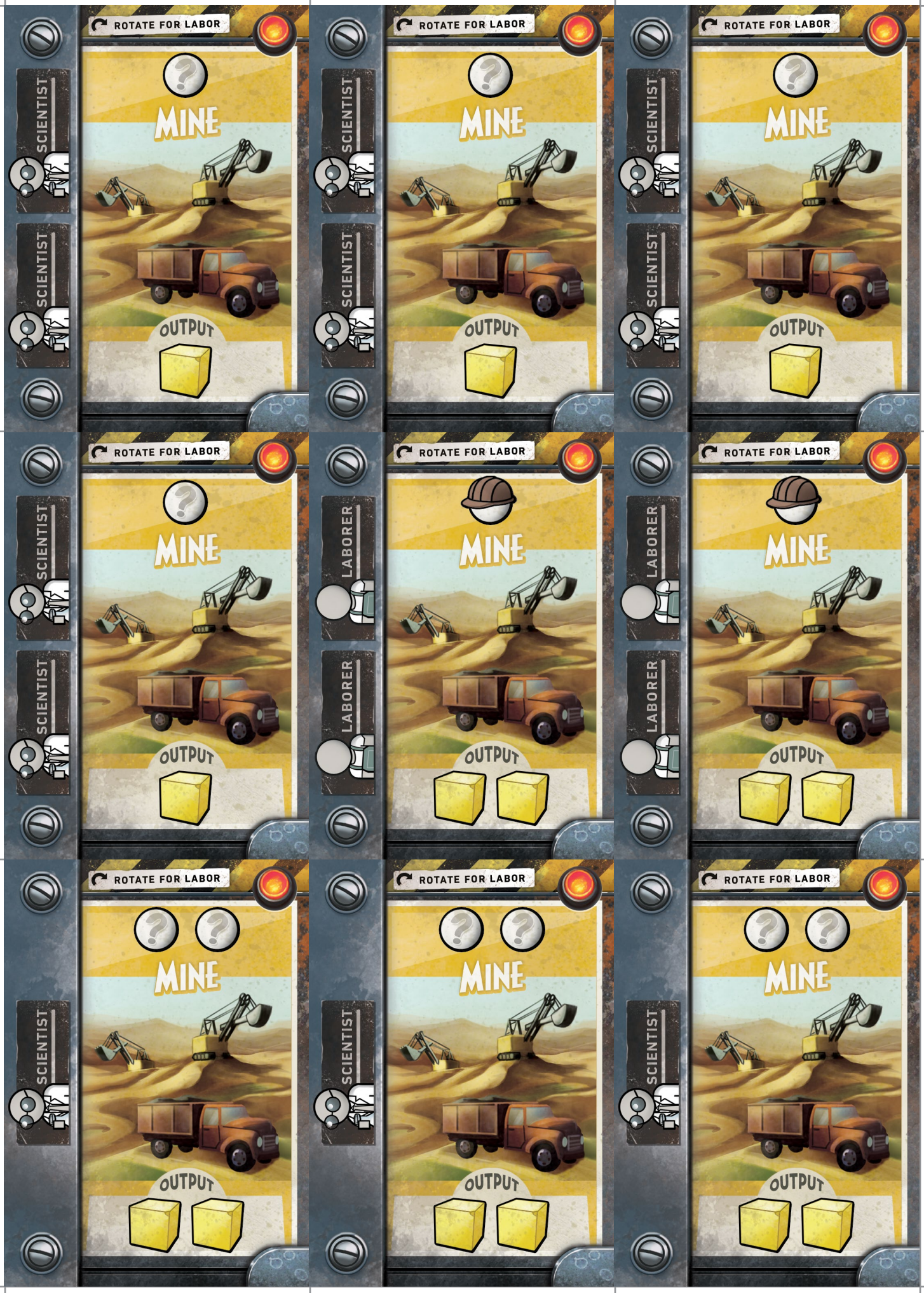
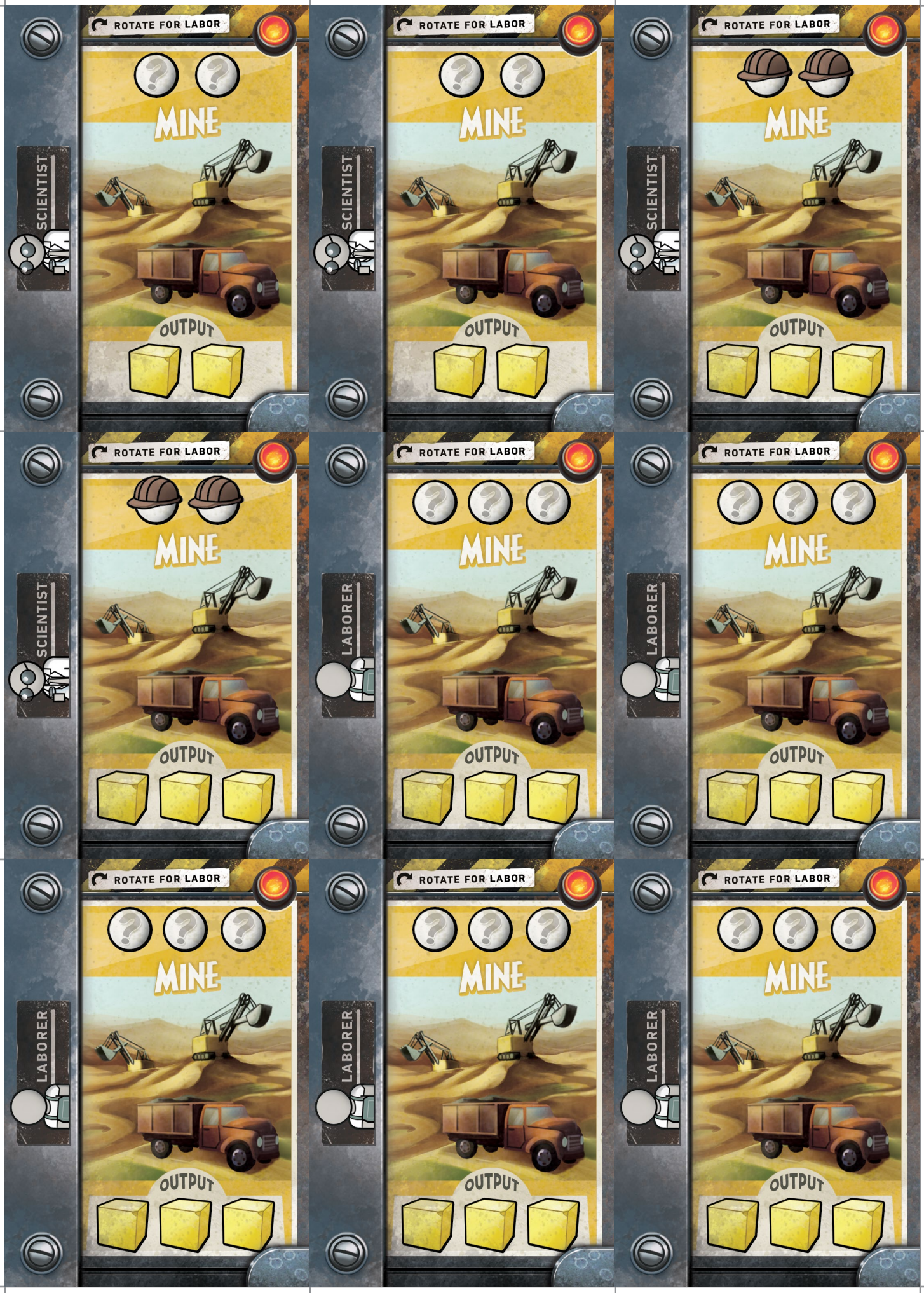

