

# StarCraft 64 Walkthrough

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## 1:COMMENTS

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-Welcome to my Walkthrough! This Walkthrough was done to help people through this very difficult game.

-I haven't been working on this Walkthrough for quite a while but I finally got RR installed in my room, the walkthrough is alive again!

### NEW:

-Well five years after the above comment the walkthrough is truly alive. I am again working on the walkthrough (now i'm using my PC in the Office for the game, and my Laptop for the writing of the F.A.Q. rederring me gettin rr in my room useless :^) Just throught you would find that funny.

-I am also going to make this both StarCraft Walkthrough for the PC and N64 such as saying Campaign for the PC versian and Episode for the N64 versian.

### REALLY NEW:

-I'll try to do a level every two days and that should get this done before the year ends! I will make the SC2 walkthrough alot faster.:^)

-I'm adding two new features to the Walkthrough Section, Strategy Summary and Info.

-I'm going to do a much needed spel check [Spelling spell wrong is a joke]. I'm also

going to update everything I need to  
to make this for both PC and N64 and take a small break before starting on Brood War.

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2:LEGAL JUNK

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1: This F.A.Q. is provided free of charge. Meaning, selling, renting, or any form of profitable use of this F.A.Q. is immoral and illegal.

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5: THANK YOU FOR FOLLOWING THESE BORING RULES.

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3:WALKTHROUGH

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I will put a # as each objective is completed  
If an objective is in ( ) it's either optional or you get it later.  
Save very often. Though some times I will give suggestions on when to save.

a.Terran:

Boot Camp

I'm not going to write a walkthrough for the Boot camp and Officer Training levels because they're a tutorial and you should be able to do them your self.

Officer Training

I'm not going to write a walkthrough for the Boot camp and Officer Training levels because they're a tutorial and you should be able to do them your self.

1.Waste Land:

- Find Raynor
- Build A Barracks
- Train Additional Marines
- (Raynor Must Survive)

INFO: The first Mission of the game,and it's pretty simple you only have to come in contact with two enemeies and they are the weakest units in the game.

STRATEGY SUMMARY: Move your men down to the bottom of the map, grab Raynor on the way, and build a Barracks and build untill you have the required amount of Marines.

First select all of your men and move them down the road. When you reach where the road stops, go down and you find Raynor 1. Now send your

Marines and Raynor down where you'll find your first two Zerglings. Kill them. Send your team down to the base and get your S.C.V.s to harvest the minerals. After 150 Minerals are collected build a Barracks 2 then train five more Marines 3 4. Mission Complete!

## 2.Backwater Station:

- Eradicate The Alien Infestation
- Raynor Must Survive

INFO: Blizzard was smart to put a level like this so early in the game. They gave you a level that you can slaughter the enemy and feel powerfull and still learn how to play the game. This is a fun one so enjoy.

First build 10 S.C.V.s After they are built build 4 more but don't let them harvest. Send in Raynor and his boys to go up a little to the right you'll find 3 Zerglings. Kill 'Um. After that send Raynor and his boys back to your base and get Raynor repaired. Now get one of the 4 S.C.V.s to build a Refinery on the Vespine Geyser which is up a little bit. When he's done send the other 3 S.C.V.s to the Refinery so they'll mine it. Now build a Engineering Bay. Upgrade your weapons. While it's upgrading build a Supply Depot and then 6 more Marines. Wait until the Upgrade is done then do your Armor Upgrade. When it's done send your troops up and kill those Zerglings and Creep Colony. Keep going up until you get to the Command Center. Touch it. Get your S.C.V.s, they should be done with the minerals, and tell them to mine the minerals at the new base. Send all your Marines and Firebats to the right of the new base. Then go down and KILL ALL! Send them down then to the right to kill the Hydralisks and Zerglings then go up. Kill all who oppose then kill the Creep Colonies. Then go up and destroy that Infested HQ send Jim to help12. Mission Complete!

## 3.Desperate Alliance:

- Survive for 30 minutes
- (Destroy the Zerg Hatchery)\*only available in the N64 versian

INFO: This is a fun mission! There is also two ways to beat this mission

1. First get 4 marines in each bunker. Then build 15 S.C.V.s 10 for mining 4 to collect Vespine gas and 1 for a builder. Get the builder to repair any damage then build more Bunkers where the first Bunkers were going upwards fitting as many as you can on both sides. Fill each Bunker with 4 Marines and the last to you build put 3 Marines 1 Firebat. Be sure to add a couple of Missile Turrets to. Before that build a Comsat. During your building of any thing try to do upgrades here is the order Weapon, U2378 Shells (in Academy), Armor. Build Supply Depots as needed. Put 3 Marines at each side of the minerals. Never go across to the other Island unless you have experience because their's is a big Zerg base there and they will over run you. Back to the Survive for 30 minutes, use your Comsat to search unexplored areas of the map. Keep building those Bunkers and repairing damage until it has 1:30 left then a wave of Zerg will attack either the left or right but you'll have enough Bunkers and Missile Turrets to hold them at bay or even destroy them1. Mission Complete!

2. But for the more experienced just destroy a building for the objective for destroying their Hatchery to appear in the N64 versian. Just send 2 waves of 18 Marines (may only take one) to kill there Hatchery12. If you have the PC versian you can go and send the waves of Marines and even Firebats if you want to elimnate the Zerg so that all you have to do is wait for the timer to run out without any worries of attack 1 2.

#### 4.The Jacobs Instillation

- Retrieve data discs from the Confederate network
- Raynor must survive

#### INFO:

First send up your men. To the right will be a Missile Trap on the wall then go back down and go to your left and kill everyone there. Go back up and take the right where the Missile Trap was. Kill the Civilian and keep going 'till you reach the Beacon and send a couple of marines and Raynor in to the Beacon. Move up on the screen and you'll see where they teleported to. Touch the other Beacon then kill everyone then go back to the other Beacon and teleport to the rest of your men. Look at the map areas that have been shown to you. Then go down until you reach where the Missile Trap was. Don't go through the two doors yet go to the left of the two doors. Eventually you'll reach a door, go through it. Kill, Kill, Kill! Go to the right and kill some more. Then up the stairs and up to the left is a Floor Trap go up and through the door to the right and kill the Marine and keep going right . If you chose to kill more don't worry you wont die go down and keep going down and kill all. Then go back up and then go to the right. Then go down through the door and kill everybody. And hit the Beacon to deactivate some Floor Traps. Go up and touch the Beacon if you want to fight some Zerg. You will probably kill them all before they can even hurt you. Just go up into the prison cell. A lot of animals will be everywhere but they can't hurt you. Go down then to the right and follow the path and kill everyone you come across. Once you get down the stairs open up the doors downwards and kill all the Vultures and other enemies. Go up and there will be a Missile Trap where the stars are. Go up the stairs kill everyone and get everybody into the Beacon. To the right on your map you'll see where they teleported to. Go down and you'll reach Missile Traps on the floor. Go through the door and you'll reach some Marines kill them. Go down destroy the Missiles Trap on the floor. Go down through the door and KILL ALL!!!!!! Then get Raynor to touch the Beacon1. Mission Complete!

#### 5.Revolution

- Bring Kerrigan to the Antigian Command Center.
- Defend the Antigian rebels.Raynor and Kerrigan must survive
- (Destroy the Confederate base)

This Mission takes PATIENCE! Take your Marines and Jim (I'll refer to them as Jim and his boys) down and you'll meet Kerrigan. You'll talk to her and then she'll show you what she scouted. Send everyone down and you'll meet a Marine, kill him. Destroy all the Missile Turrets. Now go to your right and a Vulture will be there, kill it. Now go up and kill the Wraith you'll meet. Go left until you see the Missile Turret kill it and then retreat. Cloak kerrigan and tell her to destroy all the Bunkers. Be patient It'll take a while. If she runs out of energy just send her back to Raynor and the boys 'till she has enough energy then send her back 'till everything is destroyed. Now send Kerrigan to the Beacon and Jim and the boys to the right of the Command Center. Kerrigan will kill the Confederate officer and then that'll become your base1. Fill all the Bunkers with marines from the one you get near the Command Center and some of Jim's boys. Send the S.C.V.s to the minerals and build 4 more. Lift off both Factories and send one to the Barracks near the bottom of your base, and the other Mac. Shop it a little below where it was it was lifted off parallel to the Starport. Control Tower the Starport right where it is. Send Jim and the rest of his men to the starport. Build more S.C.V.s until you have 15. Send four of the S.C.V.s to the Refinery. Put the Bunkers near the starport where it is just narrow enough to fit two Bunkers one above the other. Build a Engineering Bay

then build a Missile Turret behind each Bunker near the Starport. Build 2 more Supply Depots. Use another S.C.V. to build everything that I listed and will list. Now research Weapons and Cloaking for the Wraiths. Build a Academy. Repair your buildings now. When the Academy is done research UZ38-Shells. Send the other S.C.V.s you had helping you back to the mineral fields. Build a Comsat. Down where your Bunkers at the bottom of you base build Missile Turrets behind them. Then tell the S.C.V. to build 2 Bunkers to the right of the other mineral field and put them AT THE EDGE! FILL ftlineTHE oftlineBUNKERS WITH MARINES RIGHT AWAY! Then use the Comsat to Scan the bottom left, go all the way to the bottom left corner of the map, then in the middle of the screen Scan. From there use the Comsat to scan the rest of the base. Build a Dropship. Build 36 Wraiths, building Supply Depots as needed. Then use our scanner to Scan the bottom left of the map, go to the bottom right of the map and Scan the in the middle of the screen. You'll see a couple of minerals Scan them, then the rest of them, then the bridge, then the Command Center. Repair buildings as necessary and also when you resources are collected, lift off your Command Center and land it where the other mineral field is. When your Wraiths are built send 18 of them, Cloaked, to destroy all the Missile Turrets. then send the other 18, Cloaked, to destroy the confederate base23. Mission Complete!

#### 6.Norad II

- Protect Battle Cruiser Norad II
- Bring Raynor and two Dropships to Norad II

Send everyone to the left to attack the Zerg. Send the 2 S.C.V.s to the left of the map and touch the command center. Send one S.C.V. to repair the Engineering Bay until it is in

the yellow zone. Send the other S.C.V. to the mineral field. Build 1 S.C.V. send the other S.C.V.

to the mineral field. Go to the right of your map and you'll see the Norad II and two Bunkers and three goliaths. Put everyone in the Bunkers including the S.C.V.s. Go back two your base FILL all the Bunkers with Marines you already have except the one at the bottom of your base, FILL it with the Firebat. Put Jim next to the Goliath and send a S.C.V. to repair him then send the S.C.V. back to the mineral field. Build S.C.V.s until you have 15 (use one to build a Refinery, 3 more to also mine Vespine Gas, and 1 to build/repair and the rest to mine minerals). From now on repair Bunkers as needed. Build two more Marines so all the Bunkers, except for the one with the Firebat, are filled. Move Raynor and the Goliath to the Command Center and build a Bunker where they were and FILL that bunker with marines. From now on repair all buildings as necessary (and units ESPECIALLY the Goliaths at the Norad II). Unload the Firebat and tell him to move to Raynor. Now FILL the bunker with Marines. Build an Academy. Upgrade your Weapons, when your Academy is done upgrade your shells. Then make a Comsat. Scan whatever you want to scan. Build a Factory. Mac. Shop it. Build a Starport. Build a Armory. Control Tower your Starport. Upgrade your ship armor. Upgrade you vehicle armor, and attack. Build 2 Dropships. Put Jim in one. Save your game. Lift off all your buildings. Send them all the way down ?till they cant go down any more. Do the same with your 2 Dropships. Send all your buildings to the very right of the map. When they are attacked by Spore Colonies send your 2 Dropships to the right until you're below the Norad II. Send them both up to the beacon12. Mission Complete!

#### 7.The Trump Card

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

There are 2 ways to beat this level.

1. Go to settings and make the game speed as low as it could go. Send everyone, when I say everyone I mean EVERYONE, to Kerrigan and her crew. Put the people ruffly in this order from right to left. Marine and Vulture, Kerrigan, S.C.V. with the Psi Emitter, the rest of the S.C.V.s, some Marines and a Vulture, the rest is up to you. Tell them to go to the beacon using the move button NOT the B button. When you can see the Battle Cruiser tell Kerrigan to lockdown it. Tell the S.C.V.s to stay put and tell the people ahead and a little behind the S.C.V.s to move close to the Beacon with the B button. Tell the S.C.V.s and Kerrigan to stay put until the hind end of your troop comes. When you see the hind end move them to the Beacon and tell Kerrigan to lockdown the first Siege Tank you see. Whenever Kerrigan has low health Cloak her. If the S.C.V. carrying the emitter is blown up tell another S.C.V. to pick it up. When the S.C.V. with the emitter gets to the beacon12. Mission Complete!

