

Coyote's Tale: Fire and Water – Game Instructions

How to create, delete, or change player profiles

To create a new profile, enter a name in the text box that appears when Coyote's Tale: Fire and Water is first launched, and press the OK button.

To create additional new profiles, click on the PROFILE button on the Main Menu screen. The Profile menu will appear. Click on an available profile slot, and it will become active for editing. Enter a new profile name, and press the OK button.

To edit a profile, click on the PROFILE button on the Main Menu screen. The Profile menu will appear. Click to select an existing profile and then click on the RENAME button, and it will become active for editing. Make changes as desired and click on either OK button.

To delete a profile, click on the PROFILE button on the Main Menu screen. The Profile menu will appear. Click to select an existing profile and then click on the DELETE button, a confirmation window will appear. Click on the YES button.

To change profiles, click on the PROFILE button on the Main Menu screen. The Profile menu will appear. Click to select an existing profile and press the OK button.

Overview of any screen menus

Options Window

Each of the three sliders represents the volume different audio tracks: 'Music' controls the in game music, 'Sound' controls the sound effects, and 'Ambient' controls the ambient noises in each environment. Move the square to the left or right by either clicking and dragging to the desired location, or simply clicking on the desired location. Moving squares towards the right will increase volume for each track, while moving squares towards the left will reduce volume for each track. To completely mute a track, position the square all the way to the left.

Click on the box next to the words FULLSCREEN MODE/ WINDOWED MODE. In order to view the game in windowed mode, the monitor resolution must be equal or greater than 1024 x 768 when the game is initialized.

The Pantheon Menu has two options:

Press the PLAY Button to continue to the Map screen or

Press the BACK button to go to the Main Menu.

Map Menu

To select a hidden object environment, click one of the colored icons on the map.

Press the BACK button to return to the Pantheon menu.

Press the OPTIONS button to open the OPTIONS Window.

Environments

Hearts: In levels 2-15, the player will have 1-5 hearts available. Available hearts or empty slots will be displayed in the upper right. When they are filled, the player can click on one to have

the location of the first object in the hidden object list revealed.

Flowers: In levels 4-15 the player can click on flowers found in the environment. The flowers will be stored and displayed below the hearts. When all 5 flower slots are filled, they will disappear and fill an empty heart container. If all heart containers are full, filling all flower slots will instead display a hint immediately.

List mode/ Image mode toggle: Level 2-15, the player will have a toggle button at the top of their hidden object list. The player can toggle the button to choose between viewing individual pictures of hidden objects, or the entire list of hidden object names.

Left/ Right arrows: In image mode, only one object can be seen at a time. To view other hidden objects on the list, press the left and right buttons at the top of the hidden object list.

MAP button: To return to the Map Menu, press the MAP button.

PAUSE/ PLAY button: During gameplay, press the pause button to pause the timer (if playing in timed mode). Press the PLAY button, or anywhere within the environment to unpaue game.

OPTIONS button: To open the OPTIONS window, click the OPTIONS button.

Mini-games

RULES button: Each mini-game has a RULES button. Press the RULES button and the Rules menu will appear.

OPTIONS button: Each mini-game has an OPTIONS button. Press the OPTIONS button and the OPTIONS screen will appear.

SKIP button: All but Max's mini-game has a SKIP button. Press the SKIP button to continue to the next level without playing the mini-game.

REPLAY button: Some mini-games have a REPLAY button. When available, press the REPLAY button to restart the mini-game.

Play Again? window:

YES button: will replay the mini-game.

NO button: will continue to the next level.

Overview of all game modes and/or settings

Tletl, the impatient sister of Fire: Timed mode. In timed mode, each environment has a time limit in which all hidden objects on the hidden object list must be found. If all the objects are not found, the level must be restarted.

Atl, the calm sister of Water: No Time limit: In timeless mode, all hidden objects on the hidden object list must be found, but there is no limit to how long the player can take.

Description of any game power-ups, drops, specials, etc.

The **Headdress of Knowledge** is awarded by completing level 1. It grants the ability to toggle the hidden object list from image view to list view.

The **Sacrificial Dagger** is awarded by completing level 2. It produces hints by stabbing **hearts**

collected through the game.

