

VARIANT

# Source of the Nile Flow Charts

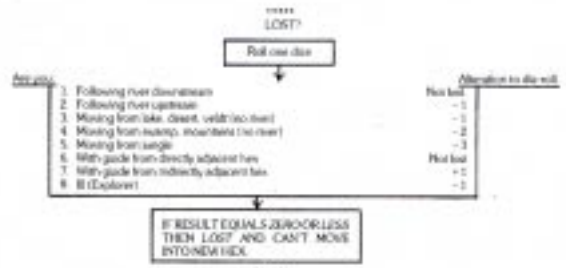
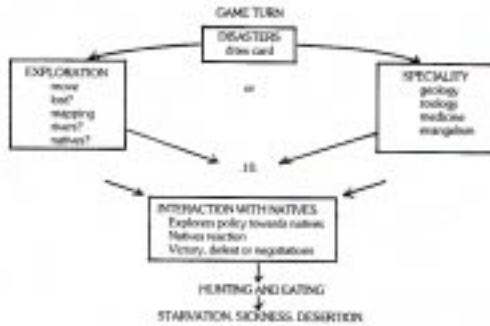
Winner: SC AWARD—Best Game of 1978  
 Winner: SC AWARD—Best Game Design of 1978

**Editor's Note**

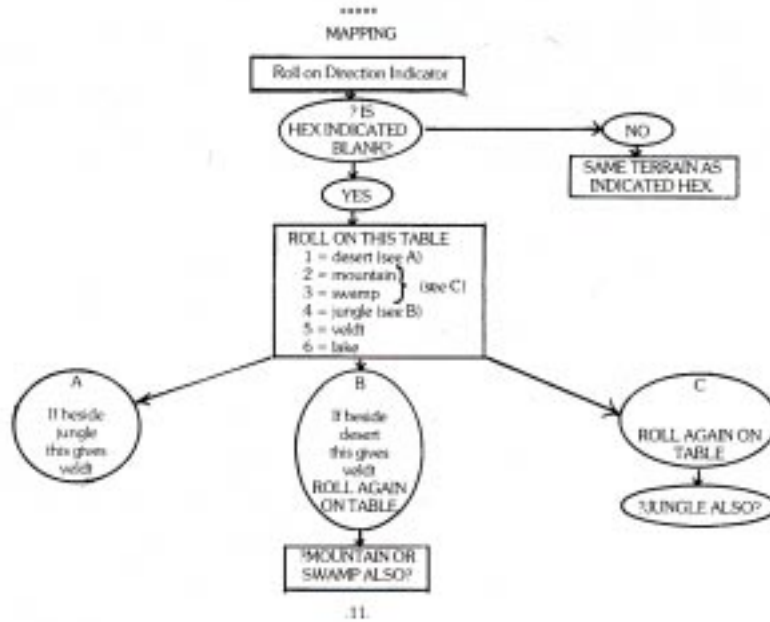
As regular readers of this magazine already know, we think pretty highly of SOURCE OF THE NILE. If the game has a drawback, it is in the very complex turn sequence. This is one of the most difficult obstacles for the beginner to overcome in grasping the flow of play. It is also one of the factors that delays the flow of the game until it is

mastered. We feel that this variant (not authorized by the authors of SOTN) will help to considerably alleviate this barrier to freely enjoying an excellent game. It should prove invaluable to the beginner, and still be of use to the veteran explorer as a ready reference.

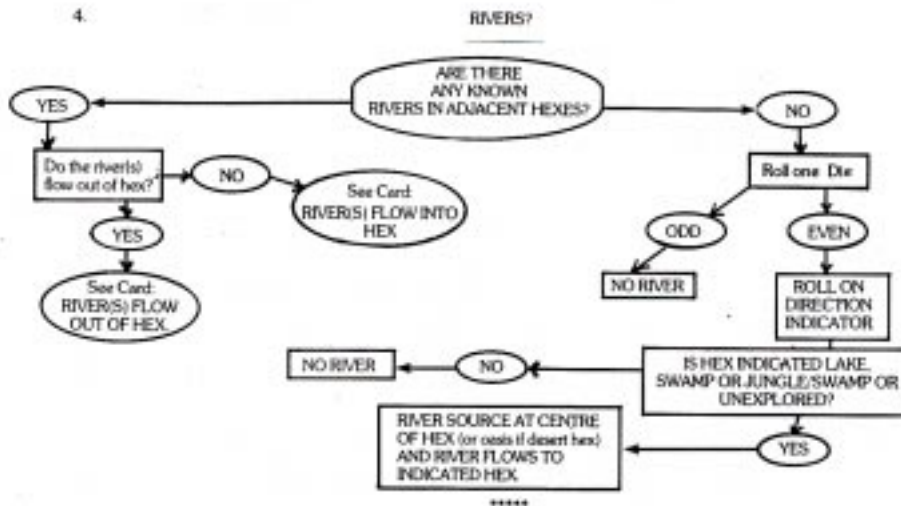
Our congratulations to Dave Weseley and Ross Maker, authors, and Discovery Games, publisher, for the awards they so richly deserved.

