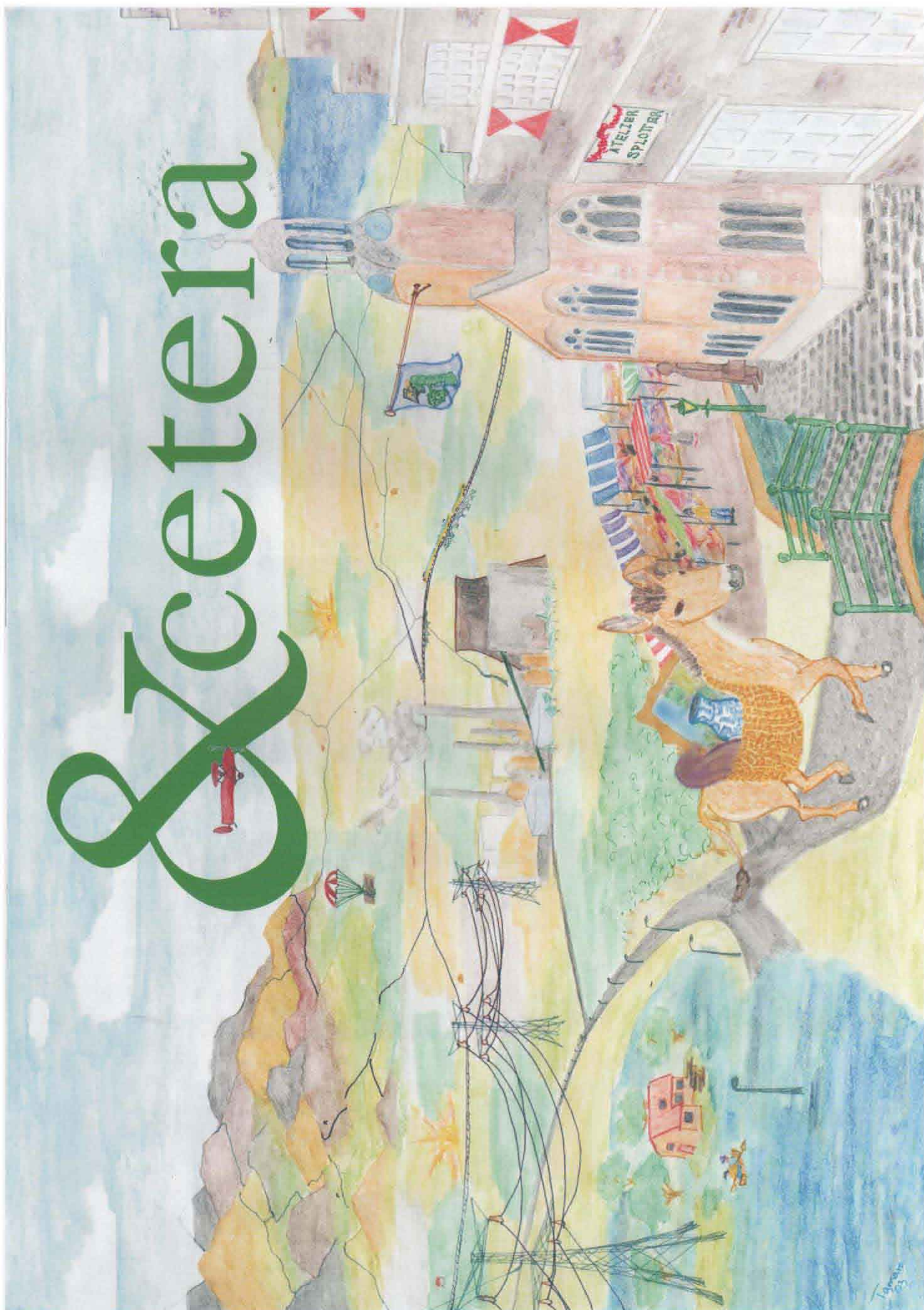


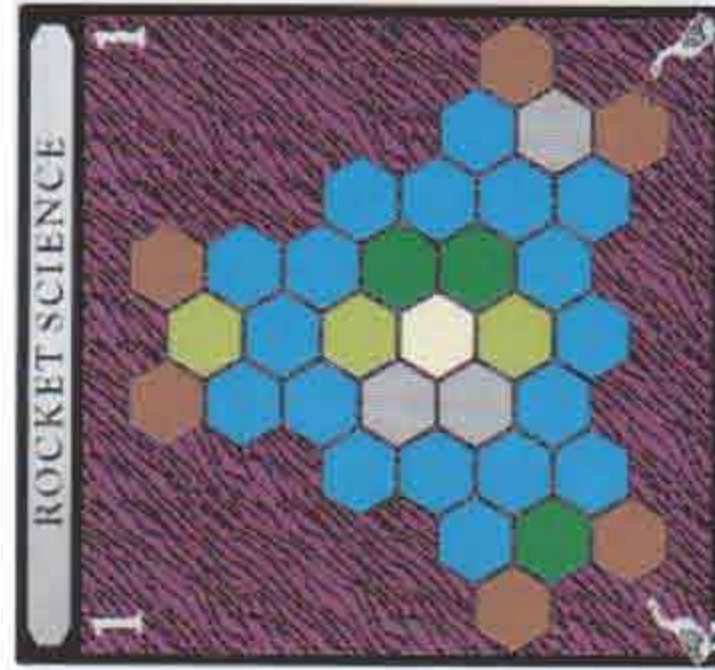
# Excetera



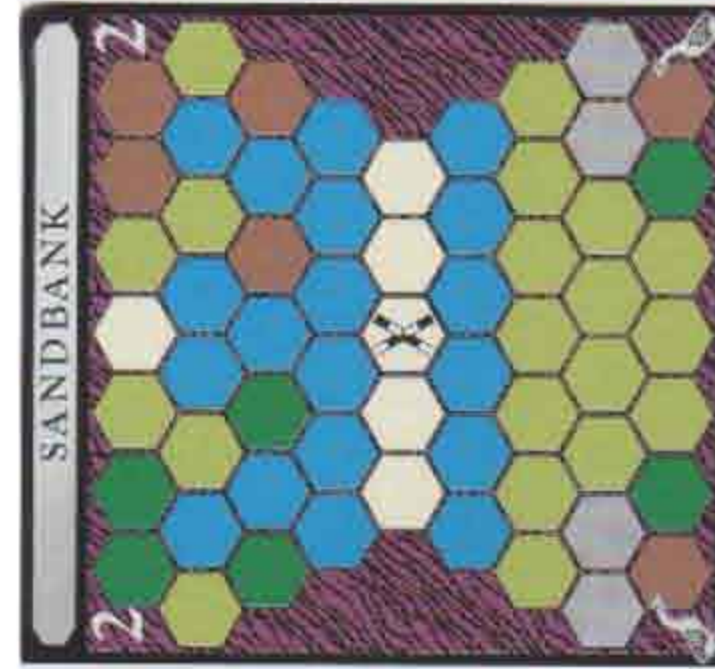




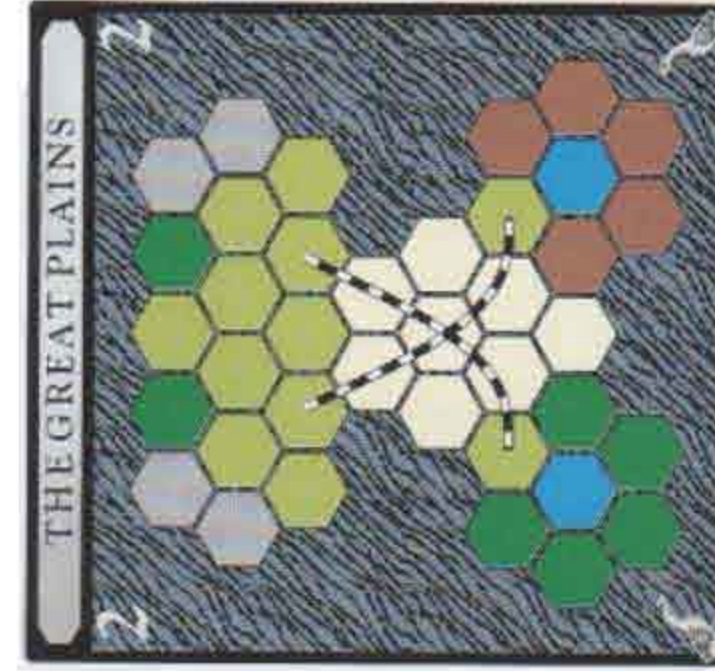
For one player.  
For wonder, number of turns  
and mining: see the Roads &  
