



smartphone^{Inc.}

GLOBALIZATION Scenario

From the Roman Empire to the Maastricht Agreements, our civilization has relentlessly moved towards globalization, and continues to do so thanks to worldwide telegraph cables and wireless communications. This is a process of worldwide integration and unification across many aspects of life. Some people even think that globalization will lead to a unified currency, an international war on diseases, and common goals for all mankind.

In the meantime, we see its impact in the growth of international corporations, a unified information field, and events that affect everyone!

Note: *The 'Globalization Scenario cannot be used with the Artificial Intelligence 'Steve.'*

Scenario Contents

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

1. Numbers from 1 to 12 with '+1' on the back – 12 pcs.



2. 'Asterix' Markers, with 'Ban' on the back – 12 pcs.



3. 'Max' Marker, with 'Min' on the back.

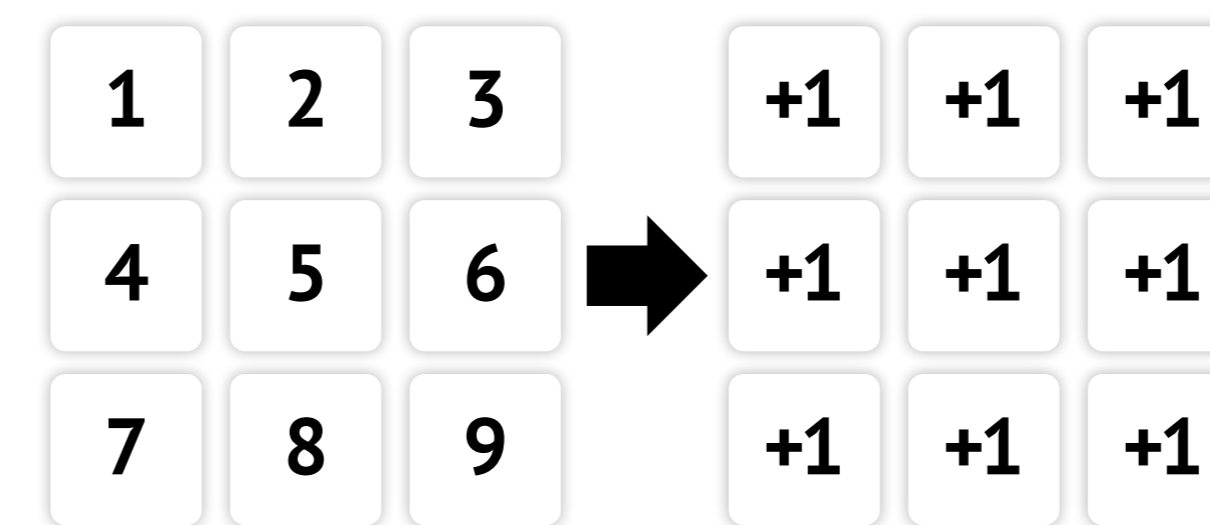


4. '-1' Markers, with 'Marketing Token' on the back – 12 pcs.

