ROTATE FOR LABOR
FACTORY
OUTPUT
3 / 3
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
ROTATE FOR LABOR
FACTORY
OUTPUT
3 / 3
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
FACTORY
OUTPUT
2 / 2
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
FACTORY
OUTPUT
2 / 2
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
FACTORY
OUTPUT
2 / 2
SOLO May Take Cards from Discard Pile
2P
LABORER
LABORER
ROTATE FOR LABOR
FACTORY
OUTPUT
2 / 2
SOLO May Take Cards from Discard Pile
2P
LABORER
LABORER
ROTATE FOR LABOR
FACTORY
OUTPUT
2 / 2
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
MINE
OUTPUT

THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

LABORER

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

LABORER

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

LABORER

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

ROTATE FOR LABOR

MINE

OUTPUT

SCIENTIST

SCIENTIST

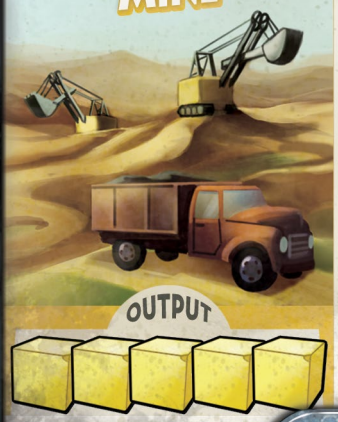
THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION

ROTATE FOR LABOR
MINE
OUTPUT
SCIENTIST
LABORER

THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION

ROTATE FOR LABOR

MINE



OUTPUT

LABORER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

LABORER

LABORER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

LABORER

LABORER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

LABORER

LABORER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

LABORER

LABORER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

SCIENTIST

ENGINEER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

LABORER

LABORER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

ENGINEER

ROTATE FOR LABOR

UNIVERSITY

OUTPUT

ENGINEER

ENGINEER

ROTATE FOR LABOR

1

ENRICHMENT PLANT

OUTPUT

U

THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION

ROTATE FOR LABOR
1
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
1
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
1
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
1
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
1
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
3
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
3
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
3
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER
ROTATE FOR LABOR
3
ENRICHMENT PLANT
OUTPUT
ENGINEER
ENGINEER

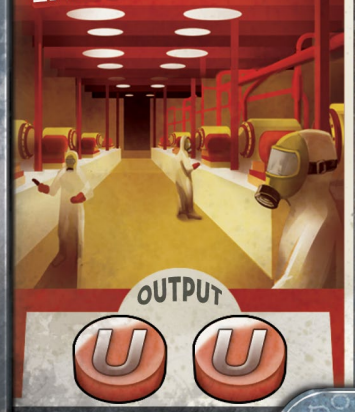
THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION

ROTATE FOR LABOR

ENGINEER

3

ENRICHMENT PLANT



OUTPUT

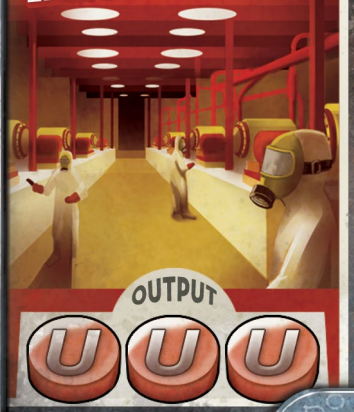
U U

ROTATE FOR LABOR

ENGINEER

5

ENRICHMENT PLANT



OUTPUT

U U U

ROTATE FOR LABOR

ENGINEER

5

ENRICHMENT PLANT

OUTPUT

U U U

ROTATE FOR LABOR

ENGINEER

5

ENRICHMENT PLANT

OUTPUT

U U U

ROTATE FOR LABOR

ENGINEER

DESIGN BOMB

Draw **3 BOMB PLAN CARDS** and keep **1 FACE DOWN** in front of you.

You may keep only one hidden plan.

ROTATE FOR LABOR

ENGINEER

DESIGN BOMB

Draw **3 BOMB PLAN CARDS** and keep **1 FACE DOWN** in front of you.

You may keep only one hidden plan.

ROTATE FOR LABOR

SCIENTIST

Look at an opponent's hand and **TAKE A CARD.**

OR

Steal **1 YELLOW CAKE** from an opponent.

1

SOLO Draw 3 Cards and Keep 1.

ROTATE FOR LABOR

SCIENTIST

Look at an opponent's hand and **TAKE A CARD.**

OR

Steal **1 YELLOW CAKE** from an opponent.

1

SOLO Draw 3 Cards and Keep 1.

ROTATE FOR LABOR

ENGINEER

Use a **LANDMARK** without paying its personnel cost.

OR

Steal **1 YELLOW CAKE** from an opponent.

1

SOLO Play 1 Card from Hand for Free

THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION

ENGINEER

ROTATE FOR LABOR

DOUBLE AGENT

Use a **LANDMARK** without paying its personnel cost.

OR

Steal **1 YELLOW CAKE** from an opponent.

