

# Print & Play DALIOPOLY

## Preparation

Ensure that you have access to a high-quality printer and paper of the appropriate thickness to print the cards. We recommend you use A4 paper, cardstock, or photographic paper of 80gsm or more.

## Print the Cards

Print the cards onto A4 paper, ensuring that you select the option to print at actual size, or no scaling. This guarantees that the cards will be printed at the correct dimensions. If your printer has the option to print double-sided, you can select this to print both the front and back of the cards onto a single page. If you do not use this option, you will need to print the face and back of the cards separately.

## Cutting the Cards

Once your printed cards are dry, use a ruler and a cutter, or a guillotine to cut the cards out. Make sure to follow the cutting lines indicated within the PDF file and cut as accurately as possible to create cards of uniform size. If you prefer your cards to have rounded edges, you can then use a rounded corner cutter to give them a more professional finish.

## Sleeving the Cards (Optional)

Once you have cut out your cards, you may place them into transparent protective sleeves of standard playing card size. If you have printed your card double-sided, place one card into a single sleeve. If you have printed the front and rear of your cards separately, you will need to match the front of each card with the corresponding card back before placing into the sleeve.

## Game Instructions

You may print the instructions onto a sheet of A4 paper for use as reference when playing the game if you wish. However, we advise you read them in digital format to help protect the environment.

## INDEX

Instructions_____	2
Cards_____	4



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[dalicitizens.eu](http://dalicitizens.eu)

@DaLi\_Citizens



# DalLoPoLy

## AIM OF THE GAME

Be the first person to collect 3 complete sets of related artefact cards.

## HOW TO PLAY

1. Shuffle the cards.
2. Deal 5 cards to each player and place the remaining cards into the centre of the table, to form a draw pile.
3. Determine who will go first.
4. The first player draws 2 cards from the draw pile.
5. The player may then play up to 3 cards maximum on their turn. Cards may be artefacts, which remain on the table unless removed by an effect, or action cards, the effects of which play out instantly.
6. Most action cards are discarded once their effects have been used, however, some action cards, like the 'Data Protection' card, remain in play unless removed by another effect.
7. Once the player has played the cards they wish to, up to the maximum of 3, they may end their turn. If the player has more than 5 cards in their hand, they must discard cards down to the maximum of 5.
8. Play moves to the next player, and so on until one player collects 3 full sets of artefact cards.
9. If there are no cards left in the draw pile, shuffle the discard pile and create a new draw pile from it.



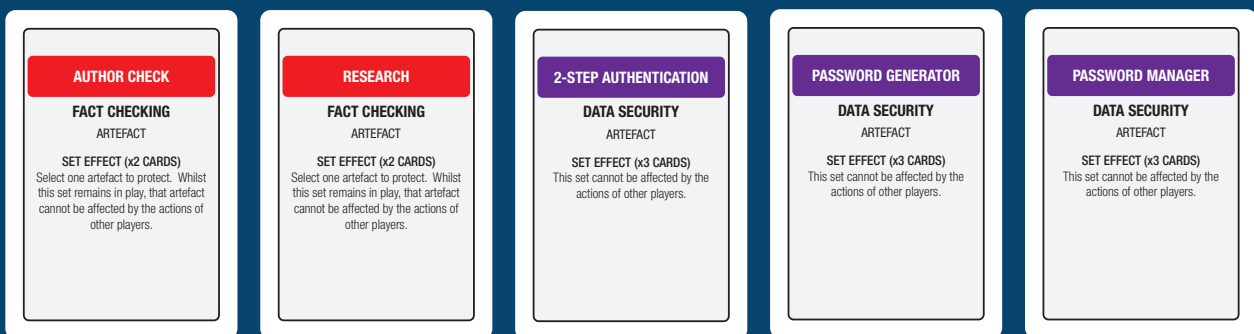
Erasmus+

This project has received funding from the European Commission within Erasmus+ programme "Erasmus+ KA204 – Strategic Partnerships for adult education (Data Literacy for Citizenship)" (Project Number: 2020-1-NO01-KA204-076492), The European Commission does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

