High Moon

Solo Mode

Game Setup

You will face *Scary Cooper*. Choose one color for *Scary* and another for yourself. Also choose one of the 5 scenarios (selection of scoring criteria) available at the end of this rulebook. Set up the game as in a 2-player game (personal decks made up of the 8 cards), but place only your tokens on the gravestone board. *Scary Cooper* will not use that board.

Scary Cooper always starts the game.

Scary Cooper has two objectives: the first and main one is to build, as much as possible, one large route (with the highest possible number of ranches and distilleries). His second objective is to connect the highest possible number of ranches and distilleries, even through different routes.

Place Card

Scary Cooper does NOT receive tokens during the game by covering his ranches or when his ranches are covered. Each turn he **automatically receives 3 new tokens** which, together with any tokens left over from previous turns, are the ones he will use to build his routes.

Take a card from *Scary Cooper*'s deck and place it following the normal placement rules according to this **order of priorities**:

- It is MANDATORY to cover while matching at least 1 icon from a map card with another icon from the card being placed.
- Place the card so that the distillery or ranch on the card is as close as possible to his route with the highest number of ranches and distilleries (he must be able to create the connection with the tokens available during his turn).
- If he cannot place the card to expand the route with the highest number of ranches and distilleries, place it so that he can create a new route or expand another of his existing routes.
- Try not to cover any of his own ranches.
- Try to cover as many ranches as possible that are not his color. If he covers one of your ranches, you receive 2 tokens as usual (but *Scary Cooper* receives none, as indicated above).
- Try to cover the largest possible surface area of the map.
- If, after following the order of priorities, several options are still available, choose the one you consider most harmful to you and most beneficial to *Scary Cooper*.



Place Tokens

Scary Cooper does not gain liquor bottles when connecting to distilleries nor advance on the tracks when covering tombstones. He also does not have to discard tokens to place his tokens. **Place all his available tokens for free**.

Place the tokens available to *Scary Cooper* following this **order of priorities**:

- Connect other routes to his route with the highest number of ranches and distilleries during the turn.
- Connect the maximum possible number of ranches and distilleries to his route with the highest number of ranches and distilleries during the turn.
- Create the maximum possible number of new routes during the turn.
- If there are several possible paths using the same number of tokens, prioritize those that cover more tombstones or are adjacent to them.
- Avoid covering the  icons.
- Use any remaining tokens to cover the maximum possible number of tombstones, prioritizing those closest to your tokens, then wildcards, and then liquor icons corresponding to your most delayed tokens on the tracks (in case of a tie, the icons from the leftmost track).
- If, after following the order of priorities, several options are still available, choose the one you consider most harmful to you and most beneficial to *Scary Cooper*.
- If any tokens remain, keep them for his next turn. These tokens are added to the 3 he receives at the beginning of each turn.

After *Scary Cooper*'s turn ends, it is your turn. Play your turn normally. You receive tokens for covering ranches of another color as usual.

Scary Cooper does not receive extra tokens when covering his ranches. At the beginning of his turn, he will always have 3 available tokens plus any he did not place during previous turns.

Scoring

Your score is calculated normally.

Scary Cooper scores as follows:

- He gains 2 ★ for each ranch and each distillery in his route with the highest number of ranches and distilleries.
- He gains 1 ★ for each ranch and each distillery in his other routes.
- Add the ★ corresponding to the scenario and difficulty level you selected.

If you beat *Scary Cooper*'s score, you win the game!

Scenarios	Easy	Normal	Hard
4A / 1A / 1B / 3D	61 ★	66 ★	71 ★
1C / 4C / 4D / 3B	53 ★	58 ★	63 ★
3A / 2A / 2B / 1D	65 ★	70 ★	75 ★
3C / 2C / 2D / 4B	45 ★	50 ★	55 ★
2C / 4A / 4B / 1B	45 ★	50 ★	55 ★

We invite you to create your own scenarios and publish them on BGG!

Credits

Author: Antonio Guillamó "Guilla"
Developement: Manuel J. García Gata, Pablo Sanz, Kortes Serrano & Antonio Fernández Díez

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