



BROADLAND

The Norfolk Broads Challenge



Designed by Martin White

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The Norfolk and Suffolk Broads are a series of navigable waterways near the Eastern coast of Southern England. They were originally thought to be lakes of natural origin and part of the Great Roman Estuary in the lower valleys of the Rivers Bure, Yare and Waveney. However, research proved that the Broads were in fact man-made medieval peat diggings which had begun around the 12th century and continued for several centuries. Its purpose was to provide fuel for heating and cooking. Eventually, the pits gradually began to fill with water, making the peat difficult to extract. The practise was ultimately abandoned by the 14th century and the diggings subsequently flooded, creating a wetland rich in wildlife and we are left with beautiful Broadland which we see today.

The Broads has been a popular boating holiday destination since the late 19th century, where the hire of yachts and subsequently motor cruisers became increasingly fashionable. This led to the birth of the Broads boating industry which offers a plethora of boatyards with boats for hire, popular attractions and landmarks which visitors still enjoy today.

In BROADLAND, up to five players take command of a river cruiser with passengers. The challenge is to visit an agreed number of destinations and to score victory points (VP) for destinations achieved and through visiting tourist sites along the way.

Components



Game board



5 Boatyard boards



Five sets of Boatyard wooden discs & cubes



5 wooden cruisers



Weather (WX) tokens
Rainy, cloudy, sunny: 7 of each



5 sets of six Cruise cards



Activity counters
5 of each



5 moored markers
5 refuel markers



15 mooring bonus tokens



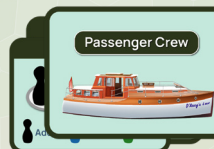
5 money cubes



5 fuel cubes



First Player counter



16 Passenger Crew cards
(Poker size)



12 Adult pawns
12 Senior pawns
12 child pawns



5 Adult specialist pawns
5 Senior specialist pawn
5 Child specialist pawns



40 Event Cards
(Poker size)



22 Daily Bonus Cards
(Poker size)



16 assorted Nature Reserve counters

34 assorted Pub counters



6 Tide cards



30 experience tokens



35 Activity Cards
(Mini size)



5 black marker cubes



2 Regatta tokens



Day marker and
Hour marker

Setup

A. Initial game setup

First, players will choose a boatyard and take the boatyard Card. Then they agree on the length of **cruise** they want to undertake. Cruises can last for 2, 3, 4, 5, 6 or 7 Days. Players take the set of Cruise cards which match their boatyard. Here is the set for **Brundall**:



Each cruise will contain a number of destinations or waypoints which players have to try to reach and at the end of the game they will score victory points (VP) for each one achieved. Destinations are different for each boatyard and as far as possible, they are all carefully calculated to be around the same distances for each cruise.

Game length

As a guide, please allow ten minutes per player per day. So, for 3 players playing a 3 day cruise:
 $3 \times 10 \text{ mins} = 30 \text{ mins per day}$
 $3 \text{ days} = 3 \times 30 = 90 \text{ mins}$

Once everyone is agreed on the game length, players place their corresponding Cruise card on the space at the end of their Boatyard board. In our example below, players have chosen a 4 Day cruise, so the appropriate card is placed. The Brundall player sees that his waypoint destinations are Loddon, Oulton Broad and Beccles Marshes. Top left of the card is the starting fuel allowance, so the Brundall player places a yellow fuel cube fuel marker on the 30 space of the fuel gauge.

Choosing a cruise

Things to consider

The Norfolk Broads is divided naturally between the Northern and Southern Broads at Great Yarmouth where the tide comes in. In your set of Cruise cards, the 5, 6 and 7 day cruises involve travelling to the other half of the Broads to where your Boatyard is.



Take a look at the 7 day cruise card for **Brundall** (left), you will see that some destinations have a darker background. This denotes that they are located in the other half of the Broads to where your Boatyard is located. While **Brundall** Boatyard is located in the **Southern** half of the Broads along with Loddon, Oulton Broad and Beccles Marshes, **Ranworth Broad** and **West Somerton** are in the **Northern** half. Apart from these destinations being much further (taking longer to reach), there are also ramifications for crossing between the two halves of the Broads.

For your first game and if you are up to three players, we suggest you choose all three boatyards in the Northern half: Stalham, Wroxham and Potter Heigham. Then select either a 2, 3 or 4 day cruise. If more than three players, at least one of you will have to be based in the other half of the Broads (until you get the expansion!). Always try to balance it out so you have the same number of players based in each half of the Broads, though it is not crucial and not always possible.

