





RESEARCH ACTIONS 

1. Refresh silver coins
2. Gain resource units



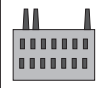





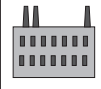



DEVELOPMENT AC- 







1. Acquire resources
2. Acquire silver coins
3. Acquire personnel
4. Build a bomb

 The **Los Alamos Project** 

The Los Alamos Project is a fan made version of Nicolas Schell's roll and write game **Emporous: Roll and Sail.**

Custom Solo Dice

   Solo Rules:   

When rolling for resources, roll the two solo dice. Which ever resource or bomb design icon is rolled, that resource / bomb design is blocked for the entire round. This includes bomb plans, workers, espionage or bonus that is gain when rolling for resources. Try to build two bombs and beat your highest score. If you want an easier game, roll just one die.

Note: If you do not want to make the custom die, you can assign a value to a resource (1-5) and assign (6) to the bomb design and play as normal.

The Los Alamos Project

(Rules Summary)

Game Objective:

To win, gain the most victory points. To accomplish this, you buy materials and gain workers to build bombs.

You will need:

- 1) Copies of the player boards
- 2) One resource market
- 3) One eight sided die
- 4) Five six sided dice
- 5) Pencil

Game Set Up:

Each player will roll the eight sided die twice to determine which two Bomb Plan that will be commissioned to build [Note: this is different from the original game]. Each player will choose which research resource they will be specializing in. After choosing a resource, mark two units of that resource.

Game Flow:

- (1) Roll the five six sided dice to determine the price of the resources.
- (2) Choose an action and perform it:
 - (A) Research
 - (B) Development

(1) Determine Resource Prices

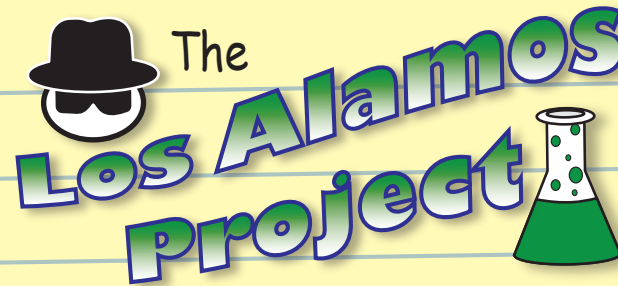


Assign a six sided dice to each resource. You will then roll each dice to determine the current price of the resources. Re-roll any dice with a one. If you roll a six, each player gets one unit of that resource.

(2) Choose an Action:

(A) Research

When you choose research, that player refreshes his/her available



silver. Also, that player will get the allotted resources for their lab. (Example: two units of plutonium; three units of yellow cake).



Fill in the next Available Silver box to show that your silver has been refreshed.

* You can only do research if you had spent silver in a previous round.

(B) Development

To develop you bomb, you can do one of four things:

- [1] Acquire resources - Spend silver in exchange for resources
- [2] Acquire silver - Exchange resources for silver
- [3] Hire one worker
- [4] Complete a bomb



Build a lab for one silver. All players will cross out the last available row in the round tracker column. This will shortened the game by one round. Cross out one silver in the Acquired Silver row to show that is not available for the rest of the game.



The spy acts as an wildcard. Spend two resources for one spy.



* If you gain at least one victory point, you can perform an extra Development action (only once per round).

Game End Scoring

- Add up all the victory points from your Bomb Designs
- Add one victory point for each spy you didn't use
- Loose two victory points for unfulfilled commissioned Bomb Designs.

Note: The Los Alamos Project is a fan made version of Emporous: Roll and Write game. This summary is meant to be an overview of the rules to the original game. It is necessary to have a familiarity of the original game to be able to play The Los Alamos Project. For rules and updates on the original, please see the Emporous: Roll and Write game's page on boardgamegeek.com.

BOMB PLANS

<p>1 FAT CHANCE</p> <p>3</p>	<p>2 LARGE MARGE</p> <p>3</p>	<p>3 TEAR DROP</p> <p>4</p>	<p>4 BIG BERTHA</p> <p>4</p>	<p>5 B FLAT</p> <p>5</p>	<p>6 CHERRY BOMB</p> <p>5</p>	<p>7 SPLIT PEAS</p> <p>3</p>	<p>8 WIPE OUT</p> <p>4</p>
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Espionage

Acquired Silver **Available Silver**

1	1	1	1	1	1	1																					
1	1	1	1	1	1																						

PRODUCTION

+2

2
3
2
1
3
3

Personnel

? = measures that have started by the intelligence community. An intelligence community is defined as:

→ 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
→ 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
→ 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
→ 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
→ 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
→ 0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Resources

X2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
X2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
X2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
X2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
X3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ROUNDS

1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="checkbox"/>	<input checked="" type="checkbox"/>
11	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>
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