## ARTEFACT CARDS

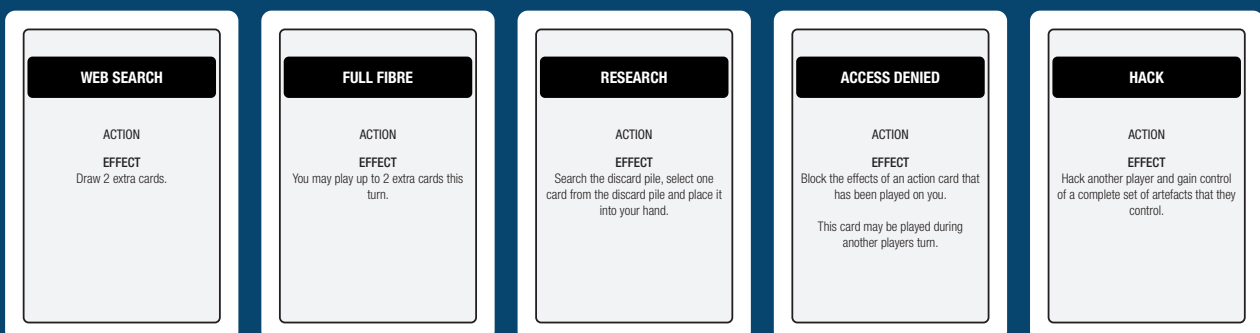
Artefact cards come in sets of two, three, or four cards. Each different set is indicated by its colour and some text. For example, the cards within the 'Social Contribution' set are coloured orange. The number of cards within each set is shown in brackets.

When played, artefact cards should be placed face up on the table where they will remain unless effected. Artefact cards from the same set should be grouped together. If you complete a set of artefacts, you may utilise the effect stated upon them. You cannot utilise an effect if the set is incomplete. Whenever you use an artefact effect, you must clearly announce that you are doing so, and may not utilise that effect again until the start of your next turn.



## ACTION CARDS

Generally, action cards have an immediate effect which comes into play before the card is discarded. There are, however, some exceptions to this rule, and where this is the case it is indicated upon the card itself. For example, a 'Denial of Service' card can be played out of player sequence to counter the effects of a card played by another player. Cards which have been placed into storage using the 'Data Storage' card may also be used at any time.



**AUTHOR CHECK**

**FACT CHECKING**

ARTEFACT

**SET EFFECT (x2 CARDS)**

Select one artefact to protect. Whilst this set remains in play, that artefact cannot be affected by the actions of other players.

**RESEARCH**

**FACT CHECKING**

ARTEFACT

**SET EFFECT (x2 CARDS)**

Select one artefact to protect. Whilst this set remains in play, that artefact cannot be affected by the actions of other players.

**ONLINE CONTRIBUTION**

**SOCIAL CONTRIBUTION**

ARTEFACT

**SET EFFECT (x2 CARDS)**

You may play one extra card during your turn.

**CRITICAL THINKING**

**SOCIAL CONTRIBUTION**

ARTEFACT

**SET EFFECT (x2 CARDS)**

You may play one extra card during your turn.

**MOBILE PHONE**

**COMMUNICATIONS**

ARTEFACT

**SET EFFECT (x3 CARDS)**

You may force another player to discard a card from their hand at random once during your turn.

**EMAIL**

**COMMUNICATIONS**

ARTEFACT

**SET EFFECT (x3 CARDS)**

You may force another player to discard a card from their hand at random once during your turn.

**MESSAGING SOFTWARE**

**COMMUNICATIONS**

ARTEFACT

**SET EFFECT (x3 CARDS)**

You may force another player to discard a card from their hand at random once during your turn.

**COMPUTER PASSWORD**

**SYSTEM SECURITY**

ARTEFACT

**SET EFFECT (x3 CARDS)**

Players may not look at your hand, or swap cards from their hand with those in yours.

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**FIREWALL**

**SYSTEM SECURITY**

ARTEFACT

**SET EFFECT (x3 CARDS)**

Players may not look at your hand, or swap cards from their hand with those in yours.

**ANTI-VIRUS SOFTWARE**

**SYSTEM SECURITY**

ARTEFACT

**SET EFFECT (x3 CARDS)**

Players may not look at your hand, or swap cards from their hand with those in yours.

**GDPR COMPLIANCE**

**DATA MANAGEMENT**

ARTEFACT

**SET EFFECT (x3 CARDS)**

You may place one action card into storage. Place this card face down on the table, it may be played at any time and does not count towards the maximum number of cards you can play each turn. You may replace this card with another once it has been used.

**MANAGEMENT OF DATA**

**DATA MANAGEMENT**

ARTEFACT

**SET EFFECT (x3 CARDS)**

You may place one action card into storage. Place this card face down on the table, it may be played at any time and does not count towards the maximum number of cards you can play each turn. You may replace this card with another once it has been used.