2. Put the game speed to the slowest. Move Kerrigan and her crew to the base. Lift off the building where she was and land them in the base. Send all the Marines at the bottom of the map, where the Supply Depots are, and move them to the base. Build 4 S.C.V.s. Fill the Bunker with Marines. Return your game speed to regular (I like full speed but whatever you like put it there). When you land/build your building do it on the black ground only (except for the Supply Depots put them where the ones in your base are). The S.C.V. with the Psi Emitter will be your builder. Build more S.C.V.s until you have 15. Do the usual with them (the 15th S.C.V. will be a helper builder). Build 2 Bunkers at each bridge making the Bunkers parallel to each other. And a Missile Turret behind each Bunker. Fill each bunker with 4 Marines. Leave a space between each set of two Bunkers big enough for 2 Siege Tanks to get there and Siege. Upgrade your weapons while you build. Build Supply Depots as needed. Build an Academy. Mac. Shop your Factory. Control Tower your Starport. Upgrade your shells. Build an Armory. Research Siege. Make a Comsat. Upgrade your weapons to level 2. Build 6 Siege Tanks. Upgrade your vehicle weapons. Build a Dropship. Now have the Vultures go to where the enemy Siege Tank was and on the way the Vulture you will encounter 3 Marines. Try to kill them. You'll probably kill 1, 2 at the most. Now as your Tanks get built send Siege Tanks in-between the sets of 2 bunkers. Siege them when they get there. Scan the Beacon. Upgrade your weapons to level 3. Upgrade your vehicle armor. Build 5 Siege Tanks and 5 Goliaths. Scan a point from the second mineral field to the Beacon. Now you can scan wherever you please. Upgrade your vehicle weapons to 2. Place the S.C.V. with the Psi Emitter to Kerrigan. Your minerals should have run out by now. Take all the S.C.V.s except the one with the Psi Emitter and tell them to group up. You should have about 742 minerals. A little more or less depending on if you repaired or not. You should also have 9 Supply Depots built. When everything is built wait for your upgrade to finish. Start the level 2 vehicle armor upgrade. Get the Science Vessel to Defense Matrix the two Tanks/Goliaths in front and send them past the bridge and down till there all regrouped. Send the Siege Tanks strait up and send the Goliaths where you met the Marine before. When the Siege Tanks reach their destination Siege them. When the Siege Tank and the Marines are destroyed move all your men to the right of this area where it's just past the slope that let's you go to higher ground. Put all the Siege Tanks, but one, in front and Siege them. Then put the Goliaths in back and hold them. Bring your S.C.V.s to the new mineral field and tell a S.C.V. to build a command center. Tell another S.C.V. to build a Refinery. Tell another S.C.V. to repair the damaged Tanks and Goliaths. Tell another S.C.V. to go to the higher ground tell the other siege tank to do the same. Put the Siege Tank at the very top right and do not Siege him. Tell the S.C.V. to build a Missile Turret next to the Tank. When the Missile Turret is done Siege the Tank. Upgrade your vehicle weapons to level 3. Build 4 more S.C.V.s do the usual with all the S.C.V.s down there. Build 8 Marines and move them to the new base. Wait until you have at least 500 minerals. Now un-siege the Tanks that are near the Goliaths and move them up for a ways until your just past the wall. Build a Missile Turret where the wall will surround it behind and above. Build another one parallel down to

where the wall wont let you go further. Build a Bunker in front of each Missile Turret. Fill each Bunker with four marines. Move the Siege Tanks as needed. When you move them move them into the base. Place two Siege Tanks in-between the two Bunkers. Send all the Goliaths and the Siege Tanks that aren't sieged to the base near the Factory. Build enough n Goliaths and Siege Tanks that you have 9 of each. Make the science vessel Follow the vehicle in the second to front. Use the Dropship to move them past the latest bunker you've built. Move every body foward little by little sieging the tanks making sure the Science Vessel is there and having the Goliaths scattered about the Tanks and hold them. Keep inching your way forward until you get to the Beacon. Put the S.C.V. with the emitter in the Dropship. And unload it at the beacon12. Mission complete!

## 8.The Big Push

-Eliminate the Confederate forces

-Duke must survive

First off load up the Dropships and then move all buildings North West until you reach a area full of Add-ons! There put all buildings at their own add on area. Then hotkey Duke and the three Wraiths. Now unload the Dropships and put Duke, the Wraiths, and the 4 Marines, and the Ghosts just below the entrance. Start mining the left mineral clump. You can put the Dropships behind the Science Facility, and put the Barracks between the Nuclear Silo and the Factory. Tell one S.C.V. to build a Bunker as far below the Vespine Geyser as possible and tell another S.C.V. to build another Depot right above that one. When the S.C.V.s are done with the Depot then send them to the fields again and then build 3 S.C.V.s. Send them to the fields also. Keep building S.C.V.s until you get to 12 S.C.V.s mining. Your men under the entrance will defend the base for the time being. SAVE OFTEN! When a Wraith comes to attack you reload the save before the attack and then use hotkey to stop the Wraiths before they cause any damage. Now when you have 12 S.C.V.s make 6 more S.C.V.s and tell one of them to make Refinery and send the six to the Geyser. Now build one more S.C.V. Make him build a Bunker on each side of the entrance ramp and while they are being built make two more Marines. When they are done put 3 Marines in each Bunker and 1 Ghost in each. Research Siege. When the Bunkers are done make another Depot with the S.C.V. that just built the Bunkers. Make all the Depots in the future near the two that were first built. Build 2 Tanks when the Depot is finished. Tell the S.C.V. to make a Academy below the Covert Ops. While that is being built research Ghost Ocular Implants. When the Academy is finished research U-238 shells. Tell the S.C.V. to build two Engineering Bays and 2 Armories. Then build a Missile Turret SE of each Bunker. While the S.C.V. is building these things do these things: Put the Tanks in-between the Bunkers and Siege them. Build an Science Vessel. When finished put the Vessel near the entrance just enough so you can see a lot of the high ground so your Tanks can kill enemies before the come in range. When the S.C.V. is done with all you told him to do tell him to build a Turret at each mineral clump so if a Wraith comes it's Cloak wont do anything. Then tell him to build 4 Depots. ALWAYS REPAIR BEFORE BUILDING! When two Engineering Bays are done research armor and weapon. When the Armories are finished research vehicle armor and vehicle attack. As you can research ALL GHOST ABILITIES. When the S.C.V.s are done mining send them to the other mineral clump. Also research all Science Vessel ABILITIES. Keep upgrading the ground units until all weapons and armor are at two. Now make sure the S.C.V. is available for repair at all times. Now this will take some time but build 6 Tanks, and 6 Goliaths and hotkey Duke and his Wraiths at one and the Tanks and Goliaths at another and the Tanks at another and the Goliaths at another. And then make 2 Nukes (make Depots as needed). Create 1 Ghost. Every chance you get use Norad II's Yamato on ONLY Turret. Now use one Nuke and the few Bunkers on the left and the other on the ones on the right of brown's entrance. When done send your Tanks and Goliaths use the Goliaths only to back up the Tanks let the Tanks in siege mode to do most of the work. Just inch foward until you get to

the minerals of Brown's base. Then send Duke to the left of the old brown base where you will find a bunch of Turrets and a Starport. Kill them. Inch up to the NW most area of the map and take that area over and that is your new second base. Build an extra S.C.V. and tell it to build a Command Center right in the middle. While that is building upgrade ground unit and vehicle upgrades all to 3. When the S.C.V.s are done building move the S.C.V.S to the new base. Build 5 S.C.V.s and make one of them build a Refinery on the new Vespine Geyser. Build a Bunker in front of the two closest new mineral patches one to the front of each and put two Tanks between them and load them up with 3 Marines and 1 Ghost in each. Start upgrading the two air upgrades. Including air Reactor and air Cloak. Also build one Turret behind one of the Bunkers (if u did it the way I did it, it's the bottom one.) Create a Comsat on the new Command Center. Keep upgrading until you have everything but Stimp and Vulture upgrades. Scan as much as you can. Create 12 Tanks and 12 Goliaths (you'll need more Depots keep building them in the same place). When everything is finished you inch forward into the Oj base until they die the Com Sweep is used for cloaked Wraiths. If a Battle Cruiser attack use the Goliaths. Honest they are for air units and any unit too close to a tanks. Oj has a Starport at the to the right area and its mineral area can be destroyed if you just stay on the high ground. To get to the Starport you have to go through the high ground. When they are destroyed (which will be extremely easy) you win.12 Mission complete!

#### 9.New Gettysburg

- Destroy the Protoss force
- All Zerg buildings must survive
- Kerrigan must survive

Okay this one seems as if it would pose HUGE threat since you start off next to the Zerg base which you can't kill. But once you set up the defense I'll show you, they'll be no matter. Okay right of lift off your Command Center and land it nearest to the minerals as you can get. Send you S.C.V.s to mine and build five more. Hot key the four Marines and move them near the Vespine Geyser. Take the two S.C.V.s and tell them to mine minerals. Tell Kerrigan and the two marines she's with to go down right next to the barracks. Build five S.C.V.s. Continue to build more S.C.V.s until you have twelve. The men you already have will be able to defend your base for a while. You can expect some small Zerg attacks and maybe, but probably not, a zealot attack. After you have twelve S.C.V.s build five more. Take the first one and tell him to build a bunker on the right side of the top right ramp leading from the Zerg base to yours. Continue building bunkers on the left and right side of each ramp. Produce enough marines to fill each bunker. While your S.C.V. is doing that take another S.C.V and tell him to build you a Engineering Bay. And tell another to build a Refinery. Build five more S.C.V.s. To do this you'll need to build about three more Supply Depos. Tell the five S.C.V.s you built to mine the geyser. After you have the bunkers built and filled build a turret behind each bunker if you can. Lift off your Factory and Mac Shop it near the right of your barracks on the white plating. Making sure to leave enough room between them that siege tanks can drive by. Once you have bunkers set up move your vultures down by the bridge. Research Siege Tech. and your first Infantry Weapon upgrade. You'll notice that the set up that you have put for the defence of the Zerg are also get rid of the pesky Queen threat. Build a bunker on each side of the bridge to the southeast of your base and build a Starport, and academy. Build four siege tanks. And two more Supply Depos. Build turrets behind the bunkers you just built. Fill each bunker up with three marines. Control tower the Starport. Build a Science Facility. By now you should encounter a lone zealot or something close to that. They usually come across the bridge. Covert ops the Science Facility and build another, when it's done build a Physics Lab on it. Upgrade your infantry weapons again. Build two armories. Move the two vultures to the bottom entrance of your base. Put two siege tanks between the two bunkers



near the bridge. Seige them. Build four Ghosts. Put one in each bunker next to the bridge leaving you two left. Bring your two vultures and two tanks to the bottom entrance of your base and follow it until you see the ramp that goes up to the Zerg base. Build a bunker on each side, a missile turret behind each bunker and put the two siege tanks between the bunkers and siege them. Fill the bunkers with 3 marines and 1 ghost. Then bring the drop ship and place it near the bunkers so it can see above the ramp so the tanks can take out incoming units. Congratulations the Zerg are no longer a threat! . . . for now. Upgrade your vehicle weapons and your air weapons. Build another supply Depo. Upgrade U-238 Shells. Build one Science Vessel. Upgrade Ship Armor and Vehicle Armor, and infantry weapons. Bring the two vultures down to below the newest bunker you just built and you'll see another geyser. Build two bunkers, two turrets, and two tanks. Fill the bunkers with three marines and one ghost, and put the two tanks between the bunkers and siege them. Replace your drop whip with the vessel and put the drop ship back in your base. Build a Command Center to the right of the Vespine Geyser. When you're out of minerals at your first base move all but four S.C.V.s down the new mineral patch at the bottom and build a Command Center there. Lift off your old command center and land it next to your old geyser and have the four remaining S.C.V.s get the rest of the gas. Build a refinery on the new Vespine geyser, and take four of your existing S.C.V.s and tell them to mine it. Now you may do some addons for your Command Centers. Put a nuke on the main base's Command Center, and put scanners on the others. Build a couple more Supply Depos. You should be around 800 minerals when you start harvesting your new resources. Essentially you spent your original resources on defence and half of your upgrades, your going to spend the new money on offence and the other half of the upgrades. Build another Starport. Upgrade ship weapons and vehicle weapons. Add a control tower to your new starport. Build two Battle Cruisers, one in each starport, and do both the battle cruisers's upgrades. Upgrade all aspects of your science vessel two, and build another one of those. Use your vultures and explore the left side of the map, I expect them to die. Upgrade all aspects of your ghost. Build two more cruisers. Build one ghost. Upgrade ship and vehicle platooning. By now the Zerg may throw you an Ultralisk or two, but the defence you built should kill them no problem, leave just a bit of repair. Build a nuke. Build some more deops, around five of them should do well. Upgrade vehicle and ship weapons to level three. Hopefully you've been scanning and have a good idea where the Protoss are. If you haven't let me enlighten you. They're on the top right, and the bottom right, with units scattered in between. But they're sparsely scattered. Build two more Battle Cruisers. Finish off your vehicle weapons and ship weapons upgrades. Continue building Battle Cruisers until you have twelve. You should be real tight on money. Don't worry all you need money for now is repair. While you wait for the cruisers let's have some fun. Load your ghost into a drop ship and drop him in the top right with a vessel. Cloak him and tell him to nuke right below in between the robotics bay and starport. Right before the nuke comes, E.M.P. The area and that will take out the building's shields so that the nuke kills the buildings. This will cause some chaos, and will put the Protoss's offense second priority to them. Hotkey the battlecruisers to one and the vessel to two. Tell the vessel to follow one of them and let's finish this level. Start at the top right and go clockwise killing all Protoss, use your Yamotos on cannons and whatever else you like. You should be able to win no problem! Just for fun, when your S.C.V.s are done mining minerals send all your S.C.V.s to the bottom right Protoss base and see how much damage they can do. Also the Protoss like sneaking in Probes to rebuild their destroyed bases so take your cruisers along the path the probes have to use. By the way the vessel is used to detect any cloaked crap. You can use it's abilities too. During the attack time the Protoss will send their puny attacks to your bases to try to make you retreat and over compensate. Your defence should do fine. Kill the last Protoss building and you'll do fine. 123. Mission complete.

