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First edition published by Creative Wargames Workshop.

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New York, NY 10001

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1. The Nation

Welcome to the beautiful Republica de los Bananas, where life is gay and death is cheap. The vast majority of its picturesque population is impoverished, illiterate and oppressed. Many visit for the annual street festivals — though riots and disturbances occur with alarming frequency.

The Government is generously supported by a superpower which asks no questions. The few wealthy ruling families vie to siphon this generous foreign aid package 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.

How Junta is Played

Junta can be played by 2 to 7 people. It works best, though, with between 4 and 7. When you are playing with 2 or 3 people, you must use the **Minor Junta** rules, which follow section 42 of these rules.

Junta is really two games at once. Most of the time you play a political game: voting on budgets, assassinating people, and electing Presidents. Every once in awhile, though, one of the players will announce a "coup." When this happens, the normal game is interrupted, while the players play out the coup. When the coup ends, the normal game resumes.

The Easiest Way to Learn the Rules

Have someone else teach them to you. Failing that, you'll have to read them yourself.

Don't worry when you don't retain all the rules on the first read through. You're not studying for a test; you're picking up the outline of how the game works. When you scan the rules for the second time, play with the components. With this visual reinforcement, you should be ready to begin the game.

We've written the rules to teach you the game as easily as possible, and also so that you can refer to a particular rule quickly during play. The first time you play *Junta*, expect to refer back to the rules several times to make sure that you're doing what you're supposed to be doing. You'll find the section headlines are also a very effective index.

If, however, you simply can't find the answer to a question, you may write us with your game question, and we'll answer it. See the box at the bottom of the first page for instructions.

2. Setting Up the Game

Each player chooses one of the seven families, which are represented by the cigarette holder, diamond stickpin, fedora, highball glass, mustache, pocket watch and sunglasses symbols. When a player chooses a family, he places all nine of his family's counters in front of him.

Place the "Turn Segment" marker in the first box of the Political Track, and the "Coup Phase" marker in the first box of the Coup Track.

There are two boxes printed underneath the Political Track. One of them says "Coup?"; put the "Coup Excuse/No Excuse" marker here, with the "No Excuse" side face-up. The other says "Bank?"; put the "Bank is Safe/Shoot At Bank" marker here, with the "Shoot At Bank" side face-up.

Remove the three blanks, shuffle the remaining money cards, and place them face-down in the space provided on the board.

Shuffle the political cards, and place them face-down on their space.

Each player now draws 5 political cards.

Next, you must set up the police and military units:

Place the six counters of the First Brigade (labeled with the number "1") on the map in the "First Army Brigade Barracks." Place the other two brigades in their barracks.

Place one police counter in each of the "Police Precincts."

Place the four counters of the Palace Guard in the "Presidential Palace."

Place the three Air Strike counters and the Paratroops counter in the Airfield box.

Place the Marines in the Marine staging area and the Gunboat in the River.

THE POLITICAL RULES

5. The Constitution of the Republic

The nation is governed by a President and a Chamber of Deputies:

- The President for Life appoints the members of his cabinet, collects the generous foreign aid, and disburses it. The President is removed from office by death, resignation or coup d'etat or voted out due to incompetence.

- The Chamber of Deputies votes on budgets and elects the President. The chamber is controlled by various influence groups, which are in turn controlled by the families.



El Presidente surrounded by his loyal advisors

3. How to Win

The player with the most money in his Swiss bank account at the end of the game is the winner. (Money in hand or pocket does not count.) In the event of a tie, all tied players win.

Note: You can be dead or in exile, and still win *Junta*!

4. Each Game Includes

A copy of *Junta* includes:

- A 17 inch by 22 inch board. The political and coup tracks record the current part of the turn.
- 160 counters.
- 99 money cards. 3 of these cards are blanks, and should be saved in case any bills become lost, ripped or otherwise marked.
- 3 dice.
- 12-page rules booklet. (Yes, what you're reading.)
- 2 plastic counter storage bags.
- 72 political cards.

See the Component Summary on the last page of this booklet.

6. The Powers That Be

There are seven positions in the government:

The **President** for Life assigns positions to the other players, controls the Palace Guards, and draws and proposes the budget.

The **Minister** of Internal Security controls the Police, directs the Secret Police assassin, can sometimes seize the Chamber of Deputies, and can have returning exiles shot.

The three **Generals** each control one of the Army Brigades.

The **Admiral** controls the Marines and the Gunboat.

The Air Force **Commander** controls the Paratroops and the Air Strikes.

7. Fun for 4 to 7 Players

All of these positions are used when 4 to 7 people play. During the game, the President determines what positions each family holds; however, each family will *always* have one, and sometimes two, positions. The *Minor Junta* rules describe how to play with 2 or 3 people (see the rules following section 42).

8. Political Cards

Each player gets 5 political cards at the beginning of the game. Also, each player draws 2 new ones at the beginning of the turn.

- Political cards may be freely given away or traded by the players.
- All cards except "Influence" cards are discarded after they are played.
- You can discard any card in your hand whenever you wish, except during Assassination or the Coup Aftermath.
- You can have up to six cards in your hand. If you ever have more than this, you must immediately play, discard or give away enough cards to reduce your hand to six.
- If you try to play a card when, by the rules, it cannot have effect (see the Component Summary), it is discarded.
- A card laid is a card played.

Although this section provides some general rules for how cards are used, each card describes, specifically, how it works. Read your cards carefully; if you don't, you may be embarrassed when another player points out that the card you just played doesn't really have the effect you think it does.

There are five kinds of political cards:

- An **Influence** card is played by placing it face up in front of you where it remains; you are only forced to discard it when you are killed. If it is still considered part of your hand (and counts against the six which you are allowed to have in your hand).
- A **Vote** card may be played during any roll call vote, and is discarded immediately after the roll call is over.
- When you play a secret political **Donation** card, take the top card from the money deck and discard the Donation card.
- An **Assassination** card will either allow you to attempt to assassinate another player or help protect you from an assassin.
- An **Event** card is, in effect, a special rule which allows the player to do something not normally permitted by the rules. For example, the "Coalition Breaks" card permits a player to force another player to discard a face-up Influence card.
- A **Bribe** card is used to try to take control of an assassin or of units during a coup. Of course, you must spend money to use a Bribe card. Bribe money spent this way is placed face up at the bottom of the money deck, and is never returned to play. Some Influence cards represent the control of wealthy groups; these will pay your bribes for you, allowing you to use a Bribe card without having to spend any money.

9. Electing a President

A President must be elected at the beginning of the game, or when the current President has just died, resigned, or been ousted from office for some other reason. The Chamber of Deputies has the solemn task of choosing one player to be President. (When a President is ousted in a coup, a different procedure is used; see Aftermath, 41.)

First, one or more candidates must be nominated. *Junta* etiquette suggests that the first player to nominate a new President at the beginning of the game be the game's owner. Other nominations and votes are then announced, moving clockwise from the first player.

A player may nominate himself or any other player merely by announcing that he is

casting a vote from a Position card, or votes from Influence or Vote cards. (A player need not vote all his Positions or cards in the first round of voting, preferring to retain them for the second round; a player may even cast some of his votes for one candidate and some for another.) Remember that Vote cards, once used, must be discarded, so often players will not use these in the first round of voting, preferring to wait to see if they will be needed. Players who are currently dead, however, are exempt from the electoral process for the duration of their demise.

Once all players have had an opportunity to nominate candidates, a second round of voting occurs, during which players may cast additional votes.

If any one candidate receives a plurality of the votes cast, he is elected President.

Usually one player will receive enough votes in the first roll call to be elected President right away. If no player receives a plurality, it is perfectly acceptable for the various candidates to make promises, threats, or blustering statements to other players in an effort to gain their votes. A new roll call is then conducted, in which votes previously cast are ignored, and Influence and Position votes may be used again. If this still doesn't produce a President, the players continue to conduct roll calls until one is elected. Remember, the game won't begin until *somebody* is elected.

