THE MANHATTAN PROJECT

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GLOBAL POWER STRUGGLE BEGINS AT DAWN OF ATOMIC AGE



A game for 2–5 players designed by Brandon Tibbetts

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minion games

A REVOLUTIONARY NEW TECHNOLOGY HAS BEEN DISCOVERED

Immediately, every major military power recognizes its destructive potential. Can your nation take the lead in this new arms race and become the world's dominant superpower?

In *The Manhattan Project*, you are the leader of a great nation's atomic weapons program in a deadly race to build bigger and better bombs. But this is no peaceful race! You must not hesitate to use clever espionage and military force to advance your plans and secure your nation's rightful place!



YOUR OBJECTIVE

You score points by building, testing, and loading nuclear bombs. The first nation to reach the victory point goal becomes the world's dominant super power and wins the game!

The victory point goal depends on the number of players:

2 Players: 70 points
3 Players: 60 points
4 Players: 50 points
5 Players: 45 points

LEARN THE GAME COMPONENTS



1 Main Board



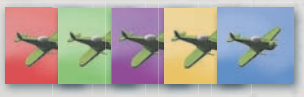
50 Building cards
(6 Starting Buildings and 44 regular Buildings)



30 Bomb cards



48 Money coins
(38 x $1 and 10 x $5)

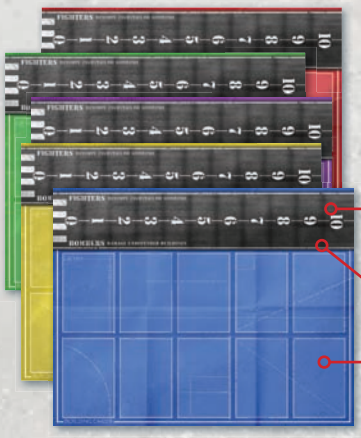


5 Fighter counters
(1 per player color)



5 Bomber counters
(1 per player color)

5 Player Boards
(1 per player color)





5 Implosion Test counters



15 Player color discs



10 Loaded Bomb markers



16 Damage markers
(double sided)



40 Yellowcake cubes



72 Workers:
24 Laborers
(4 per player color and 4 grey Contractors)
24 Scientists
(4 per player color and 4 grey Contractors)
24 Engineers
(4 per player color and 4 grey Contractors)

MAKE YOUR PREPARATIONS

1. PREPARE THE BOARD & GENERAL SUPPLY

Place the Main Board in the center of the table. Place one token of each player's color on the bottom space of the Plutonium Track, Enriched Uranium Track, and Espionage Track

Create the General Supply near the board with the following items:

» 50 Building cards
» 30 Bomb cards
» 10 Loaded Bomb markers
» 16 Damage markers
» 48 x Coins (38 x $1 and 10 x $5)
» 40 Yellowcake cubes
» 12 grey Contractors
» 4 Engineers of each player's color
» 4 Scientists of each player's color



Sort the Implosion Test counters by value. Only some of these counters are used, based on the number of players. The back of each counter shows the number of players:

For **2 Players**, use **"0"** and **"6"**
For **3 Players**, use **"0"**, **"4"**, and **"8"**
For **4 Players**, use **"0"**, **"2"**, **"4"**, and **"6"**
For **5 Players**, use **all five counters**

Add the appropriate counters to the General Supply and return the others to the box.

Note: If you are playing with less than five players, any excess components can be returned to the box.

2. PREPARE THE BUILDING MARKET

The Building Market on the main board holds the Buildings that are available for construction. Shuffle the six Starting Building cards (with the red backs) and place one card face up in each of the first 6 spaces of the Building Market (starting with the $2 space). Shuffle the 44 regular Building cards and place the top card face up on the $20 space. Return the rest of the cards face down to the General Supply.



WHAT IS "YELLOWCAKE?"



Natural uranium ore is often referred to as "yellowcake" because of the yellowish color of the concentrated uranium powder extracted from the ore. You will need to collect Yellowcake, represented in the game by the yellow wooden cubes, and then process them into the fuel you need for your bombs.

3. PREPARE THE BOMB CARDS

Shuffle the 30 Bomb cards. Draw a number of cards equal to *one greater than the number of players* and place them face up in a row next to the General Supply (i.e., four cards in a three player game, etc.). These are the bombs currently available for development. Return the rest of the cards face down to the General Supply.

4. PREPARE THE PLAYER SUPPLIES

Each player chooses a color and sets the matching Player Board in front of him. It is important that all players can clearly see each others' boards, and should be able to reach them. Each player also takes:

4 Laborers in his chosen color

$10 in coins

1 Fighter counter in his color –
placed on the "1" space of his Fighter Track

1 Bomber counter in his color –
placed on the "1" space of his Bomber Track

Your Laborers and Money are placed in your own personal supply. Only you can use resources from your personal supply. Your resources (coins, Workers, Yellowcake, etc.) are always public information and must be kept in sight of all players.

