

About Martin & Associates:

Martin & Associates' is an invention and entrepreneurship consulting firm located in Canton, Ohio. Their most notable consulting project to date is the Dynalifter winged airship which has recently appeared on the cover of Popular Mechanics Magazine, in the NY Times, Wired Magazine, New Scientist Magazine; and is scheduled to appear in National Geographic Magazine in November. In addition, Martin & Associates is a pioneer in "talking-email" systems for cell phones (myEarMAIL), and has invented several new office products including the "Pen Binder".

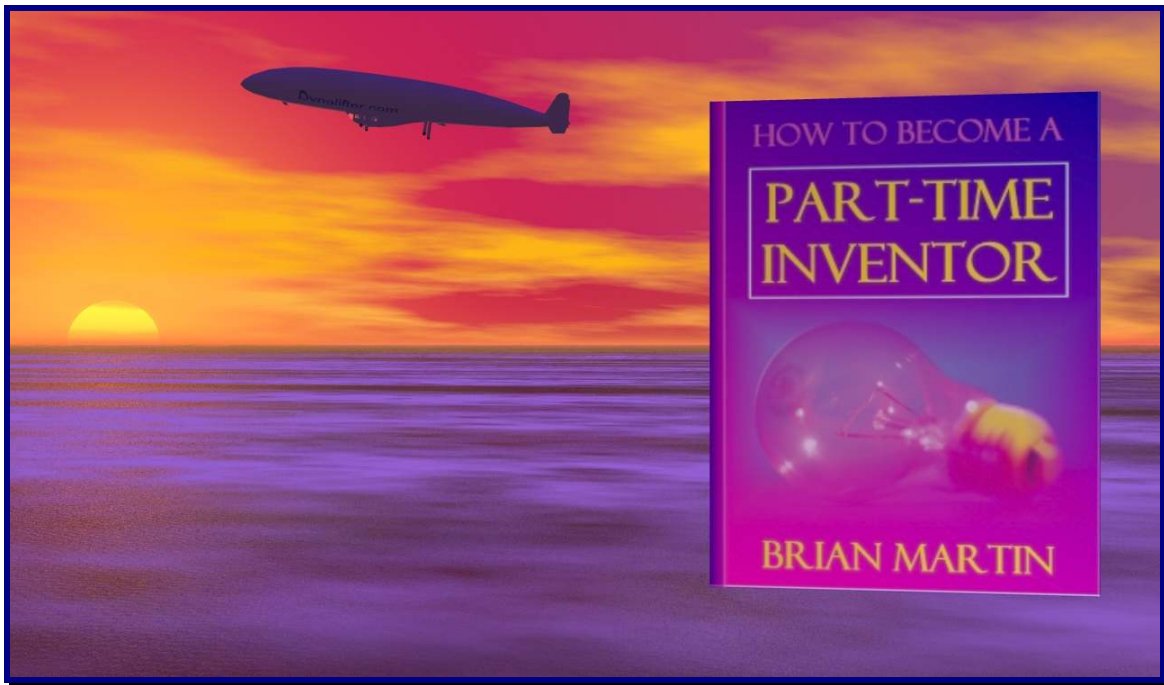


www.dynalifter.com

FREE TRIAL

Reader Agreement and Disclaimer:

Please note that this material is copyrighted and cannot be redistributed for any reason to anyone without the permission of Martin & Associates of Canton, Ohio. This includes hyperlinks to this information viewable by other people, copying, sending, posting, or showing this material to other people. Martin & Associates, producers of this information is not liable for any activity that the reader pursues as a result of reading this material.



<i>FREE!</i> - Gain Confidence!	2
<i>Generate Ideas</i> <u>Table of Contents</u>	8
<i>Develop Your Ideas</i>	12
<i>Invention Resources</i>	15

Lesson #1: *You can do it!*

Q: *Is invention just for guys?*



A: **No way!** Invention is for anyone who can combine two existing things to solve a problem. There is absolutely no advantage in the art of invention for being a male or female.

Q: *Can I be a part-time inventor?*

A: **Absolutely!** Inventors can invent whenever and wherever they want

- In the car
- At work
- At school
- While watching TV
- In the garage
- On the beach
- On the porch
- At the game
- As their full-time job



FREE TRIAL

Q: *Can I become a full-time inventor?*

A: Sure! It will become obvious to you when your time has come

Q: *Does an invention have to be "high-tech"?*



A: No! How high tech is the "bouncy-ball". Inventors took a piece of rubber and molded it into a sphere! How about the tongue depressor, the key ring, or the pet "choker chain"? Most inventions are not high-tech.



Q: *Do I have to be a genius?*

A: No! Invention is exactly the same process as learning any new task; almost everyone is intelligent enough to invent things.

Q: *How old do I have to be?*

A: There are **NO age requirements** for becoming an inventor. I've worked with child, teenage, young adult, adult, and elderly inventors.



