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Face Punch Studios, 2004
Sandbox

Available for PC, Mac and Linux

INTRODUCTION

Garry's Mod (commonly abbreviated as GMod and typecased as garry's mod), is a sandbox physics game created by Garry Newman, and developed by his company, Facepunch Studios.

Garry's Mod was originally a mod for Valve Corporation's Half-Life 2, but was later made into a standalone release in 2006 for Microsoft Windows, published by Valve Corporation. Later updates saw an OS X port added in 2010, and a version for Linux in 2013.

Unlike most other games there aren't any objectives - you can't lose and you definitely can't win.



GAMEPLAY

Although Garry's Mod is listed as a full game, it has no objectives and instead gives the player a sandbox to manipulate items free of restrictions like furniture, and props – various objects that players can place in-game.

Props can be selected from any installed Source engine game or from a community created collection. The Physics Gun allows objects to be picked up, adjusted, and frozen in place. The Tool Gun is a multi-purpose tool for performing tasks, such as constraining props together, creating interactive buttons, and creating controllable winches and wheels. The Tool Gun is also used to control add-ons created by the community. The game uses the Source engine's modified version of the Havok Physics Engine, which allows players to build contraptions that follow the laws of physics, allowing for very real structures and experiments.



Another concept in Garry's Mod is ragdoll posing. The player can instantiate a ragdoll model from a Source game and pose it using a variety of tools.

BEGINNER'S GUIDE

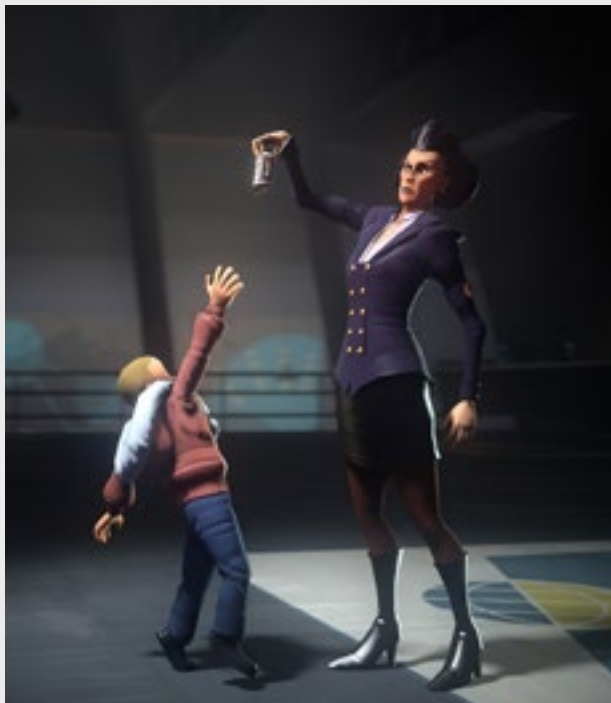
If you're new to Garry's Mod and want to learn how it works and plays, this guide is for you! Features recommended steps, tips, and controls!

Starting Out

(And before you ask, to sit in a chair or to enter a car, you press E while looking at it, while nearby.)

I would recommend that you first take a look at your graphics settings by clicking "Options", then clicking the "Video" tab, then clicking "Advanced...". This is some pretty technical stuff, and you could end up breaking the game if you mess around with these settings!

These particular settings determine how realistic the game's graphics look. Having them low will make the game run faster, but look less detailed. Having them high will make the game look more like real life, but it can slow the game down, and by A LOT if your computer isn't fast/powerful enough! The resolution outside the Advanced settings determines how clear/HD the game looks. Yet again, lower = faster but blurrier, higher = clearer but slower.



Playing in Singleplayer and using the Physgun

In this section we are going to now actually start playing Garry's Mod!

First click on "Start New Game". There will then be a menu letting you choose which map you want to play in. Click on the one that says "gm_construct", then click "Start Game".

Congratulations! You are now inside the game world, ready to play!

You should now have a little walk around, and get acquainted with your surroundings.

When you are ready, hold down Q to open the Spawn Menu. To keep it open, you need to keep Q held down. Look at the lists of objects, then click on an object's icon to spawn it. You should be aiming/looking at the ground in front of you, because when you spawn something from the Spawn Menu, it spawns right in the direct center of your screen. This is shown by a few dots in the center. Releasing the Q key closes the spawn menu.

Now that you have spawned some objects, I bet you're asking yourself, "How do I move this stuff around?". Well, you should be holding a weird sort of gun in your hands, glowing blue by default. (It's shown in the image above) This is called the "Physgun", being short for "Physics Gun". It allows you to manipulate objects and other stuff in the game. If you are not holding it, the scroll wheel on your mouse allows you to select different weapons and tools.

