



**CAN YOU
SEE ME?**

BY JINGZHI HU

GAME DESCRIPTION

“Can You See Me?” is a competitive board game exploring the balance between privacy and exposure in a surveillance-driven society. Players navigate a world where their personal privacy is constantly at risk, represented by Privacy Part. To survive, they must carefully balance their elements—Money, Influence, and Opportunity—while using strategies to gain advantages or disrupt opponents. Navigating through the risks of privacy exposure, the last player standing with any Privacy Part intact wins the game.

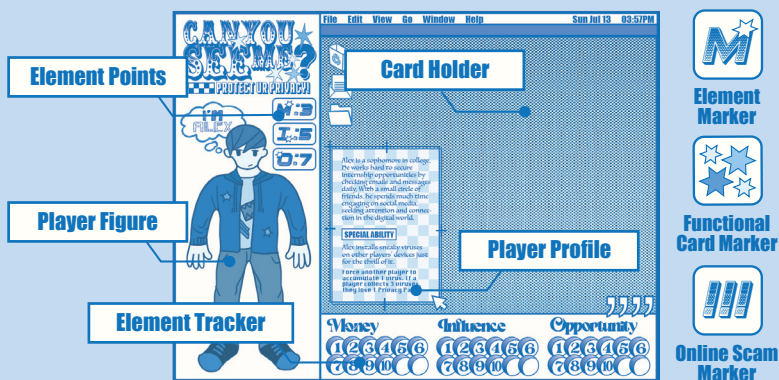
POLEMICAL VIEW & INSPIRATION

In my daily life, I often feel uneasy about having to share personal information for various purposes. For example, while navigating websites and apps, I frequently encounter sign-ups requiring my email, name, age, address, and even payment details just to access certain features. It feels as though private information is no longer truly private, leaving us vulnerable without adequate protection. This lack of cybersecurity awareness has personally affected me—I’ve experienced scams and fraud, where sharing my personal data opened the door to crimes like identity theft and data theft. This game encourages players to think about the value of privacy and the risks of data exposure in a surveillance-driven society.

BOARD GAME SETUP

1. Gameboard: a circular board, that contains:
 - A. Element marker: Landing here loses 1 point from the indicated element (Money, Influence, or Opportunity). If marked with x2, lose 2 points from the indicated element
 - B. Functional Card marker: Draw a Functional Card to gain a protective or strategic advantage.
 - C. Online scam marker: Lose 1 Privacy Part due to falling victim to a scam disguised as a legitimate organization.

- D. Empty space: No effect.
2. Each player has a desktop holder containing:
 - A. Player Figure: Represents the player's image and starts with 5 Privacy Parts.
 - B. Element Tracker: Tracks points for Money, Influence, and Opportunity, with a maximum of 12 points per element.
 - C. Element Points: The minimum points for Money, Influence, and Opportunity that must be maintained to avoid losing 1 Privacy Part.
 - D. Player Profile: Includes player's brief backstory and unique special ability.
 - E. Card Holder: Stores received cards.
3. Element Cards deck
4. Functional Cards deck



STARTING SETUP

Each character begins the game with the following:

- 5 Privacy Parts (revealing body parts as losing privacy).
- 10 element points each in Money, Influence, and Opportunity.
- A unique special ability that can affect other players.
- Players choose any Functional Card Marker on the board as their starting position.
- Each player draws 2 Functional Cards from the card deck at the beginning of the game.

PLAYERS & CHARACTERS

ALEX



Computer Science Student

Alex is a sophomore in college, constantly working hard to secure valuable internship opportunities by checking emails and messages daily. With a small circle of friends, he spends a lot of time actively engaging on social media, seeking attention and connection in the digital world.

7 Opportunity, 5 Influence, 3 Money

Special ability: Hacking

Just for the thrill of it, Alex installs sneaky viruses on other players' devices, watching the chaos unfold.

Force another player to accumulate 1 virus. If a player collects 3 viruses, they lose 1 Privacy Part.

