Introduction

STARCRAFT SHAREWARE

First of all, thank you very much for trying out this shareware version of Starcraft. We worked very hard to create a game that you will want to spend many, many hours playing, and we hope that this will serve as a good introduction to the game.   The campaign included in the shareware is just the tip of the iceberg...

Starcraft takes on an entirely different feel when you are in a multiplayer game.   The differences in how you have to think and react make for a very exciting and very new play experience.   Once you are done with the campaign, head on up to Battle.net and try your hand at some Terran vs. Terran multiplayer games with the included shareware map.

Finally, if you enjoy this shareware, you won't believe the challenges that await you in the full version.   Starcraft is a VERY different play experience depending upon which species you choose to command. The tactics and advanced strategies employed by the Terran, for instance, would be ineffective for the Zerg or Protoss to attempt.

See you on Battle.net!

Blizzard Entertainment

Keyboard Shortcuts

[Single and Multiplayer Options]

[F10]	Game Menu
[Alt+M]	Game Menu
[Alt+S]	Save Game
[Alt+L]	Load Game
[Alt+H]	Help Menu
[F1]	Help Menu
[Alt+O]	Options Menu
[+]	Increase Game Speed
[-]	Decrease Game Speed
[Ctrl+X]	Exit Starcraft shareware
[Alt+X]	Exit Starcraft shareware
[Ctrl+Q]	Quit Mission
[Alt+Q]	Quit Mission
[Ctrl+M]	Toggle Music On/Off
[Ctrl+S]	Toggle SFX On/Off
[Space Bar]	Center on Last Transmission
[Ctrl+#]	Assign Group #
[#]	Select Assigned Group
[##]	Center on Assigned Group
[SHIFT+F{2-4}]	Assign Location
[F{2-4}]	Center on Assigned Location
[Alt+SelectUnit]	Recall Group
[Shift+Issue Command]	Set Waypoint
[Ctrl+C]	Center on Selected Unit
[Alt+C]	Center on Selected Unit
[Tab]	Hide/Reveal Terrain in Minimap
[Shift+Tab]	Toggle Diplomacy Colors in Minimap

- Green = Your Troops
- Yellow = Allied Troops
- Red = Enemy Troops

[Shift+Select Unit]	Add/Remove Unit from Current Selection
[Ctrl+Select Unit]	Selects all units of that type on the Main Screen

[Multiplayer Options Only]

[Enter]	Send Message
[Shift+Enter]	Send Message to All
[Ctrl+Enter]	Send Message to Allies

Higher Ground

Starcraft utilizes the elements of both higher ground and cover to add a deeper level of strategy to the game. Experimenting with different units in these terrain types can yield some very effective tactics.

Units that are in trees are considered to be "in cover".   Any units that are in cover only have a 70% chance of being hit.   Keeping more vulnerable units, such as Marines, under the cover of trees greatly increases their life expectancy and allows them to hold their own against more powerful units.

Units attacking from lower ground to higher ground only have a 70% chance to hit.   Also, units on lower ground cannot see higher ground but will counterattack any units that are attacking from higher terrain (even if the higher terrain is not visible.)   Using units with longer ranges, such as Siege Tanks, on high ground areas gives them a better field of vision and makes them much less vulnerable to attack.

Damage Types & Unit Sizes

Units in Starcraft have three different designations: small, medium and large.   The size of a unit is taken into account when calculating the effects of different classes of damage. This means that while a Firebat is more effective than a Hydralisk against a Marine, he is less effective against a Vulture.

The damage classes and their effectiveness in relation to the three unit sizes are as follows:

- Normal Damage is equally effective against all types of units.
- Concussion Damage does 50% damage against Medium units and 25% against large units.
- Explosion Damage does 50% damage against Small units and 75% against medium units.

Some units, such as a Siege Tank, also have a Splash Damage modifier added to their damage.   Any units or buildings within a set radius of the target unit take a peripheral amount of damage.

