

# DEAD BY NIGHTFALL GAME RULES

## GENERAL RULES:



KILLER



HUMAN

1. DEAD BY NIGHTFALL IS AN ASYMMETRIC CHASING GAME WHERE ONE PLAYER IS KILLER AND OTHERS ARE HUMAN (1 VS 2 OR 1 VS 3).
2. OBJECTIVE OF KILLER: KILL ALL HUMAN BY **CHASING** THEM.
3. OBJECTIVE OF HUMAN: **SOLVE PUZZLES** TO OPEN DOOR AND ESCAPE. **SOLVE 3 PUZZLES FOR 1VS2 AND 4 PUZZLES FOR 1VS3 TO OPEN DOOR.**
4. MOVEMENT ORDER: KILLER → P1 → P2 → P3.
5. KILLER MOVES **TWO EXTRA** GRID EVERY TURN.
6. PLAYERS CAN MOVE **BACK TRACK** AS SHOWN →.
7. ALL HUMAN **(SHARE) FOUR LIVES**. ONE LIFE IS LOST IF ANY HUMAN IS BEING CATCHED. HUMAN ON THE BOARD DO NOT DIE UNTIL LIFE NUMBER BECOMES **ZERO**. ❤️ ❤️ ❤️ ❤️
8. KILLER **(RESETS)** POSITION AND GET A **RED CARD** AFTER EACH CATCH. (KILL REWARD)



## MAP ITEMS:



KILLER'S START POINT AND RESET POINT.



HUMAN'S START POINT. CHOOSE FAVORITE ONE TO START WITH.



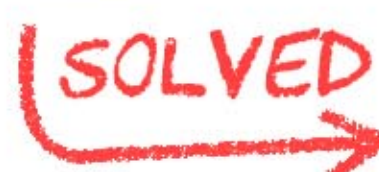
**SHOP**: STOP ON SHOP CAN PICK A **RED CARD**. MORE DETAILS →



EACH SHOP CAN BE USED **ONCE**. THERE ARE FOUR SHOPS.



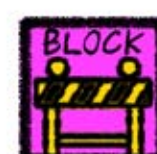
**PUZZLE**: TOTALLY FIVE PUZZLES ON THE MAP. MORE DETAILS →



PUZZLE ICON WILL **CHANGE** AFTER SOLVED.



**WALL**: **NO** PLAYERS CAN MOVE ACROSS THE WALL.



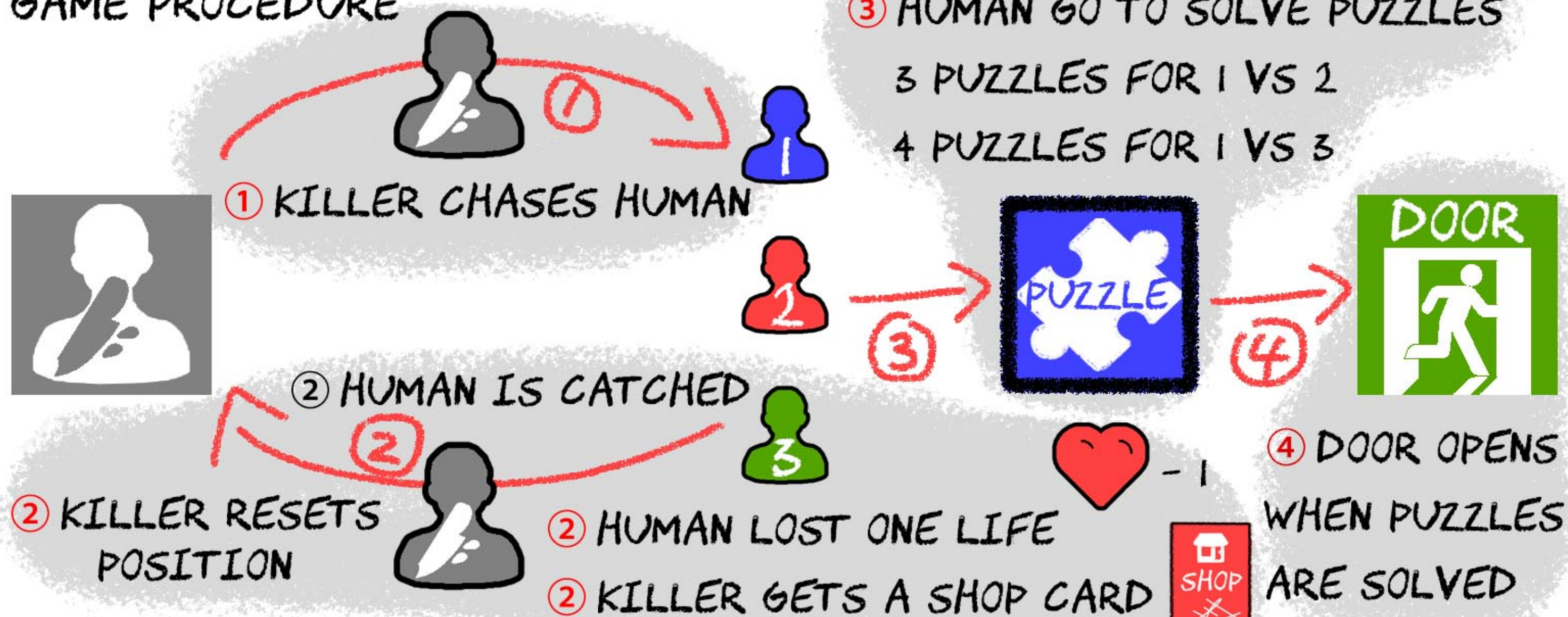
**BLOCK**: HUMAN **CAN** WALK THROUGH THE BLOCK. KILLER **CANNOT**.



