

ELASUND GAME RULES

Years after fearless seafarers discovered and settled the island of Catan the population has grown significantly. Settlements have sprung up across the island and on the coasts, and trade between them has become indispensable.

Catan needs a central trading site, so the Catanians have decided to build their first city. The ideal location would include a port, houses for builders and merchants, warehouses, taverns and a big church in the center. They have named their new city "Elasund," after their ancestral town in their old homeland.

THE COMPONENTS

- 1 Game Rules Booklet
- 1 Game Board
- 44 Wooden Pieces:
 - 40 Victory Point Cubes
 - 4 round disks in 4 colors
- 2 Dice
- 1 Trade Ship
- 9 Church Tiles
- 36 City Wall Tiles, 9 per color
- 37 Buildings:
 - 16 buildings in the player colors
 - 21 neutral buildings
- 90 Game Cards:
 - 51 Gold Cards
 - 39 Influence Cards
- 2 City Gates
- 4 Turn Overview Cards in 4 player colors
- 20 Building Permits in 4 colors

GAME SET-UP

The game board shows the site of the future city of Elasund. Most of the board is an empty area, available for building. This area is surrounded on three sides by the city wall building spaces, and on the fourth side by the sea. In the middle there is a site where the city church will be constructed.

Determine the Building Area

The size of Elasund's building area depends on the number of players in the game. Before the game begins, you will mark the available area with the two City Gate tiles. In a two-player game, place the two City Gates on the City Wall building spaces marked "2" (white arrow), in a three-player game place them on the spaces marked "3" (grey arrow), and in a four-player game on the building space marked "4" (black arrow). Position the City Gates so that the blue arrows point towards the sea.



Take Your Playing Pieces

Choose a color and take the matching pieces in your color:

- 10 Victory Point Cubes
- 5 Building Permits
- 4 Buildings (Workers, Shopkeepers and Merchants)
- 1 Turn Overview Card



Place the tile with the number "9" printed on the back at the bottom, with the other tiles stacked on top of it in descending order of numbers (8-1).

1 Round Disk

Take the round disk in your color and place it on the "0" space of the Trade Point track on the left side of the game board.



Place Starting Building Tiles

You begin the game with two "starter" buildings. Two of your building tiles show a small colored totem sculpture. Place your starter buildings on the spaces on the board that are marked in your color.

The arrow on each tile must point towards the compass ("North") marked on the game board.

Church Tiles

Shuffle the 9 purple Church Tiles and place them face down in a stack next to the illustration of the church.

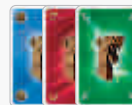
Place the Neutral Buildings



Sort the neutral buildings by type and place them in stacks next to the game board.

Hint: You may find it easier if you align the buildings so all the arrows point "North."

Note: The big buildings "Town Hall," "Count's Estate" and "Trade Office" have different illustrations; but they can be placed in one stack, for they all have the same function.

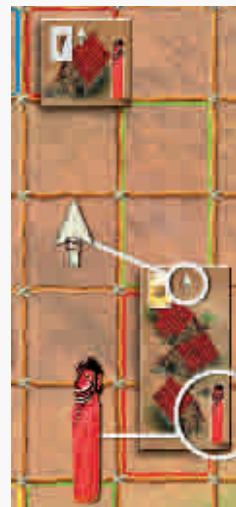


Shuffle the **Influence Cards** and place them face down in a stack next to the game board.

Place the Gold Cards face up next to the Influence Card stack.

Take 3 Gold and 1 Influence card for your starting capital. Hold your cards in your hand, concealing them from the other players.

Place the Trade Ship and the Dice next to the game board.



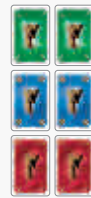
Would you like to learn how to play "Elasund" right away? Then visit www.profeasy.com.

—Prof. Easy



Placing a Building Permit in the Row of Your Choice

If you pay 2 matching Influence Cards (i.e., 2 blue, 2 green, or 2 yellow cards), you may instead place a permit in the row of your choice.



