

# Predator Rules

Predators are played by Bixis. All rules in this Predator Rules section can be shared with Predators. Light and Dark Guardians may choose to share these rules before the game begins or during the game to help guide Predator players, or both.

## Sight Map

The goal of a Predator is to catch the Prey without Spooking it.

**Rule 1:** To do this, they must navigate the Prey's Sight Map. Players should never see the Prey's Sight Map. Only the Prey player should see the Sight Map. (See Prey Rules for an example of a Sight Map). The point is for Predator players to learn about the Prey through trial and error, thus earning the Knowledge of the Prey.

**Rule 2:** If a Predator player intentionally attempts to view the Sight Map over the Prey's shoulder or in any other way view the map, this is considered cheating. The judgment of a Light or Dark Guardian will determine whether cheating occurred.

**Rule 3:** Cheating results in the Prey automatically moving to a safe area and the Predator/s must begin their approach again.

## Knowledge of the Prey

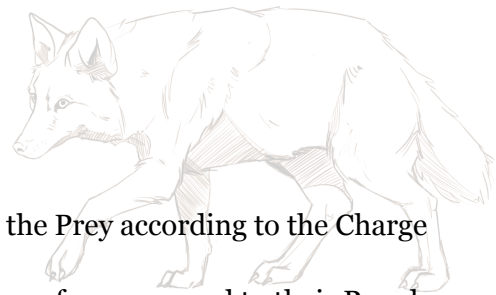
When a Predator/s unlocks the Knowledge of the Prey, they are rewarded with the Prey creature type. This symbolizes that they now know how to hunt and acquire that specific Prey.

If Predators that have unlocked a Prey creature are playing with another Predator that has not unlocked the Prey creature, those Predators can guide and instruct the other Predator by playing with them. However, these Predators who have unlocked the Prey creature should never show the other Predator the Sight Map of the creature he or she is trying to unlock.

## Predator Actions and Other Rules

Predators have 3 actions they may take:

1. Charge: A Predator can charge at full speed toward the Prey according to the Charge speed on their Predator Card.
2. Prowl: A Predator may run in any direction a number of spaces equal to their Prowl Speed on their Predator Card.



3. **Stalk:** A Predator may slowly and stealthily approach Prey in an attempt to remain unseen by the Prey. The number of spaces a Predator may Stalk is equal to the Stalk number on their Predator Card.

## **Cooperation**

The final score is a Cooperation Score. This score determines how many other Predators that Predator creature type can play with. All Predators playing the game must be the same creature.