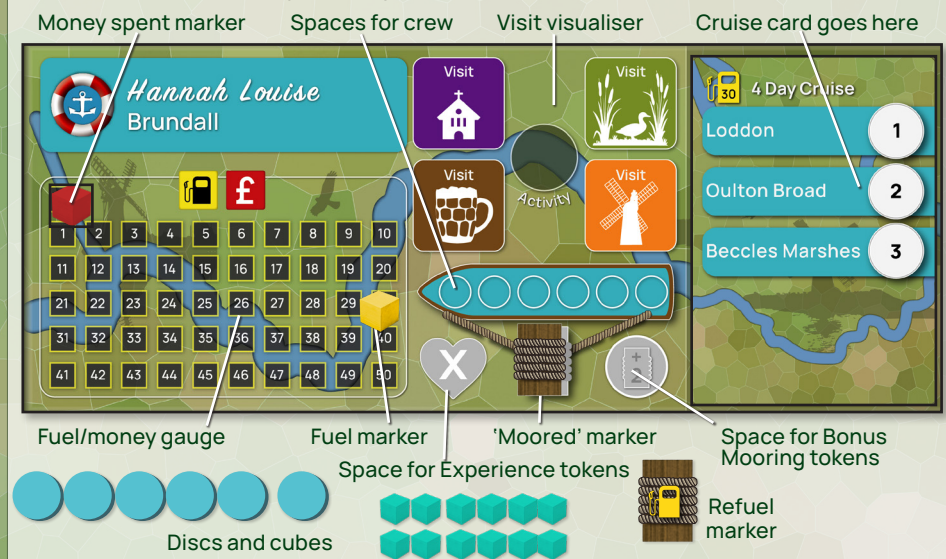


B. Player/boatyard setup

Each Player receives:

1. A **Boatyard Board**. Boatyards have their own specific colour.
2. **Wooden pieces** same colour as boatyard: a cruiser, six (15mm) wooden discs. Up to five of these are used to mark achieved destinations on the cruise card while the sixth is to record the score on the score track and has '+200' on the reverse. One (9mm) wooden disc to record advancement up the Etiquette track, twelve (7mm) cubes matching their Boatyard colour used to place on various cards for bonuses, a red cube to record money spent and a yellow cube to record fuel burn.
3. A set of **Cruise cards**. Once you've placed your chosen cruise card on your boatyard, the rest of the set can be placed aside as they are not needed for the game.
4. A **red cube** to mark money spent. This always starts on Zero space on Fuel/Money gauge.
5. A **Mooring marker** - place on Boatyard Board since you will begin the cruise moored.
6. A **Refuel marker** - place to one side for use later.

Here is the **Brundall** Boatyard set up:



C. Passenger crew setup

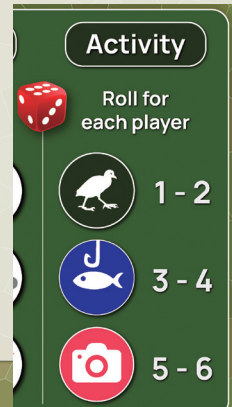
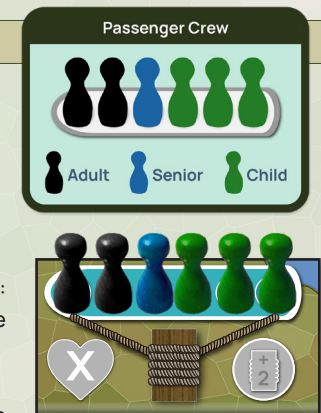
1. Shuffle the Passenger Crew Deck and deal each player a Passenger Crew card.

This card establishes the make up of a player's crew of six. It will be a combination of **Adults** (black), **Senior Citizens** (blue) and **Children** (green).

In our example, as the Brundall Payer, we draw this card: Our crew consists of two adults, one senior and three children.

Players then select matching coloured pawns from the supply and place them on the cruiser on their Boatyard Board so that the crew matches the card drawn. Once the crew is placed, the Passenger Crew card is no longer needed and can be returned to the game box.

2. Players then randomly select a **specialist activity** by rolling a D6 and consulting the table on the game board (shown right). In our example, we roll a 5 and therefore have **photography** as our specialist activity. We take a **photography** counter and place it on our Boatyard board on the space where it says 'Activity'.



- Players now **assign** this skill to one of their passengers. We assign it to one of our three kids by swapping out one of the kids' pawns with a **specialist** kid pawn which has a white ring on its base.

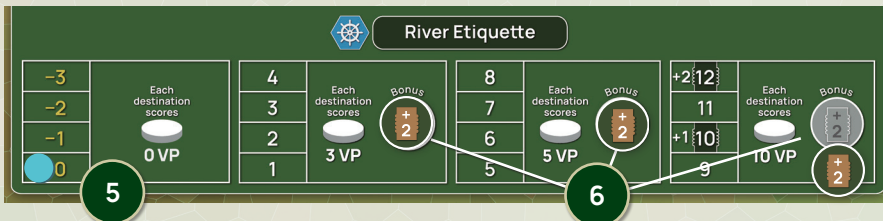


- We place our wooden cruiser piece on the **Brundall** space ready to start our cruise.



Swap with 'specialist' pawn

- Put our small round disc on the zero space of the **River Etiquette** track.

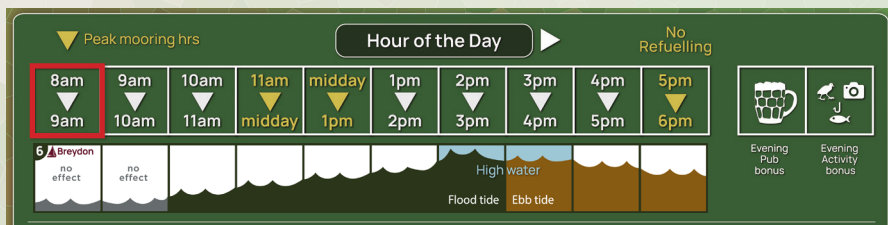


- We place one mooring bonus token per player on each of the three **Bonus** spaces on the River Etiquette table. These will be earned as you progress up the track.

