MULTIPLAYER
HλLF-LIFE®
ZOMBIES ATE MY NEIGHBOURS

THE PHOENIX PROJECT SOFTWARE
AURA

INSTRUCTION MANUAL

table of contents

Included with ZAMNHLMP 2.7

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.
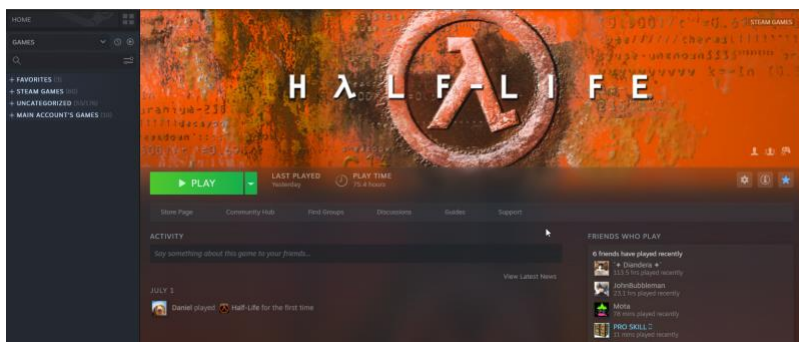
Click the cog icon, and in the drop-down menu, go to Manage -> Browse local files.
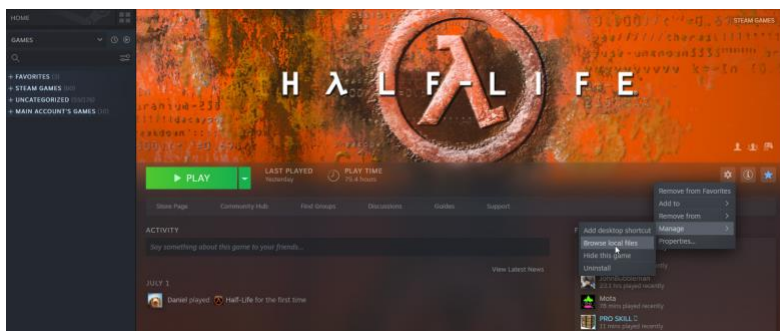
Depending on your Operating System (Windows or GNU/Linux), a file explorer window will open in your local *Half-Life* directory. Find the zamnhlmp folder from the RAR file containing the game and pop it in there.
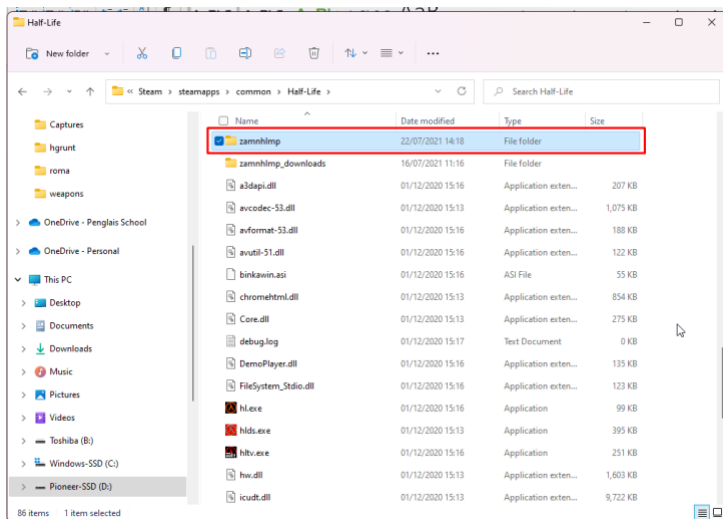
Once done, restart Steam and open *Half-Life: Zombies Ate My Neighbours Multiplayer* from your library.

avoiding conflicting versions

Because we have modified so many files since ZAMNHLMP's original release as *Shooter Tourneys,* 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 anything above 2.5, there's no need to take any action.

welcome to season 7: black ops

Season 7 is themed around the Black Ops from the Half–Life universe. With this Season, you will get Black–Ops–themed skins & maps.

