

Resistance: Junta

1 Overview

Resistance: Junta is normally intended for four to six players. A full complement of six players is ideal.

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

The second component of the game comes into play when a coup d'etat is proclaimed. Then *Resistance: Junta* becomes a strategic game in which players either support the resistance or the current regime.

When the President can no longer draw sufficient funds from the Bank Note deck, the game ends. The winner is the player with the most money in his Swiss bank account at that point.

2 Components

76 Bank Notes \$1, \$5 and \$10-bills.

6 Cabinet Cards President, Minister of Internal Security, Minister of Foreign Affairs, General of First Brigade, General of Second Brigade and Admiral of the Navy.

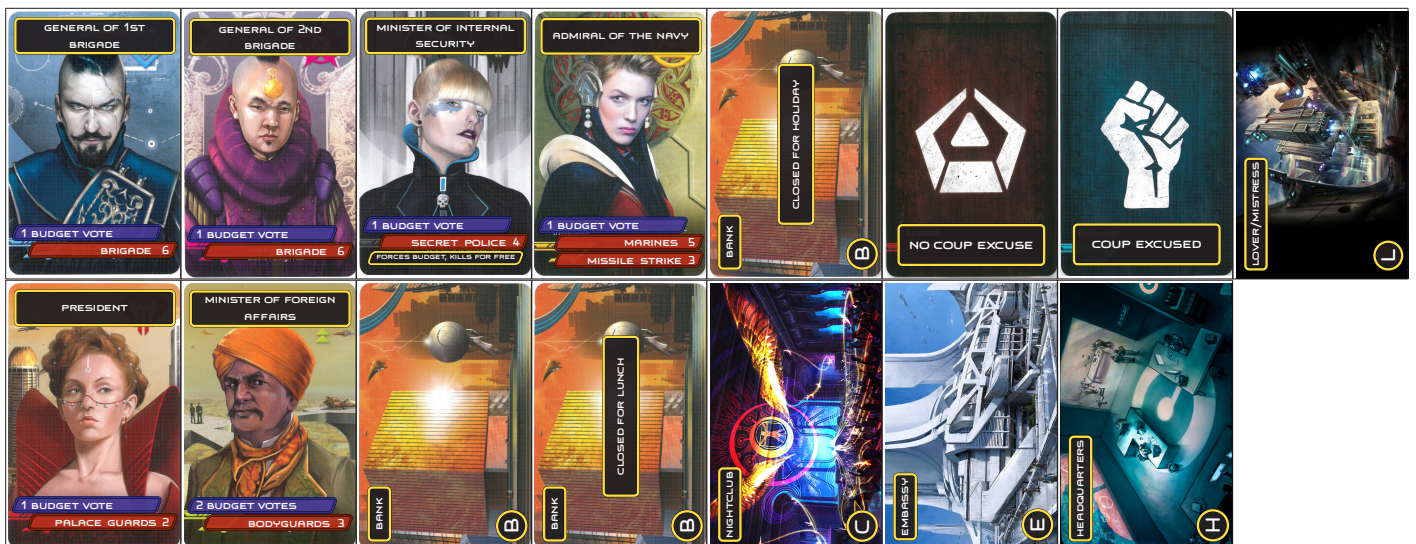
26 Unit Tokens 2 Palace Guards (Red), 4 Secret Police (Black), 3 Bodyguards (Green), 6 1st Brigadiers (Blue), 6 2nd Brigadiers (Pink), 5 Marines (Yellow). (not shown)

6 Location Cards Embassy, Headquarters, Nightclub, Lover/Mistress, Bank, Bank (Closed for lunch/holiday).

1 Coup excuse card (Two-sided)

12 Tokens 6 Assassination tokens, 5 Rebel Tokens (one of which says "1st Rebel"), 1 Bank Secure Token

6 Location selection dials (not shown)



3 Setup

Each player takes an assassination token (token with a firearm) and places it face up. The coup tokens and Cabinet cards are placed in the middle of the table for now. Place the five Location cards in the middle of the table. Place the “Closed” bank card under the regular bank card. Place the Coup card with the “No Coup Excuse”-side up.

