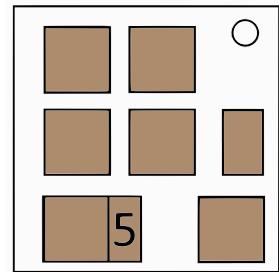


## On the Subject of Dead by Desklight

*Hopefully it isn't as buggy as the real videogame.*

This module contains four survivors in reading order, a generator icon and a killer icon. There may also be additional information displayed above the killer icon.



You must determine which button to press based upon which Dead by Daylight killer you are playing as and the states of the survivors. The module will defuse when all the survivors have either died or escaped.

Survivors start in the healthy state.

- While healthy the survivors' portrait is revealed.
- Pressing the button of a healthy survivor will chase them and injure them.
- Pressing the button of an injured survivor will chase them and down them.
- Pressing the button of a downed survivor will hook them.
- Pressing the button of a hooked survivor will camp them, preventing them from being unhooked.
- Once a survivor has been hooked long enough, they will die.

If all remaining alive survivors are simultaneously hooked, they will immediately die.

After you take an action, survivors may take an action of their own:

- Survivors can heal themselves. (Downed → Injured, Injured → Healthy)
- Survivors can unhook themselves. (Hooked → Injured)
- Survivors can repair generators which, once enough are repaired, will power the exit gates.
- Survivors can escape through the exit gates once they are powered, although they are not guaranteed to do so immediately.  
(Survivor escapes have no negative affect on the module.)

The amount of generators left to repair can be seen to the right of the generator icon. Once the required number of generators have been repaired, the generator icon will change to show that survivors can now escape.

At each stage of the module determine the correct action by following the action table within the relevant killer section. If there are multiple survivors that the action can be applied to, use the Survivor Priority Table below to determine the correct choice.

If you press an incorrect button you will incur a strike but the module will not reset.

For image identification see the end of this manual.

### Survivor Priority Table

**Lower value = Higher Priority**

In case of tied priorities, use position in reading order as a tie breaker.

Name	Healthy	Injured	Downed	Hooked
Dwight Fairfield	1	5	8	4
Meg Thomas	2	6	7	3
Claudette Morel	3	7	6	2
Jake Park	4	8	5	1
Nea Karlsson	5	1	4	8
Laurie Strode	6	2	3	7
Ace Visconti	7	3	2	6
William "Bill" Overbeck	8	4	1	5

### Evan MacMillan aka The Trapper:

The Trappers' power is to place bear traps that survivors can get caught and injured in.

The maximum amount of active bear traps is calculated via the following:

1. Start with a maximum of 3 Bear Traps
2. Take the first character of the serial number. If it is a letter, take the digital root of its alphabetic position (where A = 1, B = 2... etc). Add 1 to this value.
  - If this value is 1 or 2, you are on an indoor map, reducing your maximum bear traps by 1.
3. Take the second character of the serial number. If it is a letter, take the digital root of its alphabetic position (where A = 1, B = 2... etc). Add 1 to this value.
  - If this value is 1 or 2, you have the Trapper Sack add-on increasing your maximum bear traps by 2.
  - If this value is 3 or 4, you have the Trapper Bag add-on increasing your maximum bear traps by 1.

The number of currently active bear traps can be seen above the power icon.

Pressing the killer icon will increase the number of active bear traps by 1.

Attempting to increase the amount of active bear traps higher than the maximum will award a strike. A survivor getting caught in a bear trap will decrease the number of active bear traps by 1.

**Trapper Action Table**

The Trapper prioritises which action should be taken based on the following:  
**Lower value = Higher Priority**

Value	Action
1	If there's only one survivor left alive, and they are healthy or injured, chase them.
2	If there are no escapes and the exit gates are powered make sure there are atleast 2 active bear traps if possible.
3	If any survivors have escaped, hook downed survivors.
4	Chase survivors caught in bear traps.
5	Make sure there is atleast 1 active bear trap.
6	Hook downed survivors.
7	If there are hooked survivors, and it is possible to do so, protect your sacrifice by making sure there are atleast 2 active bear traps.
8	Chase injured survivors.
9	Camp hooked survivors.
10	Make sure the maximum number of bear traps are active.
11	Chase healthy survivors.

**Note:** If multiple survivors are caught in bear traps and you must chase one of them, use their Injured priority.

**Philip Ojomo aka The Wraith:**

The Wraith's power is to cloak to hide and sneak up on survivors.

- Pressing the killer icon will make you cloaked if you are uncloaked.
- If you injure, down or hook a survivor you will become uncloaked.
- The Wraith begins cloaked at the bombs' start.

If you are uncloaked, an image of The Wraith will be visible above the killer icon.

**Wraith Action Table**

The Wraith prioritises which action should be taken based on the following:

**Lower value = Higher Priority**

Value	Action
1	If your last action was to chase a healthy survivor, continue chasing them.
2	Hook downed survivors.
3	If your most recent action was to hook a survivor, become cloaked.
4	Chase injured survivors if you are cloaked.
5	If your most recent action was to camp a hooked survivor, then chase a healthy survivor if you are cloaked.
6	Camp hooked survivors.
7	Chase healthy survivors if you are cloaked.
8	Become cloaked if you are not.

### Max Thompson Jr. aka The Hillbilly:

The hillbilly's power is a deadly chainsaw, capable of quickly injuring healthy survivors.

- Pressing the killer icon will rev up your chainsaw. If you are instructed to chase a healthy survivor and your latest button press wasn't the killer icon, you must press the killer icon.

The chainsaw's current temperature can be seen above the killer icon.

- Using your chainsaw will increase it's temperature by 40°C.
- The chainsaw's temperature will decrease by 1°C every second of the bombs timer.
- If the chainsaw's temperature goes over 99°C it will overheat and you will be unable to use the chainsaw again until it has reached 0°C.

If the chainsaw is overheated the temperature icon will be red and the killer icon will disappear.

### Hillbilly Action Table

The Hillbilly prioritises which action should be taken based on the following:  
**Lower value = Higher Priority**

Value	Action
1	If you've just rev'd up your chainsaw, and there is a healthy survivor, chase them.
2	Hook downed survivors.
3	Chase injured survivors.
4	If your most recent action was to hook a survivor, camp a survivor.
5	Chase healthy survivors.

## Image Identification

### Survivor Portraits:

Name	Icon	Name	Icon
Dwight Fairfield		Nea Karlsson	
Meg Thomas		Laurie Strode	
Claudette Morel		Ace Visconti	
Jake Park		William "Bill" Overbeck	

Health states:

Status	Image	Status	Image
Dead		Hooked	
Downed		Injured	
Escaped		Caught in a bear trap	

Killer icons:

Name	Image
The Trapper	
The Wraith	
The Hillbilly	