

HOW TO PLAY “BAKTERIESTOPP”

Aim:

The aim of “Bakteriestopp” is to as quickly as possible neutralize all the “bad” bacteria by laying a hand-washing tile on top of the “bacteria” tiles. There are also three antibiotic tiles that will help you along the way!

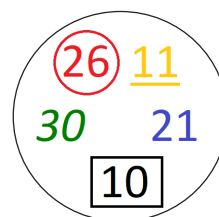
Contents of the game:

Instructions

52 numbered tiles with a sticker like this

8 hand-washing tiles

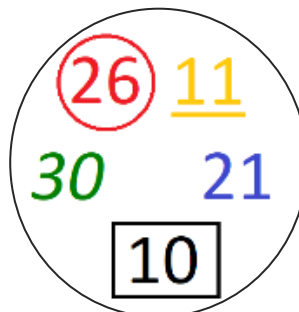
3 antibiotic tiles



Prepare the game:

Sort the numbered tiles 1-49 according to the figure below.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49

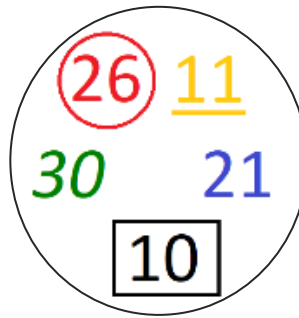


There are five different combinations to place the tiles with: **red**, **yellow**, **green**, **blue** or **black** number codes. Choose one color-combination to play by.

Place the tiles according to the picture below for each combination of tiles, e.g. the tile labeled according to the picture is placed in the five different spots (shown in different colors in the picture below) depending on the combination you choose to play.

Rules for the game “Bakteriestopp”

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8	9	10	11	12	13	14
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43	44	45	46	47	48	49



Introduction to the board game:

IT'S IMPORTANT THAT THE PLAY LEADER GIVES THIS INTRODUCTION!

- THERE ARE BACTERIA THAT WE NEED ("GOOD") AND THERE ARE BACTERIA THAT CAN MAKE US ILL ("BAD").
- WE SHOULD TAKE CARE OF THE "GOOD" BACTERIA.
- WE SHOULD AVOID THE "BAD" BACTERIA, E.G. BY WASHING OUR HANDS WHEN WE MIGHT HAVE BEEN IN CONTACT WITH THEM.
- IF WE GET A BACTERIAL INFECTION, WE SOMETIMES NEED ANTIBIOTICS.
- ANTIBIOTICS SHOULD BE USED WITH CARE AND ONLY WHEN IT'S REALLY NEEDED, OTHERWISE THERE IS AN INCREASED RISK FOR ANTIBIOTIC RESISTANCE.
- ANTIBIOTIC RESISTANCE IS WHEN BACTERIA SOMEHOW WITHSTAND THE EFFECTS OF AN ANTIBIOTIC.
- WE ARE NOW GOING TO PLAY A BOARD GAME WHERE THE AIM IS TO PROTECT YOURSELF FROM BAD BACTERIA (INFECTIONS) IN A CLEVER WAY.

Rules for the game “Bakteriestopp”

Begin play:

The game can be played in teams or individually. One team or one person plays per round turn.

Pile hand-washing tiles and antibiotic tiles in front of the grid. **Make sure the antibiotic tile with a red cross is placed downmost in the antibiotic tile pile, and do not show it to the players.**

The player turns over any one of the 49 tiles in the grid. Under each tile there is one of the following alternatives: A bacterium, nothing or a number.

Based on what's on the tile the players can choose the following:

1. If it's a bacterium, the players had bad luck. Use antibiotics for treatment, **but make sure to explain to the players to avoid unnecessary use of antibiotics.**
2. If it's an empty tile, the players can turn all eight tiles adjacent to it. There are no bacteria around it.
3. If it's a number, the players need to think. The number indicates how many tiles adjacent to it have a bacterium. When only one tile is turned over it's impossible to know where the bacterium is, and you might need to be careful and think twice before you chose the next tile to turn over until you know where the bacterium is.

When the players have figured out where one bacterium is, a hand-washing tile is placed over it to show that it has been neutralized. The suspected tile with the bacterium should not be turned over, it should be left where it is with the face down and with the hand-washing tile on top of it.

The end:

There are only two antibiotic tiles with power. If the players make more than two mistakes the bacteria develop resistance to antibiotics and a treatment won't be possible. The game ends and the players have lost.

The player has won when all the tiles are facing up and they have not encountered any bacteria that could not be treated with hand-washing or antibiotics.

“Bakteriestopp” is produced in collaboration between SVA and 4H in a project concerning disease transmission between animals and humans. The project was funded by MSB.