**DOOR**: OPEN FOR HUMAN ESCAPE WHEN PUZZLES ARE **SOLVED**.



# GAME PROCEDURE



## PUZZLE RULES:

EACH PUZZLE HAS **ONE DICE GAME** TO PLAY. ONE GAME IS PLAYED **IMMEDIATELY** WHEN HUMAN STOP ON IT. THE PUZZLE WILL BE SOLVED IF HUMAN **WINS** THE GAME. OTHERWISE, HUMAN CAN PLAY THE GAME NEXT ROUND. EACH PUZZLE CAN BE SOLVED BY **ONE** HUMAN AT A TIME. DICE GAME WILL BE PICKED FROM **BLUE** PUZZLE CARD.

GUESS NUMBER	GUESS BIG / SMALL	PLUS BATTLE	MULTIPLY BATTLE
PICK TWO NUMBERS CHANCE TO WIN: 1 / 3	CHANCE TO WIN: 1 / 2	HUMAN AND KILLER EACH ROLLS THE DICE TWICE. PLUS THE RESULT. THE ONE WITH BIGGER NUMBER WINS. CHANCE TO WIN: 1 / 2	HUMAN AND KILLER EACH ROLLS THE DICE TWICE. MULTIPLY THE RESULT. THE ONE WITH BIGGER NUMBER WINS. CHANCE TO WIN: 1 / 2

SHOP: PLAYER STOP ON SHOP GRID CAN PICK A **RED** CARD. HUMAN **SHARE** ITEMS. CARD CAN BE USED AT **ANY** TIME (BEFORE OR AFTER DICE ROLL).

BLOCK	GAME	BOOST	POISON	LIFE
PLACE A BLOCK AT AN EMPTY GRID (CANNOT FORM A CLOSE AREA)	SOLVE A PUZZLE IMMEDIATELY	MOVE 1 MORE GRID FOR YOURSELF	MAKE KILLER MOVE 1 LESS GRID	GAIN 1 SHARED LIFE
DESTROY A BLOCK	ADD A GAME TO A SOLVED PUZZLE	MOVE 1 MORE GRID FOR YOURSELF	MAKE HUMAN MOVE 1 LESS GRID	NOT USEFUL
CARDS CAN BE USED AT ANYTIME	CARDS CAN BE USED AT ANYTIME	CARDS CAN BE USED AT ANYTIME	CARDS CAN BE USED AT ANYTIME	CARDS CAN BE USED AT ANYTIME



