

INSTRUCTION BOOKLET

STAR CRAFT™ 64

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Thank you for selecting the Starcraft 64™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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TEEN (13+)

ANIMATED VIOLENCE
MILD LANGUAGE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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ABOUT THE CONTROLLER

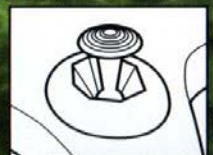
The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

Holding the Controller



While playing Starcraft 64, we recommend you use the hand positions shown on left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

Two players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two controllers to play in the two-player game mode.

N64 Rumble Pak™

This game is compatible with the Rumble Pak® accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

BASIC CONTROLS

R Button

Select all units of a single type that are currently visible on screen. Press the R Button repeatedly to scroll through the different types of units currently on screen. Up to 18 units can be selected at a time.

START

Pause game.

Z Button

- Press the Z Button and the L Button to view or hide the mini-map.
- Press the Z Button and the R Button to access the Master Build Box.

Control Stick

Move the cursor around the map screen. Immediately view any point on the map by moving the cursor to that point on the mini-map and pressing the A Button. In command boxes, use the Control Stick to change selections.

C Buttons

Command Units or Structures to perform different tasks. When a unit or structure is selected, the C Button functions are displayed in the lower right corner of the screen.

The C Buttons are also used as short-cuts to the left, right, top and bottom selections when the Master Build Box is open.

A Button

Select individual units or structures. Command selected mining units to begin mining an area by pressing the B Button on the area to be mined.

B Button

Selected units attack or move to the specified position.



INTERFACE

Selected Structure's/Unit's Name and Hit Points

Unit Construction Bar

When the bar fills up, the unit is complete.

Minerals

Probes, Drones and SCVs mine these minerals to provide your army with the resources to expand and develop.

Vespene Geyser

Place an extractor/refinery/assimilator on this spot to allow Probes, Drones and SCVs to harvest the gas to increase your resources.

Build Queue



Minerals

Vespene Gas

Mini-Map

The Z+L Button toggles the mini-map on and off.

Current Number of Units / Maximum Number of Units

200 is the maximum number of units per player allowed in a game.

C Button Shortcuts

For each selected unit or structure, the available action, construction, or upgrade shortcuts will appear with the corresponding C Button.

LEARNING THE GAME

- Step 1.** Read the manual to understand the units and structures.
- Step 2.** Play through all of the training missions.
- Step 3.** If there are any tactics or commands you want to review, replay the training missions.
- Step 4.** Start with the Starcraft Terran Campaign as it is designed to introduce you to the game and the Starcraft Universe.
- Step 5.** Conquer the universe.
- Step 6.** Get the N64 Expansion Pak™ and continue your domination in the Brood War campaign.

ADVANCED CONTROLS

Selecting Objects and Moving Units

Use the Control Stick to control the game's arrow-shaped Cursor. Select units or buildings by placing the Cursor over the object and pressing the A Button. You can select multiple units by holding down the A Button, and dragging the Cursor to form a selection box. When you release the A Button, all units, up to eighteen (18) within that box, will now be selected. You can now issue commands and move them as a group. You can select up to eighteen units at one time.

An important shortcut is the R Button. There are two ways to use the R Button. The first is to place the arrow shaped cursor on one of the units so that its status bar appears, then press the A and R Button simultaneously. This will select all units of that type currently visible on your screen up to the limit of eighteen. The second way is to press the R Button by itself, which will randomly select a group of units on the screen of a given type. Repeatedly pressing the R Button will cycle through groups of similar units currently on the screen, up to a maximum of eighteen units each.

Assigning Groups

It is often very useful to assign several units to a shortcut so that you may recall them quickly. When a group is selected, press the R Button and any C Button to assign a shortcut to that group. When you would like to select that group at a later time, you can select them by pressing the Z Button and the C Button to which you assigned the shortcut.

Commanding Units

When you select buildings or units, you can issue them commands. These commands are mapped to the B Button and the C Buttons on your controller, and are displayed in the lower right portion of your screen. For example: to move a unit to a new location, point the cursor to where you want the unit to travel, and press the C Button representing the Move command. The unit will immediately move to its new location. This type of move is good for retreats, since your units will not attack anything on the way to the specified location.

Some commands are designed to affect other units or locations that you specify with the Targeting Cursor. Press the C Button to activate the command. Your Cursor will change from a Selection Cursor to a Targeting Cursor. By pressing the C Button a second time, or by pressing the A Button, you activate that command over the intended target.

Setting Way Points and Rally Points

It is possible to set a specified path for units to follow by using way points. Select any unit or group. While holding the Z Button, press the B Button over any point or points on the map. Your units will move to the points in the order specified. This is a useful tactic for avoiding enemy troops or bases.

It is also possible to establish Rally Points to which newly created units are sent. Select any building that can create units and then press the B Button on any point on the map. All units created by that building will immediately move to that point. This is a good tactic for moving troops to the battle lines.

Gathering Resources

You need resources to build troops and research new technologies. There are two types of resources in the game: Minerals and Vespene Gas. Every species has a basic unit that you use to harvest resources: SCVs for Terrans, Probes for Protoss, and Drones for the Zerg. These workers will automatically begin to harvest nearby resources as soon as you create them. To mine Vespene Gas, you will need to build a special building that sits on top of a Gas Geyser. Once built, any additional workers you create will automatically split themselves between mining Minerals and extracting Gas.

Sometimes, you will want to manually control where your workers are gathering resources. Simply select these units and press the B Button over the Mineral cluster or Gas Geyser that you wish them to mine. Gathering resources efficiently is important. The faster you can gather resources, the faster you can build troops and buildings. Always make sure you have plenty of units gathering Minerals and Gas.

Building

In Starcraft, you must build bases to harvest new resource locations and to supply the troops and technology you will need to defeat the enemy. Different structures allow you to create different units, upgrade your existing units, and research new abilities for your troops.

To build buildings, select a worker and access its build menu by pressing the appropriate C Button. A build menu will appear in the lower right of your screen. From here, you can select the building you wish to construct by using the Control Stick to highlight a building and by pressing the A Button to select it. An outline of building will appear, which you place by pressing the A Button again. As you move the outline around, it will change color. Red means you cannot place the building over the current location and green means you can. Once placed, a worker will travel to the spot and begin building.

For the Terrans and Protoss, units are created from buildings. Select the building where you would like troops built and access the build-menu by pressing the appropriate C Button. Buildings can queue up to five units for construction. Zerg units are built from larvae, not buildings, so you would select larvae when you wish to mutate them into different units.

New technologies are also researched from buildings, and you would access these from the C Button labeled "Tech" while the building is selected. Examples of new technologies include weapon upgrades and special abilities.

Finally, Starcraft 64 has a unique feature that allows you to build any available building or unit without directly selecting the specific unit or building necessary. Press the Z and R buttons simultaneously and a Main Build Menu will appear which allows you to build buildings or troops, and perform any technology research or upgrade. You can do this from any location, without having selected a worker or building. The nearest building or worker will perform the assigned task.

When building units from the Main Build Menu, the building where the units will be produced is indicated by a ping on your mini-map. If you have reached the maximum queue of five for a building, the queue will automatically switch to another building of the same type if one is available.

THE MENU SYSTEM

The Main Menu:

- Single-Player** All one-player missions and custom boards.
- Two-Player** Play cooperative, or head to head (both are split-screen).
- Credits** View the names of the people responsible for creating this epic battle.
- Encyclopedia** Provides information on all units and structures.

Move the Control Stick Left and Right to switch between Episodes. Episodes I, II and III are from the original Starcraft. Episodes IV, V, and VI are from Brood War.



