

MANHATTAN PROJECT: WAR MACHINE

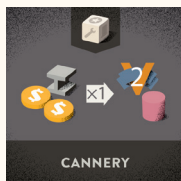


COMMERCIAL

v1.0 APRIL 2024

COMMERCIAL STRUCTURES TILE GLOSSARY

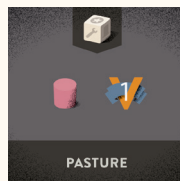
Single Activation:



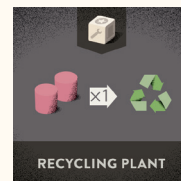
Spend 1 steel and 2 money to gain 2 VP and 1 food.



Gain 1 money for each pollution token you have showing its cleaned-up side. You cannot gain more than 4 money this way.



Gain 1 food and 1 VP.



Spend 2 food to flip one of your pollution tokens to its cleaned-up side.

Multiple Activations:



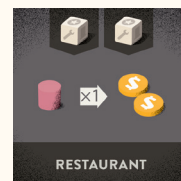
Gain 1 money or 1 steel. When activated twice, resources gained may be of different types.



Gain 1 food.

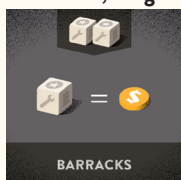


Spend 1 food to gain 1 VP.

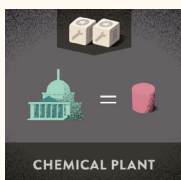


Spend 1 food to gain 2 money.

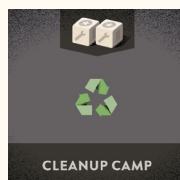
Multiple Workers, Single Activation:



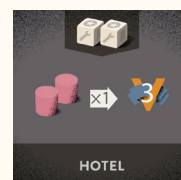
Gain 1 money for each action dice that you have unlocked (including the dice you start the game with).



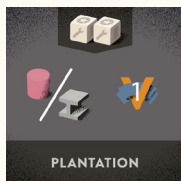
Gain 1 food for each Government structure you have constructed.



Flip one of your pollution tokens to its cleaned-up side.



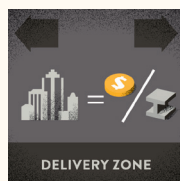
Spend 2 food to gain 3 VP.



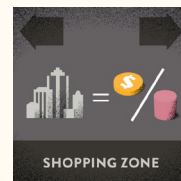
Gain 1 food or 1 steel. Also gain 1 VP.



Gain 1 food for each Industrial structure you have constructed.



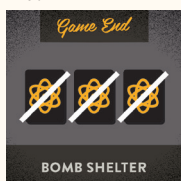
Gain 1 money or 1 steel each time another one of your Commercial structures is activated.



Gain 1 money or 1 food each time another one of your Commercial structures is activated.

Zone:

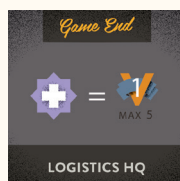
Game End:



At the end of the game, discard up to 3 pollution tokens showing their contamination side.



At the end of the game, add 1 VP to your final score for each Commercial structure you constructed, including this one.



At the end of the game, add 1 VP to your final score for each warehouse or structure extension tile you constructed.



At the end of the game, add 1 VP to your final score for every 2 food that you have, up to a maximum of 5 VP.

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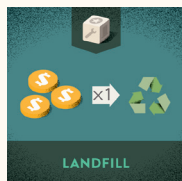
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GOVERNMENT STRUCTURES TILE GLOSSARY

Single Activation:



Spend 2 money to flip one of your warehouse or structure extension tiles to its upgraded side.



Spend 3 money to flip one of your pollution tokens to its cleaned-up side.



Gain 1 steel for each pollution token you have showing its cleaned-up side. You cannot gain more than 3 steel this way.



Spend 1 food and 1 steel to gain 2 VP and 2 money.

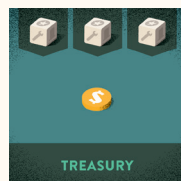
Multiple Activations:



Spend 2 money to gain 1 VP.

