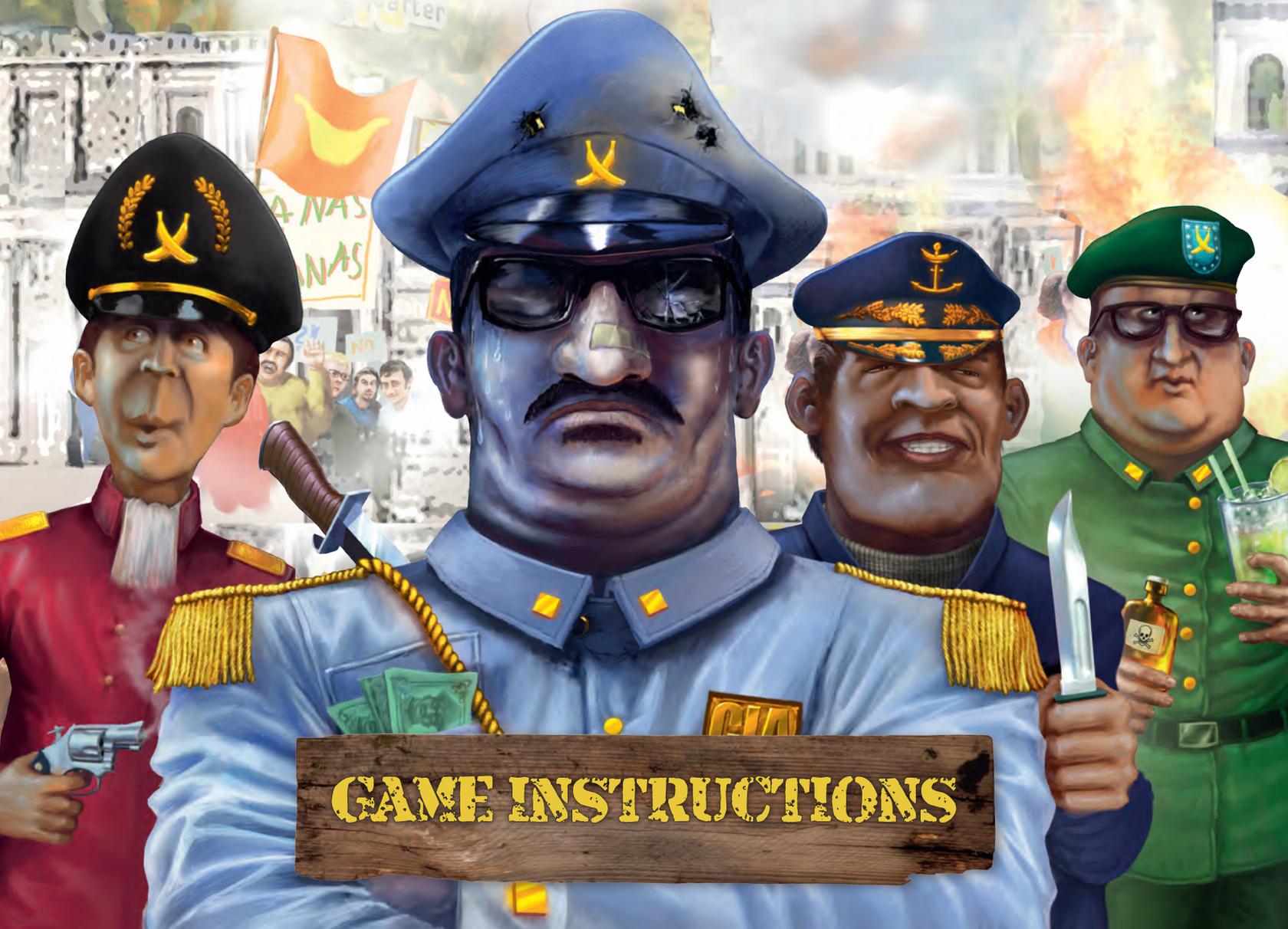


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JUNTA

for 2-7 corrupt
revolutionaries
ages 16 and up

THE GAME OF POWER,
INTRIGUE, MONEY AND
REVOLUTION



GAME INSTRUCTIONS

INTRODUCTION

Welcome to the beautiful island of the República de las Bananas, where the chirping of crickets is only interrupted by frequent gunfire in the night. The island's peasants are poor, its intellectuals oppressed, and its middle class crushed to near-extinction. The air is thick with humidity, mosquitoes, and the threat of revolution.

The Government is supported by a global superpower that delivers large checks and asks no questions. A few wealthy ruling families compete to siphon this foreign aid money into their own secret Swiss bank accounts. Power, intrigue, money, and revolution are only a few of their tools.

Each player represents one of these families.

OVERVIEW

The standard version of JUNTA is intended for 4-7 players. At the end of this rule book, there are special rules for 2 or 3 players. This game is best played with 7 players.

A game of JUNTA consists of **2 parts**. The first one is a political-satirical **card game**, where players use cards to influence the proceedings with votes, assassinations, and unforeseen events.

However, when a player has enough of intrigue and treason, he can announce a Coup! Then the game switches to **the Coup Game**. JUNTA becomes a strategic board game, using the large

map and the counters to simulate the chaotic fighting during a coup. Once the Coup Game is resolved, play continues as normal using the cards – until another coup is announced!

End of the Game

The game ends **immediately** when the President cannot draw enough cards from the Foreign Aid deck. When this happens, the player with the **most money** in his Swiss Bank Account wins the game.

COMPONENTS

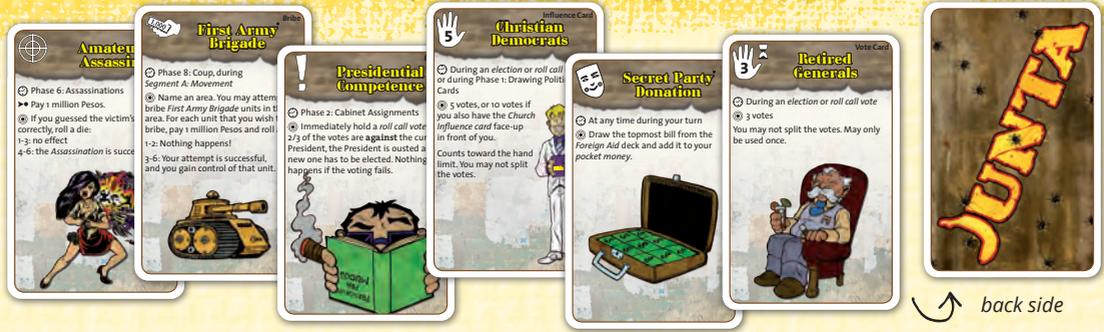
The Game Board

The map of the capital on the game board is only used during the Coup Game. The City Districts, the Army Barracks, the Police Precinct stations, the Embassies and the 5 Power Centers are considered areas and are separated from each other by different background colors and colored lines.

Aside from the map of the island, the game board features the Political Track for the Political Game (game mode 1 of JUNTA), which indicates the phase the players are in. Also, there is a Coup Track for the Coup Game (game mode 2 of JUNTA) as well as spaces for the draw and discard pile of the Political cards and the Foreign Aid deck.



64 Political cards



7 Position cards
with illustrations on both sides



1 "First Rebel" card



7 "Swiss Bank Account" cards



68 "Units" counters



35 "Location" cards
with the 7 family symbols on their back sides



21 Control markers
with the 7 family symbols



8 Game Stage markers



6 blank cards
for your own card ideas



1 Banana



1 base for the Banana

96 play money bills
in denominations of 1, 2, 3 million Pesos
(51 ones, 30 twos, 15 threes)



6 six-sided dice



The Constitution of the “República de las Bananas”

The island is governed by the **President** and the **Parliament**. The President for Life appoints the members of the cabinet **every round**, collects the foreign aid, and disburses it. The President is only removed from office by death, resignation, coup, or being voted out due to incompetence by the “Presidential Competence” Political card. The Parliament elects the President and votes on the President’s budgets for the distribution of the foreign aid money.

