

Thursday, September 18, 2025 | included with zamnhlmp 2.9.4

# HALF-LIFE

CROSS PRODUCT

## MULTIPLAYER

### INSTRUCTION MANUAL

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## welcome

Welcome to *Half-Life: Cross Product Multiplayer*. Also known as "ZAMNHLMP," this game is the sidekick arena to HLCP 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 of 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.

## season 9: white sands

The Seasonal Scheme prospers once again in 2024! We introduced the Seasonal Scheme in 2021 when we released Season 6: HECU, and it couldn't be a better way to approach the development of the game. It allows us to focus on a single topic per update instead of being all over the place. This year, we're taking a slightly unusual approach to Season 9's theme.

We've called this season White Sands as we're taking it with the "Snow Leopard" approach. In 2007, Apple released an OS called Leopard which introduced lots of new features and long-lasting changes to the Mac, and two years later released Snow Leopard which had minimal new features and instead focused on bug fixes, Quality of Life enhancements, refinements, and more.

White Sands brings a plethora of Quality-of-Life improvements to the game, while also bringing in a handful of new content.

## 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 – lists all the available servers being hosted right now
2. Favorites – displays your favourite servers (tied to the user's Steam account)
3. History – lists any previous servers you joined in the past
4. Lan – displays local servers on your network
5. Friends – displays servers your Steam friends are currently playing on

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. You can additionally send, receive, and accept invites from friends on 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, such as *Counter-Strike* and *Team Fortress Classic*.

If you have been VAC banned and you think you shouldn't have, please do not consult The Phoenix Project Software about this issue.

### 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. Furthermore, though we might be stating the obvious, programs that manipulate the game's memory like Cheat Engine will cause VAC bans too.



## custom game

If you want to host your own game (or 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 wish to host a dedicated server, download the Tool “Half-Life: Cross Product Multiplayer Dedicated Server” from Steam or SteamCMD.

## custom game composer



Here, you can manage all the server options, including its name, max. number of players, the starting map & gamemode, the frag & time limit and more.

Some more information on the options on the right:

- Local server – if on, only players in your local network may join. If off, it enables Steam Networking, and anyone around the world can join your game.
- Realistic fall damage – self-explanatory. Watch your step.
- Auto gamemode switch for CTF maps – if on, detects if the map is CTF-compatible and automatically switches to the CTF gamemode.
- Enable Flashlight – good for those hard-to-see areas
- Friendly Fire – toggles friendly fire in a team gamemode (e.g., TDM, CTF)
- Weapons Stay – weapons instantly respawn after being picked up
- Force Respawn – players automatically respawn whether they want to face the music or not
- Allow cheats – if enabled, players can go nuts (and we will leave it there)

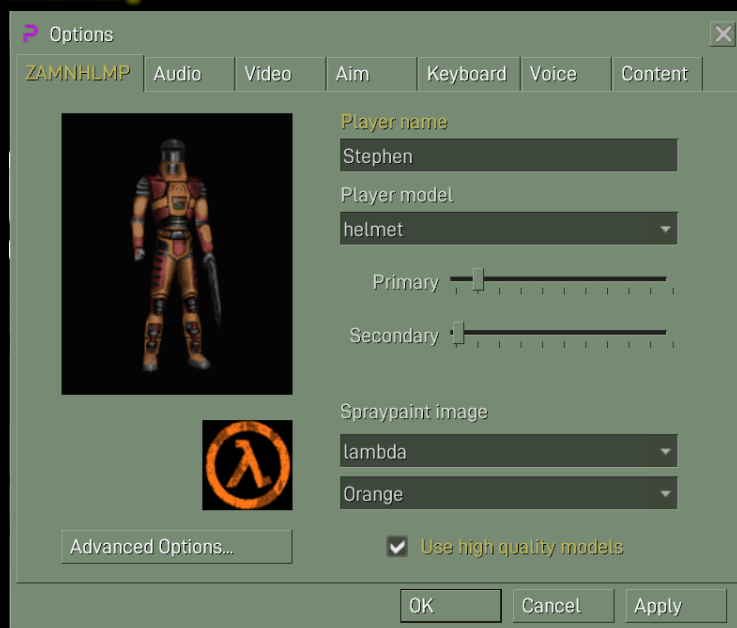
When you think your server is all ready to go, you may start it up by clicking the Start Game button at the bottom.

