how to play

overview
a revolutionary new technology has been discovered. every major military power recognizes its destructive potential. can your nation lead the arms race and become the world's dominant superpower?

objective
score points by building, testing, and loading nuclear bombs. the first nation to reach the victory point goal wins.

victory point goals by player count
• 2 players: 70 points
• 3 players: 60 points
• 4 players: 50 points
• 5 players: 45 points

game components
• 1 main board
• 5 player boards (one per player color)
• 5 fighter counters (one per player color)
• 5 bomber counters (one per player color)
• 50 building cards (6 starting, 44 regular)
• 30 bomb cards
• 48 money coins (38 × $1, 10 × $5)
• 10 loaded bomb markers
• 16 damage markers (double-sided)
• 15 player color discs
• 40 yellowcake cubes
• 72 workers: 24 laborers, 24 scientists, 24 engineers (each with 4 per player color + 4 grey contractors)
• 12 grey contractors
• 5 implosion test counters

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setup

1. **board & general supply**
   • place the main board centrally.
   • place player tokens on the bottom space of the plutonium, enriched uranium, and espionage tracks.
   • general supply includes building cards, bomb cards, loaded bomb markers, damage markers, money, yellowcake, contractors, and workers.
   • sort implosion test counters by player count (use only those needed).
2. **building market**
   • shuffle 6 starting buildings (red backs) and place them face up in the first 6 market

spaces.
- shuffle 44 regular buildings, place the top card face up on the $20 space; return the rest to the general supply.

3. **bomb cards**
   - shuffle 30 bomb cards.
   - draw (players + 1) face-up cards for the development row; return the rest face down to the general supply.

4. **player supplies**
   - each player chooses a color and places their player board.
   - each player takes 4 laborers, $10, 1 fighter counter on "1" track, and 1 bomber counter on "1" track.

5. **starting bonus (based on turn order)**
   - player 1: none
   - player 2: $2
   - player 3: $4
   - player 4: $2 + 1 scientist or engineer
   - player 5: $4 + 1 scientist or engineer

player turn
on your turn, choose one option:

1. **place workers**
   - step 1: place on main board
   - step 2: place on your buildings (repeatable)
   - optional but must place at least 1 worker

2. **retrieve workers**
   - step 1: return permanent workers from main board
   - step 2: return workers from buildings, bombs, implosion counters
   - step 3: return contractors to general supply
   - must retrieve at least 1 permanent worker

workers
laborers, scientists, and engineers can be permanent (player color) or contractors (grey).

worker placement
- workers can be placed on main board spaces or buildings.
- must meet worker type and resource requirements.

special placement rules
- construction: unlimited; may place multiple workers. engineers can build the cheapest buildings for free.
- university: produces workers.
- mines: produce yellowcake.
- factories: produce money and/or aircraft.

• reactor: produces plutonium.
• enrichment plant: produces enriched uranium.

air strikes
• fighters destroy enemy aircraft.
• bombers damage enemy buildings (cannot attack if opponent has fighters).

repair space
• pay $5 to repair up to 3 damage points; damage counters returned to general supply.

espionage
• pay $3 to gain a spy; can place workers on opponents' buildings equal to spy count.

bomb actions

1. **build bomb**
   • requires bomb card, workers, and fuel (plutonium/enriched uranium).
   • place workers on bomb card, spend fuel from main board track.
   • score points shown on bomb card.
2. **implosion test (plutonium bombs only)**
   • place bomb card face down, take highest value implosion counter.
   • lose original bomb points; all plutonium bombs now worth higher points.
   • only one test per game.
3. **load bomb**
   • pay loading cost, reduce bomber counter by 1.
   • place loaded bomb marker → gain 5 victory points.

game end
• the game ends immediately when a player reaches the target victory points.

examples of actions
• **worker placement example:** place engineers on factory → produce bombers/money.
• **air strike example:** use fighters to destroy opponent aircraft; bombers to damage buildings.
• **bomb build example:** assign workers and fuel → score points.
• **implosion test example:** test plutonium bomb → gain higher points for all plutonium bombs.
• **load bomb example:** pay cost, reduce bomber → gain 5 points.

end of game
the first player to reach the victory point goal becomes the dominant superpower and wins the game.

Would you like me to prepare a **one-page formatted version** (ready for printing as a reference sheet) next?