

Print-and-Play: ***US Patent #1***

Release Year: 2001
Stock Code: CAG 034
Game Type: Board Game
Designer: James Ernest
Players: 3 to 6
Playing Time: 90 Minutes
Components: Boards, Cards, Rules
You Need: One pawn and one counter for each player, three 6-sided dice, and money

You're all scientists who have invented time travel, each from a different point in history. But it really doesn't matter when you started, because now you're all racing to the day the patent office opens, July 30, 1790, to secure US Patent #1.

The concept of racing time machines to the patent office had been kicking around Cheapass Games for several years, and James Ernest actually developed three other core mechanics for this game (all of which are basically lost, though there are still some test cards). He finally settled on this simple build-it-and-patent-it racing game, in which the only "time travel mechanic" is the fellow next door to the Patent Office, who makes money fixing broken time machines.

US Patent #1 is a gorgeous neo-Victorian game with some serious mechanical issues that we hope one day to address. In the meantime, this original edition of the game is yours to print, play, and enjoy!

Printing Instructions:

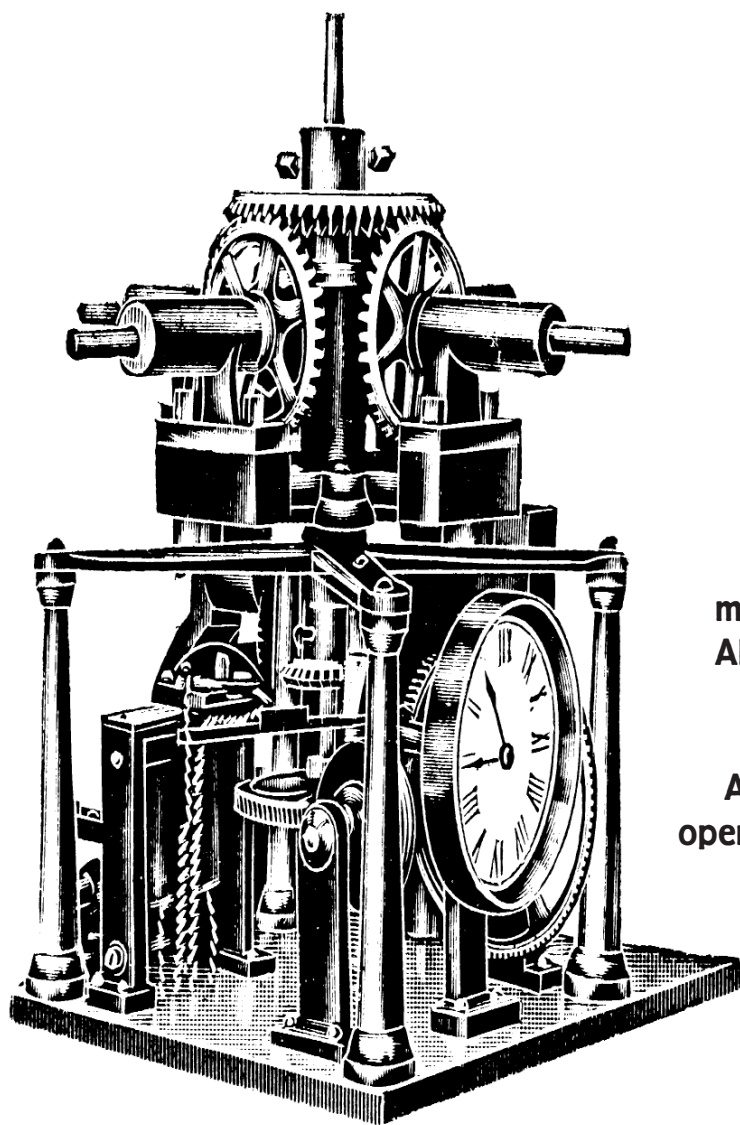
The *Us Patent #1* 2019 Print and Play contains the following files:

- **USPatentBoards:** This is a nine-page file containing the nine board sections as they were originally produced. The game is a single large board, so you could also combine these into a single page and keep them together.
- **USPatentCards:** This is a 6-page file with 9-up cards, missing six on the last page, for a total of 48 cards. The card backs are optional.
- **USPatentMachines:** This file contains eight large Time Machine cards on two pages. There are no backs.
- **USPatentBox:** This is the original packaging art for the game, front and back.
- **USPatentRules:** This is a single 8.5 x 11 double-sided page, designed to fold in half.

