



# MULTIPLAYER

## HALF-LIFE®

### ZOMBIES ATE MY NEIGHBOURS

THE PHOENIX PROJECT SOFTWARE

A U R A

INSTRUCTION MANUAL

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## welcome

Welcome to *Half-Life: Zombies Ate My Neighbours Multiplayer*. This game is the sidekick arena to HLZAMN and is continuously being updated by The Phoenix Project Software to add new maps, gameplay tweaks and more.

Based on AG, this is a love-letter to classic 2000s multiplayer games. ZAMNHLMP is influenced by the atmosphere Quake III, HL1, and the like. We hope you enjoy this game.

Inside this booklet you will see we have written the ultimate guide to installing, setting up, customising and playing ZAMNHLMP.

## enter season 8: black mesa inbound

To celebrate *Half-Life's* 25<sup>TH</sup> anniversary, we at Phoenix Software have taken the new features and content from Valve's HL25 update and incorporated them into here.

In the version 2.8 update you will find all the Further Data CD content integrated into the Aura System, as well as the four new maps – Contamination, Disposal, Pool Party and Rocket Frenzy. However, as we have already imported a map from *Opposing Force* titled Disposal, the new Disposal from HL25 will be named Radiated within ZAMNHLMP.

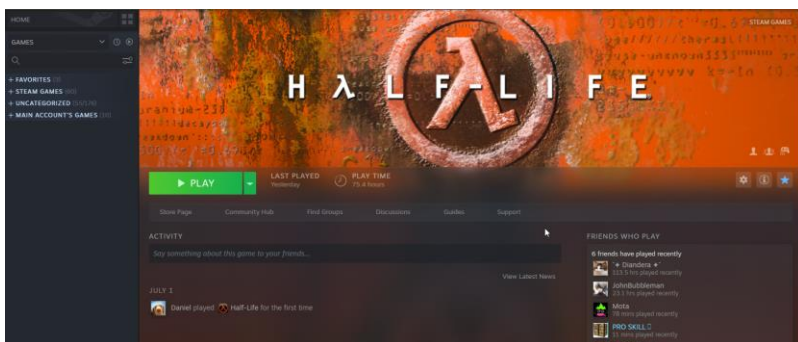
You can also expect to see the new sprays, Ivan the Space Biker & Proto-Barney, an intro video, UI & HUD scaling @ HD, Steam Deck & gamepad support, Steam Networking, as well as a plethora of bug fixes, additions and changes.

To see the full changelog, enter the zamnhlmp game directory, go to versions, and open 2.8.md in a text editor.

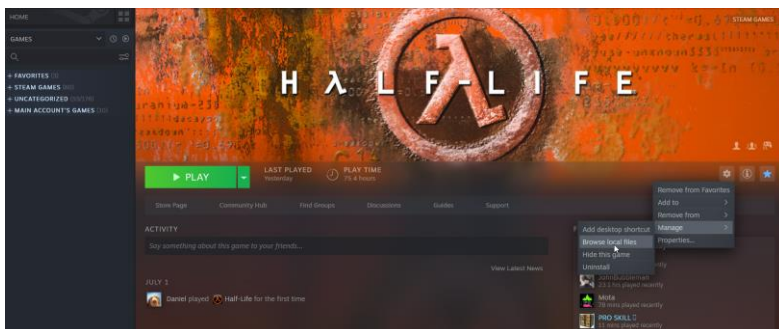
## installing the game

To install the game, you must have Steam installed on your computer, and the video game *Half-Life* by Valve. If you do not have it, you must buy it to access this mod.

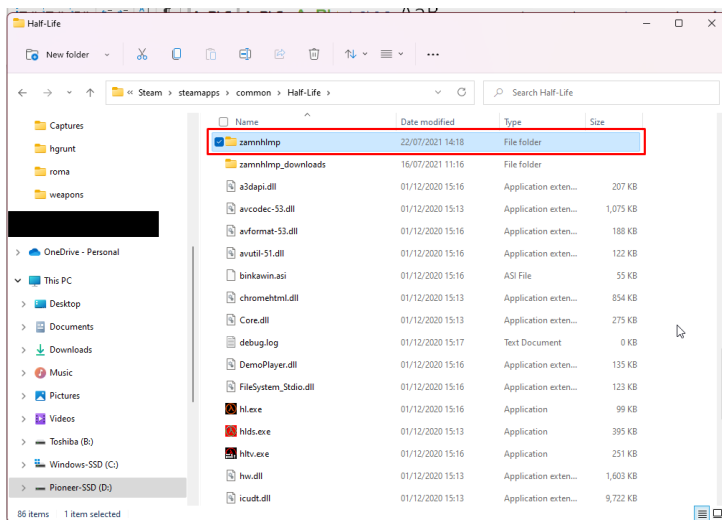
Once you have verified you have *Half-Life* installed on Steam, go to its page in your library.