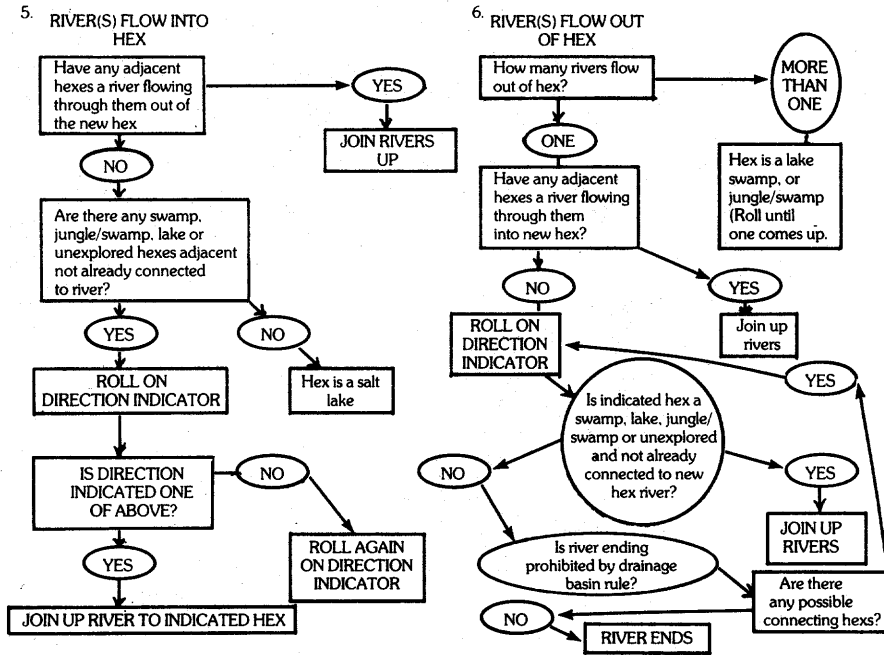


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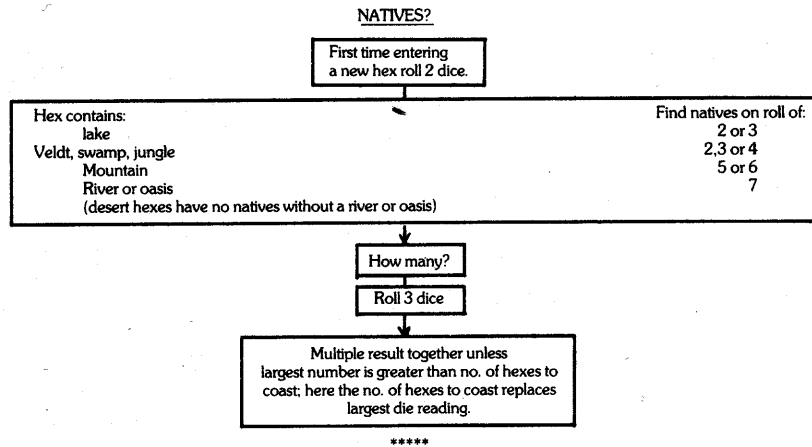
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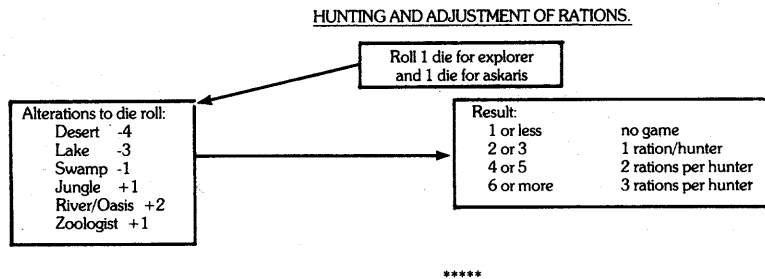


.12.

7.



8.



9.

**STARVATION**

Roll 1 dice for each starving man - 4,5,6 = he's sick!

**SICKNESS**

Roll one die for each sick man:

Alterations:  
-1 for a doctor  
+3 if sick man is starving

Result:  
Recovery on roll of 1 or 0  
Death on roll of 5 or above

**DESERTION**

Askaris desert when starving  
Bearers desert when starving (if not guarded by askaris)  
Guides desert when starving (also when expedition gets lost)