

StarCraft 64 FAQ/Walkthrough

by Chaos Demon

Updated to v1.00 on Apr 10, 2003

StarCraft 64
FAQ/Walkthrough

Written by ChaosDemon (chaosdemon007@yahoo.ca)
Last revised April 10th, 2003
Version 1.00

Latest revisions of this document may always be located at GameFAQs:
<http://www.gamefaqs.com>

=====

-----=
=Legal Disclaimer=
-----=

This document was originally typed up in Vancouver B.C., Canada and posted by GameFAQs(<http://www.gamefaqs.com>). Copyright 2002 Tony J. Tso. All rights reserved. Nothing that appears in this document may be reproduced in whole or in part without the expressed written(or typed up) consent of Tony J. Tso, copyright owner. By even opening this text file, you instantly agree to obey this disclaimer. You may not use this document with/on any kind of printing device(s). If you wish to host this document on your website/magazine/ please drop me a line at: chaosdemon007@yahoo.ca, or AIM me at ChaosDemon007, OR MSN me with the address vampiro_07@hotmail.com. This FAQ may NOT be sold for profits. Thanks for reading and enjoy the rest of the guide!

Please Note: Press CTRL + F to find what you're looking for faster.
EX. If you're looking for the mission "Among the Ruins" of the Zerg, press CTRL + F then type in "Among the Ruins" in the search field and hit Find Next.

-----=
=Table of Contents=
-----=

The Races.....I

1. Zerg
 - a)Zerg Buildings
 - b)Zerg Units
2. Protoss
 - a)Protoss Buildings
 - b)Protss Units
3. Terran
 - a)Terran Units
 - b)Terran Buildings

Walkthrough.....II

--=StarCraft Original=--

|

Terran Missions

- Mission 1. Wasteland
Mission 2. Backwater Station

- Mission 3. Desperate Alliance
- Mission 4. The Jacobs Installation
- Mission 5. Revolution
- Mission 6. Norad II
- Mission 7. The Trump Card
- Mission 8. The Big Push
- Mission 9. Gettysberg
- Mission 10. The Hammer Falls

|

Zerg Missions

- Mission 1. Among the Ruins
- Mission 2. Egression
- Mission 3. The New Dominion
- Mission 4. Agent of the Swarm
- Mission 5. The Amerigo
- Mission 6. The Dark Templar
- Mission 7. The Culling
- Mission 8. Eye for an Eye
- Mission 9. The Invasion of Aiur
- Mission 10. Full Circle

|

Protoss Missions

- Mission 1. First Strike
- Mission 2. Into the Flames
- Mission 3. Higher Ground
- Mission 4. The Hunt for Tassadar
- Mission 5. Choosing Sides
- Mission 6. Into the Darkness
- Mission 7. Homeland
- Mission 8. The Trial of Tassadar
- Mission 9. Shadow Hunters
- Mission 10. Eye of the Storm

---StarCraft Expansion (Expansion Pak Required)---

|

Protoss Missions

- Mission 1. Escape from Aiur
- Mission 2. Dunes of Shakuras
- Mission 3. Legacy of the Xel'Naga
- Mission 4. The Quest for Uraj
- Mission 5. The Battle for Braxis
- Mission 6. Return to Char
- Mission 7. The Insurgent
- Mission 8. Countdown

|

Terran Missions

- Mission 1. First Strike
- Mission 2. The Dylarian Shipyards
- Mission 3. Ruins of Tarsonis
- Mission 4. Assault on Korhal
- Mission 5. Emperor's Fall
- Mission 6. Emperor's Flight

Mission 7. Patriot's Blood
Mission 8. The Chain the Beast

|

Zerg Missions

Mission 1. Vile Disruption
Mission 2. Reign of Fire
Mission 3. The Kel-Morian Combine
Mission 4. The Liberation Korhal
Mission 5. True Colors
Mission 6. Fury of the Swarm
Mission 7. Drawing of the Web
Mission 8. To Slay the Beast
Mission 9. The Reckoning
Mission 10. Omega

Multiplayer.....III

Bonus Strategies.....IV

1. Metal
2. 4pool
3. Dark Swarm
 - a) Lurk/Swarm
4. Sair/DT (Corsair + Dark Templar)
5. Capatilizing the Special Abilites

Credits.....V

=====
The Races
=====

Zerg

Ahh, yes. The biological race of the game, where all its units are, well, biological. The Zerg depends on large number of units, since the cost for them is the lowest.

When you're Zerg, you have to take advantage of the fast-tech Hyrdalisk. All you need is to get some gas up and then build a den and you're well on your way of building your first Hyrdalisk.

Please note: The Zerg will be more comprehensive because I wrote an entire strategy guide on them.

Zerg Buildings

Hatchery

HP: 1250

Cost: 300 Minerals

Armor: 1
Time to build: 2 minutes (120 seconds)
Evolution: Lair
Use: Spawn units
Ability: Gives you 1 supply

All right, use this building to spawn your units. Seeing that this is the only building that does that, you'll need several of them. On a good day, you should have around seven or eight. Don't go over board, though, or you'll have some trouble spawning units due to their cost.

Creep Colony

HP: 400
Cost: 75 Minerals
Armor: 0
Time to build: 20 seconds
Evolution: Sunken Colony & Spore Colony
Use: Expands the Creep
Ability: Nothing

This building is stage one for a Sunken or a Spore, by building this, though, will expand the Creep by a whole lot.

Extractor

HP: 750
Cost: 50 Minerals
Armor: 1
Time to build: 40 seconds
Evolution: None
Use: Source of Gas (No, it's not what you think)

The Extractor is where your Drones collect Vesphene Gas. Find a Vesphene a Geyser for your Drone to mutate on. Each Geyser holds 40 000 Gas.

Exolution Chamber

HP: 750
Cost: 75 Minerals
Armor: 1
Time to build: 40 seconds
Evolution: None
Use: Upgrade the attack and armor of your units.

You should build two of these so you can evolve armor and attack at the same time. It's important that you upgrade your weapons and defense, because with them, you'd be pretty feeble against say, upgraded 'Toss and Terran.

Spawning Pool

HP: 750
Cost: 200 Minerals
Armor: 1
Time to build: 1 minute 20 seconds (80 seconds)
Evolution: None
Use: Upgrade your Zerglings
Ability: Allows you to spawn Zerglings

Allows you to evolve Creep Colony to Sunken Colony

By building this, you'll be able to spawn Zerglings and evolve a Sunken Colony from a Spore Colony. It's important to build this quickly.

Sunken Colony

HP: 400
Cost: 50 Minerals; Evolve from Creep Colony
Armor: 0
Time to build: 20 seconds
Ground Attack: 40
Air Attack: None
Use: Your defense against Ground Units
Ability: Nothing

You should fill your choke point with these things to protect your base against the ground strikes from your enemies. Here's a basic formation:

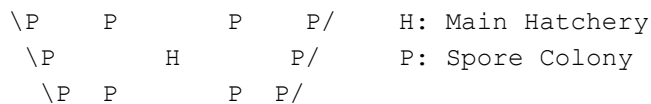


Just remember that this is a VERY basic formation, and there are many better and advanced formations. If you have some of them, send 'em in.

Spore Colony

HP: 400
Cost: 50 Minerals; Evolve from Creep Colony
Armor: 0
Time to build: 20 seconds
Evolution: None
Use: Defense against Air
Ability: Detector
Ground Attack: None
Air Attack: 15

Have the Spore Colony protect the edge of your base to protect you from the enemy air units, or at least just tell you they're coming. You can also use this as a Detector, so don't just fill the edge of your base with them, put them in random locations within your base for detecting.



Hyrdalisk Den

HP: 850
Cost: 100 Minerals, 50 Gas
Armor: 1
Time to build: 40 seconds
Evolution: None
Use: Allows you to spawn Hyrdalisks
Ability: Upgrade Hyrdalisk Speed and Attack Range

Ground Attack: None

Air Attack: None

You should build around one or two of these, however you see fit. You can build two to upgrade faster, or you can let the upgrades do one by one, as the time isn't that long.

Lair

HP: 1800

Cost: 150 Minerals, 100 Gas

Armor: 1

Time to build: 1 minute, 40 seconds (100 seconds)

Evolution: Evolved from Hatchery

Use: Spawn units

Ability: * Upgrade Overlord Speed, Overlord Carrying Ability, and Overlord Sight Range.

* Gives access to Spire and Queen's Nest

* Allows you to upgrade your weapons and armor to level 2

Ground Attack: None

Air Attack: None

You can evolve three Hatcheries to evolve quicker if you wish, but that seems like a waste of Minerals and Gas. But, the upgrades take some time, so maybe it's a consideration. (I don't upgrade three Hatcheries).

Spire

HP: 600

Cost: 200 Minerals, 150 Gas

Armor: 1

Time to build: 2 minutes (120 seconds)

Evolution: Greater Spire

Use: Allows you to spawn Mutalisks and Scourges

Ability: Upgrade Air unit armor and attack.

Ground Attack: None

Air Attack: None

It's crucial that you build two of these, yes, they're expensive, but it's worth it in the long run. You can upgrade twice as fast, so don't hesitate, build two.

Queen's Nest

HP: 850

Cost: 150 Minerals, 100 Gas

Armor: 1

Time to build: 1 minute/60 seconds

Evolution: None

Use: Allows you to spawn Queen

Ability: Allows you to upgrade Queen Spawn Broodlings ability

Allows you to upgrade Queen Parasite Ability

Ground Attack: None

Air Attack: None

I usually just build one Queen's Nest and that's it. Why? Well, when building several duplicates of one building, you should always think this first: "Will I use this often?" and the answer is... "no."

Hive

HP: 2500

Cost: 200 Minerals, 150 Gas

Armor: 1

Time to build: 2 minutes/120 seconds

Evolution: Evolved from Lair

Use: Spawn units

Ability: Allows you to upgrade Weapons and Armor to Level 3

Allows you to upgrade your Spire to Greater Spire

Gives access to the Ultralisk Cavern

Gives access to Nydus Canal

Gives access to Defiler Mound

Ground Attack: None

Air Attack: None

The Zerg building with the highest amount of HP. This is necessary in all Zerg bases, but all you need is one. As soon as your Lair is done upgrading, you'll get access to many Advanced Structures: Greater Spire, Ultralisk Cavern, Nydus Canal, and Defiler Mound.

Greater Spire

HP: 600

Cost: 250 Minerals, 150 Gas

Armor: 1

Time to build: 120 seconds

Evolution: Evolved from Spire

Use: Allows you to evolve your Mutalisk into Guardian and Devourer Aspects.

Ability: Upgrade your flyer weapons

Ground Attack: None

Air Attack: None

Upgrade ONE Spire when you can to unlock the powerful Guardian and the almost-powerful Devouerer.