Click the cog icon, and in the drop-down menu, go to Manage -> Browse local files.



Depending on your Operating System (Windows or GNU/Linux), a file explorer window will open in your local *Half-Life* directory. Find the *zamnhlmp* folder from the RAR file containing the game and pop it in there.



Once done, restart Steam and open *Half-Life: Zombies Ate My Neighbours Multiplayer* from your library.

## avoiding conflicting versions

Because we have modified so many files since ZAMNHLMP's original release as *Shooter Tournaments*, it is important you avoid a conflicting version – which is the result of files from a previous version that aren't meant to be in a newer version.

If the last version of ZAMNHLMP you downloaded was:

- 1.0
- 1.0.1
- 1.1
- 1.2

- 1.3
- 1.4
- 1.5
- 1.6
- 2.0
- 2.0.1
- 2.1
- 2.1.1
- 2.2
- 2.3
- 2.4

Then delete your installation before updating to this one. If the last version you downloaded and installed was 2.5 or above, there's no need to take any action.

If you're unsure what version you have, run `version_creative` or `version_aura` in the game console.



## the main screen

Now that you've successfully installed and opened ZAMNHLMP, you should see something like this:



This is the main screen; your portal to do anything you want in ZAMNHLMP.

## find games

This is the option you will use the most from the main screen. Clicking this opens the Server Browser, which displays a list of available servers that you can join.

## the server browser



Along the top of the Server Browser are 6 tabs:

1. Internet – allows you to see joinable servers on Steam
2. Favorites – displays your favourite servers (tied to the user's Steam account)
3. History – any previous servers you joined in the past
4. Spectate – available HLTV proxies
5. Lan – displays local servers on your network
6. Friends – displays servers your Steam friends are currently playing on

Under each tab are the servers currently available to the player. All servers are either dedicated (meaning they are hosted separately from the game) or listen

(meaning they are hosted in-game and when the host leaves, the server closes) and hosted via Steam.

### dealing with vac bans

By default, any listen or dedicated servers are secured by Valve Anti-Cheat (VAC). VAC scans your computer during gameplay for any processes that may be tampering with the game's files to gain an unfair advantage on other players. If a cheat program is detected, the user's Steam account is VAC banned within the next 24 hours for all games that run on the Half-Life engine, including Counter-Strike.

If you have been VAC banned and you think you shouldn't have, please do not consult The Phoenix Project Software about this issue. You will need to contact Valve via Steam Support.

### how to avoid vac bans

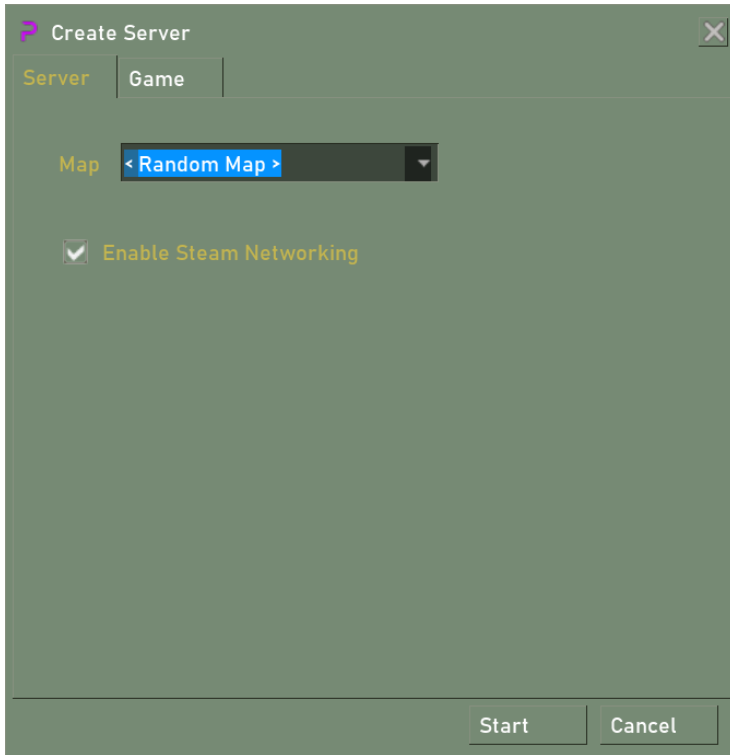
It's as simple as not cheating. Any macro applications that allow you to spam keys, such as AutoHotKey, are detected as cheats by VAC. So it's recommended you DO NOT run that when playing on a VAC secure server.