## 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 window are 7 tabs which we will explain in detail.

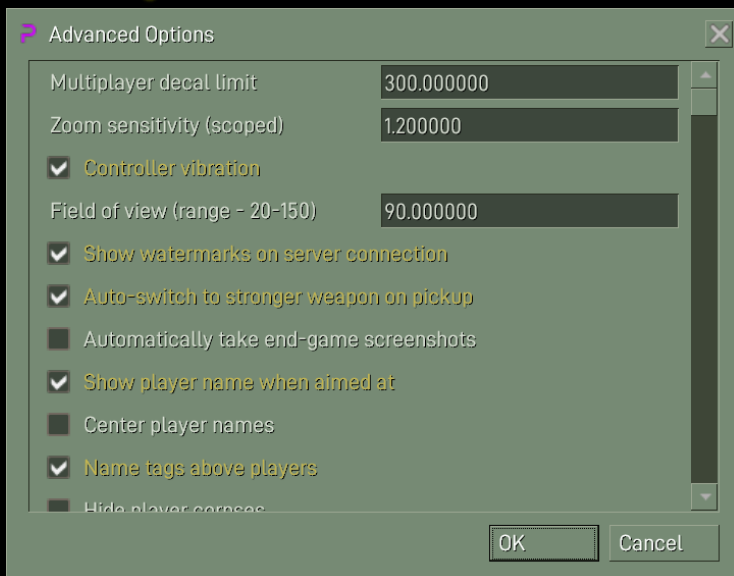
## zamnhlmp



Here, you can customize how you appear in-game, such as your name, player model, colours & your spray-paint image. By default, your name is set to your Steam username.

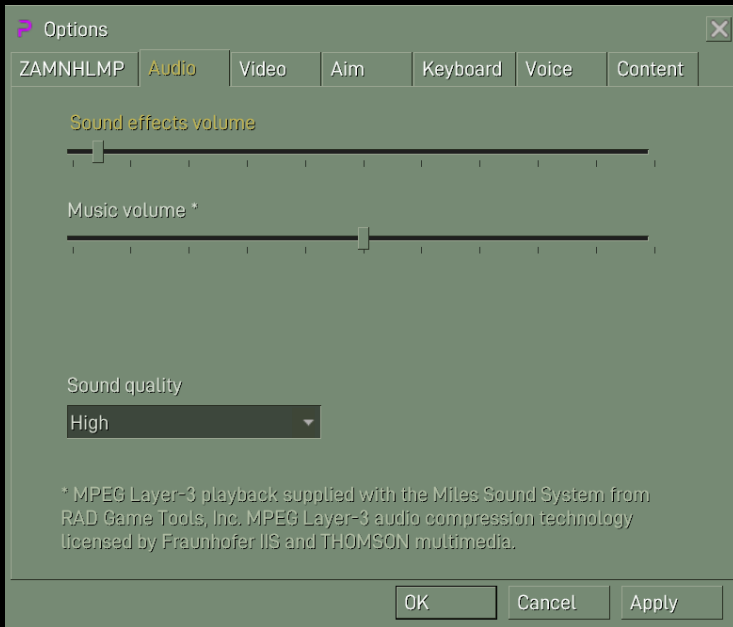
At the bottom of the page, there is a button that opens the Advanced Options window, where additional settings can be accessed.

## advanced options



Here's a very useful and self-explanatory page, we won't go over this in much detail, but we recommend you check it out.

