




Cat Lady Encyclopedia


AN A-TO-Z GUIDE FOR EVERY CARD IN THE GAME



BACKHANDED COMPLIMENT

“You know, Margaret, you’re a lot more fun than people say you are.”

Backhanded Compliment is an Attack Card. When played, all other players must place 1 card from their hand into their Discard Pile (they may not draw a new card to replace it). If a player can show a Security System currently in their hand, they do not need to discard. The player who plays the Backhanded Compliment also gets .

- *Move your Cat Token 1 space forward on your Happiness Scoreboard. (If your attack is blocked by a player, you may still use the .)*
- *If you have more than one Backhanded Compliment in your hand, you may play them all. (Players discard 1 card for each Backhanded Compliment played. A Security System will block all attacks as long as it’s in a player’s hand.)*
- *When an attack is blocked by a Security System, only the player with the Security System is protected.*

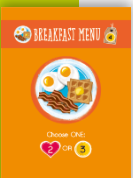


BOTTLE OF MILK (Mystery Card)

For thirsty cats... and thirsty cat ladies.

To play this card, you must also have a Milk Dish (Mystery Card) to play along with it. When you have collected both, you can redeem the pair for a cat.




- *Take a cat from the Cat Deck and place it directly in your Discard Pile. (Do not move your Cat Token to the “Adopt a Cat” space on the Happiness Scoreboard.)*
- *Return the Bottle of Milk and Milk Dish cards to the bottom of the Mystery Deck.*
- *There is no limit to the number of Bottle of Milk / Milk Dish pairs you can redeem on a turn.*
- *Remember that you can’t use a Mystery Card on the same turn you purchased it.*



BREAKFAST MENU

Eggs, bacon, or waffles? (Don’t you wish every meal was breakfast?)

Choose ONE of the following:  or 

- *If you choose , move your Cat Token 2 spaces forward on your Happiness Scoreboard.*
- *If you choose , keep the card in your play area until Step 2: Shop at the Market. Then add  to your buying power.*
- *Each time you play a Breakfast Menu card, you make a new choice of which value to use.*
- *If you have more than one Breakfast Menu in your hand, make an individual choice for each Breakfast Menu card.*



BRIDGE CLUB

The only thing better than a good card game is a group of cat ladies playing a good card game.

As you play this card, make sure to call out “Bridge Club!” All players (including you) add an additional card to their hand from their Draw Pile. PLUS, you get 2.

- Add a card to your hand from your Draw Pile.
- Keep the Bridge Club in your play area until Step 2: Shop at the Market. Then add 2 to your buying power.
- You may play as many Bridge Club cards as you have in your hand. Everyone (including yourself) adds an additional card to their hand for each Bridge Club played. (And you get 2 for each Bridge Club you play).
- There is no maximum limit to the number of cards a player can have in their hand.

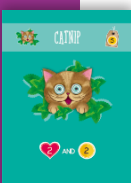


CAT BURGLAR (Mystery Card)

Who has 4 paws, creeps around in the middle of the night... and is always ready to steal your heart?

Cat Burglar is an Attack Card. Choose a player to steal 1 card from their hand (without looking at the face of their cards). The player you choose may first shuffle their cards. The card you steal goes directly into your hand to be played on this turn. After you play the stolen card, it goes into your Discard Pile (it is now yours). The player whose card was stolen may not draw a replacement card.

- If the attacked player has a Security System in their hand, the attack is blocked and the Cat Burglar is wasted. (You may not choose a different player to attack.)
- You may not steal a Mystery Card (Mystery Cards are not a part of someone's hand).
- After you play the Cat Burglar card, return it to the bottom of the Mystery Deck.



CATNIP

Your cats go crazy and you go crazy. Win-win.

When you play a Catnip card, you get 2 AND 2.

- Move your Cat Token forward 2 spaces on your Happiness Scoreboard.
- Keep the card in your play area until you get to Step 2: Shop at the Market. Then add 2 to your buying power.

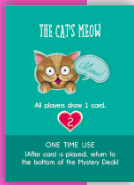


CATS

Happiness is a purring cat on your lap... (and one on your shoulder... and two at your feet... and one on each arm of the recliner...)


