



MANHATTAN PROJECT

# WAR MACHINE

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## RULE CLARIFICATIONS

### Upgrading your Cargo Board

As mentioned in the rulebook (on p.4 under GLOBAL ACTIONS), a player may use the TRUCKS action on the main game board to spend 6 Money to upgrade their Cargo board (gaining a better free action) or to flip a Cargo Extension tile (gaining a die). Unfortunately, the EXPAND action icon is printed on the Cargo Boards, instead of the TRUCKS action icon. In the rule book, the TRUCKS action is incorrectly called UPGRADE.



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### The Cargo Board special action

As printed on your Cargo board (and mentioned in the rules on p.2 & p.4) once per turn you may set one of your dice to a face of your choice, if you set aside another die. In effect, this means converting two dice results into the result of your choice.



When you upgrade your Cargo board, this special action changes to be: you may set one of your dice to a face of your choice (without having to set aside another die). In effect, this means you can rotate a die to any result once on your turn.



### Final Scoring of Resources

As mentioned in the rule book (on p.5 under FINAL SCORING), left over resources at the end of the game may earn a player Victory Points. Unfortunately, the rule book fails to mention how many resources you need to score points. At the end of the game, resource markers (food, steel, or money) that are located on a Warehouse Extension tile earn you points as follows:

- Gain 1VP for each resource cube on your first warehouse extension (7-8 food/steel or 10-12 money).
- Gain 2VP for each resource cube on your second warehouse extension (9-10 food/steel or 13-15 money).

For example, if a player has 7 food, 8 steel, and 13 money at the end of the game, they would earn 1VP for food, 1VP for steel, and 2VP for money for a total of 4VP (1+1+2).

All Victory Points earned by players at the end of the game are added on to the total shown on your VP track (you do not need to move your VP counter along its track.)

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### The Victory Point icon



Whenever you see this icon, it represents Victory Points (VP). The number on the icon tells you how many points you earn (2 Victory Points in the example above). The player with the most VP will win the game! Whenever you earn Victory Points during the game (ie: from a building or a board action, for example), you move your VP counter along its track 1 space for each point you earned (if you have not upgraded your extension boards and cannot move your counter enough spaces, any VPs you should have earned are lost).

When you see the VP icon on your boards (after upgrading them) or on your End Game buildings, these points are added on to your final score, whether or not you have the space on your VP track (ie: add these totals to the total denoted by your VP track at the end of the game).

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## CREDITS

Game design - Jan M. Gonzalez

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