

# ?? 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)
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## ?? 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”**”

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## ? 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.
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## ? 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.
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## ? 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.
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## ????? 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.

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## ?? Comms & Sanity

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

## Pregame

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

## 5-Minute Audit

- Deaths  $\leq 1$  • [ ] 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

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# ? 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 de ward—never “just because.”

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

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