The following is a table that lists each of the damage types and unit sizes:

Terran Units

Unit	Size	Ground Attack Type	Air Attack Type
SCV	Small	Normal	N/A
Marine	Small	Normal	Normal
Firebat	Small	Concussive*	N/A
Ghost	Small	Concussive	Concussive
Vulture	Medium	Concussive	N/A
Siege Tank – Tank	Large	Explosive	N/A
Siege Tank – Siege	Large	Explosive*	N/A
Goliath	Large	Normal	Explosive
Wraith	Large	Normal	Explosive
Dropship	Large	N/A	N/A
Science Vessel	Large	N/A	N/A
Battlecruiser	Large	Normal	Normal

Zerg Units

Unit	Size	Ground Attack Type	Air Attack Type
Larva	Small	N/A	N/A
Drone	Small	Normal	N/A
Zergling	Small	Normal	N/A
Hydralisk	Medium	Explosive	Explosive
Ultralisk	Large	Normal	N/A
Infested Terran	Small	Normal*	N/A
Broodling	Small	Normal	N/A
Defiler	Medium	N/A	N/A
Queen	Medium	N/A	N/A
Overlord	Large	N/A	N/A
Scourge	Small	N/A	Normal
Mutalisk	Small	Normal	Normal
Guardian	Large	Normal	N/A

Protoss Units

Unit	Size	Ground Attack Type	Air Attack Type
Probe	Small	Normal	N/A
Zealot	Small	Normal	N/A
Dragoon	Large	Explosive	Explosive
High Templar	Small	N/A	N/A
Archon	Large	Normal*	Normal*
Reaver	Large	Normal*	N/A
Shuttle	Large	N/A	N/A
Observer	Small	N/A	N/A
Scout	Large	Normal	Explosive
Carrier	Large	N/A	N/A
Interceptor	Small	Normal	Normal
Arbiter	Large	Explosive	Explosive

* Splash Damage

Special Abilities

Some units can use special abilities, usually obtained through upgrades that enable them to affect other units or buildings.   An example of this would be the EMP Shockwave employed by the Science Vessel.   Every special ability has an energy cost associated with it that is deducted from that unit's available energy when the ability is activated. Some of these, such as the Cloaking ability of Wraiths and Ghosts, also have a continuous upkeep cost while the power is active.

Units that have special abilities commonly also have upgrades, such as the Apollo Reactor for the Wraith, which grants them a higher amount of available energy.   While expended energy does recharge over time, having larger initial stores to draw from is very valuable.

Mini Map Options

The TAB key toggles the mini map between two different views during gameplay.   These views are the standard view and unit view.   The unit view is especially useful for tracking down units on a complex map.

The SHIFT-TAB key toggles the mini map between the diplomacy colors:
- Green = Your Troops
- Yellow = Allied Troops
- Red = Enemy Troops

Capturing Screen Shots

The [PRINT SCRN] or [Print Screen] key allows the user to take screen captures at any time.   These will be stored in PCX format in the directory where the Starcraft shareware is installed.

PCX formatted files can be viewed with Microsoft Paint, which is installed by a default installation of Windows.

Scoring Clarifications

The unit and kill counts on the score screens may not always match up.   For example, if you destroy a building before it is completed you will receive full credit for the kill yet the builder will not receive credit for the building.

Windows 95, Windows NT, and DirectX

Starcraft shareware is a Windows 95 and Windows NT 4.0 game that utilizes Microsoft DirectX.   Starcraft shareware will run under DirectX 2.0 or higher, but we recommend updating your version of DirectX.

Windows NT 4.0 does not require that you install Microsoft DirectX, as it is already part of the operating system.

If you have difficulty running Windows 95 after installing new Microsoft DirectX drivers, please contact Microsoft technical support at:

USA telephone: 1-800-426-9400

For a list of International numbers visit
Microsoft technical support at
http://www.microsoft.com

Video Cards

Install the Video Card manufacturers updated DirectX 5+ drivers.   If you're not sure who made your Video Card you can check in the display settings under the Control Panel.   The video card driver will usually give the manufacturer of the video card in the driver name.   If you are still unsure of the manufacturer of your video card, contact the computer manufacturer or the place where you purchased your computer.