**DATA STORAGE**

**DATA MANAGEMENT**

ARTEFACT

**SET EFFECT (x3 CARDS)**

You may place one action card into storage. Place this card face down on the table, it may be played at any time and does not count towards the maximum number of cards you can play each turn. You may replace this card with another once it has been used.

**PASSWORD GENERATOR**

**DATA SECURITY**

ARTEFACT

**SET EFFECT (x3 CARDS)**

This set cannot be affected by the actions of other players.

**PASSWORD MANAGER**

**DATA SECURITY**

ARTEFACT

**SET EFFECT (x3 CARDS)**

This set cannot be affected by the actions of other players.

**2-STEP AUTHENTICATION**

**DATA SECURITY**

ARTEFACT

**SET EFFECT (x3 CARDS)**

This set cannot be affected by the actions of other players.

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## SECURITY PROTOCOLS

### ONLINE SECURITY

ARTEFACT

#### SET EFFECT (x3 CARDS)

You may block the effects of one action card played upon you once each turn. Multiple instances of the same action card are not blocked by this set.

## ENCRYPTION

### ONLINE SECURITY

ARTEFACT

#### SET EFFECT (x3 CARDS)

You may block the effects of one action card played upon you once each turn. Multiple instances of the same action card are not blocked by this set.

## VIRTUAL PRIVATE NETWORK

### ONLINE SECURITY

ARTEFACT

#### SET EFFECT (x3 CARDS)

You may block the effects of one action card played upon you once each turn. Multiple instances of the same action card are not blocked by this set.

## SECURE PURCHASES

### ONLINE SAFETY

ARTEFACT

#### SET EFFECT (x3 CARDS)

You may draw one extra card at the start of your turn.

## PHISHING

### ONLINE SAFETY

ARTEFACT

#### SET EFFECT (x3 CARDS)

You may draw one extra card at the start of your turn.

## SCAM EMAILS

### ONLINE SAFETY

ARTEFACT

#### SET EFFECT (x3 CARDS)

You may draw one extra card at the start of your turn.

## FRIENDFACE

### SOCIAL MEDIA

ARTEFACT

#### SET EFFECT (x4 CARDS)

You may swap a card from your hand with a card selected at random from another player's hand once during your turn.

## SQUAWK

### SOCIAL MEDIA

ARTEFACT

#### SET EFFECT (x4 CARDS)

You may swap a card from your hand with a card selected at random from another player's hand once during your turn.

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## NOVGRAM

### SOCIAL MEDIA

ARTEFACT

#### SET EFFECT (x4 CARDS)

You may swap a card from your hand with a card selected at random from another player's hand once during your turn.

## TAKTIK

### SOCIAL MEDIA

ARTEFACT

#### SET EFFECT (x4 CARDS)

You may swap a card from your hand with a card selected at random from another player's hand once during your turn.

## ART PACKAGE

### SOFTWARE

ARTEFACT

#### SET EFFECT (x3 CARDS)

At the beginning of your turn, you may discard your entire hand and draw 5 new cards. This action must be performed before playing any cards.

## OFFICE SUITE

### SOFTWARE

ARTEFACT

#### SET EFFECT (x3 CARDS)

At the beginning of your turn, you may discard your entire hand and draw 5 new cards. This action must be performed before playing any cards.

## VIDEO EDITOR

### SOFTWARE

ARTEFACT

#### SET EFFECT (x3 CARDS)

At the beginning of your turn, you may discard your entire hand and draw 5 new cards. This action must be performed before playing any cards.

## WILD CARD

### GENERAL

ARTEFACT

#### EFFECT

Place this card onto an artefact. The Wild Card takes on all aspects of that artefact and may be used to complete a set.

If all of the artefacts from the replicated card are in play, return the Wild Card to your hand.

## WILD CARD

### GENERAL

ARTEFACT

#### EFFECT

Place this card onto an artefact. The Wild Card takes on all aspects of that artefact and may be used to complete a set.

If all of the artefacts from the replicated card are in play, return the Wild Card to your hand.

## WILD CARD

### GENERAL

ARTEFACT

#### EFFECT

Place this card onto an artefact. The Wild Card takes on all aspects of that artefact and may be used to complete a set.

If all of the artefacts from the replicated card are in play, return the Wild Card to your hand.