FREE TRIAL

Q: *Where do I have to live?*



A: Anywhere there are problems to be solved

- In the city
- In the suburbs
- In the hood
- On the farm
- In the woods
- On the mountain
- By the sea
- In the swamp



Q: *How much money do I need?*

A: You don't actually need any money to invent. You may eventually need some money if you decide to protect and produce your invention. We'll recommend how to use "OPR" (other people's resources) to do this when you are ready

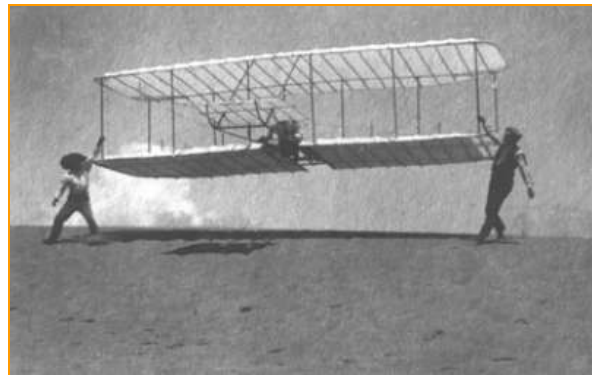
FREE TRIAL

Q: *How much education do I need?*

A: Inventors are largely self-taught. Often, those who have received the least formal education are more inventive than those with college degrees. They haven't yet been taught how people are "supposed" to earn a living.

Q: *Because everyone laughs at an idea, is it bad?*

A: Not necessarily. In fact, many of the most financially successful inventions were viewed as wacky, crazy, and ridiculous. This is because no one to that point had only used obvious ways to solve the problem. In this big world, the most money is to be made with solutions that people are socially afraid of.



Q: *Hasn't everything that is important already been invented?*

A: Absolutely not! As long as there are humans on this earth, there will be more useful inventions than can ever be created. Why is this? Because as new inventions come out, lifestyles change and new problems arise. The cycle will never end. As new inventions come out, new combinations and hybrids become possible. If you decided to hold off and become an inventor 200 years from now, there would be more opportunities for simple inventions than you could ever dream of producing.



Q: *What skills do I need?*

A: You will need:




- A basic understanding of the invention process
- A passion for solving a problem in a new way

FREE TRIAL

Q: *What is an invention?*

(A) An Improvement

An invention can be a modification of something that already exists to solve a problem




Invention	Improvement upon ...	
Ice cream scoop	Spoon	
Paper clip	Metal wire	
Twist-tie	Metal wire	
Travel mug	Coffee mug	
Pocket knife	Sheathed knife	
Weed-eater	Lawnmower	
Baseball cap	Cowboy hat	
Visor	Baseball hat	
Notebook computer	Desktop computer	

(B) A Hybrid

An invention can be a new hybrid (or combination) of two or more existing concepts to solve a problem. In other words, invention can simply be the process of smashing two ideas together to form something new! Hybrid inventions are all around you.

Invention	Hybrid of ...	

FREE TRIAL

Chicken fries	French fries and chicken	
Cordless drill	Hand-held drill and battery pack	
Wrist watch	Clock and wrist strap	
Spork	Spoon and fork	
Swiss Army knife	Pocket knife, screw driver, bottle opener, scissors, a whole bunch of other things	
Hands-free cell phones	Cell phone and headphones	
Post-its	Notepad and sticky glue	
Garbage disposal	Kitchen sink drain and blender	
Clipboard	Tabletop and spring-loaded clip	
Draw-string garbage bags	Garbage bag and clamping device	
Lighter	Flint, steel, and fuel	

(C) Part of an Existing Invention

An invention can be the splitting apart of an existing hybrid to improve the whole solution

Invention	Separating a ...
Dead-bolt lock	Door handle from the lock
Surround-sound	TV speakers from the TV



Q: What is an inventor?

A: Anyone who has solved a problem in a new way. That's it! You're already an inventor and you didn't even know it. If you've ever used a stick to play baseball, a register to dry your boots, your fingers to comb your hair, or a program to fan your face; you were a breath away from a new invention.

FREE TRIAL

Download the remaining lessons (the complete eBook) right now at:

www.dynalifter.com/eBook - \$5.50

The complete eBook will show you:

- How to quickly and easily come up with 10 new inventions in any room you are sitting (a cure for boredom!)
- How I recently used this method to produce a hot new office product
- How invention is simply the art of combining two things that already exist
- Where to get cheap (or free) components for your inventions
- The top 7 locations (near your home) for discovering “The Next Big Thing”
- How to come up with great inventions by going shopping
- How to cheaply develop your idea from a ‘vague thought’ to a presentable prototype
- Valuable links for submitting your idea to industry

Because of popularity, the price has recently been raised to \$5.50. We will likely raise the price again shortly. Get it while it's cheap!

Download the remaining chapters now for \$5.50 at
www.dynalifter.com/eBook