



DEAD BY DAYLIGHT™ THE BOARD GAME

RULEBOOK



**DEAD BY
DAYLIGHT**
THE BOARD GAME

bE
HAVIOUR



INTRODUCTION

The Entity hungers and the trial begins anew! Will the Survivors work together to escape, or will the Killer catch them and complete the sacrifice? There's only one way to find out!

In *Dead by Daylight™: The Board Game*, 2-4 players take on the role of Survivors who must cooperate by using their movement cards and actions to repair generators, power the exit gates, and escape the harrowing trial set forth by The Entity. Another player takes the role of the Killer, stoking fear by using their multiple movement cards to wound and hook Survivors to appease The Entity and complete the sacrifice. Predict each other's moves, use props to further your plans, activate character-defining perks to eke out every advantage and win the trial!

TUTORIAL VIDEO

Skip the rules and jump into the game with a video tutorial!
www.level99games.com/dead-by-daylight



DESIGNER'S FOREWORD

Working with *Dead by Daylight* has been an incredible experience. First and foremost, I'd like to thank the team at Behaviour Interactive for creating *Dead by Daylight*, and for the opportunity to design the official board game to accompany this haunting world they've created.

Designing a board game for *Dead by Daylight* has been no easy task. The video game is rich and complex, and I was spoiled with a wealth of possibilities to leverage in recreating that experience. How will we capture the essential Survivor/Killer experience? How can we bring the identity and attitude of each character to tabletop? How will we make every game unfold into a unique experience? These and other questions had many answers that could have resulted in any number of great *Dead by Daylight* board games.

The most important element of this game's design has always been the friends it was designed for. When our office team started diving into *Dead by Daylight*, I took the plunge as well. Soon I was sinking nights and weekends into the game. I thought, "How fun would it be to play this in real life with the office team!". During matchmaking queues, I started jotting notes on what would eventually become the finished game.

Dead by Daylight™: The Board Game is the sum of many parts. Beyond just the Level 99 Games team, our families, our friends, our neighbors, and even the developers at Behaviour have all contributed to answering the essential questions of what *Dead by Daylight* means to them. After countless play tests and innumerable contributions from these friends, the game eventually came to life as you hold it now.

We hope that it captures for you and your friends the same intense excitement that we experienced when crafting it.

Happy Gaming,
- Brad

COMPONENTS



7 Survivor Identity Boards
(Survivor reference on back)



7 Survivor Minis



6 Killer Identity Boards
(Killer reference on back)



6 Killer Minis



44 Prop Tiles (10 Objective, 10 Boldness, 12 Survival, and 12 Altruism)



4 Breakable
Wall Props



12 Sacrifice
Progress Tokens



25 Generator
Progress Tokens



1 First Player
Marker



1 Entity Token



40 Bloodpoint
Tokens (▲)



4 Bear Trap Tokens
(The Trapper)



4 Madness Tokens
(The Doctor)



7 Phantasm Trap
Tokens (The Hag)



4 Skill Check
Dice



1 Danger Die



4 Wound Rings
(for Survivor bases)



1 Double-sided Game Board
(MacMillan Estate/Autohaven Wreckers)



28 Survivor Perk Cards



24 Killer Perk Cards



16 Item Cards



21 Movement Cards
(5x sets + 1 Wait)

COMPONENT BREAKDOWN



SURVIVORS

- 1. Survivor Info:** A name and description of how the Survivor plays. Includes the Survivor's difficulty [easy or hard]. It is recommended to play an easy Survivor for your first game.
- 2. Turn Reference:** A summary of the turn structure.
- 3. Bloodpoint Pool:** An area to track the Bloodpoints (▲) you have. Survivors start with 2 and have a maximum of 6.
- 4. Perks:** Abilities you'll need to survive the trial. A Survivor has 3 perks on their board. Perks have a ▲ cost to use in the upper-left and an effect on the bottom.



KILLERS

- 5. Killer Info:** A name and description of how the Killer plays. Includes the Killer's difficulty [easy or hard]. It is recommended to play an easy Killer for your first game.
- 6. Turn Reference:** A summary of the turn structure.
- 7. Bloodpoint Pool:** An area to track the Bloodpoints (▲) you have. Killers start with 4 and have a maximum of 12. Killers also have an additional action noted at the bottom of this section.
- 8. Power:** A unique power exclusive to each Killer. Some Killers also have a passive power that is active at all times.
- 9. Perks:** Abilities you'll need to sacrifice the Survivors. A Killer has 3 perks on their board. Perks have a ▲ cost to use in the upper-left and an effect on the bottom.



