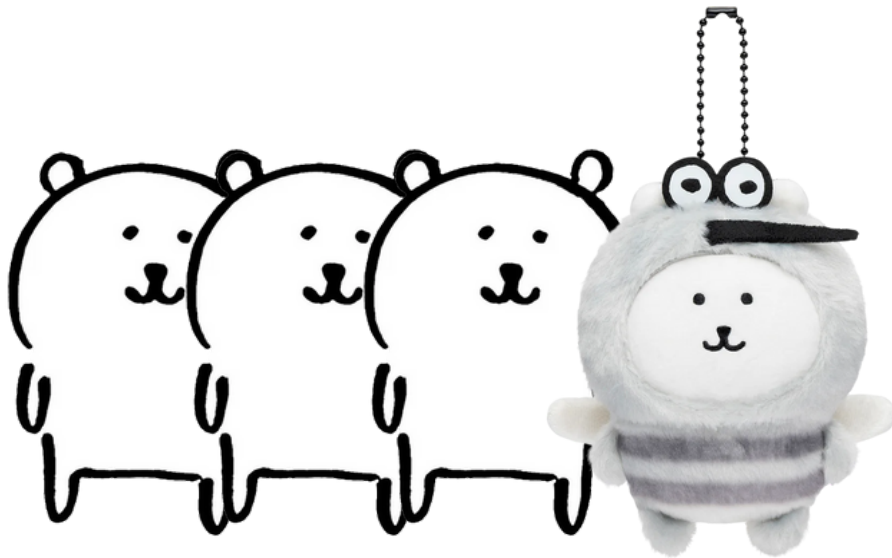


Mosquito Busters Rulebook



Game Overview

Mosquito Busters is a 4-player game where 3 players work together to defeat 1 player, who is designated as the Mosquito, to stop them from spreading dengue around Singapore.



Game Components

Card Deck (1)

- Consists of 40 cards, which are event/station cards

Player pieces (4)

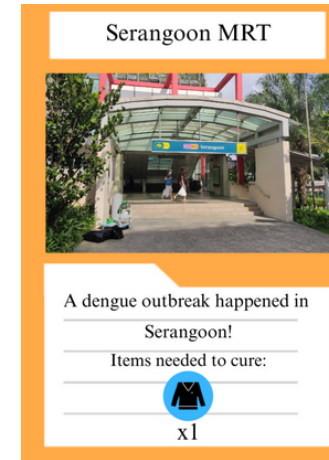
- Red piece is designated for the Mosquito, rest of them are player pieces

Dengue Markers (20)

- Used to mark Dengue-infected spaces on the board

Prevention Markers (20)

- Used to mark cured spaces on the board



Station Card



Event Card



Dengue Marker



Prevention Marker

Game Components

Prevention Items (80)

- Prevention items are split up into 4 types (**Insecticide**, **Bucket**, **Long Sleeves**, **Insect repellent**). with 20 tokens each.
- These items are used to cure Dengue-marked stations.



Long Sleeve



Insecticide



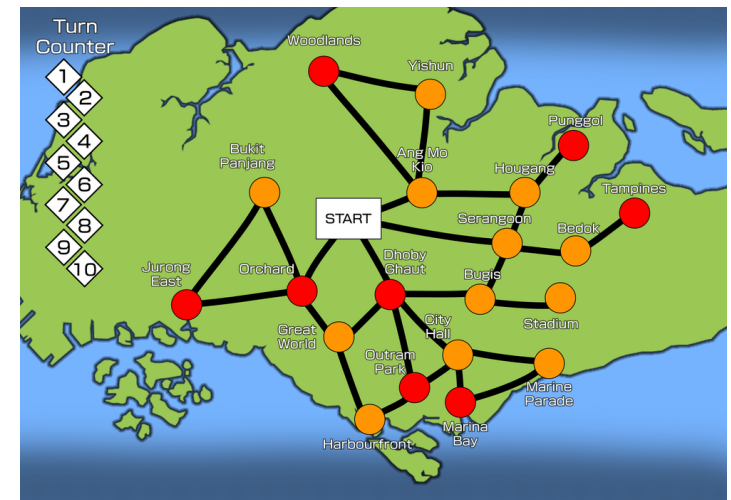
Insect Repellent



Bucket

Game Board (1)

6-sided dice (1)



