



# PLAYING KILLER: The basics

## MAIN OBJECTIVE

The main objective of the killer is to make sure that no survivor escapes the entity. To do this you need to **sacrifice survivors** and **guard generators**. Time is essential, so try to maintain a balance between the two objectives.

### GUARDING GENERATORS

Survivors will try to complete generators to escape. In order to hinder them from doing this, make sure they cannot sit unattended by a generator for too long. Remember, your presence alone instills terror!

Find the different generators by looking for their **red auras** on the map. If a generator has been worked on; **kick it** to make it lose progress over time. As long as the generator remains untouched, its progress will keep regressing until it reverts all the way back to zero. There's always sparks around a regressing generator.

### HOOKING AND SACRIFICING SURVIVORS

In order to sacrifice a survivor you need to **hook them three times**. A hooked survivor is immobilized and cannot help their team with their escape. Additionally, the survivor may die early if not saved by another teammate.

A survivor can be put on a hook when in the **dying state**. The survivor starts the trial **healthy** but becomes **injured** when hit once and **dying** when hit a second time. Whenever they get hit, they gain a short burst of speed.

Carry them to a hook to hook them, but beware, you can only carry them so far before they wiggle out of your grasp!



# TRACKING

In order to find survivors, the entity has granted you with excellent hearing and sight. Therefore, you will get *visual* and *auditory clues* depending on what happens in the match. Use them to help guide your decisions.

## AUDITORY CLUES

- **Generator repairs** can be distinguished by sound. More intensive sound, more progress.
- **Injured survivors** are in pain. They moan and grunt.
- **Running survivors** gasp for breath. You may also hear their footsteps.
- **Still/walking survivors** breath heavily. If you hear breathing, a survivor is near.
- **Disturbed crows** fly away and caw loudly.
- **Rushed actions**, such as vaulting a window when running, produces a loud noise.
- **Failed skill checks** produce loud notifications.

## VISUAL CLUES

### Auras

Just like the name implies, auras are the outline of an object or survivor. The aura's of **uncompleted generators** and **active totems** are always visible on your map. Some perks let's you see survivor's auras as well.

### Notification bubbles

The notification bubble gives you the location of an event, for example a completed generator or a rushed action. The notification bubble only gives you the general location of the event.

### Scratch marks/Blood trail

When survivors are running, they leave behind a trail of red scratch marks for a short amount of time. The scratch marks can help you see which path the survivor took if you lost sight of them for a while. Injured survivors also leave a trail of blood. This happens regardless if they are running or not.

### Environmental

Some of the environment respond to the survivors' movements. If you see grass or corn moving there's probably someone there. Also look out for lockers closing - a survivor may hide in there.



## CHASING

When you have found a survivor, you need to get close enough to hit them with your weapon. They can often hear you coming from far away and will try to find a safe spot, like a pallet, to help them get away. Use your different attacks and speed to down them in the chase.

### TERROR RADIUS AND RED STAIN

As mentioned earlier, your presence alone instills fear. This is because of your **terror radius**. All survivors hear a heartbeat whenever you are close, warning them of your presence. The closer you are, the more intense the heartbeat becomes. There are perks and powers that manipulate the terror radius, helping you sneak up on your victims.



In addition to the terror radius, killers also have a **red stain** in front of them. The red stain allows survivors to see in which direction you are facing. Some killers use the red stain to mindgame their opponent.



### BASIC ATTACKS

Every killer has got their own unique ability to help them win the game. In addition, they can all do a basic attack. There are two different types of basic attacks: **normal** and **lunge**. The lunge takes a little longer to charge, but reaches further. The extra range can be good in situations where the survivor is close to an obstacle, like a window and a pallet. The normal attack is quicker but doesn't reach as far. Don't forget that the killer always needs a moment after each attack, hit or miss. So don't be too trigger happy.

### SURVIVOR DEFENCE

Survivors are generally helpless if the killer finds them. However, they do have a small line of defence. They can run around obstacles and even use windows and pallets to try and gain distance on you. They can also stun you for a couple of seconds if you are not careful. If the survivor vaults the same window three times in a shorter period of time, the entity will block it for you. You will also gain speed as the chase progresses.



## END GAME

The game is not over when engines have been completed. The survivors also need to open the gates and escape. The game ends when all survivors have escaped or when all survivors have been sacrificed.

### THE EXIT GATES AND THE HATCH

There are always two exit gates present on the map. The gates cannot be opened until **5 engines are powered**. Additionally, the survivors need to power the gates with a **switch box** in order for them to open. Each switch box has three red lights that light up as the gate is being powered. You can see the red lights from far away to determine if a survivor is trying to open that gate or not.



In addition to the exit gates, the survivors can use **the hatch** to escape. The hatch spawns whenever there number of repaired generators exceeds the number of alive survivors. The hatch doesn't open until there's only one survivor left in the match. If the killer finds the hatch before the survivor does, he/she can choose to close it. This action will power all generators, leaving the exit gates available to open. If a survivor has found or brought a **special key**, they can use it to open the hatch whenever they choose to. This will, however, consume the key.

### END GAME TIMER

Whenever an exit gate is opened, or the hatch is closed, the entity starts a timer. When the timer runs out, all survivors left on the map will be sacrificed. The timer slows whenever someone is hooked or injured, but speeds up again when the survivor is healed.



## TIPS AND TRICKS!

As you become better at the game, you will find that the game has a lot of different knicks and knacks to learn. If you have questions, don't hesitate to ask the members of the forums. Here's a few "good to know"-tips to utilize when you've started to understand the basics of the game.

### NO LUNGING WHILE CARRYING

You cannot perform a lunge when carrying a survivor. Survivors may try to trick you to take a shot in order to save their carried teammate.



### EVASIVE THE FLASHLIGHT

A correctly timed flashlight blind can make you drop a carried survivor. Look up (or away) to evade it.



### MAP GENERATION

Maps are generated with tiles, but there are no set patterns. The map will always spawn 5 totems and 7 generators.



### LOOPING AND SPEED

While most killers are faster than survivors, they are not as nimble. Survivors can perform fast vaults and hug walls tighter which can make them really hard to catch.

### PRESSURE IS KEY

The game is, at its core, about time management. Make sure you don't spend too much time on one survivor. Spread the terror!



### EXPOSED!

Some perks and powers induce the *exposed* status on survivors. This means they will go from healthy to dying in one hit.



### I DID EVERYTHING YOU SAID BUT I STILL DON'T WIN

Playing killer does not mean you will get four kills every time. Sometimes you just get one or two kills. Some games you get none. Try playing survivor to get a better understanding of the opposite team. And don't forget to have fun!