



DEAD BY DAYLIGHT | BEGINNER'S-GUIDE

Default Dwight:

or how i learned to stop worrying and
love the Hook







INTRODUCTION

Welcome to Dead by Daylight, brave survivor! This role specific beginner's guide will show you how to stay alive step by step. If you have already played similar games, you'll have undoubtedly discovered that there are many unique concepts and strategies to learn. Our goal by the end of this tutorial is to impart some knowledge, tricks, and other hot tips we have gained along the way in an effort to help YOU to survive in the world of Dead by Daylight!

WHAT'S GOING ON IN DEAD BY DAYLIGHT?

Dead by Daylight is a 4 vs. 1 survival horror/action game. One player takes the role of a ruthless killer and the other ones need to survive and finally escape. The killer's goal is quite simple: find the survivors, hunt them down and kill them! As a survivor, you need to avoid the killer and escape the trial. In order to accomplish this, you and your teammates must repair 5 out of 7 generators to power-up the exit gate that leads you to freedom.



CONTROL IS KEY

Now that we know what Dead by Daylight is and what each player's goals are, we need to learn about basic movement and controls. Thankfully, there are only minor differences between Dead by Daylight and other 3rd-person games. So, for most players this section will be quite familiar.



As a survivor, use the **WASD-keys** (left stick) to move your character in all directions while using the **mouse** to change the camera view. Survivors can see the world around them in **3rd-person perspective**, so use the camera to your advantage and make yourself aware of your surroundings.

To **sprint**, simply hold down the **shift-key**. There is no limit on how long you can run faster, so don't worry about conserving „sprint-power“ when being chased by the killer. The only **disadvantage** for you when running fast constantly is that you'll leave red “scratch marks” on the ground. They can be seen by the killer and that makes it a lot easier for him to track you. More will be covered later on.



Crouching is performed by holding down **left CTRL**. While in crouch mode, you move **slowly**, but due to your **stooping position** you can harder be seen by the killer.

Lastly, you are **NOT ABLE TO JUMP** (e.g. by pressing space-bar), but you can perform **long drop downs** of tall structures with **no damage** to fear. Other jumping performances, like **sliding over wooden pallets** or **hopping over window boards** are possible though. Read more on the following pages.





TALES FROM LIFE AND DEATH



Once in game, the **bottom left hand corner** of the screen displays **health indicators** for you and the rest of your team.



At the beginning of the trial, each player's state is set to **HEALTHY**. This will remain until a survivor gets hit by the killer; in most cases by his **primary weapon**. If so, from now on the player is **INJURED**. You can still move on but when injured, the survivors will leave **pools of blood** in their wake and begin to **moan loudly**. That can be heard by the killer and finding a place to hide gets even more difficult.





If a survivor is already injured and gets hit by the killer again, he will be **knocked down to the ground**. He now enters the **DYING-state**.

You can still crawl around the map and recover yourself up to **95% at most, no matter if you own a medkit or a perk**. In order to get back on your feet again, you'll need a **teammate** to pick you up. **But be aware:** you are in great danger. If once in dying-state



the killer has the best opportunity to **easily grab** the survivor and **hook** him.



HANGING AROUND IN DBD



There are **three „hook stages“** for every player: getting hooked by the killer for the **first time** the survivor has either **three attempts** to unhook himself or he just simply **waits for a teammate** to help him get down again. In most cases it's advisable to let you help by the other players. Try to unhook on your own just in case **there's no way out**, because the chance of a successful **„self-deliverance“** is very low.

If a survivor gets hooked a **second time**, he has to struggle intensely by **repeatedly pressing the space-bar** until he gets saved by a teammate. Otherwise you're going to die on the hook.



If the survivor is being hooked for the **third time**, he will instantly **die** and his time in the trial has come to an end.





MAIN OBJECTIVE

1

As we already know, the **main objective** is to find and repair **5 generators** that are spread around the map. Generators can be repaired by simply approaching them and holding down the **left mouse button**. If you own a toolbox use the **right button**.



While repairing a generator, you'll have to face multiple **skill checks**. In the moment right before a skill check appears, a **notification sound** alerts

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you about the incoming check. Press the **space bar** when the needle is within the **marked zone** to successfully pass a skill check.