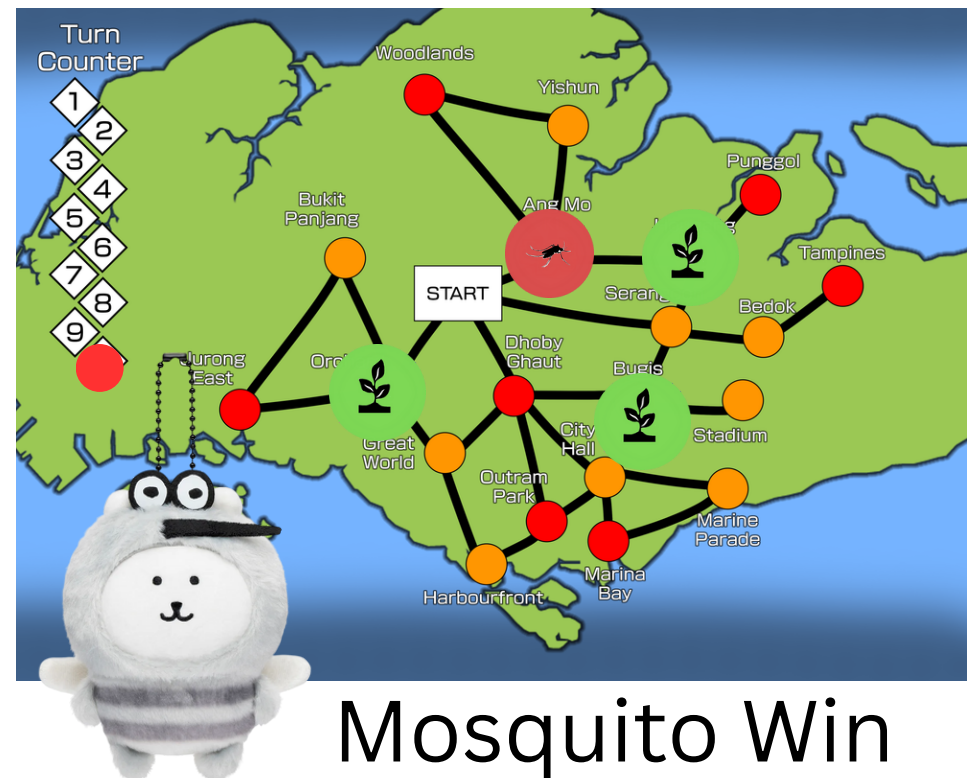
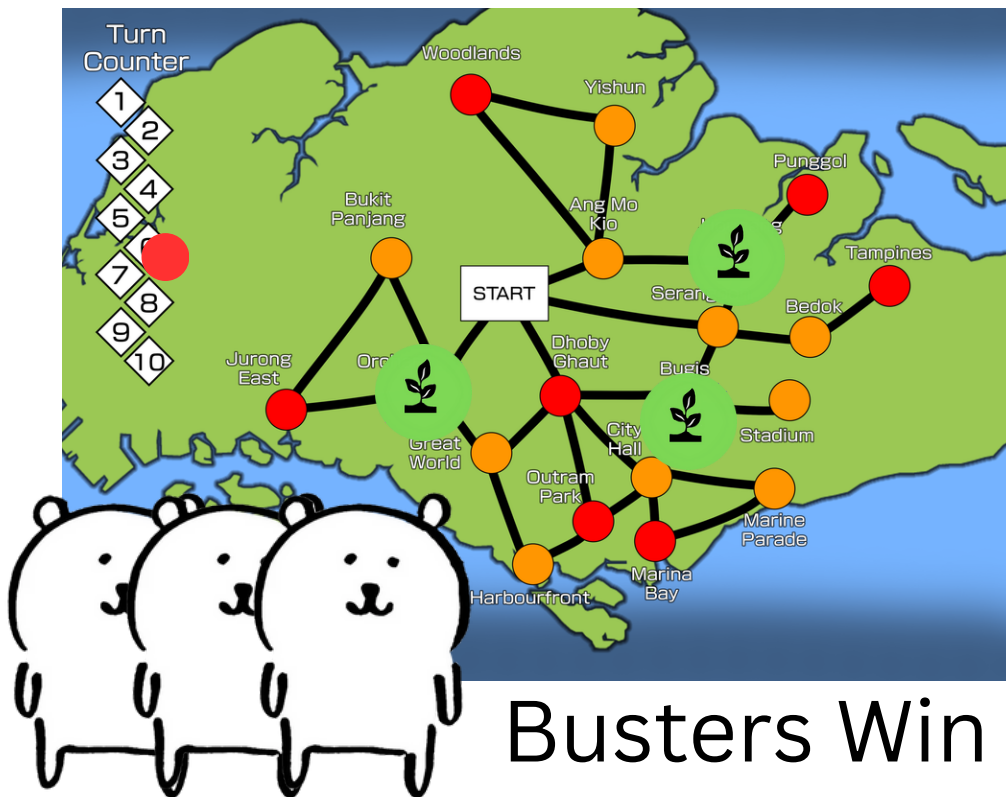
Game Board

