



BEFORE THE FIRST GAME

INSTALL THE LEADERS-APP

Before starting your first game you need to download the free LEADERS app and install it on your smart device (tablet):

1. Open the following address in the web browser of your smart device (tablet):

www.leaders-game.com/app



2. Follow the installation instructions on the smart device (tablet).

3. Done!

You can now launch the LEADERS app.

REGISTER ACCOUNT

To play "LEADERS a combined game" you'll need to create a free "combined game" account. You can do this via the LEADERS app:

1. Open the LEADERS app on your smart device (tablet).
2. Tap the "CREATE ACCOUNT" button.
3. Enter your e-mail address and create a password.
4. Now tap the "REGISTER" button to complete the process.
5. Done!

You can now start your first game of LEADERS!

KEY TO SYMBOLS

The following rules apply for all steps and points throughout the game:



means that you don't use the smart device (tablet) for this step.



means that you use the smart device (tablet) for this step.



"Public" means that all players need to see these entries and processes.



"Covert" means that only the active player should see what is displayed on the smart device (tablet).

LEADERS

A COMBINED GAME ★★★



INTRODUCTION

When developing "LEADERS a combined game" we deliberately focused on enabling players to get into the game as quickly and easily as possible without having to read a full set of rules beforehand. More in-depth questions will naturally crop up as you play. Please visit our website for a full set of rules with answers to all your queries:

www.leaders-game.com/rules

PREPARATIONS FOR PLAY



LAUNCH THE LEADERS APP

You'll need to launch the free LEADERS app on your smart device (tablet) in order to start a game. One of the players logs in to their "combined games" account.



NUMBER OF PLAYERS

Up to six players can take part in a game of LEADERS. Enter the number of players by tapping the corresponding number. The app automatically adjusts available resources (cost of units, research bonuses, etc.) to the defined number of players.



SELECT SCENARIO

LEADERS allows you to select different game scenarios. Simply tap the arrows on the left and right edges of the screen to scroll through the various scenarios. The basic rules are the same for each scenario, but there are a few differences. These are described in detail in the full rules:

