



MANHATTAN PROJECT

LUKE LAURIE & TOM JOLLY

ENERGY EMPIRE

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OVERVIEW

From the ashes of war, nations rise to power in the atomic age!

In the decades following World War II, unprecedented economic growth and technological progress sweeps across the globe. Massive increases in energy production come from burning coal, oil, and from splitting the almighty atom. Innovative solar and wind-powered technologies struggle to gain a foothold. Massive pollution results, leading to all manner of global impacts.

In *Manhattan Project: Energy Empire*, you are a world leader making pivotal decisions to guide your nation to prosperity. You will build power plants, generate energy, and use your resources to strengthen your industry, commerce, and government, all while trying to minimize the damage you cause to the environment. Though all nations will prosper, only one will rise to become the Energy Empire!

OBJECTIVE

You score victory points (VP) by acquiring Structure cards and Energy dice, completing Government Agendas, keeping your Environment clean, and gaining influence in the United Nations. There are a variety of ways to achieve these goals, but generating large amounts of energy and using that energy efficiently are keys to building a strong nation.

GENERAL COMPONENTS



10 NATION CARDS

With End Game Scoring reminders on the back.



78 STRUCTURE CARDS

26 Government (green) / 26 Industry (brown) / 26 Commerce (black).



56 POLLUTION TOKENS

Double-sided, showing Pollution on the front and Nuclear Contamination on the back.



20 OIL WELL TOKENS



24 ENERGY DICE

5 Solar-Wind (white) / 5 Hydro-Geo (blue) / 5 Coal (black) / 4 Oil (brown) / 5 Nuclear (yellow)

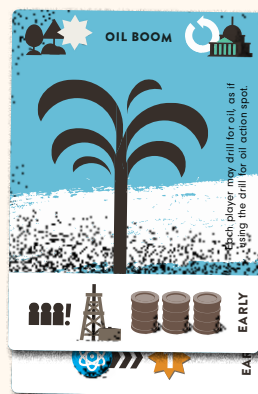
CW

COLD WAR REMINDER SYMBOL

Note that there are 7 extra Nations cards, 6 extra Global Impact cards, and 18 extra Structure cards (as well as other cards and components) for use with the *Cold War* expansion, marked with a "CW." These can be excluded from your first game. Also see pages 20-28.

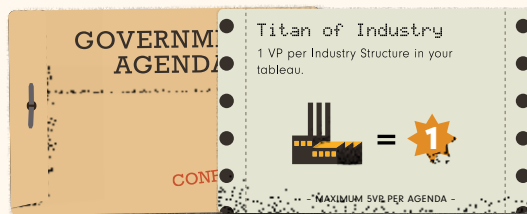
ADDITIONAL COMPONENTS

Additional components not mentioned on these two pages are used for the included expansions and modules. Set up and rules for these components are explained on pages 20-31, after the rules for the base game.



15 GLOBAL IMPACT CARDS

9 Early Global Impacts and 6 Late Global Impacts.



20 GOVERNMENT AGENDA CARDS

1 GAME BOARD

Pictured on page 5. Double-sided, showing the Doomsday Clock (see pages 20-28) on one side.

RESOURCES

Unlike other components, resources (Money, Science, Steel, Plastic, and Oil) are unlimited. If you run out of a resource's pieces, use a suitable substitute.



63 COIN TOKENS

45 x \$1 and 18 x \$5

Players may make change with the supply whenever they wish.



31 SCIENCE TOKENS



30 OIL BARRELS



25 PLASTIC BLOCKS



25 STEEL GIRDERS

PLAYER COMPONENTS



30 WORKER TOKENS

6 per player.



50 ENERGY TOKENS

10 per player.



15 SCORING TOKENS

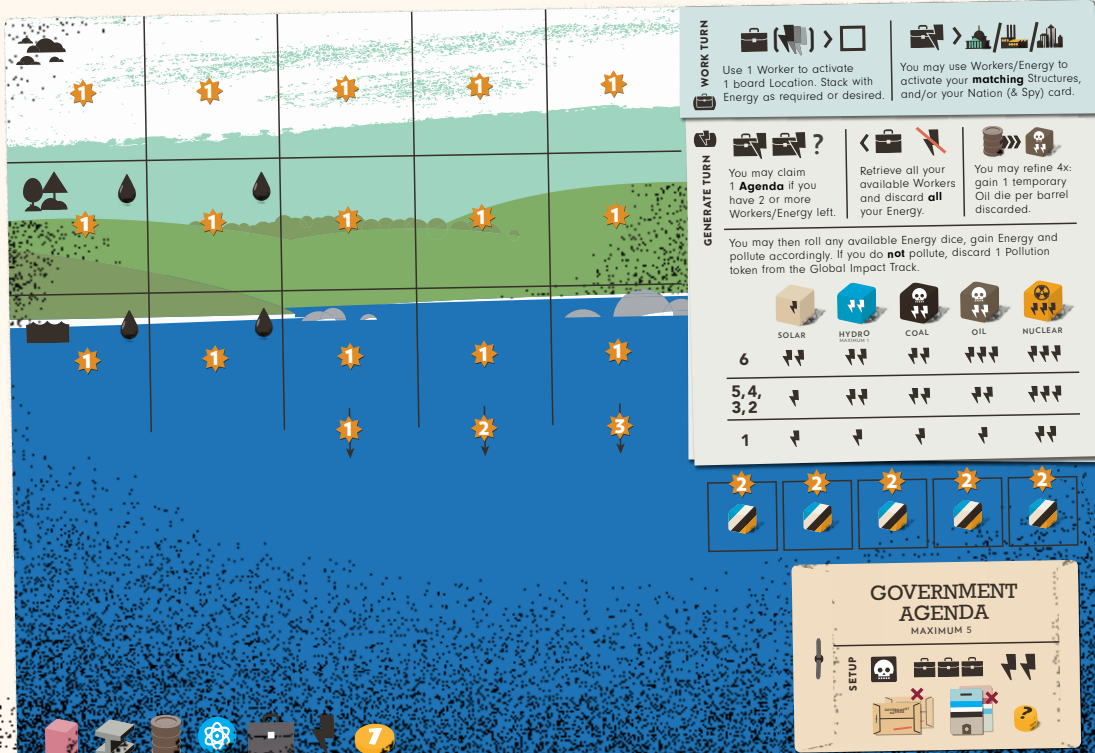
3 per player.

There are 30 additional Scoring tokens included, 6 more per player. Leave them in the box for now. They are only needed when playing with the UN Envoy expansion, explained on pages 29–30.

5 PLAYER MATS

1 per player, with varying illustrations.

The reverse side "Evil Nation" is used when playing the Clash of Nations solo mode, described on pages 25–28.



SETUP

See the setup example image on the opposite page.

- Getting Started.** Place the main board in a central location (use the side without the Doomsday Clock). Create supplies of all resources, dice, Pollution tokens, and Oil Well tokens within reach of all players.
- Shuffle cards.** Shuffle each of the decks of cards separately (Agendas, Nations, Late & Early Global Impacts, Commerce, Industry & Government Structures), leaving all the decks face down.

MAIN BOARD SETUP

- Global Impact cards.** Without revealing them, draw three Early Global Impact cards and three Late Global Impact cards. Place them face-down in a row along the top edge of the board, with the Early cards to the left. Return the rest of the Global Impact cards to the game box; they won't be used in this game.
- Global Impact track.** Stack the appropriate number of Pollution tokens from the supply (according to the chart below) on each of the six pollution spaces of the Global Impact track.

PLAYERS		1	2	3	4	5
TOKENS PER SPACE		2	4	5	6	7

For example, in a 3-player game, stack 5 Pollution tokens on each Global Impact track space.

- Structure Markets.** Place the three Structure card decks in the rightmost space in their matching region below the bottom edge of the board. Fill each Structure market from left to right by drawing two cards from the corresponding Structure deck and placing them face-up in the appropriate market (Government cards into the Government market, etc.), and then turning the top card of each deck face-up.
- Agendas.** Draw 3 Government Agenda cards and place them face-up in their spaces along the left edge of the game board. Keep the face down Agendas deck nearby.
- Player markers.** Each player chooses their color for the game. Place 1 colored marker for each player on the two zero spaces of the Score track, and the third colored marker for each player on the leftmost space of the United Nations track. Unused tokens are returned to the box.

- Neutral Workers (2-player Only).** Take 3 Workers of an unused color, and place one on each of the three Structure Market locations (Industry, Commerce, and Government). Note: These workers will remain on these locations for the entire game.

PLAYER SETUP

- Player Mats.** Each player takes the player mat of their choice.
- Starting Pollution.** Each player takes one Pollution token from the supply and places it in the top-left space of their Environment grid.
- Workers and Energy.** Each player takes 3 Workers and 2 Energy tokens of their color and places them on their player mat. Players must keep leftover Workers and Energy in a stockpile nearby but clearly separate from these to avoid confusion about which ones are legitimately in play.
- Starting Nations & Agendas.** Deal two Nation cards and two Government Agenda cards face-down to each player. Each player peeks at and selects one of each. The selected Agenda is placed face-down on the player's mat in the indicated space, the other is shuffled back into the deck. (Players may look at their own Agendas at any time.) Players reveal their selected Nation card, and keep the other Nation card face-down (to use the reference on the back).
- Bonus Starting Resources.** Each player takes the bonus starting resources, dice, and/or Workers indicated at the top of their Nation card and places them on their player mat, ready to use.
- Start Player.** The start player is the person who used the least amount of fuel to get from their home to where the game is being played. Play order is clockwise from the start player. Each player receives extra starting Money based on turn order, according to the chart below.

PLAYER POSITION		1	2	3	4	5
START WITH		0	1	2	3	4

On the opposite page is an example of the game set up for 2 players. Only the blue player's area is shown. Blue is the second player so they take an extra \$1. Blue has ensured the Workers and Energy they do not yet have access to are kept separate from their available tokens and resources held on their player mat.

