

BROADLAND

The Norfolk Broads Challenge

The Rules

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 with 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.

The Norfolk Broads is divided naturally between the Northern and Southern Broads at Great Yarmouth where the tide comes in. In this base game of Broadland you will be cruising the Northern Broads.

Game length

In Broadland, one turn equates to one day cruising the Norfolk Broads. As a guide for beginners, allow ten minutes per player, per day.

Example

3 players decide to take a 3 day cruise

3 players at 10 minutes per day = 3 x 10 mins = 30 mins per day

3 days = 3 x 30 = 90 mins

Setup

A. Player setup

Each player receives:

1. A Boatyard board plus three score track markers of their colour.
2. Wooden pieces in the same colour as the boatyard: a cruiser, a small (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. Four 15mm wooden discs to record destinations on your chosen cruise card plus three additional Bonus Consecutive Hour discs. These 'one use only' discs mark occasions when you stay two consecutive hours at a Tourist Site (not a Pub). You will place one or two (depending on your chosen cruise) on the space provided on your Boatyard board.
4. A set of four Cruise cards (shown above right). You will be choosing your cruise shortly.
5. A Moored/refuel marker - place on Boatyard Board moored side up, since you will begin the cruise moored.
6. Place the red 'money spent' cube on the Zero space on Fuel/Money gauge. The yellow fuel cube will start on the number shown top left of your chosen cruise card which we will choose next.
7. Keep the three score marker standees nearby to your Boatyard.

So far, here is the Wroxham Boatyard set up:



7. Next, players agree on the length of **cruise** they want to undertake. In the Broadland base game, cruises can last for 2, 3, 4 or 5 Days. Each cruise will contain a number of destinations or waypoints which you have to try to reach.

Once agreed on the game length, players place their corresponding Cruise card on the space on their Boatyard board. In our example left, we have chosen a **4 Day cruise**. As the Wroxham player, our waypoint destinations are **Neatished, South Walsham and Hickling**. We can go to them in any order. Top left of the card is the starting fuel allowance, so we place a yellow fuel cube fuel marker on the 30 space of the fuel gauge. Top right is shown the number of **Bonus Consecutive Hour** discs we get with this cruise. For a 4 Day cruise players gain two so we place them on the space provided on our boatyard board.

8. 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). The card also designates one of your crew members as being your enthusiast who will have a particular interest. Finally, the card also tells you which of the three activities your enthusiast will be pursuing: either **Bird watching**, **Fishing** or **Photography**.

Passenger Crew

Adult Senior Child

In the card we drew, we have one adult, three seniors and 2 children. Our enthusiast is your adult and his/her interest is in Bird watching.

Passenger Crew

Adult Senior Child

In the card above, there are two adults, three seniors and two children. The enthusiast is the child and his/her interest is in Photography.

Passenger Crew

Adult Senior Child

In the card above, there are three adults, one senior and two children. The enthusiast is your senior and his/her interest is in Fishing.

Now we know the make up of our crew, we select matching pawns and place them on our Boatyard board on the cruiser at the top. We also take a Birdwatching counter which is placed on the space labelled 'Activity'.



B. Game setup

1. 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.
2. 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. Note they all have an 'N' on them, depicting they are for the North Broads which is the area covered by the Base game.
3. 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.
4. Take the three numbered Tide cards and randomly choose one to use for the game. Place the card chosen beneath the **Hour of the Day** track (hour glasses) on the game board (see below). This now establishes the direction of the **current** at any time during the game.
5. Shuffle the **Events** card deck and the **Daily Bonus** deck then place them face down on their spaces on the game board.
6. Place the **Hour of the Day** marker on the first hour of the day 09 > 10 (see below). Place the **Turn** marker on Day 1.
7. Keep nearby the **Weather (WX)**, **Regatta** and the **Experience** counters, ready for use.
8. All players should place their score marker standee (the plain coloured one with no VP adjustment) next to the start of the **score track**, ready to score victory points.
9. The 30 **Activity** tiles should be divided into their levels, ten Level I, ten level II and ten Level III. Shuffle each level face down. Place Level I tiles face down on the left most space on the Admin board and the other two stacks face up on the middle and right spaces as shown right:
10. Now we will look at the **weather forecast** for your cruise. Using the **Weather Forecaster** standee, roll a D6 for each of your cruise days. Place a matching weather token in the space beneath the Day track. This is the forecasted weather for your cruise but be warned - it may well change! In our example below, we have two sunny days, one cloudy and one raining. As we shall see, weather can affect what we do.
11. Next we draw the **Daily Bonus** card which will last for the whole of the first Day. These cards allow us another opportunity to earn victory points (VP) during our cruise. In the card we drew right, we can place one of our coloured cubes on the card each time we visit a Tourist Site (other than a Pub). Whoever has the most cubes when the day ends gains 15 VP. If it's a tie, those tying gain 5VP each.
12. Finally, we hand the First Player marker to the last player who went in a boat of any kind. We are ready to play Broadland.

