



# smartphone<sup>Inc.</sup>

## ADVANCED LOGISTIC Scenario

The velocity of an object is the rate of change of its position with respect to a frame of reference, and is a function of time. Simply put, it helps to answer the question, “When’s the pizza coming ?” It’s so complex and simple at the same time.

Finding the balance between increasing velocity and its costs has given rise to the concept of planning, traffic control, and logistics management. Is it complex or simple?

Logistics will bring you many sleepless nights in search of the most efficient supply of goods of the right quality, the right quantity, at the right time, in the right place, and at the lowest cost.

- Q How to | ×
- Q how to **work out the logistic?**
  - Q how to **forget all about logistics?**
  - Q how to **order a pizza?**
  - Q how to **calculate velocity?**



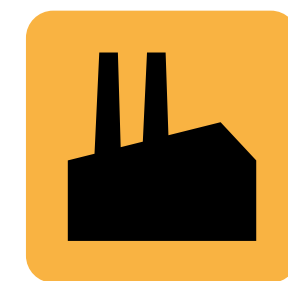
## What's this scenario about?

Besides working out the logistics, this scenario makes you plan the delivery of your smartphones around the world. Now you'll have to pay for their shipment from the factories to the outlets.

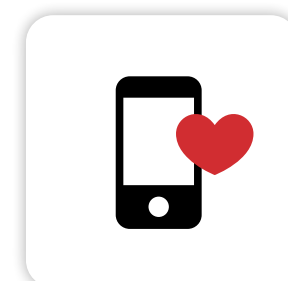
## Scenario Contents

For this scenario, you'll need markers from the Scenario pack. The markers have different fronts and backs, namely:

1. Factory markers 15 pcs. (3 pcs. in 5 colors each).



2. Marketing tokens 15 pcs. (called Hubs).

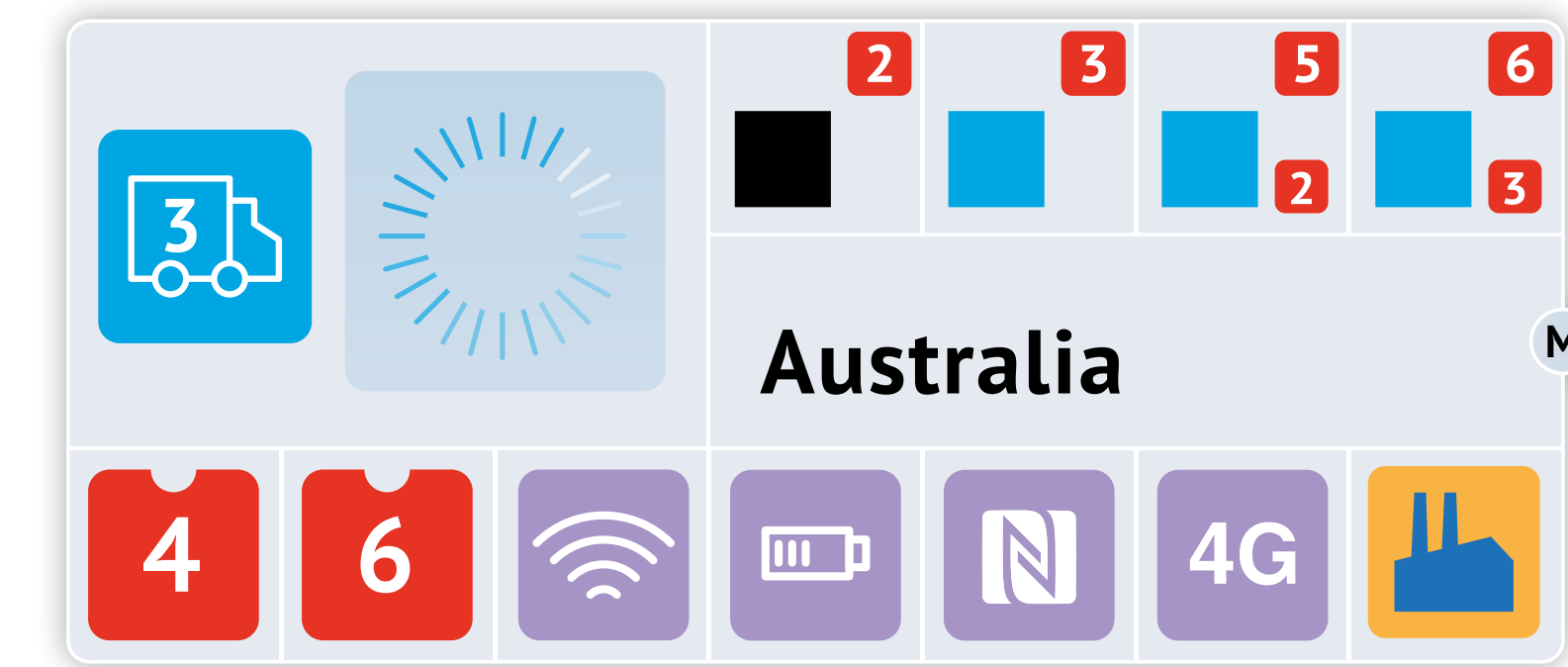


3. 'Asterix' Markers – 12 pcs.