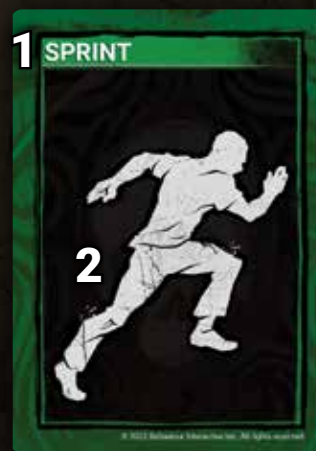
ITEMS

1. **Name:** The name of the item.
2. **Effect:** The effect of the item when used. An effect will tell you at what time the item can be used.
3. **Item Count:** The number of copies of that item in the item deck.



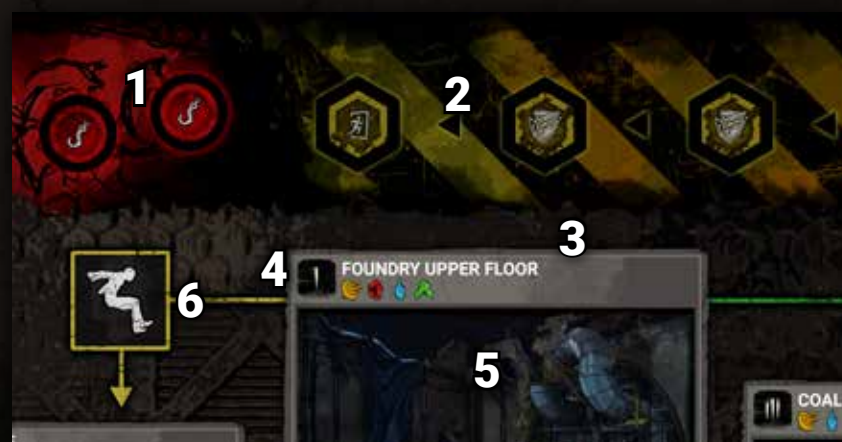
PERKS

1. **Bloodpoint Cost:** The number of ▲ needed to be spent to use the perk. Each perk can only be used once per round.
2. **Name:** The name of the perk.
3. **Info:** The type of perk and whether it belongs to a specific Survivor/Killer or is available to any Survivor/Killer. This info is only present for perks on Killer and Survivor boards.
4. **Flavor Text:** This has no effect on gameplay.
5. **Effect:** The effect of the perk when used, and at what time the perk can be used.



MOVEMENT

1. **Name:** The name of the movement.
2. **Movement Icon:** The type of path the movement card will cause a Survivor or Killer to move along.

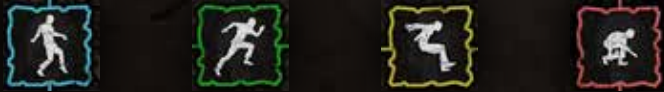


GAME BOARD

1. **Sacrifice Progress Track:** Used by the Killer to track how close they are to winning. When their track is full, they win.
2. **Generator Progress Track:** Used by the Survivors to track how close they are to winning. When they have fixed 4 generators and 1 exit gate, they win.
3. **Room Name:** The name of the room.
4. **Room Setup:** The skill check die faces are used for initial mini placement. The colored prop icons designate which types of props start in which rooms face down.
5. **Room Space:** The space where props, Survivor minis, and Killer minis go.
6. **Path:** The different types of paths Survivors and Killers move along to reach different rooms. Each path has an icon that keys to a movement card. Some paths start with breakable walls which only Killers can move through. These are indicated by a distressed border.

SETUP

Use these steps to set up the basic “Adept” game mode:

1. Determine which player will control the Killer. Other players control Survivors. Each player takes the identity board of their character. For your first game, we recommend that the player teaching the game controls the Killer.
2. Give a Survivor the first player marker.
3. Place a sacrifice progress on each Survivor identity board.
4. Together, players choose a game board for the trial.
5. Shuffle the props and place them face down into rooms. Each room indicates how many of each type of prop starts in that room. In turn order, each Survivor reveals one prop anywhere on the board. Place breakable walls on paths with distressed borders.