3

If you **fail a skill check** the generator will **blow up**. The repair-process is being stopped for a short period of time and the **progress bar gets regressed a bit**. That accident of course **alerts the killer** and he approximately knows **your location**, too. So, always try to avoid failing skill checks.





ESCAPE THE TRIAL

When the **generator's progress** bar reaches **100%**, it is fully repaired. Completed generators are easy to spot, as the **lights on top** of them will be fully illuminated and all the **pistons** move up and down rapidly. Once all 5 generators are done, the **exit gates** will be powered and become available to open. Look for the **switch** next to the door, flip it by holding down the **left mouse** button and wait a few seconds until the door is finally open.

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After the exit gate is open, **endgame collapse** begins. This means the survivors have **2 minutes** left to leave the trial, otherwise they will get devoured by the entity. If a survivor gets put into the **dying state**, the timer is ticking down considerably **slower**.

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You can also escape the trial through the so called **hatch**, which will open automatically, if there is only **one**

survivor left. It also spawns after a certain **amount of repaired generators**, depending on how many players are still alive. But therefore you will need a **key** to finally open it.

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EIN VERLETZTER: ALARM, ALARM

In Dead by Daylight **teamwork** is an essential factor in order to succeed. Therefore taking care of each other is crucial and one of the most important things to do. When you see a **hooked teammate** nearby your position, make sure the killer is out of reach, get closer and finally **perform an unhook-action** by holding down the **left mouse button**. After that, it is advisable to run to a **safe place** where you can heal your friend.

Hint!

If the killer is facecamping the hooked person, don't waste your time waiting! In that case it's better to repair a generator instead.



unhook

healing





REALMS INTO THE LIONS DEN

In Dead by Daylight you get summoned by the entity to a specific **realm**. You can either pick a map by using a so called **offering** (more on that later) or a map gets **randomly picked** for the upcoming trial.

Most of the maps have **different versions** with different **layouts, sizes** and **main buildings**. In total there are **32 different maps** and with every additional update, new ones are added to the game. That might sound a bit overwhelming, but we just cover the most important things you have to know as a beginner.

As already mentioned, every map has got its **unique main building**. It could be either a **chapel, a tempel or a school**. In every main building there is always a **generator** located. There are also **windows, pallets, lockers** and in general good places where you can hide and run away from the killer. The main building has also a **50% chance** of housing the **basement**.





BASEMENT

The **basement** is a very strong „tool“ for the Killer. It houses **4 hooks** right next to each other that cannot be **sabotaged** or **disabled**. The **tight stairs** down make it also very hard to escape for every survivor. A good rule of thumb is to simply **stay away from the basement**, it is usually a **deathtrap** for unexperienced players.

If you get trapped in the basement and there seems to be no way out, you can **hide** in one of the **4 lockers**. Many killers tend not to check each one of them. With **some luck** you might get out of that miserable situation **unharmmed**.





KILLER SHACK

The **basement** can also be located in the so called **killer shack**. While the basement itself is dangerous, the killer shack is a very strong building for **advanced survivors**. It has got great **looping potential**, a technique experienced players use in their gameplay to keep the killer at a distance and maybe force him to give up. Read more on the next pages. The killer shack always comes along with a **pallet**, a **window** and **several lockers** where you can hide. In most cases a **generator** or an **item box** can be found, too.

The best advise is to simply **explore the whole map** and look out for **striking landmarks**. Check every single corner of buildings, find out where **generators** are located and learn to use the **environment** to survive. We'll cover some of the maps and their peculiarities later on.





OF WOOD AND BONES



LOCKERS

Lockers are good **spots to hide** from the killer. To enter a locker simply press the **space bar** when you're standing next to it. Keep in mind that if you **rush in or out** (holding Shift) the killer will get a **notification**. If you get caught in a locker, he can grab you and put you on a **hook** right away.

ITEMS

There are **two ways** to get items in Dead by Daylight: You either get them from the **bloodweb** and bring them along to the next trial, or you find items in **chests**. Open the chest by **holding the left mouse button** until the progress bar is at **100%**. If you survive the trial, you can keep your item.



TOTEMS

Totems are, if active, a **powerful killer perk**. There are **5 „dull totems“** spread around the map. You usually find them near **generators**. Totems with **burning candles** are **active** ones. You cleanse them by holding the **left mouse button**. After this work is done, the perk is deactivated.





