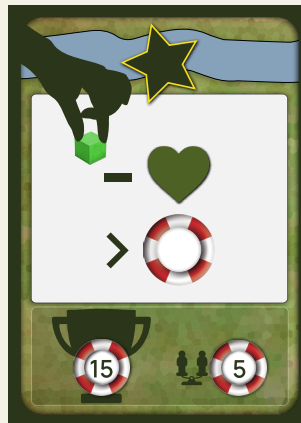


Place a cube on this card each time you:

Moor on a **tidal space** where there is a current. Count each location only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Spend experience to gain victory points

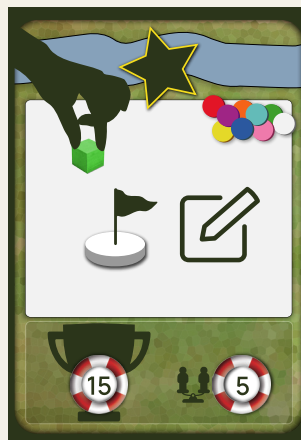
Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Pass under a bridge. You cannot count any bridge more than once.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Achieve a cruise card destination.

Winner gains 15VP
If more than one, 5VP each



Place a cube on the tourist sites in this order as you visit them. Church first, Attraction second and Pub third.

All who complete it, gain 15VP



Place a cube on this card each time you:

Visit any tourist site as a family in an hour. ALL crew must take part. Count sites only once.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Score a visit where one type of passenger scores zero. They must take part in the visit!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Moor where there is NOT a Pub attached to the space.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Visit an Attraction.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Move at 3mph or less

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Visit a Nature Reserve, Church or Attraction BEFORE 2 in the afternoon.
Count each site only once!

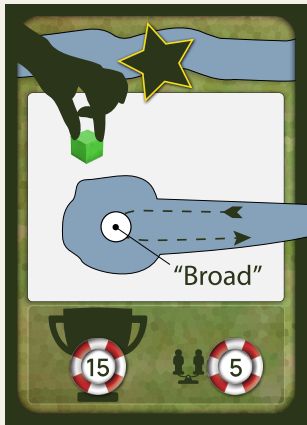
Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Moor or Refuel.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Touch a space which has the word "Broad" in its name.
Count each space only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Do your Activity.
Count each location only once!

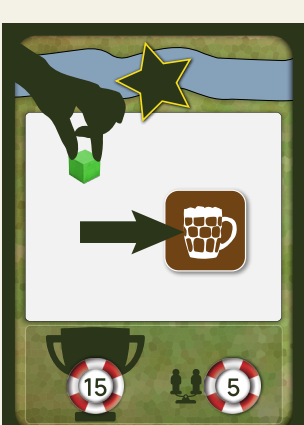
Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Visit a Nature Reserve, Church or Attraction.
Count each site only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Visit a Pub.
Count each Pub only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

More on a space with nothing attached.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Split your family up and visit at least TWO different tourist sites in an hour.
Count sites only once.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Touch a space which is a 'dead end' i.e. end of the river.
Examples given. Count spaces only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Visit a Nature Reserve.
Count each site only once!

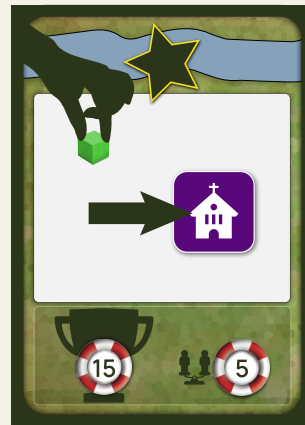
Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Use your dinghy.
Count locations only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Visit a Church or Abbey.
Count each site only once!

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Draw an Event card.

Winner gains 15VP
If more than one, 5VP each



Place a cube on this card each time you:

Move at max speed of 5mph.

Winner gains 15VP
If more than one, 5VP each