STARCRAFT

EXPANSION SET

BROOD WAR

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-GETTING STARTED-

-system requirements (pc)-

Computer: Starcraft: Brood War™ requires an IBM PC or 100% compatible computer, with a Pentium® 90MHz or better processor.Your computer must have at least 16 megabytes of RAM.

Operating System: You must be utilizing Windows® 95 or later or Windows® NT 4.0 or later to play Starcraft: Brood War on your system.

Controls: A keyboard and a 100% Microsoft®-compatible mouse are required.

Drives: A hard drive with 80 MB of disk space available and a double speed CD-ROM drive are necessary for installation and play.A quad-speed CD-ROM drive is necessary to view cinematic sequences.

Video: Starcraft: Brood War requires a Local-bus SVGA video card that supports DirectDraw®. You must have DirectX® 2.0 or better installed on your system to play the game (DirectX 5.0 is included on the Starcraft CD.)

Sound: Starcraft: Brood War will work with any DirectX 2.0 or better compatible sound card.To play the music during the game,your sound card must be configured for playing digital audio.

-installation of starcraft: brood war (pc)-

Note: Be sure that Starcraft is already installed correctly on your computer's hard drive. Installing Starcraft: Brood War will update your existing game files.

Place the Starcraft: Brood War CD into your CD-ROM drive. If your computer is AutoPlay capable, a Starcraft: Brood War menu will automatically appear on the screen. Select "Install Brood War" from the list of choices to start the installation program. Follow the on-screen instructions to install Starcraft: Brood War on your system.

If your system is not AutoPlay capable, open the "My Computer" icon on your Desktop, then select the drive letter that represents your CD-ROM drive. Double-click on the "Install" icon and continue as above.

-system requirements (mac)-

Computer: Starcraft: Brood War requires a Mac OS® computer with a PowerPC® processor and 16 megabytes of physical RAM plus Virtual Memory (32 megabytes of RAM recommended). For multiplayer games of Starcraft: Brood War, 32 megabytes of physical RAM is required.

Operating System: Starcraft: Brood War will run on System 7.6 or higher.

Controls: A keyboard and mouse are required. If you have a two button mouse, please consult your mouse manual for instructions on configuring the second button to simulate a command (⌘) click

Drives: A hard drive and a double-speed or faster CD-ROM drive are required for installation and play. A quad-speed CD-ROM drive is necessary to view cinematic sequences.

Video: Starcraft: Brood War requires that your computer support at least a 640 x 480 display in 256 colors.

Sound: Starcraft: Brood War will work with any Mac OS compatible system's built in sound.

-installation of starcraft: brood war(mac)-

Place the Starcraft: Brood War CD into your CD-ROM drive. Double-click on the Starcraft: Brood War CD Icon, and then double-click on the "Starcraft: Brood War Installer" to copy the required game and system files to your hard drive. The installer will present an abbreviated "Read Me". Please read this, as it will contain the most up to date information about Starcraft: Brood War.

-technical support-

-online support services-

Blizzard Entertainment provides upcoming news, software updates, product demos, reviews, technical support and more on the following online services.

Internet: support@blizzard.com (for IBM-PC)
macsupport@blizzard.com (for Macintosh)
World Wide Web: http://www.blizzard.com/support.htm
http://www.battle.net

-additional support services-

Automated Technical Support, with faxing capability for most problems, is currently available twenty-four hours per day, seven days a week at: (949) 955-1382.

You may also contact Blizzard Entertainment via fax and mail. We receive faxes 24 hours a day, and will respond 9 A.M. to 6 P.M. Pacific time, Monday through Friday, holidays excluded.

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-before you call for technical support-

If you are having problems, please consult the "Troubleshooting" section before calling technical support. We receive many calls every day and can deal with your inquiry more efficiently if you know the following information:

- The manufacturer of your computer and the CPU type/speed
- How much RAM your system has
- The version and type of operating system that you are using
- The manufacturer and model of your video card, sound card and modem

Our technical support number is (949) 955-1382. Our hours are 9 A.M. to 6 P.M. Pacific Time, Monday through Friday, holidays excluded. Have a pen and paper handy when you call, and be near your computer if at all possible. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. Hints are available through our 900 number, which is listed on the Contacts page at the front of this manual.

