



DOTA 2

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Valve Corporation, 2013
Multiplayer Online Battle Arena

Available in Microsoft Windows, OS X, Linux

INTRODUCTION

Dota 2 is a free-to-play multiplayer online battle arena (MOBA) video game developed and published by Valve Corporation. The game is the stand-alone sequel to Defense of the Ancients (DotA), which was a community-created mod for Blizzard Entertainment's Warcraft III: Reign of Chaos and its expansion pack, The Frozen Throne. Dota 2 is played in matches between two teams that consist of five players, with both teams occupying their own separate base on the map. Each of the ten players independently control a powerful character, known as a "hero", that each feature unique abilities and different styles of play. During a match, a player and their team collect experience points and items for their heroes in order to fight through the opposing team's defenses. A team wins by being the first to destroy a large structure located in the opposing team's base, called the "Ancient".

Development of Dota 2 began in 2009 when IceFrog, the pseudonymous lead designer of the original Defense of the Ancients mod, was hired by Valve to create a modern sequel. Dota 2 was officially released on Steam in July 2013 for Microsoft Windows, OS X, and Linux-based personal computers, following a Windows-only open beta phase that began two years prior. Despite some criticism going towards its steep learning curve and complexity, the game was praised for its rewarding gameplay, production quality, and faithfulness to its predecessor. The game initially used the original Source game engine until it was ported over to Source 2 in 2015, making it the first game to use it. Since its release, Dota 2 has been the most played game on Steam, with peaks of over a million concurrent players. The popularity of the game has led to official merchandise being produced for it, including apparel, accessories, and toys, as well as promotional tie-ins to other games and media. The game also allows for the community to create custom game modes, maps, and cosmetics for the heroes, which are then uploaded to the Steam Workshop.

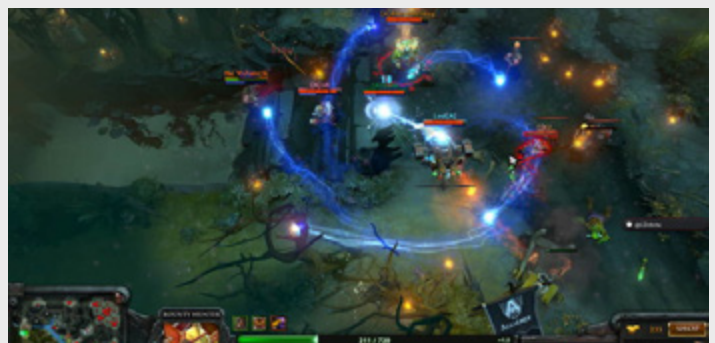
Dota 2 has a widespread and active competitive scene, with teams from across the world playing professionally in various dedicated leagues and tournaments.



GAMEPLAY

Dota 2 is a multiplayer online battle arena (MOBA) video game in which two teams of five players compete to collectively destroy a large structure defended by the opposing team known as the "Ancient", whilst defending their own. As in Defense of the Ancients, the game is controlled using standard real-time strategy controls, and is presented on a single map in a three-dimensional isometric perspective. Ten players each control one of the game's 113 playable characters, known as "heroes", with each having their own design, benefits, and weaknesses. Heroes are divided into two primary roles, known as the "carry" and "support". Carries, which are also called "cores", begin each match as weak and vulnerable, but are able to become more powerful later in the game, thus becoming able to "carry" their team to victory. Supports generally lack abilities that deal heavy damage, instead having ones with more functionality and utility that provide assistance for their carries.

All heroes have a basic damage-dealing attack, in addition to powerful abilities. Each hero has at least four abilities, all of which are unique, which are the primary method of fighting. The most powerful ability for each hero is known as their "ultimate", which requires them to have an experience level of six in order to learn and use. In order to prevent abilities from being spammed without consequence, a magic system in the game exists. Activating an ability costs a hero some of their "mana points", which regenerate slowly over time. Using an ability will also cause it to enter a cooldown phase, in which the ability can not be used again until a timer counts down



to zero. All heroes have three attributes: strength, intelligence, and agility, which affect health points, mana points, and attack speed, respectively. Each hero has one primary attribute out of the three, which adds to their non-ability basic damage. Heroes begin each game with an experience level of one, only having access to one of their abilities, but are able to level up and become more powerful during the course of the game, up to a maximum level of 25. Whenever a hero gains an experience level, the player is able to unlock another of their abilities or improve one already learned. Heroes also have an ability augmentation system known as "Talent Trees", which allow players further choices on how to develop their hero. If a hero runs out of health points and dies, a timer begins to count down until they respawn in their base.