Deal one \$1- and one \$5-dollar bill to each player. Money may be exchanged between players at ANY point in the game. Shuffle the rest of the bank notes and stack them within reach of the first president.

Now elect the first president.

Electing a President

First players may discuss, coerce, bribe, lure and persuade each other how to vote in the upcoming election.

Then, starting with the owner of the game, each player casts one vote for one player. A player may vote for him or herself. A player may abstain. If there is a tie, the tie is resolved by either the owner of the game (at the start of the game) or by the First Rebel after a coup. The elected player is the new president and claims the president card.

If the President Resigns

A President may resign his office at any time, other than during a Coup. A new 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 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 President may use his Presidential Vote, begins the voting, and may be re-elected.

In the case of a tie the voting begins again. The former President gives all of his cash in hand to the new President. The former President receives all the offices of the new President.

4 Flow of Play

Phase 1: Office Assignment

In this phase, the President distributes the other offices among the other players by giving the appropriate players the corresponding cabinet card.

The following limitations apply:

- The president may hold no other office.
- Each player must receive at least one office.
- Each Player may hold at most two offices.
- No player may receive two Army Brigade generalships.

The president can hold to agreements made in advance, but she is not obliged to. She 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 the president), even if a new president has come to power in the interim.

Phase 2: Draw Bank Notes

The president draws eight bank notes from the bank note deck. She may not show them to any player. She must take care not to mix these bank notes with the ones in his hand.

Phase 3: Budget Proposal

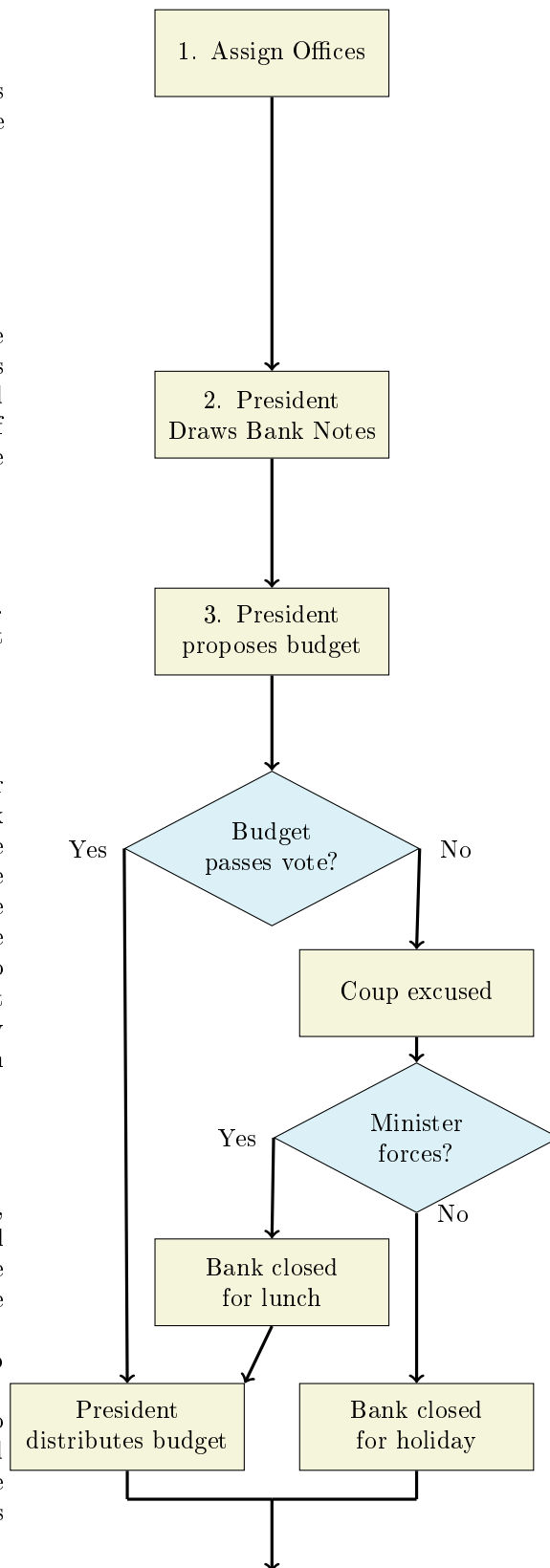
The president recommends a budget to the Parliament (the other players). She declares how she intends to distribute the bank notes drawn in the previous phase. She is not required to tell the truth with regard to the total amount she has to distribute. She may distribute less than she has drawn, or indeed not distribute any, keeping the entire budget for herself. She may also promise more money than she has drawn, if she has enough money to cover the difference. The president may not propose a budget which requires players to make change for the banknotes they receive. She may make change for banknotes using money from his own hand.

