



CONTENT

Introduction	1	Exile	6	Transferring Units	10
Overview	1	Returning from Exile	6	Paratroopers & Marines	10
Game Materials	2	Phase 6: Assassination Attempts	6	New Units	10
Setup	3	Consequences of an Assassination	7	Police Reaction	10
Choose the First Presidente	3	Examples of Assassination Attempts	7	The Battle During a Coup	10
The Political Game	4	El Presidente's Cousin and the Offices of Dead or Exiled Players	7	Declaration of Attacks	10
The Constitution of the Republic	4	Phase 7: Banking	7	Shelling by Gunboat & Air Raid	10
The Division of Power	4	Deposits & Withdrawals	7	Exchanges of Gunfire	10
El Presidente is Killed	4	Phase 8: Coup d'État!	7	Dice & Battle Results	11
El Presidente Resigns	4	Phase 9: Coup Consequences	8	Retreat	11
Electoral Procedure	4	Rules of the coup d'état	8	Embassies	11
Phases of the Political Game	5	Initial Deployments	8	Choosing Sides	11
Phase 1: Draw Cards	5	Coup Phases	9	"Coup d'état! Coup d'état!"	11
Phase 2: Office Assignment	5	Overview of the Coup d'État	9	End Game	11
Phase 3: Accept Development Aid	5	Rebels & Loyalists	9	Example of a Coup d'État	12-13
Phase 4: The Budget	5	Units of Dead or Exiled Players	9	Game tips	14
Phase 5: Choose Locations	6	Movement During a Coup	9	JUNTA for two players	14
				JUNTA for three players	15
				Additional Rules	15

THE GAME OF POWER, INTRIGUE, MONEY, AND REVOLUTION.

INTRODUCTION

Welcome to the beautiful island nation of La República de las Bananas, or as we'll call it, Banana Republic, where the peaceful nighttime chirping of crickets is only interrupted by periodic exchanges of gunfire. The island's farmers are poor, its intellectuals oppressed, and there's barely a middle class. The damp, humid air is filled with mosquitos, and it stinks of revolution and coups d'état.

The government is subsidized by one of the global superpowers, which doesn't ask any questions. A clique of super-rich families rules here—though only to line their pockets and fill their Swiss bank accounts from copious flows of development aid. Power, intrigue, money, and revolution are simply their means to this goal.

Each player controls one of these families.



OVERVIEW

JUNTA is normally intended for four to seven players. However, we have included additional rules for games of two or three players. A full complement of seven players is ideal.

The game consists of two parts. The first is a political-satirical card game in which the players attempt to influence the course of events in their favor with the help of elections, assassinations, and unforeseen events.

The second component of the game comes into play when a coup d'état is proclaimed. Then JUNTA becomes a strategic board game in which markers are moved around, representing the chaotic battles during the coup. After the coup is resolved, JUNTA becomes a card game again...until the next coup.

When El Presidente can no longer draw sufficient funds from the deck of Development Aid, the game ends. The winner is the player with the most money in his Swiss bank account at that point.

GAME MATERIALS

The Board

The map of the island is only required during a Coup d'État. The neighborhoods, army bases, police precincts, embassies, and the five Important Power Centers are clearly demarcated locations.

At the top of the board is a row of squares listing the phases of the political (card) game, indicating which phase is currently in play.



The Deck of Politics Cards



Assassins enable an assassination attempt in Phase 6.

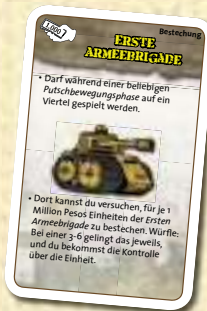
Bribes enable the control of Units or hinder an assassination. In order to play these cards, one needs cash in hand. Money spent on Bribes is placed face-up at the bottom of the Development Aid deck on the game board.

Events often allow something to happen that's not otherwise allowed under the rules.

Influence cards give one's faction votes for elections. Some of them also help the family in conducting assassinations or bribes. Once played, an influence card remains in play until the jefe of the family is killed or a circumstance explicitly requires the player to discard it. Each counts as one card in the player's hand, and they cannot be exchanged.

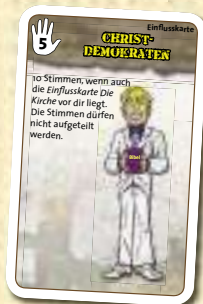
Secret Party Donation cards are discarded in exchange for the top bill in the Development Aid deck.

Votes can be played during an election. After the conclusion of the election, they are discarded.



Players may exchange cards in their hands with each other, except during the Assassination Attempts and Coup Consequences phases. If a player is the target of an assassination attempt or is facing a firing squad, he may not play any cards unless the card in question explicitly permits it. All cards are only used once and then discarded—with the exception of Influence cards and any other cards which state otherwise.

When a player places a card face-up in front of him, it counts as having been played. If the requirements of the card can't be met at that moment, then it's discarded without effect.



Development Aid

The deck of Development Aid consists of 96 banknotes of 1, 2, and 3 million Pesos, which are placed on the space marked on the game board.

In general, only the current Presidente may draw from this deck. Otherwise, some Politics cards do allow access to the funds. no one is ever allowed to count the number of notes remaining in this deck.

Players keep their own banknotes face-down in front of them. No other player may count or look at them. They can be discarded or given away or made part of a deal between players—except when the possessor is the target of an assassination attempt or in front of a firing squad.



Swiss Bank Account

The banknotes that the player has deposited in his Swiss bank account (see Phase 7: Banking) are placed face-down under the Swiss Bank Account card. Only the player himself may count them—the other players may only estimate their number by sight.

The Development Aid deck and one's Swiss Bank Account may never be used to make change. Excess money spent is lost. Money played is always placed face up at the bottom of the Development Aid deck.