Note that step 8 would not occur when playing with 3 or more players.



1

POWER PLANT

Mining

CHEMISTRY

INDUSTRY LOCATIONS

INDUSTRY MARKET

8

2 /

3 /

4 /

The diagram illustrates three primary commerce locations, each with a central icon and a surrounding area of smaller icons representing different economic activities.

- FINANCE:** Centered around a large yellow coin with a question mark. Surrounding it are a large yellow coin with a dollar sign (\$), a large yellow coin with a percent sign (%), and a large yellow coin with a question mark.
- OIL TRADE:** Centered around a large yellow barrel with a question mark. Surrounding it are a large yellow barrel with a dollar sign (\$), a large yellow barrel with a percent sign (%), and a large yellow barrel with a question mark.
- TRADE:** Centered around a large yellow box with a question mark. Surrounding it are a large yellow box with a dollar sign (\$), a large yellow box with a percent sign (%), and a large yellow box with a question mark.

Below these three locations is a section labeled **COMMERCE MARKET**, which contains three smaller boxes, each with a large yellow coin with a question mark, a large yellow coin with a dollar sign (\$), and a large yellow coin with a percent sign (%).

The three cards are:

- Materials Research:** A scientist in a lab coat working at a computer. Cost: \$100M. Timeline: 5 years.
- Nuclear Reactor:** A nuclear reactor building with a cooling tower. Cost: \$100M. Timeline: 5 years.
- Public Infrastructure:** A power plant with a transmission tower. Cost: \$100M. Timeline: 5 years.

HOW TO PLAY

GAME STRUCTURE

Manhattan Project: Energy Empire is a turn-based game. Beginning with the start player and proceeding clockwise, players take turns until the game ends; each turn may be either a Work turn or a Generate turn. The end of the game is triggered when the last Pollution token is removed from the Global Impact track. At that point, each player gets **one more turn**, including the player who triggered the endgame. Then points are tallied to determine the winner!

PLAYER TURNS

On your turn, choose **one** of these two options: **Work** or **Generate**. Then, carry out the steps for the type of turn you have chosen.

RESTRICTIONS:

- If you have **no** Workers remaining on your player mat, you **must** choose to Generate.
- If you Generated on your previous turn, you **must** choose to Work.

WORK TURNS

Work turns are where most of the action happens in the game. During Work turns you will be using the Workers, Energy, and other assets you have gathered to build Structures, visit other board locations, and activate your built Structures and Nation card for a variety of benefits.

To take a Work turn, you must:

1. Place a Worker on the main board

Then you may:

2. Activate your Structures (and/or Nation card) of the type (Industry/Commerce/Government) matching the area of the board you placed a Worker on in Step 1.

1. PLACE A WORKER

Take one of your Workers **from your player mat**, place it on one of the 13 locations on the main board and perform its associated action. This is not optional and **must** be done.



Each location displays a Worker symbol (briefcase); this shows where you may place your Worker. See *The Board Locations* on pages 13-15 for details on how the thirteen different main board locations work.

TWO REQUIREMENTS FOR PLACING A WORKER ON A LOCATION

To place a Worker on a location, you **must** have sufficient resources to perform the location's action (if that action has a cost associated with it, indicated by the black Spend arrow).



The “Spend arrow” is on many cards and board locations. Whenever you see it, it means that you must discard something (taking it from your player mat to the general supply) in order to gain something.

*For example, the **Recycling Center** card tells you that when activating it you must spend 1 Plastic to gain 1 Cleanup action (explained on page 11).*



To place a Worker on a location, you **must** also be placing the **tallest stack** in the location. If there are no Workers already in the location, this means that your single Worker will be enough, since it will be the tallest stack. However if the location is already occupied (by any Workers, including your own from previous turns), you must stack your Worker on top of Energy before placing it so that your new stack is the tallest in the location.

STACKING YOUR WORKER ON ENERGY

Energy used for stacking **must** come from your player mat. If you don't have enough Energy to create the tallest stack in a location, you may not place a Worker in that location.

You **may** choose to place **more Energy** than is required (even if the location is unoccupied), in order to create a higher stack and make it more difficult for players to use that location later.

You **may not** use additional **Workers** to make your stack taller; a stack must only be composed of any number of Energy tokens with 1 Worker on top.

You **may** use a board location that you used on a previous turn, by building a **new** stack of Energy with a Worker on top, following the same rules. You **may not** add to a stack of your own that is in the location from a previous placement.

Neutral Workers (2-player Only). Remember you placed a “permanent” neutral Worker on each of the three Structure Markets during Setup (see page 4)? Those Workers are always taken into consideration for the players, which means that you will never be able to place a single unstacked Worker in those locations in a 2-player game.

PERFORM THE LOCATION'S ACTION

After placing your Worker, you **must** carry out the action for that location. Pay the printed costs (if any) by discarding the appropriate resources from your player mat to the general supply. (See *The Board Locations* on pages 13–15 for details on how the different main board locations work.)



Example: Yellow wants to visit the Mine, so he places 1 Worker there. No Energy is required since the location was unoccupied (though he could have stacked some if he wanted to).

He then takes 1 Steel from the supply and places it on his mat.



Later, Blue wants to visit the Mine. She must stack at least 1 Energy so that her stack is taller than the Worker that's already occupying the location. She wants to make it difficult for other players, so she stacks 2 Energy under her Worker.

She then takes 1 Steel from the supply and places it on her mat.



On a later Work turn, Yellow wants to visit the Mine again. To make the tallest stack, he must make a new stack composed of 1 Worker with at least 3 Energy beneath it; luckily he has enough on his player mat!

He then takes 1 Steel from the supply and places it on his mat.

2. ACTIVATE YOUR STRUCTURES AND/OR NATION CARD

You begin with no Structures but will acquire them as the game goes on. For easier management, keep your acquired Structures arranged into three separate groups by type: Industry, Commerce, and Government.

Structures may be activated with either Workers or Energy (as explained below). You may only activate **your own** Structures. You may activate as many Structures as your Energy and Workers will allow, as long as the following requirements are met:

- The Structure **must** be available to use. At the bottom of all Structure cards is a display showing how many Workers/Energy are required to activate it and how many times (once or twice) it may be activated before it is no longer available:



Single Use. Place 1 Worker or 1 Energy to activate this structure.



Single Use. Place 2 Workers, or 2 Energy, or 1 Worker & 1 Energy (at the same time) to activate this structure.



Double Use. Place 1 Worker or 1 Energy to activate this structure. You may activate the structure a second time on a later turn (not on the same turn), again placing 1 Worker or 1 Energy.

- The Structure **must** be of the **same type** as the location on the main board where you placed your Worker this turn (Industry, Commerce or Government). (For example, if you placed a Worker on a Government location in step 1, the only Structures you may activate in step 2 are Government Structures, and/or your Nation card.)

- You **must** possess the correct resources to perform the Structure's action, if it has a Spend arrow.

See the following page for some examples.



Example: In the first step of his Work turn, Orange placed a Worker on the Trade location of the main board. Because Trade is a Commerce location, he may activate any Commerce Structures he has (and his Nation card if he wants to—see below), but not any Industry or Government Structures he has.



*Orange's **Airport** is unactivated. Orange uses an Energy to activate it, placing it on the Structure card; note that Orange **must** have an Oil barrel available to spend for the Airport's action. He discards an Oil barrel to the supply and gains \$2 and 1 VP.*



*Orange's **Farm** is unactivated. Orange uses a Worker and an Energy to activate it, placing them both on the Structure; he gains \$2 and 1 VP.*



*Orange's **Shopping Mall** can be activated twice. He spends a Worker to activate it now, discarding a Plastic to the supply in exchange for \$3. The Structure can be activated a second time, but Orange is not allowed to activate a double use Structure twice on the same turn. Perhaps on a later Work turn he'll have the opportunity!*

ACTIVATING YOUR NATION CARD

Your Nation card functions just like a Structure, except that it may be activated on **any** Work turn, regardless of which type of location you used on the main board.

As with Structures, you may **not** activate your Nation card if it has already been activated (has a Worker or Energy already on it), or if you don't have the resources available to perform its action.

Activating your Nation card allows you to progress on the United Nations track one time (see *The United Nations* on page 15).



Example: Orange has an Energy token remaining and decides to activate his Nation card. He places the Energy on the card, and spends 1 Oil barrel and \$2 to progress one step on the United Nations track.

Important: At the end of your Work turn, leave all the Worker and Energy tokens you placed (on the board and on your Structure/Nation cards) where they are.

GENERATE TURNS

After a few turns of placing Workers and Energy, you may want to regroup and generate more Energy! A steady supply of Energy gives you more options, and lets you activate more Structures. (Note the restrictions around when you may take a Generate turn on page 6.)

To take a Generate turn, you must follow these steps:

1. Claim an Agenda (optional)
2. Return Workers and discard Energy
3. Refine Oil barrels to gain Oil dice
4. Roll Energy dice and gain Energy
5. Pollute

1. CLAIM AN AGENDA

At the start of your Generate turn, if you have **2 or more** unused Workers and/or Energy remaining on your player mat, you **may** claim **one** Agenda. Choose one of the available Agenda cards beside the main board, and place it face down on your player mat in the designated space (you may look at it at any time).

Draw a new Agenda card from the deck and place it face-up beside the main board to replace the one you took.

*Example: Blue has 2 Energy and 1 Worker left on her player mat, so she may take an Agenda. She takes **Healthy Forests** (she thinks it will yield her a lot of points), puts it on her player mat face-down, and reveals a new Agenda from the supply face-up to replace it.*



2. RETURN WORKERS AND DISCARD ENERGY

Collect **all** of your in-play Workers from the main board and from your Structures and Nation card, and return them to your player mat. Discard **all** your Energy from everywhere—the main board, your Structures, even your player mat—to the supply.



You now have no energy.

