

BROADLAND

The Norfolk Broads Challenge



THE RULES

Designed by Martin White

BROADLAND

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The Norfolk Broads is an area 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 the purpose being to provide fuel for heating and cooking. Eventually, the pits began to fill with water, making the peat difficult to extract. The practise was ultimately abandoned by the 14th century as the diggings simply flooded. This led to the creation of a wetland rich in wildlife and an area of outstanding beauty which we now know as Broadland.

The 'Broads' became a popular boating holiday destination in the late 19th century, when the hire of yachts and subsequently motor cruisers for pleasure grew to be fashionable. This in turn led to the birth of the Broads boating industry which offers a collection of boatyards, cruisers and yachts for hire, a large range of popular tourist sites: attractions and landmarks which visitors can 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. The game is set around the 1960s and 1970s when most of the cruisers were beautiful wooden boats.

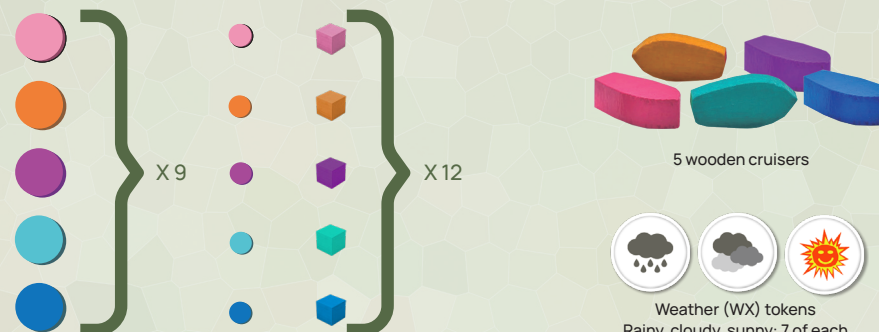
Components



Game board



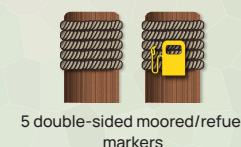
5 Boatyard boards



Five sets of Boatyard wooden discs & cubes



5 sets of six Cruise cards



5 double-sided moored/refuel markers



mooring bonus tokens



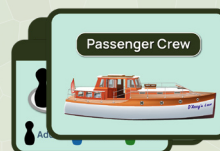
5 money cubes



5 fuel cubes



First Player counter



14 Passenger Crew cards (Poker size)



25 Activity Cards (Mini size)



12 Adult pawns
12 Senior pawns
12 Child pawns



5 Adult Enthusiast pawns
5 Senior Enthusiast pawns
5 Child Enthusiast pawns



6 Tide cards



2 Regatta tokens



4 Breydon tokens



Enthusiast Experience
5 Enthusiast Experience Boards



25 Daily Bonus Cards (Poker size)



30 wooden experience tokens



Day marker and Hour marker

Tourist Site Counters



17 assorted Attraction counters



23 assorted Church/Abbey counters



17 assorted Nature Reserve counters



35 assorted Pub counters

Setup

A. Initial game setup

First, players will choose a boatyard and take the Boatyard board. Agree on the length of **cruise** you want to undertake. Cruises can last for 2, 3, 4, 5, 6 or 7 Days. Take the set of Cruise cards which match your boatyard. Here is the set for **Brundall**:

2 Day Cruise Burgh St. Peter 1	3 Day Cruise Thorpe St. Andrew 1 Burgh Castle 2	4 Day Cruise Loddon 1 Oulton Broad 2 Beccles Marshes 3	5 Day Cruise Burgh St. Peter 1 Ludham 2 Cockshott Broad 4	6 Day Cruise Thorpe St. Andrew 1 St. Olaves 2 Horsey 3 Cockshott Broad 4	7 Day Cruise Loddon 1 Oulton Broad 2 Beccles Marshes 3 Ranworth Broad 4 West Somerton 5
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Each cruise will contain a number of destinations or waypoints which you have to try to reach. At the end of the game, you will score victory points (VP) for each one achieved. Destinations are different for each boatyard but as far as possible, have been carefully calculated to be approximately the same distances for each cruise and boatyard.