-expansion changes-

-changes in single player-

If you select Single Player mode, you will now be prompted to choose either the original Terran, Zerg and Protoss campaigns from Starcraft or the new Protoss, Terran and Zerg Brood War campaigns found in Starcraft: Brood War.

-changes in multiplayer-

If you select Multiplayer mode, you will now be prompted to choose either Starcraft or Brood War as the game you wish to play. Choosing Starcraft will allow you to play with all of the units and tilesets offered in the original retail version of the game. The additional units and tilesets incorporated into the Brood War expansion will only be available for use if you choose Brood War. This means that once players choose to play Brood War games, they can only play against other players who are also playing Brood War games. They cannot play against opponents playing games using the retail version of Starcraft, unless they go back to the selection menu and select to play Starcraft retail games. Additionally, you will only be able to join games corresponding with your selection over Battle.net™.

-program changes-

The new custom maps included with Starcraft: Brood War will be located in a new directory within your Starcraft "Maps" directory for easier reference. Custom maps utilizing the new features included in the StarEdit map utility that ships with Starcraft: Brood War will be designated with the .SCX extension. .SCX maps may only be loaded in the updated expansion campaign editor, and may only be played against opponents also using Starcraft: Brood War. For a list of changes and additional features in the StarEdit campaign editor, please reference the StarEdit Help file located under the Help pull-down menu of your StarEdit menu bar.

Installing Starcraft: Brood War will update your original Starcraft program. This update contains fixes to certain features that were not included, or did not work properly, in the original release version of the game (version 1.0). For further information, and a list of these changes, please reference the README.TXT in the directory where you installed Starcraft.

- Aftermath -

-The Ashes of Aiur-

Only days have past since the Protoss hero, Tassadar, sacrificed himself in order to destroy the nefarious Zerg Overmind. In the wake of the Overmind's apocalyptic destruction, the Protoss homeworld of Aiur was left devastated and fallow. Many of the mindless Zerg who survived the horrendous battle began to rampage unchecked across the blackened fields of Aiur.

The Conclave, which had ruled over the Protoss Tribes for many thousands of years, was eradicated along with nearly seventy percent of Aiur's population. Thus, only a handful of Protoss heroes remained to watch over the beleaguered survivors of their world. The Judicator Aldaris, Praetor Fenix, the Dark Templar Zeratul, and their human companion James Raynor banded together in order to unite and lead the scattered survivors. Yet the Zerg, still bent on their genocidal rampage, continued to slaughter every Protoss they encountered.

Though fate had conspired against them, and nearly everything they cared for was lost, the stalwart Protoss heroes never gave up hope that their deliverance would come.

-The Emperor and His Dominion-

As the titanic battle between the Protoss and the Zerg reached the boiling point upon the planet Aiur, Arcturus Mengsk took steps to consolidate his own power within the newly formed Terran Dominion. Having crowned himself Emperor of the Dominion, all of the Terran colonies within the Koprulu Sector were united under one sovereign rule for the first time.

With General Edmund Duke by his side, Mengsk was unopposed by any of the major Terran Militias within the Sector. Having reinforced the armies of the Dominion by forcefully conscripting the remaining warriors of the defunct Terran Confederacy, Mengsk set out to fortify the various worlds under his care. As the final battle concluded on Aiur and the Zerg reeled in disarray throughout

the Sector, Mengsk was left to wonder what ever became of his former Lieutenant, Sarah Kerrigan… the self-styled Queen of Blades…

-The Terminal Agenda-

Light years away, far removed from the epic struggle between the Protoss and the Zerg, the custodians of the planet Earth watched and waited. Unknown to the wayward Terrans in the Koprulu Sector was the fact that their every move had been recorded since their exile from Earth. The United Powers League, the vast bureaucratic institution that ruled the Earth and it's sister worlds, had studied the slow advancements and hostile infighting of the Koprulu colonies for generations.

The UPL had borne silent witness to the founding of the Terran Confederacy and the myriad conflicts between the various Terran Militias. Overall, the UPL was content to observe their unwitting colonists without directly interfering in their affairs. It was only upon the discovery of alien species within the Koprulu Sector that the UPL finally committed to decisive action.