We realise that the HECU folks won't be happy with us for choosing this theme this season, but we really could not think of anything else…

the main screen

Now that you've successfully installed and opened ZAMNHLMP, you should see something like this:
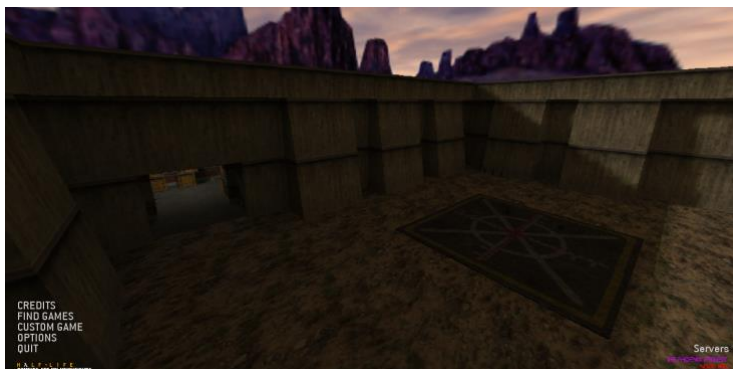
This is the main screen; your portal to do anything you want in ZAMNHLMP.

credits

This option allows you to see who made the game.

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
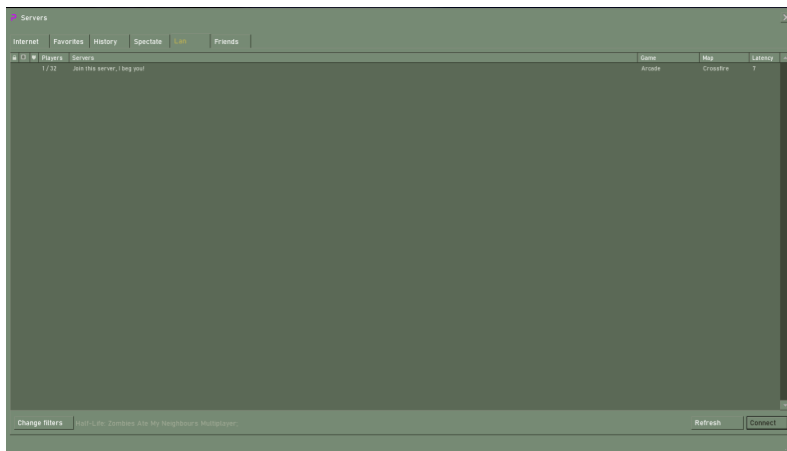
Along the top of the Server Browser are 6 tabs:

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 – displayers 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 custom server where it's your game, your rules.

server
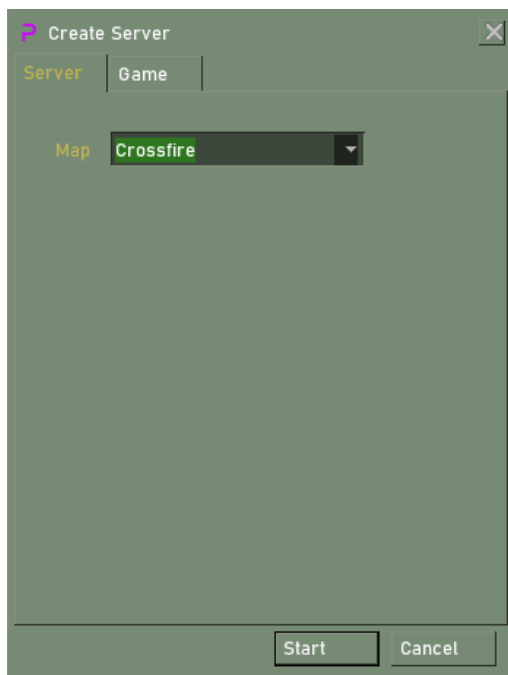
On this tab, you can choose which Map you want the server to start on. No, seriously, that's it.

