

UNENCRYPTED

the Game

HOW TO PLAY



THE GOAL

Move through the different stages of life while managing your **Money, Life** and **Privacy**.

Along the way, everyday activities can expose you to risks. Encryption protects you from the negative effects of those risks.

The player with the highest final score wins.

SET UP

Each player receives:

- 1 player pawn
- 1 Player Board
- 10 Life Points
- \$50,000
- 100 Privacy Points
- 1 Privacy marker

Place the remaining Money, Life Points and Encryption Cards within reach of all players.

Shuffle the Risk and Chance decks separately.

ON YOUR TURN

Roll the die.

Move your pawn the number of spaces shown.

Follow the instructions on the space.

If the space says Risk, draw a Risk Card.

If the space says Chance, draw a Chance Card.

Apply the effect of the card or space.

Then play passes clockwise.

38

from home

Risk Card

37

Manage your family's finances

Draw Risk Card

36

Visit the doctor

Draw Risk Card

9

Apply for a student loan

Draw Risk Card

10

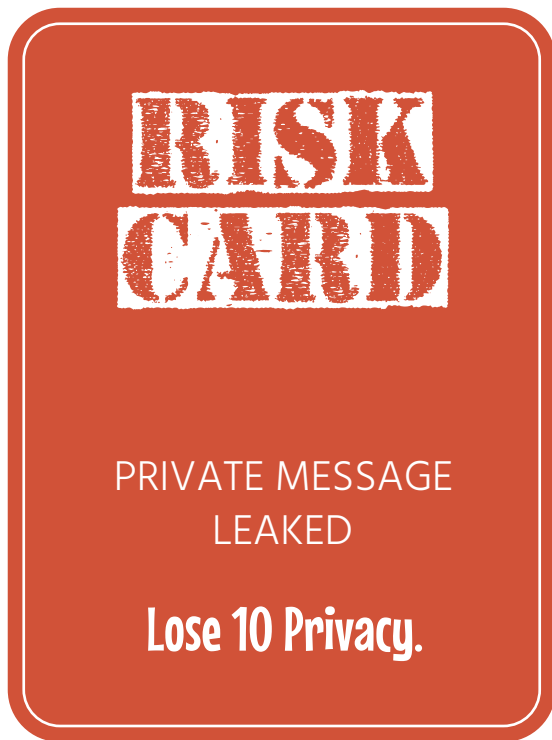
Use public Wi-Fi

Draw Risk Card

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Share a document online

Draw Risk Card



RISK CARDS

Risk Cards represent things that can happen when everyday activities are not protected.

They may make you lose:

- Money
- Life Points
- Privacy
- Position on the board

TRACKING YOUR MONEY, LIFE AND PRIVACY

Throughout the game, you will keep track of three resources: Money, Life Points and Privacy Points.

Money: Use the printed bills. Collect money when you earn it and pay bills when you lose it or spend it.

Life Points: Use Life tokens. Add or return tokens whenever a space or card tells you to gain or lose Life Points.

Privacy Points: Each player starts with 100 Privacy Points. Write your current total on a piece of paper and update it whenever you gain or lose Privacy Points. Privacy cannot be spent like money.

You can keep your current totals on a small piece of paper next to your money and tokens. No special player board or score tracker is needed.

ENCRYPTION CARDS

Encryption Cards **protect you from negative effects.**

When you draw a Risk Card or a negative Chance Card, you may play 1 Encryption Card to cancel its negative effect.

After using it, return the Encryption Card to the supply.

You cannot use more than one Encryption Card on the same event.

Some Chance Cards allow you to take an Encryption Card from the supply.

ENCRYPTION Card!

The Encryption Card completely cancels the negative effect

Chance Card!

YOUR VACATION
PLANS ARE PUBLIC

Move back 2 spaces

Remember: Chance Cards are the only way to acquire additional Encryption Cards during the game.

Use your protection wisely!

CHANCE CARDS

Chance Cards represent unexpected events, opportunities, and situations that can arise throughout life. Some bring positive outcomes, while others can put your money, Life Points or Privacy at risk.

When you land on a Chance space, draw one card and follow its instructions. Positive cards may reward you with Money or Life Points.

Encryption cards allow you to take 1 Encryption Card from the supply. Keep it until you need to protect yourself from a negative event.

Negative cards may cause you to lose Money, Life Points or Privacy. You can use an Encryption Card to cancel the negative effect.

After resolving the card, return it to the bottom of the Chance deck.

PRIVACY

Every player starts with 100 Privacy Points.
Privacy can be lost when personal information is exposed.

Track your Privacy using the marker on your Player Board.

Unlike Money or Life Points, Privacy represents something that can be difficult or impossible to recover once it has been exposed.

THE END OF THE GAME

The game ends when a player reaches Space 48: "How much of your life remained private?" Continue until all players have completed the final round.
Calculate your final score:

$\text{Money} \div \$10,000 + \text{Life Points} + \text{Privacy Points} = \text{Final Score}$

THE PLAYER WITH THE HIGHEST SCORE WINS.

THE POINT OF THE GAME

You can lose money and earn it back.

You can recover from setbacks.

But when private information is exposed, you may not get that privacy back.

THAT'S WHY ENCRYPTION MATTERS.

FINAL SCORE

At the end of the game, calculate your score using your remaining resources:
 $\text{Final Score} = \text{Money} \div 10,000 + \text{Life Points} + \text{Privacy Points}$

For example, if you finish with \$80,000, 25 Life Points and 60 Privacy Points, your final score is: $8 + 25 + 60 = 93$ points

THE PLAYER WITH THE HIGHEST SCORE WINS.