4) TAKE ONE SPECIAL ACTION

At the end of your turn, you may choose to take 1 of 4 possible special actions. You are never forced to take a special action, but you must pay Influence Cards in order to do so (and possibly pay some gold as well). You may not take a special action if you cannot pay the costs.

a) Move Your Own Building Permit

You may move one of your permits that is already on the board to any empty space on the game board.

Cost: 2 matching Influence Cards.

b) Upgrade Your Own Building Permit

You may replace one of your permits that is already on the board with a higher value permit from your supply.

Take the old permit back to your supply, and place the new one on the same space.

Cost: 2 Influence Cards of the same color and gold equal to the difference between the value of the permits.

c) Place a Building Permit on an Empty Space of Your Choice

You may place a Building Permit from your supply onto any empty square in the row of your choice. The location of the Trade Ship does not affect this play.

Cost: 3 Influence Cards of different colors and gold equal to the value of the permit.

d) Take 2 Gold Cards

You may draw 2 Gold Cards from the gold supply.

Cost: 3 different colored Influence Cards.

THE END OF THE GAME

If it is your turn and you have all 10 of your Victory Point Cubes on the board, the game ends and you are the winner!

RULES DETAILS

Rolling a “7”

When you roll a “7” you move the Trade Ship to the row of your choice (it may not be left on the same row where it was before you rolled the dice). For this turn, the ship represents the pirates!

There is no income generated in that row. Instead, each player (including the player who moved the ship) must discard either an Influence or Gold Card for each of his Victory Point Cubes in that row.

If you do not have enough cards to pay the full amount, you just discard all the cards you have, or lose nothing if you have no cards.

When you move the pirate, you may be able to claim a reward! You may draw 1 random card from the cards discarded for each City Wall Tower you own (i.e., the City Wall Tiles with your Victory Point Cubes on them).

After the pirates attack, you may continue the rest of your turn as normal (e.g., you can build buildings, place a permit in the row marked with the pirate ship as described on page 2, etc.).



Example: The green player rolls a “7” and chooses to move the pirate to row 5. The red player has 3 Victory Point Cubes in the row, so he must discard 3 cards. Blue also has a Victory Point Cube in this row, so she must discard 1 card.

The Trade Fields

The spaces next to the sea—and in a 3 or 4 player game the spaces near the City Gates—are marked with windmills. These are called “Trade Fields.”



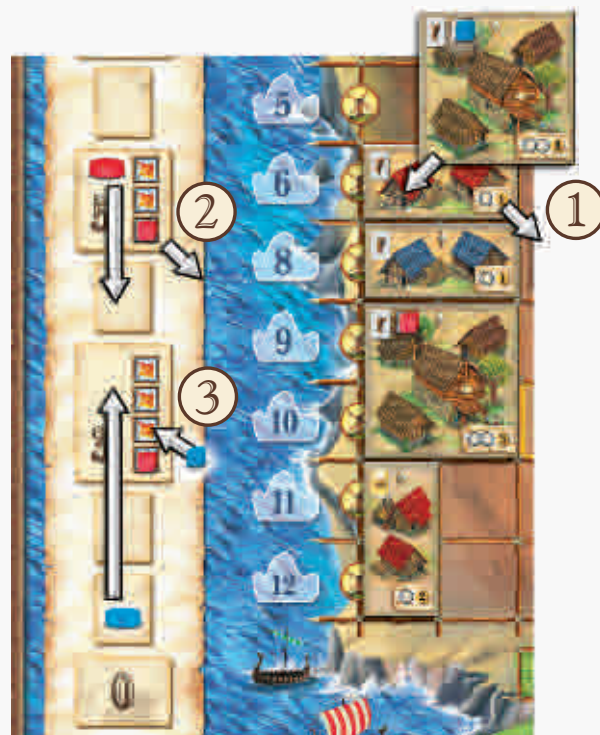
If you place a building on a Trade Field, you will earn 1 (if it is along the harbor) or 2 (if near the City Gates) Trade Points. Trade Points are recorded on the Trade Track with your round disk.