Included with ZAMNHLMP 2.7

game

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 – developer setting
- ➤ Intermission time – how long to wait after a match ends to see the ending scores before a new match is started
- ➤ Cheats enabled – if enabled, players can go nuts
- ➤ Infinite ammo – if enabled, weapons will have infinite ammunition
- ➤ LAN 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.

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.

mouse

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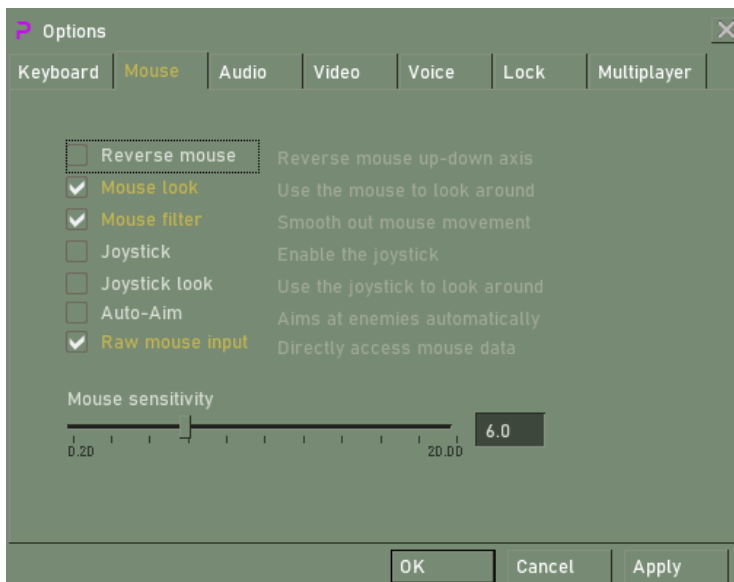
Here, you can change some mouse settings and change the sensitivity – which is how fast you look around when you move the mouse.

If you want to live life on the edge, you can turn off Mouse look and play using only the keyboard.

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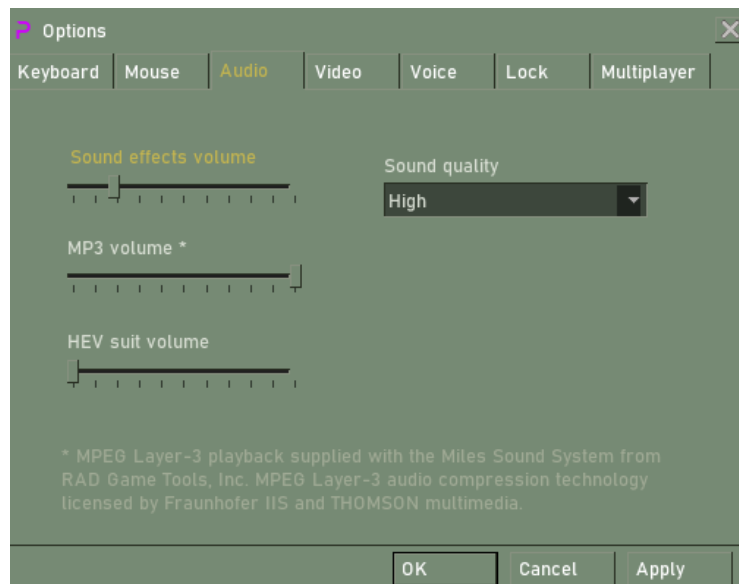
Likely the most self-explanatory section of the Options screen.

