

# Prey Rules

The following Prey rules should never be shared with Predator players, unless otherwise instructed.

## Goal of the Prey

The goal of the Prey player is to have:

- Predator players experience the difficulties of conquering the Prey, according to the facilitation of this Grey Tavern game, the Prey player represents.
- Predator players, ultimately, defeat them. Though this should not be through going easy on the players, unless the Light or Dark Guardian perceives that adjustments should be made for their Predator player(s) unique case.

When the Prey player is defeated, they get to reward the Predator player(s) with the unlocked Prey achievement and may now show the Predator players the Sight Map for that Prey creature.

## Who Plays the Prey

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

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

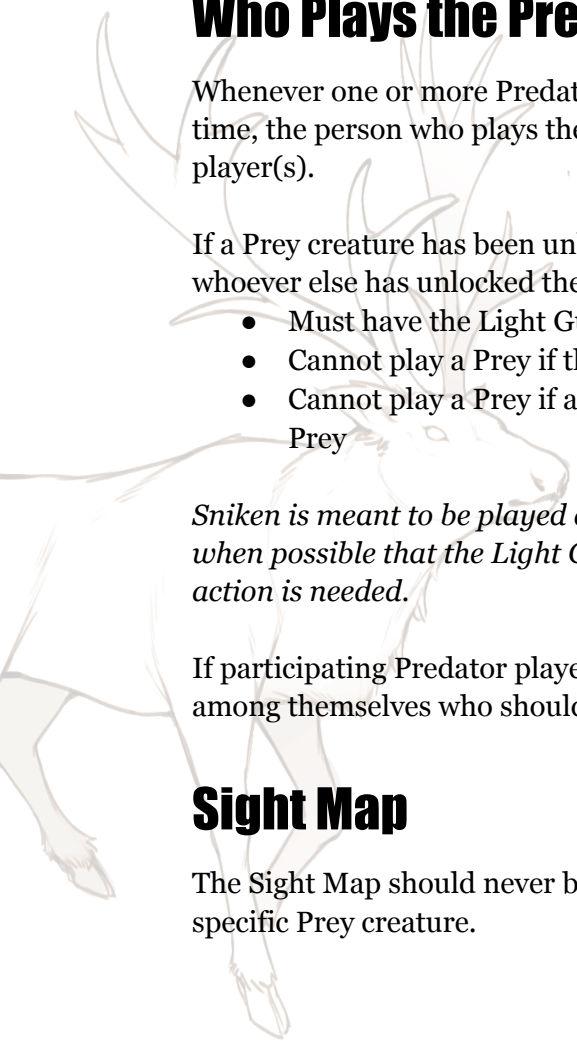
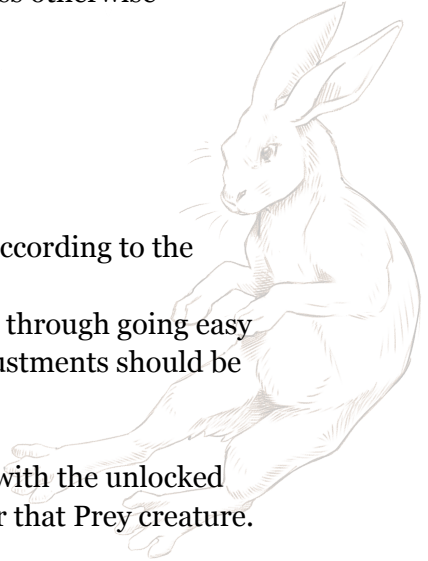
- Must have the Light Guardian's permission to do so
- Cannot play a Prey if the Light Guardian is participating or playing
- Cannot play a Prey if any participating Predator player has not unlocked that specific Prey

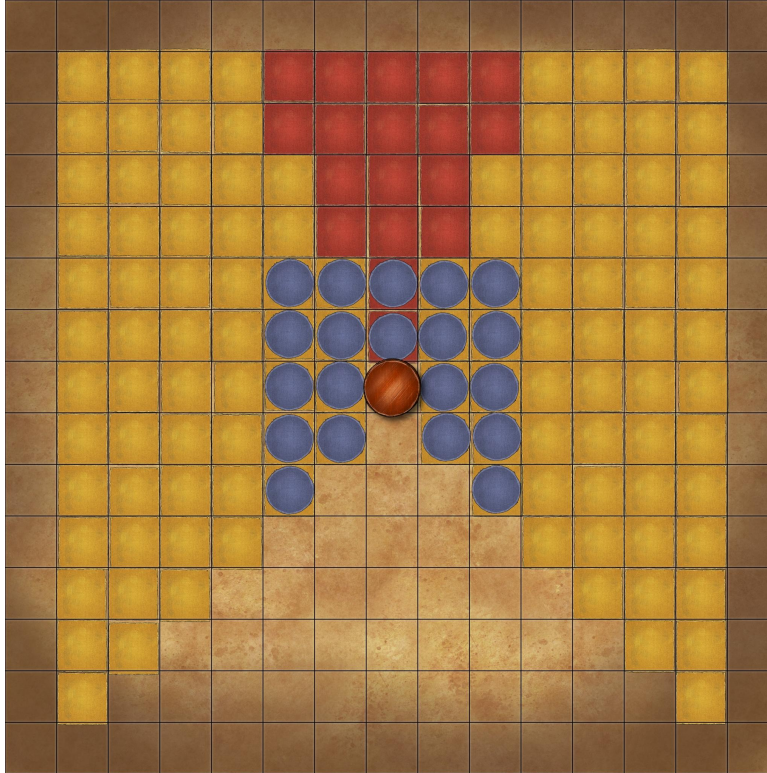
*Sniken is meant to be played as a family, so it is preferred that in every instance where and when possible that the Light Guardian plays the Prey, , or is contacted when a Prey role or action is needed.*

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

## Sight Map

The Sight Map should never be shown to a Predator player unless they have unlocked that specific Prey creature.