ROTATE FOR LABOR
FACTORY
OUTPUT
3 / 3
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
ROTATE FOR LABOR
FACTORY
OUTPUT
3 / 3
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
ROTATE FOR LABOR
FACTORY
OUTPUT
2 / 2
SOLO May Take Cards from Discard Pile
2P
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
FACTORY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


A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
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
LABORER
ROTATE FOR LABOR
MINE
OUTPUT
LABORER
LABORER
ROTATE FOR LABOR
MINE
OUTPUT
LABORER
ROTATE FOR LABOR
MINE
OUTPUT
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
MINE
OUTPUT
SCIENTIST
SCIENTIST
ROTATE FOR LABOR
MINE
OUTPUT
SCIENTIST


A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
CHAIN REACTION

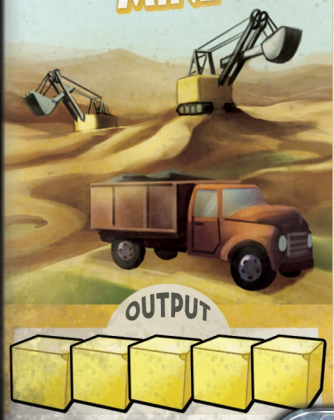

ROTATE FOR LABOR
MINE
OUTPUT
SCIENTIST
LABORER


A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
CHAIN REACTION

ROTATE FOR LABOR

LABORER

MINE



OUTPUT

ROTATE FOR LABOR

LABORER

LABORER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

LABORER

LABORER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

LABORER

LABORER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

LABORER

LABORER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

SCIENTIST

ENGINEER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

LABORER

ENGINEER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

LABORER

ENGINEER

UNIVERSITY

OUTPUT

