RIVERSIDE

TOUR GUIDE'S MANUAL

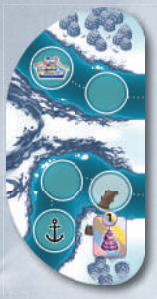
Far to the north, in a remote winter land, a small river cruise company offers exotic tours like polar bear safaris, reindeer trips, ice fishing and more. Lucky tourists may even get a chance to see the northern lights.

You work as a tour guide trying to attract tourists to your guide boats for spectacular excursions.



COMPONENTS

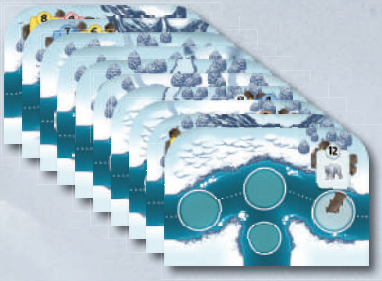
14 TILES (GAME BOARD PARTS)



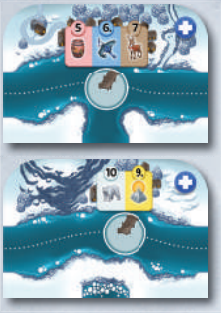
1 west tile



1 east tile



10 river tiles



2 extension river tiles

1 SCORE PAD



100 double-sided score sheets

6 PENCILS



1 CAPTAIN TILE



1 CRUISE SHIP TOKEN

(with plastic standee)



6 DICE



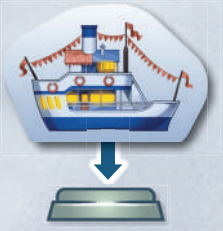
Green die

5 base dice

SETUP

Give each player a **score sheet** from the **score pad** and a **pencil**. Return any unused **pencils** to the box. ***Note:*** *Both sides of the score sheet are identical. You can use the other side next time you play.*

Create the **game board** by randomly placing the 10 **river tiles** face up in two horizontal rows of 5 tiles each. Ensure the tiles in each column are oriented with their rounded edges facing the outside of the board, as shown in the example below. Place the **west tile** connecting to the left end of the **river tiles**, and the **east tile** connecting to the right end of the **river tiles**. The **game board** is now complete.



Attach the **cruise ship token** to the **plastic standee** and place the assembled **cruise ship** on the designated space on the **west tile**.



Example of a game board layout

Note: *The 2* ***extension river tiles****, marked* ⊕ *are only used with the "Extension Variant" on page 11.*

Appoint a ***captain*** who will be in charge of rolling the **dice** and moving the **cruise ship** at the beginning of every round. This player takes the **captain tile** and all **dice**. You are now ready to begin the game!





OVERVIEW & GOAL

The **cruise ship** starts in the west, follows the white-dotted line to the east, where it turns and sails back to the west until the game ends on the ***anchor space*** ⚓.

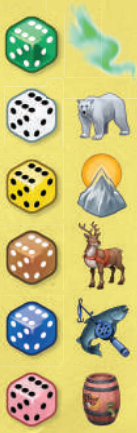
The goal of the game is to get the most points. You get points from the following:

1. **Tickets:** Fill ***rows*** of ***seats*** on your **score sheet**. Do this by choosing **dice** and crossing out ***seats*** on your ***guide boat*** of the corresponding color according to the value of the chosen **dice**.

2. **Excursions:** Take tourists on excursions in ***villages*** within 3 spaces of the **cruise ship**. Multiply the ***village's value*** with your number of ***tickets*** (filled rows) of the corresponding color to get your ***excursion points***.

3. **Collecting captain points:** Add points from your ***stave church boat*** to your lowest scoring ***guide boat*** (which is scored twice) to determine your ***captain points***. Players with the most/least ***captain points*** get +/- 15 points.

Each color in the game represents a specific type of excursion:



Northern lights

Polar bear safari

Mountain climbing

Reindeer trip

Ice fishing

Local brew house

THE SCORE SHEET



PLAYING THE GAME

Riverside is played over several rounds (typically 8-11).
A round consists of 3 phases (described in detail in the following pages):

1. ROLL DICE AND MOVE SHIP
2. CHOOSE DICE AND FILL SEATS
3. GO ON EXCURSIONS

1. ROLL DICE AND MOVE SHIP

1 ROLL DICE

The ***captain*** rolls the **green die** and places it in the ***heating area*** above the **captain tile**. Then, they roll all **base dice**.

