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1-5

25'

8+

# River Valley Glassworks

*Welcome to River Valley! The beautiful pieces of glass in the river here have attracted the most entrepreneurial of woodland creatures. Now, it's time for you to set up shop!*




## COMPONENTS

- A 1 Bag
- B 1 Lake Tile
- C 6 River Tiles
- D 5 Satchel Tiles
- E 5 Glassworks Boards
- F 5 Inventory Markers
- G 1 First Player Marker
- H 132 Glass Pieces*

** (22 white, 22 purple, 17 light blue, 17 dark blue, 12 light green, 12 dark green, 12 black, 9 yellow, 9 orange)*

## SETUP

1. Place all colored **glass pieces** (except black) in the bag. *Only add black if you have 5 players.*
2. Line up the **6 river tiles** in random order. Draw 1 or 2 glass pieces onto each tile, matching the number of **stones ( )** printed on it.
3. Place the **lake tile** at the end of the river. Fill it with **5** glass pieces from the bag.
4. Each player takes a **satchel** and **glassworks** board and places them with the solo side facedown. Each player places a marker on 0 on their inventory track and draws **3** random glass pieces onto their satchel.
5. The player who most recently saw a river takes the **first player marker.**




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## OVERVIEW

Your goal is to **fill your glassworks** with the most colorful river glass. Cleverly place glass pieces onto river tiles to gather glass, then add it to your glassworks to fill out **rows** and **columns** for end-game victory points (VP). Highest score wins!



## GAME TURNS

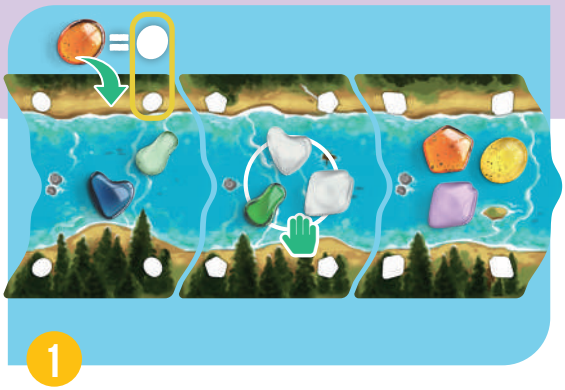
Players take turns in clockwise order. On your turn, you must do **one** of these two actions. See later sections for details on each action.

A **Place & Gather:** Place glass from your satchel into the **river,** then gather glass for your **glassworks.**

B **Draw:** Restock your satchel with glass from the **lake.**

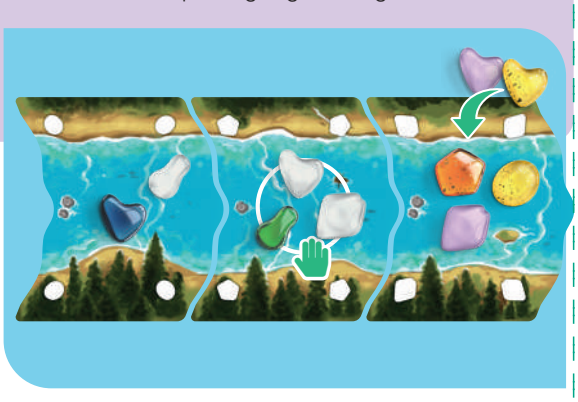
## GATHERING FROM THE RIVER

Follow these steps to place & gather glass. Only **shapes** matter when placing & gathering, not colors.

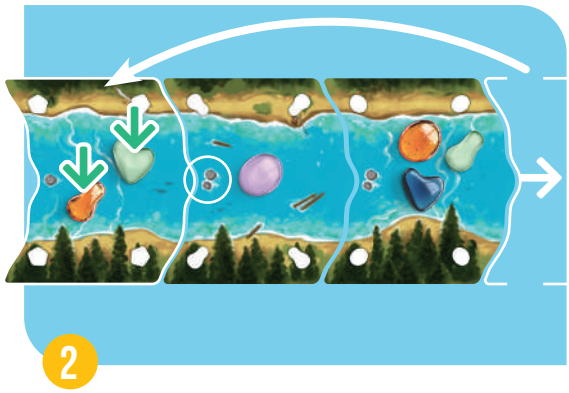


1

First, choose 1 glass piece from your satchel and place it on the river tile with the **matching shape** in the corners. Choose 1 **adjacent** river tile and gather **all** glass pieces from it. *The lake isn't considered a river tile.*