5. GIVE EACH PLAYER A STARTING BONUS

Choose a starting player randomly, with play continuing clockwise. Give each player a starting bonus from the General Supply, based on turn order:

Player 1 receives no bonus
Player 2 receives $2
Player 3 receives $4
Player 4 receives $2 and 1 Scientist *or* Engineer of his color (player's choice)
Player 5 receives $4 and 1 Scientist *or* Engineer of his color (player's choice)

PLAYER TURNS



The Manhattan Project is played in turns, starting with the first player and continuing clockwise. Players continue taking turns until someone earns enough points to reach the victory point goal.

On your turn, you *must* choose *one and only one* of these two options:

Place Workers *or*
Retrieve Workers

Important: If you have no Workers in your personal supply to place, you must choose to Retrieve Workers.

What you do on your turn depends on which option you choose:

PLACE WORKERS

If you choose to place Workers on your turn, you must follow these two steps, in order:

Step 1: You *may* place *one* Worker on the Main Board, *then*

Step 2: You *may* place Workers on any number of Buildings on your Player Board. You may repeat this step as many times as you wish, until you run out of Workers or Buildings to place them on.

Both Steps are optional, but you *must* place *at least one* Worker during your turn. See "Worker Placement" for details on how to place your Workers.

When you place a Worker on the Main Board or a Building, that Worker may immediately perform the Worker Action indicated (see "Worker Actions").

In addition, at any point during the turn, you may perform any number of Bomb Actions (see "Bomb Actions").



Red's personal supply

Blue's personal supply

RETRIEVE WORKERS

If you choose to retrieve Workers on your turn, you must follow these three steps, in order:

Step 1: Return *all of your permanent Workers* from the Main Board and all Player Boards to your personal supply. Do *not* collect any Workers from the General Supply at this time.

Step 2: Return *all Workers on your Buildings, Bombs, and Implosion Test counters* to their appropriate supplies. Contractors return to the General Supply. Permanent Workers return to their owners' personal supplies.

Step 3: Return *all contractors on the Main Board and your personal supply* to the General Supply.

Note: At the end of your turn, there should be no Workers on your Buildings, Bombs, or Implosion Test counters. All 12 of your permanent Workers should be in your personal supply or the General Supply, and there should be no Contractors on the Main Board or in your personal supply. Worker retrieval must result in at least one of your permanent workers being retrieved. If it would not, then you must choose to Place Workers on your turn.

Example: *On her turn, Red decides to retrieve her Workers:*

1. *All red Workers come back to her personal supply. (But not Workers in the General Supply that she has not acquired yet.) Note that she already had one red Worker in her personal supply when she started.*
2. *All Workers on Red's Buildings, Bombs, and Implosion Test counters go back to their appropriate supplies (regardless of owner).*
3. *All Contractors on the Main Board and Red's personal supply go back to the General Supply.*

WORKER PLACEMENT


Laborer


Engineer


Scientist

There are three types of Workers: Laborers, Engineers, and Scientists. All three types are used in the same way: They can be placed in Worker Spaces on the Main Board or on Building cards. When a Worker is placed, it may immediately perform a Worker Action (see "Worker Actions").

Workers may be permanent Workers (in your color), or they can be Contractors (grey). You can use either or both kinds of Workers on your turn. Permanent Workers and Contractors have exactly the same effect when placed in a Worker Space or on a Building, and can even be used in combination.


Contractor (Grey)

PLACING WORKERS ON THE MAIN BOARD

The Main Board is divided into a number of sections representing various activities you can assign Workers to. Each section shows one or more Worker Spaces.

On your turn, you may place one Worker on one Worker Space of the Main Board. Each Worker Space can hold *only one Worker* at a time (**exceptions**: the Construction space can hold any number of Workers, and the Design Bomb space holds exactly two). You may not place a Worker in a space that is already occupied by a Worker (**exception**: the Construction space).

PLACING WORKERS ON BUILDING CARDS

Each Building card can hold one, two, or three Workers, as indicated at the top of the card. If you place Workers on a Building card, you *must place exactly* the number of Workers shown on that Building. You may place Workers on your Buildings in any order you choose.

You may never place a Worker on a Building that is already occupied by a Worker.



On a Worker Placement turn, you may place Workers on as many Buildings as you wish. You may only place Workers on your own Buildings (unless you took an Espionage Worker Action in Step 1 of your turn, see "Worker Actions").

During the game, it is possible that some Buildings will be damaged by an Air Strike. You may never place Workers on a Building that is damaged.



WORKER REQUIREMENTS

Some Worker Spaces on the Main Board have a requirement that you must fulfill in order to place a Worker there. These requirements are shown inside the Worker Space.

If a Worker Space shows a Scientist or an Engineer, then you may only place a Worker of that type in the space. If no Worker is shown, then any Worker may be placed in the space.

Some Worker Spaces show two different requirements, separated by a slash (/). When you place workers on one of these, you must fulfill either of the two requirements (not both). For example, the right Worker Space in the green Factories section of the Main Board shows an Engineer and a Scientist separated by a slash. Either an Engineer or a Scientist can be placed here (not both).



Buildings also have Worker requirements, which are shown at the top of each Building card.







If a question mark appears at the top of a Building, you may place any type of Worker on the card. If multiple question marks are shown, then any combination of Workers can be placed on that card, provided the number of Workers placed matches the number of symbols shown.



