

BROADLAND

The Norfolk Broads Challenge



RULES

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The Norfolk Broads is a network 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 provides to this day a collection of boatyards with cruisers and yachts for hire, a large range of popular tourist sites featuring attractions and landmarks which visitors can enjoy on their Broadland holiday.

In BROADLAND, up to five players take command of a Broads cruiser and as a family, go on a Broadland holiday. The challenge is firstly to visit an agreed number of destinations which will score victory points (VP) and secondly, to score more points by visiting tourist sites along the way. The game is set in the 1960/70s era when many 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.

Setup

Place the game board on your table with the separate admin board above it.

Player setup

Each player receives:

1. A boatyard board.
2. Wooden pieces in the same colour as their boatyard: a cruiser, two small (9mm) wooden discs to record advancement both along the main *score track* and the *river etiquette track* plus twelve (8mm) cubes used to record bonuses. Four 15mm wooden discs to record *cruise card destinations*, plus two additional discs to use when visiting a tourist site for a *bonus consecutive hour*.
3. A double-sided *moored/refuel marker* - place on boatyard board moored side up, since you will begin the cruise moored at your boatyard.
4. A red '*money spent*' cube which will be used to register spend and a *yellow fuel cube* used to record fuel burn.
5. A set of three double-sided *score adjustment markers*. Place the one with the blank centre on the space to the right of your boatyard name. This indicates there is no adjustment when beginning the game at zero points.



6. A set of four cruise cards. Players will 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 card will contain a number of destinations or waypoints which you have to try to reach.

Once everyone has agreed on the game length, players select and place the correct cruise card on the space on their boatyard board. In the example below, you are the Wroxham boatyard and you will be playing a 5-day cruise. Your waypoint destinations are *Horstead, Stalham, Stracey Arms and Hickling*. You can go to them in any order.

In the top left corner of the cruise card is the starting fuel allowance, so in this example, you place your yellow fuel cube on the 40 space of your fuel gauge. The number of bonus consecutive hour discs you get with any cruise is shown in the top right corner of the cruise card. For a 5-day cruise you gain two, so place two discs on the space provided on your boatyard board.

Space for score adjustment marker

Spaces for crew

'Moored' marker

Space for bonus mooring tokens gained

Red 'Money spent' cube ready to use

Yellow fuel cube placed on starting allowance (40 for this cruise)

Chosen cruise card

Spaces for experience gained by your enthusiast

Space for activity counter

Space for bonus consecutive hour discs

"Visit visualiser" to help calculate what your passengers score

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

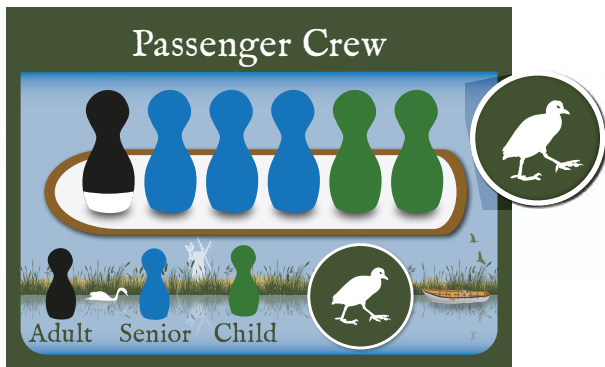
Example

If 3 players take a 3-day cruise
 3 players take 10 minutes per day
 $3 \times 10 \text{ minutes} = 30 \text{ minutes per day}$
 $3 \text{ days} = 3 \times 30 = 90 \text{ minutes}$

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 to be your *enthusiast*, and shows which particular activity your enthusiast likes doing: either *bird watching*, *fishing* or *photography*.


For example, you draw the card below. You have one adult who is your enthusiast (*white ring around base*), three seniors and two kids. Your enthusiast's hobby is *bird watching*, so you take a bird watching activity counter and place it on the activity space on your boatyard.



9. Players then mirror their passenger crew cards, by placing *matching pawns* on the spaces on the cruiser on their boatyard board. After doing this, the passenger crew cards are no longer needed.
10. Players place their wooden cruiser piece on their boatyard space on the game board, ready to start the cruise.
11. Players put the first of their small round discs onto the zero space of the *river etiquette track*.
12. Players place one of their coloured discs on the *flag spaces* at each cruise card destination on the main game board. These will be *picked up* during the cruise and placed on the cruise cards.



Game setup

13. Place one *mooring bonus token* per player on each of the three bonus spaces on the river etiquette table. These will be earned as players progress up the track. 
14. 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 Northern Broads which is the area covered by the base game.
15. Place a counter on each tourist site space on the game board: match the colour/symbol for each space. Then flip the counters over and ensure they are all the same orientation.

16. Take the three numbered *tide cards* and randomly choose one to use for the game. Place the chosen card beneath the hour of the day track (hour glasses) on the game board. In conjunction with tide arrows on the game board, this now establishes the direction of the current at any hour of the day.

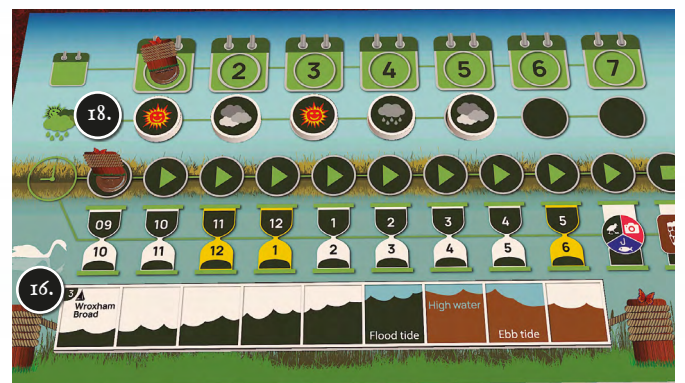


17. Shuffle the *events card deck* and the *daily bonus deck* then place them face down on their spaces on the admin board above the game board.