1

SOLO Play 1 Card from Hand for Free

SAROV STATE INSTITUTE OF PHYSICS AND TECHNOLOGY

LANDMARK

UNIVERSITY

OUTPUT

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

LANDMARK

UNIVERSITY

OUTPUT

SHINKOLOBWE

LANDMARK

MINE

OUTPUT

OAK RIDGE

LANDMARK

2

ENRICHMENT PLANT

OUTPUT

BOMB CARD

U x2

3

BOMB CARD

U x2

3

BOMB CARD

U x3

4

BOMB CARD

U x3

4

LANDMARK

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

UNIVERSITY

OUTPUT

LANDMARK

SAROV STATE INSTITUTE OF PHYSICS AND TECHNOLOGY

UNIVERSITY

OUTPUT

THE MANHATTAN PROJECT

A GAME BY JAMES MATHE

CHAIN REACTION

THE MANHATTAN PROJECT

A GAME BY JAMES MATHE

CHAIN REACTION

BOMB CARD

LANDMARK

OAK RIDGE

2

ENRICHMENT PLANT

OUTPUT

U

LANDMARK

SHINKOLOBWE

MINE

OUTPUT

THE MANHATTAN PROJECT

A GAME BY JAMES MATHE

CHAIN REACTION

BOMB CARD

THE MANHATTAN PROJECT

A GAME BY JAMES MATHE

CHAIN REACTION

BOMB CARD

THE MANHATTAN PROJECT

A GAME BY JAMES MATHE

CHAIN REACTION

BOMB CARD

BOMB CARD
x3
4
BOMB CARD
x3
4
BOMB CARD
x4
5
BOMB CARD
x4
5
BOMB CARD
x4
5
BOMB CARD
x4
6
BOMB CARD
x4
6
BOMB CARD
x5
7
BOMB CARD
x5
7

