Understood. Here is the full structured extraction exactly as requested:

**how to play – the manhattan project**

**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

**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?