In addition, you will need one pawn and one counter for each player, three 6-sided dice, and money.

U.S. PATENT NO. 1

The Novel and Elegant Time Travel Game
For 3 to 6 plyrs.



Eureka! You've just
invented time travel.

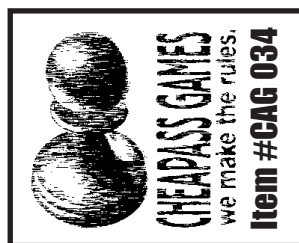
But the awful truth is
that you're not alone.

In fact, scientists
have been inventing
time travel since 1814.

But if you have a time
machine, it really doesn't
matter who invented it first.
All that matters is who gets
to the Patent Office first.

And by "first" we mean on
opening day. Because nothing
suits a time machine like
U.S. Patent Number 1.

You Need: One pawn and one counter for each
player, three 6-sided dice, and money.



About Cheapass Games:

We here at **Cheapass Games** are aware of two basic facts about board games: they cost too much, and they are at some level all the same.

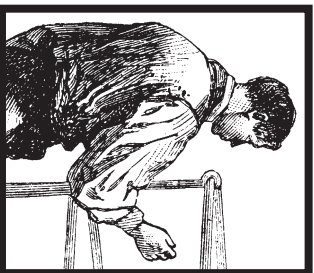
If you ignore the clever shapes they come in, the cheap little plastic pawns are an interchangeable part of most of the board games in your house. So are the dice, the money, the counters, the pencils, and just about every other random spare part. These generic bits and pieces can account for as much as 75% of a game's production cost, and that cost gets handed to you.

If you had your choice, you'd probably invest a little bit of money in one **good** set of gaming paraphernalia instead of twenty crappy ones, and then just buy the new part of every "new" game. Yet most companies insist on selling you the whole package every time; it's a little like bundling a can opener with a can of beans.

Cheapass Games come packaged with the bare essentials: boards, cards, and rulebooks. If you need anything else we'll tell you. And it's probably something you can scrounge from a game you already own, or buy at a hobby store. Heck, if you need to, you can even buy the parts from us.

And once you've assembled your collection of generic game pieces, you can use them for every new **Cheapass Game**. We've standardized our designs so your gaming toolbox will last.

To learn more about **Cheapass Games**, ask your local game retailer.
Or visit our double secret website at:
www.cheapass.com



U.S. Patent Number 1

U.S. Patent Number 1 is a racing game. Every player is a scientist who has invented time travel, and now everyone is racing to the Patent Office to prove who invented it first. Because you have a time machine, it's not enough to get to the Patent Office fast. You actually have to go back in time, to the day the Patent Office opened!

During this race you will upgrade your machine with some gadgets, including a power plant, a chassis, a weapon, and a shield. You can invent these things on your own, you can buy them, or you can steal them from the other players. Only a machine with all four upgrades qualifies to earn the patent, and you have a limited supply of money and power to spend.

U.S. Patent Number 1 was designed by James Ernest and Falko Goettsch, and it's the coolest board game of its time!

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!

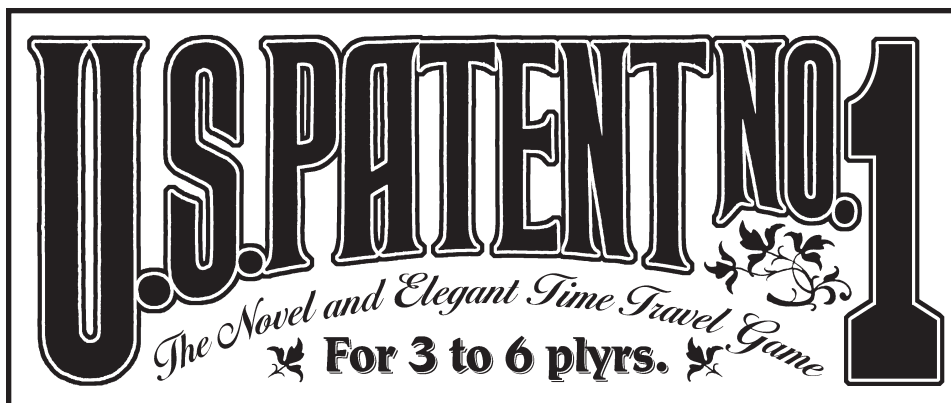
U.S. Patent Number One

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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**.