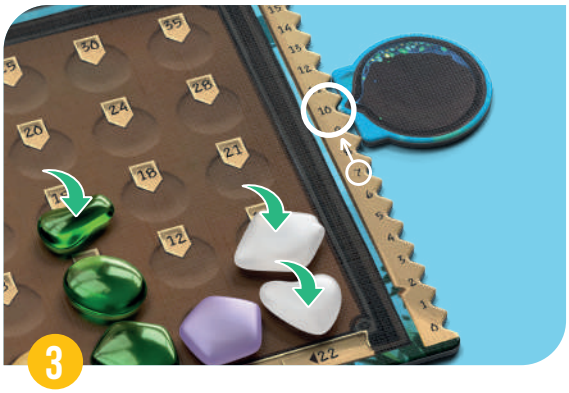


Alternatively, place 2 pieces with the **same** shape on **any** river tile, then gather all glass from 1 adjacent river tile, as usual.



2

Move the empty river tile to the **start** of the river (furthest from the lake) and flow the river forward to fill the gap. Check how many stones ( ) are on the **next** tile in the river and place that many pieces from the bag on the empty tile.



3

Add all pieces you gathered to your **glassworks** (see next section). Update your **inventory track** to show how many total pieces are in your glassworks (not including overflow).

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## ADDING TO YOUR GLASSWORKS

All glass you gather from the **river** is added to your glassworks. Only **colors** matter when adding to your glassworks, not shapes.




When you add glass of a new color to your glassworks, place it in the next **empty column** on your grid, going left to right.




If you gathered more than one new color, you **choose** the order to place them. *The rarity chart on your board shows how likely you are to see more of each color.*




When you add a color you already have, add it to the **matching column,** filling from bottom to top.




If you can't fit a piece because its column is full or you already have 7 other colors, place it in **overflow.**

## DRAWING FROM THE LAKE

Follow these steps to draw new glass.




Choose **4** pieces and add them to your satchel (**not** your glassworks).




Your satchel can only hold **5** pieces. If you go over, place pieces of your choice in **overflow.**




Refill the lake back up to 5 pieces from the bag.

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## GAME END

When a player reaches or passes **17** on their inventory track, they trigger the end of the game. When this happens, each player with **fewer than 3 pieces** in their satchel immediately draws from the bag until they have 3. Finish the current round of turns (so each player has had the same number), then take **1 final turn** each. Afterwards, each player scores their glassworks. Most **victory points (VP)** wins!

## FINAL SCORING

1. **Score All Rows:** Score each row in your glassworks, going from bottom to top. Each row scores based on how many spaces you filled from left to right **without any gaps.** Row VP are listed at the bottom of the grid. *If the first space in a row is empty, it scores 0 VP.*
2. **Score Tallest 2 Columns:** Score only the 2 tallest filled columns in your glassworks. If there are any ties, score the **leftmost** tied column(s) first. Each column scores the VP on its highest filled space.
3. **Score Overflow:** Lose **3 VP** for each piece in your overflow.




*Note: If players tie, they share victory.*

### SCORING EXAMPLE

| | |
|---|---|
| All Rows | 35 VP |
| *0 + 0 + 2 + 11 + 22* | |
| Tallest 2 Columns | 26 VP |
| *10 + 16* | |
| Overflow | -6 VP |
| *2 * (-3)* | |
| **Total** | **55 VP** |

## TIPS & REMINDERS

- Glass you take from the **river** always goes to your **glassworks.** Glass from the **lake** always goes to your **satchel.**
- Usually you only want to draw when you have **0 or 1** pieces left in your satchel, but sometimes it's worth taking overflow pieces to get the shapes you want!
- Building tall columns further to the **right** of your glassworks will score you more **column** VP, but filling in **gaps** along each row will score you more **row** VP. Try to balance the two!
- If you're going for column VP, **ties** for tallest column are usually **bad,** because you'll have to score the leftmost of them (worth fewer VP).
- You only have room for **7 colors,** but there are **8** in the game (9 in 5-player). Once you have 7, any new colors go straight to overflow!

## CREDITS

**Design:** Ben Pinchback, Matt Riddle, Adam Hill
**Illustration:** Andrew Bosley
**Graphic Design:** Matt Paquette & Co, Anca Gavril
**3D Artist:** Filip Gavril
**Rules Editing:** Jeff Fraser
**Development:** Velgus, John Brieger, Michael Dunsmore
**Playtesters**: Christopher Dearlove, Martin Higham, Ross Inglis, Kevin Jacklin, Chris Lawson
**Creative Development:** Beneeta Kaur

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