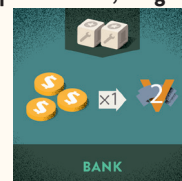


Spend 2 money to gain 1 food or 1 steel. When activated twice, resources gained may be of different types.

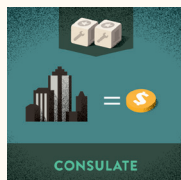


Gain 1 money.

Multiple Workers, Single Activation:



Spend 3 money to gain 2 VP.



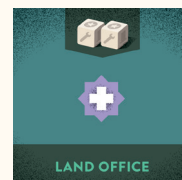
Gain 1 money for each Commercial structure you have constructed.



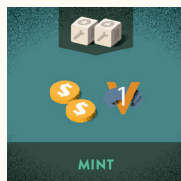
Flip one of your pollution tokens to its cleaned-up side.



Gain 1 food or 1 steel. Also gain 1 VP.



Flip one of your warehouse or structure extension tiles to its upgraded side.



Gain 2 money and 1 VP.



Gain 1 money for each Industrial structure you have constructed.

Zone:



Gain 1 money or 1 food each time another one of your Government structures is activated.



Gain 1 money or 1 steel each time another one of your Government structures is activated.

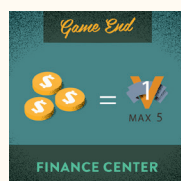
Game End:



At the end of the game, add 1 VP to your final score for each Government structure you constructed, including this one.



At the end of the game, add 1 VP to your final score for every 1 money and 1 steel pair that you have, up to a maximum of 5 VP.



At the end of the game, add 1 VP to your final score for every 3 money that you have, up to a maximum of 5 VP.



At the end of the game, add 1 VP to your final score for every 1 money and 1 food pair that you have, up to a maximum of 5 VP.

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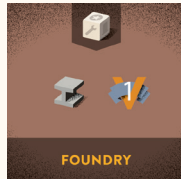


INDUSTRIAL STRUCTURES TILE GLOSSARY

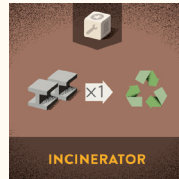
Single Activation:



Gain 1 food for each pollution token you have showing its cleaned-up side.



Gain 1 steel and 1 VP.

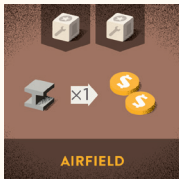


Spend 2 steel to flip one of your pollution tokens to its cleaned-up side.



Spend 1 food and 2 money to gain 2 VP and 1 steel.

Multiple Activations:



Spend 1 steel to gain 2 money.



Gain 1 money or 1 food.



Spend 1 steel to gain 1 VP.

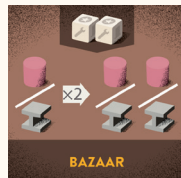


Gain 1 steel.

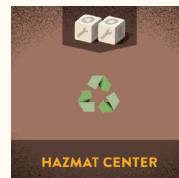
Multiple Workers, Single Activation:



Gain 1 steel for each Government structure you have constructed.



Spend 1 food or 1 steel to gain 2 food, 2 steel, or 1 of each.



Flip one of your pollution tokens to its cleaned-up side.



Spend 2 steel to gain 3 VP.



Gain 1 steel for each Commercial structure you have constructed.



Gain 1 food or 1 steel. Also gain 1 VP.



Gain 1 food or 1 steel each time another one of your Industrial structures is activated.



Gain 1 money or 1 steel each time another one of your Industrial structures is activated.

Game End:



At the end of the game, add 1 VP to your final score for every 2 steel that you have, up to a maximum of 5 VP.



At the end of the game, add 1 VP to your final score for each pollution token you have showing their cleaned-up side, up to a maximum of 5 VP.



At the end of the game, add 1 VP to your final score for each Industrial structure you constructed, including this one.



At the end of the game, add 1 VP to your final score for each action dice that you have unlocked (including the dice you start the game with).