

# ENDING THE GAME AND SCORING

When the last Pollution token is removed from the Global Impact track, the end of the game is triggered. Once the active player's turn ends, **each player takes one more turn**, including the active player.

- The price of Oil remains \$5 during the final turns.
- Players may still gain Pollution as a result of their actions; Pollution tokens gained during these final turns are drawn from the general supply instead of from the Global Impact track.
- The final turn each player takes might be either a Work turn or a Generate turn; it is up to the players to anticipate the endgame's approach and to time their gameplay accordingly.

Once all players have taken their final turn, the game is over and the scores are determined!

## DETERMINING SCORES ★★☆☆☆

Players tally the VP they earn from all of the below sources, advancing their markers along the Score track to reflect the gains and adding to whatever VP were earned during the game from various sources.

**Structures:** Total the VP of your owned Structures.

**Energy Dice:** Gain 2 VP for each Energy die on your player mat.

**United Nations track:** Score VP for the space your player marker is in. The player who moved furthest on the track receives the leader bonus of 3 VP. (If there is a tie, split the leader bonus evenly between tied players, rounding down.)

**Achievements:** Reveal your Achievements and determine the value of each. Remember that each Achievement has a **maximum value of 5 VP**. (This simply means that if you merit *more than 5VP* according to the Achievement, earn 5VP instead.)

**Environment:** Score 1 VP for each unpoluted space in your Environment. Score *column bonuses* for the 3rd, 4th, and 5th columns, for each column that is entirely unpoluted.

**The winner of the game is the player with the most Victory Points.** That player has built the most powerful *Energy Empire!*

Tiebreaker: Remaining resources; Money (divided by 2 and rounded down) + Plastic + Steel + Science + Oil.

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**Producer: James Mathe**

**Graphics & Rulebook Development: Joshua Cappel**

**Card and Box Illustrations: Jeffrey Edwards**

Luke and Tom would like to give a special thanks to: Brandon Tibbetts - for his innovative design of the original Manhattan Project. The core playtesting team - which consisted of Sean Geraghty, Michelle Greer, John Razo, Cliff Rowley, and Gregg Saruwatari. This team worked for a whole year, playing scores of games, testing all manner of strategies, and breaking anything that could be broken. The hundreds of other playtesters - who bravely tried Energy Empire at various stages of its development. We would have never succeeded without their support, criticism, and ideas. These playtesters included Jeff Cornelius, Peter Dast, Stephen DeBaun, David Donohue, Yvonne Duran, Vance Frankiewicz, Daniel A. George, Jean Geraghty, Aldo Ghiozzi, Seth Jaffee, David Johnson, Ed Jolly, Michelle Jolly, Eric Jome, Yves LaFrance, Alex Lane, Tom Lathos, Maximus Laurie, Odessa Laurie, Shawn Macleod, Christina Major, Mark Major, Lisa Markus, Conor McNamara, Philip Migas, Kris Miller, Christine Saruwatari, Aaron Vanderbeek, Peter Vaughan, and many, many more. The early reviewers - Forrest Bower, Richard Ham, Lance Myxter, and Christopher Richter.



Green earns the 20 VP shown on her Structures. Green earns 8 VP for her 4 Energy dice.



Green earns the 15 VP for the space she's in on the United Nations track, plus the 3 VP leader bonus.



Green earns 15 VP for the four Achievements she's collected.



Green earns 7 VP for 7 unpoluted spaces in her Environment, plus the rightmost column bonus of 3VP for the unpoluted rightmost column.

Adding the 71 points tallied above to the 35 points she earned during the game, Green's final score is 106!



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Minion Games would like to thank all of our Kickstarter backers, for making this game better than it could have possibly been without you!



SOLO RULES ON PAGE 19

FROM THE ASHES OF WAR, NATIONS  
RISE TO POWER IN THE ATOMIC AGE!

A game by LUKE LAURIE & TOM JOLLY



# NEW AND EXPANDING SOURCES OF ENERGY CHANGE THE WORLD

In the decades following World War II, unprecedented economic growth and technological progress sweeps across the globe. Massive increases in energy production come from burning coal, oil, and from splitting the almighty atom. Innovative solar and wind-powered technologies struggle to gain a foothold. Massive pollution results, leading to all manner of global impacts. In *The Manhattan Project: Energy Empire*, you are a world leader making pivotal decisions to guide your nation to prosperity. You will build power plants, generate energy, and use your resources to strengthen your industry, commerce, and government, all while trying to minimize the damage you cause to the environment. Though all nations will prosper, only one will rise to become the Energy Empire!

## YOUR OBJECTIVE

You score victory points (VP) by acquiring *Structure cards* and *Energy dice*, claiming *Achievement tiles*, keeping your *environment* clean, and gaining influence in the *United Nations*. There are a variety of ways to achieve these goals, but generating large amounts of energy and using that energy efficiently are keys to building a strong nation.

# SYMBOL GLOSSARY



## 5 PLAYER MATS

1 in each player color.



## 20 ACHIEVEMENT TILES

Your Achievements are private goals that will earn VP for you alone.



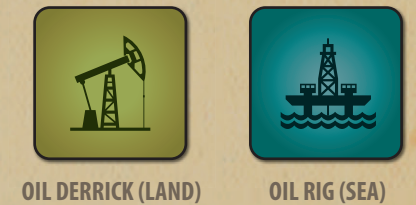
## 54 POLLUTION TOKENS

Each token shows Pollution on the front and Nuclear Contamination on the back.