TIPS AND TRICKS

DOTA 2 can be an extremely daunting game for new people to get into. They see an enormous hero pool, hundreds of items and hear about a toxic community and are immediately put off.

"It's too much to learn," cried one of our friends, "What if I'm bad?" shouted another. We've had enough of questions like that so we've constructed a simple list of our top 10 tips for new players to DOTA 2.



1. LEARN TO LISTEN

Not everyone in DOTA 2 is out to hurt you. These are just people who have invested a lot of time in the game and get frustrated when they lose. It could happen to anyone after all.

When you jump into your first online game be willing to learn; ask your team mates for advice, listen to their suggestions and you'll slowly start to pick up the basics of engaging against another team of people online.

2. PICK AN EASY HERO

There are over 100 heroes in DOTA 2 and not all of them are beginner friendly. You might think Invoker's strange sexy hair makes him your perfect hero, but he isn't. You might think Visage and his flying ghouls look like something out of your favourite book, but they aren't. There are some heroes in DOTA 2 with an insanely high skill cap; allowing the best players to really showcase what they can do in competitive games.

3. THE FOG IS YOUR FRIEND

When you jump into a match on DOTA 2 you'll notice a whole load of fog of war over the map. It obscures the whole other side of the map, much of the middle and even a large portion of your side.

In this fog you are invisible to the enemy team. You need to know where your opponents can see you and try your hardest to avoid it. Conversely you can find ways to reveal the fog of war on your enemy's side, allowing you and your team to quickly kill off enemies who least expect it. Learn the fog.

4. EAT THE TANGOS SO YOU CAN STAY IN LANE

At its core DOTA 2 is an extremely simple game. You kill things to amass gold and experience and, when you feel ready, smash down your enemy's buildings until their big one in the base explodes.

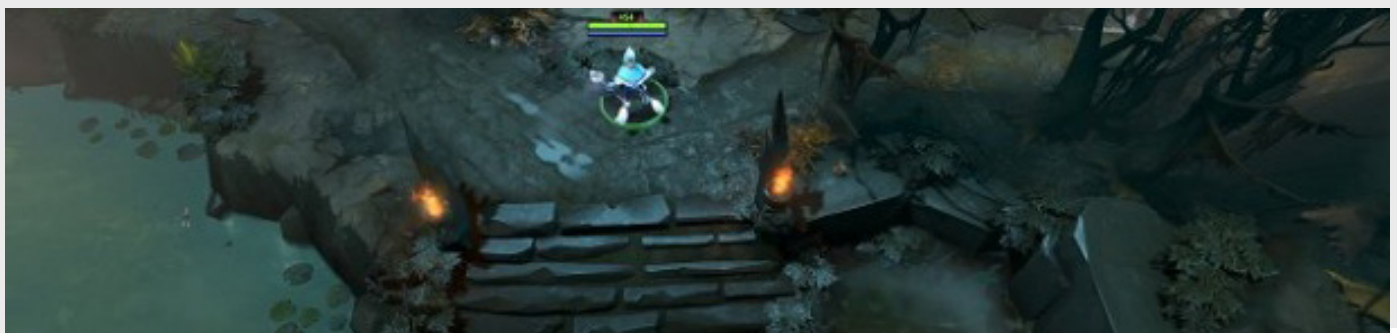
Obviously during that process you'll find a lot of random elements, but every game boils down to that. You need to maximise that gold and experience gain for yourself.

You can't do this by running back to base whenever you take damage; buy yourself some tangos when you spawn and use them to eat trees to regenerate some health so you can stay in lane.

5. DEVELOP THICK SKIN

We won't lie to you; people will say horrible things to you in DOTA 2. It doesn't matter if you're playing well, playing badly or playing the best game of DOTA 2 that anyone has ever seen. People will insult you in broken English, in languages you've never heard and even in perfect English as they insinuate things about your sexuality, personality and anything else that they can think of. It's pretty trying at times; so don't be afraid to mute and report people you find insulting or aggressive.