3. REFINOIL TO GAIN OIL DICE

You may discard **up to 4** Oil barrels from your player mat to the general supply, “refining” them. For each Oil barrel you refine, gain 1 brown Oil energy die. **Oil dice are temporary and are discarded at the end of this turn.**



4. ROLL ENERGY DICE AND GAIN ENERGY

You begin the game with no Energy dice (unless your Nation card provided you with one), but you will gain dice as the game progresses. During this step, you may choose to roll zero or any or all of your Energy dice to produce Energy, including any temporary Oil dice you gained this turn. Roll your chosen dice all at once.

The results of your rolled dice determine the amount of Energy you gain, and determine if and how you pollute your Environment (see Pollute, below). The amount of Energy you produce is equal to the total number of Energy symbols displayed on **all** your rolled dice; take that many Energy tokens from your supply and place them on your player mat (up to the maximum of 10).

The chart on your player mat shows what each type of die can produce.



Example: If you rolled 1 white Solar-Wind die, 1 black Coal die, 1 blue Hydro-Geo die, and 1 brown Oil die and got these results, you would produce 7 Energy.

Do not disturb the dice yet; you need to look at them for the next phase, **Pollute**.

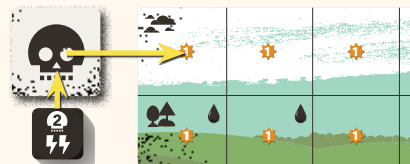
5. POLLUTE

After producing energy, pollution may occur. Take 1 Pollution token from the leftmost spot on the Global Impact track that still has any, and look at the **numbers** on your die results from step 4. The die with the **highest** number is the one that determines what you should do with the Pollution token. *Note: If more than one die is tied for highest, you choose which one of the tied dice counts as the highest one.*

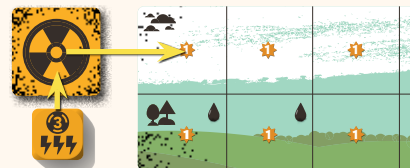
- If you did not roll any dice, or if the die with the highest number is a white Solar-Wind or a blue Hydro-Geo die, your Environment will not get polluted. Discard the Pollution token into the general stockpile.



- If the highest numbered die is a black Coal or a brown Oil die, your Environment will get polluted. Place the Pollution token into your Environment, Pollution side up, on any unpolluted space you choose. (An Environment space is “unpolluted” if it doesn’t have Pollution, Nuclear Contamination, or an Oil well already in it.)



- If the highest numbered die is a yellow Nuclear die, your Environment becomes polluted with Nuclear Contamination (which is more difficult to clean up than regular pollution—explained later). Place the Pollution token into your Environment with the Nuclear Contamination side up, on any unpolluted space you choose.



At the end of this step, return **all** your brown Oil dice back to the supply. Return your other Energy dice to your player mat.

See the following page for some examples.

Here are some examples of different possible dice results for steps 4 and 5:



Example: You gain 6 total Energy. The brown Oil die is the highest, so you take 1 Pollution from the Global Impact track and place it in your Environment. Then you discard the brown Oil die and return the other dice to your player mat.



Example: You gain 8 total Energy. The blue Hydro-Geo die is the highest, so your Environment does not get polluted; discard 1 Pollution from the Global Impact track into the general stockpile. Then you discard both your brown Oil dice and return the other dice to your player mat.



Example: You gain 7 total Energy. The yellow Nuclear die is the highest, so you gain 1 Nuclear Contamination from the Global Impact track and place it in your Environment. Then you return the dice to your player mat.



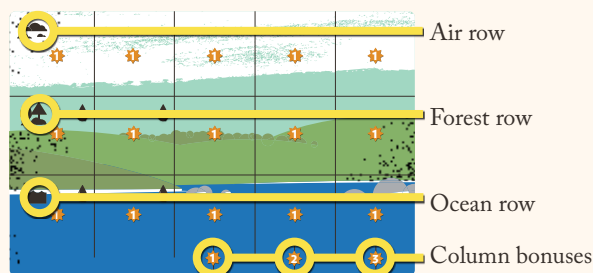
*Example: You gain 6 total Energy. The yellow Nuclear die and the white Solar-Wind die are **tied** for highest, so you get to choose which of them counts as the highest. You pick the Solar die. You discard 1 Pollution from the Global Impact track into the general stockpile. Then you return the dice to your player mat.*

YOUR ENVIRONMENT

Your nation's Environment is represented by a grid of three rows (Air, Forest, and Ocean) on your player mat. You begin the game with one Pollution token in your Air row, but as the game progresses, you will likely be adding Pollution, Nuclear Contamination, and Oil Wells to the grid.

Each space of your grid can hold a single token. When a space is occupied by a token of any kind, it is considered to be **polluted**. An empty space in your grid is considered to be **unpolluted**.

The column bonuses at the bottom of each column indicate bonus VP won at the end of the game if the respective column is completely unpolluted.



GAINING POLLUTION AND NUCLEAR CONTAMINATION

Pollution is gained mostly from rolling Energy dice and from acquiring Structures (see **Gaining a new Structure** on page 14 for details), but there are a few other ways you might gain Pollution as well. Unless otherwise instructed, when you gain a Pollution token (regardless of whether it is Pollution or Nuclear Contamination), take the token from the leftmost spot on the Global Impact track that still has any, and add it to your Environment with the correct side up. Once placed, tokens in your Environment may **not** be rearranged.

Unless specifically instructed to place the token in a particular row of your Environment, you may place a gained Pollution token in **any** unpolluted space.

Sometimes, you will be instructed to gain Pollution in a particular row. In that case, you may place the token in any unpolluted space in **that** row.



These symbols, found on some Structure cards and elsewhere, indicate you should add Pollution or Nuclear Contamination to a specific row of your Environment.

*Example: When you acquire the **Nuclear Agency** (above, left), you must place 1 Nuclear Contamination token in your Air row. Take a Pollution token from the leftmost spot on the Global Impact track and place it in unpolluted space in your Air row with the Nuclear Contamination side up.*

If you are instructed to place a Pollution token into a row of your Environment that is already full, place the token in any unpolluted space.

If you gain a Pollution token and your Environment is completely polluted, discard the token to the stockpile.

CLEANUP



Although you may not rearrange tokens in your Environment, there is a way to remove them. The “cleanup” symbol appears on the **Clean Up** location on the main board, and also on several Structures that you might acquire. For each cleanup symbol you activate, you may choose one of these actions to perform:



Remove a Pollution token (Pollution-side up, **not** Nuclear Contamination) from any space of your Environment, and return it to the general supply.



Remove one Oil Well token from your Environment and return it to the general supply. (See the **Oil Drilling** section on page 14 for more details about Oil Wells.)



Choose one Nuclear Contamination token in your Environment and flip it over to become Pollution. The token must stay in the same space of your Environment. (It therefore takes 2 Cleanup actions to remove a Nuclear Contamination token entirely—1 action to flip it to the Pollution side and 1 more action to remove the Pollution.)

GLOBAL IMPACT TRACK

The Global Impact track is a timeline for the game. During the game, Pollution tokens will steadily be removed from the leftmost spot that still has any. When a spot first becomes empty of tokens, a new Global Impact is triggered and a new price of Oil comes into effect.

TRIGGERING A GLOBAL IMPACT

The current player finishes resolving the action they are performing (not their entire turn). If there is a face up Global Impact card remaining from an earlier triggering, discard it. Reveal the leftmost Global Impact card from the row of face down cards below the main board, and carry out its effects. (See below for details.) After carrying out the Global Impact card, the current player continues the rest of their turn.



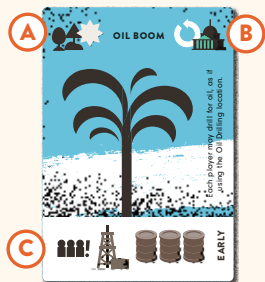
Example: The final Pollution token has just been removed from a space on the Global Impact track; it is the second space that has emptied in this game. Discard the current face-up Global Impact card (from the previous triggering), and reveal the next face-down one.



This is the “peek at an upcoming Global Impact” symbol. It is found on the **Scientific Research** location on the main board, and also on several Structure cards. When you activate this symbol, you may peek at 1 face-down Global Impact card of your choice along the top of the main board. Seeing future Global Impacts can be a great advantage!

CARRYING OUT A GLOBAL IMPACT

Each Global Impact card is divided into three parts. Global Impact cards affect **all** players, not just the active player. Resolve the card's three parts in this order:



A Score an Environment row. (See below.)

B Reset a Structure market. (See below.)

C Apply the special effect of the card

Each Global Impact card has a unique special effect. Some cards have an immediate effect, and some cards have a persistent effect that lasts until the next Global Impact card is triggered. The special effect is described in both icons and text on each card.

*Example: A new Global Impact has been triggered and it is the **Oil Boom** card. Players resolve the card in order, from left to right and top to bottom:*

A Each player scores their Forest row.

B The Government market is reset.

C Then, all players follow the card's special effect. For this card, each player (in player order, beginning with the active player) may perform the drill for oil action, as if they had placed a worker on the Oil Drilling board location.

Importantly, whenever a Global Impact card instructs that players must or may perform a particular action or event, this occurs in turn order, beginning with the active player.

If a Global Impact card rewards a player for having "the most" of a resource, and more than one player is tied for the "most," all tied players receive the bonus.

Players should always complete the effects as much as they can. For example, if a player must give up \$3 and they only have \$2, they must give up \$2.



This symbol is often found on Global Impact cards and reminds players that the event affects **all** players.



This symbol is similar but reminds players that everyone **except** the current, active player is affected.



A rectangle refers to particular board locations. (In this instance, place a Science token on every Government board location.)

SCORING ENVIRONMENT ROWS

A triggered Global Impact card causes all players to score a particular Environment row, indicating which row with one of these icons:



All players score their **Air** row.