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**WILD CARD**

**GENERAL**

ARTEFACT

**EFFECT**

Place this card onto an artefact. The Wild Card takes on all aspects of that artefact and may be used to complete a set.

If all of the artefacts from the replicated card are in play, return the Wild Card to your hand.

**WILD CARD**

**GENERAL**

ARTEFACT

**EFFECT**

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If all of the artefacts from the replicated card are in play, return the Wild Card to your hand.

**WILD CARD**

**GENERAL**

ARTEFACT

**EFFECT**

Place this card onto an artefact. The Wild Card takes on all aspects of that artefact and may be used to complete a set.

If all of the artefacts from the replicated card are in play, return the Wild Card to your hand.

**WEB SEARCH**

ACTION

**EFFECT**

Draw 2 extra cards.

**WEB SEARCH**

ACTION

**EFFECT**

Draw 2 extra cards.

**WEB SEARCH**

ACTION

**EFFECT**

Draw 2 extra cards.

**WEB SEARCH**

ACTION

**EFFECT**

Draw 2 extra cards.

**WEB SEARCH**

ACTION

**EFFECT**

Draw 2 extra cards.

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**WEB SEARCH**

**ACTION**

**EFFECT**  
Draw 2 extra cards.

**FULL FIBRE**

**ACTION**

**EFFECT**  
You may play up to 2 extra cards this turn.

**FULL FIBRE**

**ACTION**

**EFFECT**  
You may play up to 2 extra cards this turn.

**FULL FIBRE**

**ACTION**

**EFFECT**  
You may play up to 2 extra cards this turn.

**FULL FIBRE**

**ACTION**

**EFFECT**  
You may play up to 2 extra cards this turn.

**FULL FIBRE**

**ACTION**

**EFFECT**  
You may play up to 2 extra cards this turn.

**FULL FIBRE**

**ACTION**

**EFFECT**  
You may play up to 2 extra cards this turn.

**DATA MINING**

**ACTION**

**EFFECT**  
Draw three extra cards. Select and retain up to 5 cards in your hand, place the remaining cards into the discard pile.

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### DATA MINING

**ACTION**

**EFFECT**  
Draw three extra cards. Select and retain up to 5 cards in your hand, place the remaining cards into the discard pile.

### DATA MINING

**ACTION**

**EFFECT**  
Draw three extra cards. Select and retain up to 5 cards in your hand, place the remaining cards into the discard pile.

### DATA MINING

**ACTION**

**EFFECT**  
Draw three extra cards. Select and retain up to 5 cards in your hand, place the remaining cards into the discard pile.

### REBOOT

**ACTION**

**EFFECT**  
Discard your hand and draw 5 new cards.

### REBOOT

**ACTION**

**EFFECT**  
Discard your hand and draw 5 new cards.

### UNSECURE PURCHASE

**ACTION**

**EFFECT**  
Force another player to discard their hand and then have them draw 3 new cards.

### UNSECURE PURCHASE

**ACTION**

**EFFECT**  
Force another player to discard their hand and then have them draw 3 new cards.

### PHISHING

**ACTION**

**EFFECT**  
Take control of an artefact currently owned by another player.  
You may only take control of artefacts that are not part of a complete set.

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### PHISHING

**ACTION**

**EFFECT**

Take control of an artefact currently owned by another player.

You may only take control of artefacts that are not part of a complete set.

### PHISHING

**ACTION**

**EFFECT**

Take control of an artefact currently owned by another player.

You may only take control of artefacts that are not part of a complete set.

### PHISHING

**ACTION**

**EFFECT**

Take control of an artefact currently owned by another player.

You may only take control of artefacts that are not part of a complete set.

### DATA ACTIVISM

**ACTION**

**EFFECT**

Swap hands with a player of your choice.

### DATA ACTIVISM

**ACTION**

**EFFECT**

Swap hands with a player of your choice.

### RESEARCH

**ACTION**

**EFFECT**

Search the discard pile; select one card from the discard pile and place it into your hand.

### RESEARCH

**ACTION**

**EFFECT**

Search the discard pile; select one card from the discard pile and place it into your hand.

### DATA THEFT

**ACTION**

**EFFECT**

Target player must show you their hand. Select a card from their hand and place it into your own.

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**DATA THEFT**

**ACTION**

Target player must show you their hand. Select a card from their hand and place it into your own.

**EFFECT**

**DATA THEFT**

**ACTION**

Target player must show you their hand. Select a card from their hand and place it into your own.

