

THE MANHATTAN PROJECT SECOND STAGE



GAME COMPONENTS



A game for 2–5 players designed by Brandon Tibbetts

Copyright Minion Games ©2012. All Rights Reserved.

<http://www.MinionGames.com>



2 THE MANHATTAN PROJECT: SECOND STAGE

OVERVIEW

This multiple expansion set includes a choice of several expansions that can be used together or alone or in any combination. It is up to your game group which parts you would like to make use of.

H-BOMBS

Hydrogen (H) Bombs were the next stage of development in the nuclear arms race. They were made by using a Plutonium *fission* bomb to trigger another secondary *nuclear fusion* detonation, resulting in a much more powerful explosion. This expansion adds H-Bomb cards, which offer another way to earn victory points.

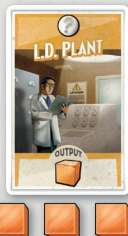


PREPARATION

Shuffle the 5 H-Bomb cards and place them *face-down* near the face-up bomb cards. Place the Lithium Deuteride (LD) cubes in the General Supply. Shuffle the 5 Lithium Plants into the main deck of Building cards.

LITHIUM PLANTS

Lithium Plants are Buildings that can be constructed and activated just like all other regular Buildings. When activated, they produce Lithium Deuteride (LD) cubes (orange). Like Yellow-cake, LD cubes are not limited. If they run out, use any suitable marker as a substitute.



DESIGNING H-BOMBS

When it is your turn to choose a Bomb card during a *Design Bomb action*, you may instead choose to place one of those Bomb cards at the bottom of the Bomb deck, and take the top H-Bomb card into your hand (if any are still available). You may not choose this option when you receive the last card of the *Design Bomb action*.

BUILDING H-BOMBS

You may build an H-Bomb using the same Bomb Action you use to build a regular Bomb. There are several key differences between H-Bombs and regular bombs:

- H-Bombs require a payment of LD cubes to the General Supply.

- H-Bombs **do not** require a payment of Plutonium or Uranium.
- An H-Bomb **must be built as an upgrade to a Plutonium Bomb** that already exists in your supply. Place the H-Bomb card underneath the Plutonium Bomb you wish to upgrade. Each Plutonium Bomb may only be upgraded once. The H-Bomb card doubles the point values shown at the bottom of the upgraded Plutonium Bomb. H-Bombs do not affect the loading bonus (5 pts) of a bomb. H-Bombs may be loaded, but they *may not be tested*.

ROCKETS

Rockets are basically advanced Bombers that cannot be intercepted by Fighters. Use this expansion if you want even more direct conflict between players.

PREPARATION

Each player takes a Rocket Track and places it beside his Player Board. Give each player a Rocket counter, which is placed on the “0” space of the Rocket Track. Place the 5 Rocket Factories *face-up* in a row near the face-up Bomb cards.



ROCKET FACTORIES

Rocket Factories produce Rockets just as some regular Factories produce aircraft. When it is your turn to choose a Bomb card during a *Design Bombs action*, you may instead choose to place one of those Bomb cards at the bottom of the Bomb deck, and build one Rocket Factory (if any are still available). You may choose which of the remaining Rocket Factories to build. Take the Rocket Factory and place it on your Player Board. You may not choose this option when you receive the last card of the *Design Bombs action*.



USING ROCKETS

Rockets may be used exactly like Bombers, but with *one key difference*: you may use a Rocket to damage an opponent's Building during an Air Strike even if your opponent has a Fighter on his Fighter Track. You may also use a Rocket instead of a Bomber to load a bomb. Fighters *cannot* destroy Rockets.

NATIONS 2

The Nations 2 expansion allows you to assume the role of a real-world nation. Each nation has a unique ability only it can use. During Preparation, give 1 Nations Identity card to each player using any chosen method. Place your card face up on your Player Board.

During Step 2 of your Worker Placement turn, you may choose to place a Worker (or Workers or other costs) on your National Identity card to take the Worker Action shown, just like a regular Building.

National Identity cards can never be damaged by a Bombing Run, and your opponents can never place Workers on your National Identity card through Espionage.