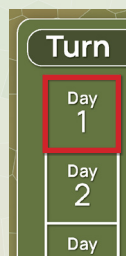
D. Rest of setup



- Divide the **Tourist site** counters into their four categories of **Attractions** (orange), **Churches/Abbeys** (purple), **Nature Reserves/Parks** (green) and **Pubs** (brown). Turn them face down and shuffle them.
- Place a counter on each **tourist site** space on the game board ensuring you match the colour/symbol for each space. Once every space is covered, flip the counters over and ensure they are all the same orientation. They all have different values and times on them, so by randomising placement we ensure variability each game.
- Take the six numbered **Tide** cards and roll a D6 to randomly choose one to use for the game. Place the card chosen beneath the **Hour of the Day** track on the game board. This now establishes both the **high water** hours, plus (in conjunction with the tide arrows on the game board), the direction of the **current** at any time during the game.



- Shuffle the **Events** card deck, the **Daily Bonus** deck and the **Activities** deck then place them face down on their spaces on the game board.
- Draw the top **Daily Bonus** card and place on top of the deck face up. This is the available bonus for the first Day. Alternatively, you could keep the deck to one side, placing the drawn card on the space. You will be placing cubes on the card, so whatever works for you!
- Place the **Hour of the Day** marker on the first hour of the day (see above 8am > 9am). Place the **Turn** marker on Day 1, as seen right).
- Keep nearby the **Weather (WX)** counters, the **regatta** counters, the black cubes and the **Experience** counters, ready for use.
- All players should place their sixth coloured disc next to the start of the **score track**, ready to score victory points.
- Optional: place one of your discs on the game board at all the destinations on your Cruise card. This gives a nice visual reference of where you need to go.
- Finally, choose a first player and give them the **First Player** marker.



You are now ready to play!



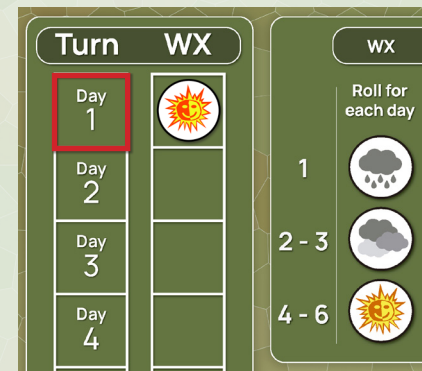
Objectives of the game

Your objectives in Broadland are:

- To score VP by visiting all destinations listed on your Cruise card.** Remember, Cruise card destinations are like **waypoints**, setting the boundaries as to how far and where you need to travel. Although you are free to stop and moor at these destinations, it is **not** compulsory to do so. Nor do you have to achieve them all, though you will want to try and maximise your score by getting them all. Moving onto or through the space means it is **achieved** and you can cover the destination up with a coloured disc on the cruise card. If you placed the discs on the game board during setup, simply move it to your cruise card. Note these destinations are not scored until the **end** of the Game.
- To score VP by visiting tourist sites along the way.** This is where you score the bulk of your VP. You have complete freedom to stop at any location and visit any tourist site you want, providing it is open! Furthermore, not only must you be aware of opening times, you will want to pay attention to the needs of your passengers as the three different types of passenger (adults, seniors and kids) may score differently at each site. Visits to tourist sites are scored on the score track **immediately**.
- To score VP by completing activities such as bird watching, fishing or photography.** During set up, each player randomly selected a specialist activity which they assigned to one of their passengers. That passenger (the pawn with the star on) can do their activity at locations with the same symbol to earn VP and/or **experience** tokens.
- To keep a close eye on the progress of other players.** While players can expect the cruise to run for the full number of days, game end can also be triggered by a player achieving all his destinations and returning back to his boatyard. If this happens, you want to be as close to your boatyard as possible since points are deducted based on how far away from home you finish!

Game play

In Broadland, **one game turn** represents **one whole day** on the Norfolk Broads. Play proceeds as follows:



- At the start of each day we roll for the day's **weather (WX)** by rolling a D6 and consulting the **WX table** next to the Turn track. From the result, choose a matching **WX counter** (rain, cloudy or sunny) from the supply and place it on the space next to the **Day number**. In our example, we roll a 4 and a **Sunny** counter is placed next to Day 1. This weather should last for the whole day but remember, this is England, and the weather could change at any moment!
- The first player performs his action for the first hour **8am > 9am**. Any VP scored during an hour are immediately recorded on the score track around the edge of the board.
- After player 1 has done his action, the player to his left follows. This continues until all players have completed an action for the first hour, after which the **Hour marker** is advanced to the next hour (**9am > 10am**) and players repeat the process. This continues up to the end of the **5pm > 6pm** hour by which time all boats should be **moored for the night**. If possible you will want to moor where there is a **pub**!
- After the daytime hours have been played, the day culminates with two evening rounds: the **evening pub bonus** round and the **evening activity bonus** round. The former only applies to a player if there is a **pub** at the location where he moored, the latter only if there is the opportunity to carry out his **specialist activity**. All players who can score, do so in player order.
- After the evening rounds, **move the turn marker to the next day**. The first player hands the 1st Player marker to next player on his left, then repeat 1 - 5 as above.