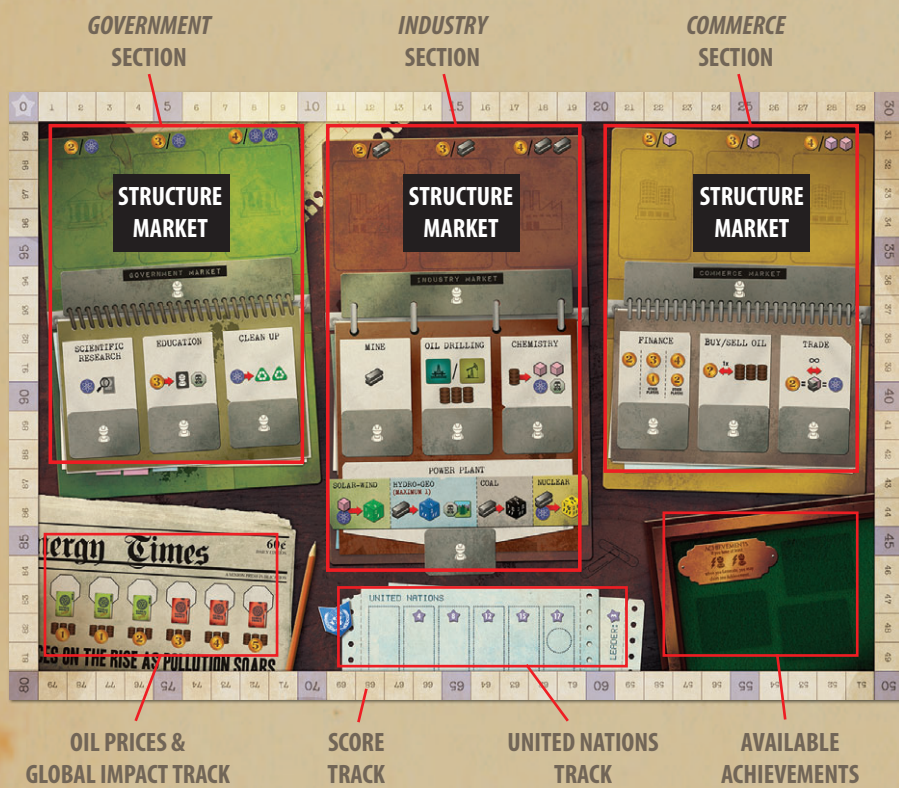
## 12 OIL WELL TOKENS

Each token shows a land-based Oil derrick on the front and a sea-based Oil rig on the back.



# GAME COMPONENTS

## 1 MAIN BOARD



## 30 WORKERS

6 in each player color. (All workers function identically even though they are illustrated differently.)



## 50 ENERGY TOKENS

10 in each player color.



## 10 NATION CARDS

Each Nation card has a player aid on the back.



## 78 STRUCTURE CARDS

26 each of Government, Commerce, and Industry.



## 15 GLOBAL IMPACT CARDS

9 Early Global Impacts and 6 Late Global Impacts.



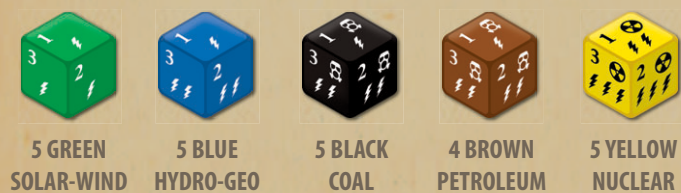
## 54 MONEY TOKENS

\*RESOURCE  
42 \$1 tokens and 12 \$5 tokens. (Players may make change with the supply whenever they wish.)



\*RESOURCE  
Unlike other components, resources (money, Science, Steel, Plastic, and Oil) are unlimited. If you run out of a resource's pieces, use a suitable substitute.

## 24 ENERGY DICE



## 10 PLAYER MARKERS

2 in each player color.



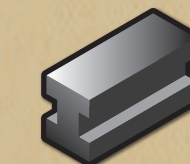
## 27 SCIENCE DISCS

\*RESOURCE



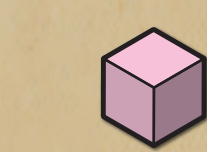
## 25 STEEL TOKENS

\*RESOURCE



## 25 PLASTIC CUBES

\*RESOURCE



## 30 OIL BARRELS

\*RESOURCE



# SETUP

- A Getting Started.** Place the main board in a central location. Create stockpiles of resources, dice, Pollution tokens, and Oil Well tokens within reach of all players.
- B Shuffle cards and tiles.** Shuffle each of the six decks of cards separately, leaving the decks face down. Also shuffle the Achievement tiles and leave them face down as a supply stack.



## MAIN BOARD

- C Global Impact cards.** Without revealing them, draw **three Early** Global Impact cards and **three Late** Global Impact cards. Place them face down in a row along the bottom edge of the board, with the Early cards to the left. Return the rest of the Global Impact cards to the game box; they won't be used in this game.
- D Global Impact track.** Stack the appropriate number of Pollution tokens from the supply (according to the chart on the right) on **each** of the six pollution spaces of the Global Impact track.
- | PLAYERS | 2 | 3 | 4 | 5 |
|---------|---|---|---|---|
|         | 4 | 5 | 6 | 7 |
- For example in a 3-player game you'd stack 5 tokens on each spot.*
- E Structure Markets.** Place the three Structure card decks beside the board in a convenient location. (Leave room for separate Structure discard piles beside each deck.) Fill each Structure market from right to left by drawing three cards from the corresponding Structure deck and placing them face up in the appropriate market. (Government cards into the Government market, and so on.)
- F Achievements.** Draw 3 Achievement tiles and place them face-up on the Achievement spaces. Keep the face down Achievements stack nearby.
- G Player markers.** Each player chooses their color for the game. Place 1 colored marker for each player on the **zero** space of the Score track, and the other colored marker for each player on the **leftmost** space of the United Nations track. Unused colors are returned to the box.
- H Neutral Workers (2-player Only).** Take 3 Workers of an unused color, and place one on **each** of the three Structure market locations (Government, Industry, and Commerce). **These workers remain on these locations for the entire game.**

**A** Place main board and create stockpiles.

**B** Shuffle cards and tiles.

**C** Draw three Early and three Late Global Impacts, create a row.

**D** Stack Pollution tokens on Global Impact track according to chart.

**E** Fill the Structure markets.

**F** Place three Achievements.

**G** Put Player markers on leftmost spot of United Nations track.

**H** 2-player: Place 1 neutral Worker on each market.

## PLAYER SETUP

- I Player Mats.** Each player takes the player mat of their color.
- J Starting Pollution.** Each player takes one Pollution token from the supply and places it in the **top-left** space of their Environment grid.
- K Workers and Energy.** Each player takes **3 Workers** and **2 Energy** of their color and places them on their player mat in the indicated spaces. *Keep remaining Workers and Energy in a supply clearly separate from these ones so that there is no confusion about which ones are legitimately in play.*
- L Nation & Achievement.** Deal **two** Nation cards and **two** Achievement tiles face down to each player. Each player peeks at and selects **one** of each. The selected Achievement is placed face down on the player mat in the indicated space, the other is shuffled back into the supply. Players reveal their selected Nation card, and turn the other card face-down to use the reference on the back. Players may peek at their own Achievements at any time.
- M Bonus Starting Resources.** Each player takes the bonus starting resources, money, dice, and/or Workers indicated on their Nation card and places them on the appropriate spaces of their player mat.
- N Start Player.** The *start player* is the person who used the least amount of fuel to get from their home to where the game is being played. Play order is clockwise from the start player. Each player receives extra starting money based on turn order, according to the chart on the right.