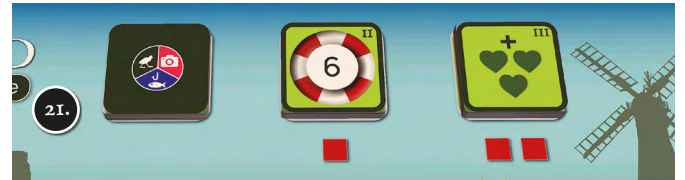
18. Place the *turn marker* on day 1 and the *hour marker* on the first hour of the day: 09 > 10.

19. Keep nearby the weather, regatta, bonus mooring tokens and experience counters, ready for use.



20. Players place their second small disc next to the start of the score track, ready to score.

21. The 36 Activity tiles should be divided into Level I, Level II and Level III. Shuffle each level face down. Place Level I tiles *face down* on the left most space on the Admin board, Level II stack *face up* on the middle space with Level III tiles also *face up* on the right space. Unless playing a solo or 2 player game, be sure to remove the powerful 'upgrade' tiles from the Level III deck.



22. Players now create the *weather forecast* for each day of the cruise. Using the weather forecaster chart, roll a D6 for each of your cruise days, placing a matching weather token in the space beneath the day. In our example (right), our forecast is D1: sunny, D2: cloudy, D3: sunny, D4: raining and D5 cloudy. As will be seen, the weather affects what can be done. Be warned that forecasts may well change - it is England after all!



23. Next, players draw the Daily Bonus card which will give further opportunities to earn VP. This card lasts just for a day.



24. Finally, the first player marker is given to the player who last went on a boat of any kind.



The daily bonus card for day one: Place a cube on this card each time you visit any of the four tourist sites as a whole family (i.e. the whole crew visit). Whoever has most cubes wins the bonus 15VP. If drawn, each player drawing gets 5VP

You are now ready to cruise Broadland!

Objectives

Your objectives in BROADLAND are:

1. *To reach all the destinations listed on your Cruise card.* Destinations are like waypoints which you have to navigate to. At the end of the game you will score VP for each destination reached and you cannot win the game unless you have been to ALL of them. Note, you need to move onto or through the space in order to retrieve your disc and place it on your cruise card. You don't have to stop at these destinations to gain the disc.
2. *To score VP by visiting tourist sites along the way.* You have complete freedom to moor and visit any tourist site providing it is open. The key here is that adults, seniors and kids may score differently at each site. You can visit *Pubs* for as many hours as they are open. However, for the other three categories, you can only visit for *one hour* in any single day*. Visits to tourist sites are scored on the score track immediately. **Exception: You can visit for an extra hour using a 'bonus consecutive hour disc' (see later).*
3. *To score VP by your enthusiast doing his/her activity (bird watching, fishing or photography).* Your enthusiast can do his/her activity where there is a matching Symbol. You earn either VP, which are added immediately, or *experience* which is placed on your boatyard board. You can choose to gain experience as an investment for the future: it helps counteract bad weather.
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 return to your boatyard by the end of the game.* This is because 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 first player performs his action for the hour of 9 > 10. Any VP scored during this hour are *immediately* recorded on the score track around the edge of the board.
2. After the first player has completed actions, the player to their 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 is repeated right through to the end of hour 5 > 6, by which time all boats should be *moored for the night* (preferably near a pub!).
3. 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/her 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.
4. Once the evening rounds are completed, that concludes the day. Players now score the *daily bonus card*. Whoever has most cubes on the card wins the bonus 15VP. If no one wins it outright, all those tying gain 5VP each. Points are added to the score track.
5. Discard the top tiles of the *two face up* activity stacks to refresh the choices.
6. Move the turn marker to the next day and the hour marker back to 9 > 10. The first player hands the *first player marker* to next player on his left.
7. Repeat 1 to 6 above for each subsequent day of the cruise.
8. After the final day, use the *end scoring chart*, to calculate who has won BROADLAND.



Ending the game

The game can end in one of two ways:

1. The most common way is for the final day of the cruise to play out to the end. After the evening bonus rounds and the final daily bonus card have been scored, end scoring is carried out 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.

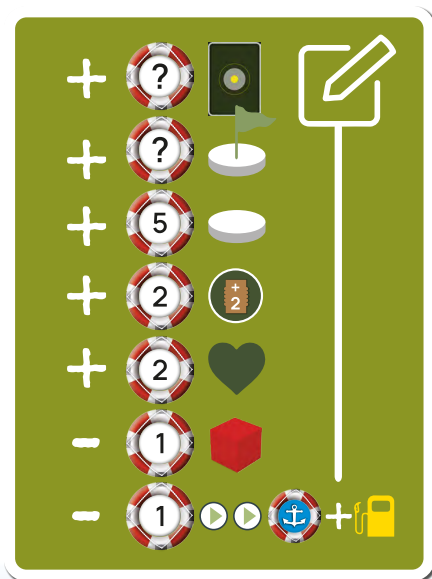
When the game is triggered by a player, all players (including the one who triggered the end) can play one final hour after which end scoring is done. As points are deducted according to the distance you finish away from your boatyard, you may have to choose whether to score some last valuable VP, or reduce your distance to your boatyard.

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.

Use the *end scoring chart* to help work out final scores. For all additions and deductions, always physically add and remove points *directly on the score track*.