If this does not fix the problem, try setting the display area to 640x480 and 256 colors.   You will need to modify the display settings from Control Panel.   To modify the settings, click on the **Start Menu**, **Settings**, **Control Panel**, and choose **Display**.   Now select the **Settings** tab, and set the "Desktop Area" to 640 by 480 and set the "Color Palette" to 256 colors.

For a list of video card manufacturers
visit our on-line support at:
http://www.blizzard.com/support/vendors.htm

Sound Cards

If you receive any sound related errors or your sound or music is skipping, install the Sound Card manufacturers updated DirectX 5+ drivers.   If you're not sure who made your Sound Card, then contact the computer manufacturer or the place that you purchased your computer.

Starcraft requires a Windows 95 compatible sound card. If you should encounter any problems with your sound card, make sure that all current Windows 95 and DirectX compatible drivers are installed and, if necessary, contact your sound card manufacturer.

Windows NT computers might suffer from "crackling sound" problems if Starcraft runs for a long period of time.   This is a known problem that will be addressed in future updates to Windows NT.   If you experience this issue, reboot your machine and start Starcraft again.

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For a list of sound card manufacturers
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Virtual Memory

Starcraft may need to use more RAM than is present on your system.   Windows 95/NT automatically takes care of this by using what is known as "Virtual Memory" -- it uses space on your hard disk to simulate the memory it needs and swaps data back and forth from your hard disk as required. Windows 95 allows you to manually set the amount of hard drive space it uses for Virtual Memory.   Windows NT requires that you increase the Paging File, and this must be done manually.

In our experience, we have found that letting Windows 95 manage your Virtual Memory is easiest and best for performance.

To let Windows 95 manage your virtual memory, go to the **Start Menu**, select **Settings**, **Control Panel**, then double-click System, click **Performance**, **File System**, **Virtual Memory** and then select *"Let Windows manage my virtual memory settings (recommended)"*.

To increase the page file size under Windows NT, go to the **Start Menu**, select **Settings**, **Control Panel**, then double-click System.   Click **Performance**, and choose **Change** from the Virtual Memory section.   Increase the **maximum** size that Windows NT will allocate for virtual memory, and choose **Set**.   Your system will need to restart after making this modification.   *It is important that you have enough hard drive space to allow for the maximum Page File size that you have set.*

If you are running low on virtual memory, you may need to free up space on your hard drive.   On computers with multiple hard drives, your "swap file" will typically be set to the C: drive, so make sure that there is plenty of space on that drive.

Multiplayer Starcraft - Battle.net

Battle.net is an Internet gaming service provided by Blizzard Entertainment which allows players to meet up, challenge other players, join games, and compete in a worldwide ranking system, all without paying any special connection charges.

In order to use Battle.net, your computer must have the TCP/IP protocol installed, and must provide TCP/IP support for 32-bit applications.   If you connect to the Internet using Windows Dial-up Networking, and browse the web with Netscape Navigator version 2.0 or higher or Microsoft Internet Explorer 3.0, then you probably already have the correct TCP/IP software installed.   However, if you connect to the Internet with a proprietary dialer or browse the web with Netscape 1.x or another 16-bit web browser, then it is likely that your system is not configured to support 32-bit applications.   In this case, you should contact your Internet Service Provider to obtain updated software.

"I can chat with other users, but I can't join a game."
In order to play in a multiplayer game, your system must be able to receive packets of game data (technically, UDP and TCP packets) from other players.   Some service providers don't allow incoming data of this type, or don't provide users with a unique Internet address to which packets can be sent.   If you are unsure whether your provider is blocking this type of connection, please contact them for more information.

