

**EPILEPSY WARNING**

-----

Please read this guide before using this game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

**PRECAUTIONS DURING USE**

- 
- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
  - Preferably play the game on a small screen.
  - Avoid playing if you are tired or have not had much sleep.
  - Make sure that the room in which you are playing is well lit.
  - Rest for at least 10 to 15 minutes per hour while playing a video game.

TABLE OF CONTENTS

-----

System Requirements.....3

Early access warning.....3

Installation.....4

- \* How install the game
- \* How to update the game
- \* How to change between stable version and experimental version

Basic Setup.....5

- \* Video Options
- \* Controls Options
- \* Gameplay options
- \* Audio options

Controls .....6

- \* Movement
- \* World interaction
- \* Inventory

End User License Agreement.....8

Legal Information .....10

## SYSTEM REQUIREMENTS

-----

### Minimum

- OS: Windows Vista SP2 / Windows 7 SP1
- CPU: Intel Dual-Core 2.4 GHz / AMD Dual-Core Athlon 2.5 GHz
- GPU: NVIDIA GeForce GT 440 / AMD Radeon HD 5850 / Intel HD Graphics 4000 with 512 MB VRAM
- DirectX®: Version 11
- RAM: 2 GB
- HDD: 10 GB available space
- Audio: DirectX®-compatible
- Other: Internet connection and free Steam account to activate

### Recommended

- OS: Windows 7 / 8 / 10 64-bit
- CPU: Intel Core i5-2300 / AMD Phenom II X4 940 or better
- GPU: NVIDIA GeForce GTX 570 / AMD Radeon HD 7750 with 1 GB VRAM or better
- DirectX®: Version 11
- RAM: 4 GB
- HDD: 14 GB available space
- Audio: DirectX®-compatible
- Other: Internet connection and free Steam account to activate

DAYZ® uses BattlEye Anti-Cheat systems on many of its servers. BattlEye global bans are shared with Arma® 3 and Arma® 2: Operation Arrowhead. Copyright © 2004-2016 by BattlEye Innovations. All rights reserved.

NOTICE: Product offered subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see [http://store.steampowered.com/subscriber\\_agreement/](http://store.steampowered.com/subscriber_agreement/) to view the SSA prior to purchase.

### EARLY ACCESS WARNING

-----

DayZ Early Access is not a final product and will be updated frequently with new features and functionality. Players may lose some or all of the in-game commodities and progress due to updates. This document will be updated with each update of DayZ that will bring new features or functionality available to the players. Information in the current version of document are always only relevant for the current version of the game.

## INSTALLATION

---

### How install the game:

---

1. In your Steam client, go to the Library and select DayZ
2. Click the install icon on the game page
3. Select the drive you would like to install the game to and click Next
4. If you want to have a shortcut in your Start menu or on your Desktop, check the respective options and click Next process.
5. Wait for the game to finish downloading

### How to update the game:

---

The game should be updated automatically by your Steam client every time there is an update available. If you encounter any problems, you can force the update by checking your game's properties:

1. In your Steam client, go to the Library and right click on your DayZ
2. Select Properties
3. Select the Updates tab in the new window and make sure your Automatic updates option is set to Always keep the game up to date
4. Click Close in the lower-right corner of the window
5. The game should start to update soon after

### How to change between stable version and Public Test version

---

All installs are set to the stable version of the DayZ build by default. To change this:

1. In your Steam client, go to the Library and right click on DayZ
2. Select Properties
3. Select the Betas tab
4. Choose either 'NONE' for the Stable version or 'DayZ Public Test Version' for the experimental version of the game.
4. Click Close in the lower-right corner of the window

**WARNING:** Each version will use different player databases and different servers. By switching from one to another, you won't be able to continue with your current game progress. Experimental version could also hamper your experiences with the game, with some unfinished updates.

## BASIC SETUP

-----

### Video Options

-----

When you run the game for the first time, the auto-detect function will determine the best video settings for your hardware. Some video settings, such as view distance, will vary among servers. To adjust your video settings, head into the Video Option menu by clicking on the Video button in the Main Menu.