All artwork is drawn from the whirling vortex of the public domain with the exception of all typesetting and logo work, which was meticulously rendered by James Ernest in his copious free time and is ©2001 James Ernest and Cheapass Games.

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.

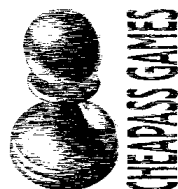
You were pretty jazzed.

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.

RESEARCH¹⁸¹⁴ LABORATORY

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Intentionally blank*

1

1814

Market

1814



Items for sale at the Market
cost their point value in Gold.




GATEWAY
to 1837

GATEWAY
to 1790 

RESEARCH¹⁸³⁷ 2 LABORATORY

Library



1837

Market

1837




Items for sale at the Market
cost their point value in Gold.



GATEWAY^{to} 1895



GATEWAY^{to} 1814



RESEARCH¹⁸⁹⁵ LABORATORY



1895

Library

GATEWAY^{to} 1837 

Market
1895



Items for sale at the Market
cost their point value in Gold.



GATEWAY^{to} 1920 

GATEWAY^{to} 1790 

CATHEWALL
to 1895



Items for sale at the Market
cost their point value in Gold.

Market
1920
Four
4

Library

RESEARCH
LABORATORY
1920

CATHEWALL
to 1953

1920



GATEWAY
to
1790

GATEWAY
to
1977

Market
1953
5 FIVE
Items for sale at the Market
cost their point value in Gold.

GATEWAY
to
1920

Library

1953

5

RESEARCH
LABORATORY
1953

ALLEYWAY to 2020



Items for sale at the Market
cost their point value in Gold.

Market 1977 Six 9

ALLEYWAY to 1953

Liberty

RESEARCH LABORATORY 1977

1977 9

RESEARCH ²⁰²⁰ LABORATORY

7

2020

Library

Market ^{Seven} 7 2020

Items for sale at the Market
cost their point value in Gold.



GATEWAY ^{to} 1977

GATEWAY ^{to} 2168

GATEWAY ^{to} 1790

RESEARCH ²¹⁶⁸ LABORATORY

Library



2168

Market
2168



Items for sale at the Market
cost their point value in Gold.



GATEWAY
to **2020** 

GATEWAY
to 1814



0

1790

JUNK-YARD


Items found in the Junkyard
are free, but install as disabled.



GATEWAY
to 2020



GATEWAY
to 1895



TIME
TRAVEL
MECHANIC
\$1.00

U.S. PATENT NO. 1

The World and Largest Time Travel Game
For 3 to 6 players.

© 2001 Cheapass Games

GATEWAY
to 1953



UNITED STATES

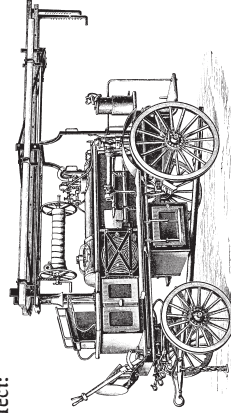
Patent
& Trade-Mark
Office

Est.
1790

Grossberg's Narrow Fire-Wagon

Starts in Time 2, 1837

Continuous Effect:
You roll 2 dice to move.



Chassis

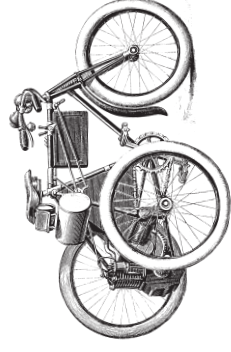
Shield



Crandall's Lightweight Tricycle

Starts in Time 5, 1953

Continuous Effect:
Add +3 to your movement roll.



Chassis

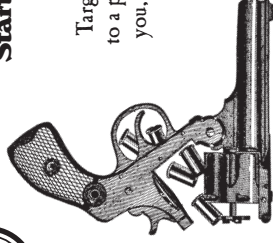
Power



Benson's "Long Shot" Revolver

Starts in Time 4, 1920

Action, Ranged Attack:
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You disable your target on a roll of 6.

