

How to Start

All players may know these rules.

To Start Predators and Prey, the Light Guardian selects the Prey and its associated Sight Map. She then places her marker on the board.



Then the Predator(s) place their markers on the board, but they must be placed on the outer edge of the Prey's Sight Map (which is smaller than the board) or further away.



Lastly, the Competitor places his marker on the board with the same guidelines as the Predator players.



When Players Participate

The eldest Predator player begins the game, unless the Competitor chooses to go first. Following this player, the second oldest player should go, then the third, and so on until the youngest child plays. Then, the player cycle restarts. Player organization should always follow the players' ages, even in the case of twins.

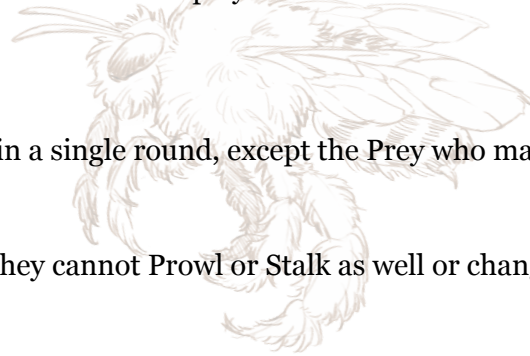
The Prey only takes a turn when a Caution or Spook action is triggered.

The Competitor may choose whether he goes before Predator players or after them.

Turns

Each player can only take 1 turn or action within a single round, except the Prey who may play anytime their action is triggered.

For example, if a Predator chooses to Charge, they cannot Prowl or Stalk as well or change their action halfway through an action.



Global Grey Tavern Rule

Due to the structure of Grey Tavern games, Guardians and/or Bixis should NEVER change game rules to make things easier or harder for players unless areas of adjustment are specifically mentioned in a game's rules.

Grey Tavern games not only provide educational material through their games that would be dampened if rules are changed, but would also be unfair to other players. Many, if not all, Grey Tavern games, provide opportunities for unlockable items, creatures, abilities, etc that are cross-compatible with the majority of Grey Tavern games. If rules are made easier or harder this robs ultimately from each player's achievements and ability to achieve in comparison to other players in the local area.

