

## ABOUT THE GAME

The world is at war. When the shelling stops and invasions draw to a close, the bulk of the world will be ruled beneath a lone banner. Players strive to conquer the most and best regions of the globe, while pressing their luck for greater victories. The player controlling the best regions of the world will triumph.

## SET UP

Give each player one set of three dice of the same color and one white die. Place any remaining dice back into the box. Shuffle together the six Start Region cards and deal one to each player, and each player places this card face up in his play area. Return any remaining Start Region cards to the box. Shuffle together the remaining Region cards to form a face down deck in the middle of the play area. For a three player game, reveal the top 4 cards of the deck and place them face up in the middle of the play area, forming the **Theater**, for a four player game, reveal the top 5 cards of the deck. Each player receives a Result card. All players roll their dice, the player with the highest roll takes the first turn.

## THE REGION CARDS

Each Region card represents one Region of a Continent, and six of the world's seven continents are represented: North America, South America, Asia, Australia, Africa, and Europe. Most Region cards offer a path to Invasion, noted on the bottom of the card, granting the player controlling that Region a route to attempt to conquer a Region held by another player. Each Region is also worth 1 or 2 points.



Face up Region cards in the middle of the play area are in the **Theater**. Region cards in the Theater are not controlled by any player. A Region card in a player's play area is **controlled** by the player whose play area the card is in.

Start Region cards are a bit different, and offer the player a route to **Invading** any other Region on his Start Region's continent. Start Region cards can never be Invaded by another player. Start Regions are also worth 0 points.



## THE DICE

Each player has three dice of one color. These dice are the player's **Troop Markers**. Additionally, each Troop Marker has a **Troop Strength** of one through six (1-6). The additional white die is used by the player in battles and invasions. Normally, a Region card may never have more than three (3) Troop Markers on it.

## PLAYING THE GAME

A Lone Banner offers continuous, non-round based gameplay. Players take turns in clockwise order until one of several end game situations occur, at which point, each player receives one additional turn, then the game ends and the winner is determined.

## A TURN IN A LONE BANNER

A turn in A Lone Banner is broken up into several steps, taken in the following order: **Conflict**, **Recon**, and **Expansion**. Note that Conflict and Recon are skipped during each player's first turn. The player whose turn it is is referred to as the **Active Player**.

## CONFLICT

During the Conflict step, the player resolves any **Battle**, **Pending Invasion**, or **Sweeping Victory** involving any Region where his troops are located, or a Region he controls.

A **Battle** occurs when two or more players, including the player whose turn it is, have at least one Troop Marker on the same Region card in the Theater. Each player with a Troop marker on that Region card is involved in the Battle. To resolve a Battle, each player involved rolls his white die and adds it to the Troop Strength of his Troop Marker(s) on the Region card. The player with the highest result gains control of the Region and moves it to his play area, and all Troop Markers that were on that Region card are returned to the players. In the event of a tie, each player involved in the tie removes his Troop Marker(s) from the Region card.



The Blue, Red, and Yellow players are involved in a Battle in the North Africa Region. Each player rolls his white die and adds it to his Troop Strength. Yellow rolls a 4, for a combined result of 8. Blue rolls a 3, for a combined result of 7. Red rolls a 1, for a combined result of 6. Yellow wins the Battle, and moves this Region card to his play area. The yellow player now controls the North Africa Region. The Troop Markers on this Region card are returned to the players.

## CONFLICT (CONTINUED)

A **Sweeping Victory** occurs when the Active player is the only player with at least one Troop Marker on a single Region card in the Theater. The active player removes his Troop Marker(s) from the Region card and moves it to his play area.



It is the Red player's turn, and he is the only player with any Troop Markers on the West South America Region card. He moves the Region card from the Theater to his play area. He now controls the West South America.

A **Pending Invasion** occurs when a Region controlled by the Active player has a Troop Marker of an opposing player on it. This Region is being Invaded. The Active player rolls his white die, and adds to the result the number of Regions he controls on the same Continent as the Invaded Region. If the result is equal to, or great than, the Troop Strength of the Invading player, the Active player has held off the Invasion, and the Invading player's Troop Marker(s) are removed from the Region. If the result is less than the Troop Strength of the Invading player, the player loses, and the Invading player takes the Invaded Region and places it in his play area.



It is the Green player's turn, and one of his Regions, Central Australia, is being Invaded by the Blue player with a Troop Strength of 5. The Green Player rolls a 2 on his white die, and adds 3 to the result, since he controls 3 Regions in Australia. He has tied the Invading Player's Troop Strength, so he has stopped the Invasion and retains control of Central Australia.

## RECON

During the Recon step, the player may select one Region card in the Theater that does not have any Troop Markers on it and move it to the bottom of the deck. He then reveals the top card of the deck and places it in the Theater face up.

Next, if there are not a number of Regions in the Theater equal to the number at the beginning of the game (*4 for three players, 5 for four players*) he places the top cards of the deck into the Theater until there are the correct number of Regions in the Theater.

## EXPANSION

The Active player rolls his three colored dice. The result of these dice rolls will determine the individual Troop Strength for any Troop Marker he places this turn. He may reroll any dice he chooses, however, dice with a result of one (1) may not be rerolled. When the Active player is satisfied with his results, he may place one of his colored dice (Troop Markers) on any Region card in the Theater that has less than three (3) Troop Markers. Or, if an opposing player controls a Region that he can Invade, he may place one (1) Troop Marker on that Region. He then places his other two Troop Markers in the same fashion. He may not place more than one Troop Marker on a single Region card. After a player has completed his Expansion step, his turn ends.

### Special Abilities

In addition to determining Troop Strength, certain die results can trigger Special Abilities. Unless otherwise noted, these special abilities do not take the place of the player placing his Troop Markers. These special abilities are covered on the Special Ability Results cards.



The Green Player rolls a "1," a "4" and a "5." He places his "1" Troop Marker on a single Region card in the Theater. He places his "4" Troop Marker on another Region card in the Theater. He places his "5" Troop Marker on one of the Blue Player's Regions, since he controls a Region which offers an invasion route to one of the Blue Player's Regions.

## ENDING THE GAME

At the end of a player's turn, if he: controls any 7 Regions, *or* if he controls 5 Regions on a single Continent, *or* if he controls any 4 Central Regions, *or* if there are no cards remaining in the deck, each player receives one additional turn, and then the game ends.

Each Player receives points for the Regions he controls (indicated by the number on the card). Each player receives one (1) point for each Continent he controls at least one Region on. Each player receives three (3) additional points for each Continent for which he controls four or more Regions. The player with the highest score wins the game. In the event of a tie, the player controlling the most Regions on Continents differing from the Continent his Start Region is located on wins the tie.



The Yellow player scores 7 points for his Regions. He controls Regions on 3 Continents, so he scores 3 additional points. He controls 4 Regions in Asia, so he scores an additional 3 points. His final score is 14.

## **SPECIAL ABILITY RESULTS**

### **MISINFORMATION**

If the player rolls triples (aside from "1s") he may move all Troop Markers on any one Region card in the Theater to any other Region card in the Theater of his choice.

### **COUP**

If the player rolls three consecutive numbers (ex: 1, 2, 3), he may immediately take any Region from the Theater that does not have a Troop Marker on it and move it to his play area.

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