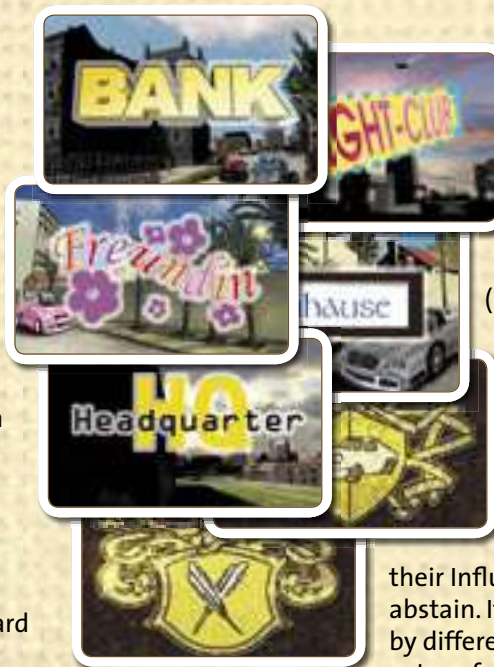
SETUP

Players pick which family they wish to play, represented by the coats of arms bearing a sports car, sunglasses, a martini glass, quill pens, a pocket watch, or cigars, and take:

- The five location cards with the appropriate coat of arms on the back
- Three control markers with coat of arms



- One Swiss Bank Account card



Next, the yellow game markers are placed around the game board. The marker Political Phase is placed on the first space of the row of Political Phases at the top of the board,

and the marker Coup Phase on the first space of the row of Coup Phases. The No Pretext marker is placed on the Coup Pretext? space. The Bank Shootout marker is placed on the Bank Secure space, and the Bank is Open marker is placed on the Bank Open? space. The markers Coup Pretext, Siesta, and Bank Holiday are only required later in the game.

The banknotes are shuffled and put face-down on the appropriate space on the board. This is the pile of Development Aid for the coming year.

The Politics cards are shuffled. Each player takes five, not showing them. The rest are placed face-down on the corresponding space on the board.

For technical reasons, this game is subject to more counters than is really necessary!

The markers for units are distributed as follows:

Each of the three army brigades' six units are placed in their bases on the board;

One Police marker is placed in each of the four police precincts;

The four Palace Guard markers are placed in Presidential Palace;

The three Air Raid markers and the Paratroopers piece are placed in the marked spaces next to the city map;

The Marines marker is placed on the space at bottom right in the harbor;

And the Gunboat is placed on the Harbor space.



Choose the First Presidente

A Presidente is elected at the beginning of the game, as well as every time a Presidente dies, resigns, or is deposed. The Parliament (i.e., all the players) elects El Presidente.

At the beginning of the game, the owner of the game may nominate one or more candidates for Presidente—including himself. After that, the right of nomination passes in a clockwise direction.

Every nomination must be followed by at least one vote, in which the players use their Influence and Vote cards. Each player may vote or abstain. It is also possible to give the votes represented by different cards to different candidates. However, the votes of any one Influence or Vote card may be given to one and only one candidate and may not be split.

All the votes for the nominated candidates are assigned. Anyone may decline to stand as a candidate for the office of Presidente; votes assigned to this player are lost.

Thereafter, like any good parliament, discussions and deals ensue.

Finally, there is a second round of votes, in which the players may add further votes to those already played through unused Influence and Vote cards.

Who ever can collect the most votes in the two rounds of voting becomes the new Presidente and receives the Presidente card.

In the case of a tie, all players discard all of their Politics cards, and everyone receives five new cards. The owner of the game receives the top banknote from the Development Aid deck, and a new round of voting ensues. This goes on until the first Presidente is elected, or the game ends for lack of further banknotes.



THE POLITICAL GAME

The Constitution of the Republic

The island is ruled by the parliament and El Presidente. El Presidente is elected for life, determines the members of his cabinet anew in every round, and receives the Development Aid and distributes it. El Presidente may lose his office only through his death, resignation, a coup d'état, or being voted out with the Vote of No-Confidence card. The parliament is controlled by the leading families of the island (the rest of the players), who can use particular cards to aggrandize their power in parliament.

The Division of Power

El Presidente

- Controls the Palace Guard;
- Receives the Development Aid funds
- Proposes a budget

In addition, he assigns the six other government offices of the junta:

Ministro of Internal Security

- Controls the Police
- Can occupy the Parliament with the Police in order to force through a defeated budget
- Can conduct an assassination every Assassination Attempts phase
- Can have those returning from exile shot.

General of the First Army Brigade

- Controls the First Army Brigade

General of the Second Army Brigade

- Controls the Second Army Brigade

General of the Third Army Brigade

- Controls the Third Army Brigade

Almirante of the Navy

- Controls the Marines and conducts bombardments with the Gunboat
- Comandante of the Air Force
- Controls the Paratroopers and conducts Air Raids



El Presidente is Killed

If a Presidente is killed during the Assassination phase, the players immediately elect a new Presidente. This proceeds exactly like the first presidential election, with the following exceptions: Everyone can cast the additional vote of his Office(s). Each Office has one vote. One player, in a 4–7-player game, can hold at most two Offices, and thus gets at most two votes. Players who are dead at the moment may not vote. The player to the dead president's left begins the voting.

In the case of a tie, all Vote cards are discarded, and the voting begins again. This goes on until there is a new Presidente.

The offices held by the former Presidente are taken over by his cousin (see El Presidente's Cousin and the Offices of Dead or Exiled Players); this means they do nothing until the next Office Assignment phase.



El Presidente Resigns

A Presidente may resign his office at any time, other than during a Coup d'État. A new presidential election immediately ensues.

It proceeds exactly like the first presidential election, with the following exceptions:

Everyone can cast the additional vote of his Office(s). Each Office has one vote. One player, in a 4–7-player game, can hold at most two Offices, and thus gets at most two votes. Players who are dead at the moment may not vote. The outgoing Presidente may use his Presidential Vote, begins the voting, and may be re-elected.

In the case of a tie, all Vote cards are discarded, and the voting begins again. This goes on until there is a new Presidente.

The former Presidente gives all of his cash to the new Presidente.

The former Presidente receives all the offices of the new Presidente.



Electoral Procedure

A vote for some other reason (e.g., on adoption of the budget) functions exactly like the first presidential election, with the following exceptions: Everyone may additionally cast the vote of his office(s). There are two rounds of elections in which El Presidente begins the voting. In the case of a tie, El Presidente decides which side wins.