www.leaders-game.com/rules



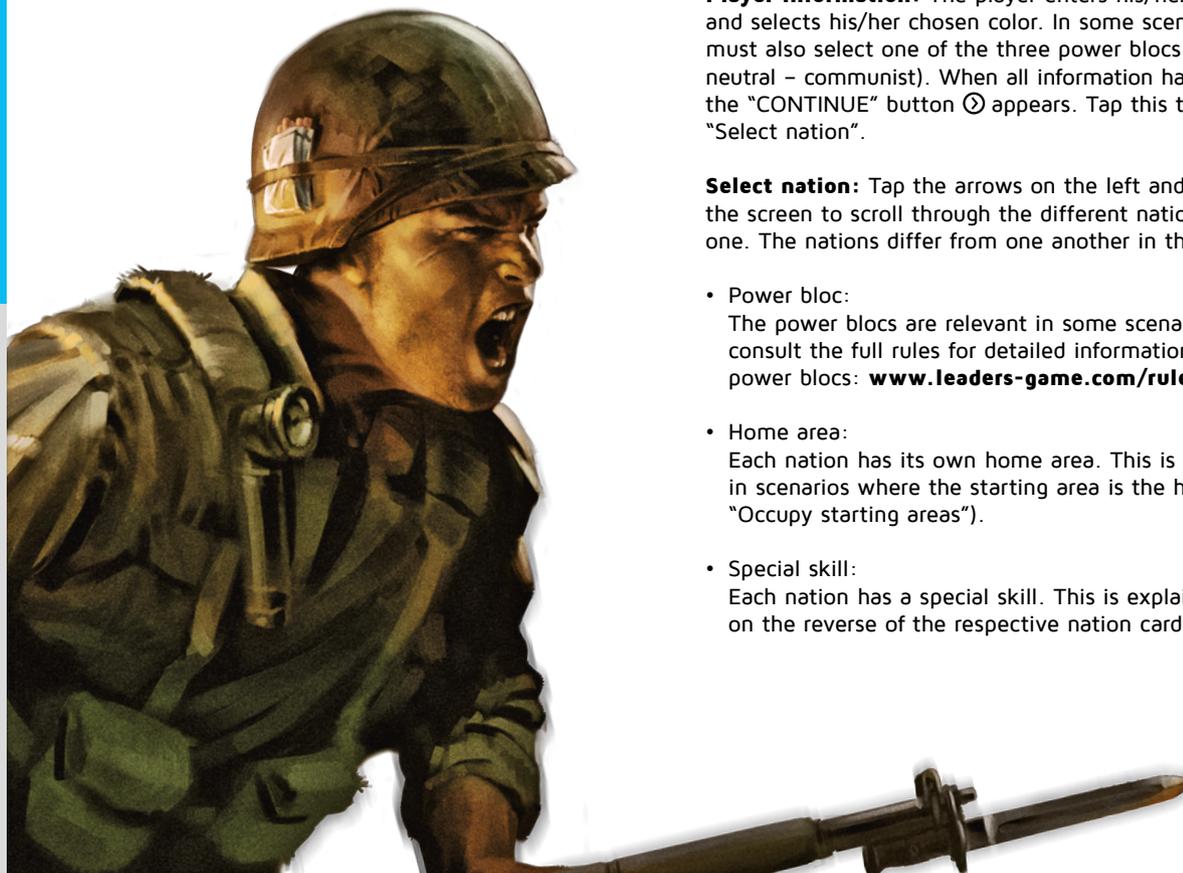
PLAYER INFORMATION

In turn, the players now complete the following steps:

Player information: The player enters his/her player name and selects his/her chosen color. In some scenarios players must also select one of the three power blocs (capitalist – neutral – communist). When all information has been entered the "CONTINUE" button  appears. Tap this to proceed to "Select nation".

Select nation: Tap the arrows on the left and right edges of the screen to scroll through the different nations and select one. The nations differ from one another in three aspects:

- **Power bloc:**
The power blocs are relevant in some scenarios. Please consult the full rules for detailed information about the power blocs: www.leaders-game.com/rules
- **Home area:**
Each nation has its own home area. This is only relevant in scenarios where the starting area is the home area (see "Occupy starting areas").
- **Special skill:**
Each nation has a special skill. This is explained in detail on the reverse of the respective nation card.





PLAYING PIECES

Each player receives the following playing pieces and equipment:

A player board – This is placed in front of the player. The right-hand side shows the base camp. On the left are the indicator fields for decorations and military research. There is a space for the nation card in the center. Battle dice and their corresponding units are shown at top left.

The nation card for the player's chosen nation. This is placed in the designated space on the player board.



All wooden markers of the player's chosen color. These reserves are placed on the left next to the player board.

Military research

Decorations

All playing pieces (in most cases 30 infantry units, 10 tank units and 10 aircraft units) of the player's chosen color. These reserves are placed on the right next to the player board.



OCCUPY STARTING AREAS

The app now indicates how the starting areas are to be occupied. One of the following options will be specified, depending on the chosen game scenario:

- **Starting area freely selectable:** The starting area may be chosen at will.
- **Starting area is home area:** The starting area is the home area indicated on the nation card.
- **Starting area pre-defined:** The app defines which player occupies which starting area (proceed to "Compensating for the starter's advantage").

For "Starting area freely selectable" and "Starting area is home area": Each player in turn places one infantry unit on the board in the player order indicated by the app.

Each player starts by placing one infantry unit in the starting area pre-defined by the scenario. All players keep a running total of their production points using their colored wooden marker on the indicator at the bottom of the game board. For each area occupied the marker is moved forward by the corresponding number of points (see illustration on the left).

Each subsequent infantry unit must be placed in a vacant area adjacent to one of a player's own areas. If this is impossible (because all adjacent areas are already occupied by units belonging to other players), the player must select a new unoccupied area of their choice on the game board and continue the process from there.

- Areas linked by a dotted line across a sea area also count as directly adjacent.
- Sea areas (white circle with anchor symbol) may not be occupied at this stage.

If a player occupies an entire continent, he/she receives the corresponding continent bonus. His/her marker on the indicator at the bottom of the game board additionally moves forward the number of production points indicated for that continent.



The preparations are complete when all areas on the game board are occupied.



COMPENSATING FOR THE STARTER'S ADVANTAGE

To compensate for the first player having the starter's advantage, the other players now receive the following number of infantry units and place these in their base camps (right-hand side of the player board):

- Player 1: **1 infantry unit**
- Player 2: **2 infantry units**
- Player 3: **3 infantry units**
- Player 4: **4 infantry units**
- Player 5: **5 infantry units**
- Player 6: **6 infantry units**



SCENARIO-SPECIFIC PREPARATIONS

If scenario-specific preparations are necessary, these will now be indicated by the app. Otherwise this point is automatically skipped and the first round commences immediately.



