ERADICATION **is** survival!

In this simple card game, the humans attempt to defeat the mosquitoes by clearing out their breeding grounds, and mosquitoes attempt to defeat humans by depleting their blood supply.

GAME OBJECTIVE

Defeat the opposing team. To do so, Team Human must eliminate all but one Mosquito or Team Mosquito must eliminate all but one Human.

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2-8 players

GAME LENGTH

10-15 minutes.

COMPONENTS

• 4 Human identification cards (orange, blue, green, purple)



4 Breeding ground cards









 20 Human action cards (black)
 16 Clear cards total
 4 Defend cards total





 32 Mosquito action cards (white)
 16 Breed cards total
 16 Attack cards total





 14 Mosquito egg tokens (black)



• 12 Human blood tokens (3 orange, 3 blue, 3 green, 3 purple)



GAME SETUP

Divide players into 2 teams of even players: 1 team is Team Mosquito, the other is Team Human.

Team Mosquito

Use the following breeding grounds based on the number of Mosquito players:

- 2 Mosquitoes Tire and Gutter
- 3 Mosquitoes Tire, Gutter, Wheel Barrow
- 4 Mosquitoes Kiddie Pool, Tire, Gutter
- Read the back of each breeding ground card to find the starting amount of eggs for each card. Place this number of egg tokens on top of each breeding ground card, which should now be face-up.
- If the back of the cards allots extra eggs at the start of the game, distribute these as you like amongst the Mosquito players. If not, then the Mosquito team starts with a minimum of 1 egg token.
- Each Mosquito player takes one "Breed" card that matches each of the breeding grounds being used plus one "Attack" card matching each Human player color (See Team Human).

Team Human

Each Human player should do the following:

- Choose a color identification card and place it in front of you.
- Take 3 blood tokens (of matching color) and put it on your identification card.
- Take the matching "Clear" card for each breeding ground used plus one "Defend" card.

HOW TO PLAY

Each Round

- Each player choose 1 card from his hand and lays it face-down in front of him.
- After all players have laid down a card, first all the Mosquito cards are flipped over and then all the Human cards are flipped over.
- Players resolve the game effects of the revealed cards. When all is resolved, played cards are returned to players' hands.

Card Effects

 If a Mosquito plays an "Attack" card: The Human whose color matches the Attack card must give 1 of his eggs to Team Mosquito unless this human

- played a "Defend" card. In this case, this human is protected from <u>all</u> mosquito attacks this round.
- If a Mosquito plays a "Breed" card: This
 Mosquito places 1 of his team's eggs on the
 corresponding breeding ground card. Note: At
 the start of the round, Team Mosquito must have
 one egg for each Breed card played.
- If a Human plays a "Clear" card: This Human removes an egg from the corresponding breeding ground and put it in the discard pile.

Player Elimination

When a Human runs out of blood tokens, he is eliminated from future rounds. However, his played card still counts in the round that he was eliminated.

When a breeding ground is cleared, Team Mosquito decides who on their team will be eliminated. Eliminated mosquitoes must be equal to the number of mosquitoes marked on the cleared breeding ground card, which is also discarded.

GAME END

The game is over when either all but one human or all but one mosquito has been eliminated. If the former, then Team Mosquito wins. If the latter, then Team Human wins.

EXAMPLE ROUNDS

Team Human: Fred (blue) and Wilma (orange)

Team Mosquito: Barney and Betty

Round 1

Fred: Plays "Defend" card. Wilma: Plays "Clear" Tire card.

Barney: Plays the "Attack" Blue Human card.

Betty: Plays the "Breed" Gutter card.

Team Mosquito followed by Team Human flips their cards over. Wilma removes an egg from the Tire card and puts the egg in the discarded egg pile. Barney tried to attack Fred, but since Fred defended himself, he loses no blood this round. Betty places an available Team Mosquito egg onto the Gutter card.

Future Round

Fred: Plays "Clear" Tire card. Wilma: Plays "Defend" card.

Barney: Plays "Attack" Blue Human card.
Betty: Plays "Attack" Orange Human card.

Everyone flips their cards over. Barney takes a blood from Fred. Betty cannot take a blood from Wilma since she defended herself. Fred removes an egg from the Tire. All of the Tire eggs are gone now, so the Tire card is discarded (worth 1 mosquito) and as a result, Betty decides to eliminate herself. Fred is also out of blood now so he and Betty leave the game.

ALTERNATE RULES

Doubling Up

2 people can play a 4-player game against each other. In this case, one player starts out controlling 2 humans and the other controlling 2 mosquitoes. The rules stay the same except in each round, each player gets 1 action for each unit that hasn't been eliminated

Resolving a Stalemate

In the case that the game reaches a point of stalemate, no player can use the same card as he played in the previous round. To keep track of this, at the end of a round, each player should put aside the card he just played and then add the card he played in the previous round back into his hand. Now a new round can begin.

CREDITS

Game Design Illustrations Card Designs Clay Ewing and Lien Tran Julia Rose Smart Lien Tran This card game is based on the physical game of Humans vs. Mosquitoes originally designed by Clay Ewing, Lien Tran, Ben Norskov, Mohini Dutta, Eulani Labay, Sophia Colantonio, Lauren Graham, Vanessa Lamers, and Kanchan Shrestha.

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Thanks to the Noun Project, Edward Boatman, and Melonnie Manohar, for providing some of the icons.

TO PURCHASE THIS GAME

"Humans vs. Mosquitoes: The Card Game" is available on The Game Crafter online store at: https://www.thegamecrafter.com/games/humans-vs-mosquitoes

For more information about this game and some of our other games, check out:

www.humansvsmosquitoes.com www.dataplayed.com