Ultralisk Cavern

HP: 600

Cost: 150 Minerals, 200 Gas

Armor: 1

Time to build: 1 minute 20 seconds/80 seconds

Evolution: None

Use: Allows you to spawn Ultralisks

Ability: Improve your Ultralisks

Ground Attack: None

Air Attack: None

The Ultralisk Cavern allows you to spawn the powerful Ultralisks. You don't need more than one of these, they're just too expensive. I don't recommend using Ultralisks, anyway. More info. on these mammoths later.

Nydus Canal

HP: 250

Cost: 150 Minerals

Armor: 1

Time to build: 40 seconds

Evolution: None

Use: Allows you to teleport from one Canal to another.

Ability: None

Ground Attack: None

Air Attack: None

Anyway, for this to function properly, you'll need to build two of these. When you're playing against fellow Zerg players, you may build on thier Creep, making the Nydus Canal easier to use.

If we were playing Broodwar, I'd like to combine the Canal with Lurkers, but since we don't have those babies, you'll have to stick with Hyrdalisks or Ultralisks.

One more thing, you should use this on the enemy's Nexus/Hive/Command Center. Here's a good way to do use the Nydus Canal:

Defiler Mound

HP: 850

Cost: 100 Minerals, 100 Gas

Armor: 1

Time to build: 1 minute/60 seconds

Evolution: None

Use: Allows you to spawn Defilers

Ability: Evolve Defiler abilities such as Dark Swarm and Plague.

Ground Attack: None

Air Attack: None

Nothing special about this building, it just gives access to the Defiler.

Zerg Units

Drone

HP: 40

Cost: 50 Minerals

Armor: 0

Supply Consumed: 1

Ground Attack: 5 (Spines)

Air Attack: None

Building(s) Required: None

Upgrades: Armor (Maximum of 3)

You can't upgrade a Drone's Attack, but you can its Armor. You can upgrade its Carapace at the Evolution Chamber. Each Armor upgrade will add 1 to the Drone's Armor.

The Drone is the peon of the Hive, you'll need several of them. You use the Drone's to mutate into the buildings you want. The catch -- you lose your Drone, as it has to form itself into the, say, Hatchery.

Zergling

HP: 35

Armor: 0

Supply Consumed: 1/2

Ground Attack: 5 (Claws)

Air Attack: None

Building(s) Required: Spawning Pool

Upgrades: Armor + Attack (Maximum of 3)

Speed Upgrade

Attack rate upgrade (roughly twice as fast)

The Zergling is relatively weak, one Sieged-tank can wipe out a whole lot of them with one shot. The greatest advantage of the Zergling is, they consume only 1/2 Food, you can build up to 400 of them.

If you see anyone who really enjoys using Dragoons, or other units that deal Explosive damage, the Zergling with Attack rate upgrade will mope them up pretty easily.

There are such things out there called a Zergling rush, and for this to succeed, you'll have to hit them hard and fast. Here's the build order:

Hyrdalisk

HP: 80

Cost: 75 Minerals, 25 Gas

Armor: 0

Supply Consumed: 1

Ground Attack: 10 (Needle Spines)

Air Attack: 10 (Needle Spines)

Building(s) Required: Spawning Pool, Hyrdalisk Den

Upgrades: Speed Upgrade

Attack range upgrade

You can upgrade your Speed and Attack Range at the Hyrdalisk Den, if you're going to attack with these fellas, those two upgrades are a must. You can also improve their Attack and Armor at the Evolution Chamber, each level the attack and armor will go up by 1.

--- Basic Info ---

The Hyrdalisks are probably the most formidable attackers for the Zerg, they can attack both air and ground, they're cheap and fast to build, and hell, they kick serious arse! The Hyrdalisks can stand up to even the powerful Carrier, which is like W A Y farther up in the tech tree.

--- Advanced Info ---

Well, I mentioned before that the Hyrdalisks can stand up to the power of a Carrier. And here's why: A Hyrdalisk under DARK SWARM (a Defiler ability) is untouched by ranged-attacks, meaning other Hyrdalisks won't be able to touch you, either. And let's see... what ELSE has a ranged attack? You guessed it, the Carrier. So, if you encounter anyone who uses mass Carriers, counter with your very beloved Defilers and Hyrdalisks. There's more info. on this Dark Swarm + Hyrdalisks combo later on in the text.

Ultralisk

HP: 400

Cost: 200 Minerals, 200 Gas

Armor: 1

Supply Consumed: 4

Ground Attack: 20 (Kaiser Blades)

Air Attack: None

Building(s) Required: Lair, Queen's Nest, Hive, Ultralisk Cavern

Upgrades: Speed Upgrade

???

???

You can upgrade its speed, and two other things. You can also upgrade its attack and armor, both at the Evolution Chamber. By each upgrade, your attack and armor goes up by one point. That gives you a maximum of 4 Armor (1+3), and 23 Attack (20+3).

I may be wrong about its vital statistics, please correct me via e-mail. Well, the Ultralisk is the most expensive unit for the Zerg, and it may or may not be worth it. First off, they have the most HP out of all the Zerg Attackers, so that's a huge bonus to tear down the opponent's defenses like Photons. Usually, I send in the Ultralisk to draw attention away from my other attackers.

These guys are very expensive, and they can not respond to air fire, and also another downfall: a Stim-Packed Marine can get at least six shots in before the Ultralisk makes a dispose of it. And of course, the Marines are a lot less expensive and faster to build.

Suming this up, the Ultralisk is the most thick-skinned unit in the game, and it can draw fire away from your Hyrdalisks and such attackers. I rarely use these guys, and I recommend the same for you.

Defiler

HP: 80

Cost: 50 Minerals, 150 Gas

Armor: 1

Supply Consumed: 1

Ground Attack: None

Air Attack: None

Building(s) Required: Lair, Queen's Nest, Hive, Defiler Mound

Upgrades: Dark Swarm

Plague

Special Abilities: Dark Swarm, Plague

The Defiler has no normal attack, but it has two awesome abilities. You can upgrade its Carapace at the Evolution Chamber and by each upgrade, the Armor goes up by one, giving you the maximum Armor of 4 (1+3).

As mentioned above, the Defiler can not attack anyone, but it has two special abilities: Dark Swarm and Plague, both evolved at the Defiler Mound.

The Dark Swarm: You can use this little doozy to protect your units from ranged attacks for 1 minute, or 60 seconds. A ranged attack is an attack where the opposing unit has to fire at you from a distance. This is a good idea when going up against Dragoon and the like, as they require shooting. Use this on your Hyrdalisks to get the most out of them.

The Plague: You can rудuce a unit's HP to 1 by Plaguиng them. Each second will roughly subtract 3 HP from them. You should use this on an opponent's important unit, like an Arbiter or a Carrier.

--- Basic Info ---

When going to assault a base, it's a good idea to keep your Defiler in the back lines. If you see that the battle is not going your way, try to Plague a couple of units in the front lines of your opponent's army. If even THAT doesn't work, Dark Swarm the whole friggin' base and move your guys into the cloud.

--- Advanced Info ---

Defiler can usually turn the tide of a battle with one cloud to destroy your opponent's vision. Remember, Defilers have special abilities, so, use them! They're there for a reason folks, just remember that.

Broodling

HP: 30

Cost: Use Queen to Spawn an opposing unit

Armor: 0

Supply Consumed: 1

Ground Attack: 5 (Toxic Spores)

Air Attack: None

Building(s) Required: All the Queen's buildings

Upgrades: Attack and Carapace

The Broodling's starting attack is 5, and the armor 0. You can upgrade them both at an Evolution Chamber (Melee and Carapace).

--- Basic Info ---

To get the Broodling, you must research the Spawn Broodling ability for your Queen. Then, you must use your Queen and Spawn an opposing unit. Once you've done that, the unit will turn into a Broodling, and it will work for the Hive.

--- Advanced Info ---

This will help you out a lot when you're planning to take out your opponent for good. What's better than turning the opponent's defenses against themselves? Nothing. So, when you go to strike the opposing base, use your Queen to spawn various units that are focused on attacking your other units. Once you've done that, send the Broodlings after the building.

It's best to turn ground-to-ground units to Broodlings, as they can't do anything to stop the Queen.

Infested Terran

HP: 60

Cost: 100 Minerals, 50 Gas

Armor: 0

Supply Consumed: 1

Ground Attack: 500 (Suicide)

Air Attack: None

Building(s) Required: Infested Command Center

Upgrades: None

To get this fancy face fellow, you must send your Queen to Infest a Command Center when it is in its RED stage, or badly burning. Pulling this off may be a little difficult, but if you manage to do this it'll give you a great advantage.

Aerial Units

Mutalisk

HP: 120

Cost: 100 Minerals, 100 Gas

Armor: 0

Supply Consumed: 1

Ground Attack: 9 (Glurve Worm)

Air Attack: 9 (Glurve Worm)

Building(s) Required: Lair, Spire

Upgrades: Attack and Armor

The Mutalisk is the basic air unit, it is also the baby stage of the Guardian and Devourer Aspects. Anyway, its starting Armor is 0, and Attack 6, you can upgrade both of them at the Spire or Greater Spire, making the maximum Armor 3 (0+3), and Attack 12 (9+3).

--- Basic Info ---

The Mutalisk and the Hyrdalisk are the only units for the Zerg that's been blessed with the ability to attack both air and ground. The Mutalisk is the fastest unit fo the Zerg, so take advantage of that. Use it to scout for bases, use it for hit-and-run attacks on the slower units like Dragoons, do a lot of things with them.

--- Advanced Info ---

I like to use a Mutalisk to look for bases before I attack, because they are so fast.

You should team up the Mutalisk with the Guardian and Devourer aspects, as chances are the enemy will send some sort of air-assault unit at your Guaridans and Devourer Aspects. But, if you manage to Spore that opposing unit, the Mutalisk can hurt them pretty badly.

Scourge

HP: 25

Cost: 25 Minerals, 75 Gas

Armor: 0

Supply Consumed: 1/2

Ground Attack: 125 (Suicide)

Air Attack: None

Building(s) Required: Lair, Spire

Upgrades: Attack and Armor

Special Abilities: None

You can upgrade the Armor at the Spire, making the maximum Armor 3 (0+3)

--- Basic Info ---

The Scourge is not built for taking fire from other units, because it only has 25 HP, remember this. Another interesting thing about this is the supply it consumes, it only takes 1/2 food to make this, meaning you can spawn six in three eggs, twelve on six eggs, twenty-four on twelve eggs, etc, etc. To me, that is the greatest advantage of the Scourge, it's cheap, fast to build, and you can take out a lot of air units high up in the tech tree such as Valkyries, Battlecruisers, and Carriers with a couple.