Ending the game

The game can end in one of two ways:

1. The **final day** plays out to the end and the evening bonus rounds have been scored. Final scores are tallied up to find the winner. **OR**
2. A player returns to his boatyard after having achieved ALL his destinations on his Cruise Card, AND he has declared out loud: **"I am triggering game end"**. The reason for this last requirement is because game end is not automatically triggered by simply arriving back at your boatyard. You may wish to visit some tourist sites at or near your home location to earn a few last valuable VP **before** triggering the end. Timing is all!




When the game ends in this way, all players (including the one who triggered the end) can play **one final hour** after which the scores are tallied up. Points are deducted according to the distance you finish away from your boatyard, so you may have to choose whether to score some last valuable VP, or, reduce your distance to your boatyard to salvage some VP. Note, if the game end is triggered in the last hour (5pm > 6pm), **both** the evening rounds can be scored before tallying up final scores.

Final scoring

1. All players score VP for each destination on their **Cruise** card achieved. The amount gained per destination depends on which level you attained on the **River Etiquette** table. If you reach the final level you score the maximum of 10VP per destination. In our example, we would add 30VP to our score.
2. All players deduct 1VP for **every £1 spent** (on fuel and mooring charges). Simply deduct it from the total score by moving back your score marker.
3. All players who did **not** finish the game at their Boatyard must now lose one VP for every space they are **from their boatyard**. PLUS, if they do not have enough fuel in their boat to get back to their boatyard, they must lose 1 VP for every space they **do not have fuel for** all the way back to their boatyard!
4. The player with the most VP wins. If players draw, then the player who scored most Etiquette points wins. If that is drawn, then the player who has most fuel left wins. If still a draw, then....it's a draw!

Player actions

During any of the **daytime hours** (8am through to 6pm) each player can do **one** of the following actions:

- Move up to five spaces (5mph), or
- Unmoor, then move up to five spaces, or
- Move up to five spaces, then moor using the mooring marker , or
- Move up to five spaces, moor using the Refuel marker , then refuel at: 
- Carry out a visit to a tourist site and/or carry out your specialist activity

NOTE:

Visits and most Activities can only be done while moored.



Mooring & visits: important principles

- Mooring and unmooring does not count as an action. Simply place the mooring marker on your Boatyard board to show when you are moored and remember to remove it when leaving.
- Mooring is always carried out at the end of a move when you reach your destination by making a mooring roll.
- Visits to tourist sites or the carrying out of activities cannot be done in the same hour that you arrived and moored. They have to be done starting the hour after you arrive. Furthermore, you cannot unmoor and leave in the same hour that you carry out a visit or activity.
- During an hour when you make visits you can split your passengers up, sending different crew to different tourist sites (see later).
- You can only carry out an activity that matches the specialist activity of one of your passengers.
- For visits and activities, immediately record any score on the score track around the game board.
- The destinations on your Cruise Card are waypoints only. They will score at game end if you have been to them but it is not mandatory to moor at them. However, you can if you see a scoring opportunity!
- Use the Movement Order table on the game board (right) when having your turn, so that you do things in the right order.

Movement Order

1. Move
2. Register Fuel Burn
3. Apply any Tide Effect
4. Draw/resolve/keep Event Card
5. Moor

Moving

When moving from a mooring, simply remove the mooring counter from your Boatyard board and move your cruiser along the river spaces. Your cruiser can move up to 5 spaces in one hour. Think of the number as being your speed in mph i.e. 3 spaces means you move at **3mph**. After moving, always follow the Movement Order table and deduct the fuel by moving the fuel cube down the same number of spaces.

For example, using the Brundall boatyard previously shown, if our first action were to move 3 spaces, we would remove the mooring token from the card, move the cruiser 3 spaces, then move the yellow fuel cube from 30 to 27.



River etiquette

In Broadland we would like you to observe the speed limits and we will reward you for doing so. When you pass a space which has a '3' inside it, you should be travelling at no more than 3mph. Provided you adhere to 3mph or less when you pass over (or end your turn on) such a space, move your cube up one number on the **River Etiquette** table.

The first time you enter a new level (e.g. on scoring 1 point, 5 points and 9 points) take one of the **mooring bonus** tokens from those available. These tokens can be spent to help you find a mooring when it is busy. There should be 1 token for each player at all three levels.

You do not have to adhere to the 3mph limit and can pass over or end your turn at up to 5mph. However, if you do, move your cube **down** one space on the River Etiquette table.


Note: If you go down a level then back up again, you do **not** gain another mooring bonus token! Also, if you pass through more than one 3mph limit in excess of 3mph, you lose an etiquette point **for each one** passed. However, you only ever **gain a maximum of one** etiquette point no matter how many 3mph limits you pass through at the correct speed.