PLAYER	START	2nd	3rd	4th	5th
	0	\$1	\$2	\$3	\$4

**I** Take player mat in your color.

**J** Place 1 Pollution in your Environment.

**K** Gain 2 Energy and 3 Workers; keep all other Energy and Workers in a supply clearly out of play.

**L** Draw two Achievements and keep one. Draw two Nations and keep one, keeping the other as a reference card.

**M** Gain bonus starting resources according to Nation card.

**N** Choose start player; gain money according to player order.

**YOUR TURN: WORK OR GENERATE**

**WORK**

- Place 1 worker on a main board location (Structure with Energy of required or desired), then activate that location.
- Return all workers to your player mat and discard all Energy you have left.

**GENERATE**

- You may claim 1 Achievement if you still have 2 more required Energy.
- Roll desired Energy dice and collect Energy.
- Roll desired Energy dice and collect Energy.
- Roll your Environment according to your highest die result (or discard 1 token from the Global Impact track if you didn't produce).

# HOW TO PLAY

## GAME STRUCTURE

*The Manhattan Project: Energy Empire* is a turn-based game. Beginning with the start player and proceeding clockwise, players take turns until the game ends; each turn may be either a *Work* turn or a *Generate* turn. **The end of the game** is triggered when the last *Pollution* token is removed from the *Global Impact* track. At that point, each player gets **one more turn**, including the player who triggered the endgame. Then points are tallied to determine the winner!

## PLAYER TURNS

On your turn, choose **one** of these two options: **Work** or **Generate**. Then, carry out the phases in order for the choice you have made.

### Restrictions:

- If you have **no Workers** remaining on your player mat, you **must** choose to Generate.
- If you Generated on your previous turn, you **must** choose to Work.

## A WORK TURN

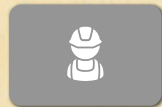
Work turns are where most of the action happens in the game. During Work turns you will be using the Workers, Energy, and other assets you have gathered to build Structures, visit other board locations, and activate your built Structures and Nation card for a variety of benefits.

### A WORK TURN'S PHASES

1. Place a Worker on the main board
2. Activate Structures (and/or Nation card)

#### 1. Place a Worker on the main board

Take one of your Workers from your player mat and place it on one of the 13 locations on the main board. **This is not optional and must be done.** Each location is connected to a grey box with a white Worker symbol; this box is where you should place your Worker. (See *Locations* on pages 14-16 for details about how the thirteen different main board locations work.)



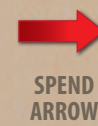
The four **Government** locations are on the left (green) binder. They are the **Government Structure market, Scientific Research, Education, and Clean Up**.

The five **Industry** locations are on the middle (brown) binder. They are the **Industry Structure market, Mine, Oil Drilling, Chemistry, and Power Plant**.

The four **Commerce** locations are on the right (yellow) binder. They are the **Commerce Structure market, Finance, Buy/Sell Oil, and Trade**.

## REQUIREMENTS FOR PLACING ON A LOCATION

To place on a location, you **must** have sufficient resources to perform the location's action (if that action has a cost associated with it, indicated by the red **Spend** arrow).



This is the *Spend* arrow. When you see it on a location or a card, it means that you must discard something (from your player mat into the general supply) in order to gain something. For example, the Clean Up location on the main board tells you that you must spend 1 Science to gain 2 Cleanup.



To place on a location, you also **must** be placing the **tallest stack** in the location. If there are no Workers already in the location, this means that your single Worker will be enough, since it will be the tallest. However if the location is *occupied* (by **any** Workers, including your own from previous turns), you **must** stack your Worker on top of Energy before placing it so that your new stack is the tallest in the location.

## STACKING YOUR WORKER ON ENERGY

- Energy used for stacking **must** come from your player mat. If you don't have enough Energy to create the tallest stack in a location, you may not place a Worker there.
- You may **choose** to place **more** Energy than is required (even if the location is unoccupied), in order to create a higher stack and make it more difficult for players to use that location later.
- You may **not** use additional **Workers** to make your stack taller; a stack may only be composed of any number of Energy with 1 Worker on top.
- You **may** use a board location that you used on a previous turn, by building a **new** stack of Energy with a Worker on top, following the same rules; you may **not add** to a stack of your own that is in the location from a previous placement.



**Neutral Workers (2-player Only).** Remember that you placed a permanent neutral Worker on each of the three Structure markets during Setup? Those Workers **are** taken into consideration for this purpose, which means that you will never be able to place a single unstacked Worker in any of those locations.

After placing your Worker, you **must** carry out the action for that location. Pay costs (if any) by discarding the appropriate resources from your player mat to the general supply. (See *Locations* on pages 14-16 for details about how the thirteen different main board locations work.)



*Example 1:* Yellow wants to visit the Mine, so he places 1 Worker there. No Energy is **required** since the location was unoccupied... though he could have stacked some if he wanted to.

He then takes 1 Steel from the supply and places it on his mat.



*Example 2:* Later, Blue wants to visit the Mine. She must stack at least 1 Energy so that her stack is taller than the Worker that's already occupying the location; she wants to make it difficult for other players, so she stacks 2 Energy under her Worker.

She then takes 1 Steel from the supply and places it on her mat.



*Example 3:* On a later Work turn, Yellow wants to visit the Mine again. To make the tallest stack, he must make a new stack composed of 1 Worker with at least 3 Energy beneath it; luckily he has enough on his player mat!

He then takes 1 Steel from the supply and places it on his mat.

## 2. Activate Structures and/or Nation card

You begin with no Structures but will acquire them as the game goes on. For easier management, keep your acquired Structures arranged into three separate tableaus by type: **Government**, **Industry**, and **Commerce**.

### ACTIVATING STRUCTURES

You may only activate your **own** Structures. You may activate as many Structures as your Energy and Workers will allow, as long as the following requirements are met:

- The Structure **must** have an unoccupied *action plank*. Action planks are found at the bottom of all Structure cards. A plank is *unoccupied* if **no** Workers or Energy are currently on it. To activate a card, place Workers and/or Energy on its plank as described to the right:

**Single Plank.** 1 Worker or 1 Energy placed on the plank.

**Double Plank.** 2 Workers or 2 Energy or 1 Energy and 1 Worker, placed side-by-side on the plank at the same time.

**Two Single Planks.** 1 Worker or 1 Energy placed on one plank activates the card. The card may be activated a second time (on a later turn **not** on the same turn) using 1 Worker or 1 Energy on the second plank.