Boats scenario book, page 3.



For one player.  
For wonder, number of turns  
and mining: see the Roads &  
Boats scenario book, page 3.



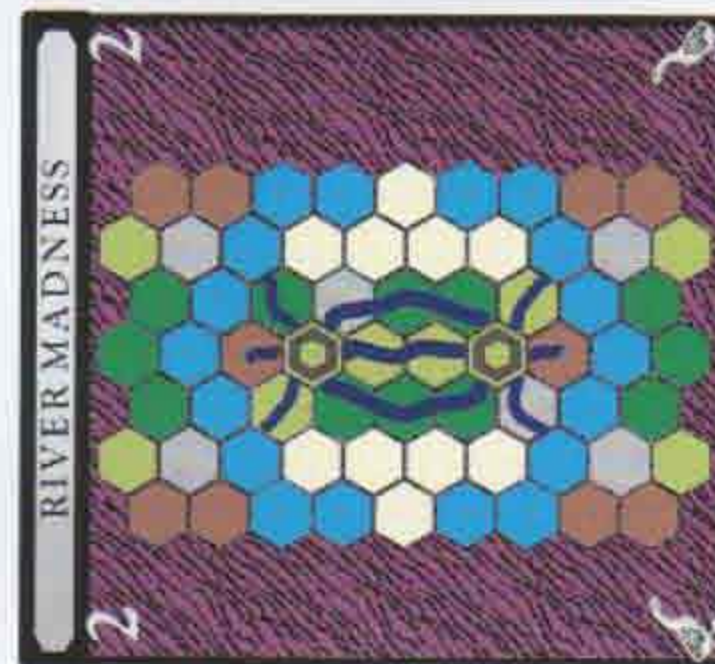
For two players.



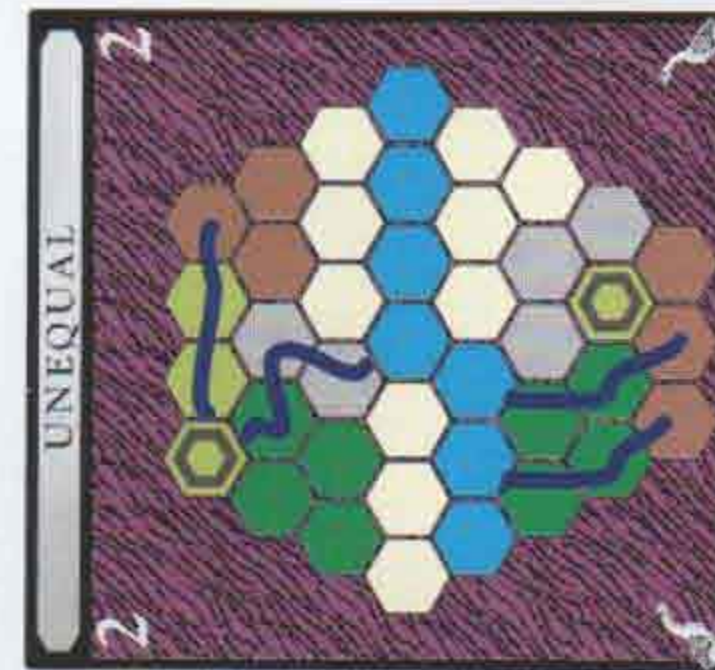
For two players.



