

BROADLAND

The Norfolk Broads Challenge

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 / 1970s when most cruisers were beautiful wooden boats.

2-5 players
12 years+
45m
to 4h

Play time
8-10 mins
per player
per day



Features

- Theme: Norfolk Broads
- Real Time element: 1 Turn = 1 Day
1 Round = 1 Hour
- Variability: each game, everything changes: make up of crew (adults, seniors & kids) Variable tourist site values & opening times, weather each cruise day, Event cards plus Daily Bonus cards, Activity tiles
- Movement affected by current with flood and ebb tides changing by the hour
- Choose the length cruise you want to play for the time you have available
- Base game is Northern Broads: Expansion is Southern Broads. Join them together for the full experience!

Components

Game board of Northern Broads, 5 player (boatyard) boards, 5 sets of wooden pieces in colour of boatyard, 1 Admin board (Day/ hour tracks, Etiquette track), 44 event cards, 24 daily bonus cards, 36 activity tiles, 24 passenger crew cards, 20 cruise cards (4 for each boatyard), 3 tide cards, counters for weather (21), activity (15), 12 adult (black) pawns, 12 senior (blue) pawns, 12 children (green) pawns, 15 enthusiast pawns with white ring (5 black, 5 blue, 5 green), player aid, 1 D6 and rules.

Tourist Sites

1. Attractions (windmills, museums)
2. Nature Reserves & parks
3. Pubs
4. Abbeys, priories & churches

Broadlandgame.com

martin@broadlandgame.com