If a Building shows Engineers or Scientists at the top, only the type of Worker shown may be placed on the card. Again, the number of Workers placed must match the number of Workers shown at the top of the card.

EXAMPLE WORKER PLACEMENTS



Main Board Placement Example: *It's Green's turn. He can't place a Worker on the money-making Worker Spaces in the green Factories section of the Main Board, because they are already full. He can place a Worker in any of the spaces of the yellow Mines section.*

He cannot place a Laborer in the right space, because only Engineers can be placed there. If he places his Worker in the left space, he would have to pay $5 to the General Supply. Instead, he chooses the central space, which is free.

After he places his Worker, he can produce 3 Yellowcake. Each of the other players can also produce 1 Yellowcake.





Building Placement Example: *In the second Step of Blue's turn, she would like to use her factory, but she does not have the 2 Engineers required. She would also like to use her Enrichment Plant, but she needs more money and more Yellowcake.*

First she places 2 Laborers on her University, which produces 2 Engineers. Then she places 1 Laborer and 1 Scientist on the Mine to produce 2 Yellowcake (any type of Workers can be placed here, in any combination).



Now she has the right kind of Workers for her Factory! She can place them on the Factory immediately, because she can repeat Step 2 of her Worker Placement turn as many times as she wants.

She places her 2 new Engineers on the Factory, which allows her to produce 3 Bombers (recorded on her Bomber Track) and $3. This gives her enough Money and Yellowcake to pay the requirements on the Enrichment Plant. She places her Scientists there, pays the costs, and can now produce 2 units of Enriched Uranium.

WORKER ACTIONS

When you place Workers on a Building or Worker Space, you may immediately take the Worker Action shown. You *do not have to* take the action. You may place a Worker on a space or card without taking the action (or even if the action is not possible – due to a lack of Contractors in the General Supply, for example) just to block that space or card. But you must still fulfill all requirements to place there (including payment of resources).

Important: Money and Yellowcake are both unlimited resources. If the General Supply runs out of either, simply use any suitable substitute. Other resources, such as Bomb Fuel or aircraft, are limited by the values shown on the appropriate tracks. Workers (both permanent and Contractors) are limited by the supplies included in the game. You may use a Worker Action even if you can only receive a portion of the resources it creates – simply take what resources there are available or move your counter to the top of the matching track.



Example: *Purple has placed a Laborer in the middle Worker Space of the yellow Mines section on the Main Board. He receives an Output of 3 Yellowcake from the General Supply.*

Next to the Output for that Worker Space is a single Yellowcake surrounded by the group action arrows: each of the other players also gets to take 1 Yellowcake from the General Supply.

Three of the spaces in the Building Market and three spaces in the green Factories section are marked with a red dollar sign in the Output. When a player constructs one of these Buildings, or places a Worker on one of these Factory spaces, a $1 coin from the General Supply is added to the Bribe Pile (located to the left of the Building Market, in the ashtray). There is no limit to the amount of money in the Bribe Pile.



Some Worker Spaces and Buildings show two different Outputs, separated by a slash (/). When you place workers on one of these, you must choose one of the two Outputs (not both). For example, this Factory can be used to produce 1 Fighter *or* $2.

MAIN BOARD WORKER ACTIONS

If you place Workers on a Worker Space of the Main Board, you get to take the action(s) shown *at the bottom* of the Worker Space. Often, this action will be to produce resources or Workers. This is called the "Output" of the Worker action. Other Worker Spaces may allow you to construct buildings, launch attacks against other players, or design bombs.

Some spaces show a resource or action with cycling arrows around it. This is a benefit that all of the other players receive if you place a Worker in that space. The other players receive this benefit even if you do not take the action shown at the bottom of the Worker Space.



Construction: Across the top of the Main Board is the Building Market. This holds the seven Building cards that are available for purchase. You can only construct these Buildings.



You can place any type of Worker in the Construction space to build a Building. You must then pay the cost shown above the Building card you wish to purchase. If you place an Engineer in the Construction space, you can build one of the two cheapest Buildings for free (in the $2 or $3 spaces – an Engineer symbol appears above these spaces as a reminder).

Take the Building card and place it on your Player Board. You are not limited by the spaces on your Player Board. Simply place any additional Buildings next to your Player Board.

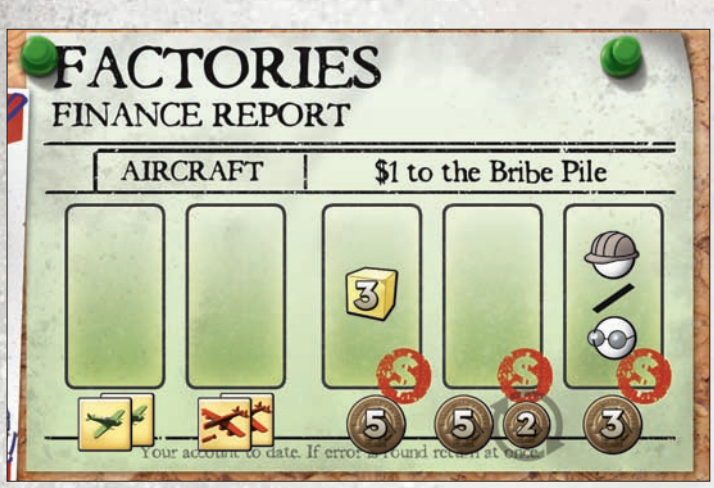
After taking your Building card, slide all the other Buildings in the market to the left as far as they can go to fill the empty space. Draw a new Building card form the deck and place it on the $20 space. If the deck runs out, no new Buildings will enter the market.