End scoring chart:

Work your way down the list, adding and subtracting by moving discs on the score track to find the final totals



End scoring chart interpreted:

ADD BONUSES (+)

- + Players score any pending event cards. For those not fully or partially fulfilled, you can score any residual value shown in the top left of the card.
- + 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 was attained on the river etiquette track. For instance, if you reach the final level you score the maximum of 15VP per destination.
- + For every consecutive hour bonus disc not used, add 5VP to your score.
- + For every bonus mooring token not used, add +2VP.
- + For every experience heart remaining, gain +2VP.

DEDUCT PENALTIES (-)

- All players deduct 1VP for every £1 spent.
- 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*. This is called the "Shortfall".
- 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.

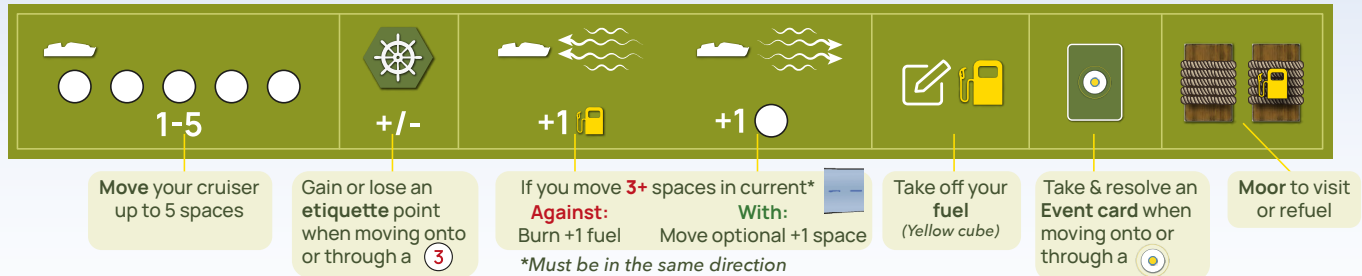
Win, lose or draw - we hope you enjoyed cruising Broadland!



Player actions

During any of the daytime hours (9 through 6) you can perform two types of action. Either *move and/or moor* or, *make a visit and/or do your activity*. You can only do one 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* sets these out in an easy to follow way:



Move/moor actions

When moving from a mooring, simply remove the *moored counter* from your boatyard board and move your cruiser *point to point* 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. move 3 spaces - you move at *3mph*. When moving, always go through the stages in the order shown on the player aid, applying each effect where pertinent. We explain them here:

River etiquette

In BROADLAND we want 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 the limit when you pass over (or end your turn on) such a space, move your disc up one space on the *river etiquette track*. Note: You do *not* gain an etiquette point when *starting* a move on a '3mph' space.

The first time you enter a *new level* on the river etiquette track (There are three: on scoring 1 point, 5 points and 9 points) take one of the *bonus mooring tokens* from those available. These tokens can be spent to help you find a mooring when it is busy. There should be one token for each player at all three levels.

Breaching etiquette

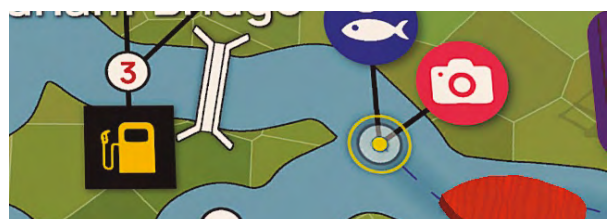


You do not have to adhere to the *3mph* limit. You are free to pass over or end your turn on a *3mph* limit space at 4 or *5mph*. However, if you do, move your disc *down one space* on the river etiquette table.

Note: If you go down a level then back up again, you do *not* gain another bonus mooring 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.



Four levels of etiquette have increasing values for your achieved destinations



Note: There are a some event cards which will penalise you if you are travelling at more than 3mph when you enter or pass through the event card space. Be warned!

Etiquette DRMs

In addition to the one-off bonus mooring tokens collected by moving up a level, if you attain 10 on the etiquette track, 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 the sea comes inland at Great Yarmouth flooding the rivers both North and South for many miles creating a current and raising the river depth *to over six feet (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 through at least *three tidal spaces* which 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*.

AGAINST current

Burn one additional unit of fuel

+1

WITH current

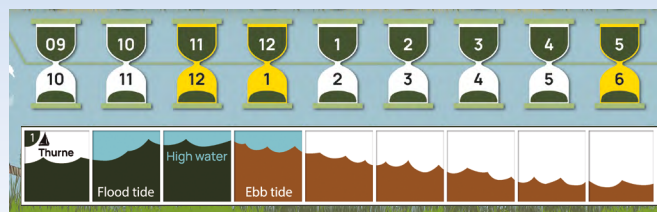
Move one additional space (optional)

+1

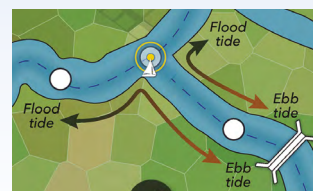
How do we know which direction the current is flowing?

We look at the *tide card*.

The *tide card* below the hour track shows which type of current there is during the hour in which we are moving. It is either a *flood tide* (dark green) or an *ebb tide* (brown).



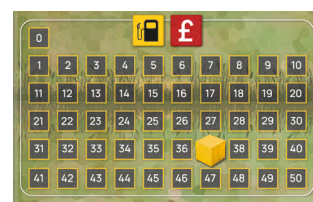
Arrows next to the rivers on the game board show the actual direction of the current.



The tide cards also show the period of *high water* which has the blue colour above the waves. In the example above, it is between 10 in the morning and 1 in the afternoon. High water restrictions come into play when you cross from the Northern half of the Broads to the Southern Broads - a feature of playing a 6 or 7-Day cruise which come with the 'Southern Broads' expansion.

Burning fuel

For each space moved along the river you must expend one fuel by moving your yellow fuel cube back one box.