Here you can change:

- Screen resolution
- Screen aspect ratio
- Brightness
- Gamma
- Enable/disable Vertical synchronization

For more detailed settings click one of these buttons:

- User Interface - here you can change the settings for the in-game user interface
- Textures - here you can change your texture quality
- Quality - here you can change the quality of terrain, objects, shadows and clouds
- Rendering - here you can change the quality of various post-processes

### Controls Options

-----

Here you can set your mouse sensitivity, smoothing and acceleration and change the default key bindings.

Key bindings presets:

- DayZ - default control scheme as described in the 'Controls' chapter.
- Arma 2 - The 'classic' Arma 2 controls as you know them from the DayZ mod. This will be disabled in the future version in favor of the default DayZ key layout as new functionality gets implemented in future updates.

### Gameplay options

-----

Additional gameplay-related settings like head bobbing are available here. Once the game gets localized, language settings will be available here.

### Audio options

-----

You can adjust volume of both for audio output and input here.

## CONTROLS

-----

### Movement

-----

W / S - move forward / back

A / D - strafe left/right

Q / E - lean left / right

Z / X / C - switch posture between prone / crouch / stand up

V - vault / step over

L. SHIFT - walk / run toggle

Mouse - look around

Enter - switch between 1st and 3rd person perspective

-/+ (or RMB) keys - zooms the camera out / in

Double tapping - when you double tap any of the movement keys, the game will either keep on repeating the given movement, stay in given posture or switch the state to the opposite of the current one (walk to run or vice versa).

### World interaction

-----

Tab - brings up the Inventory menu

T - switch firing mode of current weapon

1 - 9 - switch between items in Quick-bar

Space - switch your current weapon between at the rested / at the ready position

LMB - switch your weapon to at the ready position / attack while at the ready

Mouse wheel scroll up/down - brings up the context sensitive action menu

F / Mouse wheel press - activates currently available interaction

### Inventory

-----

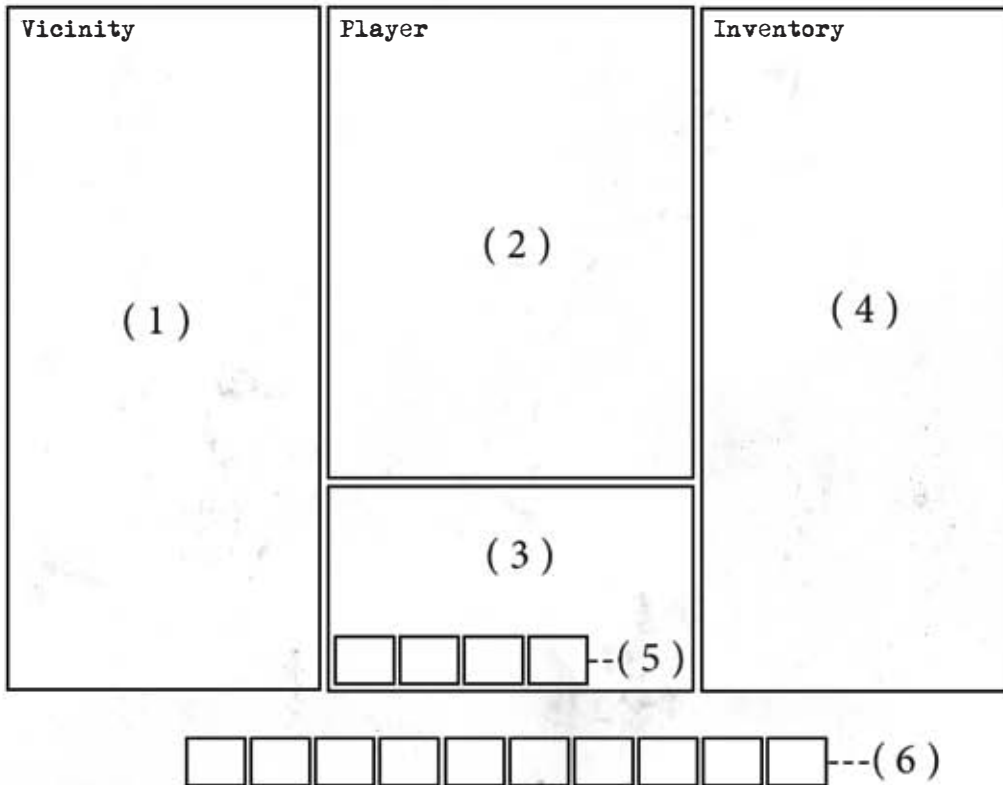
LMB hold on item - holds an item so you can drag it to different position in your inventory

RMB click on item - brings up interaction menu

Mouse wheel hold on your character / item in your hand slot - rotates your character or item in your hand slot

Drag and drop one item on another - switches items in inventory or combines them (if they can be combined)

See figure on p. 7 for Inventory overview.