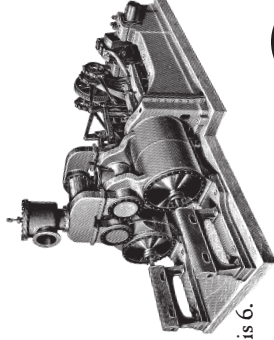


Weapon

Starts in Time 6, 1977

The Dawson Sphinx

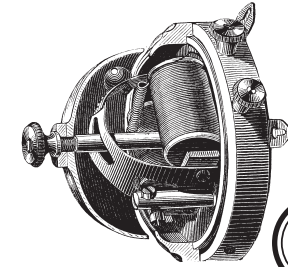
Yields +6 Power in conjunction with Chassis 6.



Shield



Continuous Effect:
Whenever you are directly attacked, you may counter-attack whether or not the attack misses.



7

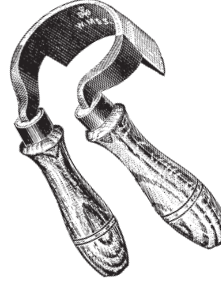
Starts in Time 7, 2020

Dodd's Plasma Reflex Housing

"Steely" Brand Draw Knife

Starts in Time 1, 1814

Action, Ranged Attack:
Target any Upgrade belonging to a player in your time, and roll 1 die. You steal your target on a roll of 6.

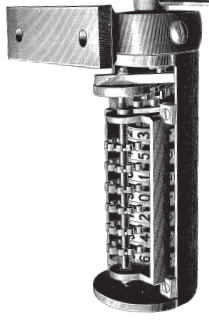


Weapon

Power



Yields +6 Power in conjunction with Chassis 5.



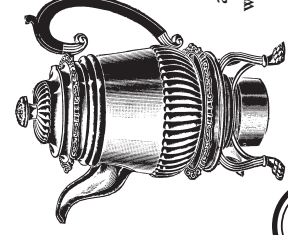
Starts in Time 2, 1837

Cobb's Electric Label Maker

Shield



Continuous Effect:
Whenever you are directly attacked, you may counterattack whether or not the attack misses.

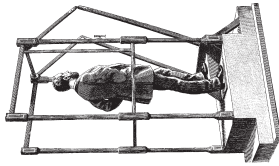


5

Starts in Time 7, 2020

Sumatran Coffee

Shield 



Continuous Effect:
Attacks which would steal
or destroy your Upgrades
can only disable them.

10 Starts in Time 3, 1895
Wrigley's Personal Roll Cage

5 Magnetic "Lobster Claw"
Starts in Time 1, 1814

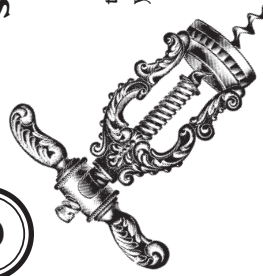
Continuous Effect:
If you destroy an Upgrade in an
attack, you may steal it instead.



 Weapon

6 Bozlee's Ornamental Screw
Starts in Time 1, 1814

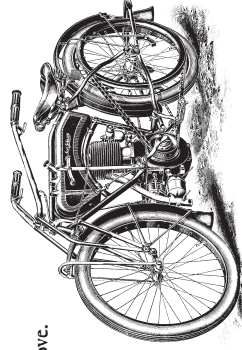
Action, Ranged Attack:
Target any Upgrade belonging
to a player in any time ahead of
you, and roll 1 die. You destroy
your target on a roll of 5 or 6.




 Weapon

Frey's Continental Scooter
Starts in Time 3, 1837

Continuous Effect:
You roll 2 dice to move.

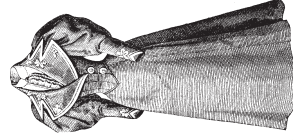


 Chassis

Power 
Yields +6 Power in
conjunction with Chassis 7.

7 Starts in Time 8, 2168
The Marx-Henderson Flywheel

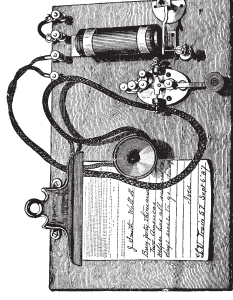
Shield 



Continuous Effect:
All Ranged Attacks
are at a -2 to hit you.