For example, if our first move on our 5-day cruise was at 3mph we would move the cube from 40 to 37.

Effect of current on fuel burn

Were our three spaces *tidal spaces* and we were *against* the current, we would pay four fuel instead of three. If we were *with* the current, we would have the option to move one extra space.

Optional extra space when with current

Sometimes useful and sometimes not. For instance, if we moved at 4mph with the current, we have the option to move five and only pay for four fuel. However, if that last space would take us into a 3mph zone, we are moving at 4mph which would incur an etiquette penalty!

Refuelling

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. As we shall see in the next section, when mooring, you will be making a *mooring roll*. However, when mooring to refuel, you do not make a mooring roll.

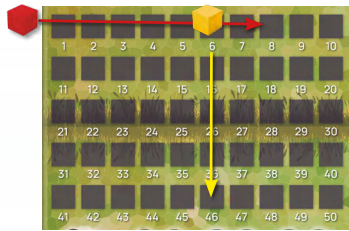


You simply stop and place the moored marker 'refuel' side up. You *immediately* buy your fuel and register both the fuel (yellow cube) and the money spent (red cube) on your gauge.



Fuel is purchased in units of *ten gallons* and you spend £2 per unit. This is easy to register on the gauge. You simply move the yellow cube down *as many rows as the units you require*. For example, we are currently on 6 fuel.

We decide to fill up and buy the maximum we can, which is four units of *ten*. We move our yellow cube down four rows to the 46 box to register the 40 fuel we acquired. We move our red cube along to the 8 box, to register the £8 we spent.



Spending money is a disadvantage in BROADLAND since pounds spent during the cruise will be deducted from your VP at the end scoring. Also, your gauge only goes up to 50. If your red cube ever reaches 50 during the game, you must deduct 50 from your score on the score track then reset your red cube back to zero (plus any additional you spent).

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 remoored* - which will take a whole hour to do, after which (in the *next* hour) you can make visits and do activities as normal at that location.

Running out of fuel

If you run out of fuel, just moor wherever you can. You must miss *two hours* cruising, waiting for an engineer from the organisers of the Norfolk Broad Challenge to come out to you. Place two *yellow fuel cubes* on your boat.



Then starting the *next hour*, remove one at the end of that hour. On removing the second cube after the second hour, the engineer arrives to sell you fuel and you can conclude your penalty for running out. You must purchase a minimum of one unit of ten gallons at £4 per unit, instead of the usual £2. It pays to keep an eye on that fuel!

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 an icon matching your enthusiast's activity.

Note: some *Activity tiles* and a specific *event card* allows you to acquire a can of fuel. This is where another holiday-maker might sell you some, or you might find a can of fuel in a cupboard in your cruiser.

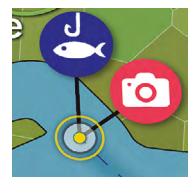
Note: you cannot refuel during the last hour of the day, $5 > 6$. You must moor as usual, then refuel first thing next morning.



Event cards

Some spaces on the rivers are *event spaces* and if you end your move on one, or if you pass over one, take an *event card* from the top of the deck. Be sure to do this *after* registering your fuel burn and *before* you moor (if you intend to - since the card may help you find a mooring!).

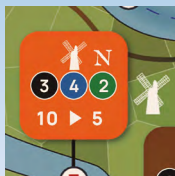
Event cards are either '*Apply Now*' which means you resolve it immediately, or they are '*Keep until Resolved*' which means you place the card in front of you to use later in the game. An example of an '*Apply now*' card would be where the weather changes.





Some event cards require you to visit museums. These are identified with a museum icon.

Some event cards require you to visit windmills. These are identified with a windmill icon.



Event cards provide an event which may be beneficial or detrimental. Thankfully, the majority are beneficial! Also, the vast majority of event cards are *'Keep until Resolved'* which give you more opportunities to score VP.

You can hold *up to three* cards and should you draw a fourth, choose one to discard. Be aware that you can only use *one card at a time* to gain benefits and you must discard it after using. If you pass over more than one event space, take and resolve each card *separately in order*. However, if you pass the *same* event space twice in the same move, do *not* take a second card.

Note: make sure you form an event card discard pile, since you may have the opportunity to retrieve a card during the game.

Mooring

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 moored 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 (*these 'peak' hours are shown as yellow timers on the hour track*), you may have a challenge to find a mooring. As it is very much pot luck, we use a D6.



To succeed in finding a mooring, you must roll a *4 or higher* on the D6. If you fail, you must pay £3 for a private mooring. As you know, spending money is bad!

Mooring during peak hours ($11 > 12$, $1 > 2$, and $5 > 6$) incurs a DRM of -1. To counter failing a mooring roll, you can spend one or more *bonus mooring tokens*. You will earn one each time you advance to

a new section on the river etiquette track. Plus, you can collect them in other ways during the game.

Bonus mooring tokens *add* +2 to your mooring roll. To apply, when you fail a roll, discard the token to boost your roll by +2 for each token spent. Of course, if you can't raise your score to at least 4, don't waste it. Just pay the £3 to moor privately.



Double-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 spent cube *up one space* and the other player's *down one space*.

Finally, as we mentioned earlier, you can gain a semi-permanent +1 or +2 DRM to mooring rolls by achieving 10 and 12 respectively on the *river etiquette track*.

Visit/Activity actions

While your cruiser is moored, your passengers can make a visit to a tourist site plus your enthusiast can do their activity if it is available at the location. Note again that these actions can never be done *in the same hour* that you move, or, move and moor.

Visits can be 'done' by any passenger in your crew and as we shall see, the score each passenger generates is shown on the tourist site counter itself.

