

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 **Death Squad** may only assassinate at the **Central Bank** every other round. When the Death Squad target the Central Bank, replace the Assassination marker with the No Assassination marker. As long as the No Assassination marker is in play, the Death Squad may not target the Central Bank, even if in the meantime another player has become Minister of Internal Security. However, the Death Squad may assassinate at any other Location. 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 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 his 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** marker (unless it is already there).

Swiss Bank Accounts are never affected by a player's 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 Central 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 correctly, 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 Central 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 Central 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 one (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 one 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 and moving clockwise from there, all players who chose the Central 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 Central Bank is closed (see The Budget and the Central Bank on p. 9).

Depositing and Withdrawing Money

A player can **deposit** money in his Swiss Bank Account by placing part or all of his pocket money face-down under his Swiss Bank Account card. The player can **withdraw** money by taking part or all of the money from under that card to become part of his 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 safe, and money is all that matters in winning the game! You should have a pretty good reason to withdraw it, but you may only do so if you are at the Central 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** marker. If this is the case, any player except the President may start a Coup. A player who chose **Headquarters** as his Location (and is 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, players have the chance to **start a Coup**, or **decline**.

Starting a Coup

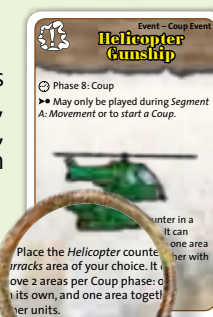
A player can start a Coup by:

- 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 per round may start a Coup. The first player in clockwise order to do so becomes First Rebel.



Phase 9: End of the Round

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

Replace the Unstable marker with the Stable marker 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 marker 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 marker. Otherwise it remains there.

Dead players cease to be dead – each affected family has 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 game board and counters 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** counters start either 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 become available again 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, moving clockwise from him, may move his units if desired. 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 **six 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 and may 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 sixth Coup phase, the players determine which side (the Rebels or the Loyalists) has won. The side that controls a majority of the five **Power Centers** (the red areas on the map) wins the Coup.

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



During the third Coup phase

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 two segments:

- A:** Movement
- B:** Combat

Combat is subdivided into:

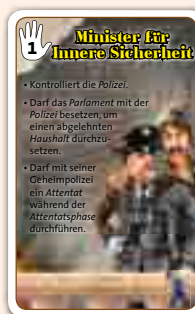
1. Incoming fire of the Gunboat and Airstrikes;
2. three volleys in the declared areas.

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 a **Loyalist**. If a player becomes a Rebel, he remains a Rebel until the end of the Coup. The President can never become a Rebel.



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.

The Course of a Coup Phase (including 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 moves during this time becomes a Rebel, so players wishing to remain loyal should not do so.)

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 move **units from only one area** per Coup phase, regardless of the number of areas in which he has stacks. He cannot move units from multiple 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 enters the game only 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.

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

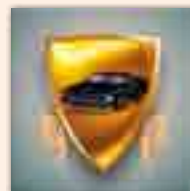
Transfer Units

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.

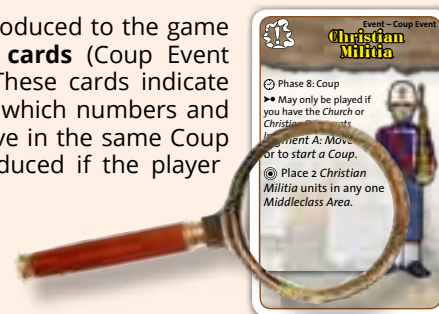


The **Admiral of the Navy** controls the Marines unit. The Marines unit can land in any area adjacent to the Harbor (the Dockyards or the South Harbor Suburb) or in the First Brigade Barracks area during the Admiral's Movement. This is **not** considered the Admiral's one move.

Both the Paratroops and the Marines 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 containing units controlled by different players.