The Parliament is controlled by the ruling families, who may use certain cards to increase their influence. The players are both the Parliament and the members of the cabinet.

The Members of the Cabinet and their Duties

The President

- controls the Palace Guard;
 - receives the Foreign Aid money (see *Phase 3: Receiving Foreign Aid Money* on p. 8);
- proposes the Budget (see *Phase 4: The Budget* on p. 8);
 - assigns the other 6 Positions (see *Phase 2: Cabinet Assignments* on p. 7/8).

The Minister of Internal Security

- controls the Police;
 - can seize the Parliament to force the Budget (see *Phase 4: The Budget* on p. 8);
 - gets a free assassination (see *Phase 6: Assassinations* on p. 9/10).

The General of the First Army Brigade

- controls the First Army Brigade.

The General of the Second Army Brigade

- controls the Second Army Brigade.

The General of the Third Army Brigade

- controls the Third Army Brigade.

The Admiral of the Navy

- controls the Marines and can fire with the Gunboat (see *Step 1: The Gunboat and Airstrikes* on p. 13).

The Air Force Commander

- controls the Paratroops and can make Airstrikes (see *Step 1: The Gunboat and Airstrikes* on p. 13).

On top of that, each member of the cabinet has **1 vote** in all elections and roll call votes.



Voting Procedure

In the “República de las Bananas”, each vote follows the same procedure. The President and the Parliament (i.e. all players) are eligible to vote. Votes are held by roll call, which consist of **2 rounds**. In the **first round**, the President votes first; then, each other player in clockwise order has a chance to vote. (When electing the President, players vote *in favor of* a candidate; when a Budget has been proposed, they vote *for or against* it.)

Each player has a number of votes according to his played



Influence cards

and



Vote cards that he may now play.

(The Political cards are explained on p. 5.)

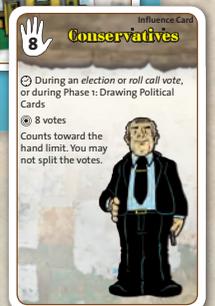
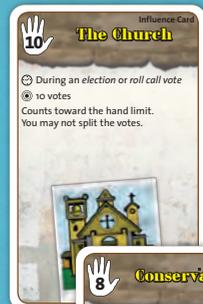
Additionally, he may cast **the votes of his assumed Positions**. Each Position has 1 vote. In games with 4-7 players, a player may assume no more than 2 Positions, thus, he may have up to 2 additional votes. Dead players may not vote.

On top of that, **each player has 1 vote as the head of his family**.

The players may assign the votes of their Influence and Vote cards **to different candidates** or options. The votes of one card, though, must be assigned to the same target.



Example: Klaus has played the “Church” (10 votes) and “Conservatives” (8 votes) Influence cards. He may cast all 18 votes on the Presidential candidate Klaus – himself – or use the 10 votes of the Church on Klaus and the 8 votes of the Conservatives on Ben to show some good will.



After this, the **second round** begins. Players may now play **additional Influence and Vote cards** and add them to their votes of the first round.

The candidate or side (*for or against*) with the **highest total number of votes** after two rounds wins the election or vote.

In case of a tie, the President decides which side wins.

The President

Electing a President

The President is elected according to the usual Voting Procedure as stated in the Constitution of the "República de las Bananas".

At the beginning of the game, the players have to elect the first President. This election is slightly different from the usual procedure (see *Electing the First President* on p. 7).

Presidential Assassination

If the old President is killed during *Phase 6: Assassinations*, the players must immediately elect a new one (see *Voting Procedure*). The player to the left of the dead President votes first.

In case of a tie, discard all Vote cards and repeat the election. Continue to do so until there is a new President.

The former Positions of the new President are taken over by the old President's Cousin (see *The President's Cousin and the Positions of Dead Players* on p. 10). Consequently, those Positions are "frozen" until the next *Phase 2: Cabinet Assignments*. The new President takes the Banana for identification.

Presidential Resignation

The President may announce his resignation **at any time except during a Coup**. Immediately elect a new President (see *Voting Procedure*!).

The old President may use his Presidential vote; he votes first and may be re-elected.

In case of a tie, discard all Vote cards and repeat the election. Continue to do so until there is a new President.

The old President must give all his pocket money to the new President. The old President takes over the former **Positions** of the new President. The new President takes the Banana as identification.



Events represent the political, cultural and military uncertainties of the República de las Bananas. They often let you do something normally not allowed by the rules. The card description indicates when you may play these cards.



Influence cards provide votes; some also offer assistance with paying bribes or assassins. They are set face-up in front of the player and remain there until he is killed or explicitly forced to discard them. Even when face-up, they are still part of the hand and cannot be traded once revealed. Influence cards can only be played during an election or roll call vote, or in *Phase 1*.



Vote cards are much like the *Influence cards* but they can only be played during an election or roll call vote and are discarded immediately after the election/vote.



Coup Events are a special type of Event. Unlike Events, Coup Events can have a requirement (like "If you have the Influence card XY in front of you, ...") and/or they can be used in *Phase 8: Coup* to start a Coup even if the *Political Situation* of the country is *Stable*. A Coup Event card may introduce new units to the game (students, rioters, demonstrators, strikers, bank guards, the Home Defense League, Christian militia, and the helicopter).



Secret Party Donations are discarded immediately; then the player may draw the topmost bill from the Foreign Aid deck and add it to his pocket money.

The players may **trade** unrevealed Political cards. No cards may be traded during *Phase 6: Assassinations* or the *Coup Aftermath*. Cards can **only be used once** and are discarded afterwards, except Influence cards or those that say otherwise.

Once a player puts down a card, **it is considered played**. If it has requirements and they are not met at the moment the card is played, discard the card immediately without using its effect. You may only play cards **on your turn** unless they state otherwise.

The Political Cards

The symbols in the card description



Indicates when a card may be played.



Names the requirements for playing the card.



Describes the effect of playing the card.

There are 7 **types** of Political cards (indicated by the symbol in the top left corner):



Assassins can assassinate other players during *Phase 6: Assassinations*.



Bribes can possibly let you take control of units or get rid of an assassin. These cards require the use of pocket money. Put money used in this way back into the game box. The card description indicates when you may play these cards.

Foreign Aid

The Foreign Aid deck consists of **96 bills** in denominations of 1, 2 and 3 million Pesos and has a dedicated space on the game board.

Money in the Foreign Aid deck can only be drawn by the President during *Phase 3: Receiving Foreign Aid Money*, or by Political cards that let the player draw from the Foreign Aid deck. The money remaining in the Foreign Aid deck may never be counted.



Each player keeps **his own money** face-down in front of him. This is considered his **pocket money** – as opposed to the money deposited in his Swiss Bank Account. No other player may count or look at this money. They may trade their pocket money with other players or give it away at any time, except when they are the target of an assassin or sent to the Firing Squad. Money in a player's **Swiss Bank Account** (see *Phase 7: Banking*) is placed face-down under his "Swiss Bank Account"

card. It may only be counted and looked at by its owner – the other players might have an idea of how much money is in there, but not its total amount.

No one may ever use the Foreign Aid deck or Swiss Bank Accounts **to make change**. Overpaid money is simply lost. Always put money **that you used** back into the game box.

SETUP

- Each player decides on one of the seven families represented by the car, glasses, martini glass, diamond, quill, pocket watch or cigar symbols, and takes:
 - the 5 **Location cards** with his family's symbol on the back,
 - the 3 **Control markers** with his symbol,
 - and 1 "**Swiss Bank Account**" card.
- Place the **Game Stage markers** on the game board. Place the "Political Phase" marker on the first space of the Political Track, and the "Coup Phase" marker on the first space of the Coup Track. Place the "Stable" marker on the "Political Situation" space, and the "Assassination" marker on the "Secret Police Activity at the Bank" space. Set the other markers aside – you will need them later.
- Shuffle the **paper money bills** and place them face down on the dedicated space of the game board. This is considered the Foreign Aid of the next years (i.e. of the following game rounds).
- Shuffle the Political cards. Then each player draws **5 face-down cards**; place the remaining stack of Political cards face down on the dedicated space of the game board.