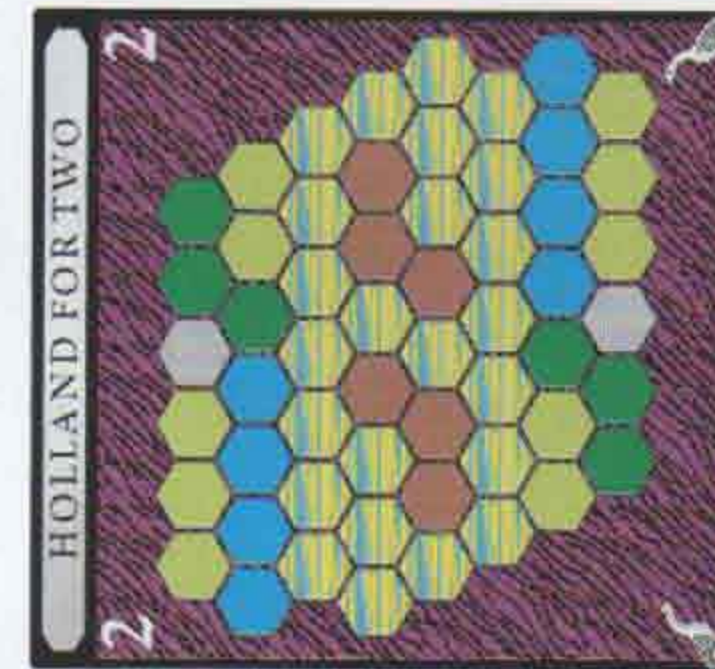
For two players.  
Start with 3 donkeys, 2 geese,  
5 boards and 2 stones each.



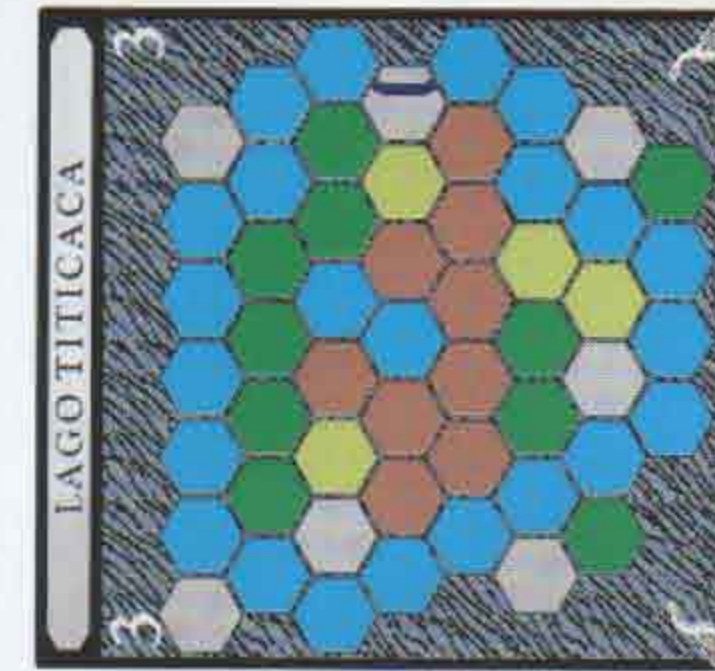
For two players.  
Each player starts on one of  
the landmasses at the edge  
(not in the middle).



For two players.



For two players.



For three players.



For three players.





## &cetera

A donkey plods onward, carrying some building material. Three geese are following some steps behind. All is well, when suddenly the sky darkens and a loud roar drowns out all other sound. The donkey frightens and looks up; someone in a three-piece suit is jumping out of an aeroplane. A minute later, he has landed and immediately starts giving orders: "Fold up this parachute! We've got work to do around here! This place will flood any minute now." A train stops and unloads some statues. "Bwah. Art!" growls the manager. We've got more serious things to worry about. Ask the traders if they have been able to procure any iron, we need to connect our oil platform to the power grid. And by the way, has that old paper mill in the city been blown up yet?"

The donkey plods onwards. It has to build a road first...

& Cetera is an expansion set for the Splotter game Roads&Boats. It adds new buildings, new goods, new land types, new transporters, new ways to win and new strategies. It also includes 24 new scenarios and material to play with 5 or 6 players. & Cetera contains all the rules and material previously published as Planes & Trains, plus a lot more. It is compatible with 2nd and 3rd edition sets.

### Overview

This rulebook consists of a lot of optional rules. New scenario's are included. Some of these scenario's require extra rules. We advise you not to use all of the new rules simultaneously, at least not at first. Each scenario specifies which rules to use.

We have divided the optional rules into 11 modules, which are described one by one below. You only need to read (and explain) the rules pertaining to the scenario you are going to play.

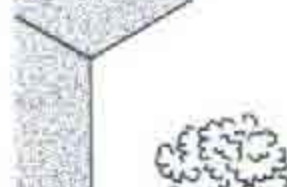
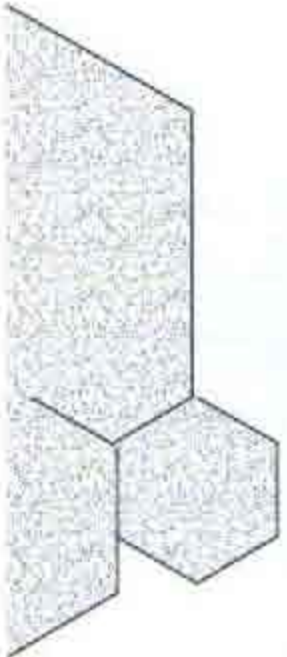
### Electricity

You can use electricity to improve the production of primary producers. A primary producer that is connected to a working power plant produces two goods per turn instead of one. To provide power to a producer, you have to build power lines, a power station, and provide the power plant with trunks/boards to burn.

*Power lines.* Power lines can be built in the same way as roads, except they cost one iron per stretch. Power lines can be built in the sea (and in polders) as well as on land. It is perfectly legal to build power lines that are not connected to a power plant. Draw the power lines on the map in the same way you draw roads, but use dotted lines instead. Power lines can only cross a river if there is a bridge.

*Power plant.* Power lines do not work unless they are connected to a power plant. A power plant is a building that has to be built as any other building at a cost of 3 stone.

*Firing up the plant.* Power plants do not produce goods; instead, they provide electricity. To do so, they must get 1 trunk or board each turn they operate. A power plant will automatically use 1 trunk or board per turn if it is available on the tile (if both are there, it uses the board first). Alternatively, a transporter on the tile may provide the plant with







wood. A player wishing to do so must indicate this at the start of the production phase; the power plant always provides power to all buildings connected to it.

If the power plant gets wood, all primary producers that are connected to the plant by power lines produce two goods instead of one. A woodcutter, for instance, produces 2 trunks per turn. A mine produces two goods: draw two goods out of the bag each turn. Note that this will exhaust the mine even quicker.

