



Barracks: train attack units

Heavy: high power but slow melee unit

Light: low power but fast melee unit.
Heavy and Light units are very effective when micromanaged properly. Stay away from these units if you are not familiar with microRTS though.

Ranged: long range attack unit.
Try to use this unit, as it is the most effective for human use.

Bases: accumulate resources and train workers

Workers: can harvest minerals and construct buildings

Minerals: harvest them with workers



← Select the unit to train/construct with mouse, or using the highlighted quick key.

- **Select** units by left-clicking on them
- **Move** units by right-clicking on a destination
- **Attack** enemies by right-clicking on them
- **Harvest** minerals by right-clicking on them
- **Train** units by selecting them at the bottom of the screen
- **Construct** buildings by selecting the type of building at the bottom, and then right-clicking on the destination