

# COYOTE

*Once Coyote nearly drowned and lost all his belongings while crossing the river with his animal friends.*

*Poor Coyote became very sad ... and jealous.*

*So he challenged the other animals to a game to win their possessions. Being an infamous Trickster, Coyote invented a bluffing game in which everyone has to lie, because nobody knows the truth.*

*Rumor has it that the game was quite similar to this one!*

## ★ GAME COMPONENTS ★



### 17 Playing cards

15 Number cards: -10, -5, 0 to 10,  
15 and 20

2 Special cards: ? and Max 0



### 18 Peek cards

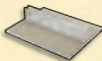
front:      back:  
open eye    closed eye



### 1 Coyote card

for TRICKSTER  
VARIANT only

### 6 card stands



## ★ SETUP ★

1. Shuffle all Playing cards and place them on the table as a face-down deck.
2. Each player takes a card stand and puts it in front of them.
3. Each player takes 3 Peek cards and places them – with 2 open and 1 closed eye – side by side in front of them. Put any remaining Peek cards back in the box.

## ★ GAMEPLAY ★

**Coyote** is played over a number of rounds. At the beginning of each round each player draws 1 Playing card from the deck without looking at it. Place the card in your card stand so that the back is facing to you and only the other players can see the front. Make sure the card is not upside down.

**Important:** Players are not allowed to look at the front of their own card!



Additionally place 1 **extra** Playing card from the deck face-down in the center of the table. It is unknown to all players.

The youngest player becomes the start player of the first round.

The start player takes the first turn by **making the first bid**: Look at the value of your opponents' Playing cards and declare an estimated total value of all cards in play – including your own card and the face-down extra card in the center.

You can bid any number you choose, but you should try not to overbid. Of course you can bluff to deceive your opponents.

Then it is the turn of the next player in clockwise direction.

On their turn they must either **raise the bid** or **challenge the bid**. Play proceeds clockwise until a bid is challenged.

### ⦿ RAISE THE BID ⦿

Bid any number that is **higher** than the number declared by the previous player. Then the next player takes their turn.

## CHALLENGE THE BID

Instead of raising the bid, you can challenge the current bid, if you think the total value is **less** than the number declared by the previous player.

Now put all cards in the card stands face-up on the table and reveal the extra card in the center. Count the total value of the cards to determine who is right (for the effects of the Special cards please see **SPECIAL CARDS**):

- If the **total value of the cards is less** than the previous bid, you win the challenge and the previous player loses.
- If the **total value of the cards is equal to or higher** than the previous bid, you lose the challenge and the previous player wins.

*Example:*



The winner flips 1 of their Peek cards showing a closed eye to the side with the open eye, if available.

The loser discards any 1 of their Peek cards and puts it back into the box.

**Important:** As soon as you have no more Peek cards, you are **out of the game!**

After resolving the challenge the round ends. Shuffle **all** Playing cards and place them as the new face-down deck in the center of the table. The loser becomes the start player of the next round.

If this player is now out of the game, the player sitting to their left becomes the start player instead.



## SPECIAL CARDS

The Special cards do not have a fixed value, but their effect may change the total value of the cards in play:



When resolving a challenge, replace this card with the top card from the deck and add the value of that card instead.



This card changes the value of the highest valued Number card in play to 0. If both Special cards are in play, first draw the replacement card for the ? card, before applying the special effect of the Max 0 card.

## PEEKING

If you have at least 1 Peek card showing an open eye, you may use its special effect at the beginning of your turn:

Flip 1 Peek card showing an open eye to secretly peek at the extra card in the center of the table. After that you **must** raise the bid!

**Important:** The start player must not peek on their first turn.



## END OF THE GAME

Play continues until all but one player are out of the game. The last player to remain in the game is the winner!

# ★ TRICKSTER VARIANT ★

If you are familiar with the basic rules, we suggest to play with the following changes:

1. You start the game with only 1 open and 2 closed eyes on your Peek cards.
2. Before resolving a challenge all players except the challenger and the previous bidder **must** guess simultaneously, who will be the winner: on the count of three, they point at the player they believe will win the challenge.
  - If you guessed right, flip 1 of your Peek cards showing a closed eye to the side with the open eye, if available.
  - If you guessed wrong, flip 1 of your Peek cards showing an open eye to the side with the closed eye, if available.



3. During setup, additionally place the **Coyote card** in the center of the table. The loser of a round receives the Coyote card and puts it in front of them. You may use its special effect **once** in the next round:



At the beginning of your turn you may draw the top card from the deck, secretly look at it and place it face-down next to the extra card already laying in the center of the table. Place the Coyote card on top of the new card. After that you **must** raise the bid!

The other players may not choose to peek at the new card in the center.

**Important:** You must not use the special effect of the Coyote card on your first turn.

The new card in the center of the table additionally counts to the total value of the cards already in play and will also be revealed when resolving a challenge.

**Note:** If you do not use the special effect of the Coyote card, it will still go to the loser of the current round.

**Example:**



# ★ CREDITS ★

**Game Design:** Spartaco Albertarelli

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(Yupik Alaskan Native)

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# ART AND CULTURAL BACKGROUND



*“There is no word for art in our Native languages of North America. We take something practical and make it beautiful. The designs for this card game incorporate symbolism for balance, completion, new beginnings, birth, life, positivity, abundance, faith, the eagle, baby eagle, coyote, turtle, bear and beaver.*

*Coyote is the Trickster, cunning, clever, unreliable and quite sneaky. His devious mind cannot be trusted, but the lessons we learn from his misdeeds and misadventures will stay with us throughout our lives.*

*Northwest Coastal art is detailed and can be quite complex, requiring years of study and practice to produce stunning works of art as you see from the Coyote on the cover created by Tlingit artist, Zona Evon Shroyer, and from the art on the cards within the game.*

*This compelling art captures the imagination, is embedded with meaning and pulls at the eyes and the heart. These art pieces often signify clan membership, people of honor, significant stories and the once outlawed Potlatch ceremony.” – Renée Roman Nose, Cheyenne*

## **About the artist:**

Zona Evon Shroyer has been an artist for much of her life, utilizing her talents in metal sculpture by creating sculptures and furniture, painting in acrylic and watercolor. She has studied with noted artist, George David. She has had art showings at the Ethnic Heritage Art Gallery, Chief Seattle Club, the Daybreak Star Cultural Center, at Tillicum Village, Snoqualmie Casino and the Tulalip Casino, among other places.

[artbyzonashroyer.com](http://artbyzonashroyer.com)