The **Cloak of the Flower Prince** is awarded by completing level 3. It grants the ability to collect **flowers** throughout each environment and earn a new **heart** for every 5 **flowers**.

Five **Heart Containers** are earned at various points throughout the game. Each one is an open slot that can be used for storing extra **hearts**.

The **Necklace of Strategy** is awarded by completing level 7. It grants the ability to gain extra **flowers** by finding 3 hidden objects within a 2 second time frame.

Methods to win or lose the game

Environments: In each environment, look for the objects displayed in the hidden object list. Once, found click on the item. In level 1, if an item is not found during a 30 second span of time, the location of the first item on the list will be revealed. In levels 2-15, if an item cannot be located, click on a heart and the location of the first item on the list will be revealed. In levels 4-15, click on flowers throughout each environment to accumulate extra hints. In levels 8-15, locate and click on 3 hidden objects within 2 seconds, and a flower will be added to an empty flower slot.

Cards Mini-game: Click on the cards two at a time to flip them over. If the two cards match, they'll disappear from the board. Clear the board to win.

Sun-doku Mini-game: Click and drag the circles of the sunboard to rotate the numbered gems. Align the board so that each line only has one of each number to win!

Jars Mini-game: Click on two jars to pour water from the first to the second. The first jar holds an unlimited amount of water. The second jar holds up to three liters of water. The third jar holds up to 5 liters of water. The last jar may only hold exactly 4 liters of water. Pour water between the first three jars so that exactly 4 liters can be poured from the third jar to the last jar.

Coyotes and Rabbits Mini-game: Click on up to two animals to move them onto the raft. Press the MOVE RAFT button to move the raft across the river. Once on the other side, the animals will exit to the opposite bank. Careful, the rabbits will be eaten if they are ever outnumbered by coyotes on either bank and the game will be lost. Get all six animals across the river alive to win.

Wind Maze Mini-game: Click and drag the outer ring to rotate the direction of the wind and blow the ball around the maze. Get the ball to the center of the maze to win.

Feathers Mini-game: Take turns with Quetzalcoatl drawing feathers. Click to select between one and three feathers at a time and press the REMOVE button. The goal is to outsmart Quetzalcoatl and remove the last feather(s).

Land of the Dead Mini-game: A spirit is trying to escape the land of the dead. Click on the hexagon shaped tiles to block its escape. After each click, the spirit will move one step towards freedom. Trap the spirit within one tile to win.

Direct the Light Mini-game: Click on the mirrors to rotate the angle that they are facing. Use the mirrors to guide the light around the foggy room. Direct the light to the receptor in the lower right corner to win.

Match 3 Mini-game: Click on two adjacent stones to swap their locations. Match three of the

same colored stones in a row to create a gem. Create all the missing gems to repair the jewelry to win.

Switching Tiles Mini-game: Click on two tiles to switch their positions in the picture frame. A tile in the correct position will be locked in place and displayed in full color. Complete the puzzle to win.

Whack-a-rat Mini-game: When the rats immerge, click on them to send them scurrying back underground before they can spread any diseases. Earn extra points for hitting rats without missed clicks. Get 500 points in 60 seconds to win.

Sliding Tile Mini-game: Click on a tile to move it into an adjacent empty space. Continue to move tiles to recreate the broken image. Put all the tiles back into their correct positions to win.

Max Gambling Mini-game: Click on the Flip Cards button to play a card against Max. If your card is higher than his, you win a point. If your card is lower, Max earns a point. Earn 10 points before Max to win.

Doctor Simon Mini-game: Watch each sequence, then click on the herbs in the same sequence to make each healing potion. Complete 5 formulas in a row to win.

Jigsaw Puzzle Mini-game: Reassemble the ancient puzzle by clicking and dragging the parts together. Align them to match the image in the background. Complete the entire puzzle to win.

End of Worlds Mini-game: Stop Coyote from destroying the world! Click and drag the missing pieces to the correct spots in order to rebuild the environments. Repair all ten areas to win!

War Training Mini-game: Surround each of the attacking enemies in a square of fire. Click on a tile's corner to spread a wall in a straight line. But be warned, fire cannot follow the same line twice. Defeat all 6 enemies to win.