SALLY



Social Media Influencer

Sally is an up-and-coming social media influencer who shares her daily life with the world in pursuit of fame. She willingly sacrifices her privacy by posting personal photos and stories, all to grow her following and boost her influence.

7 Influence, 5 Money, 3 Opportunity

Special ability: Promotion

Sally launches promotions ads or giveaways through links on social media asking followers to provide information.

Force a designated player to lose 1 element point of your choice.

BRAN



Start-Up E-commerce Owner

Bran is a hard-working entrepreneur tirelessly building his online business from scratch. In his quest to grow, he often relies on strategic networking, reaching out to strangers both online and offline. While some contacts offer valuable help, others exploit him for their own personal benefit.

7 Money, 5 Opportunity, 3 Influence

Special ability: Data Collection

Bran harvests user data through sign ups on a website and store their payment information.

Choose a player and double their element loss if they land on an Element Marker next turn.

JENNY



Freelancer Game Developer

Jenny is an indie game developer who has just released her first game, Neko Run!. Eager to expand her player base, she actively promotes her work through online communities and gaming platforms, where data collection and privacy risks often go unnoticed or are overlooked by users.

5 Money, 5 Influence, 5 Opportunity.

Special ability: Recourse trade

Jenny creates a in-game chat platform where players may unknowingly share more sensitive information than they realize.

Force all players to move one space either backward or forward of your choice.

PLAYER MOVEMENT

On their turn, players follow these steps:

1. Roll the die to move on the board.
2. After moving, players choose one of the following actions:
 - A. Draw an Element Card from any Element Cards Deck (Money, Influence, or Opportunity).
 - B. Use Your Special Ability to affect other players.
3. Play a Functional Card if needed.

PRIVATE PARTS

Each player has 5 Privacy Parts, represented by sections of their character image. At the start of the game, the character's figure is fully covered, symbolizing their protected privacy.

- Each time a player loses a Privacy Part, one section of their character is uncovered, revealing more of their figure.
- If a player loses all 5 Privacy Parts, their character's privacy is entirely exposed, and they are eliminated from the game.
- You will lose a privacy part when you:
 - Land on certain markers (e.g., Online Scam).
 - Draw specific Element Cards (e.g., Privacy Risk).
 - Suffer a penalty from another player's special ability (e.g., Collects three viruses).

ELEMENTS

In the game, players must manage three key elements: Money, Influence, and Opportunity. Each character has unique thresholds for these elements, reflecting their dependency on them.

- If a player's points in an element drop below their character's threshold, they lose 1 Privacy Part.
- Players can restore element points by drawing from Element Card Decks, but accumulating too many cards in one element may trigger penalties, causing Privacy Parts loss.

ELEMENT CARDS DECKLIST

The Element Cards Deck contains a mix of effects that apply to Money, Influence, and Opportunity, based on the marker where the player lands. Players draw a card and resolve its effects.

- Gain 1 point in the corresponding element.
- Take 1 point from another player of your choice in the same element.
- Gain 3 points for yourself in the corresponding element but must give 2 points to two other players, or gain only 1 point for yourself.
- Gain 2 points in the corresponding element but lose 1 point from another element of your choice.
- All players gain 1 point in the corresponding element.
- Lose 1 Privacy Part.



Money
Element



Influence
Element



Opportunity
Element

FUNCTIONAL CARDS DECKLIST

- Antivirus Software: Negate the special ability attack from another player. Play at any time during the game.
- Strong Passwords: Skip your next turn to avoid losing any element points.
- Limit Data Sharing: Prevent element loss when landing on an Element Marker.
- Report Suspicious Activity: Gain immunity from losing a Privacy Part once. Effective until used.
- Encrypt Data: Swap places with another player to avoid a marker.
- Unsubscribe: Move 1 space back or forward on the game board to avoid a marker.
- Ad Blocker: On your next turn, roll 2 dice and choose one number to use.

