7 DAYS TO DIE ©

THE SURVIVAL HORDE CRAFTING GAME

QUICK REFERENCE GUIDE

7 Days To Die is currently in alpha stage development.
Information contained in this manual is may change over time as development continues.

CONTROLS

These default key mappings may be changed in the main menu.

WASD	Directional Movement
Spacebar	Jump
E	Use / Pick Up Item
Shift	Sprint
Left Mouse	Attack \ Block Placement Rotation
Right Mouse	Iron Sights \ Place Block \ Use Held Item
M	Show Map
C	Crouch
Ctrl	Toggle Crouch
R	Reload Weapon
Esc	In-Game Menu
~ (Tilde)	Developer Console

To reload weapons, the necessary ammunition must also be equipped in your belt (hotbar).

CONTROLS

Debug Controls

Z	Creative Menu / Cheat Mode (if enabled)
F4	Toggle Fullscreen
F5	First Person / Third Person Views
F7	Turn HUD on\off
F8	FPS Counter
F9	Take Screenshot

Some Debug functions only available when cheats are enabled in the world options.

Screenshots are saved in the root folder.

INTERFACE

HUD Layout

1 - Food Level
2 - Water Level
3 - Health
4 - Stamina
5 - Mini-Map
6 - Belt

IMPORTANT TIPS:

To reload a weapon, the required ammunition must be in your belt.

To eat food or drink a liquid, select the item in your belt and press your "fire" button.

Your health will regenerate faster if your food and water levels are higher.

Your food bar will drain over time. To replenish your health you will need to consume food items obtained through farming, hunting and scavenging the world. Once your food bar reaches zero your health bar will begin to slowly lower.

Your health bar may be replenished with health items, as well as keeping your food and water levels up.

Stamina is regained fastest by drinking water, but can return over time if you take a brief rest from strenuous activity.

GAME MODES

Survival

This is the primary game mode in 7 Days to Die.

In Survival you will appear in Navezgane with no supplies, and must explore the world alone or with friends to find supplies and materials to build shelter, find food and continue to survive.

Zombie Horde

This mode provides fast action alone or with friends, and is great practice for players who want quick access to experimenting with construction, crafting and fighting zombies.

Each day the military may air drop supply crates to help you build up your defenses and stay nourished for the zombie hordes that will attack you every night. Challenge yourself to see how long you can hold out.

Deathmatch

This mode is for players who feel the need for human versus human combat.

Players will appear in smaller specialized maps with occasional supply crates being air dropped from the sky to keep players armed.

Zombies appear as additional neutral hazards to all players during the match, which will continue until a player reaches the winning number of kills.

BLOCK PLACEMENT & RESOURCES

One of the more crucial elements to survival is finding resources and placing "blocks" into the world to use for building shelter and defenses. All blocks can be damaged, and have their own levels of durability and health.

Some resources can simply be picked up, and others will require you to "destroy" the block to obtain their raw resources. Some resources are collected faster when using the most appropriate tools, such as an axe for wood or a pickaxe for stone.

To place a block into the world, select it in your belt and right click once the transparent indicator for your block is in your desired position. With some blocks you may also use left click to change the rotation of the block placement.

Aside from gathering natural materials, you may also scavenge the world and look for items left behind in homes, trash, cars and various other containers.

ENEMIES

Submachine Gun

Throughout the game you will encounter various undead enemies.

Sounds, smells and sight can draw them to your location, so players must take care in their actions to avoid drawing too many zombies to their location.

Bright light such as daylight and fire lightly stuns zombies and causes them to move slower while remaining alert.

During the night they will move much faster, but carefully placed light sources such as camp fires and torches can slow zombies down again if they get too close.

ITEM DURABILITY & REPAIR

As weapons and tools are used, their durability rating will decrease over time.

