



MANHATTAN PROJECT

WAR MACHINE

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OVERVIEW

Our country is preparing for war.

As its leader, your job is to grow and develop our nation to become the largest military power in the world. Deploy a skilled workforce, build an efficient production engine, and stockpile enough supplies to ensure that we march towards victory!

OBJECTIVE

Earn victory points by producing and storing military goods in your warehouse, building structures, completing your Government Grant, expanding your company's infrastructure, and cleaning up any pollution that you create.

The most effective way to feed the war machine is to deploy the right combination of workers, build structures that interact well with one another, and use energy efficiently.

COMPONENTS

- 1 Game Board
- 1 Round Marker
- 1 First Player Marker
- 60 Structure Tiles (20 each of commercial, government, and industrial)
- 24 Pollution Tokens
- 12 Company Cards
- 12 Government Grant Cards
- 20 Action Dice (5 per player)
- 4 Cargo Boards (1 per player)
- 8 Cargo Extension Tiles (2 per player)
- 4 Warehouse Boards (1 per player)
- 8 Warehouse Extension Tiles (2 per player)
- 4 Structure Boards (1 per player)
- 12 Structure Extension Tiles (3 per player)
- 20 Resource Markers (2 🚀 Victory Points, 1 💰 money, 1 🍖 food, and 1 ⚙️ steel per player)

CREDITS

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PLAYER SETUP (setup example - page 2)

- ① Take a Cargo Board, a Warehouse Board, and a Structure Board and place them faceup in front of you. The Cargo Board should be placed with its non-upgraded side facing up.
- ② Take 2 Cargo Extension Tiles (A1-A2), 3 Structure Extension Tiles (B1-B2-B3), and 2 Warehouse Extension Tiles (C1-C2) and place them to the right of your Cargo Board, Structure Board, and Warehouse Boards respectively so their non-upgraded sides are visible.
- ③ Take 3 Action Dice and place them on your Cargo Board. *It doesn't matter which die face is facing up.*
- ④ Shuffle the Company Cards and the Government Grant Cards and deal 2 of each facedown to each player. Return any extra cards to the game box.
- ⑤ Select one Company Card and one Government Grant Card to keep, and return the cards you did not choose to the box.
- ⑥ Place your Company Card faceup near your Structure Board and your Government Grant facedown in front of you.
- ⑦ Choose a random player to go first. That player takes the First Player token. Player order will proceed clockwise from them.
- ⑧ Use your Resource Markers to set your starting resources on your Warehouse as follows:
 - Player 1: 2 💰, 1 🍖, 1 ⚙️
 - Player 2: 1 💰, 1 🍖, 1 ⚙️
 - Player 3: 1 💰, 1 🍖
 - Player 4: 1 💰
- ⑨ Place one of your 🚀 markers on the 0 space on your Warehouse and set aside the other 🚀 marker for now. The second 🚀 marker will be used to mark the 10's place on your Warehouse.
- ⑩ Place the Game Board in the middle.
- ⑪ Place the Round Marker on the space matching the number of players. 6/5/4 rounds for 2/3/4 players.
- ⑫ Separate the Structure Tiles into Commercial, Government, and Industrial. Place each stack of tiles face down next to their respective sides of the board and reveal the first 3.
- ⑬ Place Pollution Tokens and extra Action Dice within easy reach of all players.