If you build one of the three most expensive Buildings (at the right end of the Building Market), remember to add a $1 coin from the General Supply to the Bribe Pile.

If you build the cheapest Building (in the $2 space), you get to take *all* of the Money in the Bribe Pile and add it to your personal supply. This money *cannot* be used to pay for the Building (i.e., you must have $2 on hand, or place an Engineer in the Construction space).

MAIN BOARD WORKER ACTIONS

Important: Unlike other Worker Spaces, there is *no limit* to the number of Workers that can be placed in the Construction space, and you may place a Worker here even if it is already occupied.



Factory spaces produce Money: When you place a Worker on one of the green Factory spaces, you receive the money shown from the General Supply. The left space requires a payment of three Yellowcake. The middle space also pays $2 from the General Supply to each of the other players. The right space requires an Engineer or Scientist.

If you place a Worker on a Factory space, remember to add a $1 coin from the General Supply to the Bribe Pile.

Aircraft Factory spaces produce Fighters or Bombers: When you place a Worker on one of the green Aircraft Factory spaces, you receive the aircraft shown (added to the tracks of your Player Board). The left space produces 2 fighters. The right space produces 2 bombers. You can have a maximum of 10 Fighters and 10 Bombers at a time, as indicated by the tracks on your Player Board.

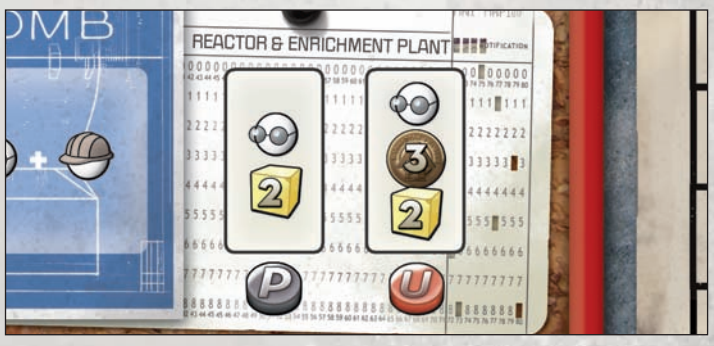


Mine spaces produce Yellowcake: When you place Workers on one of the yellow Mine spaces, you receive the Yellowcake shown. The left space requires a payment of $5. The middle space also gives one Yellowcake from the General Supply to each of the other players. The right space requires an Engineer.



University spaces produce Workers: When you place Workers on one of the purple University spaces, you receive the Workers shown. The left space produces three Laborers. The second space produces one Engineer. The third space produces one Scientist. The right space produces either an Engineer or a Scientist at a cost of $3.

You must take these Workers from the General Supply. You may choose permanent Workers or Contractors (subject to availability).

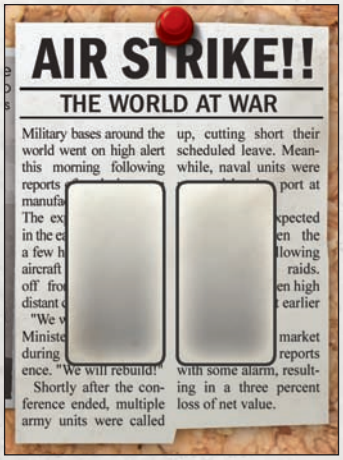


The Reactor space produces Plutonium: You must place a Scientist here and pay two Yellowcake to the General Supply. Raise your token on the Plutonium Track of the Main Board one space. You cannot store more than eight units of Plutonium at a time.

The Enrichment Plant space produces Enriched Uranium: You must place a Scientist here and pay two Yellowcake and $3 to the General Supply. Raise your token on the Enriched Uranium Track of the Main Board one space. You cannot store more than eight units of Enriched Uranium at a time.

AIR STRIKES TAKE THEIR TOLL

Air Strike spaces allow you to attack other players with your aircraft: When you place a Worker on one of the Air Strike spaces, you may launch any number of Air Strikes against the other players, up to the number of aircraft you own. The two Air Strike boxes are identical.


AIR STRIKE!!

THE WORLD AT WAR

Military bases around the world went on high alert this morning following reports [redacted] manufa[redacted] The ex[redacted] in the e[redacted] a few h[redacted] aircraft [redacted] off fro[redacted] distant [redacted] "We w[redacted] Ministe[redacted] during [redacted] ence. "We will rebuild!"

Shortly after the conference ended, multiple army units were called up, cutting short their scheduled leave. Meanwhile, naval units were [redacted] port at [redacted] xpected [redacted] en the [redacted] llowing raids. [redacted] en high [redacted] earlier [redacted] market reports with some alarm, resulting in a three percent loss of net value.