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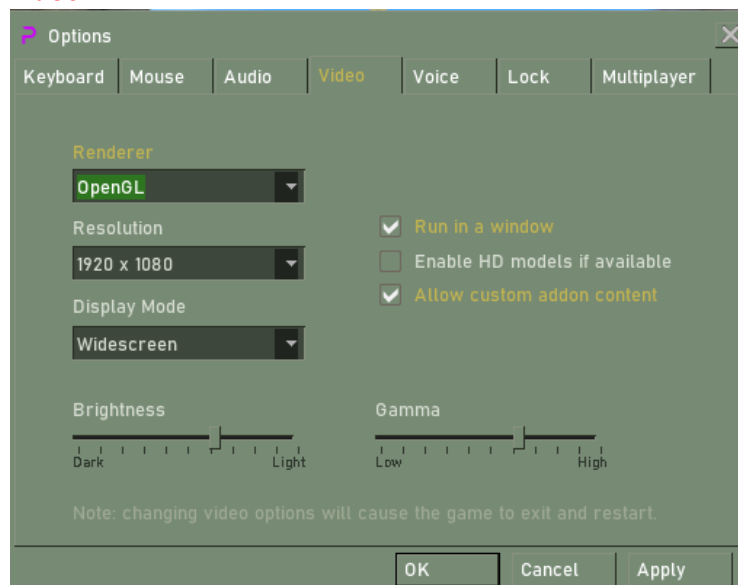
This is where things start to get a little technical. We won't explain this option in too much detail. If you don't know what a resolution is, why are you gaming on a PC? And no, don't keep these options at their defaults. Change them to the best your PC can handle.

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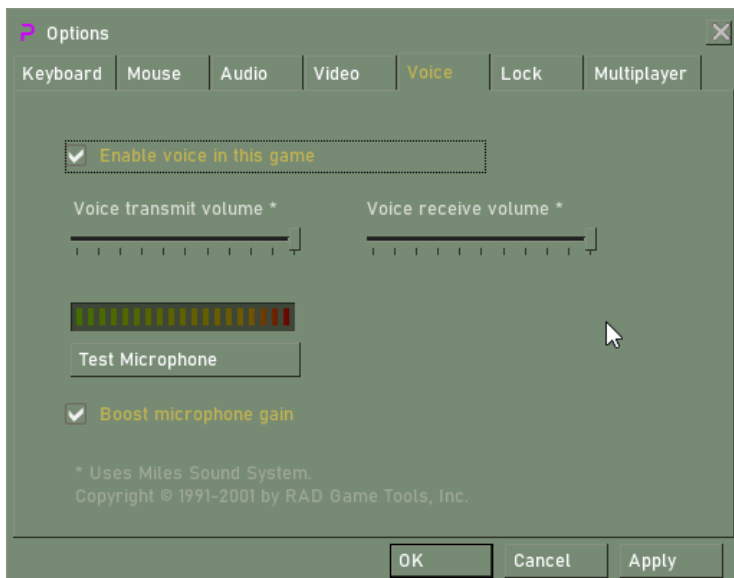
By default, this is enabled. When enabled, you can hear other players speaking if they have their mic plugged in.

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

lock

Options Keyboard | Mouse | Audio | Video | Voice | Lock | Multiplayer

☐ Content lock   Press this button and enter password to disable visuals inappropriate for younger players.

OK   Cancel   Apply
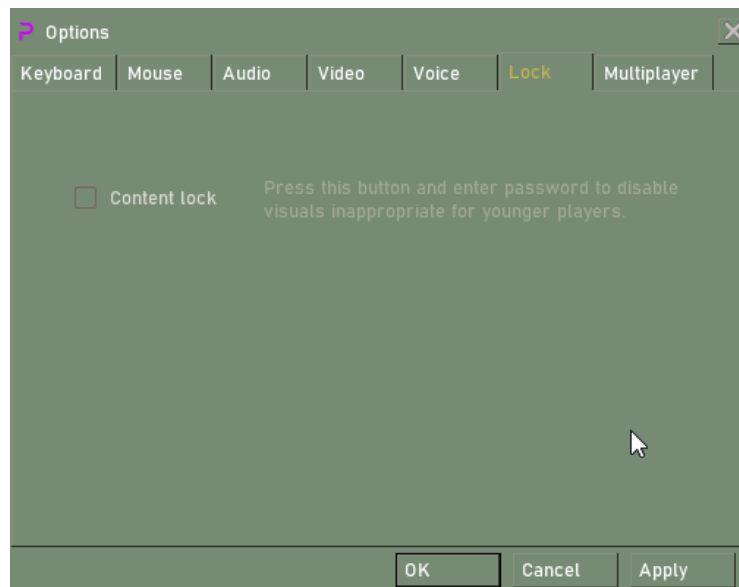
This toggles the Content lock for younger players and allows a parent or guardian to set a password. When the Content lock is enabled, blood is not rendered.

