DotA 2 2025 Beginner Guide

- □□ Dota 2 (2025) — New Player Quick-Start Guide
- □□ Dota 2 (2025) — One-Page Desk Card

□□ Dota 2 (2025) — New Player Quick-Start Guide

Tags: `Games/Dota2`, `2025`, `how-to`
Audience: Brand-new or returning players who want a sane setup and a plan for their first 50–100 games.
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Watch on YouTube

⚡ TL;DR — Do These First

- □ Play **New Player Mode** and **Co-op vs Bots** for your first sessions.
- □ Open the **Learn** tab in-client (lanes, runes, items, denies).
- □ Use **Unranked → All Pick** for real games; avoid **Turbo** until you learn core timings.
- □ Start with **simple, forgiving heroes** (see “Starter Heroes by Role”).
- □ Copy the **Hotkeys & Settings** below; customize later.

> “□□ **Mindset:** Focus on *last-hitting, map awareness, and not dying*. TP to fights you can win; farm when you can’t.

□□ Game Modes (What to Click)

- **New Player Mode:** Smaller hero pool + helper systems; safe first stop.
- **Play vs Bots / Co-op vs Bots:** Practice last-hits, spell ranges, courier flow.
- **Unranked → All Pick:** Normal matches with full hero pool (your main queue).
- **Turbo:** Same rules but accelerated gold/XP. Fun, but can teach bad timing habits early—sample later.
- **Ranked (when ready):** Requires phone link + substantial playtime. Uses **Role Queue** and medals (Herald → Immortal).

Role Queue tokens (Ranked): Queue **all five roles** to earn tokens; spend **1 token** to *prefer* a role (e.g., Carry) in a future match.

□□ Starting a Match — 0:00 to 2:00 Checklist

- **Buy starting items** during pre-game. `Shift+Click` to add components to **Quick Buy**.
- **Courier basics:** Everyone has a *personal courier*. Bind **Deliver Items** to an easy key. Don't feed it.
- **Bounty Runes:** 4 spawn at **0:00**. Contest safely.
- **Map objects (New Frontiers):**
  - **Lotus Pools** (side lanes): channel to pluck HP/Mana fruit; spawns periodically and upgrades over time.
  - **Wisdom Runes** (near offlane edges): **7:00**, then **every 7 min** (14:00, 21:00…). Huge XP—supports plan around these.
  - You'll also meet **Twin Gates**, **Watchers**, **Tormentor**, etc.—learn gradually.

□□ Laning Basics (First 10 Minutes)

- **Last-hit** enemy creeps for gold.
- **Deny** your creeps under 50% HP to reduce enemy XP/gold.
- **Pull** and **stack** neutral camps to fix lane and farm.
- **Rune rhythm:** Water runes **2:00 & 4:00** (mid sustain) → **Power runes** every **2:00** starting **6:00**.

> □□ **Farming priority:** Safe farm > risky kill attempts. Survive first; scale second.

⌨ Hotkeys & Control (Copy This Baseline)

Selection & Camera

- **Center on hero:** bind something comfy (many use **Space**).
- **Control groups:** `Ctrl+1/2/3…` for hero/summons; **double-tap** to snap camera.
- **Camera:** Prefer **middle-mouse drag** (keeps cursor near fights). Edge-pan optional.

Courier & Shop

- **Select Courier** + **Deliver Items:** bind to easy keys (e.g., mouse side buttons).
- **Quick Buy:** `Shift+Click` components; right-click to mark secret items.

Abilities & Items

- **Abilities:** `Q W E R` (plus `D/F` for shard/scepter abilities).
- **Items:** `Z X C V B N` (or numbers—just keep it contiguous).
- **Cast style:** Start with **Normal Cast** (shows ranges). Switch to **Quickcast** after you internalize ranges.
- **Micro-speed:** Hold **Shift** to *queue commands* (blink → spell → item).

Combat Commands

- **Attack/Stop/Hold:** `A / S / H`.
- **Chat niceties:** Set **Chat Wheel** & **Ping Wheel** for clear comms (“Smoke?”, “Defend”, “BKB used”, “Missing”).
- **Sanity:** Consider **Voice Off** early; unmute later.

□□ Items & Shop Flow (What to Actually Do)

- Use **Quick Buy** to plan your next component; buy as gold arrives.
- Some components are **Secret Shop only**—walk or send courier.
- Don’t forget **Neutral Items** (free drops by time tier). Share & swap with team.

