

Elasund - Rules

In the years after bold sailors discovered Catan and settled, the population constantly grew. In the country and on the coasts new settlements were created and the exchange of goods between the individual regions of the island became more and more important. A central trade centre was required: a place with a port, with houses for craftsmen and dealers, with a trade centre, a pub and a large church in the centre. Thus the people of Catan established their first city. They called their city after the place in the old homeland which their ancestors left to go to Catan: *Elasund*.

Game Components - Componentes del juego

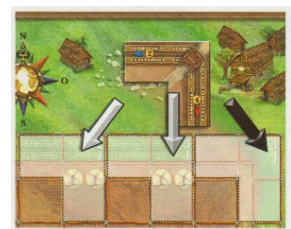
- 1 Rulebook
- 1 Game board
- 40 Victory points and 4 round counters in 4 colours, 2 dice
- 1 Ship
- 37 buildings (16 in the player colours and 21 neutral)
- 9 small church tiles
- 36 city wall pieces, 9 per player colour
- 90 game cards (51 gold and 39 influence cards)
- 2 city gates
- 4 turn overview cards in 4 colours
- 20 building permits in 4 colours

Setting up the Game – Configurando el juego

The Game board shows the un-built site of *Elasund*, framed by the sea and town walls, as well as the excavation for the church in the centre.

Construction area specifics – Areas de construcción

The building surface of *Elasund* depends on the number of players and is specified, before the game, using the two town-gates. In a 2-player game, the city gates are placed on the building sites “2” of the city walls (white arrow), for 3 players on the building site “3” (grey arrow) and for 4 players on the building site “4” (black arrow). The city gates are aligned in such a way that the blue arrows point to the sea.



Distribute player material – Material de cada jugador

Each player selects a colour and receives in this colour:

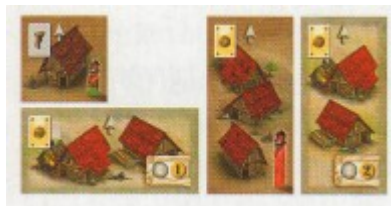
10 Victory point cubes – 10 cubos de puntos de victoria



5 building permits – 5 permisos de construcción



4 buildings - 4 edificios
(worker, dealer and craftsman)



1 turn overview card – 1 tarjeta de ayuda



9 city wall pieces – 9 piezas de muro

Each player forms a pile with their city wall tiles in ascending order of the numbers on the backs. The tile with the "9" is placed at the bottom of the pile.



1 round counter – 1 contador de ronda

Each player sets their counter on the field "0" of the trade track at the left edge of game board.



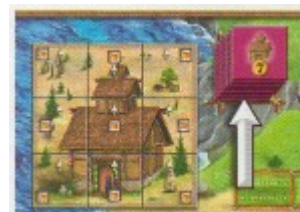
Starting tile layout – Despliegue de placas iniciales

Each player possesses 2 small building tiles with a totem sculpture – their small starting tiles. Each player puts their starting tiles on the launching fields of the game board framed with its colour. The arrow on the panels must follow the direction on the wind rose (to the North).



Small Church tiles – Plaquitas de catedral

The 9 parts of the church (small church tiles) are mixed and put as a face down pile beside the illustration of the church.



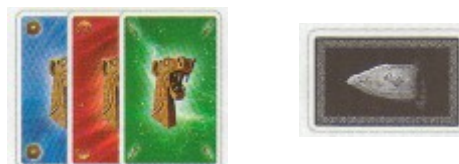
Neutral buildings layout – Edificios neutrales

The neutral buildings are sorted: similar buildings are combined into a pile and placed on one side of the game board.

Note: Although the large buildings (meeting hall, throne room and trading office) are illustrated differently, they can be combined into one pile since they perform the same function.



The Influence cards (Cartas de Influencia) are mixed and put face down to the side of the game board.



The **gold cards** (*Cartas de oro*) are put down as open supply piles beside the influence card deck.



Each player receives 3 gold and 1 influence card as starting capital. The cards are kept hidden in the player's hand.

The **ship** and the **two dice** are placed near the game board.





PLAY OVERVIEW – Vista general

All players develop the city together. Each player tries to accommodate as many of their own buildings as possible within the city, between the sea and City walls.

The size of the city depends on the number of players and is determined by the town-gates (shown here for 3 players.) (1)

(2) A building can be built, if the construction costs (in gold) are paid and - depending upon building size - 1, 2 or 3 building permits laid out on the construction area.

