



Coyote Moon

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Summary of Play:

Players race to be the first to gather and place their spirit stones on the moon totem spaces of the spirit wheel.

Number of Players: 2 to 4

Time to Play: Approximately 45 min.

Required Materials:

1 piecepack

1 suitable container for randomly drawing coins (optional)

Story:

The 4 braves and the shaman squatted around the fire. The shaman had instructed the braves carefully on how to build the fire so that it would burn steadily throughout their spiritual journey. Directly overhead the Coyote moon shone down upon them. The shaman sang of the 6 totem animals of the moon and how their dance through the sky had guided their people since the awakening. As he sang of each totem animal, he drew their totem in the earth around the fire: the fox, the eagle, the wolf, the deer, the bear, and the coyote.

Earlier that day each of the braves had gathered 6 small stones and marked them with the totem animal signs as instructed by the shaman. Now each of the braves placed their stones on the matching totems around the fire. The shaman looked up at the moon and said a prayer of thanks to the animal spirits and asked for their guidance. The shaman drew herbs from his robe and threw them into the fire. The flames surged high for a moment, and changed from yellow to blue. The braves stared into the bluish flames, and together they and the shaman left the mortal realm and entered the spiritual plane.

The shaman pointed to his right, and the braves looked. All was dark outside the circle of bluish light from the fire, except a narrow path curving into the darkness lit only by the moon overhead. That is the path to our ancestors who can guide us with their wisdom explained the shaman. Then the shaman pointed to his left. Again the braves could see a faint path. That is the path to our descendants who will warn us against ruin. The shaman explained how following each path long enough will lead to the other and back to the present as the great circle of creation can never be broken.

The shaman looked up at the moon, and the braves looked up as well. "What do you see?", asked the shaman. "It is the Owl moon", said one brave. "No", said another, "it is the Fox moon". The braves looked at each other in wonder and confusion. "Each of you will see the moon of the Totem animal that has chosen you for this journey.", explained the

shaman, “Now gather up your spirit stones.”. The braves reached for their stones, but they were no longer around the fire.

“The spirits have taken your stones and hidden them on the path”, explained the shaman, “Go, find your stones and return them to their totems around the fire. The first to complete this task is the strongest among you.”. The four braves had seen many strange things under the guidance of the shaman, but a race was something familiar and welcome. All four braves paused only a moment, and then they were gone down the path in both directions. The shaman squatted by the fire to wait.

Setup:

1. Each player chooses a color and takes the corresponding Pawn and Die.
2. Arrange the 6 Moon suit tiles and any other 6 tiles (grid face up) in a circle as shown in figure 1.
3. Place all 24 coins in a container, or on a surface suit side down. Scramble the coins to facilitate a random drawing.
4. Have one player draw coins one at a time and place them on the empty grid tile squares, one coin per square, see Figure 1. Place the coins, suit side up, starting at any point on the ring and moving clockwise to ensure that the player placing the coins is not cheating by placing the randomly drawn coins in a favorable fashion.
5. Players roll their die to see who will go first. Suit is high and Null is low.
6. All players roll their die again, and place their pawn and die on the moon suit tile whose value matches the value of their die. That tile is the player’s start and finish tile for the race.
7. Begin play with the player who won the toss in step 5.

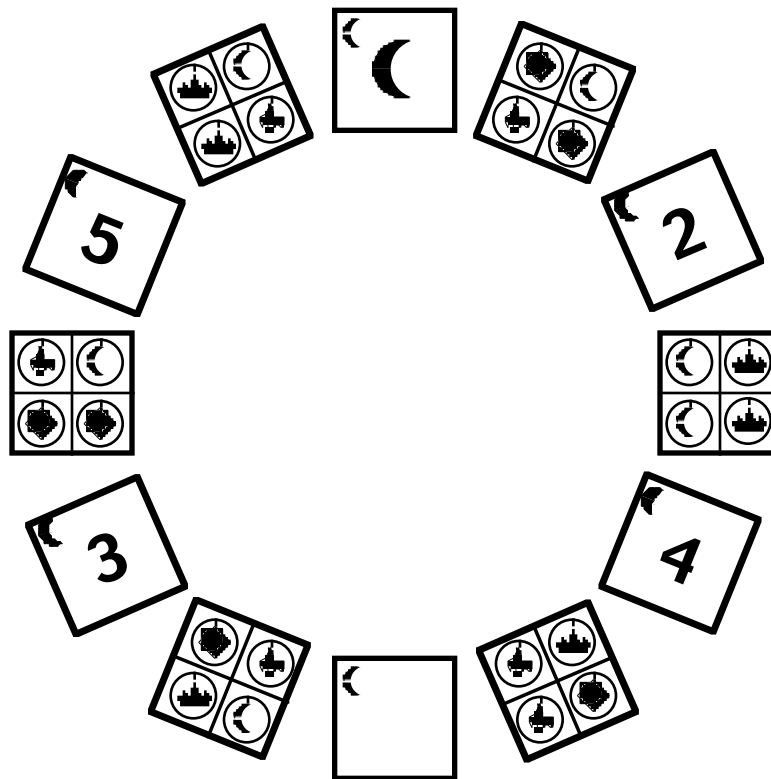


Figure 1: Arrangement of the tiles and coins at the start of a game. The configuration of coins will vary from game to game based on a random drawing during setup.