Game length

As a guide, allow ten minutes per player, per day*.
E.g. 3 players on a 3 day cruise:
3 x 10 mins = 30 mins per day
3 days = 3 x 30 = 90 mins
**This will reduce with experience*

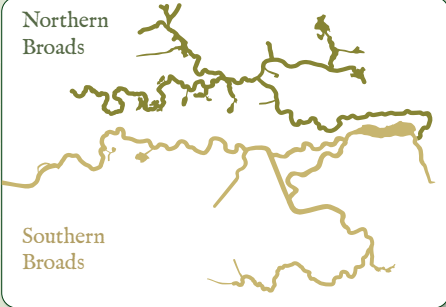
Once agreed on the game length, players place their corresponding Cruise card on the space on their Boatyard board. In our ongoing example, players have chosen a 4 Day cruise. The Brundall player sees that his waypoint destinations are Loddon, Oulton Broad and Beccles Marshes. He can go to them in any order. 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 located. On the cruise cards, these destinations are highlighted by having a darker background. For example, see **Ranworth Broad** and **West Somerton**, right.

On the reverse of the Cruise cards you'll find a map showing the location of your destinations



When choosing your cruise, be aware that the Northern half of the Broads is more densely populated than the Southern half with more opportunities to visit tourist sites. Therefore, if playing a 2, 3 or 4 day cruise where all destinations are on the same side of the Broads as your boatyard, for reasons of balance and fairness, do not pit a boatyard in the South against a boatyard in the North. For longer cruises where you will be crossing over to the other side of the Broads, it doesn't matter as the opportunities should balance out over the whole game.

B. Each player receives:

1. A Boatyard board and an Enthusiast Experience board.
2. The following wooden pieces in the same colour as the boatyard: a cruiser, a (9mm) wooden disc to record advancement up the Etiquette track, twelve (8mm) cubes which are used to place on various cards for bonuses, a red cube to record money spent and a yellow cube to record fuel burn.
3. One 15mm wooden disc to use as score marker, one for each destination on your chosen cruise card and additional **Bonus Consecutive Hour discs** as follows: One for 2 and 3 Day cruises, two for 4 and 5 Day cruises and three for 6 and 7 Day cruises. These 'one use only' discs mark occasions when you stay two consecutive hours at a Tourist Site (not a Pub). Place them in a stack on the space provided on your Boatyard board.

4. 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.
5. Place the red 'money spent' cube on the Zero space on Fuel/Money gauge. The yellow fuel cube should start on the number shown top left of your chosen cruise card.
6. A **Moored/refuel marker** - place on Boatyard Board moored side up, since you will begin the cruise moored.

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.

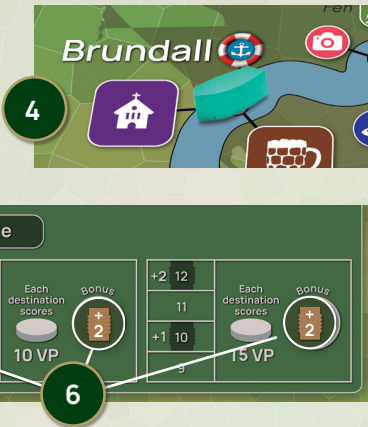
Players then select matching coloured pawns from the supply and place them on the cruiser on their Boatyard Board so that the crew matches the card drawn. Once the crew is placed, the Passenger Crew card is no longer needed and can be returned to the game box.

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

3. Players now decide which of their passengers will be their enthusiast. We choose one of our three kids by swapping out one of the kids' pawns with an **enthusiast** kid pawn which has a white ring on its base.



4. We place our wooden cruiser piece on the **Brundall** space ready to start our cruise.
5. We put our small round disc on the zero space of the **River Etiquette** track.

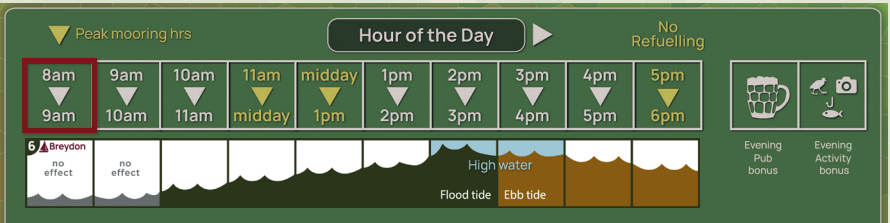


6. We place **one mooring bonus token per player** on each of the three **Bonus** spaces on the River Etiquette table. These will be earned as you progress up the track.