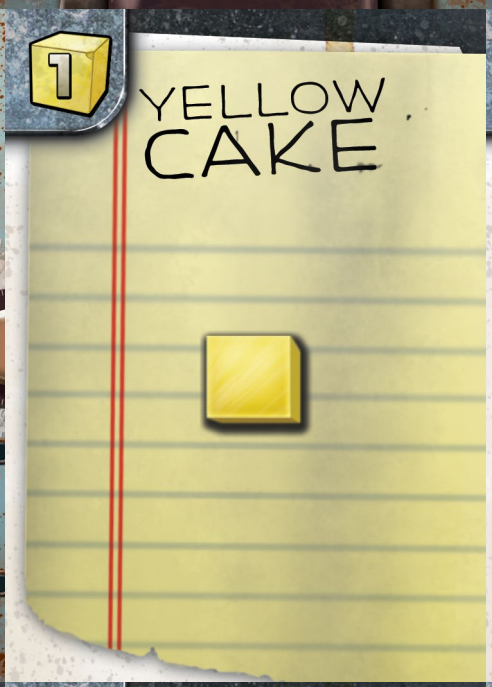
THE MANHATTAN PROJECT
A GAME BY JAMES MATHE
CHAIN REACTION
BOMB CARD

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2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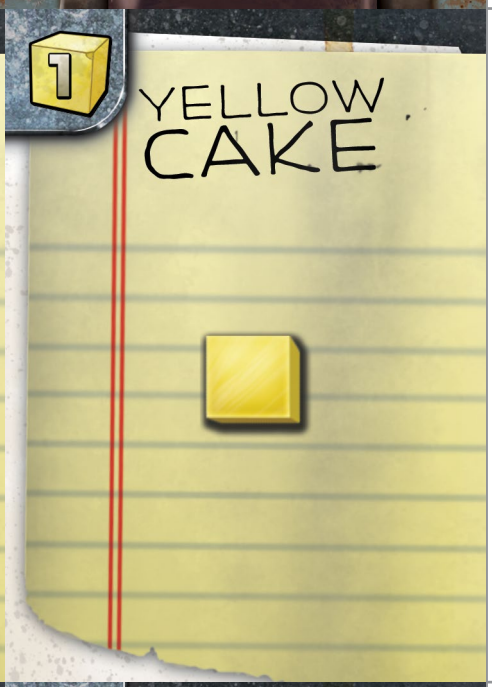
YELLOW
CAKE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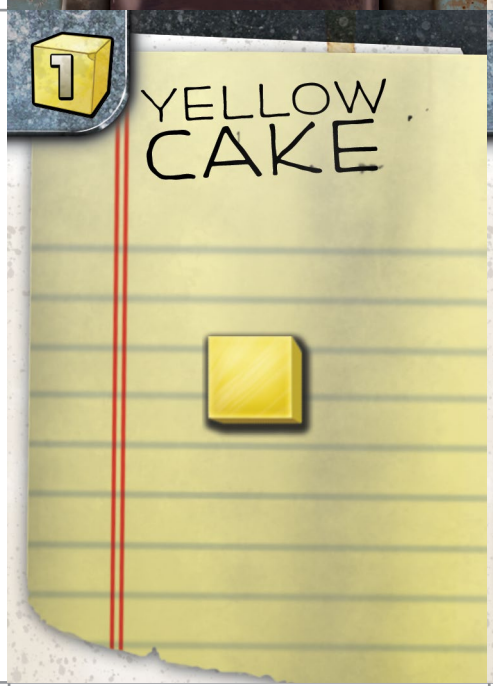
YELLOW
CAKE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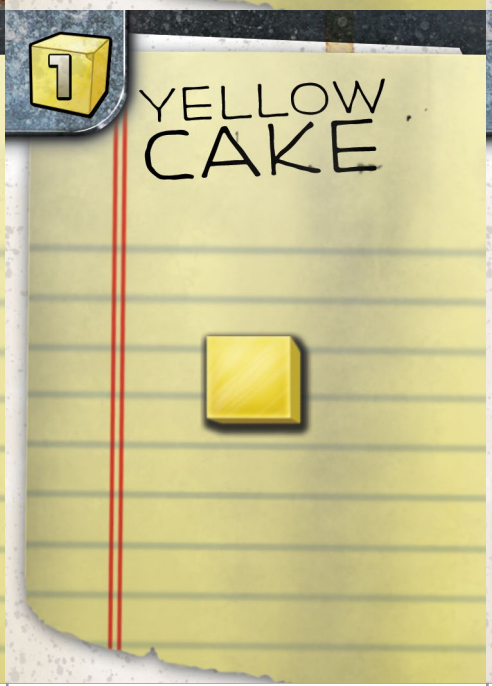
YELLOW
CAKE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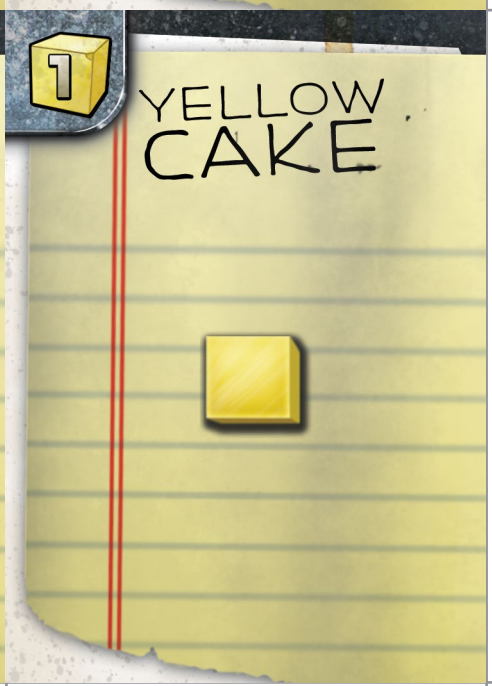
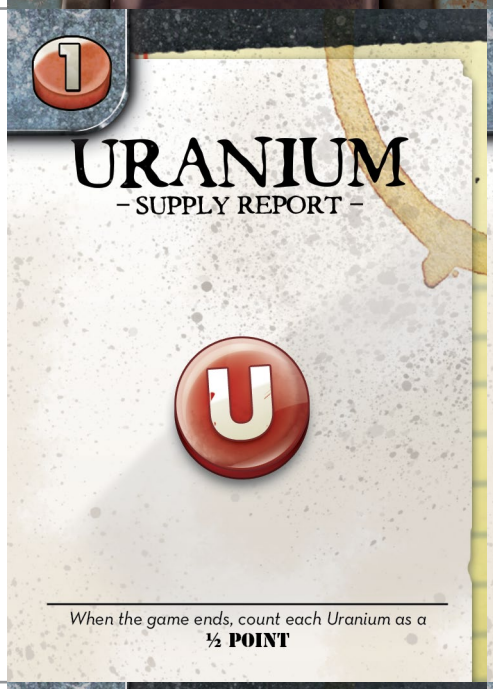
YELLOW
CAKE

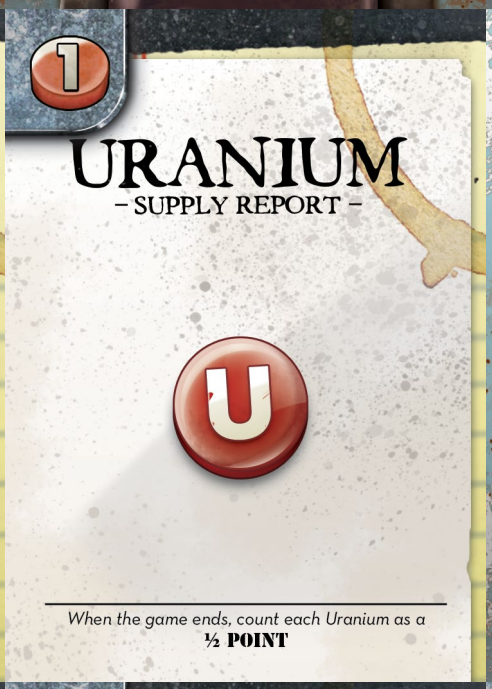

1
YELLOW
CAKE

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

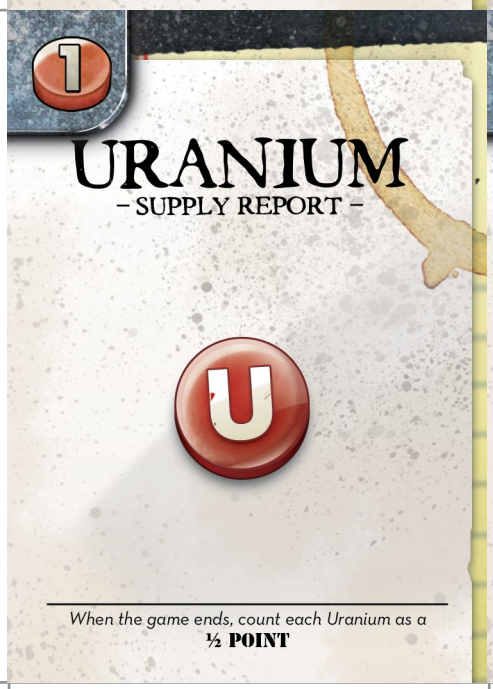
BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2


