

SOURCES

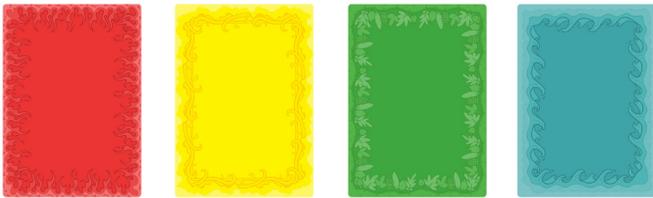
In this **ultimate battle card game**, powerful source wizards face each other in a **spell casting show down!**

Two to four players move around the play area, collecting spell cards, and combine them to make powerful spells to unleash on the other wizards!

The aim of **SOURCES** is simply to defeat your opponents - the last wizard standing wins!

SOURCES – GAME PARTS...

Four **Source Cards** to indicate the **Source** of each player's (**Wizard's**) power – **Fire** (red), **Air** (yellow), **Earth** (green), and **Water** (blue)



56 **Spell Cards** – two sets of seven spell types (Molten Rock, Fist of Air, Acid Spray, Cone of Cold, The Orb, Sound Wave and Concussion Bolt) in each of the four Sources



Each **Wizard** will need an item to represent them on the **Play Area** (their **Avatar**) – these Avatars can be whatever you want, a model miniature, or simple tokens for instance

Each **Wizard** will need something to record how much **Life** they have left (from 20 down to 1, 0 = dead) – either use pen and paper to record this, or if you have any, use 20 sided dice to show **Life** points

SOURCES – SET UP...

Each **Wizard** is dealt a **Source Card** at random, which indicates their power **Source** – **Fire**, **Air**, **Earth** or **Water**. **Source Cards** are placed face up in front of each **Wizard**

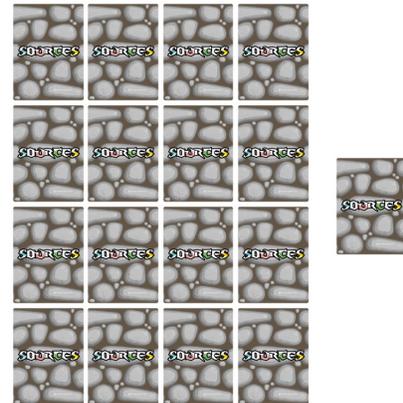
Each **Wizard** writes down that they have **20 Life**, or places a 20 sided dice with the 20 side uppermost to indicate this

Shuffle the **Spell Cards** and deal out **four cards** to each **Wizard** face down – this is their **Spell Hand**, keep it hidden from the other **Wizards!**

Also deal out a **four by four grid** of **Spell Cards** face down - this is the **Play Area**

Put the remaining **Spell Cards** face down in a pile next to the **Play Area** – this is called the **Source Pile**

The **Play Area** should look something like this:



Choose at random a **Wizard** to go first, then each **Wizard** in turn (**clockwise** following first **Wizard**) places their **Avatar** on any one of the **Spell Cards** in the **Play Area**

SOURCES – STARTING THE GAME...

Choose at random a **Wizard** to go first, and play continues **clockwise** from this **Wizard**

SOURCES – GAME ROUND...

Each **Wizard** can perform **five actions** during their turn, in the order below. They can choose to **skip** any they wish

TAKE one **Spell Card** from the **Source Pile**
 - Only done if a **Wizard** has fewer than four **Spell Cards** in their **Spell Hand**

MOVE their **Wizard** to another space on the **Play Area**
 - **Wizards** can only move to **adjacent** spaces, they **cannot** move diagonally
 - More than one **Wizard** can occupy the **same space**

- REVEAL** the **Spell Card** their **Wizard** is on
- If they wish to trade this **Spell Card**, they should not let the other **Wizards** see it!
 - If they do not wish to trade this **Spell Card**, place it back down **face up** for the other **Wizards** to see

- TRADE** the **Spell Card** they have just revealed
- Traded with a **Spell Card** from their **Spell Hand**
 - Place the **Spell Card** being discarded **face down** in place of the card from the **Play Area**

- ATTACK** another **Wizard**
- Choose one other **Wizard** who you want to attack!
 - **Wizards** can attack other **Wizards** wherever they are on the **Play Area**, they do not need to be on the same or adjacent spaces
 - There are **three** ways to attack another **Wizard** with your **Spell Cards**:

Source Attack – any combination of **three Spell Cards**, all must be from the **same Source** as the **Wizard** casting the spell (**Fire, Air, Earth** or **Water**). Damage to the **Wizard's Life** is always **2 Hit** for a **Source Attack**



Basic Spell Attack – **three of the same Spell Cards** (eg. three Cone of Cold cards) in **any combination of Sources**. Damage to the **Wizard** is the **Hit** number on the top right of the **Spell Card** (eg. **4 Hit** of damage for a Cone of Cold spell)



Advanced Spell Attack – any of the **three card combinations** written on the **Spell Cards** (eg. Molten Rock + Fist of Air + Acid Spray = **BEAM OF HURT**), all from the **same Source** as the **Wizard** casting the spell (eg. **Fire**). Damage is shown next to the combination (eg. **8 Hit** for **BEAM OF HURT**)



- Once a **Wizard** has cast their attack spell, their **three Spell Cards** are shuffled back into the **Source Pile** - make sure the **Source Pile** is shuffled well
- The **Wizard** being attacked reduces their **Life** by the **Hit** amount

SOURCES – WINNING AND LOSING THE GAME...

The winner is the last **Wizard** standing with at least one **Life** point!

SOURCES – ADVANCED RULES...

Why not try some of these advanced rules to change the way that **SOURCES** plays:

SET UP

- Deal out **three Spell Cards** to each **Wizard** for their **Spell Hand** rather than four cards. **Wizards** can then only hold **three Spell Cards maximum**
- Using this rule **Wizards** have to be more decisive about what spells they are trying to collect

MOVEMENT

- Only **one Wizard** at a time can occupy a space on the **Play Area**
- Using this rule **Wizards** can block **Spell Cards** that have been revealed so that other **Wizards** cannot get them
- **Wizards** can also gang up and block other **Wizards** from moving, by blocking them into a corner of the **Play Area**

ATTACKS

- Wizards** have to be on the **same space**, or an **adjacent space** on the **Play Area** to be able to attack
- Using this rule means that **Wizards** need to chase around the **Play Area** more to hunt down other **Wizards**

- Wizards** can cast **Source Attacks** and **Advanced Spell Attacks** using cards of **any Source**, not just their own
- The three cards still need to be from the **same Source**, but this does not need to be the same **Source** as the **Wizard** casting the spell

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