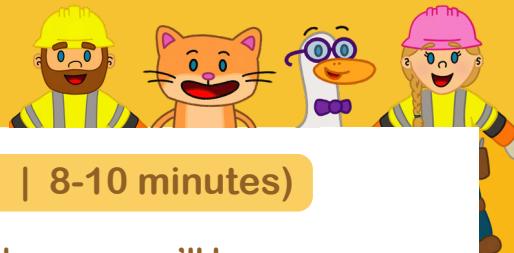


ZAP SLAP!

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!