

“Commended and Tipped”

A guide fix by Free Cookies

Whalecum!

Introduction:

My name is **Free Cookies** and I consider myself to be an asshole, i'll let my reputation speak for me: [me being an asshole](#), but [sometimes I'm a nice guy](#) to the world but I have a terrible internet connection and I have had chance to carry my low mmr pleb friends every single game! By this I also give them a little shoutout, they for sure know who I mean, and learn to play already!!

The thought behind this guide was about how shitty the original guide was, It all started like, people saying “Nice guide, was a fun read. It was a good explanation with provided logic for support players to think about” and so on, and i was like “THEFUCK are we reading the same guide?”. Honestly, a blind man could make this better.

Anyways, this isn't any suggestion to any of you, but if this shit can get to the front page... if my guide fix doesn't i'll eat a sandwich (*don't worry guys i'll survive!*)

Original guide i've made this fix from:

<https://docs.google.com/document/d/1ch5WhlrZPoy7MvHeNhKvqNVLAfhAk98T8V8ZrvULdew/e/dit>

So, let's start fixing these chapters and see what we can get.

Idk why is there a list here if the guide is only 4 more pages long but i'll keep it...

- Planning
- Team Mentality
- Empathy
- Decision Making
- Efficiency
- Map Awareness
- Organising
- Controlling
- Self Controlling

Those are steps I have chosen to explain and tell something about them.

1. Planning

Planning is very important aspect of this game. As a good support, you should plan your actions, you need to work with time very well.

Things you need to plan according to me have a specific order.

So if you were to take the game as a whole and create a priority list with the purpose of winning the game we'd start at the thing of highest priority and walk down the chain:

To win a game you'll need to destroy the enemy ancient so let's start from there, for us to do that there's other things stopping us (obviously the t4 towers) and if we keep walking down the chain we got racks/t3 towers>t2 towers>t1 towers. Ok so if this were all of it we'd be able to just level 1 run into the t1 towers and kill them- go for the rest and win. Well it doesn't work that way. There's always enemies trying to accomplish the same and defend from you doing that so we'd put killing the enemies after objectives. Ok so what if we can't kill the enemies or push, well the next best thing we could be getting is farm. Ok so what if we can't farm? Well if the game looks impossible and there's no way you could swap lanes or get rotations then the next best thing would be taking experience. Ok what if we can't get anything- well to be honest if you can't do anything then you're probably losing that game.

So this is an objective style orientated decision making priority order. It's very similar to the standard game winning decision making ([This](#)) so tldr from that guide: **Pounce on free kills, push when you can, fight when you have to, and farm at all other times.**

Ok so how does this work with mine to give a better game understanding:

Using this priority list: **Objectives**(Ancient>T4>T3/Racks>T2>T1) >**Kills**>**Farm**>**Exp**
(Note that this works the opposite way as well if you want to project this towards the enemy team)
Even though in this guide i've used the early game as an example, the same works with mid-lategame.

Using that decisionmaking and priority list lets us plan out our game completely, as any role not just support. But here we'll focus on the support and let's start by orientating it towards the early game:

Lane Control > Ganking> Rune Control > Stacking

Now why did I put ganking second, well it applies to my overall priority list, lane control is using the same list but reverse, either by killing or zoning out the offlaner we're blocking him from even getting that bare minimum at the end of the list(exp), ganking is up next because of winning your other teammates lanes forcing more and more enemies to lower parts of the priority list. For example: If you can secure your carry the lane so that he can solo it, and then go gank and secure mid; you'll be winning 2 lanes out of some smart decisions, now you can force your advantage towards the offlane and stop even their carry from getting anything. In that scenario you'd be winning 2 lanes and enemy supports would have to react and try to countergank and win those lanes, but they can't because now they're forced into defending their carry from suffering the same fate.

Now that would be the perfect scenario where you'd set everything up perfectly and then when it's possible jump onto pushing lanes with your team and snowballing from that. But there's another reason i put ganking second, it's when you can't secure your carry a lane: maybe you're a solo support against an aggressive dual offlane and they blocked your pull camp. Staying in that lane would mean that poor carry of yours who can't get farm now has to share exp with you forcing both of you into the worst part of the priority list. In this case it would be best to leave your teammate with getting exp solo under tower and just go gank, why does this work? It's because you can manage to force rotations out of someone on the enemy team. Either their safelane or offlane support has to react to this, if the offlane one leaves- it lets your carry have farm. And if the safelane support leaves- it lets your offlaner get exp or potentially solo kill their carry.