Etiquette DRMs

In addition to the one off mooring bonus tokens collected by moving up a level, if you attain 10 on the Etiquette Table, you gain a +1 DRM to all mooring rolls. The moment you fall below 10, you lose this DRM. Similarly, when reaching 12 you gain a +2 DRM on mooring rolls (this replaces the +1 achieved when attaining 10). Should you drop to 11, you revert to just +1 DRM.

| River Etiquette | |
|-----------------|---|
| -3 | Each destination scores 0 VP |
| -2 | |
| -1 | |
| 0 | |
| 1 | Each destination scores 3 VP |
| 2 | |
| 3 | Each destination scores 3 VP Bonus +2 |
| 4 | |
| 5 | Each destination scores 5 VP |
| 6 | |
| 7 | Each destination scores 5 VP Bonus +2 |
| 8 | |
| 9 | Each destination scores 10 VP |
| 10 | |
| 11 | Each destination scores 10 VP Bonus +1 |
| 12 | Each destination scores 10 VP Bonus +2 |

Event Card Spaces

Some spaces on the game board are **Event** card spaces and look like this:  If you end your move on one, or if you pass over one, after registering your **fuel burn** and before you moor (if you intend to), take an **Event** card from the top of the deck. You do not have to show the other players the content unless it says on it "Apply Now".

These cards will provide an event which may be beneficial or not. Event cards are either '**Apply Now**' (resolve immediately then discard it) or '**Keep until Resolved**'. You may hold up to three event cards to use at a later time in the game. Should you draw a fourth card, choose one to discard. Also, you can only use **one** card at a time when gaining benefits and as you use a card, so make sure you discard it after using. Finally, if you pass over the same event space more than once in the same move, you do **not** draw another event card.

Effect of Current


The Norfolk Broads is tidal and sea water comes inland at Great Yarmouth flooding the rivers both North and South for many miles creating a current and raising the river depth up to two metres in some places. Your movement may be affected when cruising in the areas of the Broads which are affected by the current. The **tidal spaces** of the Broads are depicted by three thin black lines.

For the current to affect your cruiser, you must move at least three spaces **ALL** of which must be tidal spaces **PLUS** they must **ALL** be in the **same** direction. If you move just one or two within the tidal spaces, or a mixture of with and without the current, there is no effect.

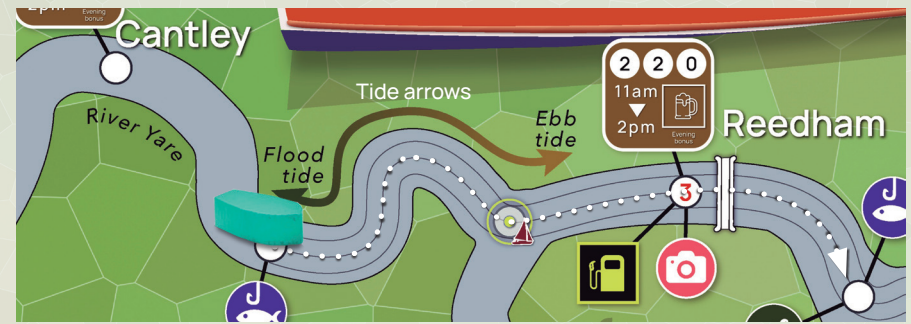
Current effect

With If you move 3, 4 or 5 spaces **with the current** you may (if you wish) move **one extra space**. This is at no additional fuel cost.

Against If you move 3, 4 or 5 spaces **against the current**, you must expend **one additional fuel**.

In the image top right, your cruiser from Brundall will be passing through **Reedham** where there is a . You do not wish to lose an Etiquette point by going faster than 3mph, so you move 3 spaces to reach the space after Reedham. As a reward, you would move your etiquette marker one space up the River Etiquette track.

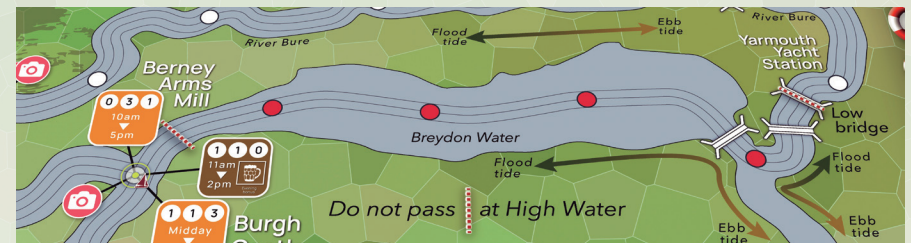
Also right is the Hour of the Day track with the Tide card underneath, showing the state of the tide in any given hour. On the game board, the tide arrows remind us of the direction of the flow. In our example, it is **Midday to 1pm** and the tide is a **Flood Tide** (dark green). The tide is therefore flowing **against** you. As we are moving three or more spaces within the current and all in the same direction, we must expend an extra fuel. We therefore move our fuel cube down four instead of three spaces.



| Peak mooring hrs | | Hour of the Day | | No Refuelling | | | | | |
|------------------|---------|-----------------|-----------|---------------|------------|----------|-----|-----|-----|
| 8am | 9am | 10am | 11am | midday | 1pm | 2pm | 3pm | 4pm | 5pm |
| 9am | 10am | 11am | midday | 1pm | 2pm | 3pm | 4pm | 5pm | 6pm |
| 6 | Breydon | no effect | no effect | High water | Flood tide | Ebb tide | | | |

Crossing Breydon Water

On the Northern side of the Broads at Great Yarmouth there is a low bridge. The clearance for your cruiser at **High Water** is insufficient, meaning you cannot pass under it during the two high water hours. On the Tide cards, High Water is marked. Using the Tide card shown above, High Water occurs between **2pm and 4pm**.



