



Fabien Riffaud & Juan Rodriguez

# Catch the Moon

For 1-6 players, ages 8 and up

Your goal is to catch the moon by building a towering structure of ladders. Each turn, you place a ladder following some simple rules. Each time you make a mistake, you must take a raindrop. When the last raindrop is taken, the game ends, and the player with the fewest raindrops wins. In the cooperative game version you set out to build the structure as tall as possible. This goal also applies if you want to play by yourself.







KOSMOS

## Components

30 wooden ladders (including 3 straight starting ladders), 7 wooden raindrops, 1 wooden die, 1 cloud base

## Preparing the Climb

-  Place the cloud in the center of the table and the raindrops and the die next to it.
-  Take two straight starting ladders and insert them in the cloud, in any configuration you want. These ladders form the base of the structure that will gradually rise over the course of the game. (The third straight ladder is a replacement.)
-  Place the other ladders in the box insert next to the cloud.
-  The player who has most recently seen a full moon goes first. If you can't decide based on this, the youngest player goes first.

## How to Climb to the Moon

Starting with the first player and going in a clockwise direction, players take turns placing a ladder on the existing structure.

When it is your turn, roll the die and take a ladder at random from the box insert. Using only one hand, you must place the ladder on the structure, according to the die result:



If the die shows this symbol, place the ladder so that it is touching **only one** other ladder.



If the die shows this symbol, place the ladder so that it is touching **exactly two** other ladders.



If the die shows this symbol, place the ladder so that its tip becomes the **highest point** of the structure. The ladder must touch **one or two** other ladders.

The ladder you place may not touch the cloud or the table.

Once the ladder has been placed, the next player takes their turn.





## A Delicate Balance

As you place a ladder, the other ladders in the structure may move. You can continue to move your ladder as long as you do not let go of it and you have not caused any ladder to touch the table or cloud. However, once you let go of your ladder, it can no longer be moved.

## The Seven Raindrops


If you make a mistake during your turn, you have to take a raindrop. Mistakes include:


-  Failing to place your ladder according to the die result.
-  Causing any ladders to fall or touch the cloud or the table. When this happens, the fallen ladders are removed from the game (they will not be used for the rest of the game). Your turn ends immediately. If you have not yet placed your ladder, it is also removed from the game. If a starting ladder falls, it is not removed, but inserted in the cloud again.

As long as the next player has not yet rolled the die, the last player to play is responsible for any ladder that falls or touches the cloud or the table.

## Game End

The game ends when the last raindrop is taken or the last ladder is placed. Then the player with the fewest raindrops wins.

-  In case of a tie when there are still ladders left, the tied players play the final. The die is no longer rolled, but instead, the "moon" is the goal: in a clockwise direction, the tied players must try to place the highest ladder. Each player who makes a mistake is eliminated. The last remaining player wins.

-  In case of a tie when the last ladder is placed, the tied players share the victory.

**For a two-player game,** the first player to take four raindrops is eliminated; the other player wins.

# Climbing Together – Cooperative Game

The players join forces to catch the moon together.

## Preparing the Joint Climb

The setup is the same as the original game, but only five raindrops are used; the two remaining raindrops are stored in the box insert. Keep the box lid nearby, it will be used to measure the height of the structure.

## Game Objective

In this cooperative version, players collectively seek to achieve the highest score by placing the ladders as high as possible.

## Playing the Game & Scoring

The basic rules of the game remain unchanged. Players take turns in a clockwise orders as explained on page 2.

During the game, players have up to five opportunities to score their structure. Each scoring uses up one of the raindrops. You can either score early to be on the safe side, or take more risk by scoring later in the game. The game continues as normal.

To score your structure, take one raindrop and then place the box lid upright on the table, next to the cloud.

Then your team scores:



1 point for each ladder which is partially higher than the top of the box.



3 points for each ladder which is completely higher than the top of the box.

During the game, keep track of your score. When the game ends it is only your highest score that counts.

Each time you make a mistake (see page 3), your team must take a raindrop – without scoring, of course. Therefore, if you make many mistakes, your team will have fewer scoring opportunities.

The game ends as soon as a player places the last ladder or the last raindrop is taken. In the achievement chart on the next page you can check how your highest score stacks up.