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.

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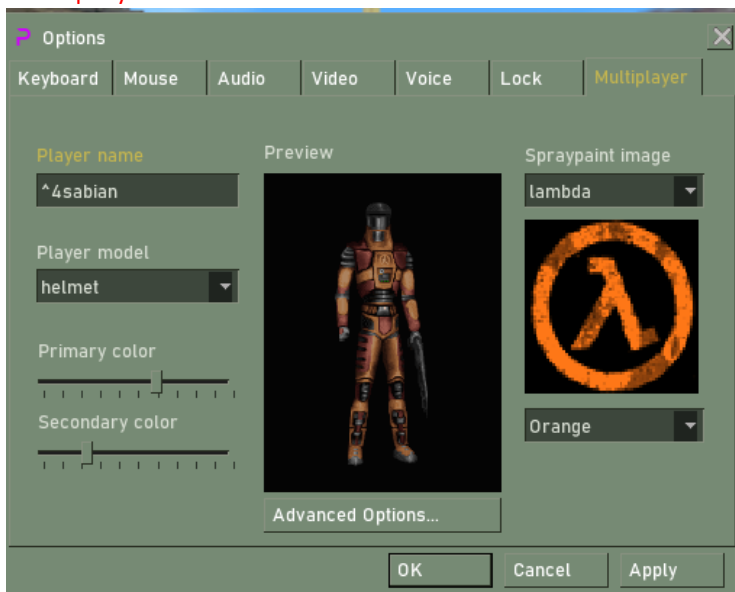
This might just be the tab you will visit the most in the options. Most of this is self-explanatory.

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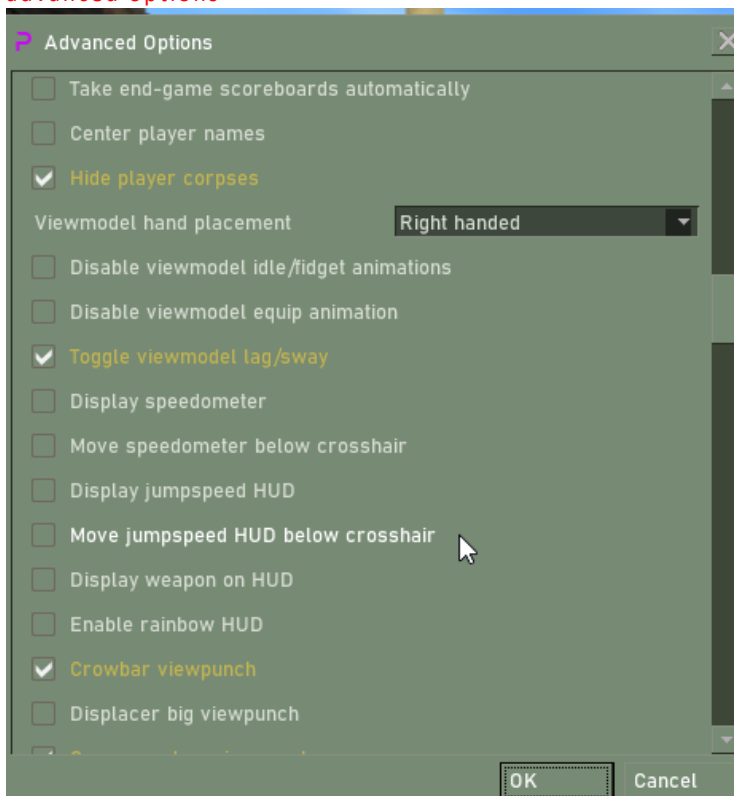
Here's another very useful and self-explanatory page.
Again, we won't go over this in much detail.