--- Advanced Info ---

Scourges should never be sent in alone to attack the air units of a base. Why? Well, a Spore Colony takes it out with two shots, a Photon with two shots, and a Missile Turret also two shots. You catching on? Anyway, to use this little scrapper effectively send in some Zerglings and Hydralisks through the choke point to distract the forces, then send in some Scourges as well. If you're facing Zerg, go and target the Overlords with these, using two per Ovie; if Protoss, target an expensive unit like Scouts or Carriers; against Terran, go after the Battlecruisers or Science Vessels. Also, try to use your ground force on the units you're targeting with your Scourges.

Guardian

HP: 150

Cost: 50 Minerals, 100 Gas; Evolve from Mutalisk

Armor: 2

Supply Consumed: 2

Ground Attack: 20 (Acid Spore)

Air Attack: None

Building(s) Required: Lair, Queen's Nest, Hive, Spire, Greater Spire

Upgrades: Attack and Armor

Special Abilities: None

The Guardian starts off with 2 Armor, which is a huge bonus for any unit, and its attack is 20. You can upgrade both of these at a Spire or Greater Spire, making the maximum armor 5 (2+3), and attack 23 (20+3).

--- Basic Info ---

The Guardian has the longest range in the game, weighing in a 12 matrixes. However, this guy can't fly very fast; its speed is only greater than the lowly un-upgraded Overlord. Use this Guardian to assault just about any ground unit in the game, the only ground unit that really stands a chance against the Guardian is the Terran Goliath.

--- Advanced Info ---

You can use the Guardian for quite a couple of things: protecting your base against ground units; attacking ground units, pick off building defenses or using the little something I call the "Guardian Strike" And just incase any of you are wondering whether this a rip off of the Terran Tank Push or not, it is.

Devourer

HP: 160

Cost: 100 Minerals, 50 Gas; Evolve from Mutalisk

Armor: 2

Supply Consumed: 2

Ground Attack: None

Air Attack: 25 (Acid)

Building(s) Required: Lair, Queen's Nest, Hive, Spire, Greater Spire

Upgrades: Attack and Armor

Special Abilities: None

You can upgrade its attack and armor at the Spire or Greater Spire.

--- Basic Info ---

The basic anti-air unit for the Zerg. This nice little unit should never be left alone in a battle to the death. If you manage to Spore an enemy air unit, and then send in the Mutalisk to take shots at it, you will bring it down pretty quickly.

--- Advanced Info ---

Here is another weapon to counter the higher tech units (although the Devourer is pretty high in its own right), Carriers and Battlecruisers. However, Devourers alone probably won't do the job for you, so combine them with Hyrdalisks and Mutalisks.

Once you manage to Spore an air unit, you will lower the level of its armor, making shots hurt more. So, send in the Mutalisks and Hyrdalisks once you've spored an opposing unit.

Protoss

Perhaps the most high-tech of the three races. The unit costs are the most expensive of the three, and the food costs are also very high. The Probe is the only 1 Supply cost unit. When playing toss, you have to play for power.

Protoss Units

PLEASE NOTE: A unit with a * after its name means it's for Expansion only.

Zealot

Cost: 100 minerals
Supply: 2

The Zealot is produced at the Gateway. It is the most powerful first unit in the game. With the high HP of 160 it can take a big beating before it goes down. A good teammate for the Zealot is the Dragoon. Zeal/Goon can take just about any threat the opponent throws at you, with the exception of mass carriers.

Dragoon

Cost: 125 minerals, 75 Gas
Supply: 2

The Dragoon, perhaps the most versatile unit for the Protoss. Dishing out 20 damage** for both air and ground is its greatest weapon. With the range upgraded, it's a more than deadly weapon. Dragoons, however, will fall to the smaller units.

** Damage pending on unit size; damage is halved against small units like the Zergling.

High Templar

Cost: 50 minerals, 125 gas

Supply: 2

The High Templar has no attack, but that is replaced by two awesome abilities like the Psi Storm and Hallucination, both researched at the Templar Archives. Let's go over the two abilities. Psi Storm will do 124 damage to any unit that is in the storm for the total time. It will cost 75 energy to cast. Hallucination, on the other hand, creates a two copies of a selected unit. This will cost 125 energy to cast.

Dark Templar*

Cost: 125 minerals, 100 gas

Supply: 2

The Dark Templar is cloaked permanently, a great advantage. It also does 40 damage to its opponent. It can only attack ground units, though. The Dark Templar with Sair owns Zerg early game, so if you can get some fast DTs, you will be able to destroy the opposition.

Archon

Cost: Fuse two High Templars

Supply: 4

The Archon deals 30 damage to both ground and air. It could be a good idea to team up a couple of Archons with your Zeal/Goon combo at times, not against Terran, though. As the Terran has the Science Vessel's EMP Shockwave ability, destroying all shields and energy; seeing that the Archon has 300 shields and only 10 HP, it'll hurt you pretty badly. Knowing this, though, having a team of Archons with a Shield Battery nearby is a great way to defend your base; once you go low on HP, use the Shield Battery to regenerate it.

Dark Archon*

Cost: Fuse two Dark Templars

Supply: 4

The Dark Archon has no attack. But it does have three abilities: Mind Control, Feedback and Maelstorm. Just the sound of Mind Control might make it sound very interesting, but in order to have it work effectively you'll have to get several DAs. I personally find Maelstorm or Feedback the more useful abilities. Maelstorm stops units in their tracks for sometime, and Feedback deals damage to units equal to their energy.

Reaver

Cost: 200 minerals 100 gas

Supply: 4

Probably another useful unit against Zerg. The Zerg realistically has no counter to them, save the Guardian. The Mutalisk can make a dispose of it too, but not before it does a decent amount of damage to you. A great unit for just about any situation.

Air Units

Corsair

Cost: 125 Minerals, 100 Gas
Supply: 2

In my opinion, one of the best (if not the best) air-to-air unit in the game. To fight other air units, you'll have to use them in somewhat large groups to really take advantage of the splash damage. The Corsair/Dark Templar combo (as mentioned earlier) is the ideal way to beat early Zerg. With an even average micro, a matter of 6 Corsairs and about 4 Dark Templars will be enough to bring down the entire Zerg, if you play it correctly.

For example, first, you send in the Dark Templars to begin the rape on some units without the watchful eye of the Overlord. Once the enemy realizes that you have some DTs at his/her base, he'll send in an [some] ovie(s) to spot it. This is when you send in the sairs. Have all of them attack the ovie at the front, and move on from there. With any luck, you'll deal enough splash damage to the other ovies so you can bring them down quickly.

One last thing, it's important that you go after the Evolution Chamber(s) RIGHT away. By destroying these, the Zerg will not be able to build any spore colonies for detection or to fight off your sairs.

It also has a special ability, Disruption Web. Use this to stop ground units and buildings from attacking. It's not as useful against units, since they can just move out of the web, but against defense buildings like bunkers or photon canons, it absolutely owns.

Scout

Cost: 275 minerals, 125 Gas
Supply: 3

A mediocre unit, and you should always choose the Corsair over this, since you're probably going to create this to counter air, anyway. Its ground attack is pretty much useless, even against the likes of a Zealot; as the Zealot can bring down a lot of your buildings before your Scout could kill it.

Arbiter

Cost: 250 minerals, 350 gas
Supply: 4

A somewhat reliable unit. It's equipped with an attack of 10, but you're probably not going to use this to attack anyway. The arbiter also has three special abilities: Recall, an ability that lets you teleport a small group of units to where your Arbiter is; Statis Field: a move that basically takes the unit or units out of the game for a period of time. And the last one: the Arbiter can cloak units a certain distance from it.

Carrier

Cost: 350 minerals, 250 gas
Supply: 6

The Carrier, perhaps the most powerful unit in the game in a large group. Make sure you upgrade the capacity to get the most out of this baby. Each Carrier can 'carry' up to 8 interceptors when fully upgraded, and each of them will deal 8 damage each. The little joke about MaSS CaRRieRs = iNsTaNt WiN is all a joke, if the enemy has enough patience and umm... "skill" he will be able to bring down a mass of carriers.

Protoss Buildings

Protoss Nexus

Cost: 400 minerals

Your main building to produce Probes, a worker. Usually one if enough in regular maps, but on money maps you should always build 3 extra ones to pump out the workers even faster.

Protoss Gateway

Cost: 150 minerals

Where all your ground units come out. On normal maps, you should build around 4 of them in your main base. On money maps, build lots and lots of them so you can rebuild when you have to.

Protoss Forge

You should always have three of these so you can upgrade faster. Upgrading could usually mean a difference between a win or a loss. It also allows you to tech up to Photon Canon, a defensive structure.

Protoss Photon Canon

Cost: 150 minerals

You should build these at your money area, but besides that, these are sometimes useless. It can fend off the early units like Zerglings, Zealots, Marines and Firebats rather easily, so build these in the early game.

Protoss Shield Battery

Cost: 200 minerals

This little baby will recharge your unit's shields. It can serve as a defensive purpose or an offensive weapon, it's all up to you.

Protoss Cybernetics Core

Cost: 200 minerals

The tech building of the Protoss. This also allows you to upgrade air weapons, armor, and to build Dragoons.

Protoss Robotics Facility

Cost: 200 minerals, 100 gas

This allows you to build the Robotic's Support Facility, and Observatory. You can pump Reavers, Shuttles, and Observers out of this, so you should build around 2 or 3 or so if you're low on money, and again, build lots of them on money maps.

Protoss Stargate

Cost: 150 minerals, 150 gas

The building that allows you to build air units. Also opens up tech for Arbiter Tribunal and Fleet Beacon.

Protoss Fleet Beacon

Cost: 200 minerals, 100 gas

Where you upgrade all of your air unit abilities. Also opens up the Carrier to build at the Stargate.

Protoss Citadel of Adun

Cost: 150 minerals, 100 gas

Where you can upgrade the Leg Enhancements for the Zealot and techs to the Templar Archives.

Protoss Templar Archives

Cost: 50 minerals, 150 gas

Allows you to build the powerful Templars, both Dark and High. Build this fast if you want to do a DT rush.

Protoss Arbiter Tribunal

Cost: 100 minerals, 100 gas

Build Arbiters and research all of its abilites.

Terran

Well, well, well, it's the home team... a great team it is, as the number player in the entire world SlayerS_`Boxer` plays it. Let's see how well YOU'll do playing this race...

Terran Units

Scv

Cost: 50 minerals

Supply: 1

The strongest worker in the game. Use it to mine minerals, harvest gas, or construct buildings. When the going gets tough, though, don't be afraid to break out the SCVs and attack.