2 FIND THE TEMPERATURE

Find the ***median*** of the **base dice**: *The middle die after sorting them in ascending order.* This represents this round's ***temperature***. Place **base dice** with a higher value than the ***temperature*** in the ***heating area*** and all other **dice** below the **captain tile**.

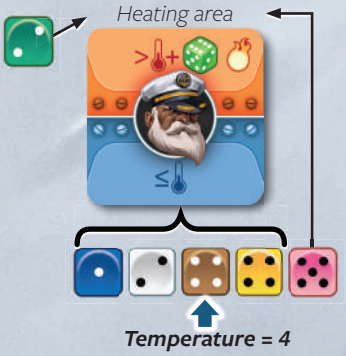
Note: *If at least the 3 highest valued* ***base dice*** *have the same value, all* ***base dice*** *are placed below the* ***captain tile*** *(since the* ***median/temperature*** *will be the same as this value).*

Dice represent groups of tourists. Dice with a higher value than the temperature represent groups that think the temperature is too low for outdoor activities.

3 MOVE THE CRUISE SHIP

The ***captain*** moves the ***cruise ship*** the same number of spaces as the ***temperature*** (***median***) by following the white-dotted line.

DICE AND TEMPERATURE EXAMPLE:



This round, the ***temperature*** *is* ***4****. Only the pink die is higher than* ***4*** *and is placed in the* ***heating area*** *(with the green die).*

MOVE SHIP EXAMPLE:



With a temperature of ***4****, the cruise ship moves 4 spaces.*

2. CHOOSE DICE AND FILL SEATS

This phase is executed simultaneously by all players. Each player performs the following three steps:

1 CHOOSE DICE

Choose one (and only one) **base die**.

Additionally, you may add the value of the **green die** to the value of the **base die**. The sum of your chosen dice is called your ***dice value***.

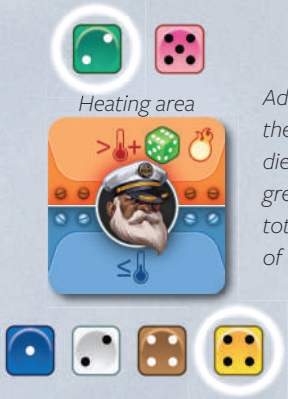
Note: *Do not physically take the dice you choose. Multiple players can utilize the same dice.*

FIRE SYMBOLS:

For each **die** you choose from the ***heating area*** (including the **green die**), cross out ***fire symbols*** on your **score sheet** equal to the value of the **die** (even if you cannot use its full value – see "Note" under Step 2 below).

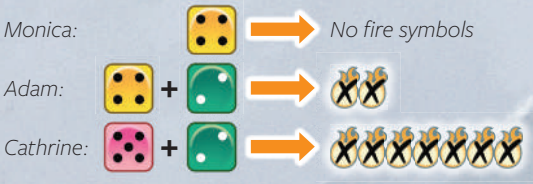
If you have fewer uncrossed ***fire symbols*** than the value of the **die** from the ***heating area***, you cannot choose that **die**.

CHOOSE DICE EXAMPLE:



Adam chooses the yellow base die and adds the green die for a total dice value of 6 in yellow.

FIRE SYMBOLS EXAMPLE:
(following the example above)



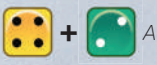
2 FILL SEATS

Fill ***seats*** ☺ on the ***guide boat*** matching the **base die's** color equal to the ***dice value***.

Cross out ***seats*** from left to right in any given ***row***, however, you do not have to finish a ***row*** before starting another.

Note: *If you have completed all four* ***rows*** *of a* ***guide boat****, any additional crosses for that* ***guide boat*** *are lost.*

FILL SEATS EXAMPLE:



Adam has a dice value of 6 in yellow.



Adam crosses out 6 seats on the yellow guide boat (4 seats were crossed out in previous rounds).

