**Junta Cheat Sheet (Version 1.0)**

**Turns:** Every turn has the nine phases described below.

1. **Drawing Political Cards** – Each player draws two political cards. Players can hold a maximum of six cards, including face up influence cards. If they have more than six cards, they must discards cards.
2. **Cabinet Assignments** – The President assigns each player at least one position. The President may not hold another position, other than President.  No player may be assigned two generals.
3. **Foreign Aid** – The President draws eight face bills from the foreign deck aid.
4. **The Budget** –The President sets the budget and there are two rounds of roll call votes to approve it.
	* Budget passes: The money is distributed as described.
	* Budget fails and the Minister of Internal Security forces passage of the budget: Money is distributed as described. All the police placed in the Chamber of Deputies. The bank is “closed for lunch”. **There is a coup excuse.**
	* If the budget fails and the Minister of Internal Security does not force passage of the budget:
	the President keeps all the money. There is no banking this turn. **There is a coup excuse.**
5. **Choosing Locations** - Players secretly choose a location using their five location cards. A player may go into exile by announcing it and placing one of their counters in an embassy, instead of choosing a location. A player in exiled cannot be assassinated, but they cannot participate in elections or votes, or control units during coups.
6. **Assassinations**
	* The Minister of Internal Security gets one free assassination attempt. He can't pick the bank in consecutive turns. Use the ‘Bank Safe’ marker to indicate this.
	* Other players (with assassination cards) declare assignation after the Minister of Internal Security, in clockwise order from the Minister of Internal Security.
	* To make an assassination attempt, announce the target and location.
	* All assassination declarations are resolved clockwise from the Minister of Internal Security.
	* A player who successful assassinations another steals their money. **There is a coup excuse.**
	* Dead players lose all their cards and cash and miss the rest of turn. The President's Brother-in-Law may control one assassinated player’s position, including their units and votes.
7. **Banking** - The bank does business unless “closed for lunch”.
8. **Coups**
	* A player may make a coup attempt if there is a coup excuse or they are in their headquarters.
	* A player can start a coup by moving a unit, announcing bombardment of the palace or playing a card to bringing new units on the map. The player starting a coup attempt becomes the first rebel.
	* The rules for coups are on pages 11 to 14 of the rulebook.
9. **End of the Round**
	* The bank is open again, if it was closed for lunch. Players may perform transactions, if they selected the bank as a location.
	* Move the political markers to the correct locations. All dead players alive. Players in exile may return.

**Trading**: Cards and money may be traded exchanged, except during assassinations or in a coup’s aftermath.

**The President Resigning**: A President may resign at any time except during a coup. They give all money they hold to the new President (they retain any money in their Swiss bank account).

**Ending the Game:** The game ends if the President cannot draw eight bills from the foreign aid deck.

**Winning the Game**: The player with the largest amount of money in their Swiss bank account wins.