It is possible to abstain in presidential elections, but if you do so, be aware that the eventual President may not look favorably upon you when he announces the first budget.

No player is ever *required* to serve as President; if you are nominated for the position, you may decline if you wish.

10. The Chamber of Deputies

In the Chamber of Deputies, each position has one vote. (If you have two positions, then you have two votes.)

In addition, two types of cards give you extra votes. Each Influence card has a number of votes on it; it gives you that many votes. Since you only have to discard Influence cards when you die, their votes are (sort of) "permanent"; you can use them every time a roll call vote is taken.

Each Vote card is worth the number of votes printed on it. However, you must discard a Vote card after playing it, so you can only use it once.

11. Roll Call Votes

In the Chamber of Deputies, votes are held by roll call. There are two rounds to each roll call. The President votes first; then, each of the other players has a chance to vote, going around the table in a clockwise direction. When it is your turn to vote, you may abstain, or use the votes of any or all of your positions, Influence cards or Vote cards to vote either "Yea" (in favor of the motion), or "Nay" (opposed). (You may want to keep some votes in reserve for the second round.)

Now each player votes in the same order for a second round. If you did not use some of your Influence or Vote cards, or did not cast your positions' votes, you may vote with them now. (Votes which have already been cast cannot be changed.)

Once the second round is concluded, the roll call is over. If there are more votes for the motion than against, it passes. If there are more votes against than for, it fails. If there is a tie, the President breaks it as he wishes.

12. A Turn in the Life of the Republic

Each turn is conducted in the following order:

- Each player **draws political cards**
- The President **assigns cabinet positions**
- The President **draws** the foreign aid **money**
- The President proposes, and the Chamber of Deputies votes on, the **Budget**
- Locations** are chosen by each player
- Assassinations** are announced and attempted
- The **Bank** does business
- A **Coup** may occur
- The **Aftermath** of a coup (if any) is resolved
- If the bank was "closed for lunch," the bank does business now.

This order is repeated until the end of the game. Use the Political Track to mark the progress of each turn.

Most actions are only permitted during the part of the turn appropriate to them. For example, you cannot declare a coup except during the Coup segment.



El Presidente surrounded by still more loyal advisors

13. Ending the Game

The game ends when, during the drawing of the foreign aid money, the President discovers there are fewer than 8 face-down money cards remaining in the deck. No one is allowed to count the money deck during the game.

The only other way the game can end is if, through excessive trigger-happiness on the part of assassins, all players die during the same turn. In this case, everybody loses. (We, however, would be impressed. We have never seen this happen.)

A game of **Junta** will end after 11 or fewer turns.

Optional Rule: A short game of 9 or fewer turns can be played. After each coup's Aftermath, remove 4 money cards from the top of the money deck, and place these 4 cards face up at the bottom of that deck.

14. Drawing Political Cards

At the beginning of each turn, each player draws two political cards. If the political card deck runs out, reshuffle the discard pile, which becomes the new deck. These cards are drawn face down, and should be concealed from the other players. (You can, of course, look at your own cards.)

Since you are only permitted to have six political cards, you may be required to discard, play or give away cards at this time.

15. Cabinet Assignment

The President may assign positions to the players at this time:

- Each family must hold at least one position.
- No family may hold more than two positions.
- The President may not hold a second position.
- No family may hold two Generals at once.

Therefore, when 4 people play, each family other than the President's holds a General and one other position (thus, General/Minister, General/Admiral and General/Commander). When 5 people play, there will be two pairs of positions; when 6 people play, there will be one pair of positions; and when 7 people play, everyone will have one position.

The President may reassign positions at this time, but *not* at any other point in the turn. The President takes the Position cards, and assigns a position to a player by handing him the corresponding card.

Except during a coup, the Position cards must be displayed with the Loyal side up in front of the players.

16. Drawing the Foreign Aid Money

The President draws 8 face-down money cards from the money deck. He is not obliged to show these cards to anyone else.

17. Money

Money cards are given face down to players, and are held in hand or pocket. ("Hand" and "pocket" are used interchangeably throughout these rules; when you read section 42, you'll see why.) This money may be freely traded between players or given away at any time (except when you are the target of an assassin or are sent to the firing squad).

Change may *never* be made from the money deck or from Swiss bank accounts. Players may make change among

themselves. (If you cannot make exact change when you pay a bribe, the extra money is lost.)

18. The Budget

The President must propose a budget to the Chamber of Deputies after drawing the foreign aid money. He proposes the budget by describing, out loud, how he intends to distribute the money among the players.

- The President is never required to say how much money he drew from the money pile.

- The President may include less money in the Budget than he drew — he keeps the excess himself.

- He *may* include *more* money than he drew from the money pile if he can make up the difference from his money in pocket.

- The President cannot propose a budget which requires change from another player, or for which he does not have enough money in his pocket. (He may make whatever change he needs from his own money, if he can.)

For *example*, if the foreign aid money this turn was 3 'ones', 3 'twos' and 2 'threes,' the proposed Budget might be "2 million pesos for the Minister, 3 million for the General of the First Brigade, and 1 million for the Air Force Commander".

Once the Budget has been proposed, it goes to the Chamber of Deputies (that is, the players) for a roll call vote. If the Budget is approved (i.e., the motion is carried), the President must hand out the promised money at once.

If the Budget is defeated, the Minister must decide whether he wishes his police to seize the Chamber of Deputies and force the passage of the Budget at gunpoint. If he does so, place all four Police units in the Chamber of Deputies for the rest of the turn. The President must now hand out the money as if the Budget had passed normally.

If the Budget remains defeated, the Bank will be closed this turn. Furthermore, the President keeps all the money cards he drew for the Budget.



"Look! We're rich!"

19. Locations

Next, each player must choose a location. Five locations are permitted: Bank, Headquarters, Home, Mistress' and Nightclub. Each player is provided with five location counters, one for each location. Choose one of your counters, and place it face-down in front of you. (Place the other counters — also face-down — to one side.)

Instead of choosing a location, you may flee into Exile by placing any one of your Location markers face up in one of the Embassy areas

on the map. (See Exile, section 25.)

Please note that these "locations" have nothing to do with the map of the city printed on the game board. Your location is indicated solely by your counter choice; the city map is only used during a coup.

If you wish to deposit or withdraw money from your Swiss bank account, you must choose the Bank as your location. If you want to start a coup, choosing your Headquarters may be necessary. (See Starting a Coup, section 27.)

20. Assassinations

Next, assassinations occur. The Minister of the Interior announces his assassination attempt(s), if any; then, each of the other players has a chance to do so, going around the board in clockwise order.

The Minister controls the Secret Police. This means he may conduct one assassination attempt per turn, "for free." Other players can only attempt assassinations if they have Assassination cards. (Of course, if the Minister has an Assassination card, he can make more than one assassination attempt.)

If you wish to attempt an assassination, announce "I am using this assassin to try for (name of player) at his (your guess of his location)." You must also indicate what assassin you are using — by playing an Assassin card, or announcing that, as Minister, you are using your Secret Police.

- No locations are revealed until *all* attempts are announced.

- A player may make as many assassination attempts as he has assassins. He can try for the same player at different locations, or for different players.

- Assassinations are resolved in the order in which they are announced. If two players try for the same target at the same location, the first announced assassination has priority.

The Secret Police assassin is under a special restriction. He may only visit the Bank on alternate turns. If he tries to kill someone at the Bank on one turn, he may not strike at the Bank on the next turn, even if a different player becomes Minister of the Interior in the interim. When the Secret Police strike at the Bank, flip the "Shoot At Bank/Bank Is Safe" marker to the "Bank Is Safe" side. Flip it back to the "Shoot At Bank" side at the end of the *next* turn.