Never before had humanity encountered alien species of any kind. Thus, this unprecedented event caused a widespread panic throughout the UPL. Regardless of what happened to the expendable Koprulu colonies, the UPL could not afford to let aliens invade Earth.The momentous occasion brought many dissident countries into the UPL fold, thus expanding the powers of the organization and causing it to be renamed the 'United Earth Directorate'. Taking a more proactive, militaristic stance in regards to alien affairs, the UED bent all of its considerable resources towards studying the aliens and their maneuverings. After monitoring the Protoss and Zerg for several months, the UED gathered data on the strengths and weaknesses of the two races. Believing that they were capable of countering any of the aliens' attacks, the UED formed a military expeditionary force to put an end to the Koprulu conflict by any means necessary.

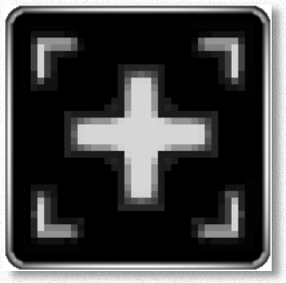
The expeditionary force, led by the brilliant Admiral Gerard DuGalle, had a secondary objective as well. Admiral DuGalle was ordered to take control of the Zerg Broods and use them to pacify Protoss activity in the Sector. In so doing, he would assure the survival and prosperity of Humanity throughout the galaxy…

-New Terran units-

medic

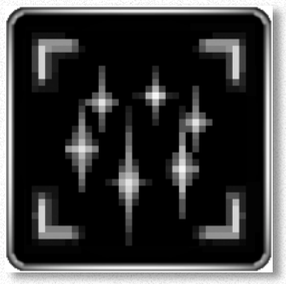
ROLE: Combat Physician
ARMAMENT: None
AFFILIATION: United Earth Directorate

The medics of the United Earth Directorate follow a time-honored tradition of selflessly marching into combat zones to aid their injured brethren. These fearless women, aided only by protective shielding, are highly skilled healers, capable of restoring the health and vitality of wounded soldiers. Medics can even cure various Zerg infestations such as Parasite or Ensnare.



Heal

While expendable, the massive losses of Terran Marines during the Great War began to become cost prohibitive. The Medic's use of chemical modifiers has greatly enhanced the survival rate of UED forces, lengthening the expected battlefield life expectancy to over nine seconds.



Restoration

With the introduction of nano-conveyed anesthetic and attenuated laser technology, surgery has made amazing advancements. The death rate resulting from the emergency removal of foreign objects or alien viruses is at an all-time low, making such treatment in the field routine.