Rune control is up next, preventing your enemy from getting extra advantage and preventing them from moving up the priority list themselves.

Stacking is last up there, just because it doesn't give much gold for the time spent. Sure your carry will love it, but if you were to look at the camp average golds:

Easy- 75g avg

Medium- 100g avg

Hard- 125g avg

So you're spending a good half a minute to make 1-2 stacks which give very low gold. So if always possible always look to do something more important, if there's nothing else you can do then go stack!

This is excluding stacking for pulling because this is for lane control, because that's priority 1#

- **Lane Control**

Lane control includes pulling creeps and zoning the enemy offlaner.

The interaction with creeps should be very minimal, you need to learn how to zone without aggroing the creep waves and when you should pull and when you shouldn't.

So mr who wrote the original guide? How do we do these magical tricks?

Pulling/stacking should be considered common knowledge, but im gonna briefly go over it.

Every 1 minute if there's no creeps inside the spawn box of a camp the camp will respawn, so if we were to force the creeps out that box at 00 the game would think that there's nothing in there and it'll put a new camp in there. So if we were to hit the creeps at x:52-53 we could pull the creeps outside the box and get it to stack. Now every 30 seconds there's a creepweave spawning with about 3 melee and 1 range, sometimes more (catapults or extra creeps). We can pull the neutrals to attack the creepweave and they'd start killing each other.

Now on average a single camp isn't enough to kill a creepweave, so that's why we stack.

A big tip is that **when a lane creep dies to a neutral it GIVES NO EXP.** so denying friendly creeps when pulling is a big no-no because a smart enemy offlaner could steal exp.

Stacking by itself is very easy, aggro creep at 52-53 and walk back. But what about proper pulling? To not remember any timings i made a very easy visual identification for this:
(works same for dire)



As you can see from this picture the tower gives vision and you can clearly see on the map where the vision is. Red line showing where the vision goes to.

The red line showing where the vision goes towards
The creeps also carry vision(Obviously)



To simply get a perfect pull wait for the creep vision and tower vision to start overlapping and aggro creeps.



And pull, you'll never miss a pull. **This is something to get you used to pulling, BE WARNED NIGHT TIME VISION IS SMALLER, that doesn't mean pull at a later time!**

For hard camps it's easier, you can pull and stack at the same time: aggro at 52-53 and walk that way



Or visual identification: when the creeps are starting to get under tower(pull in same direction as previous picture):



What if i mistime my pull? In this case you can let the creep hit you, and when the lanecreeps are coming close they'll aggro that creep because it hit their hero, as you can see you can position yourself here in between them, take 1 hit and creeps and you'll never fail a pull.



Ok what if i fail my stack? If you fail stacking but you need to do a pull- you can cut a side tree and pull the next camp into your current pull:



WHEN/WHY TO PULL:

Going back to that decision making system and the priority list:

Objectives(Ancient>T4>T3/Racks>T2>T1) >**Kills**>**Farm**>**Exp**

We have to think about the specific times in which pulling can benefit the lane, ok so why do we pull? Pulling by itself is used to change the lane equilibrium aka the positioning of creepweaves. A good pul can save the lane, but a bad one can ruin it for the carry! So we have to look at the effect that our pull will leave to the lane. In laning there's something called perfect creep positioning. This happens when the creepweave equilibrium is in the best possible spot, so what is that best possible spot? The best possible spot is close to the tower, but not inside the tower's range!



As you can see this would be the perfect creep position for bot safelane, the creeps are close to the tower but not inside the tower range(blue being tower range)

So why do we want creeps to be here? If you were to look at it strategically: this is the safest place for the carry to farm.

So lets take 2 scenarios:



This is the first scenario, red dot representing the creep positioning (even though creeps aren't there, imagine them!) in this scenario we have 2 yellow arrows from which an enemy ganker could come onto your carry and try to gank him, as you can see if he were to come from either the left side or the top your carry will have lots of time to see them and react, and another strategical thing is that your carry could just hide under tower and if the enemy really wants to kill him, they'd have to dive after him! So this is a very safe position!

Here's the 2nd scenario:



As you can see from this scenario the enemy has lots of openings to go towards your carry farming the lane and if it's a dual offlane then one could be farming that wave while the other would be blocking your carry from coming close to the wave.

Ok so final question is **WHEN** do you pull and when do you not? Well if we were to look at the previous example, it's very obvious. **Whenever the creepweave isn't close to perfect positioning aka being close to your tower but not inside the tower range. If the creepweave is anywhere else- pull** like in the 2nd scenario.

