

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 

 <b>ZAP SLAP!</b> An Electric Cooperative Game 	 <b>ZAP SLAP!</b> An Electric Cooperative Game 	 <b>ZAP SLAP!</b> An Electric Cooperative Game 
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**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!




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**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**



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**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**

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<p><b>CAT</b></p>  <p><b>Action Card</b></p> <p>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!</p>  <p>CAT</p>	<p><b>DUCK</b></p>  <p><b>Action Card</b></p> <p>Pretend you see a tiny spark from a plug. Jump backward and hold your hands up to stay away.</p>  <p>DUCK</p>	<p><b>LARRY</b></p>  <p><b>Action Card</b></p> <p>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.</p>  <p>LARRY</p>
<p><b>KATIE</b></p>  <p><b>Action Card</b></p> <p>You feel a tiny tingle while swimming in the water by a dock. Pretend to swim backwards away from the dock toward dry land.</p>  <p>KATIE</p>	 <p><b>ZAP Card!</b></p> <p>Each player must give the ZAP card winner 1 card!</p> 	 <p><b>ZAP Card!</b></p> <p>Each player must give the ZAP card winner 1 card!</p> 
<p><b>RULES (1 of 3)</b></p> <p><b>Character Cards</b></p> <p>Character cards feature Cat, Duck, Lineman Larry, or Kilowatt Katie from <a href="http://www.CatandDuck.org">www.CatandDuck.org</a>. Each card includes an electric safety tip, an electric co-op fun fact, or an action. Only the character matters when matching cards.</p> <p><b>ZAP Cards</b></p> <p>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.</p> <p>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.</p> <p>ZAP cards are not character cards and do not count as a match if two are played in a row.</p>	<p><b>RULES (2 of 3)</b></p> <p><b>Setup</b></p> <p>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.</p> <p>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.</p> <p>The youngest player goes first, and play continues clockwise.</p> <p><b>Slapping the Pile</b></p> <p>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.</p>	<p><b>RULES (3 of 3)</b></p> <p>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.</p> <p>The player who wins the slap begins play again by flipping the next card.</p> <p>If a player slaps the pile without a match, they must give one card from the top of their deck to each remaining player!</p> <p><b>Winning the Game</b></p> <p>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!</p> <p><b>Want another way to play?</b></p> <p>Visit <a href="http://www.CatandDuck.org">www.CatandDuck.org</a> for rules for another game using this deck of cards!</p>

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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.