- The Structure **must** be of the **same type** as the location on the main board (*Government, Industry, or Commerce*) where you placed your Worker this turn. *For example if you placed a Worker in a **Government** location in phase 1, the only Structures you may activate in phase 2 are Government Structures.*
- You **must** possess the correct resources to perform the Structure's action, if it has a Spend arrow. →

*Example: In the first phase of his Work turn, Red placed a Worker on the Trade **Commerce** location of the main board; that means that now he may only activate Commerce Structures (and his Nation card if he wants, see below).*

*His **Airport** has a single plank. Red uses an Energy to activate it, placing it on the plank; note that Red **must** have an Oil barrel available to spend on the Airport's action. He discards an Oil barrel to the supply and gains \$2 and 1 VP.*

*His **Farm** has a double plank. Red uses a Worker and an Energy to activate it, placing them both on the plank; he gains \$2 and 1 VP.*

*His **Shopping Mall** has two single planks. He spends a Worker to activate it once, discarding a Plastic to the supply in exchange for gaining \$3. There is a second plank available on the card, but Red is not allowed to activate both planks of a two-plank card in the same turn. Perhaps on a later Work turn he'll have the opportunity!*



### ACTIVATING YOUR NATION CARD

Your Nation card functions just like a Structure, except that it may be activated on **any** Work turn, regardless of which type of location you used on the main board.

As with Structures, you may **not** activate your Nation card if the plank is already occupied, or if you don't have the resources available to perform the action.

Activating your Nation card allows you to progress on the *United Nations track*; see *The United Nations* on page 16 for details.

Once activated, the action of a Structure or Nation card **must** be carried out. Structures (and/or your Nation card) may be activated in any order. When you are unwilling or unable to activate anything further, your turn is over.

*Example: Red has an Energy token remaining and decides to activate his Nation card. He places the Energy on the plank, and spends the Oil barrel and \$2 to progress on the United Nations track.*

# A GENERATE TURN

After a few turns of placing Workers and Energy, you'll run out; time to regroup and generate more Energy! A steady supply of Energy gives you more options, and lets you activate more Structures.

## A GENERATE TURN'S PHASES

1. Claim Achievement
2. Return Workers and discard Energy
3. Refine Oil to gain Petroleum dice
4. Roll Energy dice and gain Energy
5. Pollute

### 1. Claim Achievement

If you have unused Workers + Energy totaling 2 or more remaining on your player mat, you **may** claim **one** Achievement. Choose one of the available Achievements on the main board, and place it face down on your player mat. Draw a new Achievement from the supply and place it face up on the main board to replace the one you took.

*Example: Blue has 2 Energy and 1 Worker left on her player mat, so she may take an Achievement. She takes **Oil Production** as she thinks will be worth a lot of VP, puts it on her player mat face down, and places a new Achievement from the supply face up in the empty space on the board.*

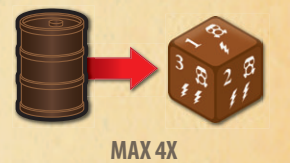
### 2. Return Workers and discard Energy

Collect **all** of your in-play Workers from the main board and from your action planks, and return them to your player mat. Discard **all** your Energy from **everywhere**—the main board, your action planks, **even** your player mat—to the supply. **You now have no energy.**



### 3. Refine Oil to gain Petroleum dice

To *refine* an Oil barrel, discard it from your player mat to the general supply. For **each** Oil barrel you refine, (up to a maximum of 4 per turn) you gain **one** brown Petroleum Energy die. **These gained Petroleum dice are temporary, and may only be used this turn.**



### 4. Roll Energy dice and gain Energy

You (*usually*) begin the game with no Energy dice, but you will gain dice as the game progresses. During this phase, you may choose to roll **zero** or **any number** or **all** of your Energy dice to produce Energy, **including** any temporary Petroleum dice you gained this turn. Roll your chosen dice all at once.

ENERGY	Solar-wind	Coal	Nuclear	Petroleum	Petroleum
6	⚡⚡	⚡⚡	⚡⚡	⚡⚡	⚡⚡
4/5	⚡	⚡	⚡	⚡	⚡
2/3	⚡	⚡	⚡	⚡	⚡
1	⚡	⚡	⚡	⚡	⚡

*The chart on your player mat shows what each type of die can produce. For example on a roll of 1, a Petroleum die produces 1 Energy. On a roll of 2, 3, 4, or 5, it produces 2 Energy. On a roll of 6, it produces 3 Energy.*

The results of your rolled dice determine the amount of Energy you gain, and determine if and how you pollute your Environment (*see **Pollute**, below*). The amount of Energy you produce is equal to the total number of Energy symbols displayed on the rolled dice; take that many Energy tokens from your supply and **place them on your player mat.**

**Do not disturb the dice yet;** you need to look at them for the next phase, ***Pollute***.

*Example: If you rolled 1 green Solar-wind die, 1 black Coal die, and 2 brown Petroleum dice and got these results, you'd produce 6 Energy.*

## 5) Pollute

Look at the **numbers** on your die results. The die with the **highest** number is the one that determines what you should do. If more than one die is tied for highest, **you choose** which one of the tied dice counts as the highest one.



If you did not roll **any** dice, or if the highest die is a green **Solar-wind** or a blue **Hydro-geo** die, your Environment does **not** get polluted. Take **1 Pollution token** from the leftmost spot on the Global Impact track that still has any, and **discard it into the general supply**.



If the highest die is a black **Coal** or a brown **Petroleum** die, your Environment gets *polluted*. Take **1 Pollution token** from the leftmost spot on the Global Impact track that still has any, and place the token into your Environment, **Pollution-side up**, on any **unpolluted** space you choose.

An Environment space is **unpolluted** if it doesn't have Pollution, Nuclear Contamination, or an Oil well already in it.



Example: Your highest die is a Coal die. You take a Pollution token (Pollution side up) and place it in an empty space of your Environment.



Example: Your highest die is a Nuclear die. You take a Pollution token and place it (Nuclear Contamination side up) in an empty space of your Environment.



If the highest die is a yellow **Nuclear** die, your Environment becomes polluted with **Nuclear Contamination** (which is more difficult to clean up than regular pollution). Take **1 Pollution token** from the leftmost spot on the Global Impact track that still has any, and place the token into your Environment, **Nuclear Contamination-side up**, on any **unpolluted** space you choose.

Return any brown **Petroleum** dice that you rolled back to the supply. All other rolled dice are returned to your mat.

Here are some examples of different possible dice results for phases 4 and 5:



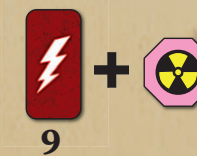
Example: You gain 5 total Energy. The brown Petroleum die is the highest, so you take 1 Pollution from the Global Impact track and place it in your Environment. Then you discard the brown Petroleum die and return the other dice to your player mat.



Example: You gain 6 total Energy. The green Solar-wind die is the highest, so your Environment does not get polluted; discard 1 Pollution from the Global Impact track into the general supply. Then you return the dice to your player mat.



Example: You gain 9 total Energy. A yellow Nuclear die is the highest, so you gain 1 Nuclear Contamination from the Global Impact track and place it in your Environment. Then you discard both brown Petroleum dice and return the other dice to your player mat.