STORY:

- 10.The Hammer Falls  
-Destroy the Ion Cannon  
-Raynor must survive

Basic Strategy:

Specific Strategy:

Right off the bat tell your existing S.C.V.s to mine and build five more. As they come out tell them to go to work. After they are built make five more S.C.V.s and tell one of your existing S.C.V.s to go up to build a barracks. Tell one of your existing S.C.V.s to build two supply deopos. Tell the next S.C.V. that's built to build a Refinery. Build five more S.C.V.s. Make sure you get 4 S.C.V.s harvest gas. Build a bunker above the left ramp against the ramp, and build another agaist the far wall making sure there's enoguh room between them for a seige tank to get through, and leave enough room for a turrent to be behind them (the turrent will eventually be between the bunker and the top of the ramp. When the depos are complete build a engineering bay. Load each bunker with four marines. Now the enemy likes sending cloaked ghosts early. If one comes build a turent near them, you can't have enough turrents :^). Or you can wait untill they uncloak. Build a turrent behind each bunker (on the right side). Build two bunkers in the same style to the right of the right ramp. Build a turrent in front of each of those four column tower things, and build bunkers in front of those (on the right side). Upgrade your infintry weapons to level one. Build a factory and an academy. Put the two firebats, and vulture above your base, between your two defensive outposts. Put your two tanks between the left bunkers. Upgrade infintry shells for range. Build a starport, and an armory. Mac shop your factory. Upgrade to seige. Build two tanks. Build a science facility. Build an scanner. Seige two tanks between the two bunkers to the left. Do the same to the bunkers on the right. Upgrade SHIP WEAPONS, yes I said ship. Build another armory. When it's done upgrade ship hull. Upgrade infinty weapons to two. Send your two firebats and vulture to the left and you'll find several ramps. Go up the left one, kill the marines. Go to the right you'll find two more. Go over right again you'll find more. Go to your left and follow the higher area down and you'll find one last one. If you do it right you'll be left with a very weak firebat. Send him to the top left of the map and you'll have a little bit of the map explored. Build a physics lab. Build another starport and thirteen depos. Upgrade cruiser yamoto and energy. Cntorl tower your other starport. Build four cruisers. Upgrade ship weapons and plating. Upgrade infintry weapons up one more. Build twelve marines and twelve vultures. Belive it or not the four cruisers are enough to eliminate red. Keep your scanner charged to scan cloaked ghosts, kill ghosts quickly and protected the lockdowned cruieser, don't get emped. and yamoto turrents. Start from the bottom left and work your way up. It'll be cool. Build seven more cruisers, and reinforce your existing ones when their built. When red's base is destroyed return to your own and repair your cruisers. Upgrade your cruisers to full. By the way for nukes, just scann in front of your bunkers, your tanks e'll take em out. Even though you took red out he probably still has a couple cruiser roaming about, and still has two turrent near the ion cannon. Now the final advance. Move all your cruisers (once repaired) to the top of red's old base. Send all your ground unit (yes all of them, including the ones in the bunker and the seiged tanks, but leave raynor at your base, and use up his mines, because when attacked white likes to attack you, but just use raynor and his mines, and your base will do fine) to the middle of the map. Hopefully you've been scanning and you know where the enterance to white's base is. Hotkey cruisers to one, and the res of your units to whatever. Get all your ground troops under white's base, and then send them all in. Wait for a minute, and white will remove units from the ion cannon to back up their base. Now your cruisers can do their job. Some wil probably be locked down, but send them in and tell every one of them to tamot the ion cannon, then attack it, ignore the other units. If you are so bad that you lose all those pretty cruisers (i gave you twelve and you lost them that fast! tsk tsk tsk) dont fret, because if you merely get the ion cannon to the red zone it will burn to the ground, white doesn't like repairing it for some reason. Soon enough you'll take out the cannon and you will have won!12.

Mission Acopmlished.

Good job!, you've completed the first campaign.

b.Zerg:

### 1.Among The Ruins

- Create a Spawning Pool
- reate a Hydralisk Den
- Protect the Chrysalis
- (Destroy the Terran encampment)

Tell the two drones you have to harves, and click on the larva and tell it to mutate into a drone. Read the tips that come along and listen to Zasz. Create an overlord. Create three drones. Build another drone, and tell it to mutate into a spawning pool 1. Build two more drones. Mutate a drone into a Extractor. Whenever you have overlords, put them all in a safe place. This map's safe place is to the bottom left of your base. Continue to build drones untill you have tweleve harvest minerals, and four mining gas. To do this you'll need another overlord. Build a seacond hatchery above the vespine geyeser. Move your zerglings to the right of the geyser and new hatcher, and move the four near the Crysalis above your creep colony. Mutate that creep colony into a suken colony. Build a hydralisk den 2. Build two evolution chambers (every time I tell you to build a building, build a drone to replace the one you used). Build another creep colony neare the suken colony, and build two to the right of your new hatchery. Reaserch burrow, ling speed, and hydra speed. Mutate the creeps into suken colonys. Build a creep colony near the water. Upgrade that to a spore colony. Upgrae meelee and missle attacks. Upgrade hydra range. Keep your lings inbetween the suken colonys. Build four more overlords. Upgrade carapce. Build zerglings and hydralisks untill you have twleve hydralisks and twenty four lings. Hot key them. Tell them to attck to the right of your base. You'll find a barracks and some turrents. Now tell your units to attack to the top rightof hte base. Build three more lings (meanign mutate three larva actually creating six lings) and three more hydras. Send them up the left of the map up to the main base. You'll easily overwhelm the enemy and estory him. 34 Good job! And you'll notice on the victory screen that the terrans you just killed were the remnants of the confederacy (yes that huge orginzation that you tried to take down the entire first campaign).

### 2.Egression

- Bring the Chrysalis to the beacon.

Two ways to do this one too.

1. Make your creep colony a suken colony. Bring a mutalisk to the Hunter Killers above your base. Send a drone to the crysalis above them, and hot key all your units. Tell all your units to attack, to below your base. You'll kill a goon and a photon cannon. Attack below that and create more carnage. Bring the drone with the crysalis behind your attack force. Attack down and to the left. After you destroy that third outpost go to the bottom right towards the ramp and destory the cannon you find there. Move up the ramp and destroy all the units you find. Follow the path around and don't go into the pit. It will lead around and bring you to the beacon. Bring the crysalis to it and enjoy your victory 1.

2. Tell your two drones to harvest and create 16 more. Tell the overlord above the hunter killers to touch them so you gain them then send all your overlords to the crysalis and send the hunter killers to the bottom of your base. Make your creep colony a suken colony. Build an extractor. Send six drones to the geyeser. Send all of your hunter killers below your base and take out that first outpost, then return back to your base. Build four overlords. Mutate one of your hatcheries into a lair. Build a hydralisk den and upgrade ling speed. Build two evolution chambers. Upgrade burrow. Upgrade melee attack and missile attack. Build a spire. Build four creep colonys below your base near where you destroyed the outpost. Build one behind it. Mutate the first four into suken

colonys, and the one behind into a spore. Upgrade hydra movement. Upgrade carapace, flyer attack, and missile attack. Upgrade hydra range and build a creep colony on the bottom left most area of your creep and extend it to the ramp. Build two suken and a spore colony near the ramp. Mutate the one u build to extend the creep into a spore colony. When attacked use your existing attacking units to supplement the suken colonys. Build two suken colonys and a spore colony to the right of your base hugging your base because it's cheaper then builing suken colonys above the ramp and at the other enterace to the right. Finish your ground upgrades and upgrade your flyer's carapace. Build nine hydras (bringing you to twleve total), three mutalisk, and twelver zerglin (giving you twenty four). Upgrade flyer attack. Put your lings on hotkey one and two, hydras to three, and hunter killers and mutalisks to four. Move them all to the right and go down, hugging the wall and you'll come accross a protoss outpost. There's not too many there but a bunch of lots will come after you right after the attack. IF you want to find some there on the catwalk above you and in the pit. Attack to the bottom right of the map. You'll come across \*cough excuse me; you'll anhilate them and come to a bridge. Wait untill you have all your units and cross it. This is the Protoss main base. Use your hunter killers to target cannons far away and your lings for the ones up close. You might have a little trouble but int he end wil kill it. If you are low on men youshoudl have enough reasources to bring in a ton of lings fast and a good number of hydras ina short time. Upgrae your flyer carapce to it's last. Protoss units will feed in form behind so be wary. Attack to the beacon, your men wil kill all in the way to it. You now have elminate all units in the game, if not all, almost all. SO send a drone to pick up the crysalis and bring it to the beacno. If you want you can spread your units along the path the drone will take but it's not necceary. When the drone makes it you have won! 1.

### 3.The New Dominion

-Protect the Chrysalis

-Eliminate the Terran preence

Tell the two drones to harvest minerals. Build fourteen drones and a extractor. Makes sure you have twleve hrvest reasources and two harvesting vespine gas. What's important to note is that you have a crysalis that is now immoblie. So protecting it where it is is now important. Before you have all your drones make sure to build another hatchery, and an overlord. Put your overlords in the bottom right. Use your hydras and mutalisks to defend your base for now. Upgrade one of your hatcfherys to aLair. Build another overlord. Build a creep spore colony to the top left of the creep that you have. Build two evolution champbers. Upgrade Grooved Spines and build four hydras. Upgrade missile attacks and carapace. Tell all your hydras and mutalisks to attack up and you'll go up a ramp and attack the platoon stationed there. Now send all your men to the left of the rmp and you'll be between that ramp and the edge of the map. Continue to advance he creep untill it reaches that point. mutate each creep colony u build into either a spore or suken. Upgrade ling and hydra speed. Upgrade burrow. Build a spire. Build four suken colonys in a horizontal line to the right of the ramp near your hydras and mutalisks. Upgrade missile attack to level two, and melee attack to level one. Also upgrade flyer attack to level one. Move your units back to your base because you might get a drop off attack. Your sunkens will do a good job for defence, and if they need help you can quickly send your units to back them up. Build a hatchery up by the new set of minerals above your base. You might want to sned some of your units up there in case of an air attack. When that's build build a couple spore and one suken colony around it. Build three zerglings (six in total) and send them up above your sunken colony and burrow them. Unburrow them if some seige tanks seige there. THis wil help you to protect against being slotered for out of range. Build an extractor on the new geyser and build four drones to harvest it. WHen you run out of minerals send your existing drones to harvest the new ones. upgrade melee atttacks and carapce to level two. Alsp upgrde flyer atttack to level 2. Upgrade speed, range and ventral sacs for overlords. Build untill you have twenty four hydralisks, twleve mutalisks, and twenty four zerglings. You'll need six more overlords to do this. Upgrade flyer carapace. Send the mutalisks up the left side of the map. Kill all the seige tanks and missile turrents that are ligned up against the high ground's edge. It shoudl take you thirty seacnd, then retreat. Then send all your men

(including mutalisks) up to the top right of the map. Finish upgrading your carapce for the flyers. Then send all your men to the top left of the map. Build nine more mutalisks and send them into battle as soon as they are built. If you lose all your men (you probably will) build the nine mutalisks, nine hydralisks, and nine zerglings (eighteen in total) and load up your ground crew into overlords. Drop off the overlords on the middle right of their base (the area where you killed the siege tanks and missile turrents. Use mutalisks to clear out some of the resistance as they drop off. You'll face some counter attacks but either your current defence will handle it, or you just have to send your mutalisk back real fast to handle it, then send them back into the battle. When you have about six buildings left to kill you'll get a message saying that they are retreating and for you not to pursue them. Mission complete 12.

#### 4. Agent of the Swarm

- Protect the Chrysalis until it is ready to hatch
- (Infest or Destroy Raynor's Command Center)
- (Kerrigan must survive)

Send your existing drones to harvest minerals and build more until you have twelve harvesting minerals and four harvesting gas. You'll need to make two overlords. Send your hydralisks and Zerglings to the top right of your base near your extractor. Hotkey them. Build a Spawning Pool when you have the timer around 9:30. Upgrade burrow. When you see a drop ship parasite it. Also parasite the Ragnasaurs around your base. The middle left edge of your base is where a safe spot is for your overlords. When you have burrow burrow your units and pop up on the enemy when he comes. Make the creep colony above your base a suken colony. Now that you have the dropships parasited you can now see where and when your goign to be attacked. Mutate your hatchery to a Lair. Build a hydra den, two evolution chambers and upgrade overlord transporting, and then speed. Around the one minute mark prepare to defend the chrysalis because the enemy might send a few last ditch efforts to kill it before it opens. Upgrade ling and hydra speed, melee attack, and carapace. By now the chrysalis should hatch 1. Yay it's Kerrigan! Arn't you happy she's not dead? Now she's not quite so hot, but shes a whole lot more badass.

From here you can do one of two things.

1. You should have the map pretty laid out by now thanks to those dropships. Load Kerry (I don't call her Kerrigan when she's a Zerg I call her Kerry) into a Overlord and transport her to the bottom between the ramp and the starport where there is no detector, cloak her and tell her to slaughter any anti-air around that spot (powerfull ain't she?) and attack the Command Center until it is near death. From there bring a Queen to it and infest it. Fly the Command Center back to your base, and bring Kerry and the Queen back too. Congratulations you got something that's near impossible in multi-player, INFESTED TERRAN! Upgrade Carapace again and build two overlords and twenty infested terran. Upgrade overlord range. Use Kerry to protect your base with they hydras and lings you should still have (if not build a few). I recomend burrowing the infested Terran as soon as their built because they like running after enemies and they commit suicide deal huge amounts of damage (more than a nuke believe it or not without the range or distance of damage) and they usually explode killing the unit in your base and any friendlies around it. To speed up production you can do what you did again, because they have already rebuilt a Command Center there. If you lose any suken colony simply rebuild them you should have plenty of money. When you have twenty Infested Terran you should have had all your minerals harvested. Load up the twelve drones and the twenty infested terran into overlords. Unload them on the only iopen area of the enemies base to the right (directly right from your base). Send all your drones up to Ryanors base as a distraction then tell all your infested Terran to attack Ryanors Command Center. If you need you can unload one Infested Terran to kill a Missile Turrent so you can have more room. All you need to do is get three Infested Terran Successfully to the Command Center. 23 Mission Accomplished.

2. You should have the map pretty laid out by now thanks to those dropships. Load Kerry

(I don't call her Kerrigan when she's a Zerg I call her Kerry) into a Overlord and transport her to the bottom between the ramp and the starport where there is no detector, cloak her and tell her to slaughter everything she can without being detected, then tell her to attack the turrets and starport to the right. Bring her back to the base. While you're killing everything you might as well infest the Command Center. More than likely you won't be able to kill it all the first time, just return Kerry back to the base and let her refill her cloak and try again. Upgrade Hydra range, Overlord sight, and build a Queen's nest, and spire. Upgrade melee attack to level two, and missile attack to level one. Upgrade flyer attack, carapace, Overlord sight and brood. Upgrade ensnare. Build a Hatchery at the top of your base near the minerals. Place two more suknens below your base, and three to the right of your base. Upgrade Queen energy, flyer armor, and the rest of your ground upgrades. Build a spore above your extractor. If you want to help Kerry gain energy make two lings (four in total) and tell her to consume them until she has full energy and send her back to the bottom. Build two spores and three suken colonies to the right of your island between the new hatcher and your base. Build two overlords. Upgrade your new hatchery to a Lair to bring up its hit points. Upgrade flyer attack to level two. When you run out of minerals harvest the new ones. If you want to back up Kerry when she's attack below brood some tanks. Create six mutalisks. Use the mutas to protect your overlord that picks Kerry up and to destroy the turret above the ramp. Use Kerry to finish off that base. If you like you can send about six zerglings to go help her. Create three overlords. Once you've cleared the lower area bring six drones to it (new ones). Build a hatcher near the minerals, and one near the geyser, make an extractor. Build four suken colonies and three spore colonies above your new base between the cliff and ramp. Build four drones to harvest gas. Bring all your men (not including your protection force in your main base) on top of the cliff to the left of your new base. Build a hatcher up there towards the bottom and then line the cliff with suken and spore colonies. Bring your drones when they are done with the new minerals to harvest in this base. Bring your protection force down the cliff and bring Kerry to the main base. She's now your main defence there. Mutate your three new hatcheries into Lairs. Bring your mutalisks to above your new minerals. Build a Hatchery above your new minerals on the other side of the cliff. Make it a Lair and line the edge with suken and spore colonies. Bring your mutalisks to the center island and build two hatcheries there. Upgrade them to Lairs and build a bunch of spore and suken colonies there. Build four drones to harvest gas and build an extractor. Build twelve drones to start harvesting your newest minerals. Build until you have twelve ling, twelve hydras, and twelve mutalisks. Build two overlords. Drop off your men and attack to the bottom right base. Slaughter all that exist there. Build two hatcheries and an extractor on the area you just cleared of enemies. Build some suken and spore colonies above the extractor and above the ramp. You'll notice a lot of this is not necceray and I've been giving you a lot of freedom on how to do things. This is because this is the only mission in which you can easily completely infest the map, and it's real fun. After you have the new base set up (mutate hatcheries into Lair, and get four drones harvesting) create enough overlords to have 200 supply. Create a huge amount of zerglings, hydralisk, and mutalisks (you should have enough cash). Then drop them off on the last enemy base and slaughter them all, leaving the Command Center for last and infest it instead of destroying it. Good Job 23.