- Place the **Units counters** on the game board as follows:
 - the 6 counters of each of the 3 Army Brigades in their respective Barracks;
 - 1 Police counter in each of the 4 Police Precinct stations;
 - the 4 Palace Guards counters in the Presidential Palace;
 - the 3 "Airstrike" counters and the "Paratroops" counter on their respective spaces beside the city;
 - the "Marines" counter on the space at the bottom right in the Harbor.
- Finally, elect the first President; then the first round begins with *Phase 1* of the **Political Game** (p. 7).



6. Electing the First President

Before the game begins, the Parliament (i.e. all players) elects the first President. The game's owner is the first player to nominate one or more **candidates** for President – including himself. Following in clockwise order, each other player has the chance to nominate candidates.

Each nomination must be supported by **at least 1 vote**. The players cast votes from **Influence** and **Vote cards** as well as their **1 vote** as head of the family (but not the votes from the Position cards as they do not have any, yet). Each player may vote for himself or abstain. It is allowed to cast the votes of each card on a different candidate; votes from a single card, though, cannot be split between candidates.

All the votes cast on the nominees already count toward the outcome. No player is ever required to serve as President; a player may decline if he wishes. In this case, votes cast on that player are lost. Then the discussions and negotiations begin like in a real parliament.

Afterwards, there is a **second round**, in which each player may play additional Influence and Vote cards to cast additional votes. The player with the highest **total number** of votes becomes first President, takes the **President card** and the **Banana** as identification.

In case of a tie, discard all Political cards, including the Influence cards that you have already played; then each player draws 5 new cards. The game's owner draws the topmost bill from the Foreign Aid deck for himself and the vote starts again. This continues until a first President has been elected or the Foreign Aid deck runs out of money, in which case the game ends.



THE POLITICAL GAME A game round of JUNTA goes through 9 Phases:

Phase 1: Drawing Political Cards

In clockwise order, each player draws 2 Political cards.

Phase 2: Cabinet Assignments

The President assigns the Positions.

Phase 3: Receiving Foreign Aid Money

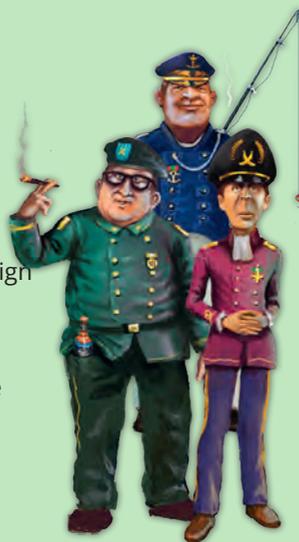
The President draws 8 bills from the Foreign Aid deck.

Phase 4: The Budget

The President proposes a Budget and the Parliament does a roll call vote on it.

Phase 5: Choosing a Location

Each player chooses a location in secret where he will be staying this round.



Phase 6: Assassinations

Players announce assassinations and handle them.

Phase 7: Banking

If the Bank is open and a player has chosen the Bank as his location, he may perform transactions with their Swiss Bank Account.

Phase 8: Coup

Players may announce a Coup. In this case, play continues with game mode 2 of JUNTA, the *Coup Game* (see p. 12).

Phase 9: End of the Round

The players prepare the game for the next round.

THE POLITICAL GAME IN DETAIL

Move the **"Political Phase"** marker along the Political Track as you go through the phases of the Political Game to keep track.

Most actions can only be done in the phase they are permissible. For example, a Coup can only be declared in *Phase 8: Coup*.

During the **Phases**, the players get the chance to carry out actions **on their turn**.

Phase 1: Drawing Political Cards

Beginning with the President and in clockwise order, all players draw **2 Political cards** each. If the draw pile runs out of cards, shuffle the discard pile to form the new draw pile. Draw

and keep your cards so that the other players can not see them. Players in Exile may not draw cards.

Then, beginning with the President, each player may play cards. Afterwards they each must have **6 or fewer** cards in hand. **Influence cards in front of a player count toward this limit.**

If a player cannot get rid of enough cards (for instance, because he has no cards that may be played during this phase) and cannot trade them away, he must discard the excess by discarding cards from hand or from the *Influence cards* he has in front of him.

Phase 2: Cabinet Assignments

The President assigns the Positions of the Cabinet to the families by handing the corresponding Position card to each player, **with the following conditions:**



- The President may not hold another Position.
- Each family must receive at least 1 Position.
- No family may hold more than 2 Positions.
- No family may hold 2 Generals at once.

Example: In a 4-player game, every family besides the President will hold 2 Positions – 1 General and 1 of the other three.

The President may keep promises he has made earlier, but does not need to. He may keep Position assignments as they were from the previous turn, or make changes. This is the only point in the round at which the President make changes to these assignments – even if a player becomes President later in the round.

Phase 3: Receiving Foreign Aid Money

The President draws **8 face-down bills** from the Foreign Aid deck. He may not show them to any other player.

Phase 4: The Budget

The President must propose a Budget to the Parliament. He declares how he intends to **distribute the Foreign Aid money among the players**. He does this by forming face-down stacks of money and announcing how much money is in the stack and which player this stack is for. He is not obligated to tell the truth about the amount of money in each stack. He may announce a lower amount – but not more than there actually is in the stack.

Example: Ben does not want the other players to know that he wants to support Jenny with a higher amount of money to gain her loyalty; he claims that Jenny's stack contains 2 million Pesos (2x 1 million Pesos), but it actually contains 4 million Pesos (2x 2 million Pesos).

The President may even include less money in the Budget (even none at all), keeping the excess for himself. He may include more money than he drew if he can make up the difference from his pocket money. The President cannot propose a Budget that requires change from another player; he is only allowed to make whatever change he needs from his own pocket money.

Example: If the President drew 8 bills of denominations of 3 million Pesos each, he may propose to give 15 million to the Minister of Internal Security, 6 million to the General of the First Army Brigade, and 3 million to the Air Force Commander. He can only propose another 1 million Pesos to the Admiral of the Navy if he has 1 million in his own pocket money.

Once the Budget has been proposed, the Parliament (i.e. the players) performs a roll call vote according to the usual Voting Procedure (see p. 4). If the Budget is approved, the President must hand out the promised money to the players. A player may receive more money in his stack than promised but **never less**.

If the Budget is **defeated**, replace the “Stable” marker on the *Political Situation* space with the “**Unstable**” one for the rest of the round.



If the Budget is defeated, the **Minister of Internal Security** must decide whether he wishes to force the Budget **at gunpoint**. If he does so, place all 4 **Police** units in the Parliament area on the game board. The President must now hand out the money as if the Budget had passed normally. The **Bank**, however, closes for lunch for the rest of the round; place the “Closed for Lunch” marker on the “Bank Is Open” space of the game board.

If the **Minister declines** to force the Budget at gunpoint and the Budget remains defeated, the Bank closes for holiday this round; place the “Closed for Holiday” marker on the “Bank Is Open” space of the game board.



Also, the **President keeps** all the bills he drew for the Budget.

The Budget and the Bank



Closed for Lunch

If the Bank is closed for lunch due to a forced Budget, the players may **not perform any transactions** with their Swiss Bank Accounts during *Phase 7: Banking*. Instead, the players that have chosen the Bank as their location in *Phase 5: Choosing a Location* may only perform transactions during **Phase 9: End of the Round**.



Closed for Holiday

If the Budget is defeated, the Bank closes for holiday and **no player** may go banking **until the next round**, regardless of whether he has chosen the Bank as his location or not.

Phase 5: Choosing a Location

Each player must choose a Location where he will be staying this round, or he may go into **Exile**.

There are **5 possible locations**:

- Bank,
- Headquarters,
- Home,
- Mistress,
- Nightclub.



Each player has 5 **Location cards**, one for each location. Each player chooses a Location card and places it **face-down** in front of him. The other 4 cards are placed aside, face-down. Note that these Locations have nothing to do with the game board. Your location is indicated solely by your card choice; the map is only used during a Coup.

