

(Download) Starcraft Expansion Set: Brood War (Prima's Official Strategy Guide)

## Starcraft Expansion Set: Brood War (Prima's Official Strategy Guide)

*Bart Farkas*

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**Bart Farkas : Starcraft Expansion Set: Brood War (Prima's Official Strategy Guide)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Starcraft Expansion Set: Brood War (Prima's Official Strategy Guide):

0 of 0 people found the following review helpful. StarcraftBy Michael D VoightThe book is okay but sometimes I wonder if the person who wrote it actually played the game. Many times I have found walkthroughs that had more information.1 of 1 people found the following review helpful. The best way to learn or improve your Brood War game is...By Cellto buy this excellent book. I know how useful it is to watch replays, learn from friends etc. but this guide will provide a handy walkthrough, that will help you overcome the Single-player missions (that help you master the units and overcome the basics of the strategy) and then the Multy-player intense action. It provides excellent tips on how to beat each race (what strats to use against them) and even extras such as campaign editor and unit stats help. I

for one didn't regret buying this exemplary product, and I bet neither will you. It's cheap and useful, just what a SC gamer wants. And I bet most of us are striving for SC perfection, right? It's one of the most popular games of today, you know, if you don't play it, when you walk on the street people will point at you and say "hey look, there goes that guy that doesn't play SC, whatta case! When my son got all Fs in school, I said, "that's ok, you won the SC tourney and that's all that matters. Screw graduation ;)." "Jokes and metaphor aside, I can assure you that if you really want to improve your SC skill, buy this book, it's well worth it and so much more... I know you probably play SC just for fun and not to be a progamer and travel to Korea etc. (neither do I), but it's more fun to squish others than get owned, you are happy instead of frustrated with just a little diligence and this game is a fine choice if you want to spend those endless-sleepless nights in front of the Computer ;). 0 of 0 people found the following review helpful. Not very good

By T. Hollins Apparently the author thought the first starcraft book was good, and that the outline worked. He must not have received feedback from the first book in time to make the necessary changes to the second book. Anyway: 1) It describes the new units well enough, but so does the FAQ. It then goes on to describe the units but not in consistent detail. If I were reading this book only, or using as my only reference, "What is the attack range for ALL units including defensive units?". I guess he didn't check his book for consistency of information. Not good if he is intending to write more books. 2) The second half of the book is how to walk through and avoid the pit-falls of the "traps" in the missions. Would've been nice to include a general strategy. Also, if it was supposed to be thorough it could've given you the strategy to even beat the traps. As I progressed through the missions, I started destroying everything on the game board before finishing the mission (which sometimes was exactly that goal, ha ha). If you are a newbie or you want to beat the missions without thinking about strategy, buy this book (it also comes in the battlechest version of the game).

Critical single-player strategies  
Advanced multiplayer strategies for total domination  
Complete stats for all-new Terran, Protoss, and Zerg units  
Details about the new worlds  
Alternate Starcraft strategies direct from the game testers

Just when you thought the Zerg were dead . . .