## custom game

If you want to host a LAN Party with all your pals, this button is your Gateway to a custom server where it's your game, your rules.

If you want to play with your friends over the Internet, you will have to meet on an existing dedicated server in the Server browser, [or port forward](#) (page 31) to host your own server.

## server



On this tab, you can choose which Map you want the server to start on. If you want to play with your friends via the Internet, you should have Steam Networking enabled.

## game

**Create Server**

Server | **Game**

Hostname	Stephen's Server
Max. players	12
Mapcycle	mapcycles/ffa.txt
Server password	
Gamemode	ffa
Frag Limit	15
Time Limit (Min.)	15
Falling Damage	Normal
<input type="checkbox"/> Friendly Fire	
<input type="checkbox"/> Weapons Stay	
<input type="checkbox"/> Force Respawn	
<input checked="" type="checkbox"/> <b>Footsteps</b>	

Start Cancel

You may find this page more useful. Here, you can manage all the basic server options, including its name, a password, the starting gamemode, the frag & time limit, the fall damage setting and more. Gamemodes are explained in more detail on page []. Scrolling down reveals more options.

- Friendly Fire - toggles friendly fire in a team gamemode (e.g., TDM, CTF)
- Weapons Stay - weapons instantly respawn when you pick them up
- Footsteps - your footsteps can be heard by other players

- Autocrosshair - allows autoaiming
- Suit regeneration - allows the suit to automatically recharge
- Intermission time - how long to wait after a match ends to see the ending scores before a new match is started
- Press to skip intermission
- Cheats enabled - if enabled, players can go nuts
- Infinite ammo - if enabled, weapons will have infinite ammunition
- Local server - if enabled, only players in your local network may join

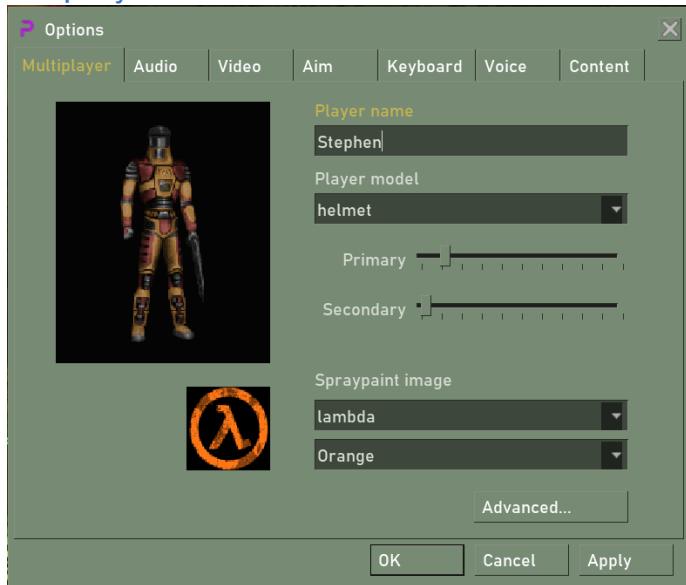
When you think your server is fully set up, you may start the game by clicking the Start button on the bottom of the dialog box.

## options

This menu listing is often regarded to as the powerhouse of the game. Here, you can change any options you wish to personalise your experience of the game.

Across the top of the Options dialog box are 7 tabs which we will explain in detail.

## multiplayer



This might just be the tab you will visit the most in the options. Most of this is self-explanatory.