The red dotted lines on the bridge West of the Yarmouth Yacht Station (YYS) space and East of the space at Berney Arms Mill (BAM) have between them **four red river spaces**. Your cruiser cannot navigate any of these red spaces during High Water hours. If your move would mean you enter these red spaces, you cannot move and must moor up and wait until after High Waters have passed (in this example, from 4pm onwards).

Mooring

When arriving at a space where you want to moor, after deducting your fuel, applying any tide effect and dealing with any Event card, you announce you are mooring and place your mooring marker on its space on your Boatyard. However, as it gets very busy on the Broads, you may have a challenge to find a mooring.

Each time you moor you will be required to make a **mooring roll** by rolling a D6. To succeed you must roll a 4, 5 or 6. If you fail, you must pay £3 for a private mooring. Spending money is bad since it is **deducted** from your VP at the end of the game.


If you are mooring during **peak mooring hours** (11am - 1pm and 5pm - 6pm) you must add the DRM of -1. You can spend **mooring bonus** tokens you earned through advancing up the River Etiquette table to add +2 to your mooring roll. If you fail a roll, just discard the counter to boost your roll by +2. Of course, if it doesn't raise your score to at least 4, don't waste the token. Keep it and pay for the private mooring.

Another option is where there is another player already moored at the **same location**. You can pay **that player** £1 to **double moor** onto that player's boat thus saving £2. Just move your money marker up one box and the other player's down one box.

Finally, you can gain a +1 or +2 DRM to mooring rolls by achieving 10 and 12 respectively on the River Etiquette Table as mention earlier under Etiquette DRMs.

Refuelling

It is imperative to keep an eye on your fuel gauge and ensure you refuel at one of the fuel stations around Broadland if you get low. You do not have to roll for a mooring when you refuel, simply place the refuelling marker instead of the usual mooring marker. Note that you cannot moor and refuel in the hour of **5pm > 6pm**. During that hour, you must moor normally for the night, then in the morning of the next day, unmoor and remoor using the refuel mooring marker. You will be free to leave the next hour.

You cannot carry out any visits while moored to refuel since you are moored at the fuel company's dock. If you want to make visits at that same location, you will need to unmoor from that dock and moor in a different place at the same space. Think of it as moving your boat 50 yards to the public mooring area. Also, you cannot moor in the usual manner by making a mooring roll and take on fuel at a  symbol. Fuel moorings are different to normal moorings.

Note, if you unmoor and leave a fuelling space then remoor normally, you cannot do any visits or activities until the **next hour**.

To refuel, simply spend £2 per ten units of fuel, moving your fuel marker cube up the desired number of boxes and your red money cube 2 boxes per ten units of fuel purchased.

Running out of fuel

If you run out of fuel, just moor wherever you are. You must miss two hours cruising in order to wait for an engineer to come out to you. Place two yellow fuel cubes your boat.

Starting next hour, remove one at the end of each hour. On removing the second counter, the engineer arrives to sell you fuel. You must purchase a minimum of ten units of fuel at £4 per ten units instead of the usual £2. The recommended action is to buy just enough to get you to a fuel station so you can refuel at a lower cost.

Good news is, while waiting for fuel, you may carry out visits or activities as normal - if you are lucky enough to be moored where there are tourist sites or activities.

Visits and Activities

Visits to tourist sites and activities are actions which are carried out during any hour when your cruiser is moored. These actions are where players will score the majority of their VP. Let us take a look at the difference between visits and activities before giving an example of scoring.

Visits can be 'done' by any passenger in your crew and the score each passenger generates is shown on the attraction counter itself. It is simply a question of saying who you are sending on the visit, saying out loud what they each score, then calculating the total VP and adding it to the score track.

Activities can only be done by the passenger you assigned as your specialist during set up. As to what this passenger gains from carrying out his activity depends on a deck of activity cards. The result is either to score VP (as in a visit) or to gain **experience**. While not benefiting you immediately, experience can be 'spent' later, for instance, when the weather is bad. Experience enables you to get better photos, or know where to spot those rare birds, or, know how to catch those fish!

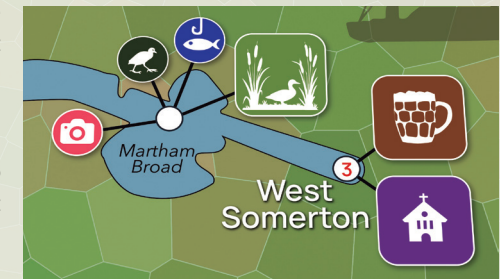
Visits



There are four main categories of tourist sites: **Attractions** (which covers windmills, museums, yachting clubs etc.), **Nature Reserves and Parks**, **Public Houses (Pubs)** and historical ecclesiastical buildings i.e. **Churches, Priors and Abbeys**.

Tourist sites which can be visited for scoring purposes are connected by lines from the **River** spaces and are located all over the Broads. These spaces were populated by their matching counters during setup.

In the example here, **West Somerton** has a local Church and a local Pub. One space away at Martham Broad, there is a nature reserve plus it is possible to carry out any of the 3 specialist activities (bird Watching, fishing and photography).



By using your dinghy it is possible to visit both spaces while moored at just one! We shall see how later.