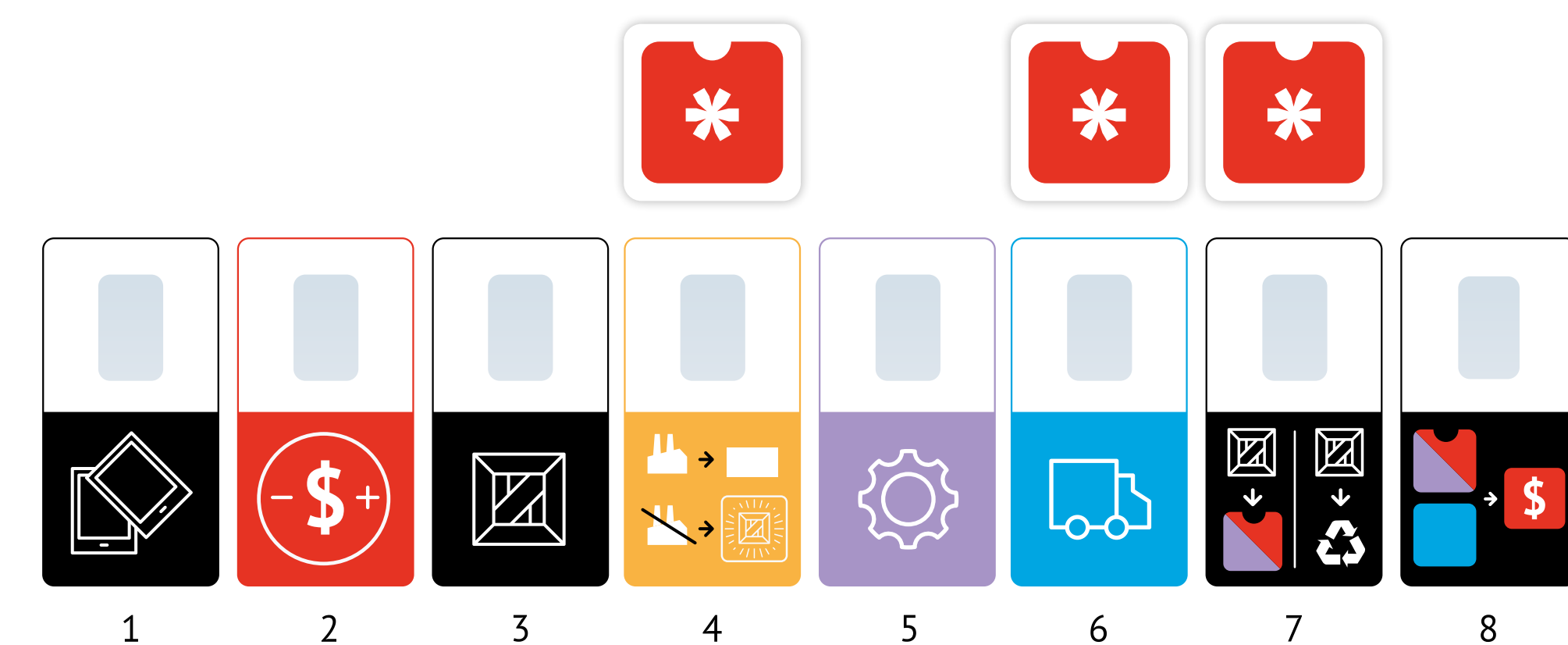
## Preparing for the Scenario

1. Each player places a factory marker in their home region.



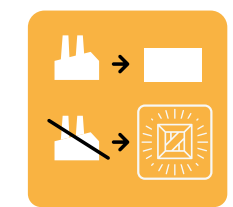
*Example setup for the blue player.*

2. Each player receives and puts in front of them (in their reserve) the following:
  - 2 remaining Factory markers of their color.
  - 3 Marketing tokens. We'll call them Hubs from now on.
3. Place Asterisk markers above the Phases 4, 6, and 7 on the Round Track.




## Gameplay


The game is played with the usual rules, except for the changes to Phases 4, 6, and 7 described below. They are marked with Asterix markers as a reminder.



### Phase 4. Improve Production

If your  symbol is active, you have a choice: take an Improvement following the basic rules or build a Factory and take a Goods token.

#### Building a Factory

If you choose to build a Factory, you must first pay 5 VP (on the VP Scoreboard). Then, take a Factory marker of your color and place it in any region where you have an . Finally, take a Goods token following the normal rules.



**Important:** You can only build **one** Factory per round. You **cannot** build a Factory in a region where you already have a Factory or a Hub (see next page). Other players may build a Factory in the same region as your Hub or Factory.



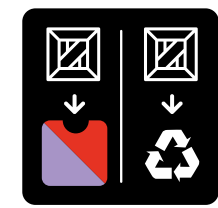
### Phase 6. Logistic

During your turn in Phase 6, you may build a Hub () in addition to your normal Logistics actions.