ROTATE FOR LABOR

ENGINEER

ENGINEER

1

ENRICHMENT PLANT

OUTPUT

U


A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
CHAIN REACTION


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


A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
CHAIN REACTION

ROTATE FOR LABOR

ENGINEER

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

SPY CARD

ESPIONAGE



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

SPY CARD

ESPIONAGE



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

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


A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
CHAIN REACTION

ROTATE FOR LABOR

ENGINEER

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

LANDMARK

SAROV STATE INSTITUTE OF PHYSICS AND TECHNOLOGY

UNIVERSITY

OUTPUT

LANDMARK

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

UNIVERSITY

OUTPUT

LANDMARK

SHINKOLOBWE

MINE

OUTPUT

LANDMARK

OAK RIDGE

2

ENRICHMENT PLANT

OUTPUT

BOMB CARD

x2

3

BOMB CARD

x2

3

BOMB CARD

x3

4

BOMB CARD

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

BOMB CARD

LANDMARK

OAK RIDGE

2

ENRICHMENT PLANT

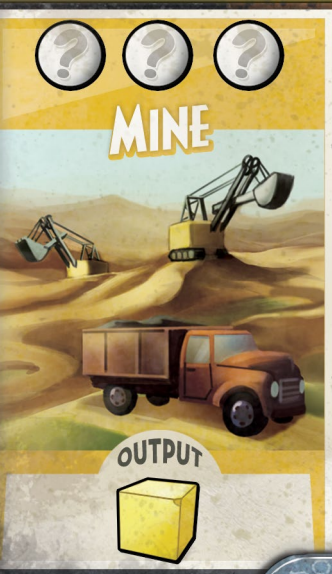


OUTPUT

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

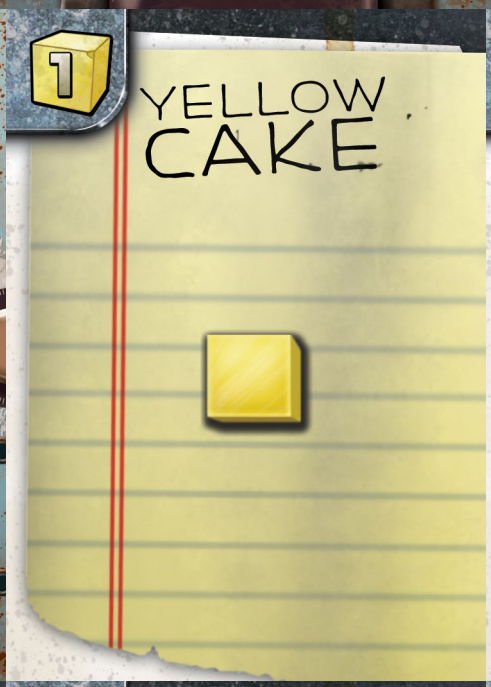

A GAME BY JAMES MATHE
THE MANHATTAN PROJECT
CHAIN REACTION
BOMB CARD

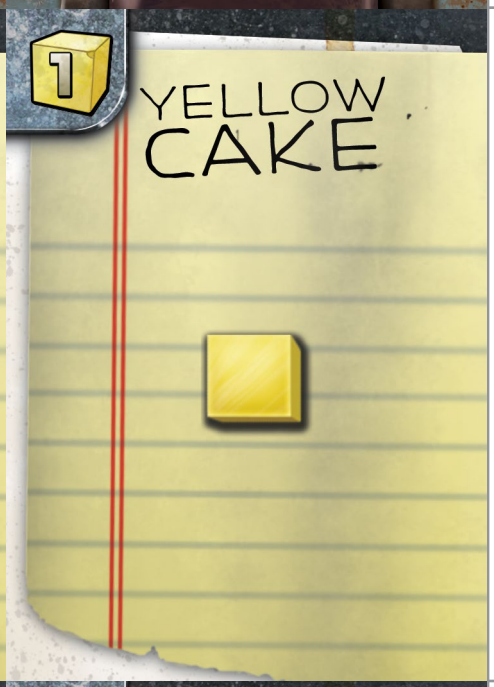

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

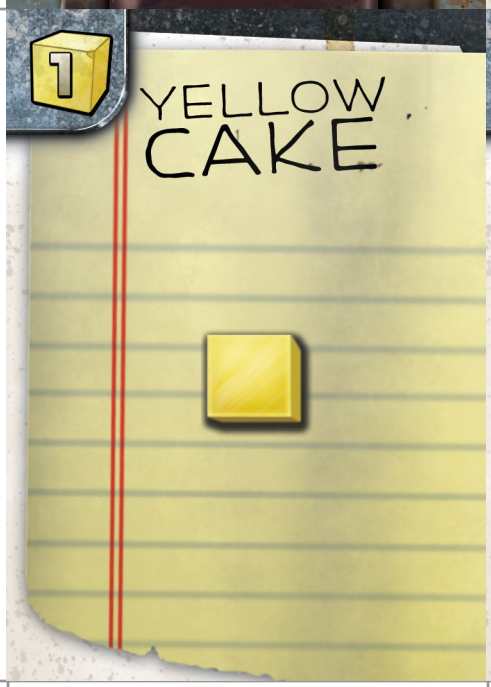