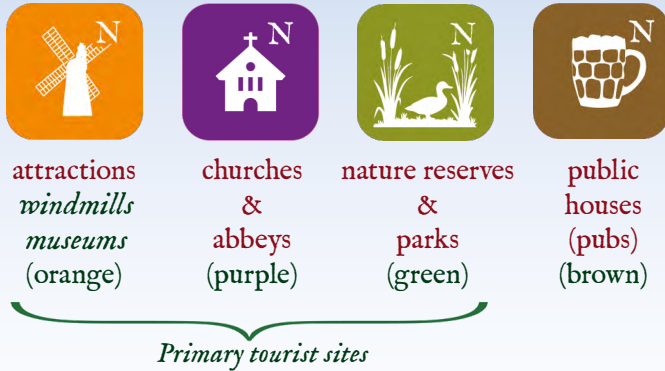
You may decide to split your party, sending some passenger types to one tourist site and others to a different site. Furthermore, as we shall see, it is possible that up to four of your crew can visit the space *next door* to where you are moored by using your *dinghy*.

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 tile* you draw from the tiles on the Admin board - as we shall see later.




The tourist sites

There are four main categories of tourist sites: three primary sites, plus public houses (pubs) which we use for dining and sometimes recreation.



Tourist site spaces showing the icons found on the backs of the tourist site counters are located all over the Broads and connected to the river spaces by black lines. During setup you will have randomly placed a counter on each space.

Doing a visit

- There are *three scoring numbers* on each counter representing the number of VP each type of passenger will score when they visit the site. The left number with the black background is for *adults*, the middle number with the blue background is for *senior citizens* (seniors) and the right hand number with the green background is for *children* (kids).
 
- Below the scoring numbers are the *opening hours* for that site. For the attraction shown above it is open from 12 midday to 3 in the afternoon.
- The counters have wide ranging values and opening times. As BROADLAND is set in the 1960/70 'era, pubs had strict opening times and children were not allowed inside the building. They were allowed in the 'beer garden' - if the pub had one. So if it is raining, the kids will have to stay on the cruiser!
- The three *primary* tourist site types - attractions, churches and nature reserves - can all be visited for a maximum of *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. When spent, these discs are left on the game board below the actual tourist site counter.

- You *can* return to a *primary* tourist site you have already visited but only on a *different day*. 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, which is possible through the event card. If that happens, the site reverts to being accessible on another day).
- Unlike the *primary* tourist sites, pubs can be visited for *every hour they are open* during the day, plus during the evening pub bonus round.
- Splitting your crew:** In order to maximise your score, you might send your adults to one site, your seniors to another and your kids to a completely different site. You can place your passenger pawns on the Visit Visualiser (the four tourist site spaces on your boatyard board) to give you a visual reference of who is going where. Its use is not mandatory but sometimes it helps when making the calculations.
- Weather (WX) can affect tourist site visits. You can refer to the player aid to see the effects of cloudy and rainy days on visits:

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

If raining, you cannot visit Nature Reserves

If raining, Adults & Seniors can visit pubs but **not** the kids!
In this era, they were only allowed in the garden!

When *cloudy*, outdoor visits to nature reserves are affected. Enjoyment is reduced by -1VP per visitor. For example, if visiting the nature reserve, right, when cloudy, the scores would be 3, 0, 0 instead of 4, 1, 1.



When raining, visits to nature reserves cannot be carried out *at all*. Plus, as we mentioned earlier, kids are only allowed in pub gardens during this era. So if it is raining, *kids cannot join in the visit to a pub* - they must remain on the cruiser.

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

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 above, bird watching is available opposite Herron's Carr nature reserve. Fishing and photography can be done on the space West of Herron's Carr, further along Limekiln Dyke.

Doing an activity is simple: You take an activity tile from the three stacks available. It costs you *nothing* to draw from the first Level I stack. However, the rewards are not as high as the Level II and Level III stacks - plus you are relying on pot luck, since you are drawing blind.



Drawing from the activity tile stacks

Drawing from the two right hand *face up* stacks will cost £1 for Level II and £2 or Level III tiles. After drawing the tile, the benefits are gained immediately: VP are put on the score track, experience hearts are placed on your boatyard board. Specialised tiles are kept by your boatyard board. Form a discard stack for each level of tiles. When the stacks are depleted, shuffle the discard to create a new stack.

Discarding/recycling tiles

At the end of each day, the top tiles on the face up stacks are discarded to keep the available tiles fresh. 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 face up stacks. You will still need to pay the cost of the newly revealed tile if there is one you want. You can pay to recycle as many times as you want!

These are the activity tiles available. Explanations are given overleaf.

Level I tiles



Level II tiles



Level III tiles



3 "Upgrade" tiles. Note: use only 2 in a 2 player and solo game.

Explanation of the activity tiles

- Tiles with a number in a life belt are *VP tiles*. You simply add that many *VP* to your score immediately.
- Tiles with hearts are *experience tiles* and give you experience points to place on your boatyard board. Experience will enable your enthusiast to carry out his/her activity when the weather is bad. They can also be used with an event card.
- Tiles with 5 or 10 fuel allow you to add that much fuel *when you are moored*. Keep the tile until you add the fuel, then place it in the discard.
- One Level III tile allows you to convert 3 experience into 15VP.
- Three Level III equipment upgrade tiles are available (use only two in a two player or solo game): high-powered binoculars for the bird watcher, a smart new rod for the angler and a zoom lens for the photographer. For these, you will need to pay the £2 for a Level II tile - plus a cost of £10. Expensive but it *doubles any VP earned* during future activities.