Don't let them get you down though; keep doing your best and getting better.



6. BUY WARDS

We talked a little bit before about how the map is covered in fog. Well, victory in games of DOTA 2 rely on being able to see and predict enemy movements. If you are in a space on the map where you are surrounded by fog you have very little idea of what, if anything, is coming for you.

You can, however, buy items called 'Wards' which provide vision in a fairly large radius around where you stick them down.

Learn where to place these in crucial locations and help your team to victory.

7. DON'T ALWAYS PLAY SUPPORTS

There are certain categories that heroes fall into, far too many to list here, but they tend to be determined by how much gold they need to be effective.

As you gather gold you can buy items which make you more powerful; supports tend to be the heroes that require the least amount of gold to be useful in fights. This makes people think they are perfect for beginners; not always.

Some can be extremely difficult to play and, when you do require hold, many simply don't have the tools to get it quickly.



8. KILL ROSHAN

Roshan is the large gentleman in the picture below. He's always there, in his cave, chilling out and admiring the work that the ten of you are putting in around the map.

He's not just there for decoration though; this guy is crucial.

When your team thinks they're strong enough you can fight him and, should you win, he drops an item which grants one player on your team a second life. In the latter stages of games that second life on an important hero can be crucial.

9. DEFEND YOUR BASE

DOTA 2 might sound extremely complex but at its core it is very simple; defend the giant glowing building in the middle of your base.

There are no exceptions.

The buildings in this game matter more than gathering a bit more gold or laying down an extra ward. If your base is under attack then you better hot foot it straight back to defend it; your team won't appreciate any dawdling along the way either.

10. PREPARE TO LOSE. A LOT.

You will not win every game of DOTA 2. Heck, you won't even win 60 per cent of your games in DOTA 2. In fact most people tend to settle around a 48-52 per cent win ratio. You will have to learn to accept this.

Sometimes you'll have a couple of naff team mates. Sometimes the other team will just be better. Just don't get too disheartened when you lose and you'll have a much better time of it.

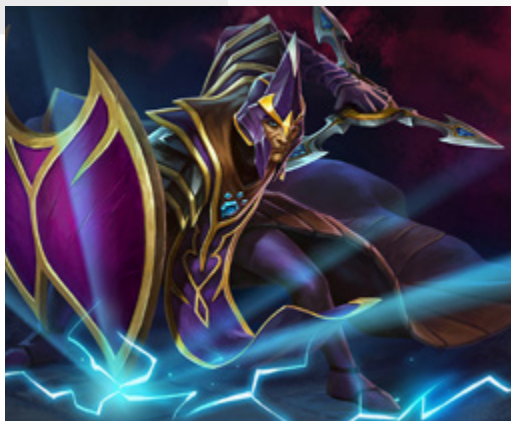
Find more game tips on:

<http://dota2strategy.bplaced.net/strategy/>

GAME REVIEWS

DOTA has marked the life of millions of persons. Valve and IceFrog has made sure DOTA 2 will be making the same for next decade. An extraordinary formula and a extraordinary work around it.

- Albert Gil Morera, MeriStation.com



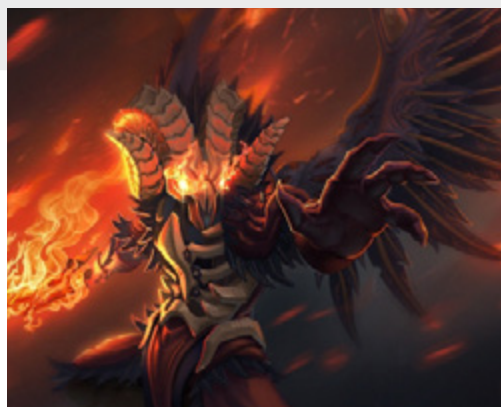
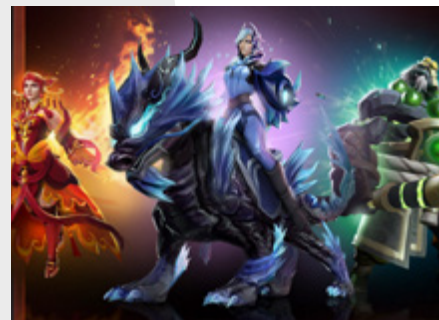
It's an amazing game!