The Tourist Site counters


- There are three **scoring numbers** on each counter representing the number of VP each type of passenger will score when they visit this attraction. The left number is for **Adults**, the middle number for **Senior Citizens (seniors)** and the third for **Children (kids)**.
- On each attraction counter, below the scoring numbers, you see the **opening hours** for that attraction. For Pubs, the opening hours are governed by the licensing laws at the time. As Broadland is set in the 1960's/1970's era, Pubs had set opening times. Children were not allowed inside the pub but they could go in the garden if the pub had one. Opening times are lunchtime and in the evenings for the evening pub bonus round.
- Tourist Sites** can be visited any number of times and players can choose which passengers in their crew will visit, in order to maximise their score. They might send their adults to one site, their seniors to another and their kids to a completely different site.
- Kids in Broadland can attend all tourist sites without adults on their own. They cannot, however, pilot the dinghy without an adult or senior to accompany them.
- Weather can affect visits, mainly the nature reserves and parks where enjoyment is seriously hampered by rain. The effect of cloudy and rainy days is set out on the game board just below the Turn track and shown right.
- The Tourist Site counters have wide ranging values and opening times.



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Please note, the scoring values you may find at locations in the game in no way relate to the actual real venues and attractions which exist at these places. The values are for game play purposes only as they need to vary from game to game.


NO Activities
NO visits to Nature Reserves
NO visits to Pubs for Children


Activities score/gain only X
- 1 per scoring passenger at Nature Reserves

Activities

Bird Watching, fishing and photography are the activities carried out by your passenger designated as being the specialist in your crew. Activities depend on the weather in that they are not done when raining and when cloudy, all you can gain or expend is experience in the form of experience tokens. When sunny, all activities can be done unaffected.

Activity cards

To carry out an activity you will announce that your specialist is going to 'go fishing' or 'go bird watching' or 'take some photographs'. Of course, your specific activity must be available at the space you are moored at (or on the space next to it - as we shall see in the next section about **dinghys**). To carry out the activity, draw an activity card. Here are some examples and their interpretation:

These cards simply score the VP shown: Add to the score track immediately.

If drawn when raining, you cannot take the VP. The symbol beneath the 10 means you must reshuffle the discard pile into the deck.

These cards offer you a choice: either take the Experience points or the VP.

If drawn when raining, you cannot take the VP. You can only take the experience.

When taking **experience**, it is placed on your Boatyard where it can be 'spent' on subsequent draws, as shown left.

Experience tokens are kept on your Boatyard

These cards offer you a choice of taking VP (but not if raining!) Or take the experience, or, Spend the stated experience to gain VP (this can be done when raining)

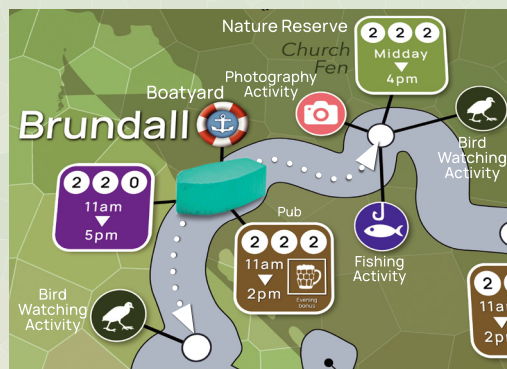
Spend 1 exp to gain 5VP
Spend 2 exp to gain 10VP

Using the Dinghy

When you moor on the Broads you may not necessarily have direct access to all the tourist sites. Some may be attached to the space next to where you moored. Luckily, all cruisers in Broadland tow a dinghy behind them allowing up to **four** of your passengers to row to the next space and visit tourist sites, or, to do an activity at that space.

Note: you cannot send a child or children on their own in a dinghy. They must be accompanied by an adult or senior.

In the example right, while moored at Brundall there is a pub and a church to visit but there are no activities connected to the space. However, with a dinghy, up to four passengers can visit the Nature Reserve at Church Fen. Also, birdwatching can be carried out at the same space along with fishing and photography. The space South of Brundall has birdwatching also accessible by dinghy.



We will now look at an example of scoring a location which will cover the following:

- Visits to tourist sites
- Carrying out activities
- Using the dinghy
- Timing of your actions
- Gaining and using experience with activities
- Using Event cards
- Maximising your scoring

Example of scoring

midday 1pm

Our cruiser from Brundall approaches **West Somerton**. It is the hour of **Midday** > 1pm and it is sunny. As we approach, we assess the scoring potential of what lies ahead. Adults score very well at the Nature Reserve at Martham Broad (4VP each) right up until 6pm. The only earning potential for kids is 2VP each at the same Nature Reserve. Therefore, to maximise our scoring, we decide to moor at Martham Broad rather than West Somerton.

Any actions carried out at West Somerton will require the dinghy, and only four pcrew can occupy a dinghy. However, as kids cannot score at the church or pub anyway, they won't be going on any visits to West Somerton. The next hour is upon us.

1pm 2pm

Although the pub closes at 2pm, our adults can earn more at the Nature Reserve and our senior will earn more at the church. As we said before, kids don't earn anything. We will give the pub a miss!