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

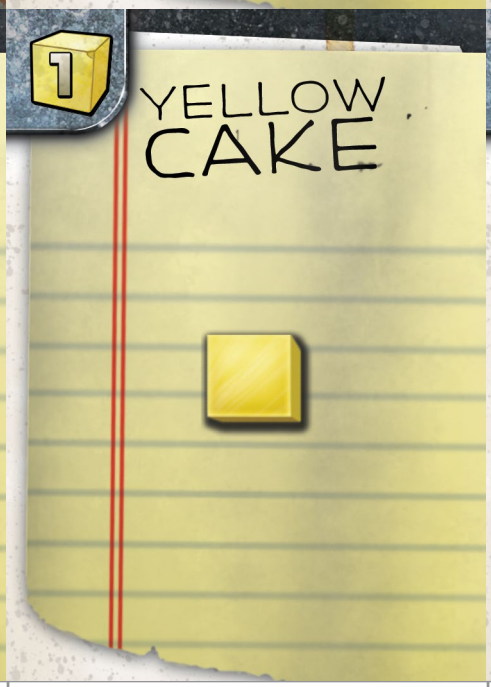

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2

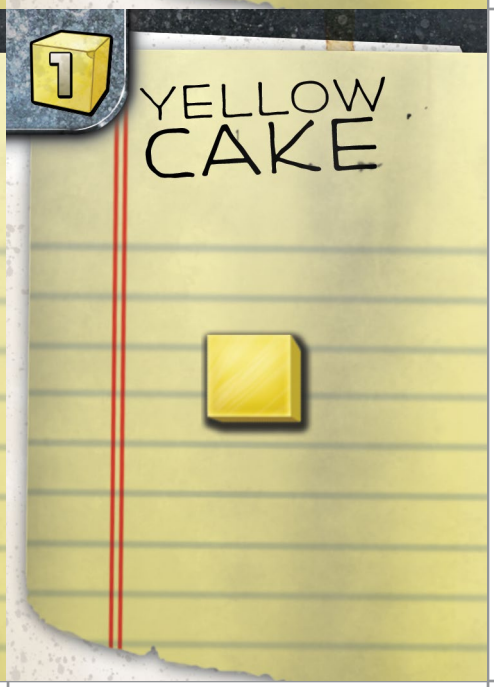

BOMB CARD
YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS
BOMB LOADED
2


1
YELLOW
CAKE


1
YELLOW
CAKE


1
YELLOW
CAKE


1
YELLOW
CAKE


1
YELLOW
CAKE

BOMB CARD

YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS



BOMB CARD

YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS



BOMB CARD

YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS



1

URANIUM

– SUPPLY REPORT –

U

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

1

URANIUM

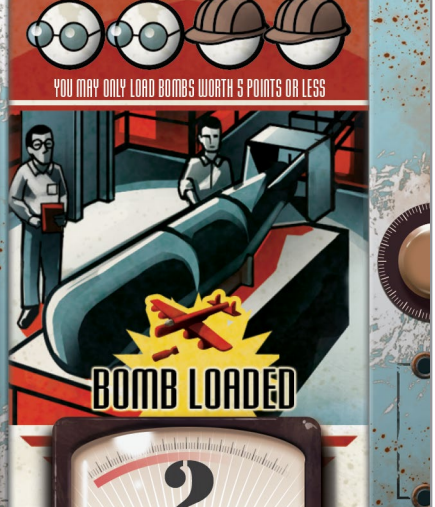
– SUPPLY REPORT –

U

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

BOMB CARD

YOU MAY ONLY LOAD BOMBS WORTH 5 POINTS OR LESS



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

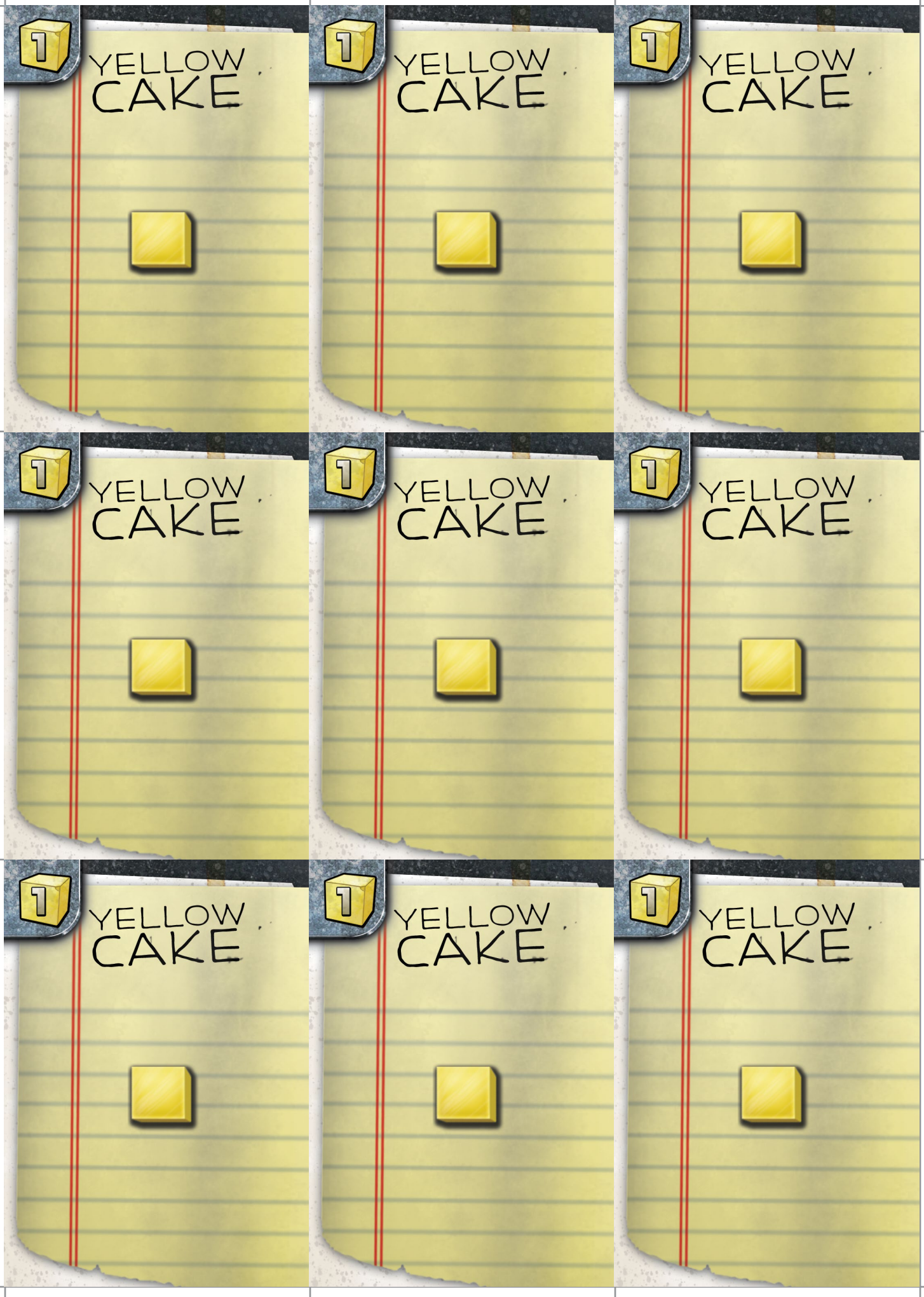
1

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

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

– SUPPLY REPORT –

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½ POINT

1

URANIUM

– SUPPLY REPORT –

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

1

URANIUM

– SUPPLY REPORT –

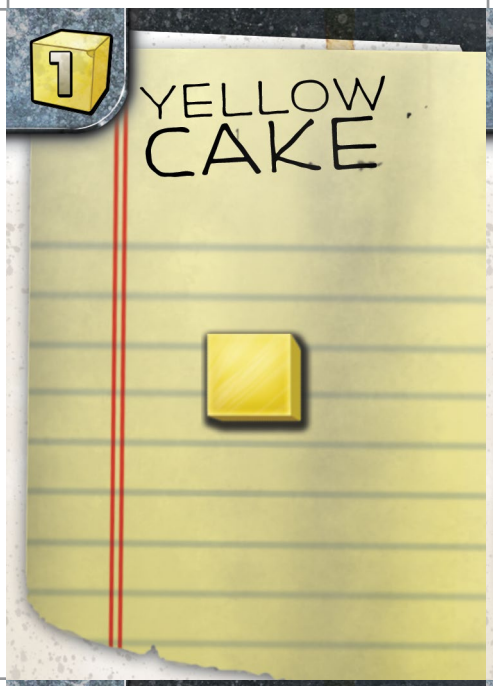
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½ POINT

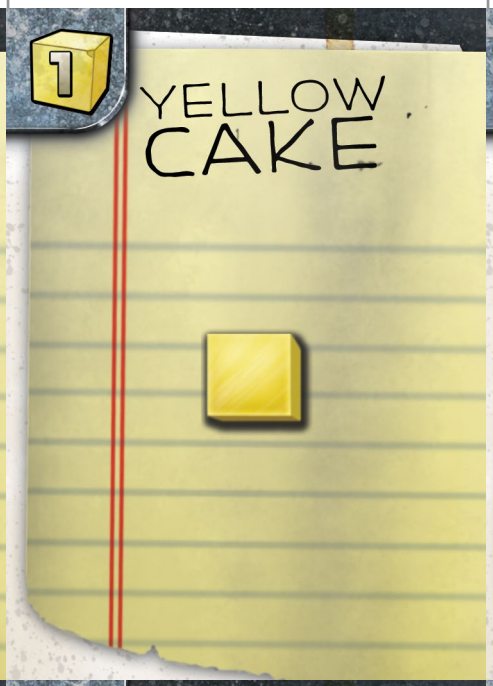
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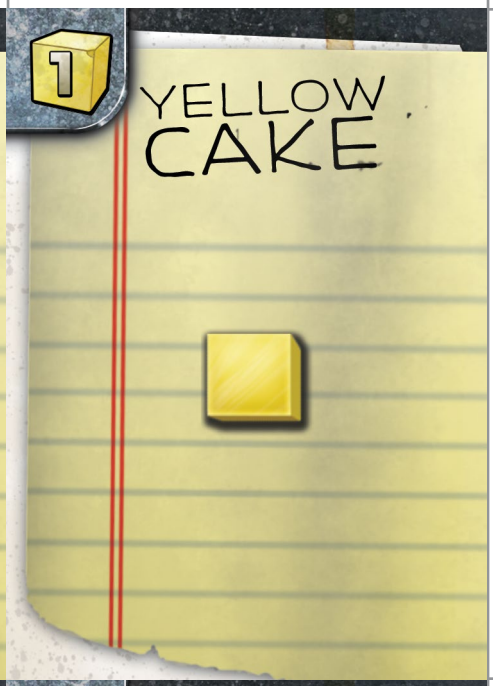
URANIUM

