

Winning the Game:

The first player to win any PHEVER CHALLENGE while inside the store wins the game!

When a player enters the store, he/she draws a PHEVER CHALLENGE card and reads the challenge that corresponds to the number indicated by the die. All players attempt to win the challenge. If the player inside the store wins the challenge, he/she wins the game! If the player does not win the challenge, he/she remains inside the store and play continues.

Each time a player inside the store gains control of the die, he/she rolls the die and draws another PHEVER CHALLENGE card. The player reads the challenge that corresponds to the number indicated by the die. All players attempt to win the challenge. If the player does not win the challenge (and the game), he/she remains inside the store and play continues.

Note: A player inside the store can win the game by winning a PHEVER CHALLENGE drawn by a player outside of the store.

Additional Game Notes:

- Players may share steps on the game board.
- Any number of players can enter, and remain in, the store.
- An exact roll of the die is not required to enter the store (e.g., if there are two steps between a player and the store, he/she must roll a three or greater to enter).
- In the event a question or challenge ends in a tie, another card of the same type must be drawn (and all players participate).
- In the event a question or challenge cannot be completed by any player, another card of the same type must be drawn (and all players participate).
- In the case of PHEVER CHALLENGES, if players do not agree that a player completed the challenge first and/or correctly, another PHEVER CHALLENGE card must be drawn.

To Play Again:

Shuffle all three card decks and return them to their original position. Return all of the game pieces to the MALL ENTRANCE position on the game board. You're ready to play!



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Game pieces made in Germany. Die made in China.

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We welcome your questions and/or comments about
PHONE PHEVER®. Please contact us at phonephever.com,
or email us at customersupport@wv-games.com.



THE uproarious game OF
SmartPhones® & Phone Smarts®

3+ PLAYERS

AGES 13 TO ADULT

Welcome to PHONE PHEVER®, the uproarious game of smartphones and phone smarts:

Players match both wits and smartphone skills in a frantic race to answer fascinating trivia questions and complete hilarious challenges in the fun, fast-paced, and family-friendly game of **PHONE PHEVER®**. Designed to stretch the limits of your mind, fingers, and mobile devices, **PHONE PHEVER®** offers 1,200 questions and challenges that cleverly explore how the world's favorite invention – the telephone – has shaped music, movies, TV, history and technology, law and politics, and the rest of Western pop culture.

Feeding your smartphone addiction, **PHONE PHEVER®** will provide countless hours of laughter, conversation, and learning. And best of all, to play **PHONE PHEVER®**, only your phone needs to be smart!

Object of the Game:

The latest, greatest smartphone hits the market today. Quantities of the highly anticipated phone are in short supply. Arriving at the local mall, you observe a long line of customers winding from the entrance into the **PHONE PHEVER®** store. But you didn't come this far to go home empty-handed. Sizing up the competition, you're convinced they're no match for your cunning, intellect, and smartphone savvy. Or maybe you just feel lucky. In any case, you're only four dozen steps from the smartphone of your dreams.

Will YOU be the first to reach the PHONE PHEVER® store?

Contents/What You Need to Play:

- Game Board
- 8 colored game pieces (1 per player/team)
- 25 green PHEVER® CHALLENGE cards
- 25 red PHACT OR PHICTION® question cards
- 150 yellow PHUN PHACTS® question cards
- 1 die
- 1 smartphone, with internet access and sufficient battery life, per player/team (not included)

PHONE PHEVER®
is compatible with
ALL smartphones!
No app required!

How to Set Up the Game:

Should the game involve more than eight players, players can choose to divide into teams or use other objects for additional game pieces. Fewer players and teams may result in faster play.

Place the game board on a flat surface. Separate the cards by type (green PHEVER CHALLENGE, red PHACT OR PHICTION, and yellow PHUN PHACTS). Shuffle each deck of cards and place them within reach of all players. All cards should be placed “blue side” down.

Option: The 150 yellow PHUN PHACTS question cards can be further separated into six distinct categories (25 cards per category):



MOVIES



MUSIC



HISTORY &
TECHNOLOGY



LAW &
POLITICS



TV



EVERYTHING
ELSE

Players/teams can play **PHONE PHEVER**® with one, some, or all six PHUN PHACTS categories. YOU choose the type of game you want to play!

How to Play:

Each player/team chooses a game piece and moves it to the MALL ENTRANCE position on the game board. The youngest player rolls the die, and moves his/her game piece the number of phone steps indicated by the die. As is the case after each roll of the die, if a player lands on a:

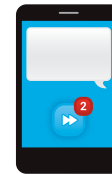
- **Blue Phone Step**, the player follows the directions of the text message (e.g., move back 2 steps) and his/her turn ends. The player seated to the left of the player who landed on the blue phone step rolls the die and play continues.
- **Green Phone Step**, the player draws a green PHEVER CHALLENGE card from the top of the deck and reads the challenge that corresponds to the number indicated by the die (e.g., if the player had rolled a three, challenge number three is read). All players attempt to win the challenge. Players must use their smartphone to win PHEVER CHALLENGES. The first player to win the challenge rolls the die and play continues. The card is placed at the bottom of the green deck.
- **Red Phone Step**, any other player may draw a red PHACT OR PHICTION card from the top of the deck and read the question that corresponds to the number indicated by the die (e.g., if the player had rolled a three, question number three is read). Only the player who landed on the red phone step may attempt to answer the PHACT OR PHICTION question and that player may not use his/her smartphone. If the player

answers correctly, he/she rolls the die again and play continues. If he/she answers incorrectly, the player seated to his/her left rolls the die and play continues. The card is placed at the bottom of the red deck.

- **Yellow Phone Step**, the player draws a yellow PHUN PHACTS card from the top of the deck and reads the question that corresponds to the number indicated by the die (e.g., if the player had rolled a three, question number three is read). The player who drew the card does not attempt to answer the question. All other players may use their smartphone to answer PHUN PHACTS questions. The first player to correctly answer the question rolls the die and play continues. The card is placed at the bottom of the yellow deck.

Note: Players do not have to use their smartphone to answer PHUN PHACTS questions. However, a player who incorrectly answers a PHUN PHACTS question may not suggest a second answer until all other players have attempted to answer.

Quick Reference Guide (If a Player Lands on a ...):



- The player follows directions of text message and the player's turn ends
- The player seated to the left of player who landed on blue step rolls die



- The player draws PHEVER CHALLENGE card
- The player reads challenge that matches die number
- ALL players attempt challenge
- MUST use smartphone



- Any other player draws PHACT OR PHICTION card
- Question that matches die number is read to the player on red step only
- If answered correctly, the player on red step rolls die again; if answered incorrectly, the player seated to the left of the player on red step rolls die
- MAY NOT use smartphone



- The player draws PHUN PHACTS card
- The player reads question that matches die number
- ALL players, EXCEPT reader of question, attempt to answer
- MAY use smartphone