This restriction does *not* affect Assassin cards; even if the "Bank Is Safe" from the Secret Police assassin, other assassins can still strike there.

Once all assassination attempts are announced, locations are revealed. If an assassination was attempted against a particular player at the location chosen by that player, the player is dead.

Exception: Some Assassin cards are unreliable. When a player uses one of these cards, he may be required to make a die-roll to see whether the assassin follows orders. On a bad die-roll, the assassination may fail even if the player guessed the right location for his target. Also, some cards can protect targets from assassins; playing one of these cards may prevent a successful assassination.

21. A Death in the Family

A player who is killed immediately discards all of his political cards (including face-up Influence cards), and gives any money cards in his hand (or pocket) to the player who assassinated him.

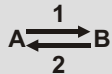


Where to go? What to do?

Assassination attempts are resolved in the order in which they were announced. However, if player A and player B both announce assassination attempts (in that order), and A's assassin kills B, B's assassin will still strike, even though B is dead.

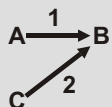
If a player is assassinated by another player who is already dead, the first player's money is placed face-up at the bottom of the money pile.

Example 1



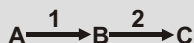
A announces he is assassinating B; B attempts to assassinate A. When locations are revealed, both have guessed right, and both are dead. Both players' money is placed

Example 2



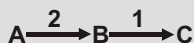
face-up at the bottom of the money pile. A and C are both trying to assassinate B, but A announced his attempt first. Both guess right, and B is dead. The money goes to A,

Example 3



because his assassin got there first. A assassinates B; then B assassinates C. A gets B's money; however, since B is already dead by the time the assassination of C takes place, C's money is placed at the bottom of the

Example 4



money pile, face-up. This is the reverse of Example 3. First B assassinates C, getting C's money; then A assassinates B, getting both B's and C's

If the President is killed, a new President is elected immediately upon the resolution of the last assassination.

Swiss bank accounts are never affected by player death. Remember, deposits and withdrawals cannot be made until after Assassination, which makes every trip to the Bank an adventure.

22. The President's Brother-in-Law

A player who is killed remains dead until the end of the turn. He is not allowed to take any action until the beginning of the next turn, when he resumes control of his family's position. (The family has selected an heir to the throne.)

Even when a player is dead, his family still controls one (or two) position(s). However, the "President's brother-in-law" (that is, the President) gets to use that position's vote, and controls its forces during a coup.

If the family controls two positions, or if more than one player is currently dead or in exile (see section 25), the President must decide which single position his brother-in-law will take over. All other positions controlled by dead or exiled players are "frozen"; they cannot vote, and their forces may not move during a coup.

The President places a blank counter on the single position of a dead or exiled player that his Brother-in-Law controls.

23. The Bank

If the Bank is open and you chose "Bank" as your location, you may deposit or withdraw money during the Bank segment.

If the Budget was passed by roll call vote, the Bank is open.

If the Budget failed the roll call vote, but was passed because the Minister seized the Chamber of Deputies (see The Budget, section 18), the Bank is "closed for lunch." This means players may not use the Bank during the Bank segment. However, they may deposit or withdraw money following the Coup segment. In essence, the Bank is not open until all players have had a chance to start a coup, or until after the coup is resolved.

If the Budget failed, the Bank is closed, and no withdrawals or deposits may be made.

If you are dead or in exile, you may not withdraw or deposit money.

24. The Swiss Bank Account

You deposit money in your Swiss account by placing money cards (from your pocket) face down under your Swiss Bank Account marker. You withdraw money by taking money cards from under that marker to become part of your hand.

Keep your Swiss account in a neat pile away from the rest of your hand.

25. Exile

A player may go into exile during Location by placing one of his Location markers in an embassy area on the city map. You may also go into exile during a coup (see section 37), if you control a unit in one of the embassies.

- A player in exile cannot be assassinated or sent to the firing squad, nor can he make deposits into or withdrawals from his Swiss account. He does not draw any political cards, though he does keep any cards in hand.

- A player in exile can not play political cards, but he may discard, receive or give them away.

- A player in exile can not vote in the Chamber of Deputies, may not try assassinations, and may not control units during a coup.

- The President's Brother-in-Law may use the votes and units of an exiled player's position.

A player in exile may announce his return to La Republica de los Bananas at any time. The player may return without danger if:

- The President has been killed and a new President has not yet been elected, or

- A Coup is in progress, and the embassy to which the player fled is occupied by at least one unit belonging to another player, who is willing to give the returning player "free passage."



A chip off the old block

If the player announces his return at any other time, the Minister is granted a free, automatically successful assassination against him. The player may immediately resume his position if:

- he plays a political card to protect him from assassination;

- the Minister chooses to let the returning player go; or

- the Minister position is currently "frozen". Otherwise, the returning player is dead (until the beginning of the next turn).

26. Presidential Resignation

The President may announce his resignation at any time except during a coup. The Chamber of Deputies must immediately elect a new President before proceeding with the turn.

- The Chamber may re-elect a President who has resigned, if it wishes, and if he is willing to serve.
- The ex-President *must* give all the money in hand (or pocket) to the new President.

27. Starting a Coup

At the beginning of each turn, the "Coup Excuse/No Excuse" marker is flipped to its "No Excuse" side. During the turn, it is flipped to the "Coup Excuse" side if any of the following happens:

- The Budget is defeated;
- The Minister seizes the Chamber of Deputies;
- Any player is successfully assassinated;
- A card which says "Coup Excuse" is played.

If, during the Coup segment of the turn, the "Coup Excuse" side of the marker is face-up, any player can start a coup.

If a player chose "Headquarters" as his Location, he may start a coup, even if there is no "Coup Excuse."

You can start a coup by:

- Playing an Event card which causes new counters to be placed on the map. This includes student mobs, rioters, strikers, demonstrators, bank guards, Christian militia, the Home Defense League, and the helicopter.
- Moving any unit.
- Announcing a bombardment of the Presidential Palace with an Air Strike or the Gunboat.

The President can never start a coup.

The player who starts a coup is the First Rebel; place the First Rebel card in front of him.

Each player clockwise from the First Rebel may then move or announce bombardments if he too wishes to become a rebel. See sections 29 and 30.

THE COUP RULES

When the subtle art of diplomacy fails to persuade the President of the rightness of your cause, you can always resort to violence in the streets. Pleas and threats may fail, but the rumble of tanks, the crack of gunfire and especially the bombardment of the Presidential Palace always command the President's attention.

Starting a Coup dramatically heightens the tension. A new President may be proclaimed by force of arms. Someone may get sent to the firing squad. Large sums of money may be in the hands of players desperately waiting for the Bank to open. In short, this is a perfect recipe for bringing out greed, fear and loathing in you and your fellow players. Luckily, the majority of the players will end up enjoying the trouble you've caused.

A Coup is a special "game within a game," played only if a Coup is declared. After the Coup is resolved, players return to the "normal" game.

28. Initial Deployment

The police and military units are always placed in the same areas at the beginning of a coup (see section 2, "Setting Up the Game").

There is one exception to this rule: if the Minister seized the Chamber of Deputies to pass the Budget, his Police units begin in the Chamber of Deputies area, instead of their Police Stations.

Units killed in one coup are still available for

use in the next coup. Units are never permanently eliminated.

29. Coup Order

At the beginning of the coup, each rebel player may move his units and have them fire. However, any player who moves or fires at this time is a rebel, and his position card(s) are flipped to the "rebel" side.

After the initial rebel phase, the first Coup phase begins. Six Coup phases are played, at the end of which the Coup is over.

Each Coup phase is divided into a movement segment and a combat segment. In the movement segment, each player, in turn, moves his counters; then, combat is resolved.

In the rebel phase, the First Rebel moves first; then, each player may move his counters, going around the board in clockwise order. (Only rebels may move.)

In the next Coup phase, the player to the left of the First Rebel moves first. Each Coup phase, shift left one player to determine which player moves first.

