

BROADLAND

The Norfolk Broads Challenge

The Southern Broads Expansion

Note: This expansion requires the admin board and other components from the base game.

The Southern Broads is a major expansion to the base game of BROADLAND. It adds the Southern half of the Norfolk Broads to the game map allowing you to navigate in either half of the Broads or to join both boards together to enjoy the experience of crossing Breydon Water to the other side of the Broads to where your boatyard is.

There are very few additional rules for this expansion, so please refer to the original rules which came with the base game. Additional components other than the Southern Broads game map are:

- Four new boatyards: Beccles, Brundall, Oulton Broad and Thorpe St. Andrew
- Four sets of cruise cards & additional wooden pieces for the new boatyards
- Six and seven day cruise cards for all nine boatyards. These feature destinations which require players to travel from the half of the Broads where their boatyard is located, to the other half - and back again!
- 3 new tide cards
- A few additional event cards
- Additional tourist site counters to populate the Southern Broads (these have an 'S' on to distinguish them from the counters for the Northern half.



6-day cruises have four destinations and 7-day cruises have five. The last two destinations of these have a slightly darker background indicating that these destinations are located on the opposite side of the Broads to your boatyard. This means you will have to cross Breydon Water twice - outbound and inbound during your cruise. Furthermore, with 6 and 7-day cruises you will receive *three bonus consecutive hour discs*, allowing you three opportunities to stay an extra hour at different tourist sites, provided of course that their opening times allow.

Original game board (The Northern Broads)



Broads join at Great Yarmouth

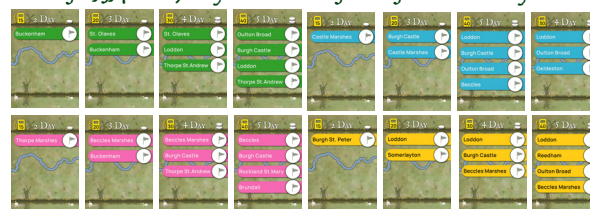


Expansion game board (The Southern Broads)

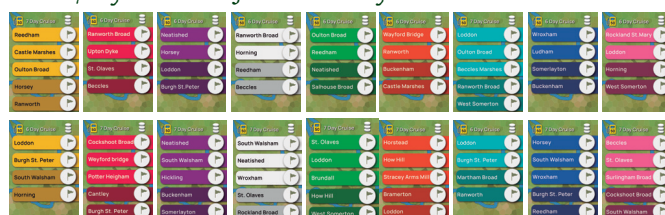


Four new boatyards:
Beccles, Brundall, Oulton Broad & Thorpe St. Andrew

A set of 2, 3, 4 and 5-day cruise cards for all four new boatyards



6 and 7-day cruise cards for all nine boatyards!



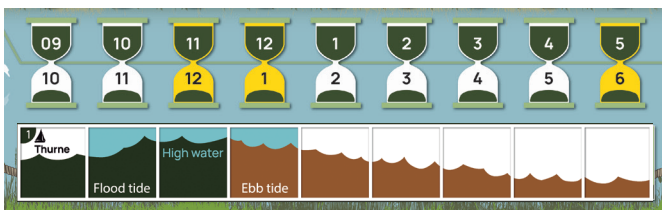
Crossing Breydon Water

Breydon Water is tidal with the tide coming in (*the flood tide*) and going out (*the ebb tide*) at Great Yarmouth. The currents can be significant. Rise and fall in some areas of the Broads can be as much as 2 metres (over 6 feet).



On the Northern side of the Broads there are two old bridges that do not open or swing and have limited headroom. The clearance for the old wooden cruisers in BROADLAND at high water is insufficient.

Therefore, you cannot pass the dotted red lines at Yarmouth Yacht Station or East of Berney Arms Mill if it would mean ending your move on one of the red spaces in Breydon Water during high water hours. When high water occurs is shown on the tide cards:



In the tide card above, the high water hours are between 10 in the morning and 1 in the afternoon. If your move would mean you end on one of the red spaces you cannot move but must moor and wait (either at Berney Arms Mill if in the South, or at Yarmouth Yacht Station if in the North) until the water drops (after 5 in the afternoon).

This means you will need to plan your crossing of Breydon Water so that it does not impact your cruise too detrimentally!

New Event cards

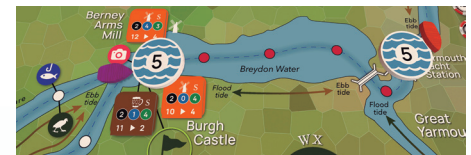
If you play BROADLAND using both boards joined together the new event cards allow the weather to change in either the Northern or Southern Broads independently. Another card prevents you crossing Breydon Water due to it being too rough.



There are weather spaces on both game boards which are used when playing the North & South together. For local changes, place a weather token on the space.



'A little choppy!' event card prevents you crossing Breydon Water until after the time specified on the counter.



Score markers



The base game of BROADLAND came with five sets of three double-sided score adjustment markers. On one side of the lowest numbered counter was the marking: -100. This is the counter used when starting to play the Southern Broads.

Why?

We have run the score track around the *joined* game boards from zero to two hundred. This means when you play the Southern Broads *on its own*, your score track starts at 101! The counter '-100' therefore adjusts your score so that for the first lap your score is as per the score track - 100. Upon entering the second lap you will flip the counter to its blank side meaning the score on the score track is now correct.

Credits

Game design, graphic design: Martin White
Game development: Amanda Malloy and Alessandra Malloy.