*Example: You made two mistakes and scored three times. In the first scoring no ladder happend to be beyond the upper edge of the box (= 0 points). The second time, one ladder was completely higher than the top of the box and one was partially higher (3+1=4 points). After that, unfortunately, a few ladders fell down, so that your third score included only two ladders that partially protruded over the edge of the box (1+1=2 points). Your score for this game would be 4 points. The achievement chart on page 5 tells you that you were able to touch the moon. Try it again to reach even higher!*

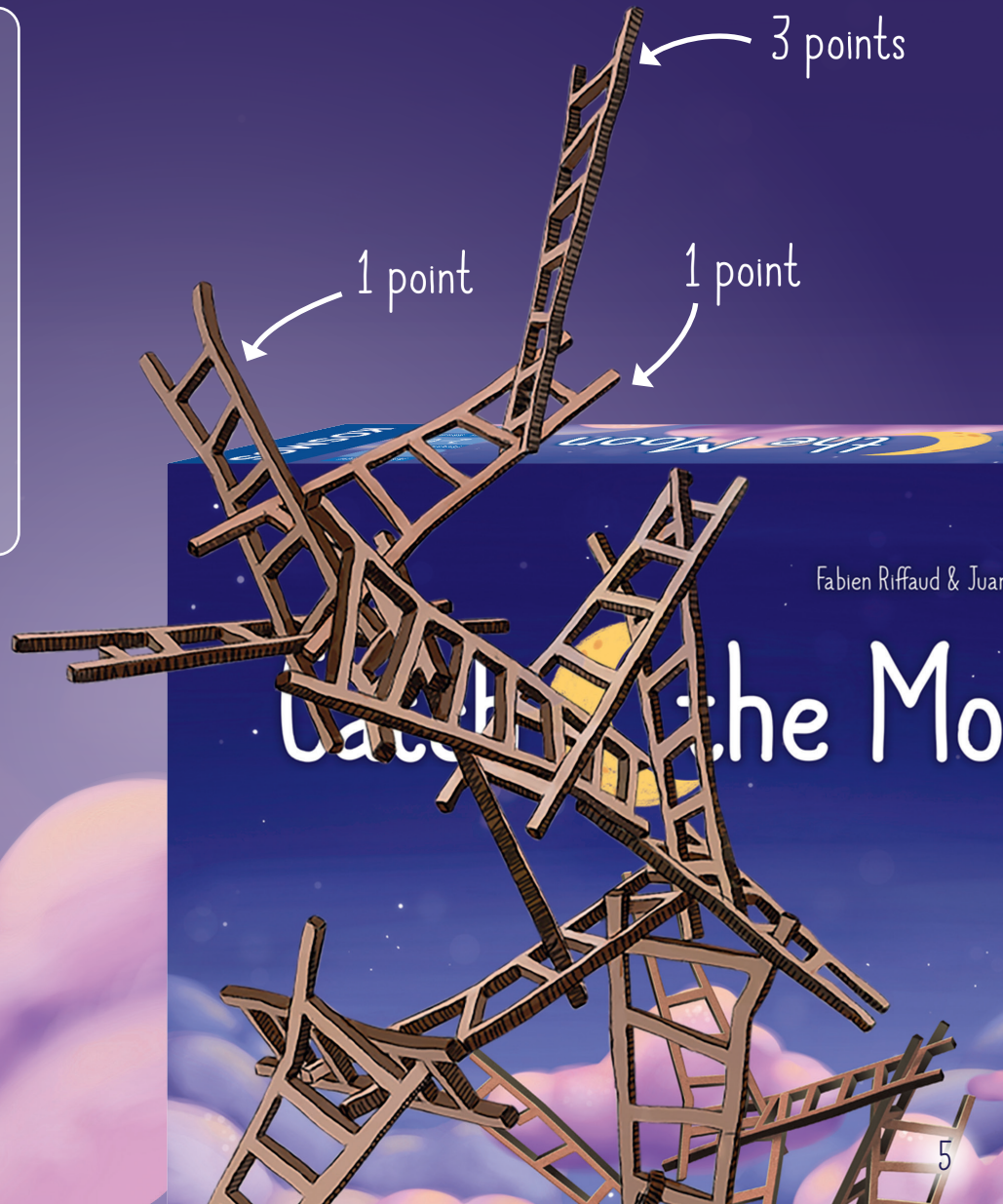


# Climbing on Your Own – The Solo Game

If you want to play on your own, just follow the rules of the cooperative version and try to beat your own high score!