FIRST DECIDE WHO WANTS TO BE THE KILLER

REMAINING PUZZLES



PUT 3 PUZZLES FOR 1 VS 2

PUT 4 PUZZLES FOR 1 VS 3



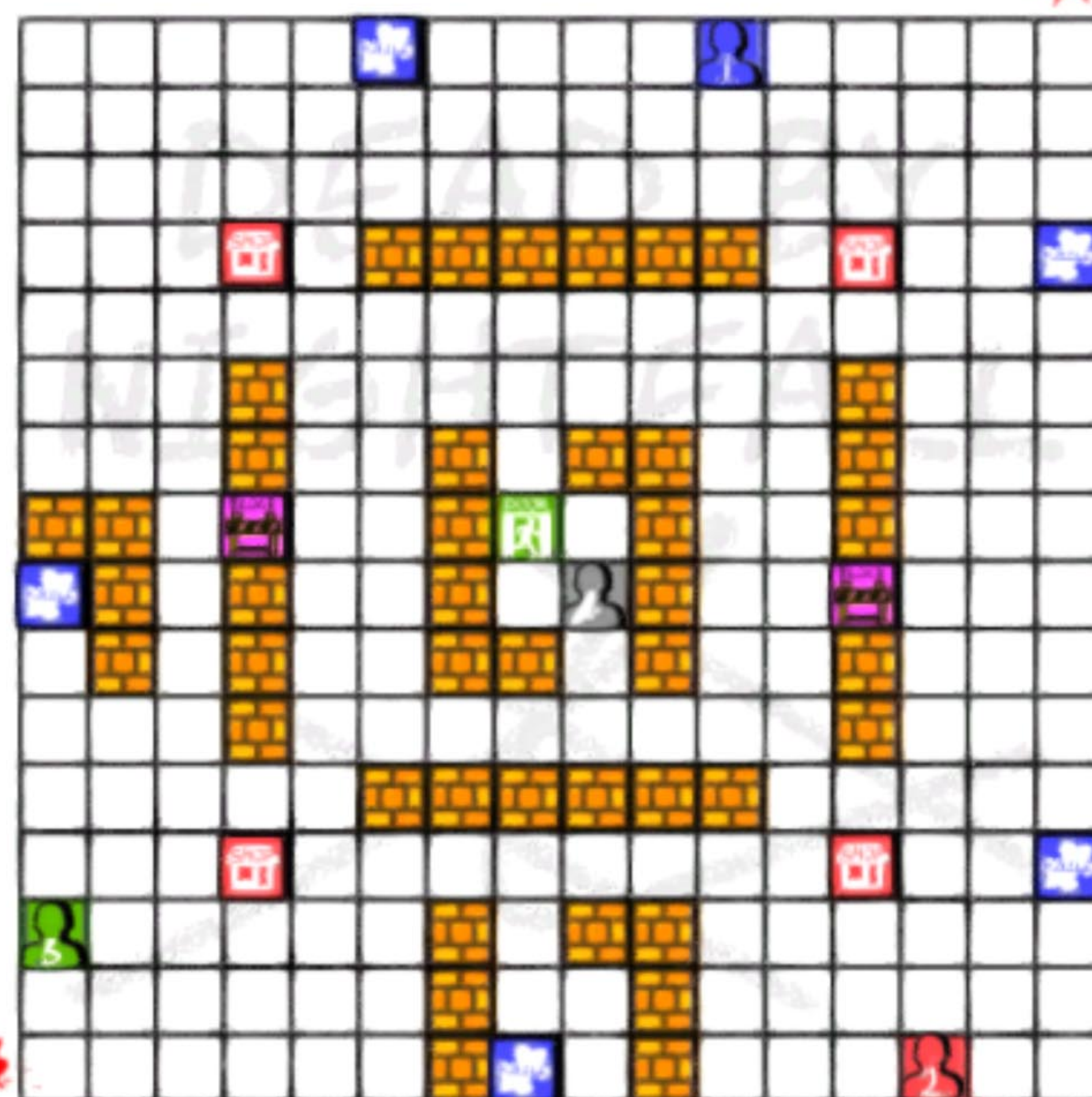
REMOVE ONE PUZZLE WHEN HUMAN SOLVED ONE.  
ADD ONE WHEN KILLER USES "GAME" CARD.

