ARMA III

MANUAL

Bohemia Interactive

EPILEPSY WARNING

Please read 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.

CONTENTS

ABOUT

Arma 3™ is the latest installment in the award-winning tactical military shooter series by **Bohemia Interactive®.** This PC-exclusive video game is a **unique military game** with an **infantry focus.**

Built upon **appropriate**, **useful** and **engaging** elements of **simulation**, it's an **accessible platform** for a variety of official and community playable / sandbox content, based on the principles of **authenticity**, **diversity** and **opportunity**.

Ⅲ Richly detailed battlefields
Ⅲ Diverse range of authentically simulated vehicles and weapons
Ⅲ Varied pieces of playable content in singleplayer and multiplayer
Ⅲ Powerful scenario editor, mod creation and a creative community

Compared to Arma 2, you'll find the significantly updated **Real Virtuality™ 4.0** engine powering your experience. With it, Arma 3 aims to take the elements that make the Arma series great, enhance them where appropriate, and deliver a robust **platform** for future growth.

Ⅲ Fluid new animations
Ⅲ Upgraded sound engine
Ⅲ Ragdoll simulation
Ⅲ PhysX™-supported vehicles

SYSTEM REQUIREMENTS

Minimum:

Ⅲ **OS:** Windows Vista SP2 / Windows 7 SP1
Ⅲ **CPU:** Intel Dual-Core 2.4 GHz / AMD Dual-Core Athlon 2.5 GHz
Ⅲ **GPU:** NVIDIA GeForce 8800GT / AMD Radeon HD 3830 / Intel HD Graphics 4000 with 512 MB VRAM
Ⅲ **DirectX®:** 10
Ⅲ **RAM:** 2 GB
Ⅲ **HDD:** 15 GB free space
Ⅲ **Audio:** DirectX® compatible on-board
Ⅲ **Other Requirements:** Internet connection and free Steam account to activate; Dual Layer compatible when installing from DVD

Recommended:

Ⅲ **OS:** Windows Vista SP2 / Windows 7 SP1
Ⅲ **CPU:** Intel Core i5-2300 / AMD Phenom II X4 940
Ⅲ **GPU:** NVIDIA GeForce GTS 560 / AMD Radeon HD 7750 with 1 GB VRAM
Ⅲ **DirectX®:** 11
Ⅲ **RAM:** 4 GB
Ⅲ **HDD:** 25 GB free space, SSD / Hybrid HDD / SSHD storage
Ⅲ **Audio:** DirectX® compatible soundcard
Ⅲ **Other Requirements:** Internet connection and free Steam account to activate; Dual Layer compatible when installing from DVD

INSTALLING THE GAME

The installation differs depending on if you are installing the game from the purchased DVD or directly from the Steam™ client.

DVD Autorun

When you place the Arma 3 DVD in your PC's disk tray and close it, the Setup application should start. The operating system may ask for your confirmation. If it does not, you can find Setup.exe on your DVD drive's root folder and start it manually. The Setup menu gives you several options, such as visiting our website and, of course, installing the game. To install the game, please follow the instructions provided in the setup process. When prompted, please enter the product code from the back of the printed manual.

A Steam account is required to run Arma 3. If you don't have the Steam client installed on your computer yet, the installation process will also take you through its installation and account creation. If the Steam installation fails, please see www.arma3.com/steam-setup for troubleshooting.

Steam provides patches and updates for the game, so expect some data to begin downloading immediately after installation.
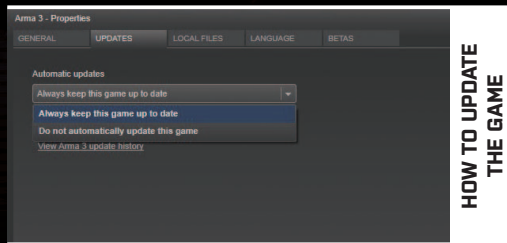
Steam

How to install the game

1. In your Steam client, go to the Library and select Arma 3
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 to proceed
5. Wait for the game to finish downloading

Arma 2   +
Arma 2: British Armed Forces
Arma 2: Operation Arrowhead
Arma 2: Private Military Company
Arma 3

Arma 3

⬇ INSTALL

HOW TO INSTALL THE GAME

How to update the game

The game should be updated automatically by your Steam client. If you encounter any problems, you can force the update by checking your game's properties:
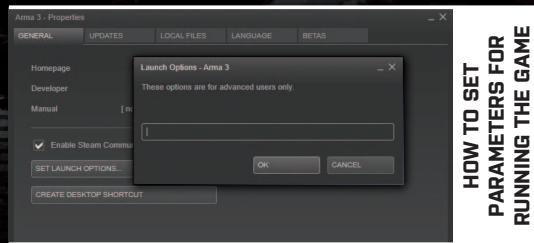
Arma 3 - Properties

