



Central City Shopping Centre  
2089 -10153 King George HWY  
Surrey, British Columbia  
V3T 2W1

## **COYOTE *by Tilsit Edition***

### **OBJECT:**

- 3 to 6 Players; Ages 10 and up
- Players have to guess how many Indians are hidden by counting the cards each player has but not knowing what card they have themselves. Whoever loses all their feathers is out of the game and the last player with at least one feather left wins the game.

### **GAME COMPONENTS:**

- 18 Feathers
- 6 Headbands
- 6 Shaman Card (Chaman)
- 26 Indian Cards: 4 Indians with a value of 1  
4 Indians with a value of 2  
4 Indians with a value of 3  
4 Indians with a value of 4  
4 Indians with a value of 5  
3 Indians with a value of 10  
2 Indians with a value of 15  
1 Indians with a value of 20
- 3 Cactus Cards – with a value of 0
- 4 Cavalry Cards: 2 with a value of -5  
1 with a value of -10
- 4 Special Cards: 1 Indian Chief  
1 Moon  
1 Indian Spirit  
1 Teepee

### **SET-UP:**

- Each player receives:
  - A headband and three feathers of the same colour.
    - Place headband around the head with the 3 feathers.
  - ***IF*** playing with alternative rules, each player receives a Shaman (Chaman) card.
- Shuffle all the non-Shaman (Chaman) cards and put them in the middle of the table, face down.
- The player that can best imitate the howl of the Coyote goes first.

### **GAME ENDS:**

- A player is eliminated when all 3 feathers are lost.



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- The only player with at least 1 feather left wins.
- NOTE: with 3 or 4 players, the players may start with more feathers to make the game last longer.
  - 4 Players – 4 feathers.
  - 5 Players – 5 feathers.

### ***EACH ROUND:***

- Each player receives a card face down, arrow pointing to the middle of the table.
  - The arrow indicates which is the top of the card
- Without looking at your own card, place the card in-between your forehead and the headband so all players can see the value of the card **EXCEPT** for you.
- Starting with the starting player (the DECLARER), that player tries to guess how many Indians are hidden, the total cards that every player has.
  - The player may bid any number **greater than 0**, even if the player thinks the total is a negative number.
- The next player to the left of the starting player has two choices:
  1. **ACCEPT** the number; player now becomes the new declarer and must make a new bid (guess) how many Indians are hidden. The new bid must be higher than the previous player's bid.

**OR**

  2. **CHALLENGE** the number by calling out "Coyote". The hand is over and all the players reveal their card. Add the total of **all** the cards.
    - a. Count all the Indians first (with all the special cards) then add the Cavalry Cards.
      - i. If the bid is **EQUAL TO** or **LOWER** than the real total of Indians, then the Challenger loses a feather.
      - ii. If the bid is **GREATER** than the real total of Indians, then the Declarer loses a feather.
    - b. All the cards are discarded (unless a Moon Card is present) in the discard pile and every player receives a new card.
    - c. The player that lost a feather is the new starting player.
      - i. If the player is eliminated then the player who made the player lose a feather is the starting player.

### ***CARDS:***

- **INDIANS:** They have a positive value.
- **CACTUS:** They have a 0 value.
- **CALVARY:** They have a negative value.

### ***SPECIAL CARDS:***

- **TEEPEE:**



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- When there is a challenge, the player with the Teepee card draw the top card of the draw pile and the value is used for the total number of Indians.
- **INDIAN SPIRIT (“-Max”):**
  - This card eliminates the highest **Indian** Card (makes it zero). If there are many cards of the same value, only 1 card is eliminated.
- **INDIAN CHIEF (“×2”):**
  - Doubles **ALL Indian** Cards (not Cavalry Cards).
- **MOON:**
  - Has a value of 0. But after the hand is done, shuffle all the cards (including the ones in the discard pile) to form a new draw pile.

### **ALTERNATIVE RULES - SHAMAN SPECIAL POWERS**

- For the first game, we suggest not to use these alternative rules.
- At the beginning of the game, give each player a Shaman Card. It can only be use during your turn. Once used, the card is discarded and cannot use any Special Powers again. It can be use for any of the following Special Powers:
  - **EYE OF THE LYNX**
    - If you were next to play, you can call “Eye of the Lynx”.
      - You can bid the same number of Indians as the last player and it would be the next player’s turn. The next player **cannot** call “Eye of the Lynx”.
  - **2 FEATHERS**
    - After bidding a number of Indians, you can call “2 Feathers”.
      - If the **next** player challenges you, then the loser loses 2 Feathers.
  - **U-TURN**
    - After bidding a number of Indians, you can decide to change direction of play (counterclockwise instead of clockwise, or vice versa).
  - **TAKE A CARD**
    - After bidding a number of Indians, force any player to take an extra card. That player takes a card from the draw pile and places it with the other card (without looking at it, of course).
  - **CANCEL**
    - If it is your turn next, force the last player to bid a different number of Indians. It can be higher or lower (as long as it is still higher than the previous player’s bid). That player **must** give a different number.
  - **IT IS YOUR TURN**
    - After bidding a number of Indians, you can choose who to play next and the game continues clockwise.