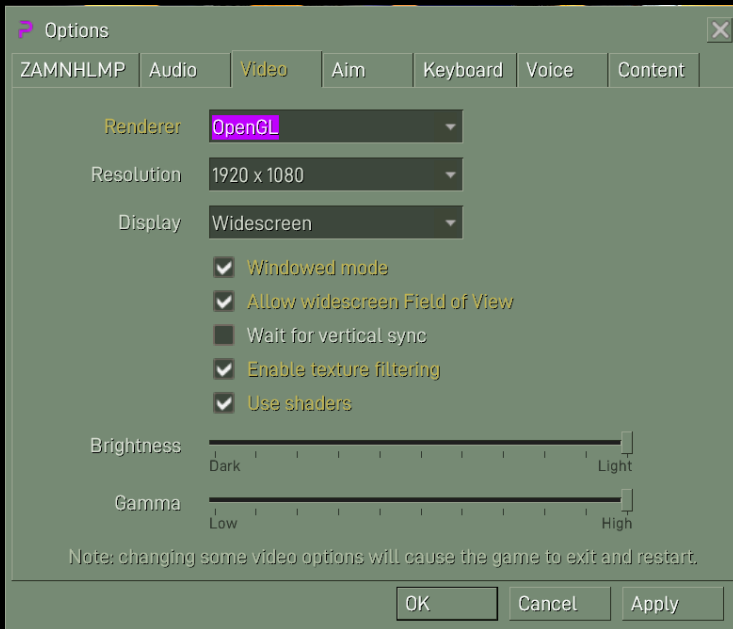
## audio



Here, you can adjust and fine-tune how quiet or loud you want the game to be.

Music volume controls the match/gamemode music, as well as map music (e.g. the Crossfire airstrike timer track).

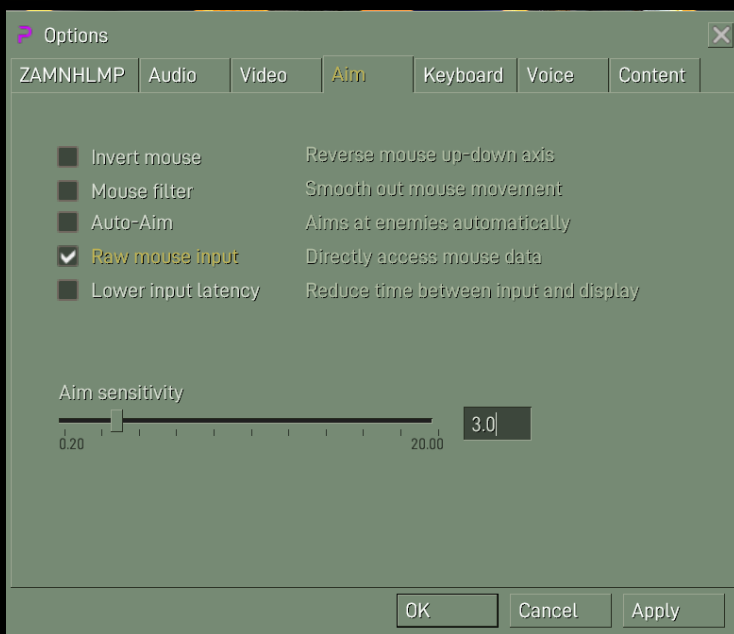
## video



This is where things start to get a little technical. We won't explain these options in too much detail.

If you don't know what a resolution is, why are you gaming on a PC?