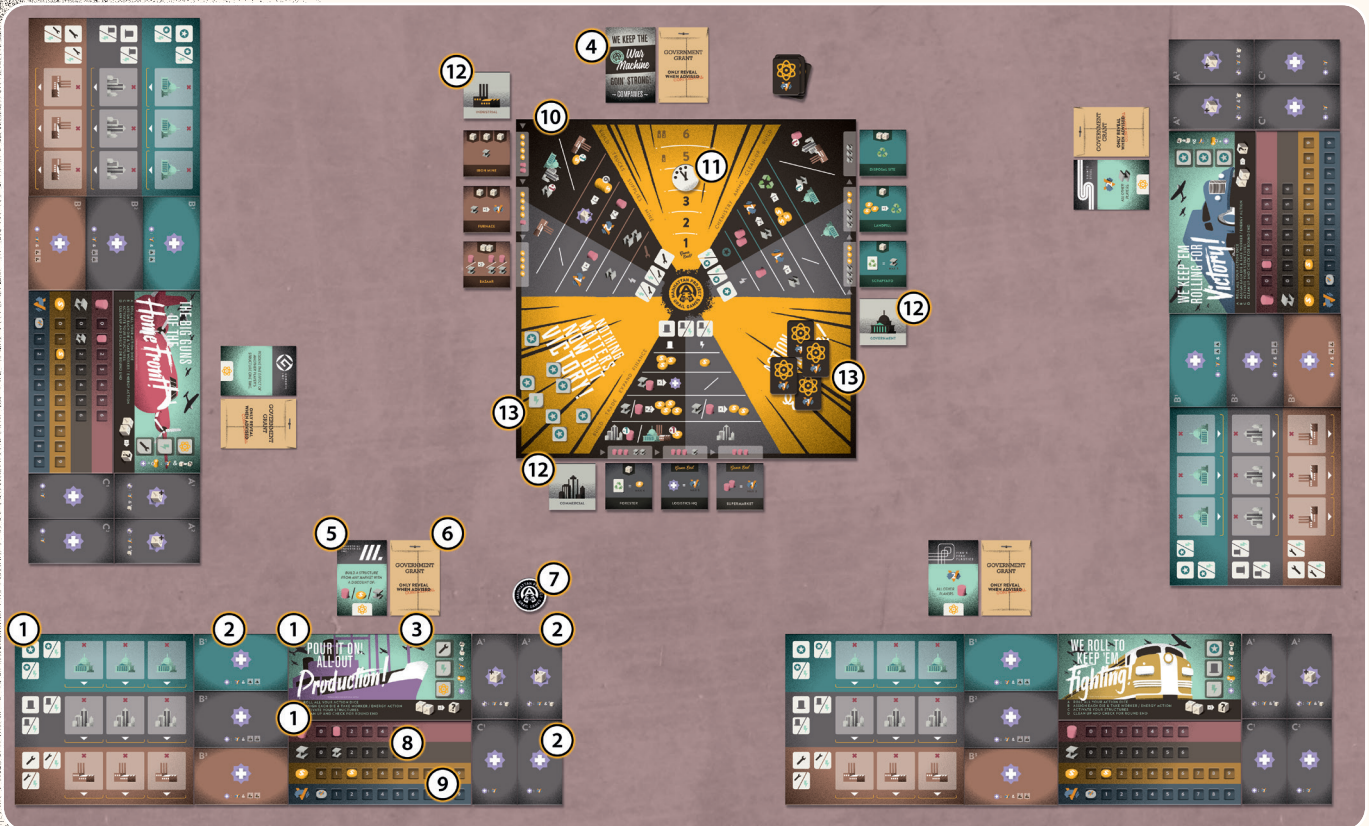
Return any unused player components to the game box.

You're ready to begin.



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SETUP EXAMPLE



PLAYING THE GAME

The game is played over (4/5/6) rounds depending on the number of players (4/3/2). During each round, beginning with the starting player and proceeding clockwise, players take turns until the game ends.

ON YOUR TURN

You must perform the following steps in order:

- 1.) Roll Action Dice
- 2.) Take Global Actions
- 3.) Activate Structures
- 4.) Clean up and check for end of round.

1. ROLL ACTION DICE

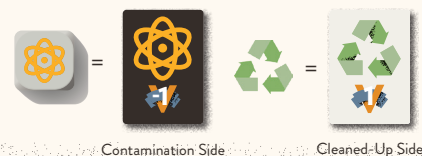
Pick up and roll all of the Action Dice on your Cargo Board and Cargo Extension Tiles if you have any upgraded Cargo Extension Tiles. You may reroll the dice up to 2 times, but must keep (and not re-roll) at least one die result from each roll.

After you roll, place any die results that you want to keep on your Cargo Board. Once per turn, you may use the special ability of your Cargo Board or Cargo Extension Tiles to convert any one die into the result of your choice. The cost for doing so is removing one of the other dice from your Cargo Board for this round. This cost is avoided if your Cargo Board is upgraded.

Example: After 3 rolls you have the following die results. You may return one of the ⚡ to your Cargo Board as if it was spent, and flip the other ⚡ to ⚙️ or any other side of your choosing.



Take a Pollution Token for each nuclear power symbol showing on your dice after you're done rolling and converting. Place the token next to your Warehouse Board with its Contamination side face-up



Contamination Side

Cleaned-Up Side

ACTION DICE OVERVIEW



WORKERS

Used to take worker global actions and activate Structure cards of the matching type.



NUCLEAR POWER

Take any worker global action, can activate Structures of any type, and counts as a wild worker.

Generates Pollution Tokens.



ENERGY

Take Energy global actions and activate Structure cards that already contain a Worker.



