

ZAP SLAP!

An Electric Cooperative Game

RULES OF PLAY - Card Collector Edition! (2-5 Players | 8-10 minutes)

Welcome to ZAP SLAP! In this fast-paced and educational card game, you'll learn about electric safety and electric cooperatives while racing to collect cards of your favorite characters from www.CatandDuck.org!

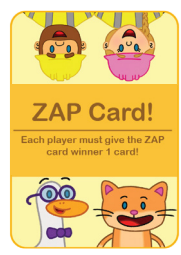
Card Types

Character Cards



Character cards feature Cat, Duck, Lineman Larry, or Kilowatt Katie. Each card includes either an electric safety tip, an electric co-op fun fact, or an action.

ZAP Card

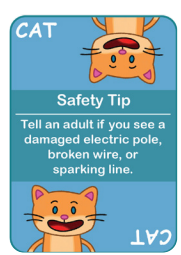


When a ZAP Card is flipped onto the discard pile, all players must touch their nose and yell "ZAP!" The first player to do both gets the ZAP Card.

Ignore the text on the ZAP card! For this game, the winner of the ZAP card can choose to take a new card from the deck OR steal one of the other player's collected cards!

After the ZAP effect happens, the card is placed in the discard pile.

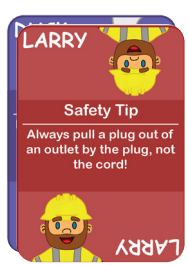
ZAP Cards are not Character Cards and do not count toward your collection.



Slap Card



Play Pile



Discard Pile

The Slap Card

The Slap Card is a Character Card placed face up in the slap card spot next to the play pile and discard pile.

When a Character Card matching the Slap Card's character is flipped during gameplay, all players race to slap the discard pile!

The first player to slap the pile wins the Slap Card for their collection.

When a Slap Card is revealed, if there are no remaining matching cards in the current play pile even after shuffling the discard pile back into the play pile, discard it and flip a new Slap Card (repeat as needed).



Setup

Shuffle all cards and place them face down in the center to make the play pile.

Flip the top card and place it face up to the left of the play pile. This becomes the Slap Card.

If a ZAP Card is revealed, return it to the bottom of the play pile and flip again.

Leave room to the right of the play pile for the discard pile.

During the game, once the play pile runs out, shuffle the discard pile to form a new play pile and continue playing.

Starting the Game

The youngest player begins by flipping the top card of the play pile onto the discard pile. Play continues clockwise, with each player flipping one card and placing it on the discard pile.

When a card matches the Slap Card's character, all players slap the pile!

Slapping the Pile

When a Character Card matching the Slap Card is flipped, everyone races to slap the discard pile.

The first hand to touch the pile wins the slap. The winner takes the Slap Card (not the newly flipped card) and adds it to their collection. The winner must read the safety tip or fun fact aloud, or act out the action on the Slap Card.

After collecting the Slap Card, the winner flips the next card from the play pile to create a new Slap Card, and the game continues.

Keeping Your Card

To keep a Slap Card you win, you must read the safety tip, fun fact, or act out the action written on the card.

False Slaps

If a player slaps the pile when there is no matching card, that player must return one of their collected cards to the discard pile.

Winning the Game

To win, a player must collect eight character cards!

Cut along the gray line 

CAT



Safety Tip

Tell an adult if you see a damaged electric pole, broken wire, or sparking line.



CAT

DUCK




Safety Tip

Never touch an electrical outlet with wet hands.



DUCK

LARRY




Safety Tip

Always pull a plug out of an outlet by the plug, not the cord!




LARRY

KATIE



Safety Tip

Never use a device with a damaged cord. Ask an adult for help!



KATIE

CAT



Safety Tip

Unplug chargers when you're not using them.



CAT

DUCK



Safety Tip

Don't run cords under rugs. They can get hot and start a fire.



DUCK

LARRY




Safety Tip

Keep metal objects like forks and scissors away from outlets.




LARRY

KATIE



Safety Tip

Don't overload outlets with too many plugs.



KATIE



ZAP Card!

Each player must give the ZAP card winner 1 card!



Cut along the gray line



   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      
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   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      

Cut along the gray line 

CAT



Safety Tip

Always stay far away from fallen power lines. At least 40 feet!



CAT

DUCK



Safety Tip

Never climb trees that are touching power lines.



DUCK

LARRY




Safety Tip

Fly kites and drones only in wide, open spaces away from power lines.




LARRY

KATIE



Safety Tip

Stay out of electrical substations and never climb the fence.



KATIE

CAT



Safety Tip

Never throw objects onto power lines!



CAT

DUCK



Safety Tip

Never touch a fence that has a warning sign for electricity.



DUCK

LARRY



Safety Tip

Don't climb on utility poles or equipment boxes.



LARRY

KATIE



Safety Tip

Never jump in the water to help someone who might be getting shocked. Call for help instead!



KATIE



ZAP Card!

Each player must give the ZAP card winner 3 cards!




Cut along the gray line



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   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      


Cut along the gray line 

CAT



Safety Tip

Keep electric cords away from pets. They like to chew!




CAT

DUCK



Safety Tip

Don't pull an electric cord tight. It can break inside.



DUCK

LARRY



Safety Tip

Ask an adult to check electric cords for fraying or cracks.