At the end of the sixth Coup phase, the players determine which of the five red areas are pro-President, and which are pro-Junta. If a majority are pro-President, the President has won the coup; if a majority are pro-Junta, the rebels have won.

At the end of each of Coup phase, the Coup phase marker is advanced one box on the Coup Track. At the end of the Coup, it is returned to the first box on the track; the Coup Aftermath is then resolved, and the next turn begun.

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 the Coup Aftermath.

• A player may make only one move per Coup phase, except for the President, who may make a second move if he controls a second position with his Brother-in-Law. The Brother-in-Law moves his counters when the player whose position he has usurped would normally move.

• The Helicopter counter is permitted to move two areas in its move. If moving with other units, the first area the helicopter enters must be the area to which the other units move; it can then continue movement into a second area. Conversely, the helicopter may enter an area with other friendly units, and execute its second move with some or all of those units.

• You are never required to move any of your counters.

When another player's counters enter an area occupied by your counters, flip your counters over to their striped sides, to indicate that they may execute "First Fire" (see Combat, section 32). If two or more stacks enter an area, the players may wish to write down or otherwise record which stacks have First Fire on which other stacks.

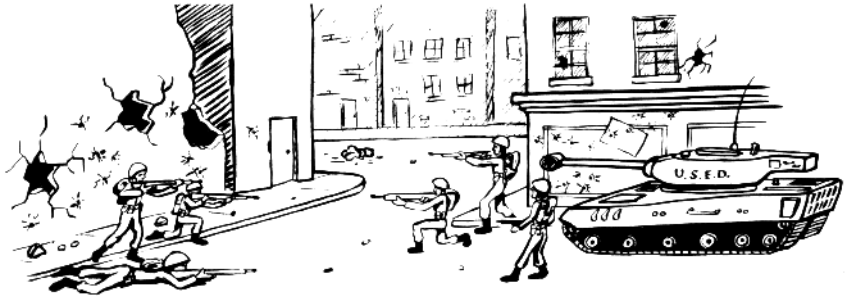
32. Combat

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

• Combat 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 combat may occur, the players may resolve combat in any of the areas they wish before going on to the next.

Declaration: Usually the players know where they wish to have combat. But if there is any uncertainty, the players, starting with the



Crack loyalist sharpshooters in action

30. Rebels and Loyalists

There are two ways to become a rebel: moving or firing in the rebel phase; or firing on a Palace Guard unit (even if controlled by someone other than the President).

• A player must not fire back when his counters are fired upon during the rebel phase if he wishes to remain loyal. (Now that's loyalty beyond price.)

• Once a player becomes a rebel, he may not change his mind and become a loyalist again.

- The President can never become a rebel.
- When a player becomes a rebel, flip his Position card(s) to the side which says "Rebel."

31. Movement

During your movement, you may move any and all of the counters you control in one area (collectively, a "stack") into one adjacent area. (You can leave some of the counters behind, if you wish.)

President, go around the table in clockwise direction and decide whether or not they wish to have combat, and where.

• If none of the players controlling counters in a given area decide to fire, there is no combat.

• If one player decides to have combat in an area, all other players may fire with their counters in that area, even if they have previously declined to have combat.

• Combat in an area is resolved in a series of three "volleys." In each volley, each counter in the area can fire. Normally, volleys are resolved simultaneously — that is, all counters are considered to fire at the same time, so if player A's counters kill some of player B's counters in the volley, player A's counters may still fire back before being removed.

• In each volley, roll one die for each "armed" counter which fires. (Armed counters have dots printed on them.) Roll one die for each pair of unarmed counters which fire. (If there are an odd number of unarmed counters, the extra counter doesn't get a die.)

- A Palace Guards counter in the Presidential Palace (only) fires with two dice.

- One enemy counter is killed for every six (6) that is rolled. The enemy player decides which of his counters are removed.

- A player does not have to fire with a counter, even if it is fired upon.

- If there are more than two players' counters in an area, each player may fire his counters, or decline to do so. A player may have different counters fire at different players, if he wishes. A player may redirect his fire each volley; that is, if A fires on B in volley one, he can fire on C instead in volley two, if he wishes.

- First Fire: If a player moved into an area before another player did so, he may have "first fire" against the other player. That means that in the first volley (only), any counters he kills are removed before the other player's counters fire back. In the second and third volleys, all fire is simultaneous.

- If several players moved in to the same area, some players may be eligible for "first fire" on some but not all of the other players.

Example: First A, then B, then C moved in to the area. Player A may use first fire against either player B or player C. Player B may use first fire against player C; if he chooses to attack player A instead, he does not have first fire. Player C cannot have first fire against anybody.

If there are two or more surviving stacks at the end of a combat, there may be Retreats.

- The player who suffered the fewest number of losses (in units removed) does not retreat. If two or more are tied for the lowest number of losses, none of them retreat.

- Other players must retreat their stacks.

- A player must retreat his stacks into any adjacent area which does not contain any units. He may retreat into an area which contains units only if the player who owns those units grants him permission to do so. If the area contains units owned by several players, all players must agree to allow the retreat.

- If there is no area to which a stack can retreat, the entire stack is removed from the board.

33. Incoming Fire

The Gunboat (controlled by the Admiral) and the Airstrikes (controlled by the Commander) can make "incoming fire." The Gunboat and Airstrikes can never be fired upon or destroyed.

The Gunboat can fire once each Coup phase. (**Note:** Unlike other units, it fires only one volley, instead of three.) The Commander can make three Airstrikes in the course of a coup; when an Airstrike is made, flip one of the Airstrike counters to its "used" side. Only one Airstrike can be made in a single combat segment.

Incoming fire occurs before the first volley, and can destroy units before they can fire. The Admiral or Commander announces which one stack in one area he wishes to fire at. He can fire at units in any area on the board.

The Gunboat fires with 3 dice. The Airstrikes each fire with 6 dice. As in regular combat, each six rolled kills one enemy unit in the target area.

34. Paratroops and Marines

The Commander controls the Paratroops unit. It can land in any area on the map during the Commander's movement.

The Admiral controls the Marines unit. It can land in any area adjacent to the River (the

Dockyards, South River Suburb, and the 1st Brigade Barracks) during the Admiral's movement.

First Fire can take place against these units during the Coup phase in which they land.

Either unit can move during the Coup phase in which it lands.

35. New Counters

The red and grey units can be introduced to the coup by playing a Political card. These cards indicate what units appear, and where they appear.

Red and grey units are subject to First Fire, and may move on the Coup phase in which they are introduced.

36. Police Response

If any rebel player plays a Political card which puts red units on the board in the rebellion segment (before the first Coup phase), the Minister of the Interior may, during movement in the first Coup phase, move any or all of the Police counters to the area where the red units were placed. Simply pick the Police units up and place them in the red units' area, regardless of its distance from the Police Precincts.

- This movement is not considered the Minister's one move for the phase. He can also move one stack of units in the same phase.

- If a Political card is played later in the course of the coup, this option is not available to the Minister.

- The Minister may not respond in this manner to the placement of grey units; only red units allow police response.

37. Embassies

No combat is permitted in an embassy area. Any and all players can have counters in the same embassy area.

A player can go into and return from exile (see section 25) when he controls at least one counter in any embassy area.

38. Transfer of Counters between Players

During his movement segment, a player may freely give or trade counters he controls to other players. Only one player can control a counter at a given time.

- A player should place his 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. If one player moves a unit and then gives it to another player who has not yet moved, the second player may *not* move the unit again.

39. Choosing Sides

At the end of the sixth 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.

- You may declare yourself "Pro-President" even if you are a rebel, or "Pro-Junta" even if you are loyal.

- The President is automatically "Pro-President", and can never declare himself "Pro-Junta."

40. Coup Victory

The side which controls at least three of the five of the power centers (Central Bank, Chamber of Deputies, Presidential Palace, Radio Station, and Railroad Station) wins the Coup.