Marine

Cost: 50 minerals

Supply: 1

A great start unit. It's so cheap, so you can pump out many of these early, and this is the only way to make them effective. A single Marine can not do any damage at all, so you should use them in groups of 8 or more.

Combine them with some Medics and you got a good early game unit.

Firebat

Cost: 25 minerals, 50 gas

Supply: 1

A close range unit. This will own Zerglings and Zealots, but you'll have to use them in relatively large groups or with Marine back up. Either way, it's an OK unit to have early.

Medic

Cost: 20 minerals, 40 gas

Supply: 1

The unit that can heal any biological unit, even your opponents.

Remember that, my son.

Vulture

Cost: 75 minerals

Supply: 2

The Vulture is really one of the better units in the game. Take it from me, I'm a money map player, and I like to use this. Most M&M players believe this is a rather useless unit, but really, it isn't. Dealing 20 damage to the small units like Zealot, Zergling, Marine, Firebat, and Medic, you should get this early. One vulture with good micro and repair is enough to fight off 6 Zerglings. It is also the fastest unit in the game when upgraded, so you can use this to harass the workers.

Siege Tank

Cost: 150 minerals, 100 gas

Supply: 2

The Siege Tank is another one of the better units in the game. When you have researched the Siege ability, use it and the Tank will deal 70 damage to the larger units; 35 to the smaller ones. The problem is, most players like to use the Siege Tank to defend themselves, and don't use them to attack. Well, I believe this is wrong. "Get your tanks out there and kill something!" - Alexis, guy who wrote the Terran guide.

Goliath

Cost: 75 minerals, 25 gas

Supply: 2

Perhaps the best anti-air unit in the game when fully upgraded and with the Charcon Boosters. When it is, it will deal 32 damage with a range that matches the Zerg Guardian. Use it in team with the Siege Tank, to form the infamous Metal combo.

Wraith

Cost: 100 minerals, 75 gas

Supply: 2

The Wraith is the Terran's go-to air unit (in my opinion), you can team

this up with Metal to have it work even better. With the additional Cloak ability, you could cloak these babies and then strike the money area. Remember to escape when the reinforcements come in.

Valkyrie**

Cost: 100 minerals, 200 gas
Supply: 2

Only available in Expansion. Also, a little too expensive IMO. You might want just stick to the Wraith.'

Science Vessel

Cost: 100 minerals, 250 gas
Supply: 2

Another gas heavy unit. It might be worth it this time, though, because it is armed with 3 awesome abilities and with detect. You should build as many as you see fit, but don't go over 2 or 3 on normal maps. On money maps, however, build as many as you darn well want.

BattleCruiser

Cost: 350 minerals, 250 gas
Supply: 6

The strongest (in terms of stats) of the Terran. It can be rather vulnerable when left alone, so you should have Valkyrie or Wraith back up for them. Yamato Gun is good to take out the heavy units like Carriers or defensive structures you want to get rid of.

Terran Buildings

Terran Command Center

Cost: 400 minerals

The command base of the Terran. Where you build your SCVS. One is usually enough on normal maps, but 3 or 4 extra ones are necessary on money.

Terran Barracks

Cost: 150 minerals

Build this quickly and immediately start pumping out Marines.

Terran Supply Depot

Cost: 100 minerals

Gives you an additional 8 supply. You can also use them to block your choke point to tech easily.

Terran Academy

Cost: 150 minerals

Let's you build firebats and Medics at the Barracks. Also many upgrades available.

Terran Bunker

Cost: 100 minerals

Build this and throw in 4 marines. Your four marines will have be immune while they are in there -- the bunker, however, is not. So, you should have some repair guys if you are fending off an early rush.

Terran Factory

Cost: 200 minerals, 100 gas

Lets you build the mechanical units. Also opens up the "Advanced Structures".

Terran Starport

Cost: 200 minerals, 150 gas

Build air units here. Techs you even more.

Terran Science Facility

Cost: 50 minerals, 150 gas

Opens up the Science Vessel for you to build. You also have two choices for the add-on, you can use the Covert Ops, which will allow you to build Ghosts and arm the Command Center with a nuclear silo; or you could get the Physics Lab, which will open up the BATTLECRUISER for you to build.

=====

Walkthrough

=====

StarCraft Original

Terran Missions

The first of clash of many to come...

Mission 1: Wasteland

Objectives

- Find Raynor
- Build a Barracks
- Train 10 Marines
- Raynor must survive (new objective)

All right, start off by following the brick road an dyou end up at the

central part of the map. Goto the Vulture and you will find Raynor. At this moment a new objective will open up, Raynor must survive. Anyway, take out the little Zergling threat and head over to the Command Center. Use your SCVs to Gather minerals have your Marines and Vulture keep guard while they do so. Once you hit 50 minerals, build another SCV. Do so until you hit 18 supply. Then, follow with a supply depot. And once you have enough money, start on the Barrack.

Use the SCV that built the supply depot to gather minerals. As soon as your barrack finishes, your objective will be completed and Marine counter will be at the top left of your screen. Just proceed to build Marines and perhaps put up another barrack if you wish. Once your 10 marines are done, victory is yours.

Mission 2: Backwater Station

Objectives

- Eradicate alien infestation
- Raynor must survive

All right, start off by lifting up your Command Center and landing it on the right of the minerals. Begin build on the SCVs RIGHT away. Keep building SCVs until you hit 17 supply, having all your SCVs gathering minerals. As soon as you hit 17, begin work on some marines. Also, start your supply depot at 24 supply. While playing, I did a 21barrack as well. (21barrack means barrack at 21 supply.)

Once you have around 9 marines or so, move north up the ramp to the little Zerg here. Take out the 6 lings and follow up by destroying the Creep Colony. Move to the Bunker to the gain control of it. Now, move north further and take control of all the buildings here. Begin work on a group of about 16 or so Marines and had to the northeast. Take out the couple of Creep Colonies plus the feeble army they send at you and you will be victorious once again.

Mission 3: Desperate Alliance

Objectives

- Survive for 30 minutes

Start off by building an SCV at the Command Center, then use an SCV to repair the burning Bunker and have the other two gather. Once the repairing is done, use the SCV to gather. Make sure to load 4 marines into the bunker as well. A couple minutes into the game and the first Zergling will strike. Your bunked marines will take care of that. Keep a watchful eye on your command center and build an SCV every 50 minerals. Then 32depot.

Get 12 SCVs gathering minerals, with 36barrack and 38refinery. 3 SCVs gathering gas. Build two supply depots to block your bunker and then one last bunker beside the supply depot to finish the block. Do the same to the other side and have some SCVs nearby to repair. Keep building Marines and build barracks if you have extra cash. Also, never stop building SCVs. And another thing: increase your marine range and stim-pack at the academy. Do all this and you should get through the 30 minutes.

Mission 4: The Jacob's Installation

Objectives

- Retrieve datadisics from the Confederate Network
- Raynor must survive

Head through the first gate to the next room. And then follow the path to the next gate, and move in a little further. Kill the enemies here. Go up the stairs and continue on. Kill the two marines here and walk through the next gate.

Continue on and you will be prompted to go either right or left. Go right. Follow the path and you will hit another fork. Go right once more and deactivate the automatic defenses by going to the beacon.

Follow left and take the forward path. Keep going and you will hit a yellow beacon. Go in there and you will be teleported. Follow the path to the next gate. Go inside and take out all the defenses and to the white beacon. Once the file transfer is complete, you win.

Mission 5: Revolution

Objectives

- Bring Kerrigan to the Antigan Command Center
- Defend the Antigan rebels
- Raynor and Kerrigan must survive

Start off by going south until you find Kerrigan. Raynor and her will go through a brief talking to, and then you can control once again. Kill the Marine and the turrets if you wish. Now cross the bridge and continue on. Go east when you can. Now here's the tricky part. Ignore the bunkers and focus all fire on the missile turret, once you've brought it down, move all your troops back to a safe distance. Cloak Kerrigan. Send her in to take out the bunkers one by one. Once you use up the 250 seconds of cloak, send in the other troops to get what's left of the bunkers. Remember, it's easier to destroy the buildings if you make all of your forces to target the buildings one-by-one.

Once you've destroyed this little encounter. Move your forces up the ramp and to the beacon. You will gain control of SCVs, tell them to gather. Meanwhile, make 5 SCVs in your CC. I'll move into build order mode now.

Build Order: Revolution

- 40depot
- 43academy
- 50barrack

Start pumping out some marines and more SCVs now. Research stim-pack first and have research some spider mines. After spider mines, follow with the thrusters (speed upgrade) and marine range ups. You should also have 3 SCVs gathering gas now, BTW. Continue to pump out SCVs and gather minerals, remember, never stop pumping out SCVs. Build lots of factories and barracks to pump out many marines and vultures. Once you think you have enough (which is

about 147), build several dropships and load them with your army. Goto the southeast part of the map and unload your troops to bring this part down first. Now, destroy the rest of the island.

Mission 6: Norad II

Objectives

- Protect Norad II
- Bring Raynor and two dropships to Norad II

Okay, you have to work fast. Start send one SCV to repair the Engineering Bay and start building some SCVs. Go 33refinery. Keep pumping SCVs and build a Factory once you hit 100 gas. And once the factory completes, immediately start work on a starport. Meanwhile, you're building SCVs and gathering minerals. Once your starport completes, build a control tower and begin work on two dropships. Load Raynor and move to the bottom left of the screen. Very bottom. Now, goto the BOTTOM RIGHT corner of the screen, parrelle to where you are. Now go north over the sunkens and put your dropships over the beacon beside the battlecruiser.

Mission 7: The Trump Card

Objectives

- Bring Psi Emitter to the enemy base
- Kerrigan must survive

The mission will start off with your science facility under attack. Lift it and move it to your base. Have your SCVs start gathering. Pump out SCVs, and begin building a supply depot once you hit your maximum supply. Build a gas when you have a decent number of SCVs gathering (more than 12), and then start on a factory and build a machine shop on your existing ones. Keep pumping out SCVs and gathering, remember this. Then, build a strong group of Siege Tanks, maybe around 12. Then, build some wraiths and a dropship. Load the SCV with the Psi Emitter into the ship and have your wraiths surround it. Then, have your tanks move in on the ground and siege when you approach the forces. Have your Wraiths and your Psi Emitter go right for the beacon and once you get there, unload your SCV.

Mission 8: The Big Push

Objectives

- Eliminate the confederate forces
- Duke must survive

Right off the bat, move all your stuff forward a bit and to everything here. Land all the buildings appriately to each of their small ones. Use the Nuclear Silo on the top and ignore the second one for now. 20depot and then have your SCVs gather quickly and start pumping more out. Spend some time mining and build some unit producing buildings like factories and starports. Remember, you're still pumping out SCVs during this. Use Metal (Goliaths and Siege Tanks) combined with Duke, a couple of Ghosts for Lockdown, and some SCVs

for repair. Fight your way up the map with everything you got and you will make it out on top. Make sure to use the nukes too.