These are the first three episodes from the original Starcraft game. Play these episodes in order, to become part of the story as it unfolds.



These are Episodes IV, V and VI from the Brood War Expansion set that are playable if you have the N64 Expansion Pak™.

TWO-PLAYER MODE

The Two-Player mode requires the N64 Expansion Pak™.

Death Match

A one-on-one, no-holds-barred shoot-out. Pick from a list of custom maps to battle on, choose your race and go at it. The first side to have all of their structures demolished is the loser.

Cooperative Mode

You and a partner get to team up against the computer and see if you can help each other survive and conquer.

Custom 2-Player Missions

These missions have different set-ups and special goals. Each custom game will explain the directions and objectives before you begin.



2-Player Screen

terrán

The Terrans maintain a flexible fighting force with strong defensive capabilities, the ability to repair damaged machinery and heal battle-worn troops. Their primary structures have the ability to attain low-altitude flight, allowing them to change locations and establish new bases without having to construct new buildings. SCVs (Space Construction Vehicles - the core worker unit of the Terrans) have the ability to repair buildings and heavy combat machinery. Terran Medics have the ability to heal not only infantry units such as Marines, Firebats and Ghosts, but also manned SCVs and, of course, each other.



TERRAN UNITS

SCV - Space Construction Vehicle

Built at: Command Center

Upgraded at: Engineering Bay

This unit is the workhorse of the Terran military. They mine crystals and gas, build structures and repair damaged buildings and mechanical units. Make as many of them as you can, as quickly as you can, to build up your resources. It's also a good idea to keep a few near your front lines to repair vehicles as they become damaged in combat. A valuable tactic is to attack with your mechanized units for as long as possible and, just before they are destroyed, bring them back to base and repair them with teams of SCVs. A pair of Battlecruisers, for example, can go a long way by attacking, returning for repairs, and then attacking again. It is important, however, to remember that repairs do use up mineral and gas reserves, so if you need the resources for upgrades or better units, you may want to limit your repairs.

Marine

Trained at: Barracks

Upgrades at: Engineering Bay and Academy

The Marine is the backbone of the Terran military machine. They can attack both ground and air targets and, in strong enough numbers, can take down anything. Standard armament is the 8mm C-14 "Impaler" Gauss Rifle and the CMC-300/400 Powered Combat Suit. Upgrade their firepower and their combat armor to make them a deadly offensive or defensive option.

Firebat

Trained at: Barracks

Upgrades at: Engineering Bay and Academy

These ground-pounders are equipped with Plasma-based Perdition Flame Throwers and CMC-600 Heavy Combat Suits. Excelling in close combat against ground forces (especially Zerglings), these units are best used for a good defense early in a conflict or for clean-up work as you blow through a base at the end of a fight. They also provide vital support for marines and medics.

Ghost

Trained at: Barracks

Upgrades at: Engineering Bay and Science Lab's Covert Ops add-on

Armed with a 25mm C-10 Canister Rifle, and equipped with a Hostile Environment Suit and a Personal Cloaking Device, these soldiers are well suited for covert operations. Apart from using their advanced training and equipment to move unseen into enemy territory, Ghosts can also fire special Lockdown rounds from their rifles that can entrap any mechanized unit in a force field that temporarily incapacitates them. Also, Ghosts are equipped with a special laser-guided targeting sight for nuclear assaults. This nuclear attack is as potent as they get, but the Ghost has to remain alive long enough to keep the target locked for the incoming Nuke. If the Ghost is eliminated before the Nuke arrives, the launched missile is lost.

*Medic

Trained at: Barracks

Upgrades at: Engineering Bay and Academy

The Medic is a vital cog in the mix of ground troops. They can heal combat units as they take damage during battle, vastly increasing the power of a squad of Marines, Firebats or even Ghosts. The Restoration ability that Medics have can be used to counteract the effects of Lockdown, as well as a variety of Zerg attacks. The Medics can also deploy an Optical Flare that can be used to "Blind" enemy units. This is especially effective against detectors and Protoss Carriers, keeping them from being able to target you without another unit spotting for them. A good rule of thumb is that for every 10 Marines, have two to three Medics ready to join them.

Vulture

Built at: Factory

Upgrades at: Machine Shop add-on and Armory

This hover-cycle is perfect for recon work and quick strikes against light targets. The Vulture comes equipped with fragmentation grenades and can be upgraded to deploy three spider mines. The spider mines are motion-sensitive perimeter defense explosives that can only be spotted by a unit with the detection ability; great as an early-warning system or a dangerous surprise for the enemy. Vultures are fast and maneuverable, but have only light armor, so take care not to leave them in prolonged combat situations.

*Available only in 2-player mode and Brood-War missions.

Goliath

Built at: Factory

Upgrades at: Machine Shop add-on and Armory

The Goliath is a forward assault strike armored vehicle, equipped with twin 30mm autocannons and Hellfire anti-air missiles. Goliaths are perfect armored support for an infantry assault, or an effective air defense to be used with a tank assault. Their mobility, speed, and flexibility in combat make them an integral part of the Terran fighting force. Use these mainstay units to cover your bases and troops against air attacks and help add firepower to ground assaults.

Arclite Siege Tank

Built at: Factory

Upgrades at: Machine Shop add-on and Armory

The primary, mobile form of the Arclite Tank is extremely effective, but the development of the Siege Mode is what makes this heavy combat machine devastating and crucial as a defensive and supporting offensive weapon. Gaining the Siege Mode upgrade in the Machine Shop as soon as possible is critical, as it is this mode that allows the mobile Arclite Tank to deploy its awesome Shock Cannon. In Siege mode, the tank is highly vulnerable to close-range enemy ground attacks as well as attacks from the air. While the Siege Tank provides artillery support for ground assaults, they must have Marine or Goliath accompaniment or their lack of a weapon that can attack the air will be exploited.

Dropship

Built at: Starport

Upgrades at: Armory

This is the armored personnel carrier of the Terran forces. All ground units can be comfortably transported via the Dropship, although larger units take up more space in the cargo holds. There is no better way to surprise your foe than with a Dropship landing behind enemy lines.

CF/A-17 Wraith

Built at: Starport

Upgrades at: Armory and Control Tower

These versatile, one-man fighters are armed with 25mm Burst Lasers and Gemini Air-to-Air missiles. The Wraith's edge in combat is its cloaking field that is developed at the Control Tower. When cloaked, a group of Wraiths can cause no end of chaos against an attacking force. Their air-to-ground strength is minimal, but their speed and Gemini missiles make them deadly against other air units. For offensive purposes, make sure to get at least six Wraiths together to inflict serious damage.

*Valkyrie Missile Frigate

Built at: Starport

Upgrades at: Armory

This Missile Frigate is designed to provide the most intense air-to-air assault capability in the Terran armed forces. The Valkyrie fires barrages of H.A.L.O. Cluster Rockets that target a broad range of closely grouped enemy forces. The rockets are launched in volleys designed for maximum spread and damage. Use these crafts to guard your bases from air assaults and as air cover for ground offensives. These crafts are also heavily armored to sustain their fire for sustained periods of time.

Behemoth Battlecruiser

Built at: Starport

Upgrades at: Physics Lab and Armory

This is the heavy-hitter of the Terran space force. The standard Battlecruiser comes equipped with multiple Laser Cannon batteries and NeoSteel armor plating and, once you develop the Yamato Cannon at the Physics Lab, employs the most devastating firepower imaginable. A well-sized group of these behemoths are as close to unstoppable as any force can be, although you must still be wary of Zerg Defilers using their "Plague" attack.