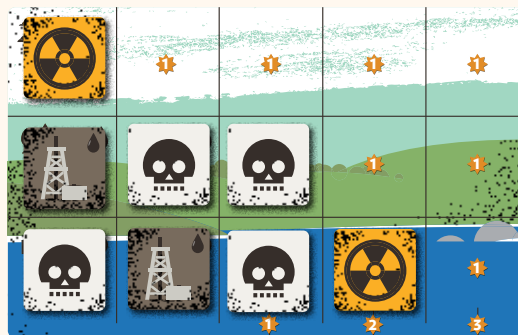


All players score their **Forest** row.



All players score their **Ocean** row.

When scoring a row, **every** player gains 1 VP for **each** unpolluted space in the indicated row. A space is "unpolluted" if it holds no tokens of any kind.



Example: This player would score 4 VP for their Air row, or 2 VP for their Forest row, or 1 VP for their Ocean row, depending on the Global Impact card.

RESETTING STRUCTURE MARKETS

A triggered Global Impact card also causes one of the three Structure markets to be reset, indicating which market with one of these icons:



Reset the **Government** market.



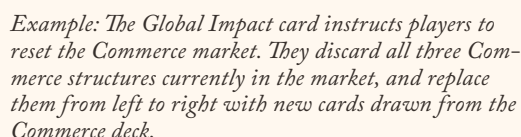
Reset the **Industry** market.



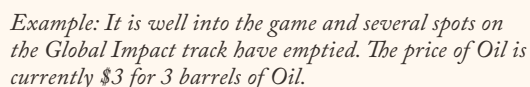
Reset the **Commerce** market.

To reset a market simply discard all of the Structures in the indicated market, and draw new Structures of the appropriate type to replace them, filling in from left to right.

If a Structure card deck ever runs out while resetting, shuffle its discards and form a new Structure deck.



The price of Oil is always the value showing beneath the leftmost spot on the Global Impact track that still has any Pollution tokens in it. That value equals the price of 3 barrels of Oil. At the beginning of the game, the price of Oil is therefore \$1 for 3 barrels of Oil.

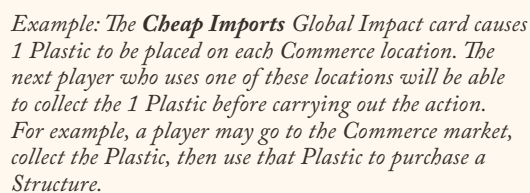


When the **final** Pollution token is removed from the **last** (rightmost) spot on the Global Impact track, this triggers the end of the game, in addition to triggering a Global Impact as usual. (See *Endgame and Scoring* on page 18 for details.) Note that in the final round, the price of Oil remains \$5.

Some Global Impact cards instruct you to place game pieces such as resources or Pollution tokens on main board locations. These are taken from the stockpile and then placed on the board in the indicated locations.

Later, if a player places a Worker on a location which contains resources or tokens, they immediately gain all of the resources and/or tokens on that location, before resolving the action.

Note that a player **may** use that resource immediately to pay a cost associated with that placement, and this may also fulfill the requirement for being able to use that location!



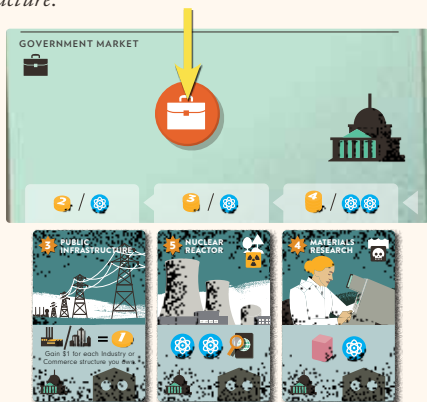
The thirteen locations on the main board are arranged into three types: Industry, Commerce, and Government. The Industry locations are the five located on the brown clipboard on the left, the Commerce locations are the four located on the gray clipboard in the middle, and the Government locations are the four located on the green clipboard to the right.

Remember! The location you visit on the main board also determines the type of Structures you may use on that turn.

There is a Structure market for each type: Industry, Commerce, and Government. Placing a Worker in one of the three Structure Markets allows you to buy one of the three Structure cards currently below that market.

After you have placed a Worker in a Market location, indicate which Structure you wish to build, then pay the cost for that Structure as shown above the card (the cost depends on which Market the card is in and how far to the left the card is). The cost can be paid with **either** money **or** resources (but **not** a combination of the two). Spent money or spent resources are discarded into the general supply.

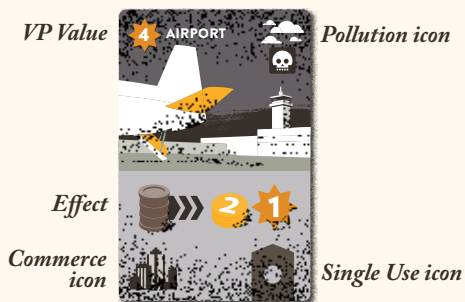
For example, this Location is the Government Market where you may place a Worker to build a Government Structure.



In this example, a player could spend \$2 or 1 Science to build **Public Infrastructure**, \$3 or 1 Science to build **Nuclear Reactor**, or \$4 or 2 Science to build **Materials Research**.

GAINING A NEW STRUCTURE

Once you have paid for a Structure, take it and place it in front of you. (Keep your Industry, Commerce and Government Structures separated for easy management.) The new Structure is available to be activated immediately.



Each Structure card has a VP value. These VP are added to your score at the **end** of the game.

Some Structures also have a symbol indicating Pollution or Nuclear Contamination. This token is gained once—**immediately** when you gain the card. Take a Pollution token from the leftmost spot of the Global Impact track that still has any, and add it to the indicated row of your Environment with the correct side up.

There are duplicates of some Structure cards. You **are** allowed to build a Structure that duplicates one you built earlier.

Example: You have just purchased the **Airport** (above), and have placed it in front of you with your other Commerce Structures.

You will earn 4VP for it at the end of the game.

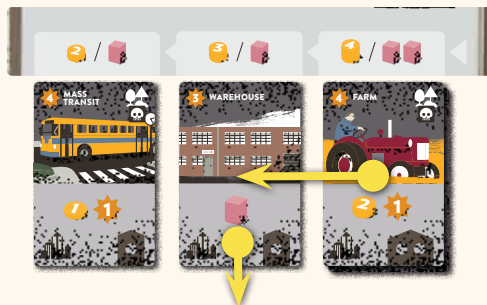
This card has a symbol on it that indicates you must pollute your Air row; you take a token from the leftmost stack on the Global Impact track and add it to your Environment in the Air row.

This Structure's action is now available to activate.

REFILLING THE MARKET

Any time a card is removed from a Market, immediately slide the remaining cards in that market to the left to fill in the empty space, then draw a new card from the appropriate deck and place it in the rightmost space of the market (on top of the deck).

If a Structure card deck ever runs out while refilling, shuffle its discard pile and form a new Structure deck.



Example: After purchasing the **Warehouse** from the middle space in the Commerce market, you slide **Farm** to the left, and reveal a new card from the Commerce Structure deck so there are 3 cards available again.

OTHER INDUSTRY LOCATIONS

OIL DRILLING



Take 1 Oil Well token from the stockpile and place it in your Environment. Then gain 3 Oil barrels from the stockpile.



An Oil Well may only be placed in an unpolluted space marked by the Drilling symbol: (there are four such spaces in your Environment). If no such space is available, you may not drill for Oil.

MINE



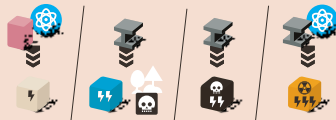
Gain 1 Steel from the general supply.

CHEMISTRY



Spend 1 Oil barrel to gain 2 Plastic, 1 Science, and gain 1 Pollution from the leftmost spot of the Global Impact track that still has any and place it in your Environment.

POWER PLANT



Spend the displayed resources to gain one Energy die, and place the die

on your player mat. Dice are limited to the available supply. The dice you gain are kept permanently, and may be used on every one of your Generate turns.

Gaining Energy Dice

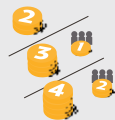
You are limited to owning 5 Energy dice at a time. Place them in the 5 slots on the right side of your player mat. Temporary Oil dice are not placed in those slots and do not count towards that limit. You may discard any Energy die back to the supply at any time, to make room for obtaining a new, different one. Dice are worth victory points at the end of the game (See *Endgame and Scoring* on page 18 for details.)

The Hydro-Geo Dice

You are limited to one blue Hydro-Geo die. When you gain a Hydro-Geo die, you must also take one Pollution token from the leftmost spot of the Global Impact track that still has any and place it in the Forest row of your Environment.

OTHER COMMERCE LOCATIONS

FINANCE



Choose **one** of the following three options:

- Gain \$2
- Gain \$3 and all other players gain \$1 each
- Gain \$4 and all other players gain \$2 each

BUY/SELL OIL

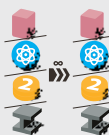


Choose **one** of the following two options:

- Spend money equal to the current price of Oil (see page 13) to gain 3 Oil barrels.
- Return 3 Oil barrels to the stockpile to gain money equal to the current price of Oil.

You may only perform a single transaction with this action. You cannot spend double the current price of Oil to gain 6 Oil barrels, for example.

TRADE



Make **any number** of exchanges between yourself and the general stockpile. Resources eligible for trade are \$2, 1 Steel, 1 Plastic, and 1 Science.

For example, you may trade \$2 and 2 Science for 2 Steel and 1 Plastic.

OTHER GOVERNMENT LOCATIONS

EDUCATION



Spend \$3 to gain 1 Worker of your player color and place it on your player mat. The new Worker is available immediately for use. Also, gain 1 Pollution from the leftmost spot of the Global Impact track that still has any and place it in your Environment.

SCIENTIFIC RESEARCH



Gain 1 Science from the general supply. Then peek at one face down Global Impact card of your choice, being careful not to reveal the card to other players. Return the card to the same position.

CLEANUP



Spend 1 Science to perform **two** Cleanup actions. (See *Cleanup* on page 11 for details.)