6. Give each player a set of 4 movement cards. The Killer also takes the ‘Wait’ movement card, for a total of 5.
7. Some Killers have extra components, as indicated on their power. Place these nearby if you will need them.
8. Give each Survivor 2 ▲. Give the Killer 4 ▲.
9. Shuffle and place the item cards into a pile nearby to form the item deck.
10. Keep other tokens and dice nearby for when needed.
11. Each Survivor and the Killer should roll the skill check die and place their figure in the matching space. It is normal that multiple Survivors may start in the same space, or that the Survivors may start in the same space as the Killer.

SMALLER GROUPS

Dead by Daylight is best with 5 players, but you can play without a full group. When playing with 3 or 4 players, one or two Survivor players will control two Survivors each. See “3–4 Player Game” on page 19 for changes in setup and gameplay.



An example of a set up game for 5 players. ►

CLAUDETTE MOREL
Character Trait: You have a strong sense of justice and a deep understanding of the world around you. You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator.

Skills: Brawl, Sneak, Sprint, Crouch, Vault

Item Card: Brawl, Sneak, Sprint, Crouch, Vault

DWIGHT FAIRFIELD
Character Trait: You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator.

Skills: Brawl, Sneak, Sprint, Crouch, Vault

Item Card: Brawl, Sneak, Sprint, Crouch, Vault

THE TRAPPER
Character Trait: You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator.

Skills: Brawl, Sneak, Sprint, Crouch, Vault

Item Card: Brawl, Sneak, Sprint, Crouch, Vault



A collection of dice and tokens. It includes a red die with a white symbol, four white dice with black symbols, and a grid of red triangles. A large number '9' is placed above the dice, and a large number '10' is placed below the red triangles.

JAKE PARK
Character Trait: You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator.

Skills: Brawl, Sneak, Sprint, Crouch, Vault

Item Card: Brawl, Sneak, Sprint, Crouch, Vault

MEG THOMAS
Character Trait: You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator. You are a natural leader and a skilled negotiator.

Skills: Brawl, Sneak, Sprint, Crouch, Vault

Item Card: Brawl, Sneak, Sprint, Crouch, Vault

A set of skill icons: Brawl, Sneak, Sprint, Crouch, Vault.

7

4

5

6

8

2

3

GAMEPLAY

Gameplay proceeds in rounds. All players plan their movement, then Survivors act, followed by the Killer.

To win, the Survivors must repair 4 generators, then open an exit gate before the Killer gains 8 sacrifice progress.

Each round contains 4 phases:

- 1. Planning:** All players will plan their movements.
- 2. Survivors Act:** In turn order, each Survivor will take one turn.
- 3. Killer Acts:** The Killer takes turns. Killers usually get two turns per round.
- 4. Cleanup:** Prepare for the next round.

1. PLANNING

Survivors each select and play one movement card, face down.

The Killer selects and plays two movement cards, face down, in a row.

Note: While Survivors are allowed to communicate with one another, **secret communication is not allowed.** Anything that is said at the table must be said out loud so that the Killer and all Survivors can hear.

Beginning with the Survivor who holds the first player marker, and going clockwise around the table, each Survivor takes a turn, starting with Move.



2. SURVIVORS ACT

MOVE

Reveal your movement card, then move along the matching path to any connecting space. Flip over a face down prop when entering a space, if there are any left. Yellow 'Vault' paths are one-way and can only be moved along when following that path's arrow. If any other effect or rule would make you move, you still flip over a face down prop in the new room.

If you reveal any card and you cannot move, then you lose the opportunity to interact with that card.



Jake reveals the blue 'Sneak' movement card, but there is no blue path from his space. He does not move, loses the chance to interact, and ends his turn.



Meg reveals a green 'Sprint' movement card and moves along the green path. As she enters the new room, she reveals the 'objective' prop by flipping it over - it's a generator! Now Meg can interact with the generator to aid in the Survivors' escape (see next page).

INTERACT

Choose a revealed prop or another Survivor in your space to interact with. Survivors can escape by interacting with generators, all of which are found in the 'objective' category. See "Survivor Interactions" on page 12 or the Survivor reference for all of the different ways a Survivor can interact with props and players. A Survivor may choose to not interact if they wish.



Meg chooses to interact with the generator she just revealed. She rolls a die. '2' is a success and so she adds one progress to the generator.



Dwight chooses to interact with a revealed crow, which allows him to move and interact again. He plays a red movement card and moves along the red 'Crouch' path. He then reveals the face down survival prop.