There is no effect on secondary producers or reproduction. If the power plant does not have any fuel, it does not work: all primary producers work normally. There is no limit to the number of primary producers that can get electricity from the same plant.

### Management

Managers can be built at a Management Bullshit Academy (MBA). An MBA costs 2 boards to build. Note that there are 6 different MBA's. Each has to be built on its own type of land: dark green on forest, brown on mountain, grey on rock, light green on pasture, blue on the coast (sea or river), yellow on desert. Note that the desert MBA can be built in the desert before irrigation is invented!

An MBA functions as a secondary producer; it produces managers for an input of 1 gold at a capacity of 1 per turn.

Managers can be used to double the capacity of any secondary producer on the tile they are on. So, if there is a manager present on a tile with a mint, the mint can produce 2 coins per turn, provided there are enough input goods. You cannot use more than one manager per tile; any extra managers present have no effect.

Managers are not used up; they can keep on functioning forever. Note that a manager can increase the capacity of any secondary producer(s) on the tile regardless of whether he is on the tile or on a transporter. If they are on a transporter, the owner of the transporter decides whether to use the manager or not.

### Art

The art line is an alternative way to score victory points. Players can produce exhibitions in an atelier. Sending these exhibitions to other players' starting tiles scores points.

*The Atelier.* The atelier is a new type of building. It costs 2 boards+1 stone and can be built on any type of land (except desert before irrigation). It is a multi-functional secondary producer with a capacity of 1. It can produce:

3 trunks → Wood carving

2 pearls → Ring

1 paper + 1 fuel → Sketch

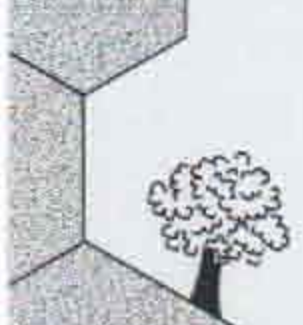
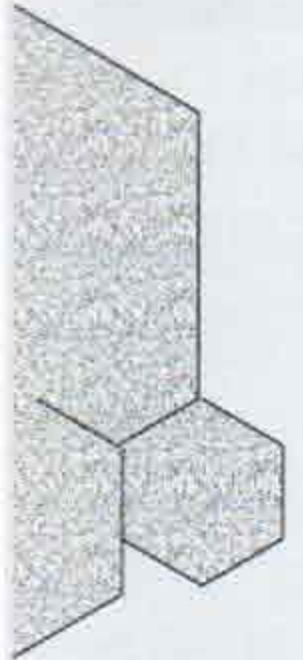
4 clay → Pottery

2 marble → Statue

1 donkey → Exhibition caravan (new type of transporter)

*Pearl fishermen.* Rings must be built from pearls. The pearl fisherman is a new secondary producer that can be built only on sea tiles. It costs 3 boards and produces pearls for an input of 1 stone at a capacity of 1 per turn.

*Marble.* Marble is a new type of goods needed to make statues. It is produced by a quarry if and only if there are at least three pieces of stone on the quarry tile in the production phase,





and there is not yet any marble on the tile. Marble is then produced instead of a normal stone. Any marble held by transporters on the tile prevents the production of marble. Any stone held by transporters counts towards the amount of stone on the tile.

*The exhibition caravan.* The exhibition caravan is a new type of transporter. It may move 1 step per turn on roads or unpaved land. It may not move unto the sea. Exhibition caravans can freely move through walls. They cannot carry anything except artwork (the stuff produced in an atelier), and not more than 1 of each type. They can be used to build, make wonder bricks or do any of the other stuff transporters normally do.

If an exhibition caravan reaches the starting tile of another player, an exhibition takes place. As soon as a transporter reaches such a tile, it vanishes, along with any artwork it was carrying.

If your exhibition is more beautiful than the last one held there, this counts as a show. The beauty of an exhibition is determined by the number of different works of art it carries. An exhibition must contain at least 3 different works of art to be shown but if an exhibition of 3 artwork has already been shown in that starting tile, it must contain 4 artwork, etcetera. If an exhibition of 5 has already been held on that starting tile, no further exhibitions are possible. Exhibitions are shown in the movement phase. All artwork shown is discarded along with the caravan.

Each player can only show one exhibition at each other player's starting tile. So, with 4 players, you can show a maximum of 3 exhibitions by visiting all of the other players' starting tiles.

A player is limited to 3 exhibition caravans; of course, they count towards the total transporter limit of 8. They do not count towards the land transporter limit.

*Scoring points.* At the end of the game, each artwork possessed by players scores 20 points. This number is multiplied by 2 if the player has successfully staged a show at one other player's starting tile, by 3 if he did so at 2 starting tiles, etc. These points are added to any victory points gained in the traditional way.

## Trade

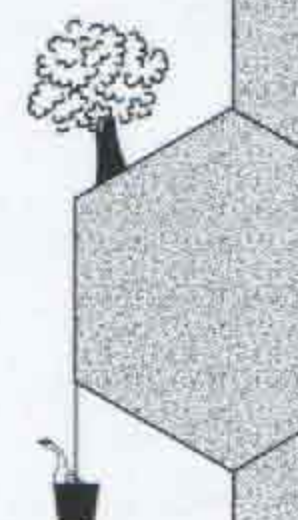
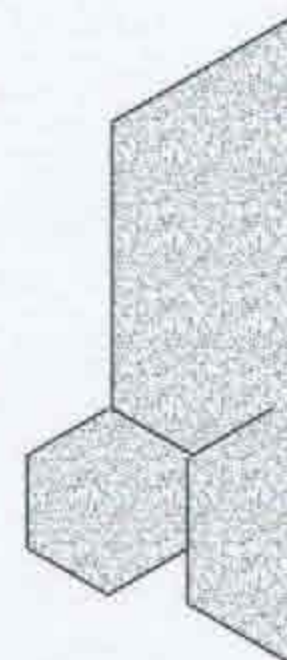
This rule allows you to trade goods on your starting tile with other players. Trading occurs during the wonder phase.

Players may trade any amount of goods with one another, provided these goods are on their respective starting tiles, and they both have a transporter present on their own tile.

Goods are simply picked up from one tile and put on the other; the trading player's transporters may pick up the goods before anyone else can. Note that you cannot trade from another player's starting tile. It is allowed to give goods away, although the receiving player must be willing to accept them.