We announce: **"This hour, our two adults and two of our kids will visit the Nature Reserve. Our specialist kid will do his photography activity, while our senior will take the dinghy and visit the church."**

To help you work out which passengers go where, you can use the **Visit Visualiser** on your Boatyard. Simply move the passenger pawns to where you want them for the current hour to help calculate the scores. So, from 1pm > 2pm your visualiser will look like the image, right:



Now calculate the scores. Always add up the visits to tourist sites first, then resolve any activity.

| | |
|---|---------------|
| Two adults visit Nature Reserve at 4VP each | = 8VP |
| Two kids visit Nature Reserve at 2VP each | = 4VP |
| One senior visits Church at 3VP | = 3VP |
| Total for visits this hour | = 15VP |

To resolve the activity, an activity card is drawn (right). The card offers either two experience tokens or 5VP. We decide to take the experience which we place on our boatyard board. **Total for the hour = 15VP.**

2pm 3pm

For the next hour we choose to do the same thing again since the church is open until 4pm and the Nature Reserve until 6pm. We simply add another 15VP to the score track and draw another activity card:

This time we can spend the two experience tokens earned last turn and gain 10VP on the score track. **Total for the hour = 25VP**

3pm 4pm

We can repeat the visit (or in reality we are still there!). We add another 15VP to the score track and draw another activity card for our photographer (right: 5VP). **Total for the hour = 20VP**

4pm 5pm

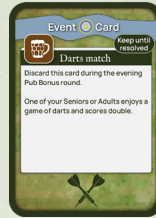
As the church is closed our senior will join the rest of the passengers at the Nature Reserve. It adds another 1VP to make 16VP. We draw another card (right). We take the experience. **Total for the hour = 16VP.**

5pm 6pm

Final hour and we repeat as above. Another 16VP + a card: 10VP! We then shuffle the activity discard pile into the deck. **Total for the hour = 26VP**



Evening Pub Bonus round: The two adults and senior take the dinghy to the pub. They earn 2VP each. However, we have been holding an Event card (right) which doubles the score for one of them! **So total for pub bonus is 10VP.**



Evening Activity Bonus round: We draw another card for our specialist photographer (right). We choose to take the experience token.



You can see how with careful management of your passengers you can maximise your scoring. The visit to Martham Broad and West Somerton brought in a healthy 112VP!

Example of end of game scoring

In a two player game of a three Day cruise the game has ended after the evening bonus rounds. The Stalham player has managed to return to his boatyard and chose not to trigger game end as he was slightly behind in scores. The Wroxham player has ended the game moored at Horning.

The game has ended with these scores on the score track:

Stalham 162VP
Wroxham 175VP

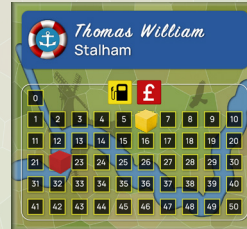
Both players completed their two destinations:



1. First we score for each destination achieved. We look at how far the players reached on the River Etiquette table:

| River Etiquette | |
|-----------------|-------------------------|
| -3 | Each destination scores |
| -2 | 0 VP |
| -1 | |
| 0 | |
| 1 | 3 VP |
| 2 | 5 VP |
| 3 | 7 VP |
| 4 | 9 VP |
| 5 | 11 VP |
| 6 | 13 VP |
| 7 | 15 VP |
| 8 | 17 VP |
| 9 | 19 VP |
| 10 | 21 VP |
| 11 | 23 VP |
| 12 | 25 VP |

Stalham reached 7, so scored 5VP per destination. We add 10VP to Stalham's score. Wroxham reached 10, so earned 10VP per destination. 20 VP is added to Wroxham's score. Current scores: Stalham 172VP, Wroxham 195VP.



2. Next, we deduct a VP for every pound spent during the game on fuel and mooring fees. Stalham spent £22 so 22 VP is deducted. Wroxham spent £35 so 35VP is deducted. Current scores: Stalham 150VP, Wroxham 160VP.



3. Next we deduct 1VP for every space each player finished from their boatyard. Stalham managed to return home so faces no deductions. Wroxham finished 7 spaces from home, so 7VP is deducted. Current scores: Stalham 150VP, Wroxham 153VP.

4. For those players not finishing the game at their boatyard, they must now check if they have enough fuel to get back to their boatyard. They must lose 1 VP for every space they do not have fuel for! As Wroxham player is 7 spaces from home and has only 3 fuel left, he must lose 4VP

Final scores: Stalham 150VP, Wroxham 149VP.

Daily Bonus cards

An additional way of earning VP, the Daily Bonus cards offer various opportunities. A card is drawn at the start of each Day and is placed either on top of the deck on the game board or on its own if you have the deck to one side. It remains in play for that day. The cards are self explanatory but we will look at a few here:

This card allows you to place one of your coloured cubes on the card each time you visit an attraction (orange tourist sites). Whoever has most cubes on the card at the end of the day wins 15VP. If it is a tie, those tying gain 5VP each. There are similar cards for the other tourist sites.



This card is similar but you place a cube each time you move at maximum speed of 5mph. A tricky one, since it could interfere with your etiquette!



This card is a slight variation. You have to visit the sites in the order shown. Whoever gains all three in the correct order immediately gains 20VP. This can be completed more than once during a day.



Credits

Game design and graphic design by Martin White.
Game development and play testing by Amanda Malloy and Ali Malloy.
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BROADLAND

The Norfolk Broads Challenge

Expansion available

- 4 new Boatyard Cards
- 4 sets of wooden cruisers, discs & cubes + markers