#### 5. The Amerigo

- Bring Kerrigan to the Supercomputer
- Kerrigan must survive.

This one is similar to The Jacobs Installation, in fact that it's the same type of map and you only have units to work with and you can't build buildings. Go through the lower door. There's a fire trap door and a ghost on the ledge. Move up and take out the few marines above the door. Activate the cameras (step on the beacon) and kill the Civilians in the first door to the left and then go above it and kill those Civilians. Now take heed of Kerry's abilities. To get you used to some cloak her and send her to the left and down the stairs and you'll see a vulture. Kill it. Uncloak her and send the rest of the guys to her. A ghost will be attacking you, use your Hunter Killers to kill it. This will happen a few times with some more ghosts and some marines as you proceed down this

hallway. Cloak Kerry and tell her to kill all those goliaths past the door. When you kill all them uncloak Kerry. And continue down the hallway. Go up when you can and you'll go up some stairs. Kill all the Civilians there. Continue down the hallway. You'll have to go up some stairs and then keep going down this new hallway. You'll see a Civilian, when you get close enough and kill him a couple of ground turrents will pop up and shoot at you. You should get them no problem. Continue down the hallway and quickly kill the marines and as you do that tell the lings their shooting at to burrow. To the right is a beacon, step on it to unlock the prison doors letting the animals and the lings out. As you bring the lings out kill the ground turrents that pop up, and kill the other ones near the animal prison. If you want you can kill the civilinas down by the animals. Move down the next hallway. Move down and you'll encounter an ambush, with floor missles that'll pop up. Now just attack it full force and they'll fall to the might of the swarm. Don't worry about the few lings that'll die. Keep going down the hallway and when you go down the stairs you'll see a locked door. Go up with Kerry and cloak her. Take out the bunch of firebats you find. Then go into the enclosed area with doors that are down. Kill the three marines there then go up and kill the missle floors and you'll be invisible again. Kill all those marines and step on the two becons giving you vision and and unlocking the door you saw earlier. Uncloak Kerry and move all your guys down there. Go up the stairs and kill the few firebats and missle turrent. Kill the few untis above the becon and step on it transporting your guys to the final area. Kill everyoen on that platform (look familiar) and go down the stairs. contintue down the area killing all in your way. Now cloak Kerry and ensnare the ghosts above the last set of stairs then send all your units up the stairs killing the ghosts and floor traps. Then step onthe becon with Kerry and Mission will be complete 12. (enjoy the best video of the game).

## 6.The Dark Templar

- Exterminate the Protoss intruders
- Kerrigan must survive
- (Bring Kerrigan to Tassadar's challenge, alone)

After the last mission Kerry get's a new ability. PSI storm. This is a cool method of attack that rains down electricit in the targeted area hurting all the units in the area (friedly or otherwise). Have all your drones harvest reasources and make drones untill you have twleve drones harvesting minerals, and five harvesting gas. Don't forget to build a two overlords and an exctractor. Bring all your untis down to your suken colony and that'll will be your main defence area. You now have the bomber of the game the Gaurdian, make sure to use it to attack the Protoss when they come after that suken. Upgrade hydralisk range. Turn the creep clonly that you have above your hatchery into a Suken Colony. Build four to five suken colonies around each ramp at the bottom of your base, and three spore around them. Mutate the Hatchery into the Lair. Build a Queens nest and two evolution chambers. Mutate your Lair into a newly available Hive. Build two spires, and upgrade one into a Greater Spire, when that's built mutate the mutalisks into Gaurdians. Upgrade Overlord speed and transport, and upgrade ling attack rate, speed. Upgrade hydra speed. Upgrade melee attack and missle attack. Now theres an intersting thing about this map. The enemy is a little, well, dragoon happy. And you'll also find some wonderfull new untis you'll fall in love with for the rest of the game called Reavers. They can take out your suken colonies in a few shots from out of their range. Use your gaurdians to take them out before they start attacking. You could also use your psi storm. Upgrade melee attack, and carapce and build a twleve zerglings (totaling twenty four). Upgrade burrow and overlord range. Upgrade flyer attack and carapce. While all that's being done use your four gaurdians and move down hugging the left side of the map and kill the small group there. Retreat and wait untill your Zerglings are ready. I told you to make lings because they are awsome at killing goons and Photon cannons. But watch out they get slaughtered by reavers. Move your lings down the map until it forces you go to the bottom right. Go that way and you'll run into a huge battalion of goons and a few buildings. You'l slaughter them. AFter you kill all fo them go the right and essentially commit suicide but you will get to see the enemie's base. After you kill that you'll get a sizeable counter attack and they back up the position that you just killed, and with reavers too. Make twleve more lings (twnety four). Drop

off three drones down by the minerals you cleared of enemies earlier. Build a hatchery and an extractor. Build another overlord and three mutalisks and use the mutalisks and gaurdians to help prtoect your fledgling base. Continue to upgrade untill you have full caprapce, melee, missile, air attack, and air carapce upgrades. When your hatchery is built make five to six suken colnies there and four spore colines. move you drones to harvest the new minerals when you need to an dbuild five drones to harvest the new gas. When you have almost everythign at full upgrades bring your twnety four lings and four hydraliss , three mutas, and four gaurdians to the top, middle area of the map. Attack to the right using your lings as a main attack force slaugheing the goons and buildngs, and use your mutas and hydras to back up those ling. But most importantly use your gaurdians to take out the reaver BEFORE they attack your lings. One shot can take out as many as eight lings! It doesnt matter if you lose most of your units but amke sure you keep all if not at least three of your gaurdians alive, their a large investment. The enemy will reinforce that position with many goons, simply take alot o them out then retrate. Let them waste units prtoecting that area, you have destroyed everything important there and they don't rebuild their outlying poisiotns. If you are good you can stop their retaking of the area and then just reatreate anyway. There's no point leaving your untis there. I havn't gotten you to build a queen because kerry can ensnare, and the brood is only realy usefull on the goons, and that's not really worth all the upgrading. You've done a good job aattacking and for the final push you'll need to get more minerals faster. So build a new base to your right (on a cliff). Build a hatchery, an extractor, four drones to harvest gas, four suken, two spore, and six drones to harvest minerals. Build five overlords. Build mutalisk and mutate them into gaurdians untill you have twelve gaurdians. Then build twleve more mutalisks. When you have this hoteky the gaurdians in one group, and the mutalisks to two group. You can upgarde your two hatcherys to hives fi you like, and your other spire to a Greater Spire, and upgrade the Queen. Send your Gaurdians to your first area that you attacked. You'll find them not equipied to handle your crushing bombers. Use your mutalisks to back up your gaurdians and help kill air units. They should not be in alot of battles. Use an overlord to follow each group to detect for observers. Tell your attack force to attack to the bottom right and take out all that exist. It's important to note the gaurdian's range, becuae they can take out photon cannons withotu taking any damage! You'll win real easy just remebr to kill air units with your mutalisks. Partway through the attack you can send some lings or hydras to help you you wont need it but it'll speed up the defeate of the enemy. A little converastion will happen. Tell kerry to get in a overlord and transport her to the center, and send here ther ALONE! Drop her off and kill Tassadar. You'll find out some stuff and you will have won! 123

## 7.The Culling

-Eradicate every last remnant of the Garm Brood

You've just got the shock that the Dark Templar are able to kill the previously thought Immortal Cerbrates. Bad news for you. Well let's get to the mission. Take your hydras and mutaliks and attack the above base. It should be easy to kill and you won't lose a single unit. Build a Hatchery and an Extractor. This part is difficult. Take your mutalisks to the right and attack the lower suken colony (killing any hydras in your way), and when you are making a little bit of head way send in your Hydralisks and take out the rest of the suken colonys and the spore colony and destroy that base. While your doing that build more drones to harvest minerals and a spawning pool and reinforce your diminishing numbers with some lings. By now you should have about six drones and two lings on teh way (4in total). And hopefully you have a coupel hydras and mutalisks left over. Bring your men back to your base and reinforce them with about twelve ling. When you have the ling go over back to the base you killed and kill the new one being built (the enemy will try to retake their lost land). Keep building drones untill you have four mining gas and twleve minig minerals, and upgrade your hatchery to a Lair, and build a hydralisk den. Build six more hydralisks and three more lings (six in total). You'll need another overlord to do this. Upgrade ling and hydra speed and range. Move your battling units and go the right edge of the map and head up and kill that small base there, at least do some damage to it. Continue to reinforce that group with Zergling



untill it's dead then bring your men back to the other base you killed to kill the new one springing up (if they have decided to rebuild or not). Build a new Hatchery there, and build six sukens and four spores in your first base (you'll need to build an evolution chamber). Build the same amount of sukens and spore in your next base (you'll notice i'm not telling you right where to put them, I thought maybe I was being too controlling so I am backing off, if you want me to get back to being super-specific e-mail me at "TheProgramer@aol.com" and i'll be specific) just rember to keep spores before your sukens and keep them in groups. Build four drones for the new extractor. Build two more evolution chambers, two spires (upgrade one to a greater spire), and a Queens nest. Upgrade lair ot hive and upgrade burrow. Ugprade eachof your weapon and armor upgrades. Upgrade zergling attack speed. By now you've been attacked a couple times, but if you didn't kill those two bases you would have been attacked by Ultralisks by now, and been attacked alot more. Upgrade Overlord Speed and build twelve Gaurdians, and twenty four hydralisks, and twlevel zerlgins (twenty four). Upgrade overlord sight, adn continute upgrading attacks and armors untill there all at three. You'll need to build five more overlords. Take your gaurdians and go up the left of the map and destory a small outpostof suken and spore colonies then pull back and gather all your troop to the bottom right of the map. Don't forget about their range. You may upgrade the quee, and ovlord transport, and if you like expremint with the difler, the force you have now shouldbe enough to quell the evil on the map. Attack upwards to the seacond base that you destoryed or damaged. You far outweigh them in power and upgrade, they still use queens often and have ultrasiks and some gauredians though. But you hshould have not probelm. When you reach the top fo the map attack to the right and you'll copme accross the main base, and an inner base upon a hill. Kil it and continue to the left of the map and kill all of the enemy. Below the main base is some suken and spore colonies. Just kill them and you win 1!

#### 8. Eye For An Eye

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

Before you start let me explain Dark Templar. They are permantly invisible Protoss wiht little armor and sheilds, but a large attack. There are three areas in which the templar will try to escape, simply protect them (their marked wiht beacons). Okay let's get started. Send all your drones to harvest and make more until you have twleve harvesting minerals and four harvesting gas. Use your other hathcerys to speed up the process and use the canals to move them from the other bases to your main base. Build a spawnign pool and hydralisk den. Send an ultralisk and an hydra from your main base to the left beacon, and the other hydralisk and ultralisk to the right beacon and bring kerry to any of them. Use ultras or kerry to kill Reavers earlie on. Use your forces near the becons to defend agianst any attaks on your bases. Make the creep colony a suken colony. Mutate your main hatchery into a Lair. Reinforce your forces with a coupe hydras on each side. And upgrade hydra range. Build a Queen's Nest and two spires, and an evolution chamber. Upgrade to a Hive then upgrade overlord sight and speed. Upgrade a spire into a Greater Spire. Quickly bring a bunch of hydras, ultrasand lings from your defences and send them to the left base and send it to the right and kill the small outpost there, then return your untis to where they were. Upgrade flyer attack and carapce. Build six hydras and bring them to the area where you cleared the prtoss out form and build a hathcery and an extractor. If you runlow on units near the becons just replenish them from the nearby harcheries. Build an overlord, six drones to mine minerals from the new base, and four to mine gas. A safe place for your extra overlrods is the top right of the map. Build six overlords. Build, using your top three hatcheries, twenty four mutalisks. Mutate twleve of them into gaurdians. Make an overlord follow the mutas, and one follow the gaaurdians. Gather them below your left base. Upgrade flyer attack and carapce to level two and three. Move the mutalisks down the left side of the map and kill the small base found there. After destroying that base and remeber that there's a few buildings above the minerals. Move down and kill the base down in the lower left of the map and remebr theres some buildings above the minerals that you'll need to kill too. In reality all you have

to do is kill the nexus of that base and the one to the middle right to win, but kill all the buildings there to prevent any attacks coming at you from behind. Replenish any units you lost. Attack above your lower right base and kill the few buildings there, and attack up even farther up to kill the last base on the map. Take out that nexus and you win 123.