END

Pick up all of your movement cards to signal the end of your turn. Once all Survivors have taken a turn, the Killer takes their turns.

SURVIVOR BONUS TURN

Certain effects will ask you to take a Survivor Bonus Turn. When doing so, the Survivor must discard a movement card (different from the one they set in planning), then move along that card's path. If they moved, they may interact.

This may interrupt the turn order. After the Survivor moves and interacts, play resumes according to the original turn order.

The example on the bottom-left where Dwight uses a crow is an example of a Survivor bonus turn, with the crow giving Dwight a bonus turn.

Unlike Killers (who can only make use of one bonus turn per round), Survivors can take multiple bonus turns, as long as they still have movement cards to play.



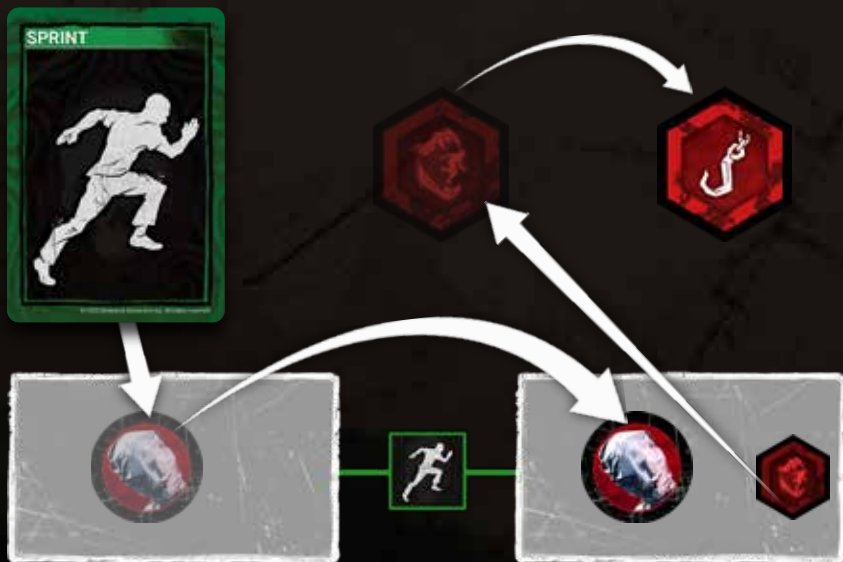
3. KILLER ACTS

The Killer takes a turn (move and interact) for each of their two cards. They will do this for their left card first, then their right card.

MOVE

Reveal your movement card, then move along the matching path to any connecting space. Flip over a face down prop when entering a space, if there are any left. Yellow 'Vault' paths are one-way and can only be moved along when following that path's arrow. If any other effect or rule would make you move, you still flip over a face down prop in the new room.

If you reveal any card other than 'Wait' and you cannot move, then you lose the opportunity to interact with that card.



The Nurse reveals a green 'Sprint' movement card and moves along the green path. As she enters, she reveals the boldness prop by flipping it over.

INTERACT

Choose a revealed prop or another Survivor in your space to interact with. Killers advance their objective by interacting with a Survivor in their space (this is called 'attacking'). Killers may also use their Killer power once per round instead of interacting. A Killer may choose to not interact if they wish.



The Nurse decides to interact with Meg and inflicts a wound by placing a wound ring on Meg's base. Now that The Nurse has resolved her first movement, she would reveal her second card to move and interact again.

KILLER BONUS TURN

Only at the end of your second turn, you may spend 4 ▲ to set a third movement card, then proceed to take a third turn. **No matter what, the Killer may only take one bonus turn per round.**

END

Pick up all of your movement cards to signal the end of the Killer phase.

AN EXAMPLE OF THE KILLER'S SECOND TURN AND BONUS TURN

- 1. The Nurse still has one more card, so she takes another turn. She reveals her red 'Crouch' movement card and moves along the red path. All the props are revealed, so she does not need to reveal anything.*
- 2. The Nurse interacts with the generator to damage it and remove its progress. In response, Feng Min uses her 'Alert' perk to move out of the room, away from The Nurse in case she decides to come after her on a Killer bonus turn.*
- 3. The Nurse then damages the generator, removing all progress.*
- 4. The Nurse cannot follow Feng Min as she does not have a green 'Sprint' movement card, so she decides to spend 4 ▲ and take a Killer bonus turn to move into another room and wound another Survivor.*

1



2



3



4



4. CLEANUP

Finish a round by completing the following steps in order.