LARRY

KATIE




Safety Tip

Don't yank cords out of the wall after you finish using something.




KATIE

CAT




Electric Co-op Facts

Electric cooperatives are owned by the people they serve, not by big companies.




CAT

DUCK



Electric Co-op Facts

Every member of a co-op is also a co-op owner!




DUCK

LARRY




Electric Co-op Facts

Many electric co-ops were started in the 1930s and 1940s to bring lights to farms and rural towns.




LARRY

KATIE



Electric Co-op Facts

Electric cooperatives are democratic, which means members get to vote for their board of directors.



KATIE



ZAP Card!

Each player must give the ZAP card winner 2 cards!



Cut along the gray line



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Safety Tip

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Safety Tip

Never climb trees that are touching power lines.



DUCK

LARRY




Safety Tip

Fly kites and drones only in wide, open spaces away from power lines.




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KATIE



Safety Tip

Stay out of electrical substations and never climb the fence.



KATIE

CAT



Safety Tip

Never throw objects onto power lines!



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Never touch a fence that has a warning sign for electricity.



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Don't climb on utility poles or equipment boxes.



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KATIE



Safety Tip

Never jump in the water to help someone who might be getting shocked. Call for help instead!



KATIE



ZAP Card!

Each player must give the ZAP card winner 3 cards!




Cut along the gray line



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game



ZAP SLAP!

An Electric Cooperative Game




ZAP SLAP!

An Electric Cooperative Game




Cut along the gray line 

CAT




Electric Co-op Facts

Electric cooperatives work to keep electricity safe, reliable, and affordable.




CAT

DUCK



Electric Co-op Facts

Electric cooperatives serve over 40 million people across the country.



DUCK

LARRY



Electric Co-op Facts

Cooperatives help their communities by supporting schools, fairs, local events, and more!



LARRY

KATIE




Action Card

You feel a tiny tingle while swimming in the water by a dock. Pretend to swim backwards away from the dock toward dry land.




KATIE

CAT




Action Card

A power line has fallen on your car, and the car is on fire! Cross your arms over your chest and practice hopping like a bunny keeping your feet together to get away from the car.




CAT

DUCK



Action Card

Act out pulling a plug by the base, not the cord!




DUCK

LARRY




Action Card

Pretend you see a tiny spark from a plug. Jump backward and hold your hands up to stay away.



LARRY

KATIE



Action Card

A tree branch is touching a power line. Hold your hand like a phone and pretend to call your electric co-op.



KATIE



ZAP Card!


Each player must give the ZAP card winner 2 cards!



Cut along the gray line 


   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      
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   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      

CAT




Action Card

A power line has fallen on your car, but the car is not on fire! Pretend to stay inside the car and call 911 for help!




CAT

DUCK



Action Card

Pretend you see a tiny spark from a plug. Jump backward and hold your hands up to stay away.



DUCK

LARRY




Action Card

A power line has fallen on your car, and the car is on fire! Cross your arms over your chest and practice hopping like a bunny keeping your feet together to get away from the car.




LARRY

KATIE



Action Card

You feel a tiny tingle while swimming in the water by a dock. Pretend to swim backwards away from the dock toward dry land.



KATIE



ZAP Card!

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ZAP Card!

Each player must give the ZAP card winner 1 card!



RULES (1 of 3)

Character Cards

Character cards feature Cat, Duck, Lineman Larry, or Kilowatt Katie from www.CatandDuck.org. Each card includes an electric safety tip, an electric co-op fun fact, or an action. Only the character matters when matching cards.

ZAP Cards

When a ZAP card is flipped onto the discard pile, all players must touch their nose and yell "ZAP!" The first player to do both wins the ZAP.

Each player must give the winner the number of cards indicated on the ZAP card from the top of their deck. Players with no cards do not give a card. After the effect is resolved, the ZAP card remains in the discard pile.

ZAP cards are not character cards and do not count as a match if two are played in a row.

RULES (2 of 3)

Setup

Shuffle all cards and evenly distribute them into decks for each player. Decks should have an equal number of cards or be within one card of each other.

Players hold their decks face down and take turns flipping cards onto a discard pile in the center of the play area. Cards should be flipped away from the player, so no one sees the card early.

The youngest player goes first, and play continues clockwise.

Slapping the Pile

When a character card is placed on top of a matching character card, all players race to slap the pile. The first player to slap the pile wins all the cards in the pile and adds them to the bottom of their deck.

RULES (3 of 3)

Before collecting the pile, the winning player must read the electric safety tip or electric co-op fun fact on the matching card aloud. If it is an action card, they must complete the action.

The player who wins the slap begins play again by flipping the next card.

If a player slaps the pile without a match, they must give one card from the top of their deck to each remaining player!

Winning the Game

If a player runs out of cards, they are eliminated from the game and may no longer slap or participate in ZAP cards. The last player with cards is the winner!

Want another way to play?

Visit www.CatandDuck.org for rules for another game using this deck of cards!

Cut along the gray line



   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      	   ZAP SLAP! An Electric Cooperative Game      
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Cut along the outline of the box.

Fold along the gray lines on the box.

On the side of the box, tuck the purple tab with the black lines to the inside. Then fold over the purple tab without the black lines to close the side of the box. Tape this seam so it stays in place.

Once the side is secured, fold and tuck in the remaining tabs to form the top and bottom of the box. Tape as needed.