If a player finds a duplicate item they may "craft" these two items together for a single item of higher durability, simulating a process of disassembling objects and recombining their best pieces.
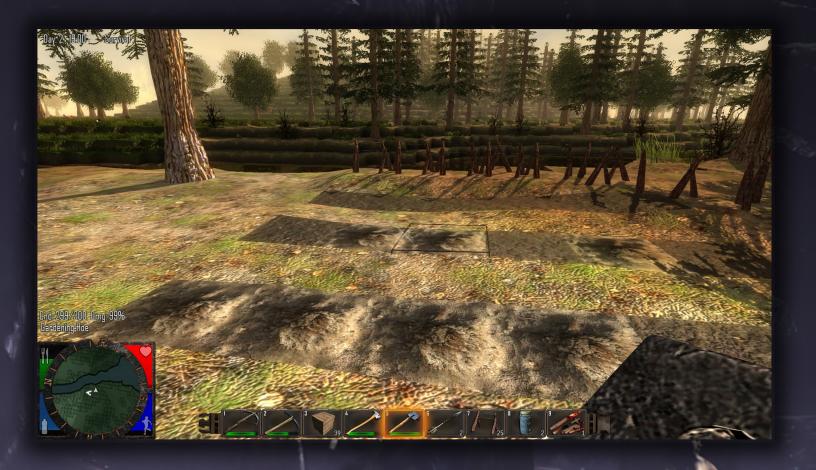
WORLD MAP

Opening your world map (default: M) will show you the world map.

From here you can view some key points of interest, as well as seeing the current location of yourself and friends.

You can also see a "tent" icon to indicate your respawn point should you die.

Your respawn point it set by placing a sleeping bag in the world.

FARMING

To grow food you must have the appropriate gardening tool (hoe), a bucket of water and plant seeds.

Equip the hoe and right click on ground terrain to prepare the soil. From here you must dig a hole near your prepared soil and empty a bucket of water into the hole to provide irrigation. Once the soil gains a darker appearance the soil is damp and ready to be planted.

Switch to your seeds and right click to plant them. Over time your plants will grow and provide food. Be aware that zombies and animals can trample your crops, so you may wish to protect them.

CRAFTING

The crafting window is located in your inventory (default: I)

In the crafting window, you will see a list of items on the right side. These are the items you are currently capable of making based on what resources are in your inventory at the time.

To craft a new item, click the item name and then attempt to guess with appropriate resources which components you need. Once you are correct the item will appear in the output box and can be taken.

After having crafted an item once, the item is "remembered" and will appear highlighted in the list. In the future if you have the necessary components you may click the highlighted item to auto-create the item.

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MULTIPLAYER HOSTING

BASIC METHOD

From the main menu, click either "New Game" or "Continue Game" to bring up world options for your game.

In the options, change your game from "Private Game" to "Public Game".

Playing with friends, as well as setting a password on your game is very highly recommended, as encounters with random people online can be extremely unpredictable.

DEDICATED SERVER HOSTING

Due to the complexities of varying systems configurations, developers cannot provide individual support for this feature.

Please refer to our web forums at 7daystodie.com/forums if you need help from other players.

This method does not require you to be playing the game in order to host.

In order to host a dedicated server you need to first edit the **serverconfig.xml** file which can be found in the root installation of your 7 Days To Die game.

Example: C:\Program Files\7DaysToDie-Alpha\

Once you've configured the settings to your liking, you can save the xml file and start the **startdedicated.bat** file.

Please ensure to run the bat file as Administrator.

MULTIPLAYER HOSTING

DEDICATED SERVER HOSTING
(CONTINUED)

If all goes well, your server will start up and you and anybody else can connect.

Please be aware that in some cases you may need to **forward ports** and **configure your personal firewall or router settings** to allow connections to your server, and for your server to appear in the server browser results for other players.

If you need further help with this, the forums have a number of helpful community members and tutorials. You can also google search on how to forward ports for your specific router.

If you are hosting a dedicated server via a paid game server hosting company, then you should consult their support staff for any help in getting your server up and running.

www.7daystodie.com/forums