SACRIFICE PROGRESSION

For each Survivor who is currently sacrificed, gain sacrifice progress by putting a sacrifice progress marker on the next empty space of the sacrifice progress track. If it reaches 8, the Killer has won the game.

REMOVE ENTITY TOKENS

Some effects can block props or paths with the Entity token. The Entity is removed at the end of each round.

PASS FIRST PLAYER MARKER

Pass the first player marker clockwise to the next Survivor in turn order.

BEGIN NEW ROUND

Now you are ready to go on to the planning phase of the next round.

GAME END

The game ends when the Killer's sacrifice progress track is full, or when the Survivors open an exit gate. The team that completes their objective first wins immediately, and ends the game.

SURVIVOR INTERACTIONS



CHEST – RUMMAGE

Remove the chest. Draw the top card of the item deck. If you ever have more than one item, discard until you only have one.



LOCKER – HIDE

Place your Survivor on the locker. While there is a Survivor on a locker, other Survivors cannot interact with the locker. The Killer and other Survivors treat a Survivor on a locker as if they were not on the board for the purposes of interactions, perks, or Killer powers as long as they remain on the locker. The Killer can only interact with a locker while it is occupied.

While on a locker, Survivors cannot activate perks.

When you would move for any reason, you first take your Survivor off of the locker.



CROW – SPRINT

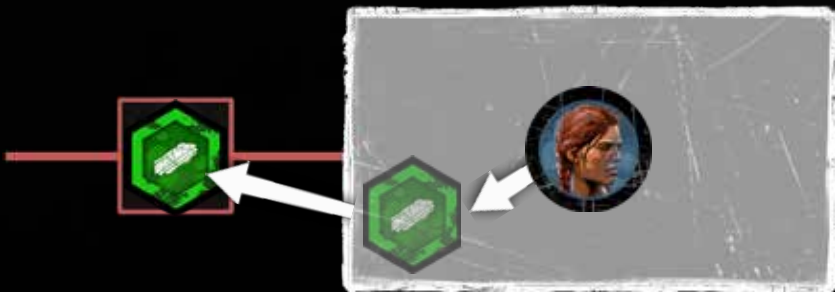
The Killer gains a ▲. You take a Survivor bonus turn.



PALLET – DROP

Place the pallet on a path connected to your space.

You cannot place the pallet on a path with a breakable wall, another pallet, or any other component.



Meg interacts with the face up pallet in her room and moves it to the left path, blocking the Killer from coming into the room from that path.



PALLETS ON PATHS

Survivors move freely over pallets on paths.



GENERATOR – REPAIR

Perform a skill check (p.16). On a success, add a progress; On a great success, add 2 progress instead. On a failure add no progress. If a generator would have more than 3 progress, it stays at 3.

With 3 progress, the generator is completed and moved up to the generator track at the top of the board.



Dwight decides to interact with the generator to try and repair it. He rolls a 3 for his skill check, and adds 1 progress.



Jake helps out and interacts with the generator that Dwight just interacted with. He rolls a 5 and adds 2 progress. The generator is now complete and moves to the generator progress track.



EXIT GATES – OPEN

Once 4 generators are completed, the exit gates are powered up. Survivors can only interact with exit gates once they are powered up.

If the exit gates are powered up, perform a skill check. On a success, add 1 progress.

With 3 progress, the exit gate opens and the Survivors win the game!



HOOK – SABOTAGE

Place an Entity token on the hook. A hook with an Entity token on it cannot be interacted with. The token is removed at the end of this round.

If a Survivor was sacrificed on the sabotaged hook, you gain a ▲, then the sacrificed Survivor is rescued and they are moved off the hook. You may move along any path. After this, the rescued Survivor may move along any path.

1



2



1. Claudette rescues Meg from a hook. She places an Entity token on the hook, then gains a ▲.

2. After rescuing Meg, Claudette moves up and Meg moves right.



HEX TOTEM – CLEANSE

Perform a skill check. On a success, remove the Hex Totem and gain 2 ▲.



HEAL - Another Wounded Survivor

Perform a skill check. On a success, the other Survivor becomes healthy, removing their wound by removing the wound ring on their mini base.