9 Starts in Time 5, 1953
Marshall's Invisibility Field

Shield 

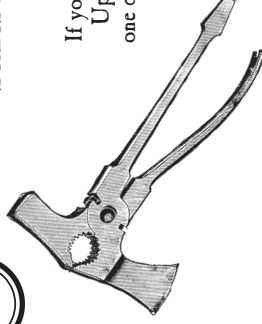


Continuous Effect:
Any player making a
Ranged Attack on you
must roll twice and
take the lowest roll.

8 Starts in Time 3, 1895
Personal Analog Assistant

3 Flathead Pipe Claw Hammer Axe
Starts in Time 3, 1895

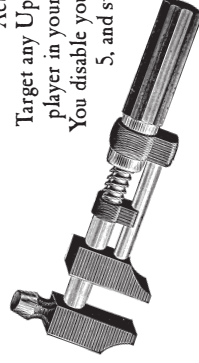
Continuous Effect:
If you disable or destroy an
Upgrade in an attack, roll
one die. On a roll of 6, you
may steal it instead.



 Weapon

4 Attack Monkey Wrench
Starts in Time 1, 1814

Action, Ranged Attack:
Target any Upgrade belonging to a
player in your time, and roll 1 die.
You disable your target on a roll of
5, and steal it on a roll of 6.

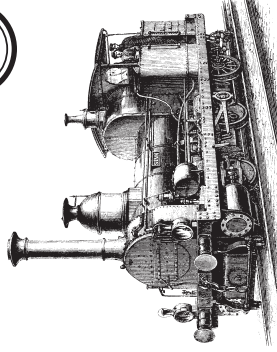


 Weapon

Monahan's Steam Locomotive

Starts in Time 4, 1920

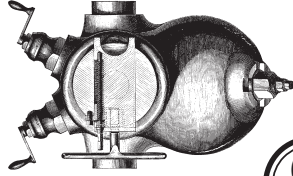
Continuous Effect:
Add +5 to your movement roll.



Shield



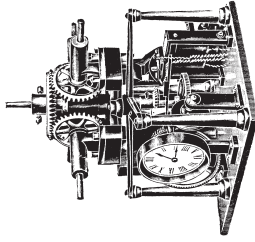
Action:
Repair all your damaged Upgrades, including this one. This action is legal even when the Floating Robot is disabled.



12

Starts in Time 5, 1953

Mangold's Floating Robot

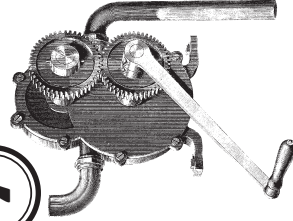


7

Miller's Grappling Crank

Starts in Time 2, 1837

Action, Ranged Attack:
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You steal your target on a roll of 5 or 6.

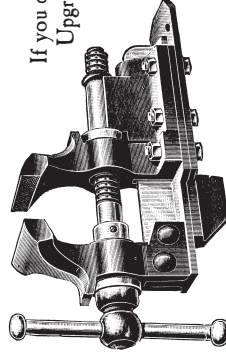


8

Hand-Powered "Monster" Claw

Starts in Time 2, 1837

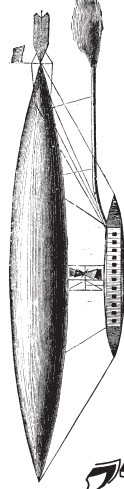
Continuous Effect:
If you disable or destroy an Upgrade in an attack, you may steal it instead.



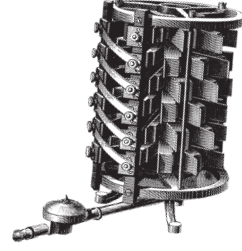
Foglio's Racing Dirigible

Starts in Time 6, 1977

Continuous Effect:
Add +5 to your movement roll.



8



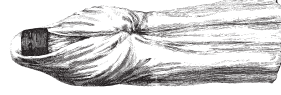
Yields +6 Power in conjunction with Chassis 8.

Starts in Time 5, 1953

Fuznell's Serial Cooling Fans

8

Shield



Continuous Effect:
Ranged Attacks can not hit you.

11

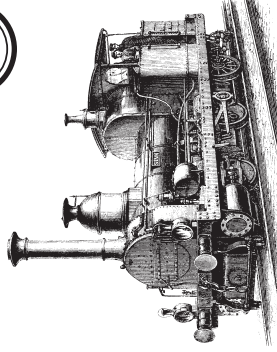
Starts in Time 7, 2020

Cloak of Invulnerability

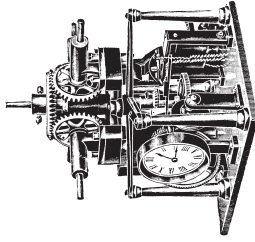
Selinker's Deuterium Forge

Starts in Time 6, 1977

Continuous Effect:
Add +1 to your movement roll.