Effect of weather: the benefit of experience

With *experience*, your enthusiast can overcome the bad weather. As you collect experience hearts via the activity tiles drawn, you place them on the experience track at the foot of your boatyard board, filling all six spaces *from left to right*:



Spaces 1 - 3:

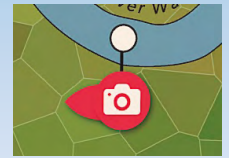
The icon far left means if it's cloudy and you have no experience you cannot gain VP from activity tiles. However, *once you have three experience hearts this restriction is removed*.

Spaces 4 - 6:

The icon on the left above means you cannot do your activity *at all* when it is raining. However, *once you have a total of six experience hearts this restriction is removed*.

“On the Move”

We all like to take a photograph of something cool when we see it. This happens a lot on the Broads!



So unlike the other activities, photographers can do their activity when passing, starting or ending their turn on the space attached to the icon shown above.

Event cards affecting activities

Certain event cards extend the scope of activities. There is a card which allows any player to do their activity ‘on the move’, plus another card which allows your enthusiast to walk up to two spaces from where you are moored to do his/her activity.

Using the Dinghy

All cruisers are towing a small dinghy allowing up to *four crew members* to visit the space *next door* to where you are moored.



This allows them to visit tourist sites and/or, for your enthusiast to do his/her activity at that space.

For example, while moored at Horning, there is a pub and a nature reserve attached to the Horning space.



Using your dinghy,

up to four passengers can visit the spaces *either side* of Horning. The space to the West has all three activities available while the space to the East has a church to visit. Note, the dinghy is *not physically represented*. You simply state who is going in the dinghy and to which location, then include the scores in the overall calculations.

There are a couple of event cards which enhance the use of your dinghy. One gives you an *expert rower* in your crew allowing you to take the dinghy up to two spaces from where you are moored. Another adds an *outboard motor* permanently to your dinghy, allowing you to visit up to three spaces away.

When using dinghies

1. Your cruiser must be moored.
2. Dinghies do not obtain an event card when entering an event space.
3. Dinghies cannot attain a cruise card Destination. Only your cruiser can do that.

Score adjustment markers

The score track runs around the game board from zero to 100. You have three double-sided *score adjustment markers* to indicate which 'lap' of the score track you are on at any given time.

For the first lap, you will use the blank marker with no number on to show that your current score is as per the number shown beneath your small disc on the score track. On passing 100 and starting the next lap, you will replace it with the counter which says +100. On entering the third lap, you use the +200 side, and so on.

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



Example of scoring visits & activities

It is Day 3 of a 4-day cruise and the cruiser Millie Moo from Wroxham is heading towards Hickling to gain its final destination disc before heading back home. It is the hour 2 > 3 and it is a cloudy day.



We take a left turn after passing through Potter Heigham and we head up towards Hickling. We make a reconnaissance of what is open and available for visiting in the area.

We see an opportunity to score a few points at Horsey. We spot some lucrative '+4' scores which match our dominant passenger type (in our case three seniors). They score +4 each at the church in Horsey which is open until 4. Kids also score +4 at Horsey Mill which is open until 6. Although it would mean a slight detour, we feel this is too good to miss! So we will divert to Horsey and moor up.



Our turn for 2 > 3: we move three spaces (3mph) into Horsey. As the space at Horsey has a 3mph limit, we gain an etiquette point. We moor. That's it for that hour.



We move the hour marker to the next hour: 3 > 4. Because time is of the essence (we want to be moored for the night at Hickling), we decide we will only stay one hour at Horsey. In which case we will *split our crew* and send our three seniors to visit the church while the two kids go and enjoy Horsey Mill.

They all earn 4VP, which is a good score:

4 + 4 + 4 at Church 4 + 4 at Attraction = 20VP

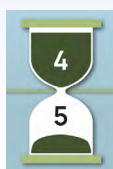
We put 20VP on our score. While they are making their visits, we send our *adult enthusiast* to do his bird watching for an hour in the dinghy. As it is cloudy and we only have two points of experience, we cannot take VP should we draw any blind from the first *free* activity tile stack. Neither can we purchase any VP tiles from the face up stacks since they both show a VP reward - which we cannot take when cloudy.



We draw blind from stack one. We draw one experience point and place it on our boatyard board. This is good, as it brings our total to three, lifting the restriction caused by the cloudy weather.



Our third experience point. We can now earn VP when cloudy.



We move the hour marker to the next hour: $4 > 5$. We need to get underway, so we unmoor and move at full speed ahead - 5mph towards Hickling. As Hickling is exactly five spaces away this means

we have entered the 3mph at 5mph! Every now and then, it has to be done. We lose an etiquette point. However, we are confident we will regain the point somewhere on the way home.

We moor at Hickling, collecting our third and final destination disc, placing it on our cruise card.



We move the hour marker to the last hour of the day: $5 > 6$. There is nothing open at Hickling. However, one space South, the direction we came from, there is a *nature reserve* at Hickling

Broad - and it is still open. What's more, it scores the magic '4' for seniors. The downside is the fact that being cloudy, all visitors lose -1VP from their score as they don't enjoy it as much as they would if it were a lovely sunny day. However! We are holding a couple of useful event cards.

One event card we hold is called 'Wildlife Fun!' and its effect is to add +1VP to all visitors scores. This, in effect, cancels out the cloudy weather. So, now it is worth the visit.

We send our three seniors in the dinghy to score their full 4VP each from the nature reserve at



Hickling Broad. However, we have a free space in the dinghy (it can take a maximum of four). Who shall we send with Nanny and Grandad Jones, and Uncle Ivor?

