

How to play Sim Junta

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1. What's the story

You are the new dictator of Risuena. A small and poor country somewhere in Latin America. You have just seized power after a bloody coup and your intentions are to stay in power as much as you can, to reap this country off, transfer the money to your secret Swiss bank account and of course, stay alive and enjoy your wealth. The problems in your plan are the various parties of Risuena's society who also want to benefit and survive throughout your Junta, the Guerrillas who try to seize power, the Americans who support your dictatorship but expect something in return and the next men in power after your, like the Army and Police chiefs, who wait for a good chance to betrayal you and seize power.

2. The Police

Police gives you the following information:

Population: Shows the population of each party.

Strength: Is the actual strength of a party.

Strength %: Is the percent of a party's strength in the society.

Opposition: This number shows how much this party would like to see you out of power. When an opposition number is highlighted means that this party is unhappy enough to start a revolution or try an assassination attempt. When a numbers is in a green box means that this party could join others in a revolution.

Police information is available always unless something of the following happens:

Police is not strong enough to collect any information - Happens when Police strength is below 20.

Police chief failed to collect any information - According to his ability, the Police chief won't manage to make his job properly some times!

You are not so popular with the Police: Happens when Police opposition is above 55%

3. The Army

At the beginning of the game, the Army is the most strong and loyal party. At Army's screen you will find information about your neighbour countries (Hermosita, Feraz and Descalza) strength, Guerrillas strength and Army strength. You will also find a map of the region and information about your current relationship (peace or war) with your neighbours.

From here you can also access the Intelligence service report.

4. The Intelligence service

This report might not be as detailed as the police report, but makes a prediction of the actual possibility for a revolution or an assassination.

Unlike the police report, the Intelligence service report is always available and this is vital for your survival.

Note that this report doesn't inform you about the Guerrillas or riots in the Prisons.

5. Parties Opposition

Parties opposition increases or decreases according to your actions and the tax rate you ask them to pay, but at the end of every month a party's opposition can be increased as follows:

*Workers and Peasants add 1 point just because they tend to love democracy and have the crazy idea that they should vote for their president.

*Workers and Peasants add 2 and Businessmen add 1 point if Risuena is on war. Because they tend to love peace.

*If the total opposition of the society is above 80%, all parties add 1 point as result of the public opinion.

*If the total opposition of the society is above 100%, all parties add 3 points as result of the public opinion.

*If the total opposition of the society is above 120%, all parties add 6 points as result of the public opinion.

*If the total opposition of the society is above 140%, all parties add 10 points as result of the public opinion.

For every other change in a party's opposition the program informs you automatically.

6. Parties Strength

Parties strength increases or decreases according to your actions and the tax rate you ask them to pay, but at the end of every month a party's strength can be increased as follows:

*A number of unhappy citizens joins the Guerrillas increasing their strength according to the total opposition of the society.

*Every party with opposition above 51 increases his strength accordingly, because they feel they have to be organized and strong enough, to protect their interests or lives.

*Prisoners add 1 point to their strength, because they want to get organized in a struggle to survive and get free.

7. Making actions

All the actions you can do each month are in the Actions Screen. Every time you select one of these actions, the police inform you about what changes will this action make to the strength and the opposition of every party and the oppositions of the Americans. Police also informs you about the side effects of this action, like an increase /decrease of the monthly expenses or an increase /decrease of a party's opposition.

Note that you can make an action only once a month and only if this doesn't interfere with a previous decision you already have made this month. Also some actions you can only make them once in a game, or once a year.

8. Economics

By selecting the "Money" button on the computer screen, you open the economics screen. Here you can see the monthly income and expenses.

If you need to increase the income you can increase taxes from this screen, but you must use Actions screen in order to decrease expenses.

Notice that increasing taxation it always increases opposition too.

From here you can also transfer money to your secret Swiss bank account.

9. The Army and Police Chiefs

All the chiefs in the game have 3 attributes: Name, Ability and Ambition. Ability(1 - 10) shows how good this chief is going to be at his job.

A Police chief with a low ability will not manage to deliver a report every turn (the lower his Ability is, the less you will receive reports from him), while an Army chief with a low ability might lose a war or make his army less effective against Guerrillas. Ambition(1 - 10) shows the possibility there is for a chief to start a war against you in order to seize power.

So the ideal would be to select a chief with high Ability and low Ambition.

10. The Guerrillas

Guerrillas hate your guts of course. They always start the game with opposition 1000%. If they get strong enough they can make a lot of damages and when they get even stronger they will try to overthrow you. Usually in their revolution are joined with people from all the other parties; anyway society's opposition is their strength in the first place and every antipopular action you make helps them get stronger. You will be in a constant war against them.

11. The Americans

Americans favour is everything for your little Junta, so try not to piss them off when they will come asking for a war or a base. When C.I.A makes assassinations really means business, so you don't want to get on their bad side! Also, if Americans like you enough they can give you a big economical aid!

12. Encountering Revolutions

Every time a revolution starts, you get informed about who started it, what other parties joined in and what is revolutionaries strength. Then you have the choice to run for your life or to stay and fight. If you choose to run you better have an escape helicopter, because bullets run faster than you. In the other hand if you choose to

fight, you can select one of the parties they haven't revolt against you, to join your personal army and help you win. The problem is that in order to convince a party to join you, you must say yes to their request. Some they want money, some they want you to make some actions, while others want both. If you manage to make an agreement with a party, its strength is added to your personal army's strength and the war begins.

Note that every time a party starts or joins a revolution, its opposition decreases and every time a party joins you against a revolution, its opposition decreases and its strength increases.

13. Encountering Assassination attempts

The strength of an assassination attempt is different, according to the party that is making it. The order from the weaker to the stronger is:

- Peasants
- Workers
- Businessmen
- Landowners
- Industrialists
- Army
- Police
- C.I.A

Note that every party's assassination attempt is stronger than the last one. So after 5 failed attempts, a Peasant's assassination strength can be equal to the first assassination strength of the Industrialists e.t.c.

During an assassination attempt, the only thing between you and death is your Personal Army, so try to be as strong as you can afford. Of course to survive an assassination attempt you should also be a little lucky.

If the assassins fail to kill you, your Personal Army will arrest them and their colleagues. Then you can choose if you want to execute them, or let them live. Executing one party's assassins you can decrease its strength, but the rest of the society won't like this at all and the total opposition will be increased.

Note that every time a party tries an assassination attempt, its opposition decreases.

14. Staying alive

You must stay alive if you want to win this game. Dead dictators don't get any score, so try to keep your Personal Army strong when you need it and buy an escape helicopter.

15. History

By selecting your name in the options screen you can see how long you are in power, how many assassination attempts and revolutions you encountered and how many people died because of you. You can also view your medals and honours (in game achievements).

16. Credits

Sim Junta was developed by icehole games as a retro strategy game. icehole games is an indie developer of unique strategy games, based in Greece.

Founded in 2000 our company has remained dedicated to creating the very best games that a small, dynamic company can make.

Game Design and Programming: Thanasis Triantafillou

Graphics: Zacharias Psarakis

Sound: Dimitris Plagiannis

Company Website: www.iceholegames.com

Game Website: www.simjunta.com