
A game by Bruno Cathala
& Andrea Mainini
Artwork by Camille Chaussy
MOSQUITO SHOW
RULES
10min
8+
2 players

GAME IDEA

In the jungle, the mighty jungle, two teams are in search of food; each team consists of a Chameleon and a Toucan. Both teams are looking for small Mosquitoes that can be found near water spaces. Golden Mosquitoes are particularly prized for their intense flavor.

To win the game, a player must either be the 1st to eat 9 golden Mosquitoes, or block the opponent…

COMPONENTS

- **A foldable board**, made of 4 x 4 large "Jungle" spaces and 3 x 3 small "Pond" spaces..
- **4 miniatures** (1 Chameleon + 1 Toucan in each of the two colors).
- **27 double-sided tokens**, with a "Water Lily" side and a "Mosquito" side.

SET-UP

- **Unfold the board** between the two players.
- Each player picks a color and takes the **two miniatures** of this color



- **Shuffle the 27 tokens, Water Lily side up.**
- Randomly **stack piles** of 3 tokens.
- **Place** a stack on every Pond.
- At top of each stack, **if a Water Lily does not have a flower, flip it Mosquito side up.**

Some Water Lilies have a flower, some don't. There is a Mosquito on the back of each Water Lily.

Water Lily side



x9



x18

Mosquito side



x17



x4



x1



x2



x3



- **The Mosquitoes hidden** in the Water Lily flowers are only revealed when a Chameleon or a Toucan eats them.

You are ready to play !

REVEAL THE MOSQUITOES FROM WATER LILIES WITHOUT FLOWERS.



GOAL OF THE GAME

Become the 1st player to eat **9 golden Mosquitoes**.

OR

Completely block your opponent. A player is blocked if none of their two animals can move at the start of their turn; this player loses the game.

HOW TO PLAY?

Choose first player the way you want (for example: the last player to have been bitten by a Mosquito).

1- Placement phase:
During the placement phase, the two players simply place their two animals on the board.

- The first player places one of their two animals on an empty Jungle space on the board.
- The second player does the same thing.
- Then, the first player places their second animal on an empty Jungle space on the board.
- Finally, the second player does the same thing.

The Mosquito hunt may now begin!

2- Movement phase:
Starting with the 1st player, players take turns and must move ONLY ONE of their two animals. They may move the same animal several turns in a row, or alternate.

- In order to move, an animal **MUST eat a Mosquito**. It does not matter if the Mosquito is face up or if it hides in a Water Lily flower. If an animal cannot eat a Mosquito (see the following animal section), it is blocked and cannot move.
- The animal always eats the token on the top of the stack.
- The eaten Mosquito is removed from the board and placed in front of the player. (if the Mosquito is hidden in a flower, turn the token Mosquito side up).
- Then the player applies the effects of the eaten Mosquito.

THE CHAMELEON

Thanks to its long and sticky tong, the Chameleon can reach the top Mosquito from any Pond stack surrounding the Jungle space it is standing on.



1- The Chameleon eats a Mosquito from an adjacent Pond.

2- Then, it moves to an empty orthogonal Jungle space. (The Mosquito is removed from the board and placed in front of the player.)

3- Then the player applies the effects of the eaten Mosquito.





THE TOUCAN



The Toucan Toucan has wings (which is normal for a bird) that allow it to move further... But it only moves diagonally!

1- In order to move, a **Toucan must jump diagonally** over a stack of Mosquitoes.

Note : the Toucan may jump several consecutive times as long as it moves in the same direction.

2- It eats the Mosquito on top of each stack it has jumped over. These Mosquitoes are removed from the board and placed in front of the player.

3- The player chooses the order in which he applies the effects of the eaten Mosquitoes.

Once the selected animal has moved and Mosquitoes effets have been triggered, flip Mosquito side up all the tokens without flowers on top of all the stacks the animal just fed on.



Example:
ORANGE *decides to move his Toucan.*

1. *He jumps diagonally over two stacks of Mosquitoes.*
2. *It eats the top Mosquitoes of both stacks (a golden one and a blue one).*
3. *The player applies the effects of the eaten Mosquitoes.*



Example: ***BLUE*** *decides to move his Chameleon.*

1. *He chooses to eat the Mosquito hidden in the flower then he moves to an empty orthogonal Jungle space.*
2. *He reveals the color of the Mosquito.*
3. *The player applies the effect of the Mosquito that has just been eaten.*



MOSQUITO EFFECTS

The Mosquitoes flying on top of the Ponds come in different colors.

If the golden ones are particularly sought after for their taste, others give a boost of energy to trigger powerful effects:



GOLDEN MOSQUITOES: *17 in total, 5 of which are hidden in Water Lily flowers.*

They don't trigger any immediate effect when they are eaten.
But keep them in front of you : 9 golden Mosquitoes and you win !



GREY MOSQUITOES: *4 in total, 1 of which is hidden in Water Lily flowers.*

When you eat a grey Mosquito, move a Mosquito from a Pond to another Pond. Take the top token from any stack and move it to another Pond. If there already are tokens in this Pond, place it on top of them. You may always move the token to an empty Pond!



BLUE MOSQUITOES: *3 in total, 1 of which is hidden in Water Lily flowers.*

When you eat a blue Mosquito, move one of your animals to any other empty Jungle space on the board.



RED MOSQUITOES: *2 in total, 1 of which is hidden in Water Lily flowers.*

When you eat a red Mosquito, choose one of your opponent's animals. Your opponent must move this animal on their next turn. If the animal cannot eat a Mosquito or cannot move to an adjacent space, then your opponent loses their turn.



WHITE MOSQUITO: *only 1 in the game, hidden in Water Lily flowers.*
When you eat this Mosquito, choose a Pond and discard the top Mosquito from this Pond (it may be the only Mosquito on this Pond).

END OF THE GAME VICTORY

The game can end in two different ways:

- A player eats their 9th golden Mosquito: **it is an instant victory!**
- On their turn, a player cannot move any of their animals: **it is an instant loss!**

TURN ORDER

1) Eat a Mosquito **and Move** an animal
2) Trigger the Mosquito effect
3) Flip the tokens without flowers





Example:

ORANGE *decides to move his Toucan.*

1- *He jumps diagonally and eats the grey and red Mosquitoes.*

2- *He triggers the grey Mosquito's effect and moves the hidden Mosquito A to the Pond B.*

3- *He then triggers the red Mosquito's effect and forces his opponent to move his Toucan on the next turn.*

Example (continued):

It is now ***BLUE****'s turn:*

Only BLUE's Chameleon may move. But his opponent forced him to play his Toucan; which he cannot. BLUE loses his turn.

It is then ***ORANGE****'s turn again:*

He decides to move his Chameleon by eating the golden Mosquito. This was the last Mosquito from this Pond.

BLUE *cannot move (none of his animals can eat Mosquitoes).* ***BLUE*** *loses the game!*

CREDITS

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