



ANTIDOTE GAMES

Playful experiences for understanding complex realities

Bitten! Game Rules

A conference networking battle between Mosquitoes and Humans for more than 100 people. Bitten was played at the UNFCCC in Doha, Qatar.

Objective

Bitten is a card-passing game consisting of two teams of players, the Humans and the Mosquitoes. To win, players must be the team with the most points at the end of a set period of time, usually the length of the conference.

Game Pieces

Bitten consists of several hundred business-sized cards of 4 types:

- Cured!/Clearout! Cards
- Bitten! cards
- Egg cards
- You are a Mosquito cards

There are 10-20 postcard-sized cards for non-player characters of 2 types:

- Medic! cards
- Breeding Ground! card

The non-player characters (NPC), Breeding Grounds and Medics, wear yellow or red sashes.

The game's score should be posted to Twitter each time one team scores.

Setup

To play Bitten! there has to be a group of facilitators. These facilitators should divide equally between Breeding Grounds and Medics. They spread the game, collect cards from players, and score points as cards are passed in.

Before playing the game, facilitators should pass out "You are a Mosquito" cards to some (not all) people in order to seed the conference with Mosquito players. Mosquitoes are the players who spread awareness of the game to new players.

The game persists over two days, and it should be announced how long the game will last when starting the game.

Game Score

Players who are Mosquitoes score points by biting humans to fill up their Egg! cards. Each Egg! card that is filled and turned in scores 5 points for the Mosquitoes.

Players who are humans score points by joining together to clear out Breeding Grounds. Each Breeding Ground that is Cleared out by two humans scores 10 points for the Humans.

Ready to Play?

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Mosquito Instructions

Biting Humans

Mosquitoes' goal is to bite people to create new eggs, and spread more Mosquitoes. They accomplish this by "biting" a Human. A Human is any attendee of the conference who is not a Mosquito. To bite a Human, a Mosquito should hand them a Bitten! card, and write the bitten Human's name or initials on their Egg! card.

Filling Eggs

When a Mosquito player has bitten 3 Humans and given them each a Bitten! card, their Egg card is full. They have to find a Breeding Ground NPC and trade in their Egg card for a fresh Egg card and 3 new Bitten! cards.

Birthing New Mosquitoes

If the Breeding Ground has not been Cleared Out by Human players, the Mosquito will also receive a You are a Mosquito card to give to a friend.

An Egg card must have 3 different names on it to score. A Human cannot be bitten if they are already bitten.

Humans

Joining the Game

Everyone at the conference is a Human, and so are playing "Bitten!" without even knowing it. Players playing as Mosquitos can bite Humans by giving them a green Bitten! card.

Getting Bitten

Human players with a Bitten! card must go find a Medic NPC. Medics take the Bitten! card from infected Human players and give them two Cure/Clean Up cards.

Blocking a Bite

If a Human player has a "Cure/Clean-up" card, then the attack is blocked and the Mosquito must find another victim.

Cleaning a Breeding Ground

A Human player with a "Cure/Clean-up" card must find another other Human player with a "Cure/Clean-up". Together they must find a "Breeding Ground" player (players wearing a bright yellow sash with a card saying "BREEDING GROUND" on them) and exchange 2 "Cure/Clean-up" cards for 1 Egg card.

Bringing a full Egg card to a Medic scores for the Human team.

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