Combat is divided into two steps and is resolved **area by area**. All combat in one area is resolved before the players go on to the next area. If combat between two players' forces can occur in more than one area, 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 one 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 one Airstrike in each of the **three different Coup phases**. When the Airstrike is made, flip one of the Airstrike counters 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, combat may occur in that area. The **First Rebel** decides the order in which these combats are resolved. After each combat, the First Rebel may choose the next area to resolve, until all combat in areas with **units of opposing sides** has been resolved. If all players in an area agree, there is no combat in that particular area.

Important: Combat must be resolved in any area containing at least one Palace Guards unit, 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 **three volleys** by rolling dice. In each volley, each counter in the area can **attack once**. Volleys are resolved **simultaneously**.

Note: During the Rebel phase, a player wishing to remain loyal 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 three 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.

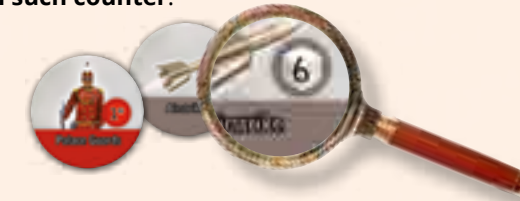
During each volley, the players involved in combat in the same area may decide how many and which of their units assault which player. Players cannot fire at specific units.

Units that have **retreated** during the current Coup phase from another area (see Retreat on p. 14), may not be fired upon.

Dice Rolling and Combat Event

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

A unit with **(1)** on it is considered **armed**; roll **one die for each such counter**.



A unit with **(1/2)** on it is considered **unarmed**; roll **one die for each pair** of unarmed counters that attack.

Each Palace Guards counter has **(1*)** on it; the unit fires with one die unless it is in the Presidential Palace. Only then, it fires with two dice.

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

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



Retreat

After all three volleys have been resolved for a combat, units may retreat. The player or players who lost the fewest number of units cannot retreat. If they all agree, they can **prohibit** some or all of the other players from **retreating**. Otherwise the other players have to retreat their units. (In case of a tie, nobody retreats.) A retreating player moves 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 sixth Coup phase, each player must declare himself 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 a Loyalist, 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 one 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 three of the five 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 **one 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 a complete Coup example on the following page.

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 **eight 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 four 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).

Three Palace Guards units occupy the Presidential Palace. Three Students units raised up by the President are in University City. Two Police units are in the Wealthy Neighborhood. Six 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. Four units of the Second Brigade, plus three units of the Third Brigade and four 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 two Police units to the Presidential Palace. The Commander drops the

Paratroops (that he has not used yet) into the Radio Station. He moves the Helicopter into the Market and then goes to the Parliament along with two Second Brigade units. He cedes control of the other two 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 diagram 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 six dice (one hit). The Admiral also targets the units in the Palace and rolls 1-2-3 with his three dice (no hits). The President chooses to lose one Students unit.

Before the movement





First 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 one Strikers unit.

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

The Third General's units fire upon the President's forces with six dice (five dice for the armed Brigade units, and one die for the three unarmed Strikers units (3/2 rounded down = 1)). He rolls 1-2-4-5-5-6. The President loses one 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 one die per two units. The two fallen Strikers still got to attack because all combat is simultaneous.

Second 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 three Palace Guards units roll 1-2-3-3-3-5, getting no hits. The two Police units roll 5-6 for one hit. The Third General loses one more Strikers unit.

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

Third Volley:

The three 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 one 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 five and four 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 Central 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 three "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 four 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 trade only 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 one of his cards for one of the dummy's. An active player may trade with only one dummy at a time, and may not trade with the same dummy more than once per round. Dummies may not trade with each other. However, it is possible for the player to move cards from one dummy to another by trading with himself first - assuming both dummies remain in his 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

An active player may look at the cards of dummies in his 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 three 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 and consults the table below to find the target value. The President rolls **one** die. The result must equal to or lower than the target value from the table:

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 Death Squad 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 Central Bank. Otherwise, the money is added to the active player's pocket money. Dummies do nothing with their pocket money.