Explorer Science Vessel

Built at: Starport

Upgrades at: Armory and Science Facility

The Science Vessel functions in three capacities: as mobile detectors, as a defensive unit and as a specialized offensive weapon. The Science Vessel is basically a mobile research station, but is equipped with "Defensive Matrix," which deploys a powerful shield over selected units, "Irradiate" which bathes an enemy in a radioactive cloud that slowly destroys it, and "EMP Shockwave" that can be used to neutralize Psionic and electronic devices. Use "EMP Shockwave" to hunt and neutralize Defilers and to also wipe out Protoss shielding. The "Defensive Matrix" is valuable for protecting units that are on point in an attack group. It is also important to keep Science Vessels around as mobile detectors to spot burrowed or cloaked units.

*Available only in 2-player mode and Brood War missions.

TERRAN STRUCTURES

Supply Depot

These structures are the backbone of your base as they allow you to increase the number of units that you have in your force. Always have more supply depots than you need to allow for the speedy training of additional troops. Supply depots also make good defensive barriers to place in front of more vital structures. Enemies that invade your base will attack the first structure they come to. If they have supply depots to attack, it will give you extra time to set your defenses and return fire.

Command Center

This is the central structure of any Terran base and is at the heart of all that you do. The central focus of all resource-mining operations, the Command Center can also have a ComSat Station, or a Nuclear Silo attached to it.

ComSat Station

This provides the ability to look in on your enemies at any time, viewing areas of the map where you have no active troops. The ComSat Station can also effectively reveal cloaked units for your forces to see and destroy.

Nuclear Silo

This can be loaded with one warhead at any time, although you must have a Ghost to go out and target for you. Finally, the Command Center is mobile so, in times of need, you can move it to a safe location or to wherever it may be needed. A common tactic is to move a Command Center to a richer area after you have depleted all nearby resources.

Vespene Refinery

You need to construct these before SCVs can extract the vital Vespene gas from Geysers. When you choose to build this structure, a green outline of the building will appear on top of a Vespene Geyser. Just build the Refinery exactly where the outline shows up.

Barracks

This is where all of your ground troops are trained. Marines are available immediately, but you will need to construct an Academy to train Firebats and Medics. Although Ghosts are also trained here, you will need a Science Facility with an attached Covert Ops lab to gain access to them.

Engineering Bay

This is where all infantry upgrades to weapons and armor are completed. You can upgrade one level to begin, but you must build a Science Facility to gain access to the level two and three upgrades. The Engineering Bay is also necessary to build Turrets.

Machine Shop Add-On

This is where the Siege ability for Arclite Siege Tanks is developed. Vultures are upgraded here with Spider Mines as well as Ion Thrusters for faster movement. In the Brood War expansion, the rockets loaded into Goliaths can be upgraded with Charon Boosters making them an even more powerful anti-aircraft weapon.

Starport

The Starport is the building site for Dropships, Wraiths, Valkyrie, Battlecruisers, and Science Vessels.

Control Tower Add-On

This is where you develop cloaking technology and the Apollo Reactor that provides extra energy for the Wraiths.

Bunker

These are structures designed to safeguard infantry troops from enemy fire. Marines and Firebats should be stationed here to provide a solid first line of defense for any outpost. Bunkers act as a shield for the units inside, taking the brunt of the damage so that the occupants can just keep firing. If you are under assault by large numbers of enemies, keep an SCV near your Bunker to repair it as it takes damage. Sometimes the only way to survive a Zerg rush (a typical Zerg tactic) is to have a few Bunkers, each with a couple of SCVs ready to repair as the attack progresses.

Armory

This is where all of the ground and air vehicle upgrades to armor and weaponry are researched.

Science Facility

The Science Facility is the home base for the Science Vessel, and here you can develop Irradiate, EMP Shockwave and an upgraded Reactor for the lumbering ship.

Physics Lab Add-On

Develop the Yamato Gun to deal devastating damage and the Colossus Reactor for extra energy. If you intend to employ Battlecruisers, the Yamato Gun is essential.

Covert Ops Center Add-On

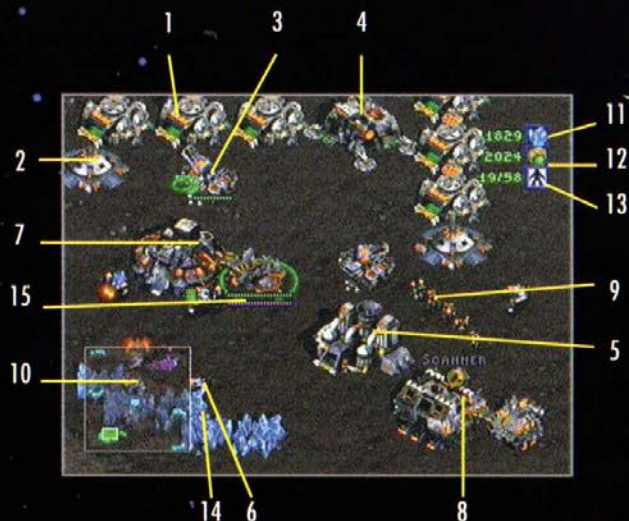
This is the development site for all Ghost upgrades: Lockdown, Cloaking and the Moebius Reactor for added energy. If you want to use Ghosts, you should develop both Lockdown and Cloaking. If you intend to use Nukes in your battle, developing the Moebius Reactor is also advised.

Missile Turret

These turrets have two purposes, as detectors and as anti-aircraft defenses. As detectors, Turrets are best placed next to Bunkers around your perimeter so your defenses can spot Cloaked ground or air units. Their extended line-of-sight also increases the area that you can keep an eye on. As a means of anti-air defense, they are exceptionally deadly when two or three are placed together.

Factory

This is the facility for manufacturing all ground-based vehicles; the Goliath, Vulture, and Siege Tank.



1. Supply Depot
2. Bunker
3. Siege Tank
4. Engineering Bay
5. Vespene Refinery
6. SCVs
7. Command Center with ComSat Station Add-on

8. Factory with Machine Shop Add-on
9. Marines
10. Mini Map
11. Mineral Reserves
12. Vespene Gas Reserves
13. Current Units/Number Available
14. Mineral Deposits
15. Green Line - Hit Points
Purple Line - Energy

ZERG

The Zerg are the creation of an ancient civilization, the Xel'Naga, who believed they could create the perfect race. They may have been right, but their arrogance cost them their lives. The Zerg Overmind became too powerful for the Xel'Naga to control and their fleet was wiped out in a Zerg uprising. The Zerg are a powerful and vicious race whose strength is in their numbers. The key to winning with the Zerg is to understand that overwhelming force is the key to victory. The one limitation that Zerg have is that nearly all of their structures must be built on an organic material known as Creep. The Creep is an organic connector that provides nourishment and an infrastructure for a Zerg colony, connecting all of the structures into one living organism. The Zerg also have the ability to regenerate. When they are damaged, their life force will return over time. Also, the Zerg possess the ability to burrow into the ground, for defensive and stealth purposes. This ability can be developed at the Hatchery.



ZERG UNITS

Larva

Larvae are spawned at the Hatchery, and form the basis for all Zerg units and structures. Up to three Larvae can be found at the Hatchery at any one time and are spawned one at a time until there are three. When you select a Larva, you may then turn it into a Drone, an Overlord or into one of the combat units. The Drones then mine minerals and gas, or can be used to create one of the structures.

Drone

Upgrades at: Hatchery

These are the backbone of the Zerg race. They do all of the required menial tasks such as gathering crystals and Vespene gas as well providing basic organic material by morphing into the various Zerg structures.

Overlord

Upgrades at: Spire

This creature is vital to the growth of the Zerg in a campaign. The number of Overlords that you have is directly proportional to the number of units that you can have. They also function as transports (after you have developed that ability at the Hatchery), and detectors. They can have their sight range and speed upgraded at the Hatchery as well. When going up against units that are invisible or can Cloak, having Overlords nearby is essential. Be sure to develop their speed, however, or they will be too slow to provide useful support.