PHASES OF THE POLITICAL GAME

Each turn has the following phases:

1. Each player draws two Politics cards. The markers on the two rows of Phases are reset.
2. El Presidente assigns offices.
3. El Presidente draws eight banknotes from the Development Aid deck.
4. El Presidente proposes a budget, and the Parliament votes on its adoption.
5. Every player chooses a secret Location for this turn.
6. Assassination attempts are declared and resolved.
7. If the bank is open, money can be transferred or withdrawn.
8. A coup d'état can be proclaimed. Play switches to the Coup d'État rules (see p. 8).
9. A coup creates Coup Consequences.

Phase 1: Draw Cards

At the beginning of a round, every player draws two Politics cards. If there are not enough in the deck, the cards previously discarded are collected, shuffled, and made into a new deck. Cards are drawn so that only the drawing player sees them. Each player can have **at most six cards in his hand**. Anyone with more must immediately play, discard, or give away the additional cards until he's got the maximum six. Influence cards that are in play count toward the six-card limit.

Players in exile draw no cards.

In this phase, all the markers on the board are replaced in their original positions: The No Pretext marker is put on the Coup Pretext space, the marker Bank Is Open on the Bank Open? space, the Political Phase on the first space of the Political Phases row, and the Coup Phase on the first space of the Coup Phases row.

If there has been a coup, all unit markers return to their initial positions.

Phase 2: Office Assignment

In this phase, El Presidente distributes the other offices among the families by giving the appropriate players the corresponding card.

The following limitations apply:

- El Presidente may hold no other office.
- Every family must receive at least one office.
- Each family may hold at most two offices.
- No family may receive two Army Brigade generalships.

El Presidente can hold to agreements made in advance, but he is not obliged to. He can assign some or all offices exactly as they were in the previous round. Offices may only be reassigned in this phase of the game (with the

exception of the office of El Presidente), even if a new Presidente has come to power in the interim.

Example: *In a game with four players, everyone except El Presidente receives two Offices—one as a general and exactly one further Office.*



Phase 3: Accept Development Aid

El Presidente draws eight banknotes face-down from the Development Aid deck. He may not show them to any other player.

Phase 4: The Budget

After El Presidente has taken the Development Aid, he must recommend a budget to the Parliament. He declares how he intends to distribute the Development Aid among the players. He is not required to tell the truth with regard to the total amount he has to distribute. He may distribute less money than he has drawn, or indeed not distribute any, keeping the entire amount for himself. He may also promise more money than he has drawn, if he has enough pesos in cash to cover the difference. El Presidente may not propose a budget that which requires the players to make change for the banknotes they receive. He may make change for banknotes using his own cash.

Example: *If El Presidente has drawn eight three-million-peso notes, he can propose giving the Ministro of Internal Security 15 million, and the General of the First Army Brigade another 6 million. He keeps 3 million for himself. He may only propose giving the Almirante of the Navy one million, as he only has a single 1,000,000-peso note in his cash reserve.*

As soon as the budget is proposed, Parliament—i.e., the players—votes on it. If the budget is adopted, El Presidente distributes the moneys. El Presidente may distributed more than his budget proposes—but no less.

If the players reject the budget, the marker Coup Pretext replaces No Pretext for the rest of the turn.

The Ministro for Internal Security may force through a rejected budget by moving all the Police units to the Parliament space. El Presidente then distributes his budget as proposed. The bank then closes for an extended siesta; for the rest of the turn, the Siesta marker is placed on the Bank Open? space.

If the Ministro chooses not to use force, the bank closes for an extended holiday. The Bank Is Open marker is replaced by the Bank Holiday marker for the rest of the turn.

In addition, El Presidente retains all the Development Aid notes for himself.



Phase 5: Choose Locations

All players then choose a location where they may be found for the duration of the turn. Five different locations are available: Bank, Headquarters, Home, With the Mistress, and Nightclub. All players have cards representing these locations, and they place the chosen location face-down in front of them. The other four cards are set aside, also face-down.

The player's whereabouts have nothing to do with events on the map. It is determined solely by the chosen card.

Instead of choosing a location, a player may choose to go into Exile. He then places one of his Location cards face up on the space of whatever Embassy he likes (see Exile).

Tip: Anyone who wants to put money into his Swiss Bank Account must choose Bank as his location. A player who wants to start a coup should choose Headquarters, provided there's already a Coup Pretext or he has an appropriate Politics card.

Exile

In the Choose Location phase, a player may go into Exile by choosing to place a Location card face-up on an Embassy of his choosing. If El Presidente wishes to go into Exile, he must first resign his office, so that new elections take place.

With the exception of El Presidente, any player can go into Exile during a Coup, if he controls at least one unit in an Embassy.

A player in Exile is outside the real game. He can't be assassinated or hauled before a firing squad, he can't make Swiss Bank Account deposits or withdrawals, and he can neither draw nor play Politics cards. He can, however, discard Politics cards or swap them with other players. He may not vote in Parliament, he may not commission any assassinations, and during a Coup, his units do not move. El Presidente's Cousin (i.e., the player who's Presidente) takes (at most) one office from a player in Exile.

Returning from Exile

A player in Exile may return at any time to the Banana Republic. The Ministro for Internal Security may opt to have the returning exile assassinated immediately and with automatic success. The Ministro may choose not to conduct an assassination. Politics cards that thwart assassination attempts can be used here.

In the following cases, nothing happens to the returning player:

- The old Presidente is dead (and no new Presidente has been elected), or the office of Ministro for Internal Security isn't held by a player.
- During a Coup, a player who has at least one unit in the appropriate Embassy may offer the exile a safe-conduct. The returning player immediately assumes his former Offices and the associated Units.

A player in Exile can win the game, if the game ends and he has the most money in his Swiss Bank Account.

Phase 6: Assassination Attempts

First, the Ministro of Internal Security announces his assassination attempts, and the rest of the players follow in a clockwise order, so that everyone has the opportunity to proclaim an assassination attempt.