2. TAKE GLOBAL ACTIONS

Take a die from your Cargo (Board or Tiles) and place it on a valid action space on the Game Board. Workers may only be placed in a district with a matching icon.



may be placed on any action space and are treated the same as a Worker at that district.

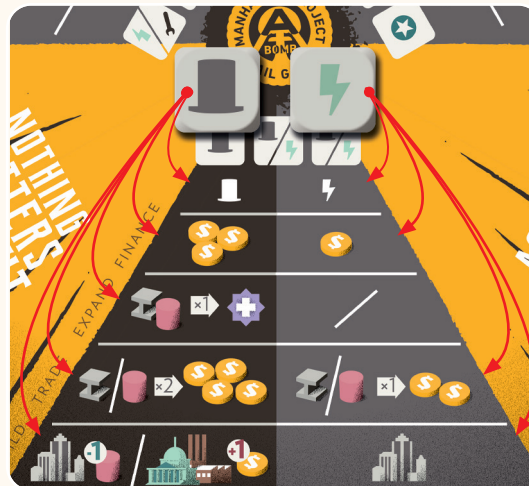
may only be placed on an action space that already contains a Worker or Nuclear die in that district.

When you place a Worker die at a district, select an action space at that district and perform its Worker action. There are 4 Worker actions in each district, stacked in a column. See the “Global Actions Overview” for more details on what the spaces do.

A district may not have more than 3 Action Dice placed in it.

After you resolve an action, your opponents may perform an Energy action at the same district in turn order. It does not have to be the action in the same row that you performed.

Build actions must be resolved in player order, but other types of actions can be resolved by players simultaneously.

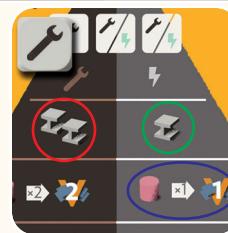


Energy dice may only be placed on any action space, as long as there is at least one Worker or Nuclear die already present at that district.

Select an action space of the matching type and perform its Energy action. Energy die options have a lighter coloring on the board.

Your opponents do not get to perform an action in this case.

Repeat this Step for each Action Die on your Cargo Board or Cargo Extension Tiles.



The **active player** selected the Industrial District and gained 2 . The **second player** in clockwise order may choose to gain 1 and the **third player**, trade in 1 for 1 .

GLOBAL ACTIONS OVERVIEW



PRODUCE
(FINANCE, MINING, HARVEST)

Gain the depicted resources by sliding the corresponding marker on your Warehouse Board to the right. Worker actions have a bigger payout than Energy actions.



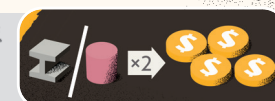
RESOURCE LIMITS

The number of resources that you can store in your Warehouse is limited. Once your Resource Marker is at its maximum value, you cannot gain more of that resource. Upgrading your Warehouse by flipping its Extension Tiles increases the maximum resource capacity.

TRADE
(CONVERT, SUPPLIES, AMMO)

Spend the resources displayed to the left of the arrow to gain those displayed to the right. Worker actions have a higher conversion rate and can be activated more often than Energy actions.

Example: When taking this action, you may move your or back 1 space, and move your forward 4 spaces. You may do this action twice.



• GLOBAL ACTIONS CONTINUED

BUILD



COMMERCIAL



INDUSTRIAL





GOVERNMENT

Select an available Structure Tile to build by spending the resource cost shown on the Game Board above the tile. Add the card to the leftmost space of the corresponding row in your Structure Board.

Worker actions give you a discount on the cost of cards at the worker's location or allow you to select a Structure at a different location at an increased cost.

Energy actions allow you to select a Structure at the location where the Energy die is and do not offer a discount or cost increase.

Once all players have resolved the current action, slide any remaining tiles in the direction of the arrows so their cost is reduced and draw new tiles to replace any empty spaces.

Example: The Build action for a Worker die in the Commercial District allows you to build any face up Commercial Structure with a discount of 1 , OR you may build a faceup Industrial or Government Structure but must pay 1  more.




CLEAN UP

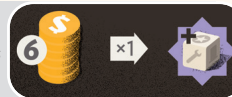
Flip one of your Pollution Tokens to its cleaned-up side. This action usually has a cost or Worker requirement. You cannot take this action if you cannot afford its cost, if you do not have any Pollution Tokens, or if all of your tokens already show their cleaned-up side.