Locations

Not all of the locations provide an action. 3 of them are used to hide from assassins (see *Phase 6: Assassinations* on p. 9/10). Only 2 locations have an actual function:

The Bank

Players who choose the Bank may later be able to perform transactions with their **Swiss Bank Account** (see *Phase 7: Banking* on p. 10 and *Phase 9: End of the Round* on p. 11).

The Headquarters

Players who choose the Headquarters will later be able to **announce a Coup** even if the *Political Situation* is *Stable* at that time.

The locations **Home, Mistress and Nightclub** do not have a function.

Exile

A player may go into Exile during this phase by announcing it and placing 1 of his Control markers in an Embassy area on the city map. A player in Exile is considered **outside the game**. He is safe during *Phase 6: Assassinations*, but likewise he may not hire assassins of his own. Also, he cannot be executed by the (old or new) President during the *Coup Aftermath*. A player in Exile cannot participate in elections/votes or control units during a Coup – his units do not move.

Players in Exile generally keep their Positions until the next *Phase 2: Cabinet Assignments*.

The **President** cannot go into Exile unless he resigns first, which immediately results in the election of a new President.

Returning from Exile

During *Phase 9: End of the Round*, a player in Exile can return to the island **after** the other players have finished their Bank transactions **if he pays 1 bill** of his choice from his pocket money. If he does not return, he **must pay 1 bill** from his **Swiss Bank Account** to continue his luxurious life abroad.

If the player cannot pay the return fee **from his pocket money**, he must **instead pay 1 bill** from his **Swiss Bank Account**. If he has neither, pocket money or money deposited in his Swiss Bank Account, and is solely living from the welfare of foreign superpowers, he pays nothing. In this case, he may return safely without paying.

Note: A player in Exile may win the game if the game ends and he has the most money deposited in his Swiss Bank Account.

Phase 6: Assassinations

During this phase, the players have the chance to guess the locations of the other players and killing them by playing *Assassin cards*.

First, the Minister of Internal Security announces his assassinations, if any. The Minister is in control of the **Secret Police** and has a **"free"** assassination, i.e. he may announce one assassination without playing an *Assassin card*. Any other assassinations (by the Minister or another player) must be supported with an *Assassin card*. After the Minister of Internal Security has announced his assassinations, each of the other players has a chance to do so, going **clockwise** around the table.

An assassination is **announced** by playing an *Assassin card*, naming the potential victim and guessing his *Location* – see *Phase 5: Choosing a Location*. No Locations are revealed until all assassinations are announced. If a player's location has been guessed correctly, this player is dead unless the *Assassin card* or another *Political card* says otherwise. Assassinations are resolved **in the order** in which they are announced. Resolve all assassinations, even from players who are killed during the process.



A player may announce as many assassinations as he has *Assassin cards*. He can try for the same player at different Locations, or for different players. He can target different or the same Locations. He must play the appropriate number of *Assassin cards* immediately.

The Minister's **Secret Police** may only visit the **Bank** every other round. When the Secret Police strikes at the Bank, replace the "Assassination" marker with the "No Assassination" one. As long as the "No Assassination" marker is in play, the Secret Police may not strike at the Bank, even if in the meantime another player has become Minister of Internal Security. This restriction does not affect other assassinations..

Effects of Assassination

A dead player immediately discards all his Political cards (including face-up Influence cards), and gives all of his pocket money to the player who successfully has ordered his assassination. If a player was killed by an already dead player, remove his pocket money from the game.

The **assassinated player** remains dead until the end of the current round. He is not allowed to take any actions until the beginning of the next round, when the family has selected an heir to head the household. If the **President** is killed, a new President is elected according to the usual **Voting Procedure** (see p. 4) immediately after the last assassination is resolved.

If anyone was successfully assassinated, exchange the "Stable" marker on the Political Track with the "**Unstable**" one (unless it is already there).

Swiss Bank Accounts are never affected by player death. If all players are assassinated during this phase, the game ends and all players lose.

Tip: *It is always risky to go to the Bank as Banking is only done after this phase!*

Assassination Examples

Andy, Ben and Daniel declare assassinations in that order:

- Andy and Daniel are both trying to assassinate Ben at the same location. Ben is, in fact, at that location, so he dies and hands his pocket money over to Andy, because he announced this assassination before Daniel.
- Andy announces he is assassinating Ben and vice-versa. Both have guessed right, and both die. Their pocket money is removed from the game.
- Andy assassinates Ben; then Ben assassinates Daniel. Andy gets Ben's money; Daniel's money is removed from the game.
- Andy assassinates Ben; then Daniel assassinates Andy. Andy gets Ben's money, but then Daniel immediately gets both Andy's and Ben's money.
- Andy is Minister of Internal Security and as such he announces his free assassination of Daniel at the Bank. He also plays an Assassin card to assassinate Ben at his "Mistress". Ben and Daniel decline. Daniel reveals his location, "Headquarters", so he lives. Ben is at the Bank, so he also gets to live.

The President's Cousin and the Positions of Dead Players

If anyone should die during *Phase 6: Assassinations*, the President calls upon his "Cousin" (i.e. himself) to take over 1 (and only one) vacant Position. The President gets to use that Position's vote and control its forces. The President keeps this Position until the next *Phase 2: Cabinet Assignments*.

If more than one Position is vacant, the President may still only assign 1 of them to his Cousin. All other vacant Positions are frozen, i.e. they cannot vote and their forces are ignored during a Coup. If the Minister of Internal Security is dead, his special abilities cannot be used until he is reassigned.

Phase 7: Banking

In this phase, beginning with the President, all players who chose "Bank" as their location may **deposit** or **withdraw** money from their Swiss Bank Account if the **Bank is open** and they were not killed trying to get there. Skip this phase if the Bank is closed (see box *The Budget and the Bank* on p. 9).

Depositing and Withdrawing Money

The players **deposit** money in their Swiss Bank Account by placing part or all of their pocket money face-down under their *Swiss Bank Account* cards. They **withdraw** money by taking money from under that card to become part of their pocket money. Money in the Swiss Bank Account can only stay there or be withdrawn. In particular, it may never be used for bribes, fees or trading to other players unless it is withdrawn first.

Tip: *Money in your Swiss Bank Account is very safe. It is all that matters in winning the game! You should have a pretty good reason to ever withdraw it, but you may do so if you are at the Bank.*

Phase 8: Coup

At the beginning of every round, the *Political Situation* space on the Political Track should have the "Stable" marker on it. During the round, in some cases it may be changed to the "**Unstable**" one. If this is the case, each player except the President may start a Coup. Players who chose **Headquarters** as their Location (and are still alive), may start a Coup even if the *Political Situation* is "**Stable**".

The "**Unstable**" marker comes into play when:

- the Budget is defeated (see *Phase 4: The Budget* on p. 8);
- any player is successfully assassinated (see *Phase 6: Assassinations* on p. 9/10);
- a Political card with a Coup Event is played.



Beginning with the player to the left of the President and in clockwise order, the players have the chance to **declare a Coup** by starting it, or **decline**.

Starting a Coup

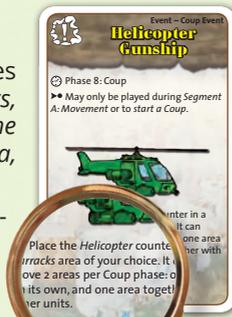
A player **can start** a Coup by:

- playing a *Coup Event* card that introduces new units to the game (*students, rioters, demonstrators, strikers, bank guards, the Home Defense League, Christian militia, and the helicopter*);
- moving his units (this counts as the player's first movement of the *Rebel phase*; i.e. these units cannot move again during the *Rebel phase*);
- announcing a bombardment with an *Airstrike* (if the player is the Air Force Commander) or the *Gunboat* (if the player is the Admiral of the Navy).

The player starting the Coup takes the **First Rebel** card and places it in front of him.

When a Coup is declared, play continues in the other game mode, the **Coup Game** (see below). If no Coup is declared, play continues with *Phase 9: End of the Round*.