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.
- Place the **Hour of the Day** marker on the first hour of the day 8am > 9am (see above). Place the **Turn** marker on Day 1, as seen right).
- Keep nearby the **Weather (WX)** counters, the **Regatta** and **Breydon** counters 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 coloured discs on the game board at all the destinations on your Cruise card. This is not mandatory but useful as it provides a visual reference of where you need to go. When you reach the destination, you simply move the disc to your cruise card.
- Finally, choose a first player and give them the **First Player** marker.

You are now ready to play!



Objectives of the game

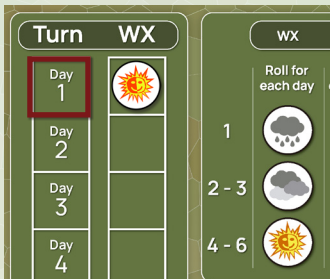
Your objectives in Broadland are:

- To reach all of the destinations listed on your Cruise card.** See these destinations as **waypoints** which you have to go to. At the end of the game you will score points for each destination reached but be aware that you cannot win the game unless you have gone to ALL of them. You only need to move onto or through the space to achieve it after which you can cover the destination up with a coloured disc on your cruise card. You are free to stop, moor and score at these destinations if you wish, though it is **not** compulsory to do so.
- 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. Note that the three different types of passenger (adults, seniors and kids) may score differently at each site. You can visit Pubs for as many hours as they are open. However, the other three categories of tourist sites can only be visited **once* per Day**. You can return for another hour long visit - provided it is in another day (turn). ***Exception:** You can visit for two consecutive hours while moored, provided you have a **bonus consecutive hour** disc spare (see later). Visits to tourist sites are scored on the score track **immediately**.
- To score VP by completing activities such as bird watching, fishing or photography.** Your designated enthusiast crew member can carry out his activity at locations with the same symbol to earn VP and/or **experience** tokens. Experience is placed on the **Enthusiast Experience** board and will give benefits. It can also be spent at any time to gain VP.
- 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, plus, you will want to try and score some last minute VP.
- To try and return to your Boatyard** by the end of the game, since VP are deducted according to how far away from home you finish!

Game play

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

- At the start of each day roll a D6 for the day's **weather (WX)** and consult the **WX table** right of the Turn track. Choose the **WX counter** (rain, cloudy or sunny) from the supply and place it on the space next to the **Day**. 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 can change at any moment!
- A **Daily Bonus card** is drawn and placed on the top of the deck, giving players an additional opportunity to earn VP for the current turn only.
- The first player performs his action for the first hour **8am > 9am**. Any VP scored during the hour are immediately recorded on the score track around the edge of the board.
- After player 1, the player to his left follows. This continues until all players have completed an action for the first hour. The **Hour marker** is then advanced to the next hour (**9am > 10am**) and the process repeated up to the end of the **5pm > 6pm** hour by which time all boats should be **moored for the night** (preferably near a **pub**!).
- After the daytime hours have been played, you will complete two further rounds: the **evening pub bonus** round and the **evening activity bonus** round. The former only



applies if there is a **pub** at the location where you moored, the latter only applies if there is the opportunity for your **enthusiast** to carry out his **activity**. All players who can score, do so, in player order.

6. After the evening rounds, that concludes the day. Players now score the Daily Bonus card adding any score(s) to the score track.
7. Finally, **move the turn marker to the next day**. The first player hands the First Player marker to next player on his left. Repeat 1 - 7 for each subsequent Turn/Day.

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. Players cannot win unless they have achieved all destinations listed. 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 15VP per destination. In our example, we would add 45VP 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. For every **Bonus Visit disc not used** add 5VP to your score.
4. 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 you do not have enough fuel in your tank to get back to your boatyard, you must deduct 1 VP for every space you **do not have fuel for**!
5. 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!
6. In the event no player has achieved all the destinations on their cruise cards, the game is a draw.

