AUDEMY
Gaming Toolkits

Starcraft

Accessibility Score: ★ ☆ ☆ ☆ ☆

StarCraft is a high-speed game where seconds matter, but blind players can master it with precise hotkeys, strict build orders, and sharp audio awareness. Your greatest strengths will be unit grouping, rhythm-based macro, and a mental minimap of your base.

Map Awareness — Knowing the Battlefield Without Seeing It

- Anchor at Your Base: Your starting location is home — every movement and command should begin from here.
- Mental Expansion Markers: Track future expansion spots by counting screen scrolls or using camera location hotkeys.
- Sound-Based Feedback: Distinguish between harvesting minerals, gas extraction, building construction, and attack alerts purely by audio.
- Consistent Layout: Place buildings in a fixed pattern every game so your hands always know where to queue units or upgrades.
- Patrol the Map by Loop: Assign scouts or fast units to loop key choke points, listening for enemy activity.

Race Choice — Picking Your Perfect Fit

- Zerg: Strong audio clarity from unit sounds, larva-based macro, and fast swarm tactics.
- Terran: Clear production cycles, strong defensive options, and mobile army with distinct sound cues.
- Protoss: Lower unit variety early game, strong base defense, and highly recognizable warp-in and shield sounds.

Early Game — Building Your Economy

- Memorized Build Orders: Practice a fixed opener for each race (e.g., 13 Supply Depot for Terran, 9 Overlord for Zerg) until it's second nature.
- Hotkey First: Every production building, upgrade facility, and key unit group should be on a control group from the start.
- Worker Cycles: Every time you check your base, queue more until saturation.
- Scout Once, Then Macro: Send a single scout early, then focus entirely on growing your base and army.