#### 9. The Invasion of Aiur

- Bring a Drone to the Khaydarin Crystal Formation
- (Hold off the Protoss forces while the drone harvests the Khaydarin Crystal)
- (Bring Khaydarin Crystal to the Beacon)

Move all your droens to harvest, and build until you have twelve harvesting minerals, build an extractor and make five harvesting gas. Safe spot for Overlords is to the top left. Mutate your Hatchery into a Lair.

from here you can do one of two things

1. Upgrade the Overlords speed, then transportation, then vision. Build another hatchery. Build twelve Overlords. Build a drone and put it into one of them. Move them to as far to the bottom right you can get to by ground (don't go over the cliff). Now tell them all to go to the Crystal formation, and drop off the one drone, then return the same way you came. Now just build Hydralisks (you'll need a Hydralisk den) and Zerglings to protect your base until the timer runs out. You may upgrade as necessary and build Sukens and Spores. Right before the timer runs out get all your Overlords over to the crystal formation and pick up the drone right when the timer runs out 2, return the same way you came and drop off the drone at the beacon 3. You'll lose some Overlords, just don't lose the one with the drone.

2. Quickly build a Queen's nest, two spires, and six suken colonies to the right, and four to the left of the extractor. Build four spore colonies by the six sken, and three by the four. Mutate the lair into a hive. Mutate the spire into a greater spire. Build three Overlords. Upgrade flyer attack and carapce. Make twenty four mutalisks. Use gaurdians and mutalisks to protect against reavers, so quickly mutate a bunch into gaurdians. Build four more Overlords. Upgrade overlord movement, and sight. Upgrade flery attack and carapce to level two. By now you should have the twenty four mutalisks. Slow but surely upgrade until you have twelve gaurdians. Set one Overlord to follow each group of twelve (two in total) and attack to the right. Upgrade flyer attack and carapce to level three. When you get to the top middle of the map and kill those few buildings attack downwards until the area opens up. Attack to the right and kill those Protoss. Simply resupply your men as you lose them. You'll be counter-attacked, bring mutas back fast if you need back up, and then return them to the offecne. Above the left and the right on the ledge is some buildings take them out. Attack to the left and remove those units from the bondage of life. When all of yellow and teal are dead protect your men with your units.

here you can go in two directions

2a. Upgrade overlord transporting. Bring a drone to the beacon and protect it with your gaurdians and mutalisks. Reinforce the kydrastal's defence with Zerglings and mutalisks. Be aware though the oragne team will attack your main base with counter attacks. Send some lings to their base once in a while to slow them down if you need to. When the timer goes down you may have very little units left, simply get the drone in an Overlord quick and drop it off on the becon above your bases. If you do have units left make sure to guard the Overlord because some scouts might be between you and the base.

2b. Build a base to the top right, the center top (where you killed the first base), the middle left, and the middle right. Protect them all with your air units, and build suken and spore colonies for the middle base between the two cliffs below it, and build suken and spore colonies to the right of the left base, and to the left of the right base. DO NOT TOUCH THE BECON BY THE CRYSTAL! If you do you'll awaken the orange base. And they will be

able to slaughter your air force. Build two hatcheries in each base (aside from the top right base). Build six more overlords. If you want you can also make a base to the middle right just above the middle, but it's not necessary. Build an ultralisk cavern, two evolution chambers, a hydralisk den, and a defiler mound. If you want you can make nydus canals to connect your bases. Build twenty four drones to harvest minerals (twelve for one base, and one for another) and use your other twelve to harvest another group of minerals, and build four drones per extractor. Upgrade all the hatcheries into hives, and the other spire into greater spire. You're going to need the extra hit points. Do your entire upgrade spectrum! All of it. I want you fully upgraded and researched. Build enough overlords until you have 200 supply. After you have infested this map as much as you can and have your brood at it's strongest it's time to make a terrible offence. Create twelve zergling (twenty four in total) in group one and two, twenty four hydralisks in group three and four, put your twelve mutalisks in group five, guardians in group six, make ten ultralisks for group seven, and build a couple defilers and queens. Now attack the bottom right with all that using your defilers and queens and continue to reinforce your attack group with units and pound away at orange and destroy them. Either right before your attack or halfway through send a drone to the crystals to harvest. When you are out of minerals use your drones to attack they'll either be ignored and be able to do some damage, or they'll be a distraction. When you have orange destroyed just wait for the timer to run down, and then send the drone with the crystal to the beacon up top. Good job (I hope you enjoyed complete annihilation like that, it's real fun when you can harness the full power of the swarm) 23.

#### 10. Full Circle

-Destroy the Protoss Temple

-(Bring Khaydarin Crystal to the remains of the Protoss Temple)

Two ways for this one too.

1. Send your drones to harvest minerals and build a spawning pool, and make drones until you have twelve harvesting minerals. Build two evolution chambers and make your left creep colony a suken colony, and the left a spore. Build two more hatcheries. Build a Queens nest and upgrade your Lair into a Hive. Use your existing units to kill any attacks and build suken and spores for defence. Your only defence against air will be the three hydralisks and any spores you make, most air attack will come from the right. Upgrade zergling speed and attack speed, and burrow, upgrade zergling attack & armor too. Build until you have twelve zerglings assigned to each group, and overlords to match. As you do the following continue to build lings. Okay here you go, tell all your lings to the middle right. Now tell them all to attack the temple directly. After they destroy the temple you'll get the drone with the Crystal. Now once you have each group filled up with lings again send them all in the same route to attack to where the temple used to be, and send the drone with the Crystal to the beacon by the temple. The enemy will be too busy with the lings to worry about the drone. Good job man 2!

2. Send your drones to harvest minerals, build a hatchery above your base below the vespene geyser, and build another to the right near those minerals. and build a spawning pool, and make drones until you have fifteen harvesting minerals, and build an extractor and make drones to harvest gas. Build three evolution chambers and upgrade your Hatchery to a Lair (the uppermost hatchery). Mutate your left colony to a suken colony, and right one to a spore. Build a Hydralisk's den. While your doing all this use your current units to kill any units, saving your hydralisks to kill the air units, and build some more once you get a Hydralisk's den. Upgrade hydralisk range, and zergling speed. Upgrade burrow. Upgrade melee attack, missile attack, and carapace. Build two overlords. Upgrade hydra speed. Build a line of spore and suken colonies right next to each other alternating between spore and suken colonies. Leave enough room for people to go between the hatcheries and the colonies. Build about five spores, and five suken colonies. Build at least two spore colonies to the right because that's where the air attacks usually come. Build four suken colonies and three spore colonies to the bottom left of your base. Now build the same to the left of the extractor and the hatchery below it. Build a Queens

nest, two spires, upgrade your Hive and upgrade a Spire into a Greater Spire, and an Ultralisk's Cavern. Upgrade your melee attack, missile attack, and carapce. Upgrade flyer attack and carapce too. Upgrade faster zergling attack. Build six overlords. Now build twelve lings (twenty four in total), twenty four hydralisks, and six ultralisks. Assign them to groups. Use your original units to continue to help the bases's defence, and use the one you just built to attack. Gather all your men to the left of your base. Attack to the left trying to get as much up the ramp because if you don't only a few will attack blocking others from going up. Now do the same to the enemy to the right. Upgrade all the aspects of the Overlord. Upgrade the melee, missile, and carapce of the ground units to final three. Occasionally send ultralisks to kill units to the left (probes will try to build their base again. Now send all your units to the top right of your base. Attack the right base much in the same way you did the left, it's ramp is to the top right of your base. Use Ultralisks to kill Reavers but make sure that it doesn't kill a ton of hydralisks. Once both bases are destroyed there will be no more probes to build more bases there so you're fine. Build a Hatchery to the left near the minerals (not where you just killed the Protoss). Build another Hatchery to the right near those minerals (again not where you killed the Protoss). Upgrade flyer attack and carapce to level two, and overlord speed. Continue your defensive line of suknas and spores (alternating) to the right above your new hatchery. You should have around four suknas and five spore colonies above it. Harvest those minerals when you run out of your original minerals. Build five suknas and three spore colonies above your left hatchery now. Now all you need to do is harvest gas, your set on minerals. For your last upgrade upgrade flyer attack and carapce, and now you're all set and can use your minerals to make one last base and make a huge offensive! Okay let's go get some of the gas. Make nine drones, and send them with your attack units to the top right, right above the right protoss base you destroyed. There is a geyser there. Build an extractor and a hatchery near that geyser. When the Hatchery is complete use the seven drones to build suknas and spore colonies around that base, and use your group of attack units to defend it too. Build four drones to harvest gas there. If your base is too crowded you can destroy two of your evolution chambers and the spire. Build enough overlord to get you to 200 supply (about thirteen more). Build twenty four mutalisks, and mutate twelve of them into guardians. Build twelve zerglings (twenty-four in total) and set them to group one and two, build until you have two groups of hydralisks, and one group of ultralisks. Set your mutalisks and guardians to groups and now let's get ready to rock! If you're attacked during this time use your units to defend and rebuild any lost units. You should have plenty of supply left (around forty or fifty), build enough hydralisks and lings until you have all 200 supply (or at least all the groups filled up, I built one more group of lings, and two more of hydralisks)! Tell a couple of overlords to follow your units to detect observers. Attack up from the right and go to the middle of the map (not to the temple, but the middle of the map). You'll see a wall surrounding the center, go into it and you'll find a yellow base. Kill a lot there and head up to the temple killing all in your path. Once it's destroyed go to the left and kill all yellow there. Don't go up the ledge, just kill the pylons and cannons there, go down now and destroy all yellow there. When you get to the middle left go to the middle right of the map. Now head up and stop before you go up the cliff. Now once yellow is dead all you have left to do is kill red. Go up the right ramp and slaughter all the way to the top right of the map. What's funny is red is even half as upgraded as yellow was so they should be even less of a problem. Once you get to the top right, attack to the top left. Attack to the bottom left of the ledge, and then the middle of it. Then attack to the temple. If you want you can make some mutalisks and lings to help you. Once you've destroyed all of yellow and red you're in the clear! Just bring the drone with the crystal to the beacon and you win.

Yay only one more campaign to go until you're done with the original StarCraft!

c. Protoss:

1. First Strike

-Meet Fenix at Anioch

-Destroy the Zerg base

-Fenix must survive

Okay you start off with six zealots and two dragoons. Put them all in group one and move them down the ramp and up the coast. You'll encounter a few lings, which you'll slaughter easily. Then you'll meet some hydras and a few more lings. Continue to follow the coast and go across the bridge and then go down to the blue base. You'll encounter a few zerg, you can easily kill. Touch Fenix and you now own that base 1. Use your resources to build five probes right away. Keep all your units near your entrance to protect your base. Make sure Fenix stays alive. Tell your probes to harvest minerals, and build a pylon below the ramp to the left (you're going to put four cannons above it. Build another near the gateway. Continue to build probes until you have twelve probes harvesting minerals, and four harvesting gas, and one extra. Be aware, a few mutalisks might attack your probes, if a few come use your goons to kill them. Okay let's go into some details about the Protoss. As you saw with the gateway, if a building does not fall in the Pylon's blue radius, it does not work and is labeled as "Unpowered". When you build a building the probe doesn't build it, he "warps it in" so that he doesn't have to stay and build it like the S.C.V. and he doesn't turn into it like the Drone. So always build an extra probe and use that one only for buildings, that way the others can always harvest. You'll also notice that you cannot repair units or buildings, if it's damaged, it's permanently on fire. But you do have shields on every unit and the shields regenerate. Okay let's get back to the game. Once you have all your probes build six cannons to the left of the right ramp, and four to the right of the left ramp. Build a pylon behind the left group of pylons (you should already have one behind the right ones). It's a good rule to have a pylon per three cannons but here I want a pylon behind each two cannons and that means building three more pylons. Also note that pylons provide supply, so building some behind cannons so that they support cannons also help because they provide you a lot of supply. Build a Cybernetics Core to the left of your left most pylon (by the forge). Upgrade shields (which by the way also affects your buildings!). Build another gateway. Move your units behind the cannon wall. When you don't need that extra probe to build send him to harvest minerals. Upgrade dragoon range (cybernetics core). Build until you have twelve zealots, providing you didn't lose any that's five more. Now build until you have twelve dragoons, providing you didn't lose any that'll be seven more. Upgrade ground weapons. Build three cannons by your forge and cybernetics core. When you can upgrade ground armor. Right after you're attacked by Zerg gather your units and head to the top right of the map. Be careful because Fenix runs faster than the rest of our units. The Protoss have expensive upgrades and such but their worth it. You attack level one gave you two extra attack points. After you have cleared that area head to the left middle of the map near the ramp that leads up to the cliff. Head up the ramp zealots first then goons and attack the suken colony up there. Head below the minerals to kill some Zerg that were burrowed. Head upwards and focus on sukesn because they do the most damage out of all the defensive structures. You should have way more than enough to kill the base. Use goons to kill air units since they're the only ones that can. Destroy the base and you win 23!

## 2. Into the Flames

-Distract the Zerg while Fenix gets into position

-Kill the Zerg Cerebrate

-Fenix must survive

Tell your three probes to harvest minerals and build three more. Send your men up to the top of your base and go up the very top of the map. You'll find some ling, kill them. Build a pylon near the bottom right ramp, but leave room for cannons in between it and the ramp. The part where there's a crevice in is where you should build it. Return to your original position and continue to build probes until you have twelve harvest minerals and four harvesting gas. Build an Assimilator and a forge.

Two ways to beat this one too.

1. Build a gateway, and an cybernetics core. When you have enough gas upgrade ground

attack, then goon range. Build another pylon to the left of the ramp about two pylons length to the left. Build six cannons around the top of the ramp. Build a pylon above the top ramp leaving room for cannons inbetween. Build a pylon to the left about two pylon spaces in between it and the ramp. Build five cannons around the above ramp. Upgrade ground armor and when you can, shields. When the timer runs out we're ready to win 1. Build scarabs for the reavers. Put your new units in groups according to their kind. Go down the ramp with them and send the goons upwards and kill the two lings and the mutalisk that is to the left of the minerals above the water. Have the goons and lots protect your reavers and tell them to attack the hydralisk den. Remember to protect Fenix too he is a hero and if he dies you lose. Now send your reavers down (remember to rebuild scarabs) and kill the Lair. Slowly attack buildings in this way (reavers are out of range of sukens MUHAHAHAHA) and once you are about to break through to the other side send in your original force to help your men destroy the base. Once you have them attack with your units using reavers to kill sukens and work our way down to the bottom right, when you kill the Cerebrate there you win 23.

