

MOZZIE Drive

Game Rules

Overview

Read these cards to learn the rules of the game

1. Setup: see overleaf
2. Play: **The last player to have been bitten by a mosquito goes first.**
Players take turns by going clockwise around the table. Each turn is made up of optional **migration** followed by either **mating**, or a **gene drive release**. See **Play** card for details.
3. End: see **Winning the Game** card.

Setup

Read these cards to learn the rules of the game

1. Separate the wildtype, gene drive, and resistant mosquito cards. Shuffle a deck containing the following cards:

	Wild-type	Gene drive	Resistant
2 players	13	2	1
3 players	17	3	1
4 players	18	4	2
5 players	23	5	2

2. Deal this deck evenly between the players and put the remaining cards to one side.

Play

- 1. Optional migration.** First, the player may choose to **disperse** one mosquito inwards, and one mosquito outwards.

To do so:

- Nominate another player.
- Both players pick a card *at random* from the others hand.
- Both players add the picked card into their own hand (without revealing the card identities).

2. Second, the player chooses to do either a **mating** or a **gene drive release**.

- **Gene drive release.** Take 1 gene drive mosquito from the leftover cards and add it to your hand.
- **Mating.** The player to your left picks two cards at random from your hand and reveals them to the table.

Do this:

	Wild-type	Gene drive	Resistant
Wild-type	Return to hand!	Replace wild-type with gene drive* & return to hand!	Return to hand!
Gene drive		Discard both!	Return to hand!

* from the leftover cards

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Winning the game

The game is won by the first player to run out of mosquitoes. If you only have one card, you will need to do a gene drive release and hope to win on your next turn!

Together, we can end malaria



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