## Achievement Chart

- ★ 1 point: A good start. Can you do better next time?
- ★ 3+ points: Well done, you have touched the moon.
- ★ 6+ points: Great! You managed to collect some moon dust.
- ★ 9+ points: Exceptional, you caught the moon. Feel free to share your photo! #CatchTheMoon

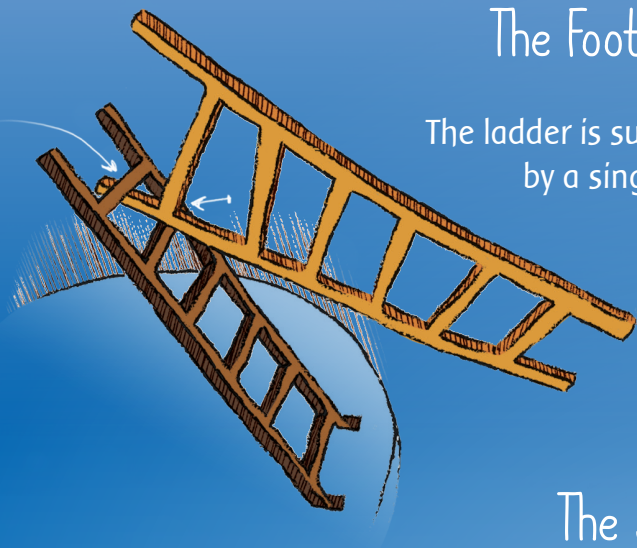


# Book of Figures

*Here are some examples of how ladders can be placed.  
Let these examples inspire you, or simply discover the possibilities yourself.*

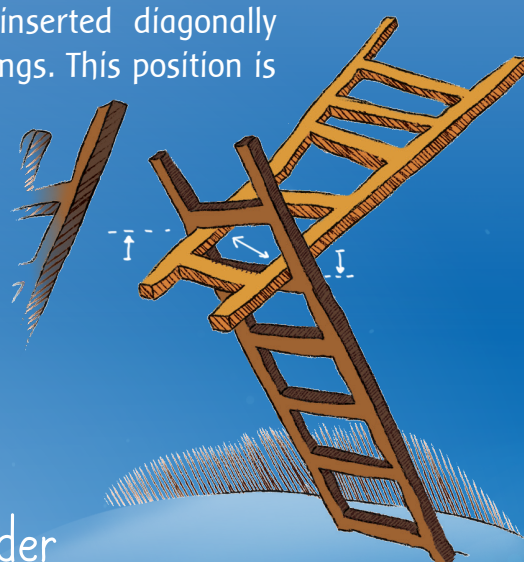
## The Foot Hook

The ladder is supported by a single rung.



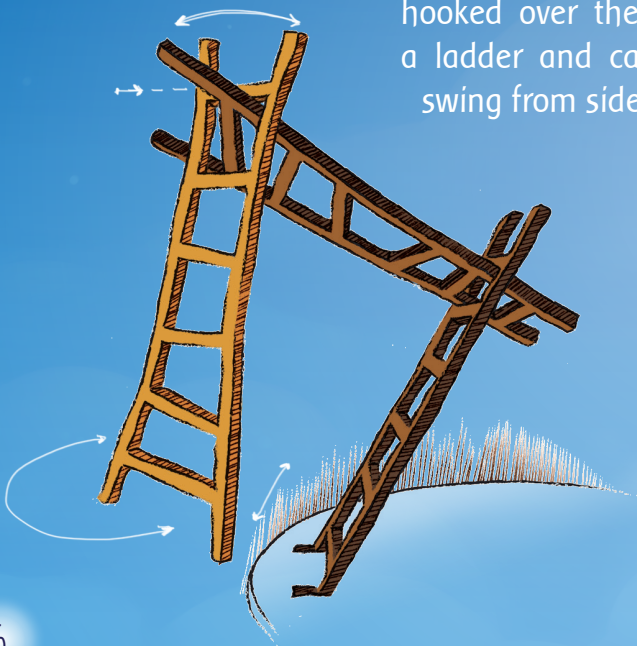
## The Awesome Angle

The ladder is inserted diagonally between two rungs. This position is stable.