The Ministro controls the Secret Police and therefore receives a free assassination attempt every round. Other attempts (including additional attempts by the Ministro) are only allowed with the appropriate Politics cards.

An assassination attempt is announced by the player's naming the nature of the assassination attempt (in general, by playing the appropriate card) and the potential victim, guessing his Location. Location cards are revealed once all assassination attempts have been declared.

Each player may make as many attempts as he has Assassins. He may direct multiple attempts at a single player, or attempt to assassinate a number of different players. He can direct multiple attempts at one or several Locations.

Assassination attempts are resolved in the order in which they were declared.

The assassination attempts of players who are killed before they are carried out are still carried out.

The Secret Police (controlled by the Ministro of Internal Security) may attempt an assassination in the Bank at most every other turn. The Bank Shootout marker is replaced by Bank Is Secure until the end of the Assassination Attempts phase of the following turn. While the Bank Is Secure marker is in play, the Secret Police may not conduct an assassination in the Bank, even if a new player has become Ministro of Internal Security in the meantime. Other attempts are not affected by this.



Consequences of an Assassination

An assassinated player immediately discards his hand of cards (including Influence in play face-up) and gives all his cash to the architect of the successful assassination. If a player is killed by the assassins of a player who's already been killed, his money goes face-up under the Development Aid deck.

The murdered player remains dead until the end of the current turn. He can't take any actions until the beginning of the next turn, when his family names a new jefe.

If El Presidente is killed, new elections take place as soon as all the assassination attempts have been resolved.

If any player is assassinated, this counts as a Pretext for a Coup. (The Coup Pretext marker is put down.)

Swiss Bank Accounts are never influenced by the death of a player.

Hint: Because all bank transactions are resolved right after this phase, it's always a risk to be in the Bank!

Examples of Assassination Attempts

Andy, Bill, and Daniel declare attempts in this order.

- Andy and Daniel both declare attempts on Bill in the same place. Because Bill is actually there, he is dead and his cash goes to Andy who declared his attempt first.
- Andy declares an attempt on Bill, and vice versa. Both succeed. Both players are therefore dead, and put their cash in hand under the Development Aid deck.
- Andy kills Bill, and Bill kills Daniel. Bill's money goes to Andy, and Daniel puts his money face-up under the Development Aid deck.
- Andy kills Bill, and Daniel kills Andy. Bill's money goes to Andy, and then goes to Daniel, along with all of Andy's money.

El Presidente's Cousin and the Offices of Dead or Exiled Players

If anyone is killed in the Assassination phase or is in Exile, El Presidente's Cousin (i.e., the player who is currently Presidente) may take over at most one of his Offices. El Presidente then exercises the vote of that Office and controls the Units which belong to it. An Office may only pass from El Presidente's Cousin in the Office Assignment phase.

If there are several unoccupied Offices, El Presidente may fill one (and only one) of them with his Cousin. Other unoccupied Offices do not surrender their votes and their Units remain strictly passive in any possible Coup. If the Ministro of Internal Security is dead or in Exile, his special abilities may not be used in any case.

Phase 7: Banking

In this phase, any players who have chosen the Bank as their Location and who are not dead, may deposit or withdraw money if the Bank is open.

The Bank is not open if, earlier in the same turn, a budget has been rejected or a Politics card dictates it.

If the Bank is closed for a Siesta because of the Police's forcing through a budget, bank transactions can be conducted again:

- at the end of a round after a Coup, or
- if all players decide not to instigate a Coup.

If the Bank Holiday marker is in play, no bank transactions of any sort may be conducted that turn.



Deposits & Withdrawals

The players deposit money in their Swiss Bank Accounts by putting banknotes from their cash in hand under their Swiss Bank Account card. They withdraw money by taking money from there and putting back it in their cash.

Money in a Swiss Bank Account may only remain in the account or be withdrawn. In particular, it may not be used for Bribes, Assassinations, or deals between players without its having been withdrawn in advance.

Tip: Money in a Swiss Bank Account is very safe. Ultimately, you can only win the game with the money in your Swiss Bank Account. You should only withdraw it for a very good reason, but it is allowed.

Phase 8: Coup d'État!

At the beginning of every turn, the No Pretext marker is placed on the Coup Pretext? space. During the turn, it can be replaced by the Coup Pretext marker if:

- El Presidente's budget is rejected
- the Ministro of Internal Security occupies Parliament with the Police
- someone is assassinated, or
- a Politics card with a coup pretext is played.

When the Coup Pretext marker is in play, any player, with the exception of El Presidente, may instigate a Coup.

Anyone who has chosen Headquarters as his Location may instigate a Coup without a pretext.

A Coup may be started by:

- a Politics card that brings new Units into play (Students, Agitators, Demonstrators, Strikers, Bank Guards, Private Security Force, Christian Militia, or the Helicopter)
- a player's moving the Units of his Office (thereby becoming the first move in the Rebellion phase)
- the announcement by the Almirante of the Navy or the Comandante of the Air Force that they are firing on Presidential Palace with the Gun Boat or an Air Raid (these shots are resolved later in the Shooting phase).

If multiple players want to instigate a Coup simultaneously, the player closest to El Presidente in a clockwise direction starts the Coup.

Whoever starts the Coup receives the Rebel Leader card.

As soon as the Coup starts, the Political Game is put aside, and the game continues as under Rules of the Coup d'État, below.

Phase 9: Coup Consequences

If there is a Coup attempt and El Presidente's side emerges victorious, El Presidente may sentence any of the Rebels who are not in Exile to a firing squad.

If the Rebels have won the day, the Rebel players immediately set up a junta to determine the new Presidente. Players loyal to the old regime who voted for the Rebels (see box) do not belong to this junta. Every member of the junta has exactly one vote. Votes from Offices, Vote cards, and Influence cards do not apply here. If there is a tie, the Rebel Leader decides which of the candidates with the most votes becomes the new Presidente.

The new Presidente may sentence one player not in exile (including another member of the junta) to the firing squad.

The player who is shot surrenders his cash to El Presidente.

If the Bank is having a Siesta, it is now reopened, and players whose Location is the Bank may conduct their bank transactions.

