

Dead Cells Trivia: Questions, Answers, and Facts Printable Trivia Pack

Dead Cells trivia highlights memorable facts about Motion Twin's 2018 roguelike-Metroidvania, from its fluid combat and ever-shifting runs to the strange origins of its hero, the Prisoner. Developed by the French indie studio Motion Twin, the game blends punishing action with exploration, making it a rich source of easy, funny, and tougher questions for curious players.

HARD DEAD CELLS TRIVIA

1. Before reaching full release, what release model did Dead Cells use to gather players during development?

Answer: Early access.

2. Which post-launch team is credited with helping support Dead Cells after release?

Answer: Evil Empire.

3. At The Game Awards 2018, Dead Cells took home which specific award?

Answer: Best Action Game.

4. What kind of exploration is specifically cited in the blend that made Dead Cells widely known: roguelike structure plus what?

Answer: Metroidvania exploration.

5. Dead Cells is often labeled not just a roguelike, but also what closely related term?

Answer: Roguelite.

6. Which type of generation shapes the structure of runs in Dead Cells?

Answer: Procedural generation.

7. What persists across runs as an unlockable layer of progression in Dead Cells?

Answer: Permanent upgrades.

8. Which build-customization feature can only be swapped at certain transition points, and only by paying for it?

Answer: Mutations.

9. Beyond weapons, what category of gear includes things like gadgets in Dead Cells loadouts?

Answer: Skills.

10. If a player avoids getting hit through timing rather than blocking, which core combat action are they relying on in Dead Cells?

Answer: Dodging.

11. What defensive equipment category is explicitly present in Dead Cells for players who prefer to block?

Answer: Shields.

12. Which specific kind of abilities locks or unlocks certain routes through Dead Cells?

Answer: Movement abilities.

13. In Dead Cells, the game's route structure is organized into branching what?

Answer: Biomes.

14. From one attempt to the next, what can vary enough to significantly change how a run feels in Dead Cells?

Answer: Weapon choices.

FUNNY DEAD CELLS TRIVIA

1. Dead Cells didn't show up wearing a giant corporate nametag. What kind of game is it?

Answer: It is an independent game.

2. True or false: Dead Cells is built around a straight line from Point A to Point B, with no detours for chaos.?

Answer: False

3. If you turtle up forever in Dead Cells, are you playing to the game's main reward loop or ignoring it completely?

Answer: Ignoring it completely, because the game rewards fast and aggressive combat.

4. Which year did Rise of the Giant stomp into the timeline?

Answer: 2019

5. The Bad Seed sprouted in which year?

Answer: 2020

6. Fatal Falls sounds dramatic because it is. What year was it released?

Answer: 2021

7. The Queen and the Sea sailed into release in what year?

Answer: 2022

8. Return to Castlevania arrived fashionably late to the party. Which year was its release?

Answer: 2023

9. Who handled the mobile publishing for Dead Cells—the people making sure your thumbs had work to do?

Answer: Playdigious

10. Which newer Sony console got Dead Cells after the original launch period?

Answer: PlayStation 5

11. Which newer Xbox family joined the Dead Cells guest list after the original launch period?

Answer: Xbox Series X and Series S

12. Dead Cells takes place where, exactlyâ a cozy suburb, or something much more cursed?

Answer: On a cursed island kingdom.

13. Pick the statement that actually matches Dead Cells: its progression is what kind of beast?

Answer: Non-linear progression

FUN DEAD CELLS TRIVIA

1. Which Dead Cells mode hands everyone the same run seed for a fair daily showdown?

Answer: Daily Challenge

2. The Rise of the Giant update opened up which biome for brave explorers?

Answer: Cavern

3. What was the first paid DLC released for Dead Cells?

Answer: The Bad Seed

4. If you wander into The Bad Seed content, which biome route did it add?

Answer: Arboretum

5. Fatal Falls gave Dead Cells players a new place to tempt fate. What was it called?

Answer: Fractured Shrines

6. Which boss sequence arrived with The Queen and the Sea, turning the climb into a major showdown?

Answer: Lighthouse

7. Pick the route that sends you toward Conjunctivus instead of the Concierge.?

Answer: Ancient Sewers

8. Before version 1.0, Dead Cells was shaped by what kind of release period?

Answer: An alpha and early access period

9. Motion Twin, the studio behind Dead Cells, comes from which country?

Answer: France

10. True or false: In Dead Cells, are there weapons for up-close smacking?

Answer: True

11. When enemies look too far away to bonk, what kind of weapons does Dead Cells also offer?

Answer: Ranged weapons

12. Dead Cells made its PlayStation 4 debut in what year?

Answer: 2018

13. On which platform did Dead Cells release in 2018: Windows, macOS, or Dreamcast?

Answer: Windows

DEAD CELLS FAMILY TRIVIA

1. Which studio developed Dead Cells?

Answer: Motion Twin developed Dead Cells.

2. What is the main character in Dead Cells commonly called?

Answer: The main character is commonly called the Prisoner.

3. What currency powers long-term progress in Dead Cells?

Answer: Cells are the main meta-progression currency.

4. Which three stat colors shape your build in Dead Cells?

Answer: Brutality, Tactics, and Survival.

5. Which major boss in Dead Cells sounds like they would never miss an appointment?

Answer: The Time Keeper.

6. What kind of doors reward speedy players for reaching exits quickly?

Answer: Timed doors reward quick runs.

7. Which rune lets you grow climbable vines at certain spots?

Answer: The Vine Rune.

8. If you want to climb walls in Dead Cells, which rune do you need?

Answer: The Spider Rune grants wall-climbing movement.

9. What shield technique is a core defensive mechanic in Dead Cells?

Answer: Parrying is the core shield technique.

10. What is the name of the crossover expansion that brings Castlevania into Dead Cells?

Answer: Return to Castlevania.

11. Which famous villain was added as a boss in Return to Castlevania?

Answer: Dracula was added as a boss.

12. Which special chest gives strong rewards but makes every hit count as a knockout until the curse is cleared?

Answer: Cursed Chests.

EASY DEAD CELLS TRIVIA

1. Who receives your Cells between biomes in Dead Cells?

Answer: The Collector receives your Cells between biomes.

2. Which early boss can be found in one branch of the castle?

Answer: The Concierge is an early boss found in one branch of the castle.

3. What is the name of the plague affecting the island in Dead Cells?

Answer: The plague is called the Malaise.

4. What rewards players for clearing biomes without taking hits?

Answer: Kill-streak doors reward players for clearing biomes without taking hits.

5. Which rune lets you smash through certain floor sections?

Answer: The Ram Rune lets the player break through certain floor sections.

6. What are the modifiers called that can change an item's damage type, utility, or synergy?

Answer: They are called affixes.

7. What higher-tier item rarity exists in Dead Cells?

Answer: Legendary items are a distinct higher-tier item rarity in Dead Cells.

8. What mode lets players restrict item pools and adjust rules?

Answer: Custom Mode lets players restrict item pools and adjust rules.

9. Fatal Falls introduced which boss?

Answer: Fatal Falls introduced The Scarecrow.

10. Which alternative final boss was added in The Queen and the Sea?

Answer: The Queen was added as an alternative final boss.

11. What was the name of Dead Cells' indie crossover-themed update?

Answer: The update was called Everyone Is Here.

12. What hidden platforming gauntlets are tucked behind tiny floor runes?

Answer: Challenge Rifts hide short platforming gauntlets behind small floor runes.

13. Dead Cells launched on which Nintendo console in the same year as its full release?

Answer: Nintendo Switch.

Source: <https://triviagong.com/trivia/dead-cells-trivia>