The Junta controls an area if it is occupied by at least one unit, and the occupying units belong to players who declared themselves "Pro-Junta." If even one unit belongs to a "Pro-President" player, the area is controlled by the President.

Any unoccupied areas are controlled by the President.



...due to a sudden holiday

COUP COMBAT EXAMPLE

This example has been deliberately chosen to contain almost every possible happening. Most situations will not be this complex.

SITUATION

It is the last Coup phase in a close battle. There are four players: The President, the Minister/1st Brigade, the Air Force/2nd Brigade, and the Navy/3rd Brigade. Their positions are shown below.

The Palace Guards occupy the Palace. Three Student Mob raised up by the President are in University City. Two Police are in the Wealthy Neighborhood. Six units of the 1st are in the Railroad Station. The Helicopter has been raised by the 2nd Brigade commander; it occupies the 2nd Police Precinct. Four units of the 2nd, plus 3 units of the 3rd and three Strikers raised by the 3rd Brigade commander all co-exist in the Market.

MOVEMENT

The order of this turn is Minister, 2nd Brigade, 3rd Brigade and President.

The **Minister/1st Brigade** player decides to move two Police from the Wealthy Neighborhood to the Palace. The Guards are flipped to First Fire (even though the Minister has been loyal up to now, you never can tell.)

The **Air Force/2nd Brigade** player allocates his last airstrike to the Palace. Next he drops the Paratroopers into the Radio Station. (Neither of these actions counts as a move.) He then moves the helicopter into the Market, and with its second move goes to the Chamber of Deputies along with two 2nd Brigade units. He cedes control of the other two 2nd Brigade units to the commander of the 3rd Brigade.

The **Navy/3rd Brigade** player allocates his naval attack to the Palace. He then moves his



Cheerful volunteers for the firing squad

41. Aftermath

After a Presidential victory, the President may send any one rebel player not in exile to the Firing Squad.

After a Junta victory, the rebel players must immediately form a Junta to choose a new President. The Junta consists of all rebel players (see Rebels and Loyalists, section 30). **Note** that a "Pro-Junta" loyalist is *not* a member of the Junta.

- The Junta must immediately elect a new President. Each member of the Junta has one vote. The Chamber of Deputies has *no* effect on this election; *only* the Junta votes, and the, votes of Positions, Influence cards and Vote cards are ignored.

- The First Rebel breaks a tied vote.

Once a new President has been selected, he may send **any** one player not in exile to the Firing Squad.

A player sent to the Firing Squad is dead. He must discard any Political cards in his hand, and give any money in his hand to the President. (The President may choose not to send anybody to the Firing Squad. What a guy!)

If the Bank was closed for lunch, it is now open.

42. Etiquette

These etiquette rules are good for you. Trust us.

- An announcement of action — such as an assassination attempt — requires the player to go through with it.

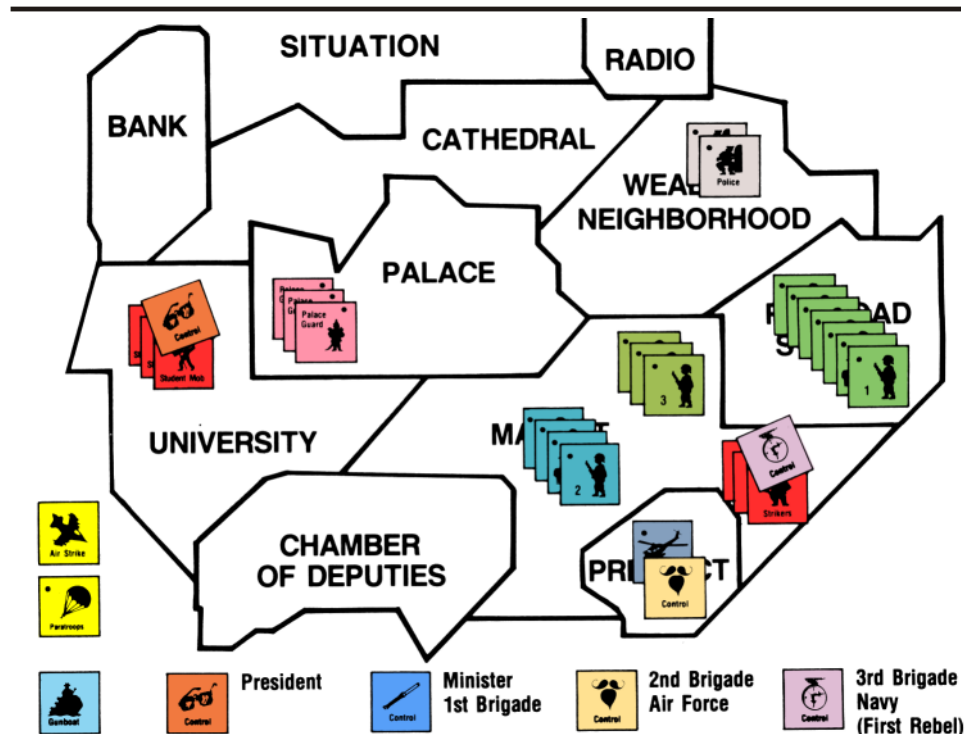
- The announcement of an assassination attempt or an appointment with the Firing Squad prevents the target from giving away political or money cards until he dies or escapes.

- You may not shove another player your Swiss bank account or your Location. You may talk about these all you wish.

- Forget your scruples. Lying in the real world may be wrong; in *Junta*, it is merely clever. *Junta* is *supposed* to be a cutthroat game.

- The rules and cards refer to money in hand as "in pocket". The reason is that you are encouraged to hide your money in hand in your shirt pocket or, perhaps, underneath the game board. After all, you certainly don't want to help the other players guess how much money you have in hand! Remember to return your money to the game before you leave, though, or the owner of the game may be very upset.

- Players may take each other aside for private negotiations. If these become too lengthy or frequent, impose a one-minute time limit. Players who do not return to the table in that time abstain, don't move, etc. On with the show!



JUNTA RULES, PAGE 9

Strikers, units of the 2nd Brigade, and units of the 3rd Brigade all into the Palace. When his units enter the Palace, the Police are flipped to First Fire side, and a note is made that the Guards have First Fire on everybody, and the Police have it only on the units belonging to the Pocketwatch Family.

The **President** moves his Student Mob into the Palace. The Pocketwatch units have First Fire on them, but not on anyone else.

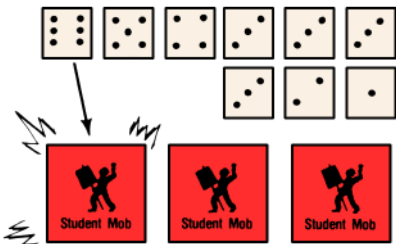
COMBAT

The only area where any fighting is going on is at the Palace.

Air Strikes and the Gunboat always go first. The Air Force commander attacks the President's units, rolling 6 dice. The Navy commander attacks the President also, rolling 3 dice.

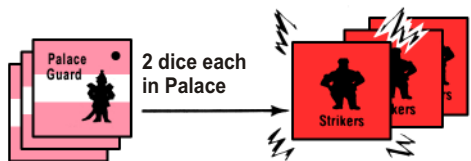
The rolls are 3-3-3-4-5-6 and 1-2-3 for a total of one hit.

The President chooses to lose one Student unit.



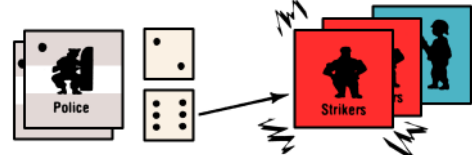
Next, the Palace Guard have First Fire on the Pocketwatch units, and also on the Police. The President takes all his shots at the Pocketwatch Family.

The rolls are 2-4-4-5-5-6, for one hit. The Pocketwatch player chooses to lose one Striker.