THE UNITED NATIONS

As described in *Activating Your Nation Card* on page 8, you may use your Nation card in the same way you would use a Structure. The Nation card ability allows you to spend the indicated resources to move your player marker one space to the right on the United Nations track on the main board. This represents your nation gaining influence at the UN.

At the end of the game, you receive the victory points indicated at the bottom of the column occupied by your marker. In addition, there is a leader bonus of 3 VP for the player who has moved the farthest on the track. This leader bonus is split between players tied for furthest (see *Ending the Game and Scoring* on page 18 for details).

Player markers may occupy the same spaces on the track, except for the last space, which may only be occupied by one marker. (Once a player has moved into that space, no player on the previous space may advance further.)

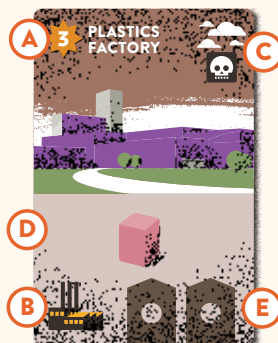


Example: Orange has activated their Nation card with an Energy token, and has spent the required 1 Oil barrel and \$2. He moves his marker one space to the right on the United Nations track, ending up in the same space as Yellow. If Red finishes the game in this space, he'll earn the 12 VP displayed at the bottom of the column.

If the game were to end with the markers in these positions, Red and Yellow would split the 3VP leader bonus, rounding down to 1 VP each.

GENERAL RULES

UNDERSTANDING STRUCTURES



Obtaining and using Structures well is vital to building your energy empire. Each Structure has several common characteristics described here.

A VP value

Tells you how many Victory Points you will receive at the end of the game for owning this Structure card.

B Structure type

Tells you whether a Structure is Industry, Commerce or Government.

C Pollution type

Some Structures cause you to gain Pollution or Nuclear Contamination, only at the moment you acquire the card. (Explained earlier in *Gaining a new Structure* on page 14.)

D Effect

Structures have a variety of effects. Some effects have costs. Costs always sit to the left of a black Spend arrow. (The benefits sit to the right of the arrow.) If there is no Spend arrow, the shown benefits are gained without resource costs (in this case, Gain 1 Plastic, for free).

E Activation Type

These icons tell you how many Workers/Energy are required to activate the Structure and if it can be activated twice (as detailed on page 7). In this case, the card may be activated twice (on different Work turns) with a single Worker or Energy token.

The following **Examples of Different Structure Card Effects** should give you an overall idea of how the icons displaying different card effects “work”.

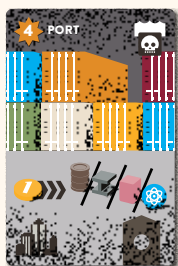


Computer Factory
Spend 1 Plastic to
gain 1 Science and \$2.



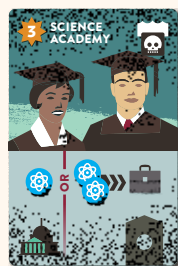
Iron Mine
Gain 2 Steel.





Port

Spend \$1 to gain either 1 Oil or 1 Steel or 1 Plastic or 1 Science.



Science Academy

Either gain 1 Science or Spend 2 Science to gain 1 Worker.



Space Program

Spend 1 Science to gain 1 VP, peek at a Global Impact card and gain either 1 Plastic or 1 Steel.



Stock Market

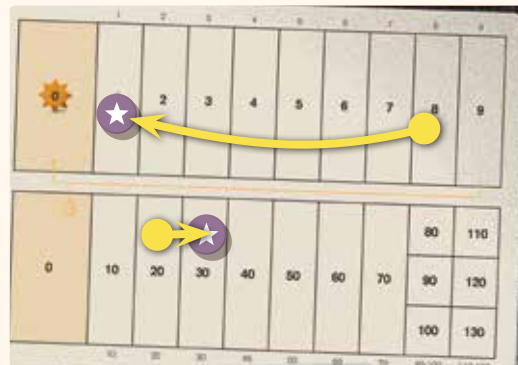
Gain \$3. All other players gain \$1 each.

GAINING VICTORY POINTS (VP)

Whenever you gain VP, advance your player token on the Score track by that many spaces.

Note that some VP are scored immediately (such as from Structure activations or Global Impact cards) but most are scored at the game's end (see page 18).

Whenever your main scoring token would advance past 9, instead reset it to zero and advance your secondary scoring token by 1 space, adding 10 VP to your total score.



Example: Violet advances 3VP on the Score track, taking their score over 28. They adjust their tokens appropriately to show their current score is 31 points.

GAINING RESOURCES

Unless otherwise specified, whenever any aspect of the game instructs you to gain any resource, take the appropriate amount of that resource **from the general supply** and store it on your player mat.

STAYING ORGANIZED

It is important that you keep all of your assets (resources, Workers, Energy, Energy dice, and Agendas) properly stored on your player mat. This will help limit confusion during the game about which assets are legitimately owned and in play. Remember to take note of any maximums!

Maximums per Player

- 1 Hydro-Geo die
- 4 temporary Oil dice
- 5 Agendas
- 5 non-Oil Energy dice
- 6 Worker tokens
- 10 Energy tokens

AGENDAS

Government Agenda cards provide a way to make use of surplus Energy or Workers with the potential to gain additional VP. You begin the game with one Agenda and may claim one additional Agenda each time you begin a Generate turn with at least 2 Workers/Energy left over (see *Claim an Agenda* on page 8).

You are limited to owning a maximum of five Agendas at any one time. However, you may discard an Agenda at any time to make room for a new one. Discarded Agendas are removed from the game. Keep your Agendas face down on your player mat until the end of the game. You may peek at your own Agendas whenever you want.

Agendas provide VP to their owners at the end of the game, as described on the tiles. Each Agenda has a maximum value of 5 VP: This means that if you merit more than 5VP according to the Agenda, earn 5VP instead.

Note the scoring example including Agenda card scoring on page 18.

ENDING THE GAME & SCORING

When the last Pollution token is removed from the Global Impact track, the end of the game is triggered. Once the active player's turn ends, every player takes **one more turn**, including the active player.

- The price of Oil remains \$5 during the final turns.
- Players may still gain Pollution as a result of their actions; Pollution tokens gained during these final turns are drawn from the general supply instead of from the Global Impact track.
- The final turn for each player may be either a Work turn or a Generate turn; it is up to the players to anticipate the endgame's approach and time their gameplay accordingly.

Once all players have taken their final turn, the game is over and the scores are determined!

DETERMINING SCORES

Players tally the VP they earn from all of the below sources (also listed on the back of all Nation cards), advancing their tokens along the Score track to reflect the gains and adding to whatever VP were earned during the game from various sources.

Structures

Total the VP shown on the top-left of all your owned Structures.

Energy Dice

Gain 2 VP for each Energy die on your player mat at the end of the game.

United Nations track

Score VP for the space your player token is in. The player who moved furthest on the track receives the leader bonus of 3 VP. (If there is a tie, split the leader bonus evenly between tied players, rounding down.)

Agendas

Reveal your Agendas and determine the value of each. Remember that each Agenda has a **maximum value of 5 VP**. (This simply means that if you merit more than 5VP according to the Agenda, earn 5VP instead.)

Environment

Score 1 VP for each unpolluted space in your Environment. Score column bonuses for the 3rd (1VP), 4th (2VP), and 5th (3VP) columns, if they are entirely unpolluted.

The winner is the player with the most Victory Points. That player has built the most powerful Energy Empire!

TIEBREAKER

At the end of the game, if 2 or more players are tied, the winner is the tied player with the most remaining resources: Money (divided by 2 and rounded down) + Plastic + Steel + Science + Oil.

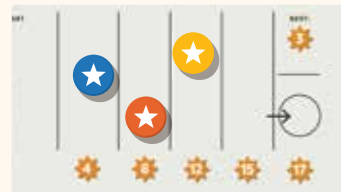
END GAME SCORING EXAMPLE



Yellow earns the 22 VP shown on her Structures.



Yellow earns 8 VP for her 4 Energy dice.



Yellow earns the 12 VP for the space she's in on the United Nations track, plus the 3 VP leader bonus for being the furthest to the right on the track.



= 4 VP



= 3 VP

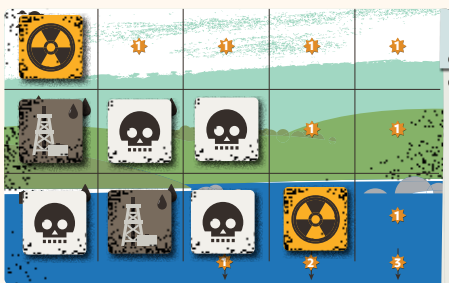


= 3 VP



= 4 VP

Yellow also earns 14 VP for the four Agendas she's collected.



Yellow earns 7 VP for 7 unpolluted spaces in her Environment, plus the rightmost column bonus of 3 VP for having zero pollution in that column.

*Adding the 69 points tallied above to the 37 points she earned during the game, **Yellow's final score is 106!***

PLAYING SOLO

Energy Empire can be played solo! It's probably best to be familiar with the normal game before you try to play it solo, so that you'll clearly understand the difference that these rules make. (There is also a more involved and challenging solo mode included in the Cold War expansion later in these rules!)

SETUP DIFFERENCES

Follow the setup rules for a **2-player game**, with the following differences:

- **Neutral Workers:** In addition to the Neutral Workers you place for a 2-player setup (1 in each of the Structure Markets), place two more: one each on the **Power Plant** and **Clean Up** locations.
- **Structure Cards:** For each of the three Structure Markets, use **only** the leftmost and rightmost card spaces. For the entire game, leave the middle card space in each market empty. (It's not a bad idea to place a Nuclear Contamination token in each middle spot to remind you that those spaces are off limits.)
- **Alternate Finance Location tile:** Place the Alternate (A-side) Location tile for **Finance** (showing the **Gain \$3** icon) on top of the Finance Location space on the main board.
- **Agendas:** Remove the following two Agendas before playing, and return them to the box: **Award Winning** and **Global Influence**.
- **Energy Dice:** Keep **only** the following Energy dice in the general supply; return all others to the box: **2** Solar-Wind (white), **1** Hydro-Geo (blue), **2** Coal (black), **4** Oil (brown), **2** Nuclear (yellow).