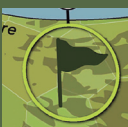
9. We place our wooden cruiser piece on the Wroxham space ready to start our cruise.



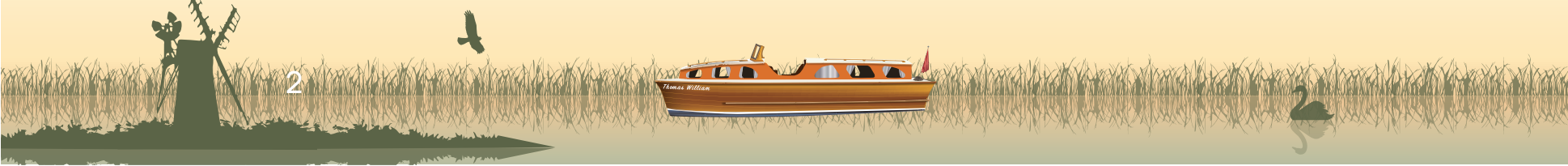
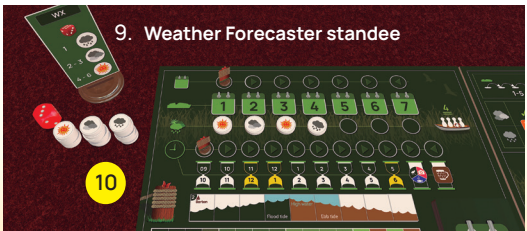
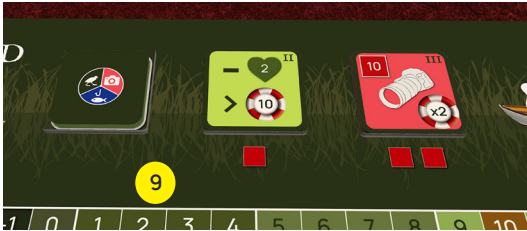
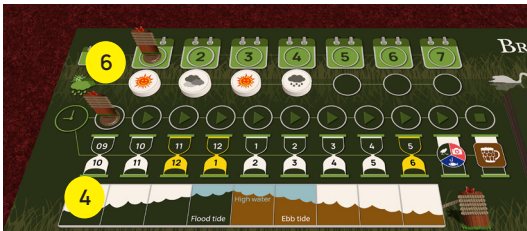
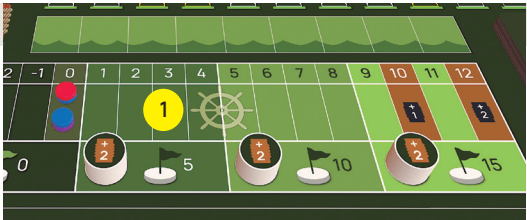
10. We put our small round disc on the zero space of the River Etiquette track.



11. For each of our three destinations, we place a coloured disc on the flag spaces at the location. This gives us a useful visual reference of where we will be going.



Players are now ready to cruise the Broads!



