

THE MOSQUITO

- The **Mosquito** pieces can be added to a standard [Hive](#) set before the start of the game giving each player 12 pieces to play with.
- During the game, they are placed in the same way as the other pieces. Once in play, the Mosquito takes on the movement characteristics of any creature it touches at the time, thus changing its characteristics throughout the game.
- Exception: If moved as a Beetle on top of the Hive, it continues to move as a Beetle until it climbs down from the Hive.



In the example at left, the blue Mosquito will move as an Ant. The white mosquito can take the movement of an Ant or Beetle.

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