



1-5



45'



10+

On the mountain's edge of River Valley, the most entrepreneurial of burrowing creatures have discovered there are gems in these mines. Dig deep, process precious gems, and fulfill orders for beautiful jewelry to win!

RIVER VALLEY

JEWELCRAFT



CREDITS

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COMPONENTS

A 5 Worker Meeple

B 5 Character Boards

C 2 Dice (1 silver, 1 gold)

D 1 Active Player Marker

E 25 Rubble Tokens

F 5 Mine Boards

G 88 Jewelry Cards

H 1 Tile Market

I 34 Rock Tiles

J Solo Mode Action Bar

K 25 Gems (5 in each color)

L 5 Resource Tracks

M 1 Scorecard

N 1 Dry Erase Marker

SETUP

- 1 Place the Tile Market in the center of the table. Choose the correct side for your player count.
- 2 Shuffle the Rock Tiles to create a supply above the Tile Market. Reveal 5 and place them faceup in the blank tile spaces in the Tile Market. Remove a number of random Rock Tiles according to player count:

	# of Rock Tiles Removed
1 Player*	Remove 13
2 Players**	Remove 16
3 Players	Remove 6
4 Players	Remove 6
5 Players	Use all

*See separate sheet for Solo rules.

** See pg. 8 for 2-player variant rules.

- 3 Give each player a Mine Board, a set of 5 same-lettered Rubble Tokens, a Character Board, the matching Worker Meeple, a Resource Track, and 1 gem of each color.
- 4 Shuffle and place a Rubble Token  facedown on each rubble space on your Mine Board.
- 5 Place the Worker on the Mine Board in the start location found on your Character Board under "Set Up". Some advanced characters  have additional set up requirements; do these now.



- 6 Place your Resource Track below your Mine Board with your 5 gems on the 0 space.
- 7 Separate the Jewelry Cards into Basic, Fine, and Artisan decks. Shuffle the Artisan deck and reveal 3 cards. Shuffle the Fine deck and reveal 3 cards. Divide the Basic deck into faceup , , and  piles.
- 8 The player wearing the most jewelry takes the 2 dice and the Active Player Marker.



OVERVIEW

In *River Valley Jewelcraft* players each run their own mining operation. Players take turns excavating rocks and moving their workers deeper into the mine to collect gems. Race to refine those gems into high quality jewelry through clever mine optimization. The player with the most Victory Points  wins!

GAME ROUNDS

The game is played in clockwise turns, beginning with the player holding the Active Player Marker. On your turn, you are the active player; all other players are the inactive players. Everyone will take actions each turn.

On your turn, perform the following steps in order:

1 Roll & Choose (active)

Roll both dice. Choose 1 die to use for yourself. The other die is used by all other players.

2 Excavate (everyone)

All players use their assigned die to dig their corresponding row or column.

A  When using the silver die, dig all spaces in the rolled number's column.

B  When using the gold die, dig all spaces in the rolled number's row.

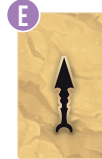
C  When  is rolled, dig all spaces in the row or column (depending on the die color) your worker is located. Also dig all  spaces not in that row/column.

Digging

To dig a space means to activate the icons on that space. (An icon covered by a  or a rock tile cannot be dug.)



When dug, gain 1 of each shown gem.



When dug, also dig the space pointed to. If there are multiple arrows on a space, choose 1.



3 Work (inactive)

All inactive players each perform the Work ability on their Character Board. This lets players move their worker and gives them a choice to either dig that space or clear  (see *Character Boards*, pg 6).

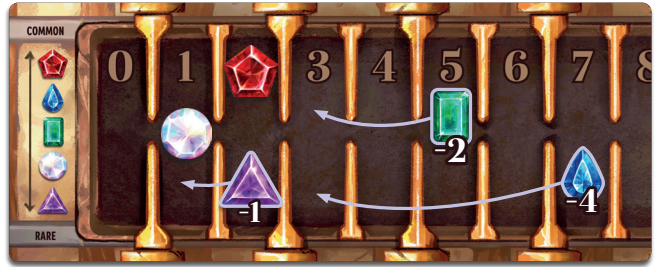
4 Craft (active)

You may collect faceup jewelry cards from the display by spending gems equal to their cost.

Each turn you have a craft limit of 4 .

Basic jewelry use 1 , while Fine & Artisan jewelry each use 2 .

Place collected faceup jewelry in front of you.



Move down on the gem track equal to the card's cost.

5 Explore (active)

Choose 1 of the 5 rock tiles in the market. Collect the gem shown below the space, if any. Place your tile faceup on any spaces (other than *uncleared*  spaces) in your mine. Tiles may be rotated or placed on top of previously placed tiles, as long as they remain level.



