Event cards**” in the deck. Each one has a title and description, generally describing something that could be a Benefit OR a Harm! Event cards means taking a chance, as things could go really well, or really badly! They are more powerful in their results, but could go “either way”. Event cards can have different effects so follow the instructions on the card, these may include counting as two Benefit or Harm cards by laying it sideways, doubling the effect of future cards, causing you fatigue, or removing fatigue, drawing or playing more cards.



Some Event cards will also have Benefit or Harm symbols on them – meaning that these are played onto Sector card spaces as a harm or benefit cards above – often counting as two!



## PLACING CARDS

### Normal placement

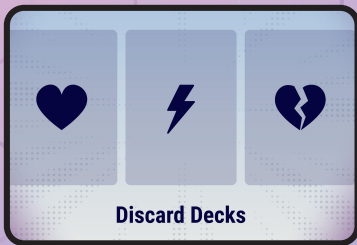
*Normal placement* means adding or playing a card into an empty space of the appropriate sector as instructed on the card.



### Sideways placement

*Sideways placement* mean putting a card sideways so it covers 2 spaces. This then indicates it counts as 2 cards. Some Event cards will instruct you to fill two spaces with a single card by laying it sideways, or indeed lay “normal” cards on a Sector sideways to

count as 2 cards! If this leads to “8 cards” laid on a sector, due to sideways placement the final card laid trumps the rest (ie if the result would be 4 harms and 4 benefits due to sideways placement, the final card played would win the tie!)



## “DISCARD” BOARD SPACES

There are discard spaces for Event, Benefit and Harm cards. When a Card or a Sector resolves, the cards are removed from that sector, sort through those cards on a sector and add them to the appropriate discard pile.

## Using up the deck

If or when there are no more cards available to play in any given deck, Shuffle the relevant discard pile thoroughly to randomise the cards, and replace the deck on the original space.

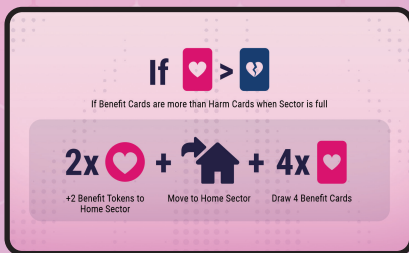
# THE SECTOR

## RESOLVING A SECTOR

Think of the four outer Sectors as “mini games” or “quests”

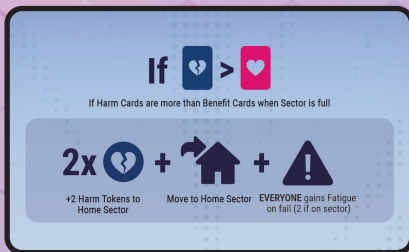
There are 7 card spaces on each sector. And 6 spaces for your characters to stand. During the game, as you play, you will put Benefit/Harm or Event cards face up on the empty card spaces.

When you fill or exceed all 7 spaces, the Sector “Triggers” or “resolves”.



If there are more “Benefit cards” when the sector fills up, than “Harm cards”. The sector has resolved favourably, and you must add 2 Benefit tokens to the Home sector, remove all cards and add to the relevant discard piles, draw 4

Benefit cards, and move your Character token back to the Home sector. . Whoever triggered the sector decides how the 4 cards are allocated to players on the sector. If a sector triggers and no player is on the triggered sector, no one gets any new benefit cards!



If there are more “Harm cards” when the sector fills up, than “Benefit cards”. The sector has resolved unfavourably, and you must add 2 Harm tokens to the Home sector, remove all cards and add to the relevant discard piles, and move your Character token back to the Home

sector. When a sector resolves unfavourably EVERYONE gains a Fatigue token – whether you are on the sector or not!

If you are on a Sector when it resolves unfavourably – add TWO Fatigue tokens to your Character sheet, return to the Home sector.



## HOME

The home sector is where the game is won or lost.

There are 10 spaces for Benefit tokens. If these fill up, you win!

There are 10 spaces for Harm tokens. If these fill up, you lose!