- **Global Impact Track:** Stack only **2** Pollution tokens on each space of the track.
- **Nation Card and Starting Agenda:** Select your starting Agenda following the normal rules. For your Nation card, choose **any** one Nation card from the 10 possibilities, and return the rest to the supply. (You may keep one to use the End Game Scoring reference side.)

GAMEPLAY DIFFERENCES

Gameplay follows all of the rules for Energy Empire with the following small differences:

- **No Opponents:** If you are instructed to give a resource to another player, instead return that resource to the general stockpile. Neutral Workers are considered to belong to other players.
- **Finance Board Location:** As directed in the alternate **Finance** Location tile, gain \$3 when you place a Worker at this location.
- **Claiming Agendas:** When you claim an Agenda, remove the other two Agendas from the board. Return those Agendas to the game box, and draw three new Agendas from the supply.
- **U.N. Track Leader Bonus:** You receive **no** Leader Bonus for your position on the track. (It's not a bad idea to place a Nuclear Contamination token on the Leader Bonus VP symbol to remind you that it is not available in solo play.)

OBJECTIVES

To win a solo game of Energy Empire, you **must** accomplish **all** of the following:

- Reach the last space of the United Nations Track.
- Receive 20 or more Victory Points from Agendas (Reminder: you are limited to 5 Agendas, and each Agenda is limited to 5 points.)
- Have a total final score of 100 points or higher

If you can satisfy all of these objectives, congratulations! Your score determines your rank as follows:

- **100 to 109 Points:** Secretary of State
- **110 to 119 Points:** President
- **120 to 129 Points:** UN Secretary General
- **130 Points or more:** Nobel Prize Winner



ENERGY EMPIRE - COLD WAR EXPANSION

After the atomic bombs fell on Hiroshima and Nagasaki, and the dust settled from World War II, the nations of the world rebuilt their economies and infrastructure and the atomic age began. Nations forged alliances through strong diplomacy. They built rockets and satellites and began the space race. They constructed enough nuclear missiles to destroy the world many times over. Their spies were around every corner. The Cold War had begun.

The Cold War Expansion adds new strategic options to Manhattan Project: Energy Empire.

The Cold War Expansion is divided into separate modules, designed so they can be used on their own or combined in any way.

It is recommended that these modules be added to Energy Empire gradually and not all at once. Players may pick and choose the modules they like best to customize their game, or even choose to eventually add all of the modules at the same time.

The Cold War Expansion adds many opportunities for player interaction and creates more varied ways to win. Experienced players will notice that some of the things they are used to doing in Energy Empire might become more difficult, but the new strategic options and paths to victory greatly enhance replayability.

COMPONENTS



30 COLD WAR CARDS

CW All components for use with the *Cold War* expansion are labelled with the "CW" mark.



DOOMSDAY CLOCK COUNTER

Acts as a "hand" for the Doomsday Clock. When the counter reaches midnight, the end of the game is triggered.



REVERSE SIDE OF THE BOARD

When playing with the Doomsday Clock module of *Cold War*, be sure to use the reverse side of the board, showing the Doomsday Clock towards the top-right of the board.



6 EXTRA LATE GLOBAL IMPACT CARDS



9 MEGA-STRUCTURE CARDS

3 Government (green), 3 Industry (brown), 3 Commerce (black)



18 EXTRA STRUCTURE CARDS

6 Government (green), 6 Industry (brown), 6 Commerce (black).



7 EXTRA NATION CARDS



5 SPY CARDS

1 per player. With extra *Cold War* End Game Scoring reminders on the back.

NEW CARDS

NEW NATIONS

This module introduces seven new nations for players to choose from.

To use these cards, simply add them to the Nation cards from the base game. If you wish, you may deal three Nations to each player instead of two. Each player still chooses only one to use. The new Nation cards are used in the same way as the Nation cards in the base game of Energy Empire.

NEW LATE GLOBAL IMPACTS

The new Global Impact cards can be shuffled in with the other Late Global Impact cards during setup.

A new rule is needed because some of the new Global Impact cards can cause players to lose Workers:

If an effect would cause you to lose your last active Worker, ignore that effect.

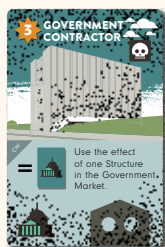
NEW STRUCTURES

The new Structure cards can be shuffled in with the other Structure cards during setup.

The new Structures should not be used without the original cards. It is important that there is some mixing of the old and new cards.

There are some new concepts on the new Structure cards that may require additional explanation. These are known as the “Wild” cards, the “Generate” cards, and the “Bridge” cards.

“WILD” CARDS



Government Contractor, Retooled Factory, and Developer:

When you activate one of these Structures, choose one of the cards in the matching Structure market and use the effect of the chosen Structure as if you had just activated it.

You do not place any Workers or Energy on the Structure in the market to use it, only on your own Wild Structure (as normal) when you activate it. You must still pay any resource cost required by the Structure you have chosen to use. You may not choose a card if you cannot pay its costs, nor can you choose a card that only activates during Generate turns (see below).

Example: You could place two Workers on your Government Contractor in order to use the Nuclear Reactor while it is on the main board in the Government market.

“GENERATE” CARDS



Harbor, Residential Solar, etc.

Several Structures now give you a benefit when you take a Generate turn, either at the beginning of the turn or when Energy is actually produced. These benefits are gained automatically without paying any cost. These Structures have a “Generate” icon where the Activation symbol normally would be.

“BRIDGE” CARDS



Stone Bridge, Suspension Bridge, and Highway Overpass:

These cards allow you to place Workers on the main board more than once during a single turn.

After activating your Bridge, place a single Worker from your player mat onto an unoccupied location of the same type on the main board and use that location's effect.

Each Bridge is limited to placing one single worker (without any Energy) on an **unoccupied** space—meaning a location that is not occupied by one or more Workers. The location **can** have tokens or resources on it and still be considered unoccupied. Also, you may only choose a location if you can actually use its effect, and you **must** use the effect.

Example: After placing a Worker on the Finance location of the main board, you could place an Energy token or Worker on your Highway Overpass in order to place 1 Worker on the unoccupied Commerce Market location of the main board and buy a new Commerce Structure.

MEGASTRUCTURES

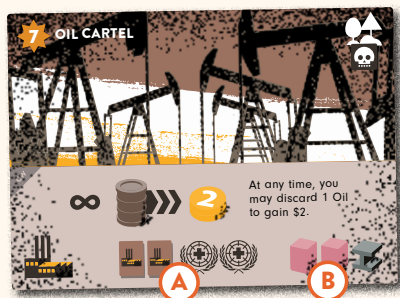
Megastructures are somewhat like Structures, and are purchased in a similar way from the appropriate Structure markets. But, for all game purposes, they do not count as Structures. They confer large amounts of victory points and powerful abilities.

CHANGES TO SETUP

Shuffle the Megastructure cards, and then draw a number of them equal to the number of players plus one. Place the Megastructures face up near the top of the board. Return the unused Megastructure cards to the box.

BUYING A MEGASTRUCTURE

You can purchase a Megastructure **instead of** a regular Structure when you place a worker in the corresponding market: Industry, Government, or Commerce.



To purchase a Megastructure, you **must** meet its **A** minimum qualifications listed at the bottom of the card and you **must** pay its **B** resource cost listed in the bottom right corner.

Once you have purchased a Megastructure, place it in your tableau. If the Megastructure indicates pollution in the top right corner, take the token from the Global Impact track, as normal. Megastructures are scored at the end of the game.

Minimum Qualifications

-  Have two or more Industry Structures
-  Have two or more Commerce Structures
-  Have two or more Government Structures
-  Have advanced at least two times on the United Nations Track
-  Own two or more energy dice

ESPIONAGE

Secret agents and spies were an important tool for nations during the Cold War, and now, players may use espionage in Energy Empire! With this module, every player has a limited ability to use the other players' Structures, thanks to their spies!

CHANGES TO SETUP

At the beginning of the game, each player takes one Spy card. This card is placed next to their Nation card.

USING ESPIONAGE

You can use your Spy card during any Work turn, just like your Nation card. After placing a Worker on the main board, you may activate your Spy card along with any other cards in your area, in any order, following the normal rules.

After placing one Worker or Energy token on your Spy card, you may immediately use any other player's Structure by placing the required Workers and/or Energy on your opponent's Structure card. The chosen card must be available for use: that is, it must not already be "filled up" with Workers and/or Energy.

The chosen card must also be of the appropriate type, matching the location of the main board where you placed your Worker that turn.

The target player of your Espionage gains \$1 from the general supply.



*Example: If you place a Worker on a Commerce location of the main board, you may activate your Spy card to use another player's Commerce Structure, but **not** an Industry or Government Structure.*

Espionage often makes your opponent's Structure unavailable for them to use themselves... as long as your Workers and/or Energy tokens remain on that card!

*Remember that a player's Worker and Energy tokens will remain where they have been placed (on locations and cards) until **they** take a Generate turn!*

THE DOOMSDAY CLOCK

The Cold War was a time of great fear. To counter threats posed by their rivals, nations invested massive amounts of resources into armaments and spacecraft, and struggled to forge alliances through diplomacy. This module enables players to compete in the Cold War by acquiring Cold War cards while raising the stakes and the threat of nuclear war.

Historical Note: In 1947, scientists created the “Doomsday Clock” as a warning that the arms race was increasing the threat of all-out nuclear war.

CHANGES TO SETUP



- Place the game board with the Domsday Clock side face up.
- Place the “hand” (counter) of the clock on the “1” space.
- Shuffle the Cold War cards to form a face-down Cold War deck and place it on the table near the Domsday Clock.
- Even if not using the Spy cards, hand each player one of them as a reference card for the End Game scoring reminders (listed on the back of the cards).
- If playing with 2 players, or with the Clash of Nations solo mode, start with the Clock counter on the “3” space. Also place the top card of the Cold War deck face-up, nearby. This card represents the Cold War strength of a “Third World Nation” which will also compete with the player(s).