Player actions

During any of the **daytime hours** (8am through to 6pm) each player can do **one** of the following actions which is deemed to take that whole hour to do:

- **Move up to five spaces (5mph), or**
- **Unmoor, then move up to five spaces, or**
- **Move up to five spaces, then moor, or**
- **Move up to five spaces, moor at a refuel space, then refuel, or**
- **Carry out a visit to a tourist site and/or carry out an enthusiast activity**

*Note:
Visits and the vast majority of 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**. (*Note: No need to roll when you moor on your Boatyard space*).
- 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 arrived. Furthermore, you cannot unmoor and leave in the same hour that you carried 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 your enthusiast's activity.
- For visits and activities, immediately record any score on the score track around the game board.
- The destinations on your Cruise Card will score at game end and ALL must be reached in order to win the Game.
- Use the Action Order table on the game board (shown right) when having your turn, so that you do things in the right order.

Action Order

Where applicable:

1. Move
2. Gain/lose etiquette point
3. Apply tide effect
4. Register fuel burn
5. Draw/resolve/keep Event Card
6. Moor or refuel
- or

Carry out visits/activity

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 apply the relevant stages of the Action Order table above.

For example, 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 space on the **River Etiquette** table.

The first time you enter a new level of the River Etiquette Table (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. Furthermore, if you pass through more than one 3mph limit in excess of 3mph, you **do** lose an etiquette point **for each one** passed. Sadly, however, you only ever **gain a maximum of one** etiquette point no matter how many 3mph limits you pass through in one move 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 permanent +1 DRM to all mooring rolls. However, 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	4		Each destination scores  5 VP	8		Each destination scores  10 VP	+2 12		Each destination scores  15 VP
-2			3			7			11		
-1			2			6			+1 10		
0			1			5			9		

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 place the card in front of you, above or below your Boatyard.

These cards will provide an event which may be beneficial though sometimes not. Event cards are either '**Apply Now**' (resolve immediately then discard) or '**Keep until Resolved**'. You may hold up to three event cards. Should you draw a fourth card, choose one to discard. Note: you can only use **one** card at a time to gain benefits and after you use a card, make sure you discard it. 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.

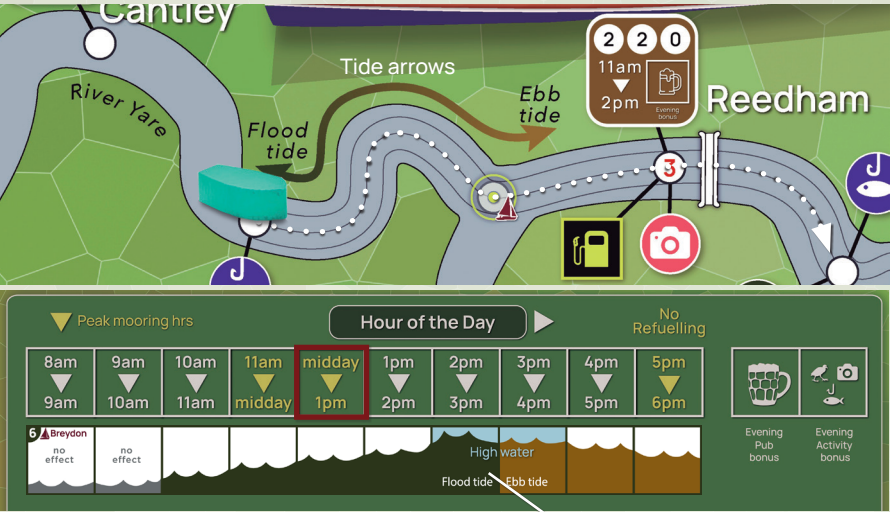
Current effect

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**.

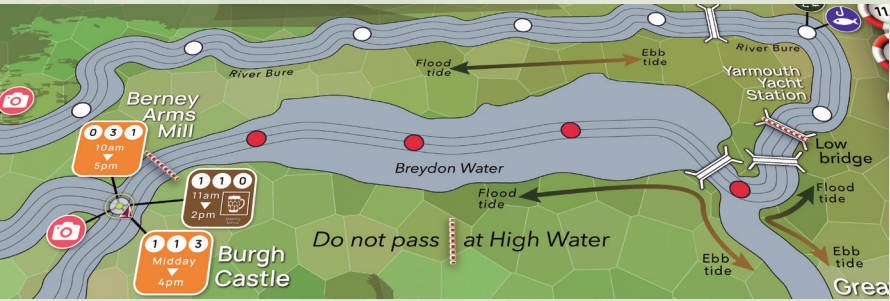
In the image top right, our cruiser from Brundall will be passing through **Reedham** where there is a . We do not wish to lose an Etiquette point by going faster than 3mph, so we move 3 spaces to reach the space after Reedham (shown by the dotted line). As a reward, we move our etiquette marker one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

Also shown 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** us. 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 deduct **four** fuel units instead of **three**.



