



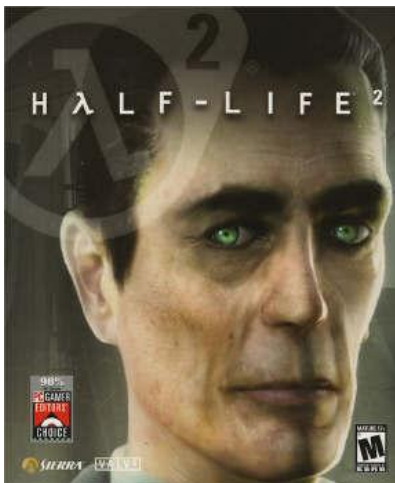
Intro**duction**

Before you start playing HL2DM it's important that you have at least completed Half-life 2 singleplayer on the difficulty of **Hard** to familiarize yourself with the weapons and general feel.

Some tactics may seem obvious to you but you'd be surprised how few people know it.

This version of the guide was released on Thursday, April 28, 2005.

This guide assumes that you have used Steam to download HL2DM and have it updated to the latest version.



A copy of Half-life 2 is required to download and play HL2DM.

This quick guide is not an official guide released by Valve. This guide is not a *definitive* guide; it does not touch on all areas but does provide links to sources for this.

Before reading this quick guide it's advised that you check out the following URLs to get the basics of strategy and wet your toes in HL2DM.

The guides below go into depth about the weapons, some levels, tips to reduce lag, general tactics etc.

HL Fallout's Original HL2DM Guide

http://www.hlfallout.net/articles.php/hl2guide_58/

HL2DM Arsenal Guide

http://www.hlfallout.net/articles.php/hl2guide_65/

The website <http://www.hlfallout.net/> is a great website for HL2 news, updates, modding etc. I am **not** the author of the above guides.

HL2DM currently has two modes of game play, **Deathmatch** and **Team Deathmatch**.

Obviously in the Team Deathmatch game type it's important to keep close to your other ally players and cover for each other.

Strategies

Keys You Should Know

The following are some basic key you should definitely know:

Left Shift = The run key it uses power from your suit which depletes after time

~ = The console key (if enabled)

R = Reload your current weapon

Space = Jump

Esc = Load the main menu (game play for current game stills runs in background)

F5 = Take a screenshot (use for notes on maps)

General Advice

Here's some general advice:

- Keep on running! (a moving target is **much harder** to hit)
- Take the initiative and be aggressive and you'll get good results often
- Mismatch weapons against your foes

- Play on trusted servers with the most suitable ping
- Fire at the head of your enemies
- Think before action
- Strafe a lot and jump when appropriate
- Some people prefer using headphones for listening to player sounds on maps (I do)
- Remember the tactics that other players have used so far in each round and react appropriately
- The pistol you start each spawn with can be fire rapidly by clicking (not holding the mouse button down)
- You can change the aim for a rocket after it has been fired (to the red laser point)

Basic Strategies

The following are some strategies that beginner players often use are easy to execute and are the base of game play:

- Using the gravity gun to execute a larger jump to get to bonus areas (containing better weapons, items etc)
- Clearing enclosed areas with grenades (you start each spawn with some)
- Getting other beginner players to shoot through unbreakable glass to waste their ammo (I saw this in an early game when HL2DM was just released)
- Hiding behind simple objects and listening for footsteps
- Camping (this is a **cheap** tactic but can be effective)
- Running in a prone area, running into a room and then waiting to ambush a player using a shotgun, or other effective weapon
- Using distance to your advantage against an opponent by using a pistol and the zoom (default Z) key

Advanced Strategies

The following are some strategies that advanced players use sometimes and are more involved than the basic strategies:

- Using the vents in some maps to find out where players are and then shooting them in the head with pistols
- Using grenades liberally in areas where other players don't expect grenades to land
- Placing mines (proximity and laser) in congestive areas of maps
- Lobbing grenades over structures into open prone areas
- Using the tools in the levels while hidden
- Using height to their advantage
- Collecting explosive items and using them in large numbers in one area

- Listening closely for sounds of grenades, footsteps, gunfire, swings of crowbars etc

Mixing It Up

Mix up the above strategies and you understand a lot about this multiplayer game and have an advantage over most players.

Using the strategies for a specific circumstance is the main issue you have to learn by practice.