UPGRADE (CARGO)

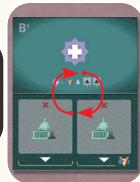
Spend the resources displayed to flip one of your Cargo Extension Tiles to its upgraded side. You can upgrade your starting Cargo Board to improve its ability or a Cargo Extension Tile to gain a new Action Die. If you gain a new die, immediately roll it and add it to the Cargo Extension Tile that you just upgraded. It can be used to take a global action this turn. You cannot take this action if you cannot afford its cost, or if you do not have any non-upgraded Cargo Extension Tiles.



Example: As an action under the Industrial District you may pay 6  to flip one of your Cargo Extension Tiles. This gives you an additional Action Die to roll now and on future turns.



EXPAND

Spend the resources shown to flip one of your Warehouse or Structure Extension Tiles to its upgraded side. You must flip the first Warehouse Extension Tile first before you upgrade the second extension.



Example: As an action under the Commercial District you may pay 1  and 1  to flip one of your Structure Extension Tiles. This allows space to build 2 additional structures.

3. ACTIVATE STRUCTURES

Return all of the dice you placed on the Game Board to your Structure Board. Place your Worker Dice on spaces matching their type.

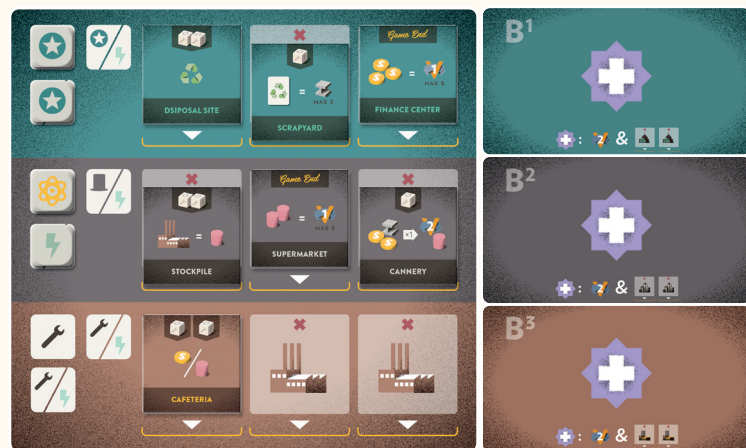
Nuclear dice may be placed on any available space, including on your Company Card, to activate its ability.

Similar to the Game Board, Energy dice may be placed at any location already containing a Worker.

Activate your Structure Tiles in any order as long as you satisfy the activation condition shown.

When you activate a Structure, resolve the ability shown on the tile and then move the tile down as a reminder that it has been activated this round.

Dice used to activate Structures are not spent and may be used to resolve more than one structure at their location.



• STRUCTURES OVERVIEW

SINGLE ACTIVATION



Requires 1 die to activate and can only be activated once.

MULTIPLE WORKERS



Requires at least 2 dice at the location to be activated, and can only be activated once.

MULTIPLE ACTIVATION



Requires at least 1 die to activate and may be activated as many times as shown. Each activation requires a separate die.

ZONES



Cannot be activated. Provides bonus resources to all other Structures in the Zone this is located when those other Structures activate.

GAME END



Cannot be activated, they provide points for you at the end of the game.

Example: This player activates the Farm 3 times, gaining 1 each time for a total of 3 . Additionally, the Shopping Zone provides a bonus of 1 or 1 for each Farm activation, so the player chooses to gain 3 . Finally, the player activates the Hotel to gain 3 by spending 2 . The Shopping Zone also provides a bonus here, so the player chooses to gain 1 back.



4. CLEAN-UP AND CHECK FOR END OF THE ROUND

Return all of your dice to the Cargo Board and Cargo Extension Tiles and move any Structures that you activated during your turn back to their original position. If you are the last player to take a turn this round, advance the Round Marker on the Game Board to the next round. If the Round Marker is already on the last round, proceed to Final scoring. Otherwise, the player to your left will now take their turn.

FINAL SCORING

Add the number of for resources remaining in your Warehouse, the values of Game End Structures and Extensions you constructed, and the on your Government Grant card if you managed to achieve its condition. Add 1 for each Pollution Token you managed to flip to the cleaned-up side and subtract 1 for each token that remains on the nuclear contamination side.

Example:

- 1 The player scores 11 points from stored in the Warehouse. This was earned through effects throughout the game.
- 2 The player has at 7 which scores 1 .
- 3 The player earns 9 from Game End Structure Tiles (4 from Logistics HQ, 3 from Supermarket, and 2 from Headquarters)...



