true men don't

kill coyotes

Passion dripping from the coyote's eyes

He can taste his blood

And blood never lies

Red Hot Chili Peppers – True Men Don't Kill Coyotes

This was meant to be a Game Chef 2012 entry. Anyway, this game doesn't fulfill the requirement of being easy-to-playtest, so I'm not sure it will be accepted as a legal entry. Should it get refused, I'll present it out of competition.

The ingredients are Coyote, Mimic, Lantern, and this thread, which talks about oniric locations. The theme is "Last Chance". In the last page of the game I'll write how I used the various ingredients.

The title and the game are inspired by the Red Hot Chili Peppers' song True Man Don't Kill Coyotes.

Also Akira Kurosawa's Rashomon has been a good inspiration.

I didn't smoke a peyote or used other drugs to imagine this game.

Really.

Ask who you want, I'm a straight edger.

Blood never lies.

background

Yesterday the incarnation of the coyote god has been found dead. Killed. In his tent.

The shaman who found the corpse called forth a vision for all the tribe, so that all could meet the coyote god, and this way discover the murderer.

In the shared dream, all the people are dancing in circle, and one after the other they tell what they know about the murder of the incarnation.

Since the coyote god is between people, also the blood speaks. You are dancing with him, and he can taste your blood. And blood never lies.

get prepared

The object of the game is to have some sort of cathartic experience. Playing you'll create a shared virtuality where almost anything is clear, but a few points that surely aren't enough to clarify the entire situation. All the characters will claim to have killed the incarnation of the coyote god, but no one will know what exactly has happened. You'll play to discover the sense that everyone gives to the murder, you'll perceive the many interactions, you'll explore the relativity.

To play you'll need 4-10 players (included you), some sort of Fire (you'll read about it in the rest of this chapter…), some small pieces of red paper that we'll call Bloods (two per player), some make-up to paint your body, an appropriate location that enables all these people to dance in circle around the Fire, and an appropriate soundtrack (you'll read about this one too). You'll also need to print & cut all the characters you'll find at page 10.

Here's how you proceed:

Gather some people. You need to be at least four, and maximum ten, for the ritual to work. It will probably be a lot better if there are also some hot girls in there, but that's just my opinion.

Find a proper location. It must be large enough to allow all those people to dance in circles.

Put something similar to a lantern in the middle of the location. A lantern is good if you are in a room, but consider the possibility to play with a bonfire if you're playing in an open space. About the bonfire: here in Italy it's illegal, I don't know about the rest of the world, so do what you can.

You'll also need some sort of soundtrack for the entire ritual. Ideally you need at least a computer with good speakers in the room you are playing in; in that case, prepare a very long playlist of songs and put the total replay, so that it can go on and on nonstop. I recommend to call real musicians that can deal with tribal music if you have the possibility and the proper location. Like a forest or so. It doesn't necessarily need to be ritual music, it just has to be what I call "trippy music". Not so much lyrics (and possibly NO lyrics), unintelligible sense, psychedelic atmospheres, somehow-relaxing effect. It must be like a sort of mantra. Don't use rave music. Refer to the "music" chapter of this handbook for suggestion about the music to use.

Read and cut all the characters in the "character" chapter and fold them so that you can't recognize them.

If you are only four players use only the Coyote God, the Shaman, the Mimic and the Hunter.

If you are five players, add the Old Man.

If you are six players, add the Vision.

If you are seven, add the Observer.

If you are eight, add the Mingle.

If you are nine, add the Rattlesnake.

If you are ten, add Mr. Mojo.

All the characters are put in a cup or something like that. Every player randomly takes a character, reads it, and put it in his pocket.

Then, every player will then take the makeup and color himself as he wishes to represent his own character. Not only the face, but also everything of his body

that is uncovered (hands, arms, legs, chest…). You can make up yourself as you prefer, giving the simbols on your body the meaning you prefer.

Don't tell the other players what those symbols represent.

As soon as everyone have completed the job, everyone puts 2 small red pieces of paper in his pocket. That's your blood. We'll call those pieces of paper "Bloods".

Then, let the music begin.

playing

Follow the music and get tripped by dancing to it around the lantern/bonfire/whatsoever (we'll call it "Fire" for the rest of the game). Don't speak to each other. Don't get too much in touch with the other players; don't try to communicate in any way with them, nor with words, nor with eyes, nor with body language of any kind. You can touch, stare or move near other players, but don't try to communicate. Think about yourself, not about the others.