HUMAN'S LIFE



REMOVE ONE LIFE WHEN ANY HUMAN IS CATHED.

ADD ONE LIFE WHEN HUMAN GET LIFE CARD. EXTRA LIFE TOKEN:



- KILLER START POINT
- KILLER TOKEN
- HUMAN START POINT
- HUMAN TOKEN
- PUZZLE
- SOLVED PUZZLE
- SHOP
- CLOSED SHOP
- WALL
- BLIND
- DOOR
- LIFE

FLIP

FLIP

INSTRUCTIONS FOR PICKING A CARD:

SHUFFLE BEFORE EVERY PICK.

FOR RED SHOP CARD:  
1. TAKE ONE CARD  
2. REMEMBER IT  
3. PUT IT BACK  
4. TAKE A COPY OF THE CARD FROM THE RIGHT SIDE  
5. PUT THE COPY CARD BACK TO THE RIGHT SIDE AFTER USE IT

FOR BLUE PUZZLE CARD:  
1. TAKE ONE CARD  
2. PLAY THE GAME ON IT  
3. LOSE OR TIE THE GAME WILL NOT SOLVE THE PUZZLE

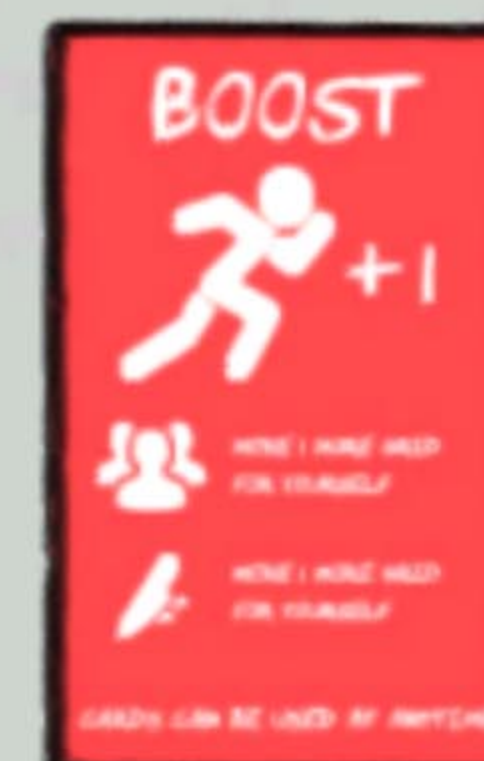
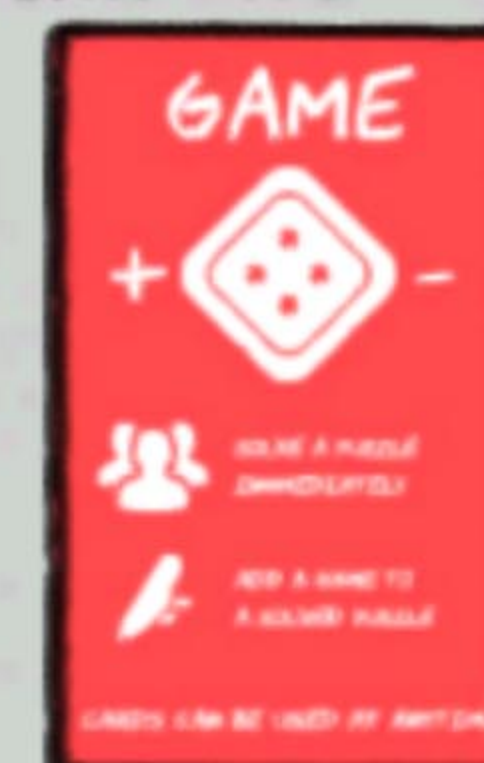
SHOP CARD



PUZZLE CARD



COPIES OF SHOP CARD



FLIP "PUZZLE" TOKEN OVER AFTER SOLVED IT



FLIP "SHOP" TOKEN OVER AFTER PICKED A CARD FROM IT



Avatar of ydykevin with a crown icon and a blue bar with the name 'ydykevin'.