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. Looking at the Tide card above, High Water occurs between **2pm** and **4pm**.



The red dotted lines on the bridge West of the **Yarmouth Yacht Station** space and East of the space at **Berney Arms Mill** 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 take that 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. Because it can get very busy on the Broads, particularly at lunch time and the end of the day when visitors are looking to moor for the night, 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 or higher. If you fail, you must pay £3 for a private mooring. Spending money is bad since it is **deducted** from your score at the end of the game.

Note: you never have to pay for a mooring when on your own **Boatyard** space.



Mooring during **peak mooring hours** (11am - 1pm and 5pm - 6pm) incurs a DRM of **-1**. To counter this, you can spend **one** of the **mooring bonus** tokens you earned when advancing up the River Etiquette table. This adds +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. You will need to pay £3 for the private mooring.



One further 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. If you double-moor, move your money marker up one box and the other player's down one box.

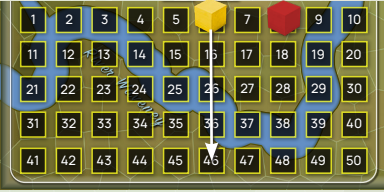
Finally, you can gain a semi-permanent +1 or +2 DRM to mooring rolls by achieving 10 and 12 respectively on the River Etiquette Table as mentioned earlier under Etiquette DRMs.

Refuelling

It is important to keep an eye on your **fuel gauge** and ensure you refuel at one of the fuel stations around Broadland if you get low. (Fuel stations are marked with ).  You do not have to roll for a mooring when you refuel, simply place the moored marker **refuel side up**.

You cannot carry out any visits or activities 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 in a separate hour, to unmoor and re-moor, making a mooring roll. (Think of it as moving your boat 50 yards to the public mooring area). You can leave or make visits the hour **after** that.

To refuel, spend **£2 per ten units** of fuel you require then move your fuel marker cube down the column the cube is currently in. Each row you go down adds another ten units. Then move your red money cube 2 boxes per ten units of fuel purchased.



In the example above, you have only 6 fuel left. You decide to buy as much as you can and purchase four units of 10 fuel at £2 per unit. You simply move your yellow cube down four spaces to 46 and move your red cube to 8, to record your spend of £8. Note that you cannot moor and refuel during the hour of **5pm > 6pm**. You would refuel first thing following morning.

If your red cube ever reaches 50, immediately deduct 50 from your score on the score track then place your red cube back to zero (plus any additional you spent).

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 on your boat. Then 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. 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.

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. You may decide to split your party, sending some passenger types to one tourist site and others to a different site.

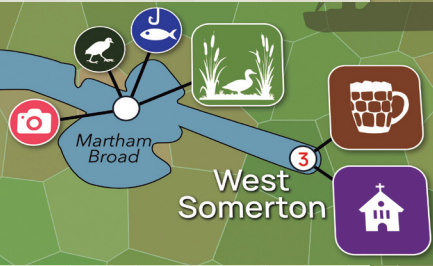
Activities can only be done by the passenger you chose to be your **enthusiast** during set up. As to what your enthusiast gains from carrying out his activity depends on a deck of **activity cards**. The result is either to score VP (as in a visit) or to gain **experience**. While not benefiting you immediately, experience can be useful later when the weather is bad. Experience is placed on your Enthusiast Experience board with any excess placed on your Boatyard.

Visits

There are four main categories of tourist sites: **Attractions** i.e. windmills, museums, yachting clubs etc.(orange), **Nature Reserves and Parks** (green), **Public Houses or pubs** (brown) and historical ecclesiastical buildings i.e. **Churches, Priors and Abbeys** (purple).

Tourist sites which can be visited for scoring purposes are connected by lines from the **River** spaces and are located all over the Broad. These spaces get freshly populated by tourist site counters during set up so that their values differ from game to game.

