

Dead By Daylight Rulebook

5 players - 20 mins

The survivors are trapped with a killer on the loose. The survivors must hide and outwit the killer to activate the generators and make their escape. The killer will be hunting them the entire time.

Components:

Tile Cards - 10.

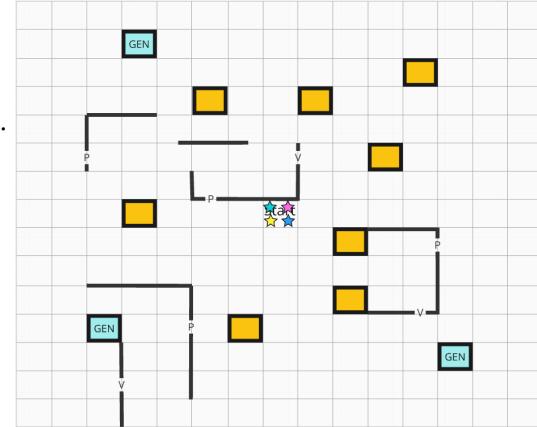
Board with generators (G), palettes(P), and vaulting (V) points marked out.

4 survivor tokens.

1 killer token.

4 hook tokens.

6-sided dice



Setup:

- Setup divider between killer and survivor boards.
- All space on the board must be empty at the start.
- Survivors start in the 4 corners of their boards.
- Killer starts in the middle of the board
- Place event cards in place accessible to both the survivors and the killer.

Survivor Movement:

Each survivor can move or take an action during their turn. When a survivor moves to an undiscovered, empty space, they will draw an event tile to place on that space. These event tiles can be empty or have a unique function:

Some spaces are already marked, do not draw an event tile if moving to those spaces.

Event Cards:

Trap Cards 🚧: If the player draws a trap card, then they are stuck in that spot for one turn. They also must tell the killer their coordinates. The Killer is not affected by this card

Sprint Cards 🏃: A burst of energy, The player may move an additional space.

Crow Cards 🐦: The call of a crow alerts the killer to the survivor's position. They must tell the killer their coordinates.

Killer Trap Cards 🎤: If the killer walks here, The survivors are alerted to their location: The killer must reveal their coordinates. Survivors are not affected by this card

Hide cards : The survivor is hidden from the killer even if they are on the same spot.

Killer Movement:

Each turn the killer may move three spaces. Wherever the killer lands they must roll a six sided die. If the result is 1, They reveal their location, otherwise nothing happens.

Chase:

At the end of their turn the killer may reveal their location to the survivors, If any of them are within a 3x3 square around the killer. They must tell the killer where they are, For the following turns the killer will reveal their location either until they catch up or until they are more than 3 spaces away. **The survivor does not reveal their location until the end of the killer's turn.** If the killer reaches the same space the survivor is, the survivor is hooked and cannot act until another survivor helps them down. If they escape they do not need to reveal their location that turn.

When the player is hooked, a hook token is placed on their location. When another survivor is in that space, they can unhook their teammate at the penalty of alerting the killer to their location.

Generators:

When the survivors are in a generator space, they may use their movement and instead attempt to repair the generator. Roll a six sided die, if the result is 1, they fail and the killer is alerted to the location of that 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 complete.

Winning and Losing:

When all the generators are fixed then the survivors escape and win.

If the killer hooks a survivor twice, that survivor is dead, the killer wins if they kill all 4 survivors.