

SOURCES

A library card game for between 2 and 6 players.

This is designed to be played as part of a teaching session. After the game ends your instructor will lead a discussion based on the issues raised by the game.

Objective

Gather points according to the quality and range of sources needed to complete assignments. The player with the most points wins.

Components

Two decks of cards - the **resources** deck and the **assignment** deck.

Setup

Each player is dealt 2 "assignment" cards and 4 "resource" cards.

The person who most recently borrowed a book from the library goes first and play then progresses to the player's left.

Playing The Game

Each turn the current player can swap an "assignment" card (discard one, which plays no further part in the game, then draw from stack of fresh assignment cards), **or** draw a card from the resource stack.

After drawing, if the player wishes, they can put a set down in front of them (face up) earning the points indicated on the assignment card, and draw a replacement assignment card until no more are left to draw.

Play then passes to the players left.

When any player has used all their assignment cards and there are no fresh ones to draw the game ends.

Winning & Losing The Game

The player with the most points wins.

Credits

Game Concept: Andrew Walsh
Designer: Tanya Williamson