

U.S. Patent Number 1 player aid

On your turn:

0. Decrement number (if you have one).
1. Research: Draw card, put in proper lab (face down) or market (face up).
2. Move: 1d6.
3. Take action (from list of actions or from upgrade).

Actions, by location:

Anywhere:

1. Research again.
2. Move again.
3. Earn a dollar.

Any market:

Buy upgrade. (Pay cost equal to rank. Put old upgrade in junkyard.)

Any lab:

Invent upgrade. (Look at cards and take one if desired)

Any library:

Do research. (Look at cards in every lab previous to your time)

Junkyard:

Install upgrade. (disabled)

Mechanic:

Repair all disabled upgrades for \$1 flat cost.

With another player:

Attack: If $2d6 + (\text{attacker's weapon}) > 1d6 + (\text{defender's shield})$, disable one upgrade. If attacker wins by 5 or more, put one upgrade in junkyard.

Patent office:

1. Register patent. Place working upgrade into its market, take money equal to rank.
2. Take a number. 1d6, place counter.
3. Win the game. (When counter on "!" and four functional upgrades)

Special rules:

If $(\text{Power}+5) \geq (\text{Shield}+\text{Weapon}+\text{Chassis})$ doesn't hold, disable upgrades until it does.

May use shield's counterattack ability immediately after it is disabled.

No counter-counterattacks.

Shields take precedence over weapons.

When "stealing" an upgrade, put on machine or junkyard.

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