

(not so)Smartphone

RULES OF THE GAME

Game materials

- Boardgame
- Choice cards, 81 pcs
- Chance cards, 36 pcs
- Phone cards, 3 pcs
- karma meters, 3 pcs
- Elements to be collected (minerals and factory), 24 pcs
- Cashmonies (72 pcs)

Print and cut the pages

1. Boardgame: 1 page, size A3
 2. Choice cards: 18 pages, size A4, two-sided!
 3. Chance cards: 8 pages, size A4, two-sided!
 4. Other elements, phones, minerals, factories and meters: 1 page, A4
 5. Cashmoney bills: 6 pages, A4, one-sided!
- (Should you run out of money during the game, you can cut paper slips)

In addition the players will need game pieces and equipment for taking notes. The players find themselves a token, such as a coin or an eraser. Also get a pen and paper for notes.

Duration of the game and number of players

The game lasts for about 45-60 minutes. In the beginning of the game, you can choose to play either in teams or as individuals against each other. When playing as individuals, the game is suitable for 2-3 players. As a team, there can be 2-3 teams with two players in each team. If needed, more players can participate in each team.

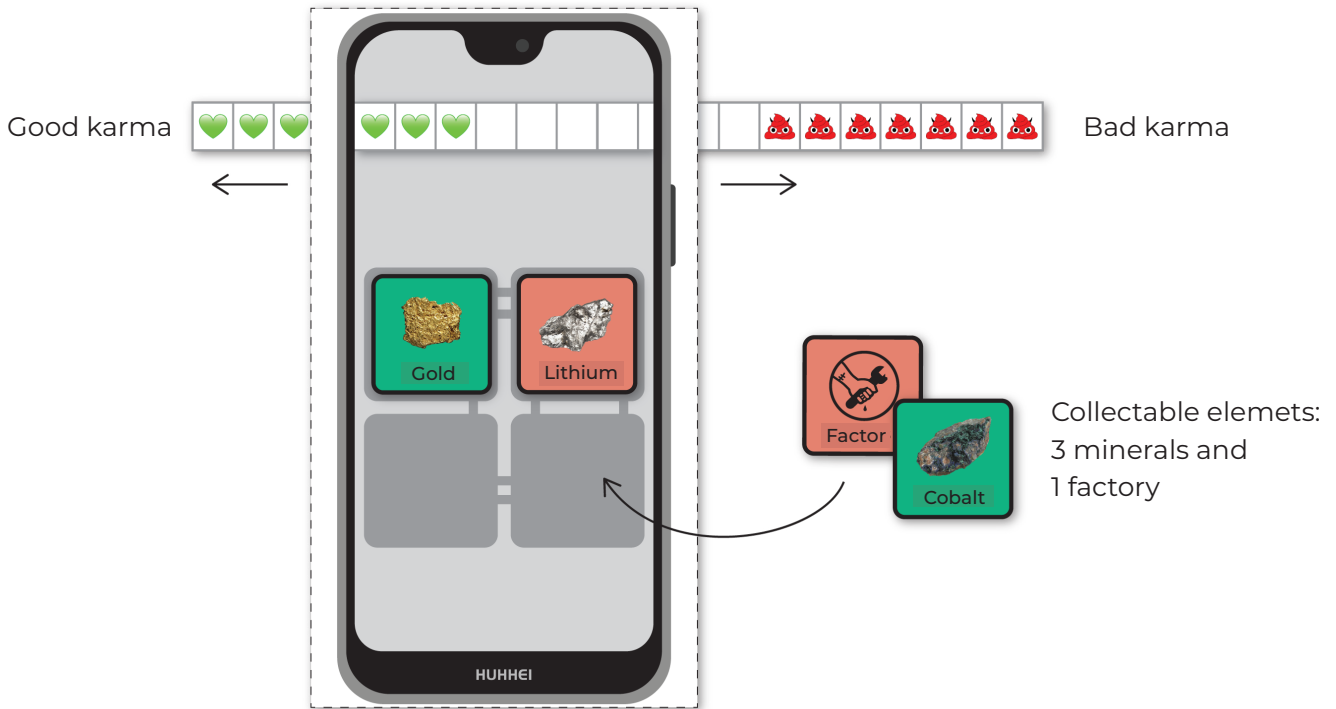
The objective - produce a phone!

You represent an electronics company who produces smartphones. Your objective is to produce a phone by collecting four elements on the world map: three minerals (cobalt from Congo and lithium and gold from South America) and one factory (in Asia).



Using the phone card and the karma meter (see the picture below)

Buy and place the elements on the phone card. First collect the minerals and then the factory. On the top of the phone card, there is a place for the karma meter, which keeps track of the karma which accumulates during the game. Make cuts in the top part and slip the karma meter through them. Move the karma meter strip towards left or right, depending on the type of karma you receive, good or bad.