1
URANIUM
– SUPPLY REPORT –
U
When the game ends, count each Uranium as a
½ POINT


1
URANIUM
– SUPPLY REPORT –
U
When the game ends, count each Uranium as a
½ POINT

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2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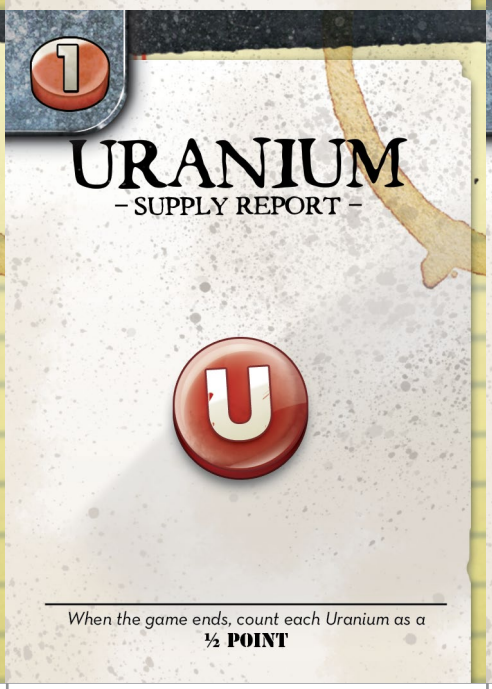
URANIUM
– SUPPLY REPORT –
U
When the game ends, count each Uranium as a
½ POINT


1
URANIUM
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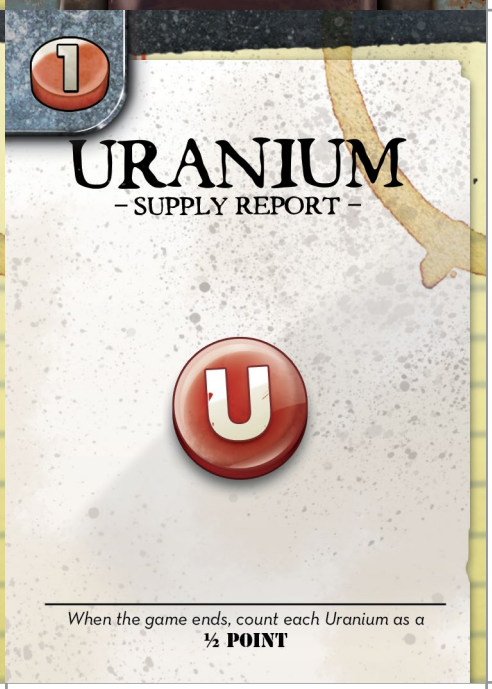
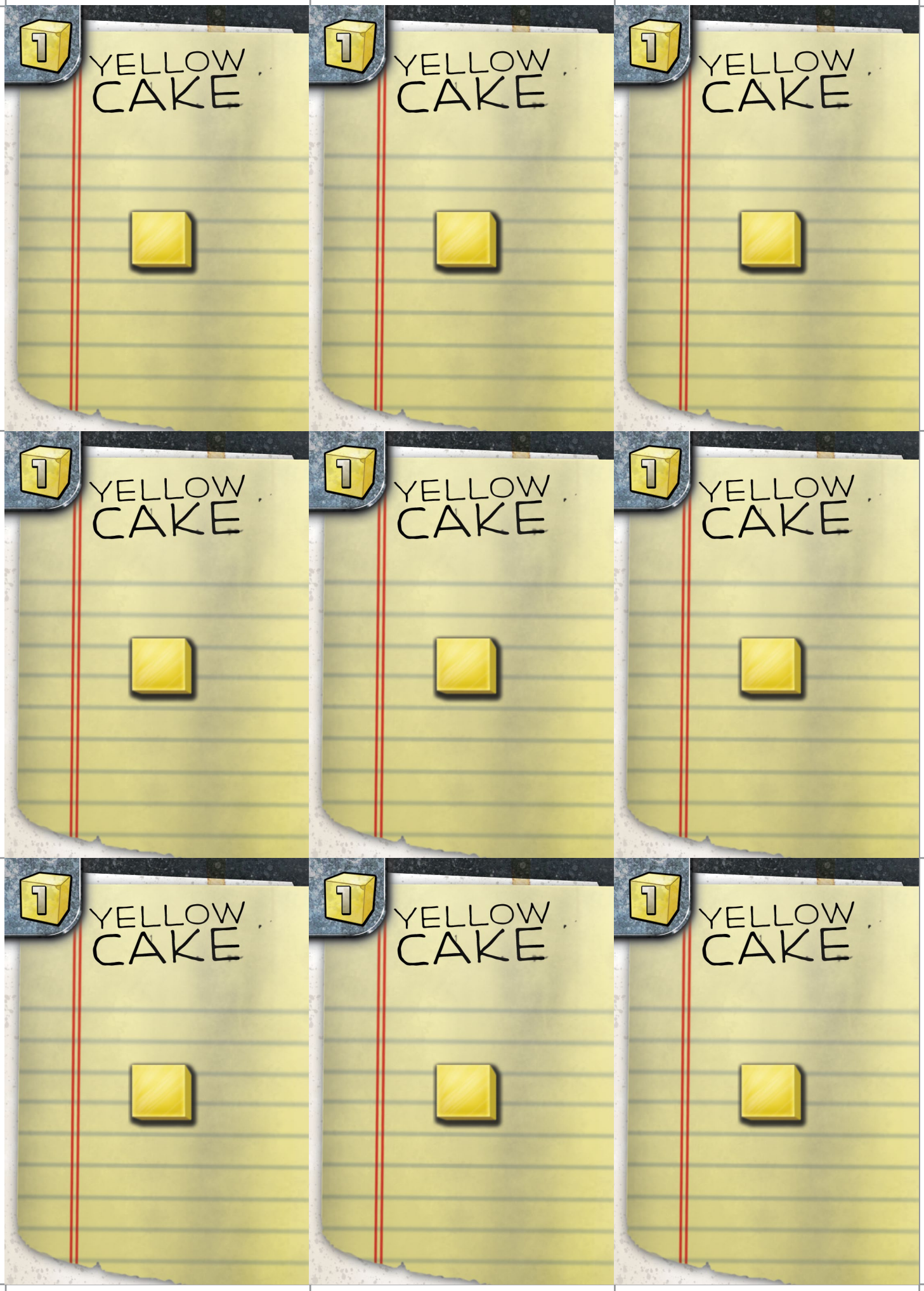