PLACING A WORKER ON THE DOOMSDAY CLOCK

The Domsday Clock counts as a location. During a Work turn, you may place a Worker on the Domsday Clock, following the same rules as a regular placement, including placing Energy with your Worker if necessary or desired.

There is an additional cost that must be paid in order to place a Worker on the Domsday Clock. The cost is indicated by the hand of the clock, and increases during the game.

Example: At the beginning of the game, when the hand points to 1, the cost to place a Worker on the Domsday Clock is \$2. Later, when the clock reaches 7, the cost is \$2 plus 2 Oil, and the player must take a Pollution token, too (see image of the clock, to the left).

Pollution tokens taken as a result of using the Domsday Clock must be taken from the Global Impact track as usual.

After you place a worker on the Domsday Clock, carry out the following effects:

1. **Advance the Clock:** Move the hand of the Clock one space clockwise.
2. **Draw Cold War Cards:** Draw 3 cards from the Cold War deck. Choose 1 to return to the bottom of the deck and keep the other two, placing them near your player mat. One of those cards must be placed face-up and the other must be placed face-down. You may look at your own face-down Cold War cards at any time. Stack your face-up cards so you can easily tally your values in the three Cold War categories: Space Race (satellite), Military (missiles), and Diplomacy (flags).

Note: If playing with 2 players, or with the Clash of Nations solo mode, instead of returning 1 Cold War card to the bottom of the deck, place it face-down near the face-up card placed at setup, to be included as part of the Third World Nation's cards.

3. **Activate Cards in Your Tableau:** Then, you may continue your turn by activating the cards in your tableau as normal. Unlike when you place a Worker on the other board locations, you are not limited to activating just one of the three card types. You may use **any** of the cards in your tableau: Industry, Commerce, and Government, as well as your Nation and Spy cards, placing Workers and Energy normally.

*Note: If a Global Impact card instructs players to place a resource on all board locations of a certain type, do **not** place a resource on the Domsday Clock.*

STRIKING MIDNIGHT

If the hand of the Domsday Clock reaches 12, the end of the game is triggered. Once the active player's turn ends, **every player** takes one more turn, including the player who advanced the clock to 12.

Note: The game can also end when all the Pollution tokens have been taken from the Global Impacts track, as usual. Players must keep an eye on both end game conditions!

SCORING THE COLD WAR

At the end of the game, players receive victory points for their efforts in the Cold War (these points are listed on the back of the Spy cards for reference):

Cold War Cards

Each Cold War card you have is worth 1 VP.

Leader Bonuses

In addition, bonuses are awarded separately to the top two leaders in each of the three Cold War values: Space Race (satellite), Military (missiles), and Diplomacy (flags). To determine the leaders of the Cold War values, all players reveal their Cold War cards, and total the numerical values beneath each of the symbols.

The player with the highest tally in each value receives the Leader bonus. The number of VP received for this bonus is equal to the current time on the Doomsday Clock. The player in second place receives half of the Leader bonus, rounded down.

A player can only claim a bonus if they have at least one symbol in the value being scored.



Example: If the "hand" of the Clock is pointing to the 9 at the end of the game, then the Leader bonus is 9 VP. The player with the second highest Military value would get 4 VP (half of the Leader bonus, rounded down).

If playing with 2 players, or with the Clash of Nations solo mode, flip all the Third World Nation's cards face-up at the end of the game. The Third World Nation competes with the players for first and second place in all three categories (but doesn't actually score any points).

Ties: If there is a tie for the highest value of a category, each of the tied players receives half of the bonus VP, rounded down. Do not award any bonus for second place.

If there is no tie for first place, but there is a tie for second place, the players tied for second place do not receive any bonus.

Example: It is the end of the game. As well as all the usual End Game Scoring, Blue, Orange, and Yellow need to score for their efforts in the Cold War. The players earn 1 VP per Cold War card they have and then compare their tallies in each Cold War value (Note that in this example, the Doomsday clock reached 9 o'clock):

Blue	Orange	Yellow

*Orange has the most **Space Race** points ($2+2+1=5$) so advances 9 VP on the Score track (because the Doomsday Clock is at 9 o'clock). Blue gains 4 VP for coming second.*

*Blue has the most **Military** points ($3+2+1=6$) so advances 9 VP on the Score track. Yellow came second and scores 4 VP.*

*Orange has the most **Diplomacy** points ($3+1+1=5$) so advances 9 VP on the Score track. Blue and Yellow both have 2 Diplomacy points, however they score 0 VP as they tied for second place.*



CLASH OF NATIONS - SOLO MODE

This expansion module allows you to play a solo game of Energy Empire in a whole new way!

Clash of Nations consists of two decks of 24 cards each. These cards direct the placement of Workers and Energy on the main board, representing the efforts of an Evil Nation, to create a challenging and dynamic play environment that will test the skills of even the most experienced Energy Empire players!

When using this module, follow all the standard rules for setup and gameplay unless otherwise indicated below.

These solo rules replace the solo rules on pages 19–20 of this rulebook.

COMPONENTS



48 CLASH OF NATIONS CARDS

2 decks (Early & Late) of 24 cards each

SETUP

Evil Nation Pieces: After you have chosen your player color, choose an unused color to represent your rival, the Evil Nation. Turn one of the player mats over to the reverse side. Use this to manage the Evil Nation's pieces and the Clash of Nations cards. Take **all** of the Workers (6) and Energy (10) of the Evil Nation and place them on the mat. Shuffle each of the Clash of Nations decks separately and place them nearby, face down.

Board Setup: Stack 4 Pollution tokens on each space of the Global Impact track. Fill all three spaces of each Structure market with Structure cards of the appropriate type. **Do not place any Neutral Workers on the board.** Place player tokens for yourself and for the Evil Nation on the zero spots of the Score track, and the leftmost space of the United Nations track.

Alternate Finance Location tile: Place the Alternate (A-side) Location tile for **Finance** (showing the **Gain \$3** icon) on top of the Finance Location space on the main board.

Energy Dice: Use only the following Energy dice, and return the rest to the game box:

2x Solar-Wind (white), 1x Hydro-Geo (blue), 2x Coal (black), 4x Oil (brown) & 2x Nuclear (yellow).

Nation Cards: You may select any starting Nation, or for an additional challenge, use a random Nation. You may select a Nation card for the Evil Nation, but their Nation has no impact on the game.

COMBINING WITH COLD WAR

You can combine Clash of Nations with the Cold War expansion modules, but you may need to make some adjustments, as listed below:

New Global Impact Cards: Remove the **Proxy War** card and return it to the game box. All other Global Impact Cards may be used.

New Structures and New Nations: All of the expansion Structures and Nations may be used.

Megastructures: Shuffle the Megastructures and draw 3 of them. Place these Megastructures face up beside the board, near the Structure markets. Each is available for you to purchase from the appropriate market if you have met the Minimum Qualifications.

Doomsday Clock: Take a single Worker from an additional unused player color and place it on the Doomsday Clock. That neutral Worker remains “on guard” for the entire game, forcing you to use energy in order to place on the Doomsday Clock.

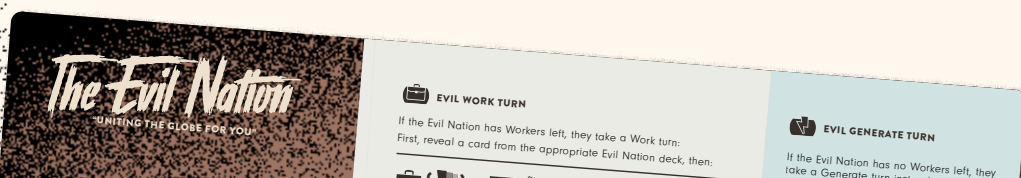
Start with the clock at “3 o'clock.”

During setup, flip the top card of the Cold War deck face-up. This represents a “Third World Nation” that will compete with you (and the Evil Nation) in final scoring. Whenever you activate the Doomsday Clock, do not place 1 Cold War card on the bottom of the deck, but add it to the Third World Nation's tally.

Espionage: This module cannot be used when playing solo.

GAMEPLAY

Clash of Nations Decks: These cards are used to direct the Evil Nation you will be competing against. At the beginning of the game, use the Early Clash



of Nations deck. Immediately after the third Early Global Impact card has been triggered, you must switch to using the Late Clash of Nations deck for the rest of the game.

No Opponent Supply: If you are instructed to give a resource to another player, instead return that resource to the general supply.

Finance Board Location: As directed in the alternate *Finance* Location tile, gain \$3 when you place at this location.

THE EVIL NATION'S TURN

You start the game by taking the first turn. After each of your turns, you must perform a turn for the Evil Nation.

If the Evil Nation has any Workers remaining on their player mat, then the Evil Nation **must** Work, otherwise the Evil Nation **must** Generate, creating a sequence of three Work turns followed by one Generate turn.

The Evil Nation Works and Generates in a similar (but not identical) way to how a player would:

WORK TURN

- 1 Draw one card from the appropriate Clash of Nations deck and place it face up in the Evil Nation's area.

End game VP

Place one Rival Worker on this board location.

Place a second Rival Worker on this board location.



Effect icons

The Structure to discard from the Market

- 2 Place one of the Evil Nation's Workers on **both** of the main board locations indicated on the Clash of Nations card, going from top to bottom.

If Energy is required to place a Worker, use the **minimum** amount of Energy needed. If the Evil Nation doesn't have enough Energy for a placement, it skips that placement (but don't return the Worker to the player mat to preserve the sequence of Work and Generate turns).

If a Worker is placed in a Structure Market, remove the Structure card indicated on the Clash of Nations card (with a red X) from that market and place it in the discard pile. Refill the market normally.