Each cat adds 1 to your hand.

- Move your Cat Token 1 space forward on your Happiness Scoreboard.
- When gaining a new cat, place the cat immediately into your Discard Pile (unless instructed otherwise).
- You may not score the Happiness value of a cat gained on that turn.



THE CAT'S MEOW (Mystery Card)

Good for them... but doubly good for you.

When you play The Cat's Meow, all players (including you) add an additional card to their hand from their Draw Pile. PLUS, you get .

Add a card to your hand from your Draw Pile.

Move your Cat Token 2 spaces forward on your Happiness Scoreboard.

After you play The Cat's Meow, return it to the bottom of the Mystery Deck.



CRUISE VACATION



With an ice-cold drink in one hand and a shuffleboard stick in the other, life is good... very good.


Move your Cat Token 5 spaces forward on your Happiness Scoreboard.

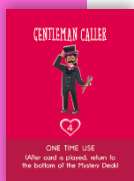


EARLY BIRD SPECIAL (Mystery Card)

The early bird gets the worm... (and annoys everyone else who's still trying to sleep).

When you play an Early Bird Special, you get to add 1 card to your hand... AND you get  ... AND you get .

- *Add a card to your hand from your Draw Pile.*
- *Move your Cat Token 1 space forward on your Happiness Scoreboard.*
- *Keep the Early Bird Special in your play area until Step 2: Shop at the Market. Then add  to your buying power.*
- *After you play the Early Bird Special, return it to the bottom of the Mystery Deck.*



GENTLEMAN CALLER (Mystery Card)

"Put the cats in the closet... here comes the gentleman caller!"

- *Move your Cat Token 4 spaces forward on your Happiness Scoreboard.*
- *After you play the Gentleman Caller, return it to the bottom of the Mystery Deck.*



HARD CANDY

Mmmmm... simple and sweet.

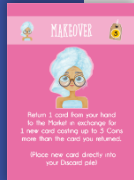
Keep the card in your play area until Step 2: Shop at the Market. Then add  to your buying power.



IT'S YOUR BIRTHDAY! (Mystery Card)

What do you get a cat lady for her birthday? I think you can guess.

- Add 3 additional cards to your hand from your Draw Pile.
- After you play the Gentleman Caller, return it to the bottom of the Mystery Deck.



MAKEOVER

Sometimes you need a little makeup... and sometimes you need a little something more.

A Makeover card allows you to return 1 card from your hand to the Market and exchange it for a better card.

- Choose a card in your hand (other than the Makeover card you are playing) and return it to the Market.
- Gain a new card from the Market that costs up to 3 coins more than the one you returned. (For example, you could turn in a Hard Candy to the Market and gain a Breakfast Menu.)
- The new card you gain must go directly into your Discard Pile (unless it's a Mystery Card). You cannot use any actions or resources of the card you gained (or the card you turned in) on this turn.

Example: Christine plays a Makeover card by laying it face-up in her play area. She chooses to return a Hard Candy from her hand (costs 1) in exchange for a Breakfast Menu (costs 4). She places her Hard Candy on top of the Hard Candy stack in the Market and places a Breakfast Menu in her Discard Pile.

- For each Makeover card you play, you may exchange one card from your hand for one card from the Market. You may never gain more than one card from the Market per card exchanged.
- When you exchange cards, the card you gain may cost up to 3 coins more than the one you turn in, but it might cost less. If it costs less, you may not use the difference to gain another card or add to your buying power.
- You may use more than one Makeover card per turn if you have multiple in your hand. For each Makeover card you play, choose a different card from your hand to exchange.
- A Makeover card may not be used to “exchange itself.” However, you may turn in a Makeover card if you have a separate Makeover in your hand to do so.
- You may not use a Makeover card to trade in a cat (but why would you want to, anyway?)



MILK DISH (Mystery Card)

You knew you were saving that fine china for something.

To play this card, you must also have a Bottle of Milk (Mystery Card) to play along with it. When you have collected both, you can redeem the pair for a cat.