Only one player may start a Coup. The first player in clockwise order to do so, becomes **First Rebel**.



Phase 9: End of the Round

If the Bank was *Closed for Lunch*, it is now open again. Beginning with the President, all players who chose **Bank** as their **Location** may now perform their transactions.

Replace the "Unstable" marker with the "Stable" one and remove any markers from the "Bank Is Open" space, if needed. Return the "Political Phase" marker to the first space of the Political Track and the "Coup Phase" one to the first space of the Coup Track.

If there was a Coup, return all Units counters to their initial areas on the game board.

If the "No Assassination" marker has been in play for an entire round, replace it with the "Assassination" one. Otherwise it remains there.

Dead players cease to be dead - their families have agreed upon a new head. Players in Exile may return to the island (see *Returning from Exile* on p. 9).

The current round ends and another one begins with *Phase 1: Drawing Political Cards*.

THE COUP GAME

When the political process breaks down, there is always Plan B: Taking to the streets and expressing displeasure with gunfire. Nothing lets the president know you disapprove of his leadership better than bombarding his palace.

A Coup is a subgame of JUNTA, and it is the only time the board and chits are used (outside of keeping track of things).

After the Coup is resolved, players return to the Political Game (more specifically, *Phase 9: End of the Round*).

Initial Deployment

Most of the military units start at the same areas (see *Setup* on p. 6). The **Police** either starts in the Police Precinct stations or at the Parliament if the Minister of Internal Security used it to force the Budget. Units **killed** in one Coup are still available for use **in the next Coup**.

Coup Overview

At the beginning of the Coup, the **First Rebel** moves his units first. Then each other player clockwise from him gets the chance to move his units for the first time. However, any player who moves or fires at this time is **considered a Rebel**. Consequently, the President may not move his units or **fire back** when his counters are fired upon during this initial *Rebel phase*. The same applies to all players who wish to stay **loyal** to the government.

After the initial *Rebel phase*, there are **6 more full Coup phases**.

Each Coup phase (including the initial Rebel phase) is divided into a **Movement** and a **Combat** segment. In the **Movement** segment, each player, in the given order, moves his units. He may also play appropriate Political cards. After all movement has been made, **Combat** is resolved. No cards may be played during the Combat segment.

At the end of the 6th Coup phase, the players determine which side, the Rebels or the Loyalists, has won. The side that controls a majority of the 5 **Power Centers** (i.e. the red areas on the map) wins the Coup.

At the end of each Coup phase, the "Coup phase" marker is advanced 1 space on the Coup Track.



COUP GAME

If, at any time during a Coup, all players agree that either the President or the Rebels will win, the players may end the Coup and go directly to *Phase 9: End of the Round*.

Coup Order

The order of a Coup goes as follows:

- Rebel phase (Coup phase 0)
- Coup phase 1
- Coup phase 2
- Coup phase 3
- Coup phase 4
- Coup phase 5
- Coup phase 6



Each phase is further broken into 2 segments:

- A:** Movement;
- B:** Combat.

Combat is subdivided into:

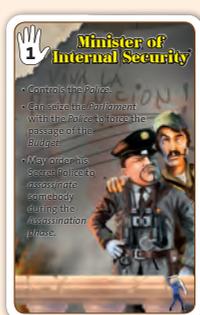
1. Incoming fire of the Gunboat and Airstrikes;
2. 3 volleys in the declared areas.

Rebels and Loyalists

There are two ways to become a Rebel:

- Moving or firing during the initial Rebel phase.
- Firing on a Palace Guards unit at any time (regardless of who controls it).

A player who becomes a Rebel turns his Position card to the other side, the Rebel side. A player may not move his units or fire back when he is fired upon during the Rebel phase if he wishes to remain **loyal**. If a player becomes a Rebel, he remains a Rebel until the end of the Coup. The President can never become a Rebel.



Police Response

If any Rebel player plays a **Political card** that puts rioters, students, strikers or demonstrators on the game board in the Rebel phase, the **Minister of Internal Security** may, during the Movement segment of the first full Coup phase, move any or all of the Police counters **to one or more of the areas** where those new units currently are. This movement is not considered the Minister's one move for the phase and the distance between the units does not matter. It also does not matter whether the Minister is a Rebel or Loyalist.

If a Political card puts new Rebel units on the map after the Rebel phase, the police response option is not available to the Minister.

Coup phase (1-6)

Beginning with the first full Coup phase, the player to the left of the First Rebel goes first; the other players follow in clockwise order. Each subsequent Coup phase, the **new start player** will be the player to the left of the previous one. The start player takes the *Banana* as identification. Both Rebels and Loyalists move in all six normal Coup phases.

During the Movement segment, a player may move **any or all of the units** he controls in one area – which are called, collectively, a “stack” – into one **adjacent** area. He can leave some of the units behind, if he wishes.

A player may only move **units from 1 area** per Coup phase, regardless of the number of areas in which he has stacks. So he cannot move units from different areas.

Exceptions: *If the President's Cousin assumes a Position, the President may make an additional move with his Cousin's units. The Cousin moves his units when the player whose Position he has filled would normally move.*

The Helicopter counter (which only enters the game if a special Coup Event card is played) can move two areas in its move. It can move with other units from one area to another and then one more area on its own, or it can move into an area with friendly units and then move with them one more area.

Units of Dead or Exiled Players

Since dead or exiled players may not control their units, these units are **ignored** during a Coup, unless they are controlled by the President's Cousin. They may not be moved or fired upon, nor do they count toward the number of areas controlled by either side.

No player is ever required to move any of his units.

The Course of a Coup Phase (incl. the Rebel phase)

Segment A: Movement

Rebel Phase (Coup Phase 0)

In the Rebel phase, the **First Rebel** moves his units first. Then, beginning with the player to his left and in clockwise order, each other player may move his units. (Remember that anyone who wants to remain loyal should not move during this time, or they become Rebels.)

Transfer Units

A player may freely **give or trade** units he controls **to other players**. A player should place one of his family's Control markers on each stack of counters he does not control through his Position(s). No unit may ever move or have combat twice in a segment.

Only one player can control a counter at a given time.



Paratroops and Marines

The **Air Force Commander** controls the Paratroops unit. The Paratroops unit can land in any area on the map during the Commander's Movement. This is **not** considered the Commander's one move.

The **Admiral of the Navy** controls the Marines unit. The Marines unit can land in any area adjacent to the Harbor (the Dockyards or the South Harbor Suburb) or in the First Brigade Barracks area during the Admiral's Movement. This is **not** considered the Admiral's one move.

Either unit can move per the normal rules during the rest of the Coup. Once deployed, they cannot "land" again until the next Coup, even if they are destroyed.

New units

New units can be introduced to the game by **playing Political cards** (Coup Event cards in particular). These cards indicate what units appear in which numbers and where. They may move in the same Coup phase they are introduced if the player has a move left.



Segment B: Combat

Combat may occur in any area where there are units controlled by different players.

Combat is divided into 2 steps and is resolved **area by area**. All combat in one area is resolved before the players go on to the next area. If there is more than one area where **volleys** may occur, the **First Rebel** decides the order of resolution.

If none of the players controlling units in a given area decide to attack, there is no combat

Step 1: The Gunboat and Airstrikes

The Gunboat and the Airstrikes are resolved first. The player (Admiral of the Navy or Air Force Commander) sitting closest to the President in clockwise order goes first. He announces which 1 stack he wishes to fire at. He can fire at units in any area on the game board. Distance does not matter.

The Gunboat can fire **once each Coup phase**.

The Air Force Commander can make 1 Airstrike each in **3 different Coup phases**. When the Airstrike is made, flip one of the "Airstrike" counter face-down.

If an enemy unit is destroyed during this phase, it cannot fire during step 2.



Step 2: Volleys

If there are more than two players' units in an area, there may be combat in that area. The First Rebel decides **the order** in which the areas with combat are resolved. After each area, the First Rebel may decide the next area, until all areas with **units of opposing sides** have been resolved. If all players in an area agree, there is no combat in that particular area.

