

## Glossary:

Some Upgrades give you different Actions and abilities than those described in the rules. Here are some definitions to help make these cards clear.

**Action:** Any card that begins with "Action:" is describing an Action you can take in step 3 of your turn. These Actions are legal anywhere on the board.

**Continuous Effect:** Continuous Effects are always active, and do not require an Action step to use.

**Basic Attack:** This is the basic attack as described in the rulebook. The attacker must be on the same space as the defender. The attacker rolls two dice and adds his Weapon, the defender rolls one die and adds her Shield. If the attack is **higher** than the defense, the attacker may choose and disable one Upgrade on the defender. If the attack is higher by 5 or more, the attacker may choose and **destroy** one Upgrade on the defender. (If the defense is greater than or equal to the attack, there is no effect.)

Some Weapons and Shields have continuous effects that change the rules of basic attacks.

**Ranged Attack:** All special Attacks are called ranged attacks, to distinguish them from the basic attack. They are "ranged" because they can affect players at a distance. Some Shields explicitly protect you from ranged attacks, or all attacks. Others don't.

**Counterattack:** Some Shields allow you to counterattack, which means you can make an immediate basic attack on your assailant after he makes a direct (basic) attack.

Note that this counterattack happens after the first attack is resolved, so if your attacker disables your Weapon you cannot use it in the counterattack. However, if he disables the Shield that allowed the counterattack, the counterattack is still legal.

All the rules that apply to basic attacks apply to counterattacks, with one exception: You can not make a counter-counterattack.

**Steal:** To "steal" an Upgrade means to take it from another player and install it on your Time Machine. If you steal an Upgrade you may also simply throw it away, in which case it goes into the Junkyard as if it was destroyed.

## In Your Time / In Any Time Ahead of You:

Each board represents a different period in history, and any players on the same board with you are considered to be "in your time." If a weapon lets you shoot at another player "ahead of you," you can target any player in a time period after yours, but not in your own.

**Power Plant / Chassis Synergy:** Every Power Plant produces an extra 6 points of power when coupled with the Chassis of the same rank. The power requirements cancel out, leaving you with a surplus of 11 points (that's the extra 6 points plus your original 5) to spend on your Weapon and Shield. The Power Plant produces the surplus energy only when both it and the corresponding Chassis are installed and functional.

**One more thing:** You will notice that the language on some Shields technically contradicts the language on some Weapons. In all cases, the Shield takes precedence over the Weapon.

**For Multiple Players:** This game works well for up to six players, but can be a little long with seven or eight. If you would like to speed up the game for larger groups, or include as many as eight players in the game, you can loosen the victory requirements. To win in the "easier" game you need only three functioning Upgrades to win, and everyone starts with an extra \$4 in Gold.

## That's all! Backward, scientists!

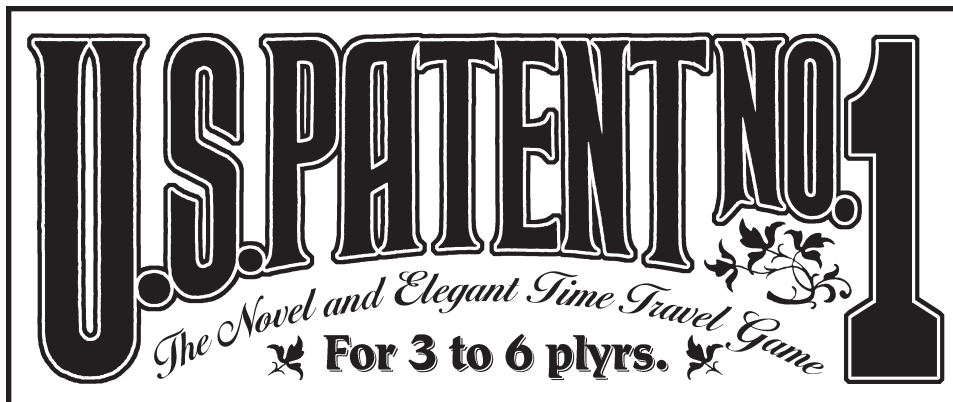
### U.S. Patent Number One

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U.S. Patent Number One was designed by **James Ernest** and **Falko Goettsch**, with help from Cheapass Games Guinea Pigs **Elizabeth Marshall**, **Carol Monahan**, **Julie Haehn**, **Cathy Saxton**, **Owen Jungemann**, **Joshua Howard**, **Joyce Godecke**, and more, as well as free range Guinea Pigs **Nick Sauer**, **Mark Globus**, **Adam Fischer**, and **Brian Akers**.