Game Rules

Win Conditions

For Busters to win, they must cure all stations on the board before the 10th turn.

For Mosquito to win, there must be at least one station still Dengue-infected on the board by the 10th turn.



Game Rules

Set-up

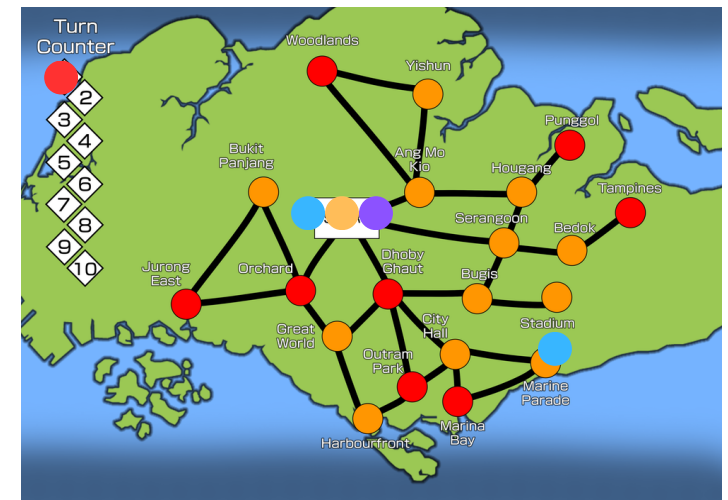
1) Players will choose one Mosquito from their group of 4 players, and the other 3 will be the Busters. Busters will decide turn order amongst themselves.

2) Busters will choose which prevention items they want to use for the game. One Buster will take 2 items.

2) Busters will then shuffle the deck of cards for the Mosquito and place their player pieces on the starting position on the board.

3) The Mosquito then draws 5 cards from the top of the deck.

●:Mosquito ●●:Busters



Game Rules

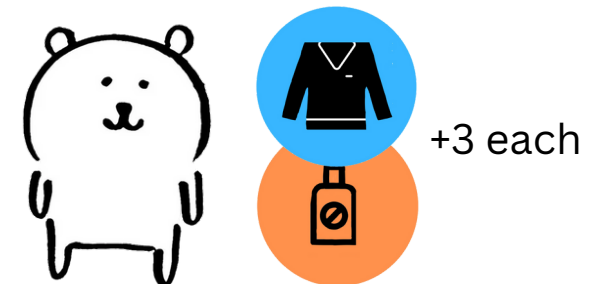
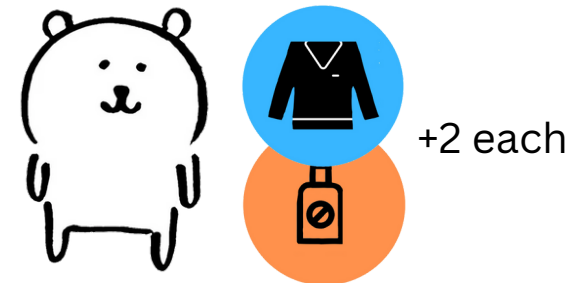
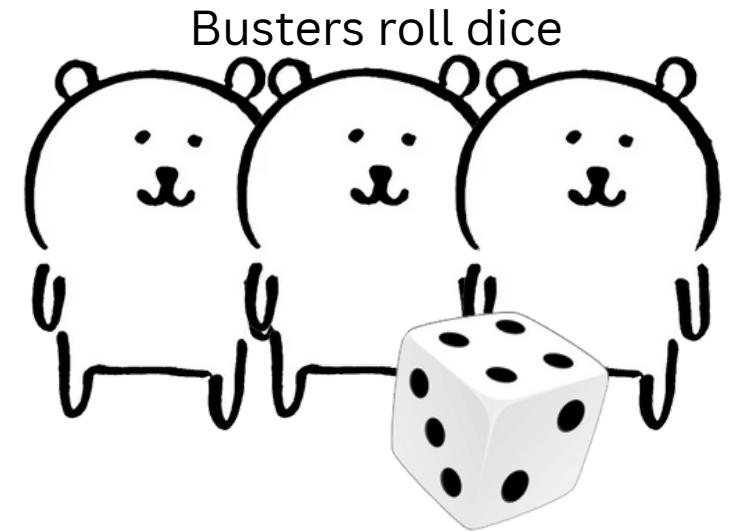
Set-up