Zergling

Upgrades at: Hatchery/Lair/Hive, Spawning Pool and Evolution Chamber

These are the light assault troops, and are deadly early in a campaign. A good tactic to be aware of is called "rushing"; build a Spawning Pool (which allows you to develop Zerglings), then a second Hatchery and then pump out as many Zerglings as you can, as quickly as you can. Zerglings can usually be developed before the fighting forces of the other species and at an early stage of a game. Every time that you have six Zerglings, send them out to attack. These ravenous creatures can wreak havoc in an enemy camp and buy you the time to build up stronger forces. Zerglings can have their speed and attacks enhanced at the Spawning Pool and also benefit from the general upgrades gained at the Evolution Chamber.

Hydralisk

Upgrades at: Hatchery/Lair/Hive, Evolution Chamber and Hydralisk Den

These are the medium assault warriors of the Zerg. You need the Hydralisk Den to create them, and in the Den you can upgrade their speed and attack range. Hydralisks have very thick armor plating that separates to allow razor-sharp needle spines to fire at their victims. They can attack land and air units, causing a gang of these creatures to be one of the most devastating forces in the universe. Evolve them quickly and make as many as you can for if one Hydralisk is tough, a horde is unstoppable. You will find that you can rely almost entirely on Hydralisks in some scenarios to carry the battle for you. In some instances, Hydralisks can also mutate into Lurkers.

*Lurker

Upgrades at: Evolution Chamber

These are heavy warriors who burrow under the ground, waiting for approaching troops to enter their field of fire where they launch huge spikes up through the earth to destroy their prey from below. Used primarily in a defensive role, they have no attack when they are above ground, but a handful of Lurkers guarding a base or a passage can do massive damage from their burrows. These Zerg can also be useful on the offensive, when the enemy's perimeter has been broken. Take as many Lurkers as you can, move them into the heart of an enemy compound and command them to burrow. They will then systematically rip through any and all structures and units within their attack range. Detectors can spot burrowed Lurkers, so make sure to eliminate them first for best effect.



Ultralisk

Upgrades at: **Ultralisk Cavern and Evolution Chamber**

This heavy assault warrior is the organic equivalent of a close combat tank. Their ultra-sharp Kaiser Blades do an incredible amount of damage, and their humongous bodies can take an amazing amount of punishment. They are costly, they can't attack air units and they can only attack at close range, but they can keep many enemies occupied at once, while causing a ton of damage to an enemy base.

Mutalisk

Upgrades at: **Spire and Greater Spire**

The primary air unit for the Zerg can be created after you build a Spire. Mutalisks are a valuable addition to your Zerg swarm because they can attack both ground and air units, and are quite fast. The Glave Wurms that are launched from their gaping maws don't just stop at the first target -- they bounce around and damage many targets at once. Once you have built a Greater Spire, Mutalisks gain the ability to metamorph into Guardians and Devourers.

Guardians

Upgrades at: **Spire and Greater Spire**

Guardians are powerful air-to-land units. They can lay waste to troops and buildings from a great distance, but are susceptible to air-to-air fire, so if you attack with Guardians, remember to provide them with air support like Mutalisks, Devourers, or Scourge.

*Devourers

Upgrades at: **Spire and Greater Spire**

Devourers are deadly air-to-air units, with a Corrosive Acid spray that covers a large area. Devourers can also take a great deal of damage, making them a core part of any air force.

Queen

Upgrades at: **Spire, Greater Spire and Queen's Nest**

The Queen is not strictly an offensive or defensive unit, being more of a creature of support by offering an array of special abilities. First, the Queen can launch Parasites that embed themselves into enemy units allowing you see into the enemy base (or wherever the infested unit goes). The next ability, Spawn Broodlings, is activated when the Queen approaches an enemy and strikes it with a glob of spores that eat their way into any organic matter they can find. After a short gestation period, they devour their prey and use its organic material to create two Broodlings that destroy the host and attack nearby enemies. The Queen also has the ability to Ensnare her foes by spraying a thick mucous over them to slow them down, making them easier to deal with. Finally, the Queen has the ability to infest a damaged Terran Command Center, making it a Zerg structure capable of producing Infested Terrans.

Infested Terran

Once you have severely damaged a Terran Command Center (sending its damage meter into the red) a Queen can infest it. This Infested Command Center can generate infested Terrans that can cause massive amounts of damage when they reach enemy units or structures and explode in a suicide assault.

Defiler

Upgrades at: **Evolution Chamber and Defiler Mound**

This is the most insidious of the Zerg beasts, and, when properly employed, can turn the tide of any battle. It's Plague attack covers a wide area with a cloud of super-corrosive spores that eat away at its targets and in most cases, drastically reduces their life energy. Defilers can summon a Dark Swarm -- a cloud of tiny creatures that hide your units and confuses the enemy. And, with perhaps the most vile of their abilities, Defilers can also use their own troops to replenish their energy. Defilers are also the best Zerg units for running surprise attacks. When you come upon large groups of enemies that are clustered together, hit them with Plague, wait a second for it to do maximum damage and then wipe the enemy out with relative ease.

Scourge

Upgrades at: **Spire**

These creatures, though meager in size, are extremely destructive. Acting as organic, guided missiles, they attack any air units that they see and explode on impact. If you are having trouble with Battlecruisers, Carriers, or other large air units, fly in four or six Scourge to take care of the problem.



ZERG STRUCTURES

Hatchery

This is the primary structure for the Zerg. It hatches Larvae and also houses the Overlord upgrades. The Hatchery itself can be upgraded twice, first to a Lair and then to a Hive. Each upgrade allows for the building of new, more advanced structures. Because the Hatchery produces all of the Zerg units, it is good to build a few of them, once you have sufficient resources to do so. Hatcheries do not need to be built on Creep, as they are the only Zerg structure to create their own. You can also develop the Burrow ability here.

Extractor

This is the structure that the Zerg use to withdraw Vespene gas from the earth. Extractors do not need to be built on Creep, but they can only be placed on top of Geysers.

Creep Colony

These structures are used to expand the Creep, giving the Zerg more room to build. Creep Colonies can also be turned into defensive weapons.

Spore Colony

Build these to defend against air units and to also act as detectors for invisible and Cloaked units. It's always a good idea to surround your base (especially if it's an island) with Spore Colonies to keep the enemy from attacking from the air or dropping units behind your lines with a Shuttle or a Dropship.

Sunken Colony

These are for ground defense alone, as they shoot a huge tentacle into the ground that comes up underneath its target, doing heavy damage. Early in a game, Sunken Colonies are a cheap way to give yourself needed ground support for defending your base. Do not set them too far apart, since they are more effective when a few are clustered together.

Spawning Pool

The Spawning Pool is necessary for hatching Zerglings, and should be the first structure that you build. It also houses the upgrades for Zerglings to make them more effective, and allows you to build Sunken Colonies.

Evolution Chamber

The Evolution Chamber makes it possible to build Spore Colonies and also houses the upgrades to the general characteristics of all Zerg ground units. Upgrading the Carapace (body armor) of your Zerg is the first order of business here.

Hydralisk Den

This must be built before you can spawn Hydralisks. You can also develop upgrades for the Hydralisks here and, in some missions and two-player games, gain the ability to turn them into Lurkers.

Nydus Canal

These are unique to the Zerg and can be incredibly useful. These are a high-speed transport system that can link any two places on the map where they can be built. Place one near a Hatchery, and when you select it, choose where to place the other end of that particular Nydus Canal. Like all Zerg structures, it must be built on Creep.