9



Yields +6 Power in conjunction with Chassis 9.

Starts in Time 6, 1977

Selinker's Deuterium Forge

9

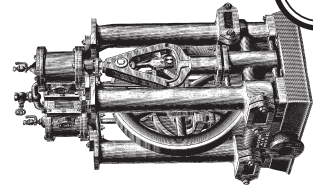
Skywater's Birch-Bark Canoe

Starts in Time 2, 1837

Continuous Effect:
Add +1 to your movement roll.



1



Yields +6 Power in conjunction with Chassis 2.

Starts in Time 2, 1837

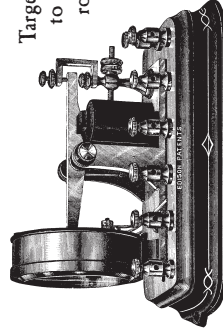
Wilson's Steam Block Harness

2

11

Crossflux Particle Beacon
Starts in Time 8, 2168

Action, Ranged Attack:
Target any Upgrade belonging to a player in your time, and roll 1 die. You disable your target on a roll of 3 - 6.



Weapon

12

Adelaide's Proton Cannon
Starts in Time 7, 2020

Action, Ranged Attack:
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You disable your target on a roll of 3 - 6.

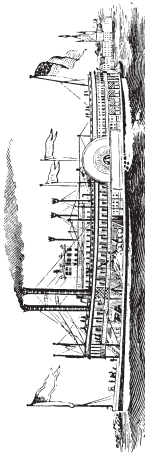


Weapon

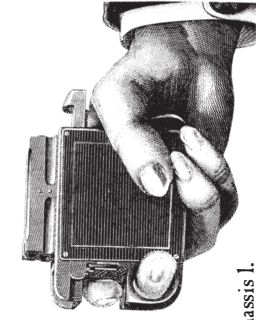
10

Falko's "Safer" Paddle Barge
Starts in Time 6, 1977

Continuous Effect:
You roll 3 dice to move.



Chassis

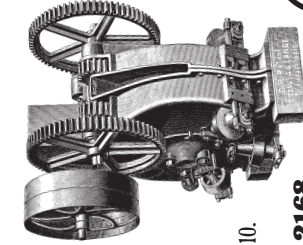


Yields +6 Power in conjunction with Chassis 1.

Starts in Time 6, 1977

Bronsky's Handheld Pipe Lighter

1



Yields +6 Power in conjunction with Chassis 10.

Starts in Time 8, 2168

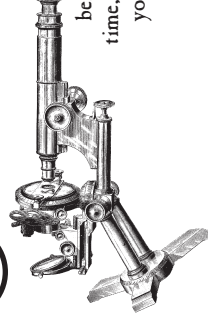
Murray's Iron Windlass

10

9

White's Local Turbo Laser
Starts in Time 7, 2020

Action, Ranged Attack:
Target any Upgrade belonging to a player in your time, and roll 1 die. You disable your target on a roll of 4 - 6.

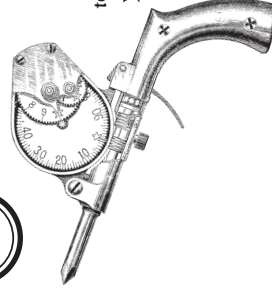


Weapon

10

Klein's Tachyon Pistol
Starts in Time 7, 2020

Action, Ranged Attack:
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You disable your target on a roll of 4 - 6.

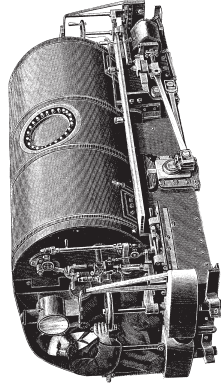


Weapon

Gallala's Nuclear Dwarf-Digger

Starts in Time 8, 2168

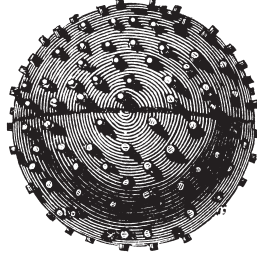
Continuous Effect:
When you move,
you can move
anywhere.