Example: You gain 7 total Energy. The brown Petroleum die and the green Solar-wind die are tied for highest, so you get to choose which of them counts as the highest. Not wanting to pollute, you pick the Solar-wind die. You discard 1 Pollution from the Global Impact track into the general supply. Then you discard the brown Petroleum die and return the other dice to your player mat.

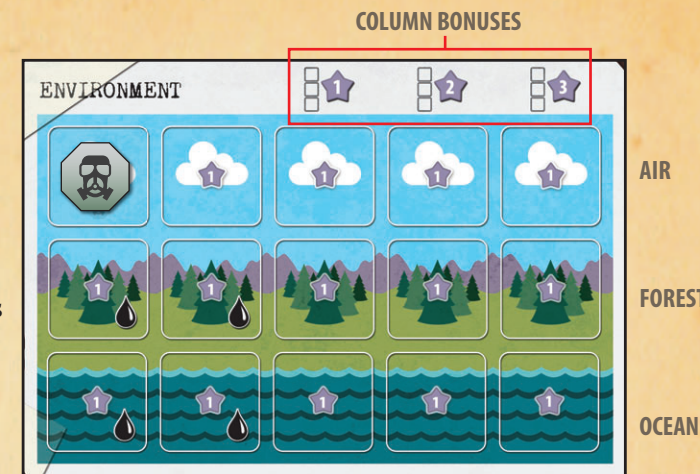


## YOUR ENVIRONMENT

Your nation's *Environment* is represented by a grid of three rows (*Air*, *Forest*, and *Ocean*) on your player mat. You begin the game with one Pollution token in your Air row, but as the game progresses, you will likely be adding Pollution, Nuclear Contamination, and Oil Wells to the grid.

Each space of your grid can hold a single token. When a space is occupied by a token of any kind, it is considered to be *polluted*. An empty space in your grid is considered to be *unpolluted*.

The *column bonuses* in the top right indicate bonus VP won at the end of the game if the respective **full column** is unpolluted.



YOUR ENVIRONMENT GRID

## GAINING POLLUTION AND NUCLEAR CONTAMINATION

Pollution is gained mostly from rolling Energy dice and from acquiring Structures (see *Gaining a new Structure on page 14 for details*), but there are a few other ways you might gain pollution as well. **Unless otherwise instructed**, when you gain a Pollution token (regardless of whether it is Pollution or Nuclear Contamination), take the token from the **leftmost spot on the Global Impact track that still has any**, and add it to your Environment with the correct side up. Once placed, tokens in your Environment may **not** be rearranged.

- Unless specifically instructed to place the token in a particular row of your Environment, you may place a gained Pollution token in **any** unpolluted space.

- Sometimes, you **will** be instructed to gain Pollution in a particular row. In that case, you may place the token in any unpolluted space in that row.



These are the symbols, found on some Structure cards and elsewhere, that indicate you should add Pollution or Nuclear Contamination to a specific row of your Environment.

- If you are instructed to place a Pollution token into a specific row of your Environment that is **already full**, place that token instead into **any** unpolluted space in your Environment.

- If you gain a Pollution token, but have **no** unpolluted spaces remaining in your Environment, discard that token to the supply.



Example: When you acquire this **Chemical Plant**, the card tells you to gain Pollution in your Ocean row. You'd take a token from the leftmost spot on the Global Impact track and place it in your Ocean row with the Pollution side up.

## CLEANUP

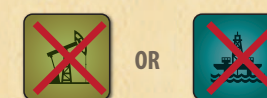
Although you may not **rearrange** tokens in your Environment, there **is** a way to **remove** them. The *cleanup* symbol appears on the Clean Up location on the main board, and also on several Structures that you might acquire. For **each** cleanup symbol you activate, you may choose **one** of these actions to perform:



- Remove a Pollution token (*Pollution-side up only, not Nuclear Contamination*) from any space of your Environment, and return it to the general supply.



- Remove one Oil Well token from your Environment and return it to the general supply. (See the **Oil Drilling** section on page 15 for more details about Oil Wells.)



- Choose one Nuclear Contamination token in your Environment and flip it over to become Pollution. The token must stay in the same space of your Environment.



# THE GLOBAL IMPACT TRACK

The Global Impact track is a timeline for the game. During the game, Pollution tokens will steadily be removed from the leftmost spot that still has any. When a spot first becomes empty of tokens, a new *Global Impact* is triggered and a new *price of Oil* comes into effect.

## TRIGGERING A GLOBAL IMPACT

The current player finishes resolving the **action they are performing** (not their entire turn). If there is a face up Global Impact card remaining from an earlier triggering, discard it. Reveal the **leftmost** Global Impact card from the row of face down cards below the main board, and carry out its effects. (See below for details.) After carrying out the Global Impact card, the current player continues the rest of their turn.



Discard the previous one. Reveal the new one.

Example: The final Pollution token has just been removed from a spot on the Global Impact track; it is the second spot that has emptied in this game. We discard the old face up Global Impact card from the previous triggering, and reveal the next face down one.

THE GLOBAL IMPACT TRACK



This is the “peek at an upcoming Global Impact” symbol. It is found on the *Scientific Research* location on the main board, and also on several Structure cards. When you activate this symbol, you may peek at **one** face down Global Impact card of your choice along the bottom of the main board. Knowing which Global Impacts are approaching can be a great advantage!

## CARRYING OUT A GLOBAL IMPACT

Each Global Impact card is divided into three parts. Global Impact cards affect **all** players, not just the active player. Resolve the card's three parts in this order:

- The Environment row that will be scored.** (See *Scoring Environment Rows* on the next page.)
- The Structure market that will be reset.** (See *Resetting Structure Markets* on the next page.)
- The special effect of the card.** Each Global Impact card has a unique special effect. Read the card out loud and follow its instructions. Some cards have an immediate effect, and some cards have a persistent effect that lasts until the next Global Impact card is triggered.



Example: A new Global Impact has been triggered and it is this *Chemical Spill* card. We resolve in order:

- Each player scores the Air row of their own Environment.
- The *Industry* market is reset.
- We read out the special effect and do what it says. For this card, each player takes two Pollution tokens from the supply, chooses one row of their own Environment with sufficient space, and places both of the tokens in that row.

## OIL PRICES

The price of Oil is always the value showing beneath the leftmost spot on the Global Impact track that still has any tokens in it. That value equals the price of 1 barrel of Oil.

At the beginning of the game, the price of Oil is therefore \$1 per barrel.



Example: It is well into the game and several spots on the Global Impact track have emptied. The price of Oil is currently \$3 per barrel.

## ENDGAME TRIGGER

When the **last** Pollution token is removed from the **last** (rightmost) spot on the Global Impact track, this triggers the end of the game (in addition to triggering a Global Impact as usual). See *Endgame and Scoring* for details.