The turn is now over. All dead players are now considered alive again—they've been replaced by a new jefe in their family.

If the Rebels win, there are:

- El Presidente
- players loyal to the regime (i.e., to El Presidente) who chose El Presidente's side (see Choosing Sides)
- Rebels who voted for El Presidente
- Rebels who voted for the Rebels

RULES OF THE COUP D'ÉTAT

If there is insufficient consensus reached through democratic processes, Plan B comes into play: Take to the streets and express your dissatisfaction with firepower! Nothing shows El Presidente your unhappiness with his policies like a bombardment of his Palace.

The Coup d'État is a sub-game within JUNTA, and here the Unit markers and city map come into play.

After the Coup, the Political Game—specifically Phase 9—resumes.

Initial Deployments

The military Units always start in the same spaces. The Police either start in the Police Precincts or all together in Parliament in the event the Ministro has forced the budget through.

Units destroyed in a Coup are available once again for the next Coup.



Coup Phases

A Coup proceeds as follows:

- Rebellion Phase
- Coup Phase 1
- Coup Phase 2
- Coup Phase 3
- Coup Phase 4
- Coup Phase 5
- Coup Phase 6

Each phase is divided into two parts:

- Movement
- Battle

Battle is divided into:

- Declaration of attacks
- Shelling by Gunboat and Air Raid
- Three exchanges of fire

Overview of the Coup d'État

At the beginning of a coup, the Rebel Leader moves his Units first, then each player may move his Units, proceeding in a clockwise direction. Any player who moves his Unit or attacks with them in the Rebellion Phase is considered a Rebel. Consequently, El Presidente may neither move nor shoot back with his Units in the first round.

After the first (Rebellion) phase, there are six further, complete Coup phases.

Each Coup phase (including the first, Rebellion phase) is divided into **Movement** and **Battle** segments. In the Movement segment, each player moves his Units in the order described above. Suitable Politics cards may be played at this point as well. After all of the Units have been moved, Battle begins. In the Battle segment, no further cards may be played.

At the end of the sixth Coup phase, it's decided whether the Rebels or the troops loyal to El Presidente have won. The side which holds more Important Power Centers wins.

At the end of each Coup phase, the Coup Phase marker is moved one space further. After the Coup, it's placed back on the first space, and Phase 9 of the Political Game follows.

If, during a Coup, all of the players are agreed on the outcome of the Coup, the Coup d'État can be broken off and Phase 9 of the Political Game played immediately.

Rebels & Loyalists

A player can become a Rebel in one of two ways:

- If he moves his Units in the Rebellion phase or opens fire.
- If at any point in the Coup, he fires on the Palace Guard (regardless of who controls them).

A player who's become a Rebel turns over his Office cards so that the Revolution side is showing.

If a player wishes to remain loyal to the regime, he may not move or shoot back in the Rebellion phase.

Once a player is a Rebel, he remains a Rebel for the remainder of the Coup.

El Presidente can never be a rebel.

Units of Dead or Exiled Players

Because dead and exiled players may not control their Units, those Units are completely ignored during a Coup. They don't move, don't shoot, cannot be shot, and do not count towards the control of buildings.

Exceptions are those Units potentially controlled by El Presidente's Cousin and the Units of players who return from Exile during the Coup.

Movement During a Coup

In the Rebellion phase, the Rebel Leader moves his Units first. Then all the other Rebels move their Units, proceeding in a clockwise direction. (Those wanting to stay loyal to the regime have to sit this out!)

In the next Coup phase, the player to the left of the Rebel Leader moves his Units first, and the others follow in a clockwise direction. In each of the six Coup phases, there is, therefore, a new starting player—the one to the left of the preceding round's starting player. Units loyal to the regime may move and fight as well as Rebel Units in all six regular phases of the Coup.

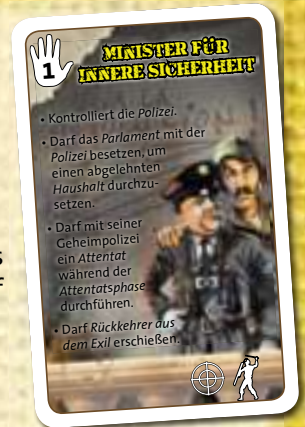
During the Movement segment, any of a player's Units in a single space may be moved into a adjacent space. Units may also be left behind in the old space.

A player **may only move the Units in one space** per Coup phase, regardless of how many stacks of units he controls.

Exceptions: If El Presidente's Cousin is holding an Office, El Presidente may make an additional movement with these Units during the turn of the player whose Office El Presidente's Cousin has taken.

The Helicopter (which only comes into play through a special Event card) may move up to two spaces per phase. It can thus move with a Unit into a space then continue on to a farther space itself, or it can move onto the space of one of its own units and travel together with it into a second space.

No player must move.



Transferring Units

During the Movement segment, a player may transfer his Units at will to other players or exchange Units with them. This is indicated by placing the Control markers of the controlling family on the Unit(s) acquired. Such a change in control never means that the Unit may move twice in one turn. The control of Units can never be shared.



Paratroopers & Marines

The Comandante of the Air Force controls the Paratroopers Unit. During the Movement segment, the Comandante may place the Paratroopers on any space on the map he chooses. **This does not count as a movement.**



The Almirante of the Navy controls the Marines Unit. This Unit may be placed in any area bordering the Harbor (i.e., the Waterfront or the Puerto del Sur neighborhood) or on the First Army Brigade's Base. **This does not count as a movement.**



Both Units may then move normally in the course of the Coup. A new landing is only possible in the next Coup.

New Units

New Units may come into play during Movement segments through the playing of Politics cards. The cards determine the number, kind, and starting location of the new Units. New Units may be moved immediately, if the player deploying them has not already used his movement.

Police Reaction

If a Rebel player brings a suitable Politics card of Agitators, Students, Strikers, or Demonstrators into play during the Rebellion phase, the Ministro for Internal Security may move some or all of his Police Units to some or all of the spaces with these new Units. **This does not count as movement**, and the distance between the Units is irrelevant. It is also irrelevant whether the Ministro is a Rebel or loyal to the regime.