Your Air Strikes can target the same or different opponents as you choose. There are two types of Air Strikes:

Fighter Attack: Spend one Fighter to destroy one enemy aircraft (Fighter *or* Bomber). Reduce the Fighters on your Fighter Track by one, then choose an opponent who must reduce his Fighters or Bombers by one (your choice).



Bombing Run: Spend one Bomber to damage an opponent's Building. You may not make a Bombing Run against an opponent if he has *any* Fighters on his Fighter Track. Reduce the Bombers on your Bomber Track by one, then place one Damage counter (with the "1" up) from the General Supply on the target Building (or flip a counter already on the building to the "2" side). There is no limit to the number of Damage counters you can place on a Building. Damage counters are not limited: if the General Supply runs out, use any suitable substitute.



The Effect of Damage: A damaged Building cannot be used by any player. No Workers can be placed on any damaged Buildings. Any workers already on the damaged Building have heard the air raid sirens and have safely escaped into underground bunkers. Thus, they can be retrieved as normal.



Example: *On Yellow's turn, she has 6 Fighters and 6 Bombers. It's time to use them! She places a Laborer on an Air Strike space. Now she can make as many Air Strikes as she has aircraft.*

First, she attacks with all 6 of her Fighters. She moves her Fighter counter to the "0" space on her track. She tells Red that she is destroying all 3 of his Fighters (he moves his counter down to "0"). She has 3 Fighters left, which she uses to destroy 3 of Blue's Bombers (he moves his counter down 3 spaces).



Now she can use her Bombers. Red has no Fighters left, so he is vulnerable to a Bombing Run. Yellow decides to use 4 of her Bombers against Red. She moves her counter down 4 spaces, and places 4 Damage counters on his buildings (1 on his Factory, and 3 on his Reactor). She can't send any Bombers against Green or Blue, since they both have Fighters.

After completing her Air Strikes, Yellow can continue with Step 2 of her turn.

Negotiations: Before taking an Air Strike action, you may wish to make deals with other players (such as using both Air Strike spaces to attack a common opponent, or refrain from attacking each other). These deals can *only* involve the current round of play (until the beginning of your next turn), and can *only* involve the use of the Air Strike spaces on the Main Board or Fighter Attacks and Bombing Runs. Deals may not involve any exchange of resources or other types of actions. An Air Strike agreement must be honored by all players involved in the agreement.

REPAIR BUILDINGS, DESIGN BOMBS



The Repair space allows you to repair damaged Buildings: When you place a Worker on the Repair space, you must pay $5. You may remove up to three points of damage from your Buildings. You may remove multiple points of damage from a single Building (flipping or removing Damage counters), and/or remove damage from multiple buildings. Damage counters are returned to the General Supply. You do not pay any additional costs to make these repairs.

After you finish your repairs, the other players may also repair their Buildings (in turn order). The first point of damage repaired by another player costs him $2, the second costs $3, and the third costs $5 (so if another player removes three points of damage, he must pay $10 in total). Each player may remove up to three points of damage.

The Design Bombs space allows you to take Bomb cards from the General Supply: You must place one Engineer *and* one Scientist in this space to Design Bombs (this is the only time you can place more than one Worker on the Main Board in the same turn). When you place Workers here, all players will take Bomb cards. Only the face up Bomb cards in the General Supply are available.



When you Design Bombs, follow these steps:

1. Take all the face-up Bomb cards but *do not combine them* with any Bomb cards in your hand.
2. Secretly choose one of the Bomb cards and add it to your hand.
3. Pass the remaining Bomb cards to the player on your left.
4. Each player, in turn, secretly chooses one Bomb card and passes the rest to the left.
5. The last card returns to you, and you add it to your hand (so you'll get 2 Bomb cards total).
6. Replenish the supply of face-up Bomb cards from the deck. The number of new Bomb cards drawn is always one greater than the number of players (i.e., four Bomb cards in a three player game, etc.). If there are not enough Bomb cards left in the deck, do not replace *any* Bomb cards – the Design Bomb action will not be available for the rest of the game.

Bomb Design Example: *Red decides it's time to design some bombs. He places an Engineer and a Scientist on the Design Bombs space. He picks up all 4 face-up Bomb cards, but does not add them to his hand.*



He secretly chooses one of the cards and adds it to his hand. He passes the other 3 cards to Purple.

Purple chooses one of the remaining cards for her hand, and passes the other 2 cards to Yellow.

Finally, Yellow picks one of them and hands the last card back to Red, who adds it to his hand.

Since this is a three-player game, 4 Bomb cards are turned over from the top of the deck and placed in the General Supply. Red can now proceed to Step 2 of his turn.

ESPIONAGE UNCOVERED!





The Espionage space allows you to recruit spies and send Workers to your opponents' Buildings: When you place a Worker here, you must pay $3 to the General Supply. Move your token up one space on the Spy Track on the Main Board. You can have a maximum of six spies.

During Step 2 of *this* turn, you may place your Workers on your opponents' Buildings in addition to your own. When you place workers on an opponent's Building, you **must** satisfy all of the placement requirements of the building as if it were your own. Your Workers can take actions using those Buildings as if you owned them. You may place Workers on a number of your opponents' Buildings equal to the number of spies you have on the Spy Track.