On the red framed surface red and yellow building permits are laid out. Player "red" has the higher building permit and may build a large building with four fields. The small tile with the yellow huts is then displaced as larger buildings displace smaller ones.

Buildings bring income. At the beginning of each round the dice are thrown and the ship (3) is moved to the row number corresponding to the dice throw. For each building on this row, the owners receive gold or influence cards depending upon the kind of building.

Each player possesses 4 buildings, with roofs in his player colour, which only he can build. Beyond that there are neutral buildings which can be built by everyone. The person who builds a neutral building marks it with a victory point marker in his colour.

With influence cards one can either shift additional building permits or displace an equivalent large opposing building. The person who builds a section of the city wall receives an influence card as a reward, or may place one victory point (4).

Trade fields are fields which are marked by 1 or 2 trade points (windmills) (5). The person who builds on a trade field may advance their counter by one trade point per field on the trade track (6).

A player who reaches the fields 3, 5, 7, 9 or 11 with their counter may, each time, place a victory point (7).

The first player who places 10 victory point markers on the game board is the winner.

THE START OF PLAY- *Comienzo del juego*

The player whose dice throw is the highest begins. On a player's turn he may carry out the following actions in order:

1. Throw the dice to calculate income for all
2. Build once or twice
3. Place a building permit or take 2 gold
4. Take a bonus action

Play then continues with the next player in a clockwise direction.

1) THROW THE DICE TO CALCULATE INCOME FOR ALL – *Tirar los dados para obtener el ingreso para todos*

The player throws both dice and puts the ship on the number which has been thrown. The ship marks a row in the grid square of the city.

Each player now receives an income for each of his buildings in this row: For each building, which is marked by a gold card, its owner takes a gold card from the stack. For each building marked by an influence card he takes an influence card.

If a "7" is thrown, the ship becomes a pirate, more details on this can be found on page 5 under "7".

Note: The ship must always be moved. If the ship is still in the same row as on the preceding round because the same number is rolled, the ship must be moved 2 rows up or down.



Example: A player has rolled a "3". He moves the ship by 2 rows into row 5 since in the last round a "3" was also rolled. All players possess a building in this row, player "red" even has two. Player "red" receives an influence card and a gold card. Player "blue" receives an influence card, player "green" and "yellow" both receive a gold card.

2) BUILD ONCE OR TWICE – *Construir 1-2 edificios*

The players may erect one or two of the following buildings:

- Buildings (own or neutral)
- Part of the City wall
- Part of the Church

Also 2 different buildings may be combined (e.g. 1 part of the City wall and 1 part of the church).

Building one's own or a neutral building – *Construir edificio propio o neutral*

a) Construction area must show the required number of building permits

Depending upon size the buildings 1, 2, 4 or 6 fields must be covered. The player who would like to construct a building must first point to the construction area and/or fields on which he would like to build.

On the selected construction area you must now have at least the same number of building permits as is required (more are permitted) for the construction of the building. The number of required building permits is represented on each building in the lower right corner.



Example: Player "red" can build a pub on the red framed construction area, since 2 of his building permits are laid out within this area.

Important: For the construction of a building the position of the ship is not important. A building therefore does not have to be built on the row marked with the ship.

b) Building construction – *Construcción de edificio*

A player who constructs a building must first pay the construction costs: Which means he puts as many gold cards from his hand onto the gold discard pile, as are indicated by the black number in the yellow money symbol in the lower right corner of the building tile. He then takes all building permits which lie on the construction area of this building from the board. He takes his own building permits and gives his fellow players their building permits back (see next section). He puts the building on the game board; the arrow must point to the side with the wind rose. If it is a neutral building, the tile shows 1 or 2 fields of victory point (red flags) on the left-hand side. On each of these flags the player puts 1 victory point cube in his own colour.



Important: A building must be erected within the City walls (building sites) and may cover neither a building site of the City wall nor the church excavation.

c) Building permits of fellow players can be used – *Permisos de construcción de los otros jugadores pueden usarse*

The building permits necessary to construct a building can also come from different players. The player who has the building permits with the highest total value (in comparison with every other player) then has right to build. The total value results from the addition of the numbers on the building permits.

Example: A 4-er building permit has a higher total value than a 0-er, a 1-er and a 2-er building permit together.