The Ministro does not have the option to deploy Police against Units brought into play from the first regular Coup phase on.

The Battle During a Coup

A battle can take place in any space where Units of two or more players are located.

Battles are conducted space by space. Only when a battle in a particular space is decided do you move on to another.

As soon as all spaces where fighting takes place have been declared, the Rebel Leader determines the order in which the battles take place. (If he is in Exile, El Presidente decides.)

Declaration of Attacks

Normally, it's clear where battle will occur. El Presidente first declares in which spaces his Units will fight, and declarations then proceed in clockwise fashion.

If no players with a Unit in a space declare an attack, no battle takes place in that space.

As soon as one of the players declares an attack in a space, all the other players on that space may decide whom they will shoot at, even if they'd previously decided against fighting.

Shelling by Gunboat & Air Raid

The Gunboat, controlled by the Almirante of the Navy, and the Air Force, under the control of the Comandante of the Air Force may declare bombardments. They themselves may never be fired upon.

The Gunboat may fire once in each Coup phase. The Comandante can declare an Air Raid in three different Coup phases in a given Coup. After a successful Air Raid, an Air Raid marker is flipped over.



Exchanges of Gunfire

The battle in a given field is broken down into **three exchanges** of gunfire. During an exchange of gunfire, each unit in the area may attack once. All attacks take place simultaneously.

Example: Andy's Units kill some of Bill's Units with an attack—Bill's dead Units may shoot back once before they're removed.

A player is not required to shoot back at a Unit attacking him. (In the Rebellion phase, a player who wants to remain loyal to the regime must refrain from shooting back.)

All the players involved in a battle in the same space may decide anew in each exchange of gunfire how many and which of his Units will attack which player.

If there are two or more players with surviving Units after three exchanges of gunfire, retreats may be in order (see Retreat).



Dice & Battle Results

Each Unit marker has a number in parentheses after its name. This represents the number of attacks this Unit has. Those Units marked with a (1) are considered armed—roll one die for each such Unit.

Unarmed Units have a (1/2) by their names. Roll one die for every two of such Units under your control in a given space (rounding down).

The Palace Guard are marked with (1*)—you may roll one die for each of them unless they are in Presidential Palace, in which case you may roll two.

For the Gunboat, labelled (3), three dice are thrown, though only once per battle. An Air Raid (6) is conducted with six dice.

Every roll of 6 slays one opposing Unit of the opposing player's choice in the space, which is then removed from the city map.

Retreat

The player or players which have lost the fewest Units in a given field do not withdraw and, if they are agreed, can prevent some or all of the other players from withdrawing. Otherwise, all the other players must withdraw their Units. They may move them into any free adjacent space or into a space with Units whose players all agree to permit it.

The order of turns of several retreats taking place simultaneously is determined by the order of turns in the particular phase.

Units which must retreat but cannot due to the lack of an available space are removed from the city map.

Embassies

No combat is allowed on Embassy spaces. As many players as care to may place Units on these spaces.

A player who has at least one Unit in an Embassy may go into Exile (see above, Exile and Returning from Exile).

Choosing Sides

Beginning with the Rebel Leader and proceeding clockwise, all players must decide by the end of the sixth Coup phase whether they are for El Presidente or the Rebels.

A player can decide for the Rebels even if he was previously loyal to the regime, and vice versa.

“Coup d'état! Coup d'état!”

The Rebels control a space if all the units on the space belong to players who have chosen to side with the Rebels, regardless of whether the players were loyal to the regime at one time.

If there is no Unit in a space, or at least one loyal Unit, the space is counted as controlled by El Presidente.

The side which controls three of the five Important Power Centers:

- Central Bank
- Parliament
- Presidential Palace
- Radio Transmitter
- Train Station

is the victor in the Coup.

As soon as one side emerges victorious, the Coup d'État is over, and the game returns to Phase 9, Coup Consequences, in the Political Game.



END GAME

The game ends as soon as El Presidente cannot withdraw eight face-down bank notes from in the Accept Development Aid phase.

The player with the most money in his Swiss Bank Account wins.

Cash in hand is irrelevant at this point—if two players have the same amount in their secret account, it's a tie. A player can win JUNTA while in exile or even when dead. If all the players die simultaneously in assassinations, everyone loses.



Example of a Coup d'État

This example was chosen so that as many different possible situations arise. Coups are usually much simpler.

Initial Positions

This is the last Coup phase in a bitterly fought battle. There are four players: El Presidente (diamond markers), the Ministro of Internal Security & General of the First Army Brigade (pocketwatch, hereafter just Ministro), the Comandante of the Air Force & General of the Second Army Brigade (glasses, hereafter just Comandante), and the Almirante of the Navy & General of the Third Army Brigade (cigar, hereafter just Almirante).

Three Units of the Palace Guard are occupying the Presidential Palace. Three Units of Students loyal to El Presidente are in the University.

Two Units of Police are in the Villas. Six Units of the First Army Brigade hold the Train Station. The Helicopter is controlled by the player with the glasses marker and is in the Third Police Precinct. The Marketplace is occupied by four Units of the Second Army Brigade, four Strikers controlled by the player with the cigar marker, and three Units of the Third Army Brigade.

control of the remaining two Second Brigade Units in the Marketplace to the Almirante.

The Almirante moves all his units from the Marketplace—the units of the Second and Third Army Brigades and the Strikers—into the Presidential Palace.

El Presidente moves his Students into the Presidential Palace at the same time.