Objectives of the game

Your objectives in Broadland are:

1. **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. 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.
2. **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)**. Visits to tourist sites are scored on the score track immediately.
**Exception: You can visit for two consecutive hours while moored, provided you have a bonus consecutive hour disc to use (see later).*
3. **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 where there is a matching symbol to earn VP and/or experience tokens. Experience is placed on the heart spaces on your Boatyard board and will give benefits. **Experience can also be spent** at any time to gain VP. Furthermore, VP can be given up to gain experience!
4. **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.
5. **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:

1. The top **Daily Bonus card** is revealed and will last for the whole day. This has already been done for the first day during set up but will be done at the start of every ensuing Day.
2. The first player performs his action for the first hour **09 > 10**. Any VP scored during this hour are immediately recorded on the score track around the edge of the board.
3. 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 (**10 > 11**) and the process repeated up to the end of the **5 > 6** hour by which time all boats should be **moored for the night** (preferably near a **pub**!).
4. After the daytime hours have been played, you will complete two further rounds: the **evening activity bonus** round and the **evening pub bonus** round. The former only applies if there is the opportunity for your **enthusiast** to carry out his **activity**. The latter only applies if there is a **pub** at the location where you moored. All players who can score, do so, in player order.
5. After the evening rounds, that concludes the day. Players now score the Daily Bonus card adding any score(s) to the score track.
6. Finally, **move the turn marker to the next day**. The first player hands the First Player marker to next player on his left. Repeat above 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. As points are deducted according to the distance you finish away from your boatyard, 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 (**5 > 6**), **both** the evening rounds can be scored before tallying up final scores.

Final scoring

You can use the Final Scoring standee (shown right) to help work out final scoring:

ADD BONUSES

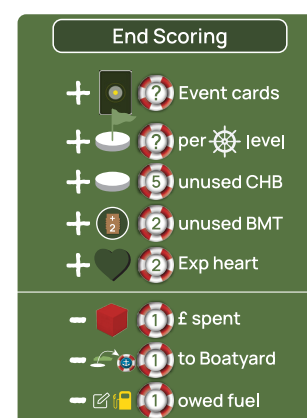
1. Any Event cards players have which have not been resolved are now scored.
2. All players score VP for each destination on their **Cruise card**. Players cannot win unless they have achieved all destinations listed. The amount gained per destination depends on which level you attained on the **River Etiquette** track. If you reach the final level you score the maximum of 15VP per destination. Achieving all three destinations in a Four Day cruise would add 45VP to our score if we reached the highest level on the River Etiquette track.
3. For every **Consecutive Hour Bonus (CHB)** not used add 5VP to your score.
4. For every **Bonus Mooring token (BMT)** not used gain +2VP each.
5. For every **Experience Heart** remaining gain +2VP each.

DEDUCT PENALTIES

1. 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.
2. 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**!

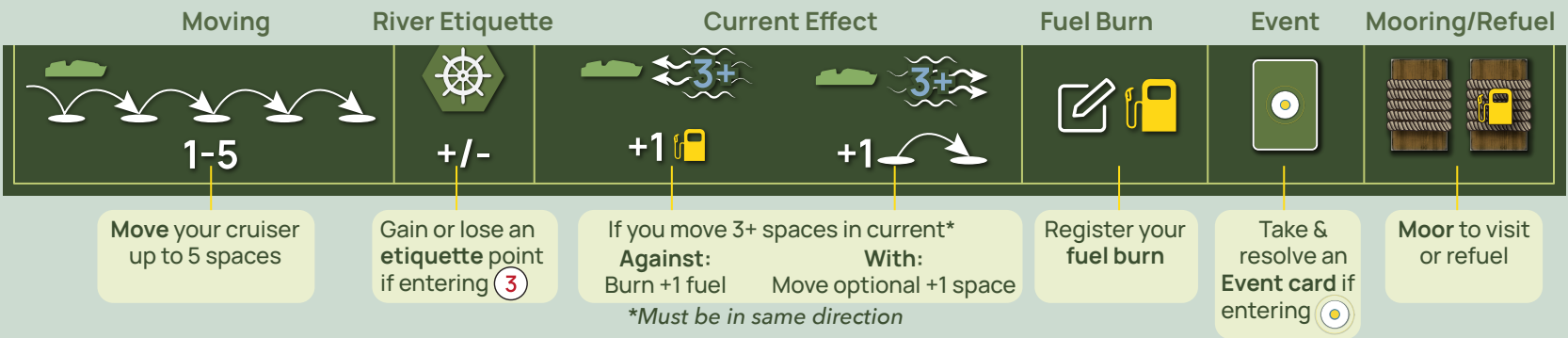
The player with the most VP wins. If players draw, then the player who scored most Etiquette points wins. If that is drawn, then the player who has most fuel left wins. If still a draw, then....It's a draw!