If there are equal numbers of permits no player may build on the construction area concerned. If a player covers one or more building permits of fellow players, he returns these to these players. In addition he pays as much gold to the respective owner for each building permit as remuneration, as is indicated on the appropriate building permit. If the player does not possess sufficient gold in order to pay his fellow players and to pay the construction costs of the building, he may not build the building.

d) Smaller buildings are covered by larger ones – Edificios pequeños son cubiertos por los mayores

If a building is built, it displaces smaller buildings, if these completely or also only partly lie within its construction area. Displaced buildings of the players are returned to their owners. Displaced neutral buildings come back to the stack, the victory point is returned to its owner. Displaced starting buildings may be replaced immediately. For this you find details on page 6 "the huts of the workers".

Example:

Player "red" has building permits with the highest total value within the red framed surface being laid out. Thus he has the right to establish a trading office on this area. He pays players "yellow" and "blue" 2 gold as payment and 5 gold to the supply. All players take their building permits back. Player "red" places the building. The yellow building is covered and taken back by its owner.



e) Covering equally sized buildings – Cubriendo edificios del mismo tamaño

If the player delivers three equivalent influence cards (Same colour), thus, 3 blue, 3 green or 3 red, he may cover it with a building or two buildings of a similar large size.



Example:

Player "yellow" has the highest value building permit. He gives Player "red" 1 gold for the use of this building permit and builds a pub on the red framed surface. In order to be able to displace the two large buildings of players "red" and "blue", he gives 3 influence cards of the same colour. Players "red" and "blue" put their displaced buildings back into the stack and take their victory points back.



Building City walls – Construyendo los muros de la ciudad

The player who would like to build a City wall takes the top card from his city wall pile, turns it, and places it on one side of the City gate or on an already placed small wall tile. The building of a small city wall tile costs 2 gold, if it is built towards the blue arrow and 4 gold, if it is built towards the red arrow.

The player who builds a City wall, on which 1 or 2 influence cards are shown, takes one or two influence cards. If he builds a City wall with a tower he places a victory point on it.

Example:

Player "yellow" pays 2 gold, builds a City wall (1) and receives an influence card. He builds a second City wall (2), pays 4 gold and places a victory point on the tower.



Building the Church – *Construyendo la catedral*

The church is assembled from 9 parts. The player who would like to build a part of the church, pays 7 gold and draws the top small church tile from the stack.

The first player who places a small tile has an advantage: He pulls the two top church tiles from the stack, selects one of these and places it on the excavation of the church (arrow toward wind rose). The other tile is put back at the bottom of the stack

With the first small tile the construction area of the church is fixed. All further church stages must be placed accordingly in their correct position and aligned to the north. The large illustration of the church in the left upper corner of the plan only serves to show the orientation.

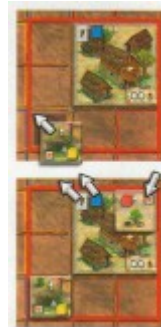
If a church tile is placed on a field on which a building permit is laid out, its owner takes it back. If the field is occupied with part of a building the building is removed – regardless of how large it is. Further building permits may be placed on free fields within the church's construction area and buildings may be erected (although this is not normally useful because of the threatening outline).

Note: No church tiles may be covered by buildings and/or displaced.

Example:

Player "yellow" builds the first church tile on the field of the excavation and marks the tile with a victory point. Thus the building surface of the church (red framework) is fixed.

Player "red" builds the second church tile. The pub belonging to player "blue" is displaced. Player "blue" returns the pub to the stack and takes his victory point back.



3) PLACING A BUILDING PERMIT OR TAKING 2 GOLD – *Colocar Permiso de Construcción o 2oros*

The player takes either 2 gold or places one of his building permits on a free field in the row marked with the ship. If he decides to place a building permit he must pay the same amount of gold cards as the number indicated on the building permit. He puts the gold cards on the gold reserve pile.



Example: The player places a 2-er building permit. He pays 2 gold cards and places it on one of the 3 free fields in the row marked with the ship.

If there are no more free fields in the marked row, the player places the building permit either in the next convenient row, above or below, in which there is a free field.

- **Placing a building permit in any row** if the player plays two influence cards of the same colour, thus 2 green, 2 blue, or 2 red, he may also place a building permit on any row.