TURN END

Replenish any cards crafted during the Craft action from their respective decks.

Slide all tiles in the Tile Market to the right and draw a new tile from the supply.

Pass the Active Player Marker to the player on your left.

CHARACTER BOARDS

Each player's Character Board has a basic side and an advanced side ★.

For your first game, we recommend all players use the basic side.



WORKER

Your worker meeple.

SET UP

This is where your worker token is placed at the start of the game and returns to when they move off the board. Some workers have additional abilities they begin with at set up.

WORK

Each turn during the Work action, **all inactive** players must move 1 space in an indicated direction. Then they may either dig (see pg 4) or clear (see below).

REMODEL

The advanced side ★ may have additional unique abilities to perform.

EXIT

When a ⬇️, ↘️, or ➡️ would move a worker off the board, the Exit ability triggers. Return your worker to their start location. Finish your Work ability after your worker returns to start.

ICONOGRAPHY GUIDE

Gem Conversion



Some jewel cards allow you to convert gems into other gems. These cards can each be **used once per turn**, on your active turn, including the turn it is acquired.

Example:    

Spend 1 red gem to gain 2 blue gems.



Wild Gem

This represents any gem of your choice.



Rubble Tokens

These can **only be cleared** during the Work action, **when a worker is standing on a**  **token.**

When cleared, flip it faceup, collect the gem(s), and discard the token.

Once it is cleared, that space is now available for Rock Tiles to be placed.



Rock Groups

Each tile space and some starting mine spaces have 1 of 3 rock types. A **rock group** is a contiguous area of orthogonally connected spaces with a matching rock type. Players' largest connected rock groups score  at the end of the game.

GAME END & SCORING

When the Tile Market cannot be replenished to 5 tiles, the game ends, and players proceed to scoring. Each player will have taken an equal number of turns.

1 Jewelry

Score  on each of your crafted Jewelry.

2 Jewelry Sets

Score 4  for each set of   & .

3 Tiara Abilities

Score  for any end game abilities on your .

4 & 5 Rock Bonus

Score 2  for each space in your largest contiguous rock group.

Score 1  for each space in your 2nd largest contiguous rock group.

6 Gem Bonus

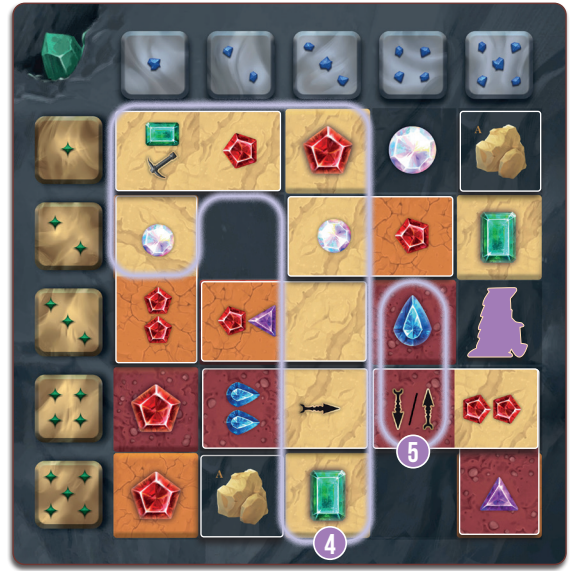
Score  equal to the gem you have the fewest of.

The player with the most Victory Points  is declared the winner!

In the event of a tie, the tied player with the most remaining gems wins. If still tied, the players share the victory.

	A			
1 POINTS ON CARDS	26			
2 SETS	8			
3 TIARA ABILITIES	4			
4 LARGEST ROCK TYPE	16			
5 2 ND LARGEST ROCK TYPE	2			
6 FEWEST GEM BONUS	1			
TOTAL	57			

COMMON	0	1	2	3	4	5	6	7	8	9	10	11	12
													
													
													
													
RARE													



END OF GAME:

Score 2  for each of your .



SPECIAL 2-PLAYER RULES

2-player games follow the same standard rules, but with a modified action sequence.

On your turn, perform the following steps in order:

- 1 **ROLL & CHOOSE** (*active*)
- 2 **EXCAVATE** (*both*)
- 3 **WORK** (*both*)
- 4 **DIG DEEPER** (*both*)
- 5 **CRAFT** (*active*)
- 6 **EXPLORE** (*active*)

WORK

Both players take the Work action in a 2-player game.

DIG DEEPER

Dig Deeper is a new action, just for 2-players.

Both players reroll their assigned die from the Roll & Choose action.

Dig your rolled row or column.