In the example right, **West Somerton** has a local Church and a Pub. One space away at Martham Broad, there is a nature reserve, plus it is possible to carry out any of the 3 enthusiast 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 that tourist site. The left number is for **Adults**, the middle number for **Senior Citizens** (seniors) and the third for **Children** (kids).
- Below the scoring numbers are the **opening hours** for that tourist site. The counters have wide ranging values and opening times. As Broadland is set in the 1960's/1970's era, **pubs** had strict opening times. Children were not allowed inside the pub but they could go in the garden, if the pub had one. Hence children do not always score at pubs.
- Tourist sites (other than pubs) can be visited once for one hour, in any day/turn (exception below).
- You **may** visit for a **second consecutive hour** by using a **Bonus Consecutive Hour** disc which you would have received during game set up. You receive either one, two or three depending on the cruise you are doing. When spent, these discs are left on the game board below the tourist site counter so that you cannot use them again. (It is possible you can retrieve a disc through an Event card).
- Once a Bonus Consecutive Hour disc has been placed, you cannot return to that site even on a different day (unless you retrieve that disc through an event card, as mentioned above, in which case the site reverts to being visitable on another day).
- Unlike the other three tourist categories, **Pubs can** be visited for every hour they are open during the day, plus during the evening pub bonus round.
- You control which passengers carry out visits, with the aim of maximising your score. You might send your adults to one site, your seniors to another and your kids to a completely different site. Kids in Broadland can attend all tourist sites without adult family members as there is adult supervision at all sites.
- Weather (WX)** can affect Visits and Activities. There is a reminder on the game board of the effect of cloudy and rainy days, shown right. As we shall see later, the affect of weather on activities can be counteracted by your enthusiast gaining **experience**.

Please note: Scoring values at locations in no way relate to the actual real venues and attractions which exist at these places. The values are for game play purposes only, hence we want them 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 which can be carried out by the passenger you designate as your **enthusiast**. Activities very much depend on the weather as they cannot as a rule be done when raining, plus when cloudy, all you can gain or expend is experience in the form of experience tokens. When sunny, all activities can be done unaffected. However, the more experience your enthusiast gains, the more he will be able to make the best of poor weather, as we shall see.

Activity cards

To carry out an activity, you will announce that your enthusiast is 'going 'fishing' or 'going bird watching' or 'going to 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 all cruisers tow a **dinghy**. To carry out the activity, draw an **activity card**. Below are some examples and their interpretation. **Remember, you cannot do activities when raining unless you have amassed five experience points.**

5

3

10

These cards simply score the VP shown and you will add the stated amount to the score track immediately. **If drawn when cloudy, you cannot take the VP.** The symbol beneath the 10 means you must reshuffle the discard pile back into the deck.

X

3

or

3

X X

5

or

5

X X X

10

or

10

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

3

or

3

X

5

or

5

X X

10

or

10

These cards offer you a choice of taking VP (though not if cloudy), or, take the experience, or, spend the stated experience to gain the stated VP (Spending exp can be done when cloudy) i.e. Spend 1 exp to gain 5VP Spend 2 exp to gain 10VP

When gaining **experience**, place the heart on your **Enthusiast Experience** board, filling the spaces from left to right. Upon gaining 3 hearts, you gain the benefit of being able to ignore the restrictions for cloudy weather. Upon gaining 5, you can ignore the restrictions on you when raining. Why? Because you are more experienced!

Enthusiast Experience

You can **spend** experience at any time to gain VP as allowed by activity

Excess Experience tokens are kept on your Boatyard

cards but if you remove hearts from your Enthusiast Experience board, you **lose the weather-overriding benefits gained**, that is until you can refill the spaces again. Place any excess experience tokens on the space on your Boatyard board.

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 and/or, to do an activity at that space.

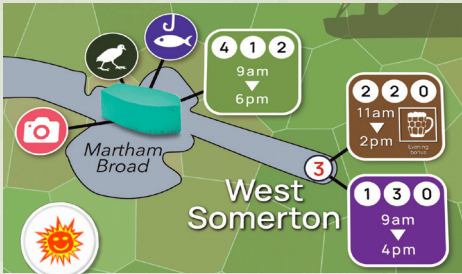
In the example here, while moored at Brundall, there is a pub and a church to visit but there are no activities connected to the space. However, with a dinghy, up to four passengers can visit the Nature Reserve at Church Fen. Also, birdwatching, fishing and photography can be carried out at the same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



Note: Dinghys do NOT incur an Event card when entering an Event space.