## aim

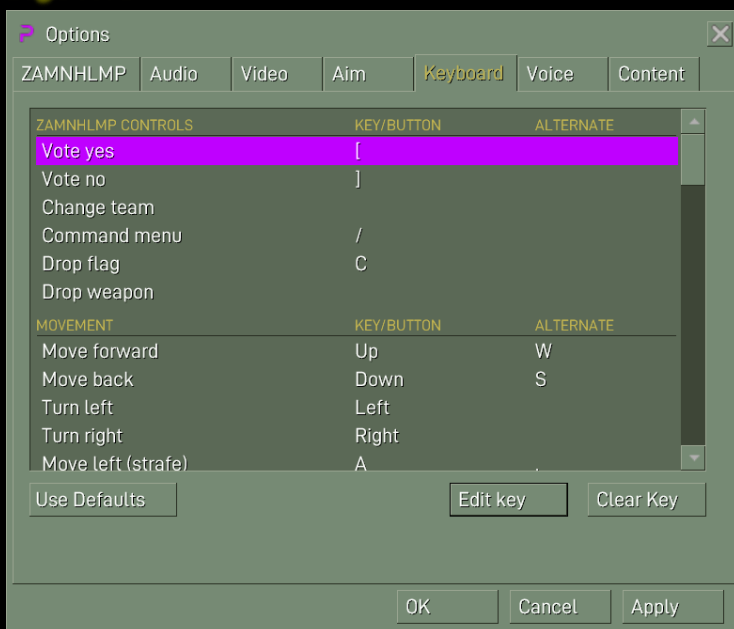


We're pretty sure you don't want to play the game using just the keyboard. That's why you can use a mouse to not only shoot but look around too.

Here, you can change some mouse settings and change the sensitivity – which is how slow or 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



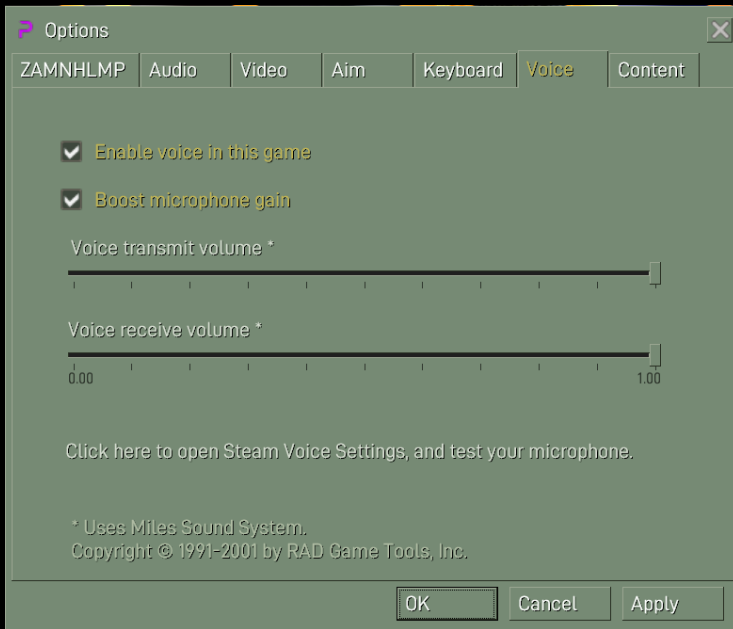
Here, you can change up all the controls for ZAMNHLMP. Most of the controls found here are in standard *Half-Life*, however ZAMNHLMP also adds some new ones.

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.



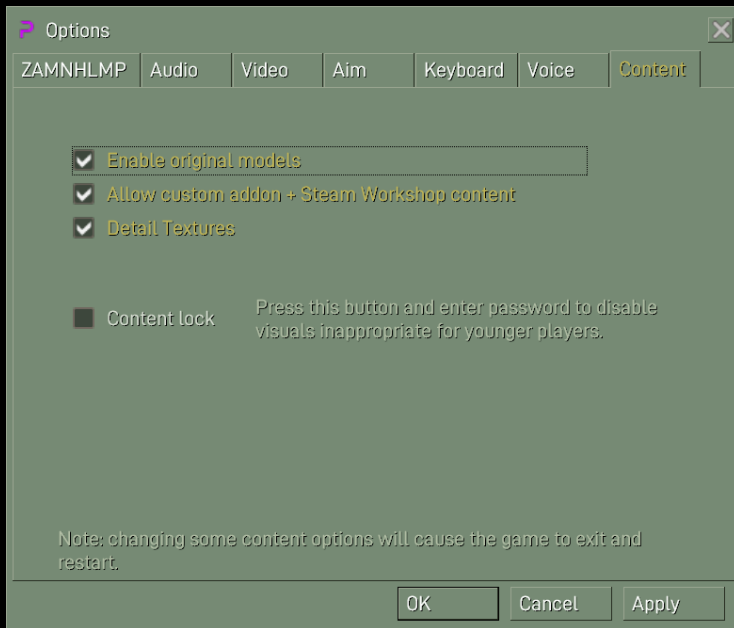
## voice



By default, voice 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:

- switch between the HD and original models
- allow custom addon + Steam Workshop content
- enable Detail Textures on maps that support it

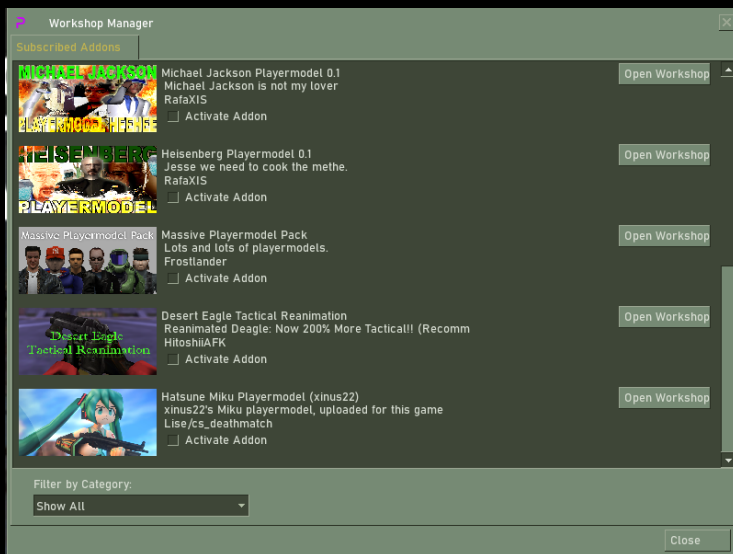
and lets you toggle the Content lock for younger players after a password is set. When Content lock is enabled, blood is not rendered.

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.

## workshop

Activate any addons you have subscribed to from the Steam Workshop here.



## 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. Shield
- E. Ammo

## switching weapon

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



Use the scroll wheel or the number keys to highlight a weapon and then left click to select that weapon.

## the scoreboard

Holding down the TAB key displays the Scoreboard.



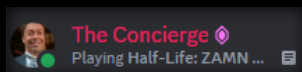
## the command menu

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

1 Settings	
2 Match & Voting	1 Vote Yes
3 Gamemodes	2 Vote No
4 Change team	3 Ready
5 Spectate	4 Not Ready
6 Drop flag	5 Start Match
7 Countdown timer	6 Start Match Full
0 Close	7 Abort Match
	8 Call Timeout
	9 Extend Timer
	0 Server Settings

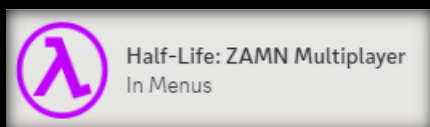
## discord integration

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

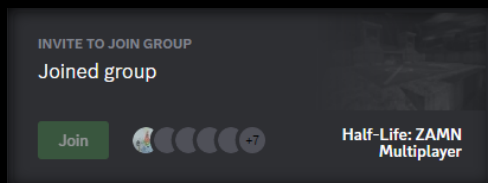


## how it works

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:

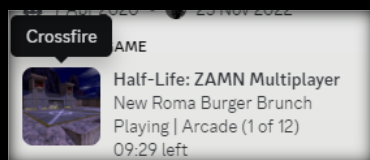


When they're in a game, you can see what map they're in, the server's name, the gamemode, how many players of the maximum are present, and how much time is remaining. You can also Ask to Join, which if accepted will launch the game into the respective server. Of course, your friends can invite you too.





You can also see a thumbnail of the map, which if hovered over reveals its name – if they're playing on 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 (a.k.a. deagle)



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-x3 cannon (a.k.a. gauss)



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

### gluon gun (a.k.a. egon)



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.

### laser tripmine



You might want to watch where you're going.

### snarks (a.k.a. squeak grenades)



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.

