

The Cursed Fly Game Rules

Objective: To Promote Domestic and Collective Hygiene

1/ Game content:

Each game box contains 50 cards

- ♦ 24 idiomatic cards containing positive sequences (without flies)
 - ♦ 24 cards containing negative sequences (with flies)
 - ♦ 2 “cursed fly” cards.
- At the beginning of the game, the 50 cards are shuffled and lined up face down on a game table.
 - The game is played between two teams of one or two partners, that is two or four students.
 - The objective is to find all the opposing pairs and to remove them from the surface of the table every time a match is made.

2/ Game Rules:

- The players will play in turn. The first player turns over two cards of his choice. The other players see the images on the two cards. If the pair is antinomic, one card containing an image of positive hygiene behavior and the other of negative hygiene behavior, the first player keeps the two cards and plays again.
- The player that does not find antinomic images on the two cards he has turned over must put them back in their place, face down, after having given the other players enough time to memorize the images: be careful, one must never turn over more than 2 cards at a time.
- The next player turns over two cards. If it is an antinomic pair, he keeps them and plays again; if not, he puts them back face down and it is the next player’s turn. And so on...
 - ♦ If one of the players turns over “the cursed fly,” he loses his turn to play.
 - ♦ The next player will get to play two consecutive turns, unless he turns over the cursed fly as well.
 - ♦ The game is finished when there are only the two cards illustrating the cursed flies left on the table.
 - ♦ The team with the most cards wins.
 - ♦ The losing team inherits the two cursed flies.

N.B.: In order to progressively initiate first year children into the game, the number of cards can be reduced to 24, and only one “cursed fly” card used.