Note: You do not earn any Trade Points from Church Tiles you build on Trade Fields!

If your disk reaches (or passes) a space with victory point symbols (3, 5, 7, 9, or 11 Trade Points), you place one of your Victory Point Cubes on one of the red flags next to that space on the track.

But, if you lose a building on a Trade Field, you must move your disk down the Trade Point Track. If your disk moves below one of the victory point spaces, then you also lose the victory point (return your cube to your supply)!

Example: The red player has 5 Trade Points and can place 2 Victory Point Cubes. ① The blue player displaces a red building. ② Red loses a Trade Point and must remove his Victory Point Cube. ③ Blue gains 2 Trade Points and may place 1 Victory Point Cube.



The Workers' Huts

...are shown on both of your starter buildings (with the totem sculpture). If one of your starter buildings is displaced by a bigger building, you may **immediately** place it on any empty space of your choice.

But... you may never place your starter buildings on Trade Fields or on other players' Building Permits. If there are no empty spaces, you may not rebuild your starter building and it is removed from the game.

If two players both have their starter buildings built over at the same time, they rebuild them in turn order. If you build over your own starter building, you may rebuild yours first; then the other players (if any) may rebuild their displaced starter buildings in clockwise order.

You may only continue your turn after all displaced starter buildings have been rebuilt.

Running Out of Cards

It is possible that the bank will run out of cards. If there are not enough cards in the bank to pay the full production for the turn, then no one receives any of that type of card that turn.

In addition, if there are not enough Influence Cards to pay the production, all players must discard half of their Influence Cards (rounded down). These discards are reshuffled and create a new Influence Card deck.

The same process is used if there are not enough Gold Cards in the bank to pay all the production.

TIPS FOR NEW PLAYERS

- Early in the game, it is valuable to place buildings in as many different rows as you can (especially rows close to the middle of the board), in order to have the greatest chance to produce gold and influence.
- Your buildings (“Shopkeepers”) only need 1 or 2 gold to build. You should try to build these first, even though they might be built over later in the game. This will get you more income quickly.
- It is usually best to build the large 6-space buildings when you have a safe revenue stream, since they do not produce gold or influence.
- Always try to have Influence Cards on hand so you can react to attacks from the other players. They also allow you to place a second Building Permit at just the right moment.
- If you can be the first player to build a Church Tile you have a significant advantage. You have an impact on the final building spaces of the church and you also know the identity of the last Church Tile.

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MADE IN GERMANY

Published by MAYFAIR GAMES, INC., Skokie, IL USA.

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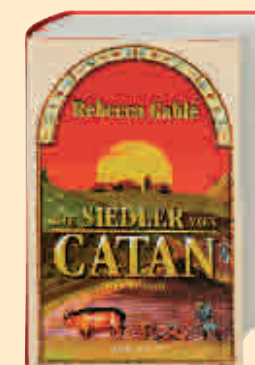
Special Thanks: The designer would like to thank Benjamin, Claudia and Guido Teuber, Emily Johnson-Teuber, Liam Teuber, Arnd Beenen, Reiner Müller, Wolfgang Lüdtke, Fritz Gruber, Peter Neugebauer, Sebastian Rapp and Martha Igelspacher. The designer and publishers also thank Peter Gustav Bartschat, Petra and Oliver Sack, and Marc Ehrlich.

“Elasund” is the name of a small village on the Norwegian coast in Rebecca Gable’s novel “The Settlers of Catan.” The Catanians set sail to their new homeland from that village. I am very grateful to Mrs. Gable for permitting me to use the “Elasund” name for this game.

— Klaus Teuber, July 2005

“Elasund: The First City” is the second offering in the “Catan Adventures” game series. The setting and themes are based on the vision of Klaus Teuber and the novel “The Settlers of Catan,” written by Rebecca Gable and set in a time and place familiar to the Atlantic adventurers of the year 850.

Look for an English-language translation of this splendid tale in your local bookshop soon.



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