

IN THE VILLAGE



In The Village is a cooperative game for 3-5 players, who must use nets, medications, and insecticides to stave off the threat of malaria in their village.

Contents



63 Defense cards 24 Mosquito cards 5 Identity cards

Setup

1. Shuffle the three game decks.
2. Deal one Identity card face-up to each player.
3. Each player draws a hand of 3 Defense cards.

Winning and Losing

Collecting 10 Insecticide cards between all players (not including those attached to Bed Nets) means that the village can spray the walls of houses with insecticide and have the optimal strategy for combating mosquitoes. If this happens, all players win the game.

If at any point a player has captured more *Mosquito cards* (not individual mosquitos) than the number of life points indicated on his or her Identity card, then that player dies, and all players lose.

Procedures

In The Village alternates between two phases, **Day** and **Night**, until the game is won or lost.

Day:

1. Each player draws a card from the Defense deck.
2. Players may play Defense cards from their hands in front of themselves as protection.
3. Each player may play Defense cards from his or her hand in front of other players to protect those players.

Night:

1. Each player draws a Mosquito card.
2. If the Mosquito card shows more mosquitoes (strength) than the player is protected against by Defense cards in front of them, that player must capture the Mosquito card, bringing them closer to death.
3. All Mosquito cards not captured and all Medicine cards in front of players should be discarded.

Defense Cards

The Defense deck is composed of the following cards:

1. Medication: Protects against one or two mosquito strength as shown by the bottles on the card. Must be discarded at the end of the Night no matter what.
2. Bed Net: Protects against one mosquito strength. Does not have to be discarded. Only one Bed Net can be used per player in any round. Can be upgraded with Insecticide to extend protection.
3. Insecticide: A player can place an Insecticide card on a Bed Net card to permanently extend the Net's protection to two mosquito strength per round.

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