INTRODUCING SOME MAPS



MACMILLAN ESTATE

A **moderately sized map** that is shrouded in **darkness**. This realm usually features a **larger building** with lots of good potential for kiting the killer around. As most of the existing maps, there are several different Versions of it.



COLDWIND FARM

This map has decent lighting, but features lots of vision **obstructing corn** that gives a survivor the opportunity to easily **disappear** in there. Most of the structures in these maps have a **high kiting potential**.





HADDONFIELD

If you know the movie **Halloween**, you know your battleground. You find generators on the **street**, inside **houses** and in their **backyards**. Use the **windows** for your advantage. It's a great map for a **perk balanced landing**.



BLACKWATER SWAMP

A dark map that offers lots of tall **foliage to hide**. The main buildings have **birds** that will **fly away** and **cry out loud** if either the killer or a survivor approaches.



LEARY'S MEMORIAL INSTITUTE

A **very small indoor map** that has many **windows** and **pallets**. It can be difficult to find **generators** as a survivor. Try to use **striking landmarks** as a way to keep on track where their location is. Don't waste too much time on scouring the map to look for them.





KNOW YOUR ENEMY

"If you know the enemy and know yourself, you need not fear the result of a hundred battles. ..."

Sun Tzu; The Art of War

At the current state of the game, there are **17 different killers** available. You might know some of them from **famous horror movies** like **Halloween** or **Nightmare on Elm Street**. Others are based upon the developer's phantasy.

Each killer has his **unique look** and **defining ability**, like placing traps, throwing poisoned bottles, teleporting through walls, stalking survivors and so on. Knowing these powers is an important **key element** to be successful in Dead by Daylight. We will introduce some frequently played killers and their power after this chapter on page 21.





The next very important thing you need to know is, that you can not simply **outrun the killer**. To give you some numbers: as a survivor you sprint **4,0 m/s** while most killers run with **4,6 m/s** or **4,4 m/s**, depending on the killer you are facing. Therefore you have to use the **enviroment** to **hinder** the killer or to **gain distance**.

The best way to **hinder** the killer or to keep him on **distance** is to use **pallets** and **windows**. When you are working on a **generator**, always think about your **next step**. What will be your plan if the killer is coming? What's the best way to escape? Where is the next window, where is the next pallet? Is there a safe place to hide nearby?



While you are **running (Shift)**, you leave **red scratch marks** on the ground in your wake, **only** the killer can see for a short period of time. It is very easy to **track a survivor** that is being chased, so sometimes it's advisable **not to sprint** right away. Once you're in the **killer's terror radius** it is often better to **hide** in a dark corner.





Every killer has a **terror radius** in form of a **heartbeat sound** only survivors can hear: the **closer** the killer, the **louder** and **faster** the heartbeat. There are **stealthy killers** with a small radius and even some with **no radius** at all, until they get **revealed**.

The next important thing is the **killer's red stain**. This demonstrates the **direction** of the **killer's view**. For advanced players this is a very important indication tool to get to know the killer's **position** while **looping** him.



Survivor POV



The **killer** has a **1st-person view**, while survivors are being controlled in **3rd-person**. That gives you a better **overview**.
Note: When you get hit you gain a **sprint-burst** and the killer is forced to **clean his weapon**. Therefore you have some time to **escape** to the next save spot.

Killer POV





KILLER PERKS: BE AWARE



A perk you will face many times during your DBD career. After the killer hooks someone, every survivor's aura will be displayed within a range of 40 meters for 4 seconds. There are some ways to counter that perk. Either staying outside the range or hide inside a locker which prevents you from being seen by the killer. You can also hide behind a generator, since your aura and the generator's look almost identical.

Barbecue & Chilli

A powerful hex perk which curses all generators. If you just get a good skill check, the repair progress will decrease by 5%. You have to either hit only great skill checks to prevent that, or find the hex totem and cleanse it.



Hex: Ruin



On each map you can find 5 totems. After the last generator is done, the perk activates and a dull totem becomes active. All the survivors are now exposed until the totem gets cleansed. The best way to deal with this perk is to simply cleanse all the dull totems, before you finish the generators.