2. When the timer runs down the attack force will arrive. It is not enough, you need to reinforce it. Build two gateways and an cybernetics core. When you have enough gas upgrade ground attack, and then goon range. Build another pylon to the left of the ramp about two pylons length to the left. Build six cannons around the top of the ramp. Build a pylon above the top ramp leaving room for cannons inbetween. Build a pylon to the left about two pylon spaces in between it and the ramp. Build five cannons around the above ramp, but leave enough room for a dragoon to get out. Build a probe. Send your men down to the bottom left of the map, avoiding any Zerg buildings. Upgrade ground shields. Go up the ramp down there and secure that mineral patch (there's some zerg guarding it). Now send your probe down there and build a Nexus. Post your men below the ramp leading into your new base. Build two pylons near that ramp and build six cannons. By now Fenix has arrived with his men 1. Build scarabs for your reavers (there like shells for a tank) and tell all your men to stay where they are, don't let them go down that ramp. Put the reavers to either side of the goons and huddle your men together. When your probes are out of minerals send them to the new base. Build until you have twelve zealots and twelve dragoons to the left of the map. Build two more pylons (you'll need the supply for the goons and lots). Rebuild any lost cannons when you can. Upgrade toss armor. Okay now let's rock their world, collect your left forces right below your bottom ramp of your original base, now send all your right units and left units to the middle right of the map and watch the carnage. Be sure to keep a close eye on Fenix, he's powerful but if he dies, you lose. You'll also need to continually build scarabs for your reavers. When they kill the zerg base head to the bottom right of the map and kill the cerebrate, when he's dead you win 23!

### 3. Higher Ground

-Destroy the Zerg colonies

Build enough probes until you have twelve harvesting minerals, four gas, and one builder. Build an Assimilator and a forge (build the forge to the right of the bottom most pylon. When you're attacked use your reasonably sized force to quell it, it'll be simply two lings at first. Upgrade Ground Attack and build a gateway to the left of the geyser and a little bit above it. Build a pylon above the geyser about three pylon lengths up, and another to the left of the minerals and align it horizontally with the one above it. By now you should have all your probes. Build another pylon to the bottom right so you can build there. Build three photon cannons per pylon that is already built for you. Build the cannons on the outside of the pylons. Build a cybernetics core at the bottom right pylon. Upgrade ground armor. Build a shield battery inbetween the left pylons and use that to recharge your shields when you need to. Upgrade goon range, and build a citadel of Adun to the bottom right. Build another pylon to the middle right of your base. Build two stargates and one more gateway. Place the gateway near that pylon, and the stargates right behind the outer pylons. Rebuild any lost cannons. Upgrade shields, zealot speed, and air armor. Build another probe, and take your existing force and attack to the bottom left of the map. When the area is cleared send a probe in to build a nexus. Build an

Assimilator and build apylon to the left of the assimilator, and two to the right of the nexus with a little bit of distance between them. Now that you're there the Zerg will attack that area with mutalisks from above and ground units from the right. Upgrade air attack. Build four canons in your new base as far up as you can. Build six cannons in a row right next to your right pylons in your new base. Send your force back to your main base. When there is only five mineral patches left in your old base take two probes and send them to your new base to harvest minerals, send two more every time another one is used up. Build four probes to harvest gas in the new area. Build another pylon anywhere. Build until you have twelve zealots, twelve goons and twelve scouts. Start with scouts, and gather them at your new base. When you have the twelve scouts, continue building your force but let's have some fun while you wait. Send your twelve scouts above your new base hugging the left until you see a spawning pool. Attack and destroy things that attack you, and destroy buildings avoiding the spore colonies until you've killed a spawning pool, several suken, several overlords, mutalisk, and hydras, a greater spire, an evolution chamber, a hive, all the drones, and an evolution chamber. You just about should have destroyed the red base. And as I'm sure you have noticed, scouts are good at killing air :^). Pretty much all that should remain is two spores a hydralisk den and an evolution chamber. If you did attack by ground you would of sustaining massive casualties as they have tons of ling, and suken and it would of been a rough fight. Send all your men to attack the remains of the red base (your ground men, leave your air to recharge their shields). After red is defeated move your men to the middle of the map, you should notice a ramp leading down and to the right. Send all your men (including air units) to the right middle and watch the mayhem! White is pretty well defended against air, but your entire force will be able to deal with them. When they are destroyed you win 1.

#### 4. The Hunt for Tassadar

-Find Tassadar

-Bring Tassadar (and Raynor) to the Beacon

Take your men (bring your high templar behind you other men so he doesn't get hurt) and attack to the left. You'll run into two hydras. After taking them out attack upwards and psi storm to the right of the suken to take out the zerglings there. Then attack over there killing the suken colony. Watch out because a hydra may come at you from behind. GO back to where you started and go as far left as you can, going up the ramp to take out another hydra and some ling. Go back to where you killed the suken colony. Head up and to the right from there. Once you see creep stop. PSI storm right under the suken colony to take out the ling, then send in the rest of your men to take out the suken. Keep heading upwards and to the right until you get to a ramp that leads down. PSI storm right below the ramp. Head down the ramp and follow the path until you see a muta. Use your goons to kill it. Then if you continue forward you meet two wonderful hydralisks atop on the platform. You'll have to kill it with your goons, and a psi storm if you like. Move down the path and stop as soon as you see a ramp. Psi a little bit below the ramp to kill some ling. Head up the ramp and kill the lone Hydralisk. Move up and touch Tassadar 1. A little dialogue will ensue. Now you have control over that base. Merge the two templars together to become an Archon. Build a probe. Now let me let you know some stuff. There is now a huge amount of zerg blocking your path to the beacon. The beacon allows you to see two mutalisks. Continue to build probes until you have twelve harvesting minerals, and four gas. Keep in mind these are the only resources on this map you can access, the other one is controlled by a sizeable zerg force. Build a cybernetics core. Build another forge. I built these two buildings to the left. Keep some units to the right of your base, and soe right below the nexus. Build another gateway to the left. Build a Citadel of Adun and two shield batteries to the left of the right pylons. Upgrade goon range, ground armor, ground attack, and zealot speed. Build a templar archives. Build a pylon near the right ramp and make sure to leave enough room between it and the ramp for two pylons to be laid build four pylons stratacign from bottom left to top right against the ramp, and another layer the same way behind it. Build another pylon behind the cannons. Move all your units to the bottom left of your base to cover both the ramp and the left most entrance. Upgrade ground armor and attack again. They'll slip in some units so build three canons around the three pylons to the left, one cannon next to each

of the two pylons to the right near the forge on the right side of the pylons. and two canons above the assimilator. Build three more pylons. Build six templar. Merge them together to become archons. Build untill you have twelve zealots and twelve dragoons, and eight archons. Upgrade shields to level one. Upgrade shields to level two when you can. When you have your army amassed head down the same way you came. Slaughter all that oppose but remember how powerful your archons are because they can take and deal a lot of damage, saving you men. Be careful not to lose Raynor or Tassadar, and remember that Tassadar has hallucinate and psi storm, you can use that as much as you like, but be careful of friendly fire. When Tassadar and Raynor reach the beacon you win 2!

## 5. Choosing Sides

-Bring Tassadar and two Zealots to the installation entrance

Send three probes to harvest minerals and build three more probes. Continue to build probes until you have twelve harvesting gas, and you need four for gas, and one builder. Build an assimilator. Use your current units for base defence for now. Build a Nexus below and to the left of the vespene geyser. Now build a forge and a cybernetics core to the bottom left of your base.

from here there is two paths you must choose between

1. Build two robotics facilities between your two nexus. Upgrade shields and air armor. Build a robotics Support Bay near the bottom left. Build two pylons near the left of your uppermost nexus. Build until you have twelve shuttles. Upgrade shuttle speed. Upgrade shields to level two. Load up three full health zealots and Tassadar into a shuttle. Hotkey that shuttle. Move all your shuttles along the following path: go right below the vespene geyser near the top right of your island. Go directly right from there. When you see another island to the right stop (it has missile turrets on it). Go down from there, hugging the right island without getting shot at by turrets. Continue until you are on the right most edge of the map. Head down until you get to another island. Go left hugging the island without getting in range of anything on the island until you are about one fourth the way across the map (right from left). Now go directly to the beacon and drop off the lots and Tassadar, shuttles will be killed just make sure none of them are Tassadar's shuttle. When they are dropped off they'll run away so make sure to keep them on the beacon. When two lots and Tassadar are on the beacon you win 1!

2. Upgrade shields and goon range. Build a pylon above the ramp above your base leaving enough room for a cannon in between it and the ramp. Build five cannons around the pylon (two below right next to the ramp and one on each side). Upgrade Air weapons. Build a Pylon to the left of the spikes made out of rocks at the bottom right of your base but build it leaving one pylon space in between the big spike and the pylon. Build three pylons vertically to the right of the pylon, one above it and one below it. Build a citadel of Adun above your top cannons, right against the cliff. Build a robotics facility to the right of your gateway, leaving a little space in between it and the robotics facility. Move the men to the top of the island that you are on. You'll find some minerals and a vespene geyser. Build a Nexus in between the two. Build an Assimilator on the geyser. Build a pylon at the narrowest point below your new base and build some cannons below it and to the sides of it, but leave room for your men to get through. Build four probes to harvest gas. Build eight pylons in a horizontal line to the left of your nexus (leave a bit of room between the nexus and the first pylon). Build two gateways and two stargates in a horizontal line below the pylons. Upgrade shields to three and build another forge. Send your workers to the new mineral patch when their done with the old ones. Where the old base is build a robotics support bay, and a Templar Archives. Build six scouts. Build one more pylon. Upgrade ground weapons and gravitic drive. Build twelve dragoons and twelve zealots and six archons. Build twelve drop ships. While your doing this send all your anti-air men to the top right of your new base above the nexus against the cliff. Now send your six scouts to the top middle of the base and kill one turret and head back to the group of units. Kill these Terrans and use the psi storm when you need to. Upgrade ground weapons and ground armor. Now put four zealots in a



shuttle and drop them off where you destroyed the turrent and let those lots reek havoc on those terrans. When that little island is clear of all the Terrans, load up the lots and go to the right and drop off the lots on the right most island (there's a clearing at the top of the island). Let those lots kill all Terrans on that island. Guardians should be comming you way by now, just use your scouts. Upgrade ground weapons and armor. Use a shuttle to explore a bit, but don't get attacked. Load up all your units but dont load tassadar yet. There is a Zerg infested isalnd in the middle move all your air units there let the scout distract whiel you unload the drop ehips, pull the dro ships back and let your attack uniuts do the rest. Upgrade armor to final three. You'll be suprised how easy it is to kill zerg with this kind of force. WWhen all on that island are dead load up your men again and do the same theing to the bottom left island. By the way there is two spore colonies on a cliff below that base. Load up your units again and prepare for the final push. The final island is tothe bttom right, drop your men off at the bottom left of that island and then anhilate that base. Get a drop ship to get Tassadar. When all the Zerg is killed on that Island the zerg are dead and you can safely bring in tassadar. Put him and two lots on the beacon and you won 1!

## 6.Into the Darkness

-Rescue Zeratul

-Tassadar must survive

This one you start out with a set amount of units and have no buildings. Head down the path and you'll come across a group of zerglings. To key to killing things and not dieing is staying together and using tassadar's abilites. In this case against the lings you can kill them with just brute force. Now don't go down in the pit, go a bit down the left path untill you find and kill two lings. Stop and hallucinate one of your zealots and send one hallucination him down the left path. It will eventually come across a Infested Terran and the Infested Terran will waist it's attack on your hallucination. Now send all your units down the path and kill everyone in the pit. Go through the door and head upwards and you'll find some Marines and they will be added to your group. Now don't use their stimps. Head down the left path. You'll find some substal resitance but if you continue down the path thoruhg thte door you will find another group of marines. At this point your should still have your two zealots at full health, Tassadar with full health, and about eight marines. Retrun to the intersection and head down this time. You'll find some opposition, nothign that you need to use tassdar for yet. Eventually you'll find a door go through it, and then go through the door above it. Head left and kill those lings. Don't be afraid to give some timie for your lots and Tassadar to regain sheilds. Go the opposit way now and follow the path around the endless pit, hugging hte outside wall (don't go down the center path). Go past the stairs and kill those hydras, go up the stairs (wall trap, kill it) with Tassadar and go to about the middle of the room, there are a ton of lings against the top-wall. Move foward and bring all the lings to you, back up the psi the group and kill any reaminders, you shoudl only lose about 50points of sheild or a little more (you might want to save before doing it, it might take a few tries). Now send all your men back to that middle path. Send Tassadar up the stairs (wall trap kill it) and touch the beacon. Yay, a goon and two lots. Now head back through the double doors and go down the bottom path. where all the dead Marines are you will be ambushed by a Infested Terran and some hydralisks, kill the Infested Terran before it attacks then go after the Hdraliks. Head downthe path and you will be at another intersection. Hallucintate one of your lots and send one hallucination down the bottom path huggin the bottom wall (the other ones have missle traps) and attack the Infested Terran and let him waist his attack on the hallucination. Use the other hallucinatoin the same way beacuse there is another farther down. Hallucitnate a lot again and do the same again becuase there is a third one down the path. Send Tassadar down the right path and use he'll run into a huge group of marines . . . and unfortialy a huge group of zerg. Use Tassadar to psi storm and take out as much Zerg as he can. Save about five of them and send the back to the intersection and send over your Protoss units to Tassadar. Go past where you saw those Marines and kill all the zerg there. Make sure you don't lose any hp, if a unit is low on sheild retreat him. Once you haver killed al those Zerg go back to the intercetion and go left. There will be another ambush, again kill the

Infested Terran quick and then focus on the others. Halucintae a lto and send it down the path and make it kill the Infested Terran. Head down the path and you'll come to an endless pit, continue around it and the down the path in it and up those stairs. Touch the beacon and then attack to where the screen shows you. There will be a few missile turrents in your way, but you should kil them no problem. Hallucinate a lot and send it thoruhgt the door and let the INFested Terran kill it. Then send you men to clean up anytihgn left over. Head down thorough the door and rescue the terrans there. Pick out your weakest marine and put him near the door then set up your untis excatly like it tell you. Put the ghost int eh bottom left corner of the room. Then put the goon next to him. Then put all your marines to the right of him as close to each other as you can. Now put your firebats in front of him, then put your lots infront of them. Put Tassadar in the bottom right corner of the room. If you've been worried about you group gettins so large it's unmanagable this will put your mind to rest. Send the weak Marine that you put asside down the path you havn't gone down yet and he'll be overhwlemed by a huge group of zerg. Use tassadar's psi storm when they come to your units and once all the ling are dead there may be a few hydras left shooting at your from out of range, just go up and kill them. Now bring all your units to where the weak marine was overwhelmed. Head up the path past the prison doors and continue down the path untill you see a beacon. Destory the floor traps that spring up, and touch the beacon. Now send your untis to the room that you just unlocked and touch the beacon. You then saved Zeratul and you have won 12!