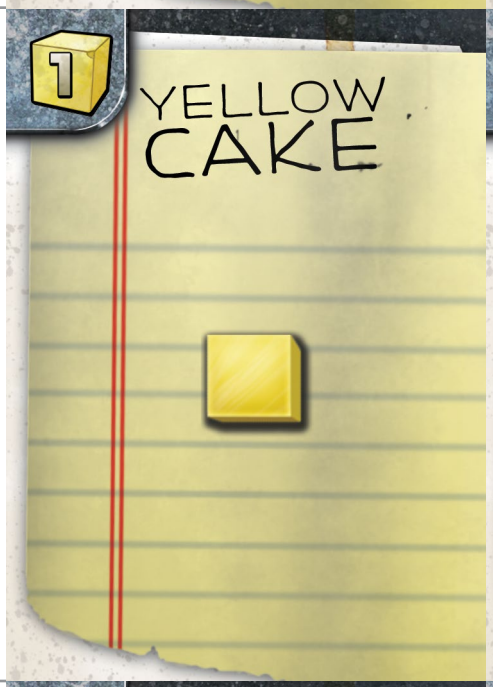
– SUPPLY REPORT –

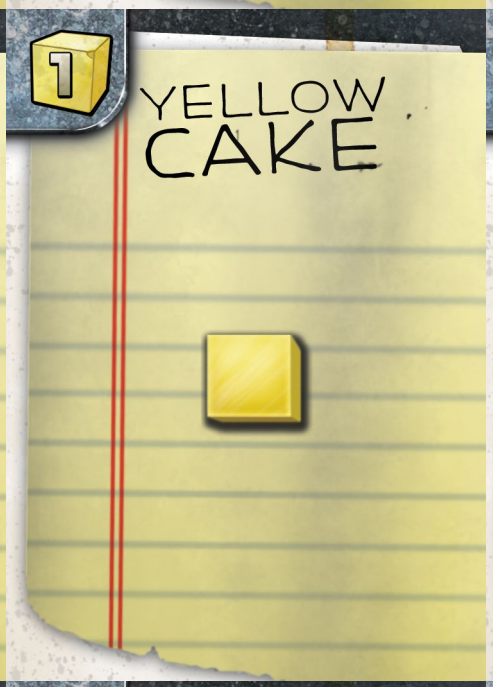
When the game ends, count each Uranium as a
½ POINT