4) Busters will then decide player order by themselves.

5) After deciding player order, Busters will take turns to roll the dice to collect their chosen prevention items.

Dice roll is 1-3: Buster collects 2 of their chosen prevention items

Dice roll is 4-6: Buster collects 3 of their chosen prevention items



Game Rules

Play Phase (Mosquito)

1) The Mosquito places their player piece on the first spot on the turn counter.

2) The mosquito chooses 2 cards at maximum from their hand to place face-up to start a dengue breakout. Dengue markers will be placed on those stations on the board. The maximum amount of station cards the Mosquito may have in play will change with the number of players in the game.

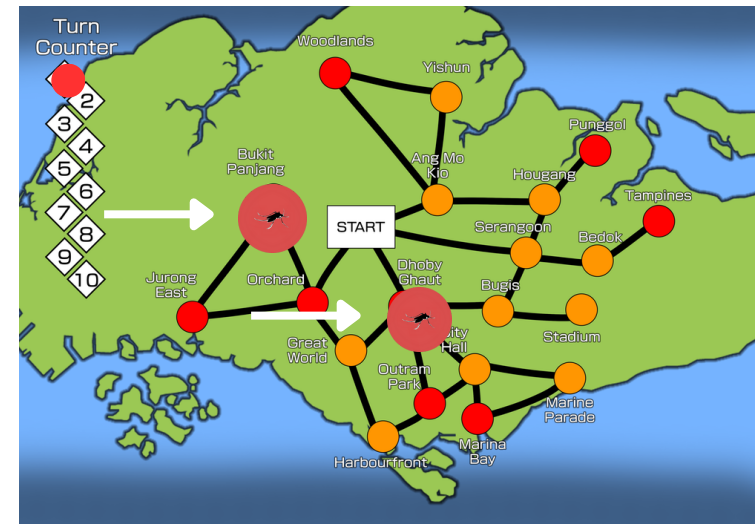
4 players: Mosquito can have a maximum of 5 station cards in play

3 players: Mosquito can have a maximum of 4 station cards in play

3) After the Busters play their turn, the Mosquito will draw 2 cards and move their player piece to the next turn counter space.



Mosquito places 2 cards face-up



Place dengue tokens on board



+2 cards

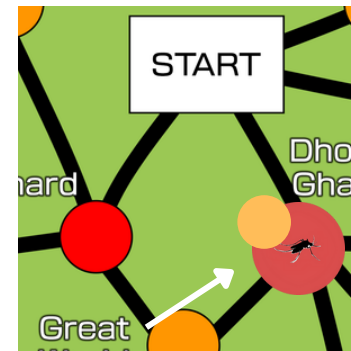
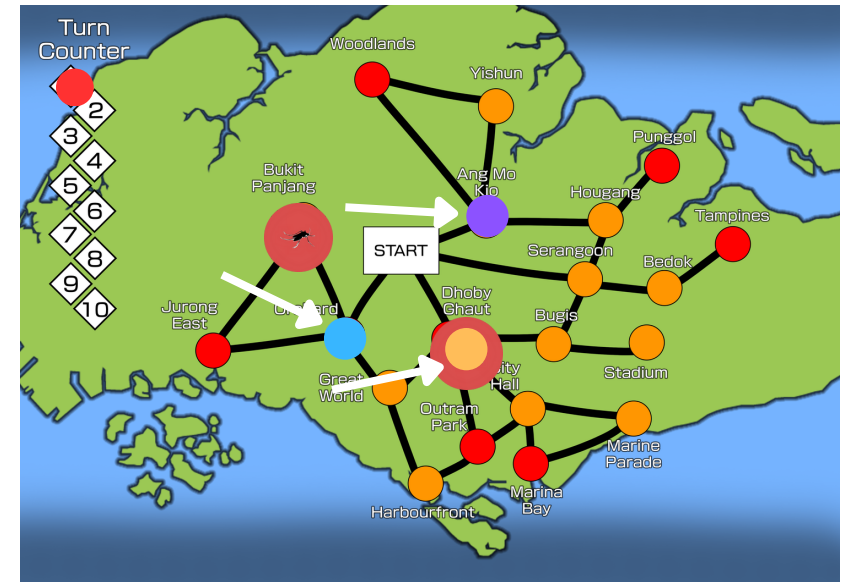
Game Rules