Hex: No one escapes Death

When you are healing within 28 meters of the killer's position, he can see your aura. Be aware that many killers run this perk, so avoid healing yourself or your teammate when the killer is around, unless you made sure, he does not use that „power“.



A Nurse's Calling





KILLER'S CLASS REUNION





THE TRAPPER

As the Trapper's name reveals, he's got the ability to **place traps**. When you play against him, always **watch your feet**. Many Trappers tend to place their traps in **tall grass** to make them more unseen, or in front of **windows** and **pallets**. If you find one and the killer is not nearby, **disarm** it!



THE NURSE

This is the only killer who is **slower** than the survivors. She has to use her **warping blink** to catch up to the survivors. If you play against the Nurse find good places where you can **hide**! She is **bad** at tracking people but **phenomenal** in a chase. If she is chasing you, break her line of sight behind **obstacles** like walls and rocks. **Be unpredictable!**



Ghost Face



The Hag



The Shape



The Doctor



THE HILLBILLY

THE WRAITH

One of the **fastest** killers in the game, when he is using his **chainsaw**. It normally takes 2 hits for a killer to beat a survivor down to the ground. But **Hillbilly** is able to put you into dying state with **one single hit**, when using his **chainsaw**. If he attacks, try to run as **unpredictable** as possible, because his **heavy chainsaw** might be extremely **dangerous**, but it's **not easy to handle**.



A **stealth killer**, who can **cloak** and **uncloak** at any time he rings his **iron bell**. When he is **invisible**, he moves **faster** than normal, but he can **not** attack you. Open your eyes, be careful and look for the killer's **silhouette-like shimmer**. Once you hear the bell ring, it is time for you to run, e.g. to the next **pallet** or **window**.



The Cannibal



The Pig



The Nightmare



The Clown



THE HUNTRESS

She is a bit **slower** than other killers, but she's got a **long attack range** by throwing **hatches**. After the huntress used **5 hatchets**, she has to **refill** them at a **locker**. When you are getting chased, **walls** and **trees** are your best friends to **dodge** her attacks. The huntress will make an **audible noise** when she begins **charging up** for her ranged attacks. She has a **smaller terror radius** compared to most killers but she **sings a lullaby** that will **alert** you when she draws near.



Hint!

Every killer is being introduced before the trial starts, when you face him the first time!



The Spirit



The Legion



The Plague



Demogorgon





THE BLOODWEB



Dead by Daylight also has some sort of **RPG elements**, called **perks**. Perks will give you **advantages** in certain **gameplay-categories** like repairing generators, seeing the killer's aura or healing speed.



You are able to use **4 different perks** every trial and you unlock these perks in the **bloodweb**. To do so, you have to **earn bloodpoints** by simply playing the game and **performing actions** or completing **daily rituals**.



Besides perks, you also gain **items, addons** or **offerings** from the web which you can use during a trial. If you **survive** a round successfully, you can **keep** your **item**, whereas **offerings** are being **consumed**.



Every survivor has his own **3 teachable perks**. This means that **you are the only one** who can use these perks until you reach **level 30, 35 or 40** in the **bloodweb**. After that you are able to **teach** this perk to any other survivor. It will then pop up in their bloodwebs, too.





SOME ITEMS YOU CAN GAIN

Medkits

Heal yourself or others with a medkit. Additional charges or extra healing speed can be equipped with addons.

Flashlights

Blind the killer. Saving a teammate with a flashlight is an advanced technique you will learn over time.

Toolboxes

This allows you to repair **generators faster**. You use them with your secondary action button.

Keys

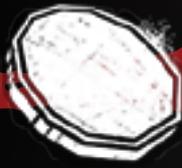
They can have **multible uses** like aura reading, but its main purpose is to **unlock** the hatch aka **the trap door**.



Note!

In order to use items press the secondary action button (LMB).





OFFERINGS

Map-Offerings

You want to play a specific map? Use one of the **map offerings** and it will greatly increase the chance of being sent there.

Environment

Environment offerings are **rare** and change the **map's „condition“**: e.g. make it **foggier** or place more **chests**.

Luck-Offerings

They will increase the **luck** of you and/or your team: e.g. you have a better chance on **unhooking yourself**.

