**Climate Change Fluctuations:**

More Rain  
Narrative: “Increased rainfall leads to new places where mosquitoes can breed.”

Action: Mosquitoes gain a new breeding ground with two+ eggs  
  
Warmer Weather 🡪More eggs to a breeding ground  
Narrative: “The increased temperatures creates a mosquito baby boom!

Action: Breeding grounds are populated with one more egg each.

Human Sickness  
Narrative: “Players that have been bit many times by mosquitoes are at a greater risk to become sick or die.”

Action: Humans lose one blood.

Water shortages

Narrative: People save water in containers in case supply is interrupted: => more breeding sites

Action: Gain a mosquito (player that was dead before comes back to life). If no mosquitos are dead, give them one egg to lay.

Humanitarian Aid - Cleaning Campaign

Narrative: "Red Cross/Red Crescent comes to your community organizes a community-wide cleaning campaign targeting mosquito breeding grounds."

Action: Remove one Mosquito breeding ground.

Humanitarian Aid - Education Campaign

Narrative: "Red Cross/Red Crescent comes to your school and teaches you how to prevent dengue emphasizing the importance of cleaning breeding grounds more than using insecticides."

Action: All Humans gain one extra blood.

Humanitarian Aid - Cleaning Campaign

Narrative: "Red Cross/Red Crescent comes to your community organizes a community-wide cleaning campaign targeting mosquito breeding grounds."

Action: Remove one Mosquito breeding ground.

Humanitarian Aid - Education Campaign

Narrative: "Red Cross/Red Crescent comes to your school and teaches you how to prevent dengue emphasizing the importance of cleaning breeding grounds more than using insecticides."

Action: All Humans gain one extra blood.