Important: Areas in which there are Palace Guards units are always resolved, since a player can still become a Rebel during the Coup by firing at them.

Combat in an area is resolved in a series of **3 volleys** by rolling dice. In each volley, each counter in the area can **attack once**. Volleys are resolved **simultaneously**.

Note: During the Rebel phase, if a player wishes to remain loyal, he must decline to participate in the volley and must not fire back.

After each volley, immediately remove the casualties from the game board. Once a volley is resolved, proceed with the next one in the area until all 3 volleys are resolved.

Example: Andy's units kill some of Ben's during combat - Ben's units may still fire back in the course of the current volley, before they are removed from the board.

Each volley, the players involved in combat in the same area may decide how many and which of their units assault which player. Players cannot fire at specific units.

Units that have **retreated** during the current Coup phase from another area (see Retreat), may not be fired upon.

Dice Rolling and Combat Event

Each counter has a number in a die printed on its counter. This is the **number of attacks** of that unit.

Units with **(1)** on them are considered **armed**; roll **1 die for each such counter**.



Unarmed units have **(1/2)** on them; roll **1 die for each pair** of unarmed counters that attack.

Palace Guards counters have **(1*)** on them; it fires with 1 die unless it is in the Presidential Palace. Only then, it fires with 2 dice.

The **Gunboat (3)** fires with **3 dice**. The **Airstrikes (6)** each fire with **6 dice**.

1 enemy counter is killed for every **"6"** that is rolled; the **enemy player decides** which of his counters are removed from the map.

Retreat

The player or players who lost the fewest number of units do not retreat. If they all agree, they can **prohibit** that some or all of the other players **retreat**. Otherwise the other players have to retreat their units. (In case of a tie, nobody retreats.) A retreating player must move his stack into any adjacent area that does not contain any units. He may retreat into an area that contains units only if the player who owns those units grants him permission to do so. If the area has units owned by several players, all players must agree to allow the retreat. If there is no area into which a stack can retreat, the entire stack is removed from the game board.

Stacks retreat in the current turn order.

Note: Units that **retreat** during the current Coup phase, may not fire or be fired upon for the rest of this Coup phase.

Embassies

No combat is permitted in an Embassy area. Any and all players may have units in the same Embassy area.

End of the Coup

Choosing Sides

At the end of the 6th Coup phase, all players must declare themselves either **"Pro-President"** or **"Pro-Junta"**. Starting with the First Rebel, and going clockwise, each player must declare which side he will support.

A player may declare himself "Pro-Junta" even if he is loyal, or "Pro-President" even if he is a Rebel. The President is automatically "Pro-President" and can never declare himself "Pro-Junta".

Coup Victory

The **Rebels control** an area if it is occupied by units that all belong to players who declared themselves "Pro-Junta" – regardless of whether they have been loyal before.

If there is no unit in an area or at least 1 unit that is owned by a player who declared himself "Pro-President", that area is considered **controlled by the President**.

The side that controls **at least 3 of the 5 Power Centers (Central Bank, Parliament, Presidential Palace, Radio Station and Railroad Station)** wins the Coup.

Coup Aftermath

If the President's side won, the President may send any one Rebel player to the **Firing Squad** and kill him. (His pocket money goes to the President.) Then the Coup is over and play continues with *Phase 9: End of the Round* on p. 11.

If the Rebels won, the Rebel players must immediately form a **Junta** to choose a new President.

When the Rebels win, there are the following parties:

- the President;
- Loyalists who remained loyal when choosing sides;
- former Loyalists who declared themselves "Pro-Junta";
- Rebels who declared themselves "Pro-President";
- Rebels who declared themselves "Pro-Junta".

The Junta

Note that "Pro-Junta" Loyalists are not members of the Junta!

The Junta now elects a **new President among its members**. This election does **not follow the usual Voting Procedure**, but the following:

Each member of the Junta has **1 vote** as head of his family. The votes of Positions, Influence cards and Vote cards are ignored. The First Rebel breaks a tied vote.

The new President may now send any one player not in Exile to the **Firing Squad** (including former Loyalists, remaining Loyalists, the ex-President, or any member of the Junta).

The killed player must immediately hand over his pocket money to the President. After this, the Junta is broken up and play continues with *Phase 9: End of the Round* on p. 11.

Tip: There is an exhaustive Coup example on p. 15.

THE END OF THE GAME

The game ends immediately when the President discovers during *Phase 3: Receiving Foreign Aid Money* that he cannot draw his usual **8 bills** from the Foreign Aid deck.

The player with the **most money in his Swiss Bank Account** is the winner. The players' pocket money does not count toward this goal. In case of a tie, all tied players win.

Yes, you can win JUNTA being dead or in Exile. If all players die simultaneously due to assassinations, everyone loses.



COUP EXAMPLE

This example has been deliberately set up to contain almost every possible contingency. Most Coups will be far simpler.

Initial Situation

It is the last Coup phase in a close battle. There are 4 players: the President (diamond), the Minister/First General (pocket watch), the Air Force Commander/Second General (glasses) and the Admiral of the Navy/Third General (cigar).

3 Palace Guards units occupy the Presidential Palace. 3 Students units raised up by the President are in University City. 2 Police units are in the Wealthy Neighborhood. 6 units of the First Brigade are in the Railroad Station. The Helicopter is controlled by the Glasses player; it occupies the Third Police Precinct station. 4 units of the Second, plus 3 units of the Third Brigade and 4 Strikers all co-exist in the Market.

Movement Segment

The turn order of this phase is Minister, Commander, Admiral, and President. The Minister decides to move the 2 Police units to the Presidential Palace. The Commander drops the Paratroops (that he has not used, yet) into the Radio Station.

He then moves the Helicopter into the Market and then goes to the Parliament along with 2 Second Brigade units. He cedes control of the other 2 Second Brigade units to the Admiral/Third General. The Admiral/Third General player moves all of his units – the Second and Third Brigade units and the Strikers – from the Market to the Presidential Palace. The President moves his Students to the Palace as well.

Their old and new positions are shown below and in the figure on p. 16.

Combat Segment

The only area where any fighting is going on is at the Presidential Palace. In Step 1, both the Air Force Commander and the Admiral of the Navy announce incoming fire. Airstrikes and the Gunboat always go first; they both decide to attack the President.

The Commander targets the units in the Presidential Palace and rolls 3-3-3-4-5-6 with his 6 dice (1 hit). The Admiral also targets the units in the Palace and rolls 1-2-3 with his 3 dice (no hits). The President chooses to lose 1 Students unit.

before the movement



after the movement



The 1st volley in the Presidential Palace:

The Minister and President choose to fire upon the Third General's units, while the Third General's units choose to fire upon the President's forces.

The Minister's Police units roll 2-6, and the General of the Third Brigade loses 1 Strikers unit.

The President rolls 7 dice (2 dice per each of his 3 Palace Guards units, and 1 die for his 2 Students units). He gets 2-2-4-4-5-5-6. The General of the Third Brigade removes 1 more Strikers unit.

The Third General's units fire upon the President's forces with 6 dice (5 for the armed Brigade units, and 1 for the 3 unarmed Strikers units ($3/2$ rounded down = 1)). He rolls 1-2-4-5-5-6. The President loses 1 Students unit - since this is his weakest unit.

Note that the odd Strikers unit did not get to fire, because it is unarmed and can only attack with 1 die per 2 units. The 2 fallen Strikers still got to attack because all combat is simultaneous.

The 2nd volley:

The Palace Guard and Police each fire at the General of the Third Brigade; the General decides to attack the President's forces again. The 3 Palace Guards units roll 1-2-3-3-3-5, getting no hits. The 2 Police units roll 5-6 for 1 hit. The Third General loses 1 more Strikers unit.

The General of the Third Brigade rolls 1-3-4-6-6 for 2 hits; the President loses his last Students unit and 1 Palace Guards unit.

The President's only Students unit could not fire because it is unarmed. He could not choose to lose a Police unit, as he does not own them.