Example of scoring

2pm
3pm
Our cruiser from Brundall approaches West Somerton. It is the hour of 2pm > 3pm 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). 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.



Note: Any actions carried out at West Somerton will require the dinghy, and only four passengers can occupy a dinghy. The next hour is upon us.

3pm
4pm
It is 3pm > 4pm: our two adults and two of our kids will visit the Nature Reserve. Our senior will take the dinghy and visit the church, while our kid enthusiast will do his photography activity.

To help you work out which passengers go where, you have the option to 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 3pm > 4pm your visualiser would look like the layout, right:



Now calculate the scores.
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. The card, right, offers either two experience tokens or 5VP. We decide to take the two experience which we place on our Enthusiast Experience board. **Total for the hour = 15VP.**



4pm
5pm
It is now 4pm > 5pm: The Church is closed but the Nature Reserve is still open. Luckily, we have a **Bonus Consecutive Hour** disc available. Being a 4 Day cruise we received two bonus discs, giving us two opportunities to spend two consecutive hours at two different sites during the game. We place our bonus disc beneath the Nature Reserve counter where it will remain. Our Senior passenger can now also rejoin the family at the Nature Reserve. We calculate the visit score:

Two adults visit Nature Reserve at 4VP each = 8VP
Two kids visit Nature Reserve at 2VP each = 4VP
One Senior visits the Nature reserve = 1VP
Total for visit this hour = 13VP

An activity card is drawn. The card, right, offers either 3VP, or 5VP if we spend one experience, or 10VP if we spend two experience. Since we have just collected two experience, we spend it to add 10VP to our score.
Total for the hour = 23VP



5pm
6pm
The final hour of the day but we cannot make any visits. Although the Nature Reserve is open, we have already spent two hours there thanks to the bonus disc. All we can do is allow our enthusiast photographer to do what he does best. We draw another activity card. **5VP** is added to our score.





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. **Total for pub bonus is 8VP.**



Evening Activity Bonus round: We draw another card for our enthusiast photographer. We choose to take the **3VP.**



The visit to Martham Broad and West Somerton brought in a total of **54VP.**

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 174VP

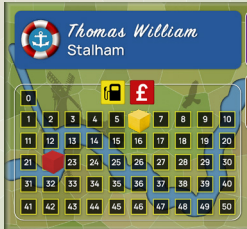
Both players completed their two destinations:



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 0 VP	4	Each destination scores 5 VP	8	Each destination scores 10 VP
-2		3		7	
-1		2		6	
0		1		5	
				+2 12	Each destination scores 15 VP
				11	
				+1 10	
				9	

Stalham reached 7, so scored 10VP per destination. We add 20VP to Stalham's score. Wroxham reached 10, so earned 15VP per destination. 30 VP is added to Wroxham's score. Current scores: Stalham 182VP, Wroxham 204VP.



Final scores: Stalham 160VP, Wroxham 159VP.

Daily Bonus cards

The Daily Bonus cards offer an additional scoring opportunity. The top card is revealed at the start of each day and remains in play for that whole day. The card sets out what has to be achieved to earn the Bonus. Here are some Examples.

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 rise up the River Etiquette table.

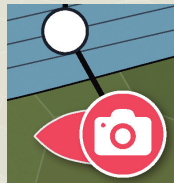
This card is a slight variation. You have to visit the sites in the order shown. Whoever gains all three in the correct order immediately gains 20VP. This can be completed more than once during a day.



A couple of final points:

On the move Activities

These photography activity spaces are normal spaces where the photography activity can be carried out while moored. However, the activity can also be done as the cruiser passes through the space. Note, it must pass through, It does not apply when it starts or ends its move on the space.



The Score Track

The score track around the circumference of the board goes up to 200 VP. When passing 200 remember to add this to your score as you go around again!

BROADLAND strategy

In BROADLAND you will strive to get the balance right between:

- 1. making visits to earn victory points, and
- 2. reaching the destinations on your cruise card and returning to your boatyard - all by the end of the final day.

This balance is best achieved by keeping a close eye on how other players are scoring. If a player starts to amass victory points you must consider stopping to gain some yourself, so that you do not fall too far behind.

