

# Patential™

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## PRESCRIPTION FOR SUCCESS

### QUICK-START RULES

#### CONTENTS:

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- 1 six-sided money die, with 1 (\$1,000,000), 2 (\$2,000,000) and 3 (\$3,000,000) annotations and 1 regular six-sided die
- 18 double-sided INVENTION CARDS (Licensed/Bought)
- 18 corresponding double-sided INVENTION PIECES (Patented/Not Patented)
- 4 (sets of 3) colored stands to hold INVENTION PIECES (One set for each player)
- Money in 7 denominations
- A game board having labelled squares and other spaces
- An instruction manual and glossary

#### OBJECTIVE:

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The game is won by the first player to accumulate ONE BILLION dollars (\$1,000,000,000).

#### TO BEGIN PLAY:

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- Place **INVENTION CARDS (mixed)** on the corresponding part of the board, and the money and **INVENTION PIECES** so that players can reach them.
- Each player rolls the regular die. The player with the highest number starts the game.
- A player rolls the money die **at the start of each turn** to secure an amount of money, which is then placed in front of that player.
- The player can then take one **INVENTION CARD**, but is not required to do so (see below for more information). The player then must decide whether to **BUY or LICENSE** the **INVENTION CARD**.
- Players take **INVENTION CARDS** from the top of the pile. Players may start with only one card but may take another card at the start of each turn, if he/she so chooses. Players may also abandon one or more cards at any turn. A player may have **up to three INVENTION CARDS at any given time in the game**.
- If the player decides to **BUY OR LICENSE** an **INVENTION CARD**, he/she must pay the corresponding amount stated on the card to receive the corresponding **INVENTION PIECE**.
- The **INVENTION PIECE** is then placed on the **TAKE INVENTION CARD** square (patented side down).
- During play, the player must show whether the **INVENTION PIECE** is **LICENSED** or **BOUGHT** by turning the **INVENTION CARD** to the appropriate side. If the piece is licensed, extra fees and royalties will be paid by the owner of the card during play.
- The player may then pay \$100K to move to **APPLY FOR PATENT** or **ENTER CLINICAL TRIAL**, or pay nothing and stay on **TAKE INVENTION CARD**.
- The player now has the **OPTION** to spin the regular die, but is not required to do so. NOTE: Remaining on **TAKE INVENTION CARD** or other spaces (not rolling the regular die for one or more turns) allows a player to accumulate funds before beginning the patent acquisition process, or later processes. This may be beneficial.
- Once the regular die is rolled, **EACH** of that player's **INVENTION PIECES** must be moved according to the arrows by the appropriate number of spaces.
- During play, each piece must **STOP** on any square having a **STOP** sign.
- If a player cannot pay the sums required on any given space, that **PIECE** must be removed from the board, and the **INVENTION CARD** returned to the bottom of the deck.
- The directions on the spaces tell players the appropriate action to take.
- When an invention is patented, revenue is collected at the patented rate unless another **PIECE** (without a patent) of the same drug type is in **DRUG SALES** (between Begin Drug Sales and Drug No Longer Has Value).