**EFFECT**

**DATA THEFT**

**ACTION**

Target player must show you their hand. Select a card from their hand and place it into your own.

**EFFECT**

**ACCESS DENIED**

**ACTION**

Block the effects of an action card that has been played on you.

**EFFECT**

This card may be played during another players turn.

**ACCESS DENIED**

**ACTION**

Block the effects of an action card that has been played on you.

**EFFECT**

This card may be played during another players turn.

**ACCESS DENIED**

**ACTION**

Block the effects of an action card that has been played on you.

**EFFECT**

This card may be played during another players turn.

**ACCESS DENIED**

**ACTION**

Block the effects of an action card that has been played on you.

**EFFECT**

This card may be played during another players turn.

**ACCESS DENIED**

**ACTION**

Block the effects of an action card that has been played on you.

**EFFECT**

This card may be played during another players turn.

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### ACCESS DENIED

**ACTION**

Block the effects of an action card that has been played on you.

**EFFECT**

This card may be played during another players turn.

### DATA PROTECTION

**ACTION**

Place this card onto an artefact you own. That artefact cannot be the target of any effects whilst this card remains in play.

**EFFECT**

### DATA PROTECTION

**ACTION**

Place this card onto an artefact you own. That artefact cannot be the target of any effects whilst this card remains in play.

**EFFECT**

### VIRUS

**ACTION**

Remove target action card or artefact from play. Place the removed card into the discard pile.

**EFFECT**

### VIRUS

**ACTION**

Remove target action card or artefact from play. Place the removed card into the discard pile.

**EFFECT**

### SOFTWARE GLITCH

**ACTION**

Force another player to randomly discard one card from their hand.

**EFFECT**

### SOFTWARE GLITCH

**ACTION**

Force another player to randomly discard one card from their hand.

**EFFECT**

### SOFTWARE GLITCH

**ACTION**

Force another player to randomly discard one card from their hand.

**EFFECT**

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### SOFTWARE GLITCH

**ACTION**

**EFFECT**  
Force another player to randomly discard one card from their hand.

### SOFTWARE GLITCH

**ACTION**

**EFFECT**  
Force another player to randomly discard one card from their hand.

### SOFTWARE GLITCH

**ACTION**

**EFFECT**  
Force another player to randomly discard one card from their hand.

### DATA STORAGE

**ACTION**

**EFFECT**  
You may place one action card into storage. Place the card face down on the table, it may be played at any time and does not count towards the maximum number of cards you can play this turn.

### DATA STORAGE

**ACTION**

**EFFECT**  
You may place one action card into storage. Place the card face down on the table, it may be played at any time and does not count towards the maximum number of cards you can play this turn.

### DATA TRANSFER

**ACTION**

**EFFECT**  
Swap an artefact you control with one controlled by another player. You may only swap artefacts that are not part of a complete set.

### DATA TRANSFER

**ACTION**

**EFFECT**  
Swap an artefact you control with one controlled by another player. You may only swap artefacts that are not part of a complete set.

### DATA TRANSFER

**ACTION**

**EFFECT**  
Swap an artefact you control with one controlled by another player. You may only swap artefacts that are not part of a complete set.

**DalloPOLY**

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## DATA TRANSFER

**ACTION**

**EFFECT**  
Swap an artefact you control with one controlled by another player. You may only swap artefacts that are not part of a complete set.

## HACK

**ACTION**

**EFFECT**  
Hack another player and gain control of a complete set of artefacts that they control.

## HACK

**ACTION**

**EFFECT**  
Hack another player and gain control of a complete set of artefacts that they control.

## HACK

**ACTION**

**EFFECT**  
Hack another player and gain control of a complete set of artefacts that they control.

## HACK

**ACTION**

**EFFECT**  
Hack another player and gain control of a complete set of artefacts that they control.

## SYSTEM TAKEOVER

**ACTION**

**EFFECT**  
Take an extra turn after this one.

## SYSTEM TAKEOVER

**ACTION**

**EFFECT**  
Take an extra turn after this one.

## DENIAL OF SERVICE

**ACTION**

**EFFECT**  
Select a player, that player misses their next turn. They may not draw or play any cards.

**DailoPOLY**

**DailoPOLY**

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**DailoPOLY**

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**DailoPOLY**



## DENIAL OF SERVICE

### ACTION

### EFFECT

Select a player, that player misses their next turn. They may not draw or play any cards.

**DalloPoly**