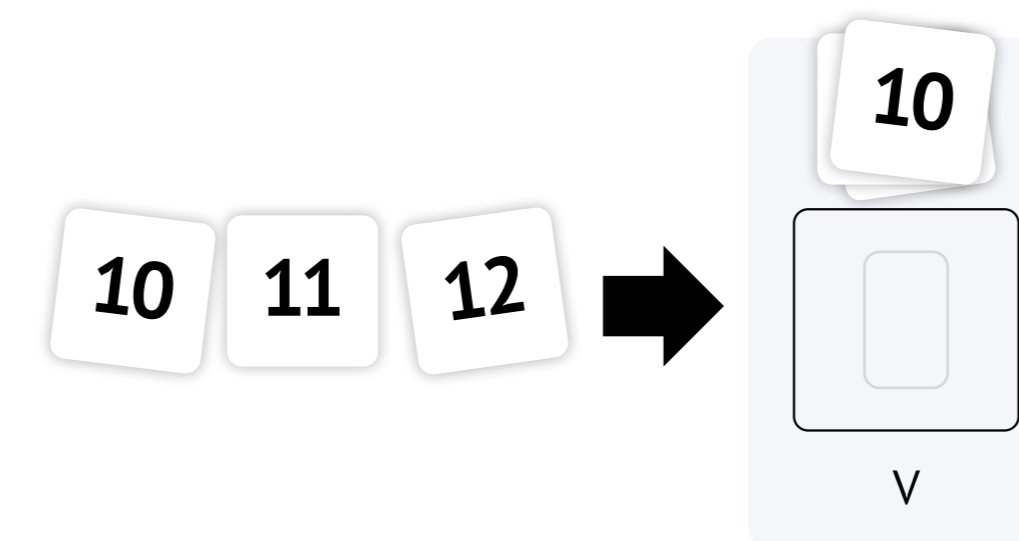


Preparing for the Scenario

1. Take the markers with numbers from 1 to 12.
2. Shuffle them and place them face-down near the game board.



3. Place markers 10, 11, and 12 on the 5th slot of the Round Track.



4. Place the rest of the markers near the game board. You'll need them during the game.

Gameplay

1. At the beginning of each round before the Planning phase, the player with the least VP randomly takes 3 markers from the stack of markers with numbers from 1 to 9. In round 5, they take the markers with numbers 10, 11, and 12 instead.

If there is a tie, the tied player with the fewest VP at the start of the game takes the markers.

2. The numbers on the markers correspond to the events. The player has to choose one of the events.
3. Read out loud the event description and apply the event effect.
4. Put the chosen event marker back in the box and shuffle the remaining two markers in the stack face-down.


Event N°1. State Subsidies

China is adopting changes to the tax code on preferential taxation of hi-tech companies. Just a year ago, some of the major players in this field planned to transfer their production lines to the countries of the South-East region. But today China is becoming one of the most desirable locations to establish production facilities.

All players get one Improvement each (chosen from the Improvement Block), starting with the first player and following the Priority Rule. After that, refill the Improvement Block.




Event N°2. Eco Tax

The EU is loosening it up for logistics companies. The “Clear Tax” will be lifted. Two years ago, an initiative was introduced to collect an additional tax on transport companies, if the share of diesel fuel cars in the fleet exceeded 60%. The massive renewal of the car fleet and the transition to alternative fuels has led to an increase in prices for passenger and cargo transportation. Despite the protests of “greens” the tax burden will be eased.

Each player, starting with the last one (i.e., the opposite of the Priority Rule), places 2  in regions following the Logistics rules.


Event N°3. State Procurement

Tempus magazine has reported on a scandal concerning the misuse of funds for the internal development of communicators for the U.S. Armed Forces. While politicians focus on their own games, tech corporations can make good money from it: The U.S. military has issued large orders for mobile phones, pocket computers, and smartphones.

Place the  above Phase 8. Each player can sell up to 3  here this round, but receives less 1 VP for each  sold here.



Event N°4. Peak Sales

Smartphone sales are breaking world records. Corporations are reporting an unprecedented increase in sales. In order to maintain the supply, Hi Electronics, a global supplier of mobile chips, is transferring part of its staff– 16,000 people in total–from other departments to production lines. Those who complain about the shortage of components will finally enjoy large shipments. Economists predict an unprecedented 20% growth in the industry this year.

During this round, Phase 7 will follow immediately after phase 4, and Phase 8 will be immediately after Phase 6. Place the  between Phases 4 and 5 as a reminder.


Event N° 5. New Advertising Laws

The U.S. is holding hearings on The Fair Competition Act, which, among other things, will prohibit corporations from contrasting themselves to other brands as well as using superlatives in advertising. The law was proposed after a scandal when a bulldozer crushed a Pear smartphone live on a late-night show. Corporations are urgently reviewing their marketing budgets and positioning concepts. “At least it’s not another tax,” they say in the Association of IT Companies.

