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 Playmat
- **C** 6 River Tiles
- **D** 5 Glassworks Boards
- **E** 5 Pans
- **F** 1 First Player Marker
- **G** 132 Glass Pieces*
- **H** 5 Inventory Markers

* (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.**

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.

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.

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.

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).

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.
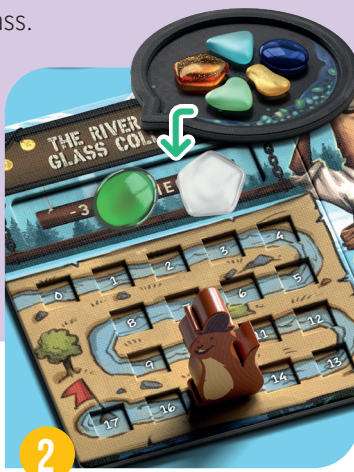

If you can't fit a piece because its column is full or you already have 7 other colors, place it in **overflow.**

DRAWING FROM THE LAKE

Follow these steps to draw new glass.

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

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

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

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!