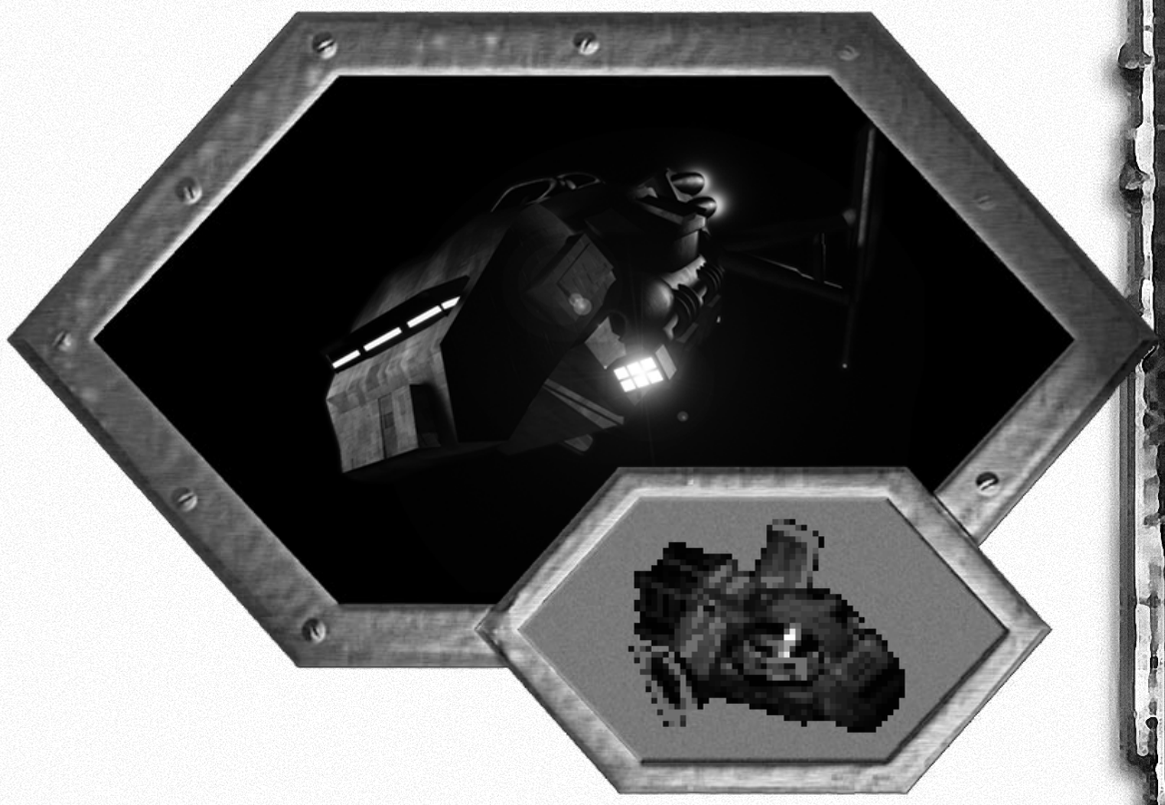
Optic Flare

The sole defensive armament of the Medic is the A-13 Flash Grenade Launcher. Originally designed as a way to provide illumination to the battlefield, both the delivery system and the projectile have been modified to discharge a maximum burst in the visible white light as well as ultra-violet spectrums. This has the effect of severely damaging the retinas or photo-optic receptors of any targeted unit.

valkyrie

ROLE: Missile Frigate
ARMAMENT: H.A.L.O. Cluster Rockets
AFFILIATION: United Earth Directorate

The Valkyrie Frigates are a powerful addition to the UED's Expeditionary Fleet. The Valkyries' H.A.L.O. missiles are capable of reducing most conventional star fighters and airborne structures to rubble. The missiles are fired in volleys of multiple projectiles, and impact within a large area of effect. The dispersal radius of its targeting system is designed to achieve maximum damage to not only its intended target, but also adjacent targets within the blast area. Valkyries are heavily armored, and can take substantial punishment from enemy fire before they suffer any core system failures.



-New Zerg Units-

Lurker

TYPE: Heavy Defense Warrior
CORE GENUS: Hydralisk
PRIMAYT ATTACK: Subterranean Spines

One of the newer and deadlier Zerg Strains is the Lurker. These creatures serve as defense warriors for the Hive Clusters and outlying Zerg colonies. Bred from the Hydralisk Strain, Lurkers emit waves of supra-dense spines against their enemies. However, Lurkers must actually burrow underground to release these subterranean attacks. Any warriors on the surface who are caught by these spines are instantly impaled. The spines themselves are capable of tearing into flesh, steel, and even reinforced armor plating. The only weakness of Lurker is that it is virtually defenseless while above ground.

