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.

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SYSTEM REQUIREMENTS

Minimum;
- OS: Windows Vista SP2 or Windows 7 SP1
- Processor: Intel Dual-Core 2.4 GHz or AMD Dual-Core Athlon 2.5 GHz
- Memory: 2 GB RAM
- Graphics: NVIDIA GeForce 8800GT or AMD Radeon HD 3830 or Intel HD Graphics 4000 with 512 MB VRAM
- DirectX: Version 9.0c
- Hard Drive: 10 GB available space
- Sound Card: DirectX(r)-compatible

Recommended;
- OS: Windows 7 SP1
- Processor: Intel Core i5-2300 or AMD Phenom II X4 940 or better
- Memory: 4 GB RAM
- Graphics: NVIDIA GeForce GTX 560 or AMD Radeon HD 7750 with 1 GB VRAM or better
- DirectX: Version 9.0c
- Hard Drive: 14 GB available space
- Sound Card: DirectX(r)-compatible

REQUIRES INTERNET CONNECTION AND FREE STEAM ACCOUNT TO ACTIVATE

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/ 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:
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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 changme 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 - strife 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
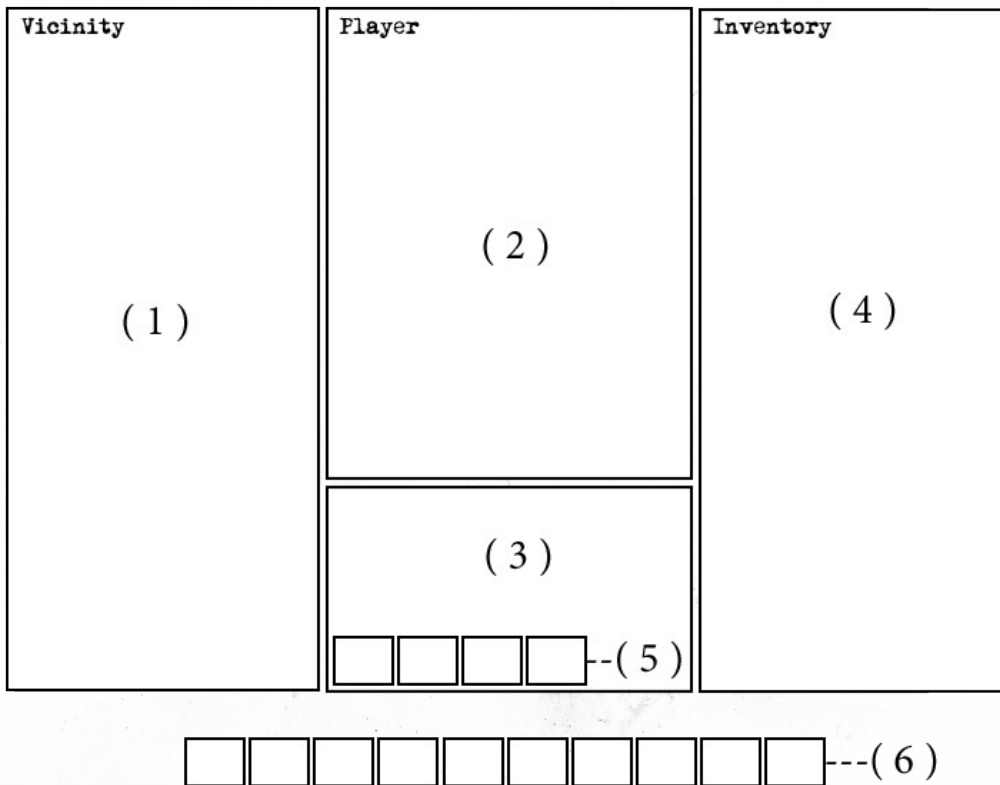
Inventory

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.

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┌─────────────┐ ┌─────────────┐ ┌─────────────┐
│ Vicinity    │ │ Player      │ │ Inventory   │
│             │ │             │ │             │
│             │ │             │ │             │
│             │ │    ( 2 )    │ │             │
│    ( 1 )    │ │             │ │    ( 4 )    │
│             │ │             │ │             │
│             │ ├─────────────┤ │             │
│             │ │    ( 3 )    │ │             │
│             │ │             │ │             │
│             │ │□□□□├─( 5 )   │ │             │
└─────────────┘ └─────────────┘ └─────────────┘
      □□□□□□□□□├--( 6 )
```

(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.

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