



Components

This game contains:

110 cards:

- 4 sets of 10 **Starter Cards**. Each set consists of 8 playing cards, 1 character and 1 outline map. Each set has one of the four icons shown to the right.



- 1 set of **Experience Cards** consisting of 32 playing cards & 1 Explanation Card. Each card in the set is distinguished by the icon shown to the right.



- 1 set of **Swarm Cards** consisting of 24 playing cards & 1 Explanation Card. Each card in the set is distinguished by the icon shown to the right.



- 1 set of **Additional Swarm Cards** consisting of 10 playing cards & 1 Explanation Card. These cards are only needed when playing with the cooperative variant. Each of these cards is distinguished by the icon shown to the right.



- 1 **lamp (Lampe)** card.

40 drops of blood in the form of red wooden cubes.

15 Mosquitos in the form of red wooden discs, with a sticker stuck on both sides.

Before Your First Game

Before you can start, prepare the mosquito markers:

Stick a sticker with a living mosquito on each of the red wooden discs.



Then stick a sticker of a squashed mosquito on the back of each wooden disc.



Game Setup

If the cards are not sorted, sort them according to their set icon (see Components).

You must decide whether to play against each other (standard **competitive** game) or with each other (**cooperative** variant).

The rules for the standard game are described first, followed by the rules for the cooperative variant.

Each player selects a set of **Starter Cards**. Each places his character card in front of him, with either the female or male side faceup, and the outline map placed below the character card. Then everyone picks a **flat hand (Flache Hand)** from the set and sets it aside. The remaining cards of the set are shuffled and placed facedown as a draw pile to the left of the character card.

Each player fills up the **blood supply** of his character (above the head) with 10 blood drops. Excessive blood drops are not needed for the game.

Place the Explanation Card of the **Swarm Card Set** in a spot on the edge of the playing area accessible to all players. Shuffle the remaining cards of the set and place facedown next to the Explanation Card.

The **Additional Swarm Cards** are **not** required for the standard game.

Place the Explanation Card of the **Experience Card Set** in a spot on the edge of the playing area accessible to all players. Shuffle the remaining cards of the set and place facedown next to the Explanation Card.

Reveal the top 3 cards of the Experience Deck and place them below the deck; this is called the **Experience Display**.

To create his starting hand of 5 cards, each player draws **4 cards** randomly from his draw pile and adds to this the **flat hand (Flache Hand)**, which he had previously set aside.

In the first game, the player who was most recently bitten by a mosquito will be the starting player. In further games, the player who has won the last game begins.

The starting player receives the **lamp (Lampe)** and puts it in front of him.

What's This

Game About?

Each player, when he has the Lamp, must defend himself against a swarm of mosquitos trying to drink his blood. In the end, the player who has the most blood remaining in his blood pool wins.

Game Play

A player turn consists of several phases (A to D), which are executed one after the other before the next Active Player takes his turn.

The player with the Lamp is the **Active Player**.

A Swarm Growth

1. All players must play a single card **facedown** in front of them. Once all players have decided, the cards are turned **faceup**. **Red cards** with mosquitos are immediately placed in the middle of the table as part of the mosquito swarm. All other cards remain in front of the players for the time being and can be used by the Active Player in Phase B.



2. The Active Player reveals the **top card** of the swarm deck and places it as a reinforcement in the mosquito swarm.

Note: In the swarm decks, in addition to the **red mosquito cards**, there are also **orange cards** that influence the effect of the attack. The effect is roughly described on card itself and detailed in the card description at the end of the rules. **Orange cards** themselves do not count as mosquitos and can only work together with the **red mosquito cards** of a swarm.



General Bloody Rules

Blood drunk by the mosquitos is moved to an easily accessible spot on the table called the **Blood Bank**.

A player can have a **maximum** of 10 blood drops. He cannot get more blood than this by using **blue cards**.

In the unlikely event that no mosquitos are in the swarm after uncovering the Swarm Card, uncover additional cards from the Swarm Deck until at least one mosquito is in the swarm.

B Defense

In order to defend against the mosquitos, the Active Player may now use any of the cards played in Phase A plus any number of additional cards from his hand.

Cards with an exclamation mark are discarded out of the game after being used. All other cards after being used are placed into the discard pile of the player who has played the card.

When using the cards, follow this sequence:

1. The Active Player must use his **blue cards** first. He chooses the order in which he uses them.

2. If the player no longer has **blue cards** or no longer wants to use them, he can use **green cards**. The defense icon (crossed out mosquito) shows how many mosquitos he can fend off with the card. **Once a green card** has been used, he may **no longer use blue cards**. He chooses the order in which he uses the green cards, with one exception:

As soon as a flat hand (Flache Hand) is used, no other cards may be played **except more flat hands (Flache Hände)**.

In other words, the flat hand is always the last resort.

Once the Active Player no longer has a **flat hand (Flache Hand)** or no longer wants to use cards, **the defense phase is over**. Place all unused cards played in Phase A into the discard piles of the players who played them.