The 3rd volley:

The 3 players choose the same targets as in the two previous volleys. They roll 1-2-3-5 and 5-6 against the General of the Third Brigade, so he loses 1 Second Brigade unit. The General of the Third Brigade rolls 2-3-4-5-6, and the President loses another Palace Guards unit.

Retreats

The Minister lost no units; the President and the General of the Third Brigade lost 5 and 4 units, respectively. The Minister decides that both the President and the General of the Third Brigade must retreat. As a consequence, the Minister controls the Presidential Palace.

Choosing Sides

The President holds the Bank, the Minister holds the Presidential Palace and the Railroad Station, and the Air Force Commander/Second General holds the Radio Station and the Parliament. If the Air Force Commander/Second General declares himself "Pro-Junta", it will all be up to the Minister which side wins ...

JUNTA FOR 2 PLAYERS

In the 2-player version of JUNTA, the two active players are playing with 3 “dummy” players. The normal rules of JUNTA apply except for the following changes, listed according to their position in the regular JUNTA rules.

Political Cards

At the beginning of the game, each active and dummy player is dealt 4 face-down Political cards. **All dummy cards are then examined by each player**, with Influence cards being placed face-up. The active players may **trade** cards with each other as usual. An active player may only trade with a dummy player if they are in the same faction (see *Phase 4: The Budget*). The active player may then secretly examine the dummy's cards and trade 1 of his cards for 1 of the dummy's. You may only trade with one dummy at a time, and you may not trade with the same dummy more than once per round. Dummies may not trade with each other. However, it is possible to eventually get cards from one dummy to another, by trading with yourself first – assuming both dummies remain in your faction.

Electing the First President

Before the game begins, the **owner of the game** decides who will be the first President. Thereafter, the active player with the largest number of votes in his **faction** decides who will be President. Only active players can become President. The other player becomes Leader of the Opposition faction.

Phase 1: Drawing Political Cards

The active players may look at the cards of dummies in their own faction and play their Influence cards. If a dummy has too many cards in hand, the active player in its faction decides which of the dummy's cards to discard.

Phase 2: Cabinet Assignments

The President also controls the Admiral of the Navy Position. The other active player assumes the Air Force Commander Position and one of the Army Brigade General ones. The President assigns the other 3 Positions to the dummies.

Phase 4: The Budget

The President proposes a Budget. The President may **promise money to dummies** to buy their loyalty. For each dummy, he cross-indexes the sum of money he has promised to that dummy with that dummy's number of votes. This will yield a number. The President rolls **1 die** and has to roll equal to or lower than that number:

Pesos Promised	Votes (only from face-up Influence cards)		
	0-5	6-10	11 or more
1 million	1	0	0
2 million	2	1	0
3 million	3	2	1
4 million	4	3	2
5 million	5	4	3

Always add 5 to the number of votes of the Minister of Internal Security.

Example: *The President promises the dummy Minister, which has the “Church” Influence card (10 votes) in front of it, 4 million Pesos. So the Minister has a total of 15 votes, including his 5 special ones. If the President rolls “1” or “2”, he will successfully gain the dummy Minister's loyalty.*

All the dummies that the President did not buy join the Opposition faction. (A “0” in the bottom left table automatically indicates a miss.) The dummies remain in their **factions** until the next Budget phase. Then the voting on the Budget begins. All members of the Presidential faction must vote in favor of the Budget.

Phase 5: Choosing a Location

The active player picks Locations for all the dummies in his faction.

Exile

Only active players may go into Exile.

Phase 6: Assassinations

The active player whose faction contains the Minister may use the Secret Police for its free assassination. An active player may never assassinate dummies in his own faction. There is no President's Cousin. The active player of the faction that issued a successful assassination gets the victim's pocket money.

Phase 7: Banking

The active players perform their transactions first. In addition, any money received by dummies in a player's faction is transferred to the active player in that faction. It is deposited in that faction's Swiss Bank Account if the dummy is in the Bank. Otherwise the active player adds the money to his pocket. Dummies do nothing with their pocket money.

Phase 9: End of the Round

At the end of the round, no dummy should have money left in his pocket. Dummies can never receive money but in the Budget phase.

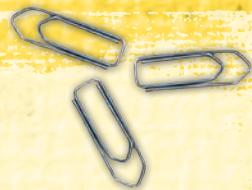
The Coup Game

An active player may move the units of the dummies in his faction.

JUNTA FOR 3 PLAYERS

The 3-player game of JUNTA follows the 2-player game rules with the following exceptions:

- The first President is elected according to the rules for 4-7 players. Dummies do not vote in this election.
- The 3rd active player is now the Minister of Internal Security.
- Neither active player who leads a faction may reveal the Locations he picks for his dummies.
- During *Phase 7: Banking*, the President does not receive the pocket money remaining in the possession of any dummies in his faction. Instead, this money is discarded at the end of the round. He may, however, rely on dummy pocket money to pay for Political cards that require the use of money.



OPTIONAL RULES

Here are a few ideas for optional rules. All players must agree whether to include one or more of these rules before the start of the game.

Faster Game

These three options should make for a faster game:

- In each phase, each player has a time limit (e.g. of 30 seconds) in which to act. Anyone who fails to make a decision in the time allotted is skipped.
- Only players who are in their Headquarters may announce a Coup. Also, the *Political Situation* must be *Unstable* to do so.
- After each Coup Aftermath, remove 4 bills from the Foreign Aid deck, and remove them from the game.

Longer Game

Place discarded or paid money face-down on the bottom of the Foreign Aid deck. If this will result in too long of a game, set a limit ahead of time for the number of bills that will be added to the deck in this way, such as 10.

House Rules

Some players around the world have played JUNTA for more than 30 years now, some of them even once a week. This is already version 3.1 of the game. In the meantime, a lot of house rules have evolved – too many to print them all! Find more ideas of your own and try them out. Or search the internet for other people's ideas.

You might introduce the rule that Political cards may be played at any time (as an older version of this game said), so even outside your turn. Or: If an exiled player wishes to participate in a Coup, he may pay 2 bills during the *Rebel phase* to sneak back into the country; he may then move his units as usual. Or: When an assassination is successful, the targeted player may play an Assassin card of his own to block the assassination.

We included some blank cards to use for your own card ideas.

BANANA REPUBLICAN ETIQUETTE

- A player who announces an action must go through with it if he can.
- A player who has been targeted by an assassin or sent to the Firing Squad may not discard his pocket money or his cards.
- Never show to the other players how much money you have in your Swiss Bank Account or in your pocket!
- Players may and are encouraged to take each other aside for private negotiations. Be quick, though, and do not drag the game.
- Be ruthless! You should not lie in real life, but in JUNTA this is part of the deal! JUNTA is a political game (and a murderous one) ...



AFTERMATH

Some well-intentioned advice

Disguising and deceiving, lying and betraying – these are the skills you need to win JUNTA!

Not everyone has the ruthless skills of the characters satirized in this game. (At least, this is what we hope for you and your friends!) We would like to help you to forget your virtuous life for the duration of this game – and remember it again later – so we have prepared this crash course:

1. Write "JUNTA is just a game" on a piece of paper 100 times.
2. Watch the old episodes of the TV show "Dallas" and make notes.
3. Especially focus on the characters that you find the meanest (e.g. J. R. Ewing).
4. When playing JUNTA, imagine you are J. R. Ewing. Try to be as mean and ruthless as he is.
5. If you are playing with someone who does not know you well, pause the game from time to time and show them your sympathetic self.

Never confuse JUNTA with real life – this is dangerous!

Who always lies can never be trusted!

You cannot lie to the other players and betray them all the time, since nobody will trust you. Be honest with the players who you would like as your allies. On the other hand, a little deceit can never hurt.

Be involved!

If you just play 2-player games, you might notice that 5- or 6-player games may keep going for a very long time. So decide quickly when it is your turn. Plan your actions ahead.

Revenge is a luxury you cannot afford!

It is unwise to immediately come back at a player that has just killed you. The sole threat of your revenge is a better solution. Tell him you will let bygones be bygones if he shares a generous portion of the Budget with you. Always keep in mind: you win with money, not with revenge!