Devourers

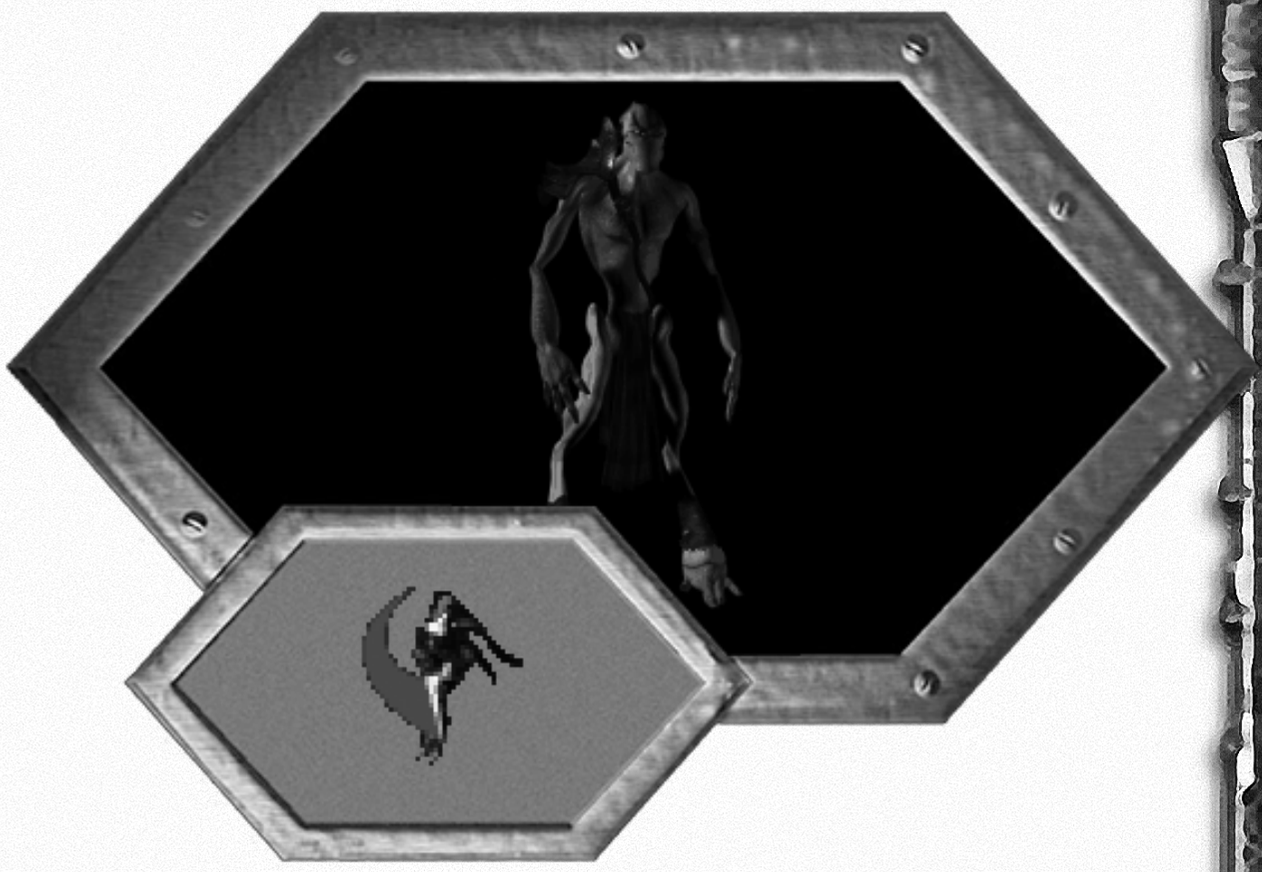
TYPE: Heavy Assault Flyer
CORE GENUS: Mutalisk
PRIMARY ATTACK: Corrosive Acid

Bred from the Mutalisk strain, the Devourers are a deadly addition to the Swarm. These large, flying behemoths are capable of spewing their vile acid at any airborne ships or creatures, causing significant corrosive damage. The venom of the Devourer consists of toxins that can eat through any known substance, including the reinforced armor plating of the Terran and Protoss capital ships. Acid Spores splashing off on impact, also impair adjacent units.

Dark Templar

ROLE: Elite Stealth Troops
ARMAMENT: Warp Blades

Banished from Aiur for refusing to submit to the Khala, the Dark Templar have wandered throughout the far reaches of space for generations. These mighty warriors, drawing secret powers from the cold void of the cosmos, are able to bend light around themselves which renders them virtually invisible. Armed with modified Psi-blade technology, the Dark Templar relentlessly strive to protect their race and the ancient secrets of their Tribes.