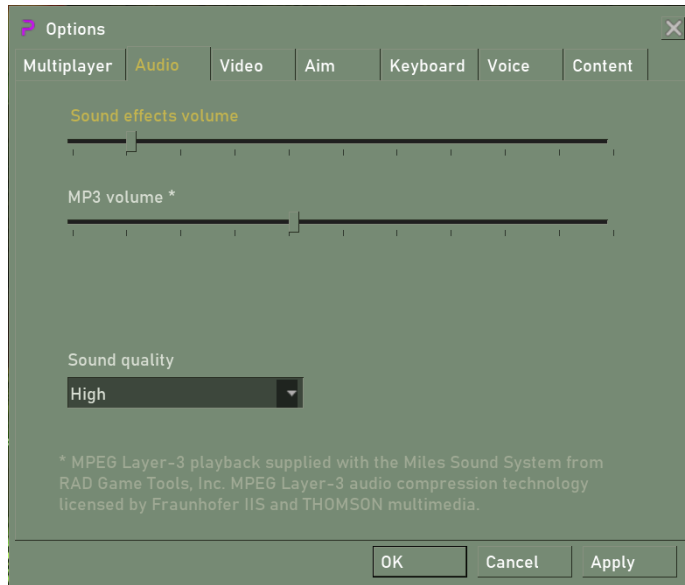


## advanced options



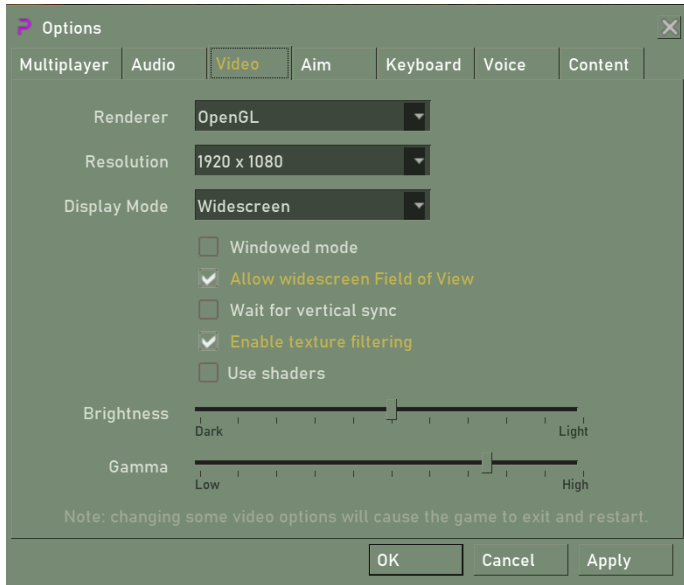
Here's another very useful and self-explanatory page, we won't go over this in much detail.

## audio



Likely the most self-explanatory section of the Options screen.

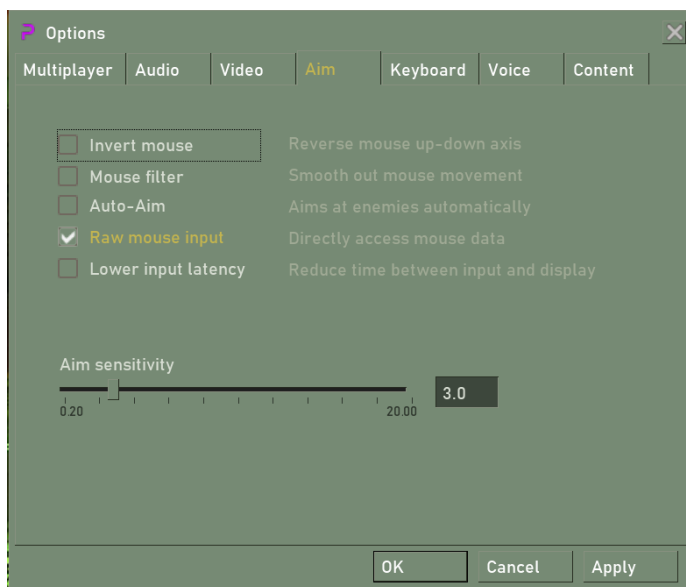
## video



This is where things start to get a little technical. We won't explain this option in too much detail. If you don't know what a resolution is, why are you gaming on a PC? And no, don't keep these options at their defaults. Change them to the best your PC can handle.

## mouse/aim

We're pretty sure you don't want to play the game using just the keyboard. That's why you can use a mouse to not only shoot but look around too.



Here, you can change some mouse settings and change the sensitivity – which is how fast you look around when you move the mouse.

If you want to live life on the edge, you can enable the Invert mouse option.

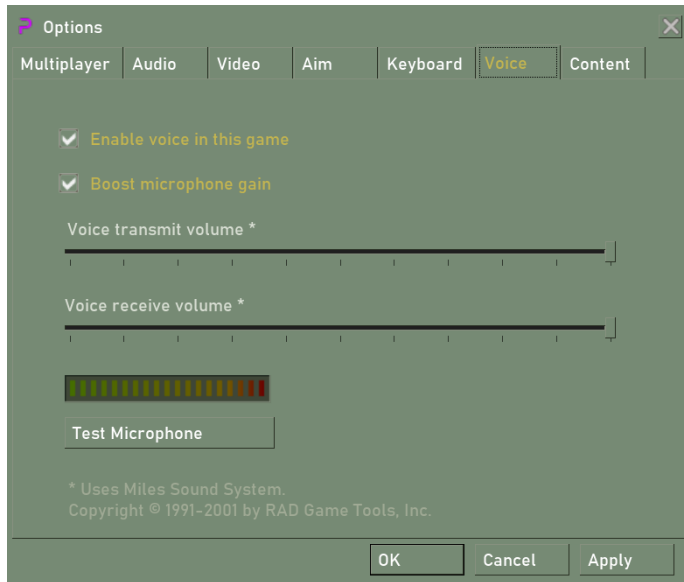
## keyboard



Here, you can change up all the controls for ZAMNHLMP. Most of the controls found here are in standard *Half-Life*. Double click a listing to change its control.