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** (9 through to 6) each player can perform two types of action: Either **Moving/Mooring** or **Visit/Activity** actions. You can only do one type or the other during any hour - **never both types in the same hour**. When you move your cruiser along the Broads there are various factors to consider in a specific order. The Player Aid Reference Card sets out the order for moving actions:

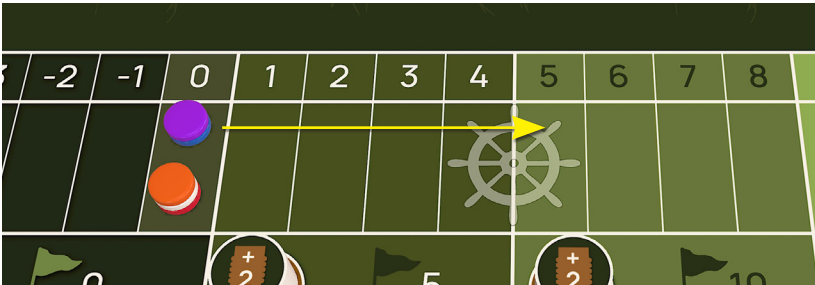


A. Moving

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 table shown above.

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 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.

Current Effect

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 a dotted blue line with a blue tint behind it.

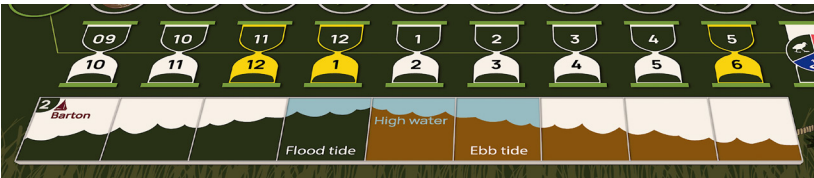
For the current to affect your cruiser, you must move at least three spaces **ALL** of which must be tidal spaces **PLUS** they must **ALL** be in the **same direction**. If you move just one or two within the tidal spaces, or a mixture of with and without the current, there is no effect.

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**.

How do we know which direction the current is flowing? We look at the **Tide card** below the **Hour Track** and we can see which type of current there is during the hour we are moving. It is either a **Flood tide** (dark green) or an **Ebb Tide** (brown):



The game board shows the direction of the current:



Fuel Burn

For each space moved along the river you must expend one fuel by moving your yellow fuel cube down one box. For example, if our first move on our Four Day cruise was at 3mph we would move the cube from 30 to 27.



Had our three spaces been Tidal spaces, the current would affect us by costing us an additional fuel if 'against', or, giving us the option of moving a free space if 'with'. Note if you take that extra space and enter a zone you are still moving at 3mph and NOT 4mph.



Event

Some spaces on the rivers 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 either resolve it immediately or place it card in front of you, near to your Boatyard.

These cards will provide an event which may be beneficial or not. Event cards which say '**Apply Now**' are resolved immediately then discarded. An example would be where the weather changes.

Otherwise, the majority of Event cards are '**Keep until Resolved**' allowing you to hold on to the card to use it when it is most beneficial to you. You may hold up to three cards. Should you draw a fourth card, choose one to discard. Note: you can only use **one** card at a time to gain benefits: make sure you discard it after using. Finally, if you pass over more than one Event space take and resolve each card separately in order. If you pass the same Event space twice in the same move, do **not** take a second card.

Mooring/Refuel

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 at the end of the day when holiday-makers are looking to moor for the night, you may have a challenge to find a mooring. There is some luck involved!


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.