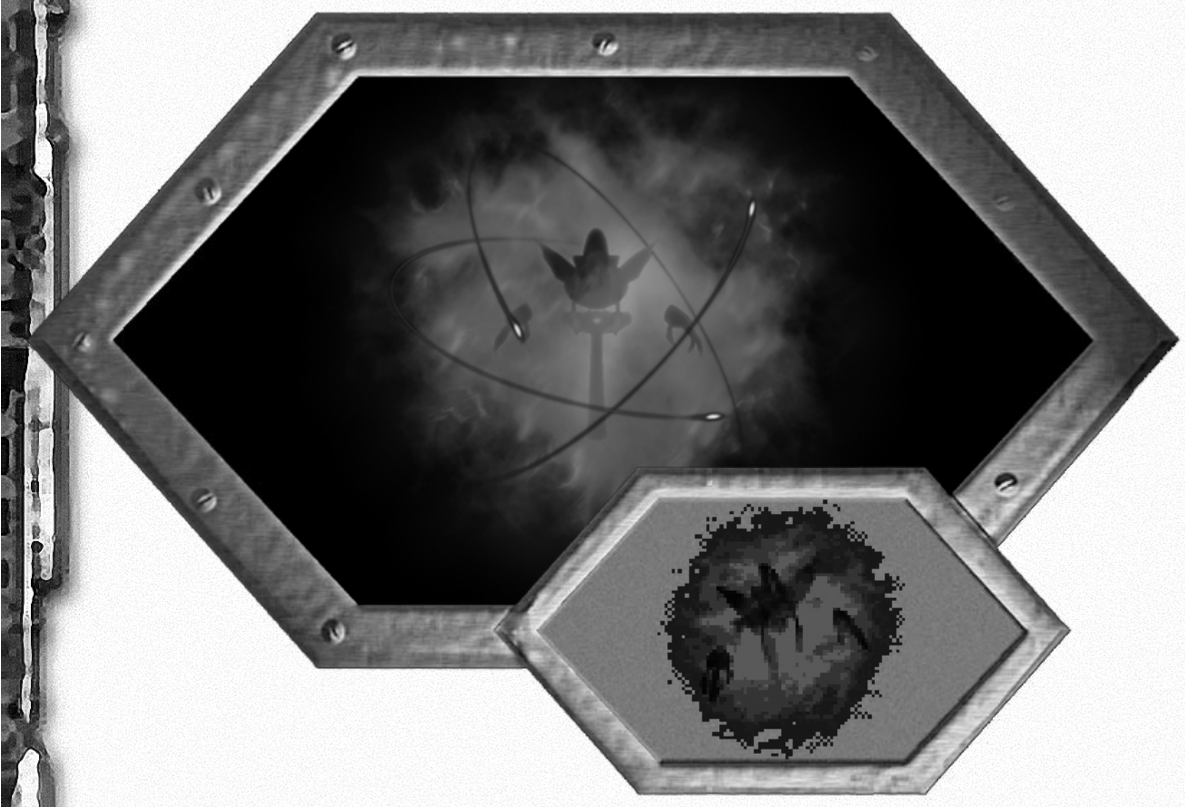
Corsair

ROLE: Medium Support Fighter
ARMAMENT: Neutron Flare

These fast, medium sized warships were built by the Dark Templar to safeguard their wandering fleets. Employing a devastating Neutron Flare in ship to ship combat, the Corsair is a versatile addition to the Protoss fleet. With its powerful Disruption Web, the Corsair can even prevent warriors deployed on planetary surfaces or defensive structures from attacking. This ability, when used as part of a large siege, is an invaluable asset to Protoss warfare.

Disruption Web

Corsair pilots can focus their psychic energy through the Neutron emitters on their vessels creating a field of psionic static that disrupts the neural pathways to the brain, as well as those electric impulses found within most on-board computer systems causing ranged attacks from within the web to be highly inaccurate. The magnetic resonance found within terrestrial ores and minerals draws the attack planetward, rendering this energy web ineffective against airborne targets.



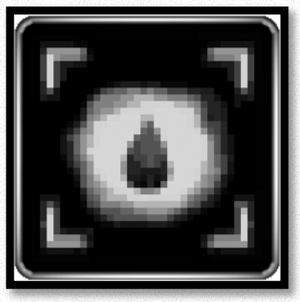
Dark Archon

ROLE: Heavy Support Warrior
ARMAMENT: None

The burning, crimson effigy of the Dark Archon spreads fear across any battlefield. These powerful creatures of living psionic energy embody the eternal wrath of the Dark Templar. Created by the merging of any two Dark Templar warriors, the Dark Archon can wield the mysterious energies of void. These dire, volatile beings are so powerful that the Dark Templar have outlawed their creation for a thousand years. After the Zerg Swarm destroyed the plant Aiur, the Dark Templar have realized the necessity of their greatest weapons.

Feedback

The power of the Dark Archon stems from the manipulation of raw psychic energy. So great is their mastery of these techniques that they can affect not only the psychic energies of other beings, but synthetically generated energies as well. By creating a whiplash of these primal forces, the Dark Archon turns the power of its enemies against themselves.



Mind Control

Although subtle use of psionics to influence others has long been utilized by the Judicator Caste, the ability to totally control the minds or bodies of others has long been thought to be impossible. This power of command is the ultimate weapon in the arsenal of the Dark Archon. Through an immense expenditure of will and energy, the Dark Archon projects a portion of its psychic essence into any material being, absorbing both the knowledge and powers of those who call themselves enemies of the Protoss.

Maelstrom

All living things have minds for the Dark Archon to shape and mold. With a powerful surge of mental energy the Dark Archon can stun a group of erstwhile attackers for a short period of time. While this maelstrom of psychic force only affects organic units, the area of its effect makes it a powerful weapon to employ.