NATION CARD CLARIFICATIONS:

SOUTH AFRICA

It is possible (but not necessary) to load a bomb first, then dismantle it. If you do so, keep the loaded counter (and the 5 points) on the card. The cost you must pay is the dollar amount on the card, not the additional bomber.

PAKISTAN

"Aircraft" includes Fighters and Bombers, but not Rockets. When collecting 5 Aircraft, Pakistan may choose any combination of Fighters and/or Bombers. Pakistan cannot discard H-Bombs.

INDIA

India may not choose to collect a portion of a University's output for a reduced cost. The cost is always \$1 per worker shown in the output. If all of a University's output is not available from the General Supply, then India may elect to pay the owner the full, required cost, and still collect whatever portion of the University's output is available.



NORTH KOREA

When you activate the card, you do not need to announce what you intend to collect (Uranium or Plutonium). Once the card is activated, you *are* committed to using it. You *cannot* change your mind if the other players elect to pay you the \$3, or if they do not pay. Your opponents can divide up the \$3 payment between themselves as they see fit. It is not necessary for *all* of your opponents to contribute money.



PERSONALITIES

There were many people who were very integral to the success of the Manhattan Project. We have selected a few of the more famous key people to highlight. This expansion adds a role-selection mechanic to the game. This mechanic can greatly change game play, so make sure you understand its use and implications before choosing to use it.

PREPARATION

Place the 7 Personality tiles face-up in the General Supply.

CHOOSING PERSONALITY TILES

When you *retrieve Workers*, you **must** also take one available Personality tile of your choice from the General Supply. If you already have a Personality tile (which will always be the case except during your very first retrieval), you *must* return your current Personality tile to the General Supply. You may *never* keep the same Personality tile between your retrieve workers actions.

Each Personality tile explains the special bonus you receive as long as you control that personality. These bonuses *do not* require activation and are always in effect.



4 THE MANHATTAN PROJECT: SECOND STAGE

PERSONALITY TILE CLARIFICATIONS:

KLAUS FUCHS

The espionage of a single building is in addition to any espionage ability you might already have (e.g., from the Main Board Espionage space, from The Soviet Union Nation card). For example, if you have activated Espionage on the Main Board for a current spy level of 2, you activate your Soviet Union Nation card **AND** you have the Fuchs personality card, you would be able to activate a maximum of 4 opponent buildings on your turn (2+1+1).

LEÓ SZILÁRD

Since you are allowed to activate the Main Board Reactor and Enrichment spaces as Buildings, you may place workers on 1 or both of them (and pay the activation costs) *during Step 2 of your turn* when you are activating other Buildings. This is in addition to the worker you may have placed earlier on the Main Board during Step 1 of your turn.

CURTIS LEMAY

This personality does not allow you to conduct a full air strike as you would from activating the Main Board Air Strike space. It allows a single Air Strike action each turn (e.g., a single Fighter Attack in which you spend 1 fighter, a single Bombing Run in which you spend 1 bomber, or a single Rocket Attack in which you spend 1 Rocket).

KENNETH NICHOLS

If you choose to use Nichols' ability, the \$1 you must place on the Bribe Pile comes from the General Supply – not your Personal Supply.



JOHN LANSDALE

This personality makes Espionage impossible against your Buildings by every means – even The Soviet Union Nation Card and from the Klaus Fuchs Personality card.



AIR STRIKE OVERLAY

This expansion allows you to increase or decrease the availability of the *Air Strike action* (and thus also any follow-up Air Strikes). If your game group would prefer a less aggressive game style, then use the side of the Air Strike Overlay with only one Air Strike space. If you would like to allow for more negotiation and counter strikes in a larger game, use the side with three spaces.



PREPARATION

Place the Air Strike Overlay on top of the Main Board Air Strike section, with either the single space or the triple space side face-up.

NEGOTIATIONS

If you are playing with the single space side of the Air Strike Overlay, Air Strike negotiations are *not* allowed.

CREDITS

Design:
Brandon Tibbetts
Eric Jome

Producer:
James Mathe

Artists:
Ander Plana
Sergi Marcet

Cover Art:
Ander Plana

Box, Board, & Card Design:
Clay Gardner

Rules Layout:
Topher McCulloch

Editor:
William Niebling



<http://www.MinionGames.com>