C Bloodletting

1. For each **non-repelled mosquito**, the Active Player must surrender **one drop of blood** from his pool to the community Blood Bank.

2. The Active Player places all **repelled mosquito cards** into his discard pile. If the mosquitos of a card could only be partially repelled, this card remains in the Mosquito Swarm.

3. The Active Player moves **all mosquito cards** from his hand into the Mosquito Swarm.

4. The Active Player **gains experience** from the attack by selecting 1 of the 3 faceup cards in the Experience Display and placing it faceup on his discard pile. Then he restores the Experience Display to 3 cards by drawing 1 new card from the experience deck.

D Exhale

1. The Active Player gives the **lamp (Lampe)** to another player **of his choice**. This is the next Active Player.

Special If 2-Player Game: The players may place 1 hand card into their discard pile after handing over the **lamp (Lampe)**.

2. **All players** now draw as many cards from their draw pile as needed to **restore their hand to 5 cards**. If not enough cards remain in a draw pile, after adding all cards of the draw pile to his hand, the player shuffles his discard pile to form a new draw deck, and restores his hand to 5 cards from this draw deck.

End of the game & winner

The game ends **immediately** as soon as one of the following occurs:

In Phase A:

The swarm deck is empty when a card needs to be replaced.

In Phase C:

A player loses his last drop of blood.

The player with the **most blood** in his supply at the end of the game is the **winner**.

In case of a tie, the players in question perform a **sting**. That is, each of them takes 10 mosquito markers and performs the Flat Hand action with them. The one who repulsed most mosquitos now wins. Additional stings may need to be performed to resolve further ties.

Cooperative variant

Mosquitozzz can also be played **cooperatively**. In this variant, players try to win the game together by playing through the entire mosquito deck. You lose the game once a player has lost all his blood.

Game Setup Changes for Cooperative Variant:

Remove the **mosquito net (Mosqitonetz)** from the experience deck.

In addition, there are 3 possible compositions of the Swarm Deck, corresponding to **3 different difficulty levels**. For this purpose, 10 **Additional Swarm Cards** are provided, as marked with the icon on the right.

This table shows which additional cards are used:

Ambuscade:

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Rebellion:

2 x Alarm
1 x Invasion
1 x Apokalypse
1 x Resistent

Kamikaze:

4 x Alarm
2 x Invasion
2 x Apokalypse
1 x Resistent
1 x Infektiös

In the cooperative variant, the number of hand cards depends on the number of players:

2 / 3 / 4 players - 6 / 5 / 4 hand cards

The players fill their hand cards to this number **both** at the beginning of the game and at the end of Phase D.

Changes in the gameplay for the Cooperative Variant

A Swarm Growth

1. Before a player plays a card in front of him, all players can discuss among themselves if this is a good play.

Note: The discussions should be general and you should not reveal any specific information about your hidden hand cards.

D Exhale

1. The players are allowed to discuss who should get the **lamp (Lampe)** and thus control who will be attacked next by the mosquito swarm.

The special rule for the game for two is not used in the cooperative variant.

The Cards (colors & icons)

Red cards = mosquito cards

The icon in each corner indicates the **number of mosquitos** this card brings into play (for example, Attack: 1 Mosquito, Apocalypse: 5 Mosquitos). Each card adds this number of mosquitos to the swarm as soon as it is placed faceup in the middle of the table. **In your hand**, a mosquito card has **no function**.



Orange cards = special swarm cards

These cards are usually valid for only one turn, and are accordingly marked with an exclamation mark. Exception: When the swarm has been diverted with a **mosquito net (Mosquitonetz)**, these cards stay valid for the new turn as well.

Infectious (Infektiös): If this card is in the swarm and the player cannot fend off all mosquitos, then he must discard this card in front of him and in **each phase C** loses an **extra drop of blood**. The card remains in front of the player until

he can play a **medicine (Medizin)**. If the swarm in which this card is contained could be completely repelled, the card is removed from the game.

Each player can only have one **infectious (Infektiös)** card in front of him. If a player were to receive another **infectious (Infektiös)** card, instead discard it from the game.

Resistant (Resistent): If this card is in swarm, then the player may use only the **flat hand (Flache Hand)** to ward off the mosquitos. The card is removed after the phase B deal.

Alpha-, Beta- or Gamma-Mosquito: If one of these cards is in the swarm, then the position of the **lamp (Lampe)** changes. Depending on the card, there are 3 options:

Alpha-Mosquito: The previous Active Player gets the **lamp (Lampe)** back.

Beta-Mosquito: Pass the **lamp (Lampe)** to the next player clockwise.

Gamma-Mosquito: Pass the **lamp (Lampe)** to the next player counterclockwise.

After passing the **lamp (Lampe)**, discard the respective card out of the game.

Alarm Pheromone (Alarm): If this card is in swarm, then 2 more cards from the swarm deck must be revealed. If another **alarm (Alarm)** is revealed, then this is repeated. The **alarm (Alarm)** is discarded out of the game.

Green Cards = Defense Cards

One swarm mosquito can be warded off in Phase B for each protection icon depicted in one of the corners of the card.