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), its map-cycle and you are placed in spectator mode.
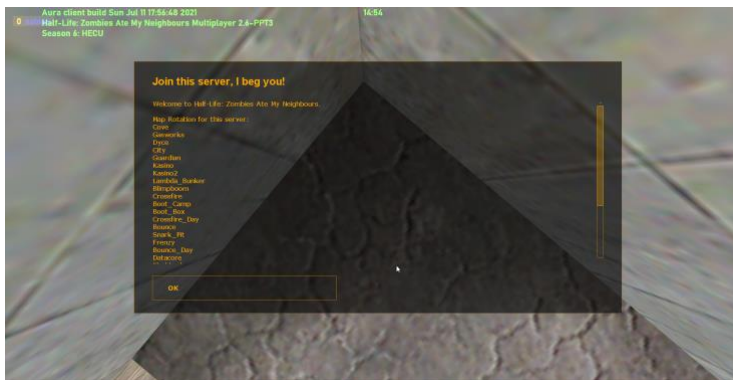
To join the game after closing the MOTD, simply click.

your hud

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

A B C D E

- 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.
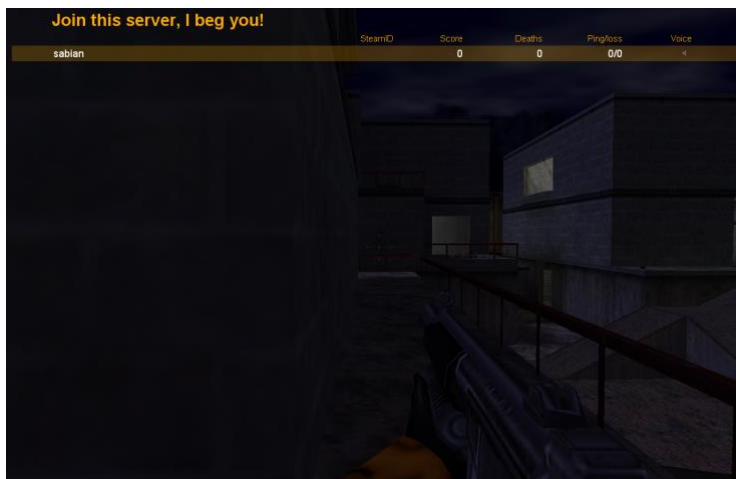
the command menu

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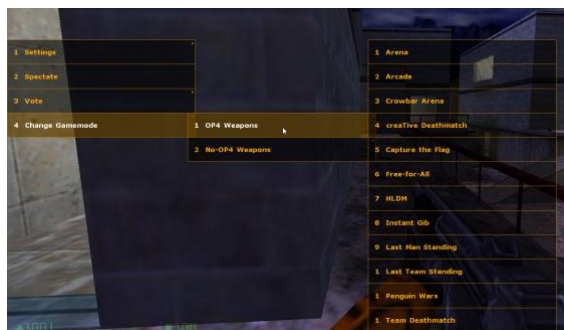
weapons

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

Tier 1

Crowbar

It's the original, the iconic
weapon.

Pipewrench

You don't wanna have this
banging on your head.

Knife
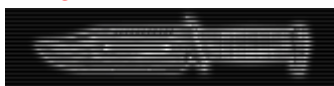
Sneak up and strike.

Barnacle Grapple

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

Tier 2

9mm Handgun
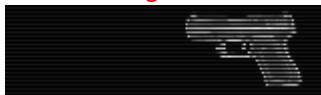
The nine millimetre will often
be your last resort in close
quarters combat situations.

.357 Revolver | Python
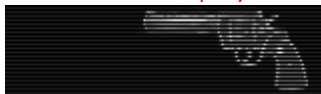
Precise aim makes for lots of
damage.

Desert Eagle

Need we say more?

Tier 3

MP5

This fully-automatic sub-machine gun with an M203 grenade launcher might just be your favourite.

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

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.