Spire

This structure is necessary for spawning flying creatures, upgrading the armor and offensive attacks of flying creatures, and making a Greater Spire where Mutalisks can morph into Guardians and Devourers.

Queen's Nest

The Queen's Nest is necessary for upgrading your Lair into a Hive. Also, you can develop the special abilities Spawn Broodlings, and Ensnare as well as Gamete Meiosis that increases available energy.

Defiler Mound

This allows you to spawn Defilers and to develop the special abilities Plague and Consume as well as evolving a Metasynaptic Node that increases available energy.

Ultralisk Cavern

This allows you to spawn the huge Ultralisks and also serves as the site to develop better armor plating and increased speed and reflexes for these gigantic monsters.



PROTOSSES

The Protoss is a highly advanced and extremely powerful race. Their greatest strength is an energy shield that they have developed over time to protect all of their units and structures. These shields are rechargeable and quite strong. The foundation of Protoss technology is the Warp Gate, which acts as a transfer mechanism between the Protoss homeworld of Aiur and any remote location. Structures are not actually built; they are warped in from Aiur. If you develop a good combination of aggressive ground offense and strong air defenses, the Protoss is difficult to defeat. They do not manufacture units as quickly as the Terran or Zerg, but the lack of speed is made up for in strength.



PROTOSS UNITS

Probe

Upgrades at: Forge

As well as mining planetary resources, Probes manufacture and plant micro-beacons that anchor the teleport matrices of Protoss structures. The reason this sometimes works is that Probes are fairly strong and quite quick when compared to Zerg Drones and Terran SCVs. If this attack fails, however, all is lost.

Zealot

Warped to: Gateway

Upgrades at: Forge and Citadel of Adun

The Zealot is the strongest of all the basic ground units among the three species. They take longer to appear on the battle field, but are well worth the wait. At the Citadel of Adun you can upgrade the speed of the Zealot, and at the Forge you can upgrade their shields, weapons, and armor. Once the Zealots are fully upgraded, a group of 10 or 12 can lead a devastating attack on any enemy base. The only weakness of the Zealot is their inability to attack air units. Use these soldiers wisely in the beginning to form a strong ground defense.

Dragoon

Warped to: Gateway

Upgrades at: Forge and Cybernetics Core

Providing medium support with a Phase Disruptor that can target ground and air units, Dragoons are invaluable to any solid ground force. You can upgrade their attack range at the Cybernetics Core, which makes them exceptionally deadly against air units. Having a few Dragoons intermixed with an assault team of Zealots is the best fighting group to build early in a campaign.

High Templar

Warped to: Gateway

Upgrades at: Forge and Templar Archives

High Templars are Psionic warriors capable of developing powerful attacks. They can learn to unleash their minds in a Psionic Storm, an effect that covers a large area with psychic waves, tearing apart enemy units. They can also learn Hallucination, a near perfect duplicate of an enemy unit. The High Templars have no natural offensive attacks, but should you come under the assault of a large group of enemies clustered close together; a well-placed Psionic Storm is the best defense that you have.

Archon

Upgrades at: Forge and Templar Archives

It is possible for two High Templars to meld together and become an extremely powerful assault warrior. The Psionic Shockwave that it wields is only effective at close range, but it can target either ground or air units. The Archon also have tremendous shielding, but very little natural defense behind their wall of energy.

*Dark Templar

Warped to: Gateway

Upgrades at: Forge

These virtually invisible assassins have a powerful Psi-Blade attack and can only be seen by enemies when they are in the vicinity of a detector. These troops are slightly more costly than Zealots, but their attack power and invisibility can make them indispensable.

*Dark Archon

Upgrades at: Forge and Templar Archives

Like the High Templars, two Dark Templars can join together and become a Dark Archon. The Dark Archons can develop many powerful abilities: Mind Control (allows you to convert an enemy unit to your side), Maelstrom (stuns a group of attackers for a short period of time), and Feedback (causes an overload that damages an enemy unit that has an energy source). Although Overload can cause an immense deal of damage, Mind Control is possibly the most useful of all the talents of Dark Archons. It is a good way to grab powerful enemy units for your own use or to turn an enemy in the middle of an attack against its allies.



Reaver

Built at: Robotics Facility

Upgrades at: Forge and Robotics Support Bay

The Reaver is a Heavy Mobile Artillery unit designed to deliver massive damage against ground targets. The Reaver fires explosive drones called Scarabs that seek out the enemy and detonate on contact. This gigantic machine can be upgraded at the Robotics Support Bay to hold up to 10 Scarabs at one time. Reavers are notable for both their offensive and defensive potential. You can also upgrade the damage that a Scarab delivers for added punch. A valuable technique used in combat by the Protoss is called the "Reaver Drop." Just load a Reaver or two into a Shuttle and place it behind enemy lines, preferably by a mineral outcropping. Then, systematically unload the Reaver, let it fire into the worker stream, and then reload it onto your Shuttle before help arrives. One Reaver can sometimes win an entire battle if well managed.

Shuttle

Built at: Robotics Facility

Upgrades at: Forge, Cybernetics Core and Robotics Support Bay

This armored transport is built at the Robotics facility and is useful for moving units over impassable terrain or stretches of space. The major drawback of the Shuttle is that it is slow, especially before its engines are upgraded, so do not expect to outrun air defenses with it.

Observer

Built at: Robotics Facility

Upgrades at: Forge, Observatory and Cybernetics Core

These invisible scouts are designed to travel unnoticed behind enemy lines and have the added ability to act as mobile detectors as well. Their speed and sight range can be upgraded at the Observatory. By constructing plenty of these robotic units you can create a network of eyes over the entire battlefield, ensuring that you will never be the victim of a surprise assault.

Scout

Built at: Stargate

Upgrades at: Forge, Cybernetics Core and Fleet Beacon

The Scout is the primary anti-air defense unit of the Protoss fleet. Though awesome against other air units, their weaponry is decidedly less effective against ground units. Their Dual Photon Blasters, used for engaging ground troops, are only potent when you have six or more Scouts, whereas their Anti-Matter Missiles are a good match against any flying vessel in the universe. The Scout's armor and firepower can be upgraded at the Cybernetics Core. Visual range and speed can be upgraded at the Fleet Beacon. Since they are fairly quick to build, a squadron of four or five enhanced ships can provide a superior air defense.

*Corsair

Built at: Stargate

Upgrades at: Forge, Cybernetics Core and Fleet Beacon

These fast, medium support fighters were designed by the Dark Templar to safeguard their wandering fleets. Although Corsairs fire ship-to-ship Neutron Flares (making them ineffective against ground troops), they can be equipped with a Disruption Web that blankets terrestrial forces, preventing their enemy from firing. The speed with which these ships can fly in, neutralize anti-air defenses, and then provide support for other ships is crucial to any Protoss aerial attack. Use Corsairs to lay down cover over ground forces so Carriers and Scouts can swoop in and do major damage, unabated by anti-aircraft fire.

Arbiter

Built at: Stargate

Upgrades at: Forge, Cybernetics Core and Arbiter Tribunal

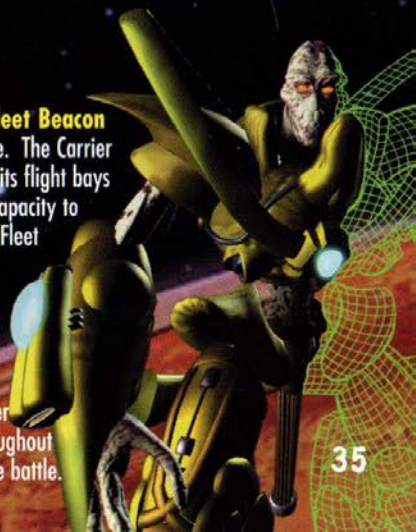
With the combined psychic force of the many Protoss Juggernauts on board, the Arbiter casts a reality warping field around all nearby friendly forces, causing them to be invisible. Unfortunately, the Arbiter cannot be cloaked in this manner, and always remains visible. Although it is equipped with an under-powered and somewhat limited Phase Disruptor Cannon, it can be outfitted with Recall and Stasis Field projectors. Stasis Field distorts the boundaries of space-time in the direction that it is fired, trapping targets (both friend and enemy) in a rift bubble that incapacitates them until it dissipates. Recall provides the Arbiter with the ability to teleport friendly units from anywhere on the board to wherever the Arbiter is located. In an onslaught, Stasis can provide a few seconds to collect your defenses, allowing you to pound them once they are freed.