## SCORING ENVIRONMENT ROWS

A triggered Global Impact card causes all players to score a particular Environment row, indicating which row with one of these icons:



When scoring a row, **each** player gains 1 VP for **each** unpolluted space in the indicated row. A space is *unpolluted* if it holds **no tokens of any kind**.



Example: Based on the Environment above, this player would earn 4 VP if her Air row were scored, or 2 VP if her Forest row were scored, or 1 VP if her Ocean row were scored.

## RESETTING STRUCTURE MARKETS

A triggered Global Impact card also causes one of the three *Structure markets* to be reset, indicating which market with one of these icons:



To reset a market simply discard all of the Structures in the indicated market, and draw new Structures of the appropriate type to replace them, filling in from right to left.

If a Structure card deck ever runs out while resetting, shuffle its discard pile and form a new Structure deck.



Example: Our Global Impact card instructs us to reset the Commerce market. We discard all three Commerce structures currently in the market, and replace them from right to left with new cards drawn from the Structure deck.

## GAME PIECES ON LOCATIONS

Some Global Impact cards instruct you to place game pieces such as resources or Pollution tokens on main board locations. These are taken from the supply and then placed on the board in the indicated locations.

If you place a Worker in a location which contains any resources or tokens, you immediately gain all of the resources and/or tokens in that location, before resolving the action.

Note that you **may** use that resource immediately to pay a cost associated with that placement, and this may also fulfill the requirement for being able to use that location.



Example: The *Cheap Imports* Global Impact card causes 1 Plastic to be placed on each Commerce location. The next player who uses each of these locations will be able to collect the 1 Plastic before carrying out the action. For example a player may go to the *Commerce market*, collect the Plastic, then use that Plastic to purchase a Structure.

# LOCATIONS

You begin a Work turn by selecting from the thirteen *locations* on the main board. These locations enable you to carry out a variety of actions to build your empire. They are arranged into three types: **Government**, **Industry**, and **Commerce**. The Government locations are the four located on the green binder to the left, the Industry locations are the five located on the brown binder in the middle, and the Commerce locations are the four located on the yellow binder to the right. *Remember, the location you visit on the main board determines the type of your own Structures you may use on that turn.*

## MARKETS

There is a Structure market for each type; Government, Industry, and Commerce. Placing a Worker in one of the three Structure markets allows you to buy one of the three Structures in that market.

After you have placed a Worker in a market location, indicate which Structure you wish to build, then pay the cost for that Structure depending on which spot in the market the Structure occupies; the cost is shown right above the card, and can be paid with either money **or** with resources (*but not a combination of the two*). Spent money or spent resources are discarded into the general supply.



## Gaining a new Structure

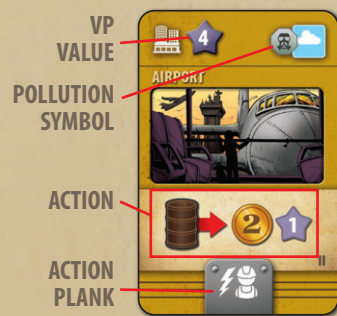
Once you have paid for a Structure, take it and place it in your tableau. (*Keep your Government, Industry, and Commerce Structures separated for easy management.*) The new Structure is available to be used immediately.

Each Structure card has a VP value. These VP are added to your score at the **end** of the game. Some Structures also have a symbol indicating Pollution or Nuclear Contamination. This token is gained **one time**: *immediately when you gain the card*. Take a Pollution token from the leftmost spot of the Global Impact track that still has any, and add it to the indicated row of your Environment with the correct side up.

## Refilling the market

Any time a card is removed from a market, immediately slide the remaining cards in that market to the left to fill in the empty space, then draw a new card from the appropriate deck and place it in the rightmost space of the market.

*If a Structure card deck ever runs out while refilling, shuffle its discard pile and form a new Structure deck.*



*Example: You have just purchased the Airport; You place it in your Commerce tableau.*

*You will earn 4VP for it at the end of the game.*

*This card has a symbol on it that indicates you must pollute your Air row; you take a token from the leftmost stack on the Global Impact track and add it to your Environment in the Air row.*

*The action plank of this structure is now available for use.*



*Example: After purchasing the Airport from the middle space in the Commerce market, you slide the Farm to the left, and draw a new card from the Commerce Structure deck to fill the blank space on the right.*

## OTHER GOVERNMENT LOCATIONS

### SCIENTIFIC RESEARCH

Gain **1 Science** from the general supply. Then **peek** at one face down Global Impact card of your choice, being careful not to reveal the card to other players. Return the card to the same position.

### EDUCATION

Spend **\$3** to gain **1 Worker** of your player color and place it on your player mat; the new Worker is available immediately for use. Also, gain **1 Pollution** from the leftmost spot of the Global Impact track that still has any and place it in your Environment.

### CLEAN UP

Spend **1 Science** to perform two Cleanup actions. (*See Cleanup on page 11 for details*)



OTHER GOVERNMENT LOCATIONS

## OTHER INDUSTRY LOCATIONS

### MINE

Gain **1 Steel** from the general supply.

### OIL DRILLING

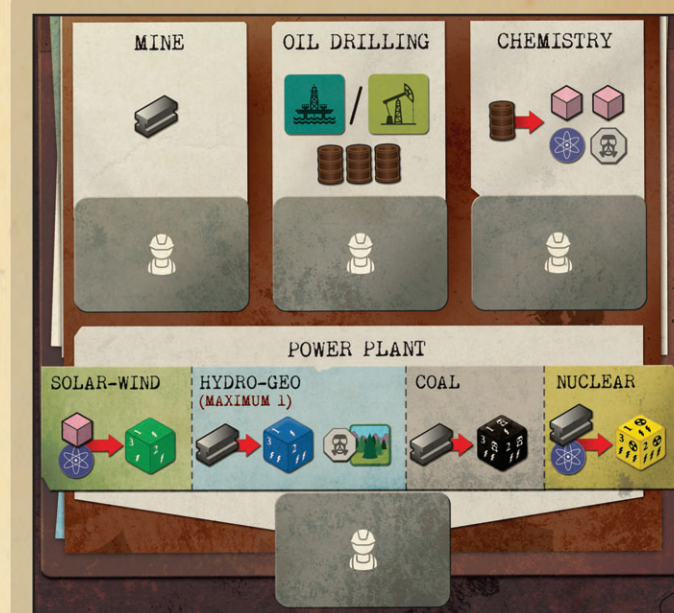
Take **1 Oil Well** token from the supply, and place it in your Environment. Then gain **three Oil barrels** from the supply.

An Oil Well may only be placed in an unpolluted space marked by the Drilling symbol. (*There are four such spaces in your Environment.*) If no such space is available, you may not drill for Oil.