When should I stop and visit a tourist site?

As stated above, you need to gain points to keep up with other players. Also, if you are passing a location where your combination of passenger types would score a high score, you will want to take advantage of that and stop. Otherwise, ensure you reach those cruise card destinations as you cannot win the game without achieving all of them.

How do I choose which site to visit when there are multiple sites?

If the location where you moor has several options for visits, there are a number of points to consider when deciding where to visit.

- 1. Opening times: what is open while I am moored here? What is about to close?
- 2. How long do I want to stay here? Is time of the essence?

The first point is fairly straight forward: if you have the choice of sites and one is only open for **one more** hour, you visit that one first. Also, if a site does not provide a very high score, would it not be better to get underway?

The second point is best illustrated with this example: It is Midday > 1pm and you are moored. Let's assume our passenger crew is made up of two of each type, with one of our seniors as our enthusiast. These are the tourist sites available: all are open.



We have chosen these values to illustrate the decision making required. If time is of the essence we can choose to stay just one hour and split our passengers into three groups of two:

- Our two seniors will visit the abbey and earn 3 VP each
- Our two children will visit the attraction where they also earn 3 VP each
- Our two adults go to the pub and also earn 3 VP each

So in one hour, we will earn 18 VP.

Remember that you can only visit a tourist site for one hour while you are moored at a location*. Although you can always leave and return later **on a different day** to repeat a visit, this is not always possible due to time constraints in achieving cruise card destinations. Plus, it does not matter how many passengers visit - whether one or all six, it constitutes a **visit**.

If time was not of the essence, we can visit all sites as a family scoring the maximum 10 VP at each site. That will give us 30 VP over three hours compared to 18 VP in one hour. So you can see, it very much depends on balancing the time you need to reach destinations with the points you can earn by staying longer at a location.

One final point. You would most probably send your enthusiast to carry out his activity provided it was available at the location and the weather did not preclude it. This is because the minimum he can usually earn is 3 VP while his access to experience can prove more valuable in the longer term.

**Exception: If you have a bonus consecutive hour disc you can visit for an additional consecutive hour.*



When you want to go cruising for a bruising - the "Take that!" Event deck will allow you to affect other players - sometimes in not very nice ways!



Coming Soon!
Spice up your cruises!

A stylized illustration of a small, orange ferry boat named 'Milla Moo'. The boat has a white cabin with a curved roof and a small window. It has several small, round portholes along its side. The name 'Milla Moo' is written in a cursive font on the side of the hull. The boat is shown from a side profile, floating on a light blue surface.

Millie Moo
Wroxham

An illustration of a white motorboat with a blue stripe and a blue flag, named 'Princess Charlotte' with a star logo. Next to it is a small wooden rowing boat with an orange lifebuoy.

Princess Charlotte
Potter Heigham

A stylized illustration of a motorboat with a white hull and a blue upper section. The boat has a cabin with windows and a small canopy. The name 'Lady Amanda' is written in a cursive font on the side of the hull.

Lady Amanda
Oulton Broad

A stylized illustration of a small, orange-colored ferry boat. The boat has a white cabin with several windows and a small white chimney on the roof. The name "Thomas William" is written in white cursive on the side of the hull. A small red flag is visible at the stern. The boat is shown from a side profile, floating on a light blue background.

Thomas William
Stalham

Base Game Cruisers

Hannah Louise
Brundall

[illegible]

A cartoon-style illustration of a small boat with a white hull and a brown upper section. The boat has a blue canopy over the cabin area. The name "Harriet's Harriet" is written in blue cursive on the side of the hull. There is a small orange life preserver on the deck. The background is a green and yellow hexagonal pattern.

A small, stylized illustration of a boat. The boat has a white hull and an orange upper section. It features a cabin with windows and a small mast with a red sail. The name 'D'Arcy's Law' is written in blue cursive on the side of the hull. The background is a green wall with a hexagonal pattern.

A stylized illustration of a white motorboat with a red cabin. The boat has several windows and a small door on the cabin. The name "White Iris" is written in blue cursive on the side of the hull. The background is a green and yellow hexagonal pattern.

Expansion Cruisers

BROADLAND

The Norfolk Broads Challenge

broadlandgame.com