## Polder

Polders are a unique type of land that are sometimes land, sometimes sea. Their current status is determined by the progression of the wonder. The polders start out flooded. Each time the first brick is placed on a new wonder row, they change. So, when a brick is built on the second row, the polders become land. When a brick is built on the third row, they become sea again; etcetra. If you have third edition Roads & Boats, the status of polders can be seen on the wonder itself: if the last brick was built on a green line, the polder is land. If it was built on a blue line, the polder is flooded. If you have second edition Roads & Boats, you have to indicate the current state of the polders by taking two tiles (one sea, one land) and







placing the polder counter provided on the correct tile each time a new wonder row is started.

Whether they are flooded or not, polders can be built on. They are a new type of land, so building woodcutters, quarries, mines, oil rigs or pearl fishermen is impossible.

Reproduction is also not allowed. However, it is allowed to build shoreline buildings. Roads can be built as normal. It is not possible, however, to build walls between two polders, or between a polder and the sea. Building a wall between a polder and land is allowed, but if built from the polder, it costs +2 stone as if built from sea. Demolishing a wall from a polder tile costs +2 boards as well. These extra costs must be paid even in the land phase.

In the land phase, land transporters can move freely in and out of a polder, but water transporters cannot leave on their own, and can enter only by docking at the tile. When the polder floods, any water transporter docked there is put on the tile itself.

In the water phase, land transporters cannot enter or leave a polder. Water transporters, however, can enter freely and build or interact with the tile without docking.

Any transporter stranded on a polder must wait until the tide turns (the next wonder row becomes built on) before it can leave. It can still carry goods. Of course, another transporter may be used to rescue stranded transporters.

It is not possible to build bridges in polders. Any land tile adjacent to a polder is shore.

### City

The city is a special tile that may contain two buildings. Cities start out as pasture, so they cannot contain woodcutters, quarries or mines. They are however shorelines and can thus contain a clay digger. They can also be used to reproduce. It is allowed to build the same building twice.

Both buildings function normally. If a good lies on the tile unattended and can be used by both buildings, they produce up to full capacity in the following order: sawmill, power plant, paper mill, coal burner, mint, stock, raft factory, cart factory, row boat factory, truck factory, steam ship factory, airport, MBA, bomb factory, atelier, research. Of course, any transporter present may alter this order at will.

If you bomb a city, both buildings are destroyed. If you have a manager present, it doubles the production of two secondary producers. You cannot use the "empty half" of a city tile to land plane or reproduce. To reproduce or land in a city, it must be completely empty (as is the case on other tiles). A plane may always land if there is an airport present.

All cities are surrounded by water. This water counts as a river for all practical purposes. This means you will have to build a bridge to connect the tile to any of its neighbours.

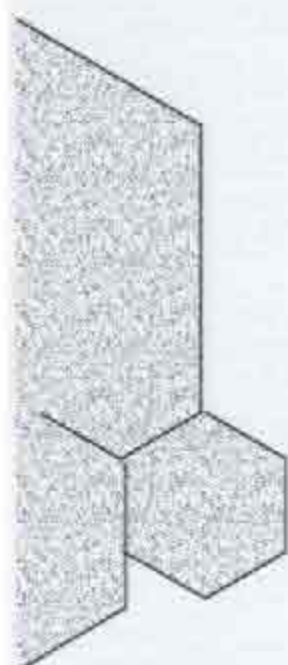
Building a road out of a city will thus cost 2 stone, one for the bridge and one for the road itself. A city can have up to six bridges. You can only build a wall from the city if there is a bridge to the side of the hex you want to build to. You can also build such a bridge from the neighbouring tile.

Any ship on the city moat can interact with the tile as if it were on a river on that tile, but it cannot interact with an adjacent tile.

### Jumpstart

The Jumpstart scenarios provide players with extra goods to start the game off more quickly. These extra goods are auctioned off among the players before the game starts. The scenario gives a number of "lots", consisting of 1 or more goods and/or a starting tile. Make little piles of these goods and lay them on the table. Players bid as follows:

Randomly determine who starts the bidding. The players then take turns, going clockwise. In your turn, you either bid or pass. If you do not yet have any active bid, you must bid; if you





do, you must pass. A bid must be at least 5 points higher than the last bid on a specific pile. You can indicate the current price using wonder bricks(5), gold(10), coins (40) and stock (120). The player who makes the bid puts a donkey on the pile. Any donkey already present is returned to its owner.

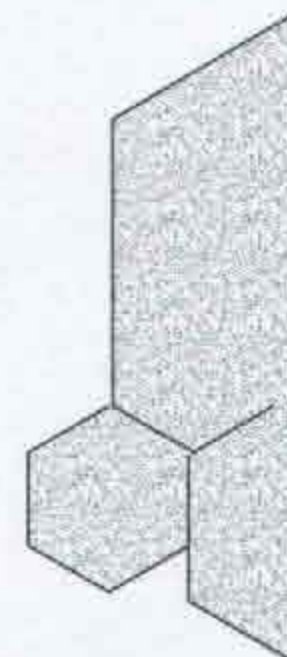
As soon as all players have a donkey on a pile, the bidding stops. Write down the bid prices. Each player then takes his pile, and the game starts.

At the end of the game, each player subtracts the amount bid from his final score.



### Fundamental research

Researching Fundamental Research (represented by a lightbulb) makes all further research cheaper. Once you have researched it, all further research costs only 1 goose+1 paper instead of 2 geese+1 paper. Researching fundamental research costs 2 geese+1 paper.



### Planes

Airplanes are air transporters; they can be used to transport small amounts of goods over large distances. They are produced, moved, used and destroyed using the normal rules, with a few exceptions.

#### PRODUCING PLANES

*Aeroports.* Planes can be produced at an airport. Airports cost two stones to build. They do not require research. Producing a plane costs two boards and one goose. An airport can produce only one plane each round.

*Transporter limit.* Each player is limited to three planes. Planes count towards the transporter limit of 8. As they are air transporters, they do not count towards either the land or the sea transporter maximum of 5.

#### PLANES IN THE PRODUCTION PHASE

A plane may hand in goods it is carrying and goods on the tile for production, just like other transporters. Like a land transporter, a plane cannot handle goods which are on the other side of the river on a river tile without a bridge. A player who has a plane present on a tile may claim transporters or research which are produced there, just as if he had a land transporter present. However, unlike other transporters, a plane cannot load goods during the production phase. If a plane hands in goods to a factory, the resulting output goods are placed on the tile.