BREAKABLE WALLS

Survivors cannot interact with breakable walls. Under normal circumstances, a Survivor attempting to move along a path with a breakable wall remains in place (this causes them to lose the opportunity to interact that turn).



KILLER INTERACTIONS

Killers have fewer interactions than the Survivors, but their actions are generally more powerful and less risky.

OCCUPIED LOCKER – SEARCH

The Killer may only interact with an occupied locker. An empty locker cannot be interacted with.

The Survivor on the locker performs a skill check. On a failure, they are picked up even if they aren't wounded. On a success, the locker is removed.

CROW – SCOUT

Remove the crow. Gain a ▲.

GENERATOR – DAMAGE

Remove all progress from the generator.

HEX TOTEM – VENERATE

Gain 2 ▲.

ATTACK - A Healthy Survivor

The Survivor becomes wounded, putting the wound ring on the base of their mini.

PALLETS ON PATHS – DESTROY

When a Killer would move along a path with a pallet, they remove the pallet instead and remain in their space. They do not get to interact during this turn.

BREAKABLE WALLS – DESTROY

When a Killer moves along a path with a breakable wall, they remove the wall and complete their move as normal. Now that path is accessible to all players.

USE KILLER POWER

Each Killer has a unique power. Once per round, they may use this power instead of interacting.



The Trapper decides to use his 'Bear Trap' power and place a bear trap on a path connected to this room. In future rounds, a Survivor that moves over this may become wounded!



The Wraith uses his 'Wailing Bell' power to travel across the board, moving from one room to another room farther away.



The Doctor uses 'Carter's Spark' to affect all Survivors in his space. Meg does not have Madness, so she can choose to either lose 1 ▲ or gain Madness. Dwight already has Madness from a previous turn, and he has no ▲ to spend, so he becomes wounded.



PICK UP - A Wounded Survivor

If the Survivor is wounded, the Killer picks them up. Then, the Killer attempts to sacrifice them.

The Killer cannot pick up a Survivor that was wounded this round.

SACRIFICING

When the Killer picks up a Survivor, check if there is a hook in their space. Then, if there is an unoccupied hook in their space, the Survivor becomes sacrificed immediately. Place the Survivor on the hook to show that they are sacrificed.

If there is not an unoccupied hook in their space, the Killer must carry the Survivor to an unoccupied hook to complete the sacrifice. They will not use a movement card for this.

The Killer chooses a number up to 4, and forces the carried Survivor to roll that many skill check dice. If any of these dice show a great success, the Survivor escapes and is put down in their space. If none of them do, the Killer may move up to 1 space per die rolled in order to reach a hook and sacrifice the Survivor. If they still do not reach a hook, the Survivor escapes in the space where they stop.

While carrying a Survivor, the Killer cannot:

- Move over pallets
- Move through breakable walls
- Use Killer powers
- Interact

If the Killer ends their movement in a space with an unoccupied hook, place the Survivor on the hook to show that they are sacrificed.

Once sacrificed, if the Survivor has any sacrifice progression on their board, they place it on the sacrifice progress track.

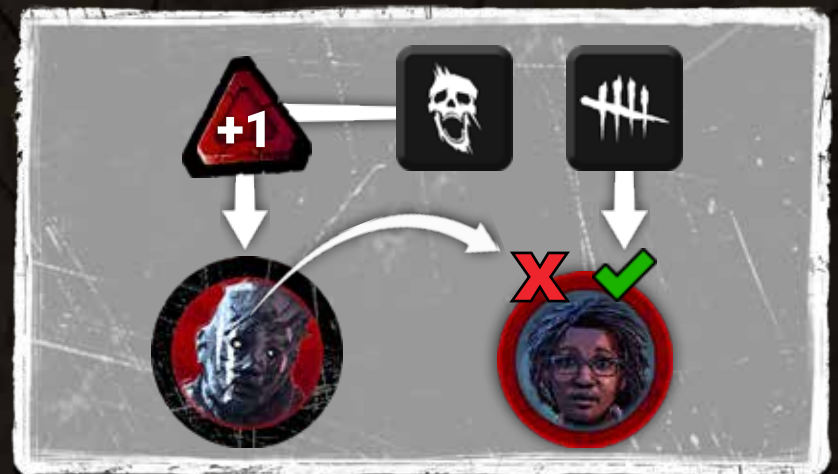
SACRIFICED SURVIVORS

Sacrificed Survivors do not place a movement card during their turn and cannot use perks. The Killer and other Survivors treat a sacrificed Survivor as if they were not on the board for the purposes of interactions, perks, or powers as long as they remain sacrificed. Their turn is skipped in the turn order.