You may place a worker in the Espionage Space even if you have already collected all 6 spies. You will not be able to collect another spy, but you will still be able to use the Espionage during Part 2 of your turn.

Important: All the spies you collect remain under your control for the rest of the game. But, you *cannot* place Workers on other players' Buildings every turn! You can only place Workers on your opponents' Buildings *on the same turn* that you place a Worker on the Espionage space.

Example: *Yellow needs more Bomb Fuel for her projects, but the Main Board is mostly full, and she cannot make enough using only her own Buildings. But she can get everything she needs with the Espionage Worker Action!*



In Step 1 of her turn, she places one of her Laborers in the Espionage space and pays the required $3 to the General Supply. This moves her token on the Spy Track up one space. She now has 3 spies.



Now it's Step 2 of her turn. In addition to her own Buildings, she can use 3 of her opponents' Buildings (since she has 3 spies). First, she uses her 4 Engineers on her two Factories, earning 3 Bombers, 3 Fighters, and $6. Then she places her last Engineer (a Contractor) on Red's Mine to produce 2 Yellowcake. Finally, she places her last 2 Laborers on Blue's University, which allows her to get 2 Scientists.



She can still use one more of her opponents' Buildings, so she places her 2 new Scientists on Blue's Enrichment Plant, paying all of the Yellowcake and Money she has to the General Supply. This allows her to produce the 3 Enriched Uranium she needs to finish her bomb!



In addition, Red won't be able to use his Mine on his turn, and Blue won't be able to use any of her Buildings on her turn!

BUILDING WORKER ACTIONS

All Buildings offer you output of some kind of resource or Workers. The requirements you must fill (in Workers and resources) are shown *at the top* of the card. The Output you receive is shown *at the bottom* of the card. This Output is always taken from the General Supply or recorded on the matching track.

There are five different types of Building cards: Mines, Factories, Universities, Reactors, and Enrichment Plants. There are 10 buildings of each type:



Mines produce Yellowcake: When you place Workers on a yellow Mine card, take the number of Yellowcake shown from the General Supply.



Factories produce Money and/or aircraft: When you place Workers on a green Factory card, take the Money shown (if any) from the General Supply. Also, increase your supply of Fighters and/or Bombers on the tracks of your Player Board by the amount shown (if any). If the Factory card shows different resources separated by a slash (/) you have a choice: you can *either* collect the resources before *or* after the slash (not both).



You can have a maximum of 10 Fighters and 10 Bombers at any time, as indicated by the tracks on your Player Board.

Universities produce Workers: When you place Workers on a purple University card, take the type of Workers shown at the bottom of the card from the General Supply and add them to your personal supply. You may use these Workers right away.



You may take any combination of permanent Workers in your color and/or Contractors (depending on availability). If the University card shows different types of Workers separated by a slash (/) you have a choice: you can *either* collect the Workers before *or* after the slash (not both).

Enrichment Plants produce Enriched Uranium: When you place Workers on a red Enrichment Plant card and pay the required Money and Yellowcake to the General Supply, raise your token on the Enriched Uranium Track on the Main Board the amount shown on the card.



You may not store more than eight units of Enriched Uranium at a time. You will need to build a bomb (or use a Reactor) to reduce your stored Enriched Uranium.

Reactors produce Plutonium: When you place Workers on a grey Reactor card and pay the required Yellowcake or Enriched Uranium, raise your token on the Plutonium Track on the Main Board the amount shown on the card.



Some Reactors show an Enriched Uranium next to the Yellowcake as part of the requirement costs, separated by a slash (/). When using one of these Reactors, you must choose to pay the Yellowcake shown or pay one Enriched Uranium instead.

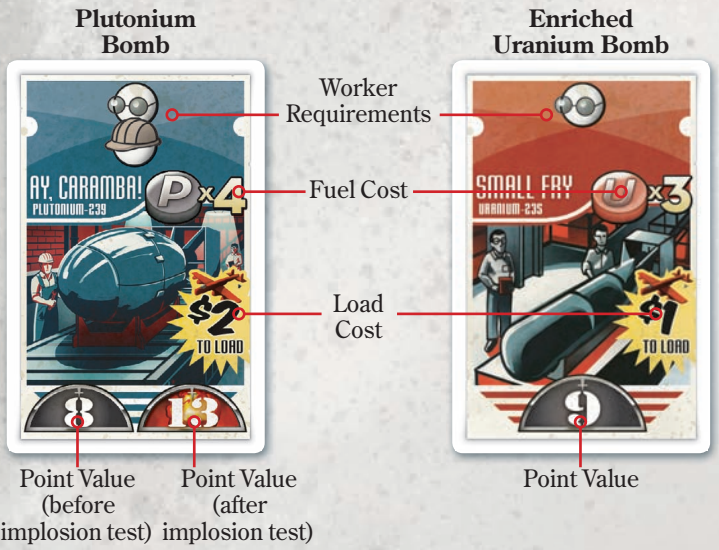
You may not store more than eight units of Plutonium at a time. You will need to build a bomb to reduce your stored Plutonium.