Place markers: In some scenarios, the scenario markers must now be placed in the respective areas. The app tells you exactly which scenario marker must be placed in which area.

Special rules: Special rules apply in some scenarios. These are displayed by the app, along with a full explanation. Simply tap the arrows on the left and right edges of the screen to scroll through the special rules.

For detailed information on scenario-specific preparations please consult the full rules: www.leaders-game.com/rules

The player then taps the ⌚ symbol at bottom right to continue.

PLAYING A ROUND

A round consists of each player in sequence completing one turn as the active player. Each turn consists of 6 phases which must be carried out in the following order:

- 1. Withdraw units**
- 2. Enter production points**
- 3. Events**
- 4. Headquarters**
- 5. Command units**
- 6. Battle**

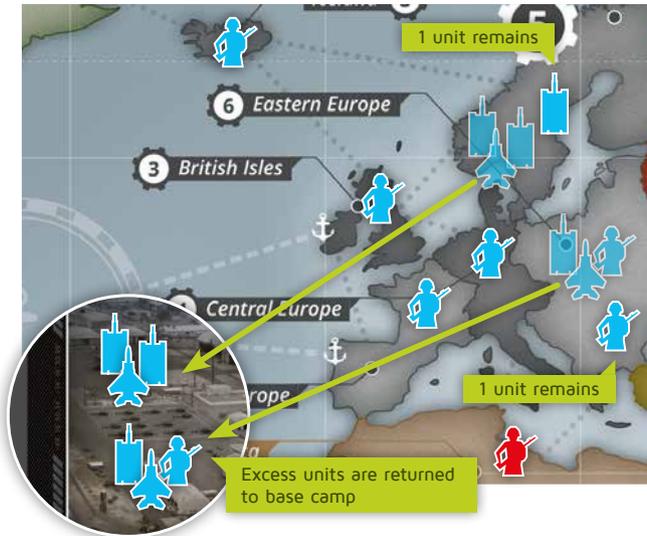
The next player then begins his/her turn, starting with phase 1: Withdraw units. A round is complete when each player has completed one turn. Players always take their turns in the sequence indicated by the app.

COMPLETING A TURN



WITHDRAW UNITS

The active player removes any excess units from the game board and returns them to his/her base camp. Only one unit may remain in each of his/her occupied areas. The player decides which unit (infantry, tank or aircraft) remains in each area. **Note:** No units may be withdrawn from sea areas (white circle with anchor symbol).



START OF THE PUBLIC PHASE



ENTER PRODUCTION POINTS

The active player enters the production points total for all his/her occupied areas - as shown by their wooden marker on the indicator at the bottom of the game board - into the smart device (tablet) and then taps the "Continue" symbol ⌚ at bottom right.



EVENTS

The active player is now shown information about any public events such as reserves of fresh troops, decorations awarded, military research and sabotage. Every event shown must be viewed by scrolling with the arrows on the left and right of the screen and action taken according to the instructions given by the smart device (tablet). Once this has been done, continue by tapping the symbol ⌚ at bottom right.