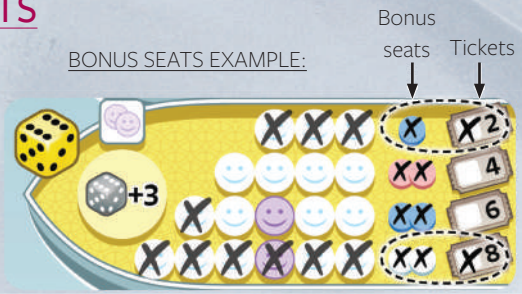
3 CROSS OUT BONUS SEATS

For each completed ***row***, cross out the corresponding ***ticket*** and ***bonus seats***:

Depending on the bonus, cross out 1 or 2 ***seats*** *in any* ***row*** *on the* ***guide boat*** *matching the bonus' color (following normal rules). This can result in gaining additional* ***bonus seats***.

Note: *If you complete several rows in the same turn, you may resolve them in the order of your choice.*

BONUS SEATS EXAMPLE:



Since Adam now has completed the top row, he crosses out the ticket and then 1 seat on the blue guide boat. He has also completed the bottom row and crosses out the ticket and then 2 seats on the white guide boat (see below).



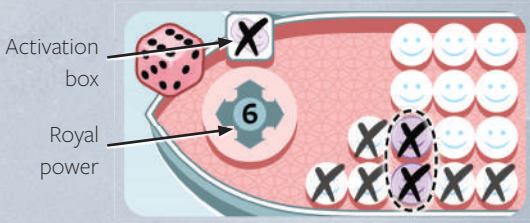
1 *Adam uses the "white bonus" to cross out 2 seats in the top row, completing this row, too. He crosses out the ticket and gets another 2 bonus seats on the white boat.*

2 *He uses this last bonus to start on a new row.*

ROYAL SEATS

Royal seats (purple) count as normal ***seats***. Additionally, once you cross out both ***royal seats*** on the same ***guide boat***, activate its ***royal power*** by crossing out its ***activation box***. See page 11 for the use of ***royal powers***.

ROYAL SEATS EXAMPLE:



Cathrine has crossed out both royal seats on the pink guide boat. She crosses out the activation box and may use this power once during the game.

3. GO ON EXCURSIONS

This phase is also performed simultaneously by all players.

Each player may (but does not have to) go on excursions by performing the following two steps:

1 CHOOSE VILLAGE

Choose one (and only one) ***village*** within 3 spaces of the cruise ship. This distance is called ***range*** and is determined by counting the shortest distance. Multiple players can choose the same ***village***.

Note: *Do not move the* **cruise ship** *in this phase! This phase represents your* ***guide boats/stave church boat*** *picking up tourists from the* **cruise ship** *and taking them to the desired* ***village***.

+1 You may cross out ***"+1" symbols*** on your **score sheet** to increase your personal ***range***. Each symbol you cross out increases your ***range*** by 1 this round. You have only 3 symbols to use for the entire game, but you may use more than one in the same round.

ANATOMY OF A VILLAGE EXAMPLE:



"+1" SYMBOLS EXAMPLE:



Cathrine crosses out two "+1" symbols to increase her range by 2. Her personal range is 5 this round.

Current position of the cruise ship



RANGE EXAMPLE:

Players can choose either the brown village or the pink/yellow village; both are within range. In order to choose one of the other three villages in this picture (white, yellow/blue, or stave church), they must cross out two "+1" symbols, since each of these villages is 5 spaces from the cruise ship.

2 SCORE EXCURSION POINTS

Multiply the ***value*** of the chosen ***village*** with the number of crossed-out ***tickets*** on the matching ***guide boat***. Write your score in the leftmost vacant scoring box for ***excursion points*** (see example), provided you meet the following ***criterion***:

Your score must be higher (tie is not enough) than your previous score on the same *guide boat*. Your first score on a *guide boat* can be of any value.

IMPORTANT RULES:

- You do not use up ***tickets***. The same ***ticket*** can be used for each excursion in ***villages*** with a matching color for the remainder of the game.
- In a ***village*** with two colors, you may score both colors or only one of them. A scoring box of any unscored color is left blank (but you may score it later).
- You may score the same ***village*** several times during the game (strictly obeying the ***criterion*** above).