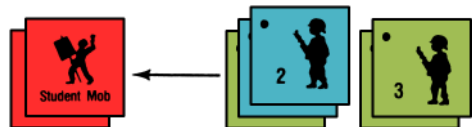
Next the Police have First Fire on the Pocketwatch units, which they elect to take.

The rolls are 2-6 for one hit. The Pocketwatch loses another Striker.



Now the Pocketwatch units have First Fire *only at the Student Mob* pieces. Hoping for some luck, the Pocketwatch player allocates only 3 of his 5 shots to the Mob. (Note that the one Striker cannot fire, as it is unarmed and can only fire 1 die per two units.)

The rolls are 2-4-5 for no hits. No luck here.



Finally, to end the first volley, the remaining 2 Pocketwatch units fire at the same time as the President's 2 Mob units.

The Pocketwatch get 1-6 for one hit. The President loses a Student.

The Mob rolls only one die, for a 2. No hit.

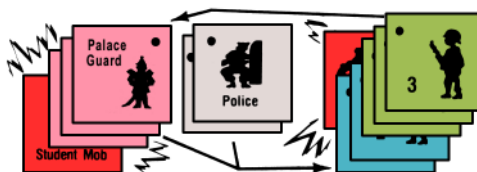
NOTE that the Mob could fire even though it took a hit, bringing it down to only one unarmed unit. This is because none of these pieces had First Fire on each other. (The Pocketwatch passed some of his First Fire hoping to kill all the Students and attack the Guard.)

NOTE that the President could choose to lose Students rather than Guards because you do not fire at particular units — you fire at a player's units.

In the second volley, all fire is simultaneous.

The Palace Guard and Police all fire at the Pocketwatch, for a total of 8 dice.

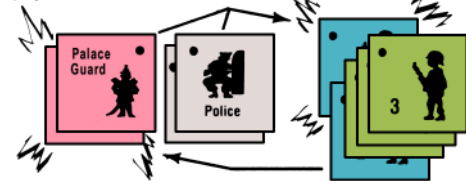
The rolls are 1-2-3-3-3-5-5-6 for one hit. The Pocketwatch loses the last Striker.



The Pocketwatch returns fire at the President with 5 shots.

The rolls are 1-3-4-6-6 for two hits. The President loses his fast Student and a Palace Guard.

NOTE that the President may not choose to lose a Police unit, as he does not own them.



The third and final volley is also simultaneous.

The President and Police both fire at the Pocketwatch again, with a total of 6 dice.

The rolls are 1-2-3-5-5-6 for one hit. The Pocketwatch player loses one unit from the 2nd Brigade.

NOTE that he may do this because those units were *ceded* to him.

The Pocketwatch player fires back with 5 (remember, it's simultaneous) units.

He rolls 2-3-4-5-6 and the President loses another Palace Guard.

RETREATS

The Minister lost no units; the President and the Pocketwatch lost 5 and 4 units respectively. Both must retreat, leaving the Minister in control of the Palace.



The President holds the Bank. The Minister holds the Railroad Station and the Palace. The 2nd Brigade commander holds the Chamber and the Radio Station. If the 2nd Brigade commander declares himself Pro-Junta, it will all be up to the Minister...

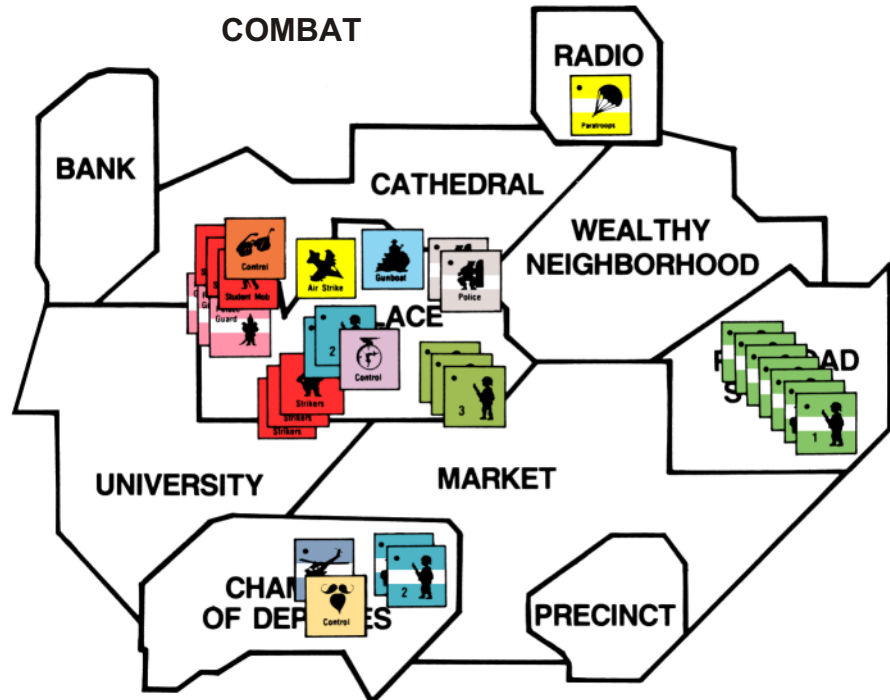
MINOR JUNTA

Junta with two or three players emphasizes combat more and diplomacy less, and therefore lacks some of the flavor of the 4-7 player game. Minor Junta is, nevertheless, an excellent introduction to Major Junta, and a good way for enterprising novices to master the mechanics of the game prior to introducing it to their friends.

All Major Junta rules stand, subject to the modifications printed below. The rules are numbered according to their position in the Major Junta rules.

* 5. The Constitution of the Republic

There are two active players and three dummy players. One active player is the President and heads the Presidential Faction; the other active player is one of the generals and heads the Opposition Faction.



The Presidential Faction controls the Presidency and the Admiral, and also, therefore, the Palace Guard, the Marines and the Gunboat; the Opposition Faction controls one General and the Commander, and also, therefore, one of the Brigades, the Paratroops and the Air Strikes. Strictly speaking, it really doesn't matter which Brigade the Opposition player takes, but in the true spirit of the game, the President should decide. If the President wishes to really play his role properly, he might consider giving the Opposition player a different Brigade every turn, just to annoy him. Dummies belong to either the Presidential or the Opposition Faction, as determined by the Faction Table.

Each player should pick one of the seven family markers, and three of the remaining markers should be used for the dummy Minister and the two dummy Generals.

***8. Political Cards**

At the beginning of the game, each active and dummy player is dealt, face-down, four

The President can promise money cards to dummies in order to influence them to join the Presidential Faction. Being dummies, there is a good chance that they will do so, provided he offers sufficient inducement. Once the budget is announced, the President consults the Faction Table. For each dummy he cross-indexes the sum of the money cards he has promised to that dummy with the number votes that the dummy's face-up Influence cards show. This will yield a faction number.

The President rolls one die, and if he rolls the faction number or lower, that dummy

eventually you can cause cards to wend their way from one dummy to another — provided both dummies remain in your faction!

***9. Electing a President**

Before the game begins, the owner of the game decides who will begin control of the Presidential faction.

Thereafter, the active player with the largest number of votes in his faction decides who will be President whenever the old President leaves office for any reason.

*** 14. Drawing Political Cards**

The active player in a faction discards for any dummies in his faction. The active player may *only* discard a dummy's political cards when the dummy has excess cards. Players may only look at the cards of dummies in their own faction. Should they at this time discover one or more Influence cards that they were previously unaware of, or that were just dealt to that dummy, they may now place those cards face-up on the table.

joins the Presidential Faction immediately. If the roll is higher, or the President has promised no money to the dummy, that dummy immediately joins the Opposition Faction.