If we send our kid he will score only 2VP. We choose instead to send our bird watching Dad as he should be able to gain more than 2VP or at least gain some useful experience. So we score our visit first:

$3 + 3 + 3$ at the nature reserve bonus +1 each from 'Wildlife Fun!' = 12VP

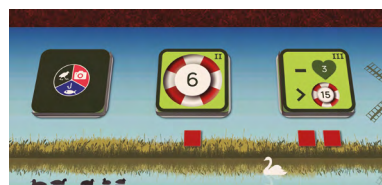
We put 12VP on the score track and now for the activity. We are mindful of the weather forecast for the final turn: we have rain coming. When it's raining you cannot do your activity at all - unless you have lots of experience - 6 to be precise.

So we decide to do something about it. We know that in the Level III stack there are three triple experience heart tiles (we have been watching the draws from this stack and there is one due). We pay £2 to discard the top tile of the stack in the hope there will be one following.

Lo and behold - the next tile is three experience hearts! So, we pay another £2 to buy the three hearts and add them to our boatyard board. We now have the six required to ignore weather restrictions for the final day. This is invaluable if other players cannot do their activity at all.



We move the hour marker to the evening activity bonus round. Our adult enthusiast can go back to Hickling Broad to do his bird watching again. Here is what is available:



The Level III tile will allow us to at any time exchange 3 experience for 15VP - which might be useful were the weather to change. However, we choose to pay £1 and take the 6VP from the middle

stack. We move the hour marker to the *evening pub bonus* round. The scores at this pub are 2-3-4, which are pretty good. However, we have another event card up our sleeve!



The card "Game of Darts" gives one of our seniors or adults a double score. Naturally, we choose one of our seniors as they score 3VP. This gives us:

$$2 + 3 + 3 + 3 + 4 + 4$$

bonus +3 from 'Game of Darts' = 19VP

So after a successful visit to Horsey and Hickling (57VP) we settle down for the night, listening to the soothing sound of water lapping against the cruiser.



1. Score any outstanding event cards

Wroxham has three cubes on his event card so scores 15VP



Potter Heigham has four cubes on his event card, so scores 25VP!



Also, both players have event cards which they did not fulfil but have residual values (top left corner of card). Wroxham's is worth 4VP while Potter Heigham's is worth 1VP

Adjusted running totals:

213 236

Example of end scoring

To show you how end scoring works, here is an example of finding the winner of a two player 4-day cruise using the end scoring chart.

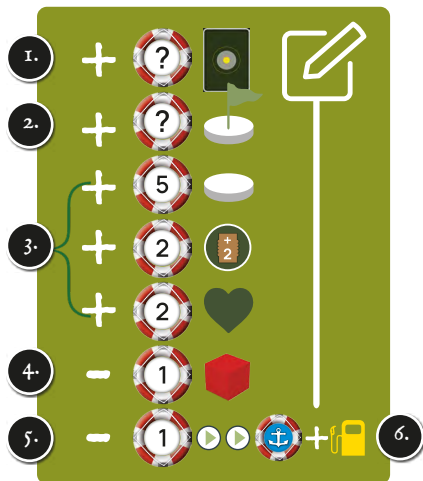
Wroxham

Potter Heigham

Score on the score track at end of day 4

194 210

We will now explain each element of the chart.



2. Score destinations according to etiquette level

Wroxham reached 9 on the river etiquette track so the three destinations earn 15VP each



Potter Heigham reached 8 on the river etiquette track so the three destinations earn 10VP each

Adjusted running totals:

258 266

3. Score bonus consecutive hour discs at 5VP each
Score bonus mooring counters
And Experience hearts at 2VP each

Wroxham has one bonus consecutive disc, one bonus mooring token, plus 5 experience hearts = 17VP

Potter Heigham has three experience hearts = 6VP

Adjusted running totals:

275 272

4. Deduct money spent

Wroxham spent £40 Potter Heigham spent £35

Adjusted running totals:
235 237

5. For every space from boatyard deduct 1VP

6. Deduct 1VP for any fuel shortfall

Wroxham finished
 6 spaces from home
 (moored at Horning)
 and has 4 fuel left.
 Shortfall = 2
 Total deductions = 8

Potter Heigham
 finished
 8 spaces from home
 (moored at Acle) and
 has exactly 8 fuel left!
 Total deductions = 8

Adjusted running totals:
227 229
 Final score

BROADLAND strategy

In BROADLAND you must strive to get the balance right between:

1. *making high scoring visits* to earn victory points; and
2. *reaching the destinations* on your cruise card (you can't win without all of them); and
3. *returning to your boatyard* by the end of the final day (or getting as close as you can).

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 VP, 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 - where the magic '4's match your passenger type. For instance, if you have three seniors look for the sites where seniors score 4. Of course, the opening times have to be favourable.



You may have to change your route and make a detour to take advantage of a good score. Also, if you can make a high score (i.e. 18VP+), consider staying an extra hour by using your bonus consecutive hour disc, provided a) the site is still open and b) you have a disc! You get more discs the longer the cruise.

The art of winning in BROADLAND is knowing when to push your luck - knowing when to moor and score.

Tips

- Remember to keep an eye on the daily bonus card. If you cannot win it outright, at least try to equal the winner to prevent them gaining that 15VP bonus.
- The same goes for your event cards you hold: look for those combos. For instance, the daily bonus card may be to visit as many attractions as possible. You may also hold an event card which rewards you if you gain four attractions. Here's your chance to score both cards with one common objective!
- Keep an eye out for those tourist sites which open until 6 in the evening. Plan to end up mooring close to them for the night.
- Your enthusiast can often earn more doing his activity than joining in a visit. Make the most of your enthusiast and keep an eye on the weather forecast: ensure you gain experience to help deal with the bad weather.



- If the last day of your cruise turns out to be sunny, consider converting any experience to VP. They only earn 2VP each in end scoring. However, don't be too quick to cash in your experience. It's England - the weather can change again any moment!
- Remember you can visit the same site providing it's on a *different* day. Maybe on the way out then on the way back?

