The Manhattan Project: Energy Empire (2016)

1-5 Players   Designer: Tom Jolly, Luke Laurie

Duration: play until last pollution token taken from Global Impact Track. 60 - 120 minutes.

Setup

- Sort & shuffle the **6 decks** of cards and **Achievement tiles** 🎫 and place face-down
- Draw 3 **Early** 📗 and 3 **Late** 📕 **Global Impact cards**, put face-down in row by bottom of board
- Put # of **Pollution tokens** on the **Global Impact track** spots [PLAYERS 2 3 4 5 / 4 5 6 7] player count
- Fill the 3 **Structure markets** face-up by drawing top 3 cards from matching Structure card decks
- Draw 3 **Achievement tiles** and place face-up on Achievement spaces
- Put **player markers** 🔵 on the 0 space of the **Score track** and leftmost space of **UN track**
- *2p*: place 3 Workers of *unused color* on each or the 3 Structure market locations [Gov't, Industry, Commerce] – they stay in place for entire game
- Each player gets a player mat in chosen color, 1 **Pollution token** 🗑 [in top-left Environment spot], 3 **Workers** 🧍 and 2 **Energy** ⚡ in player color
- Deal 2 **Nation cards** and 2 **Achievement tiles** face-down to each player; keep 1 each, reveal Nation
- Take starting **resources**, **$**, dice, and/or **Workers** from Nation card & put on player mat
- Pick start player, play clockwise. Other players get extra $

PLAYER	START	2nd	3rd	4th	5th
①	0	$1	$2	$3	$4

Your Environment

- Rows represent air, forest, ocean. Pollution tokens cannot be rearranged once placed.
- If instructed to place pollution in a full row [ex: 🗑☁], place into any unpolluted space instead.
- For each Cleanup symbol ♻ remove a pollution **or** remove an oil well **or** flip Nuclear to just Pollution

Global Impact Track

- When a spot becomes empty, finish current action [not turn], discard previous card and reveal leftmost **Global Impact card**, carry out effects for all players. Score Environment row, reset Structure market, and apply Special Effect. Player then finishes turn.
- To Score Environment row, each player gets +1 VP for each unpolluted space in indicated row
- To Reset Structure market, discard Structure cards in indicated market, draw new replacement cards
- Price for **3 Oil barrels** is # beneath leftmost spot on **Global Impact track** with tokens.

Locations

- If resources or pollution tokens are placed on a location [due to card instruction], when placing a worker on that location, you gain those tokens before resolving action
- Placing a worker in a market location allows purchase of a Structure – pay with $ or Resources, but not a combination [ex: $2 or 1 plastic 2️⃣/🟦]. Place in tableau, can use immediately. Gain Structure pollution immediately upon purchase. Slide cards left and refill market on right [shuffle discards]
- **Scientific Research**: gain 1 Science ❄ from supply, peek at any 1 face-down Global Impact card
- **Education**: spend $3 to gain 1 worker [available immediately] and 1 pollution
- **Clean Up**: spend 1 Science to perform 2 Cleanup actions
- **Mine**: gain 1 steel 🪨 from supply
- **Oil Drilling**: take 1 Oil Well 🛢 from supply, place in Environment [either side up]. Gain 3 Oil barrels
- **Chemistry**: spend 1 Oil to gain 2 Plastic, 1 Science, and 1 Pollution
- **Power Plant**: pay resources to gain 1 kind of energy dice. Can have 5 max [not counting Petroleum] and only 1 **blue** Hydro-geo. Can discard energy dice to supply and replace with new one
- **Finance**: Gain $2 **or** gain $3 & opponents gain $1 **or** gain $4 & opponents gain $2
- **Buy/Sell Oil**: make 1 exchange at current price. Either buy **3 Oil barrels** **or** sell **3 Oil barrels**
- **Trade**: any number of transactions, $2 = Steel or Plastic = Science

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Game Play

Player Turn – Work **or** Generate [if no workers **must** Generate, if Generate last turn, **must** Work]

Work Turn

- Place 1 worker from player mat to board location 🏺. Must have resources to perform action [➡️ spend]. Must place **tallest** stack by placing worker on top of **energy** from player mat. May place more energy than required, but not more workers. Cannot add to own workers already there [new stack only]. Must then perform action.
- Can then activate 1 or more own unoccupied Structures of same type/color as board location used: ⚡ [1 worker **or** 1 energy] ⚡⚡ [activate 2nd time on subsequent turn].
- Can activate your unoccupied **Nation Card** on any Work turn to advance on **United Nations track**. Player markers may occupy same space on track **except** last space. At end of game, receive VP for track space occupied and +3 VP Leader bonus [tie: split evenly, rounding down]

Generate Turn

- If you have unused workers + energy = 2+ remaining, you may claim 1 **Achievement**. Place face-down on player mat, draw new **Achievement** to replace [5 max per player, discard if over]
- Collect all your workers, discard **all** your energy [even unused from player mat]
- Discard up to 4 oil barrels from mat, gain 1 brown energy die 🎲 for each [use on this turn only]
- Roll any/all your Energy dice [at once], take indicated **energy** for dice/# rolled
- Die with highest # determines **Pollution** [if tie, you choose dice]. If no pollution, take 1 **Pollution token** from leftmost **Global Impact track** spot and discard into supply. If highest die is **Coal** or **Petroleum**, take 1 **Pollution token** and place pollution side-up on any unpolluted Environment spot on player mat. If highest die **Nuclear,** take 1 **Pollution token** and place Nuclear Contamination side-up on any unpolluted Environment spot on player mat.
- Return brown Petroleum dice to supply, rest to player mat

End Game & Scoring

- End of game is triggered when the last **Pollution** token is removed from the **Global Impact track**. Once the current player's turn ends, all players take 1 more turn [including the current player]
  - The price of oil remains $5 for 3 barrels during final turns
  - Pollution gained is drawn from general supply instead of **Global Impact track**
- +VP for all **Structures** ⭐
- +2 VP for each **Energy die** on player mat
- +VP for position on **UN track**. +3 VP for **leader** [tie: split evenly, rounding down]
- +VP for **Achievements** [5 VP max each]
- +1 VP for each **unpolluted space**
- Column bonus for 3rd, 4th, and 5th complete **unpolluted columns** ⭐ ②⭐ ③⭐
- Most VP wins
- Tie: remaining **resources**. $ (divide by 2, round down) + Plastic ⬢ + Steel ▰ + Science ⚛ + Oil 🛢

Solo Play

Setup like *2p* game, except: place 2 more Workers of *unused color* on Power Plant & Clean Up locations. For each of the 3 Structure markets, use only the leftmost & rightmost spaces [middle stays unused]. Remove 2 Achievements to box – *Award Winning* & *Global Influence*. Keep only the following dice – rest to box: 2 green, 1 blue, 2 black, 4 brown, 2 yellow. Stack only 2 Pollution tokens on each space of Global Impact Track. After choosing Achievement, choose any 1 Nation card from 10 available, rest to supply

Game Play: if instructed to give resource to another player, instead return it to supply. Neutral workers belong to other players. On *Finance* location – instead of the choices listed on board, gain $3 when placing here. When you claim an **Achievement**, remove the other 2 Achievements from board – return to box. Then draw 3 new Achievements from supply and place on board. Receive no **Leader Bonus** for position on U.N. Track

Objectives: to win, you must reach the last space of the U.N. Track **and** receive 20+ VP from Achievements **and** have a total final score of 100+ VP. Your rank is as follows:

100–109 = Secretary of State   110-119 = President   120-129 = Secretary General   130+ = Nobel Prize Winner