You will build with the other players to build the city of Elasund. As a developer, you will try to fit as many of your buildings into the open areas of the board. The available space is determined by the number of players, and is marked on the City Gates.

The red framed area shows a red and a yellow Building Permit. The available space is determined by the number of players, and is marked on the City Gates.

In order to build a building, you must have the required amount of gold. You must also have the right type of Building Permit (a or b).

The red player places a permit with the value “2.” He pays 2 gold to the bank and places the permit on one of the adjacent rows to the marked row. If you build over a space with another player’s Building Permit, you must return that permit to them. If you have a permit with a yellow value on it, you may not have enough gold to compensate the other players, you must place the permit on an adjacent row (above or below) of the building in that area.

If you build over a space with another player’s Building Permit, you must return that permit to them. If you have a permit with a yellow value on it, you may not have enough gold to compensate the other players, you must place the permit on an adjacent row (above or below) of the building in that area.

The red player rolls for the game. The highest roller starts the game. Your turn consists of five phases: draw cards, place Building Permits, develop the board, build, and collect points. Each phase is described below.

Each player rolls the die. The highest roller starts the game. Your turn consists of five phases: draw cards, place Building Permits, develop the board, build, and collect points. Each phase is described below.

### The Phase of the Game

#### 1. Roll the Dice and Collect Cards

- **1 roll**: You get a special action. If you complete all 6 phases, the person to your left begins the turn.

#### 2. Build or 2 Buildings

- **2 rolls**: You place a Building Permit on a row. You may choose a Building Permit from the row that is marked with the City Gates.

#### 3. Place a Building Permit or take 2 gold

- **3 rolls**: You may build these buildings. In addition, there are a number of “neutral” buildings that all players can build. When you build a neutral building, make sure you mark it with one of your Victory Point Cubes.

#### 4. Build Your Own or a Neutral Building

- **4 rolls**: You must also construct two different building projects on the same side of the board. For example, you could build a tavern and a church. You could also build two churches. The church is made up of 9 pieces. If you choose to build part of the church, you will need to pay Influence Cards (i.e., 3 green, or 1 yellow card).

#### 5. Building Over Buildings of the Next Player

- **5 rolls**: You may also build buildings over other buildings. If you play a Building Permit that is adjacent to another player’s Building Permit, you must remove that permit. If you do not have enough gold to compensate the other players, you must place a permit on an adjacent row, as described above.

#### 6. Building the Church

- **6 rolls**: If you are the first player to place all 10 of your Victory Point Cubes on the church, you win the game. If you are the first player to place all 10 of your Victory Point Cubes on the church, you win the game.

The available space is determined by the number of players, and is marked on the City Gates. The red player places a permit with the value “4.” He pays 2 gold to the bank and places the permit on one of the adjacent rows of the building in that area. The church is made up of 9 pieces. If you choose to build part of the church, you will need to pay Influence Cards (i.e., 3 green, or 1 yellow card).
Elasund Rules

You may replace one of your permit that is already on the board with a higher value permit from your supply. Place the old permit back to your supply and play 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.

These discards are reshuffled and create a new Influence Card for another player. The value of this new card is decided by a random draw. You may draw one of your cards, or another player may draw from the discarded cards. If there are no cards in the discard pile, another one is created from your supply.

If two players both have their starter buildings built over at the same time, then one of them must choose to displace the other's building. If you replace a building on the same row where you had it before you rolled the dice, then you may not replace it on that row again until your next turn. The player who replaces the building takes all the gold produced with it, and the player who displaced it must remove his building from the game. You may not continue your turn after displacing another player's building.

When you roll the 7, place it on the Influence Card track on the upper right corner. The Influence Cards give you access to special cards in addition to the cards in your supply. Influence Cards can be used in addition to your normal building actions.

The Workers’ Storm

The Workers’ Storm is a 4th player extension to the game. The Workers’ Storm influences the game in the way of a storm that can happen during a turn. The Workers’ Storm is a special influence card that can change the course of the game.

The Workers’ Storm is used to affect one player’s turn. If it is your turn and you have all 10 of your Victory Point Cubes on the board, then you must discard all the cards you have, or lose nothing if you have no cards. If two players have their Workers’ Storm built during the same turn, then one player must choose to displace the other’s Workers’ Storm. If you replace a Workers’ Storm on the same row where you had it before you rolled the dice, then you may not replace it on that row again until your next turn. The player who replaces the Workers’ Storm takes all the gold produced with it, and the player who displaced it must remove his Workers’ Storm from the game. You may not continue your turn after displacing another player’s Workers’ Storm.

**END OF THE GAME**

*If at any time you have 11 of your Victory Point Cubes on the board, get your cards and go home!*

**TIPS FOR NEW PLAYERS**

• Early in the game, it is valuable to place buildings in as many different areas of the board as possible, in order to have the greatest chance to produce gold and influence.
• Your building ("Engineer") rolls need 1 to 2 gold to build. You should keep a stock of gold available in your supply in order to build new buildings later in the game. They will give you more points quickly.
• Usually it is better to replace a building with a new one when you have a wide range of resources, since you do not produce gold at settlements.
• Always use the Influence Cards first, since you cannot replace them if you lose a settlement.
• You can always replace your buildings in a safe location, as long as you have enough gold. Do not displace another player's buildings.

**TIPS FOR EXPERTS**

• Try to have a variety of Victory Point Cubes on the board, so you can take your place among equals in the Catan community.
• Always try to have Influence Cards on hand so you can react to attacks by your opponents, and exploit their mistakes.
• Early in the game, it is valuable to place buildings in as many different areas of the board as possible, in order to have the greatest chance to produce gold and influence.
• The Influence Cards give you access to special cards in addition to the cards in your supply. Influence Cards can be used in addition to your normal building actions.
• Examine the Workers’ Storm. This is a special influence card that can change the course of the game.

**GAME SET-UP**

The game board shows the site of the future city of Elasund. Most of the buildings are empty but available for building. The town is surrounded on three sides by the city wall building spaces, and on the fourth side by the sea. In the middle of the site lies a small town where the city church will be constructed.

**Elasund**

Elasund is the name of a small village on the Norwegian coast in America (adapted from "Elasund," the village of the Catan. The town was named and is now downloaded from that village for our Dutch-speaking readers.

Note on the title of the game: "First Settlersâ—in the Catan literature the word “First Settlersâ” is used for the entire set of games starting with the first edition of the game. These are based on the vision of Klaus Teuber, Emily Johnson-Teuber, Liam Teuber, Arnd Beenen, Reiner Müller, Wolfgang Ridge, and Pete Fenlon.