

# Crazy Cats

## Rules of Play

**Overview:** The dice are your cat's parents... create crazy cute baby cats!

**Objective:** To earn the most points by inheriting the most recessive genes!

**Set-Up:** Each player gets one piece of paper and one pencil. Place two six-sided dice in center of table. Youngest player goes first.

### Guidelines:

- *Lesson #1: Half of your DNA comes from your mom, half from your dad.*  
**The dice represent each of your cat's parents.**
- *Lesson #2: You get what you get and you don't get upset.*  
**Rolls of the dice determine what types of genes your cat gets.**
- *Lesson #3: "Dominant" genes overpower "recessive" genes.*  
**Evens represent dominant genes. Odds represent recessive genes.**

### On Each Round:

1. Roll dice. Determine if your cat inherited dominant or recessive genes.
2. Draw corresponding physical feature of cat. (see **Rounds** card, reverse)

**EXAMPLES:** 2,4 = dominant, dominant    **DOMINANT**  
6,3 = dominant, recessive    **DOMINANT**  
1,5 = recessive, recessive    **RECESSIVE**

For each recessive trait, mark a point in the top right corner!

**Winner:** After 10 rounds, the winner is the cat with the most recessive traits!

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## ROUNDS

	DOMINANT	RECESSIVE
1. <b>Body</b>	Oval	Not Oval
2. <b>Head</b>	Circle	Not Circle
3. <b>Legs</b>	Four	Not Four
4. <b>Tail</b>	Straight	Not Straight
5. <b>Eyes</b>	Two	Not Two
6. <b>Nose</b>	Round	Not Round
7. <b>Ears</b>	Pointy	Not Pointy
8. <b>Whiskers</b>	Eight	Not Eight
9. <b>Fur</b>	Spots	Not Spots
10. <b>Superpower</b>	Laser Eyes	Not Laser Eyes