When you have highlighted the weapon/tool you want to select, just left click! If your mouse doesn't have a scroll wheel, the number keys (1 to 6) can be used to select weapons/tools instead. With the physgun equipped, aim at the object you spawned and left click on it.

Playing in Multiplayer

In this section, we will play on a Garry's Mod multiplayer server with other players on the internet!

First, pause the game by pressing the Escape key (Esc). It will pause the game for you, and show you the menu,

Click on "Find Multiplayer Game". This will show a list of gamemodes in use by all servers. For now, you should search for, and click on the one that says "Sandbox", with the icon being a wrench. I could not take any screenshots of the multiplayer server screen due to some limitations. I apologize for this. You should then search for a good server that has a low ping, (Higher ping = slower connection to server/high traffic on server) is in your country, is not empty or full, and the map it's on is either gm_construct or gm_flatgrass. If the server has custom content that you don't have, (E.g. Custom map, object, NPC, vehicle, Tool Gun tool, etc.) it will automatically download it for you while connecting to the server.

When you have fully connected to the server, you will spawn in the map just like in singleplayer, except there will also be other players playing in it too.

While you are there, there is a couple of other things you should know first: pressing the Y key lets you type in a message to send into the server's chat, letting you talk to other players.



Addons and the Steam Workshop

WARNING: Some of the content on the Steam Workshop may be inappropriate for younger players. I recommend that younger players first get help from an adult before heading onto the Addons menu! After all, the majority of Steam's userbase are mostly older players...

In this section, we will look at the Steam Workshop, a service on Steam which allows users to create, download, rate and share addons for various games on Steam, including Garry's Mod.

An "addon" is a small modification for a video game, which could be a new car, gun, prop, map, etc..

My guide on how to create maps for Garry's Mod explains how to upload addons to the workshop via the game's creator's uploading tool, although every type of Garry's Mod addon (Except maps) can be uploaded in-game.

First, we return to the main menu. There is a button that says "Addons". Click on it. Now, there should be a massive menu containing a bunch of stuff with lots of pictures and text. These are all addons made by other players! There are many types of addons available, but you should try looking for a good map.



Click on "Maps", then click on "Top Rated", if it's not already selected. Search for a map, and if you think it looks good, hover over it, then click "Install". Garry's Mod will then start downloading the addon. Once it's finished, you will be able to try it. If you want to make your own addons, it is **EXTREMELY** complicated!! I have a tutorial on how to make a map for Garry's Mod here, however you will need another game that is built on the Source engine, and the Source SDK for it. See the next section for the conclusion to this guide!

Find more tips and guides on:

<https://steamcommunity.com/sharedfiles/filedetails/?id=113252448>

GAME REVIEWS

“It brings back the silly glee of unbridled experimentation, intuitive learning and playful social interactions that most of us haven’t experienced since childhood. For that, it’s essential.”

- 88, PC Gamer



Possibilities are endless!

This game is many games, it can be a sandbox game, hide and seek, puzzle, team deathmatch, or just you and your friends messing around on a private server. The possibilities are endless on what you can play and make!

-KirbyMario024, Metacritic.com

With Garry's Mod 13, you won't need Half Life 2 or Team Fortress 2 to play but you will need a lot of spare time. It's more like a hobby than a game.

- Karl Hodge, Macworld.co.uk



I love Garry's Mod. It is very addicting, fun to play with friends, and being able to do what you want is spectacular.

- Ironkatana4 , GameSpot

RATING:

4.5

★★★★★
out of 5 stars

LATEST NEWS

Peer-To-Peer Listen Servers

July 06, 2016

A new update has been released!

This update is optional, however it is strongly recommended that server owners install it. Clients will automatically update via Steam when the game is restarted.

Servers that are created via the main-menu's "Start New Game" button can now be connected to via Steam's P2P networking. This means that – on most networks – friends are able to connect to each other's games without any special network configuration being required (e.g. port forwarding).

To use it, all you have to do is use your friends list to join/invite a friend!



Queued (Multi-Core) Rendering

July 06, 2016

This isn't finished yet, but queued rendering should be pretty robust now. Any changes in performance are entirely dependent on your hardware and the scene being rendered.

You can enable it by running a few commands when you launch the game (press Shift+Escape to open the console):

```
gmod_mcore_test 1  
mat_queue_mode -1  
cl_threaded_bone_setup 1
```



Engine Changes

April 08, 2016

This update focuses on fixing bugs and improving performance as well as adding some new features for modders.

As usual, servers will need to be updated.
Clients will automatically update when you restart your game.

Thanks to everybody who helped with testing the update and reported any bugs/problems.



Find more game news and updates on:
<http://www.garrysmod.com/updates/>

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