Included with ZAMNHLMP 2.7

Penguins
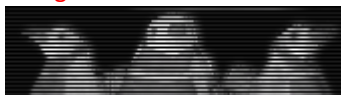
They're just penguins… trust us…

Tier 6

M249

The best chain-gun you will ever use.

Black Mesa XV11382 Displacer Cannon
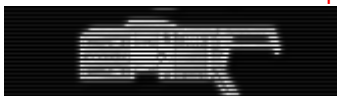
Using your uranium cells, this will teleport your opponent to a random location and send a painful shockwave to nearby players. Or you can teleport yourself away from the fight. You coward.

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
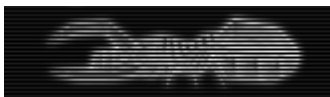
Electrocute your enemy.

operating a dedicated server (windows only)

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 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 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. Crowbar Arena: Like Arena, but players only have the Crowbar.
4. creaTive Deathmatch: Our original vision for a multiplayer game, created back in May 2019.
5. Capture the Flag
6. Displacement: All players spawn with only the displacer. Have fun!
7. Free for All: Like Classic DM, but with more weapons.
8. HLDM: just like the original...
9. Instant Gib: One-Shot Kills
10. Last Man Standing: Will you survive?
11. Last Team Standing: Will you and your team survive?
12. Penguin Wars: Plays like Arcade, but players only have Penguins.
13. Team Deathmatch

Additionally, some gamemodes still have their 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. cbar
6. cbar2
7. cbcup
8. cbcup2
9. classic
10. classic2
11. ctf
12. ctf2
13. displacement
14. ffa
15. ffa2
16. instagib
17. lms
18. lms2
19. lts
20. lts2
21. pengwars
22. tdm
23. 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	
Blimpboom	Evilis	
Boot Box	Unknown	
Boot Camp	Valve Software	
Bounce	Valve Software	
City	The Phoenix Project Software	
Compound	Mr.Slavik	
Cove	The Phoenix Project Software	
Crossfire	The Phoenix Project Software & Valve Software	
CTF Duff	Adrenaline Gamer Map Team	
CTF Echo	Adrenaline Gamer Map Team	
CTF Forsaken	Adrenaline Gamer Map Team	

CTF Gauntlet	Adrenaline Gamer Map Team
CTF Infinity	Adrenaline Gamer Map Team
CTF Omen	Adrenaline Gamer Map Team
CTF Outland	Adrenaline Gamer Map Team
CTF Wormhole	Adrenaline Gamer Map Team
Datacore	Valve Software
Debris	Gearbox Software
Demise	Gearbox Software
Disposal	Gearbox Software
Doublecross	Valve Software
Dyce	Adrenaline Gamer Map Team
Flashback	The Phoenix Project Software
Frenzy	Valve Software
Gasworks	Gearbox Software
TheHill	Valve Software
Kasino	DocRock
Kasino2	DocRock
KBase	Gearbox Software
Kndyone	Gearbox Software
Lambda Bunker	Valve Software
Meanie	Gearbox Software
Naturist	The Phoenix Project Software
Office	Gearbox Software
Outpost	Gearbox Software
Overpass	Mr.Slavik
Park	Gearbox Software
Pyrozone	sToP! From Pyro Zone – pyro-zone.com
Rapidcore	Valve Software
Repent	Gearbox Software
Rubble	Gearbox Software

Rust (from *Call of Duty: Modern Warfare 2*)	Infinity Ward & The Phoenix Project Software
Rustmill	Valve Software
Signal	Gearbox Software
Shipment (from *Call of Duty 4: Modern Warfare*)	Infinity Ward & The Phoenix Project Software
Skirmish	Gearbox Software
Snark Pit	Valve Software
StalkX	tommyd
Stalkyard	Valve Software
Subtransit	Valve Software
Team9	Valve Software
Training Compound	Gearbox Software & The Phoenix Project 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.

Included with ZAMNHLMP 2.7

If you believe there's anything we missed out, please let us know at our Discord server:
https://discord.gg/mGr94ZqDWU