Cubs start to hunt with mother.

Roll the dice to see how well they do.

Roll an odd number – cubs learn the strangle hold. Gain one cheetah card.

Roll an even number – cubs let the prey escape and they go hungry. Lose your next turn.

Roll the dice to find out if you are able to mate and start a family.

Roll an odd number – you are able to mate.

Gain three cheetah cards.

Roll an even number – you do not mate.

Lose your next turn.

A territorial fight breaks out between males. Roll the dice to find out your fate.

Roll an odd number – You win! Mate and produce offspring. Gain two cheetah cards.

Punch the air above you six times to celebrate.

Roll an even number - You lose. Limp around and lose your next turn.

A hyena finds the litter! Some of the cubs are able to escape.

Lose one cheetah card.

Make cheetah squeak noises to find your siblings.

Long dry season. Many prey migrate to find water.

Your weakest cub dies.

Lose one cheetah card.

Lay on the ground and slowly drag yourself forward.

Oh no! Electrified fence cuts off cheetah range. You get too close and get a shock!

Lose one cheetah card.

Jump two times in shock.

Disease strikes! Roll the dice to find out your fate.

Roll an odd number – cheetahs with strong immune system survive.

Sit down, hold your stomach and groan 10 times.

Roll an even number-cheetahs with weak immune system die.

Lose one cheetah card.

Lion attacks cubs eating prey! Roll the dice to find out the cubs' fate.

Roll an odd number – cubs escape and survive.

Jump up and down three times.

Roll an even number – a cub is wounded and dies.

Lose one cheetah card.

Three healthy cubs are born! Do they survive?

Roll the dice to find out.

Roll an odd number – Mother successfully raises cubs.

Gain three cheetah cards.

Roll an even number- Mother is killed and cubs starve.

Lose two cheetah cards.

CLEVELAND METROPARKS ZOO®

SECURING A FUTURE FOR WILDLIFE

Climb onto your favorite play tree to look for prey and potential predators.

Step on and off the "play tree" four times.

CLEVELAND METROPARKS ZOO®

SECURING A FUTURE FOR WILDLIFE

Good hunting! Keep the springbok?

Roll to find out.

Roll an odd number – Eat springbok. Rub your tummy four times.

Roll an even number – Lose the springbok to larger predators like lions or a leopard. Lose your next turn.

CLEVELAND METROPARKS ZOO®

SECURING A FUTURE FOR WILDLIFE

Farmer Johan protects cheetahs to attract tourists. Cheetahs Welcome!

Turn in slow circle two times and celebrate!

CLEVELAND METROPARKS ZOO®

SECURING A FUTURE FOR WILDLIFE

See an injured warthog calf and make the chase. Mother warthog comes to defend her calf and injures you.

Pretend to lick wound on hand for 10 seconds.

Radio collared for research!

You get a medical check-up by a veterinarian and scientists. They remove some pesky and dangerous ticks from your skin.

Put a ribbon around your neck and wear for the remainder of the game.

Cheetah Trap!

Roll the dice to escape.

Roll an odd number – You must crawl on your hands and knees in a circle 10 times.

Roll an even number – Leap forward.

Times are tough and you see goats that look like easy food. But a large dog comes out of nowhere barking loudly and growling.

You get scared and stay away.

Jump backwards three times.

You try to chase down a steenbok but it gets away. You are too tired to hunt again today. Try again tomorrow.

Try the long jump to see if you can make eight yards in just one jump like a cheetah.

Good hunting! Keep the steenbok?

Roll to find out.

Roll an odd number – Eat the steenbok. Rub your tummy four times.

Roll an even number – Lose the steenbok to large predators like lion or leopard.

Lose your next turn.

Shot at by farmer Hertz at the play tree!

You are lucky this time and escape without being shot.

Hiss and jump on and off the "play tree" two times.

Rainy season has arrived and there are lots of antelope young to eat. Enjoy the feast while it lasts.

Do a rain dance to keep your good fortune coming!

Farmer Heinz suspects a predator killed his livestock. He shoots at a cheetah and hits his mark.

Lose one cheetah card.

Dramatically die and fall to the ground and count to 20 before getting up.