

A DICE game people play by getting their cats to do fun activities!

HOW TO PLAY: Roll the paw print dice, pick a matching paw print card, get your cat to do the activity, enter your score on the score pad. First player to score 30 points WINS! You, your friends, your family and your cats will have SO MUCH FUN!

The **OBJECT OF "CatFeats"** is to score the most points by getting your cat to perform fun activities in a designated amount of time.

ITEMS NEEDED TO PLAY - At least 1 cat, cat treats, cat toys.

WHO CAN PLAY "CatFeats" - Any combination of 1-4 people (8 years and older) and 1-4 cats.

VARIATIONS - Competition: 2 - 4 people compete to see who is best at getting their cat to do things. **Quick Play:** At the beginning of the game, establish how many points a player must score to win the game - for example: the first player to score 20 points wins! **First Cat:** First person to get Kitty to do the activity scores the points. **Solitaire:** 1 person plays with 1 cat for fun, learning and interaction.

CONTAINS - 1 paw print dice • 1 one-minute sand timer • 1 score pad • 1 pencil • 25 paw print activity cards • portable case • Hours of FUN!



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catfeats™

A game you play WITH your CAT

RULES OF PLAY

GAME SET UP

1. Remove game parts from the portable case.
2. Stack paw print cards, face down, in same-colored piles (a total of 6 stacks).
3. Place the sand timer, score pad, dice and pencil near the stacks.
4. Have available cat treats and toys for players' use.
5. Determine cat/people teams. Write players' names on the score pad.
6. Decide whether to play with or without the sand timer.

HOW TO PLAY

1. Each player rolls the paw print dice – the highest roll starts.
2. Player 1 rolls the dice and picks a card from the top of the stack that matches the number rolled, and reads it out loud.
3. If you think an activity will hurt your cat, place the card on the bottom of the stack and select the next top card.
4. As soon as the card is read, another player starts the timer. The cat must perform the activity before the timer runs out.
5. A majority of the other players must agree that an activity has been performed correctly.
6. **If the activity is correctly performed**, enter the number of paw prints on the score pad. **If the activity isn't correctly performed**, enter 0 on the score pad for that roll.
7. Place the card, face down, on the bottom of its matching stack.
8. The next player takes a turn.
9. Play continues until a team scores 40 points or more.
10. The first team to score 40 points or more WINS!



VARIATIONS

QUICK PLAY

At the beginning of the game, decide on how many points will win the game. Use the score pad to keep track of points. Write players names at the top of the sheet, scores per roll listed underneath.

FIRST CAT

Shuffle the cards. Pile them in a single stack. Players alternate drawing the top card and reading it out loud. First cat to correctly perform the activity scores the points (number of card's paw prints).

SOLITAIRE

Roll the dice and pick a matching card, or draw the top card from the complete deck. Get your cat to do the activity.

POINTERS

1. Think of creative ways to motivate Kitty to do the activities (lure her with treats, toys, your voice and gestures).
2. Keep your cat's attention focused on you.
3. Give your cat positive feedback - don't get mad at or punish him.

HINTS

CatFeats is a fun way to discover what motivates Kitty to perform. Experiment with cuddles, compliments, toys, gestures and small edibles (including cat treats, moist cat food or tuna fish) to pinpoint Kitty's favorite rewards. You and Kitty will both enjoy doing the tasks. Don't play the game right after Kitty has eaten because she may be less motivated to perform.

Use the following hints as starting points to get your cat to perform the **CatFeats** activities. (Not all activities are listed.)

TAKE A BOW - Lure your cat's front quarters down below his back quarters using a treat or toy and ask him to "Bow!"

DANCE WITH YOU - Dance around with a treat using varied motion. Encourage your cat to follow your motion with her own.

SIT - Hold a treat or toy in front of your cat's nose. Raise it above his eye level and back slightly over his head, say "Sit!" As he tips his head back to follow the food, he'll sit to keep his balance. When he sits, say "Sit!" Immediately reward him. If he doesn't sit easily, you may show him how by gently pressing down his hind quarters.

COME - Hold a treat so your cat can see and smell it. Walk away energetically saying, "Come Kitty!" Treat her when she comes.

STAY - Have your cat stay in any position you want for a count to 5.

WATCH ME - Hold a treat on the bridge of your nose. Say "Watch me!" Don't give it to your cat until he's watched you for 5 seconds.

STAND ON BACK LEGS - Lift a treat high enough for Kitty to stand on her back legs. You may support her front paws but she must begin the stand on her own.

NOSE YOU - You know what makes your cat rub her nose on you -- inspire him to do so.

SHAKE HANDS - Have Kitty sit. Ask him to "Shake!" Lift his right paw and treat him. Repeat this until he offers you his paw without you having to grab it.

ROLL OVER - Get Kitty to lie down. Lure her from one side to the other rolling over and around on her back.

BEG - Arrange Kitty in a sitting position. Say, "Beg!" while you hold a treat over her head. Lure her up so that her front legs are off the floor and her bottom isn't. Do not treat her if she stands or reaches for the treat, instead repeat the action steps. Treat her when she does the activity correctly.

WAG YOUR TAIL - Experiment by speaking or waving a toy in front of Kitty to discover what gets him to wag his tail.

TWIRL - Say "Twirl!" while making wide circles (parallel to the ground) over Kitty's head, with a treat in your hand luring her to turn in circles.

JUMP DOWN - Lift Kitty up to the seat of a chair. Tell him, "Jump down!" while luring him down with a treat or toy. When he jumps down, treat him.

SPEAK - Experiment with different approaches to discover what motivates Kitty to talk. Some will talk back to you if you talk to them. Try saying "Speak Kitty!" and reward her when she meows.

WIGGLE YOUR EARS - Many cats will wiggle or move their ears when they are listening to, or interested in, something.

GET KITTY TO KISS YOU - Put something on your hand or cheek that your cat will lick off. Say, "Kiss me!"

RECAP - Always tell Kitty what you want her to do so she learns to perform the task by its name. Reward her with a treat, a cuddle and a warm "Good Kitty!" when she does things right.