

Dead By Daylight Rulebook

5 Players- 20 minutes

Four survivors are trapped with a killer on the loose. The survivors must hide from and outwit the killer while repairing generators to make their escape.

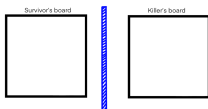
Components

- 31 Event Tiles (15 for Killer Events (**Red Dots**), 16 for Survivor Events (**Blue Dots**))
- 2 Boards with Generators (G), Palettes (P), and Vaulting (V) points marked out.
- 4 Survivor Tokens.
- 1 Killer Token.
- 8 Generator tokens and 6 palette tokens
- 4 Hook Tokens.
- 1 4-sided Dice for the Killer.
- 2 6-sided Dice for the Survivors.

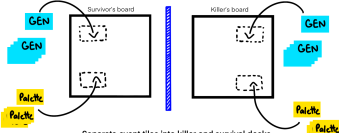
Setup

1. Setup divider between killer and survivor boards.
2. Place the generator and palette cards on the matching spaces.
3. Place the survivors at their starting positions in the 4 corners of their board.
4. Place the killer in its starting position in the middle of their board marked by a 'K'.
5. Separate the event tiles into the killer and survivor decks, then set them in front of the respective teams.
6. Place the hook tokens off to the side on the survivor side.
7. Divide the noise tokens ())) between the survivors and killer. Place them off to the side on either side.

① Setup divider between killer and survivor boards



② Place the generator and palette cards on the matching spaces



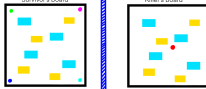
③ Survivors start in 4 corners of the board



④ Killer starts in the middle of the board



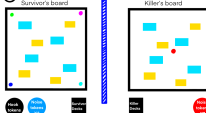
⑤ Separate event tiles into killer and survivor decks and set them in front of the respective teams



⑥ Place hooks and 2 noise tokens off to the side on the survivor's side



⑦ Place 7 noise tokens off to the side on the killer's side



P/S : Noise Tokens are a tool provided to both teams. Players may use them to mark positions where survivors or the killer have been revealed. The exact use of these tokens is up to the players.

How to Win

- The **killer wins** once all 4 survivors are hooked or eliminated.
- The **survivors win** once 2 generators are repaired.

Gameplay







- Players take turns rolling dice and moving around the board. The 4 survivors attempt to sneak around unnoticed while repairing the generators, while the killer tries to hunt them down.
- Event Tiles are drawn on high-rolling moves. ***See 'Survivor Turns' and 'Killer Turns' for more information on high-rolling moves** These event Tiles are placed on the space the player finishes their movement on. They can have positive or negative effects for both the survivors and the killer.

Survivor Turns

- Survivors get the first turn of the game.
- Survivors cannot move diagonally.
- The survivors may decide their turn order among themselves, however, clockwise is recommended. At the start of a player's turn, they **roll a 6-sided die and divide the number by 2 and round it up**. The result is the number of spaces they are allowed to move, you may move less. (e.g., $1 \& 2 = 1$, $3 \& 4 = 2$, $5 \& 6 = 3$).
- **If the result was a 3**, draw and place an **event tile** face up on your **destination** if it is uncovered by another event or map element. These event tiles can be empty or have a unique function.
- When landing on generators survivors do not place an event tile.

Events

Event Tile Legend

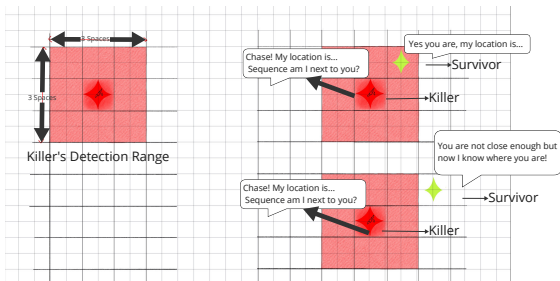
- Tree  : Once placed, players can safely walk through it without picking up an event tile.
- Trap  : Alerts killer of the survivor's position once drawn - Lose 1 turn.
- Crow  : Alerts the other team of the player's position once drawn.
- Run  : Take another movement action.
- Bush  : Survivors cannot be detected while in a bush. if detected by a chase while in a bush, do not announce your location, and return the bush to the event pile.
- Flashlight  : Alerts survivors of killer's position - Killer loses 1 turn