You'll feel when it's time, but basically after around 10 minutes you'll feel like all being part of something "other". You'll see it by the looks, the movements, things like that. It's like finally you are on the same bandwidth. You now all have entered the dream.

Now you'll have the possibility to say what you character has to say. You don't have to say everything in one single shot.

When you want to speak, reach the center of the circle where the people are dancing (near the Fire), and calm down for a while. The others will continue to dance, but they will hear you anyway. Talk about your experience with the murder. What you've seen, what you felt, what you did and why. Don't talk about the simbols you wear. You'll have other possibilities to talk during the rest of the game, so, as I was saying, don't say everything now. Just do a little monologue for 15-20 seconds, then get back in the circle dancing.

If two persons try on the same time to get in the circle to speak, they have to retrocede in the circle and try to speak later.

When you speak, you basically can say anything you want. You can also lie. If you tell things about other characters, those may be false: the other player may enter the circle and say something different from what you stated.

But when you say something you can spend your blood.

If you throw one of your Bloods in the Fire when you say something, that statement is true. You'll have to say you are using a Blood, by reminding the others that they can taste your blood, and blood never lies.

For example, if you go in the middle of the circle and you say *«I talked with the Hunter after he stayed with me, and he told me that he was one of the cult of the scorpion»*, you can add *«You can taste my blood, and blood never lies»* to the sentence, then throw in the Fire one of your Bloods. This way, no one will have the possibility to contradict you, and all will know that you stayed with the Hunter, and that he told you that he's part of the cult of the scorpion. Maybe he was lying, but that's HIS problem now.

About the Blood: **you can't spend Blood to prove that you killed the Coyote God**. As you'll see from the characters, every one of you have killed him. No one knows what happened, and no one will know.

endgame

You'll enter the endgame when everyone has stated to have killed the coyote god.

In the endgame, the ritual ends: start dancing more near each other than before, and gradually shorten your distance from the Fire. Stop dancing when you form a complete chain around the Fire, with everyone in skin contact with the persons at his sides.

You'll know when it's gone.

If someone is dealing with the music, he'll have to gradually turn the volume down.

characters

The Coyote God – *You killed yourself because it was the last chance to obtain a new incarnation*

The Shaman – *You killed him because he wasn't the true coyote god, and it was the last chance to stop him*

The Mimic – *You killed him because someone did it to all of the previous incarnations, and that was the last chance to become one of them*

The Hunter – *You killed him because it was the last chance to hunt the beast*

The Old Man – *You killed him because it was the last chance to save the tribe*

The Vision – *You killed him because he told you so, and that was the last chance to serve him*

The Observer – *You killed him because it was the last chance to prove the prophecy was right*

The Mingle – *You killed him because it was your last chance to prove you loved him*

The Rattlesnake – *You killed him because in was the last chance to complete the circle*

Mr. Mojo – *You killed him because it was your last chance to rise again*

music

Use songs like these. Put them in playlist, with random and repeat on, so that it goes on non-stop. You'll notice that they are not so much similar to one other, I just consider them all to be "trippy", somehow.

Red Hot Chili Peppers – True Men Don't Kill Coyotes

Red Hot Chili Peppers – Fire

The Doors – The End

The Doors – L.A. Woman

The Doors – Riders on the Storm

Slipknot – Skin Ticket

Pink Floyd – Shine on You Crazy Diamond

Vangelis – Alpha

Ly-o-lay-ale-loya

credits n' stuff

Author

Alex "il mietitore" Isabelle

The Theme of this year's Game Chef was **Last Chance**. I'm not sure I used it correctly, the judges will say. Anyway: you find it in the characters: they all acted because of a "last chance". Another point: if you find yourself in the condition to play this game, probably that's gonna be your last chance to do it, because it won't happen again soon, so… well, maybe the theme is ok.

The **Mimic** ingredient has become one of the characters (the Mimic, of course). The **Coyote** too, and it also affected the game particular atmosphere too. All this peyote world has been generated by mixing that ingredient with the **Thread**, which talks about oniric locations. The **Lantern** is the more concrete way to produce the Fire the players are dancing around.

CODE

TRASH MEETS STEEL

13979092