Mooring during **peak mooring hours** (11 > 2 and 5 > 6) 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 (if you have one). 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.

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 a ). 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 to unmoor and re-moor, making a mooring roll. (Think of it as moving your boat further down river 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 right, 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 fuel 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 5 > 6. You would refuel first thing following morning.



Running out of fuel

If you run out of fuel, just moor wherever you can. 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.

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 remaining extra you spent).

B. Visits and Activities

Visits to tourist sites and activities are actions which are carried out during any hour when your cruiser is moored. **These can never be done in the same hour you move and/or moor.**

Visits can be 'done' by any passenger in your crew and the score each passenger generates is shown on the Tourist Site 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. Furthermore, as we shall see, it is possible that up to four of your crew can **visit the space next door to where you are moored** by using your dinghy!

Activities can only be done by the passenger who was designated your enthusiast during set up. As to what your enthusiast gains from carrying out his activity depends on the **Activity tiles** on the **Admin board**.

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 Broads. These spaces get freshly populated by **tourist site counters** during set up, so that their values differ from game to game.



The Tourist Sites

- 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). They have coloured circles backgrounds matching the coloured pawns on your Boatyard board (black, blue and green).
- 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 and children were not allowed inside the building.
- Tourist sites (other than pubs) can be visited for **one hour per day** with one important exception:
- 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 or two 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 the event card mentioned above, in which case the site reverts to being accessible 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 Tourist Site Visits. The effect of cloudy and rainy days can be found on the **Player Aid** and is shown below left:

Tourist Site Visits

	If cloudy or raining you can always carry out visits to Attractions & Churches		If cloudy all visitors lose -1 VP each	
Cloudy	✓	✓	✓ -1	✓
Raining	✓	✓	✗	✗

 2 1 2 12 ▶ 6	If raining you cannot visit Nature Reserves	If raining, Adults & Seniors can visit pubs but Children cannot
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Outdoor visits cannot be done when raining - which is basically just **Nature Reserves**, as everything else is indoors. When it is cloudy, visits to Nature reserves can take place but the enjoyment is affected with each scoring visitor **losing 1 VP**. In the example above left, this Nature Reserve normally scores 2-1-2 but if cloudy would instead score 1-0-1. You may have an Event card which would allow you to counteract this, such as where visitors who would normally score zero can actually score +2.

In the era in which BROADLAND is set, children could not go into pubs at all - except into the pub garden if the pub had one. However, this is precluded when raining and therefore kids cannot score any VP at the pub at all when raining. They must stay on the boat!

In a moment, we will give an example of scoring a visit over a number of hours. Before that, we must look at Activities. Doing an Activity is simple: You simply take an Activity tile from the three stacks available:



Doing Activities

Generally, activities must be done while moored* and there must be an activity icon matching your enthusiast's activity type connected to the space where you are moored. In the image right, all three activities are available at Martham Broad where the Wroxham player is moored.



It costs you nothing to draw from the first Level I stack. However, you are drawing blind and relying on pot luck. Drawing from the two visible face up stacks will cost £1 for Level II and £2 or Level III tiles. Remember, spending money is bad since it is deducted at the end of the game from your total VP score.

Discarding/Recycling Tiles

At the end of each Day, the top tiles on the face up stacks (i.e. Level II and III) are discarded into separate discard piles. However, if you cannot wait until the end of the day to get at the next tiles in these stacks, you can pay (£1 or £2 depending on level) to discard the top tile of the stack - **plus** the tile cost if an 'Upgrade' tile. You can then decide if you want to buy the next tile revealed or not - again at the sum of £1 or £2. Here are the tiles:

Level I tiles										
3	3	4	4	5	5	+	+	+	+	+
Level II tiles										
5	5	6	6	7	7	+	+	+	+	+
Level III tiles										
10	10	12	12	+	+	+	+	+	+	+

- Tiles with a number on simply give you VP to put on the score track immediately.
- Those with hearts give you experience points to place on your Boatyard board. Hearts on your Boatyard can be spent at any time, such as to exchange for VP.
- Some tiles allow you to add fuel (Imagine someone sold you a can of fuel!).
- Some tiles allow you to sell hearts to convert into VP at a better rate than at end scoring.
- Three equipment upgrade tiles are available: advanced binoculars for the bird watcher, a special fishing rod for the angler and a zoom lens for the photographer. You will need to pay the £2 plus the £10 cost, but it doubles any VP earned during future activities!