DRILLING SYMBOL

*The Oil Well tokens have an Oil Derrick on the front and an Oil Rig on the back. It doesn't affect gameplay, but it's nice to use the Derrick in the Forest row and the Rig in the Ocean row!*



OTHER INDUSTRY LOCATIONS

### CHEMISTRY

Spend **1 Oil** to gain **2 Plastic**, **1 Science**, and gain **1 Pollution** from the leftmost spot of the Global Impact track that still has any and place it in your Environment.

### POWER PLANT

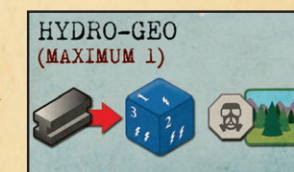
Spend the displayed resources to gain one Energy die, and place the die on your player mat. Dice are limited to the available supply. These dice are kept permanently, and may be used on each Generate turn.

### Gaining Energy dice

You are limited to owning **5 Energy dice** at a time. (*There are 5 slots on the right edge of your player mat to hold your dice.*) Temporary Petroleum dice are not placed in those slots and do **not** count towards that limit. You may discard any Energy die back to the supply at any time, to make room for obtaining a new different one. Dice are worth victory points at the end of the game (*See Endgame and Scoring on page 20 for details.*)

### The Hydro-geo die

You are limited to **one** blue Hydro-geo die. When you gain a Hydro-geo die, you must also take one Pollution token from the leftmost spot of the Global Impact track that still has any and place it in the Forest row of your Environment.





## OTHER COMMERCE LOCATIONS

### FINANCE

Choose **one** of the following three options:

- Gain \$2
- Gain \$3, each opponent gains \$1
- Gain \$4, each opponent gains \$2

### BUY/SELL OIL

Make only a single exchange. Choose one:

- Spend money equal to the current price of Oil to gain 3 Oil barrels.
- Return 3 Oil barrels to the supply to gain money equal to the current price of Oil.

### TRADE

Make any number of exchanges between yourself and the general supply. Resources eligible for trade are \$2, Steel, Plastic, and Science.

For example, you may trade \$2 and 2 Science for 2 Steel and 1 Plastic.



## SOME GENERAL RULES

### UNDERSTANDING STRUCTURES

Obtaining and using Structures well is vital to building your energy empire.

Each Structure has several common characteristics described here.

**STRUCTURE TYPE** Tells you whether a Structure is **Government**, **Industry**, or **Commerce**.

**VP VALUE** Tells you how many Victory Points you receive at the end of the game for owning this Structure card.

#### POLLUTION TYPE

**Some** Structures cause you to gain Pollution or Nuclear Contamination, only at the moment you acquire the card. (Explained earlier in *Gaining a new Structure*.)

#### EFFECT

Structures have a variety of effects. Some effects have costs; costs always sit to the left of a red Spend arrow. (The benefits sit to the right of the arrow.) If there is **no** Spend arrow, the shown benefits are gained without resource costs.

#### II SYMBOL

This tiny II symbol means that there are 2 of this card in the game.

#### ACTION PLANK

This is where you place Workers and/or Energy during a Work turn to activate the Structure. (Explained earlier in *Activating Structures*.)



## THE UNITED NATIONS

As described in *Activating Your Nation Card* on page 8, you may use your Nation card in the same way you would use a Structure. The Nation card ability allows you to spend the indicated resources to move your player marker one space to the **right** on the United Nations track on the main board.

At the end of the game, you receive the victory points indicated at the top of the column occupied by your marker. In addition, there is a *leader bonus* of 3 VP for the player who has moved the farthest on track. This leader bonus is split between players **tied** for furthest (see *Ending the Game and Scoring* on page 20 for details).

Player markers may occupy the same spaces on the track, except for the **last** space, which may only be occupied by **one** marker. (Once a player has moved into that space, no player on the previous space may advance.)



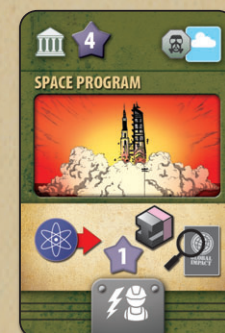
Example: Red has activated his Nation card with an Energy token, and has spent the required 1 Oil barrel and \$2. He moves his marker one space to the right on the United Nations track, ending up in the same space as Green. If Red finishes the game in this space, he'll earn the 12 VP displayed at the top of the column.

If the game were to end with the markers in these positions, Red and Green would split the 3VP leader bonus, rounding down to 1 VP each.

### Some examples of different Structure card effects:



**Science Academy:** Gain 1 Science or Spend 2 Science to gain 1 Worker.



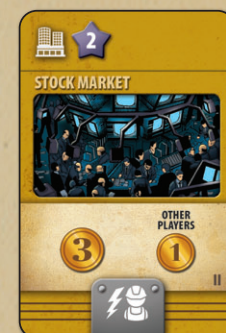
**Space Program:** Spend 1 Science to get 1 VP, 1 Plastic or 1 Steel, and 1 peek at a Global Impact.



**Iron Mine:** Gain 2 Steel.



**Computer Factory:** Spend 1 Plastic to gain 1 Science and \$2.



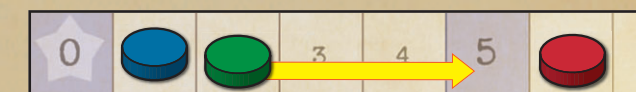
**Stock Market:** Gain \$3; All other players gain \$1.



**Port:** Spend \$1 to gain 1 Oil or 1 Plastic or 1 Steel or 1 Science.

### GAINING VICTORY POINTS

Whenever you gain VP, advance your player marker on the Score track by that many spaces. (Note that some VP are scored **immediately** and some are scored **at the game's end**.)