#### PLANES IN THE MOVEMENT PHASE

In the movement phase, a plane may either fly or taxi.

*Flying.* A plane may load at most four goods and then take off from the tile it is on. The goods may be dropped on any land tile on the board. The plane may drop different goods at different locations. The goods are placed on the tiles; any transporter present may pick up the goods. The airdropping player's transporters can pick up goods immediately; other transporters must wait until their movement (or building) phase to do so. Goods cannot be dropped on a sea tile, even if an oil-rig or a transporter is present. A plane cannot pick up goods or attract geese from any tile it flies over.

At the end of its movement, a plane has to land on a tile which contains neither a building nor unattended geese: landing between buildings or geese is too dangerous. A tile is said to contain unattended geese if there are geese present which are not being carried by a transporter. The type of tile does not matter. An airplane may even land at sea. Walls, roads,







transporters or goods (other than unattended geese) do not hinder flying or landing planes. Planes may also land at any airport, even if it contains unattended geese.

Airplanes are never allowed in rivers: an airplane landing on a river tile must choose one of the shores. If a building or unattended geese are present on one side of the river, the plane cannot land on that tile at all, not even on the other side of the river.

A plane does not have to drop all goods it is carrying before landing: it may also land while carrying goods.

*Taxiing.* Alternatively, a plane may taxi by moving one step over roads. In this case, it is limited by walls, just as any normal transporter. A plane may also taxi from one sea tile onto an adjacent sea tile, but not from land onto sea or from sea onto land. A plane can never enter a river. The plane may not carry any goods while taxiing, although it may, of course, be followed by geese. Note that a plane may either fly *or* taxi in a movement phase - it may never do both.

*Picking up goods.* Unlike other transporters, planes may only pick up goods or attract geese at the start of the movement phase. I.e. they may not do so after completing their movement or in a production phase.

*No flying transporters.* A plane may never carry another transporter. However, planes can be carried by any other transporter using the normal rules.

*Geese.* Geese will follow planes like they follow other transporters if they are on the same tile when the plane takes off or starts taxiing.

#### PLANES IN THE BUILDING PHASE

A plane may use goods it is carrying and goods on the tile for building, just like other transporters. On a river tile without a bridge, a plane cannot use goods which are on the other side of the river.

When building or demolishing walls from sea, planes suffer the same penalties as water transporters.

#### Trains

*Preparations.* Rail tracks are map features which occur in specific scenarios. They should be drawn on the plastic sheet before the game starts.

*Train service.* A train service operates along such tracks. In its movement phase, a transporter which starts its turn on the track may expend one goods token of any type to use the train. The transporter may then move to any tile along the track, taking along any goods it is carrying. A transporter taking the train may also be followed by geese, which will get off the train together with the transporter they are following.

*No preliminary or subsequent movements.* Using the train constitutes a full movement phase, i.e., the transporter may not move before or after taking a train, nor can a transporter take the train after waiting for another transporter to come and pay the fare. The goods token which pays the fare must already be present at the beginning of the movement phase. It is allowed to use goods lying on the tile to pay the train fare, i.e., a donkey may pay stone lying on the tile and then take the train, carrying two more stone.





*Railways to sea and river shores.* Rail tracks on shores or river tiles connect all shores on the tile which are on the same side of the river. Docked ships and ships in rivers may use the rail tracks to move to other shores.



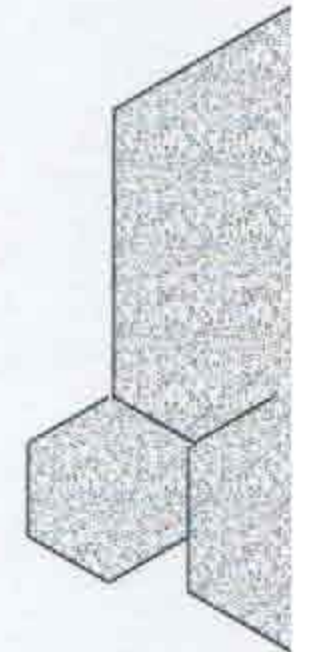
*Railways at sea.* In some scenarios, rail track may cross over sea tiles. Land transporters cannot end their turn on such a sea track, not even at an oil-rig; neither can they cross the sea by 'walking' over the rail track, unless they take the train. Ships may take a train using such a rail track, provided they get off at sea, in a dock or in a river at the end of their turn. It is important to note that docked positions are located on the land tiles involved, not on the sea tiles. Therefore, a ship getting off at a sea tile cannot dock in the same round. Planes can board and leave the train on land tiles as well as sea tiles.

*Planes in trains.* Planes may carry up to four goods when using the train.

*No dropping goods.* It is not allowed to drop goods out of a running train.

*Transporters carrying transporters.* If a transporter carries or picks up another transporter, the carrier may take the train for a single fare, taking with it the second transporter. Note that the carrier must still keep carrying the other transporter until the beginning of the next movement phase, also after leaving the train.

*No transshipping transporters.* Each transporter taking the train must board the train by itself, unless it is being carried by another transporter which also boards the train. So, if a donkey carries a raft and the raft wants to take the train while the donkey stays behind, the donkey must unload the raft into the water first. Likewise, a raft factory cannot put a newly produced raft on the train directly: the raft must be launched into the water first. A transporter is not allowed to get off the train by stepping onto another transporter.



## Bombs

*Producing bombs.* Bombs are a type of goods. They can be produced in a bomb factory. Bomb factories cost two boards and one stone to build. They do not require research. Producing a bomb costs one iron and one fuel. A bomb factory can produce one bomb each round.

*Blowing up buildings.* In the building phase, a transporter carrying a bomb may use it to blow up a building. To do so, the player controlling the transporter takes both the bomb and the building on the tile off the board. Goods, roads, walls and transporters are not affected.

*Bomb-proof buildings.* Any building can be made bomb-proof by strengthening it. This is done in the building phase at the cost of one stone. Put a wooden cube on top of the building to indicate it has been strengthened. Strengthened buildings can never be destroyed.