Mission 9: New Gettysberg

Objectives

- Destroy the Protoss Force
- All Zerg Buildings must survive
- Kerrigan must survive

There's a small twist in this mission, the Zerg will make small attacks against you, so it's important that even when you go to kill the Protoss, you leave some units around to defend.

Start off by lifting your Command Center closet to the minerals. Then, immediately start pumping out SCVs. Do so for the entire match, or until all the mineral patches are gone; you should know this by now. Since you don't have any gas right now, start by pumping out Vultures and Marines for now. Do a 30rack and 33 depot. Build enough Marines and Vultures to defend yourself. Use some money to build a command center close to you refinery. Now, it's time to break out the Metal. Get around 4 Factories and start pumping out tanks first. Once you have around 15, start getting some Goliaths. Around 10 or so is enough. If you ran out of minerals by now, leave your base through the southwest and down the ramp to an expo.

Anyway, leave 3 Tanks sieged and 2 Goliaths to cover them. Now, move to the ramp that leads to your expo but don't go down. Have 12 Tanks take the path on the right past the vespene geyser and up a new ramp -- make sure your Goliaths are close behind. Once you arrive at the last ramp, move to the edge of the cliff where the Robotic's Support Bay is, siege your tanks. The Protoss will attempt a pathetic counter with a couple of lots and goons, but your tanks will make short work of that. You should be able to capture this base rather easily.

It's time to move on to the big and badder stuff now. Head to the north east of the map and you will see a ramp leading up to a Protoss base. Siege right at the ramps and let your tanks blow everything up, then advance and finish off the rest of the base.

Please note: once you've eliminated the last Protoss building, prespective will switched back to your base. It will show a massive Zerg swarm against you, but this is required in order for the mission to finish.

Mission 10: The Hammer Falls

Objectives

- Destroy the Tarsonis Ion Cannon
- Raynor must survive

It's time to let it all hang out, we're on the final mission of the Terran, one hell of a mission it will be. Start by mining immediately on the patches on the right, and focus on them first; meanwhile pumping out SCVs and then doing a 31depot. The supply depot should be finished when you reach the 34 supply, so just keep pumping out SCVs. Then, 36refinery (then 2 more workers on it to mine) and 40 depot. Build 3 Barracks at 46. Once all the

minerals on the right mine out, lift off your CC closer to the refinery. Seeing that you haven't use your gas, it's time to build some factories, build about 4, up the ramp, or any open area that you see. Machine shop them and start building some tanks. Make sure to research spider mines and plant them at the entrance to the right of your base. Get a Science Vessel to look for nukers. If you run out of money, have your troops take out the nearby enemy force shortly after the right choke point of your base and to the expo.

All right, it's time to look to Metal to bail us out again, but we're going to need some support from Wraiths, Ghosts and even some BattleCruisers. The point here is to use up ALL the money you have to build your force, because there's going to be lots of it. Get some nukes, lots of Vultures for some spider mines. Work your way to the Ion Cannon through the left side of the map. Remember to bring some SCVs to repair your damaged units too. Utilize Lockdown, and all of all the other abilities your units were blessed with.

Zerg

Mission 1: Among the Ruins

Objectives

- Build a Spawning Pool
- Build a Hyrdalisk Den
- Protect the Chrysalis
- Destroy Terran Encampment

Start off by mining and then build an overlord as soon as you reach the supply limit. Continue to pump out drones and mine and then do a 17pool and 17lord and 19extractor. Then 21hatch above the extractor and 22hatch once more above the sunken. Now it's time to break out the units. Do 22den and start the Hyrdalisks when it's done. Research the Hyrdalisk speed first. Then, once you have a decent number of Hyrdalisks and Zerglings, attack the encampment on the right to bring down the barracks and the missile turret. Then, move on to the north and destroy everything else.

Mission 2: Egresion

Objectives

- Bring the Crysalis to the Beacon

Start off by flying a Mutalisk to the line of Hyrdalisks at the north of your base. You will gain control of them. Keep making drones until you reach the 26 mark, then build an extractor and an overlord. Then, do a 26hatch beside the extractor. Have your Hunter Killers burrow at your drone area, to protect your money from the attacks later. Now keep building up yuor army until 67, at this time unburrow your Hunter Killers and have all your guys attack the beacon (but do it on the mini-map). Once the path is cleared, move your drone to the Cryaslis and bring it to the beacon.

Mission 3: The New Dominion

Objectives

- Protect the Crysalis
- Eliminate the Teran presence

This is a simple mission to play. Begin by building up your money and then research burrow. Have a pack of lings and some Hyrdalisk burrow around your Crysalis and then proceed to start building units. Make sure you have around 3 hatches so you can pump them out at a fast pace. Build up a strong ground force (1/3 Zerglings 2/3 Hyrdalisks) and begin the assault on the northern Terran base. If you have around 70 supply you should come out on top.

Mission 4: Agent of the Swarm

Objectives

- Protect the Crysalis until it is ready to hatch
- Infest or destroy Raynor's Command Center.

The first 10 minutes of the match will be protecting the Crysalis. Remember, you know the drill -- begin with building a strong money with lots of drones and then build an extractor and move on to building units. You have to start getting faster units this time, because the Terran will use many earlier strikes against you. Make many sunkens around your base to fend off the feeble strikes the Terran throw at you.

Once the 10 minutes are up, the Crysalis will emerge and Kerrigan will emerge from it. After the short scene, a team of vultures will attack you, cloak Kerrigan and attack with what forces you have to fend it off. You're going to need a lair for this, so evolve your hatchery. You have two options here: you can use mutes with some queens to infest the command center, or you can use the less expensive option and do a drop. The second one has little risk, so I recommend you use that one. A little note, there is some money at the northern part of the map, so if you run out, expo there. Make an offensive drop with Hyrdalisks and Zerglings at the top right of the map and start destroying stuff from there. It's rather poorly defended, so if you just keep going at it, you'll come out on top.

Mission 5: The Amerigo

Objectives

- Bring Kerrigan to the supercomputer
- Kerrigan must survive

Head forward through the very first gate and run past all the guns and stuff and up the stairs to kill the ghost. Then, cloak Kerrigan and go through the next gate and kill the 4 marines. Then, continue on to the beacon. After that, leave through the left gate and kill the civilians if you wish and continue through. Go down the ramp and stay along the wall opposite to the marines so they can't shoot you. Then, go through two more gates and continue on, and go up the ramp when you can. Follow the path and keep doing so until you can go down to a different colour floor. Do so. Now go forward a bit (watch for a gate that will be locked) and take a right when you can up the ramp. Now, walk on the two beacons and go through the locked gate. Take out the last of the firebats and then look for a blue beacon go through.

Now, go down the ramp and follow the wall on the left, take out the last

of the forces and step on the white beacon. Mission completed.

Mission 6: The Dark Templar

Objectives

- Eliminate Protoss intruders
- Kerrigan must survive

You'll have control of the Kerrigan again this mission, and this time you'll have access to the powerful Psionic Storm. Read the High Templar unit to see what this does. Again, start off by mining minerals and build 2 hatches, one closer to the extractor. Build a strong force of ground units and have some guardians too. Use your ground troops with a two guardians to attack the largest base in the bottom right. Use the rest of your guardians, like 4 or 5 to attack the smaller bases on the middle left and middle right bases. When Tassadar challenges you to the final battle, bring Kerrigan alone to the middle of the map. Now, it's time to do battle with Tassadar.

Start with Ensnare, and then when the Templar's slower, begin the storm, storm until all your energy is used up and then move in to finish him off.

Mission 7: The Culling

Objectives

- Eradicate every last remnant of the Garm Brood

Ahh... yes, a mission all about killing, one of my personal favourites, really. Start by killing the small Zerg base above of you, then, build a hatchery. Begin to build up an economy and focus on money at first. The enemy will have access to the powerful Ultralisk, and these babies have a bulk 400HP (check above for more info.), and can take a lot of damage. It's important in this mission you really focus on Guardians and Hyrdalisks. You should also use the Defiler, and its Darkswarm ability (check Unit section to see what this does). Build strong groups of Guardians and watch out for Mutes and Scourges and you will come out on top.

Mission 8: Eye for an Eye

Objectives

- Destroy the Protoss base
- Let no Dark Templar escape
- Kerrigan must survive

This match is all about the Nydus Canal, and utilizing it correctly. Begin with the usual, mining and building some hatches. Then, as you have enough money to begin building your massive army, do so. Build a ground army of Zerglings and Hyrdalisks with some Defilers and some Guardians. Then, begin the work on the bases of the Protoss. Keep bashing away at everything with your forces and the Protoss will eventually be taken down.

Mission 9: The Invasion of Aiur

Objectives

- Take a Drone to the Khaydarin Crystal Formation

The key here is to work fast. Research speed and transport for Overlord fast. Then, start building some Hyrdalisks and Zerglings. Have lots of Overlords and units load them all with a couple of drones. Then, fly over to the crystal and unload all. Use your drone and walk on the beacon, then all your forces fend off the Protoss for 10 minutes -- send in mutes for reinforcements as they are quick.

Mission 10: Full Circle

Objectives

- Destroy the Protoss temple

It's time to build up a strong ground force. Have a mix of Hyrdalisks and Zerglings, both fully upgraded with Guardians in the air. Start off by minig for a bit, and then build a pool and a den followed with three evolution chambers. Have around 4 of 5 hatches to pump out units quick. Anyway, when you're ready, build the above mentioned force of Hyrdalisks and Zerglings on the ground with Guardians in the air. Fight through the forces the Protoss throw at you and rebuild zerglings or hyrdalisks if necessary. Keep fighting and rebuilding, rebuilding, fighting, etc and you will make it to the temple eventually. When the drone with the crystal appears, use an overlord to transport it to the temple.

Protoss

Mission 1: First Strike

Objectives

- Meet Fenix at Antioch
- Destroy the Zerg Base
- Fenix must survive

You will have a fogged vision of the entire map. Use attack area for the blue part of it, which is where Fenix is, to complete the first objective. Fenix will talk to you once you get there, build some probes while he is doing so and mine. Once you have a decent number of probes, build some gateways and start getting lots of zealots. Once you have like 12 more zealots, attack the Zerg with everything you got, make sure you keep an eye on Fenix, and move him out of the battle if he's about to die.