GENERAL   UPDATES   LOCAL FILES   LANGUAGE   BETAS

Automatic updates

Always keep this game up to date   ▼

Always keep this game up to date
Do not automatically update this game

View Arma 3 update history

HOW TO UPDATE THE GAME

1. In your Steam client, go to the Library and right click on your Arma 3
2. Select Properties
3. Select the Updates tab in the new window and make sure your Automatic updates option is set to Always keep this 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 set parameters for running the game

In some cases you may want to run the game with starting parameters. If you know them you can set them up:

1. In your Steam client, go to the Library and right click on Arma 3
2. Select Properties

Arma 3 - Properties   _ ×

GENERAL   UPDATES   LOCAL FILES   LANGUAGE   BETAS

Homepage

Developer   Launch Options - Arma 3   _ ×

Manual   [n   These options are for advanced users only.

              |

✔ Enable Steam Commu

SET LAUNCH OPTIONS...   OK   CANCEL

CREATE DESKTOP SHORTCUT

HOW TO SET PARAMETERS FOR RUNNING THE GAME

3. Hit Set launch options
4. Add any parameters you want to run the game with
5. Click OK
6. Click Close in the lower-right corner of the window

How to change between stable versions and release candidates

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

1. In your Steam client, go to the Library and right click on Arma 3
2. Select Properties

3. Select the Betas tab
4. Choose either 'NONE' for the Stable version or 'development' for the release candidate version of the game
5. Click Close in the lower-right corner of the window

Be aware that using the development version of the game could hamper your experience with the game, with some unfinished updates available.

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. To adjust them, head into the Video Options menu by clicking on the Configure button in the Main Menu.

The Video Options menu contains three tabs:

▪ **General:** Contains the settings for terrain, objects, lights and shadow quality, and visibility
▪ **Display:** Allows you to adjust the resolution, aspect ratio, and interface size
▪ **AA & PP:** Contains Anti-Aliasing and various Post-Process settings

You can choose one of the presets by selecting Overall Quality, located at the top of the menu. Some changes in Video Options will require restarting the game. When the game asks you for a restart, confirm it in the pop-up window.

If you change something and want to return back to the original state, click the Autodetect button in lower-left corner. It will reset the options according to your hardware.

Game Options

You can set up various game options in three tabs:

- **General:** General game options such as subtitles, blood and head-bob

- **Difficulty:** Four difficulties are available, each changing the global settings; you can fine-tune most other settings individually
- **Colors:** Here you can redefine the colors of the game interface and even choose your own

Controls Options

You can set up the controls in three tabs:

- **Keyboard:** Lists all the controls in the game; use the drop-down list to filter the types of actions
- **Mouse:** Change the mouse settings and adjust axis sensitivity
- **Game controller:** Set up a game controller here

You can also pick from a set of predefined 'Control Presets', which will configure the key bindings automatically.

- **Arma 3:** The new default control scheme for Arma 3, with some changes from Arma 2
- **Arma 2:** The 'classic' Arma 2 controls, but with new functionality/features mapped
- **Arma 3 Alternative:** An unorthodox set of keybindings
- **Mainstream:** Keybindings for those more comfortable with 'industry standard' FPS controls

Keyboard Controls can also help you learn about all of the actions available to you in Arma 3. Set them as you are used to from other games.

To configure your own key-mapping:

1. Click on the action; a pop-up dialog titled Configure Action appears
2. Assign a new control to the action by pressing or clicking the desired button, or by drag-and-dropping from the right list
3. You can delete the assigned key by pressing or clicking it again
4. Confirm with OK to close the Configure Action dialog
5. Confirm with OK to close the Controls Options

FIELD MANUAL

Don't forget that Arma 3 now includes the Field Manual, accessible from the Main Menu and/or from the Pause Menu (when playing a mission). It contains useful tips on how to control and interact with various aspects of Arma 3. Consult it when looking for such information. Some of the tips may appear while playing the missions as hints, offering context-sensitive information.

STARTING MISSIONS

After clicking the Play button in the Main Menu, you can choose from several different types of playable content.

- **Showcases:** Become combat-ready and experience Arma 3's dynamic military gameplay in the role of infantryman, SCUBA diver, tank operator, helicopter pilot, and more.
- **Challenges:** Put your skill and accuracy to the test against the clock in this competitive gamemode.
- **Campaigns:** Play official and user-made campaigns.

