

# GAMER GUIDE

DYING LIGHT 2  
STAY HUMAN  
EDITION



the need to know you didn't know you needed



# WHAT IS IT?

*Dying Light 2 Stay Human*, (referred to from here on out as *Dying Light 2*) is an open-world first-person survival horror action RPG. That's quite a mouthful, isn't it? The game is the sequel to *Dying Light* and takes place just over twenty years later. Developed by Techland and published by Techland Publishing, the game was delayed a few times before finally releasing in February 2022. It was well received by players, selling 5 million units in the first month.



Starring a new protagonist, Aiden Caldwell, *Dying Light 2* focuses significantly more on narrative than the previous game. Taking place in a new, modern "Dark Ages" for humanity, the narrative design encourages players to be aware of and concerned for NPCs, highlighting the fact that all your choices have real consequences. Zombies are no longer the main enemy, as hostile humans feature more prominently. Many of the mechanics that players enjoyed in the previous game are back, with improvements of course! Expect plenty of parkour action and team up in multiplayer co-op to explore and survive.

You'll need your wits about you as you brave this post-apocalyptic world. We're here to help, or are we? The first lesson - trust cautiously...

# BREAKDOWN THE BASICS

## Gameplay

Set in the city of Villedor, a fictional European city, there is a massive urban open world for you to explore freely. Scavenge the city for resources, activate windmills to attract survivors and merchants (who will then set up settlements), interact with the various factions, and decisions with world-altering impact.

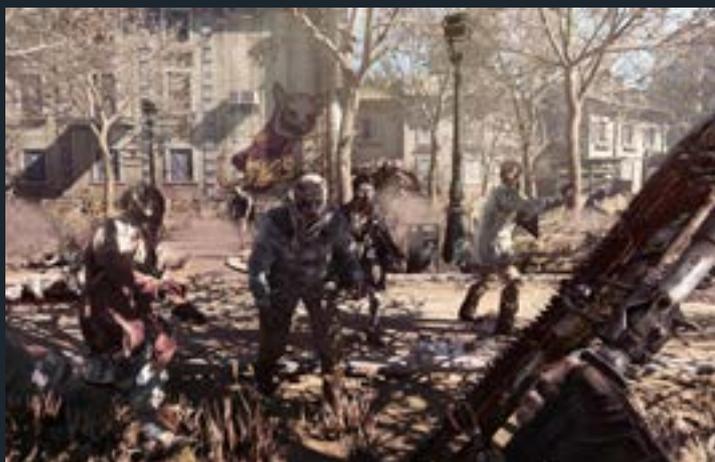
Some decisions will open up or seal-off areas in the city, others will strengthen one faction while destroying another. You'll need multiple playthroughs to discover all the paths your character can take.



## Combat

**Zombies:** Fighting zombies isn't too challenging. It only becomes a problem when they start to swarm you. Luckily zombies move quite slowly and only have a handful of attacks. Regular zombies are known to swing at you and, at times, lunge and bite you. QTE (Quick-time-event) prompts appear during combat which can help you avoid significant damage. Given their lack of agility, they're great for practising your parrying skills.

**Humans:** Fighting humans? A little trickier than zombies. All humans carry weapons and use them without hesitation. Bandits are the only humans who attack on sight, but all humans could be your enemy... so proceed with caution around them.





## Parkour

Parkour is a crucial element of the game. You need to learn how to freerun, and you need to learn fast! The game makes it relatively easy to master early on.

### **Sprint**

Before you freerun, you need to sprint first. Thankfully this is really easy to do. Just keep moving forward, and within a few seconds, you'll start to sprint. Next thing you know you'll be freerunning and doing all sorts of stunts.

### **Jump Around**

The world is your playground! The next stage of freerunning is finding something to jump on! It shouldn't take long because the world is filled with objects and buildings designed for just this purpose. Jumping on ledges or rooftops will earn you quite a bit of parkour points so start racking up those points!

### **Use the Monkey Bars**

Whenever you're on a rooftop, you'll find a few monkey bars just waiting for you to use. Monkey Bars can only help you in-game. Don't shy away from using them because they're a great way of keeping your parkour combo alive, and when you land successfully, you get a nice little bonus from it too.

### **Use the Cranes**

While running around Villedor, you're bound to see a construction crane lifting an object. And if you run on, it'll begin to rise in the opposite direction. Use that to jump onto the nearest roof or ledge, and you'll gain a good amount of parkour points for jumping onto it and for jumping off of it too.

## Skill Trees

Skill trees in *Dying Light 2* are divided into two categories: "Combat" and "Parkour". You'll earn points for all combat actions as well as parkour stunts. You earn double points at night, however, unlike in the first game, you need more than skill points to unlock the whole tree. You will have to level up your stamina and health accordingly to unlock advanced skills. Combat skills have health requirements while parkour skills have stamina level requirements.



- **Health:** Allows you to sustain more damage from falls or getting hit by enemies. To increase Health, collect 3 Inhibitors and apply them in the Skills menu.
- **Immunity:** Allows you to remain in darkness longer. Immunity increases automatically every time you level up your Stamina or Health.
- **Stamina:** Allows you to climb higher and fight longer without losing breath. To increase Stamina, collect 3 Inhibitors and apply them in the Skills menu.

**Combat:** Increase your Combat Proficiency by fighting and killing enemies. More advanced moves equal more proficiency points.

**Parkour:** Increase your Parkour Proficiency by performing parkour actions like jumping, climbing, sliding, etc. More advanced moves, once again, equal more proficiency points.