1
URANIUM
– SUPPLY REPORT –
U
When the game ends, count each Uranium as a
½ POINT


1
YELLOW CAKE

1

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

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URANIUM

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URANIUM

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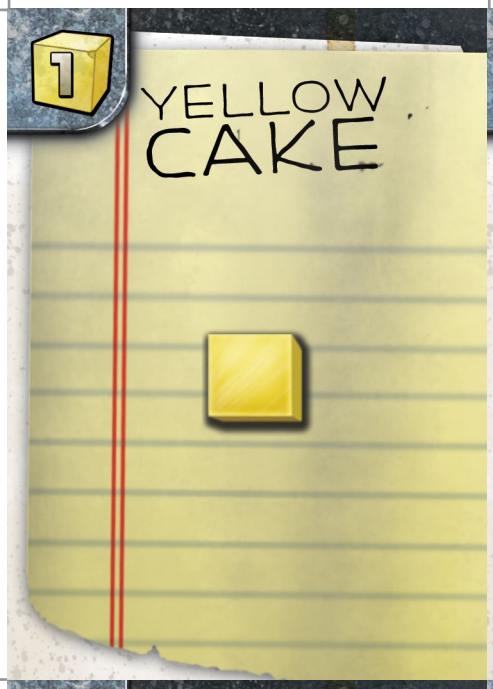
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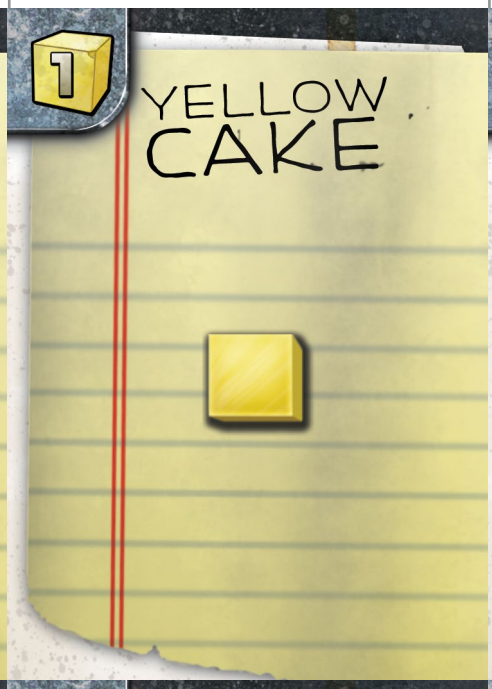
CAKE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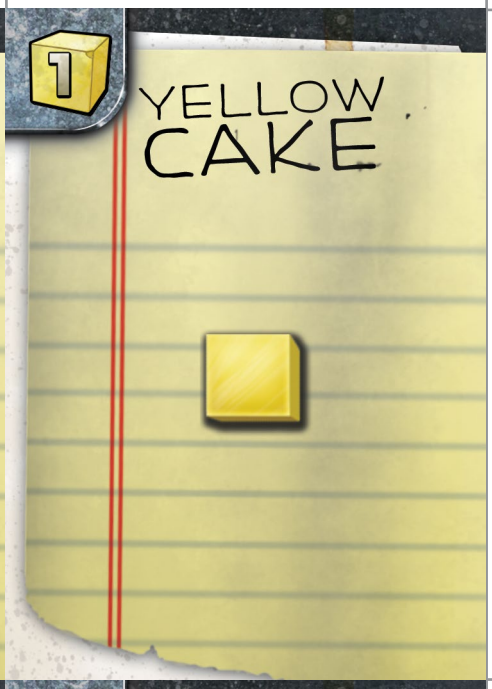