When the Survivor is rescued, they will get to move (see Sabotage, pg.13).



Jake is picked up by The Trapper. There is an unoccupied hook in this space, so Jake is sacrificed immediately.



Claudette is picked up by The Wraith. There is no unoccupied hook in this space, so The Wraith forces Claudette to roll 2 dice. One of these dice shows a 5, and one shows a 0. The Wraith gains a ▲ for the 0 roll, and Claudette breaks free from the 5 roll.



Meg is picked up by The Hillbilly. There is a hook in this space, but Dwight is already sacrificed there, so it can't be used. The Hillbilly forces Meg to roll 3 dice. The results are 0, 1, and 2. The Hillbilly gains a ▲ for the 0 roll, then moves 2 spaces and hooks Meg.

OTHER CONCEPTS

SKILL CHECKS



Only Survivors roll dice.

When a Survivor must perform a skill check, they roll one of the black skill check dice.

A result showing I, II, III, IIII, is a success. This usually causes the action to work as intended.

A result showing IIII is a great success. This usually causes the action to work as intended. For some actions, it provides additional benefits. If there is no benefit for a great success, just treat this like a regular success instead.

A result showing a skull (0) is a failure. The action usually does nothing, and the Killer gains a ▲.

RE-ROLLS

Some effects will let you re-roll dice. The results of the re-roll stand.

Re-rolled dice cannot be re-rolled again.

DANGER DIE



The red danger die is only rolled when an effect instructs you to.

The danger die has 4 failure faces and 2 great success faces. As normal, a failure will grant the Killer a ▲.

TIMING

When one player has multiple perks to activate at the same moment, they may choose to activate any number of those perks in any order.

When two or more players have perks to activate at the same moment, the Survivors resolve in turn order, electing to activate or pass on activating any number of their relevant perks. After that, the Killer may resolve their perks, if they still wish to.

ENTITY TOKEN



The Entity may be used to block certain props or paths in the trial. Usually a Killer perk will put this token into play. The Entity is always removed from play during the cleanup step.

There is only one Entity, so if it needs to be placed again, the old token is removed immediately.

PERKS



Perks allow the Killer and Survivors to change the rules of the game in various ways. Experiment with perks and discover new strategies to outwit the Killer or hunt the Survivors.

Each perk can only be used once per round. If a perk (even a 0 ▲-cost perk) has already been activated, it can't be used again even if the opportunity comes up.

CONNECTED SPACES

A connected space is any space that has a path from it to your current space or vice versa. This means that rooms connected by a one-way path are still considered connected to each other.



TIPS

SURVIVOR TIPS

Have an exit strategy. Many spaces have limited exits, so be careful when you move into a space. Some spaces are best avoided before the Killer breaks some walls.

Go for items early. Items are very powerful, and the sooner you have them, the more opportunities you will get to use them. Items are always found in chests, which are in the 'survival' (blue) category of props.

Use pallets and crows strategically. Pallets and crows can be found in the 'altruism' (green) category of props. These are important late-game to move quickly around the map and buy you extra time. Set up pallets as early as possible along key paths.

Make sure to rescue at the right time. Sometimes it's best to leave another Survivor on the hook for a turn or two. Rescuing can be dangerous, and as long as the exit gates are open, all Survivors win. If you see a golden opportunity to win the game, don't waste it.

Make healing a priority. While a Survivor is healthy, they usually can't be picked up during that round. Healing another Survivor, especially when they're in a risky position, can be a good way to block the Killer's objective.

KILLER TIPS

Use Killer bonus turns to secure sacrifices. Try not to spend 4 ▲ on a Killer bonus turn unless you're certain you can guarantee a sacrifice with that turn.

Predict Survivor's moves. Survivors always move before you. Thus, you never need to move into the space where a Survivor currently stands. Instead, predict their intentions and move towards the space that you think the Survivors might want to move.

Hex totems provide a powerful option. If you're not sure what to do next, try to use Hex Totems to regain ▲. This is effectively like 'banking' turns for later.

Avoid camping hooks. You can't prevent Survivors from freeing one another from a hook, so using 'Wait' near a hook is rarely the right move. Instead, look for ways to punish the rescue by predicting where the rescuer and rescued Survivor might run or by intercepting would-be rescuers on their way to a hook.