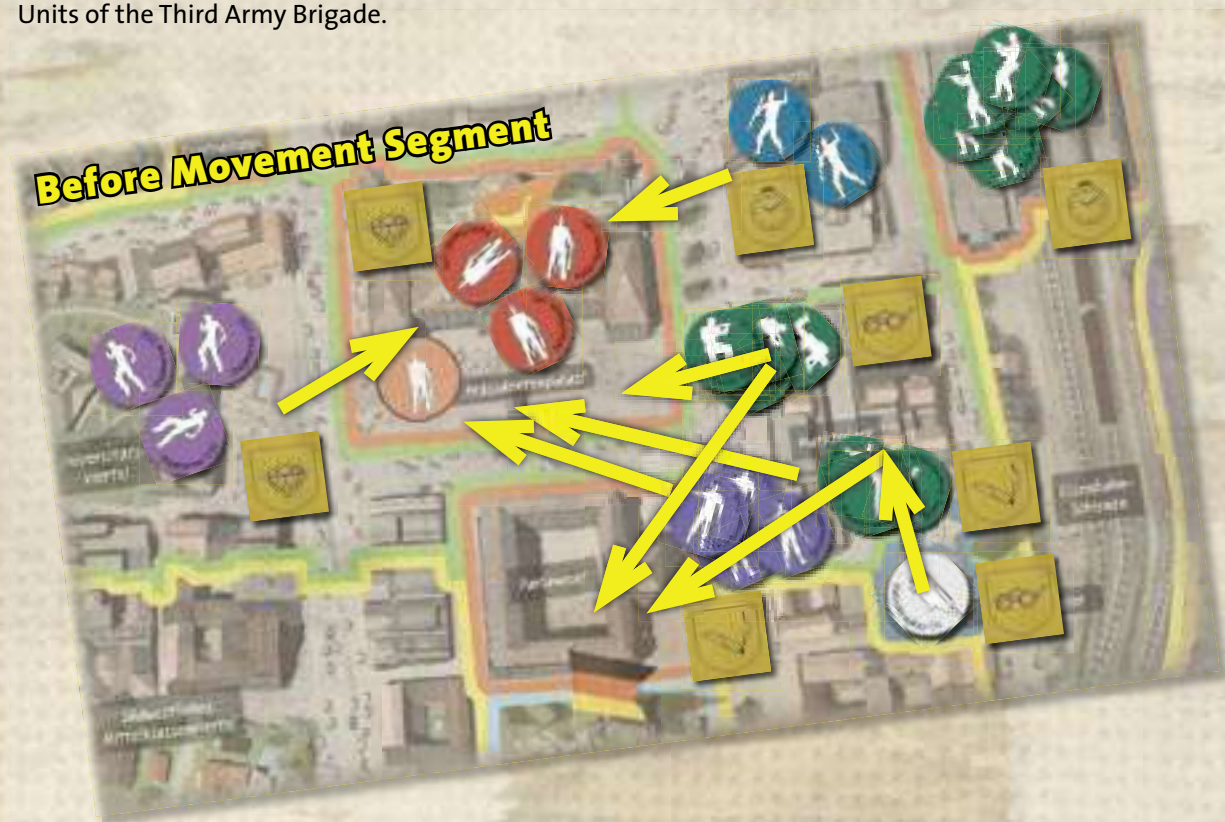
The situation at this point is depicted in the illustrations.

The Battle During the Coup

The sole battle takes place in Presidential Palace. The Comandante of the Air Force and the Almirante of the Navy declare both of their special attacks. These attacks occur first. Both decide to attack El Presidente.

The Comandante rolls his six dice, 3, 3, 3, 4, 5, 6 (one hit), and the Almirante his three, 1, 2, 3 (no hits). El Presidente decides to remove one Students marker.

Before the first exchange of gunfire, El Presidente and the Ministro decide to attack the Units belonging to the Almirante, while the Almirante's Units attack El Presidente's.



Movement Segment

The order of turns in this phase is: Ministro, Comandante, Almirante, and then El Presidente.

The Ministro moves both Police Units into the Presidential Palace.

The Comandante lands the as-yet-undeployed Paratroopers on the Radio Transmitter. He then moves the Helicopter to the Marketplace (neither of these counts as a movement). Finally, he moves the Helicopter another space, together with two Units of the Second Army Brigade, into the Parliament building. He transfers

The first exchange of gunfire:

The Ministro's two Police Units roll a 2 and a 6, and the Almirante removes one of his Strikers.

El Presidente attacks with seven dice (three units of the Palace Guard in Presidential Palace @ 2 dice each, and two Units of Students with one combined die), rolling 2, 2, 4, 4, 5, 5, 6. The Almirante decides to remove one more of his Strikers.

The Units of the Almirante attack El Presidente's Units with six dice (five for the armed units of the Army Brigade, and one for the three unarmed Strikers units [$3/2$, rounded down = 1]), rolling 1, 2, 4, 5, 5, 6. El

Presidente decides to lose one Unit of Students—in the end, they're his weakest Units.

The third Unit of Strikers may not roll, because only two complete unarmed Units get to roll a die. The two killed Strikers may still attack, because all attacks are resolved simultaneously.

The second exchange of gunfire:

The Palace Guard and the Police shoot at the Units of the Almirante, who decides to shoot at El Presidente's Units again. The three Units of the Palace Guard roll 1, 2, 3, 3, 3, 5, resulting in no hits. The two Police roll 5 and 6, resulting in one hit. The Almirante gives up one more Strikers.

The Almirante rolls 1, 3, 4, 6, 6, hitting twice, and El Presidente loses his last Unit of Students and one of the Palace Guard. The sole Students Unit may not attack, because it was unarmed. El Presidente may not remove any Police because they are not his Units.

The third exchange of gunfire:

The three players choose the same targets as in the last two exchanges. The Almirante has 1, 2, 3, 5, and 5, 6 rolled against him, so that, for example, one Unit of the Second Army Brigade is killed. The Almirante rolls 2, 3, 4, 5, 6, and El Presidente loses another Unit of the Palace Guard.

Retreats

The Ministro has lost no Units, El Presidente and the Almirante have lost five and four Units respectively. The Ministro decides that the Units of El Presidente and those of the Almirante must withdraw. Now the Ministro controls the Presidential Palace.

Choosing Sides

El Presidente holds the Central Bank, the Ministro holds the Presidential Palace and the Train Station, and the Comandante of the Air Force & General of the Second Army Brigade controls the Radio Transmitter and the Parliament.

If the Comandante of the Air Force & General of the Second Army Brigade declares for the Rebels, the Ministro may decide which side wins...

