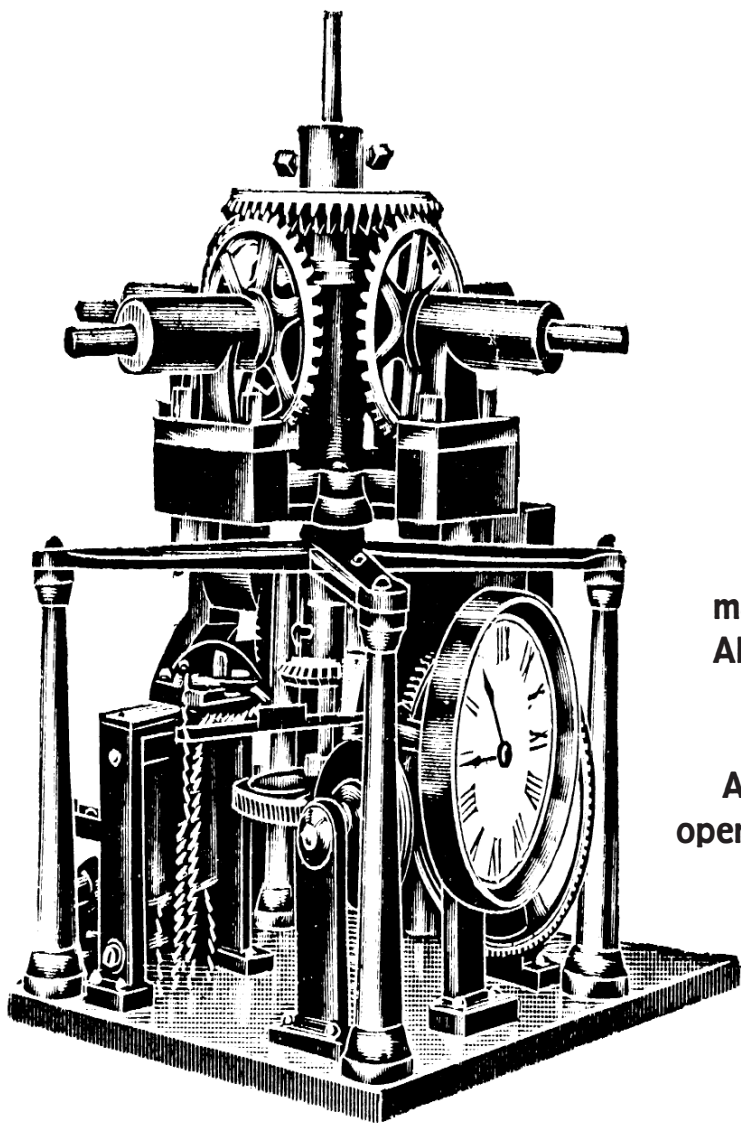


U.S. PATENT NO. 1

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



Eureka! You've just invented time travel.

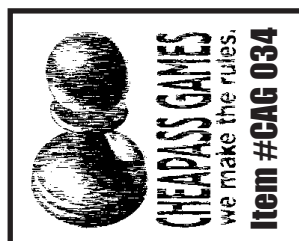
But the awful truth is that you're not alone.

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.

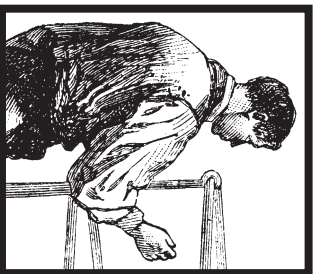
Cheapass Games come packaged with the bare essentials: boards, cards, and rulebooks. If you need anything else we'll tell you. And it's probably something you can scrounge from a game you already own, or buy at a hobby store. Heck, if you need to, you can even buy the parts from us.

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 Goetsch, and it's the coolest board game of its time!