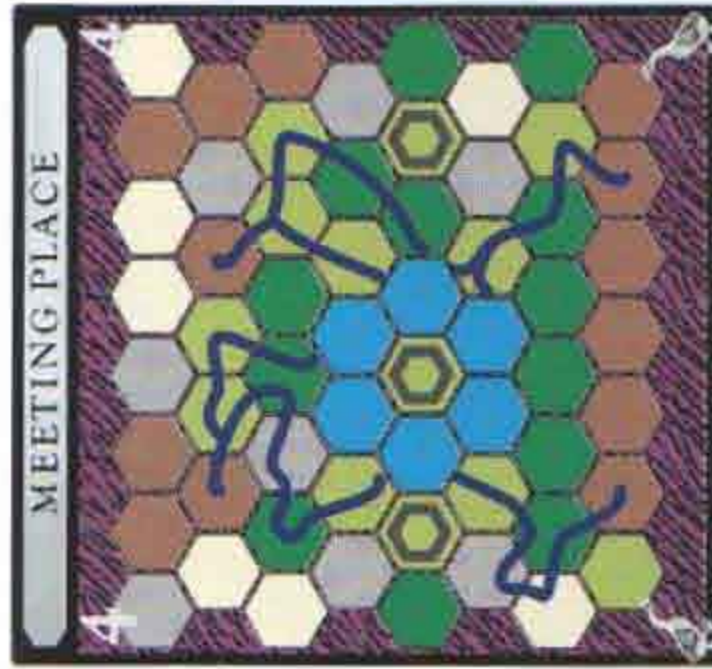


## 5&6 Players

Material is provided to play the game with 5 or 6 players. The playing pieces are similar to those used in the 3rd edition of Roads & Boats, but can be used with 2nd edition Roads & Boats as well.



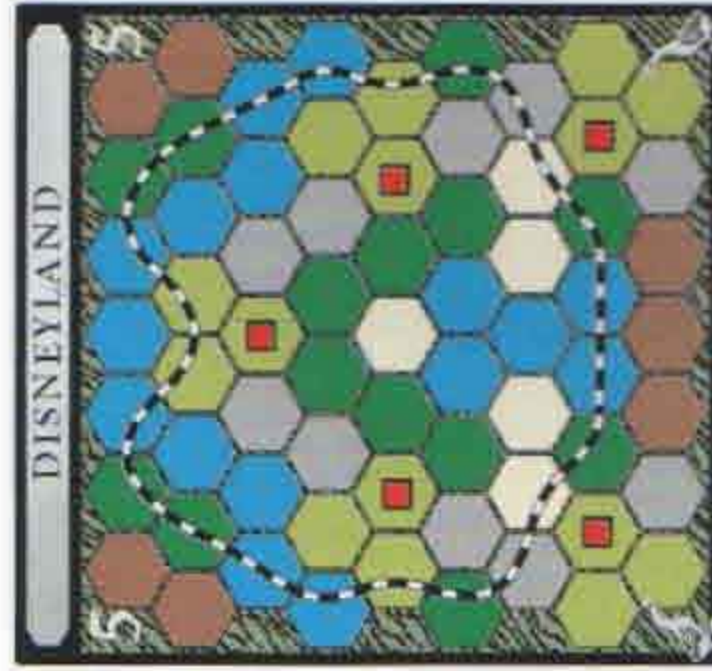




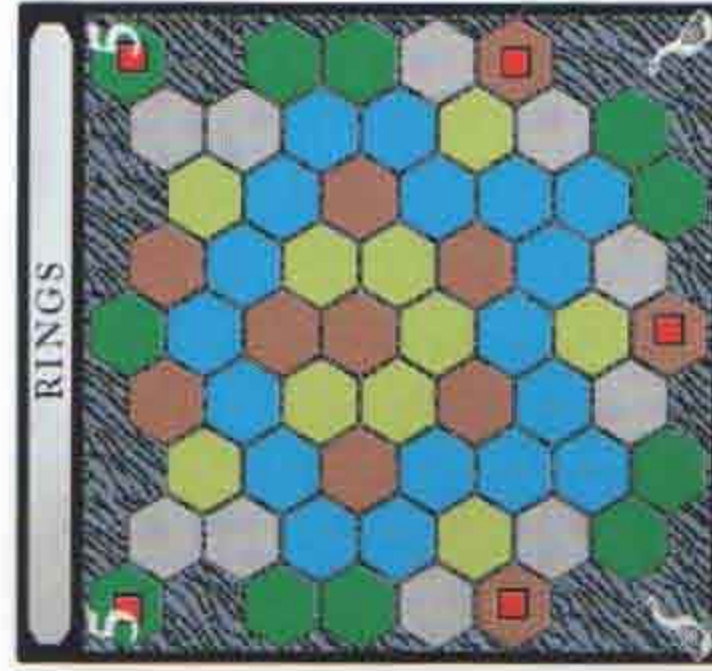
For four players.



For five players.  
Use when players have  
different experience levels.



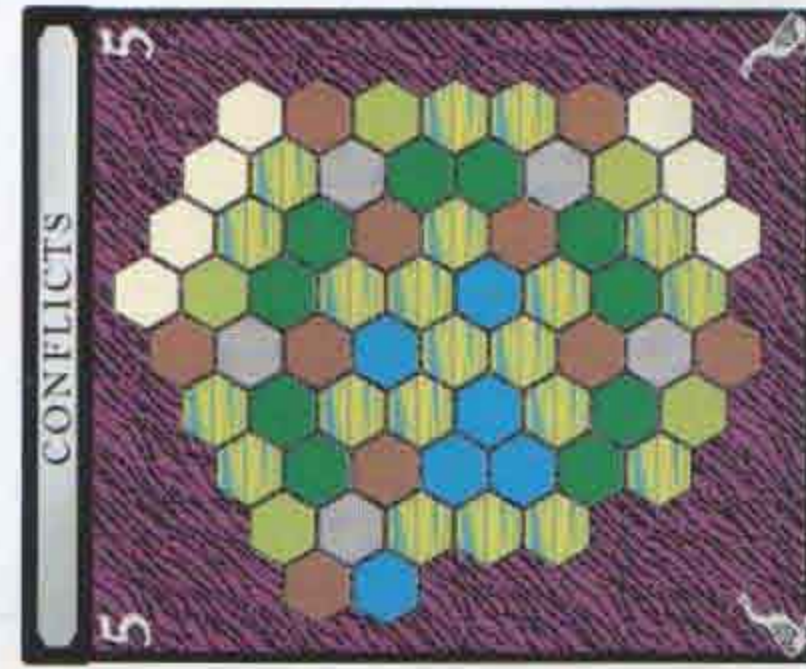
For five players.  
Consider a limit of 20 turns  
and skipping the first four  
rows of the wonder to speed  
up the game.



