



“Poo belongs in the loo ...
and remember to wash
your hands.”



Beat the Germs

Card Game for Toileteers



→ Goal of the Game

Stay healthy. Protect your children from getting sick

→ Number of Players

Three to six people

→ Duration of the Game

5 to 10 minutes per game

→ Number of Cards

Total 92

→ Setting up the Game



Each player places four “health cards” in front of him/her (healthy children illustrations should be facing up). The game cards are shuffled. Each player receives three cards face down. The remaining cards are placed face down on one pile in the middle.



→ Game Strategy



Protect your children by playing the right cards. Each time you fail to protect them, one child becomes ill and you must turn over one of the “health cards” in front of you.



If all four children are ill, you are out of the game. The player who's children remain healthy the longest wins.

→ How to Play

After all players have looked at their own cards, the player sitting to the left of the dealer begins by playing any of the cards in his/her hand. Every time you play a card, draw a new card from the pile so you always have four cards. Turns follow the clockwise direction.

→ Introduction of Cards

The card deck consists of “germ cards”, “clean cards”, “group cards” and “special cards”.

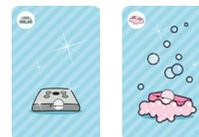
“Germ Cards”



12 cards

12 cards

“Clean Cards”



12 cards

12 cards

“Group Cards”



3 cards

3 cards

“Special Cards”



12 cards

2 cards

“Health Cards” (24 doublesided cards)



12 cards (front/back)

12 cards (front/back)

→ “Germ Cards” and “Clean Cards”

If a player lays down a “germ card”, the next player must play a corresponding “clean card” to protect his/her health. A “germ card” remains active until someone reacts to it, even if you have to react to a “germ card” you played. If you can not defend yourself, one child becomes ill and you must turn over one of the “health cards” in front of you. Now you may exchange one card of your choice from your hand with a new card from the face-down pile in the middle, put the old card underneath the face-up pile in the middle.



If someone plays a POO WITH GERMS card, the next player must play a TOILET card to protect his/her health. (Put the poo in the loo).



If someone plays a DIRTY HANDS WITH GERMS card, the next player must play a SOAP card to protect his/her health. (Wash hands with soap).

If a player successfully protects his or her own health, it is the following player’s turn. If a player cannot successfully protect him or herself, one of his/her children turns ill (turn over one “health card”, healthy child face down) and it is the following player’s turn.

If the “threat card” remains on the top of the discard pile, this “threat” is passed to the following player, who must now defend him/herself.

→ “Group Cards”

FOOD and TOILETLESS TOWN are both “group cards”. They affect everyone at the table, including the player who plays them.



If a FOOD card is played, everyone must play a SOAP card. (wash your hands before you eat.) Those who cannot protect their health with SOAP must turn over one of their “health cards”. After all players have reacted to the FOOD card, each by laying down the SOAP card in front of him, it is the turn of the next player and the played cards remain to the discard pile.

Hint » play a FOOD card when you also have a SOAP card in your hand.



If a TOILETLESS TOWN card is played, everyone must play a TOILET card. (Stop open defecation – use a toilet.) Those who cannot protect their health with a TOILET must turn over one of their “health cards”. After all players have reacted to the TOILETLESS TOWN card, each by laying down the SOAP card in front of him, it is the turn of the next player and the played cards remain to the discard pile.

Hint » play a TOILETLESS TOWN card when you also have a TOILET in your hand.

→ “Special Cards”

Like in real life, a FLY can pass germs to someone else.



If a FLY is played, the player who played the card can decide whose turn it is next, by laying down the FLY in front of the appointed player. The appointed player must now react to whatever card was played before the FLY or play another FLY. A FLY can be played anytime it is your turn, except when you need to react to a group card. The card previous to the FLY remains active until someone reacts to it. If someone reacted to the threat, the FLY, which is still lying in front of the appointed player, remains also on the top of the discard pile.



TOTAL SANITATION cards can be played anytime. The card defends against any “germ card” or “group card”. In addition, the player can make one of his/her children healthy (turn one “health card” so that a healthy child is facing up).



My School Loo

“Beat the Germs” is part of an educational programme on sanitation and hygiene, the “My School Loo” project of the German Toilet Organization (GTO).

Schools and NGOs in “developing” regions are invited to bring “My School Loo” to life with their students. The programme consists of educational materials and a contest framework, which empower school children with knowledge about sanitation and hygiene and give them a voice to express their sanitation needs towards decision makers. GTO will support you to bring “My School Loo” to your school. Be part of it, it’s free to use.

→ www.my-school-loo.org



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