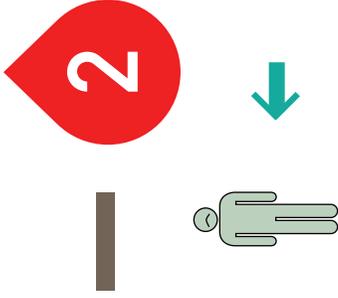


“Stagnant water leads to rise in mosquito populations!”

**ADD +1 EGG TO ALL NESTS**

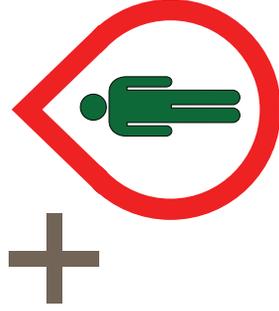


“Contaminated water makes villagers sick!”

All Humans with less than 2 Blood:  
**GO TO HOSPITAL FOR 2 ROUNDS**

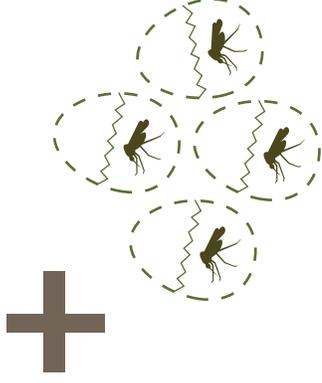


All Humans affected by this card get 2 Blood on returning to game



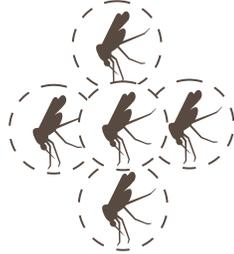
“Humanitarian Aid Organization sends medical/food supplies”

**GIVE +1 BLOOD TO ALL REMAINING HUMANS**



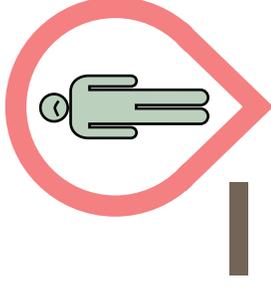
“Stagnant pond creates a new breeding ground!”

**ADD 1 BREEDING GROUND**



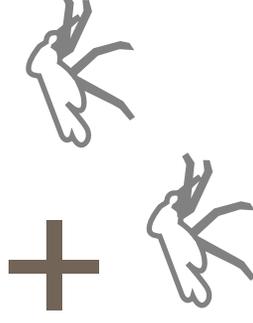
“Community based clean up operation successful!”

**REMOVE 1 BREEDING GROUND AND ALL EGGS ON IT**



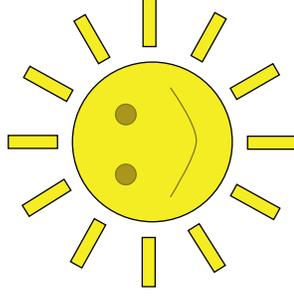
“Spoiled food supply causes illness in the community”

**ALL HUMANS LOSE 1 BLOOD**



“Mass migration of mosquitoes to your region due to increased heat”

**ADD +2 MOSQUITOES**



“Good weather!”

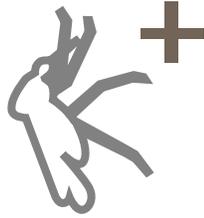
**NO CHANGE!**





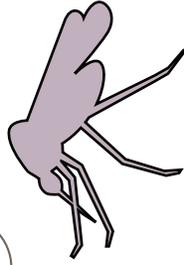
“Extended rainfall leads to rise in mosquito populations!”

**ADD +1 MOSQUITO**

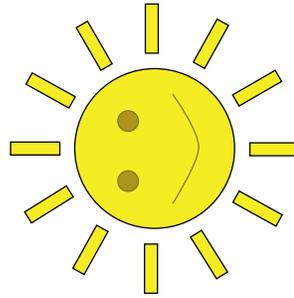


“Oh no!  
Malaria mosquitoes have arrived!”

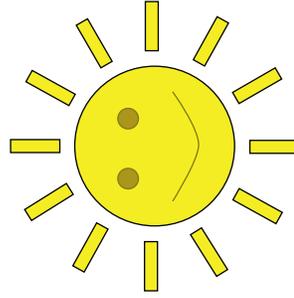
**ADD +1 MOSQUITO TO TEAM**  
1 Bite = Lose ALL Blood pieces



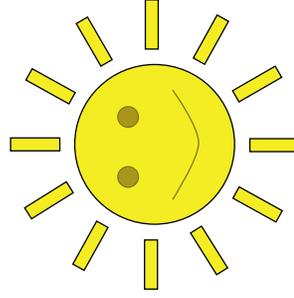
“Good weather!”  
**NO CHANGE!**



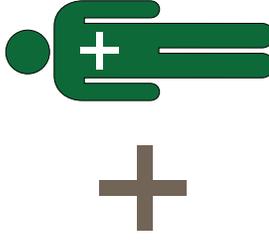
“Good weather!”  
**NO CHANGE!**



“Good weather!”  
**NO CHANGE!**



“Health-care Researcher  
joins the fight!”  
**ADD +1 HUMAN**  
to the team with 3 blood tokens



“Oh no!  
Dengue mosquitoes discovered!”

**ADD +1 MOSQUITO**  
1 Bite = Lose ALL Blood &  
Go to Hospital permanently

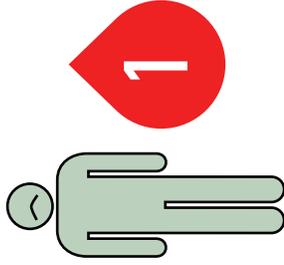


“Emergency health check-up  
by humanitarian organization!”