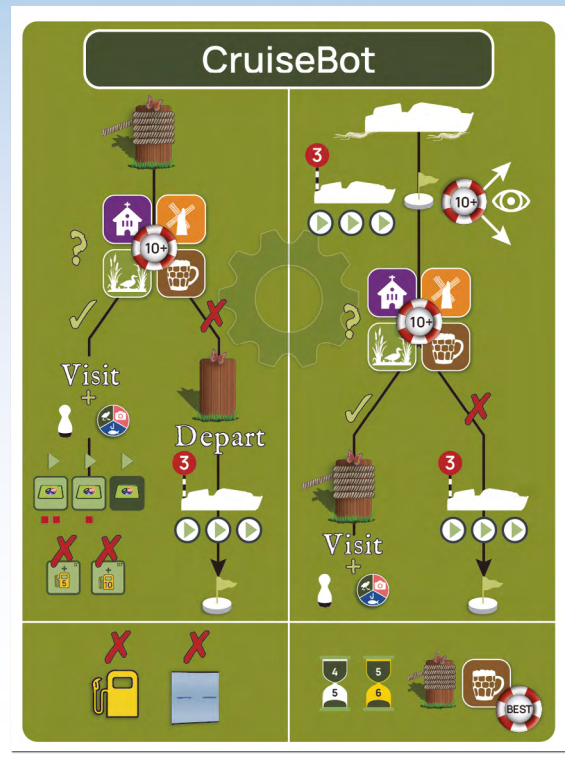
CruiseBot - solo mode

BROADLAND can be played solo using the CruiseBot - an automated opponent which follows a few simple rules to provide a worthy adversary.

CruiseBot Priority chart

You will be playing your automated opponent's actions in accordance with a *priority chart*. Before we look at that, here are the minor changes to the normal rules:

- Daily bonus cards are not used in the solo mode.
- CruiseBot has its own set of 14 event cards. These are specific cards from the normal event deck which require no 'human' choices.
- There are two 'upgrade' activity tiles in the Level III deck one for you and one for CruiseBot (or for each player in a two player game). You are not allowed to take both and cannot pay to get one discarded to prevent your opponent from gaining it.
- CruiseBot does not worry about fuel. You don't register fuel burn for him and he doesn't need to buy any fuel. He is not affected by the current either!
- CruiseBot earns etiquette points just as you do.
- He moors by making a mooring roll - just as you do. You might have to roll the die for him though.
- He always buys the Level III activity tile (unless it is a fuel tile or the upgrade tile and he already has one - in which case he buys Level II. If that is a fuel tile, he draws blind from Level I).
- When the time gets to 4 in afternoon, he wants to find the best scoring pub to moor for the night. Can you blame him?



- If CruiseBot is *moored*, follow the *left hand* side of the chart:
 - He will always first check if there is a *visit* he can make before setting off. It must be worth at least 10VP and fit within the usual visiting rules.
 - If it does, he visits and he always does his activity if possible. Otherwise, he *unmoors and departs*, moving at 3mph towards his nearest cruise card destination.
- When *cruising*, follow the *right hand* side of the chart:
 - He will always move at 3mph towards his nearest cruise card destination (or towards his boatyard if he has achieved all his destinations).
 - He is on the lookout for an opportunity to '*moor and score*', so he looks for tourist sites where he can earn 10VP or more. This can include locations NOT on his immediate route. Providing it is within 6 spaces he can make a detour if it would mean getting a good score. You might have to help him. What would you do if you were him?

End scoring is the same as the normal game. Good luck against the CruiseBot!

Designer's notes

50 Years in the Making

The spark for this game came in the summer of 1975 during a family boating holiday on the Norfolk Broads. There was myself, my sister Jane, mum (Iris) and dad (D'Arcy), Nanny and Grandad Jones (my mum's parents), my favourite Uncle Ivor (mum's brother), my Auntie Christine and my two cousins - Ian and Alison.

As we cruised through winding waterways and moored up beside welcoming riverside pubs I could only sit in the garden!), I found myself imagining how the charm, challenges, and simple joys of the Broads could be turned into a board game.

By the time we returned the following year, a homemade prototype joined us on board! You can actually see it in the holiday photo, right.

The Broads gave us so much more than a holiday - it gave us 'family' time together. Three generations, one boat, and the peaceful English countryside all around. I can still see my grandad proudly cooking his freshly caught eels (a smell that will haunt me forever) and recall the scorcher of a summer in 1976, when every breeze felt like a blessing. We'd moor in a lagoon in the middle of nowhere and dive in to cool off - back when life felt endless and uncomplicated.

Years later, I brought my own children to these same waters, and one day, I hope to return with my grandchildren in tow. In reality, while I love my Broadland game, you would not want to race around the Norfolk Broads but savour them and enjoy the stunning peacefulness.

However, for game purposes, we have taken a few liberties to create an entertaining challenge. I hope this game brings you a taste of Broads magic - the joy of cruising, the outstanding peace and beauty of England, and the memories made along the way.

For me, this isn't just a game, it's a love letter to BROADLAND, written over five decades and many unforgettable holidays.

Martin White, 2026



Brinks Jacky, 1975



BROADLAND First Edition! Bottom right (1976)



*Dad, Cousin Alison and the designer, right.
Photography Enthusiasts! 1975*



*Grandad Jones & his jellied eels
1975*



*Grandad, Uncle Ivor, Cousin Alison and my mum crossing Breydon Water in 1976
Try it yourself in the Expansion!*



*Grandad Jones, Uncle Ivor & Auntie Christine.
Fishing Enthusiasts! 1975*

Credits

Game design, graphic design: Martin White

Game development: Amanda Malloy and Alessandra Malloy.