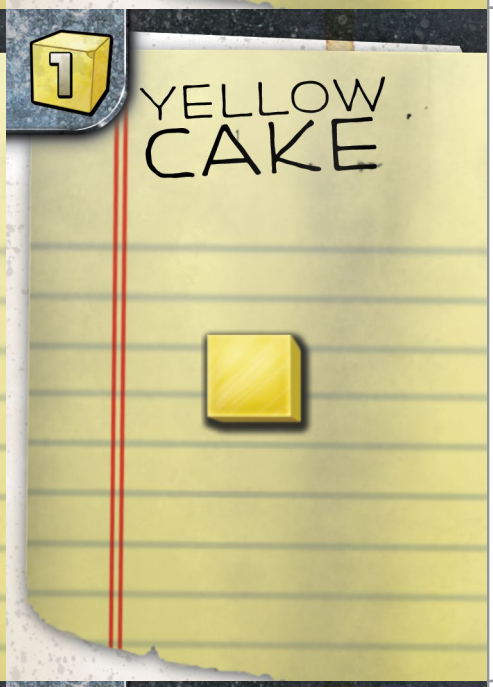

1
YELLOW
CAKE

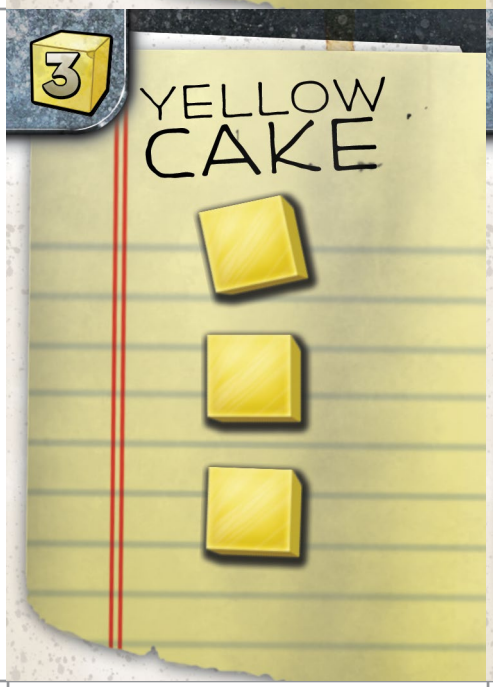

1
YELLOW
CAKE

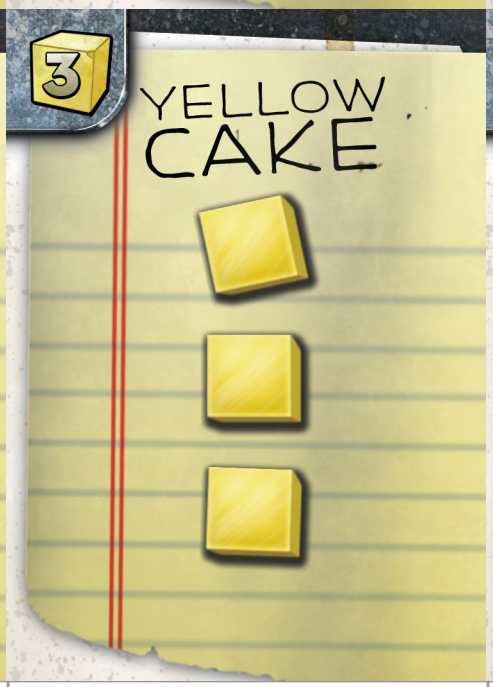

1
YELLOW
CAKE

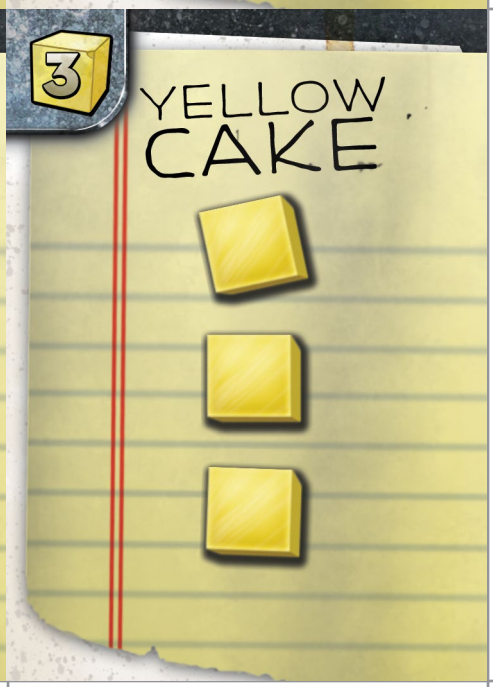

1
YELLOW
CAKE


1
YELLOW
CAKE


1
YELLOW
CAKE


3
YELLOW
CAKE


3
YELLOW
CAKE


3
YELLOW
CAKE

1

URANIUM

– SUPPLY REPORT –



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

1

URANIUM

– SUPPLY REPORT –



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

1

URANIUM

– SUPPLY REPORT –



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

1

URANIUM

– SUPPLY REPORT –



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

1

URANIUM

– SUPPLY REPORT –



When the game ends, count each Uranium as a
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