Alternatively, you can highlight a listing with one click and use one of the options on the bottom – Edit key or Clear key. Or if you don't like the controls you have now, click Use Defaults.

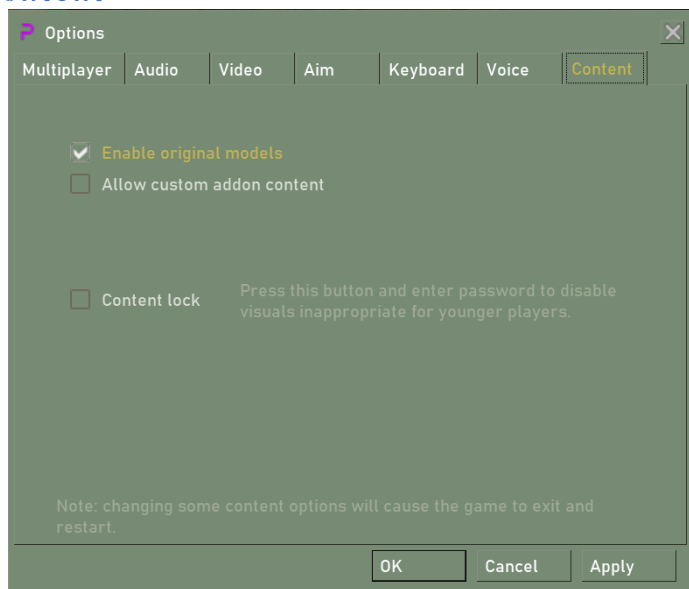
## voice



By default, this is enabled. When enabled, you can hear other players speaking if they have their mic plugged in.

If you have a mic plugged in, don't worry! Players can only hear you when you're holding down the K key.

## content



This page allows you to enable/disable HD models, allow custom addon content (if supported) and allows you to toggle the Content lock for younger players and allows a parent or guardian to set a password. When the Content lock is enabled, blood is not rendered.

If you're a little kid, maybe you shouldn't be slaughtering people in online games.

The recommended minimum age for ZAMNHLMP is 13. We're sure 13-year-olds can think for themselves. But this is simply GUIDANCE, and if ZAMNHLMP causes problems between a child and their parent, The Phoenix Project Software is not responsible for that.

## theatre

Allows you to play recorded demo files from past matches.

## credits

This option allows you to see who made the game.

## quit

What do you think this button does?



## in-game

When you start or join a game, you are presented by the server's MOTD (Message of the Day) and you are placed in spectator mode.



To join the game after closing the MOTD, simply click.

## your hud

Your Heads-up Display (HUD) tells you everything you need to know in a quick and simple way to survive.



- A. Timer
- B. Flashlight
- C. Health
- D. Suit power
- E. Ammo

## switching weapon

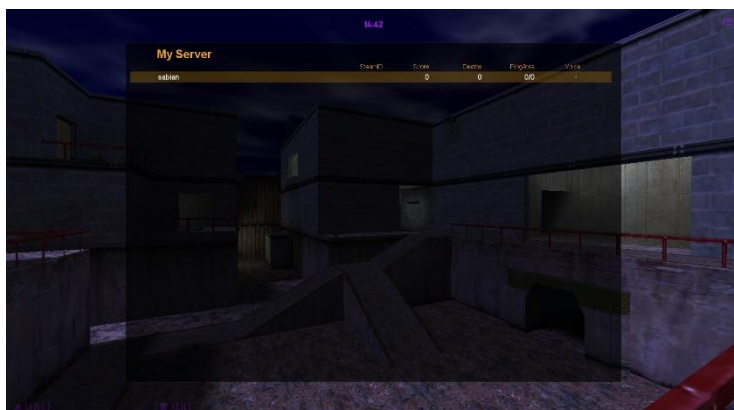
Upon using the scroll wheel, 7 tiers of weapons are revealed to the player.



Use the scroll wheel to highlight a weapon and click to select that weapon.

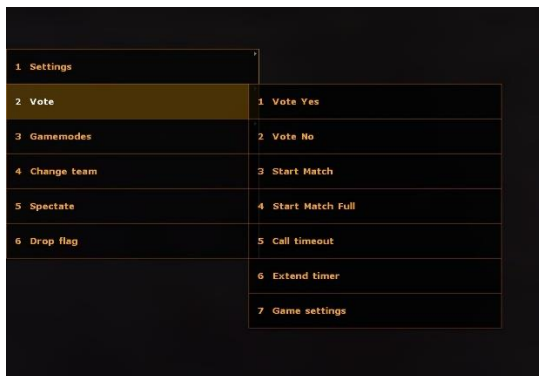
## the scoreboard

Holding the TAB key displays the Scoreboard.