Carrier

Built at: Stargate

Upgrades at: Forge, Cybernetics Core and Fleet Beacon

This is the most powerful unit in the Protoss universe. The Carrier can house up to eight Interceptors that launch from its flight bays to attack air and ground units alike. The Carrier's capacity to transport more Interceptors can be upgraded at the Fleet Beacon while the attack strength and armor of the Interceptors themselves can be upgraded at the Cybernetics Core. Interceptors can be rebuilt by the robotics facilities aboard the Carrier whenever they are destroyed. However, this does make the Carrier the most expensive unit to build. One Carrier can be useful, but if you can slowly build them throughout the course of a mission, they can dominate an entire battle.



PROTOSS STRUCTURES

Nexus

This complex serves as a psychic anchor and resource hub for each Protoss base. Probes are created here and all mining and harvesting is done around the Nexus.

Pylon

Carved from the precious Khaydarin Crystals found only on the Protoss homeworld, these serve to channel power to all buildings and also determine the maximum number of units that you can have. The more Pylons you have, the more units you can build. Also, a key to crippling enemy Protoss defenses is to destroy Pylons that are powering nearby Photon Cannons.

Gateway

This site serves as the training facility for Zealots, Dragoons, High Templar and Dark Templar. If you have sufficient resources, building two or three of these is a good idea.

Forge

This structure houses upgrades for ground armor, ground weaponry and shielding. Creation of a Forge also allows you to construct Photon Cannons.

Assimilator

This is the facility required for Probes to collect Vespene gas.

Cybernetics Core

This building allows you to upgrade the attack range of the Dragoon through the development of a Singularity Charge. You can also upgrade all air weapons and air armor here.

Citadel of Adun

Here you can enhance Zealot speed, which is a good idea to do as soon as you have some extra resources.

Robotics Facility

This facility is where the construction of Shuttles, Observers and Reavers takes place.

Robotics Support Bay

This is a support laboratory for the Robotics Facility and is where you can increase the Scarab capacity in your Reavers, upgrade Scarab damage, and increase Shuttle speed by adding a Gravitic Drive.

Observatory

This is where all robotic data is recorded and catalogued, making it the logical location for the sight range and speed of the Observer to be increased. These are two important upgrades when you want to build an effective spy network and gaining these two upgrades for your Observers will help your effort greatly.

Templar Archives

This is a training facility for the High Templar. You can also upgrade their energy reserves by researching the Khaydarin Amulet here as well as researching the Psionic Storm and Hallucination abilities. Dark Archon upgrades can be researched here, as well.

Stargate

The mighty warships of the Protoss fleet need this Stargate to be called forth from their homeworld of Aiur. Scouts, Corsairs, Arbiters and Carriers are created here.

Fleet Beacon

This location enables upgrades to be made to larger Protoss ships. You can increase the Carrier's Interceptor capacity from four to eight, develop the Corsair Disruption Web and Argus Jewel, and upgrade Scout speed and targeting, as well.



Arbiter Tribunal

This is an upgrade facility for Arbiters, where you can research Recall, Stasis and the Khaydarin Core technology that increases available energy.

Shield Battery

These are extremely useful energy storage units where the Protoss can recharge their shields. Place a few Dragoons around a Shield Battery as defense. As they are damaged, you have easy access to regenerate their shields.

Photon Cannon

Photon Cannons are incredibly versatile, acting as ground defense, air defense and detectors. Use a solid network of these as a basis for your defense. Five of them situated around a single Pylon make for a formidable defense, but watch out that the Pylon is not destroyed, because unpowered, the Cannons are useless.



These are Protoss structures being warped in from the homeworld of Aiur.

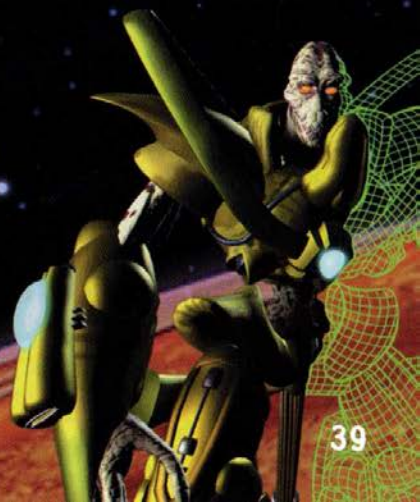
All Protoss structures must be powered-up to function properly. To provide power to a structure, it must be close enough to a Pylon. Just place the arrow on any Pylon and press the A Button to view the areas that have power supplied to them (these areas appear as solid blue circles).

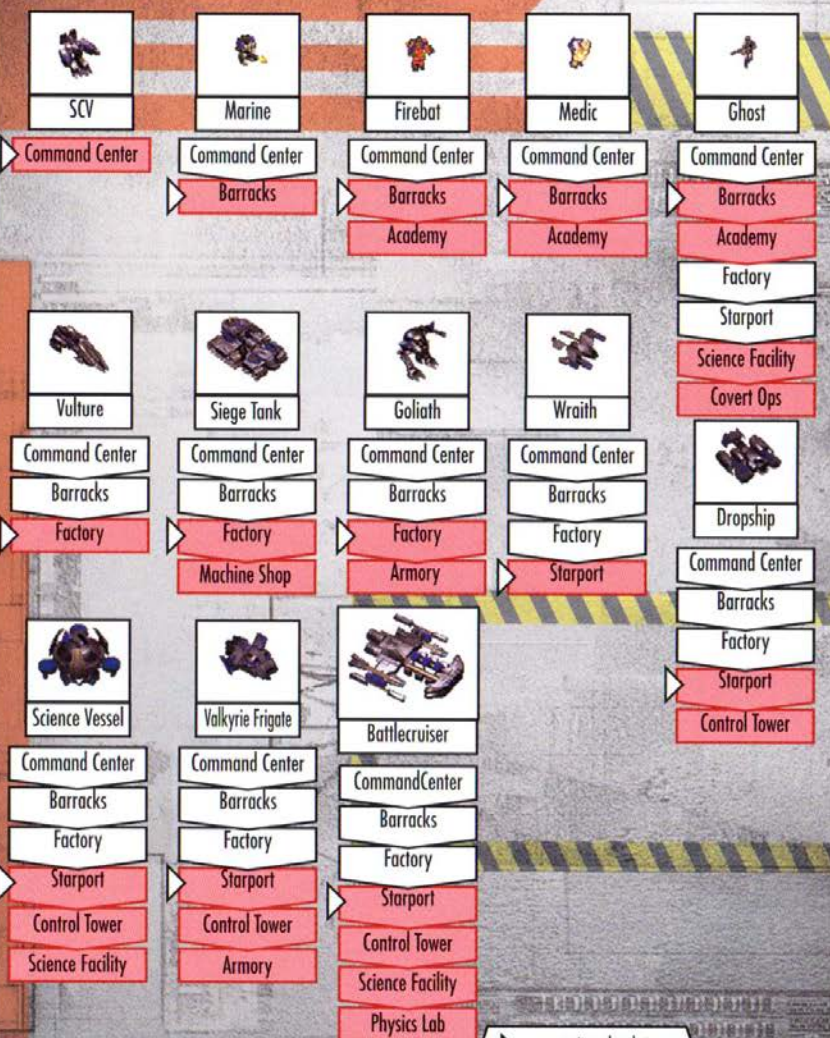


When a Protoss unit is selected, the green line represents hit points for that unit. The blue line represents remaining shields. The purple line represents energy. Energy is only available for specific units and structures.