For five players.



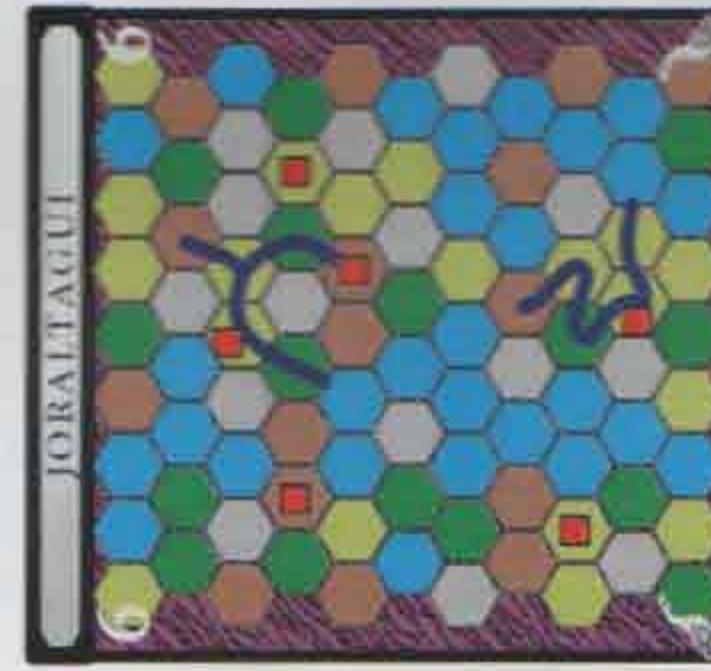
For five players.



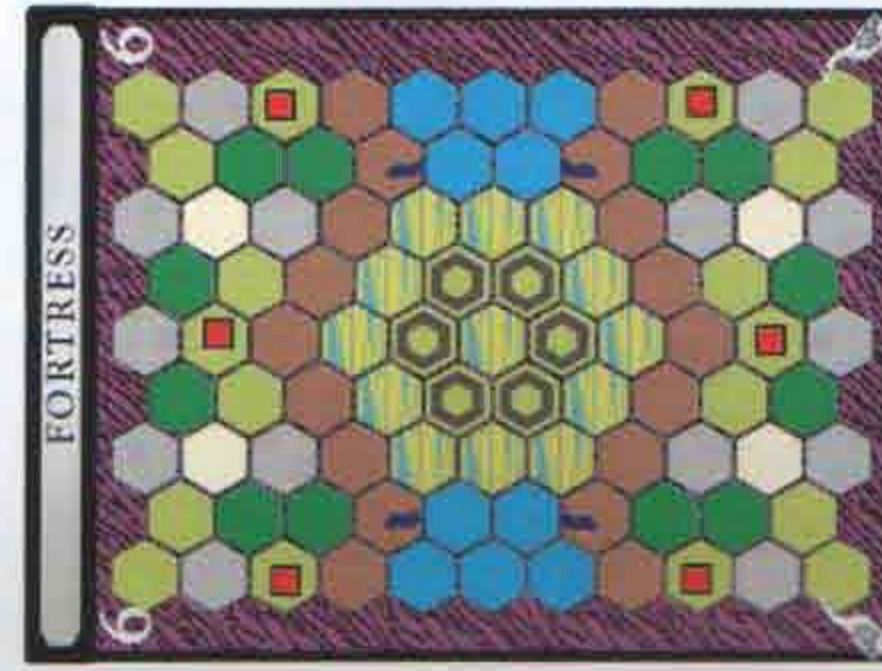
For five players.  
Start on or next to plains.  
Very aggressive.



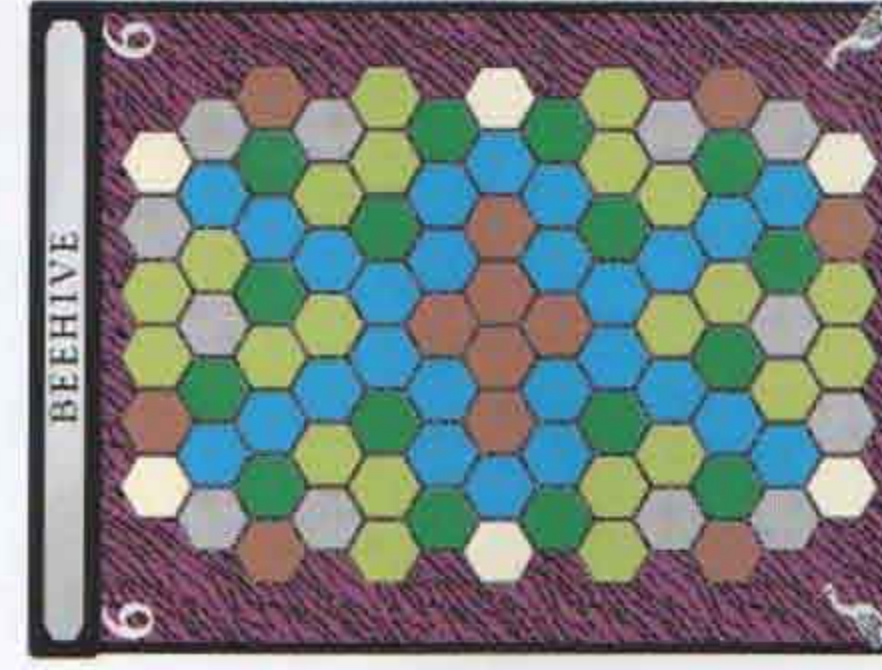
Can also be played without  
any expansion.  
This scenario does not fit  
under the plastic...it will stick  
out 2 cm on each side. It  
works well for 3 experienced  
and 3 novice players.



For six players.  
Can also be played without  
any expansion.  
This scenario does not fit  
under the plastic...it will stick  
out 2 cm on each side.



For six players.



For six players.  
Can also be played without  
any expansion.