* Except for photographers who can photograph 'on the move' when landing on or passing over these spaces:



Effect of weather on activities

With **experience**, your enthusiast can **overcome the bad weather**. As he gains experience hearts via the Activity tiles drawn, he can override the effects of cloudy and rainy weather.

When it is cloudy you cannot accept VPs if drawn - only experience hearts. However, once you have 3 experience, you can take VP if drawn. When it is raining, enthusiasts cannot carry out their activity at all. However, 6 experience means you can! If the weather forecasted shows rain, it may be a good idea to get some experience!

Activities (Bird watching, Fishing & Photography)

If cloudy & less than 3 experience, you cannot gain VP

You can only gain/spend experience

If cloudy & 3 or more experience, you can gain VP

<3

≥3

You can also still gain/spend experience

<6

6

If raining & less than 6 experience, you cannot do your activity!

If raining & you have 6 experience, you can do your activity!

"Experience is the comb that Nature gives us after we have gone bald"
Belgian proverb

Using the Dinghy

When you moor on the Broads you may not necessarily have direct access to all the tourist sites. Some may be connected to the space **next to** where you moored. Luckily, your cruiser is towing a dinghy behind it, 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 below, while moored at Wroxham, there is a pub to visit but there are no activities connected to the space. Using your dinghy, up to four passengers can visit the Nature Reserve on the space West of Wroxham plus carry out the bird watching activity there. Also, the attraction (orange tourist site) plus the photography activity are available on the space East of Wroxham.



There is an Event card which gives you an **expert rower** in your crew allowing you to take the dinghy **up to two spaces** from where you are moored.

Notes: when using the dinghy:

1. Your cruiser must be **moored**.
2. Dinghy's do **not** obtain an Event card when entering an Event space.
3. Dinghy's cannot attain a cruise card destination: **only your cruiser** can do that.

Example of scoring



It is Day 2 of a Four day cruise and our cruiser from Wroxham is heading to Hickling to gain our final destination disc before setting off home. It is cloudy which means we gain -1 for each passenger visiting Nature Reserves and because our enthusiast only has two experience hearts, he can only gain experience and cannot take VPs from tiles he draws when doing his activity (bird watching).



We see an opportunity to score a few points at Horsey on our way to Hickling. Seniors score well at the church. Our crew has three seniors, one adult and two kids. So we divert to Horsey and moor up. As we moved three spaces (3mph) we gain an Etiquette point).



Next hour is 3 > 4 and we send our three seniors to the church where they earn **12VP** (3 x 4VP) which is immediately put on the score track. Unfortunately the Windmill is closed this afternoon otherwise the kids could have gone there for 8VP. However, our adult can use the dinghy to go to Horsey Mere and do his bird watching. Being a cloudy day and having only two experience points, he can **only** take experience and not VP should he drawn them blind from the first stack (plus he can't buy VP from the visible stacks). He draws blind from stack one and gets a +1 Experience heart.



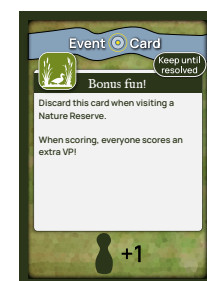
This is good as it raises his experience to three which now allows him to gain VP next time he does his activity.



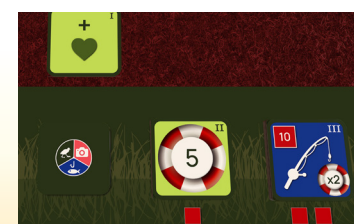
Next hour is 4 > 5. As we want to be moored at Hickling over night we need to get a move on, so we move at 5mph to get to Hickling as it is exactly five spaces away. Unfortunately this means losing the Etiquette point we just gained! We moor at Hickling and can now collect our third destination disc placing it on our Boatyard board.