4) TAKING A BONUS ACTION – *Tomando un bono de acción*

At the conclusion of his turn the player may take one of four possible bonus actions. A bonus action is voluntary. Each bonus action costs influence cards and possibly also gold. A bonus action can be implemented therefore only if the player can pay the number of influence cards demanded for the respective action and possibly the required gold.

a) Moving your own building permit – *Mover un Permiso de Construcción propio*

The player moves one of his building permits, which is already on the game board, to any other free field on the game board. Costs: two influence cards of the same colour.

b) Upgrading your own building permit – *Mejorar un Permiso de Construcción propio*

The player replaces one of his building permits, which is already on the game board, by a building permit with higher value from his supply. He then removes the building permit from the game board and replaces it with the higher value permit. Costs: 2 influence cards of the same colour and as many gold cards as the difference of the numbers between the placed and removed permits.

c) Placing a building permit anywhere – *Colocar un Permiso de Construcción en cualquier lugar*
The player places a building permit from his supply into any row. This action, like the previous one, does not depend on the position of the ship. Costs: 3 influence cards of different colours and as many gold cards as the value of the building permit.

d) Take 2 gold – *Tomar dos oros*

The player takes 2 gold cards from the gold reserve pile. Costs: influence cards of different colours

GAME END – *Fin del Juego*

As soon as a player has placed all 10 victory points on the game board, the player has won and the game is finished.

RULE DETAIL – *Detalle de Regla*

Rolling a 7 – *Rodando un 7*

If a player rolls a "7", he places the ship on any other row (He may not leave it on the same row as at the beginning of the round). The ship now symbolizes a pirate.

There is no income in the marked row. Instead each player (also the player, who moved the ship) must give up an influence or gold card for each victory point in the marked row.

If a player does not possess or does not have enough cards, he gives none or as many as he possesses.

The player, who moved the pirate, may take cards, from the cards given up, for each watch tower (wall tiles with victory points) that he possesses. Subsequently, the player continues with his turn. He places a building permit into the row marked with the ship and/or, if this is occupied as described on page 4 - into a next free row.



Example: A player rolls a "7". He moves the ship (who is now a pirate) into row 5. Player "red" possesses 3 victory points in this row and gives up 3 cards. "Blue" possesses one victory point and gives up a card.

The Trade fields – *Zonas de Comercio*

The fields at the port – and with three or four players the fields in the proximity of the city gates - are marked by trade (windmill) symbols on their edges. This makes them trade fields. If a player builds a building on a trade field, he receives one trade point at the port and 2 trade points at the trade fields in the proximity of the city gates. For the building of a small church tile on a trade field there is, however, no trade point. Trade points are marked with a round Counter on the trade track.



If a player reaches with his counter a victory point (fields 3, 5, 7, 9, 11) or passes it, he may use one of his victory points here.

Other situation: If a player loses a building on a trade field, he must withdraw his Counter by as many fields. If the counter is moved below a victory point field, on which the player possesses a victory point, he must remove these points.

Example: Player "red" possesses 5 trade points and could place 2 victory points. (1) Player "blue" moves a red building. (2) Player "red" loses one trade point and must remove its victory point (3) Player "blue" wins 2 trade points and may place a victory point



The influence card deck – *Mazo de Cartas de Influencia*

If a player plays influence cards, he puts these on a discard pile. If the influence card deck is used up, the cards of the discard pile are shuffled and a new face-down pile is created.

The huts of the workers... *Las chozas de los trabajadores*

Are shown on both starting buildings with the totem sculptures. If a starting building is covered, its owner must immediately move it to free fields - This is done directly before he continues his turn. Starting buildings may not occupy trade fields or fields with ones own or opponents' building permits. If there are no more free fields a starting building cannot be re-placed. It is then taken completely out of the game. If the starting buildings of 2 or more players are covered, then the players reinsert these successively. The first player to reinsert his building is the one who sits in the clockwise direction to the player who has just built. If a player covers his own starting building, he puts it down again as before (this is then not considered as building). Then the other players always follow in clockwise direction. The player whose turn it is may only continue playing if all starting buildings taken from the game board are placed back

If the cards run out... *Si las cartas se acaban...*

... then players don't receive cards. If no influence cards remain, each player places half (rounded down) of their influence cards on the face-down pile. This is then mixed. Each

player subsequently keeps the income earned from them. The same thing will happen if there are no more gold cards.

TIPS BEFORE THE FIRST GAME – *Consejos para el primer juego*

- At the beginning of the game it is important to build on all rows if possible (particularly the middle) in order to guarantee a constant supply of Gold and influence cards.
- For the building of the craftsmen buildings you only need one building permit and 1 and/or 2 gold. These should be used as early as possible. Even if they are covered again later, they still bring a profit.
- You should only then build a large income building if your income is sufficiently secured.
- You should always try to have sufficient influence cards ready to be able to react to other player's attacks or to place a second building permit anywhere at the correct time.
- The player who begins the building of the church has a large advantage. He has an influence on the position of the church building area and knows the last small church tile.

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