Each player, starting with the last one (i.e., the opposite of the Priority Rule), places an  on any buyer without a price . This buyer will buy Goods at any price.





Event N°6. Bishop’s Move

In India, the second largest graphite mining country in the world, the party of oligarch Indra Murty has scored a landslide victory in parliamentary elections. Opposition media claims that Murthy’s son owns large stocks of shares of the largest graphite miners via offshore companies. Wall Street believes that tax breaks for the mining sector are imminent. This immediately translated into a jump in share prices of the local mining companies, while the cost of raw materials is dropping in price.

Place a  on the Price Block on the number 8. For the rest of the game, the maximum price for your products is 7.



Event N°7. Bed, Breakfast, and Some More

The U.S.-based IT Companies Association has invested more than 420 million dollars in the popular online platform for short-term rental of private housing. During a joint press conference, a FlightBnB representative announced that, amid rising property prices in developing countries, they plan to open a new direction for business. From office rentals to entire production sites with special conditions for hi-tech companies. Which is understandable, otherwise where did the Association get so much money from?

Each player, following the Priority Rule, places one  on one region with their . From now on, adding an  in that region costs 1  less until the end of the game.






Event N°8. Patent Rights Hearings

Pear celebrates its victory in the GigaSoft trial. To recap, Pear filed a lawsuit against GigaSoft, accusing them of illegal use of touchscreen technology. After 9 months of trials, the court upheld the plaintiff's claims. This decision resulted in a plethora of industry litigation and a review of patent law by the U.S. Congress.

All Patent holders immediately gain 2 VP each for every  on each Technology they hold the Patent for. Then, place a  on all Patents remaining on the board. It is now impossible to get these Patents, but those Technologies can still be researched. The cost of these Technologies does not change after the first player completes them.



Event N°9. Eco li-ion

A three-month strike by hi-tech engineers and designers in Geneva forced UN officials to tighten environmental laws. In the coming years, technology corporations will be required to recycle up to 85% of their batteries for recycling. This will only affect those who sell their products in the European Union. But it looks like everyone will have to follow suit. The topic of ecology is more relevant than ever.

Take a random  from the box and place it near the Technologies on the game board. Each player puts one on it. Cover that  with . All players can use the bonus of this Technology immediately, but selling the  to your buyers is possible only after researching the matching Technology  on the board.

Event N°10. New Regulatory Agency

European countries, USA, China, and Russia are introducing regulators for large businesses to combat monopolies, which make the volume of supply dependent on the presence in retail. South Korea set an example of this approach last year. In some cases, it could come to extremes: retailers would be required to reduce the volume of goods on their shelves from any manufacturer whose profit exceeds the profitability of the entire category of goods by more than a third.

During this round, players with equal prices sell 1  at a time each instead of all at once. Put  on Phase 8 as a reminder.

Event N°11. Copyright Debate

Government officials have created a legal hell by failing to revise the minimum copyright durations in the Berne Convention. It is worth remembering that the initiative emerged following the trials in the “Authors v. The People” case, which led to the bankruptcy of eight major internet companies. The mutual proposal of IT companies to increase copyright royalties outweighed the willingness of officials to change the usual procedures.

Each player immediately gets +4 VP for each Technology they have researched and +4 VP for each Patent they hold.

Event Nº12. Non-performing Apps

Following a U.S. Congress decree, the Association of IT Companies created a register of mobile devices that fall under the amendments to regulate mobile apps. According to these amendments, all applications installed on smartphones must pay a tax, which comes in the form of contributions to the Association's fund. It seems that corporate lobbyists have managed to pull off a multi-billion dollar scam in plain sight. Until the amendments are repealed, smartphone developers in the registry are making millions of dollars.

During this round, players who get VP for controlling a region (for 1st or 2nd place) get an additional 4 VP for each region they control. Put 12 on Phase 8 as a reminder.



smartphone^{Inc.}

COSMO
DROME
GAMES