Phase 9: End of the Round

At the end of the round, no dummy should have any pocket money. 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 third 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 help make for a faster game:

- In each phase, each player has a time limit (e.g. 30 seconds) in which to act. Anyone who fails to make a decision in the time allotted is skipped.
- Only a player who is in his Headquarters may announce a Coup. Also, the Political Situation must be Unstable to do so.
- After each Coup Aftermath, draw four 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 option will extend the game too much, set a limit ahead of time for the number of bills that will be added to the deck in this way, such as ten.

House Rules

Some players around the world have played JUNTA for more than thirty years now, some of them even once a week. This edition is version 3.1 of the game. In the meantime, a lot of house rules have evolved – too many to print here. Come up with some ideas of your own to try, or search the Internet.

For example:

- You might introduce the rule that Political cards may be played at any time (as an older version of this game said), even outside your turn.
- If an exiled player wishes to participate in a Coup, he may pay two bills during the Rebel phase to sneak back into the country; he may then move his units as usual.
- When an assassination is successful, the targeted player may play an Assassin card of his own to block the assassination.
- Some blank cards have been included 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 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 delay the action too much.
- 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, we hope not!) 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 one hundred times.
2. Watch the old episodes of the TV show Dallas and make notes, focusing especially on the characters that you find the meanest (e.g. J. R. Ewing).
3. When playing JUNTA, imagine you are J. R. Ewing. Try to be as mean and ruthless as he is.
4. If you are playing with someone who does not know you very well, pause the game from time to time and show them your sympathetic self.

Never confuse JUNTA with real life – this is dangerous!

Someone who always lies can never be trusted!

You cannot lie to the other players and betray them all the time, because eventually nobody will trust you. Be honest with the players 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 keep going for a 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 respond in kind immediately to a player that has just killed you. The 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 blow you to kingdom come and you will lose everything. 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 coming up with more original plans with his Position, will not make friends. Start a Coup no more often than 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, but 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. Doing so 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; perhaps 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 such as this, and the other players will begin to respect 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 they thought you were hiding something, 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 the game for a moment, so that everyone can take a deep breath.

In our experience, most problems can be avoided by calling out important actions. 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. However, it will be more fun if you are not obsessed with revenge.

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.: Remember that during all of 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.*



Pegasus Spiele



EDITION

JUNTA – version 3.1

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We would like to thank all playtesters and feedback providers. The Banana Republican Etiquette and Aftermath are based on the German translation that is used with friendly permission of Schmidt Spiele.

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OVERVIEW OF THE GAME PHASES

Phase 1: Drawing Political Cards	Beginning with the President, each player draws two Political cards from the draw pile. Going clockwise, each player has the chance to play cards. Hand limit: six cards at the end of this phase (including 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 one to two Positions. No player may hold more than one Army Brigade General.	p. 7
Phase 3: Receiving Foreign Aid Money	The President draws eight 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 five Location cards. A player may go into Exile.	p. 9
Phase 6: Assassinations	The Minister of Internal Security may announce his free assassination. 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 one Position of any of the dead players.	p. 9
Phase 7: Banking	Living players who chose Central Bank 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 Phase 9: End of the Round. <i>A Coup can be started if:</i> <ul style="list-style-type: none"> • 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 Stable but a player chose Headquarters as his Location (and is still living). The player starting the Coup becomes First Rebel. See The Coup Game for further instructions.	p. 10
Phase 9: End of the Round	If the Central Bank was Closed for Lunch, it is now open again. Beginning with the President, each player who chose Central Bank as his Location, may perform 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 marker. 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 one bill from their pocket money may return from Exile. A new game round begins with Phase 1 of the Political Game.	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) three volleys per area. <i>Winner:</i> controls three or more of the five Power Centers. <i>After the Coup:</i> choose sides. <i>Coup Aftermath:</i> <i>President's side wins:</i> The President may send one Rebel to the Firing Squad (and takes his pocket money). Play continues with Phase 9: End of the Round. <i>Rebels' side wins:</i> The Rebel players must immediately form a Junta to choose a new President. Each player who is not a Loyalist or former Loyalist has one vote. The new President may send any one player to the Firing Squad (and take his pocket money).	p. 11