END OF THE PUBLIC PHASE



START OF THE COVERT PHASE

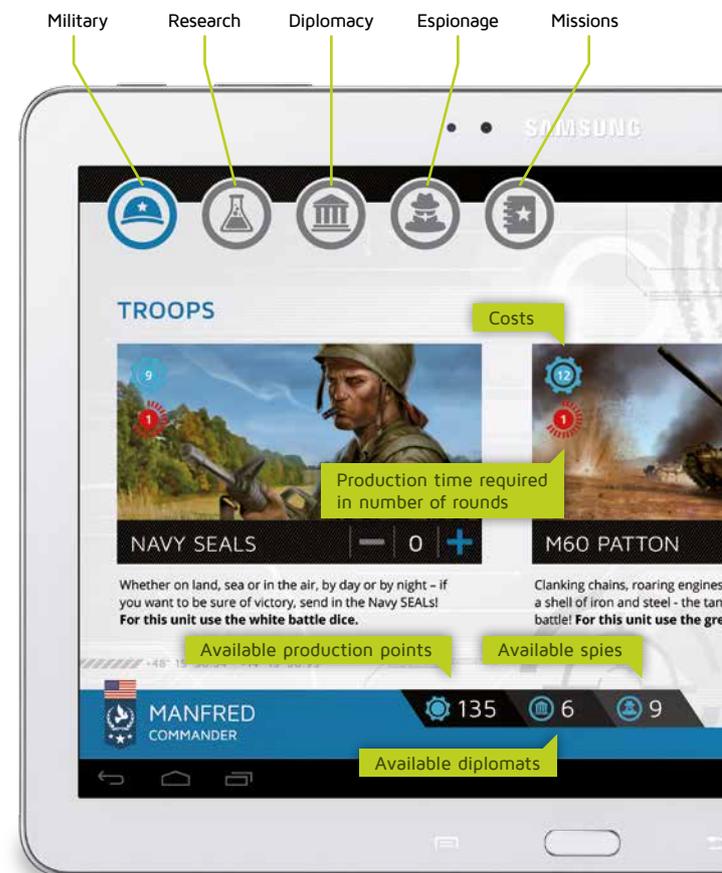
The device now displays covert events for the information of the active player only, such as espionage, research, new diplomats and spies etc. Again, the player must view all the events before tapping ⌚ at bottom right to continue.

If diplomatic requests have been received from other players, the active player is required to respond to them at this point (accept/reject). Then tap the symbol ⌚ at bottom right to continue.



HEADQUARTERS

In this phase the player can spend production points on fresh troops, research, diplomacy, espionage, etc. Any unspent production points are automatically saved and remain available for use in the next round.



Recruit new infantry units, tank units and aircraft units!



Carry out research in different fields to earn additional bonuses!



Appoint diplomats to forge powerful alliances with other players!



Recruit secret agents to spy on or sabotage your enemies!



Complete missions to earn valuable decorations!

Detailed information about research, diplomacy, espionage, etc. can be found in the full rules: www.leaders-game.com/rules

After taking all the desired action, the player taps on the symbol ⌚ at bottom right to continue.



ENDE DER NICHT ÖFFENTLICHEN PHASE



COMMAND UNITS

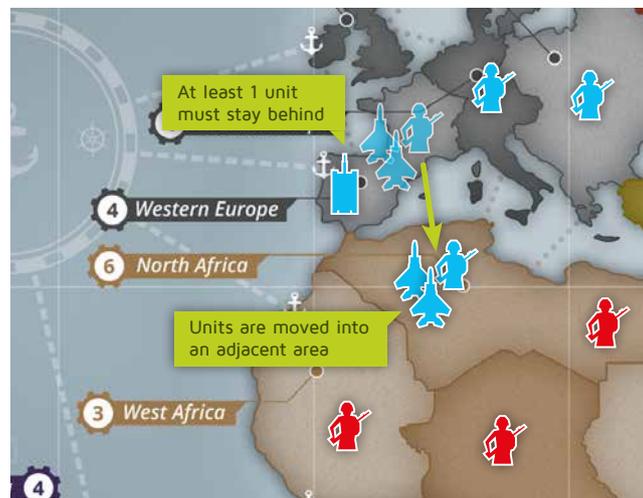
Place units: The active player places the desired number of units from his/her base camp in all areas from which he or she wishes to launch an attack.



- The number of units placed in an area (including the unit already in place) must not exceed that area's production points.
- Units may not be placed in a sea area (white circle with anchor symbol) direct from base camp.

Note: Players may only attack areas adjacent to their own.

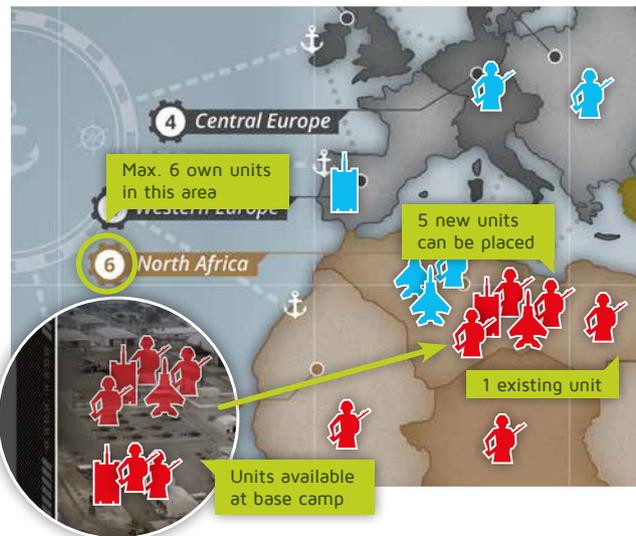
Move: The active player moves the units he/she has just deployed into the adjacent areas he/she wishes to attack.



