

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 medication tiles that will help you along the way!

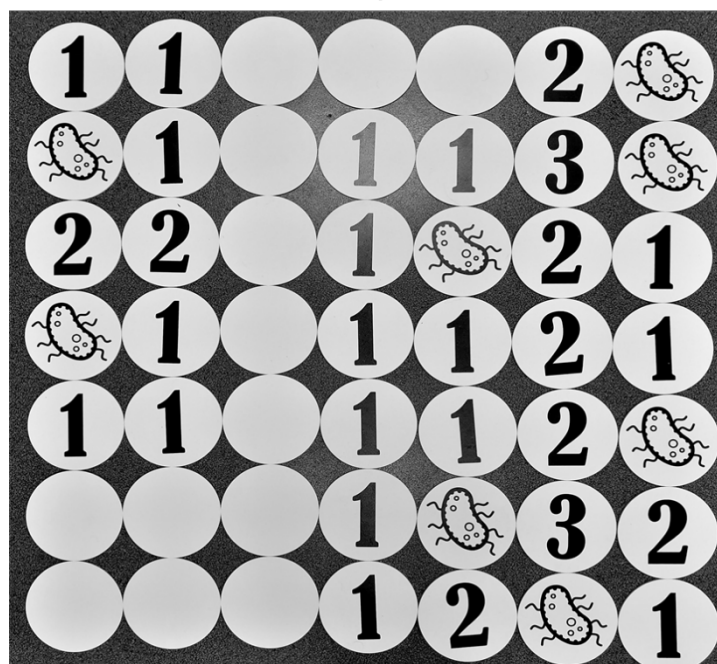
Contents of the game

14 blank tiles
18 tiles with number 1
8 tiles with number 2
4 tiles with number 3
8 hand-washing tiles
8 bacteria tiles
2+1 medication tiles

Prepare the game

Choose one of five setups. See below for setup 1 and the last page for setups 2-5. Lay the tiles according to the selected setup. Turn the tiles face down, exposing the blue sides. Pile up the hand-washing and the medication tiles face down next to the playing field.

Setup 1



Introduction to the board game

IT IS 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.

Begin play

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

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 tiles (maximum eight) 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 medication tiles with the power to kill the bacteria. If the players make more than two mistakes the bacteria develop resistance to antibiotics and a treatment won't be possible (visualized by the third medication tile with a red cross). The game ends and the players have lost.

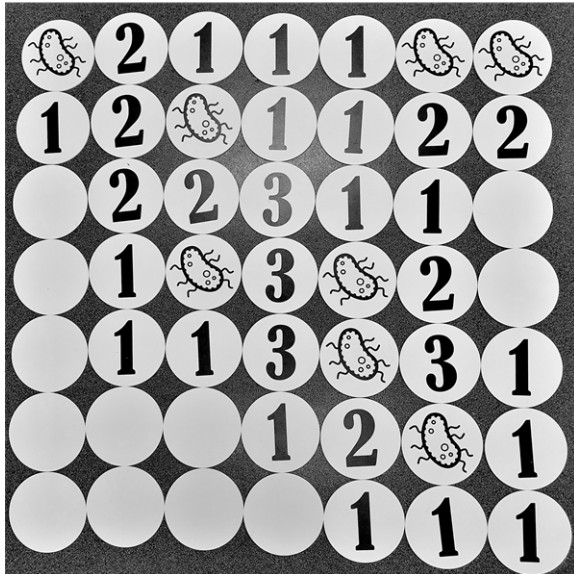
The player has won when all the tiles are facing up and they have not encountered any bacteria that could not be treated with hand-washing or antibiotics.

Good luck with the game!

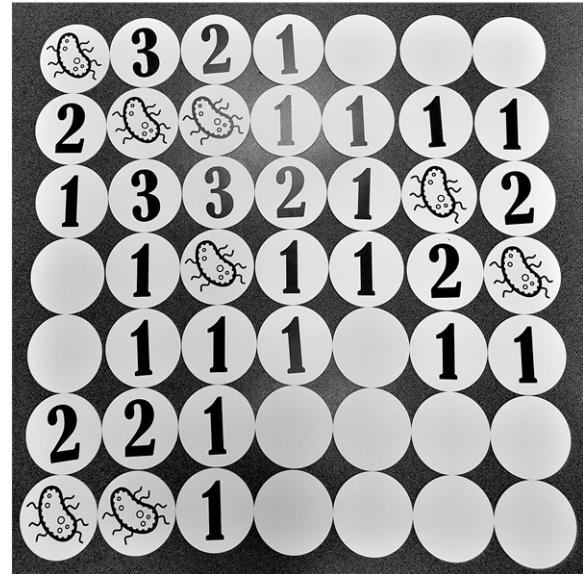
This instruction, and our other great games, can be accessed from here:

<https://www.sva.se/vi-erbjuder/pedagogiskt-material/material-pa-olika-sprak/>

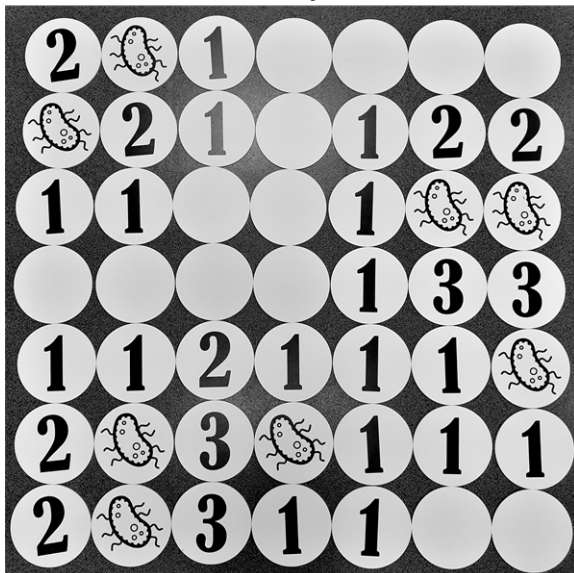
Setup 2



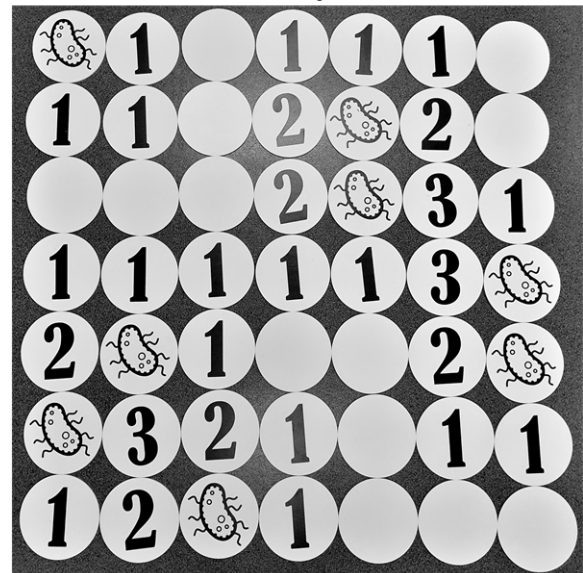
Setup 3



Setup 4



Setup 5



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.