> □□ **Practice:** From the hero page, click **Demo Hero** to test last-hits, spell ranges, and item timings with zero pressure.

□□□□ Starter Heroes by Role (Beginner-Friendly)

Role	Heroes (examples)	Why these work
Pos 5 — Hard Support	**Lich**, **Lion**, **Ogre Magi**, **Crystal Maiden**, **Warlock**	Clear disables/saves, lane presence, simple items.
Pos 4 — Soft Support	**Vengeful Spirit**, **Spirit Breaker**, **Shadow Shaman**, **Ogre Magi**	Ganks, tower pressure, reliable stuns.
Pos 3 — Offlane	**Tidehunter**, **Centaur Warrunner**, **Bristleback**, **Underlord**	Tanky initiators, big teamfight ults.
Pos 2 — Mid	**Dragon Knight**, **Viper**	Durable, straightforward lanes, objective pressure.
Pos 1 — Carry	**Wraith King**, **Sniper**, **Juggernaut**	Simple kits, forgiving mistakes, clear item paths.

> □□ **In-client hero guides** (enable in loadout/shop) give you item & skill order scaffolding per hero.

□□ Ranked (When You’re Ready)

- **Unlock:** Linked **phone number** + substantial playtime in normal modes.
- **Medals:** Herald → Guardian → Crusader → Archon → Legend → Ancient → Divine → Immortal.
- **Role Queue:** Earn tokens by queueing **all roles**; spend 1 token to prefer a role in a later ranked game.
- **Classic/Immortal Draft:** Only relevant at very high MMR—ignore for now.

□□ Events, Patches & Currencies

- **Cadence:** Frequent balance patches; content delivered via smaller events (e.g., **Crownfall**, **Frostivus**) rather than one giant annual BP.
- **Dota Plus (optional):** Cosmetic/quest system with **Shards** for voice lines, sets, and hero relics (no gameplay power).

□□ Your First 10 Real Games — Mini-Curriculum

1. **G1–2:** Co-op vs Bots on **Lich**/**Wraith King** — hotkeys, last-hits, courier.
2. **G3: New Player Mode** — **Dragon Knight** mid; practice rune checks & early tower pressure.
3. **G4–5:** Unranked **Ogre Magi** (Pos 5). Buy wards; secure **Wisdom Rune** at **7:00**.
4. **G6–7:** Offlane **Tidehunter** — learn TP timings; play around **Lotus Pools** for sustain.
5. **G8–10:** Carry **Sniper**/**Juggernaut** — farm safely, join fights with TP, don’t die for low-value kills.

□□ Quality-of-Life Settings (Flip These)

- **Show Ability Ranges: ON** (until quickcast feels natural).
- **Quick Buy helpers: ON** (less mis-purchasing).
- **Camera Grip (MMB): ON**; **Edge Pan:** optional.
- **Minimap:** Larger icons; right-click moves if you prefer.
- **Comms:** Voice/text filtering to taste; mute liberally; unmute later.

⚠ Common New-Player Pitfalls (and Fixes)

- **Rushing Turbo:** Learn normal pacing first → try Turbo later for variety.
- **Ignoring Map Timers:** Say “**Wisdom 7/14/21**” out loud; be there.
- **Courier Feeds:** Deliver in windows; path it smartly; park behind your hero.
- **All-Quickcast on day 1:** Start with **Normal Cast** to *learn ranges*, then switch.

□□ Glossary (Super Short)

- **Carry (Pos 1/Safelane):** Late-game DPS farmer.
- **Mid (Pos 2):** Solo lane, rotations, power runes.
- **Offlane (Pos 3):** Durable initiator/disabler.
- **Supports (Pos 4/5):** Vision, rune control, saves, starts fights.
- **Deny:** Kill your own creep under 50% HP to reduce enemy XP/gold.
- **Stack/Pull:** Manage neutral camps to shift lane and farm.

□ Joplin Checklist (Copy & Use)

- ☐ Finish **New Player Mode** basics.
- ☐ Bind **Courier Deliver** + set **Quick Buy**.
- ☐ Play **3** Co-op vs Bots (Lich/WK).
- ☐ Contest **Wisdom Rune** at **7:00** twice as support.
- ☐ Play **5** Unranked games (one per role from the starter list).
- ☐ Review a replay: how did you die pre-10? Fix those patterns first.
- ☐ Sample **Turbo** only after you're comfy with normal timings.