Play Phase (Buster)

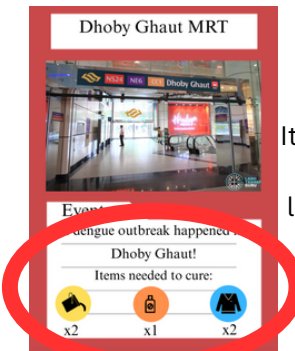
1) Busters move a space forward, following the lines on the board. Busters can return to the start when the game is in progress.

2) When Busters land on a station with the dengue token, they must cure it. Busters must have all the items the card requires before curing the station. Cured stations can be reinfected.

3) After the station is cured, replace the dengue token with a prevention token. The event card is placed at the bottom of the card deck, while the used prevention items are returned to the item boxes.



Player lands on Dengue-marked space



Items required to cure are listed on card



After station card is cured, replace token on dengue-marked space

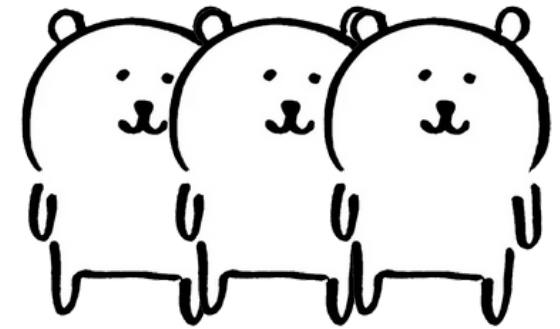
Game Rules

Play Phase (Buster)

4) Busters can only cure one station per individual Buster per turn.

5) If a Buster is not on a Dengue-marked space on the board during their turn, they must take 1 of their specific prevention item type from the Item Prevention Pile

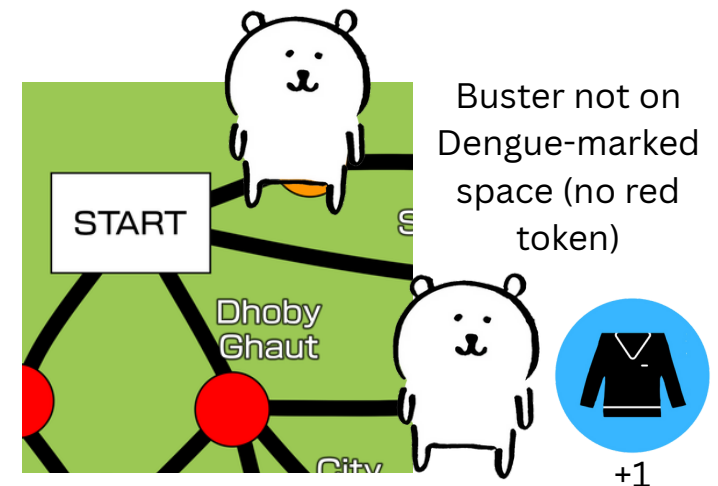
6) Busters can trade at any given moment with no item limit.



If there is 3 Busters playing,



They can cure up to 3 stations in one turn





Game Rules

Play Phase (Game)

Turn order will follow as such:

- Mosquito places cards down
- Busters take their actions (moving, curing, trading, etc.)
- Mosquito will draw 2 cards and move their player piece to the next turn counter space

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This will continue until

- A) Busters cure all Dengue-marked spaces on the board

or

- B) Mosquito gets to 10th space on turn counter and Busters are unable to cure all Dengue-marked spaces.

