Bleed: 3mm

1
25'
8+

# RIVER VALLEY GLASSWORKS

SOLO RIVALS

*Now's the time to strike out on your own and show River Valley you're a true artisan. Only one thing stands in your way — your rival!*

## SETUP




Set up a 2 player game with the following changes:

1. When setting up the river, orient it with the lake on the right.
2. Choose a **solo rival** on the back of a glassworks board and give them the **satchel** marked with . They don't use an inventory tracker or start with any glass. Check for **extra setup** listed on their board. *For your first solo game, we recommend facing Otto Snuggs.*
3. Set up your own board and satchel as normal. You start with the **first player marker.**

## OVERVIEW

Alternate taking turns with an automated rival and see if you can outscore them. Each rival has a unique personality and difficulty rating of 1-4 stars.

- **A Difficulty Rating**
- **B Unique Rules:** Details how your rival plays, including how they gather glass and score VP.
- **C Glassworks Icons:** When your rival covers one of these icons, they take a unique action.
- **D Surplus & Waste:** Your rival's overflow is split into surplus glass (worth positive VP) and waste glass (worth negative VP).
- **E Rival Satchel:** Placing a 3rd piece in your rival's satchel triggers the end of the game.




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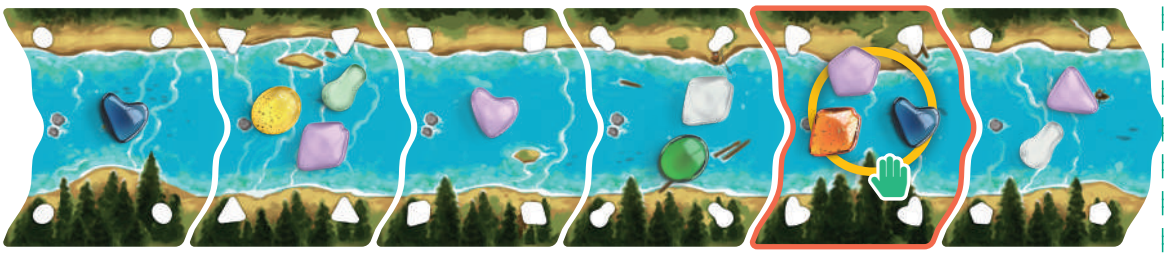
## PLAYER CHANGES

Each time you **draw** 4 glass pieces from the lake, place the **5th** piece into your **rival's** satchel (before refilling the lake). If your rival has **3 pieces** in their satchel, they trigger the end of the game (see below).
*Your rival never draws glass on their own. They only add to their satchel when **you** draw.*

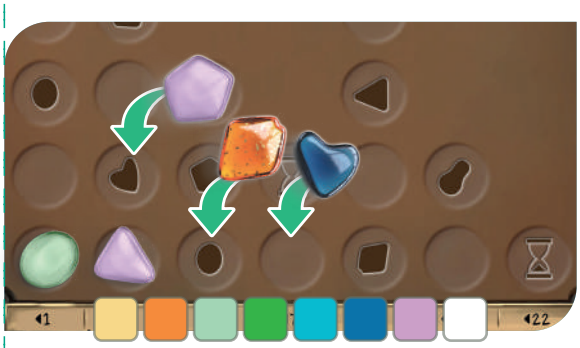
## RIVAL TURNS

Each time your rival takes a turn, follow these steps:

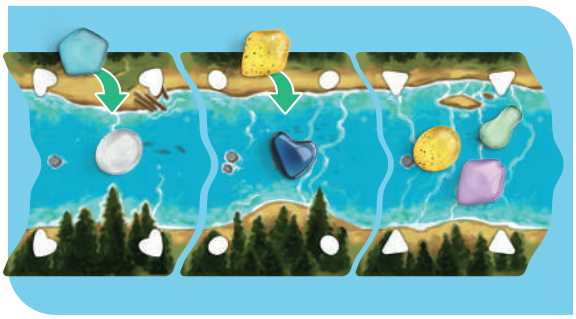
1. **Gather:** Your rival uses their "Gather" rule to select a river tile and gather **all** glass from it. If they ever need to decide between equivalent tiles, they choose the one **closest to the lake.**
2. **Flow River:** Move the empty tile to the start of the river and refill it (following normal rules).
3. **Add to Glassworks:** Add all glass your rival gathered to their glassworks (following normal rules). If they add multiple **new colors,** place them in the order shown on their board. If they cover up any **icons,** resolve the effects listed on their board. *Any glass they add to tiles comes from the bag.*



*Otto wants to gather the tile with the most glass. Since there's a tie, he chooses the one closer to the lake.*



*Orange comes before dark blue in Otto's table, so he starts a new column for orange first.*



*Each time Otto covers a shape icon in his glassworks, he adds 1 piece from the bag to the matching tile.*

## RIVAL OVERFLOW

Your rival can only place glass on the printed circles and squares in their glassworks. If new glass can't fit in a **circle** column, it goes to their **surplus.** If it can't fit in a **square** column, or it's an extra color, it goes to their **waste.**




## GAME END & SCORING

The game ends when either you reach 17 inventory **or** your rival's satchel has 3 pieces. Follow normal rules for drawing up to 3 glass and taking final turns.

You score as normal, but your rival **only** scores the categories listed on their board. When scoring rows, they still only score up to the first gap, even if glass can't be placed there.




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