## 7.Homeland

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

Right away you will be in an ambush. Gather all your units and send them up to your base at the top of the map. A Scout may attack a building to the right, just send some goons and your Scout to take care of it. Now build probes untill you have twleve harvesting minerals, and four gas, and one builder. Upgrade goon range, zealot speed, and sheilds. While that's happening send Zeratul to the area that your started at, and destroy the goons there. You'll need to use your observer and scout to kill the observers that will keep coming. After all the goons are destroyed, use Fenix to kill the scout and then return to your base. This is key because as long as those units are there the enemy controls the entire map. If you destroy those units they lose a foot hold and it puts more distance in between attack times. Upgrade Sheilds to level two. A Reaver attack might be imminent so what to do is have Zeratul outside your base, out of the reach of any Observers that fly by (observer are with every attack on you) and the Observer will outrun the Reavers and you will be able ot pick off the reavers. Now build Photon Cannons in a line (like the one provided for you) and start off closing that gap between the sets of two canons iwth two more int teh middle, build three in a line in between the pylons, and five behind the pylons (inside of your base side). Put your goons in between each canon on the side of the cannons that are facing you base. This wil provide a little more firepower. Now build another Stargate. Build untill you have six scouts. Build a sheild battery in between your cannon and stargate and on on the oppisit side mirrioiing the placment of the other (opposit side but still on the insid eof your base). Recharge sheidls as necceary. Build a gateway on the left side of the pylon above your cutrrent gateway. Build a Robotics bay inbetween and up as far as you can between th pyon to the righ of the first gateway and left of the pylon near the Citadul of Adun. Upgrade Air armorm to level one. You might be attacked soon from now on use your scouts to get rid of pesky Reavers before they attack you. Build a shuttle and shuttle Zeratul back in the base. Build a Templar archives, and two forges in the right-most wing of your base. You might lose about four cannons in some attacks that's fine by the way. Now build a Observatory and a Robtics Support Bay. Upgrade sheidls to level two, and attack to level one, ground armor to level one. Upgrade observer movement and Shutle Speed. Once you lose your first layer of photon cannons, don't rebuild them. Your two layers and dragoons and fenix will be able to do wonders. You can also use your scouts to kill other scouts. Upgrade observer range, ground attack to two, ground armor to two, and sheilds to level three. Upgrade air attack to level one. Tell your observer to follow your scouts. If you attacked by scouts to the right simply use yours to defend. If you lose any rebuild

them. Another good use of scouts is to kill Carriers. Upgrade ground attack and armor to level three. Build twelve Shuttles. Fill three up with Zealots, four up with goons, one up with your four Dark Templar, and four up with Archons. To do this you'll need to build six more pylons. Do not use the three goons protecting your canons to fill up the shuttles. To get you some more supply you also need to destroy alot of probes. Follow the two probe per mineral patch rule (2ppmp) and send the ones that are extra to the bottom right of the map. It will run into orange's base. Do this untill you have only one probe left (plus the foru harversting gas) and no mineral pathces left. Once you have ammased your army and withstood countless grueling attacks agianst you it's time for payback.

Now there are two ways to win either kill Red's two Nexi or destroy Orange's one Nexus.

1. Take your shuttles and got he left of the map. Now head down and drop off all your untis in a small clearing in red's base. Slaughter all that stand. Now a double reward comes from this base. One you will have gone half-way to completeing your objective, and seacnd you will have stopped red's offensive. When you attack red's base he will send all his untis form his other base to help. When you kill them he will have no units on reserve and will be buildngi units in his one base to defend that base leaving him little time for more offenseives. When you destroy that base you should have about sixteen units left. Send them to the top right of the map, then when you cant go any farther (there will be water) head down to the middle righ of the map, that's where the other base is. Destroy it with extreem prejeduice, but watch out for the Stasis. If you can't seem to destroy it the first time try reloading the saved map before you attacked and fight your way right to the Nexus and destory it, leaving the rest of the base alone. If you still can't do it build twleve goons, twelve lots to reinforce your leftover army and then attack keeping in mind that they have only two gateways that are close together in the lower left part of their base. Keep trying you'll get it eventually. When you destroy that Nexus you will have won 1 2!

2. Take your shuttles and follow this path: send your men to the bottom right of the map but stop at the river. Follow the rive down stream (to the left) untill you reach the btoom of the map then send all your men directly to the right and drop them off when you see the Nexus, ignore any units and tell all your men to attack the Nexus directly. When it's dead you win 1 2.

#### 8.The Trial of Tassadar

-Destroy the Stasis Cell

-Fenix and Raynor must survive

INFO: This level is all to much like the previous except you don't have a base as well established as the one before, you don't start out with a bunch of minerals and gas already harvested, and you don't have Tassadar, and youn don't have the Dark Templar or Zeratul, nor is your base positioned as well as before. But that's okay now you have Raynor and the ability to make Carriers and have increased Upgrades which more than makes up for the previous downfalls.

Quickly send your four Probes to work and build two interceptors for your Carrier. Two scout will be comming soon you should be able to kill them with no problem, even us a Yamoto if you feel so moved. Continue to build Probes untill you have twelve harvesting minerals, one for buildngn and five for gas. Build an Assimilator. Build two more interceptors for the Carrier. Save extremely often because to ward off attacks you'll need all your men in one area, so if you are attacked at the other side your can just reload your game and relocate your men. So when your attacked for the first couple time just use your standing force to kill them. Okay this is very key so listen closely, you'll need a Pylon to make all those Probes but you need to position this pylon correctly. Select the pylon out of the build menue and move the shadow over the left square (the wall that ends making a square to the left most part of your base) at the top corner. Move up one grid unit and then right five grid units. Build a Gateway. Upgrade

ground armor. Now for some defence. Build five cannons in a horizontal line right below the specialy place pylon. Build four right below them, and build three to the right of the pylon and one to the left. Place your carrier over the pylon and have him hold. Move the rest of your units to the other side of your base. You'll notice that the pylon won't let you build two of the four underneath the first set of five cannons, simply build a pylon to the right somewhere that will allow them to be built. Build a sheild battery where they pylon and cannon are that your started off with. Use raynor to kill Reavers by the way (yamoto). Build two more forges by the one you already have and upgrade gruond weapons to level one, and sheidls to level one. Build a pylon somewhere to the top-left of your base so you can have more room to build. Build two Cybernetics cores. Upgrade goon range. Build a Citadel of Adun. Build a Robtics Facility. Build two Stargates. Upgrade Zealot speed and build a Templar Archives. Build an observatory and Robics SUpport Bay. Build a Fleet Beacon. Upgrade all ground upgrades to level two, and all air to level one. The reason I want you doing full upgrades this soon is because it will really help you survive for the first twenty mintues of the game. Tell your builder when he's not doing anything to harvest gas. Upgrade Carrier Capacity. Build four more interceptors for your Carrier. Build another Carrier. By now you should be attacked with a nicely sized force and hopefully it attacked your cannon side. You can lose up to four cannons before you have to rebuild cannons. Don't worry I know your acheing for more gas. Finish up ground upgrades and build a Shuttle, and two observers. Fill your new Carrier with INterceptors. Place an observer at each enterace to give you aliittle more sight. Upgrade observer sight. Place the other Carrier with your units. Make sure not to get Jimmy too beat up, he can't be repaired man. Let me stress something. HE IS FOR DEFENCE ONLY. Okay there it's done. NOW let's build osme cannons on your other side. Move your men out of the way to somewhere in your base. Buuild a pylon one grid unit to the left and two grid units down fom the top-most square in the wall to the left of your base. When that's done build three cannons inbetween the two squares, almost inside your base. Surround the pylon with five more canons three to the right and one above and one to the diagnoal top left. Put your other Carrier above the Pylon powering the Cannons. Good now let's focus on getting our fleet up to-standard to escort some men to a new base so you can get another base going. Build two pylons. Build four Carriers. Upgrade air weaons and armor to level two. Fill each Carrier with Interceptors. Upgrade shuttle speed, and place one Probe from the mineral patch in the shuttle. Place in teh shutttle also Fenix and a Zealot. When your Carriers are made and filled with Interceptors it's time to get a new base. Tell you shuttle to follow your four Carriers. Send you Carrier diagnol-bottom-right from your base. Travel untill you reach a body of water. Now head to the right untill you reach a mineral patch. Kill the two goons gaurding it. You'l probably be Stasised. That's okay. They'll gather some units around you just kill them when you un stasis (drop off fenix he'll help). If you have the gas upgrade air weapons and air armor. It'll be a fight to gain a foothold in that region because the stupid Arbiters will keep stasing you but that's okay you can do it. When you finaly get the land let's start to build a base. Build a Nexus inbetween the minerals and Vespine Geyser. Send your shuttle back and continue to shuttle the other lots and goons at your base over to your new base. Remember not to let Fenix die. If he is huring just send him back to get his sheilds recharged, of if you want to feel safe leave him at your old base. Build an Assimalator and a pylon right below the bottom most mineral patch. Build a ton of cannosn in-between that pylon and the ramp. When i say tons i mena bout seven, then build another pylon to the right of those cannons and build three more cannons. Build two probes to harvest gas. Shuttle your Probes over to your new base once they're done harvesting minerals and have two of them harvest gas and the rest harvest minerals. Build a sheild battery at your new base. Now that we have reasources again let's coninue with our upgrades. Your ode with weapon upgrades and armor and sheilds. Upgrade Scout Range and Observer speed. Now let's finish our fleet. Build untill you have twelve Carriers and Twelve Scouts. Assign a observer to each of them. You'll need seven pylons to support all them. To speed up production you can build two more Stargates. Obviously fill the Carriers with Interceptors. Upgrade Scout movement. All this building will take awhile. By the way count the two carriers at your old base, and four at your new as part of your twelve fleet. So you only really need to build six. Now we're going on the Offensive. What I want you to do is as you get the cash build more Carriers, and Scouts to reinforce and/or replace dead units in your standing fleet. If you liked the Scouts before you're

really going to like them now that their faster, can see farther, and have all three armor and attack. Isn't it funny how red put up such a fight as you tried to get your new base and now he barely attacks you? Unfortunately his Stasis makes you vulnerable so you have to build cannons. You only need to rebuild cannons in your new base if you lose three, maybe you can squeak by with four. The point is if you lose some of your cannons you don't need to rebuild them all you can only rebuild a few and still do rather well. Anyway let's attack gather all your men to your new base and hug the left edge of the map. Head downwards using your carriers to take out crap and your scouts to cover the skys. You may use scout for other stuff but keep them back and generally out of harms way. Let interceptors take the damage, because rarely do they die, and if they do they are cheap to rebuild. If a unit is attacking your carriers directly focus fire on it. Purple is set up for anti-ground and is very vulnerable to air attacks, so you should be able to destroy that purple base with little to no losses. Watch out for PSI stomps though, it can rip you to shreds. When the base is destroyed return to your base. Now head right and destroy that purple base. If you focus fire on cannons there gone in an instant by the way . . . just a tip. :^) Once that base is destroyed head directly to their old base on the middle left of the map because they probably have started to re-build and it will be good to destroy it so they don't rise again. Once you've made sure purple is out of the picture return to your base and recharge and shields that need recharging. Now you might be so energized that you slaughter them so easily that you want to just take red by the horns and rip him apart. Unfortunately not so easy. They will stasis you so that only two carriers are not stasied and take them out, then do it again, and again, and again until you've lost your entire group to two arbiters and three scouts! So we are not going to kill Red, but merely beat the mission. Take all your men and go to the lake/river and head to the middle of the map on the shore. Now tell all your men to go directly to the bottom middle of the map and eventually you'll find Tassadar's Stasis cell. Attack it directly, you'll get stasied but you will eventually be able to widdle it down until it's destroyed. When it is destroyed you win 12! (you may be asking, why did I kill purple?, well you didn't really have to but I wanted to show you the power of that combo, and wanted you to have some fun. But you've won anyway and hopefully enjoyed it a bit more because you killed purple. I was going to get you to build new bases in purple's bases and double your air force and have you kill red all-together, but I figured you'd seen enough damage done by the carriers that you should just win the mission).

#### 9.Shadow Hunters

- Use Zeratul to destroy the Zerg Cerebrates
- Zeratul and Fenix must survive

INFO: You start out with a bunch of units and a unit i'm sure you're going to be happy with, the Arbiter! This mission is tough so let's get our heads in the game. One important thing though. The defiler is used in full in this mission which means plague and dark storm. To stop this from happenign save frequently and use your men to kill it before it attacks you with zeratul. The Arbiter is fun to use defencivly, but isn't great offensively. Make sure not to rely on it's attack because it's weak, and slow. Remember that if you kill a cerbrate without using Zeratul it will just be reincarnated right in front of you.