The Board:

The board is 2 concentric rings linked at 6 points indicated by the Moon tiles. The Grid tiles represent 2 parallel paths. Travel on the inner path may only occur in a counterclockwise manner. Counterclockwise travel represents spiritual travel back in time to speak with tribal ancestors. Travel on the outer track may only be in a clockwise direction. Clockwise travel represents a spiritual journey forward in time to see the future.

A player may only change their direction of travel from a Moon tile. Once a player starts movement down a path, the player must continue down that path to the next moon tile. As a result, each moon tile has exactly two entry points and two exit points.

Figure 2 shows the legal paths for movement on the board. Each tile square, or moon tile is equal to a single space for the purpose of movement. Any number of spirit stones may occupy a given space on the board.

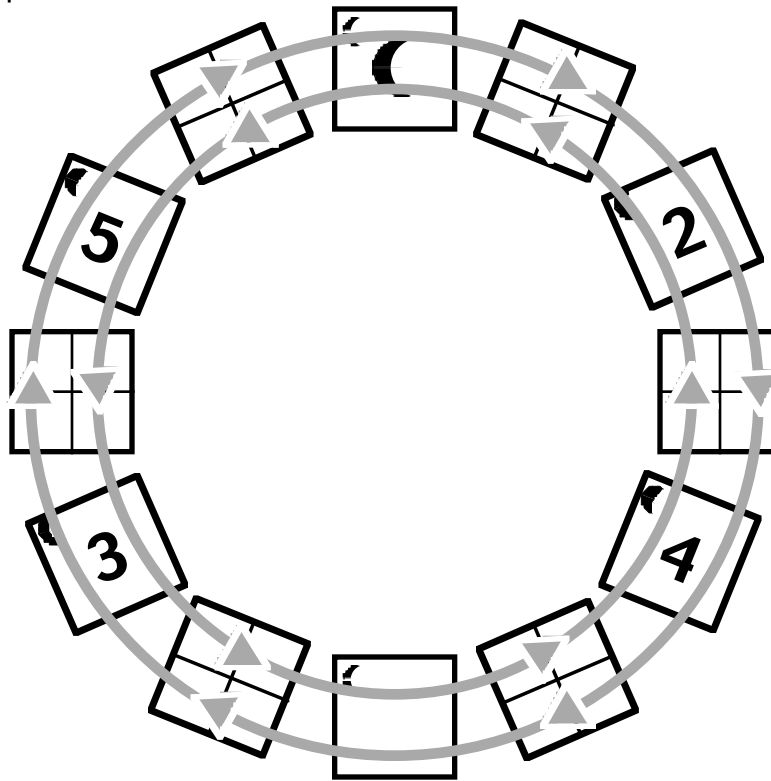


Figure 2: The play field consists of two concentric tracks joined at the six moon tiles. All movement on the inner track must be counterclockwise, and all movement on the outer track must be clockwise.

Turn Sequence:

Here is the sequence of actions a player takes for their turn.

1. Count the number of coins in your hand, multiply that total by 2 and add 4. The result is the number of movement points you have available to spend this turn. The amount of movement points (MP) for this turn will not change if you pick up or drop coins as part of your turn.

2. Spend movement points:

With your movement points a player can pick up a coin, drop a coin, and move their pawn along the track.

-To move to an adjacent space on the track a player must spend 1 MP plus 1 MP

for each spirit stone in the space being entered that does not belong to the player. You must have all of the points needed to enter a space.

- To pick up a spirit stone costs 1 movement point. Your pawn must be in the space containing the spirit stone to pick it up. You can only pick up a spirit stone of your own color. Unless the game has fewer than 4 players, in which case you can pick up stone of a color not belonging to any player in the game to gain additional MPs in subsequent turns.

- To Drop a spirit stone costs 1 movement point. Place spirit stone in your hand in the space your pawn currently occupies.

- You may pick up at most 1 spirit stone per turn. You are not required to pick up a spirit stone each turn.

- You may drop at most 1 spirit stone per turn. You are not required to drop a spirit stone each turn.

- You do not have to spend all your movement points, but any points not spent are lost, and can not be carried over to your next turn.

- You can never enter a path space occupied by an opponents pawn, and you can not pass an opponents' pawn.

- You can enter a spirit square (moon tile) that contains an opponents' pawn without any restrictions. Any spirit stones carried by an opposing player DO NOT increase the number of MPs you must spend to enter a spirit square with that player's pawn already in it.

3. When a player has finished her move and if the game is not won, then play proceeds to the next player clockwise around the table.

To Win:

- A player must place each of her spirit stones on the corresponding totem space (matching coin value to tile value: null=null, 2=2, 3=3, 4=4, 5=5, and spiral = Moon), and return to the totem space where they started play. The starting totem space is marked by the player's die.