## How to Read the Sight Map

### Focus



The Focus are squares that represent where the Prey's sight is the strongest. If a Predator takes any of the 3 movement actions through, from, or into a Focus square, that Prey immediately Spooks.

### Alertus



The Alertus represents the area in which a Prey creature can perceive objects, things, and creatures through sight but cannot perceive depth of field.

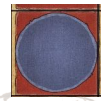
Many grazing animals, for example, have a wide field of view because their eyes are on opposite or nearly opposite sides of their head. But the downside to this is that the right eye only sees things on its right side and the left eye only sees things on its left side. So, there is little way for the creature to distinguish how close an object is to them compared to another. This can only be determined when sight overlaps in the Focus area where the creature can perceive depth of field.

- If a Predator uses the Prowl action in the Alertus, the Prey Spooks and moves to a new area.

- If a Predator uses the Charge action in the Alertus and the Predator does not end its turn on the Prey square, the Prey Spooks and moves to a new area.
- If a Predator uses the Stalk action in the Alertus, the Prey does not Spook and stays put.

Whenever a Predator moves through an Alertus square, this triggers the Prey's Caution action.

### High Alertus (Any square that has a blue circle)



The High Alertus represents areas near the Prey in which the Prey can tell by the size of an object that it is a potential danger.

Predators that use the Prowl or Stalk actions to pass through or end on a High Alertus square immediately cause the Prey to Spook and start in a new area.

If a Predator uses the Charge action and ends their movement on a High Alertus square will cause the Prey to Spook. However, the Charge action can pass through a High Alertus square without triggering Spook if the Predator ends their turn on the Prey square.

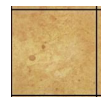
### Prey



The Prey marker represents where the Prey player should be throughout the duration of the game unless a Spook is triggered. See the Spook action below to see how the Sight Map works with the Spook action.

A Predator wins when they land on the Prey square without causing the Prey to Spook.

### Unaware Zone



The Unaware Zone are squares in which Predators can use the Charge, Prowl, and Sneak actions as freely as they wish.

Predators moving through the Unaware Zone do not trigger a Prey's Spook or Caution actions.

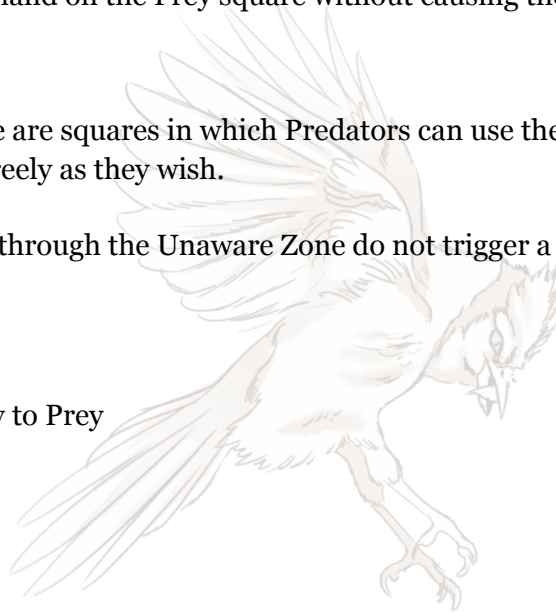
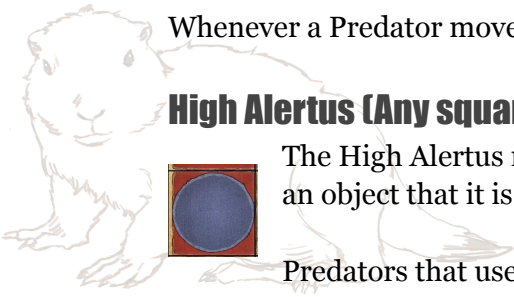
### Sight Map Difference

Sight Maps differ from Prey to Prey

## Prey Actions

### Spook

The Spook action is triggered by Predators using the Charge, Prowl, or Stalk actions in the wrong way or wrong squares. See the "How to Read the Sight Map" section above to see when a Spook action is triggered.



Spooks are always triggered immediately and negate any end result of a Predator's action, even if the Predator would have landed on the Prey square.

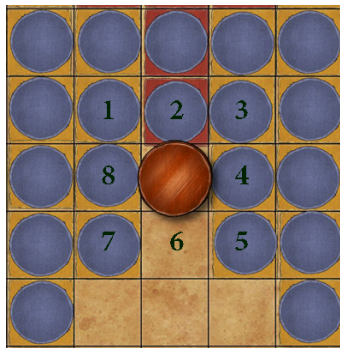
When a Spook action is taken, the Prey moves to a new area outside of the current Sight Maps area. This causes the Sight Map to reset around where the Prey chooses to set themselves up next.

If the play space is too small, the Prey may stay in the same place but have the Predators reset to any square on the outer edge of the Sight Map or further.

## Caution

A Caution action is triggered whenever a Predator player moves onto or through an Alertus. The Prey should not wait to do their Caution action after all Predator players have gone, but should perform this action each time a Predator triggers this action, but after that Predator's action has been completed.

When a Caution action is triggered, the Prey rolls an 8 sided die. The number indicates which direction the Focus should face in, turning and orienting the Sight Map in that new direction.



The numbers around the Prey should stay the same throughout the game. At the beginning of the game:

- The Prey should choose which way they are facing.
- Whichever square you are facing, square 1 should always be the square to the left or the square that if you turned the Prey Marker 1 square to the left and kept your marker in place.
- Have the numbers start from square 1.
- Do not shift the numbers as the Prey turns throughout the game. The numbers should stay constant.

