



**Welcome to the Who's Hitting Me (WHM) 1.4b8 Experimental Community Server!**

To play on this server you are going to need a client (provided at the link below) placed in your **7 DAYS TO DIE** Mod folder. This provides you with enhanced game features that are not in the original game. We have provided a list of the features below and the rationale why we included them.

Client Download: <https://whmgaming.com/7dtdv14b8.html>

Discord Support: <https://discord.gg/9xvMbHxS4K>

List of modifications for Experimental-v14b8 are all made to improve gameplay (usually prolonging the leveling experience):

The following mods are in use for your playing experience:

1. 0-SCore (required by QuickStacks)
2. QuickStacks (allows putting your loot away quickly)
3. DA-DisassembleAmmo (allows disassembling ammo to ingredients with about an 80% return)
4. MPLogue Better Biomes (provides more realistic biome growth for an apocalypse)
5. WMM 12SlotToolbet (allows 12 slots on your toolbelt)
6. And the following WHM Customizations as well

The following components have been modified for a prolonged gaming experience. We have included the rationale (because we care about you). You may or may not agree with us but we wanted to let you know the reason for the change. Many times the reason is for balancing the game. We did not make these changes lightly. Hours of playing and thought went into the decision.

Modification	Why?
The following items have either an increased or decreased economic value in traders (Chemistry Station, Night Vision, Super Corn, Crucible, Beaker, All T3 weapons)	During playthroughs it was often easier to just buy these items than to find or craft them.
Iron Hatch is crafted/repaired with Scrap Iron	Hatches are a great defensive tool for game play and we wanted players to be able to craft them in POI without carrying Forged Iron
4x4 Plow protects more damage and causes more block damage	It is nearly impossible to drive a 4x4 off road in the wasteland without repairing it many times even with a plow.
Diamond Mod adds block damage beyond structure	Rarely is a Diamond mod crafted because all it does is a slightly increased Structural Brace. This adds some more value and hopefully more are crafted.
Many stack size adjustments	Many items had their stack sizes adjusted for better gameplay.
Candys's cost increased to 450 and duration is set to 5 minutes	This may seem like a nerf for the base value but with the following adjustment it becomes very useful.
Fortitude Perk Iron Gut increased	Iron Gut's duration increased. At 5 levels candy and some drugs will last over 15 minutes (almost an entire Horde Night).
Vitamins can be crafted	Sick and tired of getting infected, take a Vitamin!
Advanced Food Recipes now require Super Corn	When you are ready to be using advanced food you should have already acquired Super Corn (but have you found the recipe)?
Added Turret Ammo to Traders, Ammo Loot, and Quest Rewards	Turret ammo was basically only craftable in the game. Added it as a drop.
Quad Pocket Mod is now loot/reward only	Making these very rare and a great find when you do.
Lockpicks are stronger in this world and the recipe produces more than one.	Frustrated that you can break 12 picks opening a safe, lockpicks are stronger and their recipe is cheaper.

Motorcycle and 4x4 have been swapped in the order of discover for Vehicle Books. 4x4 is crafted with Forged Iron and not Steel.	The motorcycle is the best vehicle in the vanilla game. Hence it was pushed back in the game play time line.
Wood Storage Crates are no longer craftable (Iron/Steel are still there)	Pick up containers like Carboard Boxes, Refrigerators, Dumpsters, etc. to get you going. Then when you have a forge and some resources craft your storage containers.
Glue/Lockpick recipes are slightly altered (Glue can be made with murky water in Chemistry station)	The Chemistry Station has some benefits for Glue when you need it later in game.
Reduction of cloth needed for duct tape for Advanced Engineering	Gave Advanced Engineering some love with a minor reduction in cloth necessary.
Beer cooking time reduced	Beer took way to long to cook in comparison with everything else. Reduced it.
Restricted Trader's availability of Tier3 weapons to just Quality 1-3 (find or make your own!)	Same reasoning as raising the costs. If you are just going to buy the best stuff why even have books/perks in the game?
Restricted Trader's availability of Armor to just Quality 1-3	Same reasoning as raising the costs. If you are just going to buy the best stuff why even have books/perks in the game?
<b>Combat Related</b>	
Bandolier speed increased	The mod was losing out to better mods for bows. Buffing it to compete.
Level1 Plastic Armor Mod allowed in Heavy Armor	Heavy Armor ended up being only a few points better than Medium at the top end. Allow the basic amor mod helps buff it a little and make it more competitive.
<b>Game Settings Related</b>	
Game Day Length – 90 Minutes	Makes the days last a little longer and not feeling as rushed
Night Length – 4 Hours	Again, giving you a little more daylight to do those necessary tasks
Drop On Death – Just Backpack	Keep your toolbelt in case you get swarmed and die. Gives you a fighting chance to recover your backpack. Now do you want to give up a valuable tool belt slot for ammo?
Horde Night Enemy Count – 12	We have a fast server so we have increased the zombies per player to 12
Loot Respawn Days - 0	Currently loot will not respawn but if we see a high volume of players we will reconsider changing this.
Loot Abundance – 75%	To lengthen game play loot abundance is at 75%
XP Multiplier – 80%	Again to lengthen game play it has been reduced to 80%

## Client Installation Instructions

1. If you need help after following these instructions please visit us on Discord at:  
<https://discord.gg/9xvMbHxS4K>
2. Be sure you have Steam and **7 DAYS TO DIE V1.4(b8)** installed. When you launch **7 DAYS TO DIE** you should see a version value in the upper right corner: be sure it is **V1.4(b8)**:

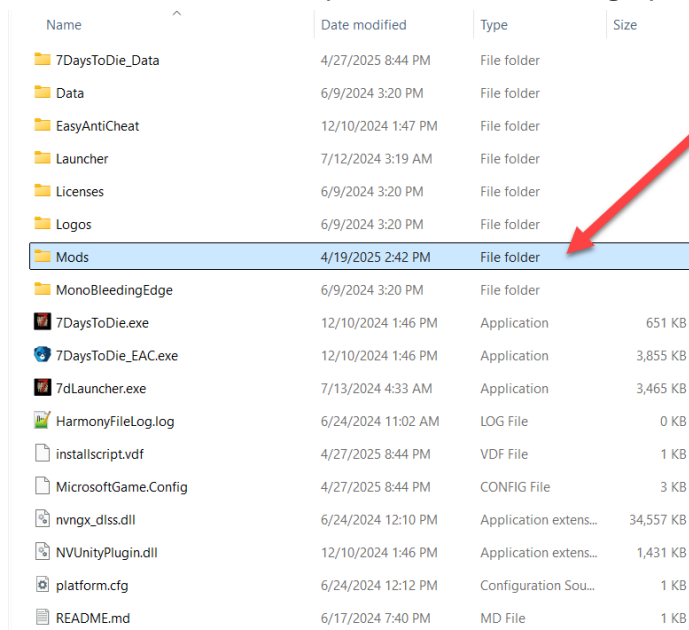


If it is not, and you want to play on this server you will need to change it in Steam. **Warning** this will **remove** your existing version and any Mods you already have! **Only do this if you are sure you do not need your existing version:**

- a. Click on your Library
    - i. Right click on the 7 Days to Die
  - b. Select Properties
  - c. Select Betas
  - d. Beta Participation – Select V1.4 – Version 1.4 Stable
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3. Download the client for the community server from our Google Drive. We have provided a bundle of all the mods need but you are welcome to download them directly from the mod authors if you prefer.
    - a. Client Download: <https://whmgaming.com/7dtdv14b8.html>  
*Choose the latest WHM v1.4b8 Experimental Client (at the time this document was authored it was v1.0.1)*
  4. Determine where your **7 DAYS TO DIE** installation folder is located.
    - a. In Steam, Left Click on your Library
    - b. Right click on the 7 Days to Die
      - i. Select Properties
    - c. Left click on Installed Files

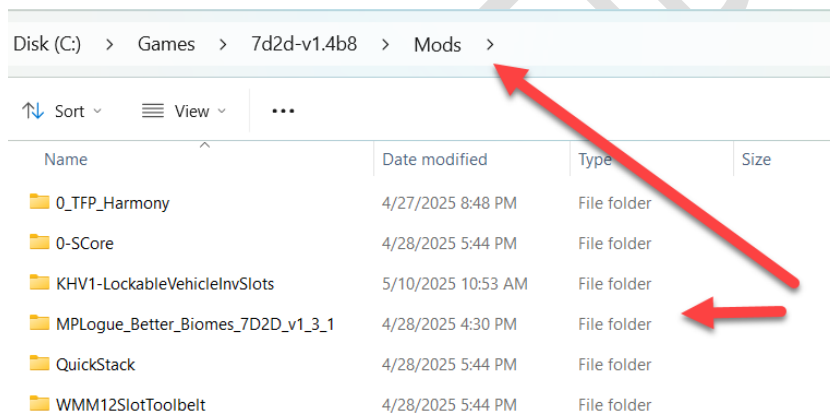
d. Left click on Browse

e. You should see a file explorer similar to this graphic:



Name	Date modified	Type	Size
7DaysToDie_Data	4/27/2025 8:44 PM	File folder	
Data	6/9/2024 3:20 PM	File folder	
EasyAntiCheat	12/10/2024 1:47 PM	File folder	
Launcher	7/12/2024 3:19 AM	File folder	
Licenses	6/9/2024 3:20 PM	File folder	
Logos	6/9/2024 3:20 PM	File folder	
<b>Mods</b>	<b>4/19/2025 2:42 PM</b>	<b>File folder</b>	
MonoBleedingEdge	6/9/2024 3:20 PM	File folder	
7DaysToDie.exe	12/10/2024 1:46 PM	Application	651 KB
7DaysToDie_EAC.exe	12/10/2024 1:46 PM	Application	3,855 KB
7dLauncher.exe	7/13/2024 4:33 AM	Application	3,465 KB
HarmonyFileLog.log	6/24/2024 11:02 AM	LOG File	0 KB
installscript.vdf	4/27/2025 8:44 PM	VDF File	1 KB
MicrosoftGame.Config	4/27/2025 8:44 PM	CONFIG File	3 KB
nvngx_dll.dll	6/24/2024 12:10 PM	Application extens...	34,557 KB
NVUnityPlugin.dll	12/10/2024 1:46 PM	Application extens...	1,431 KB
platform.cfg	6/24/2024 12:12 PM	Configuration Sou...	1 KB
README.md	6/17/2024 7:40 PM	MD File	1 KB

f. You are going to want to unzip the client download inside the Mods folder so it looks like this:



Name	Date modified	Type	Size
0_TFP_Harmony	4/27/2025 8:48 PM	File folder	
0-SCore	4/28/2025 5:44 PM	File folder	
KHV1-LockableVehicleInvSlots	5/10/2025 10:53 AM	File folder	
<b>MPLogue_Better_Biomes_7D2D_v1_3_1</b>	<b>4/28/2025 4:30 PM</b>	<b>File folder</b>	
QuickStack	4/28/2025 5:44 PM	File folder	
WMM12SlotToolbelt	4/28/2025 5:44 PM	File folder	

g. You may now start **7 DAYS TO DIE** as you normally would from Steam.