Mission 2: Into the Flames

Objectives

- Distract the Zerg while Fenix gets into position
- Kill the Zerg Cerebrate
- Fenix must survive

Start off by bringing your zealots and dragoons to the ramp to fend off some attacks. Remember, you should always bring your units to the choke point. All you really have to do is stay alive for 15 minutes in this mission, so just keep building up.

Mission 3: Higher Ground

Objectives

- Destroy the Zerg colonies

All you really have to do is build up a strong force of Zeal/Goon and you'll be okay. Build some cannons at your money area to protect them from getting raped, and have some more cannons around your buildings so when you're attacking you won't get raped by forces when you're doing something else. Start off by with mining and build Probes. Remember, when you're toss or terran, it's important that you never stop making Probes, or only do so when there are no more mineral patches for you to mine. Then, move on to some Gateways and start building some lots, followed by an assilimator and then goons. Strike red first, as it's closer (or so I believe).

Mission 4: The Hunt for Tassadar

Objectives

- Find Tassadar
- Bring Tassadar to the beacon
- Bring Raynor and Tassadar to the beacon

Okay, first off follow the path and bring down the sunken colony and Zerglings that attack. Then, take a right to the next sunken colony, and destroy this and the pack of the lings too. Continue following the path and taek a right at the fork, walk forward a bit and go down the ramp and follow the rest of the path to the second last ramp. Go up this one and then the last one to Tassadar. A new objective will be prompted, and that's to bring Raynor to the beacon too.

Use the probes you have and start mining. Build up a new force of Zeal/Goon to accompany Tassadar and Raynor. Once you think you have enough, head back to the start of the mission and to the beacon.

Mission 5: Choosing Sides

Objectives

- Bring Tassdar and two zealots to the installtion

Start by building some Probes and gather. Keep pumping out the Probes and then do 31pylon. Continue to pump out probes to gather and then build two

gateways followed by a core. Then, get a Robotic's Facility and supports bay. Get perhaps two more Robotic's Facility and begin building reavers. Reaver/Goon is good enough to rip apart the Zerg, so let's get on it. Reserach the Dragoon range in the Cybernectic's Core and start warping in the goons with reavers. Get a couple of shuttles too, as the reavers are really really slow, so you'll want to hurry them up.

It's time to fly when you have a decent number of units. In the middle of the map, there is a Zerg base with some spore colonies, so you'll want to avoid there. Fly southeast and you will eventually hit the purple island, unload everything and begin reeking havoc. Eat your way through to the beacon.

Mission 6: Into the Darkness

Objectives

- Rescue Zeratul and escort him to the beacon
- Tassadar and Zeratul must survive

Go forward and down the ramp. Then go forward through the two gates and take a right through the next gate. Follow the path here until you hit a fork, take a right and follow the path once more. Keep doing so until you reach a set of stairs, go up and step on the blue beacon. Go down the stairs and then get back to the last fork. Go forward this time and keep doing so through this path until you can go up a set of stairs. Do so, and follow the path here through the gate and then to the end of the hall, where you can unlock the cell door. Now, go through the cell and on to the beacon.

Mission 7: Homeland

Objectives

- Destroy the heart of the Conclave
- Tassadar, Fenix, and Zeratul must survive

With the money you have, build 3 Nexus and then begin to mine minerals. The meaning have three Nexus is to be able to pump out Probes faster, so you can get money faster. Keep building up, and create a force of Zeal/Goon with some Dark Templars; they will prove to be extrodinarily useful. Have some observers to detect other observers, so you can kill them. Once there is no detection around, the Dark Templars will destroy the opposition. Have all your Heros fight along side your Zeal/Goon and Reavers, but don't let them die. Keep fighting until you reach the Nexus and bring it down.

Mission 8: The Trial of Tassadar

Objectives

- Destroy the Statis Cell
- Raynor and Fenix must survive

This level is about a strong defense first. Try walling yourself in with photon cannons on both of your base entrances, because you're going to go air this level. Save all your resources for a big fleet of carriers with Raynor and some Scout back up. Expand your Carrier capacity to take full advantage of them. Then, once you're ready to take it to the Statis Cell, fly to the south

east part of the map. Destroy the thing with a guy in it and mission completed.

Mission 9: Shadow Hunters

Objectives

- Destroy the Zerg Cerebrates with Zeratul
- Zeratul and Tassadar must survive

Start off by building two Nexus buildings at the mineral fields. Once they're done, start building up your money. Send Zeratul up a bit and take out the sunkens and zerglings close to your base. Then build a pylon followed by a Gateway and a Forge. Build some cannons at your base entrance to have some early protection. Fortunately, we have lots of room to build stuff, so we don't have to worry about being too crowded. Once you have a strong economy going, build a couple more gateways and stargates. A couple of Robotic's Facility will also help you out, as we're going to need some reavers to fight the Zerg. Build some stormers (High Templars), and just about everything you can. Once you have enough make a charge to the top left of the map, Reavers should be able to destroy everything in its path, as long as you keep them loaded. Remember, the Reaver and Stormer owns Zerg.

Don't try and win this all at once, try and eat through as much as you can, and save your remaining units if the going gets tough. Keep fighting and you're going to come out on top.

Mission 10: Eye of the Storm

Objectives

- Destroy the Overmind
- The Gantrithor, the Hyperion, and Zeratul must survive

You'll have access to two races now, and this time I'm going to make the walkthrough more comprehensive. First off, begin on the mining process again. Protoss has two assilimilators, try to establish them early. Then, begin to build some factories and some gateways. For the Protoss, try going Zeal/Goon with Reaver support, and for terran, have Goliaths, Siege Tanks, and BattleCruisers working for you. For your terran, goto the edge of cliff where it's closest to the Zerg base and siege your tanks, have Goliaths at the back. Start pounding away at this base.

Once you've cleared away the entire upper part of the small Zerg base, bring in some dropships and load all your guys and then drop them on to the creep to finish off the rest of the buildings. Send in 12 more tanks (you really should focus on the terran for this mission), with 8 more Goliaths and approach the Overmind. It's time to let it all hang out. Bring in the Protoss forces through Recall with Reavers, Zeal/Goon to help fight. Once you've cleared away some of the creep, lift all your factories and land them at the Zerg base and start building Vultures. You're playing to win here, so send in absoulutely EVERY unit you got. If you use everything you have (assuming it's a lot), you will eat through and finish off the Overmind. Victory was earned and now yours.

StarCraft Expansion Walkthrough

Protoss

Mission 1: Escape from Aiur

Objectives

- Bring Zeratul to the warp gate
- Zeratul must survive

All you have to do here is to work your way to the bottom right of the map. Remember to gain control of any other isolated Protoss units. Use Zeratul to destroy the Nydus canals quickly and have all the other troops back him up while he does his thing. When you encounter the Utralisks, have Zeratul move in to bring them down in 4 shots and have the Dragoons destroy the Overlords as fast as possible.

Once you get to the yellow Protoss base, walk into the big gate with Zeratul and mission completed.

Mission 2: Dunes of Shakuras

Objectives

- Establish a base and find the Dark Templar
- Destroy the Zerg base

All right, lead off by building a Nexus at the top left of the map followed by a pylon close to it, and begin gathering minerals while they are warping. By doing this, as soon as your Nexus finishes the Probes will be able to return the minerals right away. You will be ambushed by Hyrdalisks during the early stages of the game, but the Dark Templar will come and bail you out. Once the little scene is over, you will be prompted to destroy the Zerg base. So, let's get to it.

You're going to need another a pylon, so begin warping one. Once the pylon is complete, continue to pump out Probes. Keep bringing them out throughout the match, or until you run out of mineral patches. I destroyed the Zerg base at 129/129 supply with a big group of speedlots and dragoons with some dark templar support. This should be enough to bring down the modest forces in the orange base.

Mission 3: The Legacy of Xel'Naga

Objectives

- Destroy the Zerg Cerebrates

At last, the Corsairs are at your disposal -- this means the sair/dt

combo is finally at your finger tips as well. This level can virtually be won by Dark Templars and Corsairs, but we might need some Archon support to bring down the Spore Colonies fast. Please note, though, Sair/dt is a gas heavy combo, and plus the archons, it will probably cost you a lot of gas. Start building up Dark Templars at first, as you already have 4 Corsairs, and then move on to some Archons and maybe one more Corsair. If you find using Archons is too much of a hassle, you can use Zealots instead, as your mineral count will go up as you wait for your gas to do so.

When you have your army of Dark Templars with Zealot/Archon and Corsair support, get some shuttles and about 3 shuttles and load in all your DTs. Fly your Corsairs over with your Shuttles and unload them along the edge where the Spore Colonies are. If you have to do (but try not to), use some Disruption Webs on the Spores and use your Corsairs to rape any Overlords that try to come close. Capture the entire top right part of the Zerg base and group all your troops there. Once you use up all your resources (leave 400 to build a Nexus just incase), group your forces at the top right part of the Zerg base. Then, take a deep breath and throw in all your Dark Templars with Zealots/Archons to one area of the Zerg base. It's important here that you have perfect control of all their units, and don't let them go far from the Corsairs. Focus on bringing down the base bit by bit.

Mission 4: The Quest for Uraj

Objectives

- Bring Kerrigan to the Uraj Crystal
- Kerrigan must survive

This is a mission where you must bring Kerrigan to the far right of the map, where the Uraj crystal is located. Begin by destroying the remaining of the Terran buildings with your Dragoons and building a Nexus followed by two pylons. Also, tell your Probes to start gathering.

For the next few minutes, continue to pump out Probes, as usual, and building some Gateways. You should also have your gas up by now. Once the buildings are completed, begin pumping out some units. Once you have enough, it's time to work on Kerrigan getting to the Uraj crystal.

You have two options here, you could have not built any units, and just mass Shuttles, which will also work if you have some luck on your side. To be a little more detailed about that, have the real Kerrigan be in one of the many shuttles that you'll get, and then have the rest as diversion. Once you have many, many shuttles built -- send them all over to the Uraj crystal at the same time and hope that you have some good luck.

The second way, is to fight your way through. This will insure that you'll win eventually, but it will take some time. If you decide to do this, create lots of Reavers with some Zealots.

Mission 5: The Battle for Braxis

Objectives

- Destroy all Power Generators to UED blockade
- Artanis must survive

Start by going loading all your units into the shuttles. Drop them off at the island where an Observer is floating in the far left. Destroy the turrets on the right, ignore the ones on the left. Work your way past the bunker and to the generator, which is a short way after the bunker. Once you destroy the generator, all the turrets on this island will be deactivated. Once this happens, move your observers closer. Keep repeating this process and look for open areas. Destroy the generators at (roughly) the left, right, top.