- *Take a cat from the Cat Deck and place it directly in your Discard Pile. (Do not move your Cat Token to the “Adopt a Cat” space on the Happiness Scoreboard.)*
- *Return the Bottle of Milk and Milk Dish cards to the bottom of the Mystery Deck.*
- *There is no limit to the number of Bottle of Milk / Milk Dish pairs you can redeem on a turn.*
- *Remember that you can’t use a Mystery Card on the same turn you purchased it.*



PLAY BINGO!

Is there a greater feeling on earth than calling out “BINGO!”?

To play your Play BINGO! card, lay it face-up in your play area and choose an opponent to reveal their hand to you.

If they have 1 cat in their hand, you get 4

If they have 2 cats in their hand, you get 6

If they have 3 or more cats in their hand, you get a FREE CAT!

If they have no cats in their hand, place the Play BINGO! card in your Discard Pile (it has no value for this turn)

- *If you win Coin value, keep the Play BINGO! card in your play area until Step 2: Shop at the Market. Then add the coins you won to your buying power.*
- *If you win a free cat, place the cat directly into your Discard Pile. Do not move your Cat Token to the “Adopt a Cat!” space on your Happiness Scoreboard.*
- *The opponent you choose should show you their entire hand (not just their cats). However, they are not required to reveal their hand to the other players in the game.*
- *If you have more than one Play BINGO! card in your hand, you may play them all. You can choose the same opponent for each one, or choose a different opponent for each.*



SAVINGS BOND (Mystery Card)

It may not look like much now... but give it a decade or three.

- *Keep the card in your play area until Step 2: Shop at the Market. Then add 4 to your buying power.*
- *After you play the Savings Bond, return it to the bottom of the Mystery Deck.*



SCARY CUCUMBER (Mystery Card)

When cats tell scary stories around the campfire, you know you're going to hear about dogs, hairballs... and cucumbers.

Scary Cucumber is an Attack Card. When played, all other players must place 2 cards from their hand into their Discard Pile (they may not draw new cards to replace them). If a player can show a Security System currently in their hand, they do not need to discard.

- *A Scary Cumber may be combined with other attack cards. Opponents must discard cards for each attack (unless they have a Security System). There is no limit to the number of attacks per hand.*
- *When an attack is blocked by a Security System, only the player with the Security System is protected.*
- *After you play the Scary Cucumber, return it to the bottom of the Mystery Deck.*

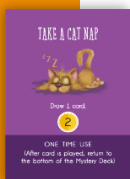


SECURITY SYSTEM

Because you can never be too safe from all the shenanigans in the world.

When attacked, reveal this card from your hand to block the attack. Once revealed, it goes back into your hand and keeps protecting you as long as it's in your hand. When your turn comes around, play the Security System to add an additional card to your hand from your Draw Pile.

- *Security System blocks all Attack cards: Backhanded Compliment, Cat Burglar, and Scary Cucumber*
- *If a Security System is not in your hand on that turn, you cannot block the attack.*
- *If you do not have a full hand available when you are attacked (perhaps because you're still shuffling your Discard Pile in order to draw 5 new cards), you may finish drawing your full hand to see if you draw a Security System to block the attack.*



TAKE A CAT NAP (Mystery Card)

Cat naps are nice... but cat naps with cats are pure bliss.

When you play Take a Cat Nap, you get to add 1 card to your hand... AND you get 2.

- *Add a card to your hand from your Draw Pile.*
- *Keep the Take a Cat Nap card in your play area until Step 2: Shop at the Market. Then add 2 to your buying power.*
- *After you play Take a Cat Nap, return it to the bottom of the Mystery Deck.*



TRIP TO THE PET STORE (Mystery Card)

Since you have to buy a bag of litter anyway, you might as well get a cat while you're there.

When you play Trip to the Pet Store, you may purchase one or more cats for 7 coins each - on this turn only.

- *To purchase a cat, take the top cat from the Cat Deck and place it directly into your Discard Pile. (Do not move your Cat Token to the "Adopt a Cat" space on your Happiness Scoreboard.)*
- *After you play Trip to the Pet Store, return it to the bottom of the Mystery Deck.*