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Starcraft : Prima's Official Strategy Guide



Synopsis

Complete stats for Terran, Protoss, and Zerg species
Tactics for optimal use of all units
Multiplayer strategies to devastate your opponents
Detailed maps for all 30 missions
Strategies for managing your resources and building your empire
Terran, Zerg, and Protoss tech trees
Advice on mastering the campaign editor
About the Author
Bart Farkas is the author of *Star Wars: Shadows of the Empire Game Secrets for the N64*, *Wing Commander IV: Unauthorized Secrets & Solutions*, *Lords of the Realm II: The Official Strategy Guide*, and other Prima titles. He is the editor-in-chief of Inside Mac Games.

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Customer Reviews

StarCraft: Prima's Official Strategy Guide is the perfect reference for solo play. The guide provides detailed walk-throughs for each of the game's 30 levels, with clearly marked maps and screen shots to help illustrate important points and tactics. The book offers more than 50 pages of statistics on the various units available and an easy-to-follow list of general strategies. Statistical information about the game's units and buildings, a section dedicated to the StarCraft campaign editor, and a brief multiplayer primer for gameplay on Battle.net round out the guide. --Michael Ryan

Crisis - your only choice is Interstellar War.

This guide is a great help in solving the scenarios. It provides detailed maps and strategic guidelines

to "help" you conquer your opponents. I haven't "graduated" to multi-player yet, so I can't comment on how this book might help in that aspect.

Strangely enough the people at Prima managed to skew the guide to one of the best games of all time by forgetting the fact that most of the players have already read the manual (and those who have not have not done so either because they don't care for hints or the game was rented). In fact, the guide has even less information than the manual - whereas the manual lists the strengths and weaknesses of the units as well as the buildings. The guide had one paragraph to say about the human's entire architectural menagerie. This would have been completely acceptable had the book attempted to reveal the web of strategy possible with StarCraft (defensive unit combinations, strategic turret positioning, formations, expansion rates, among others). The guide remains mysteriously silent on all these topics, instead repeating the information routinely found in the manual, adding - drumroll, please! - **ABSOLUTELY NOTHING!** I have nothing to say but: if you have the manual, you already know what this book says. Think rather than buy.

This book came free with the "Battle Chest" but I really wish they had included the game manual instead. (If you want that, you have to print it from the PDF file on the CD.) The "strategy guide" is really a rehashed reference for the different races which could be useful if not for the choppy, amateurish writing, and just the enormous amount of black ink used in printing this book (I half expected my fingers to get black from flipping through the pages). The maps are slightly helpful, but really close to worthless because of the poor contrast and lack of color. So far, I have gone through every mission on my own without the strategy guide, only consulting it after I completed a mission. I found their "strategies" to really lack imagination and in some cases were completely unrealistic. Their main take on each mission is to do as little as you have to in order to win the mission and advance to the next. I find a lot more fun in exploring all the map area and wiping out any enemy that exists. Anyway, maybe the strategy guide for the expansion pack will be better. I recommend not bothering with this one. (StarCraft, though, is a superb game!)

This book isn't great, but it isn't horrible either! The section for the single player missions is very well done, and provides the reader with all of the details necessary for the completion of each scenario for each race. The maps should have been bigger and color would have helped, but that would significantly raise the price of the book. The charts and tables are very informative and useful, such as the unit counter chart. The tips are also helpful, but you could figure them out on your own after a

few missions. This is the point where the good qualities end. There are a few pages on the map editor which provide almost no information at all. You are better off just reading the help file within the editor, as it gives much more info on everything from placing map tiles to programming triggers. (which is really fun, by the way) The only thing that can be said about the multiplayer section is that it is totally useless. Be thankful that there is another guide out there specifically for multiplayer gaming. One of the authors happens to be the now famous Thresh. Bottom line- If you need tips for the single player missions, this book is for you.

The book came with the Battle chest version of the game. Depending on your purpose for reading this book it might not meet your needs. 1) It provides basic - from the manual information about the different units. Some useful information is telling you which units destroy which other units. 2) It tells you how to win each of the missions in the game. If you want to know before playing the mission how to beat it, why play? They also point this out in the book. Play the mission, then if you get stuck consult the book. Well, that's all there is to the book. I agree with one of the other reviews, which said if they wanted to write a good book, they should have evolved strategies of attack and defense such as "Build 12 marines, 12 Goliaths, 12 vultures, place each of the twelve types onto a number key. Now when you need a certain "type" of defense press the number key and tell it to attack the offending unit." Another good one is to keep building units while your base is under attack (obvious, but there are many kids playing this game with no war strategy experience). Strategy is necessary for these 12 yr olds to win these games. Finally, this is only a newbie book. Not for seasoned players of war games.

It's slim - like a pamphlet - and infuriatingly replaces the manual in the Starcraft Battle Chest. The guide to the single player missions is reasonable, but they tend to be simplistic in any case (make a base or two, build a lot of defense, and crank out The Unstoppable Army so you can sweep the map in one massive wave.) The unit descriptions and tactical advice are worth a buck or two at most; you'd be better off just fooling around with the units on your own to see what they do. Passages range from accurate but non-informative to flat out wrong - for example, the author claims one powerful spell that protects your units from all ranged attacks only works against air-to-ground fire. Captions often have nothing to do with their picture, which has nothing to do with the page. There is a very brief section on multiplayer strategies, and it's the worst in the book. In describing the new layer of depth multiplayer adds, he offers this possibility (from memory): "For example, if you say to your opponent "I hope your flank is protected", what should he think? Are you really about to attack

his flank? This is the kind of thing that brings multiplayer to a different level from single player."Nothing more needs to be said.

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