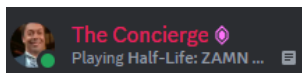
## the command menu

Pressing the forward-slash key (/) opens the command menu. Here, you can start vote, change some player options and more.



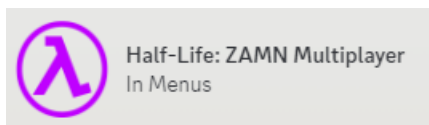
## discord integration

ZAMNHLMP includes integration with Discord using its open-source Rich Presence system. If you have the Discord Desktop client open alongside ZAMNHLMP, your friends will be able to see your activity in-game.

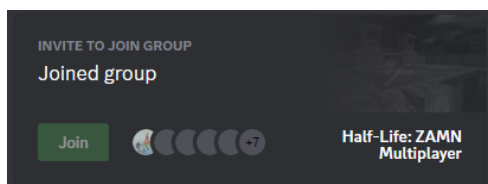


## how it works

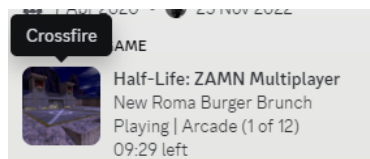
When you see a friend in a game, you can see it in their status bar. If they haven't joined a lobby yet, you'll see this:



When they're in a game, you can see what map they're in, the server's name, the gamemode, how many players of the maximum are present, and how much time is remaining. You can also Ask to Join, which if accepted will launch the game into the respective server. Of course, your friends can invite you too.



You can also see a thumbnail of the map, which if hovered over reveals the name – if they're playing a map that wasn't originally bundled with ZAMNHLMP, then you will see the generic logo.



## weapons

One of the most important aspects of the game – your arsenal. Don't tell anyone you have these – most of them are government property...

### Tier 1

#### Crowbar



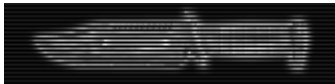
It's the original, the iconic weapon.

#### Pipe wrench



You don't want to have this banging on your head.

#### Knife



Sneak up and strike.

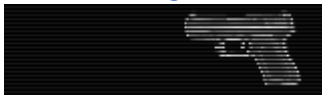
#### Barnacle Grapple



The Barnacle can grip onto Xen surfaces and players. It will even eat your opponent alive.

### Tier 2

#### 9mm Handgun



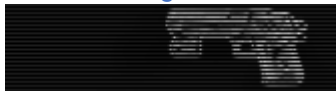
The nine millimetre will often be your last resort in close quarters combat situations.

#### .357 Revolver | Python



Precise aim makes for lots of damage.

## Desert Eagle



Need we say more?

## Tier 3

### MP5



be your favourite.

This fully automatic sub-machine gun with an M203 grenade launcher might just

### Shotgun



The most powerful weapon when fights get close.

### Crossbow



A sneaky silent sniping weapon... unless you forgot to zoom in.

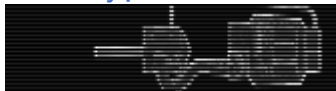
## Tier 4

### Rocket Propelled Grenade (RPG)



I love it!

### Prototype Tau-9 X3 Cannon



Unlike the standard Tau-9 cannon seen in the Black Mesa Research Facility, this prototype Tau-9 X3 can fire very fast and hold two hundred cells of Uranium. The secondary fire will send you flying and immediately vaporize your opponent, even through walls.



## Gluon Gun



Often referred to as the 'noob-gun,' the Gluon Gun uses the same Uranium cells as the Tau-9 X3 and will eradicate your opponent from the face of the earth (or rather, map).

## Hivehand



Extracted from the Alien Grunt, this weapon sends projectiles that follow your opponent.

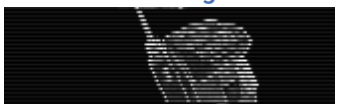
## Tier 5

### Hand grenade



Simply pull the pin and throw it away.

### Satchel charge



If you see this, turn around; or fall victim to a remote detonation.

### Trip mine



You might want to watch where you're going.

## Snarks



These cheeky little aliens will follow you wherever you go and peck you... and then they will explode.

## Penguins



They're just penguins... trust us...

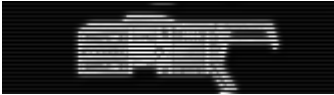
## Tier 6

### M249



The best chain-gun you will ever use.

### Black Mesa XV11382 Displacer Cannon



Using your uranium cells, this will teleport your opponent to a random location and send a painful shockwave to nearby players. Or you can teleport yourself away from the fight. You coward.