Mission 6: Return to Char

Objectives

- Retrieve the Khali Crystal with a probe or a drone
- OR
- Do enough damage to the overmind to send it into emission

If you play online a lot, then the second option is definitely for you. It's the old style of play; you destroy everything in sight to achieve your goal. I never really liked the things you have to do to add an "objective" element to the game, and finally they give us a choice. All right, that's enough of the background check, let's get on with the walkthrough.

If you're going to play old style, you should be familiar with all the strategy I've provided by now, so just depend on those.

But, for all you people that don't really play online, I came up with an alternate, and rather interesting strategy. We're going to put all the money on the line to get a successful transport. Anyway, don't bother getting any units and quickly mutate into lair as fast as you can. Once it's done, research overlord speed followed by transport. Then, proceed to mass overlords and drones (by the way, the Protoss should be focused on getting lots and lots of minerals). Keep pumping until you have more than 24 Overlords, loading each of them with drones.

Then, once you're ready send them all to unload on the crystal. The Overlords will be attacked and attacked, by with any luck you will pull through and the mission is yours.

Mission 7: The Insurgent

Objectives

- Eliminate the traitor Aldaris

There will be three High Templars visioned to you at the beginning of the level. The one at the northern part of the map is the real one. You'll have to build up a strong ground force of Dark Templars, Zealots and Dragoons with some Reaver support if you want to get to Aldaris without being stomped down. Also, have a shuttle ready to load some Dark Templars when the Protoss base is down to rubble and destroy Aldaris.

The defense of Aldaris will throw just about everything they have to stop you from destroying him. The units I'm talking about are Zealots, Dragoons, and even a Carrier or two. If you just focus on dismantling the ground units with Dark Templars and detection with Corsairs, you'll be able to come out on top.

Mission 8: Countdown

Objectives

- Bring Artanis and Zeratul to the temple
- Protect the temple from the Zerg
- Zeratul must survive
- Artanis must survive

The final mission of the Protoss. You'll start off with two bases, one for Zeratul and one for Artanis. Have lots of workers mine and the usual process. This level you're going to have to focus on getting reavers and dragoons. So, take down the Zerg base at 3 o'clock and win their resources. Begin by building a robotic's factory with your cash followed by a support's bay. Then, begin pumping out the Reavers one-by-one. Use some gas to build some Dragoons as well. Once you have massed out, begin the strike to the temple. Have your reavers go first and goons follow.

Have Zeratul and Artanis stand on the beacon to begin the chanting process. You have to fight off the Zerg for 15 minutes. This is the perfect team, you see: the Reavers will bring down the Zerglings that try and take down your goons, while your goons take out all the air units that come your way. Make sure you are fully upgraded (3 3 3).

Terran

Mission 1: First Strike

Objectives

- Destroy the enemy Command Center
- Duran must survive

This mission can be really erally easy, or you can make it really, really hard for yourself. Take your pick.

...Good choice, the easy way it is. Use all your starting units (with the exception of the workers), to the 9 o'clock position, all you need is for at least one unit to get there and you will gain control of everything there. Build a refinery immediately followed by 3 barracks at the northern choke. Have all the mining down at the other base and use this base for offensive purposes. Once you have enough money, build 2 more barracks while pumping out a whole bunch of marines. Get an Academy up and upgrade both Stim Pack and range. Keep pumping out Marines 5 at the time and mass out or until the enemy attacks you.

Now use the comsat station and scan at the far end of the red base for the command center with a comsat station. Once you have it, use all your marines and attack it, stim-packing all of them once when you get have way. The Command Center will be reduced to rubble in a matter of seconds.

Mission 2: The Dylarian Shipyards

Objectives

- Steal the Battlecruisers
- Defeat the Dylarian Orbital Defense

The level will have four different stages. The first stage is rather easy, have your Marines stim pack and let your Medics heal them to take out the bunkers. Then, the second stage gets a little harder. Move one medic to the left edge and Blind the tank. Continue to blind the tanks until there is a safe path for your civillians to walk to their beacons. The third stage is all about using the nukes. Nuke a little beside the science vessel, but don't directly aim at it; and you will have the group down. Repeat the process until all the defenses are cleared. Now it's time for the stage. This is an all-out brawl, and there is no strategy for this except to take down the defenses with all-out force. Do so and you will steal the final battlecruiser.

It's time to engage in the final battle against the Duke's Battlecruisers. Have a big group of Battlecruisers attack the opposing battlecruisers one at a time.

Mission 3: Ruins of Tarsonis

Objectives

- Bring Duran to the Psi Emitter
- Destroy 4 Zerg Hives
- Duran must survive

Again, start off by building lots of SCVs. Then, move on by building a Barrack. On this mission, you have to focus on Metal. You should know by now this is my favourite combo for the Terran in any of the destroy missions. You can take out the brown base really easily by parking some Tanks at the cliff. The rest of them could be done really easily too, just use the tanks and take out all the sunken colonies from a distance.

Once you've done that bring Duran to the beacon at the northern part of the map to complete the mission.

Mission 4: Assault on Korhal

Objectives

- Destroy the enemy physic labs
- OR
- Destroy the enemy nuclear silos

This match is all about destroying stuff, and what's the perfect weapon for that? That's right -- Wraiths, or cloaked ones to be exact. Start off with the strong economy, like always -- then move on to buildings. Your focus here is Cloaked Wraiths, nothing else. Once you have enough Wraiths to bring down whichever one you choose (I suggest the nuclear silo, as there are fewer missile turrets); always, ALWAYS destroy the missile turrets first; have ALL your Wraiths attack one turret at a time to bring it down quickly. Once all the turrets are gone, you can have your way with the rest of the stuff -- also, bring down the Science Vessels that try and detect you too. Once you get scanned, uncloak yourself and wait for the scan to wear off first.

Mission 5: Emeperor's Fall

Objectives

- Destroy Mengsk's Command Center

This mission is all about destroying everything and getting yourself to the Command Center, so we both know what we're going to look to. That's right; Metal, perhaps the most useful combo for the Terran. Anyway, you know the drill, get lots of workers throughout the match and tank your way through to the command center, which is located at roughly 1 o'clock.

Mission 6: Emperor's Flight

Objectives

- Destroy Raynor's command center

Pretty much the same as the last mission. Again, go metal and shred through every single object in sight: If the Zerg gets in the way, blast them to hell; and the Protoss; well, that's your priority. Basically, all you have to do is focus on getting lots of tanks (2/3 Goliaths 1/3 Tanks) and you're going to come out on top.

Mission 7: Patriot's Blood

Objectives

- Find and kill Admiral Stukov
- Duran must survive

Begin by going through the gate on the right. Then follow the path to the next gate. Follow the path again to the fork; ignore the new path and continue down. Go through the next gate and take out the defenses here. After a short scene with the Civilian you can go through the gate on the left of the beacon and locate Admiral Stukov. Once you have this, just tell all your units to attack where he is and they will get there by themselves. Make sure you have Duran with you.

Mission 8: To Chain the Beast

Objectives

- Bring a Medic to each of the beacons surrounding the Overmind
- Destroy the Cerebrates to weaken the Overmind's defenses

This is another hard final mission to defeat. Right off the bat, you will be attacked by invincible sunken colonies, so just unload all your marines and have them camp at a safe distance. Begin to build up a strong force of Metal once again, and bring them down to the base on the far left with a dropship to avoid the colonies and get to the Cerebrate to destroy the sunken colonies by your base. Next, you're going to be facing a team of hero Ultralisks. You're going to need a strong load of tanks to take those out. Keep battling and take over the destroyed bases' resources to build the

strongest team of units possible -- I think you're going to need lots of battlecruisers with metal this time. I'll end the Terran walkthrough with a GL HF DD KA GG NO RE.

Zerg

Mission 1: Vile Disruption

Objectives

- Rescue all the Hives

The first hive is on the top left corner, get to the main hive to get some reinforcements. Then, the next base will be the one on the top right, followed by the one directly under that. Once you get through there, get to the middle, where you'll have to use Scourges to bring down the Guardians. Then, move on to the base under the one on the top left. Use the Queen's spawn broodlings ability to bring down the Ultralisks. Then, move down to the hive to get some Defilers. Darkswarm your Hyrdalisks to bring down the Mutalisks attacking. Once this base is saved, head into one of the Nydus Canals and end up on the new base. Immediately get to the hive to get lots of reinforcements. GG.

Mission 2: Reign of Fire

Objectives

- Destroy the Psi Disruptor

Start off by gaining control of the drones on the left, then the Zerglings at the bottom of the base. Then, proceed to build a hatchery. Tell the other drone to gather minerals. All right, now it's time to start off with some money. Pump out drones till you reach 17 and then build a pool followed by an overlord. You're going to have to look to the Hyrda/ling combo for now, so start pumping out the speedlings and the hyrdalisks throughout the match. Once you think you have enough, at the supply of 100, assuming you have like 50 drones or so. Attack the top right of the map and tell your Zerglings to go directly for the Disruptor while your Hyrdalisks try to hold them off.

Mission 3: The Kel-Morian Combine

Objectives

- Mine 10,000 minerals
- Fenix must survive
- Infest enemy command center for next mission (optioinal)

This mission is all about the drones. Create a whole lot of them and then some hatches with lots of sunkens and spores to fend off any attacks that may come your way. Keep pumping out drones and mining and you will come out on top. There's really nothing more I can say here except to have lots and lots of drones.

Mission 4: Liberation of Korhal

Objectives

- Destroy all enemy bases

You'll start off with 10 000 minerals, so start off by building some hatches. Then, build lots of drones to start mining. Since you have access to Guardians this match, create a ground force of Hyrdalisks and Zerglings with some Guardian support. Start off with the top part of the map and move to the left from there, destroying everything in sight and then capturing the resources. Once you have so many extractors getting gas, build a big group of Guardians with Hyrdalisks support and bring down the rest of the bases. Guardians own, remember that. And yet another GG.

Mission 5: True Colors

Objectives

- Destroy all bases
- Kill Fenix
- Kill Duke

In the five minute span, send your Lurkers, Zerglings and Hyrdalisks to the Terran base on the left side of the map and bring down as much as you possibly could. Have all these bases in mind for expansions later. Remember, it's also important you multi-task; meaning, you should build lots of drones while you're fighting, make hatches, get an extractor up, etc. When you're ready to make the final strike on the bases, create a team of Guardians, Craxlings (fully upgraded zerglings), and Hyrdalisks to bring down every thing in sight. It's important that you keep pumping out Zerglings for back up when your troops go down. Keep fighting through the entire map until you find Duke and Fenix. Duke is in his Battlecruiser, so you should use Hyrdalisk + Dark Swarm to bring him down; Fenix is a Dragoon, as usual, so anything will work for him. A well earned GG.