-NEW UPGRADES-

Evolution is a constantly changing process. Objects, given time, will consistently improve upon themselves. This hold true for both natural and technological evolution.

Terran upgrades

The arrival of the UED to the Outer Rim brought about the development of new technologies, allowing startling improvements to be made to existing ordnance.

Upgrade: Charon Boosters
Unit Upgraded: Goliath
Improved propulsion technologies combined with upgrades to its existing targeting system software allow for impressive increases to the range of the Hellfire-AA Scatter Missiles.

Zerg upgrades

Prolonged exposure to raw Vespene gas has produced some unanticipated enhancements in the physical characteristics of certain prominent Zerg strains.

Upgrade: Chitinous Plating
Unit Upgraded: Ultralisk
This evolution imbues the Ultralisk strain with a hardened exoskeletal shell, enhancing the already impressive natural defenses of the Ultralisk.

Upgrade: Anabolic Synthesis
Unit Upgraded: Ultralisk
This alteration of the glands that produce endorphins and adrenal fluids serves to increase the reflexes and rate of movement of the Ultralisk.

Artanis

Protoss, Age 262
High Templar
Praetor of the Protoss Defense Forces

Artanis is the youngest Protoss to achieve the coveted rank of Praetor. Despite his youth and relative lack of experience, he is a bold and dynamic leader. Although Artanis was a strong believer of the former Conclave and the destiny of the Protoss, he still harbors a deep respect and admiration for Tassadar and the Tribal unification for which he fought. Artanis hopes to become as great a hero as Tassadar...a hope that may lead the young warrior to forsake his better judgment in his search for glory.

Raszagal

Female Protoss, Age 1045
Dark Templar
Matriarch of the Dark Templar Tribes of Shakuras

As one of the eldest living Protoss, Raszagal has ruled over her Dark Templar Tribes for nearly five hundred years. Imbued with tremendous psychic powers, she was once believed to possess one of the most powerful minds in the galaxy. But now, after selflessly shepherding her Tribe for so many long centuries, Raszagal's control over her powers has begun to slip.

Though Raszagal has kept her Tribes secluded upon the planet Shakuras, she has always sought to help the Protoss of Aiur in whatever secret ways she could. Despite her antipathy for the Protoss Conclave, Raszagal still fervently hopes that all of the progeny of her distinguished species will one day be reunited.

Gerard DuGalle

Male Terran, Age 64
Admiral of the United Earth Directorate's
Expeditionary Force

Gerard DuGalle has spent the greater part of his sixty-four years defending the Earth form its enemies. With countless victories to his credit, DuGalle is possibly the greatest military leader within the UED. It was no surprise that, due to the extreme nature of the Koprulu expedition, the UED Council decided unanimously to send DuGalle. Although DuGalle is the consummate soldier, he is uncomfortable with the prospect of 'using' the Zerg to achieve victory. He feels that the Zerg represent an unnecessary risk and would rather employ more conventional tactics in pacifying the war-torn Sector.

Alexei Stukov

Male Terran. Age 52
Vice Admiral of the United Earth
Directorate's Expeditionary Force

Alexei Stukov is a brilliant tactician who has spent most of his military career in top-secret research rather than in actual combat. Stukov is constantly striving to push the limit of conventional technology and physical theory to increase the effectiveness of UED troops in warfare. Though Stukov has been a life long friend of Admiral DuGalle, he was chosen to be second in command of the Koprulu expedition because of his somewhat unconventional vision.

There is a strong bond between Stukov and DuGalle. Both men were competition thoughout their youths and still play at getting the best of one another. However, Stukov bows to DuGalle's rank and position as Admiral and will serve his friend unquestioningly in the face of danger.

samir duran

Male Terran, Age 33
Former Confederate Operative
Special Advisor to the UED

Little is known about the enigmatic man who calls himself Samir Duran. By his own account, Duran served as part of the Confederate Alpha Squadron before the terrorist Arcturus Mengsk brought down the Confederate establishment. Duran, sensing a shift in the balance of power within the sector, has assumed command of a small commando squad that is dedicated to striking at "Emperor" Mengsk and his new Terran Dominion.

Though most of his comrades regard Duran as a sly and cunning leader, few would believe the truth about his mysterious nature...

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Credits in italics denote Macintosh version credits

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