After Movement Segment (Before the Battle)



GAME TIPS

Any player who declares an action must follow through on it, if it's allowed by the rules. Of course, potential actions can be negotiated or threatened (You know, I could have you assassinated right now...).

Players may leave the room to make secret agreements, but they shouldn't take too long in doing so.

Lies and betrayals are permitted in this game, but only insofar as they stay within the rules. One must always immediately follow through on any permissible deal; on the other hand, promises about the future may be kept or broken.

JUNTA FOR TWO PLAYERS

In the two-player version of JUNTA, in addition to the two actual players, three straw men play as well. The rules are the same as the normal JUNTA rules, with the following changes.

Politics Cards

At the beginning of the game, each player receives four Politics cards face-down. Both real players may look at the cards belonging to the straw men and place their Influence cards face up.

The real players may deal with each other as usual. They can only make deals with the straw men when they belong to the same faction, as decided in Phase 4: The Budget. The real players can then secretly look again at a straw man's cards and trade one card of theirs for one of the straw man's. One may only deal with one straw man at a time, and only one straw man (at most) per round. Straw men do not make deals with each other. Nevertheless, it is possible that a straw man's card may find its way to another straw man's hand by way of a real player's hand.

Choosing the First Presidente

At the beginning of the game, the game's owner decides who is Presidente first. Later in the game, the player with the most votes in his faction determines who wins any given election.

Only real players may become Presidente.

Phase 1: Draw Cards

If a straw man has too many cards after the drawing of Politics cards, the real player in his faction determines which cards he discards.

Real players may examine the concealed cards of the straw men of their faction and play their Influence cards.

Phase 2: Office Assignment

El Presidente receives the office of Almirante of the Navy automatically. The other real player receives the offices of Comandante of the Air Force and General of one of the army brigades.

The three remaining offices are assigned by El Presidente to the three straw men.

Phase 4: The Budget

El Presidente proposes a budget. El Presidente can promise straw men money to buy their loyalty. El Presidente must roll a certain number or lower, determined by the promised sum and the total number of votes held by the straw man, as shown on the following table.

Influence Cards Votes

Votes held:	0–5	6–10	11 or more
Sum promised: 1 Million	1	X	X
Sum promised: 2 Million	2	1	X
Sum promised: 3 Million	3	2	1
Sum promised: 4 Million	4	3	2
Sum promised: 5 Million	5	4	3

Five votes are added to those of the Ministro's Influence cards.

Example: El Presidente promises four million pesos in his budget to a straw-man Ministro for Internal Security, who is supported by an Influence card (The Church, 10 Votes). He adds his five additional votes for a total of 15 votes. If El Presidente rolls a 1 or 2, he has successfully bought the Ministro's loyalty.

All the straw men not bought off by El Presidente join the opposition's faction (an X in the above table means an automatic failure). The straw men remain loyal to their faction until the next Budget Phase begins.

Then the budget is voted on—all the players in El Presidente's faction automatically vote for the budget.

Phase 5: Choose Locations

The real player chooses the Location of each of the straw men in his faction.

Exile

Only real players may go into Exile. El Presidente's Cousin does not take over any Offices.



Phase 6: Assassination Attempts

The real player to whose faction the Ministro of Internal Security belongs may conduct assassinations through Secret Police as above. One may not attempt to assassinate members of one's own faction.

El Presidente's Cousin does not take over any Offices.

The real player of a faction that carries out a successful assassination receives the cash on hand of the victim.

Phase 7: Bank Transactions

First, the real players conclude their bank transactions.

The money belonging to the straw men is then given to the real player running their faction. It goes into his Swiss Bank Account if the relevant straw man is in the Bank and the Bank is open. Otherwise, the straw men's money is added to the cash of the player leading their faction.

Otherwise, straw men do nothing with their money.

Except in the Budget phase, straw men cannot receive money.

Coup d'État

Each real player draws for the straw men of his faction. Here too, only real players may go into Exile.

JUNTA FOR THREE PLAYERS

The rules for two players apply, with the following changes:

- The election of the first Presidente takes place using the rules for 4–7 players. Straw men do not vote.
- The third real player automatically receives the office of Ministro of Internal Security.
- None of the real players of either faction may betray the Locations of their straw men in advance.
- The cash of El Presidente's straw men is not given to El Presidente in the Banking Phase, but rather at the end of the turn. In exchange, he may use the money of the straw men of his faction in playing Politics cards.

ADDITIONAL RULES

Here are a couple ideas for additional rules. They only apply if all players agree on them in advance.

Faster Game

These three options speed up the game:

- In each Phase of the game, every player has a time limit (e.g., thirty seconds) to make his decisions. If someone can't decide on moves within the time limit, he loses his turn.
- A Coup may only be started by a player who is in his Headquarters. In addition, there must be a current Coup Pretext.
- After every Coup, four banknotes from the Development Aid deck are drawn and turned face-up under the deck.

Longer Game

- Discarded or spent banknotes are not placed face-up at the bottom of the Development Aid deck, but rather face-down and can thereby be drawn again.
- The number of notes that can be replaced in that fashion can be limited (to, e.g., ten), so that the game doesn't go on forever.

CREDITS

Game Design:

Vincent Tsao with Ben Grossman and Eric Goldberg

Illustrations:

Claus Stephan & Martin Hoffmann

Card Illustrationen:

James Dunn

Editing:

Steven Marsh with Nikola Vrtis and Christian Stenner

English translation:

Bill Walsh

Copyediting:

Jan Christoph Steines

Box Design:

Hans-Georg Schneider

Interior Graphic Design:

Christian Hanisch

Test Players:

Steve Boegman, Jerry Bowes, Jim Burnett, Carey Gister, Doug Kaufman, Tom Loback, Andrew McGee, B.C. Milligan, Stefan Patejak, Nick Quane, Carl Skutsch, Stephen Tihor, Tim Paterson

Special Thanks to:

Rachel Gibson, Jay Facciolo and Jon Rettich

Copyright © 2010 Pegasus Spiele, Straßheimer Str. 2, 61169 Friedberg. All rights reserved.

www.pegasus.de



Pegasus Spiele