Mission 6: The Fury of the Swarm

Objective

- Destroy the Renegade Zerg

The first three bases of yours will be brought down; there is nothing you can do about them; so just focus on your current base. Begin building some drones and turning those creep colonies into sunken. Since we're up against Zerg here, there's a little strategy that I have to reveal: that's the Lurk/Swarm. This combo absolutely devastates the Zerg; no matter how strong their forces are. The only realistic counter to Lurk/Swarm is Ultralisks against the Zerg, and these babies are really expensive, so they can't pump out many of them. Anyway, let's get right to it. Get some drones mining gas a bit earlier this time; when you have enough money build a hatch closer to the extractor, do so.

Tech fast while still pumping out lots of drones; no need to research Hyrdalisk stuff except for the Lurker Aspect this time. However, you should research the Crax still. Begin pumping out about 12 Hyrdalisks, and turn them all into Lurkers; no matter how long it takes you. Then, follow with 3 Defilers and the rest mass Zerglings. Remember to research Consume for your

Defilers -- tell them to Consume the Zerglings once they go low on energy.

Once you're ready, have your forces goto the Zerg bases on the left side of the map; Lurkers first followed by Defilers. You have two options here: you can take the risk and plant your Lurkers first and then immediately Dark Swarm. Or, you can Dark Swarm an area and then send the Lurkers in. The second method is a lot easier, but it's 4 seconds slower, I believe, and this makes a big difference; as in four seconds you can bring down another build or two.

Mission 7: Drawing of the Web

Objectives

- Bring Duran to each Zerg beacon
- Duran must survive

The path to the beacons is rather poorly defended, so all you really need is Crax (fully upgraded Zerglings) with a team of Hyrdalisks (with maybe some Lurker support), and of course Duran himself. Again, that's really all you need to get to the beacon; just remember the basics of Zerg (lots of drones; but not as many as you would have as toss or terran; capitalize fast build of Zerglings/Hyrdalisks and their cheap cost), and you're going to get this mission done rather quickly.

Mission 8: To Slay the Beast

Objectives

- Destroy the Overmind with the Dark Templar
- Must be able to have Dark Templar

Again this is Zerg vs Zerg, so you should its Lurk/Swarm all the way. Whats more, you'll even have access to the Dark Templar this match -- which will boost your strength up considerably. Let's be familar with where you can expo; on the far right of the screen and then down a bit is a rich area of resources and even with a geyser. This is a must-expo if you're going to be sucessful, Lurker/Swarm is lots of gas. There is also another smaller expo on the left of right where you start off, a geyser is availablle there as well.

Anyway, build up a strong force of Lurk/Swarm with Dark Templars and Zerglings to literally rip your way to the Overmind. Once you get to the overmind, use your Dark Templars to put it away.

Mission 9: The Reckoning

Objectives

- Destroy the Protoss base in under 30 minutes

This will be a ZvP match-up, and it could be a good one. The thing here is, though, there are no expos available to you unless you bring down the Terran bases. Anyway, you're going to have to go ground with Guardians again; Zerglings and Hyrdalisks will do. Do the usual, keep teching and pumping out drones until you have a reasonable amount, 'round 20-50 and then begin pumping out the units; but really, though you should be pumping out the units even when you are building drones. If you can beat this in 25 minutes or under, you will

have access to the one time bonus mission that cannot be found in the missions menu -- Dark Origin.

Bonus Mission 9a: Dark Origin

Objectives

- Make your way to the crystal

This is a mission of basically Zeratul fighting through to find answers. You'll start off with a couple of units by your side. Fight your way across the map and you will gain other units along the process; use the Mind Control ability to gain control of the stronger units like the Battlecruisers. Once you make it to the end, Duran will talk to you and really just preview this next StarCraft game -- as he tells you he is working for an even "greater force."

Mission 10: Omega

Objectives

- Destroy the enemy bases

This mission should really be called the "Showdown", because it really is. This is probably the toughest battle of them all, as the enemies has one mission: that's to bring you down. You should focus on bringing down the red terran base first; as they have the nukes, which can cause you problems. The trick here is to hit them hard and fast; so the Hyrdalisk/Speedling combo will have to do for this. Build up quickly and bring them down -- then it's time to bring down the Protoss force. For this, build up some Guardians to accompany your Hyrdalisks and Zerglings. Bring them down quickly and take over their resources as well as the red Terran. Then, the white Terran should pretty much be a piece of cake.

=====
Mutliplayer
=====

This is where you get to play lvl against your friends. The screens will be split, so you can occasionally take a peek at your opponent's screen if you want to gain the unfair advantage. There will also be 5 extra "Use Map Settings" games for you to play. Which are:

Pro Bowl

- * A football game
- * Each goal worth 7 points
- * A crystal is the ball
- * Two halves of two minutes

King of the Hill

- * Have most units at the hill after 30 minutes

Starcraft

- * Capture the Flag
- * Units with stats differing from regular gameplay

- * 10 points for capturing flag
- * One point for every enemy

Zergling

- * Firebats to round Zerglings into corral
- * First to 25 = Win

Old Faithful

- * Units left on low ground will be destroyed
- * First to mine 5000 minerals win

The strategies in the next section is really what you should use in the Mutliplayer.

=====

Bonus Strategies

=====

Metal

This is used for Terran. A really strong combo, especially in Brood War where the Goliath gets the Charcon Boosters (matching the range of the Guardian). Well, anyway, the two units involved in this is the before mentioned Goliath, and the Siege Tank. This combo is especially effective because the Siege Tank wipe out just about any ground unit in the game, and can bring down the buildings very easily. But it has one falter -- no air attack. That's where the Goliath comes in -- when fully upgraded, it has an attack of 32 -- the highest air attack in the game -- and it could bring down just about any air unit except for the Mutalisk (which is a very complicated reason, so I won't go into it). You know the old saying: you scratch my back, and I'll stracth yours.

4pool

This is the ideal way to defeat bases fast and quick. It's especially useful the lvl maps where you know exactly where the guy starts. What this basically is, though, is building a spawning pool when you have 4 workers, hence the name 4pool. What makes this effetive is it occurs so early in the game, that the target almost has no time to build anything at all. Is almost a guaranteed win if you 'em with the Zerglings right away.

Dark Swarm

Ahh... yes, my absolute favourite special ability: the Dark Swarm. This will disallow any air units from attacking your ground while they are under the cloud. This cloud will last for a duration of 1 whole minute -- which is a long, long time.

When you go range vs. range and you use Dark Swarm, all the opponent has to do is run into the cloud and your Dark Swarm will be rendered useless. However, while they are in the cloud, you can use a Zergling, a Lurker, an Ultralisk, or a Broodling to go in there and rip them to shreds.

The Dark Swarm + Ultraling absoutely owns toss. All you have to do is Dark Swarm an area area the buildings and send in your Ultras and lings to

destroy them, and the toss can really do little or nothing about it.

Lurk/Swarm owns Zerg, and that's the strategy I'm going to be a little more detailed about it.

Lurk/Swarm

This is a strategy that owns Zerg. Sure, the Zerg can have the option of using this on you as well; but the trick here is to "Do unto others before they do unto you." -- Don Taylor, NHL 2002. The reason why this owns Zerg so badly is that Zerg doesn't have any cheap ground units to bring them down -- the Hyrdalisk can't do anything, as the Lurker attack counts as melee; the Zergling is just too weak for the job; a team of 5 lurkers can probably bring down 60 Zerglings or more; and the Ultralisk is just too expensive to be able to be pumped out consistently. Move your Lurkers into your opponent's base and Dark Swarm them, then bring it down.

Sair/DT

I really said everything I could say earlier, so here it is:

For example, first, you send in the Dark Templars to begin the rape on some units without the watchful eye of the Overlord. Once the enemy realizes that you have some DTs at his/her base, he'll send in an [some] ovie(s) to spot it. This is when you send in the sairs. Have all of them attack the ovie at the front, and move on from there. With any luck, you'll deal enough splash damage to the other ovies so you can bring them down quickly.

One last thing, it's important that you go after the Evolution Chamber(s) RIGHT away. By destroying these, the Zerg will not be able to build any spore colonies for detection or to fight off your sairs.

It also has a special ability, Disruption Web. Use this to stop ground units and buildings from attacking. It's not as useful against units, since they can just move out of the web, but against defense buildings like bunkers or photon canons, it absolutely owns.

Captializing the Special Abilities

Winning with brute force sometimes will work, but not all the time. In a tight match where all the battles just end in draws, you should bring in a special ability or two. Here are the all the units with special abilites and the definition of what they do.

Marine + Firebat

Stim-pack: Makes your unit attack faster and move faster, the cost for that 10 whole HP.

Medic

Optic Flare: Binds target unit
Heal: Heals the target biological unit

Vulture

Spider Mines: Plant 3 of them and they will do 125 damage to nearby units.

Science Vessel

Defense Matrix: Will give 200 additional HP to target unit

EMP Shockwave: Bring down energy and Protoss shields in a target area

Irradiate: Hurt target biological unit little by little

Wraith

Cloak: Cloaks the Wraith, can only be seen when detectors are around.

BattleCruiser

Yamato Gun: Deals 250 damage to target

Ghost

Cloak: Cloaks the Ghost, can only be seen when detectors are around

Lockdown: Stops mechanical unit

Nuclear Strike: Needs to be armed by a nuclear silo, will deal heavy damage to target and splash just about everything else.

Queen

Parasite: Will allow you to see through that unit's vision

Ensnare: Slows down the unit

Spawn Broodling: Makes a ground unit into one or more Broodlings (attacking units).

Infest Command Center: Infests Command Center

Defiler

Dark Swarm: Units under this cloud can not be shot into

Plague: Will deal damage to target unit until target is in "red zone"

Consume: Consume a unit to gain 50 more energy

High Templar

Psi Storm: Deals 124 damage if a unit is under the storm for the whole time

Hallucination: Creates fake units. They could attack, but deals no damage.

You can see which ones are real, opponent can not.

Summon Archon: Creates an Archon

Dark Templar

Summon Dark Archon: Creates a Dark Archon.

Corsair

Disruption Web: Stops anything on the ground from attacking for a duration

Arbiter

Stasis Field: Stops unit. Basically brings the unit out of the game for a duration.

Recall: Teleports a group of units in a certain radius to where the Arbiter is.

=====

=====
Jeff "CJayC" Veasy: For posting this FAQ

=====
Copyright 2003 Tony Tso

Just another FAQ brought to you by...

_ / _ / _____ \ _____
_ / _ \ _ \ _ / _ \ _ / _ / / _ \ _ \ _ \ _ \ _ \
/ / _ / / / / / / / / / (_) _ / / / / / / / / / / / / / / / / /
\ _ / / / / \ \ _ / \ _ / / / / / / / / / / / \ _ / / / / / / / / / / / /

-EOF-