

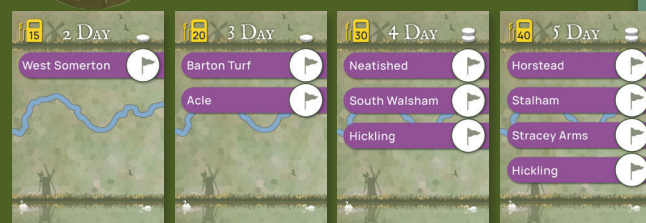
BROADLAND

The Norfolk Broads Challenge

In Broadland, one 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.



1-5 players
12 years+
40m
to 2h+



Features

- Theme: Norfolk Broads
- Real time element: Days and hours
- Variability: each game, everything changes: make up of crew (adults, seniors & kids), variable tourist site values & opening times, variable 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!
- 'CruiseBot' opponent for solo play using normal rules



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), 45 event cards, 24 daily bonus cards, 36 activity tiles, 21 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), day/hour markers, player aid, 1 D6 and rules.



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