Killer Turns

- Each turn, the killer rolls a **4-sided dice** and moves a maximum up to the result. If they **roll a 4**, they must draw and place an **event tile** as described in the survivors turn.
- The killer cannot move diagonally.

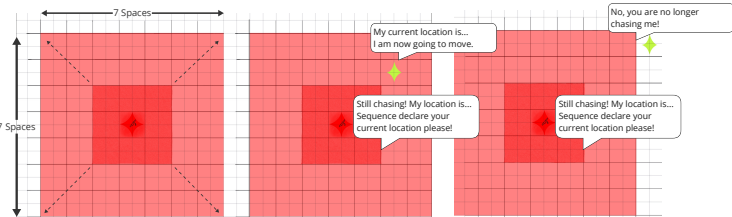
Starting a Chase

- At the **end of their turn**, the killer may initiate a chase. Doing so **reveals the killer's location** to the survivors. **Any survivor occupying the killer's tile or any adjacent tile must announce their location**, starting the chase.



During a Chase

- For the duration of the chase, the killer must reveal their location at the end of their turns.
- At the end of the killer's turn, any survivor **within 3 tiles** of the killer must reveal their location, and any survivor on the same tile as the killer becomes **hooked**. **See 'Hooked' for more information.* Any survivor no longer within 3 tiles of the killer has escaped, ending their chase. If they have escaped, they no longer need to reveal their location.
- Survivors cannot hide in bushes during a chase. **See 'Events' for more information on bushes*



Killer's **updated** detection range

**This change only occurs during a chase sequence*

Hooked

- Upon being hooked, the survivor must take a **hook token** and **place it on their character token**.
- The survivor cannot move until they are **rescued or they escape**. If another survivor ends their turn on a hooked player's space, the victim is rescued, letting both players continue their next turn as normal.
- While hooked the survivor rolls **2 six-sided dice to escape**. If they roll double 6s, they escape and can move next turn. Survivors must declare when they unhook themselves.
- **Rescuing a survivor** makes a noise at their location, and the player needs to announce that they have been unhooked to the killer.
- **If a player is hooked a second time, they are eliminated.**

Map Elements

Generators (G)

- When a survivor is in the **same square as a generator**, they may **void their movement** to instead attempt to **repair** the generator.
- To repair a generator, the player rolls a six-sided die:
 - If the result is **1**, they fail and the killer **is alerted** to the location of the generator.
 - If the result is **between 2 and 5**, the killer is **not** alerted, but the generator still needs repairs.
 - If the result is **6**, the generator is fixed and the killer is told which generator is repaired. Flip the generator token on both boards to signify that the generator is repaired.

Vaulting (V)

A shallow ledge the player can jump over. Vaulting is the same as a **normal movement for survivors**, and **for the killer**, their **movement ends** after vaulting. **Vaulting makes noise**, meaning the player must report the location where they landed after vaulting.

Palettes (P) (□□□□)

A wooden palette that can be pushed over in an emergency. Palettes can be **activated by survivors during their turn, while adjacent to the pallet**. When this space is activated, it creates noise. It becomes a **blocked space for the killer and a vault space for the survivor**. Flip the pallet token on both boards when activated. In place of movement, **the killer can destroy an activated pallet**, adjacent to their tile.

Wall (—)

A wall that players can't move through and the killer can't find survivors through when starting a chase.

Credits

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This Project was inspired by and a recreation of Dead by Daylight originally created by Behavior Interactive and 505 Games