BOMB ACTIONS! BUILD

If you choose the Place Workers option for your turn, in addition to placing Workers and taking Worker Actions you may also take any number of Bomb Actions. Bomb Actions can be taken at any time during your turn in any order, as long as you have the required resources. There are three types of Bomb Actions:

1. **Build**
2. **Test**
3. **Load**

Important: Bomb Actions are the only way you can score victory points! It will ultimately be a Bomb Action that ends the game and determines the winner.

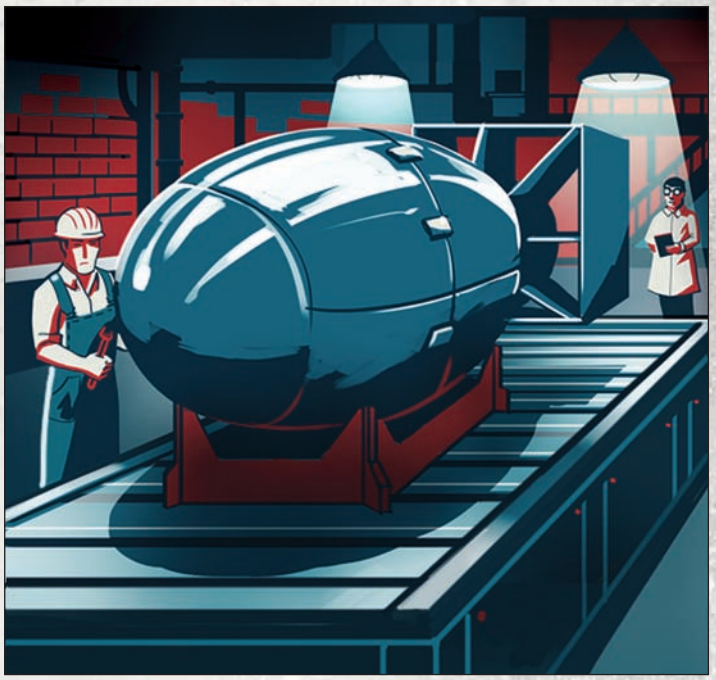


Plutonium Bombs (blue cards) have two different point values: The left number is the amount of points the bomb is worth if you have not yet completed an Implosion Test; If you have tested a bomb (see next page), you receive the higher number of points for all Plutonium Bombs you build (including any built before your test).

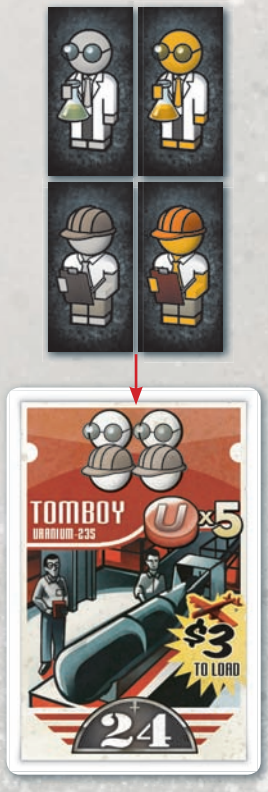
BOMB ACTION 1: BUILD A BOMB

Building bombs is your primary way to gain victory points. In order to build a bomb, you must have a Bomb card in your hand, the required Workers in your supply, and enough Bomb Fuel of the correct type on the Main Board. These requirements are shown at the top of the Bomb card.

Play the Bomb card face up next to your Player Board. Place the required Workers on the Bomb card, and move your marker down on the matching Bomb Fuel track on the Main Board (uranium or plutonium). Once you have paid the required costs, your bomb is complete and you score the points shown on the Bomb card.



Example: *Yellow builds an Enriched Uranium Bomb! She plays the card from her hand face up on the table. She must assign 2 Scientists and 2 Engineers to the project, placing them on the Bomb card. She also needs to spend 5 Enriched Uranium on the Bomb Fuel Track of the Main Board. She has spent all of her fuel, but she now has 24 victory points!*



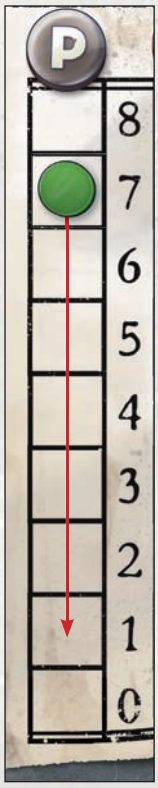


BOMB ACTIONS! TEST & LOAD

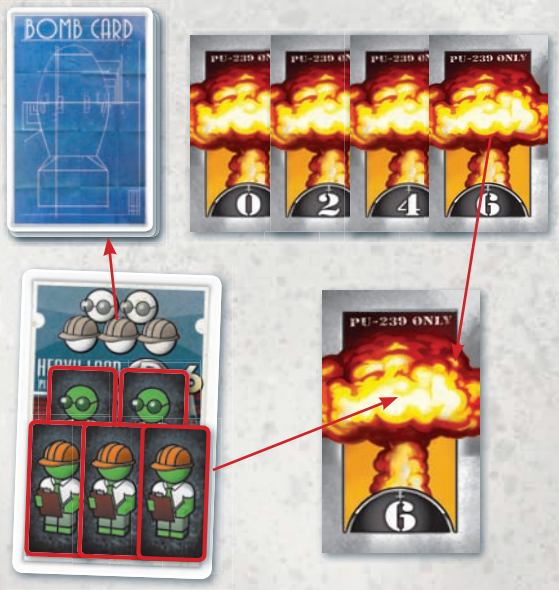
Example: *Green responds by building a Plutonium Bomb! He puts the card face up on the table. He places the necessary Workers on the card (2 Scientists and 3 Engineers), and moves his counter on the Plutonium Track down 6 spaces.*