Courtesy will be rewarded!

If you shoot at somebody and miss, apologize. Explain to them how your actions were justified within the global context. Let them know you did not mean it; it was an accident. It would not cross your mind to try again!

Take the cards as they are!

You will never have the optimal cards in hand to win a Coup all by yourself. Nobody can. Do not wait for better cards, or someone will sooner or later send you to kingdom come and you will lose all. Put on an air of superiority, and one or two players will immediately join your Rebels. Once you got things rolling, a single ally may be enough to win the Coup. Also, a Coup can, from time to time, make for a nice change.

Do the best with the situation given!

Being Admiral of the Navy is no reason to be desperate. You can always bombard the Presidential Palace to start a coup. – But beware! A frustrated Admiral who starts a Coup every round, instead of doing more original stuff with his Position, will not make friends. Only start a Coup every other round. A failed Coup attempt will only strengthen the Position of the current President and your allies will lose good cards. They might even begin to think that the current regime is the lesser evil.

Show off the full extent of your persuasion skills!

The President often has enough votes to pass every Budget he proposes. A smart President, though, will always share a little extra. Encourage him to send a little something in your direction – you are as corrupt as the player next to you. As Minister you point out the threat of a riot and the need to strengthen the Police. Complain about the ridiculously high costs of missiles if, as Air Force Commander, you have just bombarded the Presidential Palace. Of course, the President will decline. What else have you to lose?

Take good opportunities!

Just because you cannot play a particular card right now does not mean you should discard it. Give it to another player instead. This kills several birds with one stone: the other player will owe you; you make room for other cards; the card remains in play and may influence another voting or Coup. Also, now the other player may have too many cards and – who knows? – maybe he will give you exactly the card you need.

Use the element of surprise!

Your Political cards are more effective if played at the right moment. If you have just drawn an Influence card with 10 votes, there is no reason to play it immediately. Keep it for the second round of voting. If the first round was a close call, you should now be able to win the voting – unless another player was equally smart. Or wait another game round and let the President believe he has a sure lead in votes. One or two smart moves like this and the other players will grow respect for you. (Or they may think you are a little goofy, but this also may be to your advantage.)

Keep your hands on the table!

Lay out your cards and counters in a way that allows for a quick overview. This will make the other players believe that you have nothing to hide – if you had, they might want to assassinate you. Always keep your pocket money and your Swiss Bank Account money clearly separated from each other; the same applies to your chosen Location card and the remaining ones. Your played Influence cards should always be clearly visible.

Who cleans up the mess?

If you have nothing to do at the end of a Coup, start preparing the game board for the next round. A player whose Position has been taken over by the President's Cousin is like the perfect candidate for this job.

A coup? Where?

When, at the beginning of a Coup, most players choose the same side, the outcome is predictable and the Coup boring. You do yourself and the other players a favor if you try to avoid this kind of situation. Of course, you are loyal. The President knows it too. He has just promised you 5 million Pesos if you remain loyal – but the other players do not need to know that!

Make fun, not war!

We are hoping that your games of JUNTA become huge free-for-alls – in a symbolic sense. Do not get too thrilled; do not let the atmosphere at the game table become unpleasant for everybody. If someone tries too hard to argue about a rule, stop it right there for a moment, take all a deep breath and calm down.

In our experience, the most problems are introduced by the right "timing": for instance, if you announce an assassination (and, thus, "freeze" the hand cards of another player) or a Coup, make sure that everybody listens. Raise your hand or pound it on the table if there is too much noise.

It is completely understandable if you are angry at another player who has just killed you or overthrown your regime with a Coup. If you really want to go after him, you can spend the rest of the game trying to assassinate him over and over again or initiating riots when he is President. You can break the game, but you should not let this drag you down.

We are sure you will have a lot of fun with JUNTA. But sometimes, too much fun may be overkill.

We did not address the military aspects of the game and did not talk about strategies to win it. This is up to you. Play the game and find out yourselves. Also, we do not want you to think there is an "optimal" path to victory. Ignore our advice if you do not like it. We cannot possibly know what you enjoy most about a game. We just want you to enjoy JUNTA.

Eric Goldberg
Ben Grossman

P. S.: Just to make sure: during all the wicked actions that you may take during this game, you **always** have to follow the rules! If you want to play with house rules, all players must agree on them before the game begins.

CREDITS

JUNTA - version 3.1

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OVERVIEW OF THE GAME PHASES

Phase 1: Drawing Political Cards	Beginning with the President, each player draws 2 Political cards from the draw pile. Going clockwise, each player has the chance to play cards. Hand limit: 6 cards at the end of this phase (incl. played Influence cards).	p. 7
Phase 2: Cabinet Assignments	The current President assigns the other Positions anew. The President may not hold another Position. Each player gets 1-2 Positions. No player may hold more than 1 Army Brigade General.	p. 7
Phase 3: Receiving Foreign Aid Money	The President draws 8 face-down bills from the Foreign Aid deck.	p. 8
Phase 4: The Budget	The President proposes a Budget: he makes stacks of money and declares which player will receive each stack and how much money is in there (he may lie). Then a roll call vote is held. <i>The Budget is approved:</i> The President hands out the money as promised. <i>The Budget is defeated:</i> The Minister of Internal Security may force it by moving the Police units to the Parliament. The Political Situation becomes Unstable and the Bank is "Closed for Lunch". <i>OR:</i> The Minister declines to force the Budget. The President keeps all the money, the Political Situation becomes Unstable, and the Bank is "Closed for Holiday".	p. 8
Phase 5: Choosing a Location	Each player secretly chooses a Location from his 5 Location cards. A player may go into <i>Exile</i> .	p. 9
Phase 6: Assassinations	If "Assassination", the Mister of Internal Security may announce his free assassination in the Bank. Then he and the other players in clockwise order may announce additional assassinations (Location and player) if they play the appropriate Political cards. Resolve the assassinations beginning with the Minister of Internal Security. A player whose Location has been guessed correctly is killed. The Political Situation becomes Unstable. The President's Cousin takes over at most 1 Position of any of the dead players.	p. 9
Phase 7: Banking	Living players who chose <i>Bank</i> as their Location may perform transactions with their Swiss Bank Accounts.	p. 10
Phase 8: Coup	Beginning with the player to President's left, each player may start a Coup or decline. <i>All players decline:</i> play continues with <i>Phase 9: End of the Round</i> <i>A Coup can be started if:</i> - the Political Situation is currently Unstable; - the Coup is started by a Coup Event; - a player moves the units of his Position; - the Political Situation is currently <i>Stable</i> but a player chose Headquarters as his Location (and is still living). The player starting the Coup becomes First Rebel. See <i>ThThe Coup Game</i> for further instructions.	p. 10
Phase 9: End of the Round	If the Bank was "Closed for Lunch", it is now open again. Beginning with the President, each player who chose <i>Bank</i> as his Location, may perform Bank transactions. Return the "Political Phase" marker to the first space of the Political Track, and the "Coup Phase" marker to the first space of the Coup Track. If the "No Assassination" marker has been in play for an entire round, replace it with the "Assassination" one. If there was a Coup, return all Units counters to their initial areas on the game board. All dead players are alive again. Players who pay 1 bill from their pocket money may return from <i>Exile</i> . A new game round begins with <i>Phase 1</i> of the <i>Political Game</i> .	p. 11
The Coup Game	Rebel phase + 6 Coup phases subdivided into: (A) Movement, (B) Combat. Combat further divided into (1) incoming fire of the Gunboat and Airstrikes; (2) 3 volleys per area. Winner: controls 3 or more of the 5 Power Centers. <i>After the Coup:</i> choose sides. <i>Coup Aftermath:</i> <i>President's side wins:</i> the President may send 1 Rebel to the Firing Squad (and takes his pocket money). Play continues with <i>Phase 9: End of the Round</i> . <i>Rebels' side wins:</i> the Rebel players must immediately form a Junta to choose a new President. Each player but Loyalists or former Loyalists has 1 vote. The new President may send any one player to the Firing Squad (and takes his pocket money).	p. 11