Phase 4: Budget Vote

As soon as the budget is proposed the Parliament votes on it, starting with the player sitting to the left of the president. Recall that the Minister of Foreign Affairs has two budget votes. If the budget passes (by majority) the president must distribute the promised amounts to the other players.

If the budget is rejected, flip the Coup card to the “Coup Excused” side.

Now the Minister of Internal Security may force the budget to pass. If she does, the president distributes the budget as proposed but the bank closes for lunch. If the Minister does not force the budget, the bank closes for the holiday and the president keeps all the budget funds for himself.



Phase 5: Choose Locations

Each player now secretly chooses one of the five locations; Bank, Lover/Mistress, Headquarters, Nightclub or Embassy. This location represents where the player is spending their time during this turn. Players may no longer go into exile until phase 8.

Phase 6: Declare Assassination Attempts

First the Minister of Internal Security may attempt his assassinations if he wishes. Then the other players follow in clockwise order. The other players may only attempt an assassination when his or her token is face up. When a player (not the Minister) attempts an assassination attempt he or she flips the token over. This means that players who are not the Minister may at most assassinate every other turn. The Minister controls the secret police and therefore gets a free assassination every turn in excess of his regular one.

When declaring an assassination, the assassinating player names who is to be assassinated and at what location.

The secret police may only attempt an assassination at the bank at most every other turn. If the Minister chooses to assassinate at the bank, the “bank secure” token is placed on the bank. While the token is there, the secret police may not attempt an assassination there. Other assassination attempts are unaffected by this.

Phase 7: Resolve Assassinations

Starting with the Minister of Internal Security the attempts are resolved in the order in which they were declared.

When resolving an assassination. The targeted player must then admit if the named location is the location he or she had chosen for the round. If this is the case the player is immediately killed. Otherwise nothing happens.

An assassinated player immediately gives all his cash in hand 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 is placed at the bottom of the bank note deck. The players cabinet card is returned to the center of the table. The president may claim one such office as assigned to his “brother-in-law”.

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.