If a Worker is placed on a location that contains any Pollution tokens, Nuclear Contamination tokens, or resources, those tokens or resources are immediately returned to the supply (the Evil Nation doesn't collect them).

- 3 Consult the icon, if any, in the top section of the Clash of Nations card, and resolve its effect:



Move the Evil Nation's marker one space to the right on the United Nations track.



Remove one Pollution token from the Global Impact track and place it on this card, Nuclear Contamination side up.



Take the indicated Agenda from those available and remove it from the game. You are allowed to look through any Agendas that have been removed.



If you are using the Doomsday Clock, advance the Clock one space.

- 4 If necessary (due to removed Contamination) resolve the next Global Impact card.
- 5 After resolving Clash of Nations cards, arrange them in columns of four: three face-up for Work turns, and one face-down for each Generate turn (see example image, below).

GENERATE TURN

- 1 Without looking at it, take one card from the appropriate Clash of Nations deck and place it face down in the Evil Nation's area. Remove one Nuclear Contamination token from the Global Impact track and place it on this card.
- 2 Take all of the Evil Nation's Workers and Energy off the board and return them to the Evil Nation's player mat.
- 3 If necessary (due to removed Pollution), resolve the next Global Impact card.



An example of the Evil Nation's cards after 15 turns.

SPECIAL RULES FOR THE EVIL NATION

The Evil Nation never gains or loses resources, never really owns any Agendas or has any Pollution tokens, and does not score Victory Points in any of the ways that a player does.

Also, and very importantly: **The Evil Nation is not affected in any way by Global Impact cards.**

ENDING THE GAME

The end of the game can be triggered either by you, the player, or by the Evil Nation. As in a normal game of Energy Empire, whoever removes the last token from the Global Impact track (or moves the Doomsday Clock to “12”) will also be the last to take a turn after each player takes one more turn.

SCORING VICTORY POINTS

You determine your score normally. The Evil Nation's score comes from the following sources:

- **Clash of Nations cards played:** Total all VP on all of the Clash of Nations cards that were played (shown on their top-left corners), **including** all face down cards.
- **The United Nations Track:** The Evil Nation scores points for the position of its marker on the United Nations track. Determine the Leader Bonus normally.
- **The Doomsday Clock (if used):** The Evil Nation does not draw Cold War cards, but instead it has symbols on the Clash of Nations cards. Total all of the values for Military, Space Race, and Diplomacy on the Clash of Nations cards that were played and compare them to your own and the Third World Nation. The Evil Nation receives VP for winning first or second place (or none at all), as appropriate.

The Evil Nation does **not** receive VP from any other sources (Agendas, Environment, etc.)

If your score is higher than the Evil Nation you won! If not, perhaps you can schedule a rematch!

CLASH OF NATIONS 2-PLAYER VARIANT

You can play a 2-player game using the Clash of Nations deck to control an Evil Nation player (turning the game into a 3-player game).

When doing so, use all of the rules above for the Evil Nation. During setup, place **6** Pollution tokens on each space of the Global Impact track. The Evil Nation goes third in turn order.

Also during setup, do not place a neutral worker on the Doomsday Clock.

UN ENVOY EXPANSION

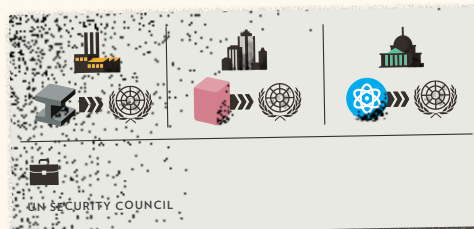
This expansion module replaces the UN track with various boards that allow players to select different benefits.

COMPONENTS



30 UN ENVOY TOKENS

6 extra tokens per player



1 UN SECURITY COUNCIL REPLACEMENT BOARD



8 UN TRACK BOARDS

SETUP

Select UN boards: Randomly select a number of UN boards equal to the number of players plus 1 (for example, 4 boards in a 3-player game). Return the rest of the UN boards to the game box. Arrange the UN boards beside the gameboard.

Note: If you are not using the Doomsday Clock expansion module, sort the UN boards and remove the ones depicting the Doomsday Clock icon. Otherwise, use all of the boards.

Also note: If playing with 5 players and you are not using the Doomsday Clock expansion module, you will only have 5 UN boards in play (not 6).

Place the UN Security Council: Cover the UN Track on the game board with the UN Security Council miniboard.

UN Envoy Tokens: Each player takes their 6 United Nations Envoy tokens in their player color and puts them beside their player mat.

GAMEPLAY

When using this expansion, players have an extra option when wanting to influence the UN. Now, the UN track is replaced with a choice of 3 board locations, all of which allow players to expand their influence at the UN. Depending on the particular action chosen, the player will then be able to activate their Structures of the matching location type. (A player may even take the UN action twice in one turn if, after using the new UN board location, they also activate their Nation card!)

Whenever a player would advance on the United Nations track, instead, they take one of their UN Envoys (player tokens), and use it to claim a benefit of their choice depicted on any of the UN boards in play. Once claimed, the Envoy remains on the selected space for the remainder of the game. No one may claim the same benefit again.

Unlike the United Nations track in the standard game, all benefits on UN boards, including Victory Points, are gained immediately, except for the Cold War icons: Military, Space Race, and Diplomacy. These values are added to players' totals at the end of the game for determining Doomsday Clock leader bonus scorings.

Note: Some game effects and cards check a player's position on the UN track. In such cases, each deployed envoy is equivalent to one step of movement on the UN track.

*Also note: If a Global Impact card instructs players to place a resource on all board locations of a certain type, do **not** place a resource on the UN Security Council Board.*

COMBINING WITH THE CLASH OF NATIONS

When using the Clash of Nations solo mode, if the Evil Nation would advance on the UN track, instead take 1 of its UN Envoys and put it on the leftmost available benefit on a UN board that has the fewest UN markers. If there is a tie for fewest markers, the player chooses between the tied choices.

The Evil Nation never receives the printed benefit shown on the UN boards. At the end of the game, the Evil Nation scores 4VP for every UN Envoy it had deployed during the game (instead of scoring points for how far it has moved along the UN Track).

Summary of the UN board benefits:

- **Accolades.** Take an Agenda from those available and place it on your player mat, and sometimes, some VP.
- **Financial Centers.** Earn various amounts of Money and VP.
- **Forums.** Earn various amounts of VP and take 2 Cleanup actions.
- **Nature Preserves.** Earn various amounts of Space Race points and VP.
- **Nuclear Test Sites.** Earn various amounts of Military points and VP.
- **Oil Fields.** Earn various amounts of VP and take a certain number of Oil barrels from the stockpile.
- **Space Milestones.** Earn various amounts of Space Race points and VP.
- **Wonders.** Earn various amounts of VP.

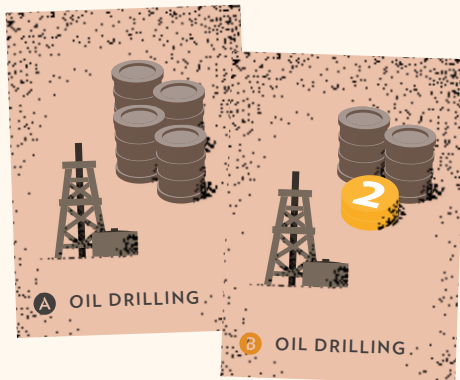


ALTERNATE LOCATION TILES

Also included are 9 alternate location tiles that can be placed on top of the matching locations on the game board to add variety to your game! These can be used with any other module or expansion.

Each alternate location tile is double-sided, so there are 3 options for each location (including the original ones printed on the board).

To play with these alternate locations randomly select either side of the tiles, or select the alternate locations you wish to try. Your game may include a mix of location spaces from the base game (no tile), and A and B sides of the alternate Location tiles placed on the spaces you wish to vary.



*For example, instead of using the **Oil Drilling** space printed on the board (Place 1 Oil Well and take 3 Oil barrels from the supply), you can use one of the alternate Locations to slightly change the feel of the game:*

*Either tile **A**: Place 1 Oil Well and take 4 Oil barrels from the supply.*

*Or tile **B**: Place 1 Oil Well and take 2 Oil barrels and \$2 from the supply*

CREDITS



CREDITS

GAME DESIGN

Luke Laurie & Tom Jolly

ARTWORK & PRESENTATION

Heiko Günther

SPECIAL THANKS

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ALSO AVAILABLE



www.frostbitegames.games
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Warning: Choking hazard! Keep away from children under the age of 3. Please keep this information for future reference.

Publishing Technology Solutions
1 Chemin de la Coume
09300 Lavelanet
FRANCE

ICON GLOSSARY



Score the matching Environment Row



Expansion card

/ Either/Or (you have a choice)



Refresh the matching Structure Market



All players



All other players (not you)



A rectangle refers to a board location



Flip a Pollution token over



Pay or gain the amount of Money depicted



Buy 3 Oil barrels for the depicted amount



Pay or gain Plastic / Steel / Science / Oil / Victory Points



An oil drilling location



Gain an Oil Drill



Worker placement location



Worker



Pay or gain... Energy



Either



On a Work Turn



On a Generate Turn



Spend arrow: Pay what is on the left to gain what is on the right



Perform a Cleanup



Advance on the UN track



Peek at a face down Global Impact card



Cold War card



Draw 3 Cold War cards, keep 2



Advance the Doomsday Clock



Gain Pollution/Nuclear Contamination in the matching Environment Row



Use 1 Worker or 1 Energy to activate



Use 1 Worker or 1 Energy to activate (may be activated twice on different turns)



Use 2 Workers or 2 Energy to activate



Pay or gain the depicted type of Energy die



Any die (except Oil)



Discard one of your dice (A red X tells you to return something to the general stockpiles.)



Re-roll (re-roll all your white dice showing a "1")



Government/Industry/Commerce Structures you don't own



Structures you own



Have 2 of the depicted structures, or 2 dice, or have advanced at least 2 spaces on the UN track



Gain Space Race / Military / Diplomacy points