Next hour is 5 > 6 and the Nature Reserve at Hickling Broad is open until 6. We send our three seniors in the dinghy with our adult enthusiast to do his bird watching. We have already mentioned that when it's cloudy, visitors to Nature Reserves lose -1 VP each. However, we are holding this Event card which allows us to counteract this, as all visitors gain +1VP each. So another **12VP** is put on our score.



Now our enthusiast will do his activity by drawing a tile. Here are his options: He can now take the 5VP by paying £1. However, tomorrow it is going to rain so he could do with getting some more experience. He chooses to pay £2 to discard the top tile of the right hand stack (it is no use to him).



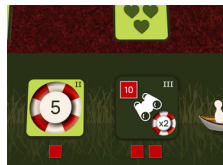
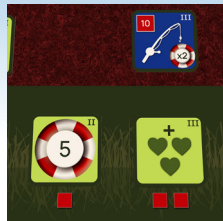
After discarding it, the next card revealed is +3 experience hearts! Perfect. He pays another £2 to gain the hearts, making a total of 6 experience. He can now do his activity in the rain next turn! Excellent result.



It is now the **evening bonus activity round** and our enthusiast sets off in the dinghy to watch more birds. The tiles available are; drawing blind from the first stack, paying £1 to take 5VP from the second stack, or paying £2 (+ another £10) to purchase the upgrade binoculars for his activity which is the next tile in the Level III stack. He decides that as there are still two days to go, it is worth doing, so he pays the £12. Although this will be deducted from his VP at the end of the game, being able to double any Activity VP earned from now on is too tempting - especially when he is the only player with 6 hearts and so the only one who can actually do his activity when it is raining next turn!

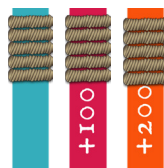


It is now the **evening bonus pub round** and we score 2VP for our adult, 9VP for our three seniors and 8VP for our two kids - a total of 19VP. However - we are not done yet! We have an Event card which allows us to double the score of one of our adults or seniors. This means we can add another 3VP to the score to make 22VP.

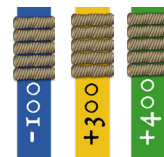


Score markers

Broadland's score track runs around the game board from zero to 100. Because you will be making several laps of this track each player has three double-sided score markers which they swap as they progress. Players always keep the current relevant side facing them.



In the base game, players start with the blank side meaning the score is as beneath their marker. On going around the second time they turn the +100 to face them. After the second lap and entering the third ap, they exchange the marker and show +200, and so on.



Note: the -100 side is used only in the expansion.

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 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 get ahead on the score track, 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?

When starting out on your cruise make a quick reconnaissance of your intended route and look for the high scoring tourist sites - usually those where the top score of 4 matches your passenger type i.e. if you have three seniors look for the sites where seniors core 4. Then you have to consider the opening times. You may have to change your route to ensure you arrive when sites are open. If you can make a high score (i.e. 18VP+), consider staying an extra hour by using your bonus consecutive hour disc. Finally, 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 two main 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 to assess how much time you have. If you have time, then visit each location with the whole family. If time is of the essence, split them so that each passenger type earns the most they can.

If the weather is sunny in the final turn, be sure to maximise those experience hearts by converting them to VP before the game ends!

BROADLAND

The Norfolk Broads Challenge

Cruise the Southern Broads!

In BROADLAND's first major expansion, you can cruise the Southern Broads. Note: you will still require the base game components to play.

Features

- Add-on game board which can be used stand alone or joining the Southern Norfolk Broads to your existing Northern Broads game board
- Four new boatyards at Thorpe St. Andrew, Brundall, Beccles and Oulton Broad - including their sets of 4 cruise cards
- New 6 and 7 day cruise cards for all 9 boatyards allowing you to visit the opposite half of the Broads to your boatyard
- New additional rules for crossing Breydon Water - cannot be done at High Water, so time your crossing carefully!
- 3 new Tide cards
- Additional Event and Daily Bonus cards, including Breydon tokens.



Credits

Game design Martin White. Graphic design by Alphacasa Creative Studios.
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