– SUPPLY REPORT –



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

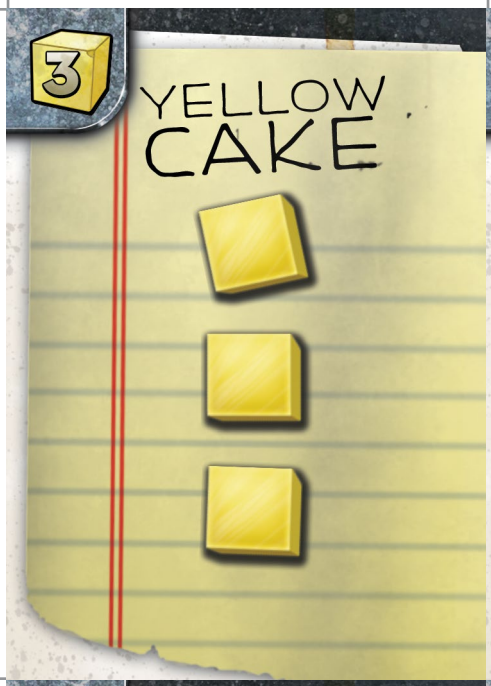
2

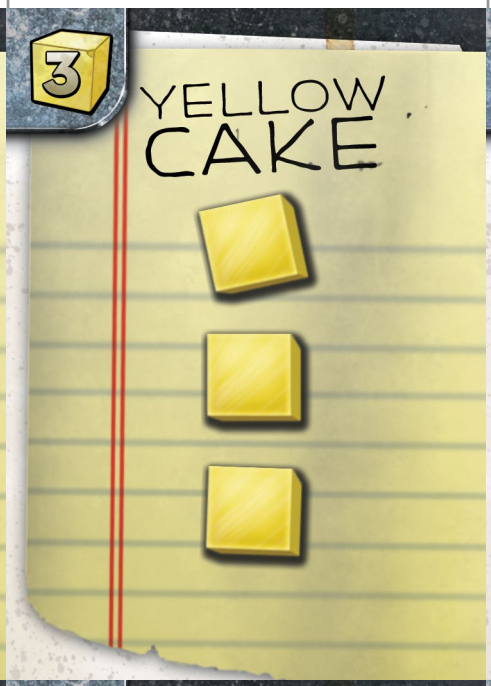
URANIUM

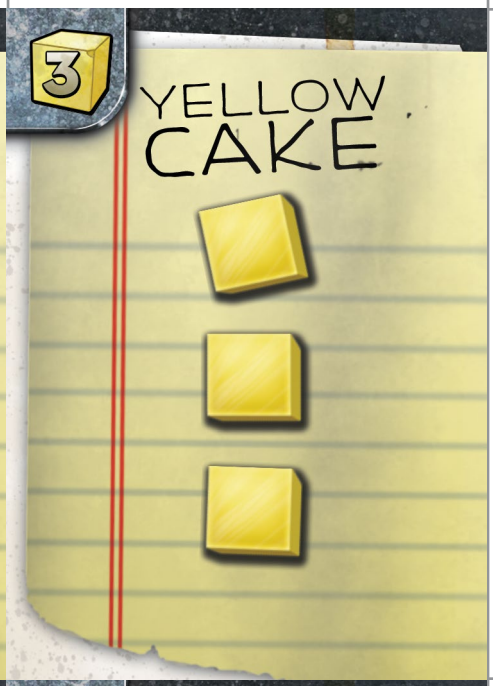
– SUPPLY REPORT –

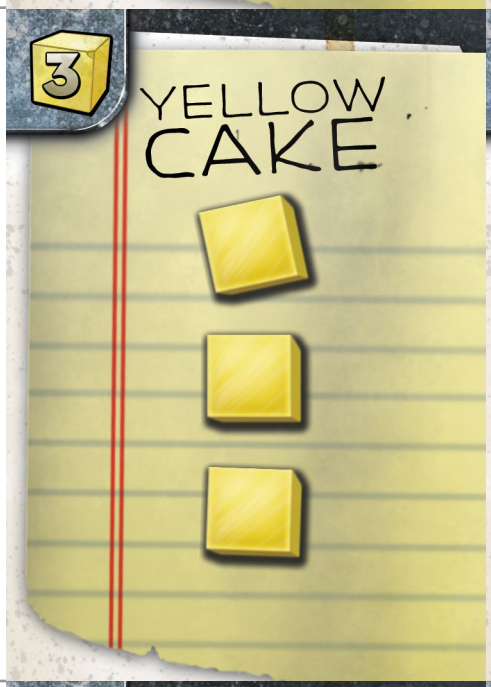


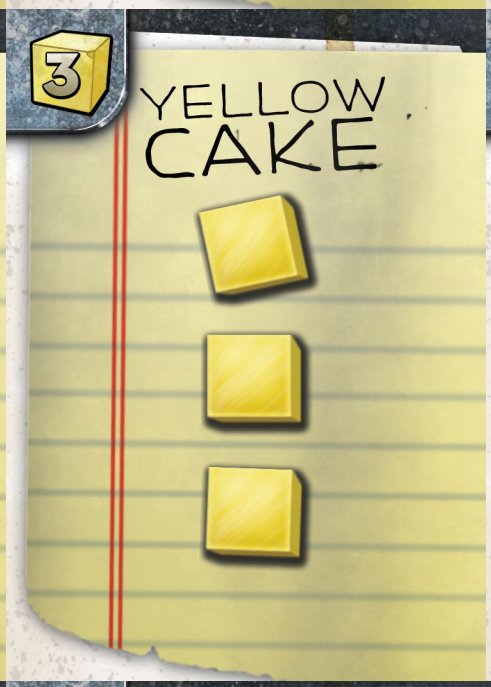
When the game ends, count each Uranium as a
½ POINT

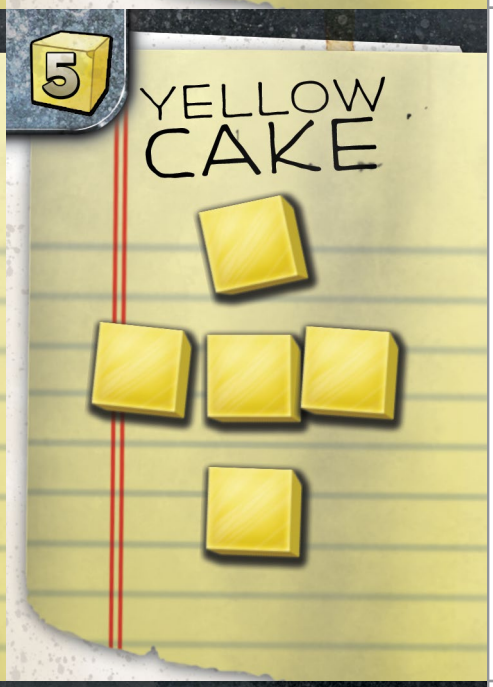

3
YELLOW CAKE