- ( 1 ) Vicinity - Items in players vicinity the player isn't carrying. Only displays items in very close vicinity to your current position. To pick up and item, hold LMB over it and drag it into the inventory.
- ( 2 ) Players character - A visualization of players character. Displays which clothes is player wearing at the moment. To put on different piece of clothing, drag and drop it on the player character.
- ( 3 ) Hands - Displays the item player is currently holding in hands. Given item can be rotated by holding LMB.
- ( 4 ) Inventory - Items player is currently carrying including their possible cargo capacity and items stored within that capacity. To rearrange items, hold LMB over an item and drag it to any other inventory slot you want to.
- ( 5 ) Attachment slots - Attachments that are currently attached to the weapon. Attachments can be detached or reattached by dragging them from or on top of the weapon.
- ( 6 ) Quickbar - Items from player's inventory can be assigned to each of these slots in Quickbar. Each slot corresponds with a number (0 - 9 from left to right). Once a Quickbar slot is assigned to an item by dragging the item into the slot, player can put it into the Hands slot without entering the inventory screen by pressing the corresponding number key and put it away afterward by pressing given key again.

END USER LICENSE AGREEMENT  
-----

YOU SHOULD CAREFULLY READ THE FOLLOWING END-USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM.

This computer software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work. All use of the Program is governed by the copyright law and by the terms of the End-User License Agreement, which is provided below ("License"). By using the Program you agree to be legally bound by the terms of this license agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License is expressly prohibited. If you do not agree to the terms of this Agreement, do not install or use the Program. You may, however, return it to your place of purchase for a full refund.

### 1. Ownership

All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, narrative, locations, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, any related documentation, and addons incorporated into the Program) are owned by Bohemia Interactive a.s. (the Licensor) or its licensors. The Program is protected by the Czech copyright laws, international copyright treaties and conventions and any other applicable laws. All rights are reserved.

### 2. Limited Use of License

The Licensor hereby grants, and by installing the Program you thereby accept, a restricted, non-exclusive license and right to install and use one (1) copy of the Program for your personal use. You may not network the Program or otherwise install it or use it on more than one computer at a time, except if expressly authorized otherwise in the applicable documentation. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

### 3. End User's Obligations

A. As a Subject to the Grant of License herein above, you may not, in whole or in part, copy, duplicate, reproduce, translate, reverse-engineer, modify, disassemble, decompile, derive source code, create derivative works based on the Program, remove any proprietary notices or labels from the Program or otherwise modify the Program without the prior written consent of the Licensor.

B. You are entitled to use the Program for your own use, but you are not entitled to:

- (i) Sell or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others
- (ii) Publish and/or distribute the computer Program or any of its parts
- (iii) Exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cybercafé, computer gaming center, computer aided training center or any other location-based site where multiple users may access the Program;



4. License Transfer

You may permanently transfer all of your rights under this License to the recipient, provided that the recipient agrees to the terms of this License and you remove the Program from your computer.

5. Termination

This License is effective until terminated. You may terminate the License at any time by destroying the Program and any New Material. The Licensor may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.

6. Limited Warranty

THE LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM. THE PROGRAM IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT.

The entire risk arising out of use or performance of the Program remains with you. However it is warranted that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of 90 (ninety) days from the date of your purchase of the Program.

7. Limitation of Liability

NEITHER THE LICENSOR, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, INCLUDING BUT NOT LIMITED TO LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGE OR LOSSES.

LEGAL INFORMATION

-----  
© 2016 Bohemia Interactive a.s. DAYZ® and Bohemia Interactive® are registered trademarks of Bohemia Interactive a.s. All rights reserved. Created by Dean Hall.

Trijicon®, ACOG®, and the design of the ACOG® are registered trademarks of Trijicon, Inc.

hashlib++, Copyright © 2007 Benjamin Grüdelbach.

Vorbis Sound Compression Codec, Copyright © 2001 Xiphophorus.

Speex Codec Copyright © 2002 Jean-Marc Valin