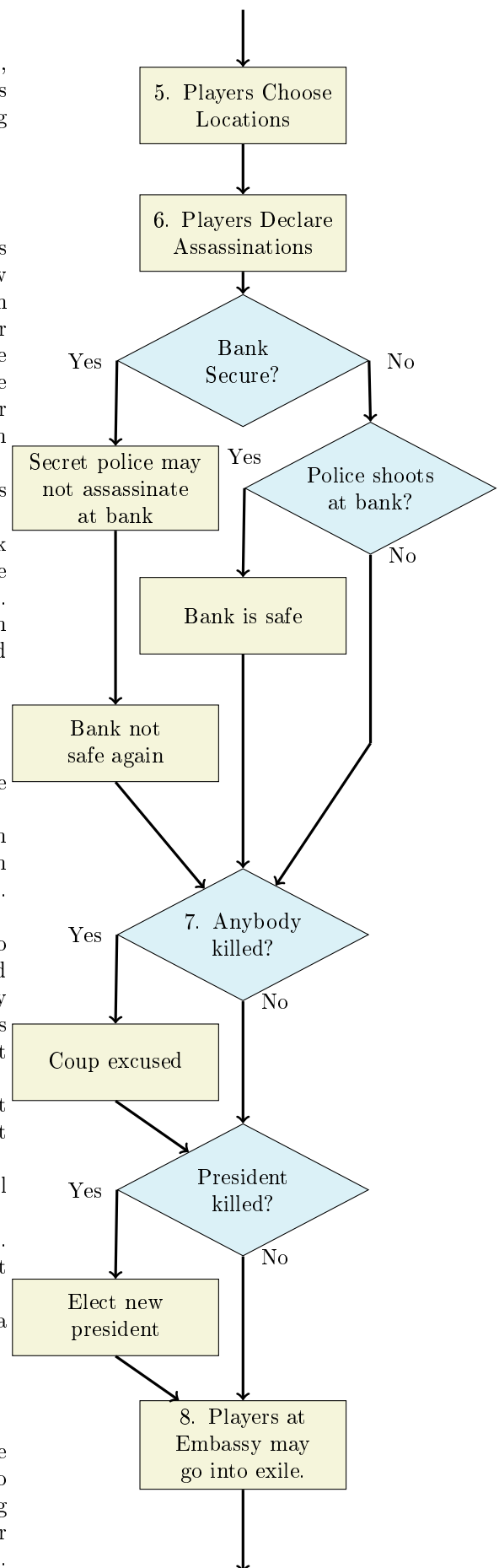
If the president is killed, new elections take place as soon as all the assassination attempts have been resolved.

If any player is assassinated, this counts as a Pretext for a Coup. (The Coup card is flipped to the “Coup excused” side unless it was already that side up).

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

Phase 8: Exile

From this point and onward, a player who has chosen the Embassy location this round can reveal this at any time and go into exile. The right to go into exile extends until the beginning of the next Phase 5. The player’s role is returned to the center of the table. The president may assign it to his “brother-in-law”.



Going Into Exile

A player may go into Exile between Phase 8 and the beginning of Phase 5 if his/her last chosen location was the Embassy. A player cannot go into exile during Phase 6 or Phase 7. If the president wishes to go into exile, she must first resign his office, so that new elections take place. Remember, the president may not resign during a coup. 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. He may not vote in Parliament, he may not declare any assassinations, and does not take part during a Coup. The president's "brother-in-law" (i.e., the player who is President) takes (at most) one office from a player in Exile. A player in Exile may return at any time. The Minister of Internal Security may opt to have the returning exile assassinated immediately and with automatic success. The Minister may choose not to conduct an assassination.

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

- The old President is dead (and no new President has been elected), or the office of Minister of Internal Security isn't held by a player.
- At the end of a Coup round, a player who has the most units (and at least one) stationed at the Embassy may offer the exile a safe conduct.

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

Phase 9: Midday Banking

In this phase, players who have chosen the Bank location may access their Swiss bank account for deposits or withdrawals. If the bank is closed (for any reason), this phase is skipped.

Phase 10: Coup d'Etat

If the Coup card is showing "Coup Excused". A coup may be started at this time. A coup may also be started if any player has chosen the Headquarters location.