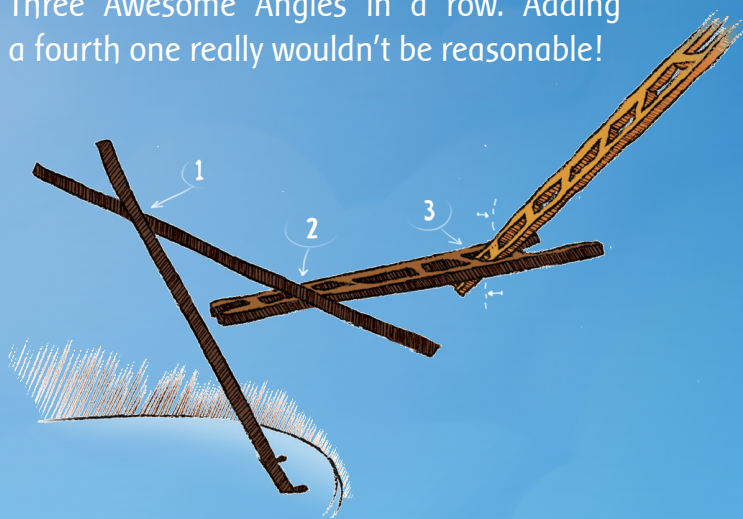
## The Swing

The ladder is simply hooked over the end of a ladder and can freely swing from side to side.



## Icarus's Ladder

Three Awesome Angles in a row. Adding a fourth one really wouldn't be reasonable!





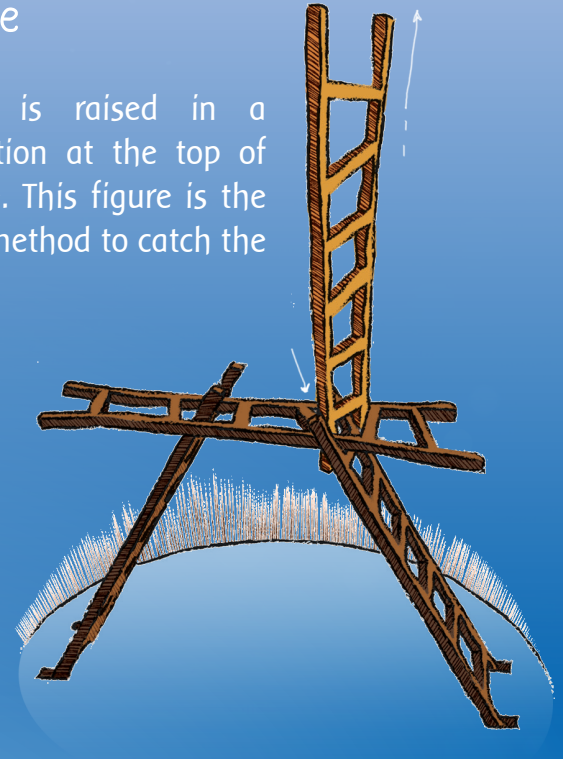
## The Bolt

Interlocking a third ladder in The Swing will stabilize it.



## The Candle

The ladder is raised in a vertical position at the top of the structure. This figure is the most direct method to catch the moon.



## The Mischievous Tightrope Walker

The ladder is balanced to the disadvantage of future climbers.



## The Shameful Support

Taboo in certain circles, this inelegant figure consists of placing one ladder directly on top of another.



Clouds come from time to time  
and give us a chance to rest  
from looking at the moon.



Matsuo Basho, Japanese poet (1644-1694)

#### About the authors:



**Fabien Riffaud**

Born in 1975, Fabien has loved games since he could push a pawn. He worked for almost 20 years in an independent studio, creating web and mobile games. Nowadays, he splits his time between board games and web development.



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Born in 1957, Juan has developed board games for over 25 years. He has worked as an illustrator, model maker, and editor of role-playing games. He also worked for ten years at the "Charlie Hebdo" newspaper.

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