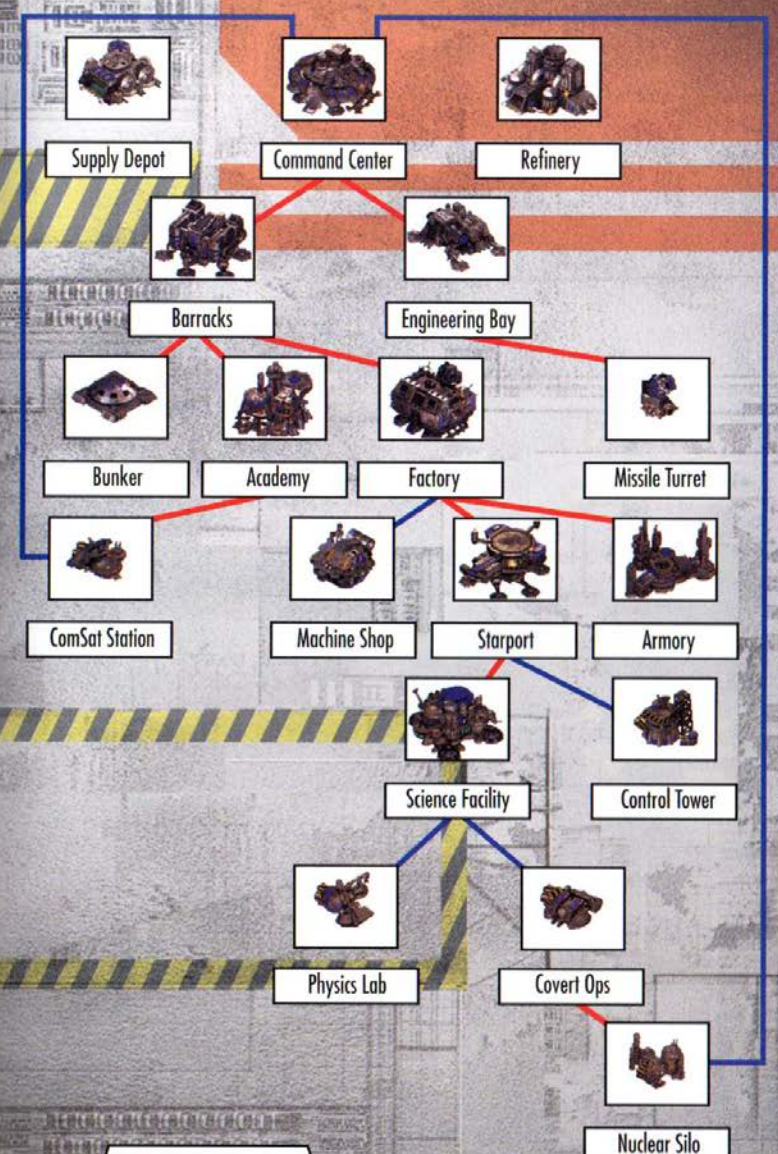
When a unit is selected, and their portrait is outlined in green, that unit is infested.

NOTE: Terran and Zerg units cannot have shields. Shields are only available to Protoss units.

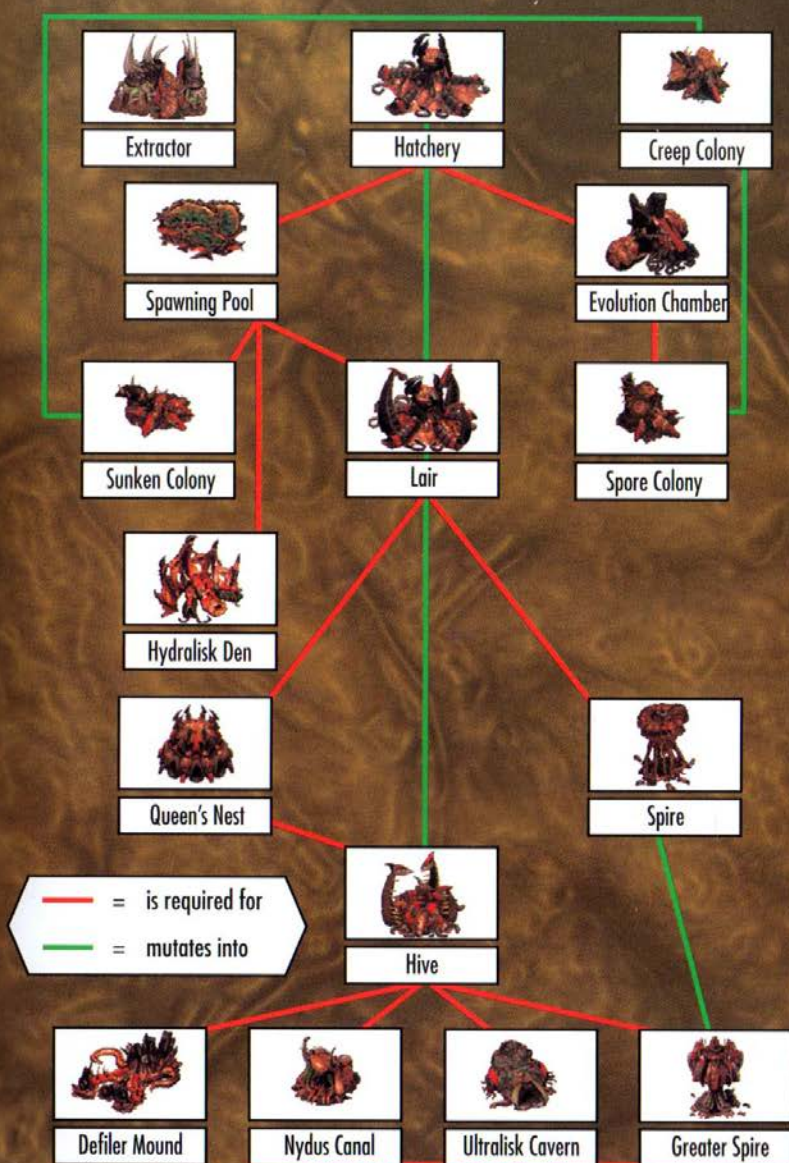
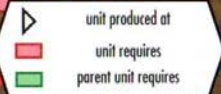
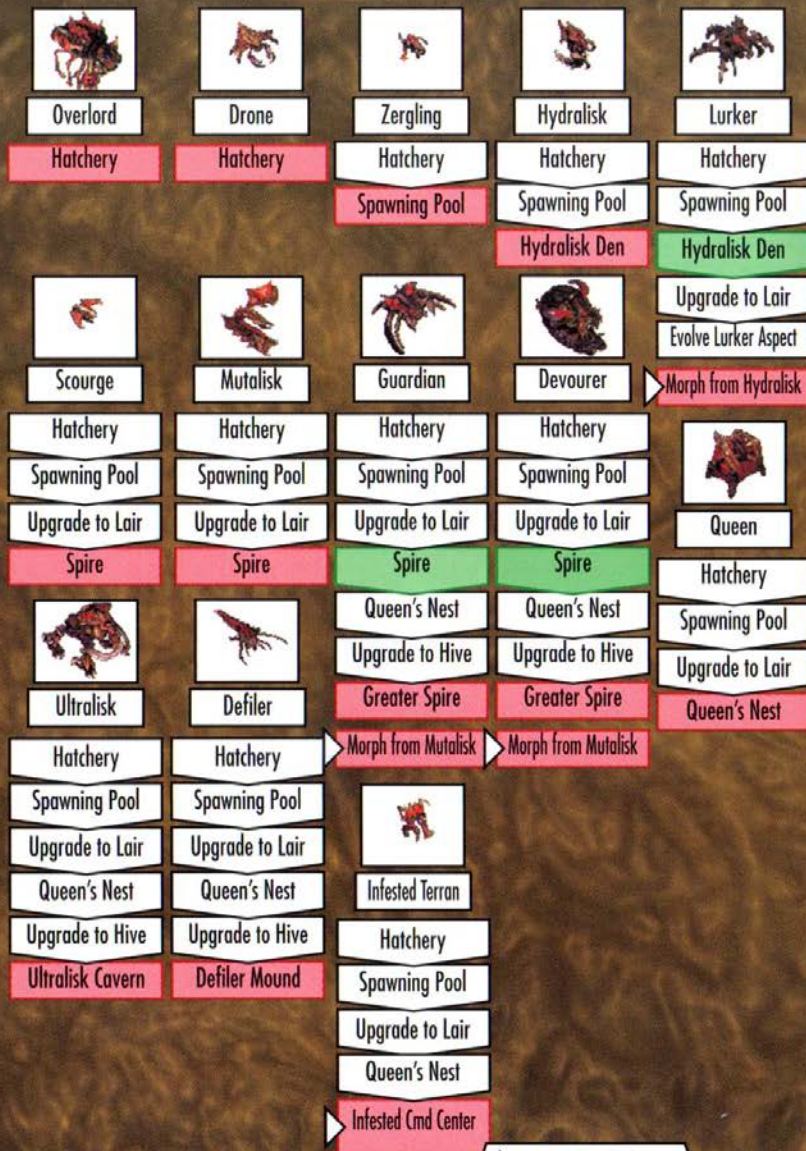