Note: *The points shown on the* ***ticket*** *are added at the end of the game, not to your* ***excursion points*** *in this phase.*

STAVE CHURCH

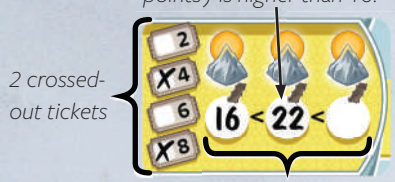
A ***stave church village*** functions like any other ***village***, with the following exception: Multiply the number of ***tickets*** on all ***guide boats*** (of all colors) with the ***value*** of the ***village*** and write your score on the ***stave church boat***. This increases your ***captain points*** (see "Game End"). ***Remember:*** *You may score the same stave church village again (as long as you score higher).*

VILLAGE WITH ONE COLOR EXAMPLE:



(11 points per "yellow" ticket)

22 points *(2 tickets x 11 points) is higher than 16.*



VILLAGE WITH TWO COLORS EXAMPLE:



(9 points per "white" ticket and 4 points per "blue" ticket)

18 points *for* ***white*** *(2 tickets x 9 points)*



No score *for* ***blue****: 12 points (3 tickets x 4 points) is lower than 14*



STAVE CHURCH EXAMPLE:





Monica has a total of 7 crossed-out tickets (counting guide boats of all colors). Since this village has a value of 2, she gets 14 points.

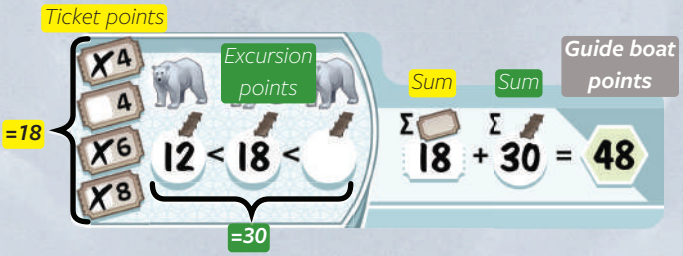
GAME END

The game ends immediately after ***Phase 1*** of a round if the **cruise ship** reaches (or passes) the ⚓ ***space*** on the **west tile**. When this happens, each player counts their ***final score***:

Guide boat points:

For each of the five ***guide boats***, add the crossed-out ***ticket points*** to your ***excursion points*** to get your ***guide boat points***.

GUIDE BOAT POINTS EXAMPLE:



*Adam gets **48** points for the white guide boat. He does the same calculation for the remaining four guide boats (see below).*

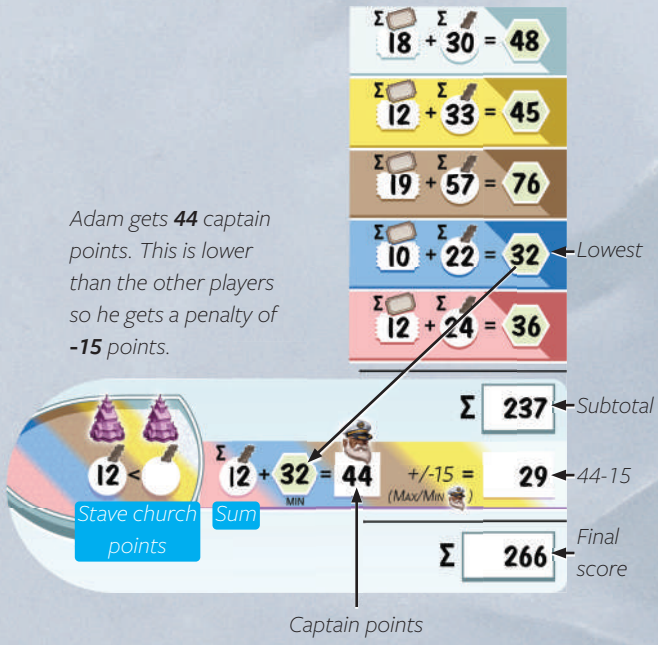
Captain points:

In the multicolored scoring area, add the ***stave church points*** to the lowest of your five ***guide boat points*** to get your ***captain points***.

The players with the most/least ***captain points*** get +15/-15 points, respectively. Write the net value below *Subtotal*. In case of a tie for most/least points, the tied players get the full reward/ penalty.

*In a **solo game**, you get +15 points if you have at least 50 captain points. If not, you get -15 points (you never get 0).*

FULL SCORE EXAMPLE (Adam):



*Adam gets **44** captain points. This is lower than the other players so he gets a penalty of **-15** points.*

Add up all points. The player with the highest ***final score*** is the winner. In case of a tie, the tied player with the most ***captain points*** wins. If there is still a tie, the tied players share the victory.