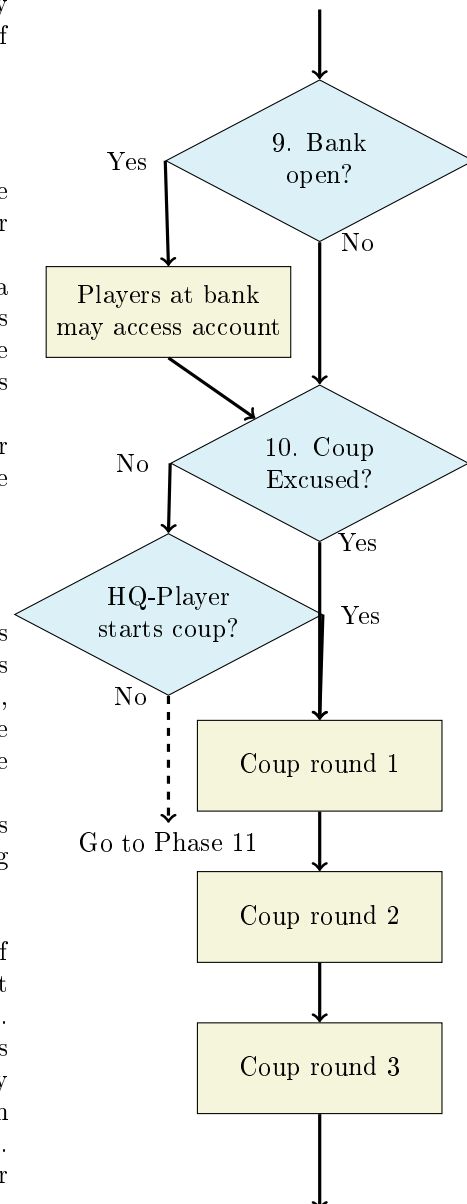
- If the coup is not excused a player who wants to start a coup must reveal that his location is Headquarters at this time. He then takes the "First rebel" token and starts the first Coup round. If no player steps forward this phase is skipped.
- If the coup is excused the coup round starts with whoever is holding the Admiral card. If this office is not held. The player to the left of the president starts the coup round.

Coup rounds

At the start of the first coup round each player collects the units associated with the offices he/she controls. I.e. the Generals each take 6 Brigade tokens, the Admiral takes 5 Marine tokens, the Minister of internal security takes 4 Secret Police tokens, the Minister of Foreign Affairs takes 3 Bodyguard tokens and the President takes 2 palace guard tokens.

The coup will last 3 rounds. In the coup round each player takes a turn. During a player's turn he/she may do one of the following actions:

- Remain loyal to the regime, i.e. do nothing.
- Become a rebel by moving his units to the Coup card. If he/she is the first player to do so, he/she collects the "First rebel" token. Otherwise he/she takes a regular rebel token.
- Stationing units at the embassy. By having the most units at the embassy at the end of a coup round, a player may offer safe conduct to a player in exile. A player may station units at the embassy regardless of being a rebel or not. Units stationed at the embassy do not count toward either side of the coup.
- Go into exile (by revealing that he/she chose the Embassy location).



The president cannot become a rebel, and since she cannot resign during a coup, she cannot chose exile. Thus the only action left to the president is stationing units at the Embassy if she so desires. If the coup round started with the Admiral (which is usually the case), the Admiral can use her missile strike ability during her first turn in addition to her regular action. When doing so, the Admiral removes 3 of another players units from the coup. Should the Admiral chose to victimize the president, the Admiral immediately becomes the “First rebel”.

Resolving the Coup

At the end of the third coup round the players tally up the units for both sides. If the rebels combined units are greater than the loyal players’ combined units the coup is successful, otherwisid it has failed. Units belonging to players in exile are not counted. If the coup is successful the rebels immediatly vote for a new president starting with the rebel to the left of the “First rebel”. Ties are broken by the “First rebel”. The new regime may then sentence one other player (not in exile) to the firing squad. The player who is shot surrenders all his cash in hand to the new president.

If the coup failed the President may sentance any of the rebels (not in exile) to the firing squad.

Phase 11: Afternoon Banking

If the bank was closed for lunch it reopens in this phase and players who had chosen the Bank location may now access their bank accounts. If the bank was already open players at the Bank may still access their accounts.

Phase 12: Cleanup

In this phase, the bank reopens if it was closed for holiday, but it is now too late to make any deposits or withdrawals. Players whose assassination tokens have been face down the whole turn are flipped face up. The Coup card is turned to the “No Coup Excuse” side once more. Players who are “dead” are now considered to be alive again. The game then loops back to Phase 1.

5 Game End

When the president can no longer draw the 8 bank notes in Phase 2 the game ends. Each player (even exiled ones) counts the money deposited into his/her Swiss bank account. Money held in hand at this time is worthless. The player with the highest total wins. If two or more players are tied, the game ends in a tie.

6 Misc Rules

If all players die simultaneously in assassinations, all players lose.

