

RIVER VALLEY

GLASSWORKS

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.



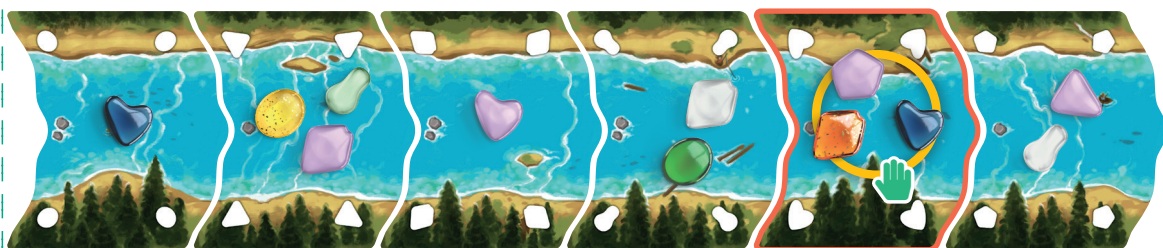
PLAYER CHANGES

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.*

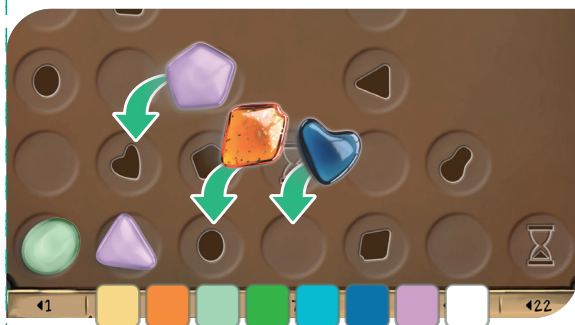
RIVAL TURNS

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

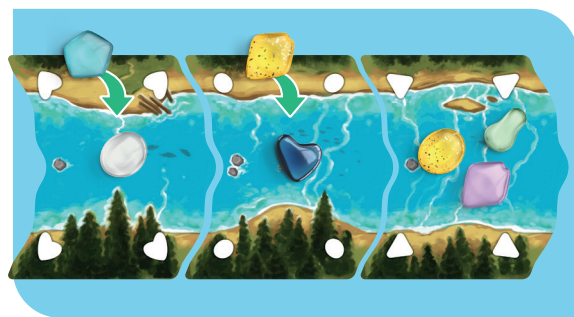
- 1 Gather:** Your rival uses their "Gather" rule to select a river tile and gather **all** glass from it. If they ever need to decide between equivalent tiles, they choose the one **closest to the lake**.
- 2 Flow River:** Move the empty tile to the start of the river and refill it (following normal 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.