### Sniper rifle



Kill your enemies from far away. You may want to move when they realise where the noise is coming from.

## Tier 7

### Spore launcher



If you happen to find any spores around the map, this will come in handy.

### Shock rifle



Electrocute your enemy.

# operating a dedicated server (windows only)

## disclaimer

If all you want to do is play with your friends, and/or have a little private space to hang out, then you don't need to follow this section. The HL engine now supports Steam Networking, which means you can create a lobby within the game itself and invite your friends via Steam + Discord RPC. It just works. No port forwarding required.

The following section is quite technical and should only be taken as a guide for serious server operators with a reliable network and perhaps a plan to run a 24/7 server.

## Setting a static IP address

Before we begin, we need to set a static IP address to our computer. You need to download a program called Port Forward Network Utilities from [portforward.com](http://portforward.com) to continue. You can use the Trial version completely fine. Once it is installed, select the Static IP Address option in the menu. Select your network device in the drop-down menu and press the Make it Static button. The reason why we are doing this is because if your IP address is still dynamic, it will keep changing every time you restart your PC, and it needs to be the same.

## Port forwarding

### Finding the default gateway

Before you get to the server part, you need to forward some ports on your router so that Half-Life Dedicated Server (the tool we're using) can use them, and clients from other networks can access those ports. Open your start menu and type cmd and open the

Command Prompt. Elevation is not required. In the command prompt, type the command `ipconfig`. A list of configurations for the network devices you have will appear. Find the one you're using and get the address for your Default Gateway. Type that address in the URL bar of your browser. NOTE: make sure you keep CMD open!! We will need it later. You should have a prompt appear to type a username and password. Most routers have the username and password `admin`, but some people, like me, have the username `admin` and a password. You can go to your router and there should be a sticker showing the default gateway password (it isn't the one you use to connect to your router). If you can't find it, you should look around the house for any other things that came with the router or contact your ISP.

### Opening the ports for HLDS, HLTv, VAC & Steam

Now, we can port forward! Find the page for port forwarding on your router settings. If you can't find it, your ISP should show you how on their website. Using this page we can add "rules" to your router. Create one, [name it whatever you want] and enter the IP for your PC. In ALL the boxes where you can enter a port, type 27015 and select the TCP protocol and save the rule. Repeat the exact same step, but this time, use the UDP protocol. NOTE: you cannot use the "UDP/TCP" protocol. Repeat the same step again, but this time, type the port 27020. Make sure you keep the UDP protocol. Repeat the step again, but with the port 26900. Now, you should be port forwarded!

### Downloading ReHLDS

Go to [github.com/dreamstalker/rehlds/releases](https://github.com/dreamstalker/rehlds/releases) and download the latest. Extract the win32 binary from the ZIP into any folder on your PC.

## Setting up ReHLDS

Create a batch file in your HLDS folder. The batch file tells HLDS what settings to use. Name the batch file with the name of the game/mod of which you want to host a server for. You can create more batch files for different mods/games.

Format:

```
hlds.exe -console -game <game/mod folder>  
+maxplayers <2-32> +map <map> -ip <your ip>  
+port 27015
```

If you want mods/other games, such as ZAMNHLMP, copy their folders from your Half-Life directory, which can be found by going to Half-Life's properties in your Steam library, LOCAL FILES and then BROWSE LOCAL FILES. Copy the mod/game folder to your HLDS directory.

## Configuring the server

In your HLDS directory, go to the game/mod folder you want to host for, and open server.cfg with Notepad.

In this file you can change the server's name, how fast players can move and add your own commands you want to run on server startup. It is recommended that you add // custom commands at the bottom of the file to enter your own commands. The ZAMNHLMP commands that you may find useful are on page 29.

# information for server operators – useful commands for zamnhlmp / aura

## Gamemodes

### List of gamemodes

1. Arcade: Gives the player all weapons and suit armour. Player regains suit armour and all weapons after killing another player.
2. Arena: Like Arcade, but players take turns 1v1-ing each other.
3. Barnacles: All players spawn with and can only use the barnacle.
4. Crowbar Arena: Like Arena, but players only have the Crowbar.
5. creaTive Deathmatch: Our original vision for a multiplayer game, created back in May 2019.
6. Capture the Flag
7. Displacement: All players spawn with only the displacer. Have fun!
8. Domination: Teams must capture and hold all the control points on a map.
9. Free for All: Like Classic DM, but with more weapons.
10. HLDM: just like the original...
11. Instant Gib: One-Shot Kills
12. Last Man Standing: Will you survive?
13. Last Team Standing: Will you and your team survive?
14. Penguin Wars: Plays like Arcade, but players only have Penguins.
15. SWAT: No armour at all
16. Team Deathmatch

Additionally, some gamemodes may include team-based versions and pre-Season 6 versions, meaning you can play them without the Opposing Force weapons if you wish.