Example (continued):

- 4 The player scores 10 in total from each upgraded Extension Tile and Board.
 - 5 The player scores 5 from their Government Grant card.
 - 6 The player scores 3 from their cleaned-up Pollution Token, but -1 for the contaminated Pollution Token.
- Their final score is 38 .

WIN CONDITION

The player with the highest total number of has managed to contribute to the nation's war efforts the most and is declared the winner! In the case of a tie, the tied player who has the most total resources remaining wins. If there is still a tie, both players celebrate their victory, or they can play a follow-up game to decide who the true victor is!

SOLO MODE

You can enjoy a game of Manhattan Project: War Machine by yourself. This is a good way to practice the game, hone your skills, or try to beat your high score.

Set everything up in the same manner as for the regular game, with the following exceptions: return the Company and Government Grant cards to the box and instead choose one of the 12 "Game End" Structure Tiles. You can select one at random or pick one that you want. Place the card as a starting Structure on the corresponding space on your Structure Board.

Play through 6 game rounds as normal, advancing the Round Marker at the end of your turn; you don't have to worry about other players taking energy actions during your worker actions.

At the end of the game, add up your score as normal, but skip checking for the condition of the Government Grant card. If you manage to get at least 50 , you win! For an even greater challenge, see if you can reach 65 or more and not have any Pollution Tokens on the contamination side at the game end.





SUMMARY

Turn Overview:

- 1 Roll all dice from the Cargo Board (x3) and from each upgraded Cargo Extension Tile. You may reroll up to two times.
- 2 On the Game Board, assign a die to a District with a matching or compatible board space and resolve an action in that District. Repeat this process until you've assigned all available dice. When you assign a or other players take a action.
- 3 After assigning all dice to board spaces and resolving actions, assign dice to your Structure Board and activate Structures.

Game End:

The game ends after a set number of rounds depending on the player count as indicated on the Game Board.

4 players: 4 Rounds

3 Players: 5 Rounds

1-2 Players: 6 Rounds

Board Action Overview

Commercial District

- 1 or : Gain equal to the amount shown.
- 2 x1 : pay 1 and 1 to flip either a Structure Extension Tile or Warehouse Extension Tile to its upgraded side.
- 3 /x2 or /x1 : pay 1 or 1 and gain either 4 or 2 . The x2 lets you perform this action twice if you choose to.
- 4 /x1 : Either buy 1 face up tile at the price shown -1 or buy 1 face up or at the price shown +1 .
- 5 : buy 1 face up tile at the price shown.



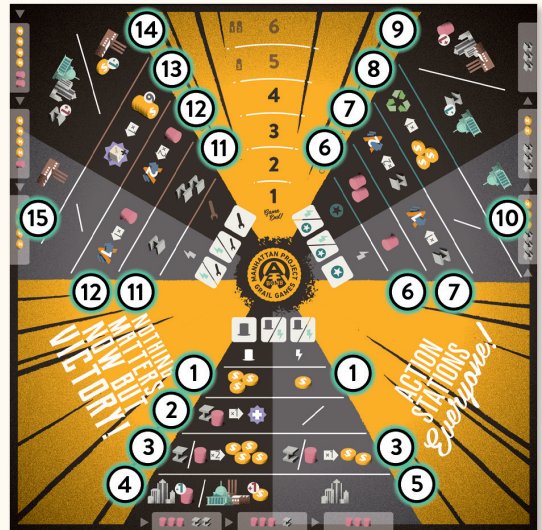
Industrial District

- 11 or : Gain equal to the amount shown.
- 12 x2 or x1 : pay 1 and gain Victory Points equal to the amount shown. The x2 lets you perform this action twice if you choose to.
- 13 x1 : pay 6 and flip one of your Cargo Extension Tiles to its upgraded side. Take and roll a worker die and add it to your Cargo Board.
- 14 /x1 : Either buy 1 face up tile at the price shown -1 or buy 1 face up or at the price shown +1 .
- 15 : buy 1 face up tile at the price shown.



Government District

- 6 or : Gain equal to the amount shown.
- 7 x2 or x1 : pay 1 and gain Victory Points equal to the amount shown. The x2 lets you perform this action twice if you choose to.
- 8 x1 : pay 3 and flip 1 of your Pollution Tokens to its cleaned-up side.
- 9 /x1 : Either buy 1 face up tile at the price shown -1 or buy 1 face up or at the price shown +1 .
- 10 : buy 1 face up tile at the price shown.



STRUCTURES OVERVIEW

SINGLE ACTIVATION



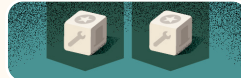
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