If you are trying to play Starcraft through a computer that is directly connected to the Internet through your employer or other organization, you should be aware that some companies block certain types of incoming data to their networks.   To play multiplayer games on Battle.net, you may have to ask your network administrator to allow incoming UDP and TCP packets on port 6112.

"Players are crashing my game while we are playing!"
It has come to our attention that certain users are taking advantage of security flaws in Windows 95 and NT to crash other users in the Battle.net games. Microsoft has released fixes for these flaws for both Win95 and NT.   The fixes prevent most, but not all of these programs from being used on you. Search Microsoft's web site at http://www.microsoft.com/search/default.asp for both "Out-of-Band" and "Invalid ICMP Datagram Fragments".   Also check Microsoft's web site at http://www.microsoft.com for any new security fixes.

Multiplayer Starcraft - America Online

To connect to Battle.net through AOL, you will need to use the 32-bit Windows 95 AOL client software. If you are unsure as to whether you already have this, please contact AOL directly.

Multiplayer Starcraft - Local Area Network

Starcraft supports multiplayer gaming over IPX compatible networks.   If your computer is connected to a local area network, but you are not sure whether it is IPX compatible or not, ask your network administrator.

"I have IPX but I can't join a game, or people can't see my game to join it."
Starcraft will not play across network segments.   If you are not sure whether your network is segmented or not, contact your network administrator.

You should also verify that all computers on the network are using the same frame type.   You can change the frame type that a computer uses in the Windows 95 Network control panel or in the Windows NT Network control panel.

For Windows 95
- Click on the Start Menu
- Choose Settings
- Select Control Panel
- Double Click on Network
- Double click on "IPX SPX Compatible Protocol"
- Choose the Advanced Tab
- Select "Frame Type" from "Property" area
- Make sure the setting in the "Value" area matches all settings on other computers

For Windows NT
- Click on the Start Menu
- Choose Settings
- Select Control Panel
- Double Click on Network
- Select Protocols
- Highlight "NWLink IPX/SPX Compatible Protocol"
- Select Properties
- Ensure that the Frame Type is the same for all computers on the network

Multiplayer Starcraft - Modem

To play Starcraft over a modem, you must ensure that your modem is configured properly in the Modems control panel.   To do this:

- Click on the Start Menu
- Choose Settings
- Select Control Panel
- Double-click on Modems

Certain US Robotics modems require an update please see our Compatibility section for further details.

"My modem won't dial a number or answer an incoming call."
Here are some things to try:

- Disable any messaging software such as Comm. Central or any other answering machine software.
- Disable any Fax software that is installed on your system.
- Close any other programs that may be using the modem.

You should also verify that your modem's INIT string is correct.   Your modem manufacturer will be able to help you with this.

Multiplayer Starcraft - Serial Connection

You can play Starcraft head to head using a null modem cable.   Simply connect the null modem cable to a free serial port on each computer and select Direct Cable Connection from within Starcraft.   One player should then select Create Game; the other should wait until the game is running, then select Retry Connection to join it.

"My direct link setup isn't working."
 "I can get multiplayer games started, but they lock up during gameplay."
You must ensure that the serial port you are using is correctly configured in the Windows 95 System control panel, or in the Windows NT Ports control panel.

For Windows 95
- Click on the Start Menu
- Choose Settings
- Select Control Panel
- Double-click on System
- Choose Devices
- Double click on Ports

For Windows NT
- Click on the Start Menu
- Choose Settings
- Select Control Panel
- Double-click on Ports

Also, verify that it is not being used by other applications and that it does not have an IRQ conflict with another serial port, modem or mouse on your system.

"Is it true that Starcraft supports up to four-player serial games through daisy-chained serial cables?"
Yes.   However, this process is complicated and is recommended only for technically advanced users.

Compatibility

US Robotics Modems

If you are using a US Robotics 28.8 / 33.6 Voice Fax Modem model 1171-00, you are likely to have problems because the modem is not fully TAPI compliant.   US Robotics has confirmed this issue to be a firmware bug, and you must contact US Robotics for the upgrade.   US Robotics can be contacted at 847-985-5151.   You will need to ask for the free upgrade to their "supervisor chip" to make it model 1171-02.