CAKE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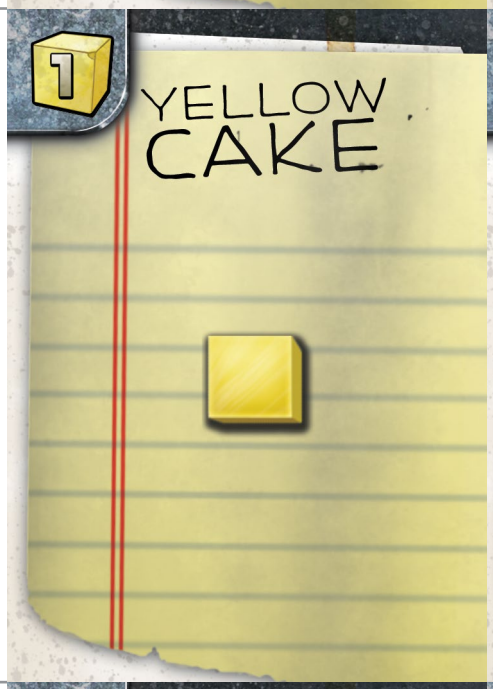
CAKE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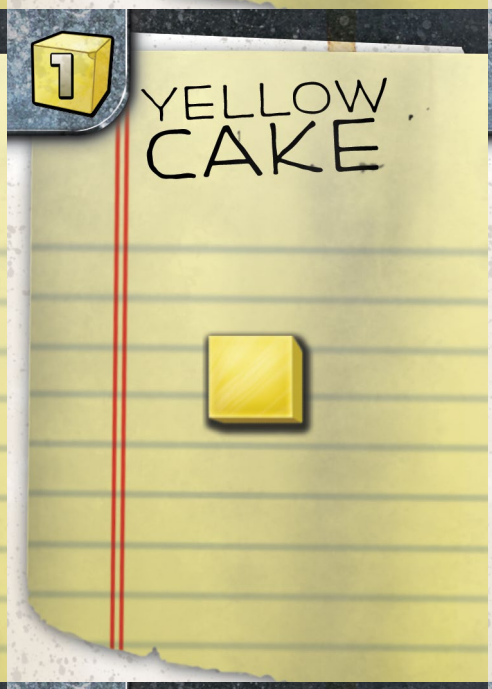
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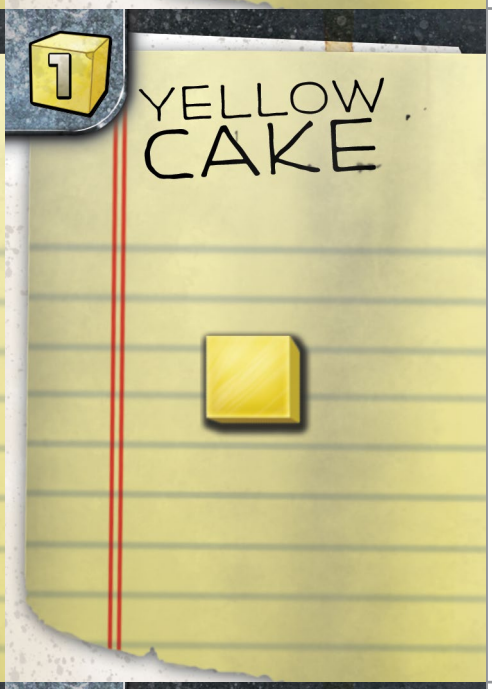
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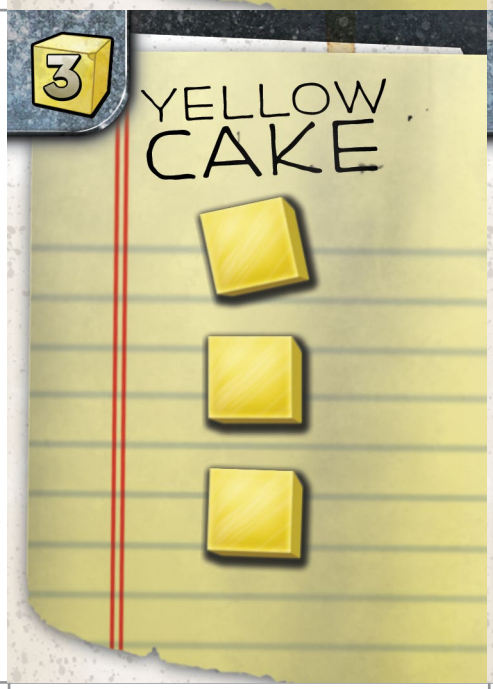
CAKE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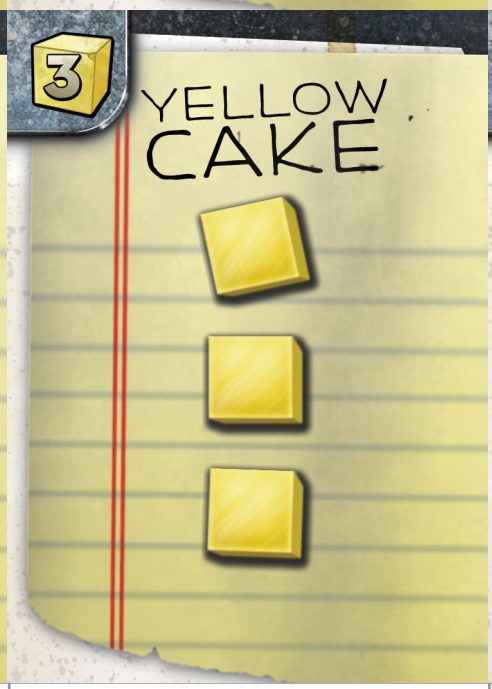
CAKE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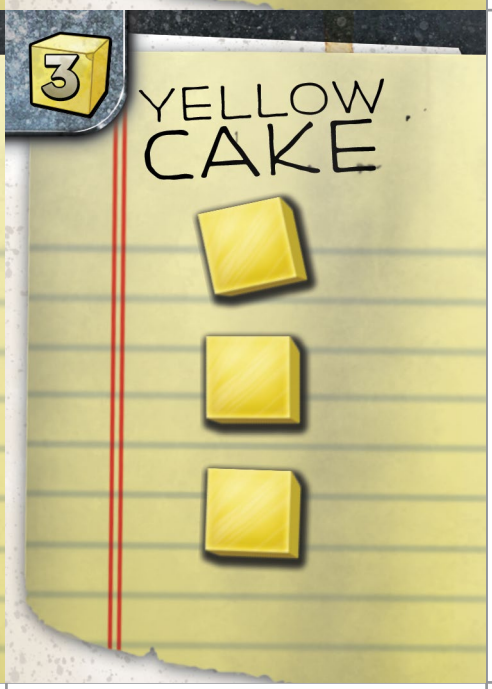
3
YELLOW
CAKE