Technically outstanding, showing all of Valve's usual polish and attention to detail, especially in the all-important multiplayer aspects. The continual balance tweaks and new heroes combined with the vast amount of content in the game offer countless hours of enjoyment.

- Trog, AusGamers.com

A great game that will keep players in front of the screen for hours, specially the most dedicated and competitive one. It has not evolved too much from its predecessor, but it was hard to do so without ruining its essence.

- Carlos Leiva, Vandal.net



If you're willing to put in the effort.

You'll get a game with unparalleled depth and competitive fun. This one has one hell of a learning curve, but climbing it, you'll find, is a huge pleasure in and of itself.

- Olaf Szymanski, EuroGamer.de

RATING:

4.5

★★★★★
out of 5 stars

LATEST NEWS

Dark Moon Added 10 new heroes

January 31, 2017

• Axe, Legion Commander, Bristleback, Venomancer, Shadow Fiend, Juggernaut, Storm Spirit, Nature's Prophet, Leshrac, and Witch Doctor.

- Fixed an exploit that let Dark Seer sell items from creep illusions.
- Fixed a bug that could cause the round 5 Bonus Chicken to teleport out too early.
- Fixed a bug with the round summary that could cause a loop sound to play until the next round ended.

Dark Moon Tusk:

- Reduced Tusk's Ice Shards cooldown.
- Increased Tusk's Ice Shards damage.
- Increased Snowball damage bonus.
- Increased Snowball stun duration.
- Reduced Sigil's mana cost.



Dota 2 celebrates Lunar New Year with Dark Moon event

January 27, 2017



A new temporary game mode has arrived in Dota 2 [official site] with the 'Dark Moon' event to mark Lunar/Chinese New Year. Prizes are up for grabs! Dark Moon is a PvE wave survival mode, with five heroes beating back hordes of nasties in a way that feels a lot like many Warcraft 3 mods. Well, in WC3 modland it'd likely also have shoddy Spider-Men and hilariously overpowered items but hey, we can't have it all.

Valve have also launched the Winter 2017 Battle Pass, the combination sticker album and gift bag leading into April's big tournament, the Kiev Major.

The Dark Moon event pits five players against waves of enemies trying to knock down Selemene's temple. It only has a limited selection of heroes, either ones who are good at mashing hordes or useful for standing up against them, while enemies faced are variants of Dota heroes too.

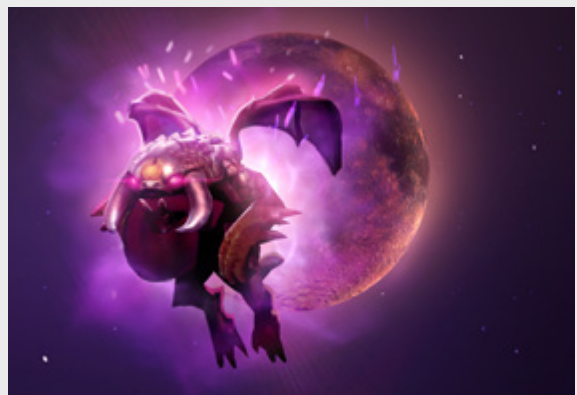
Special Event: Dark Moon

January 26, 2017

Band together in this free event to help defend Selemene's temple against the advancing Dark Moon Horde and reap the rewards of the Goddess' favor, including the chance to receive an implausibly indescribably-rare Immortal Dark Moon Baby Roshan courier of peerless origin.

Available to play through Monday, February 6, join the Dark Moon queue and work together with your team to defend against waves of loathsome shades creeping towards the temple. Survive the evolving assaults to earn special event points, then redeem your points for increasing Dark Moon Rewards. With a Daily Bonus and multiplier available to boost your score, the only limit to earning additional rewards is your devotion to the cause.

For millennia, the warriors of the Nightsilver Woods have stood vigilant against vile forces intent on the advent of a Dark Moon, earning both title and divine charge in sacred defense of the Goddess Selemene.



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