



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 minimizing 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 Benefit tokens.

YOU LOSE IF: The Home sector fills up with all 10 Harm 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.

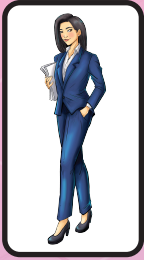


PLAYING THE GAME

1. Harm cards are drawn at the start of a round, and then each player takes their turn (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 whether or not to use your character's power, as described on their character cards. For reference, here are each of the characters' powers:



The Politician:

At the beginning of your turn, and only once per turn, you may Swap hands with another player. This means giving some or all of your hand of Benefit cards to them, and they give an equal number of cards back to you. You do not have to swap your whole hand, but the card number must match.



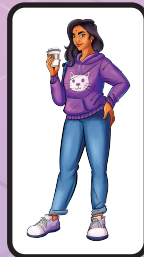
The Consultant:

At the start of your turn, you may look at the top card 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 Fatigue tokens 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 Benefit 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. You must choose at the beginning of your turn if you are going to activate this power, but you will not move until after you've completed step 3. 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 characters can choose to not move back to the Home Sector.

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 Benefit cards!

OR

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. You must already be on the Sector, and the Benefit card you play must match the Sector you're playing it into. 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. Once all players have taken a turn, the round ends. The game continues until the game is won or lost.

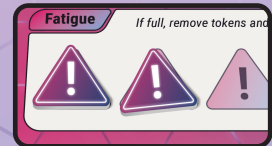
CASCADING HARMS

The harms just keep coming! At the start of the game, and at the beginning of each new 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 Fatigue to your Character sheet to represent this throughout the game.
- If you fill up all 5 of your Fatigue spaces, remove all Fatigue tokens and add TWO Harms to the Home Sector.



WAYS TO REMOVE FATIGUE

- You can remove Fatigue during the **Step 3** benefit phases if you are in the Home sector.
- The Academic can remove an additional Fatigue as their Power.
- Some Event cards may remove Fatigue.

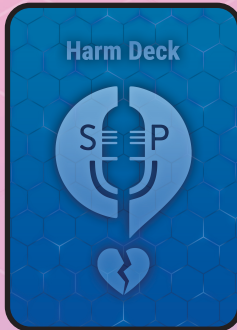
WAYS TO GAIN FATIGUE

- When a sector resolves unfavourably
- Some Event cards
- Choosing it in **Step 2**

THE DECKS

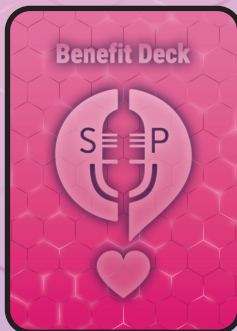
YOUR HAND

Your hand is normally built by staying in the Home Sector 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!



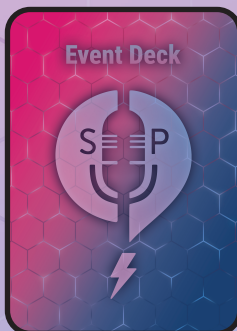
HARM DECK

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 effects 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

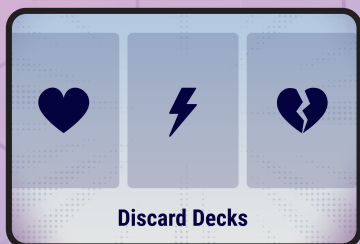
Normal placement means adding or playing a card into an empty space of the appropriate Sector as instructed on the card.



Sideways placement

Sideways placement means putting a card sideways so it covers 2 spaces. This 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.

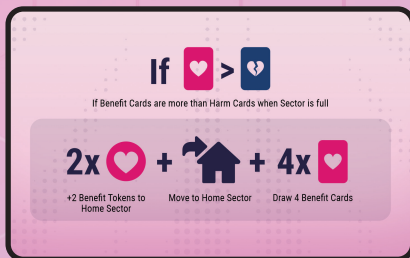
THE SECTOR

RESOLVING A SECTOR

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

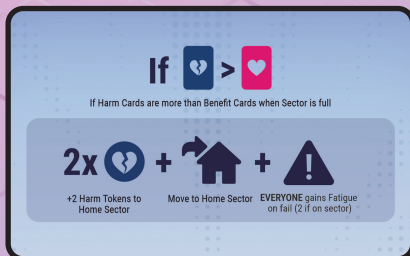
There are 7 card spaces on each sector. And 6 spaces for your characters to stand in. During the game, as you play, you will put Benefit/Harm or Event cards face up on the empty card spaces.

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



The Sector resolves favorably if there are more Benefit cards than Harm cards. Remove and discard all cards from the resolving Sector, add 2 Benefit tokens to the Home Sector, move your Character token back to the Home Sector, and draw 4 Benefit cards. 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!



The Sector resolves unfavorably if there are more Harm cards than Benefit cards. Remove and discard all cards from the resolving Sector, add 2 Harm tokens to the Home Sector, 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, move all characters in the resolving Sector back to the Home Sector

HOME SECTOR



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 for your characters to stand inside, showing they are “at Home”. Being at your Home Sector allows you to recharge and breathe. This is the only location characters can remove Fatigue or draw Benefit cards.

THE SECTORS

Each Sector has spaces for 7 cards and 6 spaces for the character tokens.

When you play a Harm, Event, or Benefit card marked with the relevant Sector add it to an empty space.

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

The four sectors are:



**GOVERNMENT
SECTOR**



**REGULATOR
SECTOR**



**BUSINESS
SECTOR**



**CIVIL SOCIETY
SECTOR**

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. They can resolve into Harms or Benefits, multiply future cards played, or add Fatigue to a character.

Fatigue – Dealing with harms and benefits is tiring! There are Fatigue tokens supplied that you may add or remove to your character to represent this throughout the game. If you fill up on Fatigue, remove all Fatigue tokens from your sheet and add 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 with 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 Sector's empty card spaces fill up, that sector resolves either favorably or unfavorably. You will discard that Sector's cards and add either Harm or Benefit tokens to the Home Sector.

Sector – An area on the game board. This game has 5 Sectors. The Home Sector is where Benefit and Harm tokens build up and determine whether the players win or lose. The other four Sectors represent the areas of society which may cause Benefits or Harms, and are where cards are added to until those Sectors resolve.

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**



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Designed by **Ralph O'Brien**