The **flat hand (Flache Hand)** is a special defense card. To use it, follow this „slap“ procedure: first take as many mosquito markers into your hand as there are undefeated mosquitos remaining in the swarm. Then form a cavity with both hands, shake the mosquito markers in it briskly, and slam them on the table. Reduce the swarm by the number of mosquito markers lying on the table that have the „squashed mosquito“ icon faceup.

Note: If more mosquitoes should be fought with a **flat hand (Flache Hand)** than there are mosquito Markers in the game, then simply repeat the slap procedure multiple times.

Blue cards = cards with special beneficial effects

Sanguification (Blutbildung): You may move **1 drop of blood** from the Blood Bank into your supply.



Ointment (Stichsalbe): You may move **3 drops of blood** from the Blood Bank into your supply. It is also allowed to take only 2 or 1 blood drops.

Medicine (Medizin): You may either discard an **infectious (Infektiös)** card from the game that is in front of you, or move 1 drop of blood from the Blood Bank into your supply.



Mosquito net (Mosquitonetz): With this card, you do not need to repel the swarm. You can freely use other blue cards before you use the **mosquito net (Mosquitonetz)**. When using this card, immediately pass the **lamp (Lampe)** to the player of your choice. This new Active Player starts his turn with Phase B.

Example of a Player Turn

Caro, Stefan and Chris are playing a round of Mosquitozzz. The Active Player is Chris because he has the **lamp (Lampe)** in front of him. The Mosquito Swarm consists of 3 cards with a total strength of 4.



A Swarm growth

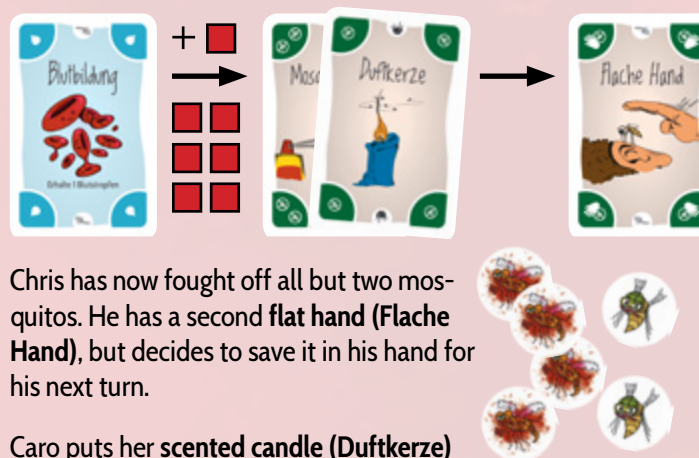
All players decide which hand card they want to play. Chris decides to play his **mosquito spray (Mosquitospray)**. Stefan decides on the **air raid (Fliegerangriff)** and Caro on a **scented candle (Duftkerze)** because she has no mosquito cards in her hand.

All cards played are then turned faceup and Stefan's **air raid (Fliegerangriff)** is put into the swarm. Then the top card of the swarm pile is revealed. It is an **infestation (Überfall)**. The swarm now has a strength of 9.



B Defense

First, Chris plays a **sanguification (Blutbildung)**, increasing his blood supply from 6 to 7 blood drops. He then uses both the **mosquito spray (Mosquitospray)** in front of him plus a **scented candle (Duftkerze)** in front of Caro. Both cards were placed during Phase A. This reduces the attack from 9 to 6. Now he plays a **flat hand (Flache Hand)**. He shakes 6 mosquito markers between his hands, and slaps them on the table, squashing 4:

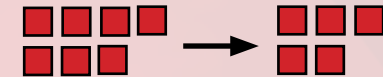


Chris has now fought off all but two mosquitos. He has a second **flat hand (Flache Hand)**, but decides to save it in his hand for his next turn.

Caro puts her **scented candle (Duftkerze)** on her discard pile. Chris does the same with his **sanguification (Blutbildung)**, **mosquito spray (Mosquitospray)** and **flat hand (Flache Hand)**.

C Bloodletting

First, Chris moves 2 of his blood drops into the Blood Bank:



Then he puts the 2 **air raids (Fliegerangriff)** and the **infestation (Überfall)** on his discard pile. The 2 **attacks (Attacke)** remain in the mosquito swarm.

Then Chris has to put the **air raid (Fliegerangriff)** in his hand into the swarm.

Finally Chris chooses the **mosquito net (Mosquitonetz)** from the Experience Display and places it on his discard pile.

D Exhale

The swarm targets Stefan next. Therefore, Chris gives Stefan the **lamp (Lampe)**.

Finally, all players draw cards to bring their hand to 5 cards. Since there are only 2 cards left in Chris's deck, he first draws those two cards, then shuffles his discard pile to form a new draw pile. Then he draws two more cards.



As the new Active Player, Stefan now executes his turn.

Bonus material:

www.sphinx-spieleverlag.de/biologische-reihe/mosquitozzz

A big thank you to all testers for the patience and the constructive criticism!

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