1

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

1

URANIUM

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½ POINT

1

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

2

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

2

URANIUM

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When the game ends, count each Uranium as a
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URANIUM

– SUPPLY REPORT –

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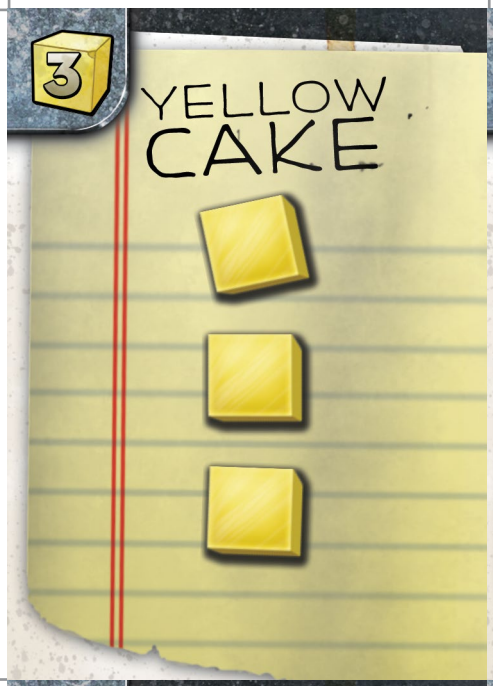
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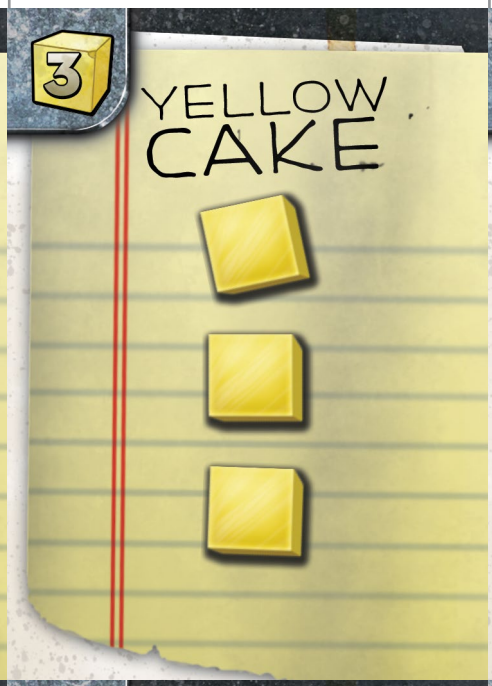
YELLOW CAKE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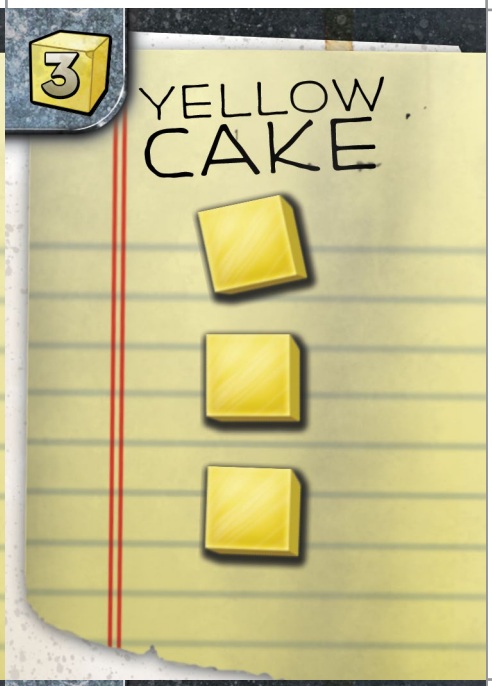
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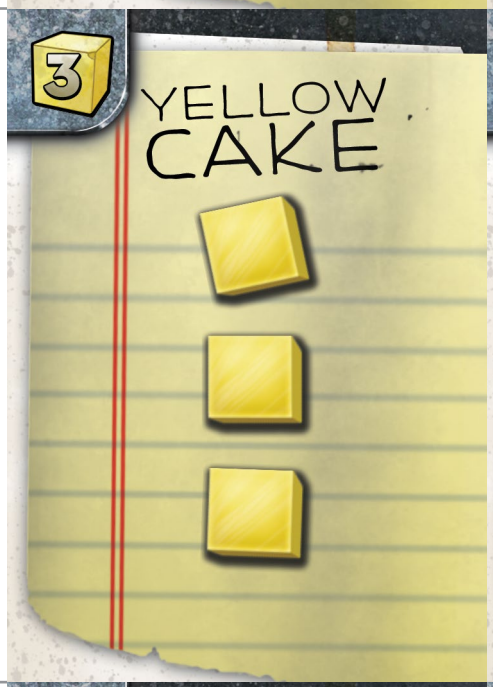
YELLOW CAKE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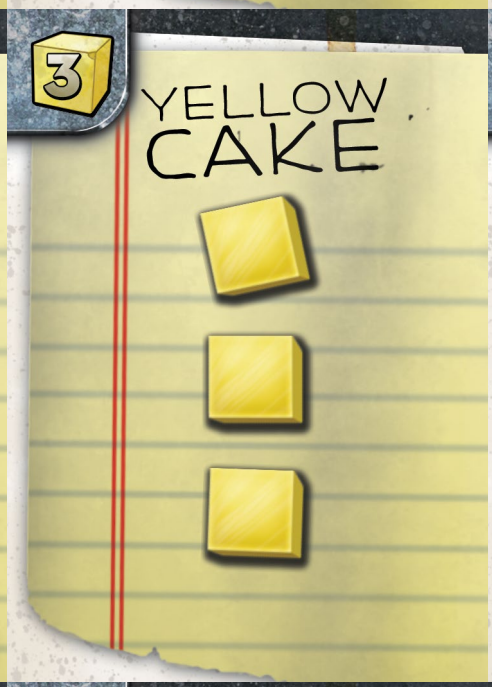