Tips

Tip #1 : Know Your Environment

Knowing your environment in HL2DM is very important since it influences all of the strategies that you implement in the round or series of rounds. This involves knowing:

- The location of weapons, items, tools in specific maps
- The causeways or bridges that intersect the map and the levels and rooms (this is a general 'feel' for the map so that you know where the main landmarks are in the map)
- The tools in the map (these are the things you can interact with in the map, these include exploding pipes, lifts etc)
- The vantage points in the map and the areas where you are prone to fire
- The spots where you can use barrels to explode upon players
- The points in the map where you can use cover to help shield yourself against attack but still retaliate

Tip # 2 : Know Your Enemy

Players join server games and are human players, being human they react very different to AI (computer) based opponents. Instead of being scripted or having basic reactive decision skills they do react and learn from mistakes.

This does not mean that human players don't ever make huge mistakes; one commonly made by beginner HL2DM players is to pick up an explosive barrel with the gravity gun and not to expect players to blow up the barrel in their faces.

If you don't know the players you are playing against then it's important to think quick, keep in the back of your mind the strategies that the other players have used so far in the round.

When playing against skilled opponents then they are often going to use tactics that you are *not expecting*.

Tip # 3 : Know The Physics

Physics are **THE** main thing that governs the way a HL2DM games pan out. Physics affects the objects in the game (like barrels, wooden boxes, bottles, chairs, tables, wooden boards etc).

The gravity gun weapon which all players start with manipulates these physics making the gravity gun a very effective weapon when used correctly.

Expect players to switch their efforts between the physics gun and the other weapons regularly.

Level by Level

The following are some strategies for specific levels. This section was requested by community members. It is still advised that you still personally get a good feel with each level. This section contains screenshots.

This guide doesn't contain hints for any 3rd party maps (custom maps). Custom maps can contain cheats and imbalances and for that reason are not covered.

The levels covered are levels that come standard with HL2DM and subsequent updates. Each level is summarized and some appropriate strategies are given.

dm_fallout



This is a smallish map but it still offers some great game play especially in the prone areas of the map.

- Raid the buildings for better weapons, pickups
- Use barrels for cover
- Grenades are effective on this level
- Stick to close combat weapons
- Keep on changing your position as this map is quite condensed
- Players tend to stay inside the buildings

dm_lockdown



From my experience this is one of the most popular maps on HL2DM and has a good blend of close and long range combat.

- Grab the rocket launcher often early on in the game and find a good launch spot
- Grenades are not very effective on this map
- The gravity gun is very effective on this map
- Pistols are not very effective on this map
- Killing someone with a toilet on this level is satisfying
- Find the electric fan for some great pickups

dm_overwatch



This is in my opinion the most popular map on HL2DM and there is a reason for it. It offers the most tactical and physics based strategies.

- Take the high ground early on in the game and reap the rewards
- When using the RPG make sure you have appropriate cover
- Use the gravity gun in close quarter building areas
- The shotgun is very effective on this map

dm_powerhouse



This map is a great map for close quarter fire fights. The upper levels reap the most rewards.

- Secure the top level and you'll get some great weapons
- There is little cover in this map
- Move fast on this map
- The shotgun is effective on this map

dm_resistance



This map is a good mix of long range and medium range combat. The pickups are quite varied and explore the buildings.

- Pistols are effective on this map
- Grenades are effective on this map
- The shotgun is not very effective on this map

dm_runoff



This is a long range map mostly and consists of two main areas.

- Pistols are effective on this map
- Grenades are not very effective on this map
- Gravity gun is effective on this map
- Rocket launcher very effective on this map

dm_steamlab



This map is a close quarters map for the entire map except one open area.

- The shotgun is very effective on this map
- Pistols are not very effective
- Grenades are very effective no this map

dm_underpass



This map is in my opinion the best map currently available for HL2DM. It has many tactical possibilities and is very good looking (eye-candy galore!).

- Grenade useful in building areas
- Pistols effective in main open area
- Shotgun useful in corridors

Feedback

Please feel free to send feedback from this guide and your strategies to deankrause@hotmail.com .

Summary

HL2DM is an involved, fast paced multiplayer games in which players use physics and weaponry to their advantage. The rounds in HL2DM are often quickly over and involve a large number of players.

The strategies listed above will help any player become better however the mix and appropriateness of the strategies depends on the map being played. A good player of HL2DM is able to multitask.

Do not cheat or use trainers of any kind while playing online, it degrades the gaming experience and you would not want someone else to cheat while playing against you.

Version **Changes**

Version Changes in **Version 2**

1. Miscellaneous changes to make document more clear
2. Added 'Level by Level' section
3. Spelling and grammar checked

