USA

Up to 3 times per turn, collect an additional ① when you activate any **Factory.** (INCLUDING THE "USE 1 FACTORY" SPACE ON THE WORKER ASSIGNMENT BOARD)

Pay only ② ③ when you purchase a **Factory.**

BRITAIN

Up to 3 times per turn, collect an additional ① when you activate any **Research Lab.**

Pay only ② ③ when you purchase a **Research Lab.**

FRANCE

Up to 3 times per turn, collect an additional ① when you activate any **Reactor.**

Pay only ② ③ when you purchase a **Reactor.**

SOVIET UNION

Once per turn, you may use a 🕵 as a 🕵.

After making **2** placements on opponents' **Buildings** in a turn, you may pay ① to make a **third** placement on an opponent's **Building.**

CHINA

Recruiting Spaces produce an additional ○.

You may pay ① to make a **third** placement on your turn. The third placement must be on one of your own **Buildings.**

NORTH KOREA

Your 🕵 may be used as ○.

When you activate a **Test Site,** you may demand ② from your opponents. If they pay, you may not detonate the site. If they do not pay, gain **3 VP** if you detonate the site.

PAKISTAN

Instead of constructing a **Building,** you may return one from your **Player Board** to any row of the **Building Market** and collect ③.

PROHIBITED: DETONATED TEST SITES AND BUILDINGS WITH WORKERS OR NUKES.

ISRAEL

After retrieving all of your Workers, you may choose **1 of the following:**

- Deploy a **Fighter Squadron** for Free
- Pay ① to gain **1 ABM Tech Level**
- Pay ② to construct an **ABM Launcher** from any row

INDIA

Collect ④ when you place a Worker on an **Education** space. You may not use this ① as payment for the placement.

When you activate an **Education** space, you may use any Education space to the **left** instead, or pay ① to use any Education space to the **right** instead.

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

THE MANHATTAN PROJECT 2: MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event

GERMANY

Once per turn, you may collect 1 instead of making a placement.

Once per turn, when retrieving one of your **Workers** from a **Building,** you may activate any other **Building** on the same **Player Board** instead.

BRAZIL

At the end of your **Worker Placement** turn, you may spend 1 to buy **1 Fighter Squadron** or **Decoy** from the **General Supply,** or you may sell **1 Fighter Squadron** or **Decoy** from your **Personal Supply** for 1.

SOUTH AFRICA

At the end of your **Worker Placement** turn, you may **convert** a **Sub** or **Bomber** in your **Personal Supply** into **Nukes,** or return a **Nuke** from your **Personal Supply** to the **General Supply.** If you take any of these actions, collect **1 VP.**

THE MANHATTAN PROJECT 2
MINUTES TO MIDNIGHT

On your turn:
PLACEMENT | *or* | **RETRIEVAL**

PLACEMENT TURN
1 Construct a Building (OPTIONAL)
2 Make 2 Placements (REQUIRED)
1 Placement = 1–3 Workers

RETRIEVAL TURN
1 *Move the Round Marker*
2 Take the Retrieval Bonus
3 Retrieve your Workers
4 Resolve the Scoring Event