## Factions



**Peacekeepers:** The Peacekeepers are former soldiers determined to bring law and order to the new world, they stand locked in a tense “Cold War” with their main rival, the Survivors and constantly battle the Renegades. They’re known for their authoritarian and aggressive habits.



**Pilgrims:** The Pilgrims are a group of outcast survivors who travel across the world, acting as couriers and being the only real form of long-distance communication left between human settlements. They have a negative reputation among many survivors due to their nature of coming and going.



**Renegades:** The Renegades are a powerful but loosely organized bandit collective. They steal all they can and destroy anything or anyone else that gets in their way to hobble their enemies.



**Survivors:** A faction mostly organized around surviving with a large focus on sustainable living and community-minded action, they are one of the main factions in the city and pose an uneasy relationship with the Peacekeepers, who see their ways as dangerous and untrustworthy.

## Infected

*Dying Light 2* introduces the concept of an infected lifecycle, which means there are stages of infection.



**Viral:** The Viral stage is someone who has just been bitten and has become infected, so they still show traces of humanity. They are very fast, they are very dangerous, but they avoid the sun at all costs.

**Biter:** After a while, they become Biters, who are essentially the normal zombies we all know. They will try to grab you but are quite slow and dodging them is a lot easier. Sunlight is also dangerous to them.



**Degenerate:** This is the final stage of evolution for the infected. They are decaying zombies that are literally falling apart. The more sunlight they're exposed to, the weaker they will become. They aren't really that dangerous, but you should still stay alert.

**Volatile:** Sometimes the evolution takes a different turn and you end up with the penultimate infected. They are extremely dangerous and agile, so we'd recommend sneaking around them in the beginning as they'll alert all the other infected in the area to your presence. If you do take one on, be prepared for one hell of a fight.





## Crafting

Crafting in *Dying Light 2* begins with blueprints. These blueprints and recipes can be viewed in your menu, in the crafting category. Each recipe will be listed, with the parts and ingredients required displayed when you hover over them.

Get your hands on as many as possible! Each region of Villedor has hubs where you can rest, accept quests, and trade. One of the vendors is the Craftsman, indicated with a wrench and hammer icon. Find them, and spend your Old-World money on blueprints.

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# Environment

The map is roughly four times larger than the previous game and you can travel to the main hubs in each location with fast travel.



## Locations

### Old Villedor

Trinity | Horseshoe | Quarry End | Houndfield

### Central Loop

Downtown | Garrison | The Wharf | Muddy Grounds | New Dawn Park | Saint Paul Island  
| Lower Dam Ayre | Newfound Lost Lands

# Items

## Weapons

In *Dying Light 2 Stay Human*, weapons come in 5 different rarities: common, rare, epic, legendary and golden. They're also randomized, so no two weapons will ever be alike.



### Blunt Weapons

Bats | Police Baton | Stick |  
Long Stick | Hammer | Mace | Long Mace |  
2-Handed Mace | Knuckledusters

### Slashing Weapons

Machete | Axe | Two-Handed Axe |  
Long Axe | Long Sword | 2-Handed Sword | Long Weapon

### Ranged Weapons

Bow | PK Crossbow | Boomstick

### Opportunity Weapons

Broken Bottle | Brick | Throwing Spear  
| Propane Tank | PK Cannon

## Gear

Keep an eye out for new gear, the likes of which can offer you additional damage resistance, buffs and a stylish new look to boot. Much like weapons, gear is randomized, meaning you'll never find the same loot twice and it doesn't respawn.

Headwear | Chestpieces | Gloves | Bracers | Joggers | Trainers



There are four gear classes, each with unique buffs:

**Tank gear:** offence-based stat increases, including boosted damage (especially with two-handed weapons) and higher damage resistance. The drawback is they often lower your overall stamina.

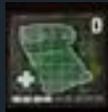
**Ranger gear:** here you will see your ranged damage increase along with buffs that up your stamina and improve your parkour, survivor senses and other non-combat abilities.

**Brawler gear:** provides a mix of boosted damage (usually with one-handed weapons), increased damage resistance and stamina regeneration, although its stats won't be as high as the Tank or Ranger classes.

**Medic gear:** sees bonuses for parkour damage and stamina regeneration, while also getting buffs focused around their health regeneration speed and damage resistance.

## Consumables

There are an array of consumables which allow you to regenerate health, boost resistance to elemental hazards and top up your immunity timer. Find consumables by buying them off vendors, receiving them as rewards for missions, looting them from GRE crates or crafting them.



**Medicine:** Partially heals Aiden



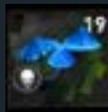
**Military Medkit:** Significantly heals Aiden



**Regeneration Booster:** Temporarily regenerates Aiden's health



**Immunity Booster:** Restores a substantial portion of Aiden's immunity



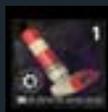
**UV Shroomz:** Restore a small portion of Aiden's immunity



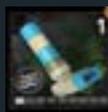
**Toughness Booster:** Temporarily reduces the amount of damage Aiden receives



**Endurance Booster:** Temporarily increases Aiden's maximum stamina



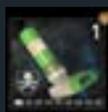
**Muscle Booster:** Temporarily enhances melee weapon damage



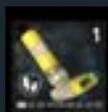
**Swimming Booster:** Increases lung capacity, allowing Aiden to stay underwater for longer



**Fire Resistance Booster:** Increases Aiden's resistance to fire



**Poison Resistance Booster:** Increases Aiden's resistance to poison



**Electricity Resistance Booster:** Increases Aiden's resistance to electricity

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# CONCLUSION

This world is a sinister one, but one that provides hours and hours of exploration. As the stories unfold and you make your decisions, we hope this guide helps you to dive in no-holds-barred!