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

## gamemodes

### list of gamemodes

1. Arcade: Gives the player all weapons and max ammunition. Players get a refill after killing another player. A good mode to get a feel for the weapons.
2. Barnacles: All players have only the Barnacle Grapple.
3. Boobies: All players have only the “booby-trap” weapons.
4. Chill: Hangout, talk and explore. No harm can come to you or others.
5. Capture the Flag: Capture the enemy team flag and bring it back to yours!
6. CTF Rounds: Like CTF, but the round will end after a flag is captured.
7. Displacement: All players spawn with only the Displacer Cannon.
8. Domination: Two teams must capture and hold all the control points on the map.
9. Free for All: The standard gamemode.
10. GOAT: Sniper + MP5, the GOATed combo.
11. Halo: Your favourite sci-fi shooter.
12. HLDM: Unmodified Half-Life Deathmatch.
13. Instant Gib: One shot, insta kill!
14. One In the Chamber: One bullet, one chance.
15. Rockets: All players have only the Rocket Launcher.
16. Shotgun & Bow: Your two new favourite weapons.
17. Snipers: All players have only the Sniper Rifle.
18. Super Barnacles: Like Barnacles, except a bite will insta-gib your opponent.

19. SWAT: No armour at all and precision weapons only.
20. Team Deathmatch: Team vs team.

Additionally, some gamemodes may include team-based versions and pre-Season 6 versions, meaning you can play them without the Opposing Force weapons & automatic suit regeneration 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. arcadeS5
3. barnacle
4. boobies
5. chill
6. ctf
7. ctf2
8. ctfS5
9. displace
10. dom
11. domS5
12. ffa
13. ffaS5
14. goat
15. halo
16. hldm
17. instagib
18. oitc
19. rockets
20. sgbow
21. snipers
22. superbarnacle
23. swat



24. tarcade
25. tarcade4
26. tarcadeS5
27. tbarnacle
28. tdm
29. tdm4
30. tdmS5
31. tgoat
32. tinstagib
33. tsnipers
34. tswat

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 hldm; changelevel Cove
```

## creating gamemodes

Creating 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`.

## awesome commands & functions

Type any of these commands into the console.

-  mp\_fraglimit – how many kills/frags one player must get for the match to end
-  mp\_timelimit – the number of minutes a match will last
-  agnextmap – override the mapcycle and set the next map. When you set this, players will be notified ahead of the 1-minute remainder.
-  agnextmode – set the next gamemode after this match
-  agstart – start a proper match, competitive style. During this period, players joining the server can only spectate and they will be notified that a match is in progress
-  agabort – abort the current match, and let in all the waiting players
-  agallow <playername> – don't feel like aborting the match? Let in just one desperate player this way
-  sv\_aura\_allow\_vote <0|1> – dis-allow or allow players from voting for anything

## maps

### list of maps & credits

map	author
2Fort	Valve Software
Ascension	Valve Software
Basement	Gearbox Software
Blimpbomb	Evilis
Bounce	Valve Software & The Phoenix Project Software
City	The Phoenix Project Software
Compound	Mr.Slavik
Cove	The Phoenix Project Software

Crossfire	Valve Software & The Phoenix Project Software
Datacore	Valve Software & The Phoenix Project Software
Disposal	Gearbox Software
Doublefort	_Underground_
Duff	Hurlin Clément
Dyce	Martin Buff a.k.a. "Violation"
Forsaken	ReNo [Duncan Blair]
Frenzy	Valve Software
Gauntlet	Andrew C. Weldon
Hex	Valve Software
Kasino	DocRock
Lambda Bunker	Valve Software
Omen	Andrew C. Weldon
Radiated	Valve Software
Rapidcore	Valve Software
Rocket Frenzy	Valve Software
Rust (from <i>Call of Duty: Modern Warfare 2</i> )	Infinity Ward & The Phoenix Project Software
Shipment (from <i>Call of Duty 4: Modern Warfare</i> )	Infinity Ward & The Phoenix Project Software
Snark Pit	Valve Software
Subtransit	Valve Software & The Phoenix Project Software

## THAT'S IT!!!

That's all the basic information you need to know to get started with Cross Product Multiplayer.

If you believe there's anything we missed out, or you have a question, please let us know on the Steam

Discussions page, or in our Discord server:  
<https://discord.gg/mGr94ZqDWU>

THANKS FOR PLAYING *HALF-LIFE:*  
*CROSS PRODUCT MULTIPLAYER!*