Bloodpoints

Gain **additional bloodpoints** for your next trial. You get a lot of those, so use them frequently.





MAKE YOURSELF COMFORTABLE

not too



best survivors
to start with





The athletic sport cannon is a great first pick. She really has good perks like **Sprint Burst (1)** which allows her to get away from the killer easier. Her **Quick & Quiet (2)** perk supports stealthy gameplay, because she won't make any noise by doing rushed actions. **Adrenaline (3)** is currently one of the best meta perks. While mainly **advanced players** will get its full potential, there is no reason not to get used to it right away.



MEG THOMAS

DWIGHT FAIRFIELD

While there are other good survivors to choose, **Dwight** is probably one of the best survivor to start with, mainly because of his **fantastic perk repertoire: Bond (1)** and **Prove Thyself (2)**, two great perks that will not only help you to **repair generators** pretty fast, but also to be aware of what's going on **around you**. Also **Leader (3)** has got its merits, since it helps you a lot in **teampplay**.



FENG MIN



1



2



3

At last but not least we want to introduce you to **Feng Min**. Her only „downside“ is that she is not available right from the beginning on. But she comes along with **fantastic skills** for every **starter**, so it might not be the worst idea to invest in her early. First of all she's a **very small person**. Following this she is **harder to see** compared to most other survivors. Secondly, she's got great perks for **beginners** as well as **advanced players**. These are **Technician (1)** and **Alert (2)**. Read more on the next two pages. Her third perk is an „exhaustion“ perk called **Lithe (3)**. This one gives you the ability to gain **150% movementspeed** after fast vaulting a **window**. A great way to gain **distance** on the killer.



.. AND ALL THE OTHER GUYS



Steve Harrington



Nancy Wheeler



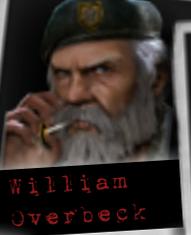
Claudette Morel



Jake Park



Nea Karlsson



William Overbeck



David King



Laurie Strode



Ace Visconti



Quentin Smith



Det. Tapp



Kate Denson



Adam Francis



Jeff Johansen



Jane Romero



Ash Williams





USEFUL BEGINNER PERKS

Hint: Listen to Ash!

all beginning is
(not) difficult!



ALERT:

When the killer breaks a **pallet** or is **kicking** a **generator**, their **aura** is revealed to you for **5 seconds**.



BOND:

You can see the **auras** of other **survivors** within **36 Meters**. It's great to get informations on your **mate's position**.



DETECTIVE'S HUNCH:

After you complete a generator, you can see all **totems**, **chests** and other **generatores** within **64 meters**.



LIGHTWEIGHT:

Scratch marks stay **3 seconds** less visible. A great perk to **juke** unprepared killers.



Hint: Ghostface's warning

you can run, but you can't
hide (forever)! *muahaha*



SPRINT BURST:

You gain **150% movement** speed for **3 seconds** once you start **sprinting**. A great perk to get away from the killer once he **sights** you.



SELF-CARE:

A very good perk to start with. Normally you need a **medkit** or a **teammate** to heal yourself. With this perk, you can do it **on your own**.



PROVE THYSELF:

When you repair a **generator** with your **friends**, you gain **additional repair speed**. The **more people** work on a generator, the **faster** the extra repair speed bonus is.



TECHNICIAN:

In order to succeed, you must **learn through failure**. This perk will **prevent** the generator to **blow up** only **50% of the time**, if you **fail** a skillcheck.



We hope you found this guide helpful and we wish you good luck and a lot of fun playing Dead by Daylight. See you in the fog and don't forget to say HELLO, if we meet ingame! :)

"Every key you take
and every gen you make.
Every hook you break and
every Window you fake,
I'll be watching you!

Every single realm
and every one you safe.
Every game you leave
and every time you grief,
I'll be watching you

Oh can't you see,
you belong to me.
My poor cleaver aches
With every juke you make!

Every window you take.
and every LOS you break.
Every vault you fake and
every offering you stake,
I'll be watching you!"

"every breath you take" -

The Entity's Disport

TEXT: John aka xEa aka Browndown

ARTWORK: Wuffzack

CORRECTION: Phear

Discord: discord.gg/znBq6dv