- An area's production points are of no consequence when moving units to attack.
- Units from several different areas can be moved into an area that is adjacent to all of them.
- All troop movements must be carried out during this phase.

- At least one unit must always remain in the original area.
- Empty areas may be occupied without engaging in battle.
- Sea areas can only be reached via areas with an anchor symbol and white dotted line. The move ends immediately for units moved into a sea area (white circle with anchor symbol). **Note:** A sea area may contain a maximum of 5 units per player.

Defense: All players under attack can now command units from their base camp into their areas under attack on the game board.

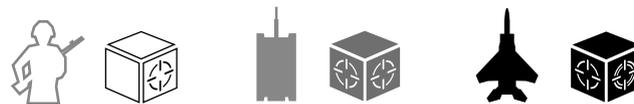


- The number of own units placed in an area (including the one already there) must not exceed that area's production points.



BATTLE

Battles are fought in all areas containing units belonging to more than one player (with the exception of sea areas: here the active player can decide whether to engage in battle or not. Naturally this only applies to units that were already in the sea area before the "Move" phase; the move ends immediately for any new units in the sea area, as explained above.)



Each player throws one white dice for each infantry unit, one grey dice for each tank unit and one black dice for each aircraft unit; a maximum of three dice may be thrown.

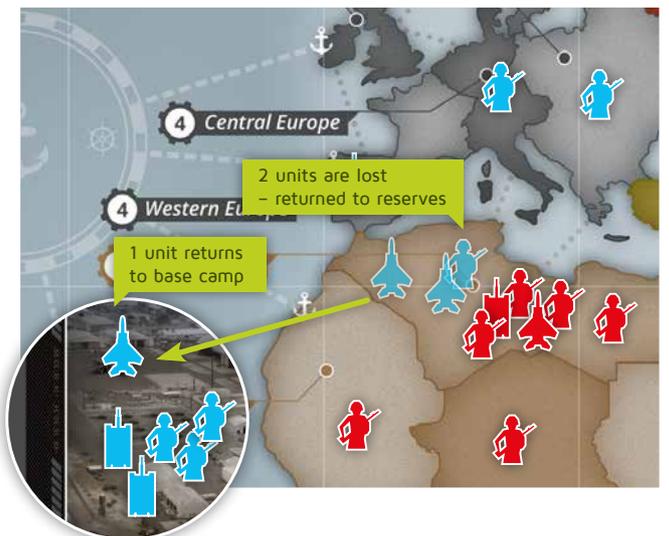


For each hit symbol thrown, one of the opponent's unit in the battle area is lost. A double hit means two units are lost. Each player chooses his/her own losses by removing

either an infantry unit, a tank unit or an aircraft unit for each hit symbol and returning it to his/her reserves (on the right next to the player board). Each battle continues until one or both sides are destroyed or one player decides to execute a retreat. **Note:** If both sides are destroyed, the area remains unoccupied.

Important – Don't forget to update the production points indicator (marker at the bottom of the game board) immediately every time areas are won or lost!

Retreat: If a player decides to execute a retreat, half of their units (rounded up) in the respective area are lost. The remaining units are returned to base camp and may not be deployed again until the player's next turn.



END OF THE TURN

Once the active player has completed all his/her battles their turn is over and the smart device (tablet) is passed on to the next player, who now begins his/her turn starting with phase 1: Withdraw units. This player now becomes the active player.

END OF THE GAME AND PATHS TO VICTORY

As soon as a player fulfills the conditions for victory specified in the scenario, he/she has won the game. That means that all players do not necessarily need to have completed the same number of turns. There are three possible paths to victory:

- **Military:** A player wins when his/her total on the indicator when the production points are entered reaches the number specified by the scenario.
- **Research:** A player wins when he/she has completed all their research strands (military, technological, economic).
- **Missions:** A player wins when he/she has completed enough successful missions to be awarded the rank of "LEADER".

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