### **SOAP-TAC-TOE**

Welcome to the printable version of Soap-Tac-Toe! The following note outlines the key components of the game and printing and sourcing guidelines for the game elements.



Soap-Tac-Toe Board





Sticker for Duster



#### Dice









### Reward - Certificate



### Pledge Poster



#### Soap-Tac-Toe Instructions





Age

3-5 Supervised Play 6-8 Guided Play

8+ Independent Play

#### **Game Objective**



Get squeaky clean hands by fighting the illness-causing germs using the power of soap.



- Place the Soap Tac Toe Board in the center.
- Colour all the germs on the grid of the hand on Soap Tac Toe Board, using the write and wipe markers provided. (in case of unavailability use sketch pens)
- Take the soap sticker and paste it using glue or tape to the duster. This becomes your Soaper Duster.

## How to Play



- Each player takes turns to roll both the dice. (Youngest player rolls 1st then players take turns clockwise)
- Add the numbers on both dice to know the next move. If the player lands on:
  - a) An important soap using occasion (2,4,6,7,9, or 11): then the player gets to wipe off 1 germ from the hand using the Soaper Duster and mark the spot with their initials.
  - b) Illness-causing germs (3,8, or 10): then the player must wipe off an initial from the hand and colour 1 germ back on that spot. If all 9 germs are already on the hand then the player skips a turn.
  - c) If the player land on no. 1,5, or 12: Skip a turn.











The players get the H for Handwashing champion reward!



Age

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8+ Independent Play

**Game Objective** 



Use the power of soap to wipe off any 3 illness-causing germs in a continuous line (vertical/horizontal/diagonal) and be the first to get squeaky clean hands!







# Set up

- Place the Soap Tac Toe Board in the center.
- Colour all the germs on the grid of the hand on Soap - Tac - Toe Board, using the write and wipe markers provided. (in case of unavailability use sketch pens)
- Take the soap sticker and paste it using glue or tape to the duster. This becomes your Soaper Duster.
- Keep your write and wipe markers handy!

#### Here's what you'll need





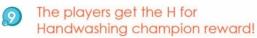
- Each player takes turns to roll both the dice. (Youngest player rolls 1st then players take turns clockwise)
- Add the numbers on both dice to know your turn. If the player lands on:
  - a) An important soap using occasion (2,4,6,7,9, or 11): then the player gets to wipe off 1 germ from the hand using the Soaper Duster and write their initials to mark their spot.
  - b) Illness-causing germs (3,8, or 10): then the player wipe off an initial from the hand and colour 1 germ back on the spot. If all 9 germs are already on the hand then the player skips a turn.





- A Players need to erase initials from any spot before adding back a germ.
- Players can either try to block each other from creating a germ-free row of three, or focus on creating their own row of three. Ideally, the players can do both.
- Keep taking turns until one of the players removes any 3 illness causing germs in a continuous line or until it is a draw.
- The first player to mark three spots in a continuous line causes the Soaper Duster to get supercharged and wins the chance to clear all the illness causing germs with it!
- Winner gets the H for Handwashing trophy and leads the Handwashing with Soap Champion Pledge together with other players.







# Printing and Sourcing Guidelines

Play Elements	Quantity per set	Size (in mm)	Sourcing	Printing	Lamination	Punching	Cutting
Board	1	191 x 312		Yes	Yes	Yes	
Write and Wipe Marker	1	-	Yes				
Soaper Duster	9	Standard available size	Yes				
Certificate	4	190 x 190		Yes			Yes
Dice	2	-	Yes				
Sticker (to go on Soaper Duster)		45 x 66		Yes			Yes