YELLOW CAKE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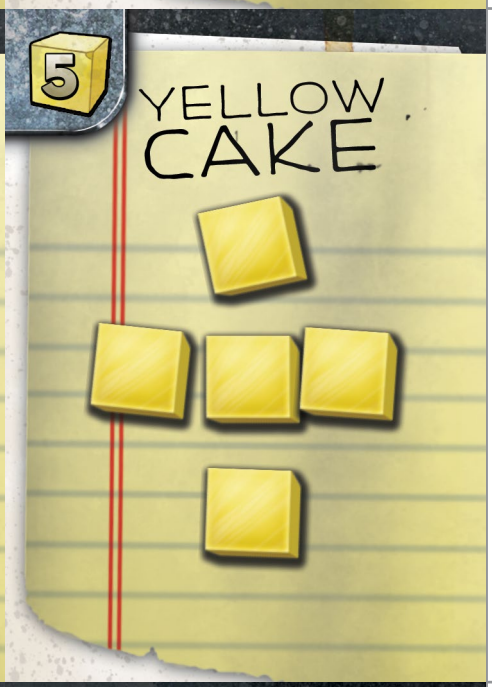
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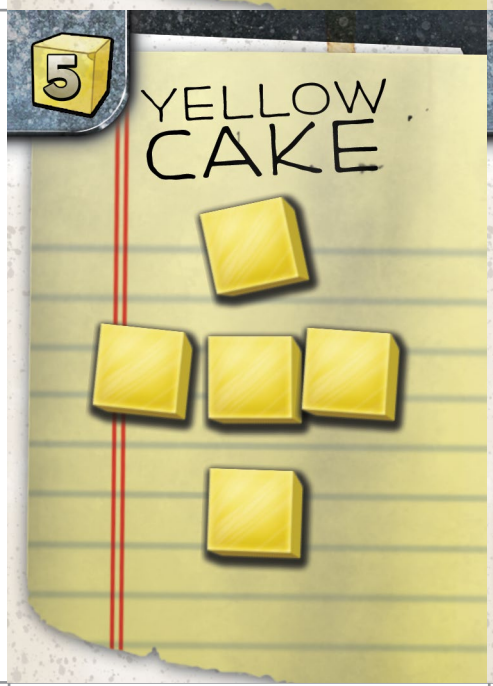
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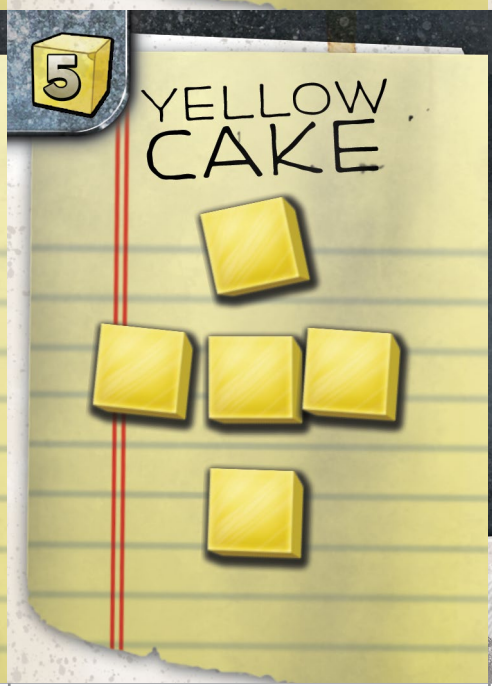
5
YELLOW CAKE

START
PLAYER
MARKER
OFFICIAL REPORT
THIS PLAYER TAKES THE FIRST TURN.

2

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

2

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2

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

3

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

2

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

2

URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT

3

URANIUM

– SUPPLY REPORT –

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URANIUM

– SUPPLY REPORT –

When the game ends, count each Uranium as a
½ POINT