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U.S. Patent Number One went through four complete rewrites before emerging in its current form, so be sure to look for three slightly inferior time travel games coming soon from Cheapass Games.



Two days ago you invented time travel.

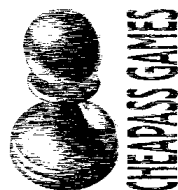
You were pretty jazzed.

But the next day you learned that about a dozen other scientists had invented it before you. Or after you. It doesn't really matter.

So now you've decided to do the only thing you can think of, race the other guys to the Patent Office. Not just in your time, but on the first day it opened, July 30, 1790.

History will show that whoever reached the Patent Office first deserves to be the one true inventor of time travel.

It all makes sense in a not-really-making-any-sense kind of way.



Cheapass Games Fun Fact: The first U.S. Patent was actually awarded to Samuel Hopkins on July 30, 1790, for his improved method for making potash.

**Included With This Game:** This box includes nine game boards, 48 Upgrade cards, and eight Time Machine cards.

Arranging the game boards is easy; they fit into a square, with board 0 in the middle. The rest should be obvious.

**You Need:** Approximately \$20 in cash or chips per player; a pawn and a counter for each player; and at least three 6-sided dice.

**To Begin:** Each player takes a random Time Machine card. This card tells you where to start your pawn, and how much Gold you start with.

*(Time travelers use Gold for all their cash transactions because it has a more reliable constant value over time. And because it helps them avoid the embarrassment of spending money that hasn't been printed yet.)*

Play begins with the earliest Time Machine, and proceeds to the left.

**How Time Machines Work:** A Time Machine card serves as an anchor point for four types of Upgrade cards: Weapons, Shields, Chassis, and Power Plants.

Your **Weapon** helps you attack other players. Your **Shield** protects you from attacks. Your **Chassis** helps you move faster, and your **Power Plant** generates power for your other Upgrades.

Every Upgrade has a single number, its "rank," which represents several things. Rank is the value of the Upgrade in **combat** (for Weapons and Shields), the **power** that the Upgrade draws (or provides, in the case of Power Plants), and the price in **Gold** to buy the Upgrade from a Market. It is also the trade-in value of the Upgrade, should you choose to patent it.

When you install an Upgrade, you place it face up over the appropriate corner of your Time Machine. If you had an Upgrade in that position already, you must discard the old one, putting it face up in the Junkyard.

Your Time Machine generates 5 points of power by itself, and your Power Plant provides additional power equal to its rank.

With the exception of Power Plants, every Upgrade **draws** power in an amount equal to its rank. You can not keep a set of Upgrades working if they draw more power than your Machine can produce. Whenever you are underpowered, you must disable Upgrades until you are back within your capacity. “Disabling” Upgrades means leaving them attached to your Time Machine, but turning them face down.

A disabled Upgrade ceases to function, but it also draws no power. If your Power Plant becomes disabled it no longer generates power, so you may be forced to disable other Upgrades as a result.

Though they are face down, disabled Upgrades are still public knowledge. In other words, if a player asks you what your disabled Upgrades are, you have to tell her.

You can always install an Upgrade, even if you cannot meet its power requirements. In this case, you can disable other Upgrades to make power available for the new one, or you can install the new Upgrade as disabled. *Note: When you take an Upgrade from the Junkyard, it always installs as disabled.*

Once an Upgrade is disabled, you cannot freely turn it back on. You must either **repair** the Upgrade (some Shields let you do this), or you must take your machine to the **Time Travel Mechanic**, where repairing all your Upgrades costs one Gold. *Note: Mangold's Robot can repair itself even if disabled, and is an exception to this rule.*

### On Every Turn:

There are three steps to every turn: **Research**, **Move**, and **Act**. If you have previously taken a number at the Patent Office, there is also a fourth step, decrementing your number by one. The decrement happens first.

**Step 0, Decrement your Number:** If you have taken a number at the Patent Office, you will show that number by placing a counter over the corresponding number on your Time Machine.

When you have a number, the first step of your turn is to decrease that number by one. If the counter is on “!” then your number will be called on this turn.

**Step 1, Research:** Take the top card of the deck, look at it, and then place it on the board. The card will tell you which time period it belongs in, but you can decide whether to place the card in the **Lab** or the **Market** in that time period.

Cards played in the **Lab** go face down, sticking off the edge of the board, and will be free to whoever picks them up. Cards played in the **Market** go face up, but will cost money to whoever takes them. How you place each card will depend on your strategy.