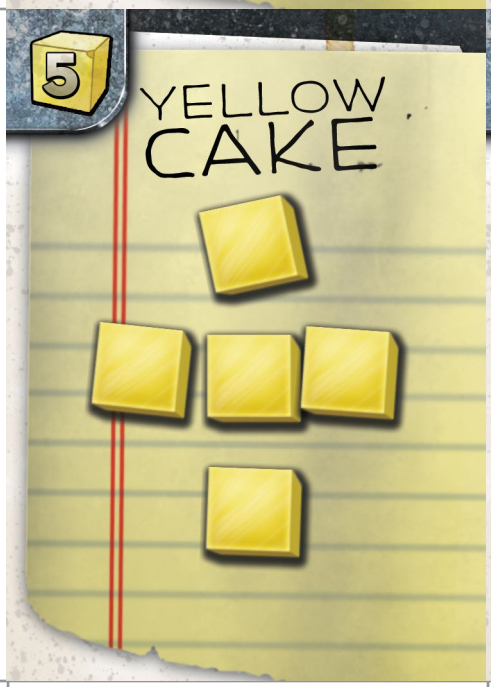

3
YELLOW CAKE

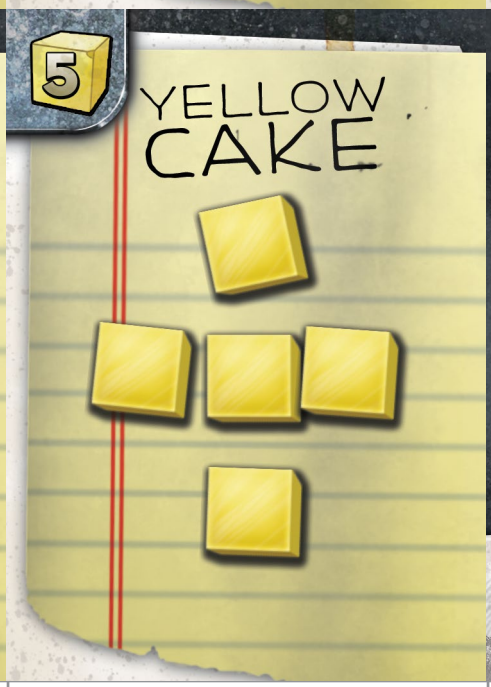

3
YELLOW CAKE


3
YELLOW CAKE


3
YELLOW CAKE


5
YELLOW CAKE


5
YELLOW CAKE


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

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 –



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**



OFFICIAL REPORT

THIS PLAYER TAKES THE FIRST TURN.

3

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**