## Changing gamemodes

Changing gamemodes on your server/game is not very hard to do and can be done using the console.

Each gamemode has their own CFG file which executes a bunch of commands and does all the hard work for you. Below are all the gamemode CFG files in the same order as the list above:

1. arcade
2. arcade2
3. arena
4. arena2
5. barnacle
6. cbar
7. classic
8. classic2
9. ctf
10. displace
11. dom
12. ffa
13. ffa2
14. hldm
15. instagib
16. lms
17. lms2
18. lts
19. lts2
20. pengwars
21. swat
22. tarcade
23. tarcade2
24. tbarnacle
25. tcbar



- 26. tdm
- 27. tdm2

To change gamemodes, use the server console and type `sv_aura_gamemode` and then the name of the gamemode CFG file. You can also choose to `changelevel` at the same time. Example:

```
sv_aura_gamemode classic; changelevel Cove
```

## Creating gamemodes

Creating simple gamemodes is simple. Go to the gamemodes folder where ZAMNHLMP is located, and you can make a duplicate of one of the existing gamemodes and open using Notepad or your text editor of choice (Notepad++ recommended). Changing things in there should be pretty much straight forward, since everything is commented and beginner friendly. Note that `sv_aura_gametype` is very important, because it determines what `gametype` your `gamemode` will be based on. Arena is taking turns 1v1, CTF is, well, CTF, and these apply for LMS and LTS too. If you just want a simple gamemode, you can set the `gametype` to `ffa`.

## maps

### list of maps & credits

map	author
Base	Mr.Slavik
Basement	Gearbox Software
Blimpbloom	Evilis
Boot Box	Unknown
Boot Camp	Valve Software
Bounce	Valve Software
City	The Phoenix Project Software
Cloister	Valve Software
Compound	Mr.Slavik

Contamination	Valve Software (25 <sup>th</sup> Anniversary Update)
Cove	The Phoenix Project Software
Crossfire	The Phoenix Project Software & Valve Software
CTF Daydream	Adrenaline Map Team Gamer
CTF Duff	Adrenaline Map Team Gamer
CTF Echo	Adrenaline Map Team Gamer
CTF Forsaken	Adrenaline Map Team Gamer
CTF Gauntlet	Adrenaline Map Team Gamer
CTF Infinity	Adrenaline Map Team Gamer
CTF Omen	Adrenaline Map Team Gamer
CTF Outland	Adrenaline Map Team Gamer
CTF Wormhole	Adrenaline Map Team Gamer
Datacore	Valve Software
Debris	Gearbox Software
Demise	Gearbox Software
Disposal	Gearbox Software
Doublecross	Valve Software
Dyce	Adrenaline Map Team Gamer
Flashback	The Phoenix Project Software
Frenzy	Valve Software
Gasworks	Gearbox Software
Guardian	The Phoenix Project Software
Hex	Valve Software
TheHill	Valve Software

Kasino	DocRock
Kasino2	DocRock
KBase	Gearbox Software
Kndyone	Gearbox Software
Lambda Bunker	Valve Software
Mall	The Phoenix Project Software
Meanie	Gearbox Software
Office	Gearbox Software
Outpost	Gearbox Software
Overpass	Mr.Slavik
Park	Gearbox Software
Pool Party	Valve Software (25 <sup>th</sup> Anniversary Update)
Pyrozone	sToP! From Pyro Zone - pyro-zone.com
Radiated	Valve Software (25 <sup>th</sup> Anniversary Update)
Rapidcore	Valve Software
Repent	Gearbox Software
Rocket Frenzy	Valve Software (25 <sup>th</sup> Anniversary Update)
Rubble	Gearbox Software
Rust (from <i>Call of Duty: Modern Warfare 2</i> )	Infinity Ward & The Phoenix Project Software
Rustmill	Valve Software
Signal	Gearbox Software
Shipment (from <i>Call of Duty 4: Modern Warfare</i> )	Infinity Ward & The Phoenix Project Software
Skirmish	Gearbox Software
Snark Pit	Valve Software
StalkX	tommyd
Stalkyard	Valve Software
Subtransit	Valve Software
Team9	Valve Software
Undertow	Valve Software
Water Canal	Gearbox Software
Waypoint	Gearbox Software

Xen	Gearbox Software
Xendance	Gearbox Software

## that's it!

That's all the basic information you need to know to get started with ZAMNHLMP. If you have any questions, see the [README Document just in case it is answered in there.](#)

If you believe there's anything we missed out, please let us know at our Discord server:

<https://discord.gg/mGr94ZqDWU>