□□ Handy Micro-Tips

- **/roll:** If two people want the same role, type `/roll` (1–100). Highest takes it—move on.
- **Shift-queue:** Hold **Shift** to chain actions (e.g., *Blink → Ult → Item*).
- **TP discipline:** Keep a TP scroll; defend towers you can save—farm otherwise.
- **Wards win games:** Vision saves cores, secures runes, and enables picks.

> □□ Want a one-page "desk card" for *your* keybinds, hero pool, and rune/item timers? Clone this note and tailor the tables to your exact setup.

□□ Dota 2 (2025) — One-Page Desk Card

□□ Controls — My Keybinds (fill these)

- Center on Hero: **[□]** | Select Hero: **[□]**
- Courier: Select **[□]** | Deliver **[□]**
- Abilities: **Q W E R** | Extras: **D / F**
- Items: **Z X C V B N** (or **1–6**)
- Camera: **MMB Drag** (Edge Pan □ On □ Off)
- Attack / Stop / Hold: **A / S / H**
- Quickcast: □ On □ Off (start Off; switch later)
- Shift-Queue Actions: **Hold Shift** (blink → spell → item)

□ Core Timers (write them on your minimap brain)

- **Bounty Runes:** 0:00 (contest safely)
- **Water Runes (Mid):** 2:00, 4:00
- **Power Runes:** 6:00, then **every 2:00** (8, 10, 12, …)
- **Wisdom Runes (XP):** 7:00, then **every 7:00** (14, 21, …)
- **Lotus Pools:** Fruit spawns periodically → combine later for bigger heals

> Callouts to say: **“Wisdom 7/14/21”**, **“Rune 6/8/10”**, **“Stack 53”**

□□ Early Game Flow (first ~10 minutes)

1. **Pre-Horn:** Buy starts → Shift-add Quick Buy → Bind courier deliver.
2. **0:00:** Scout/ward → contest **1** Bounty (don’t die).
3. **Lane:** Last-hit > Harass; **Deny** under 50% HP.
4. **Pull/Stack:** Supports: pull small at **:15/:45**; stack camps at **:53–:55**.
5. **Mid:** Check Water (2/4) + **Power** from **6:00** onward.
6. **Supports:** Be at **Wisdom 7:00**; refill cores; rotate only with purpose.

□□ Decision Rules (simple and sticky)

- **If you can’t win the fight → farm & shove safely.**
- **If TP saves a tower → TP.** Otherwise **keep farming.**
- **Two items spike?** Group to trade objectives, not 5v5 blindly.
- **Vision wins games:** Ward where you’ll *play next*; sentry their vision first.

□□ Items — SOP

- **Quick Buy:** Shift-click next component.
- **Secret Shop:** Send courier on safe path (Shift-queued waypoints).
- **TP Scroll:** Always carry 1 (buy on death if missing).
- **Neutral Items:** Check drops on the minute tiers; share & swap.

□□□□ Roles — Starter Pool

- **Pos 5:** Lich • Lion • Ogre • CM • Warlock
- **Pos 4:** Venge • Spirit Breaker • Shadow Shaman
- **Pos 3:** Tidehunter • Centaur • Bristle • Underlord
- **Pos 2 (Mid):** Dragon Knight • Viper

- **Pos 1 (Carry):** Wraith King • Sniper • Juggernaut

> Use in-client hero guides for skill/item order scaffolding.

Comms & Sanity

- **/roll** for role disputes → highest wins → move on.
- Mute early, unmute later. Chat-wheel: “**BKB used**”, “**Defend**”, “**Smoke**”.

Checklists

Pregame

- ☐ Starts bought • [ ] Quick Buy set • [ ] Courier keys working
- ☐ Lane plan & ward spots • [ ] TP Scroll

5-Minute Audit

- ☐ Deaths ≤ 1 • [ ] Lane equilibrium managed
- ☐ Stacks attempted • [ ] Rune checks (if mid/support)

10-Minute Pivot

- ☐ First item timing on track
- ☐ Wisdom/Power runes contested
- ☐ Swap to farm/pressure lane with best map access

Micro-Tips

- **Hold Shift** to chain actions (blink → ult → item).
- **Don’t chase into fog** without wards/TP advantage.
- **Farm triangle** when unsafe; pressure opposite side of enemy stack.

- **Smoke with a purpose:** objective, pickoff, or deward—never “just because.”

> Print this, scribble your keys, and keep it next to your keyboard.