



WOHOOOOO! WE'RE DONE!

YOU'RE NOW THE NEWEST ONLINE SECURITY AND PRIVACY EXPERT!

SITUATION
12

RISK

SITUATION
13

RISK

SITUATION
10

RISK

SITUATION
11

RISK

SITUATION
7

RISK

SITUATION
8

RISK

SITUATION
9

RISK

SITUATION
5

RISK

SITUATION
6

RISK

SITUATION
3

RISK

SITUATION
4

RISK

SITUATION
1

JULIA
NEEDS TO SEND
HER RESUME TO A COMPANY
TO APPLY FOR A JOB. SHE USES
COMMON AND FAMOUS EMAILS PROVIDERS
LIKE GMAIL, OUTLOOK AND YAHOO MAIL.

RISK

GOVERNMENT AND CORPORATE
SURVEILLANCE.

START HERE

CHALLENGE
PRIVACY AND
SECURITY SITUATIONS

NOW IT'S TIME TO ANALYZE EVERY-
DAY SITUATIONS ON THE INTERNET
AND LEARN HOW TO NAVIGATE
SAFELY USING GOOD ONLINE SECURITY
AND PRIVACY PRACTICES.

SITUATION
2

RISK



MATCH CARDS CHECK

SITUATION
12

TIP

SITUATION
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TIP

SITUATION
10

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SITUATION
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SITUATION
4

TIP

SITUATION
1

PGP

TIP
READ MORE ABOUT PGP AND ENABLE
IN YOUR EMAIL CLIENT!
[HTTPS://BIT.LY/PGPEFF](https://bit.ly/pgpeff)

CHALLENGE
PRIVACY AND
SECURITY SITUATIONS

YOU WILL USE THESE CARDS TO
CHECK IF THE MATCH YOU HAVE
CHOSEN IS THE BEST WAY TO KEEP
PRIVACY AND SECURITY HEALTHY OF
EACH SITUATION.

SITUATION
2

TIP



LET'S PLAY?
TIPS, PREPARATIONS AND RULES ARE HERE

TIPS

- THIS IS A GAME THAT CAN BE PLAYED ALONE OR IN A GROUP, IT IS MORE FUN IN A GROUP, IT CAN BE FROM YOUR CLUB, SCHOOL, WORK, ETC.
- YOU CAN DRAW THE BOARD AND CARDS BY HAND IF YOU WANT.
- YOU CAN PRINT ON A HARDER PAPER TO IMPROVE DURABILITY.
- YOU CAN CREATE YOUR OWN BOARD AND CARDS REMIXING THE SITUATIONS.
- ADD THE NAMES OF THE PLAYERS ON THE DASHBOARD.
- DEFINE WHO WILL START FIRST AND THE SEQUENCE IF A GROUP OF 3 PEOPLE OR MORE.

PREPARE THE BOARD

- PRINT OR DRAW ON THE BOARD, ENSURING THAT EVERYONE CAN SEE ALL THE CONTENT SEAMLESSLY.
- CUT THE MATCH CARDS ON THE INDICATED LINE.
- CUT OUT THE CHECK CARDS ON THE BORDER.
- DO NOT KEEP CHECK CARDS WITH THE CONTENT VISIBLE, NO ONE CAN SEE THE CONTENT, JUST AT THE TIME OF CHECKING AND JUST THE RIGHT CARD.

RULES

1. THE GAME STARTS IN THE FIRST SITUATION.
2. THE PLAYER STARTS IN THE FIRST SITUATION AND MUST READ THE FIRST SITUATION AND THE RISKS DESCRIBED.
3. NEXT WILL CHOOSE THE BEST SOLUTION TO IMPROVE THE HEALTH OF THE PRIVACY AND SECURITY OF THE RISK SITUATION.
4. WHEN CHOOSING THE BEST MATCH CARD FOR THE SITUATION, THE PLAYER MUST ADD THE CARD TO THE SITUATION, JUST KEEP IT ON TOP OF THE SITUATION ON THE BOARD AND READ THE SOLUTION FOR ALL.
5. THE PLAYER WILL USE THE CHECK CARDS TO CHECK IF IT IS REALLY THE BEST SOLUTION, IT IS THE CORRECT OPTION. MATCH CHECK CARDS REVEAL THE PERFECT SOLUTION AND TIPS WITH LINKS TO READ AFTER THE GAME.
6. IF THE PLAYER HITS, HE GAINS 10 XPS AND MUST BE ADDED TO THE DASHBOARD.
7. IT IS THE TURN OF THE NEXT PLAYER - HE/SHE WILL GO TO THE SECOND SITUATION AND SO ON WITH THE OTHER PLAYERS. JUST FOLLOW THROUGH UNTIL THE END OF THE GAME, THE PLAYER WITH THE HIGHEST SCORE IS THE WINNER AND THE EXPERT IN PRIVACY AND SECURITY!



XP'S DASHBOARD
ADD XPS THAT EACH PLAYER WINS OVER THE COURSE OF THE GAME

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
E X P E R I E N C E	10 XP	10 XP	10 XP	10 XP
TOTAL	-----	-----	-----	-----