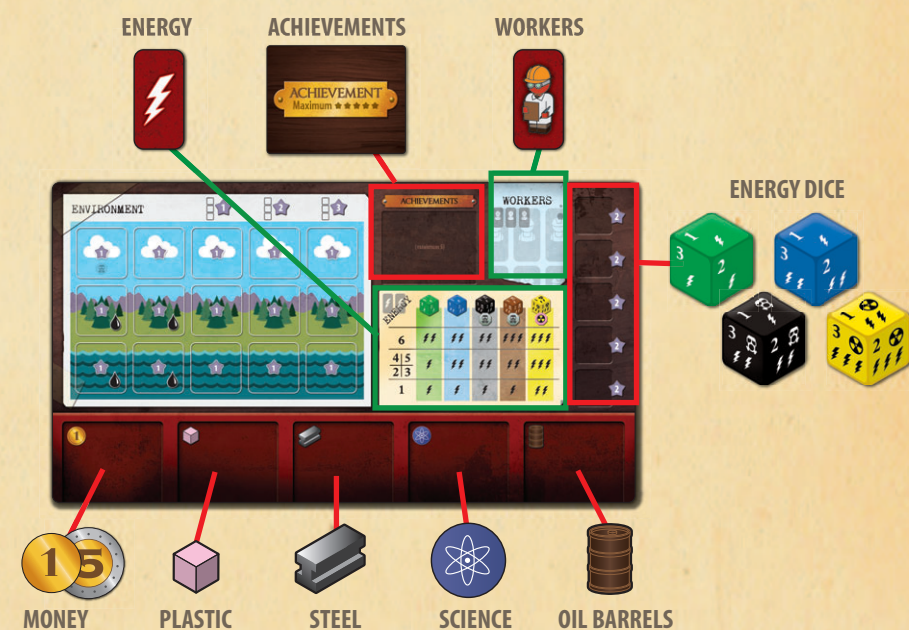
Example: Green advances 3 VP on the Score track.

### GAINING RESOURCES

Unless otherwise specified, whenever any aspect of the game instructs you to gain any resource, take the appropriate amount of that resource **from the general supply** and store it in the appropriate section of your player mat.

### STAYING ORGANIZED

It is important that you keep all of your assets (resources, Workers, Energy, Energy dice, and Achievements) properly stored on your player mat. This will help limit confusion during the game about which assets are legitimately owned and in play.



# ACHIEVEMENTS

Achievement tokens provide a way to make use of surplus Energy or Workers with the potential to gain additional VP. You begin the game with one Achievement and may claim one additional Achievement each time you begin a Generate turn with at least 2 Workers/Energy left over (see **Claim Achievement** on page 9).

You are limited to owning a maximum of **five** Achievements at any one time. However, you may discard any Achievement at any time to make room for a new one. (*Discarded Achievements are removed from the game.*) Keep your Achievements face down on your player mat until the end of the game; you may peek at your own Achievements whenever you want.

Achievements provide VP to their owners at the end of the game as described on the tiles. Each Achievement has a **maximum value of 5 VP**. (*This simply means that if you merit more than 5VP according to the Achievement, earn 5VP instead.*)

## All 20 Achievement tiles explained:

	<b>Award Winning</b> 1 VP per Achievement you hold, including this one.		<b>Leading Consumer</b> 1 VP per Structure (of any type) in your tableau that has a red Spend arrow on it.
	<b>Clean Air</b> 1 VP per unpolluted Air space in your Environment.		<b>Nuclear Capability</b> 1 VP per Nuclear Contamination token in your Environment.
	<b>Commercial Empire</b> 1 VP per Commerce Structure in your own tableau.		<b>Oil Production</b> 1 VP per Oil Well (of either type) in your Environment, plus 1 free VP.
	<b>Cultural Heritage</b> 1 VP per Government Structure in your own tableau.		<b>Oil Reserves</b> 1 VP per Oil barrel remaining on your player mat.
	<b>Diversified</b> 1 VP per type of resource (money, Plastic, Steel, Science, Oil) remaining on your player mat.		<b>Scientific Leader</b> 1 VP per Science disc remaining on your player mat.
	<b>Energy Empire</b> 1 VP per Energy die (of any type) remaining on your mat ( <i>this excludes temporary Petroleum dice</i> ).		<b>Steel Empire</b> 1 VP per Steel token remaining on your player mat.
	<b>Energy Reserves</b> 1 VP per Energy token remaining on your player mat.		<b>Strong Workforce</b> Earn 1 VP less than the number of Workers you own ( <i>regardless of current whereabouts, excluding only those remaining in the general supply</i> ).
	<b>Global Influence</b> 1 VP per space your marker has moved on the United Nations track during the game.		<b>Synthetics Pioneer</b> 1 VP per Plastic cube remaining on your player mat.
	<b>Healthy Forests</b> 1 VP per unpolluted Forest space in your Environment.		<b>Titan of Industry</b> 1 VP per Industry Structure in your own tableau.
	<b>Healthy Ocean</b> 1 VP per unpolluted Ocean space in your Environment.		<b>Wealth</b> 1 VP per every \$2 remaining on your player mat, rounding down.

# SOLO ENERGY EMPIRE

Energy Empire can be played solo! It's probably best to be familiar with the normal game before you try to play it solo, so that you'll clearly understand the difference that these rules make.

## SETUP DIFFERENCES FOR SOLO PLAY

Follow the setup rules for a **2-player game**, with the following differences:

**Neutral Workers:** In addition to the Neutral Workers you place (1 in each of the Structure markets) for 2-player setup, place two more: one each on the **Power Plant** and **Clean Up** locations.

**Structure Cards:** For each of the three Structure markets, use **only** the **leftmost** and **rightmost** card spaces. For the entire game, leave the middle card space in each market empty. (*It's not a bad idea to place a Nuclear Contamination token in each middle spot to remind you that those spaces are off limits.*)

**Achievements:** Remove the following two Achievements before shuffling and return them to the box: **Award Winning** and **Global Influence**.



**Energy Dice:** Keep only the following Energy dice in the general supply; return all others to the box:



**Global Impact Track:** Stack **only 2** Pollution tokens on each space of the track.

**Nation Card and Starting Achievement:** Select your starting Achievement following the normal rules. For your Nation card, choose **any** one Nation card from the 10 possibilities, and return the rest to the supply. (*You may keep one to use the reference side.*)

## GAMEPLAY DIFFERENCES FOR SOLO PLAY

Gameplay follows all of the rules for Energy Empire with the following small differences:

**No Opponents:** If you are instructed to give a resource to another player, instead return that resource to the general supply. Neutral Workers are considered to belong to other players.

**Finance Board Location:** Instead of the choices listed on the board, gain \$3 when you place at this location.

**Claiming Achievements:** When you claim an Achievement, remove the other two Achievements from the board. Return those Achievements to the game box, and draw three new Achievements from the supply and place them on the board.

**U.N. Track Leader Bonus:** You receive **no** Leader Bonus for your position on the track. (*It's not a bad idea to place a Nuclear Contamination token on the Leader Bonus VP to remind you that it is not applied for solo play.*)

## OBJECTIVES

To win a solo game of Energy Empire, you must accomplish **all** of the following:

- Reach the last space of the United Nations Track.
- Receive 20 or more Victory Points from Achievements (*Reminder: you are limited to 5 Achievements, and each Achievement is limited to 5 points.*)
- Have a total final score of 100 points or higher:

If you can satisfy all of these objectives, congratulations! Your score determines your rank as follows:

- **100 to 109 Points:** Secretary of State
- **110 to 119 Points:** President
- **120 to 129 Points:** Secretary General
- **130 Points or more:** Nobel Prize Winner