*Note: Once the deck empties you will skip the Research step. This moment represents the point at which everything that can be invented has been invented, which by some accounts happened in real life in about 1904.*

**Step 2, Move:** You roll one 6-sided die to move. (Any Chassis you install will modify this basic move.) You move from space to space in any direction around the board.

You can use your full move, use only part of it, or you can stay where you are.

**Step 3, Act:** Last, you can perform one **Action** that's appropriate where you are standing, or that's granted by one of your Upgrades. Below is a list of locations and the basic Actions you can take there. Other Actions are described on the Upgrades that allow them.

**Anywhere: Research Again.** You can repeat the Research step of your turn as your Action.

**Anywhere: Move Again.** You can repeat the Move step of your turn as your Action.

**Anywhere: Earn a Dollar.** You can earn one dollar in Gold from the Bank.

*Note: This represents taking a day off to use your specialized knowledge of history to cheat the world out of some of its hard-earned money.*

**Any Market: Buy one Upgrade from that Market.** Cards in the Markets are face up and always public knowledge.

When you install a card from the Market, you must pay its dollar cost to the Bank. The dollar cost of any Upgrade is equal to its rank.

**Any Lab: Invent one Upgrade from that Lab.** If you decide that you want to “invent” (actually, to steal) a card from the Lab where you are standing, you can look at the cards in that Lab. If you wish, you may then install one of them. Installing a card from a Lab costs no money.

**Any Library: Do Research.** When you do research, you are studying the past. This means you can look at the contents of **every Lab previous** to the time period you are in.

You cannot look at the Labs in the future, or even at the Lab in the same time period, which is why there is no Library on Board 1.

*(Note: if you are taking a Research step, it will take a while. You can let the next player go ahead while you are looking, just don't look at any card she plays in a Lab.)*

**Junkyard: Install an Upgrade from the Junkyard.** You can install cards from the Junkyard at no cost in Gold, but they are always disabled when you install them.

Like the Markets, the contents of the Junkyard are always face up and public.

**Time Travel Mechanic: Repair your Time Machine.** *With all these time travelers racing to the Patent Office, it was only a matter of time before someone opened up a repair shop. Actually, since he's a time traveler himself, it was instantaneous.*

At the Time Travel Mechanic you can repair all your disabled Upgrades for a flat cost of one dollar. Obviously, if your Power Plant can't handle all your Upgrades, you will then have to disable Upgrades until you are back within your power limit.

**On A Space with Another Player: Attack.** If you are on the same space as another player you can make a “basic attack.” This attack is called a “basic” attack to distinguish it from the “ranged” attacks granted by some weapons. Those attacks are described on the cards that allow them.

In a basic attack, the attacker rolls two dice and adds the value of his Weapon. The defender rolls one

die and adds the value of her Shield.

If the attack roll is greater than the defense, the attacker may choose and **disable** one of his opponent's upgrades.

If the attack roll is greater by a margin of 5 points or more, the attacker may choose and **destroy** one of the defender's upgrades. The destroyed Upgrade goes into the Junkyard, face up.

**Patent Office:** You can do three things at the Patent Office: **Register a Patent**, **Take a Number**, and **Win the Game**.

**Registering a Patent:** You can trade any working Upgrade from your Time Machine for its value (its rank) in Gold. For example, selling a 7 Shield would net you 7 Gold from the Bank.

Put the Upgrade you have patented back into the Market of its time period, face up.

**Taking a Number:** Before you can patent your Time Machine you must take a number. *(Yes, this is true even though you are going to get Patent #1.)*

To take a number, roll one 6-sided die and place a counter over the corresponding number on your Time Machine.

Your “number” represents the number of turns that will pass before you can win. *Note: It is legal to take a new number while you are holding one. If you are holding a high number, it may be more efficient to roll a new number on your next turn, rather than waiting it out. But if you roll even higher than the number you hold, you're still stuck with the new number.*

At the beginning of every turn, you will decrement your number by one. When your number reaches zero (“!”) you must finish that turn in the Patent Office to win. If you don't, you will lose your place in line and have to take a new number.

**Winning:** On the turn when your number is called, you must go to the Patent Office with all four Upgrades installed and functional. When you do this, you win. Congratulations, you have officially invented Time Travel, and earned U.S. Patent Number One.

*Strategy Tips: You do not have to wait until you have a complete Time Machine before you take a number. Nor do you have to hang around the Patent Office while you are waiting for your number to be called.*