A pull when the creepweave is in scenario 1 would mess up the weave equilibrium, pull the next enemy weave under your tower and kill it as well and it'd create a push and force the weave into the scenario 2 making your carries life miserable! So always check where the creepweave is and if you need to pull.

BIG NOTE:

Another thing is predicting creepweave pushes instead of just reacting to them: Equilibrium can be simply explained by saying "whichever side has more creeps and/or more health- it pushes", so if you end up with something like 2 range creeps, pull the next weave because the current one will push. Try to predict when you need to pull instead of just reacting to when the lane is already pushed!

Zoning:

Zoning is the act of forcing the enemy out of a certain zone, in most cases it being the experience range which is 1300 units. <http://dota2.gamepedia.com/Experience>
"Experience is earned by being within a 1300 range radius of a dying enemy unit. Units can be denied by other allied units to reduce the experience given from dying."

If we set up a perfect creep position (see 1st scenario) we can start harassing the enemy offlaner with attacks and spells so that we punish him every time he tries to come in for a lasthit or inside the 1300 range of a dying creep- make sure that you look at your creeps dying if the enemy offlaner is trying to lasthit because most people will tunnel vision into that lasthit so it lets you get free hits off.

Ok so if done properly it'll let us completely kick the offlaner out of lane, set up perfect creep positioning for the carry and after that we can freely roam around and win other lanes as well.

So when zoning someone and casually right-clicking you'll see that the creeps will aggro you and start attacking you, this is due to aggro mechanics. Whenever you right-click an enemy hero and you have creeps in 500 aoe around you. Those creeps will start moving towards you and attacking you. This is very bad zoning!

What you want to be doing is zoning without having any creeps in 500 aoe around you.

So to check these ranges i'd recommend to enable console(google how to enable dota 2 console), open a lobby and enable cheats then open the console and type: **dota_range_display 500** Or for example **dota_range_display 1300** for the exp range, if done correctly this should make a green circle which highlights the area around you and lets you get a better understanding of the areas. google dota 2 range display, i won't make this guide about everything.

If done properly you should be more than 500 units from any enemy creep right-clicking and spamming spells onto the offlaner till his health is all burned without aggroing any creeps onto yourself.

- **Rune Control**

This is very important, runes can direct whole early game. Every even minute, you should take care of the rune closer to your safelane. ~~Give up stack at those minutes, and rather go and take rune.~~— Actually no, evaluate the game depending on how much the enemy actually needs or wants to go for that rune, pay attention to their movement before every even minute if they're actually trying to go for rune. If they aren't, you have extra time to stack a camp and get to the rune a couple of seconds later, but it doesn't matter if the enemy won't be trying to instantly take that rune as soon as it spawns, if the enemy is a rune greedy hero then you want to be skipping stacking and going for that rune instantly!

For example these are all possible camps you could stack on the way to the rune:



Yellow dot being where you'd cut a tree, you can also go around with this one, but if you cut the tree there you wouldn't waste any time and you'd get to the rune exactly on time, for other camps you won't be getting there exactly at x:00 but only a couple of seconds later

- **Stacking**

This is at the end of the priority list: **Lane Control > Ganking> Rune Control > Stacking**

The reason this is dead last, is just because like i said, camps give very low amount of gold. It's great that you stack and help your team but other things are always better due to the low gold values:

Easy-75 g avg

Medium- 100g avg

Hard- 125g avg

Ancient-225g avg

Now if you do have the time to stack you should always go for the best possible camps (ancient/hard), but don't just brainlessly stack! I've had people play support with me, they would make a 5 ANCIENT STACK! And then i'd tell them that i'm playing slark and there's no way for me to kill that stack...

Recently what also happened is my support made a 4x stack but it was the camp next to the offlane, so my enemy offlane phoenix just came in and took all those creeps and all the work that my support did on zoning him and stacking for me got wasted. So pick your camps properly!

Evaluate what your carry can farm is and how much could he farm. If you for example make a 5x hard camp stack but your carry doesn't have the regen or the aoe clear ability, he'll never be able to clear that, so going for multiple smaller camps is better if your carry doesn't have a great clearing ability, but on the other hand some heroes ex alchemist or gyro want lots of creeps at once so there stacking a single hard camp is better than stacking other camps once.

Also make sure that you use that priority list, dont leave your carry get buttraped by the offlaner so you can stack, if you consider it a creepweave gives 175g avg. if he gets nothing out of that because you wanted to stack him a medium camp for an extra +100g- all you did in the end is have your carry lose 75 gold...

