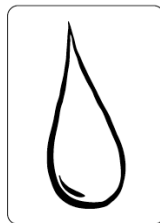




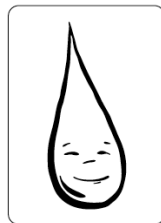
It's 1854 and a mysterious water-borne epidemic is sweeping through London Town. Work together with your team to find the source pump and shut it down before it's too late...

The Source is a cooperative deduction game for 4 to 8 players that gets you and friends moving around the room.

### CONTENTS



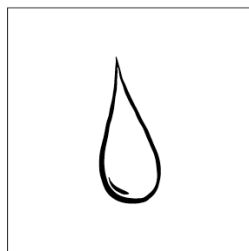
**Clean Water**  
(78 cards)



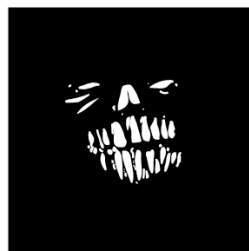
**Electrolyte**  
(18 cards)



**Cholera**  
(8 cards)



**Clean Well**  
(7 base tiles)



**Contaminated Well**  
(1 base tile)

### WINNING AND LOSING

Players are working together to identify the tainted Well. If at any point all living players agree on which Well is contaminated, they reveal that Well's base tile. If that Well was the source, all players (even dead ones) win. If they are incorrect, or if all players die before guessing, then all players lose.

### SETUP

1. All players except the dealer leave the room. The dealer separates the Cholera cards, then shuffles together all Clean Water and Electrolyte cards to form the Water deck.
2. Lay out the 8 Well tiles face down on the table, remembering which is the Contaminated Well tile.
3. Shuffle 5 cards from the Water deck and the 8 Cholera cards to form the Contaminated Well. Place face down on top of the Contaminated Well tile.
4. From the rest of the Water deck, form 7 piles of 13 cards each. Put each pile on top of a Clean Well tile to form the Clean Wells.
5. With the dealer out of the room, have the other players return to place the Wells in noteworthy locations around the room.
6. Set a timer for 1:00 minute.

*You are highly encouraged to place Wells in distinctive locations around the playing area. During play, players will want to refer to the Wells by their locations (e.g. "The Windowsill Well" or "The Sofa Well.")*

### GAMEPLAY

1. Start the timer. If this is your very first game, consider playing untimed.
2. Each player decides which Wells he or she wants to "drink" from.
3. Each player chooses 4 Wells and takes 1 card from each of them **face down**. *Players MAY NOT look at their cards yet*
4. In any remaining time players may discuss which Wells they drank from.
5. When the timer runs out players cannot drink from any more Wells. Any player who does not have 4 cards dies from dehydration (theatrically).
6. Players *shuffle* their 4 cards, and then look at them. Any player with a Cholera card and no Electrolyte cards dies immediately (and dramatically).
7. Players who are still alive discard their cards. Reset the timer and begin again.

*Dead players are out; they may not communicate with the living in any way, although they are encouraged to haunt.*

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