

Appendix POQ – Patent Operational Qualities

- ✓ Patent Operational Qualities do not apply to Stardrive Patents.

Physical Item Technologies (PITs): Required for Patents that introduce new major units (game units, combat units) to the game, mainly starships.

- ✓ PIT Patents that create new starships in the game must have at least one Stardrive Application.
- ✓ PIT Patents must have two to seven Applications.
- ✓ PIT Patents have no assigned ‘base cost’ due to the nature of introducing new units.
- ✓ PIT Patents for starships cannot be prosecuted if the position does not have a Stardrive Patent.

Continuous Operational Technologies (COTs): COT Patents represent minor, non-expendable improvements to existing units, e.g., ship speed.

- ✓ COT Patents may not add new capabilities to existing units, only improvements in existing performance.
- ✓ All COT Patents must use only three Applications and must have two Effects.
- ✓ All COT Patents must specify another Patent to which it relates and cannot be prosecuted on the same turn as the Patent to which it relates.
- ✓ Implementation of the effect of the COT Patent on new and existing units may be free or negligible, but time delay may be required, and RP cost may be imposed in some cases.

Enhancement Technologies (ETs): Enhancement Technologies add new capabilities to existing units usually at an ‘upgrade’ cost.

- ✓ Some Enhancements may be expendable (e.g., Ship Missiles) while many others are permanent (e.g., Industry, Fighters).
- ✓ ET Patents must use at least two Applications, and up to four Applications, and has a base cost of 5 RPs times the number of Effects (not Applications).
- ✓ ET Patents for non-colony installations or that improve colony installations must list the PIT Patent on which it is based.
- ✓ ET Patent cannot be prosecuted the same turn as the PIT Patent on which it is based.

Technological Devices (TDs): Technological Devices are the big toys, the singular technological items (but not always monstrously big) of science-fiction imagination, not intended to be mass produced.

- ✓ Technological Devices can sometimes be game units, sometimes enhancements.
- ✓ TD Patents require five to nine Applications with a base cost of 50 RPs per Application (not Effect).
- ✓ There must be a logical game limit to the number of any Technological Device.
- ✓ TD Patents must specify whether it is a PIT-like or an ET-like device.