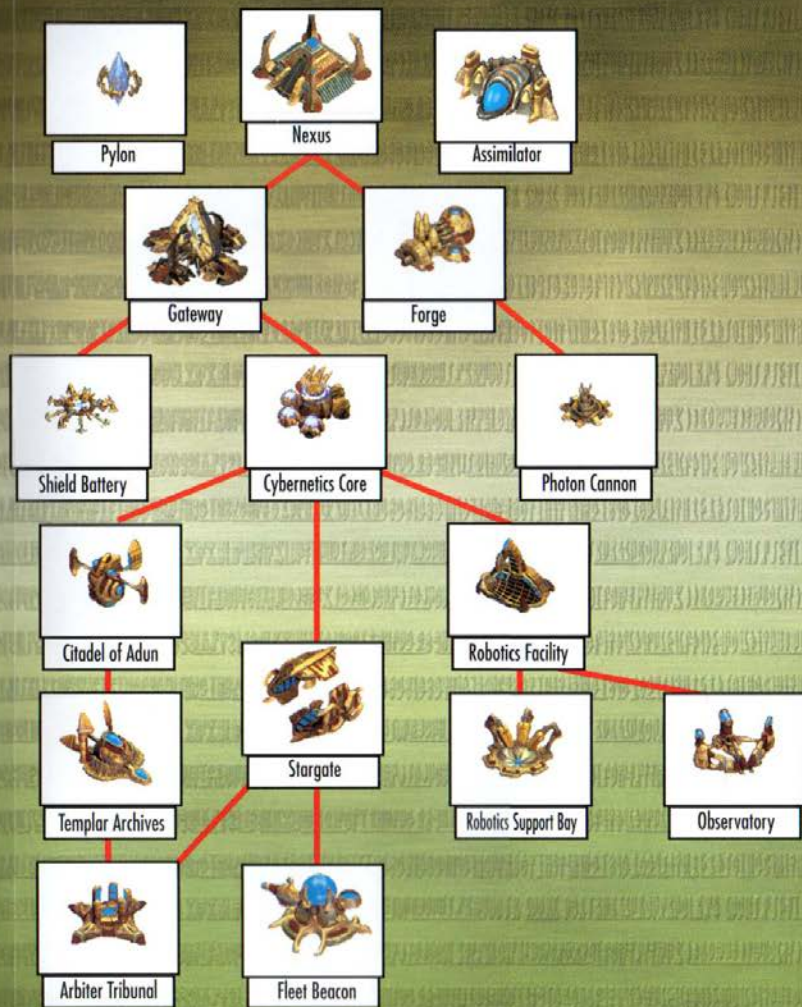
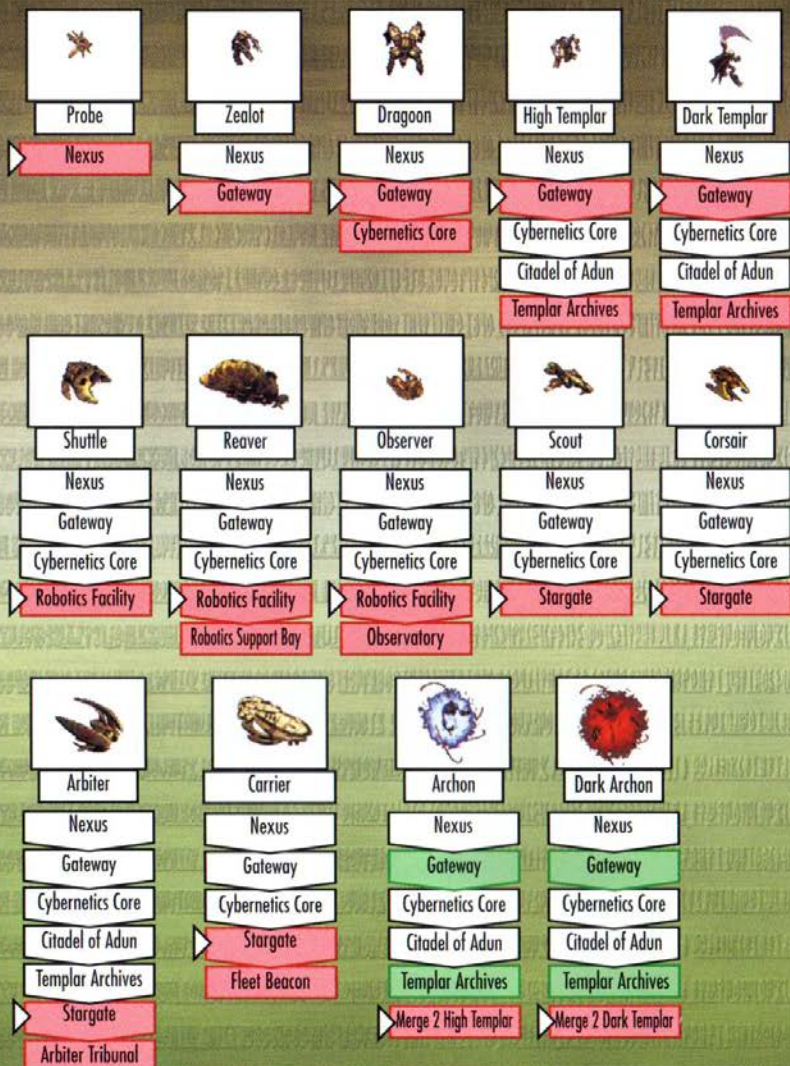


▷ unit produced at
 [Red Box] unit requires
 [Green Box] parent unit requires



[Red Line] = is required for
 [Blue Line] = Add On





NOTES



NOTES



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REV. B

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