- **Ganking**

This is one of the most important aspects of the game, doing successful ganks is very important! But to get a good gank off first we have to understand the situation. Let's say you already secured your carry and now you're looking in to ganking other lanes, let's say the midlane!

Things to keep note of:

1. First what we have to do is evaluate our ganking potential, can we actually gank that hero? First we look at enemy's escape potential and our disables. For example lets say you're a lion with hex and stun and the enemy midlaner is an invoker. If we look at invoker's spells he has invisibility so for us to gank him we need to come prepared with dusts or sentries so he doesn't slip away. Other heroes like qop, puck, wr etc. with good escapes- we have to make sure we have enough disable/dps to kill him. In that situation we have to evaluate the ganking potential of the person

we're ganking with or the lane we're ganking! So example enemy has an invoker, you're a lion and your teammate is a puck!

Lets look at situation 1:

To evaluate the ganking potential first we look at what time are we attempting the gank. If you look at it. Attempting to gank an invoker when puck/voker are level 2 isn't going to give very good result: invoker goes invis, you use your stun > you hit him a couple of times> puck uses orb and silence but invoker escapes, why? The gank was untimed, the puck didn't have enough dps and you only had one ability, invoker just managed to run back and salve up.

Situation 2: same situation but this time puck/voker are level 6, this time doing the same thing will result in a way easier kill due to your teammate having way stronger abilities and by that time you'll be at least level 3 so you'll be way more helpful then when you only had 1 spell.

Another big tip for evaluation of good ganks is the amount of time it'd take for the enemy to walk back to their tower. The further away they are from their tower's safety the higher chance you'll have to kill them

2. The direction you're coming to gank from is very important. You can't just walk up to the midlane from your your tower towards the enemy hero, he'll have a shit ton of time to see you. When coming to gank you want to come from whatever direction the enemy has the least time to react from. Suprise him, don't give him any time to react to the gank! example:



In this example you could see the yellow dot(you) would walk all the way around and to the back of the green dot(enemy midlaner) in this way the enemy midlaner doesn't have time to react since he doesn't see you. Since in this scenario the enemy is inside the river and wouldn't have very good uphill vision.

3. Make sure you communicate your gank to your teammates!!! this is very important- tell your teammates that you're coming up to gank so that they're prepared for it! and so that they can prepare the enemy for that gank either by controlling their weave or harassing the enemy and burning their health.

4 USE A SMOKE!

In me smurfing in low mmr, i've almost never seen smoke usage! This item is AMAZING! And it only costs 50g. And if you get a kill it gives sooooo much more out of that smart rotation

5. If a smart player reads this guide they'll attempt to start ganking the other lanes, make sure to always carry tp scrolls to counter gank. If your teammates get dived and you didn't teleport to save them, it's as much as your fault as it is his for losing that lane!

2. Team Mentality

I consider team mentality one of the most important aspects to win a game.

Mentality is being affected by a lot of elements, especially for example those.

When someone has some bad luck in his life or in his games and he'll start being negative, first of all don't let this affect you. I had 15+ loss streaks but i didn't tilt because even though i just lost 400+ mmr i knew all that would happen is i would be placed against easier opponents and since i already reached that mmr which i was at, i'll surely reach it again!

2. Never try to break up fights! Some people will get annoyed or tilted if you start breaking up their fight, it's best to just them say their flame and let it pass... if you start breaking up their fights they'll just turn on you or get even more tilted that they can just throw the game

I get very affected by losing, and that's why I usually after 2-3 losses take a break to refresh my mindset and start over. If you once get to the losing wave, you need to find a way to get out of it, and it's not the more games you play the higher chance to win you have, it's the exact opposite.

- **Muting**

Mute people who are assholes for no reason and can't be reasoned with, dont bother fighting with them just mute them and just imagine playing with them like they never said a word! Don't stop trusting people just because they start feeding, they're your teammates. You're stuck with them for till the rest of the game- might aswel try to fix your issues than giving up on them!

Communicate with your teammates, plan out your game- tell your team your plan and their opinions. Dont just run around in circles if something goes wrong!

Positive mental attitude: have it!

Im not gonna talk about this, but you should always try to be positive, if you want to talk to someone about proper mental attitude i'd recommend asking ZereNity he's a really nice dota2 coach who specialises in this. Don't unreasonably give up when your teammates fed a first blood or you lose a tower, evaluate the situation- use your reasoning: ok we're losing a tower- but could we even defended it? Can we get a tower trade somewhere else?