There are also 6 spaces to stand your characters, showing they are “at Home”. Being at Home in your private space allows you to recharge and breathe, so allows you to take new Benefit actions that can help you, such as removing Fatigue tokens, or drawing Benefit cards.



## GOVERNMENT

This sector has spaces for 7 cards and 6 spaces for the characters.

When you play harm, event or benefit card marked with the “Government Sector” add it to an empty space.

If the card spaces fill up, see the “Triggering a Sector Section”.



## REGULATOR

This sector has spaces for 7 cards and 6 spaces for the characters.

When you play harm, event or benefit card marked with the “Regulator Sector” add it to an empty space.

If the card spaces fill up, see the “Triggering a Sector Section”.



## BUSINESS

This sector has spaces for 7 cards and 6 spaces for the characters.

When you play harm, event or benefit card marked with the “Business Sector” add it to an empty space.

If the card spaces fill up, see the “Triggering a Sector Section”.



## CIVIL SOCIETY

This sector has spaces for 7 cards and 6 spaces for the characters.

When you play harm, event or benefit card marked with the “Civil Society Sector” add it to an empty space. If the card spaces fill up, see the “Triggering a Sector Section”.

# LEXICON

**Benefit** – Something that is a positive development for an individual, group or society. In this game, it is also the title of a card deck, and a token that you can add to the home sector to decide if you win or lose the game.

**Card** – An individual component of the Harm/Benefit or Event deck.

**Character** – The role that a player takes on. Each Character has a unique special power, a token to represent where they are on the board and a Character sheet.

**Character sheet** – Each unique character has a unique Character sheet. Mostly these are similar except for the Character portrait and power. This sheet contains a summary of the three steps of your turn, and a place to track any fatigue you may have.

**Deck** – A group of cards. This game has a Harm, Benefit and Event deck.

**Draw** – Pick a card up from the top of the appropriate deck. If it is a benefit, it is likely you will add it to your hand, if it is a harm play it to the appropriate sector, and if an event follow its instructions.

**Effect** – the result of the card or power. If drawing an event card, its effect is how the listed instruction resolves.

**Event** – One of the Card decks. An Event acts as a “chance” card. Events can be positive or negative. can resolve into harms or benefits, or multiply future cards played, or adds

**Fatigue** – Dealing with harms and benefits is tiring! There are tokens supplied that you may add or remove to your character to represent this throughout the game. If you fill up on fatigue, this resolves by removing the tokens and adding a harm to the Home sector.

**Hand** – Cards held individually by a player, before they are played onto the board. Benefit cards you start the game with or take when in the Home Sector, are held in your hand before you can play them.

**Harm** – Something that is a negative development for an individual, group or society. In this game, it is also the title of a card deck, and a token that you can add to the home sector to decide if you win or lose the game.

**Play** – Use a card and resolve its instructions. Normally from a Benefit card this means moving it from your hand to an empty space in the associated sector. Event and Harm cards are normally “played” immediately.

**Player** – The person playing the game. This game is designed for 2-6 players. Each player is represented by a character, which has a sheet with a rules reminder, and an associated token they can move around the board.

**Power** – Each Character has a unique associated power. This is a special ability, you can choose to use (or not!) in step 1 of your turn.

**Resolves** – When a card effect completes, or a Sector fills up with cards. This normally means that you will end up adding a Harm or Benefit token to the home sector. And removing cards from that sector and adding them to the discard piles.

**Sector** – An area on the game board. This game has 5 sectors. One to represent your home, this is where benefits and harm tokens build up, for the game to conclude. The Four others to represent areas of society which may cause benefits or harms, adding cards to these areas until they resolve, is the main activity of the game.

**Token** – a physical representation of a concept. This game includes tokens to represent each character, harms, benefits and fatigue.

# CREDITS

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<https://seriousprivacy.buzzsprout.com/>

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And many, many thanks to the community of Data Protection, Privacy and Information Governance professionals that perform this thankless task every day! You prevent harms without being seen - **YOUR** data decisions shape the world."

If you have any questions, queries or comments, or simply want to say hello, please get in touch with us at: [thegame@seriousprivacy.co.uk](mailto:thegame@seriousprivacy.co.uk)



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### The Data Game

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