His Plutonium Bomb is worth only 12 points, because he hasn't made an Implosion Test yet. If he had tested a Plutonium Bomb, it would be worth 24 points…





Example: *Green tests his newly-constructed Plutonium Bomb. He puts the Bomb card back on the bottom of the deck and takes the highest value Implosion Test counter (worth 6 Victory Points), placing it next to his Player Board. He moves the Workers that were on the Bomb card to his Implosion Test counter. He loses the 12 points for his bomb, but now has 6 points for the test. Also, any other Plutonium Bombs he owns are worth their higher value.*



BOMB ACTION 2: IMPLOSION TEST



Plutonium Bombs are much more complex than Enriched Uranium Bombs. Until you actually set one off, you don't really know what they can do! In order to get the full value of the Plutonium Bombs you build, you are going to have to make an Implosion Test. You can use any Plutonium Bomb you have built for your test. You may even test a bomb on the same turn you build it. However, you may only test one bomb during the game.

To test a bomb, simply place the Bomb card face down at the bottom of the bomb deck (it has been detonated, so you no longer have it). Then take the highest value Implosion Test counter from the General Supply and place it next to your Player Board. You receive Victory Points equal to the value on the Implosion Test counter (but you lose the points from the bomb you detonated). For the rest of the game, you earn the higher victory point value on *all* Plutonium Bombs you own.

If the Bomb card you use for the test has any Workers on it, place them on your Implosion Test counter. If there was a Loaded Bomb marker on it, return it to the General Supply (you also lose the 5 points for loading the bomb).

BOMB ACTION 3: LOAD BOMBS



Having atomic bombs is one thing, but being ready to use them is something quite different. To fully prepare a bomb for use, it must be *loaded* onto a bomber so it is ready to be used by your nation's armed forces. This awards you **5 Victory Points**.



To load a bomb, you must pay the Loading Cost shown on the Bomb card *and* lower your Bomber counter one space on the Bomber Track of your Player Board – that bomber is no longer available for launching Air Strikes. Take a Loaded Bomb marker from the General Supply and place it on your Bomb card. Each bomb may be loaded only once.

Loaded Bomb markers are not limited: if you run out, use any suitable substitute.

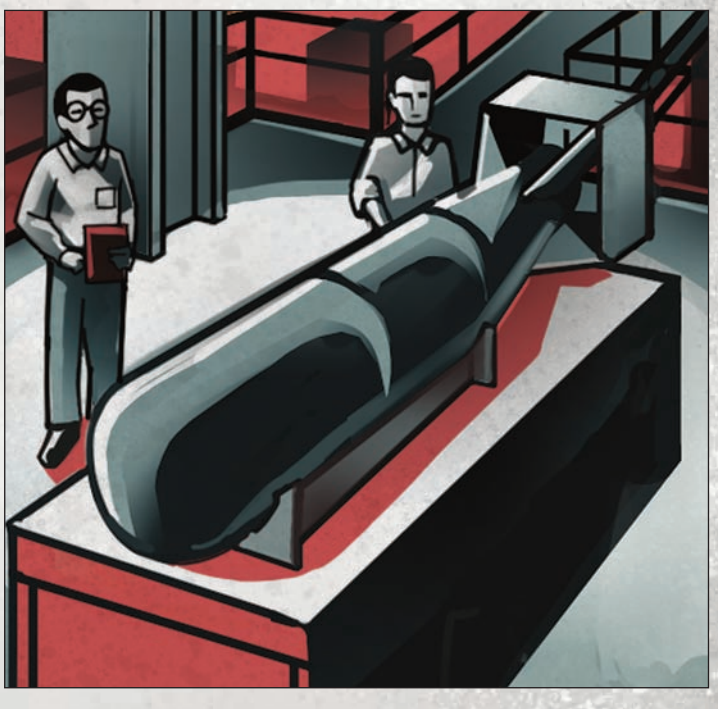
BOMB ACTION EXAMPLE

Example: *Yellow loads her Enriched Uranium Bomb. She pays $3 to the General Supply and reduces her bombers by 1. She places a Loaded Bomb marker on her Bomb card.*

This action has earned her 5 Victory Points. Loading a bomb is always worth 5 victory points, regardless of the size or type of bomb.



THE END OF THE GAME IS NIGH!



The game ends *immediately* when any player reaches the target number of victory points set at the beginning of the game:

2 Players: 70 points
3 Players: 60 points
4 Players: 50 points
5 Players: 45 points

The player who first collects the required victory points raises his nation to superpower status and wins the game!

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