All Humans with less than 1 Blood:  
**GO TO HOSPITAL FOR 1 ROUNDS**



All Humans affected  
by this card get 1 Blood  
on returning to game





# Humans Vs. Mosquitoes



WELCOME TO THE STRUGGLE BETWEEN “HUMANS” AND “MOSQUITOES”!

The goal of this game is to eliminate the other team.

Each team starts with 3 players each.

Roughly 10 players total are needed to play the game.

Assets:

1 table or similar flat surface

3 Breeding Ground Markers (Sheets of paper/containers/chalk marked on tables/etc)

50 red tokens for Blood pieces (stones/beans/glass beads/etc)

50 (different) tokens for Egg pieces (stones/beans/glass beads/etc)

16 Event cards are used for the \*Climate Event version\*

## Rules & Facilitation Notes: CLIMATE CHANGE VERSION (Skill level : basic)

SETUP:

Place the Breeding Ground Markers on the table (or similar)

Place 3 Egg pieces on two of the Breeding Grounds and 4 in the other

Give 2 Egg Pieces to team Mosquitoes

Give 13 Blood pieces to team Human. Ask them to divide it amongst themselves.

(1 player will have more blood than the rest. That is OK)

Each round players from both the teams have 1 of 2 actions that they can do.

Team instructions: **MOSQUITOES**

a. **BITE**: Point at a Human (Take 1 Blood)

OR

b. **LAY AN EGG**: Point at a Breeding Ground (Place Egg(s) in the Breeding Ground)

Team instructions: **HUMANS**

a. **PROTECT**: Cross arms on chest (from 1 Bite)

OR

b. **CLEAN**: Point at a Breeding Ground (Remove 1 Egg from Breeding Ground)

OR

c. **Go to the HOSPITAL**: sit down for a round

Sequence of a Round:

1. Both teams are given 30 seconds to 1 minute to discuss and strategize their actions.

2. Facilitator counts down [3-2-1 GO!]. Players must pick an action on GO! and freeze

3. Facilitator collects any Blood pieces from the Human team and converts it into Eggs and gives them to the Mosquitoes. Any Egg pieces removed from the Breeding Grounds are returned to the facilitator.

4. Repeat until 1 group is eliminated.



### Climate Change:



Only use cards with this Symbol on them



Every 3 rounds, draw a card from the Event Deck. This card will affect the game until the next card is drawn. Each additional card adds to the game. (i.e. the situation gets worse and worse).

### Notes:

1. "Go to the Hospital" : for preventive aid. When the Humans are getting "Weak" (2 or less blood) they can chose to go to the hospital to sit out for 1 round = 1 blood. If player has 0 blood, then they are "Too Ill" and cannot avail of the "Medication" option. (Players can go to the Hospital for upto 3 rounds only. They get 1 Blood token for each round they sit out)
2. Due to the events, there are many new players who are sent out of the game and re-join it. Each new Human arrives with 3 blood tokens. New mosquitoes arrive with out any new eggs.
3. Humans can protect themsevles from only 1 Mosquito Bite when they cross their arms. If more than 1 mosquito Bites them, they still have to give blood pieces. Humans can clear only 1 egg from a breeding ground when they point at it. Mosquitoes can lay as many eggs as they like a turn.



## Rules & Facilitation Notes: CLIMATE EVENTS VERSION (Skill level : Advanced)

### SETUP:

Place the Breeding Ground Markers on the table (or similar)

Place 3 Egg pieces on two of the Breeding Grounds and 4 in the other

Give 2 Egg Pieces to team Mosquitoes

Give 13 Blood pieces to team Humans

Each round players from both the teams have 1 of 2 actions that they can do.

**Team instructions: MOSQUITOES**

**Team instructions: HUMANS**

a. **BITE: Point at a Human**

OR

b. **LAY AN EGG: Point at a Breeding**

a. **PROTECT: Cross arms on chest**

OR

b. **CLEAN: Point at a Breeding Ground**

OR

c. **Go to the HOSPITAL: sit down for 1 round**

### Sequence of a Round:

1. Facilitator draws 3 event cards and places them face up where both teams can see.  
(One of these events will occur at the end of this round, and effect the next round)
2. Both teams are given 30 seconds to 1 minute to discuss and strategize their actions.
3. Facilitator counts down [3-2-1 GO!]. Players must pick an action on GO
4. Shuffle the 3 cards on the table, and ask a player to pick one (alternatively, if there is a large group, there can be the MET Dept. player, who draws & manages event cards).
5. Read out the contents and explain the effect of the event cars.  
This selected card will affect the next round.
6. Put the remaining cards back in the deck for next rounds.

### Notes:

1. "Go to the Hospital" : for preventive aid. When the Humans are getting "Weak" (2 or less blood) they can chose to go to the hospital to sit out for 1 round = 1 blood. If player has 0 blood, then they are "Too Ill" and cannot avail of the "Medication" option. (Players can go to the Hospital for upto 3 rounds only. They get 1 Blood token for each round they sit out)
2. Due to the events, there are many new players who are sent out of the game and re-join it. Each new Human arrives with 3 blood tokens. New mosquitoes arrive with out any new eggs
3. Humans can protect themsevles from only 1 Mosquito Bite when they cross their arms. If more than 1 mosquito Bites them, they still have to give blood pieces.  
Humans can clear only 1 egg from a breeding ground when they point at it.  
Mosquitoes can lay as many eggs as they like a turn.