ROYAL POWERS

After you have activated a ***royal power*** during ***phase 2***, you may use this power once (and only once) in any subsequent phase of any round. When using a ***royal power***, cross it off to show that you cannot use it again. You may use more than one ***royal power*** in the same round.

Note: *Following the rules above,* ***"Fan base"*** *and* ***"Warm night"*** *cannot be used in the same round as they were activated.*

USING ROYAL POWER EXAMPLE:



Cathrine crosses out this activated power to get 6 in range this round.



Early birds: *In phase 3, go on excursions in 2 different villages (instead of 1) this round – in the order of your choice. Both villages must be within range.*



Fan base: *In phase 2, add 3 to your dice value this round.*
Note: *Do not cross out fire symbols for this added value.*



Prize ticket: *In phase 3, add 1 ticket to one color (or stave church) you score this round. Examples:* **(A)** *Score 5 tickets instead of 4,* **(B)** *Score 1 ticket instead of 0.*
Note: *You have this extra ticket only this round. Do not cross out a new ticket.*



Warm night: *In phase 2, do not cross out any fire symbols when using the green die this round.*



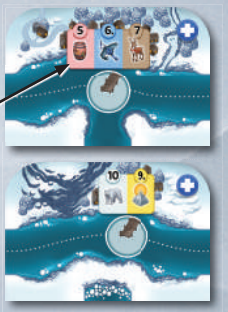
Speed boat: *In phase 3, your range is 6 (instead of 3) this round. "+1" symbols can still be used to modify your range.*

EXTENSION VARIANT

During "Setup", shuffle the two **extension river tiles** together with the other **river tiles** and make two rows of 6 tiles.

In one of these ***villages***, you may go on excursions with ***guide boats*** of up to 3 colors (pink, blue and brown).

The other tile has no north/south passage, so this ***village*** might be harder to reach.



No north/south passage

ACHIEVEMENTS

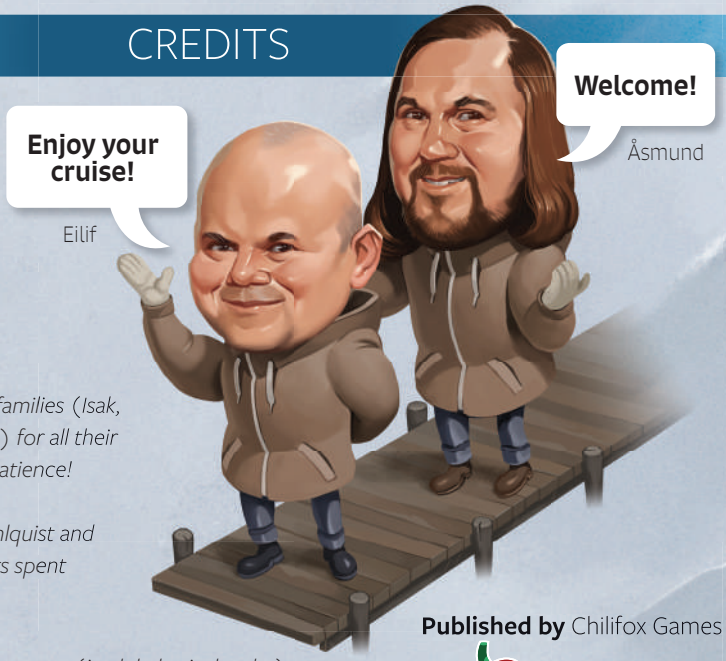
You may use this table to check how well you performed, regardless of player count. Beware that the speed of the game, the dice values, and the layout could affect your score.

When you play a solo game, a score of at least **300 points is considered a victory!**

Note: *When playing with the* ***extension variant****, subtract 25 points from your score before checking your achievement.*

Score	Achievement
199 or less	You must explain yourself to the captain.
200-224	The captain treats you as a trainee.
225-249	Decent. The captain believes in you.
250-274	Good. Wear your uniform with pride.
275-299	Very good! You get a pay raise.
300-324	Impressive! You get a seat at the captain's table.
325-349	Fantastic! The captain honors you during dinner.
350-374	Excellent! You get national attention!
375-399	Nominated for the best tour guide!
400 or more	You are the attraction! The tour is just a bonus.

CREDITS



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