Cashmonies

The currency used in the game is called cashmonies. One bill is worth a 100 cashmonies. In the beginning, each player gets 10 bills, a total of one thousand cashmonies. If you run out of money, you can pay a visit to the bank in Australia. The first one to arrive receives 500 cashmonies, the ones arriving after get 300 and 100 cashmonies in the order they arrive.



STEPS OF THE GAME

Starting the game

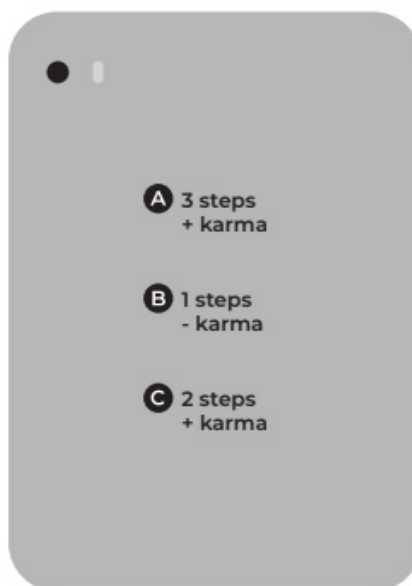
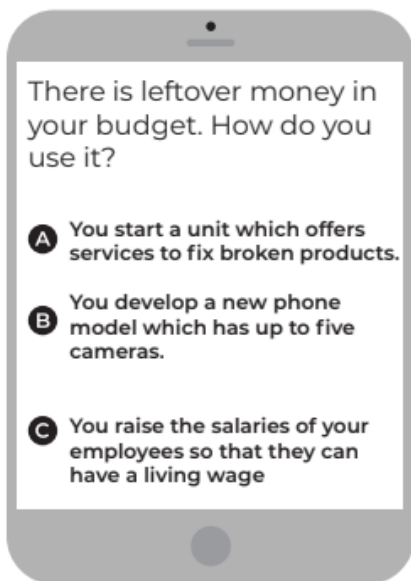
Select your home base aka your headquarters from the three options: NoWei, Lowkia or iPotato. When your phone is finished, you must return to your headquarters.

The one to get the starting turn is the player/the team with the oldest mobile phone - taking care of your old phone and using it for a long time is an important environmentally conscious choice! After that, the player on the left gets their turn.

Choice cards

Moving in the game happens through choice cards. The contains a problem or a question related to responsibility in the production chain that can be solved by selecting from the choices A, B and C. After answering, you can check on the other side of the card what the consequences are and how many steps you can go forward.

Depending on the problem, the choice you make may affect your karma. You can move in any direction and if you want you can use less steps and stay on a certain point.



Flying

Flying costs 100 cashmonies and one karma point. You can fly as soon as you arrive at the starting point of a grey airplane route. You can only fly once during your turn. During the same turn, you can buy a mineral or factory, but you cannot continue further with a choice card.

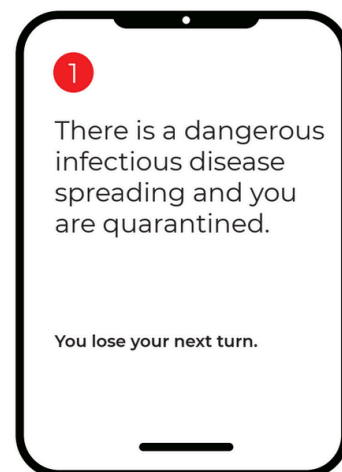


Chance cards

As you move on the board, you may need to stop at a red dot with the number 1 on it. At that point you need to pick up a chance card. The chance card can affect the progress of your game and the rest of the players, as well as your money situation.

Buying minerals and the factory

When you get to the point where you can buy cobalt, gold or lithium, you can always choose between a fair and an exploitative version. The fair mineral (green) costs 200 cashmonies and the exploitative mineral (red) 100 cashmonies. You can only go to the factory to assemble your phone after you have collected all three minerals. With the factories, you have two options as well. The manufacturing costs the same, but the road to the ethical option is longer.



The game ends

When one of the players has finished their phone and returned to their headquarters. The first one to arrive back at the headquarters receives 4 points. This does not automatically mean they win as the winner is declared based on the final value of the phone, the total points.

Who won? Calculating the result of the game

When the first player arrives at the headquarters, everyone's points are calculated in the following way:

- First one to arrive gets 4 points
- A fair mineral or factory = 2 points for each mineral or factory
- An exploitative mineral or factory = 1 point for each mineral or factory
- Good karma = 1 point for each good karma the player has
- Bad karma = - 1 point for each bad karma the player has

The player or team with the most points wins the game!