A dummy stays in one or the other faction until the next turn's budget is announced and the Faction Table is consulted again. **Note:** Even if a dummy joins the Opposition Faction, the President must still give that dummy the amount of money promised, assuming the budget passes or the bank is forced to open (see Major Junta rule 18 for more details).

active player, except as already stated. No active player may give money to a dummy except the President, and then only as part of the budget process.

All members of the Presidential Faction must vote for the budget.

***19. Locations**

The active player picks locations for all the dummies in his Faction.

***20. Assassinations**

The active player whose Faction contains the Minister may use the Secret Police for an assassination attempt. An active player may never attempt to assassinate dummies in his own Faction.

***21. A Death in the Family**

There is no President's brother-in-law rule. If a General is killed, his Brigade is immobilized and may not move for the remainder of the turn. If the Minister is killed, the Secret Police may not attempt an assassination and the Police counters are immobilized and may not move for the remainder of the turn.

Any money in possession of a dummy who is assassinated goes to the player who carried out the assassination.

*** 22. The President's Brother-in-Law**

This rule is not used. See rule 21 above.

*** 24. The Swiss Bank Account**

The two active players may deposit money in their Swiss Bank Accounts as in Major Junta. In addition, dummies may deposit money, which is added to the bank account of whichever player currently controls that dummy's faction.

*** 25. Exile**

Only active players may go into exile. There is no President's brother-in-law, so if a General is in exile his Brigade is immobilized and may not move until he returns from exile.

***31. Coup Movement**

An active player may move any counters of live dummies in his faction. Unlike Major Junta, he may move all such counters, regardless of the number of stacks they are in.

Only live players may go into exile via an embassy.

FACTION TABLE

Money Card Sum Promised	Influence Card Votes		
	0-5	6-10	11 and up
1 million pesos	1	Automatically joins Opposition Faction	Automatically joins Opposition Faction
2 million pesos	2	1	Automatically joins Opposition Faction
3 million pesos	3	2	1
4 million pesos	4	3	2
5 million pesos	5	4	3

Note: When calculating faction numbers for the Minister, shift one column to the right on the table above from the column determined by his Influence Card vote total (if on the 11+ column, use that column).

political cards. All dummy cards are then examined by each player, with Influence cards being placed face-up, and all others returning to a face-down position. This is done only at the beginning of the game.

An active player may, if both agree, trade with another active player. An active player may also trade with a dummy player if they are in the same faction (see Faction Table). This is done by secretly examining the dummy's face-down card, and then trading on a one-for-one basis with the dummy. You may only examine one dummy's cards at a time, and must complete trade with that dummy prior to examining or trading for any other dummy's card.

You may *not* trade with the same dummy more than once in a turn. Dummies may not trade with each other. It is obvious, though, that by having each dummy trade with you,

*** 18. The Budget**

Each turn the President must announce the budget, as in Major Junta. As in Major Junta, his announcement need have no basis in reality. Money can and should be promised to dummy players. To help keep track of which dummies actually have money, simply put that money under that dummy's Swiss Bank Account counter (remembering that dummies do not actually have such accounts).

Any money cards received by dummies in a player's faction are transferred to the live player in that faction, either via deposit by the dummy in the player's Swiss Bank Account, or to the player's hand following all visits to the bank. No dummy may ever end a turn with money in his possession. No dummy may give money to another dummy, or to an

JUNTA FOR THREE PLAYERS

Three-player Junta follows the Minor Junta rules for two players very closely, with the following exceptions:

The third active player is now the Minister. There are still two Factions; the Presidential Faction controlled by the President, and the Opposition Faction controlled by the active General. The Minister may cooperate and hatch schemes with either, at his discretion.

Neither active player who leads a Faction may reveal the locations he picks for his dummies to the Minister.

The initial presidential election is now conducted according to the Major Junta rules, except that none of the dummies may vote.

The only other change is that the President does not receive the money cards remaining in the possession of any dummies in his faction after bank visits have been made. He may, however, use dummy money cards to pay for political cards which require the use of money (the hiring of assassins, for example).

At the end of each turn, unused dummy money cards are removed from play. They are not brought back into the game. Note that the active general still does receive the money cards of the Opposition Faction.

PLAY HINTS

Learn how to lie, cheat, steal, and deceive in your spare time!* Not everyone has the same unscrupulous attitudes as the characters parodied in *Junta*. (We rather hope that you and your friends don't.) We certainly don't want your life of virtue to interfere with your enjoyment of this game, so we have prepared the following simple five-step duplicity drill which can work for anybody (except, maybe, Saint Francis of Assisi):

1. Write "It's only a game." one hundred times on a piece of paper.

2. Watch an episode or two of **Dallas** or **Dynasty**, and take copious notes.

3. Study, in particular, the character who you think is the most slimy. (J.R. Ewing and Alexis Carrington are perennial favorites.)

4. When you sit down to play *Junta*, imagine yourself as that slimy character. Be as scheming and nasty as the character.

5. If you are playing with someone who you don't know well, step out of character between turns, and show him or her your normal lovable self.

Remember, there are games and there is real life. Confusing the two can be dangerous.

Bring me the head of Alfredo Garcia. You can't lie to and deceive other players all of the time, because then no one will ever believe you. Deal fairly and truthfully with those players you want to cultivate as your allies. On the other hand, a little misdirection isn't necessarily dishonest.

Step lively! If you are accustomed to two player games, you may be surprised to discover that five or six-player games can move more slowly. This problem is easily solved, and the game given a delightfully frantic quality, when you take no more than 30 seconds to act (for example, announce an assassination) when it's your go. You can still plan your actions, as long as you do so in advance.

Revenge is a luxury, and you can't afford it. A common mistake is to immediately seek revenge against the player who last had you killed. Instead, trade on his fear of you. Tell him you'll let bygones be bygones if he'll help you get a larger share of the budget. Remember, money, not revenge, will win you the game.

Courtesy is its own reward. When you shoot at someone and miss, apologize. Explain the necessity of your action in terms of the global situation. Let your target know that you didn't really mean it, it was an accident, and you wouldn't dream of doing it again.

Go for it! So, you don't have the perfect hand to win a coup alone. No one ever does. Don't wait for that perfect hand — someone will assassinate you first, and then you'll lose

everything. A bold face should draw in another player or two as rebels, if they're not already waiting to follow your lead. Once things get rolling, you may only need one ally to win. Besides, the occasional coup keeps the game exciting.

Make the most of the position. Being Admiral is not a matter for despair. There is always the ceremonial shelling of the Presidential Palace to start a coup.

But beware! A disgruntled Admiral who starts a coup every turn because he won't try to use his position creatively makes no friends. At worst, start a coup no more than every second turn. Abortive coups only help make the current government secure by depleting the hands of your potential allies who, as a result, may decide the current regime is a lesser evil.

Talk a good line. The President will often have enough votes to pass whatever budget he likes. However, a wise President always spreads a little extra around. Encourage him to spread some money in your direction. Tell him you're as much for sale as the next guy. If you're the Minister, discuss the threat of insurrection and the need for more police. If, as Admiral or Commander, you shelled the Presidential Palace last turn, complain about the high cost of replacement shells. So the President says no. What have you lost?

Opportunity is what you make of it. Just because you can't use a certain card is no reason to discard it. Give it to another player. This action accomplishes many things: your hand is reduced to the six-card limit; you put that player in your debt; and you keep the card in play, where it might spice up a coup or roll call. The other player probably has too many cards now, and — who knows? — he may give you just the card you need in return.

Surprise is a many-splendored thing. Your political cards are so much more effective when you play them at opportune times. Just because you get a 10 vote Influence card doesn't mean you have to play it immediately. Play it in the second round of a close vote. If the votes have been split in the first round, you should win the roll call (unless someone else has been equally clever). Perhaps you can wait a turn, and lull the President into thinking he has a secure voting bloc. Pull a few stunts like these, and the other players will develop a healthy respect for you. (So they think you're crazy. That, too, can be an advantage.)

