

SMARTPHONE INC FAQ

This FAQ is compiled through internet research. Any link to a “CONFIRMATION” is where the designer has confirmed this interpretation of the rule.

I’ve broken the FAQ into the 8 Phases of the game.

Phase 1: Planning

Q: How many improvement tiles can I use on my pads?

A: As many as you like. You must just follow these rules:

- You may not completely cover an improvement tile with a single other improvement tile.
- Your improvement tile must not overhang unless your game includes the backside of the 4G technology.
- Improvement tiles placed on your pads must be face up.

All unused improvement tiles bring you one extra good cube during phase 3.

Confirmation: <https://boardgamegeek.com/thread/2095301/improvements>

Q: If I have the 4G technology that lets me overhang improvement tiles, can I have multiple improvement tiles overhanging the big pads?

A: Yes! As long as each improvement tile has 1 square on one of the pads, you can overhang as many as you wish.

Confirmation: <https://twitter.com/AOBoardgaming/status/1221629785736126472>

Phase 2: Pricing

Phase 3: Production

Phase 4: Production Improvement

Phase 5: Studying Technologies

Phase 6: Logistics

Q: During Phase 6 (logistics) can I place progress markers in any region I want?

A: No. A player may only place progress markers in regions that are connected to other regions in which the player has an **office** marker.

However, on a single turn if you place enough progress markers to place an office marker in a new region and still have progress markers left over, you may place those progress markers in regions connected to the region with your new office marker. (in other words, you can expand rapidly)

Confirmation:

<https://boardgamegeek.com/thread/2088783/logistics-phase-multiple-linked-areas-possible>

Rules Errata on this:

<https://drive.google.com/open?id=19jbQNWuHNIaflUbQ5CEJOtUMYvPlaEyf>

Q: Can I spend unused progress markers earned for phase 5 (studying technologies) in phase 6 (logistics)?

A: No. Progress markers must be spent on the phase they are earned. Any unused progress markers are discarded back to the players tray after each individual phase is complete.

Confirmation: <https://boardgamegeek.com/thread/2234288/keep-improvements>

Q: Using the “Face” side of Wifi Technology - can I place a second office marker immediately on all the regions I have an office marker in?

A: No. When you have researched this WIFI technology it allows you to place ONE extra office marker (for free) on a region you already have 1 (and only 1) office marker already DURING PHASE 6.

Example: On your turn during phase 6 (logistics) you place your 4th progress marker on North America and add your Office marker to the region. You already have 1 office marker on South America. Because you have WIFI technology you may now, for free, place a second office marker on either North America, or South America.

Remember, normally a player can never have more than 1 office building on a region - this is an exception to that. However, even with WIFI a player may never have more than 2 office markers in a region.

Confirmation: <https://boardgamegeek.com/thread/2123634/rules-question-wi-fi-technology>

Confirmation of it being a FREE action: <https://boardgamegeek.com/thread/2092950/wifi-bonus>

Phase 7: Sale

Q: Can I intentionally not sell phones so I can carry them over for future rounds (using the back side of the WIFI technology)?

A: (*Unconfirmed!*) Because the term “Failed to sell” is used (instead of also including “choose not to sell”) in the rules with regard to this technology it leads me to believe that you must sell everything that you can possibly sell every round.

Confirmation:

Q: *Left to right rule:* During Phase 7 (Sale) you must attempt to sell your goods to the eligible red spaces (left to right) but once you have done that can you sell to the technologies in any order?

(example - if you have researched 4G and NFC can you put your cube in the 4G space leaving the NFC empty?)

A: No. According to the rules “the goods ***are always*** placed on buyers in a region from left to right.” (*emphasis added*)

Of course gaps are left for any spaces that a player CANNOT sell to, but a player must fill any spaces that the player CAN from left to right.

Q: During Phase 7 (sale) do players sell crates 1 at a time in priority order, or does each player sell all their crates before the next players turn?

A: Following priority order, a player sells ALL their crates before play moves to the next player. Any unsold crates are returned to the players tray unless your game includes the BACK side of the WIFI technology and the player has researched it. If that is the case, any unsold crates are held to the next turn.

Confirmation:

<https://boardgamegeek.com/thread/2099610/each-player-sells-all-their-crates-or-1-crate-time>

Phase 8: Receiving VP

General FAQ

Q: *Priority Rule Tiebreakers* For the Priority Rule, If two players are tied in price and also points, what is the next level tie breaker?

A: Whichever player has the fewest phones to sell that round as determined in phase 3 will go first.

I have not found another level of tie breaker beyond that one.

Confirmation: FAQ in the back of the rulebook

Q: Are game pieces limited?

A: No. None of the player pieces are limited. If you run out, use a substitute.

Confirmation: <https://boardgamegeek.com/thread/2108562/are-game-pieces-limited>