Send everyone but Zeratul to the bottom left of the map. Send Zeratul up the middle. Because he's invisible he has time to wreak a little bit of havoc. Get your probe to build a Nexus near the minerals, and then do what I say with Zeratul. Send him up the middle and have him kill the two suken and four lings huggin the right side of the middle. Send him up more and kill the suken above him, then continue upwards and kill the four more lings and the next suken. Continue up and kill the Hatchery, and the suken above it. Then head down the left side of the middle. Kill the first suken you come across, then the second one then the last two near the bottom. Then head back to your base. Good job you have just hurt the Zerg's hold on the map and now you have bought a little more time for your base to be started. Harvest minerals and build a pylon near your nexus and one near the bottom of the middle path, near the left wall. Move your men to that point for defence. Build another Nexus near the Vespine Geyser. Build another

pylon somewhere between your two Nexi. Now build a Processor and build Probes until you have twelve harvesting minerals, and four gas, and one builder. You might need to send units back to your minerals every once in a while due to mutalisk attack but that's okay. Build a forge. Upgrade shields. Build cannons up the left cliff in the middle until you get to the trees, when you get to them stop. You'll probably need another pylon to reach the trees. You should have about nine cannons. Keep your men near the cannons and this will be your first defence. Build two more forges and build a gateway near the bottom middle area way below your cannons. Build two cybernetics cores. Upgrade weapons and armor to one and shields to two. Upgrade goon range. Build a pylon in the middle area to the right of your cannons in between the two areas of ruin terrain. Build two pylons and a bunch of cannons on the opposite side of the middle like you did on the left edge. Keep your men in between your two areas of cannons and your defence is complete. Upgrade air weapons and air armor. Now bring most of your men if not all to the bottom right of the map and build a Nexus at the mineral patch and at the vespene geyser. Build an Assimilator on that geyser and build four probes to harvest gas from there. Build a couple pylons in between those two nexi. Near those pylons build a Citadel of Adun, a templar Archives when you can, and build two pylons against each edge of where you started off. Build two Stargates and one Robotics Facility near those pylons. Build a Fleet Beacon, and an observatory and Arbiter Tribunal near the right set of pylons between those Nexi. Upgrade everything to level two (except the shields, upgrade them to level three). Upgrade zealot speed. Upgrade recall and observer speed. Upgrade Interceptor Capacity. Build an observer. Upgrade observer range, and Arbiter energy. Upgrade stasis. Build another Gateway below the right set of cannons. Okay now your base is complete. Let's work on the offensive force now. Finish upgrading everything to three and remember to transfer your probes when you have to to the new mineral patch you've secured. Build twelve Carriers, an Arbiter, and interceptors for the Carriers. When they're done tell the observer you've built to follow one of the Carriers, and tell the Arbiter you've built to follow one of the Carriers. The point is to cloak the Carriers. Now make sure to have your Carriers kill any units that are attacking the Arbiter first, then go on to kill the other stuff. Okay let's go. Start from the bottom left and head upwards. When your Carriers are built you can upgrade everything if you like but it's unnecessary. There'll be a few buildings on top of the cliff but past it is red's base. Kill all! When red's base is destroyed head to your right and kill red's base on the opposite side of the map and head downwards and kill all on that cliff and then gather yourself back in your base to recharge shields and resupply any missing carriers or arbiters or observers. Now head up the left edge of the map until you see brown's base on the cliff. Kill that base and then there is a white base to the right of the brown one. Go and kill that. Then hug the right edge of the map and head upwards. Then when you reach the top head left and then you can patrol around looking for stray units. If your Carriers are hit with plague, don't worry their shields will prove more than useful. I got plagued early but didn't lose one carrier the rest of the game. Send Zeratul in to kill the Cerebrates and when they're dead you win 1 2!

10. Eye Of The Storm

.Destroy the Overmind

.Tassadar, Raynor, and Zeratul must survive

INFO: Okay this one is going to be fast-paced and complicated.

Okay you can either go by air or by ground.

1. Send your Probes and S.C.V.s to harvest minerals. Build four interceptors for the Gantrithor and continue to build interceptors until it has all eight. Build an Assimilator and a Refinery and build four S.C.V.s to harvest gas, and four Probes to harvest gas. Load your bunkers up with three Marines each and one Firebat each. Use your current forces to defend your bases. Build Probes and S.C.V.s until you have twelve of each builder harvesting gas, two extra S.C.V.s and two extra Probe. Your Terran base is the least defended right now so let's work on its defence. We're going to use Photon Cannons to defend both your bases so you'll need to bring one of your extra Probes directly up with Zeratul as an Escort. Once you reach the top right corner turn left and

get to the terran base. While that's happening build a Gateway, upgrade Shields, and build a Cybernetics core. When your Probe and Zeratul make it to your Terran base build a pylon to the left of the lowest bunker and build it about two grid units away from the bunker. By the way your goal is to use Zeratul and the four Dark Templar to kill the Defilers as they come. Okay build a Photon Cannon to the left and right of the pylon. Three below it in a horizontal line, and three below that. Do the same two grid units to the left and two grid units down of the other set of cannons. Build one last set to the left of your mineral field. Upgrade shields to level two, and build two pylons, and two Stargates, and another Cybernetics Core. Replace the lower bunker's firebat with a marine. Upgrade Protoss Air Weapons and Air Armor. Build a Fleet Beacon. Time for your Protoss base's defence. Build a pylon directly right of the vespene geyser and then another six grid units to the left of that beacon. Build two cannons inbetween the two pylons, and two to the right of the right-most pylon. Then build eight cannons in a horizontal line above those two beacons. If you want it would be wise to move the right-most cannon down one grid unit, and do the same with the one above it. Build an Assimilator on the Vespene geyser you just built your Cannons around. Now down where there was a cannon already built for your by the forge build a cannon to the left, and below that one and to the right of that next one. Now build two more cannons above the original photon cannon in a horizontal line, and two more in a vertical line to the left of the new ones you just built. That will leave you with eight cannons protecting your bottom area. Upgrade shields to level three. By now your probes should be done with the mineral field and send six of them to the new Assimilator. Upgrade Protoss Air Armor, and Air shields to level two. Upgrade Carrier Capacity. Okay let's start to build up your Terran base. Build a Factory and an Academy. Build two Starports and two Armories. Upgrade Marine range. Bring a S.C.V. to your Protoss base the same way you sent your Probe. Build a Science Facility. Attack a Contoll Tower to each Starport. Attach a Physics Lab to the Science Facility. Build a supply depo in the Protoss base and then build a Dropship. Upgrade Protoss Air weapons and Air armor. Upgrade Yamoto gun, Terran air weapons and air armor. Attack a comsat station. Build five more supply depots in the Protoss base, and build four Pylons in the Terran base. Continue to upgrade until you upgrade Terran Air Weapons and Air Armor to level two. Upgrade Cruiser Energy, EMP, Irradiate, and vessel energy. Build eleven Carriers, and six Battlecruisers. Send the Drop ship to the top right corner of the map and send the extra six probes to that corner too. Load em up and drop them off to mine the minerals with the S.C.V.s. Build Interceptors for the Carriers and build two Science Vessels. Send your Carriers (including the Ganthrithor) and Battle Cruisers (including the Hyperion) to the bottom left of the map and assign one vessel to each of the groups. Now we're going to attack but be sure to keep the Ganthrithor and Hyperion alive. Okay attack up to the top right. You'll run into the Red base. The Red Zerg are around the purple Zerg which are around the Overmind. Go around and kill the Red Zerg first then head to the Purple. If your worried about Scourge don't be, your cruisers should take care of them. Don't forget to use your emp, irradiate, and yamoto on the enemy. Isn't the fleet of Cruisers and Carriers together cool looking? When you have removed red and purple from existence slaughter the Overmind and you will have won. If you don't want to slaughter everything and just want to win just head straight from the bottom left to the overmind and cut a path to it and then focus fire on it. When the Overmind is dead, you win 1 2!!

CONGRADULATION! GREAT JOB!! You've just beaten the Original Campaign for StarCraft. Cool Story line huh?! Okay well on to the next Campaign.

d.ProtossX:  
Coming soon.

e.TerranX:  
Coming soon.

f.ZergX:

Coming soon.

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#### 4:TEAMS

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When you play multiplayer, here are the names that the computers have.

##### a.Terran:

Brown - Omega Squadron  
Blue - Mar Sara  
Teal - Kel-Morian Combine  
Orange - Delta Squadron  
Purple - Antiga  
Red - Elite Guard  
White - Alpha Squadron  
Yellow - Epsilon Squadron

##### b.Zerg:

Brown - Grendel Brood  
Blue - Surtur Brood  
Teal - Fenris Brood  
Orange - Garm Brood  
Purple - Jernugand Brood  
Red - Tiamat Brood  
White - Baelrog Brood  
Yellow - Leviathan Brood

##### c.Protoss:

Brown - Venatir Tribe  
Blue - Sargas Tribe  
Teal - Akilas Tribe  
Orange - Auriga Tribe  
Purple - Furinax Tribe  
Red - Ara Tribe  
White - Shelak Tribe  
Yellow - Velari Tribe

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#### 5:HINTS

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If there is a \* at the end of a hint it can only be done on Brood War.

##### Protoss Hints:

- 1: 14-18 Carriers is a almost guarantied victory!
- 2: If you can?t build Carriers build 18 Dark Templar.\*
- 3: If you cant build Carriers 18 Dragoons will fair nicely.
- 4: A Defensive wall of Photon Cannons is the best way to defend your base.
- 5: Their strength are in their Shields.

##### Terran Hints:

- 1: 14-18 Battle Cruisers are a good strategy for offense.
- 2: Nukes are good also for parts where there are to many enemies for an attack but no detectors there.
- 3: If Battle Cruisers or Nukes aren't available use Siege Tanks and Marines.



- 4: Always send in Marines with a couple of Medics.\*
- 5: A wall of Bunkers and Missile Turrets are a good defense.
- 6: Put in a Bunker 3 Marines and 1 Ghost.
- 7: If a Ghost is not available use 4 Marines.
- 8: Their strength is in their ability to lift off buildings and their variety in men.

#### Zerg Hints:

- 1: 18 Mutalisks and 18 Guardians are a great offense!
- 2: 2-4 Hatcheries/Lairs/Hives make a fast building process!
- 3: Burrow when no detectors are around.
- 4: A wall of Sunken Colonies and behind them Spore Colonies are a great defense.
- 5: A Lurker burrowed with other burrowed Zerg is good for defense of your burrowed Zerg\*.
- 6: Their strength is in their numbers.

#### Multi Race Hints:

- 1: Don't Upgrade/Research what you don't need to!
- 2: When your resources are coming down (the fields are very small) have 500 resources send some guys with a builder to build another base.
- 3: Use your first bases's resources for upgrade and defense. Use your second for offensive.
- 4: Go back to levels after you beat them to get codes.
- 5: Build Depots/Overlords as you need them don't just build enough for your 200 maximum because you might not need all 200.
- 6: When your Vespine Geyser has been depleted still mine because it'll still give you gas.
- 7: Always have a ship that can attack air and ground in case of enemies that can get out of range of your Bunkers, Missile Turrets, Spore Colonies, Photon Cannons (Guardians, Sieged Siege Tanks, and Reavers).
- 8: Always have a moveable detector on hand (Science Vessel, Overlord, Observer).

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6:CODES  
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#### Special:

Complete the last level on the Protoss Campaign/Episode. It makes everybody invincible but only you can hurt them.

#### Inf. Mana:

Complete the last level on the ZergX Campaign/Episode. It gives your men infinite energy.

#### All Research:

On the Zerg Episode "Amerigo" reach the part where the Marines shoot the Zerglings in the pen. You will also see a cage full of animals. Get Kerrigan to the bottom left of the pen to get the cheat. This gives you all Research.

#### Mega Build:

On the ZergX campaign "Vile Disruption" after you save the first two Hives, go down into a corner, by following the path to the right, and you will see a Data Disc. Touch it. It allows you to build faster, and upgrades/reaserches are instant.

#### Give Me Cash/Gas:

On the TerranX campaign "Patriot's Blood" go to the second Terran Computer Beacon in the room with four Civilians. Use the bottom door to exit. Move to the right until the Firebats are encountered. Go through that area and locate the Ursadon being held in a cell. Use a Marine to open the cell door and approach the

Ursadon. Move all your units into the cell when it asks to be hugged press B. This cheat will give you 1000 minerals and 1000 Vespene Gas every time you activate it.

#### Fog of War Off:

On the ProtossX Campaign "Legacy of the Xel'naga" go to the small island after Corsairs fly by at the beginning of the mission. Touch the white flag. This takes off the fog of war so you can see the entire map.

#### Open Tech Tree:

On the ProtossX Campaign "Into The Darkness" when the mission begins, go down the hall until you get to the stairs. Do not go down the stairs instead turn to your left and proceed down the hall. The adviser will tell you to turn back. Go back a short distance, then go back toward the dead end to get the cheat. This cheat gives you all the tech available on that level.

#### All Upgrades:

On the Terran Campaign "The Jacobs Instillation" send Raynor up right away and then to the right ignoring the wall missile trap and go past the Orange Civilian. He'll say, "Please don't shoot if you let me live I'll give you a cheat." Go past him and do what you would normally do to beat the level and later he'll give you a cheat. This when activated will give you all upgrades (do it three times to get all your level upgrades).

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#### 7:F.A.Q.s

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Q. How do you pick teams?

A. This is for the N64 version so it may be different for the computer but you have to go to "Two Player" then put in allied or team melee and your friend will be your ally. There is no way to get the computer to be your ally, sorry. [For the computer version you have to select "Multiplayer" on the Main Screen and EXPOUND HERE CALEB!@!!@#!@#\$E!#\$!#\$\$!@!@ BELAC EREH DNUOPXE!!!!!!!!!!]

Q. After you beat the Game are you able to pick teams?

A. This is for the N64 version so it may be different for the computer but you have to go to "Two Player" then put in allied or team melee and your friend will be your ally. There is no way to get the computer to be your ally, even after you beat the game, sorry.

Q. What is the best unit over all?

A. I can't tell you the best because that's up to opinion. But in my opinion the best unit is the Battle Cruiser. It can attack both air and land and it also, if fully upgraded, can Yamoto enemies from far away.

Q. I got a question for you about starcraft, and I'm pretty sure I am one of few these days, but the game simply kicks butt. I do not understand the "Build Nuke" option whatsoever. I know you need a Covert Ops. and I assume you need a Control Tower from the Starport. Do you need both? My main question is this: how do you build and use it? Also, what does it do? I've been trying to figure it out but I just don't see how you can attack with it. Do you deliver it with a Wraith or Valkarie?

A. You indeed need a Covert Ops., but to build a Covert Ops. you need a Science Facility, but to get that you need a Starport. You don't need a Control Tower. When you have a Covert Ops. click on your Command Center and there will be an option called "Nuke Silo" click it and it will build it. When the Nuke is built the option of building a Nuke is on the Silo. Click the option and when it is built go to a

Ghost and he will have the ability to launch a Nuke. I advise you research Cloak before launching a Nuke. What it does is it practically demolishes the buildings and/or units in its range. It is a useful weapon, but watch out for detectors. And yes StarCraft is indeed a most spectacular game.

Send me questions so I can put them up. My e-mail address is "TheProgramer@aol.com".

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8:CREDITS  
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-Blizzard productions for making this excellent game

-Anybody who has my site on theirs, including: "<http://www.freewebs.com/TheProgramer>" and "<https://www.neoseeker.com>"

-Oh an by the way: "<http://www.freewebs.com/wnkz>" is a neat site talking about a radio-show. Go to it!

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