Chassis



Yields +6 Power in
conjunction with Chassis 3.

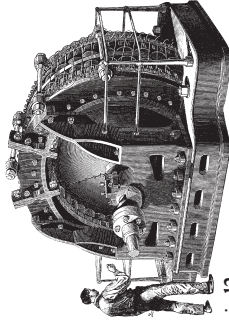


Starts in Time 8, 2168

McFly's Pocket Fusion Reactor



Yields +6 Power in
conjunction with Chassis 12.



Starts in Time 4, 1920

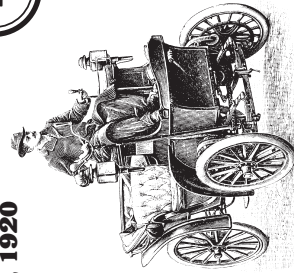
The Hart Creek Mooring Winch



Howe's Horseless Carriage

Starts in Time 4, 1920

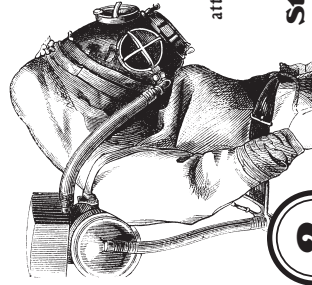
Continuous Effect:
Add +2 to your
movement roll.



Chassis



Continuous Effect:
Whenever you are directly
attacked, you may counterattack,
but only if the attack misses.

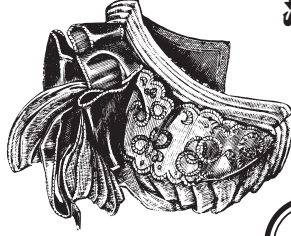


Starts in Time 1, 1814

Shue's Comfortable Hat



Action:
You may disable this
Upgrade to repair any other
Upgrade on your machine.

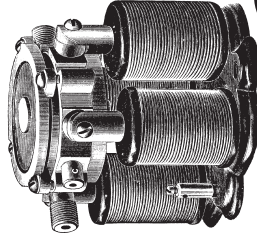


Starts in Time 1, 1814

Zorba's Voltron Pump



Yields +6 Power in
conjunction with Chassis 11.

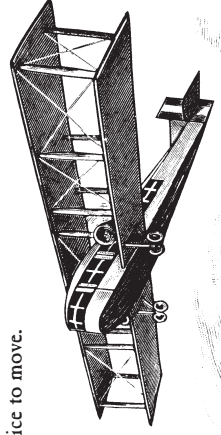


Chassis

Stewart's Transatlantic Biplane

Starts in Time 4, 1920

Continuous Effect:
You roll 3 dice to move.

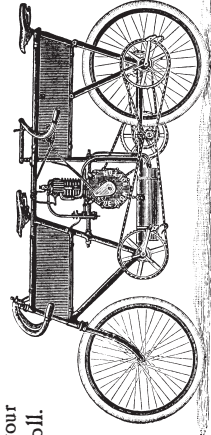


Chassis

Bowker's Tandem Bicycle

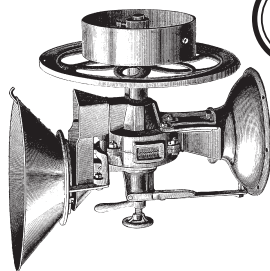
Starts in Time 3, 1895

Continuous Effect:
Add +2 to your
movement roll.



Chassis

Starts in Time 6, 1977
Space Helmet



Yields +6 Power in conjunction with Chassis 4.

Starts in Time 5, 1953

Drew and Wilson's Meat Crank

4

Shield



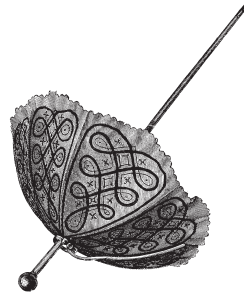
Continuous Effect:
Ranged Attacks from other time periods are at a -1 to hit you.

3

Starts in Time 4, 1920

Shady's Early Warning Lenses

Shield



Continuous Effect:
All Ranged Attacks are at a -1 to hit you.

4

Starts in Time 3, 1895

Lead-Lined Parasol

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The Novel and Elegant Time Travel Game
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