#### Building a Hub

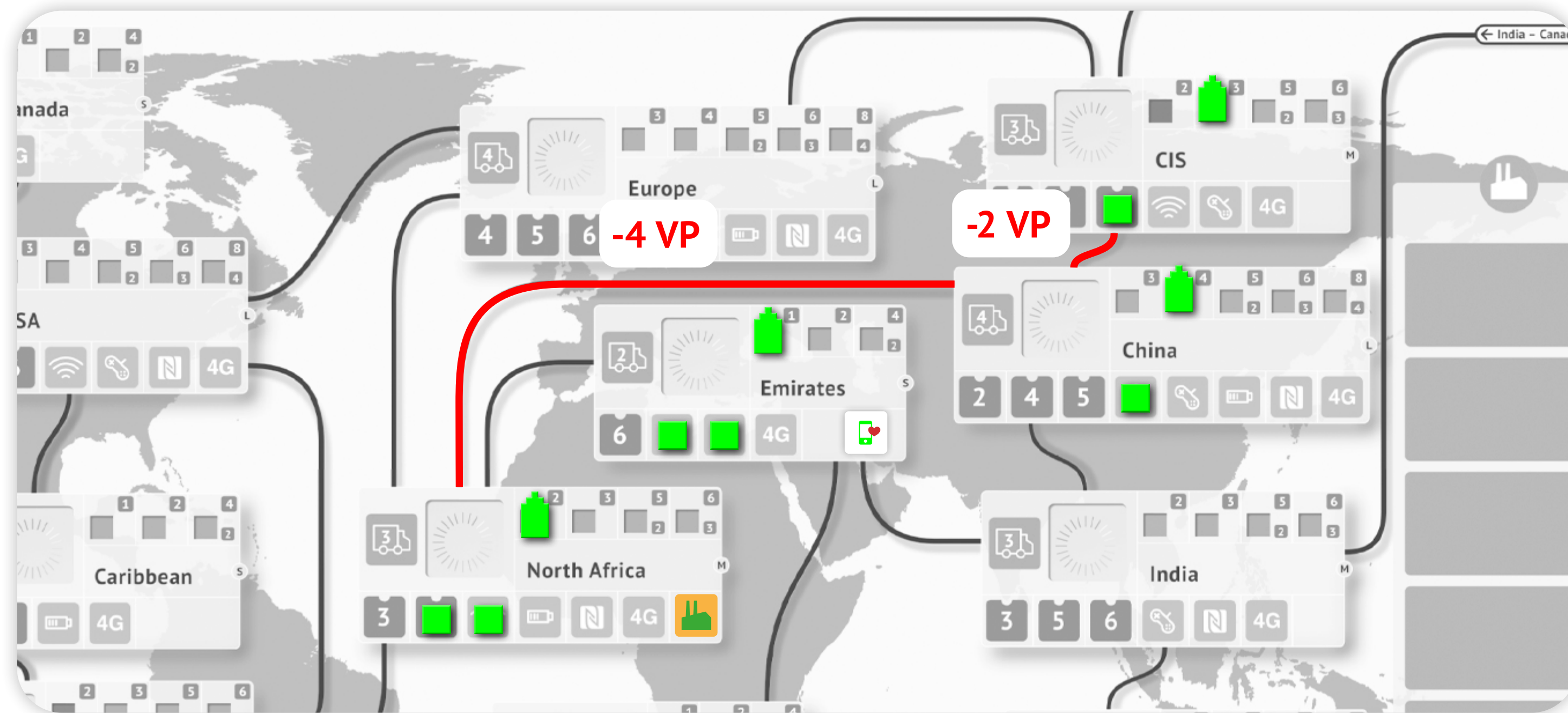
If you choose to build a Hub, you must first pay 3 VP (on the VP Scoreboard) and use 1 active  symbol on your pads. Then, take a Hub marker of your color and place it in any region where you have an .

**Important:** You can only build one Hub per round. You cannot build a Hub in a region where you already have a Factory or a Hub. Other players may build a Hub in the same region as your Hub or Factory.



## Phase 7. Selling Goods

At the end of your turn, after you sell Goods, pay 2 VP for each connection between the regions with your Goods without your Hub or Factory and the nearest region with your Hub or Factory. Each region is counted separately.



**Example:** Example: for placing goods this way you'll have to pay 2 VP for 1 connection between North Africa and China, and 4 VP (2+2 VP) for 2 connections between North Africa and CIS.

## Notes

- The number of Factories and Hubs is limited. Each player can have up to 2 Factories (one is already on the board) and up to 3 Hubs.
- In this scenario your score can go below 0 VP if you want to build a Factory or a Hub. This is not unusual for the first rounds of the game.
- Use the shortest possible route from the region with your Factory or Hub to the region with your Goods (without your Factory or Hub). You don't have to travel through regions with your Hub.

## Notes From the Designer

- Building a Factory requires a whole action, but allows you to save on future deliveries of your Goods. Try to choose the right moment to place the Factory, so that you don't miss the Improvements needed for your strategy.
- Hubs are cheaper to build. It is more profitable for you to build them if you want to control large regions.
- Sell the Goods first to regions with your Factories or Hubs, and then to other available regions. It makes it easier to calculate the VP cost.