Hunt multiple Survivors at once. Since you can't pick up a Survivor the same round you wound them, it's important to try to keep as many Survivors wounded as possible. This will increase your odds of scoring a sacrifice each turn.



FAQS

Q: What if I enter a space and all the props are face up?

A: Proceed to interact as normal and skip revealing a prop.

Q: Can I choose not to move with my movement card?

A: No. If a player reveals a movement card, you must perform the move. If the chosen movement card doesn't work for any reason (ex. a player reveals a movement card that isn't connected to their space), then the move fails and you also lose opportunity to interact.

Q: When a failure is re-rolled, does the Killer still gain a ▲?

A: No. The Killer only gains ▲ after re-rolls are concluded.

Q: Are props revealed during bonus turns, movement outside movement cards, and pick up moves?

A: Yes. Any move that results in a Survivor or Killer entering a space for any reason reveals a prop (unless they are all revealed already).

Q: Can the Killer force a Survivor to roll more dice than they need during a pick up?

A: Yes. As long as the sacrifice isn't immediate (no unoccupied hook in the space), the Killer can force a Survivor to roll up to 4 dice, even if they don't need to carry a Survivor that far to find a hook.

Even one great success will let the Survivor break free, so rolling more dice carries a much greater risk.

Q: What does discarding a card during a turn do?

A: Since Survivors and Killers pick up their cards at the end of the round, any cards they discard will be unavailable for the current round. For Survivors and Killers, this often means that their movement options when performing a bonus turn are more limited.

Q: What happens if a Survivor is already wounded and would be wounded again?

A: Nothing happens. Some powers and perks simply do not affect Survivors who are already wounded.

Q: When the Killer picks up a Survivor, can they choose to carry the Survivor even if there is an unoccupied hook in their space?

A: No. If there is an unoccupied hook in your space, they must use it to instantly sacrifice a Survivor they pick up.

Q: Can the Killer damage exit gates?

A: No. Exit gates aren't generators. Perks, interactions, or items which don't name exit gates does not affect them.

Q: Is 'Wait' considered a movement card?

A: Yes. Even though this card does not move the Killer, it is still a movement card for all gameplay purposes.

Q: If the Killer picks up a Survivor with an effect, do they become wounded as part of the pick up?

A: No. In this rare case, the Survivor is still considered healthy even while sacrificed.

Q: When an effect asks me to roll multiple dice but only keep a certain number of results, does the Killer gain ▲ if some of the results are failures but the kept dice are not?

A: Yes. So long as any rolled die results in a failure, the Killer gains a ▲, even if it was not the kept result. This, however, does not apply to re-rolls because they change the result.

Q: As the Killer, what happens if the game instructs me to pick up a Survivor that isn't in my space?

A: The Survivor is first moved into your space, then you pick them up as normal.

Q: What happens if I ever have more ▲ than my maximum?

A: Discard ▲ until you are at your maximum.

GAME MODES

ADEPT

A strategic game for players of all skill levels.

The game you just learned! Survivors and the Killer have only the perks printed on their player boards available during the game.

BLOODWEB

A customized game for experienced players.

At the start of the game, the Survivors and Killer shuffle their respective perk decks, then draw 5 cards each from those decks. If any player draws a perk they already have printed on their board, they must discard it and redraw until they have 8 unique perks (3 on their board and 5 in hand).

They then choose to keep up to 3 of the drawn perks, covering any of their starting perks with these alternative options.

In the end, each player will have 3 total perks, which are some combination of the perks printed on their board and the cards they drew. You may choose to have all perk cards and no printed perks, or vice-versa.

All unselected perk cards are discarded.

DEVOUT

A fully-customized game for expert players.

Survivors and Killers may select up to 3 perks to replace their printed perks, then reveal them simultaneously at game start.

A Survivor or Killer may not have two copies of the same perk.

3-4 PLAYER GAME

There are always 4 Survivors in a trial even with only 3 or 4 players.

In a 4-player game, one Survivor player must control two Survivors.

In a 3-player game, both Survivor players must control two Survivors each.

When controlling two Survivors, the player gets only one copy of each movement card. They must be careful when moving to ensure that their two Survivors will not need the same card.

The player must resolve each Survivor's turn in turn order, as usual. The first player token passes among the Survivors (not the player), so each of the two Survivors will individually be first player at some point.



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