

DAYZ – SERVER HOSTING RULES – PRIVATE HIVE | 6.16

In order to keep this document succinct and easily understood at a glance, we will break down the simple Do and Don't list for game server providers hosting DayZ.

It is not acceptable under –any– circumstance at this time to exploit game mechanics to sell in game items for real money.

Any questions regarding this can be directed to support@bistudio.com, or the respective game server provider.

Acceptable Usage of DayZ Servers (Also known as the “Do” list)

- You may change the following variables on your server
 - Player count (between 30 and 60)
 - Server name (Within certain limitations, which are called out below)
 - Camera mode (between 1PP and 1PP/3PP)
 - Crosshair mode (crosshair enabled/disabled)
 - Server time
 - Start time
 - Time acceleration
 - Time persistence
 - Server MOTD (Message of the Day)
 - Server Password
 - Server Whitelist (Using BEC)
- You may perform the following actions on your server
 - Restart server
 - Kick players
 - View Admin Logs to enforce server rules or protect against cheating
 - Ban players
 - Lock/Unlock Server
 - View BEC Logs
 - Turn the server off
 - Restore/Reset Persistence files
 - Unlimited
 - Can be done manually by customer via GSP (game server provider) control panel

Unacceptable usage of DayZ Servers (Also known as the “Don’t” list)

- You may not change the following variables on your server
 - Player count beyond 60, and below 30.
 - Message of the day to include slander, racism, sexism, or any general hate speak.
 - Signature Verification (Must always be enabled)
 - Server name must not contain any terms or phrases of the themes below
 - Server is “not operating properly”
 - Hatespeak / Defamation of any person, place, or company
 - Impersonating official DayZ servers (Stable or Experimental)
 - Impersonate DayZ Development / Bohemia Interactive

- You may not perform the following actions on your server
 - Access RPT Logs (At this time)
 - Use Admin Logs for any purpose other than server rule enforcement/protection
 - Access/Modify Gameserver data (At this time)
 - Install any 3rd party tools, modifications, or applications (aside from BEC – At this time)

