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 when you purchase a 3 **Factory.**

BRITAIN

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

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

FRANCE

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

Pay only 2 when you purchase a 3 **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 1 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

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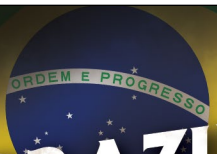
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GERMANY

Once per turn, you may collect  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  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 .

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.**

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