- **Scenarios:** Discover a diverse range of distinctive Arma gameplay. Play custom missions created in the Editor (see below) or downloaded via the steamcommunity.com/workshop or other channels.

The tree navigation within these dialogs helps you to select the mission you want to play. The icons indicate which of them you already have started and/or completed.

MULTIPLAYER

Session Browser

Arma 3 offers playing with friends and other players in various multiplayer modes. Enter the Multiplayer session browser by selecting Play > Multiplayer from the Main Menu.

- By default, your browser is set to search for games on the Internet. You can switch to LAN by the Address button in upper-right corner.
- Use column headings to sort listed sessions and the Filter button to reduce the number of them by set parameters.
- The session list is refreshed automatically after a while and you can also do it manually by clicking the Refresh button.

Joining a Session

Double-click a session listed in the browser, or use the Join button with a session already selected. If you would like to join a specific host, click the Remote button and enter the host's address and port number.

In the Role Assignment dialog, you can choose the side and the role just by clicking them. Note that sometimes the session host will determine your side or role. When you are ready to start, click the OK button, which will notify the other players, or directly start the game that is already in progress.

Hosting a Session

To host your own session, click the New button in the browser. You will be asked to select an existing mission on any of the maps or to create a new one with the Editor. Having done this, you will find yourself in the Role Assignment dialog, where you can assign player roles.

- ❚❚ **'Disable/Enable AI'** - toggling this setting will empty all roles on all sides that are currently filled by AI players, or it will fill all empty roles with AI players
- ❚❚ **'Lock/Unlock'** - by locking the session, you can prevent any more players from joining the game
- ❚❚ **'OK'** - launches the session
- ❚❚ **'Dedicated Server'** - opens dialog to set a dedicated server

MISSION EDITOR

The Arma 3 built-in Mission Editor is powerful tool for creating and editing both singleplayer and multiplayer mission scenarios. Its several modes allow placing objects, playable and AI units and groups of units, setting different types of waypoints and triggers, important for timing mission events, synchronizing them and editing all their parameters. The editor also offers various modules that make editing easier and help to build complex mission structures without deep knowledge of Real Virtuality's scripting language.

Since the weather and daytime are also crucial for the gameplay, the Mission Editor allows you to set all of the weather features that Real Virtuality engine supports like overcast, dynamic wind, rain, lightning, sea waves and fog.

Finally, besides loading and saving, it is possible to merge missions. The important function is exporting and publishing created mission onto steamcommunity.com/workshop to share them with other players. You can manage published missions the same way you update them directly, via the Mission Editor.

All of the features offered in the Mission Editor are difficult to describe, but not to use. See the Community wiki community.bistudio.com/wiki/Editor to start creating your own Arma 3 missions!

TROUBLESHOOTING

- In order to verify the data you have installed and downloaded was not corrupted during transfer, please use the Steam data cache verification option.
- Make sure to conduct a clean installation of Arma 3 (uninstall first by removing your local game cache).
- Make sure all the necessary drivers are up-to-date.

Keep checking the Arma 3 website www.arma3.com for troubleshooting and known issues.

Though this is the final, full release version of Arma 3, your feedback and bug reports are welcome and can help us to improve the game as quickly and efficiently as possible. Please visit feedback.arma3.com to learn how to submit feedback. Thank you for your support!

Useful Links

- Main website: www.arma3.com
- Socials:

facebook.com/arma3official
twitter.com/arma3official
youtube.com/arma3official

- Developed by: www.bistudio.com
- Forums: forums.bistudio.com (English Only)
- Community wiki: community.bistudio.com (English Only)

END USER LICENSE AGREEMENT

You should carefully read the following End User Licence Agreement before installing this software.
This computer software program, any printed materials, any online 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 cybercafe, computer gaming centre, 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 Collateral 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 warranties of any kind, either expressed 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.

8. Miscellaneous

The License shall be deemed to have been made and executed in the Czech Republic, and any dispute arising hereunder shall be resolved in accordance with the Czech law. You hereby acknowledge that you have read and understand the foregoing License and agree that the action of installing the Program is an acknowledgment of your agreement to be bound by the terms and conditions of the License contained herein. You also acknowledge and agree that this License is the complete and exclusive statement of the agreement between the Licensor and you.

Legal Information

Bohemia Interactive **POWERED BY gameSpy** **PhysX** by NVIDIA **STEAM POWERED**

arma3.com