

Competitor Rules

The following Competitor Rules should never be shared with Predator players, unless otherwise instructed.

Competitor Goals

A Competitor's goal is to:

- Show or model how a Predator player can learn and navigate the Sight Map of Prey. They do not show the Predator players the Sight Map. Instead, the Competitor plays the game with full knowledge of the Sight Map. In this way, the Competitor shows Predator players how to succeed without telling them directly
- Have Predator players learn how to succeed against a Prey creature on their own. Only the Competitor's actions should give them clues as to how to approach the Prey.

Who Plays the Competitor

Whenever one or more Predator player(s) attempts to overcome a Prey creature for the first time, the person who plays the Competitor should always be the Dark Guardian of the Predator player(s).

If a Prey creature has been unlocked, anyone who has unlocked the Prey may play the Competitor role for whoever else has unlocked the creature. However, a Bixie:

- Must have the Dark Guardian's permission to do so
- Cannot play a Competitor if the Dark Guardian is participating or playing
- Cannot play a Competitor if any participating Predator player has not unlocked that specific Prey

Sniken is meant to be played as a family, so it is preferred that in every instance where and when possible that the Dark Guardian plays the Competitor, or is contacted when a Competitor role or action is needed.

If participating Predator players have more than one Dark Guardian, the Dark Guardians select among themselves who should play the Competitor.

Sight Map

The Competitor has access to the same knowledge as the Prey. The Competitor can see the Sight Map and knows how the Predator actions trigger Prey actions.

Competitor Actions

The Competitor has the same actions as the Predator(s).

A Competitor is not always needed to play Predators and Prey, but the role is strongly recommended when Predators are seeking to unlock new Prey.