Compaq Presario Modems

Some Compaq Presario systems have voice modems with "Wave Device for Voice Modem" installed.   Usually these systems also come with the "Compaq Phone Center" application pre-installed and enabled.   If you have one of these systems, while setting up modem games you may occasionally experience odd sound behavior.   This behavior includes but is not limited to generic Starcraft interface sounds repeating several times.   This behavior should in no way affect the functionality of Starcraft in general.

For more information please contact Compaq at http://www.compaq.com, or by calling (800) 652-6672.

Windows NT Sound Problems

Certain computers running Windows NT might suffer from "crackling sound" problems if Starcraft runs for a long period of time.   This is a known problem that will be addressed in future updates to Windows NT.   If you experience this issue, reboot your machine and start Starcraft again.

Updates, Patches and General Troubleshooting

You can check Blizzard's web site http://www.blizzard.com for the latest information on updates and patches for Starcraft. Also, whenever you connect to Battle.net, your software will automatically be upgraded to the latest version. For more information on Battle.net, see the Playing Starcraft over Battle.net section in this file.

PROGRAM CONFLICTS

Starcraft is a Windows 95/NT program that is capable of running while other programs are running in the background. For best performance we suggest you shut down all other programs while playing.

IMPROVING GAME SPEED

There is a possibility of slower game play on slower systems while music is playing. For better performance, the music can be turned off.   Music and sound volumes may be set using the Options menu while playing Starcraft or pressing [Alt+M] at any time.

On some slower systems, turning off color cycling in the game can dramatically increase speed.   This can be accomplished by opening the MENU while in the game.   Select the GAME menu and then open the OPTIONS menu.   Now open the VIDEO menu and turn color cycling to OFF.   Also, you can disable unit portraits in the VIDEO menu.   This can increase your game speed as it reduces disk access and screen redraw times.

Programs that run in the background while on the Internet, such as ICQ, web browsers, Pointcast or Netcast cut into the speed at which Starcraft plays.   Turning off these Internet specific applications can also increase your game speed.

Another method of increasing performance in Starcraft is to add RAM to your computer if you are playing on a 16MB system.   Windows 95 uses about 5 MB of your available RAM, and this causes Starcraft to use virtual memory. This process is slower than using RAM directly, and while the speed of your processor is a factor in the performance of the game, additional memory can greatly enhance your game speed on baseline systems.

Uninstalling Starcraft Shareware

Starcraft shareware can be uninstalled from the installer, from the <u>Add/Remove Programs control panel</u>, or through the Starcraft shareware group in your start menu. When uninstalling Starcraft, you will be asked if you also wish to delete your saved games and your character profiles.   Checking these boxes will delete all saved games of Starcraft and will remove your stored multiplayer and Battle.net profiles respectively.   Your Battle.net Profiles will remain on Battle.net and this does not disable your ability to play over Battle.net from any system that has Starcraft installed. Should you wish to keep your saved games or character profiles on your hard drive, DO NOT check this box when prompted.

For users who are running both Windows 95 and Windows NT 4.0 on their systems, please note that you must uninstall Starcraft from the same OS where it was installed (i.e. if you install Starcraft under Windows 95, you must uninstall from Windows 95 as well).

Uninstalling Battle.net

To uninstall Battle.net you will need to open the **Start Menu** from your task bar. Open the **Control Panels** folder and select the <u>Add/Remove Programs option</u>.   You will see Battle.net in the program list.   To remove it, select Battle.net and click the Add/Remove button.

Technical Support

The Blizzard Entertainment technical support department will attempt to help you resolve any issues that you may experience with the Starcraft shareware.

For Technical Support please contact Blizzard Entertainment at:

Phone: (949) 955-1382

Online: support@blizzard.com

Web Site: http://www.blizzard.com

Standard view reveals known terrain and units.

Unit view shows units only, no terrain.