Keep your hands above the table, partner! Make a point of setting your cards and counters out so that everything is easy to find. This should keep other players from

suspecting you of hiding something, which is one less reason for someone to try to assassinate you. We suggest clear separation of Swiss bank account, money in pocket/hand, chosen Location marker, other Location markers, face-up Influence cards, other political cards, and unused Control markers.

Who's going to clean up this mess? If you're not doing anything at the end of a coup, set up the counters on the map for the next coup. It's the perfect vicarious activity for the player whose position has been taken over by the President's Brother-in-Law.

What to coup? Where to go? If most of the players line up on the same side at the beginning of a coup, the result is predictable and boring. You do everyone a service if you help prevent such predictable coups. Both you and the President may know that you are loyal (to the 5 million pesos he's promised you when the loyalists win), but that is no reason to tell the other players.

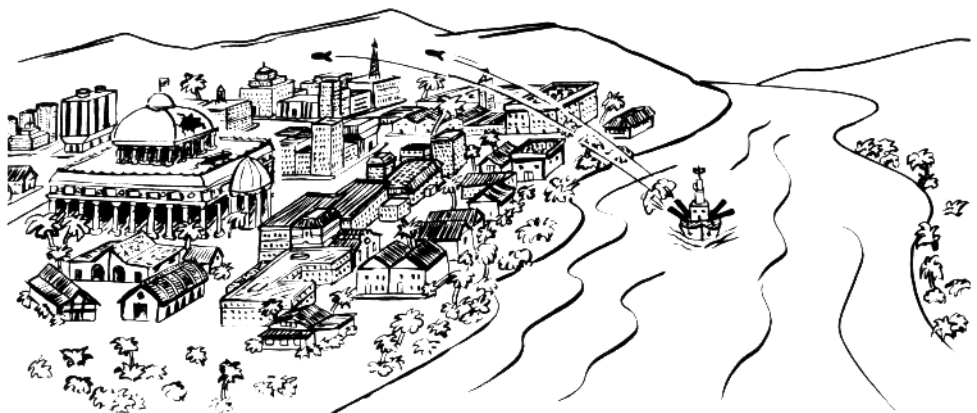
Make fun, not war. We hope and expect that your sessions of *Junta* will turn into wild free-for-alls. However, you and your friends won't want to get so carried away that the atmosphere at the table becomes unpleasant. If someone starts shouting or argues in deadly earnest about how he thinks a rule should be interpreted, just tell everybody it's time to take a deep breath before resuming play.

In our experience, matters of timing are the most likely to cause a problem. If you're going to announce an assassination (freezing another player's hand) or a coup, make sure everyone hears you. (Raise your arm if the noise level is too high.)

It's perfectly reasonable to be mad at another player who assassinates you or topples your regime with a coup. If you really want to go after him, spend the rest of the game encouraging assassination attempts against him and fomenting rebellion when he's the President. You may blow the game, but you won't blow your temper.

We're pretty sure that you will have a lot of fun playing *Junta*. All we're saying here is that too much fun can be too much of a good thing.

We've avoided discussing the military tactics of a coup, because that's something that's more fun to discover by playing the game. More importantly, we don't want you to feel that there is a 'right' style of play that you



The ceremonial shelling of the Presidential Palace at the start of a coup

must use; if you and your friends don't like some of the suggestions in these notes, ignore them. We may not know what you and your friends enjoy the most about playing a game, but we do know we want you to enjoy **Junta**.

Eric Goldberg
Ben Grossman

* Is anyone unclear that you can cheat other players in a deal, but you cannot break the rules?

COMPONENT SUMMARY

THE BOARD:

The map of the city is only used during a Coup.

The yellow lines separate the areas from each other. Background colors are only for aesthetic and informational purposes. For example, the Northwestern Slum (an area colored green), the West Wood Suburb (an orange area), and the Northern Suburb (another orange area) are three separate, adjacent areas.

The three small dark olive areas (not the Dockyards) are the **army barracks** (brigade counters set up here).

The four purple areas are the **embassies**.

The four small turquoise areas are the **police precincts** (police units set up here).

The five red areas are the **power centers** Control of three of these five areas wins a Coup

Do **not** try to backfold the map, because you will break the spine. (We couldn't imagine anyone doing this, until one of our designers surprised himself with a two-piece map...)

THE CARDS:

The eight cards with illustrations on the fronts and backs are **not** shuffled into the deck.

The *First Rebel* card is given to the player who starts a Coup. The other seven cards are given to the players during Cabinet Assignment.

You may not play a card if you have been targeted for assassination or for the firing squad

The nine **Vote** cards may be played during either round of a roll call vote. (They are discarded after the roll call is completed.)

Eleven of the twelve **Influence** cards may be played at any time. The *Rigged Voting* card may only be played after a coup. Influence cards remain face-up on the table, and count in subsequent votes. (They also count as part of your hand.)

The four **Secret Political Donation** cards may be played at any time.

The five **Bribe** cards with silhouettes may only be played during a Coup. The two Bribe cards with fists full of money may only be played during Assassination.

The seven **Assassin** cards may be played only during Assassination.

• The following event cards may be played at any time:

- Students Circulate Petition*
- Coalition Breaks*
- Bank Holiday*
- Church Vandalized*
- Spy in Switzerland*
- Farm Strike*

Call for Reform
Annual Street Festival
United Nations Condemn
• The following event cards may only be played during Coup:

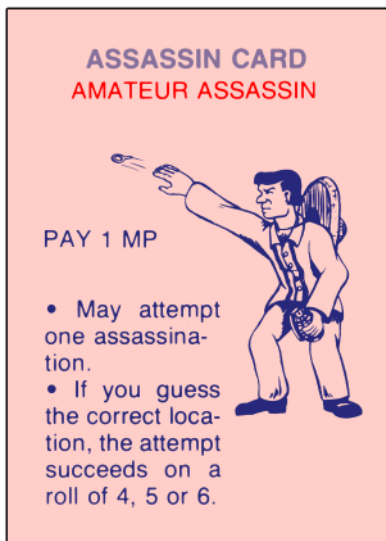
- Defense of the Central Bank*
- Home Defense League*
- Christian Defense Militia*
- Helicopter Gunship*
- General Strike*
- Dock Strike*
- Slum Riots*
- Demonstrators*
- Student Protest*

• The following event cards may be played only during a roll call:

- Power Failure*
- Summer Recess Recount*
- The *Presidential Competence* Questioned card may only be played during Cabinet Assignment.

• The *Alternative Budget* card may only be played immediately after a budget has failed.

• The *Peasant Uprising* and *Pretender in the Province* cards may be played any time during a turn before a Coup begins.



The legends 'MP' and 'MPs' stand for million pesos.

THE COUNTERS:

The red Rabble, grey Police, pink Palace Guard, green and blue Army Brigade, yellow Air Force, light blue Naval and dark gray Assorted Forces counters are all used only during Coup. The Naval Gunboat counter may be placed in the area at which it is firing as a reminder, or in the River as a decoration.

The four yellow Information Counters are placed on the board to keep track of phases, segments, Coup Excuse and Bank Safety.

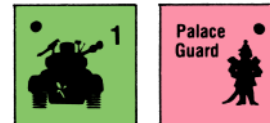


The seven sets of illustrated family counters that read 'LOCATION' on the back are used during Assassination.



The family counters that read 'Control' are used during a Coup.

The white Swiss Account counters are used throughout the game.



Counters with **black dots** in the upper left or right-hand corner are **armed** units.



The **red** counters are **unarmed** units.



If a counter is flipped to the side with a white stripe, that unit is eligible for First Fire.

THE MONEY:

Money cards come in three denominations: One, Two, and Three Million Pesos. There are 51 ones, 30 twos, and 15 threes, for an average value of 1.625 million pesos per card. (This information is presented as a public service to all the Presidents who will claim that the year's foreign aid is entirely made up of ones.)

